

TECHNICAL RELOAD

BATTLETECH™

DARK AGE





DARKEST BEFORE THE DAWN

From the star-spanning devastation of the Word of Blake Jihad arose the Republic of the Sphere, a new nation dedicated to breaking the centuries-long cycle of warfare plaguing the Inner Sphere and creating new innovation and prosperity for all.

The ideals of the Republic worked—for a time.

Then in 3132, hyperpulse generators across thousands of worlds went offline, enveloping the Inner Sphere in silence. Paranoia and opportunism ran rampant as age-old hostilities reignited and chaos ruled the day. The Republic, the grand experiment in hope, was torn asunder by hostile forces on every side.

The Republic Era—better known as the Dark Age—was a time of upheaval and opportunity. Fortunes rose and fell, nations crumbled and others reconstituted. And at the center of the whirlwind lay Terra, the crown jewel of the Republic, a prize waiting for the warrior strong enough to seize it.

Technical Readout: Dark Age expands on *Technical Readout: Succession Wars*, *Technical Readout: Clan Invasion*, and *Technical Readout: Jihad* by combining the 'Mechs previously found in *Technical Readout: 3075*, *Technical Readout: 3085* (and its *Supplemental*), *Technical Readout: 3145*, *Technical Readout: 3150*, *Technical Readout: Irregulars*, *Technical Readout: Prototypes*, and more. This volume features some of the most common 'Mechs from the Dark Age. Each machine is accompanied by an illustration, a description of its history, capabilities, and game stats.

FOR USE WITH BATTLETECH™

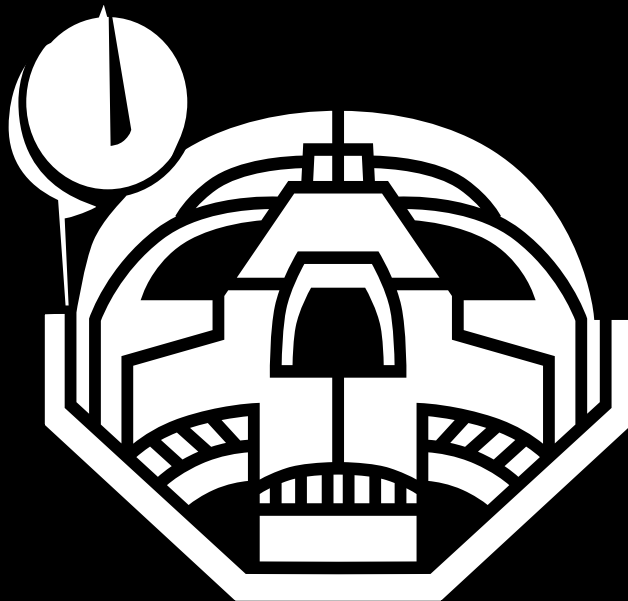


© 2022 The Topps Company Inc. All Rights Reserved. BattleTech Technical Readout: Dark Age, BattleTech, BattleMech, and 'Mech are registered trademarks and/or trademarks of The Topps Company Inc. in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are registered trademarks of InMediaRes Productions, LLC. Printed in USA.

WWW.CATALYSTGAMELABS.COM

TECHNICAL READOUT

DARK AGE



CATALYST GAME LABS

TABLE OF CONTENTS

INTRODUCTION	4	Avalanche	68	Mangonel	134
BATTLEMECHS	6	Black Hawk (Standard)	70	Thor II (Grand Summoner)	136
Gùn	6	Centurion OmniMech	72	Black Knight	138
Arbalest	8	Enforcer III	74	Cave Lion	140
Crimson Hawk	10	Gravedigger	76	Jade Hawk	142
Gunsmith	12	Raider	78	Mad Cat Mk IV (Savage Wolf)	144
Koshi (Standard)	14	Sarath	80	Prefect	148
Mjolnir	16	Shockwave	82	Shiro	150
Anubis	18	Ursus II	84	Sphinx	152
Cadaver	20	Wendigo	86	Tian-Zong	154
Crosscut LoggerMech MOD	22	Bakeneko	88	Tundra Wolf	156
Dola	24	Dark Crow	90	Warwolf	158
Jackalope	26	Exhumer	92	Bruin	160
Pack Hunter II	28	Gyrfalcon	94	Doloire	162
Spider	30	Hitotsume Kozo	96	Zeus-X	164
Wulfen	32	Kheper	98	Omen	166
Blade	34	Mad Cat III	100	Stalker II	168
Eyrie	36	Thunder Fox	102	Juliano	170
Havoc	38	Anzu	104	Night Wolf	172
Jaguar	40	Shadow Cat II	106	Onager	174
Rokurokubi	42	Vulpes	108	Orochi	176
Storm Raider	44	Vulture Mk III (Mad Dog Mk III)	110	Peacekeeper	178
Tiburon	46	Vulture Mk IV (Mad Dog Mk IV)	112	Shrike	180
Araña MilitiaMech	48	Dragon II	114	Tenshi	182
Calliope	50	Karhu	116	Atlas	184
Cuirass	52	Lament	118	Atlas III	186
Night Stalker	54	Loki Mk II (Hel)	120	Jupiter	188
Raven II	56	Scourge	122	Malice	190
Scarecrow	58	Ursa	124	Xanthos	192
Goshawk II	60	Blood Reaper	126	Poseidon	194
Stalking Spider II	62	Carronade	128	Ares	196
Violator	64	Gallant	130	ADVANCED BATTLEMECH RULES	200
Agrotera	66	Hound	132		

TECHNICAL READOUT: DARK AGE

TECHNICAL READOUT: 3075

Writing

Herb A. Beas II
Randall N. Bills
Ken' Horner
Nick Marsala
David McCulloch
Ben Rome
Jason Schmetzer
Paul Sjardijn
Additional Writing
Jim Rapkins
Björn Schmidt

Product Development

Randall N. Bills
Assistant Development
Mike Miller
Chris Wheeler

Production Editing

Jason M. Hardy

BattleTech Line Developer

Herb A. Beas II

Production Staff

Art Direction
Randall N. Bills
Cover Art
Michael Komarck
Cover Design
Ray Arrastia
Layout
Ray Arrastia
Illustrations
Ray Arrastia
Doug Chaffee
Brent Evans
Duane Loose
Matt Plog

TECHNICAL READOUT: 3085

Writing

Joel Bancroft-Connors
Herb A. Beas II

Randall Bills
Roland Boshnack
Craig Erne
Johannes Heidler
Ken' Horner
David McCulloch
Luke Robertson
Ben H. Rome
Jason Schmetzer
Paul Sjardijn
Joel Steversen
Geoff Swift
Chris Wheeler
Additional Writing
Brent Evans

Additional Unit Designs
Johannes Heidler
Daniel Isberner
Chris Marti

Product Development

Joel Bancroft-Connors

Production Editing

Jason Schmetzer
Diane Piron-Gelman

BattleTech Line Developer

Herb A. Beas II

Production Staff

Art Direction
Brent Evans
Cover Art
Doug Chaffee
Cover Design
Ray Arrastia
Layout
Ray Arrastia
Illustrations
Doug Chaffee
Brent Evans
Joel Hardwick
Stephen Huda
Alex Iglesias
Justin Nelson
Eric Ou

Matt Plog
Chad Segesketter
Stanley VonMedvey
David White

TECHNICAL READOUT: 3085 SUPPLEMENTAL

Writing

Joel Bancroft-Connors
Craig Erne
Johannes Heidler
Ken' Horner

Product Development

Joel Bancroft-Connors

Production Editing

Roland Boshnack

BattleTech Line Developer

Herb A. Beas II

Production Staff

Art Direction
Brent Evans
Cover Art
Doug Chaffee
Cover Design
Ray Arrastia
Layout
Ray Arrastia
Illustrations
Alex Iglesias
Brent Evans
Chris Lewis
David White
Doug Chaffee
Matt Plog
Seth Kurbound
Stephen Huda

TECHNICAL READOUT: 3145

Writing

Herbert A. Beas II
Aaron Cahall
Keith Hann
Jason Hansa

Johannes Heidler
Ken' Horner
Kevin Killiany
Philip A. Lee
Aaron Pollyea
Christopher Purnell
Craig A. Reed, Jr.
Luke Robertson
Ben H. Rome
Jason Schmetzer
Adam Sherwood
Paul Sjardijn
Joel Steversen
Geoff Swift
Mike Timbers
Elliotte C. Want
Andreas Zuber

Product Development

Jason Schmetzer
Development Assistance
Herbert A. Beas II

Production Editing

Jason Schmetzer

BattleTech Line Developer

Herb A. Beas II
Assistant Line Developer
Ben H. Rome

Production Staff

Art Director
Brent Evans
Assistant Art Director
Ray Arrastia
Cover Art
Anthony Scroggins
Cover Design
Ray Arrastia
Layout
Ray Arrastia
Illustrations
Chris Daranouvong
Stephen Huda
Alex Iglesias
Seth Kurbound
Chris Lewis
Justin Nelson

Matt Plog
Anthony Scroggins
Rudy Valle
David White

TECHNICAL READOUT: 3150

Writing

Herbert A. Beas II
Aaron Cahall
Keith Hann
Jason Hansa
Johannes Heidler
Ken' Horner
Kevin Killiany
Philip A. Lee
Aaron Pollyea
Christopher Purnell
Craig A. Reed, Jr.
Luke Robertson
Ben H. Rome
Jason Schmetzer
Adam Sherwood
Paul Sjardijn
Joel Steversen
Geoff Swift
Mike Timbers
Elliotte C. Want
Patrick Wynne
Andreas Zuber

Product Development

Ray Arrastia
Development Assistance
Herbert A. Beas II
Johannes Heidler
Ben H. Rome

BattleTech Line Developer

Randall Bills
Assistant Line Developer
Ben H. Rome

Production Staff

Art Director
Brent Evans
Assistant Art Director
Ray Arrastia
Cover Art

Rudy Valle
Cover Design
Ray Arrastia

Layout

Ray Arrastia
David Allen Kerber
Illustrations
Chris Daranouvong
Stephen Huda
Alex Iglesias
Seth Kurbound
Chris Lewis
Justin Nelson
Matt Plog
Anthony Scroggins
Rudy Valle
David White

OTHER TECHNICAL READOUTS: TRO PROTOTYPES INTERSTELLAR EXPEDITIONS WARS OF THE REPUBLIC ERA XTRO REPUBLIC I TRO IRREGULARS

Writing

William Gauthier
Johannes Heidler
Daniel Isberner
Aaron Pollyea
Ben H. Rome
Patrick Wynne

Illustrations

Brent Evans
Chris Lewis
Matt Plog
Alex Williamson

FIND US ONLINE:

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

TECHNICAL READOUT: DARK AGE

Writing

Aaron Cahall
Étienne Charron-Willard
Johannes Heidler
Edward McEneely
Eric Salzman

Product Development

Ray Arrastia
Randall N. Bills
Brent Evans
Additional Development
Johannes Heidler

BattleTech Line Editor

Aaron Cahall
Additional Editing
Étienne Charron-Willard
Johannes Heidler
David Allen Kerber
Wunji Lau
Chris Wheeler

BattleTech Line Developer

Ray Arrastia
Assistant Line Developer
Aaron Cahall

Production Staff

Cover Art
Tan Ho Sim
Cover Design
Ray Arrastia
Graphic Design & Layout
David Allen Kerber

Printed in USA.
First Printing



ilKhan,

Popular historians love to apply hackneyed, clichéd sayings to the arc of events whether they fit or not, and perhaps one of the most overused is “it is always darkest before the dawn.” In the sixteen hundred years since Thomas Fuller inflicted these words on humanity, they have become one of our most tired turns of phrase. In our modern context, the saying is most often used to describe the so-called “Dark Age” era, the six or seven decades between the end of the Blakist Jihad and the rise of the ilClan.

If there is a more misguided sentiment to describe this period of history, I cannot think of it.

The Dark Age draws its name primarily from the Blackout which occurred during the first week of August 3132. When the HPG network went down, so common wisdom holds, a “darkness” fell which lasted until the “dawn” of the ilClan nineteen years later.

A nice, simple construction which fits the saying perfectly—and is utterly wrong.

The Blackout was a notable event, but what of the *decades* before that, usually ascribed as being part of this “Dark Age”? Conversely, the effects of the Blackout did not magically disappear with the rise of the ilClan, and lingered until several years after the Last Annihilation.

Of those decades before Gray Monday, what made them so dark? Really very little, it turns out. The Republic of the Sphere succeeded in stabilizing the core of the Inner Sphere to a degree not known since the First Star League. The recovery of common, everyday technology finally caught up to the leaps in military applications seen after the Clan Invasion. The production of new BattleMechs in some regions fell to levels below those of the late Succession Wars.

The new ‘Mechs that were created, and that are detailed in this report, strode forth with greatly improved weapons and armor. In many cases, these were improved or standardized versions of systems that the nearly constant large-scale warfare of the mid-thirty-first century had not allowed to ripen. From armor variants to the massive tripod superheavies, BattleMech development reached a level of refinement never seen before—much of it driven by the prosperous Republic’s desire to build a technological advantage over its neighbors similarly to that once enjoyed by the Terran Hegemony.

Say the words “Dark Age” to the average Inner Sphere freebirth, and they will regale you with images of ForestryMechs with welded-on cannons swinging chainsaws at hoverbikes. Certainly, such engagements occurred, especially in the first few years after the Blackout. But the industrial might of the Inner Sphere was dormant, not dismantled, and by the time of the Battle for Terra, conflicts involving cutting-edge tech were once more commonplace.

Moreover, this time period saw large-scale breaches in the barriers between the use of Inner Sphere technologies and ClanTech on the same BattleMech. The units detailed herein boast more types and combinations of weapons, armor, and electronic warfare systems available than ever before. With much more of that technology available to many nations, BattleMech designers saw no reason not to begin aggressively mixing components regardless of their vintage. This trend added yet another consideration for warriors of the era, who faced many new and unexpected variants of once well-known ‘Mechs.

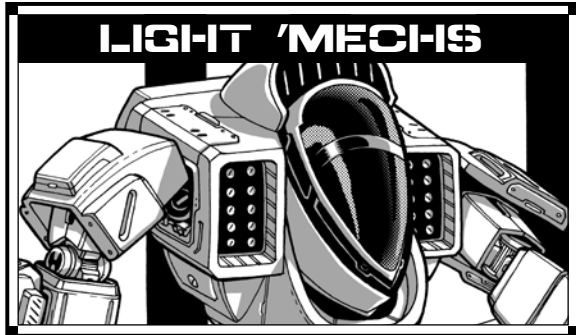
The complexities of BattleMech combat in these years put special emphasis on the capabilities of the MechWarrior. Individual warriors’ importance only accelerated in the years surrounding the Blackout, when there were so many fewer of them. MechWarriors were long held up as the modern version of the knights of antiquity. The Republic—never afraid of a little on-the-nose imagery—turned them into literal Knights, riding into battle in highly personalized, often exotic BattleMechs. Though they were undeniably lethal warriors and enjoyed broad personal authority, the Knights of the Republic of the Sphere served another important purpose: being something for the rank and file to aspire to.

Many members of the Republic Armed Forces pushed themselves harder in the hope of achieving Knighthood, comparable to those in the modern SLDF Regular Army and across the Clans who seek to prove themselves and be known across the Inner Sphere as a Gunslinger. Much as the Republic’s Knights commanded substantial respect wherever they went, Gunslingers maintain a level of notoriety—not to mention the title itself—that often lasts for the rest of their lives. The efforts of various Knights buoyed the Republic in the chaotic years after Gray Monday. Likewise our League has benefitted greatly from the wide latitude granted to, and unparalleled skill shown by, the Gunslingers.

Just as we have revised—and perhaps, corrected—the Republic’s concept of Knights, so too have I urged those under my command to limit or avoid the use of “Dark Age” or “Blackout” to refer to this period of time in favor of the more accurate and less weighted “Republic Era.” While we begin rescuing this era from simple aphorisms and misguided assumptions, I trust you will find the close look at the BattleMechs debuting during this time illuminating.

—Star League Loremaster Stephan Roshak,
12 November 3250





Mass: 20 tons
Chassis: Ceresplex Light Omni Endo Steel
Power Plant: Rawlings 100
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Ceres Standard
Armament:
 10 tons of pod space
Manufacturer: Ceres Metals Industries
Primary Factory: Capella, Lockton
Communications System: Hellespont TiteBeam
Targeting & Tracking System: Apple Churchill 2000

Overview

On the eve of the Capellan Confederation's most recent invasion of the Republic of the Sphere, Ceres Metals Industries released a new light OmniMech. Named for the most basic of the four traditional Chinese fighting weapons, the fighting staff, the *Gùn* was designed for the most basic form of modern combat, infantry combat. Whether fighting against enemy infantry or supporting friendly battle armor and infantry forces, the *Gùn* is the infantryman's worst enemy and favorite ally.

Capabilities

An OmniMech is an unusual choice for what is essentially a garrison unit, but this OmniMech provides benefits that are useful in garrison forces. One benefit is the ability to quickly deploy and relocate battle armor forces, a staple of Capellan

garrison forces. Unlike offensive actions, defensive actions require a commander to counter many different types of attacks. The ability to change weapons configurations of the *Gùn* based on the enemy forces, combined with the mechanized battle armor capabilities, was determined enough of a benefit to offset the extra costs in construction and supplies.

Deployment

The *Gùn*'s most notable assignment occurred during the Capellan conquest of New Hessen in 3144. After major combat had ceased and the planetary rulers surrendered, a lance of *Gùns* from the Second McCarron's Armored Cavalry were sent to establish a field outpost. Along with a company of infantry and a platoon of Arrow IV Assault Vehicles, the lance was tasked with guarding a mining facility in a remote area while new Capellan overseers restarted production.

A week after their arrival, the miners revolted, killing the overseers and attacking the guarding forces with two mixed lances of *MiningMechs* and *LoaderMechs*, a company of assorted vehicles, and over 150 miners attacking on foot with whatever tools they could find. The lance, two *Gùn Primes* and one each of the other two configurations, led the counterattack on the miners. The *MiningMechs*, *LoaderMechs*, and vehicles quickly fell to the combined fire of the A and B configurations and directed Arrow IV artillery support. Witnessing two-thirds of their number fall to plasma fire, the remaining miners scattered, seeking out any hiding spot they could find. The last of the miners were flushed out using the B configuration's Bloodhound Active Probe.

The *Gùn* has begun deployment to select units among the CCAF, MAF, and even the forces of Andurien. Despite the years of cooperation between the CCAF and MAF, differences can still be seen in the deployment of the *Gùn*. Deployed in the CCAF as a support or garrison unit, the *Gùn* is a prized frontline battle armor transport and combat unit for the MAF. Former Knight of the Sphere Rick Raisho defeated four *Gùns* in late 3144 with only his *Centurion*. Seeing two companies of infantry being savaged

by the *Gùns*, Raisho challenged the lance to "pick on someone more their size." The Capellans thought they could easily defeat the ancient *Centurion*, but Raisho quickly shredded the thin armor of the *Gùns* with his *Centurion's* Luxor Devastator-20 Autocannon.

Infantry commanders drill their forces to quickly identify the *Gùn Prime* configuration; its fearsome plasma weapon can quickly eliminate an entire platoon of infantry. All RAF units are advised to consult the warbook carefully when facing a *Gùn*, as the B configuration is rarely deployed without supporting artillery units within range.

Notable Units

Si-ben-bing Ismail Leung: As a child, Leung barely survived when RAF troopers fired into a crowd on Sarna in 3113. Assigned a *Gùn* before the collapse of the Republic, *Sao-wei* Leung of the Fourth Liao Guards hesitated when ordered to fire on a crowd suspected of harboring guerrillas on Tall Trees. His refusal to follow orders was later vindicated when the crowd was identified as noncombatants, but his court-martial resulted in demotion and corporal punishment rather than expulsion from the CCAF.

Garrett's *Gùns*: The *Gùns* were assigned to infantry support duties as punishment for offenses including accidentally crippling their commander's *Yu Huang* and tripping on and crushing a Regulator. *Sang-wei* Garrett O'Donnell, seeking avenues to advance his career, volunteered to command the leaderless lance and trained the lance extensively. After months of training and combat deployments, the *Gùns* became the best infantry support lance in the Second McCarron's Armored Cavalry and are frequently detached from their normal garrison assignments for special duty.

GN-20 GÙN

LIGHT 'MECHS

7

Type: **Gùn**
Technology Base: Inner Sphere
Tonnage: 20
Battle Value: 775

Equipment		Mass
Internal Structure:	Endo Steel	1
Engine:	100	3
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		.5
Cockpit (Small):		2
Armor Factor:	56	3.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	7
Center Torso	6	7
Center Torso (rear)		2
R/L Torso	5	6
R/L Torso (rear)		2
R/L Arm	3	6
R/L Leg	4	6

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	2
Center Torso	2 XL Gyro	0
Right Torso	6 Double Heat Sink	4
	2 Endo Steel	
Left Torso	6 Double Heat Sink	4
	2 Endo Steel	
Right Arm	3 Double Heat Sink	2
	3 Endo Steel	
Left Arm	3 Double Heat Sink	2
	3 Endo Steel	
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Notes: Features the following Design Quirk: Improved Targeting, Short.

Weapons and Ammo

Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>		
Plasma Rifle	2	6
Ammo (Plasma) 20	2	2
2 ER Medium Lasers	2	2

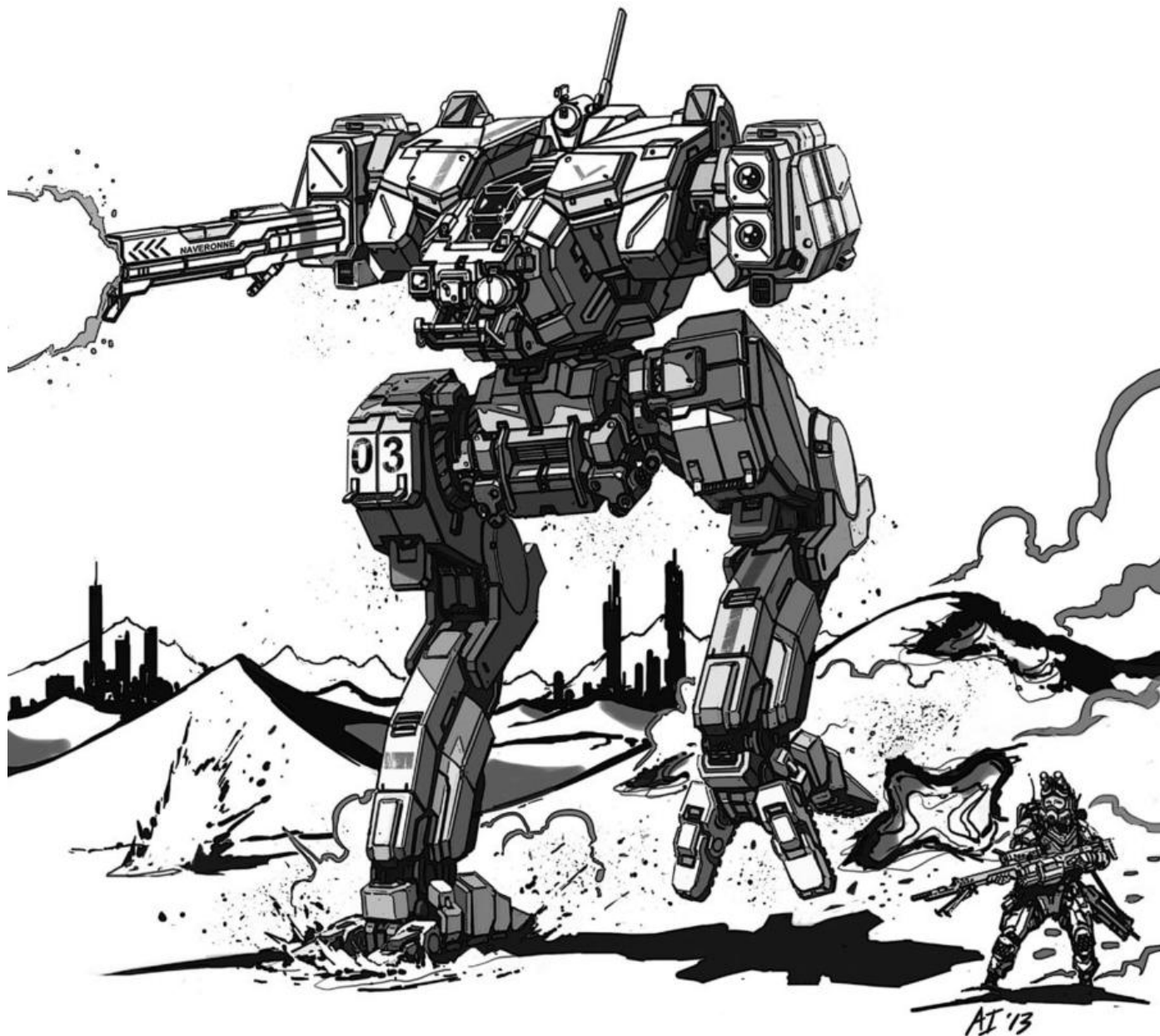
Alternate Configuration A

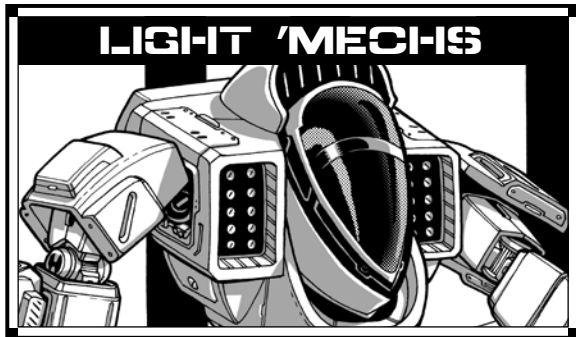
Heavy PPC	4	10
Battle Value: 685		

Alternate Configuration B

ER Large Laser	2	5
Angel ECM Suite	2	2
Bloodhound Active Probe	3	2
TAG	1	1

Battle Value: 639





Mass: 25 tons
Chassis: Star League NCX
Power Plant: Vlar 125
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Irece Standard
Armament:
 2 Series 2a Mk. 5 Extended-Range Medium Lasers
 2 Mk. 46 Type II LRM 10 Launchers
Manufacturer: Irece Alpha
Primary Factory: Irece
Communications System: Raldon R1 with ECM
Targeting and Tracking System: Dalban Hirez II

Overview

Like the *Ocelot* before it the Nova Cats developed the *Arbalest* as part of the program to build up their second-line forces. Unveiled in 3077, the design emphasized reducing the drain on the Nova Cats' limited supply of Clan technology—thus minimizing the strain on their limited production facilities.

Capabilities

Quite slow for a light BattleMech, the *Arbalest's* design places emphasis on weaponry, which is also where its Clan technology is concentrated. Two compact Mk. 46 Type II LRM launchers provide respectable long-range firepower, and two arm-mounted extended-range medium lasers effectively double the *Arbalest's* throw weight at shorter ranges. To counter the spread of sophisticated C³ systems—especially in Blakist forces—the 'Mech is equipped

with a powerful ECM module. *Arbalests* can forge ahead and disrupt enemy fire control networks, transforming a battle into something more akin to the single combats with which Clan MechWarriors are more comfortable.

Carrying all this weaponry and equipment comes at a price; the *Arbalest's* paltry three and a half tons of armor places the BattleMech at a distinct disadvantage in prolonged engagements. The need to adopt hit-and-run tactics sits poorly with many Clan MechWarriors.

Another advantage of the *Arbalest's* minimalist design philosophy is the ease with which it can be maintained and repaired. While still a far cry from the sophistication of Omni technology, the limited maintenance resources available to many second-line formations makes this new design popular with the technician caste members who must work on it.

Deployment

Faced with the fall of the second Star League and the Word of Blake's ferocious response, the Nova Cats began to strengthen Omicron Galaxy by promoting it from its status as a provisional formation to a fully operational second-line Galaxy. Intended to be quick and inexpensive to build, the *Arbalest* was perfect for this project. Since its introduction the 'Mech has also made its way into other second-line (and even on occasion frontline) Clusters.

The *Arbalest's* combat debut came in early 3077 fighting alongside *Pack Hunters* and *Ha Otokos*. Nova Cat MechWarriors used their *Arbalests'* ECM systems to disrupt the C³ networks employed by their Blakist foes. Many of the new 'Mechs were destroyed but their sacrifice disrupted the Word of Blake's cohesion and ensured a victory for the Clansmen.

In late 3077 *Arbalests* of the Nova Cats' Delta Galaxy tangled with Word of Blake forces on Sheratan. In the hard fight for this world the *Arbalest* demonstrated its effectiveness in neutralizing enemy C³ networks. In 3078, Delta clashed with elements of the Blakist Protectorate Militia on Epsilon Eridani. Learning from their previous encounters, the Blakists deployed fast hovercraft and battle armor to hunt down the *Arbalests* and other ECM-equipped units early in the battle. Victory cost the Nova Cats far heavier casualties.

Ever vigilant for the deal, Clan Diamond Shark has traded the Nova Cats much-needed Clan technology for the output of several limited production runs. These *Arbalests* were subsequently sold to mercenary commands and the Republic of the Sphere. Hired to protect mining facilities on Cammal, the mercenary command Covenant's Commandos employed a pair of *Arbalests* to harass a combined-arms force of pirates. The mercenary BattleMechs sprung a series of ambushes on the raiders, buying Captain Matthew Covenant time to redeploy the rest of his company and catch the pirates in a vice from which none would escape.

Variants

Two major variants of the *Arbalest* have been introduced by the Nova Cats. The first, the *Arbalest* 2, addresses the frailty of the original by increasing armor protection to the maximum the light chassis will carry. Ground speed is boosted by the installation of MASC. In order to accommodate these changes, the left-torso missile launcher and magazine have been removed.

The *Arbalest* 3 is better suited to close-range battles and to fighting battle armor. It improves protection by switching to ferro-fibrous armor, which is further improved by replacing the ECM system with an additional ton of armor. Each arm-mounted laser is replaced with two extended-range small lasers.

Notable Units

Tai-i Danni Haag: An idealistic Dominion citizen of Rasalhagian descent, young Danni joined Motstånd's abortive 3125 uprising. Escaping to Republic space, she was recruited into Katana Tormark's Dragon's Fury, finding a new home in the all-female Amaterasu. Tormark promised the Fury's aid in liberating the Rasalhagian people and gave Danni a Nova Cat *Arbalest*. In *Hellwasp*, Danni distinguished herself in heavy raids on Addicks and other worlds. Hoping Coordinator Emi Kurita and the Nova Cats would aid Motstånd's cause, she fought boldly against Yori's forces. When the Amaterasu were crushed on Piedmont in 3143, however, she fled offworld, and was next seen among the Vega Protectorate's Freeminders.

Type: **Arbalest**

Technology Base: Clan

Tonnage: 25

Battle Value: 1,029

Equipment

Internal Structure:		Mass
Engine:	125	2.5
Walking MP:	5	4
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	56	3.5

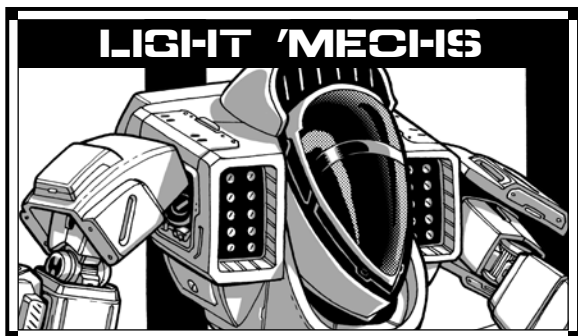
	Internal Structure	Armor Value
Head	3	8
Center Torso	8	8
Center Torso (rear)		2
R/L Torso	6	5
R/L Torso (rear)		2
R/L Arm	4	5
R/L Leg	6	7

Weapons

and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
LRM 10	RT	1	2.5
Ammo (LRM) 12	RT	1	1
ECM Suite	H	1	1
LRM 10	LT	1	2.5
Ammo (LRM) 12	LT	1	1
ER Medium Laser	LA	1	1

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





Mass: 25 tons

Chassis: York II XT

Power Plant: 125 York XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Clan Series Type I Light

Jump Capacity: 150 meters

Armor: Compound 6A

Armament:

1 Series 7J Extended-Range Large Laser

1 Series 7K Extended-Range Large Laser

Manufacturer: Manufacturing Plant DSF-IT1

Primary Factory: Itabiana

Communications System: Able-Seven Sensor Suite

Targeting and Tracking System: Multi-Spread 9

Overview

Initially conceived and designed by Blood Spirit scientists, the *Crimson Hawk* was plagued incessantly with internal problems, system malfunctions, and a decided lack of resources. During the Star Adders' blockade of the Blood Spirit Clan on York, the Spirits suffered a slow constriction of resources, components, and morale. As the siege wore on, it became apparent that the Adders were keeping the Spirits from complete Annihilation only so they could be used as a ready-made crucible for their own warriors' development.

This became evident when the Adders stopped challenging other Clan merchant caste vessels from approaching and leaving York. During one such trip in 3069, an observant Diamond Shark commander noticed a partially built *Crimson Hawk* in an

out-of-the-way hangar. Intrigued, he issued a Trial of Possession for it. Shocked and outraged, the Spirits defended the Trial with a Binary of 'Mechs in the hellish Morgrave Swamplands. The battle was well fought, but the Sharks emerged from the swamps triumphant; only two Spirit warriors survived.

The *Crimson Hawk* and the entire Spirit technical and scientist team were then transferred to Itabiana, arriving in 3070. Safe outside the escalating warfare and confusion in the Homeworlds, the Sharks continued the development of the light 'Mech design in relative secrecy.

In 3073, Combine spies observed the Diamond Sharks loading eight *Overlord-Cs* with *Crimson Hawks* and subsequently disappearing on the *Titanic*. This tidbit was ignored until a chance rumor snagged from a Ghost Bear Watch intercept indicating that the *Titanic* had "run a vigorous Adder blockade and escorted several DropShips to the planet below before being split in half by a large WarShip, suspected to be the *Sovereign Right* or *Absolute Truth*."

Capabilities

The *Crimson Hawk* is a 'Mech of contradictions. Though the standard weapons are two extended-range lasers, they are not the same models. The 'Mech was designed with subterfuge in mind—clearly the Sharks' contribution—with the Series 7J and its massive cooling sleeve mounted to the top of the torso on a hinge mount reminiscent of the old *Shadow Hawk's* "stow and go" autocannon. The Series 7K on the right arm is stripped to its essential mountings and at first glance looks exactly like the Series 3K extended-range medium laser. The confusion is apparently intentional, as the mounting plates and connections can easily house the Series 3K, allowing the possibility of other mission equipment or weapons mounted elsewhere to pack a surprise for opponents.

Deployment

The *Crimson Hawk* has been eagerly snapped up by Falcon merchants, possibly due to the persistent rumors of severe internal attacks that have devastated the Clan's *touman* within the Falcon OZ. The Exiled Wolves have begun negotiations with

the Sharks for the design and possibly a production facility.

Variants

Only two variants of the *Crimson Hawk* are known. The O5P observation team noted that the *Hawks* loaded on Itabiana mounted heavier-style lasers. Due to intel gathered after Operation Serpent indicating that the Blood Spirits have a fascination with the heavy laser design and that the weapon is an easy match in tonnage and power allotment for the Series 7 lasers, it is reasonable to assume that these *Crimson Hawks* mounted them instead of the standard extended-range versions.

The other variant seems to be a modified redesign being tested by the Wolves (in Exile) for possible production. Because it mounts heavier jump jets that give it twenty percent more distance, its internal structure appears to have been reinforced. The Series 7K large laser is replaced with a smaller Series 3K extended-range medium, making the now very maneuverable *Crimson Hawk* decidedly heat-efficient and more deadly as a scout 'Mech.

Notable MechWarrior

Galaxy Commander Stephan Faulk: A skilled Diamond Shark warrior who possesses the mind of a merchant, Faulk was the warrior who spotted the Spirit's first *Crimson Hawk* prototype and fought a successful Trial for it. The Spirits have since refused to deal with any other Diamond Shark warrior or merchant during the Shark's dwindling presence among the Homeworlds, respecting his battle prowess, if not his shrewdness. It is rumored among the merchant caste that it was at Faulk's insistence that over a Cluster's worth of *Crimson Hawks* was shipped to the Spirits, even after the Clan had departed the Homeworlds for good. What he has given up for such an odd request may never be known; he was last reported seen by the O5P boarding a shuttle bound for the *Titanic* when it left Itabiana.

Type: **Crimson Hawk**
 Technology Base: Clan
 Tonnage: 25
 Battle Value: 1,285

Equipment

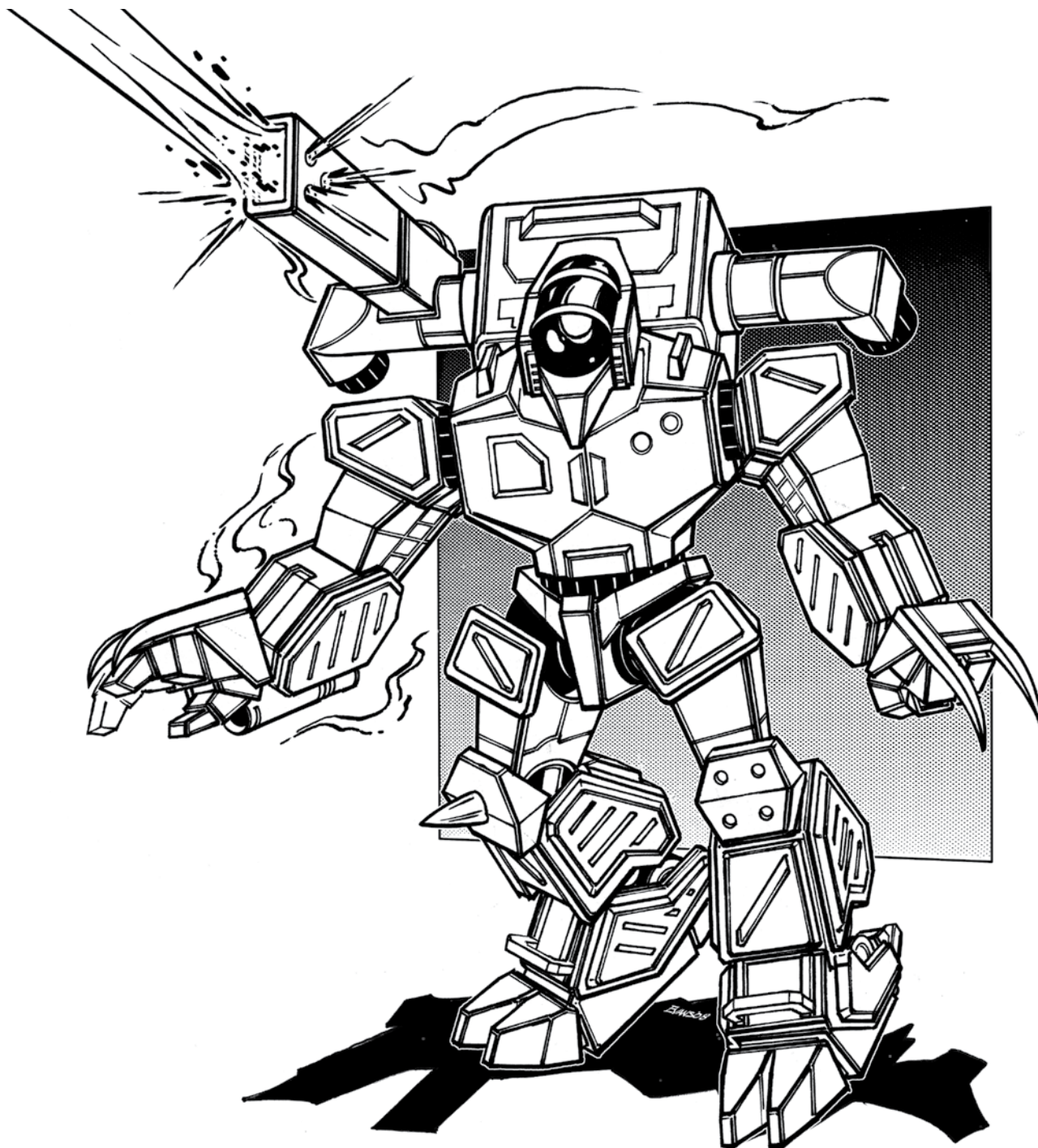
Internal Structure:		Mass
Engine:	125 XL	2.5
Walking MP:	5	2
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	89	5

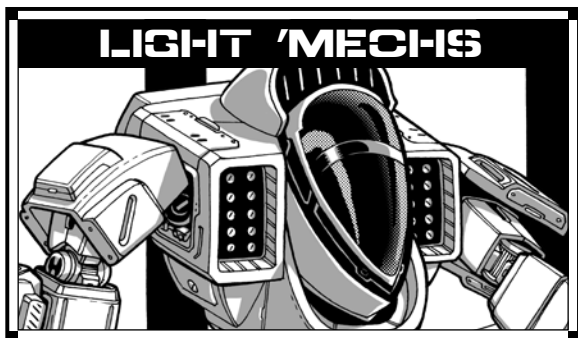
	Internal Structure	Armor Value
Head	3	9
Center Torso	8	12
Center Torso (rear)		4
R/L Torso	6	9
R/L Torso (rear)		3
R/L Arm	4	8
R/L Leg	6	12

Weapons and Ammo

	Location	Critical	Tonnage
ER Large Laser	RA	1	4
ER Large Laser	RT	1	4
Jump Jets	RT	2	1
Jump Jets	LT	2	1
Jump Jet	CT	1	.5

Notes: Features the following Design Quirk: Protected Actuators.





Mass: 25 tons

Chassis: Jalastar Mk.V-CH7 Endo Steel

Power Plant: PlasmaStar 250 XXL

Cruising Speed: 108 kph

Maximum Speed: 162 kph, 216 kph with MASC

Jump Jets: None

Jump Capacity: None

Armor: StarGuard Reflec

Armament:

4 Martell-X Medium X-Pulse Lasers

Manufacturer: Jalastar Aerospace

Primary Factory: Panpour

Communications System: Telestar Model R4-11Y

Targeting & Tracking System: Jalastar

TargiTrack 753

Overview

The *Gunsmith* began deployment with the AFFS just prior to the Blackout, and in the war-ridden wake of that event no procurement officer was willing to even look again at the contract. To the 'Mech's credit, however, it has performed sterling service, though there are quiet rumblings about its high cost.

Capabilities

The *Gunsmith* is an excellent raider and pursuit 'Mech. Fast, well-armored for its weight and heavily armed, its only real weakness is a slight heat burden that can sometimes force unskilled MechWarriors to overuse the *Gunsmith's* MASC system.

Deployment

Gunsmiths have earned a fearsome reputation during the invasions. Assigned to already-aggressive MechWarriors, the sense of outrage most Davion pilots are feeling only heightens their combat ferocity, as illustrated by the Davion Light Guards on Brookeland.

After losing most of a strike lance to an ambush by Shillelagh tanks, the Light Guards' decided to strike back. Already on their back foot on Brookeland, the Guards sent Lieutenant Vasily Arbotov's lance of *Gunsmiths* on an extended raiding mission. Arbotov, who'd been orphaned by an earlier Combine strike on Dobson, needed little inspiration to take his lance out against long odds.

For the next two weeks Arbotov's lance struck behind the Eleventh Ghost's lines, hitting isolated outposts and supply convoys. When there was time his lance called in air strikes from the Light Guards' aerospace contingent. Within ten days almost a full battalion of Ghosts were dedicated to hunting his lance down, but the *Gunsmiths* were adept at luring away the Ghosts' fastest pursuit units and ambushing them. By the time the three remaining *Gunsmiths* returned to the Light Guards' lines, they had destroyed seven Ghost BattleMechs, six tanks, nineteen battlesuits and uncounted tons of munitions, supplies and logistical transport.

In the early days of the combat on Robinson, *Gunsmiths* were instrumental in saving the life of Davion Captain Dairmad Chaines when his company was overrun by a company of the Seventh Sword of Light. The Twentieth Avalon Hussars company was shattered by close-combat with Swords *Rokurokubis*, but the reaction lance—four *Gunsmiths*—was able to get there in time to keep the Combine from capturing the young officer. The *Gunsmiths* concentrated their fire on each *Rokurokubi* in turn, destroying one and driving the rest off as the slower Hussars responded to the weakened line.

Notable Units

Subaltern Luisa Cordoba: Having trained in assault and support roles on medium and heavy BattleMechs at the Albion Military Academy, Subaltern Cordoba

was surprised to learn of her post-graduation assignment to the Davion Light Guards. She was even more surprised to learn she would be assigned to a *Gunsmith*. Although it took some time to grow accustomed to a light 'Mech, Cordoba now swears by her *Gunsmith* due to its ability to rise above the misconception of being "just another scout 'Mech." During the Light Guards' failed counterassault on Brookeland, she led a lance of *Gunsmiths* against two defiladed armor platoons from the Tenth Ghost regiment. Once she skirted around their defenses, Cordoba sliced through the Kuritan tanks without issue, securing a safe route of advance for the rest of her company.

Sergeant Iwan Gilchrist: Sergeant Gilchrist of the Second Federated Suns Lancers is a study in contrasts. Most who have interacted with him on a casual basis attest that he seems friendly and well-adjusted. However, when hazed, insulted, or otherwise provoked, he flies into a stunning rage, often sending the other person to hospital. On the battlefield he reacts in much the same way: calm and collected while on the march but a raging monster once the first shots are fired at him. Rather than reprimand him for his off-the-field behavior, Gilchrist's CO assigned him to a *Gunsmith* to give his rage a beneficial outlet.

Sergeant Violet Simmons: Sergeant Simmons is one of the special operations company known as the Foxhunt. Foxhunt MechWarriors are specially-trained in long-range 'Mech tactics, and deployed on enemy worlds to strike targets too small for a full raid but too large for infiltrators. After the fall of Taygeta, Simmons was inserted on that world to destroy a Maskirovka interrogation team. This team, known to travel in a specially-marked black wheeled APC, had been breaking AFFS resistance cells for months. Sergeant Simmons, disregarding the pair of hovortanks escorting the APC, kicked the vehicle to pieces then turned her lasers on the remains. Once that task was done, she destroyed the escorts and announced her victory to the people of Taygeta, formenting at least a dozen independent resistance groups.

Type: **Gunsmith**

Technology Base: Inner Sphere (Advanced)

Tonnage: 25

Battle Value: 1,465

Equipment

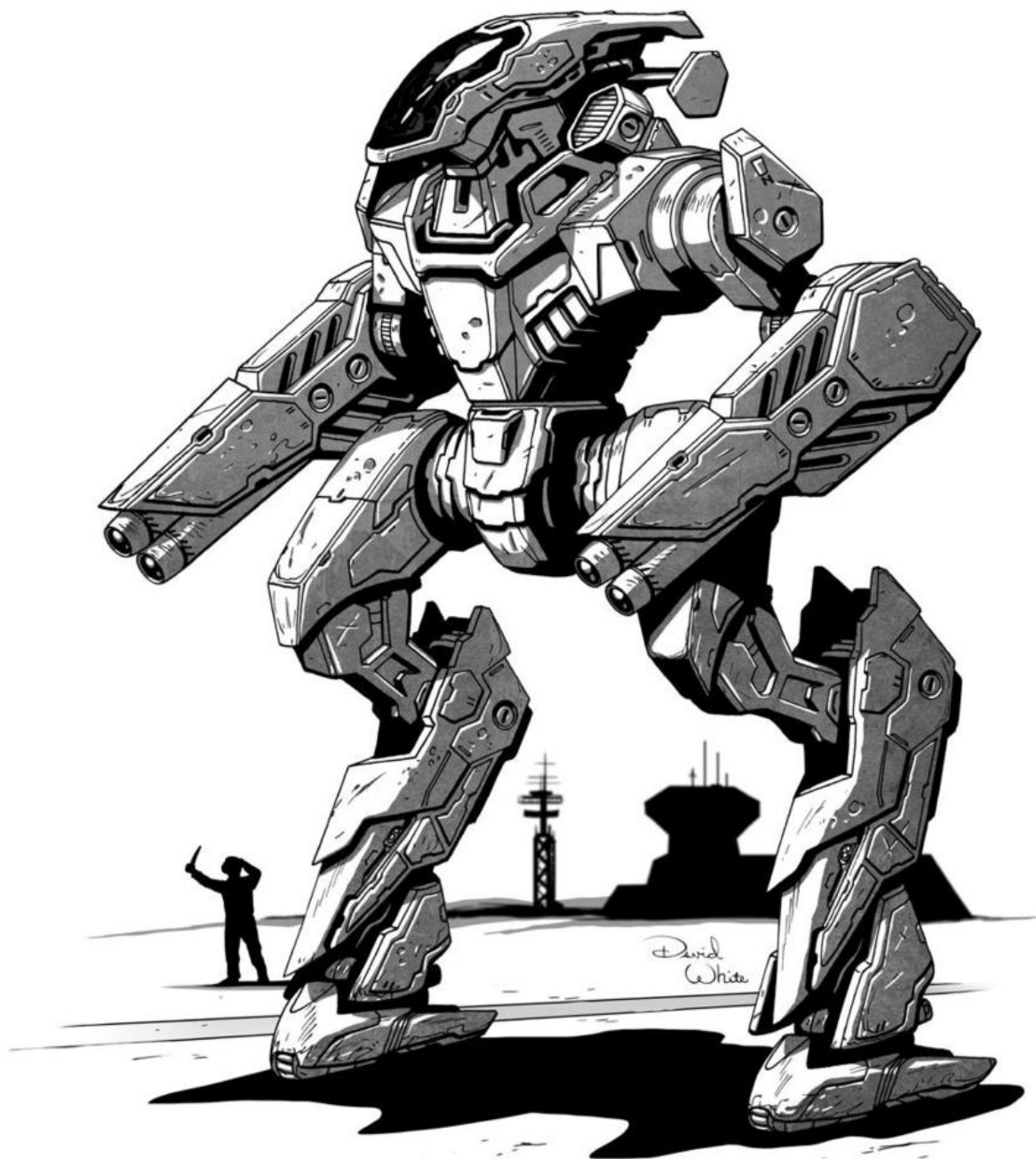
Internal Structure:	Endo Steel	Mass 1.5
Engine:	250 XXL	4.5
Walking MP:	10	
Running MP:	15 (20)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		1.5
Cockpit:		3
Armor Factor (Reflective):	88	5.5

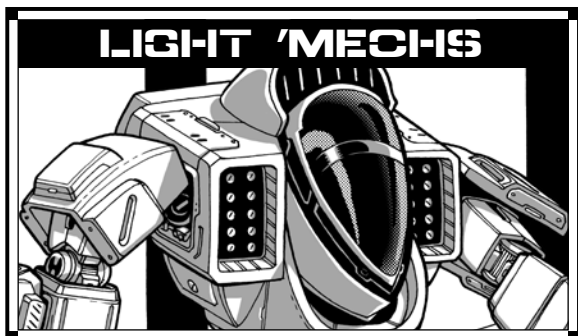
	Internal Structure	Armor Value
Head	3	9
Center Torso	8	12
Center Torso (rear)		3
R/L Torso	6	10
R/L Torso (rear)		2
R/L Arm	4	8
R/L Leg	6	12

Weapons

and Ammo	Location	Critical	Tonnage
2 Medium X-Pulse Lasers	RA	2	4
MASC	LT	1	1
2 Medium X-Pulse Lasers	LA	2	4

Notes: Features Full Head Ejection System.





Mass: 25 tons

Chassis: Type 2 Standard Endo Steel

Power Plant: Type II 175 XL

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Jump Jets: GrandThrust Mk I

Jump Capacity: 180 meters

Armor: Forging ZM7 Ferro-Fibrous

Armament:

4 Type I Cross Pattern SRM 4 Launchers

Manufacturer: Manufacturing Plant SFF-IT3

Primary Factory: CSF Poseidon Mobile
Production Facility

Communications System: Neil 9000

Targeting & Tracking System: RCA Instatrak Mk VI

Overview

The non-OmniMech version of the *Koshi* proliferated through the Inner Sphere quickly after its introduction thanks to the wide mercantile reach of Clan Sea Fox. Mercenaries are especially fond of the *Koshi* because of the easy logistics for a 'Mech with only one weapon type.

Capabilities

Mercenaries typically employ the *Koshi* as a recon 'Mech, mainly because its arms and legs lack sufficient armor to hang in a firefight. Instead, MechWarriors charge through an area and rely on the active probe to detect hidden enemies. The *Koshi's* launchers carry sufficient ammunition to remain away from base for some time, provided that time is spent evading combat.

Deployment

Mercenaries on both sides of the Victoria War employed *Koshis*. Champion Battalion of Holt's Hilltoppers used their prior experience serving the Capellans to great advantage for the Federated Suns in the battle for Jacson. The Hilltoppers sent their recon company, including a lance of *Koshis*, into the Perpetual Forest, where Lethal Injection had withdrawn in the face of the invaders. The immense boughs wreaked havoc on the *Koshis'* active probes, and the two forces stumbled upon one another suddenly. The *Koshis'* high speed prevented the battle from becoming a standup brawl. Instead, both sides used their maneuverability to the utmost in the confining terrain.

Koshis flew through the upper limbs of the giant trees, weapons flashing at one another from the top of their arcs. Fires broke out, but the speedy *Koshis* quickly left the smoke and flames behind. The battle deteriorated into a furball, with units suffering friendly fire and the fallen left behind. The Hilltoppers' numbers proved the deciding factor. With their recon ability eliminated, Lethal Injection pulled back and fled the world, which soon fell to the AFFS.

Koshis played a major part in repelling a pirate raid on Wisconsin in 3140. The Hateful Survivors arrived in force, deploying a full battalion of BattleMechs to maraud through the major cities. The world's mercenary defenders, Pandora's Box, were hard put against the savage pirates. The Box deployed three lances of *Koshis* to locate the pirate landing zone. The *Koshis* first penetrated the pirates' lines, losing three of their number. Once they were past the lead elements, one lance stumbled upon the pirate command lance of heavy and assault 'Mechs. Jammed communications kept the *Koshis* from reporting, so Lieutenant Sarafina Black ordered an attack. Slashing attacks and repeated hit-and-fade runs allowed the *Koshi* lance to destroy three of the enemy, including the pirate commander. Black was killed in the exchange, never knowing the other lances had located the pirate DropShips and called in artillery.

Variants

The *Koshi* has two major variants. The first swaps the SRM racks for a pair of Streak SRM 6 launchers, while the other replaces them with a sextet of heavy small lasers, MASC, and a suite of advanced electronic components, including a targeting computer.

Notable Units

Cadets Sorg, Drvo, and Kormidelník: These cadets were competing for the class of 3130's top spot at the St. Ives Academy of Martial Sciences when they and their *Koshis* disappeared during a routine patrol in 3129. They resurfaced in 3140 as lance commanders in the mercenary Ravannion's Redemption. Their *Koshis* remain in excellent condition, but the mystery of how they came to their present posts has captivated the St. Ives Commonality. Sorg pilots a standard *Koshi*, Drvo a *Koshi 2*, and Kormidelník a *Koshi 3*.

Flavio Rodriguez: Cruel, entitled and reckless, only Flavio's *barduc* family title earned him a place in McCarron's Armored Cavalry, piloting a *Koshi* he named *Six Gun*. Despite his lack of discipline (and links to several murders), the CCAF's need for officers elevated him to command of a recon company. Battlefield successes failed to compensate for personal failings, ultimately leading to Flavio's discharge. His vices caught up with him when he lost *Six Gun* in a high-stakes game of Four Card Drax. Luck apparently shines on the wicked, as he has since turned up on Solaris VII in a *Dire Wolf* of unclear provenance.

Imad "Hal" Aglin: Hal's massive girth barely fit into the confined cockpit of his *Koshi*, *Six Gun*, but he refused to pilot anything else since winning it in a card game from Flavio Rodriguez. On the Solaris gladiatorial circuit, his infectious sense of humor made him a welcome addition to any stable, but his closest associates suspected he joked constantly to hide the pain they saw in his eyes whenever someone mentioned the Clans. Following his upset victory in the 3140 Class Two championship against defending Zellbrigen Stables title holder Ivar Hell's Horse, Hal was recruited into the Red Hunter's elite strike team.

KOSHI (STANDARD)

LIGHT 'MECHS

15

Type: **Koshi**

Technology Base: Clan

Tonnage: 25

Battle Value: 760

Equipment

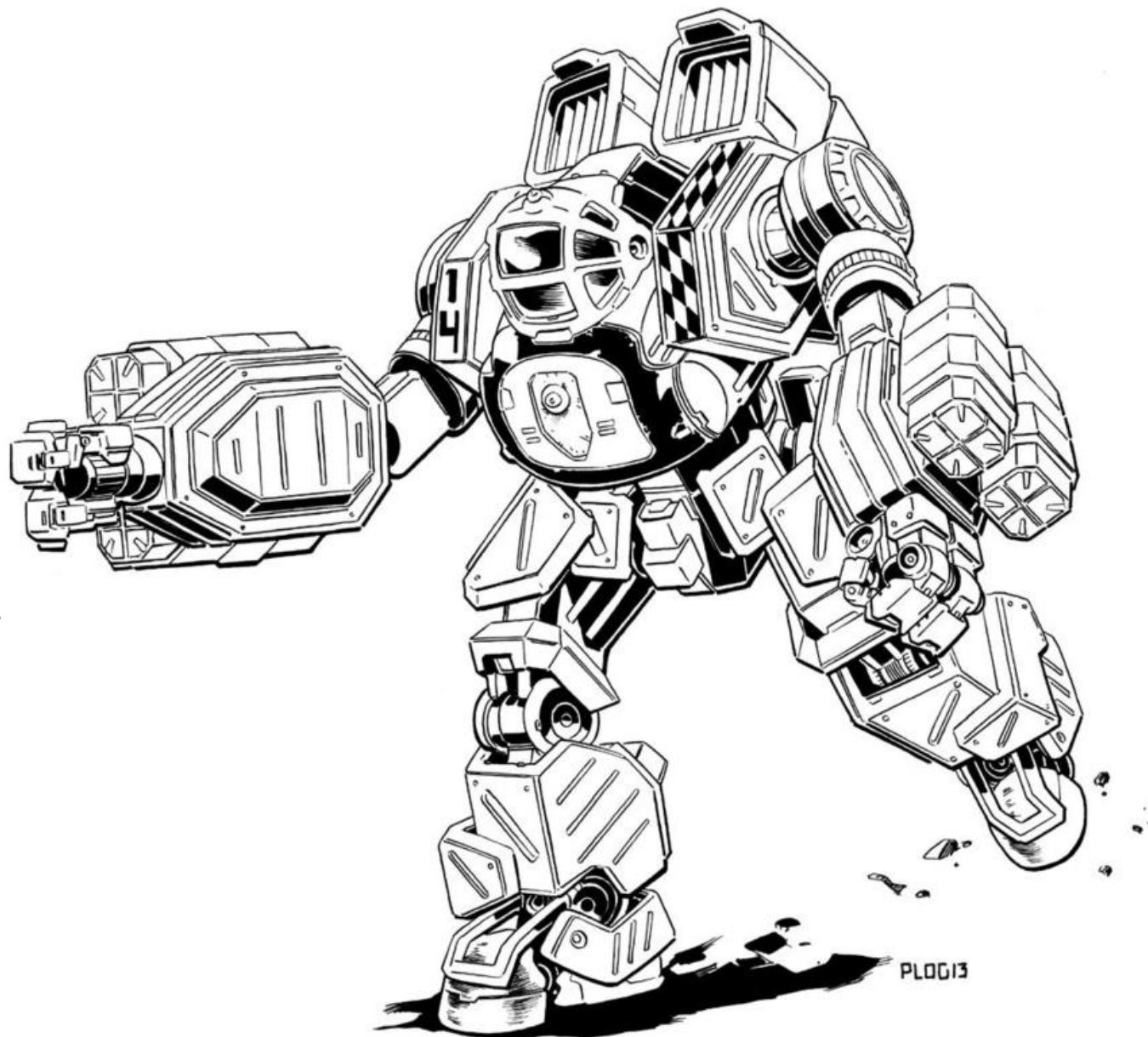
Internal Structure:	Endo Steel	Mass
Engine:	175 XL	1.5
Walking MP:	7	3.5
Running MP:	11	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor (Ferro):	67	3.5

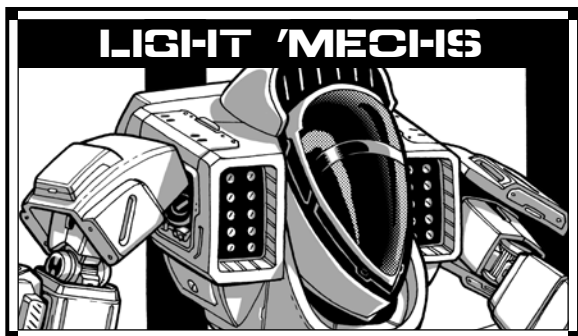
	Internal Structure	Armor Value
Head	3	9
Center Torso	8	10
Center Torso (rear)		6
R/L Torso	6	7
R/L Torso (rear)		5
R/L Arm	4	4
R/L Leg	6	5

Weapons and Ammo

	Location	Critical	Tonnage
2 SRM 4	RA	2	2
Ammo (SRM) 50	RA	2	2
Light TAG	RT	1	.5
Active Probe	H	1	1
2 SRM 4	LA	2	2
Ammo (SRM) 25	LA	1	1
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

Notes: Features the following Design Quirk: Modular Weapons.





Mass: 25 tons

Chassis: Arc-Royal AR-7m

Power Plant: GM 150

Cruising Speed: 64 kph

Maximum Speed: 97 kph ,
118 kph with Triple-Strength Myomer

Jump Jets: Luxor 2/Q

Jump Capacity: 180 meters

Armor: Paulina Ferro-Fibrous

Armament:

1 RAMTech 1500Z ER Medium Laser

1 Diverse Optics Extended-Range Small Laser

Manufacturer: Arc-Royal MechWorks

Primary Factory: Arc-Royal

Communications System: O/P COM-22/H47

Targeting and Tracking System: Digital Scanlok 347

Overview

The wholesale destruction of the Word of Blake's Jihad devastated BattleMech production capabilities in every nation and territory including the Lyran Commonwealth (having reverted from the Alliance last year). The proud home of such BattleMech production juggernauts as Defiance Industries and Coventry Metal Works, the Lyran Commonwealth lost most of its industrial base in the effort to liberate its worlds from Blakist forces. Rebuilding the host of facilities that made the Lyrans an economic powerhouse has been one of the primary goals of Lyran reconstruction efforts.

While the Jihad cost dearly in terms of production capacity, it proved to be a boon in technical advancement, as several new and exciting BattleMech

technologies emerged out of necessity. As the painful process of reconstruction took root, hard decisions had to be made about what units would be produced.

Fortunately for both Defiance Industries and Arc-Royal MechWorks, the facilities on Arc-Royal were still intact enough to restart production within a relatively short timeframe. Bitter arguments ensued over the best use of the repaired factories. Many argued that the LAAF should be rebuilt first and foremost while others felt an export product would generate revenues desperately needed to continue rebuilding the Lyran industrial base. An uneasy compromise determined that a portion of the facilities would be dedicated to rebuilding the BattleMech forces of the LAAF. At the same time a new light BattleMech design would be pushed into production for both internal use and external export. That new design would become the *Mjolnir*.

Capabilities

The chief concerns of the *Mjolnir*'s design team were available components and simplicity of construction. From that perspective they looked at some of the Lyran Alliance's historical successes, including the *Wolfhound* and *Commando* designs. Utilizing design elements of both as well as acquiring a list of components in ready supply helped the *Mjolnir* take shape quickly.

By far the simplest weapon at any BattleMech's disposal is the ability to cause damage from brute physical force. The *Hatchetman*'s inclusion of a built-in close combat weapon had made the tactic even more popular in recent decades. Close combat weapons became a staple of many designs during the 3050s and 3060s. The *Mjolnir*, it was decided, would feature this cheap yet effective weapon as its focal point. The 'Mech was built to marry triple-strength myomer with the particularly brutal mace, fashioned to look like the Norse thunder god's hammer. Despite its small size, this would allow the *Mjolnir* to deliver a potentially lethal blow to even the largest BattleMech opponents.

Speed and armor would be needed to get the mace to its targets. Worried about the fragility of extralight fusion engines, the designers chose to

utilize the *Commando*'s reliable GM 150 power plant. They also installed ferro-fibrous armor that would allow maximum protection for less weight.

What little space remained was dedicated to energy weapons. Production of RAMTech extended-range medium lasers had recently resumed and Defiance Industries had enough Diverse Optics extended-range small lasers to keep the production lines moving. Not only would the laser weapons give the *Mjolnir* a semblance of ranged combat abilities, it would also keep the 'Mech independent of resupply constraints.

Deployment

Initial production of the *Mjolnir* went chiefly to Lyran Guards and Lyran Regulars regiments to help replace extensive combat losses. The fledgling Republic of the Sphere also requested a number of *Mjolnirs* in accordance with agreements made during the Coalition effort to free Terra from the Word of Blake. These *Mjolnirs* were assigned to Stone's Liberators and the Principes Guards.

Since the design was not considered vital to national defense, subsequent production runs of the *Mjolnir* were sold to the Federated Suns and the general mercenary market.

Variants

The Lyran Commonwealth utilizes an experimental version of the *Mjolnir*, the MLR-BX. This variant sheds the energy weapons and employs an extralight engine and extralight gyro in order to free up weight. This space is filled by a pair of short-range missile launchers intended to exploit holes in enemy armor created by the 'Mech's mace attacks.

Notable Units

Lieutenant Mathias Vulpine: Mathias practically grew up behind the controls of a 'Mech on Hephzibah, wrangling raxxen in a *CattleMaster* on his family's ranch. Liquidating his inheritance in 3136, he relocated to Galatea with a new *Mjolnir* and enlisted with Uziel's Aces. Deployed to Taygeta with Fortune Able in 3147, Mathias found himself once more in herder mode, rounding up scattered troops after a bad drop.

Type: **Mjolnir**

Technology Base: Inner Sphere (Advanced)

Tonnage: 25

Battle Value: 655

Equipment

Internal Structure:

Engine: 150

Walking MP: 6 (7)

Running MP: 9 (11)

Jumping MP: 6

Heat Sinks: 10

Gyro: 2

Cockpit: 3

Armor Factor (Ferro): 80

Mass

2.5

5.5

Internal
Structure

Armor
Value

Head 3 8

Center Torso 8 11

Center Torso (rear) 3

R/L Torso 6 10

R/L Torso (rear) 2

R/L Arm 4 7

R/L Leg 6 10

Weapons

and Ammo

Location Critical Tonnage

ER Small Laser RA 1 .5

ER Medium Laser CT 1 1

Mace LA 3 3

Triple-Strength

Myomer RA/LA 3/3 0

Jump Jet RL 1 .5

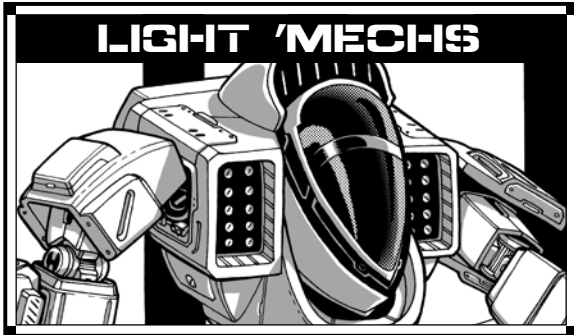
Jump Jets RT 2 1

Jump Jets LT 2 1

Jump Jet LL 1 .5

Notes: Features the following Design Quirks: Accurate
Weapon (Mace), Easy To Maintain.





Mass: 30 tons

Chassis: Detroit Type II Endo Steel

Power Plant: Ceres Motors 210 XL

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Jump Jets: None

Jump Capacity: None

Armor: Hellespont Lite Stealth

Armament:

2 Ceres Arms Striker Light Particle Projection
Cannons

2 Ceres/Sian Jaguar LRM 5 Launchers

Manufacturer: Detroit Consolidated MechWorks

Primary Factory: Krimari

Communications System: Ceres Metals Model 666
with Guardian ECM Suite

Targeting & Tracking System: Dynatec 990

Overview

The *Anubis* has served the Magistracy of Canopus for eight decades as a fast scout. The present version sacrifices a bit of speed for significant upgrades in weaponry. *Anubises* are common scout 'Mechs in Canopian and Capellan regiments, especially finding service in long range search-and-destroy missions thanks to their subtly upgraded sensors.

Capabilities

Anubises combine speed and stealth to excellent effect. A common refrain is that "the only *Anubis* you see is the one that wants to be seen." When enemies spot the *Anubis* at all, it is often part of its plan to lure enemies into the Thunder minefields sown by its paired LRM 5s. Long-range weaponry serves the

MechWarrior by encouraging any engagements to take place at extreme ranges, where stealth armor can better protect the scout.

Deployment

The Fourth Andurien Cavalry inserted two companies of fast 'Mechs, including two lances of *Anubises* purchased from the Magistracy, for a reconnaissance of Ruschegg in March 3145. The scout 'Mechs blazed through the cities and countryside, finding a complete absence of BattleMech defenders. The mission was recon only, but the MechWarriors could not pass up the temptation. Instead of returning to their DropShips with their findings, the scouts thought they could overwhelm the planetary militia by themselves.

The *Anubises* led the charge into Boniard City, bypassing the defenders and seeking to cut off potential avenues of retreat by laying Thunder minefields. As the rest of the scouts moved in, the defenders sprang their trap. Well-concealed tank-hides split to reveal heavy battle tanks that had been missed in the recon sweeps. The attackers might have been BattleMechs, but they were grossly outnumbered, outmassed, and outgunned. The *Anubises* had succeeded in denying fields of escape, which now kept them from aiding their comrades. Still, their extreme speed allowed them to sweep about the city and attempt to save their beset fellows.

Pinpoint PPC fire gave the *Anubises* the advantage of range. Crippling some of the tanks relieved most of the scout 'Mechs so they could escape, but the pullout from the city was stymied by the arrival of a company of hover tanks. The damaged scouts were cut off once again, leaving the *Anubis* MechWarriors with little choice but to abandon those comrades who could not escape. Less than half the recon force returned to their DropShips, most of them *Anubises*.

The *Anubis* has long been a favorite of the Colonial Marshals. When the Glorious Mayhem pirate band briefly left the Capellan Confederation to raid the Fronc Reaches, they met initial success by limiting their time in any system. They arrived on Appian in 3127. The command marshal of Appian was Sudarshan Ramanathan. Marshal Ramanathan assigned the militia and one lance of Colonial

Marshals to defend the capital while he led a lance of *Anubises* in an active defense. The pirates were hard-put to hit the streaking Marshals force, which maintained maximum speed and stayed at range. When the pirates sought to retreat, Ramanathan moved in and damaged the enemy DropShip before he was killed by its return fire. The pirates managed to flee—barely—leaving wreckage and lost loot behind.

Variants

The ABS-5Z replaces the weapons with ER medium lasers and Streak SRM 4s, while adding TAG and additional stealth armor.

Notable Units

Abasi Sadat: Sadat has suffered from delusions of grandeur all his life. Working as a mercenary laborer, infantryman, and tank crewman, he eventually earned enough money to purchase a wrecked *Anubis*. Now running his own mercenary unit, he prefers contracts on backwater worlds where the sight of his 'Mech and support tanks cause the locals to treat him like the god he believes he is.

Sao-shao Herman Wu: *Sao-shao* Wu of the Death Commandos prefers to use his *Anubis* over other 'Mechs because of its speed and stealth armor. As an advance guard for the chancellor, Wu arrives early and scouts far and wide beyond the chancellor's intended destination. Traces of his activities are only found after he has moved on. The wreckage of structures, bodies, and machines of war stand silent testimony to his deadly efficiency.

Sang-Wei Jan Prowell: An RAF veteran from Hsien, Prowell's claims to fame were his contributions to LinkNet's Tech Watch articles and his comprehensive database of the Dark Age's combat units. With strong family ties to Sian, Prowell welcomed Hsien's return to House Liao and received command of a company in the Second Liao Guards equipped primarily with *Anubises*. He loves the 'Mech more than any other he has piloted and regularly proves its effectiveness against League raiders.

Type: **Anubis**

Technology Base: Inner Sphere

Tonnage: 30

Battle Value: 1,042

Equipment

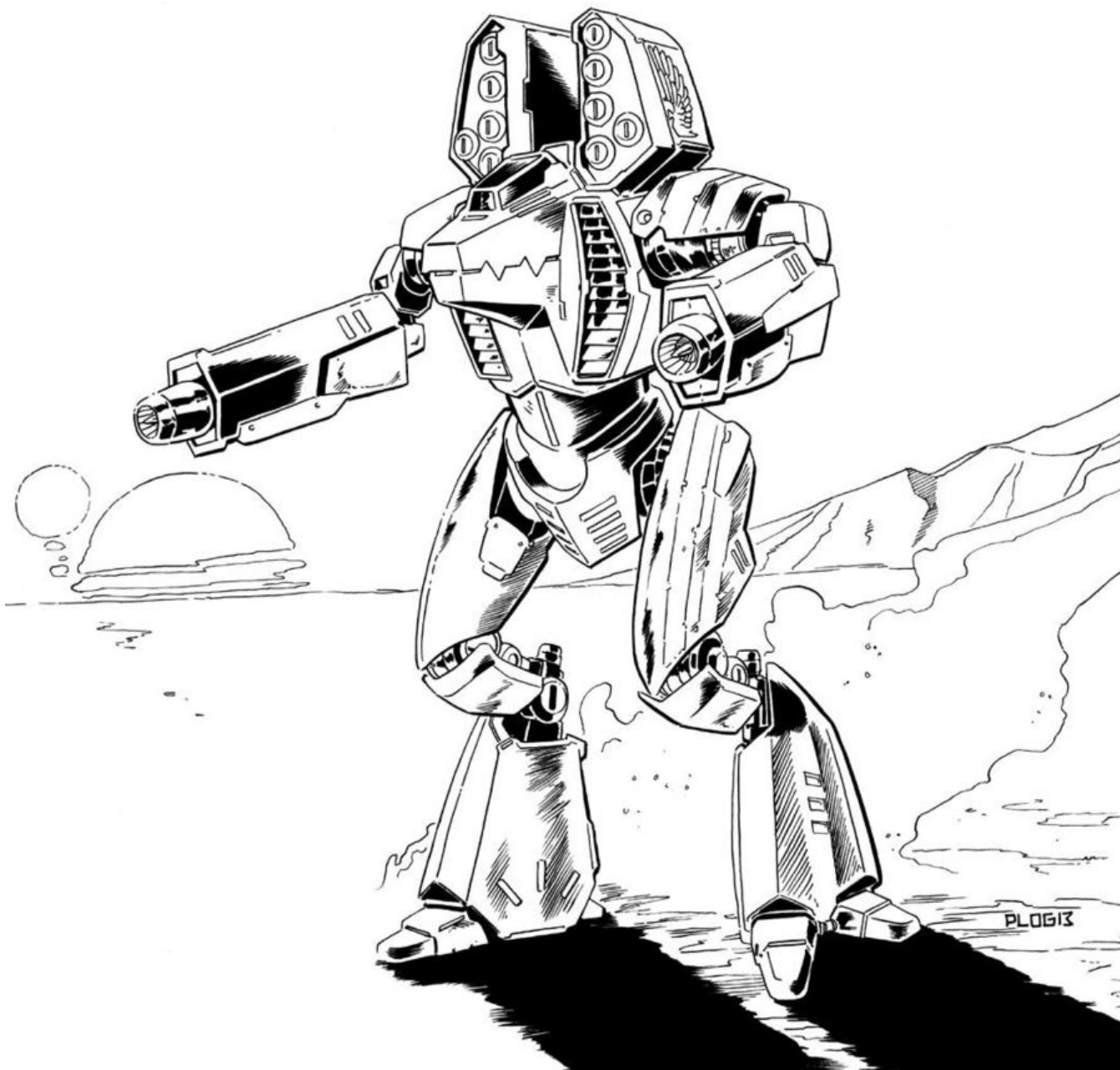
Internal Structure:	Endo Steel	1.5
Engine:	210 XL	4.5
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Stealth):	88	5.5

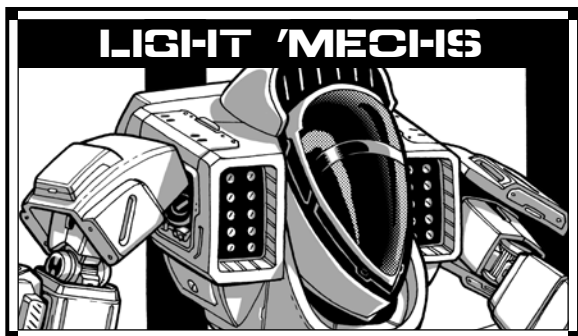
	Internal Structure	Armor Value
Head	3	9
Center Torso	10	11
Center Torso (rear)		4
R/L Torso	7	9
R/L Torso (rear)		3
R/L Arm	5	8
R/L Leg	7	12

Weapons and Ammo

	Location	Critical	Tonnage
Light PPC	RA	2	3
LRM 5	RT	1	2
Ammo (LRM) 24	RT	1	1
Guardian ECM Suite	CT	2	1.5
LRM 5	LT	1	2
Light PPC	LA	2	3

Notes: Features the following Design Quirk: Improved Sensors.





Mass: 30 tons

Chassis: Corean Model 101AA Endo Steel

Power Plant: VOX 240 XL

Cruising Speed: 86 kph

Maximum Speed: 129 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Ferro-Fibrous with CASE II

Armament:

2 Diverse Optics Extended-Range
Medium Lasers

1 Shannon Ten-Pin MRM 10 Launcher
1 Flameshot Flamer

Manufacturer: Vandenberg Mechanized Industries,
Alliance Defenders Limited

Primary Factory: New Vandenberg, Alpheratz

Communications System: Lynx-Shur
with Guardian ECM Suite

Targeting & Tracking System: O/P 911

Overview

As the Taurian Concordat's most visible military export, the *Cadaver* has been used to cover a number of roles in scouting forces. Despite its first appearance on the battlefield in 3094, the first requisition for this 'Mech was made in late 3070s by the Taurian Defense Force. Not until years after the 3080 ceasefire was the Concordat able to muster the resources to complete the BattleMech, relying heavily on the assistance of the nearby Snow Ravens.

Capabilities

The *Cadaver* is well armored but lacks ranged firepower. In combat it is best used in a cavalry manner, quick strikes against opponents. Most commanders avoid using it in a direct confrontation, preferring reconnaissance missions and disruption of enemy electronics over firing a few lasers and missiles. Pilots greatly appreciate the full-head ejection system that harkens back to the *Hatchetman*, making it a great choice for deployment in harsh environments.

Deployment

Other than its appearance in the arenas of Solaris VII, the most visible use of the *Cadaver* was in an otherwise uninhabited system in the Periphery. Formerly a supply depot for the Star League during the Reunification War, it had long been picked clean, but the resilient structures still stood and made an excellent base of operations for the Brennan-Choo Gang. After the TDF tracked them down, the gang was able to hide inside the buildings and hold off the Taurian pursuers. After two failed frontal assaults, a lance of *Cadavers* was sent to punch holes into the buildings. Fast passes from over 400 meters protected the *Cadavers*, while they in turn were able to target the buildings with their missiles, eventually opening up gaps that the remainder of the TDF company exploited.

Less spectacular was the performance by a pair of *Cadavers* on Landfall. Fighting for the rebel Free Leaguers, the pair was pushed back by elements of *II Legio* into the town of New Erewhon. Hounded by Marauder battle armor, the two used their flamers to set fire to the buildings the Marians were using for cover. Flushed out, the battle armor focused on one of the 'Mechs, shattering the engine shielding and forcing it to shut down. The other *Cadaver* tried to use its speed to retreat, but it slid into a building and was unable to extricate itself before the battle armor swarmed the downed BattleMech.

Despite official sales being limited to the TDF and Raven Alliance, the *Cadaver* is a popular BattleMech for mercenary units and pirates with deep pockets. The Alliance regularly sells to the Sea Foxes, who look for customers unable to afford Sea Fox-made BattleMechs.

Variants

A more advanced version of the *Cadaver* is sold to the TDF, incorporating more advanced armor and electronics along with a particle cannon and myomers acceleration signal circuitry. TDF MechWarriors appreciate the extra burst of speed which can be used to run down smaller 'Mechs and even a few hovercraft.

Notable Units

Randy Creighton: Few hard facts are known about Creighton's past, but his military record shows he served the Federated Suns as a company commander before mysteriously going AWOL in 3130. Using an assumed name, Creighton reappeared several years later at the controls of a *Cadaver* named Possum on Solaris VII. His string of arena wins and the occasional tour in the employ of various mercenary companies operating in the Draconis Combine and the Capellan Confederation have led many intelligence analysts to believe this flamboyant but brilliant tactician is an MIO agent.

Sonja Bruneau: A veteran of the Solaris VII arena circuits, Bruneau knows how to work up a crowd. Her 'Mech, Red Sonja, has become a fan favorite since her appearance, and countless fortunes have been made or lost based on her performance in the arenas. Only a few select bookies know Bruneau has been betting heavily on herself lately, hoping that she can leverage her growing popularity to reach greater fortune.

Mariano Pascual: The mercenary Bugmen lance specializes in eliminating reconnaissance units. Pascual, the Bugmen's commander, has not only had success against other Inner Sphere forces, but while employed by the Lyran Commonwealth showed up a *Hellbringer* whose pilot underestimated the punch of ten MRMs and a pair of medium lasers. Despite the Jade Falcon detonating an ammo bin, Pascual used his superior mobility to get in close and shatter his opponent. The rest of the Bugmen were able to cover his retreat while the remainder of the Falcon Star rallied to their fallen comrade.

CVR-A1 CADAVER

LIGHT 'MECHS

21

Type: **Cadaver**

Technology Base: Inner Sphere

Tonnage: 30

Battle Value: 962

Equipment

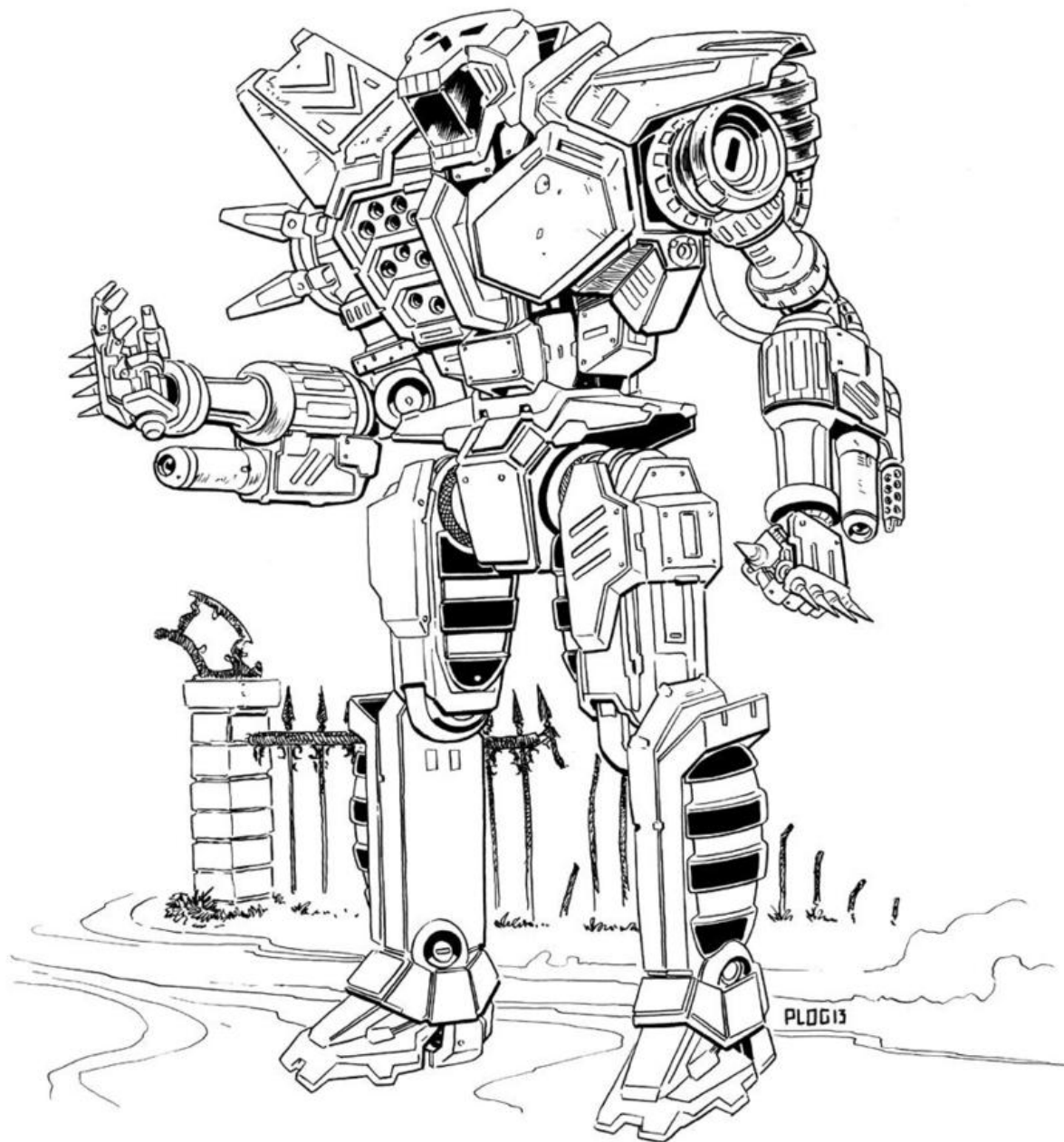
Internal Structure:	Endo Steel	Mass 1.5
Engine:	240 XL	6
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	105	6

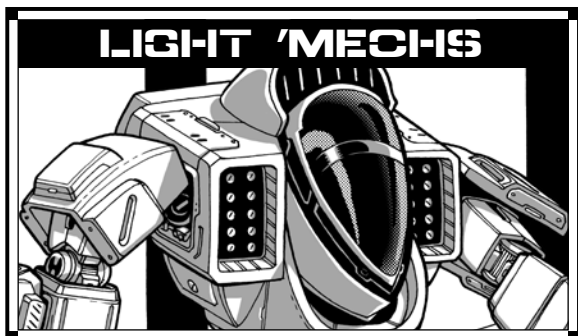
	Internal Structure	Armor Value
Head	3	9
Center Torso	10	15
Center Torso (rear)		5
R/L Torso	7	11
R/L Torso (rear)		3
R/L Arm	5	10
R/L Leg	7	14

Weapons

and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
MRM 10	RT	2	3
Ammo (MRM) 48	RT	2	2
CASE II	RT	1	1
Guardian ECM Suite	LT	2	1.5
ER Medium Laser	LA	1	1
Flamer	LA	1	1

Notes: Features a Full-Head Ejection System. Features the following Design Quirks: Protected Actuators, Unbalanced.





Mass: 30 tons
Chassis: Earthwerks ED Industrial Deluxe
Power Plant: GM 60 Turbine
Cruising Speed: 21 kph
Maximum Speed: 32 kph
Jump Jets: None
Jump Capacity: None
Armor: StrongArm Heavy Industrial
Equipment:
1 Mydron Model D Autocannon 2
1 Earthwerks "Shredder" Industrial Chainsaw
Manufacturer: Earthwerks Limited
Primary Factory: Victoria
Communications System: Doering Hi-Def Mk II
Targeting & Tracking System: O/P 1078

Overview

The *Crosscut* is one of the most common IndustrialMechs in existence, constructed for centuries by many manufacturers. In no other role do IndustrialMechs have as many advantages over conventional vehicles as in woodland agricultural work. While many other models of LoggerMechs or ForestryMechs exist, the *Crosscut* far outnumbers them all. Unlike many other IndustrialMechs, it never ceased production, even during the Third Succession War, when many were haphazardly weaponized to defend communities in jeopardy from raiders. This trend continues—though with the experience of centuries of warfare, today's *Crosscut* MODs tend to be particularly well-made.

Capabilities

Well-made though they may be, the *Crosscut* is not for novice pilots. The IndustrialMech has physical proportions almost in line with a real BattleMech but lacks the finer controls to move as smoothly. Its full

potential can generally only be realized by trained Mechjocks.

Initial modifications of the *Crosscut* focused on small arms or rocket launchers, but the current model banks on the expected skill of its pilots by following an upgrade pattern pioneered by the Marians during the Jihad. This modification replaces the left hand actuator with a single larger weapon and usually installs more capable power plants to support it. A refit kit currently offered by Earthwerks goes the simpler route of choosing a smaller engine once considered during earlier development of the *Crosscut*. The resulting extremely slow MOD can generally support its peers from afar with a light autocannon while relying on its sturdier armor and chainsaw for self-defense.

Deployment

As evidence of the ease with which the *Crosscut* can be converted to combat readiness in the field, look no further than the kidnapping of debutante Pennilyn Gilmore on Talitha in 3122. When the young woman's concerned parents demanded that the local Legate refrain from sending military forces after the kidnappers, an enraged posse of local forestry workers swiftly modified their *Crosscuts* with whatever equipment they could lay their hands on, and set off to get justice. Unbeknownst to the authorities or the posse, the kidnapping had been a hoax devised by the Gilmore patriarch to bolster his failing timber business. The posse's deadly encounter with the small band of ruffians hired to make the scheme look authentic went well for the loggers, a testament to the utility and adaptability of the *Crosscut* on short notice. However, the tragic death of the Gilmore heir and the subsequent legal consequences for her parents made the incident too toxic for Earthwerks to capitalize upon.

Modified *Crosscuts* formed the bulk of the combatants in Mara's so-called Salice County Sap War in June 3133. The neighboring villages of Ghiruto Falls and Santu Txikili shared harvest rights over a particularly rich area of conifers for nearly six decades until economic uncertainty in the wake of the Blackout led to strained tensions and harsh words. Eventually both villages armed their LoggerMechs with homemade weaponry. By the time the two had exhausted themselves three months later, the forest they fought over lay razed and worthless, with devastating loss of life on both sides. The Republic Environmental Bureau has so far been unable to free resources to respond to the planetary governor's plea for assistance in rebuilding.

Variants

Earthwerks has experimented with the Mydron Excel 5SG LB-X autocannon, but to install it they had to cut down the *Crosscut's* armor to ED-X3 ForestryMech levels. This leaves the slow MOD nearly unprotected but enables it to provide air cover to friendlies.

A more elaborate refit employs one of the many surplus GM 120 engines left over from endless "bug-'Mech" production. Performed only when a spare reactor is available, this MOD equips a powerful extended-range large laser.

Notable Units

Wallace Peeg: Claiming the title of Regional Logging Champion for five years running may gain a ForestryMech operator a measure of respect in his community, but it does little to cow a hardened pirate commander. When the Earthshakers band paid a visit to the logging community of Jallapal on Pojos in 3004, no militia forces were on hand to help the village withstand their depredations. Peeg, a local legend for his deft ability at the controls of a *Crosscut*, took it upon himself to challenge the band's leader, Threx Muldoon, to a battle of wits and prowess by pitting his ForestryMech against the pirate's *Clint*.

In the span of a week, Peeg met every challenge the pirate threw at him and pushed Muldoon's skills to their limits. The final contest saw Peeg's *Crosscut* modified with an autocannon pulled directly from a pirate 'Mech for a makeshift Solaris-type match in the dense surrounding forest. The result was a narrow defeat for the local champion and the overall loss of the challenge. However, after spending a week interacting with one another, the pirate band and the local villagers had unexpectedly bonded. Muldoon and his followers spent another four days among their new friends before departing peacefully and loaded down with food and other goods gained through fair trade with their would-be victims.

CROSSCUT LOGGERMECH MOD

LIGHT 'MECHS

23

Type: **Crosscut MOD**

Technology Base: Inner Sphere

Equipment Rating: D/X-X-X-D

Tonnage: 30

Battle Value: 279

Equipment

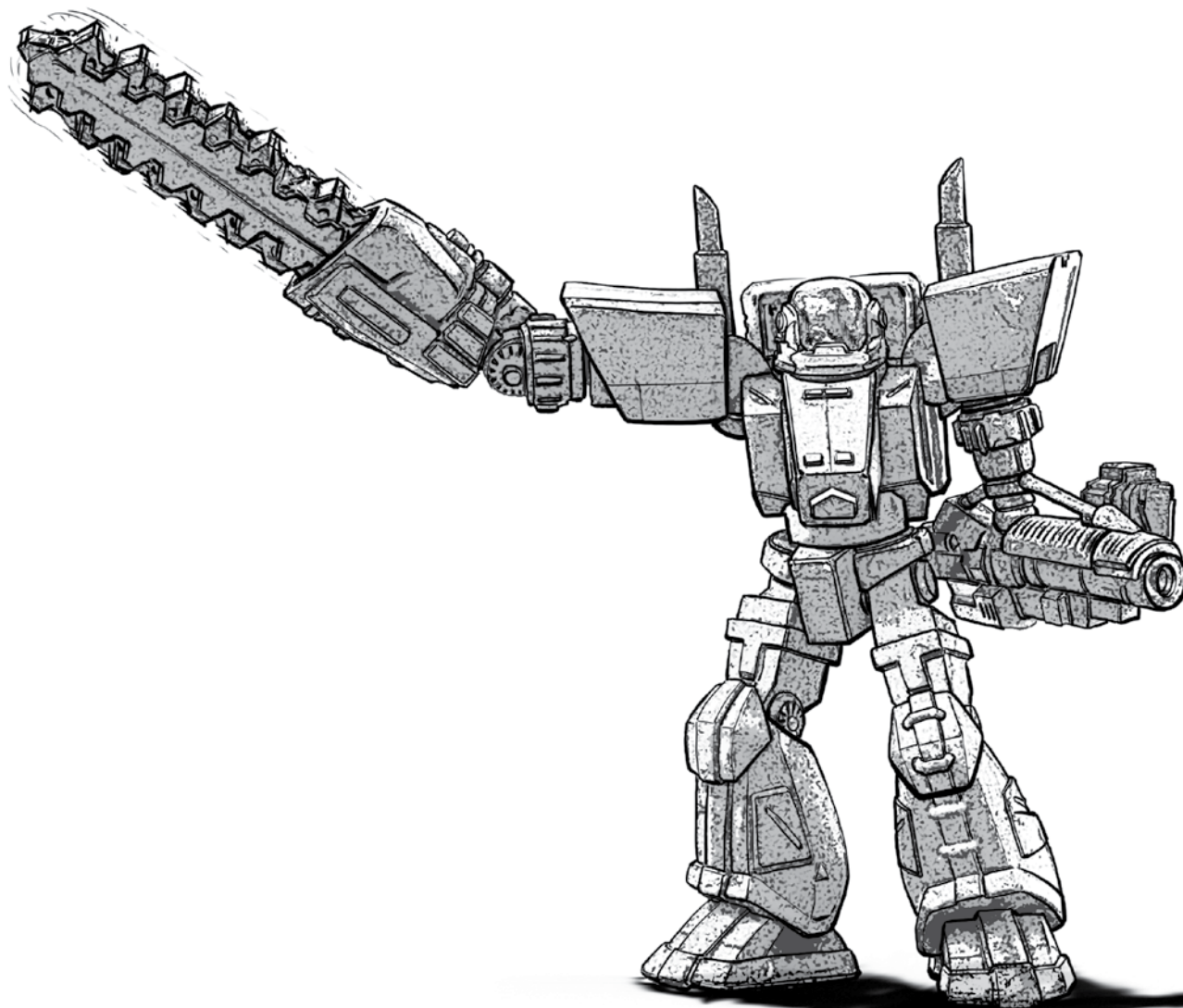
		Mass
Internal Structure:	IndustrialMech	6
Engine:	60 ICE	3
Walking MP:	2	
Running MP:	3	
Jumping MP:	0	
Heat Sinks:	1	1
Gyro:		1
Cockpit (Industrial):		3
Armor Factor (Hvy. Ind.):	64	4

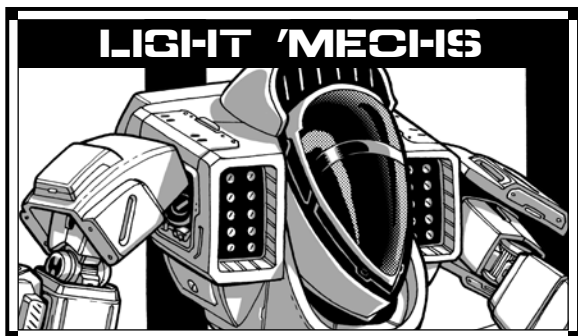
	Internal Structure	Armor Value
Head	3	8
Center Torso	10	9
Center Torso (rear)		3
R/L Torso	7	6
R/L Torso (rear)		2
R/L Arm	5	6
R/L Leg	7	8

Weapons

Weapons and Ammo	Location	Critical	Tonnage
Chainsaw	RA	5	5
AC/2	LA	1	6
Ammo (AC) 45	LA	1	1

Notes: Features Advanced Fire Control. Features the following Design Quirks: Easy to Maintain, Hard to Pilot.





Mass: 30 tons
Chassis: Tianshi I-S
Power Plant: Ceres Motors 240 XL
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Jump Jets: Chilton 360s
Jump Capacity: 240 meters
Armor: Hellespont Lite Ferro-Fibrous
Armament:
2 Firmir Improved Extended-Range
Medium Lasers
Manufacturer: Shengli Arms
Primary Factories: Victoria
Communications System: Dian-bao Comms
Advanced with Angel ECM Suite
Targeting and Tracking System: Dynatec 990

Overview

Olson's Rangers' sudden betrayal left Shengli Arms suffering from extensive damage. Olson's coordinated sabotage of the underground facility collapsed the ceilings, sealed entryways, and damaged many of its assembly lines. Shengli was able to restore limited production of their *Duan Gung* and *Jinggau* in relatively short order, but other portions of the plant remained sealed off by rubble, making receiving components and raw materials an arduous process. The discovery that the *Yu Huang* line had been irreparably crushed by debris was a particularly sobering blow. Rather than dwell on its losses, CEO Lao-Tzu ordered the company to press forward with development of new designs. Spawning from the same chambers that once housed the *Yu Huang's*

assembly area comes the latest weapon of Shengli Arms: the *Dola*.

A rapid-response skirmisher, the *Dola* provides the CCAF the means to negate even the most advanced electronics. Operating as part of a cavalry or command lance, the *Dola* has the speed to respond anywhere on the battlefield, rendering the enemy's sophisticated sensors ineffective. While small, the *Dola* packs a deceptively powerful punch at point-blank range, making it an ideal raider.

Capabilities

While some were surprised that Shengli chose to introduce a new light 'Mech instead of seeking to rebuild the lost line, the choice was a practical one. The CCAF was already well served by such assault 'Mechs as the *Pillager* and *Emperor*, but losses amongst CCAF recon and cavalry units were appalling during the Jihad, where units ill-suited to frontline combat were repeatedly thrown away in brutal ambushes, last-stands and frontal assaults. The CCAF chewed through light 'Mechs with a voracious appetite, resulting in a force suffering from a shortage of units suitable for raiding and screening actions.

Unlike most Capellan light 'Mechs, which are built around reconnaissance and infantry suppression, the *Dola* is one of the first BattleMechs produced in the Confederation to learn from the Sphere-wide trend toward higher mobility, accuracy and hitting power as a means to make smaller chasses effective. Designed to tangle with 'Mechs one or more times its size as a matter of course, the *Dola's* offensive punch comes from a pair of medium lasers and a sword, a simple component to craft and one easy for even a novice MechWarrior to strike with. While some criticize the wisdom of placing a melee weapon on so small a frame, the *Dola* is expected to operate near the enemy to make use of its jamming equipment, and using a sword means that it does not suffer from overheating issues in prolonged combat.

The heart of the design is Shengli's recently-perfected Angel ECM suite. While the CCAF could once count on integral Guardian suites found on their stealth BattleMechs to eliminate enemy EW advantages, the proliferation of several advanced systems, particularly Boosted C³, has put House

Liao's ECM dominance in jeopardy. The DOL-1A1's excellent mobility allows it to reach and interdict enemy electronics wherever they are encountered.

Early prototypes were more advanced, but proved fragile and difficult to pilot. Shengli replaced the experimental composite structure with standard, and expanded the cramped cockpit to more typical dimensions. These changes meant the loss of the prototype's devastating vibroblade. While this has reduced the 'Mechs offensive power, the prototypes were found just as likely to cripple themselves as harm the enemy in the hands of less than experienced pilots.

Deployment

The *Dola* has found a warm reception amongst a number of rebuilding Capellan units. Both House Dai Da Chi and Phyr's Hussars are particularly keen on the *Dola*, as it plays well to their aggressive—some would say reckless—tactics. The *Dola* is also being exported to the Magistracy of Canopus, but priority is currently being given to meeting the needs of the CCAF, leaving the Canopians with only a few examples.

Variants

A number of units fielding multiple *Dolas* have instituted a field refit known as the DOL-1A2. With the 1A1 already providing sensor jamming, the 1A2 swaps the standard sword and Angel ECM suite for TAG and a light vibroblade. These Yoh Ti Ts'angs, as they have been nicknamed, have proven extremely popular amongst the Warrior Houses.

Notable Units

The Honorable Camilla Manksu: Camilla Manksu was a commander in the Magistracy Armed Forces, who piloted one of their precious few *Dolas*. She vanished during an objective raid and resurfaced two years later as the wealthy CEO of a consulting firm in Combine space, with her *Dola* unaccounted for. MIM tasked their Active Response Corps with exacting a suitable revenge. Manksu disappeared without a trace soon thereafter, either gifted a new identity by the ISF, or dealt with by the Magistracy.

Type: **Dola**

Technology Base: Inner Sphere

Tonnage: 30

Battle Value: 950

Equipment

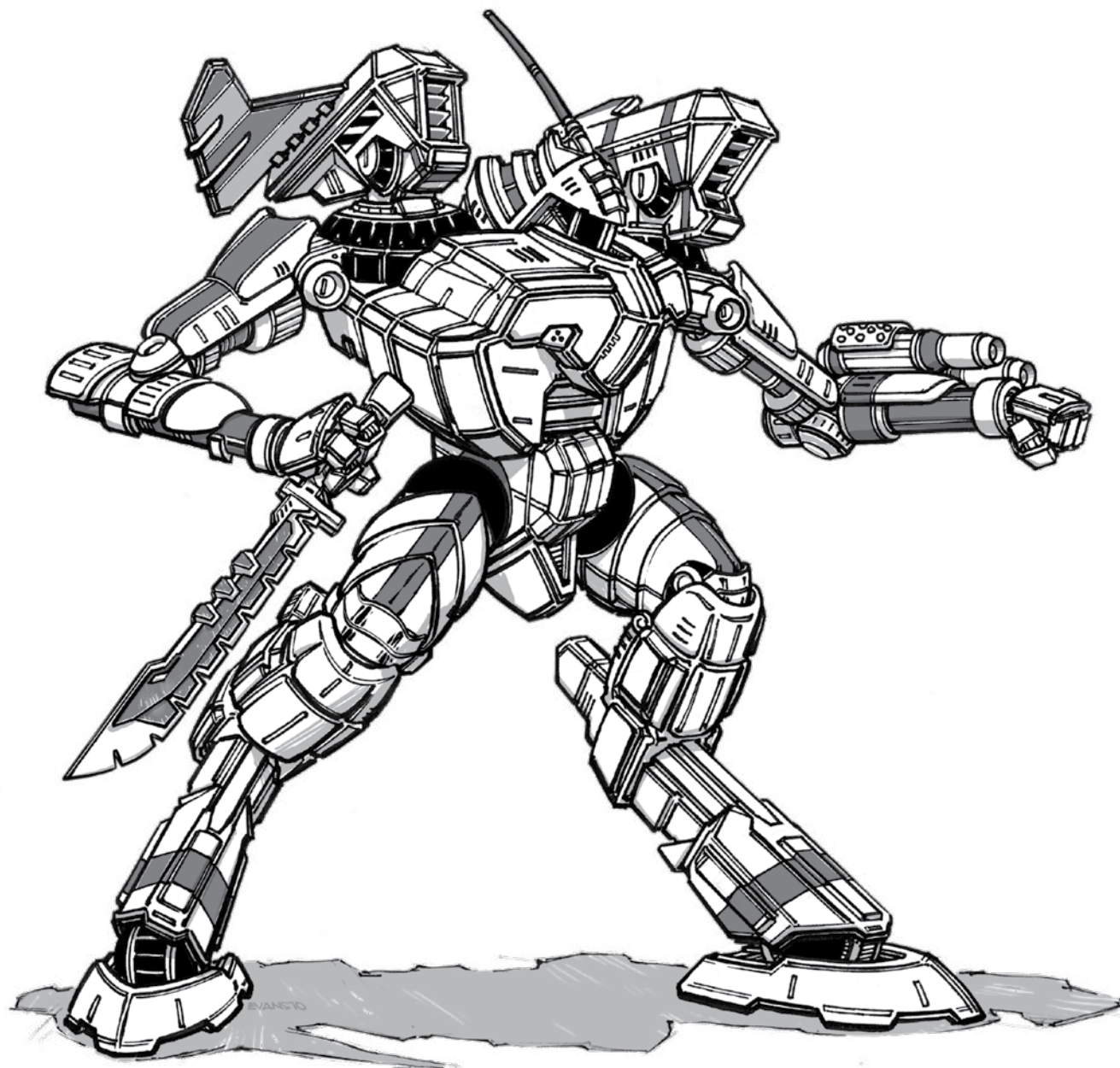
		Mass
Internal Structure:		3
Engine:	240 XL	6
Walking MP:	8	
Running MP:	12	
Jumping MP:	8	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	98	5.5

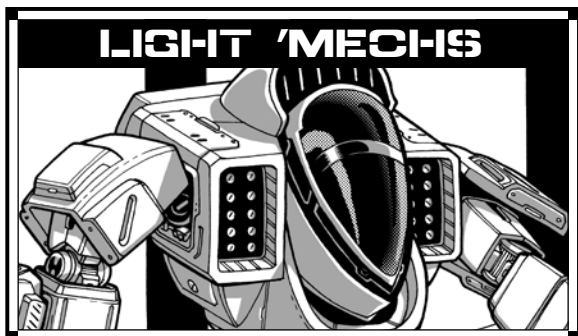
	Internal Structure	Armor Value
Head	3	9
Center Torso	10	13
Center Torso (rear)		6
R/L Torso	7	10
R/L Torso (rear)		4
R/L Arm	5	10
R/L Leg	7	11

Weapons

and Ammo	Location	Critical	Tonnage
Sword	RA	2	1.5
Angel ECM Suite	CT	2	2
2 ER Medium Lasers	LA	2	2
Jump Jets	RT	4	2
Jump Jets	LT	4	2

Notes: Features the following Design Quirk: Jettison-Capable Weapon (Sword).





Mass: 30 tons

Chassis: Triumph Dynamic Endo Steel

Power Plant: Victory 240 XL

Cruising Speed: 86 kph

Maximum Speed: 129 kph

Jump Jets: VC Dynamo

Jump Capacity: 240 meters

Armor: Advantage Ferro-Fibrous

Armament:

2 Conquest Extended-Range Medium Lasers

1 Victory Conditions 6 Tube Advanced

Tactical Missile System

1 Clean-Sweep Laser Anti-Missile System

Manufacturer: Victory Conditions Industries,

Eris Enterprises Design Group

Primary Factory: Mizar (VCI), Capolla (Eris)

Communications System: Angst Clear Channel 5

Targeting & Tracking System: O/P TA1240 with
Light Active Probe

Overview

Like its namesake, the *Jackalope* appeared for many years to be a fantasy. It is only due to the widespread combat that followed the Blackout that this 'Mech made a name for itself, but that name is written nearly-indelibly at this point. The Galatean Defense League makes it available to all purchasers on Mizar, while the RAF accepts the entirety of Eris' expanded production on Capolla. Regular footage from Solaris VII for a number of years before its fall to Clan Wolf meant the 'Mech was firmly placed in popular culture.

Capabilities

Fast, dangerously-armed and inquisitive, the *Jackalope* excels as part of scout or recon lances. Though its armor could be thicker, this disadvantage is offset by its compact frame and the Clean-Sweep anti-missile systems. Many *Jackalopes* are operated independent of lances or Stars, limited only by the ammunition for their ATM launchers.

Deployment

Jackalopes appear in several Inner Sphere armies, including the RAF and the Free Worlds League. They are especially popular in the Republic Remnant, largely due to the efforts of former Knight of the Sphere Gloria Hansen against Clan Wolf. Ever since her Trial of Grievance with Star Captain Alfredo of the Wolves, young MechWarriors coming into the tiny Remnant forces idolize her and her 'Mech.

In 3144 a Binary of Wolf Guards landed on Chertan and declared a Trial of Possession for a pair of *Union*-class DropShips on lease to the Remnant. Gloria Hansen, who'd renounced her knighthood at the Fortress' raising, held the rank of captain and accepted the Trial on behalf of her company. Though her troopers beat the Wolves, Star Captain Alfredo taunted her as his survivors withdrew, claiming that the Remnant forces had only won by luck. Incensed, and seeing an opportunity to raise the Remnant's stature with the Wolves, Hansen challenged Alfredo to a Trial of Grievance.

The two squared off in a two-kilometer Circle of Equals. Alfredo's *Wulfen D* was an excellent long-range fighter, and combined with his stealth armor allowed him to score several hits against Hansen's charging *Jackalope* while he held the range open. His plan backfired, however, when he reached the edge of the Circle of Equals and Hansen closed the distance. Once she got in range to overcome his stealth armor, her superior firepower told despite Alfredo's attempt to skirt the edge of the Circle with his superior speed. Though she suffered radiation exposure from a damaged engine, Hansen's *Jackalope* destroyed the *Wulfen* in less than a minute. She refused to take Alfredo bondsman, and his Clan relegated the disgraced warrior to a *solahma* Cluster.

Mercenaries rarely pass a chance to purchase

Jackalopes. They prize the 'Mech for its versatility and its speed, favoring it for combined scout/pursuit lances. It appears in small numbers in the ranks of Wolf Dragoons, often in the training battalions of Alpha Regiment, though combat losses in the invasion of the Federated Suns are rushing those trainees into the striker battalions and Gamma Regiment faster than new recruits can be secured.

Variants

Several *Jackalope* variants exist. All of them are more specialized machines, trading firepower for speed, better short-range armaments or even a partial wing. None of them, however, sacrifice the laser anti-missile system or the light active probe that make this 'Mech such a potent scout.

Notable Units

Captain Gloria Hansen: Captain Hansen's victory on Chertan had an effect far outside its scale when Redburn's tiny press section shared it as an example of the survival of Republic ideals outside the Fortress. The PR officers were careful to hide any mention of her former status as a knight, and her bitterness toward the Republic makes her a poor choice for interviews, but she hasn't objected to the attention. Whatever her views of Exarch Levin and his government, she remains committed to the people of the Remnant. It is hoped, especially by those knights still inside the Fortress who knew her, that she will return to the knights' ranks when Devlin Stone emerges from the Fortress.

Lorccán Dillon: Little was known about Lorccán when he arranged an exhibition match for his new *Jackalope*, *Thumper*, at Club Zero-Zero on Galatea. He made quite an impression in the scorching equatorial heat, triggering a flood of orders from mercenary observers to the *Jackalope* factory on Mizar. He repeated his marketing exhibitions on Solaris VII, using *Thumper* to secure a solid reputation for the design as an arena fighter. Only when Mizar declared independence from the Galatean League was Lorccán revealed as the son and heir of the CEO of Victory Conditions Industries and new planetary governor, Tadhg Duilleain.

Type: **Jackalope**

Technology Base: Clan

Tonnage: 30

Battle Value: 1,395

Equipment

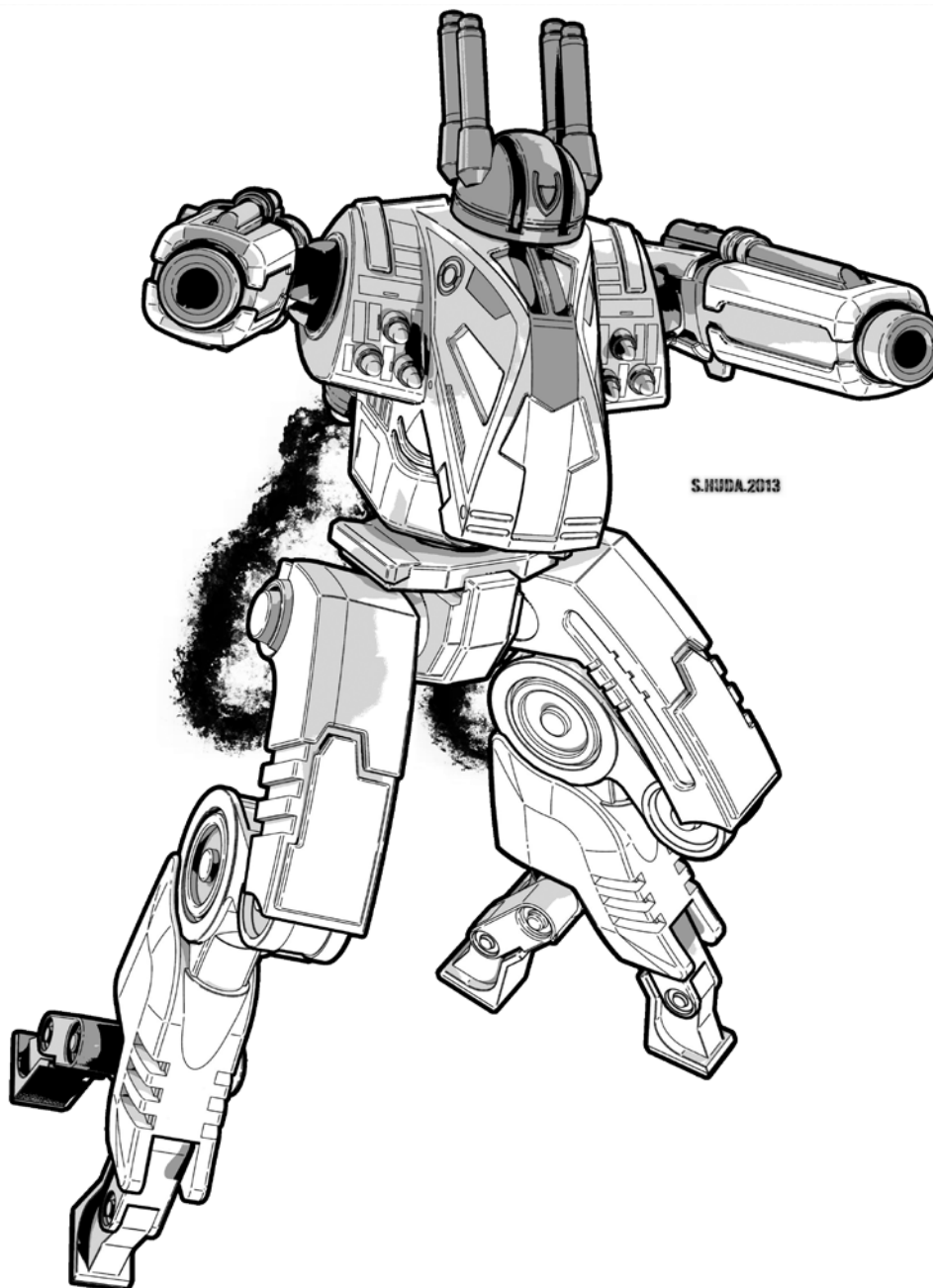
Internal Structure:	Endo Steel	Mass 1.5
Engine:	240 XL	6
Walking MP:	8	
Running MP:	12	
Jumping MP:	8	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	86	4.5

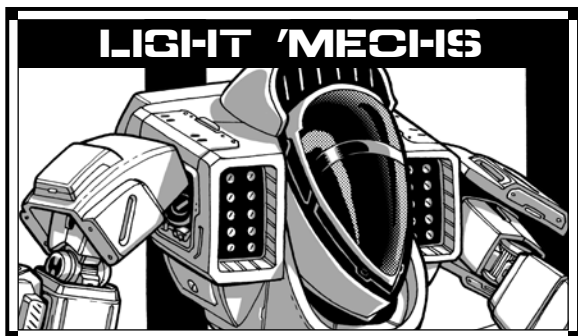
	Internal Structure	Armor Value
Head	3	9
Center Torso	10	13
Center Torso (rear)		4
R/L Torso	7	9
R/L Torso (rear)		2
R/L Arm	5	8
R/L Leg	7	11

Weapons

and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
ATM 6	RT	3	3.5
Light Active Probe	RT	1	.5
Laser Anti-Missile System H		1	1
Ammo (ATM) 10	LT	1	1
ER Medium Laser	LA	1	1
Jump Jets	RT	4	2
Jump Jets	LT	4	2

Notes: Features the following Design Quirks: Compact 'Mech, Narrow/Low Profile.





Mass: 30 tons

Chassis: Type AR1 Endo Steel

Power Plant: Light Force (ExtraLight) 210

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Jump Jets: Leaper Model, L5

Jump Capacity: 210 meters

Armor: Royal-7a Ferro-Fibrous

Armament:

- 1 Ripper Series A1 Extended-Range PPC
- 2 Series 2b Extended-Range Medium Lasers
- 2 Delta X B-Pods

Manufacturer: WC Site 3

Primary Factory: Arc-Royal

Communications System: Trueborn Ultra 945B

Targeting and Tracking System: Hunter 5
Dedicated TTS

Overview

A proof-of-concept of the Wolf-in-Exile Clan's manufacturing capability on Arc-Royal, the *Pack Hunter* was slated for obsolescence from the very start, its line to be retooled to build OmniMechs. Matters changed when Arc-Royal was attacked in force by the Word of Blake in March of 3072. Efforts to produce the OmniMech successor of the *Pack Hunter* were ceased and the design work was used to generate a comprehensive update of the BattleMech. First deployment of the *Pack Hunter II* did not occur until 3077. It was delayed by Exile assistance in the efforts to begin production of the *Mongoose II* at Arc-Royal MechWorks, and further delayed when an opportunity for collaboration with

the Hell's Horses arose, which ultimately resulted in the *Cygnus*.

Work on the *Pack Hunter II* was complicated by repeated attempts by the Wolves to incorporate some of their cutting-edge technologies, such as endo-composite structure, modular armor and actuator enhancement systems. While all these technologies failed to meet the requirements of mass-production, the extralight engine necessary to free up mass for their installation was retained. Instead, the *Pack Hunter II*'s arsenal was expanded. Its armor protection was also enhanced to about eighty percent of the total possible on a thirty-ton frame by using ferro-fibrous armor. Another enhancement, perhaps inspired by Khan Kell's own experience, was the installation of a full-head ejection system. Finally, the *Pack Hunter II* is one of the first Wolf 'Mechs to receive B-pods.

Capabilities

A substantial improvement of the original design, the *Pack Hunter II* benefits from a pair of ER medium lasers. Operationally, *Pack Hunter* pilots continue to get the most out of their machines when they use their outstanding mobility to keep their quarry at arm's length. Small groups of *Pack Hunters* peck mercilessly at their foe until they swarm in for the kill. Clan Wolf MechWarriors have taken to the *Hunter's* ejection system, considering it a tool that reduces waste in the warrior caste. The B-pods have also proven their worth. Apparently an afterthought installed when the Clan failed to deploy either modular armor or AES in the legs, they have been instrumental in allowing *Pack Hunters* to survive battle armor ambushes on several worlds.

Deployment

Since completing construction the Wolves have been supplying the *Pack Hunter II* to their allies, which explains how some have made their way to the Hell's Horses as well as the Combine. Their existence among mercenary ranks is likewise unsurprising as Stone's Coalition was another recipient of the capable design, as has been The Republic since its formation.

Variants

Only months after full-scale production of the *Pack Hunter II* had begun, production of the XL engine was temporarily halted by sabotage action by a group of anti-Clan insurgents on Arc-Royal. The Wolves managed to acquire a supply of light fusion engines to continue *Pack Hunter II* production, but the heavier engine forced technicians to remove the ER medium lasers and to downgrade the B-pods to A-pods. On the other hand, they were able to increase armor protection by half a ton.

A more recent variant drops the lasers and B-Pods in order to add an array of improved jump jets. Expanding the jump range to an amazing 300 meters, this *Pack Hunter II* lacks a ton of armor and installs an extralight gyro to allow the design to retain its Ripper Series A1.

Notable MechWarriors

Star Captain Harlan: Born on Arc-Royal as Harlan Jacovi, Harlan is one of several Spheroids who have endeavored to join the Wolf Clan based on their merits. Joining at the relatively old age of thirty-three, Harlan won his first Trial of Position only two years later. He has proven himself an extremely capable MechWarrior, and many consider him to be one of the Clan's most competent warriors. He has managed to prove himself a capable commander on the battlefield several times during the Jihad. The only impairment of his career stems from his lack of a Bloodname. As he lacks a maternal line to the Clan Founders, a movement has started within the Exiles for Phelan Kell to create a new Bloodname. The issue is polarizing even with a Clan as progressive as that of Khan Kell.

Type: **Pack Hunter II**
 Technology Base: Clan
 Tonnage: 30
 Battle Value: 1,797

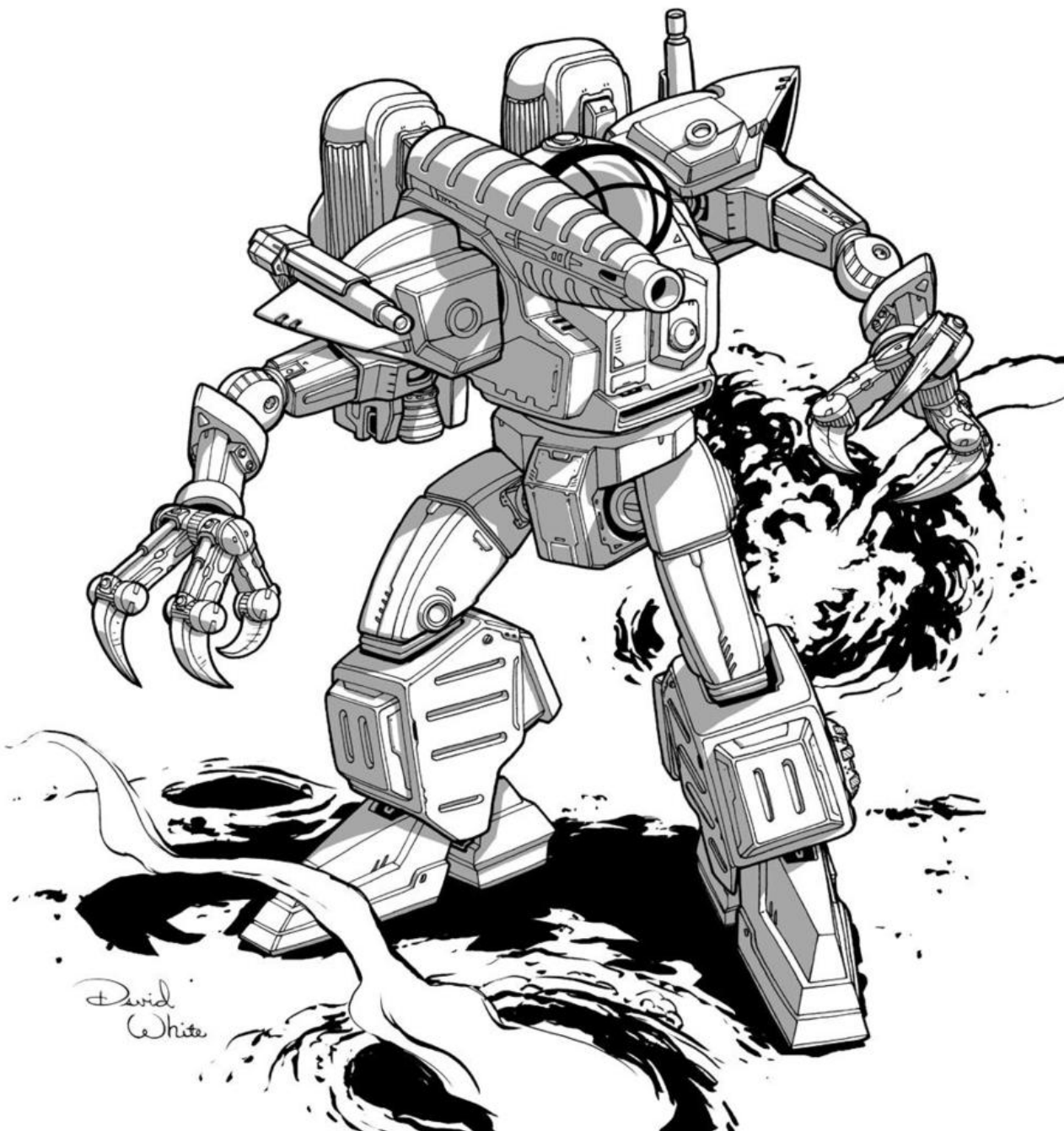
Equipment

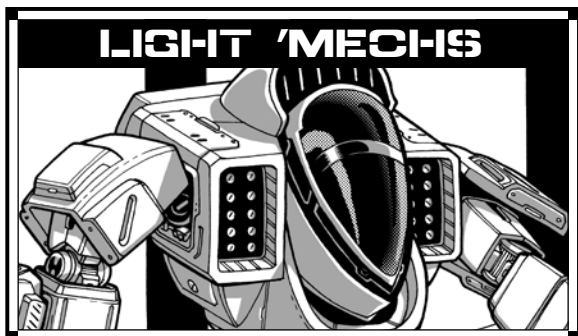
Internal Structure:	Endo Steel	Mass
Engine:	210 XL	1.5
Walking MP:	7	4.5
Running MP:	11	
Jumping MP:	7	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	86	4.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	7
Center Torso	10	12
Center Torso (rear)		3
R/L Torso	7	11
R/L Torso (rear)		2
R/L Arm	5	9
R/L Leg	7	10

Weapons and Ammo

	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
ER PPC	RT	2	6
ER Medium Laser	LA	1	1
B-Pod	RL	1	1
B-Pod	LL	1	1
Jump Jets	RT	3	1.5
Jump Jet	CT	1	.5
Jump Jets	LT	3	1.5

Notes: Features a Full-Head Ejection System. Features the following Design Quirk: Stabilized Weapon (ER PPC).





Mass: 30 tons

Chassis: Crucis-II Delux Endo Steel

Power Plant: GM 210 Light

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Jump Jets: Pitban LFT-20X

Jump Capacity: 300 meters

Armor: Durallex Light

Armament:

2 Diverse Optics Extended-Range Medium Lasers

Manufacturer: Krupp Armament Works

Primary Factory: Terra (Budapest)

Communications System: O/P 500A

Targeting and Tracking System: O/P TA1240

Overview

In taking steps to plug what he considered to be a dangerous gap in the Knights of the Sphere's order of battle, which was predominantly filled with battlefield salvage, Commanding General Victor Steiner-Davion issued a call for a Republic-manufactured fast recon BattleMech. Commissioned originally for service with the First Star League's Special Operations units over four centuries before, the *Spider* was identified by Krupp Armament Works as a viable design that was well suited to The Republic's needs. More importantly, it was also a design that the company could still manufacture at its heavily-damaged Budapest plant using components readily available on Terra.

While the design borrows heavily from the antiquated SDR-5V model, the new SDR-8R *Spider* is based on a prototype field refit used by Stone's

forces in the Liberation of Terra. Krupp purchased the prototype after the war and reverse-engineered the design's experimental technology into the production SDR-8R.

Capabilities

Speed and maneuverability have always been the *Spider's* strength. Although this new incarnation of the design sacrifices something in the way of top speed, the use of improved jump jets has increased the distance the SDR-8R can cover in a single jump by twenty-five percent. The initial prototype used a highly experimental partial wing system that, while highly effective, proved unworkable for mass production. The wing structure was retained for the added stability it provided in extended jumps. The new jump jets generate a lot of heat but double efficiency heat sinks ensure that the 'Mech can maintain a withering rate of fire from its twin Diverse Optics lasers. This energy-based weaponry and effective heat management system means the *Spider's* endurance is limited only by the physical limits of the MechWarrior in the cockpit.

Equally important to MechWarriors piloting this new *Spider* is the welcome news that the redesign of the BattleMech included the installation of an emergency ejection system. Long considered to be the only true flaw in an otherwise excellent design, this improvement has ensured that the *Spider* is getting positive reviews from the Knights who have piloted the BattleMech.

Deployment

The introduction of the new *Spider* has been bedeviled by a series of delays. In mid-3084 Krupp filed a lawsuit against The Republic over damages their Budapest plant suffered during the final battles to liberate Terra from the Word of Blake. Demanding reparations for the property damage and maintaining that their profits have been significantly reduced, Krupp took not only The Republic itself but also several prominent individuals (including Devlin Stone and Victor Steiner-Davion) to court. In the months that followed relations between the arms manufacturer and The Republic deteriorated steadily. Delivery of the first production run was

tardy and the new BattleMechs have been coming at a painfully slow rate. Those 'Mechs that have been received to date are being deployed in Prefectures V and VI, the site of ongoing tensions with the Capellan Confederation. The need for reliable intelligence has seen the *Spider* being worked hard.

Nimakachi has continued to experiment with its own upgraded *Spiders* at their Lapida II production plant just across the frontier in the Draconis Combine. Some component shortages have impacted their production levels and output has so far been little better than that of troubled Krupp Armament Works. The bulk of Nimakachi's production has gone to the Sword of Light. Several Combine-built *Spiders* have also been sighted with Clan Ghost Bear's second-line Clusters as well as with the Rasalhague KungsArmé. This has led to speculation that the DCMS is trading some of its home-built equipment for spares to keep its precious Clantech equipment operational.

Variants

The Draconis Combine's Nimakachi Fusion Products Limited's upgraded SDR-8K *Spider* lacks the advanced jump jet technology of The Republic's version but it has a faster ground speed, nearly 130 kph. Employing a compact gyro and Pitban 240 XL fusion engine, armor protection has also been increased with four tons of New Samarkand ferro-fibrous armor. The weight savings from these changes allowed Nimakachi to replace the medium lasers with a single torso-mounted snub-nosed PPC augmented with a PPC capacitor.

Still produced in very limited numbers, the SDR-8X uses an Inner Sphere modified partial wing with standard jump jets and mounts nearly double the armor of the 8R. The wing weighs a ton more than the Clan version of the partial wing and has additional structural supports in the torso.

Seeing use in the final days of Operation SCOUR, a field refit of the SDR-7K replaced one of the lasers for an Angel ECM suite.

Type: **Spider**

Technology Base: Inner Sphere

Tonnage: 30

Battle Value: 694

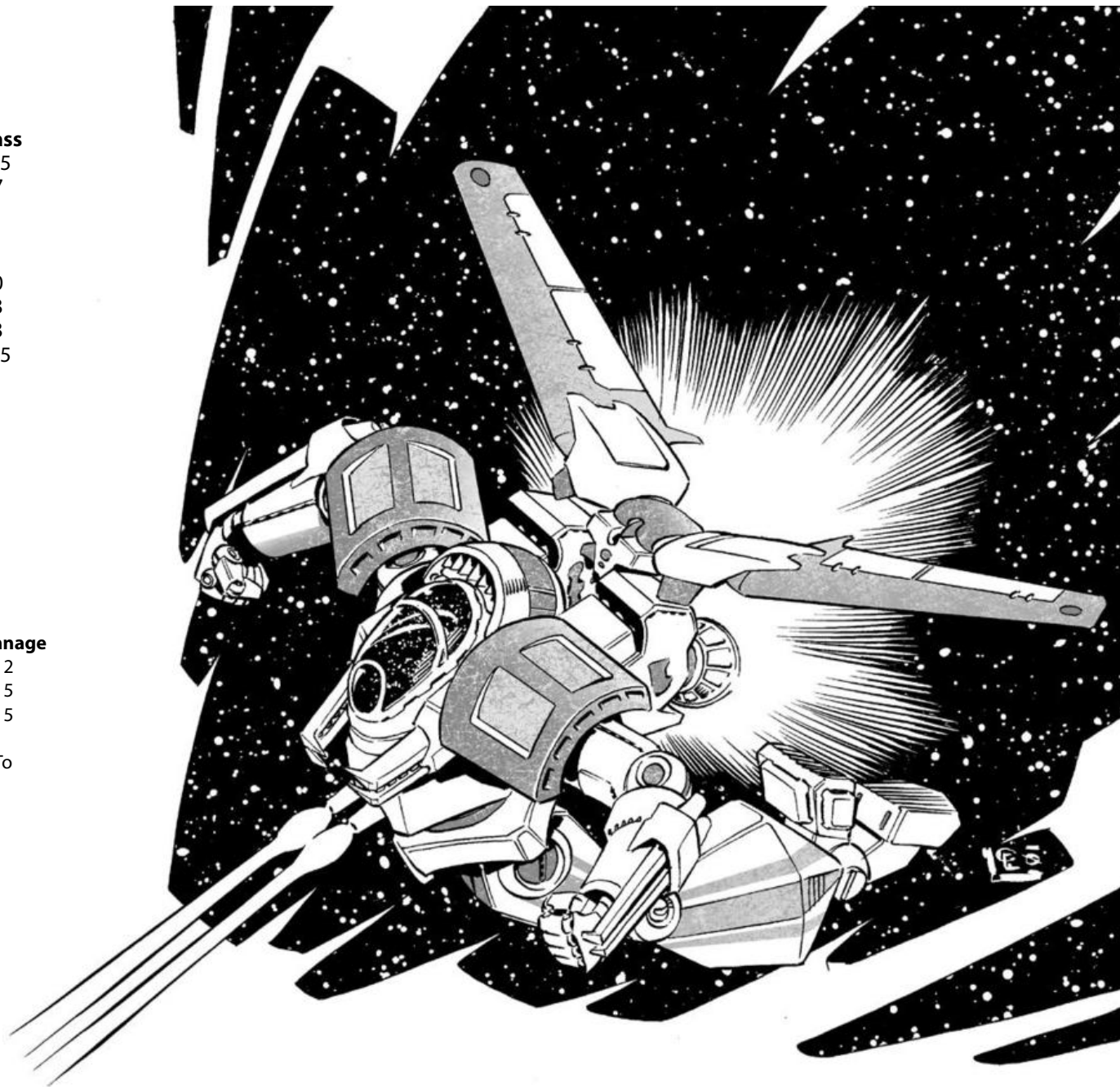
Equipment

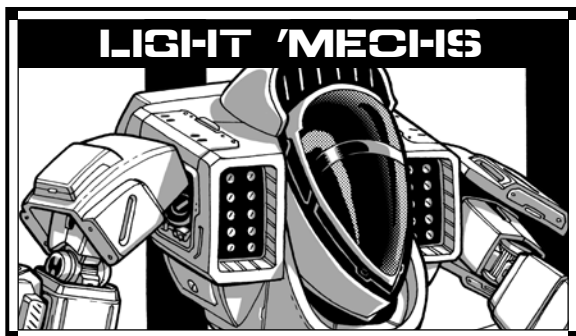
		Mass
Internal Structure:	Endo Steel	1.5
Engine:	210 Light	7
Walking MP:	7	
Running MP:	11	
Jumping MP:	10	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	56	3.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	10	8
Center Torso (rear)		2
R/L Torso	7	6
R/L Torso (rear)		2
R/L Arm	5	5
R/L Leg	7	6

Weapons

and Ammo	Location	Critical	Tonnage
2 ER Medium Lasers	CT	2	2
Improved Jump Jets	RT	10	5
Improved Jump Jets	LT	10	5

Notes: Features the following Design Quirks: Easy To Maintain, Nimble Jumper.





Mass: 30 tons
Chassis: Process 12 Endo Steel
Power Plant: Model 39b 300 XXL Engine
Cruising Speed: 108 kph
Maximum Speed: 162 kph
Jump Jets: None
Jump Capacity: None
Armor: Imstar V-Stealth
Armament:
 10 tons of pod space available
Manufacturer: Kallon Weapon Industries
Primary Factory: Thermopolis
Communications System: Garret T11-b
 with ECM Suite
Targeting & Tracking System: Sync Tracker
 (39-42071)

Overview

Originally the subject of some controversy within Clan Wolf, the *Wulfen* light 'Mech has become a signature unit that *ristars* fight Trials over. The few prototypes that were available when Clan Wolf uprooted itself proved devastatingly effective in the invasions of the Republic, Free Worlds League, and Lyran Commonwealth. Success bred respect in the Wolf Empire, which has poured considerable resources into bringing the unit into production.

Capabilities

The *Wulfen* combines exceptional speed with stealth armor, which allows it to completely dictate the terms of engagement with heavier 'Mechs. It is equally adept at wearing down opponents in an

honorable long-range duel, tearing into the enemy's supply lines, hunting down reconnaissance elements, and screening a general advance. The standard configurations largely play to the unit's strengths, though some close-in loadouts like H configuration's heavy lasers exist.

Deployment

Original production of the *Wulfen* on Weingarten was highly limited, and it was not until after 3142 that Kallon's plant on Thermopolis could be refitted to Clan standards. As a result of high demand and limited availability, the *Wulfen* is reserved for frontline Galaxies and to *ristars* within them. Beta Galaxy, Khan Ward's own command, has the highest concentration of *Wulfens*. Thus far Clan Wolf has gone to considerable lengths to prevent the *Wulfen* from being taken as salvage or *isorla*.

The *Wulfen* did not start off so highly regarded. Star Colonel Josiah Ward publicly denounced the 'Mech as "tainted by Spheroid dishonor" shortly after the first prototypes walked off the floor of the W-7 facility. It was a political attack on Khan Seth Ward, and was answered by saKhan Garner Kerensky challenging the offending Ward to a Trial of Grievance. Kerensky made a point of taking the first *Wulfen* prototype out to meet Ward's *Loki*.

Facing off on the trial grounds outside Krefeld, it was assumed by most observers that Ward would have the advantage thanks to his superior firepower. However Kerensky used the *Wulfen*'s superior mobility to dictate the range and systematically tore apart his opponent's 'Mech with highly accurate shooting from his lone large laser. Kerensky's configuration for the Trial became the basis of the B configuration, and open complaints about the unit ceased.

Muted acceptance became admiration as the prototype *Wulfen* proved itself against the Silver Hawk Irregulars on a half-dozen worlds during the invasion of the Marik-Stewart Commonwealth. *Wulfens* further played a key role in outflanking the First Covenant Guards on New Olympia, leading to the death of former paladin Thaddeus Marik. By the time Clan Wolf turned on their Lyran allies the *Wulfen* had claimed its present status as a symbol of the *ristar*.

Notable Units

Star Captain Gwin Fetladral: Gwin won her Bloodname at age twenty-five and joined the Steel Wolves following the HPG blackout. An ardent supporter of the Steel Wolves rejoining the Clan Wolf fold, Gwin lost her way after Anastasia Kerensky killed Galaxy Commander Kal Radick in 3133, and she fought in only a few more combat operations before striking out on her own. Soon after, Gwin rejoined Clan Wolf and vowed to someday repay Kerensky for casually discarding Kal Radick's vision.

Star Captain Paul: Paul emerged as a surprise from a seemingly unpromising Vickers sibko in 3143 by scoring three kills in his Trial of Position. Assigned to Alpha Galaxy, he continued his streak by winning a Trial of Possession with the more experienced Silvia Ward for the right to pilot a *Wulfen*. Now leading a Nova in the Third Wolf Guard Battle Cluster, he has the interest of saKhan Kerensky and is expected to accomplish great things in battles to come.

Type: **Wulfen**

Technology Base: Mixed Clan (Advanced)

Tonnage: 30

Battle Value: 983

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	300 XXL	6.5
Walking MP:	10	
Running MP:	15	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL, IS):		1.5
Cockpit:		3
Armor Factor (Stealth, IS):	104	6.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	10	15
Center Torso (rear)		5
R/L Torso	7	10
R/L Torso (rear)		4
R/L Arm	5	10
R/L Leg	7	14

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	ECM Suite	0
Center Torso	2 XL Gyro	0
Right Torso	4 XXL Engine	5
	1 Endo Steel	
Left Torso	2 Stealth Armor	
	4 XXL Engine	5
	1 Endo Steel	
	2 Stealth Armor	
Right Arm	3 Endo Steel	3
	2 Stealth Armor	
Left Arm	2 Endo Steel	4
	2 Stealth Armor	
Right Leg	2 Stealth Armor	0
Left Leg	2 Stealth Armor	0

Notes: Features a Full-Head Ejection System.

Fixed Equipment	Location	Critical	Tonnage
ECM Suite	H	1	1

Weapons and Ammo

Primary Weapons Configuration

ATM 3	RA	2	1.5
Ammo (ATM) 20	RT	1	1
CASE II	RT	1	.5
Cargo	LT	1	.5
Ultra AC/2	LA	2	5
Ammo (Ultra) 45	LA	1	1
CASE II	LA	1	.5

Alternate Configuration A

2 Double Heat Sinks	RT	4	2
2 Double Heat Sinks	LT	4	2
ER PPC	LA	2	6

Battle Value: 1,615

Alternate Configuration B

Supercharger	RT	1	1
Targeting Computer	LT	1	1
ER Large Laser	LA	1	4
Double Heat Sink	LA	2	1
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

Battle Value: 1,806

Alternate Configuration C

Double Heat Sink	RA	2	1
3 ER Medium Lasers	LA	3	3
Targeting Computer	LA	1	1
Jump Jets	RT	5	2.5
Jump Jets	LT	5	2.5

Battle Value: 1,334

Weapons and Ammo

Alternate Configuration D

SRM 2	RA	1	.5
Artemis V FCS	RA	2	1.5
Ammo (SRM) 50	RT	1	1
CASE II	RT	1	.5
LB 2-X AC	LA	3	5
Ammo (LB-X) 45	LA	1	1
CASE II	LA	1	.5

Battle Value: 859

Alternate Configuration E

ATM 3	RT	2	1.5
Ammo (ATM) 20	RT	1	1
CASE II	RT	1	.5
ATM 3	LT	2	1.5
Supercharger	LT	1	1
Targeting Computer	LT	1	1
2 ER Medium Lasers	LA	2	2
Micro Pulse Laser	LA	1	.5
Double Heat Sink	LA	2	1

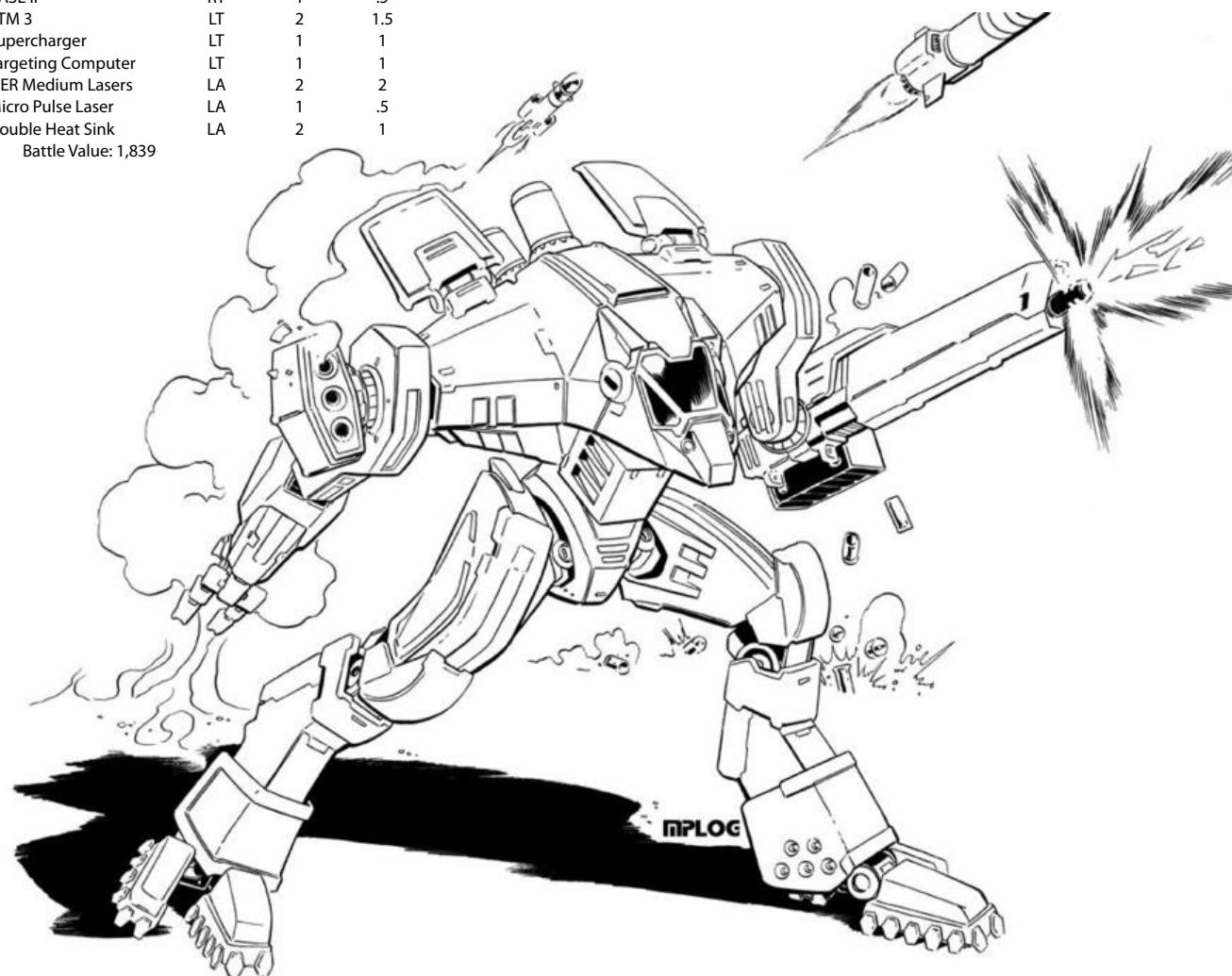
Battle Value: 1,839

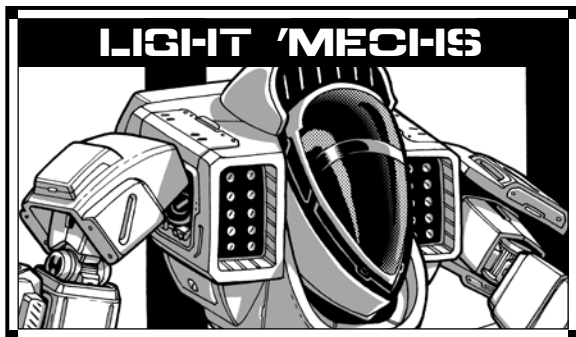
Weapons and Ammo

Alternate Configuration H

Double Heat Sink	RA	2	1
Improved Heavy Medium Laser	RT	2	1
Double Heat Sink	RT	2	1
Improved Heavy Medium Laser	LT	2	1
Double Heat Sink	LT	2	1
Improved Heavy Large Laser	LA	3	4
Double Heat Sink	LA	2	1

Battle Value: 1,556





Mass: 35 tons

Chassis: Hessen Light MK I

Power Plant: GM 245 XL

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Jump Jets: None

Jump Capacity: None

Armor: StarGuard Ferro-Fibrous

Armament:

1 Mydron Tornado Rotary Autocannon 5

2 Diverse Optics Extended-Range Medium Lasers

Manufacturer: New Hessen WorkMechs

Primary Factory: New Hessen

Communications System: Neil 6000

Targeting and Tracking System: Octagon Tartrac System C

Overview

The *Blade* was commissioned as part of the military standardization protocols enacted by former Republic Commanding General Victor Steiner-Davion. The end of the Jihad found the Coalition-turned-Republic army a hodgepodge of technology ranging from primitive Age of War designs through century-old survivors and to the latest, cutting-edge, new production models. The standardization program called for culling material that would be difficult to maintain, outside the RAF's mission role, or too few – and too ineffectual – to warrant continued use.

The other aspect of the Commanding General's program was to ensure reliable access to key mission role technologies. With recruits and equipment from every corner of the Sphere, large portions of the proto-RAF's TO&E consisted of equipment from well outside the forming Republic's borders. New Hessen

WorkMechs – manufacturer of the workhorse *Rook* – eventually won the contract for a light strike 'Mech with their *Blade* BattleMech, despite being just outside the Republic.

Capabilities

As much as possible, durability and ease of maintenance drove the development of the *Blade*, which at first would call into question why a GM extra-light engine was chosen. However, the *Blade* survives on the maxim of "speed is life." Its ability to achieve speeds of over one hundred kilometers an hour grants it this durability of speed. Reusing many of the *Rook*'s battlefield-tested components answered both the call for easy maintenance and durability, from the pared-down *Rook* chassis to the electronics and even the same cockpit assembly of the heavier 'Mech. The flat plate armor mounting gives the light cavalry design an IndustrialMech feel, at the benefit of reducing armor replacement times by up to fifty percent. While the *Blade* will not win any visual design awards, it is a tough chassis capable of swiftly closing to deliver its firepower.

The firepower consists of a highly reliable Mydron rotary autocannon and two of Diverse Optics' well-tested extended-range medium lasers. A full three tons of ammunition feed the rotary cannon, allowing it respectable battlefield endurance even when using high rates of fire. All three weapons are mounted in the right arm, which critics of the design are quick to point out as a risk. However, the New Hessen designers acknowledged and dismissed the issue at the same time.

The *Blade*'s weapon arm is an attempt to achieve an Omni-level ease of maintenance on a standard chassis. Borrowing on Clan modularization technology, the entire right arm is a self contained system with only the shoulder actuator and the armored weapon and power feed connecting it to the main chassis. The benefits of this is if any component of the arm is damaged, all technicians need do is disconnect the ammo feed mechanism and detach the arm from the shoulder joint to completely remove the arm. A replacement can then be put in place, while the damaged arm is worked on at ground level.

Finally, with rotary autocannons prone to jamming and the internal space of the chassis very tight, New Hessen WorkMechs' designers spent considerable

time on the ammunition feed system. Internally the ammunition bay uses a single feed system, reducing the chance for internal jamming when changing bins. All ammunition is then fed out through an armored feed system that avoids routing through the shoulder assembly. Despite the appearance of fragility, field trials of the *Blade* have shown it to be ten percent less likely to suffer a jam than the *Legionnaire*.

Deployment

The first three years of production are promised to the Republic Armed Forces, with the Federated Suns having an option to purchase up to 50% of all future production runs. So far New Avalon has not expressed any firm interest in the design, focusing on the heavier *Legionnaire* and just-released *Cuirass*.

RAF deployment of the *Blade* is primarily planned for the Principes Guard and for key defense of vital worlds, where a rapid and durable response to threats is needed.

Variants

The semi-modular nature of the weapon arm has made it possible to offer two simple modifications of the BLD-XL. The first is an attempt to even further simplify maintenance in addition to increasing the design's overall durability. The -XS uses a Mydron Model B medium autocannon and standard-model Diverse Optics lasers in place of the extended-range models. Much easier to maintain and support logistically, this model's chief failing is its critical lack of ammunition. With only ten reloads, it is forced to stay close to supply lines and any thought of using specialty ammunitions is effectively squashed. The -XX model is intended to increase the *Blade*'s anti-aircraft power with the use of a Mydron Excel LB 10-X autocannon. Two tons of ammunition force it to choose its load out carefully, which is made even worse by the ammunition system. Designers were unable to adapt the single track feed system to handle multiple ammunition types, forcing the -XX to carry either standard or cluster ammunition in battle.

Understandably, the rotary variant is expected to be the most common of the three models produced and all current RAF orders are for the -XL model.

Type: **Blade**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 1,314

Equipment

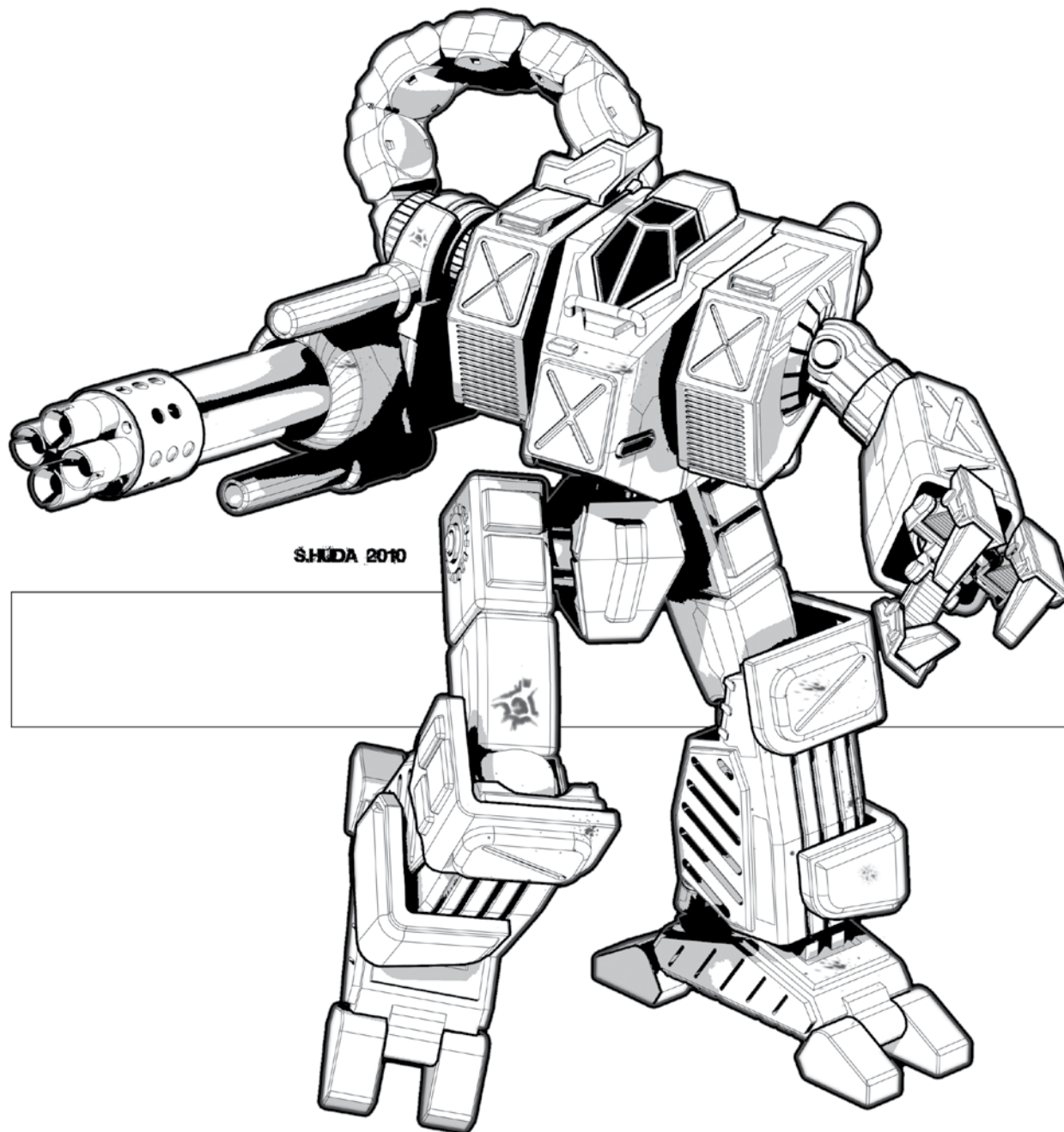
Internal Structure:	Endo Steel	2
Engine:	245 XL	6
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		1.5
Cockpit:		3
Armor Factor (Light Ferro):	118	7

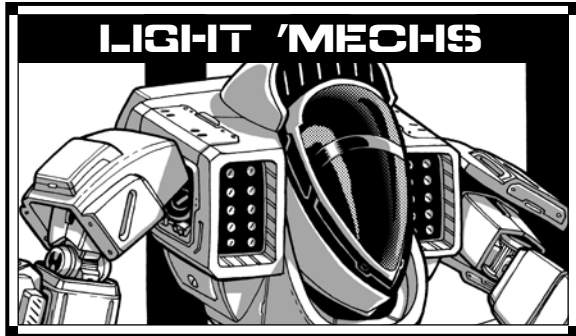
	Internal Structure	Armor Value
Head	3	9
Center Torso	11	16
Center Torso (rear)		5
R/L Torso	8	12
R/L Torso (rear)		4
R/L Arm	6	12
R/L Leg	8	16

Weapons

Weapons and Ammo	Location	Critical	Tonnage
Rotary AC/5	RA	6	10
2 ER Medium Lasers	RA	2	2
Ammo (RAC) 60	RT	3	3
CASE	RT	1	.5

Notes: Features the following Design Quirks: Easy To Maintain, Modular Weapons, Exposed Weapon Linkage (RAC/5), Static Ammo Feed.





Mass: 35 tons
Chassis: Olivetti S1 Endo Steel
Power Plant: Magna 210 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: Clan Standard Type A2 with Partial Wing
Jump Capacity: 150 meters
Armor: Compound Alpha Ferro-Fibrous
Armament:
 2 Type 3 Advanced Tactical Missile Systems
 2 Series 6a ER Medium Lasers
 4 General Systems Micro Pulse Lasers
Manufacturer: Olivetti Weaponry
Primary Factory: Sudeten
Communications System: JF Integrated
Targeting & Tracking System: JFIX/Olivetti
 Pinpoint Advanced

Overview

Initially fielded in 3087, the *Eyrie* was the first of Clan Jade Falcon's new signature 'Mechs. Built along the same principles as the *Cougar*, this completely new BattleMech emphasized a well-rounded combat specialty rather than focusing on firepower. The *Eyrie* was the first in an all-new breed of Falcon aesthetics in that it deliberately resembled a raptor in flight, complete with upswept wings, a prominent beak shape, and legs armed with sharp talons. The inclusion of talons also denoted another radical design departure for the Clan: the *Eyrie* was the first Jade Falcon BattleMech intended to take advantage of melee combat, a tactic the hidebound Falcons long considered dishonorable.

When the *Eyrie* first appeared during Falcon raids in the Lyran Commonwealth, the 'Mech's opponents were shocked to face this radical new design philosophy. Ever since, the *Eyrie's* reputation has made the 'Mech a common choice for recent sibko graduates or *ristars* that feel they have something to prove.

Capabilities

Where the *Cougar* concentrates solely on firepower, the *Eyrie* focuses on greater mobility, heavier armor, and solid, close-range offense, making it suitable for a larger range of battlefield tactics. Its partial wing helps position the 'Mech on the battlefield, and its talons give it a noticeable edge in melee combat that other light Falcon 'Mechs lack.

Deployment

Even after nearly sixty years of consistent combat usage, the *Eyrie* remains in service solely with Clan Jade Falcon. Other Clans eschew the model due to it being one of the Falcon's totem 'Mechs and thus believe it automatically inferior. Because of the LCAF and RAF's negative perception of the *Eyrie*, most Lyran or Republic opponents who shoot one down tend to strip it for usable parts and abandon the actual chassis. Only a non-Clan MechWarrior who wants to paint a target on his back will claim a functioning *Eyrie* as salvage.

The *Eyrie* first saw combat during the Falcon's attempt to claim the Lyran world of Zhongshan in 3087. The Second Falcon Jaegers landed to find the Thirteenth Wolf Guards, mercenary commands, and planetary militia. During the opening engagements, the sole pair of *Eyries* included in Star Colonel James Roshak's bid literally tore through a platoon of the militia's armor. A later battle pitted the same two 'Mechs against a *Pack Hunter* and a *Wolfhound*, and the *Eyries* crippled both opponents by outmaneuvering them, firing at close range, and using their talons to shred the enemy 'Mechs' legs. Although the Jade Falcons ultimately failed to take the planet, the *Eyrie* had demonstrated its value, and this new 'Mech quickly proliferated throughout other Falcon Clusters.

Notable Units

Star Commander Eve Buhallin: A warrior from the Third Falcon Velites, Eve Buhallin earned her Bloodname late in life, despite many naysayers claiming she was too old to win a Trial of Bloodright. Her superiors and subordinates constantly voicing concern about her age has not dulled since the Falcons' incursion into the Republic. However, she consistently passes her yearly retests, and whenever discussion about consigning her to *solahma* duties crops up, she passes all assessments given to her. To date, she has successfully defended command of her Eye Star at least a dozen times.

Star Captain Lyza Helmer: Lyza Helmer of the Raptor Keshik is a holy terror on anything or anyone who gets in her way. She has been known to strike out against friend and foe alike, taking delight in any pain or destruction she causes. She gives no consideration to her Starmates in battle and rushes headlong into combat, even against orders. Due to always destroying potential salvage, killing potential bondsmen, and executing her every opponent in physical combat, her peers and superiors alike consider her an unpredictable but effective asset. More than once she has used her *Eyrie's* talons to cripple a Starmate's 'Mech that she deemed was trying to steal some of her battlefield glory.

MechWarrior Davina Folkner: A mediocre sibko graduate, Davina was initially assigned to the Fourth Mixed Cluster until she surprised her entire Bloodname House upon winning a Grand Melee and then rising to win the Trial of Bloodright. She had piloted an *Eyrie* in the Grand Melee, and her critics believe that choice alone led to her vanquishing so many opponents. After winning her Bloodname, she was reassigned to a more prestigious posting in the Ninth Falcon Striker Cluster, but her combat performance since then has been lackluster. Her Starmates believe she lost the drive to excel once her genes were guaranteed to be used in creating future sibkos. She still wins Trials, but she does so by toying with her opponent in a manner uncharacteristic of most Falcons.

Type: **Eyrie**

Technology Base: Clan (Advanced)

Tonnage: 35

Battle Value: 1,401

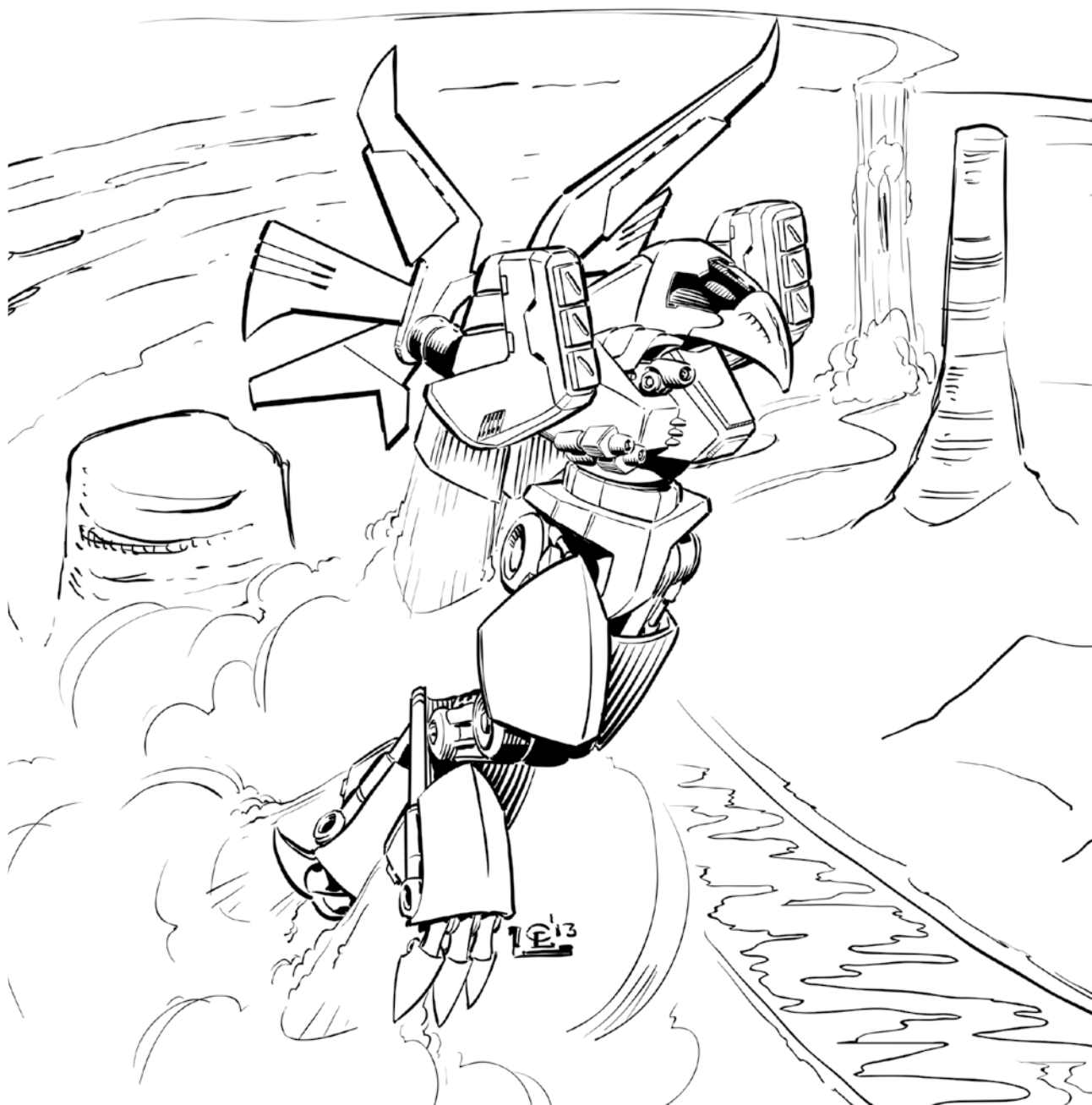
Equipment

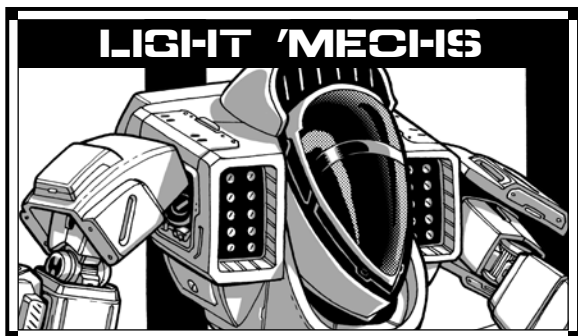
Internal Structure:	Endo Steel	2
Engine:	210 XL	4.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	5*	
Heat Sinks (Laser):	10 [20]*	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	115	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	11	17
Center Torso (rear)		5
R/L Torso	8	11
R/L Torso (rear)		4
R/L Arm	6	11
R/L Leg	8	16

Weapons

and Ammo	Location	Critical	Tonnage
ATM 3	RA	2	1.5
Ammo (ATM) 20	RT	1	1
ER Medium Laser	RT	1	1
2 Micro Pulse Lasers	RT	2	1
ER Medium Laser	LT	1	1
2 Micro Pulse Lasers	LT	2	1
Ammo (ATM) 20	LT	1	1
ATM 3	LA	2	1.5
Partial Wing	RT/LT	3/3	2
Talons	RL/LL	2/2	3
Jump Jets	RT	2	1
Jump Jet	CT	1	.5
Jump Jets	LT	2	1

Notes: *Partial Wing adds +2 Jump MP and -3 Heat per turn in Standard atmosphere (see pp. 105 and 107, *TO:AUE* or p. 116, *BMM* for additional rules). Features the following Design Quirks: Distracting, No/Minimal Arms.





Mass: 35 tons

Chassis: X-H54 Endo Steel

Power Plant: Hermes 280 XL

Cruising Speed: 86 kph

Maximum Speed: 129 kph

Jump Jets: Chilton 360

Jump Capacity: 150 meters

Armor: Jolassa 328 Ferro-Fibrous with CASE II

Armament:

4 Diverse Optics Extended-Range
Medium Lasers

1 Hovertec Quad SRM 4 Launcher

Manufacturer: Adam Tech Industries

Primary Factory: Abadan

Communications System: Datacom 70

Targeting & Tracking System: Octagon Tartrac
System E

Overview

Inspired by the JR7-K *Jenner*, the *Havoc* is the logical progression of that 'Mech. The *Havoc* boasts almost a ten percent increase in speed over the *Jenner*, close to double the armor and is more than capable of mixing it up with 'Mechs that outweigh it. Adam Tech has marketed the 'Mech exclusively to light 'Mech pilots using the slogan, "In any battle, you only pilot one 'Mech." The slogan has led to MechWarriors nicknaming the *Havoc* as "the One."

Capabilities

The heart of the *Havoc* is the Octagon Tartrac. The system is quite simply the best short-range target and tracking package currently on the market.

Many experts have endorsed it as the Garret D2j of short-range combat. It identifies threats faster than competing packages, thanks in part to one of the most comprehensive databases ever developed. Over 3,000 target profiles come stock, and the database is field-upgradable to include more. In trials, the Octagon distinguished between a TR-XB and TR-XJ *Trebaruna* faster than any other system tested.

Deployment

The Marik-Stewart Commonwealth deployed several *Havocs* in the defense of Concord during skirmishes with the Lyran Commonwealth in early 3135. In one battle, a pair of *Havocs* squared off against a *Wolfhound* and two *Mjolnirs*. The five battled in a thickly-forested region known as the Western Wilderness. Early in the battle, one of the *Havocs* suffered a hit to its ammunition magazine, but the CASE II system not only prevented the destruction of the *Havoc*, but kept it combat-ready. In fifteen minutes of heated combat, the *Havocs* disabled both *Mjolnirs* and sent the *Wolfhound* running.

More recently, two *Havocs* participated in an unlikely battle on Lyons. The *Havocs* were part of Zelandia Unbound, a nascent mercenary company brought in to shore up defenses in expectation of hostilities. Reggie Cunningham, CO of another recently hired company, attacked and killed Samir Saddapli in an unexplained fit of rage that nearly consumed both units. *Havocs* were instrumental in bringing him to justice. MechWarrior Ryan Jaspers and Second Lieutenant Kevin Wyvern took turns making high speed runs at Cunningham's *Atlas* as he tried to lose his pursuers in the Badlands. Both used the exceptional speed of the *Havoc* to evade repeated shots from the *Atlas*' Gauss rifle. They moved in close, opened up with an alpha strike, and then jumped to safety while their lancemates made similar runs with a pair of *Gambits*. The pursuit force concentrated their fire on Cunningham's legs, hoping to disable his 'Mech early in the engagement and avoid a lengthy battle, but his *Atlas* shrugged off a punishing amount of fire without slowing.

On the fourth run, Cunningham connected a Gauss shot with Wyvern's cockpit, killing the young lieutenant instantly. Undaunted, the lighter 'Mechs

continue to harass him. Eventually, they cornered him atop a hundred-meter waterfall, where he later surrendered to the pursuit force.

Notable Units

Selene Petros: Piloting a heat-efficient *Havoc* named *Harpy*, Petros appeared on the mercenary scene in 3132, before the Blackout. Few records of her past have been found, leading many to believe she uses a *nom de guerre*. Her obsessive hatred of House Liao often gets her in trouble. Attempts to determine the root of her hatred are met with open hostility. Petros floats from one merc outfit to another; her longest stint was with the Wolf Hunters, who allowed her to kill as many Wolf Empire troops as she wanted.

The Cockatrice: In an area on Stewart that is prone to mudslides, a lone *Havoc* stands upright, buried to its knees in hardened clay. Local civilians and Clan Wolf warriors alike avoid the battered, fire-blackened 'Mech. The natives claim to hear the Cockatrice creaking in the wind from kilometers away, and any attempts to free or steal the 'Mech always result in the would-be thief ending up dead from mysterious circumstances.

MechWarrior Ryan Jaspers: Jaspers is the only surviving member of Talcred's recon lance that did not become a member of Zelandia Gold. He stayed with Zelandia Unbound after the Lyons Incident, and saw significant action during the next ten years. Most recently he was involved in a 'Mech duel with a member of the Lyran Guard on Clinton. Jaspers has been arrested more than thirty times, mostly for barroom brawls and disorderly conduct. Only his skill as a MechWarrior has kept him employed.

Dog of War: *Dog* is the name of a *Havoc* assigned to the Seventh Donegal Guards. *Dog* has a peculiar problem with her left hip actuator that has never been corrected. The hip briefly locks on occasion, giving *Dog* a loping gait when pushed to full speed. The actuator malfunction saved the life of her MechWarrior during action on Tharkad, when a Clan Wolf Gauss rifle round scratched the canopy of her cockpit instead of smashing through it.

Type: **Havoc**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 1,255

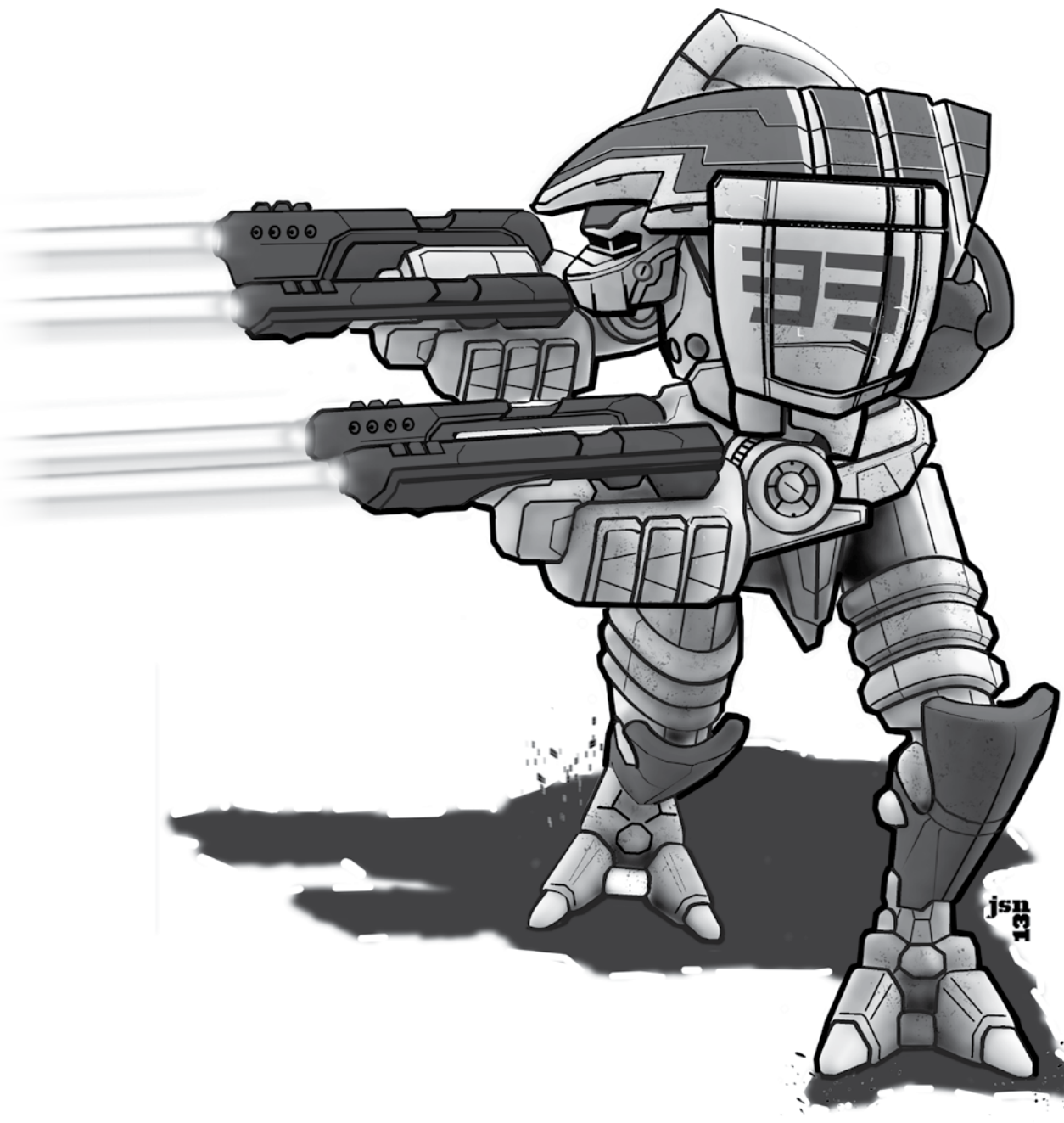
Equipment

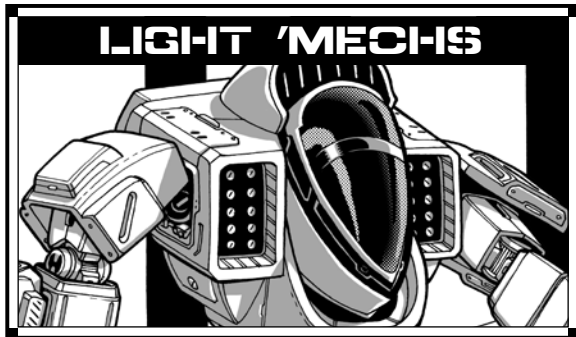
		Mass
Internal Structure:	Endo Steel	2
Engine:	280 XL	8
Walking MP:	8	
Running MP:	12	
Jumping MP:	5	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	116	6.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	11	16
Center Torso (rear)		5
R/L Torso	8	13
R/L Torso (rear)		3
R/L Arm	6	12
R/L Leg	8	15

Weapons

and Ammo	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
SRM 4	CT	1	2
Ammo (SRM) 50	LT	2	2
CASE II	LT	1	1
2 ER Medium Lasers	LA	2	2
Jump Jets	RT	2	1
Jump Jet	CT	1	.5
Jump Jets	LT	2	1

Notes: Features the following Design Quirk: Improved Targeting: Short.





Mass: 35 tons

Chassis: Fortune VII Endo Steel (Quad)

Power Plant: LightForce (ExtraLight) 280

Cruising Speed: 86 kph

Maximum Speed: 129 kph

Jump Jets: None

Jump Capacity: None

Armor: Compound RSH5 Ferro-Fibrous

Armament:

1 Type 6 ATM 6 Launcher

2 Hovertec Aethershot SRM 2 Launchers

4 Series 2d Extended-Range Medium Lasers

Manufacturer: Assault Tech Industries

Primary Factory: Donegal

Communications System: Assault Call Alpha

Targeting & Tracking System: Assault SureStrike

Overview

Assault Tech Industries was founded two decades ago, with aid from the Commonwealth, as a means for Clan Wolf-in-Exile to compete with Clan Sea Fox in selling to the general market. The *Jaguar* was their first entry, a quadrupedal scout with an impressive array of firepower for a light 'Mech. It has been remarkably successful, proliferating widely via the mercenaries who ply their trade in the Lyran Commonwealth.

Capabilities

The speedy *Jaguar* mounts as much armor as any 'Mech its mass can carry. In just over two decades, the *Jaguar* has appeared along the Lyran border with the Clans in roles from recon and search-and-destroy

to mobile fire support. The excellent design of the legs has stymied Elementals seeking to kneecap the *Jaguar*, as the actuators are more rugged than such a small 'Mech would usually employ.

Deployment

When Clan Hell's Horses invaded Timkovichi in August 3142, their Mongol Doctrine ran headlong into the Kell Hounds. The Hounds had a number of *Jaguars* in their force, and these almost single-handedly stalled the Horses. The 666th Mechanized Assault Cluster warriors were unable to capitalize after successfully luring the speedy *Jaguars* into the open when the Hounds simply charged the Horses' lines and began to wreak havoc in the Clan's rear areas. When the Hounds abandoned Greywalk, the city where a battalion had been housed, two lances of *Jaguar* 2s laid in wait. As the Horses moved in and began to terrorize the local populace with their bastardized Mongol Doctrine, the *Jaguars* spotted for Arrow IV missiles before breaking cover. The defeat was so complete that the Horses fled the region. This was a Pyrrhic victory—it was one of the factors that led Jade Falcon Khan Malvina Hazen to bombard the Hounds from orbit, nearly annihilating them.

The Jade Falcon invasion of Tharkad in July 3143 caught the Queen's Gambit mercenary company. The command had simply been passing through to allow several of its MechWarriors to visit family on the Lyran capital when they were forced into the fight. Captain Stephanie "Queen Steph" Rutherford fearlessly led her meager company into the midst of the Eleventh Falcon Velites. The Jade Falcon recon Binary was led by Star Commander Josephus. Josephus was hard-put—despite his heavier force—to engage the Gambit's streaking light 'Mechs, and committed the deadly sin of succumbing to target fixation. He identified the Gambit's commander in her *Jaguar* and pursued her to the exclusion of all others. This failure caused him to stretch out his Binary's line and made his comrades easy prey for a company of Tharkad militia.

Variants

The *Jaguar* 2 replaces all the weapons save two ER medium lasers with six machine guns, two

medium pulse lasers and an array of advanced electronics.

Notable Units

MechWarrior Alisar: While pursuing the retreating Jade Falcons on Upano, Alisar leapt her *Jaguar* 2 into a clump of enemy Elementals and took them on singlehandedly. She chalked up nine kills before a shot to her gyro dropped her 'Mech. She then eliminated three more Falcon troopers from a prone position while awaiting rescue by her Starmates. In recognition of her prowess, Alisar has been flagged as a candidate for the next open Carns Bloodname.

Tivan Marsh: The sole survivor of the Trickster Boys mercenary lance after their destruction by the Falcons, Marsh was offered a spot in the Kell Hounds and given a *Jaguar* that had recently lost its pilot. Two months later he saved Callandre Kell's life during a raid on Jesenice and earned a spot in her command lance. Marsh presumably vanished along with the rest of Callandre's Hounds.

Captain Stephanie Rutherford: Queen Steph commands the Queen's Gambit mercenary company. They suffered heavy losses in their combat on Tharkad, but those losses were made good by the LCAF. Her *Jaguar* has been fully repaired, and a demi-company of new MechWarriors quickly joined up once she had the LCAF's gift of six new 'Mechs in her possession.

Captain Rarald "Beastlord" Fitzsimmons: Rarald Fitzsimmons grew up in a circus family. His youth was spent taming wild beasts from a variety of worlds, including tariqs, Kigamboni leopards, and Kyotan armor bears. A chance encounter with a recruiter at a stopover on Qanatir led him to join the Dioscuri. His preternatural skill at piloting quad 'Mechs led him to a *Jaguar*. His equal skill at outwitting and defeating the Clans, coupled with his background, earned him his nickname. He commands a recon company in Second Battalion.

Type: **Jaguar**

Technology Base: Clan (Advanced)

Tonnage: 35

Battle Value: 1,791

Equipment

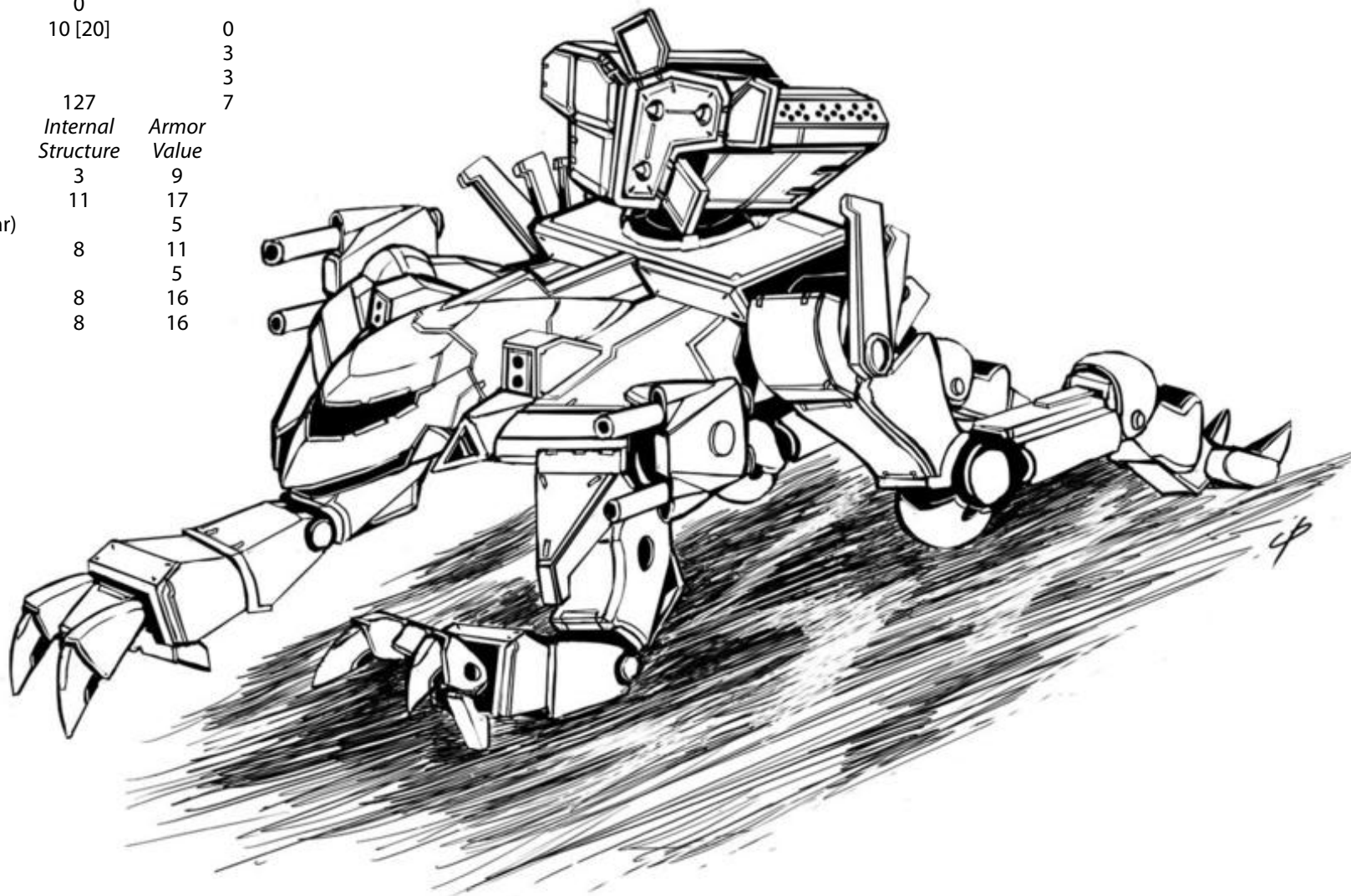
Internal Structure:	Endo Steel	2
Engine:	280 XL	8
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	127	7

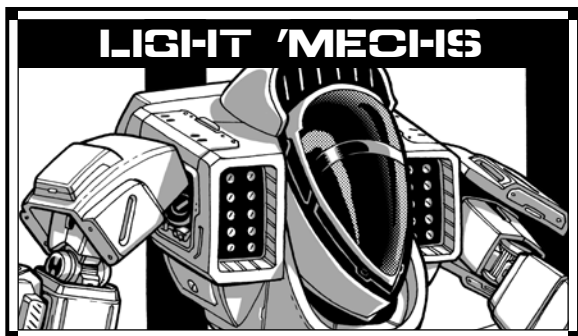
	Internal Structure	Armor Value
Head	3	9
Center Torso	11	17
Center Torso (rear)		5
R/L Torso	8	11
R/L Torso (rear)		5
R/L Front Leg	8	16
R/L Rear Leg	8	16

Weapons and Ammo

	Location	Critical	Tonnage
ATM 6*	RT	3	3.5
Quad Turret	RT	1	.5
Ammo (ATM) 20	RT	2	2
2 ER Medium Lasers	RT	2	2
SRM 2	RT	1	.5
2 ER Medium Lasers	LT	2	2
SRM 2	LT	1	.5
Ammo (SRM) 50	LT	1	1

Notes: *This weapon is mounted in a Quad BattleMech Turret. Features the following Design Quirk: Protected Actuators.





Mass: 35 tons

Chassis: Luthien Class 41 Endo Steel

Power Plant: Magna 245 XL

Cruising Speed: 75 kph

Maximum Speed: 108 kph

Jump Jets: None

Jump Capacity: None

Armor: New Samarkand Teppeki Hardened

Armament:

1 SarLon MiniCannon Light Class 5 Autocannon

Manufacturer: Luthien Armor Works

Primary Factory: Luthien, Kaznejoy

Communications System: Sipher CommSys 4

Targeting & Tracking System: Neko Megane 7

Overview

Available only since the Blackout, the Combine's *Rokurokubi* has captured the attention and vainglory of an entire generation of young Kurita samurai. A fast light striker 'Mech, it evokes the ubiquitous *Panther* that helped instill fear in the DCMS' enemies for centuries. Prominent young Kuritan MechWarriors have been known to duel for the honor of piloting the 'Mech, eager to earn their samurai reputations.

Capabilities

The *Rokurokubi* was clearly meant as an offensive 'Mech tailored to the *bushido*-happy samurai of the Combine. Combining one powerful ranged weapon with an iconic sword, the 'Mech is a fearsome attacker. Its combination of speed and thick armor make it difficult to bring down before it can terrify its opponents with a four-meter sword.

Deployment

Rokurokubis have led the invasion of the Federated Suns, nowhere more prominent than in the Sword of Light regiments. During the invasion of Gambier, elements of the Fifth Sword of Light used *Rokurokubis* to shatter the planetary militia in less than an hour of combat.

Led by *Tai-i* Kellen Taylor, two lances of the Sword of Light—including six *Rokurokubis*—caught a task force of the militia moving between firebases. Caught in the open, the militia assumed a defensive posture and tried to fight their way clear, but the Sworders moved too fast. Trusting their armor to protect them, and covered by a pair of *Dragon II* artillery 'Mechs, the six light 'Mech charged forward. Two of the militia's Sorteks were disabled in the first barrage, their skirts holed by armor-piercing ammunition. The militiamen, terrified by the seeming lack of effect of their fire against the *Rokurokubis*, were on the edge of rout even as the DCMS 'Mechs closed. When *Tai-i* Taylor decapitated the militia commander's *Enforcer* with a blow from his sword, the task force broke and was routed.

During the assault on Robinson, the Seventh Sword of Light led the assault on Bueller. In the vanguard of the Seventh's was *Tengu* Lance, a force of four -4X model *Rokurokubis*. Led by then-*Chu-i* Alisdair Miyamoto, the *Tengus* charged a company of the Twentieth Avalon Hussars. With the rest of their company around them, the supercharged 'Mechs sprinted into the midst of the Hussars and attacked, using their swords and Clan-made PPCs to deadly effect. In two minutes of combat the four 'Mechs disabled six Davion 'Mechs and two tanks, and killed two squads of Cavalier battle armor. Reinforcements from the Hussars' reserves arrived in time to keep the *tai-i* from killing Captain Dairmad Chaines, but the hole in the Hussars' lines was already established.

Variants

LAW offers two other production models; the first, and most common, replaces the autocannon with a Lord's Light 2 ER PPC. The second, more rare model uses a Clan PPC and reinforced armor to add a supercharger to an already-increased engine.

Notable Units

***Tai-i* Kellen Taylor:** Commander of the Fifth Sword of Light's recon company, *Tai-i* Taylor is one of the youngest company commanders in the Sword of Light. He earned his promotion to company command on Palmyra, when he single-handedly defeated a Davion *Thunderbolt* after his company commander was killed. This display of loyalty and skill at single combat sits well with the Sworders' *bushido* philosophy, but has marked the *tai-i* as a priority target for Davion MechWarriors all across the Combine border.

***Chu-sa* Stephan Dirks:** Descended from a long line of Scots, Dirks proudly carries on his family's tradition of serving as an officer in the DCMS. The Dirks ancestry hails from the ancient Scottish Highlands on Terra and is one of the last of its ilk within the Combine. The *chu-sa* transferred to the Second Legion of Vega with his *Rokurokubi*—nicknamed *Sie-gi* (Justice)—after serving alongside *Tai-i* Kellen Taylor on Palmyra. Dirks requested the transfer after suffering a severe concussion during the closing days of the campaign.

***Tai-i* Alisdair Miyamoto:** Promoted after the assault on Bueller, Miyamoto now commands a special assault company in the Sword of Light. He is the odds-on favorite to win the Katana Cluster for 3145, having already been credited with eighteen Davion BattleMech kills. He prefers to close and use his 'Mech's sword, often attacking one enemy with the sword while firing his ER PPC at another nearby enemy. Rumors have been intercepted that show there is talk of withdrawing the *tai-i* to teach at the Sun Zhang MechWarrior Academy, but thus far his performance in the field has been too admirable to remove.

Type: **Rokurokubi**

Technology Base: Inner Sphere (Advanced)

Tonnage: 35

Battle Value: 998

Equipment

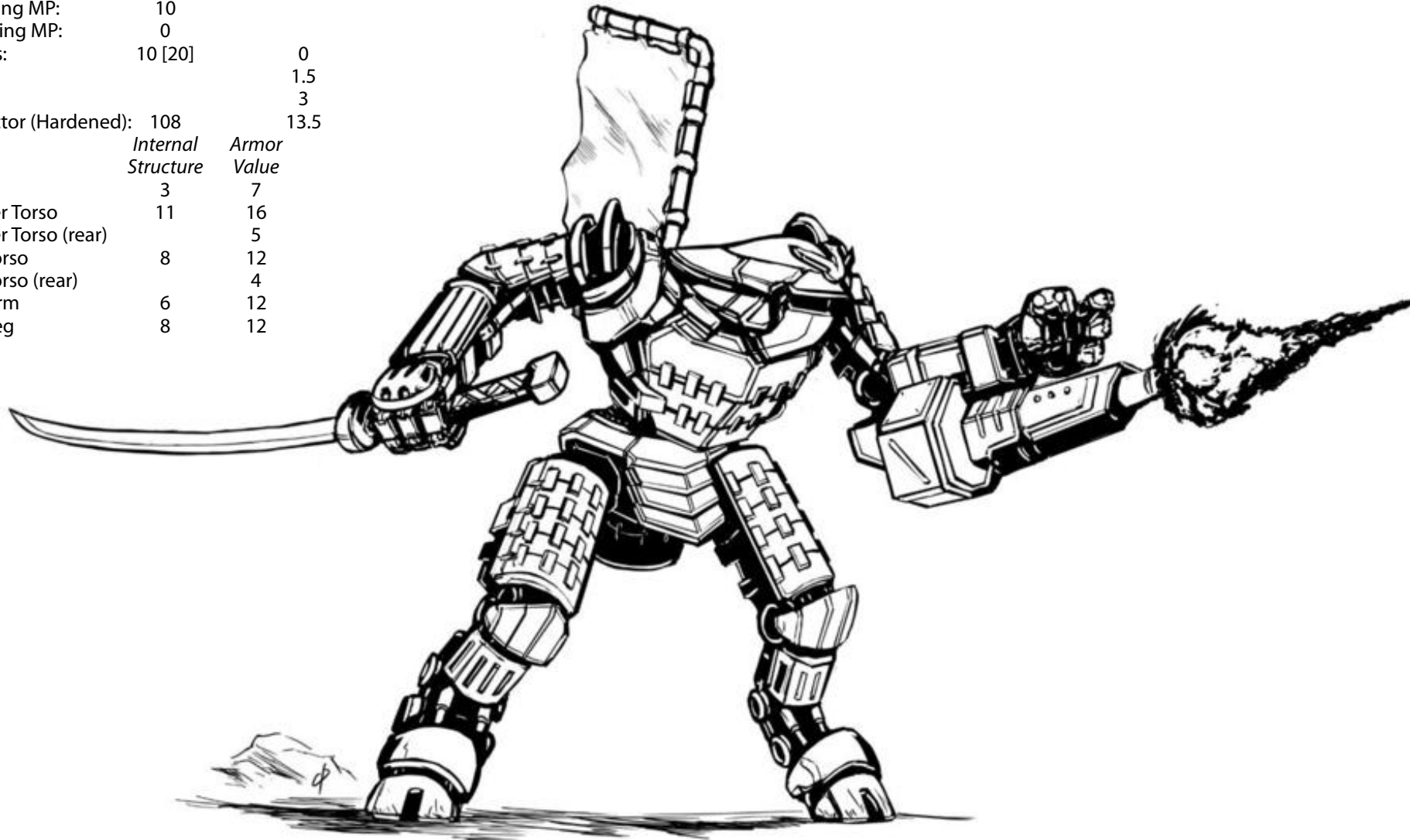
		Mass
Internal Structure:	Endo Steel	2
Engine:	245 XL	6
Walking MP:	7	
Running MP:	10	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		1.5
Cockpit:		3
Armor Factor (Hardened):	108	13.5

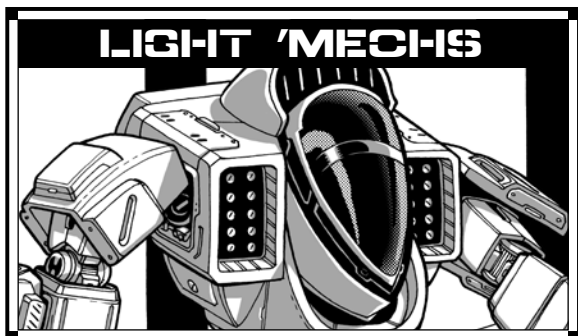
	Internal Structure	Armor Value
Head	3	7
Center Torso	11	16
Center Torso (rear)		5
R/L Torso	8	12
R/L Torso (rear)		4
R/L Arm	6	12
R/L Leg	8	12

Weapons and Ammo

	Location	Critical	Tonnage
Sword	RA	3	2
Light AC/5	LA	2	5
Ammo (Light AC) 40	LA	2	2

Notes: Hardened Armor reduces Running MP by 1.
Features the following Design Quirks: Protected Actuators, No Ejection Mechanism.





Mass: 35 tons
Chassis: MatherTech 750 Endo Steel
Power Plant: GM 210 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph, 129 kph with MASC
Jump Jets: None
Jump Capacity: None
Armor: Lexington Ltd. Medium Grade with CASE
Armament:
1 Thor 40mm Rotary Class 2 Autocannon
Manufacturer: Coventry Metal Works
Primary Factory: Coventry
Communications System: Cyclops 12
Targeting & Tracking System: Cyclops 9

Overview

Arriving half a century late, the *Storm Raider* was Defiance Industries' alternative to the *Hollander*. The prototypes were so poorly received that Defiance licensed the unit to Coventry Metal Works. Coventry produces four versions of the *Storm Raider*, most intended for small-scale surgical strikes and urban defense operations. The 'Mech is terrible at both roles. Easily outrun and outgunned by contemporaries like the *Havoc* and *Nyx*, the *Storm Raider* is most often encountered in picket roles. Where it shines, however, is on Solaris VII, where it is a fan-favorite.

Capabilities

The *Storm Raider* is most known for being the first 'Mech equipped with Coventry Cast Off, a hybrid modular weapons system. Like competing products, a CCO-compliant weapon can be quickly and easily

replaced in the field. Unlike the competition, a CCO weapon may be jettisoned during combat without posing risk to the MechWarrior. However, CCO weapons are not interchangeable, so while repair times are improved, reconfiguration still poses all the usual challenges.

Deployment

In 3127 the Donegal Guards were conducting war games on Caledonia. During the latter stages of the exercise, two lieutenants—Cleft Lamberg and Dimok Sullenger—involved in a heated argument disengaged their safety protocols and went weapons hot. Lamberg struck first, smashing the left torso of Sullenger's *Storm Raider* with his *Mjolnir*'s mace. Sullenger returned the favor, shredding the *Mjolnir*'s right arm. Lambert jumped back and fired his lasers, scoring hits on the *Storm Raider*'s torso. As Sullenger was lining up his return volley, Hauptmann Eileen Brott attempted to intervene, moving her *Wolfhound* between the combatants and inadvertently stepping into a full salvo from Sullenger's Thor autocannon. High-explosive armor-piercing shells slammed into the *Wolfhound*'s head, killing Brott and ending the impromptu battle. Sullenger and Lamberg were court-martialed and are both serving twenty-five year sentences.

During the nineteenth battle for Hesperus II, the Eridani Light Horse fled toward the Defiance Industries factory complex, pursued by elements of the Hell's Horses's 666th Mechanized Assault Cluster. Captain Birchmeier's recon lance, which included two *Storm Raiders*, held the rearguard position and was the first to cross swords with the 666th. Sandstorm conditions grounded the Horses's VTOLs, so a Zephyros Point preceded the main force. Birchmeier's lance engaged them on a high plateau generously sprinkled with large rock columns known as the Somerset Wilderness.

Suspecting that the Clanners would consider his *Storm Raiders* easy pickings, Birchmeier deployed them in the open while keeping the rest of his lance hidden. The *Storm Raiders* fired several volleys and then began giving ground. Hungry for an easy kill, the vehicles raced after them, right into Birchmeier's trap. The ambush destroyed one Zephyros and

damaged the other. It attempted to break contact, but the *Storm Raiders* used their MASC to keep pace with the vehicle and chased after it with rolling bursts from their autocannon. Ultimately they disabled the second Zephyros and denied the 666th useful tactical information. When the 666th entered the wilderness two hours later, they faced multiple ambushes from the Light Horse and paid dearly for every meter gained.

Variants

The STM-R1 (also known as the Solaris Special) exchanges the Thor autocannon for a Mydrion Model B, but also sacrifices the MASC. The STM-R2 features a General Motors Nova-5 instead of the Thor autocannon. Finally, the STR-R4 retains the R3's stock weaponry but upgrades to impact resistant armor.

Notable Units

Tai-i Caria Gordon: *Tai-i* Gordon is best known for turning traitor in the middle of a battle. A security MechWarrior employed by DiNapoli industries, she became a *de facto* Bannson's Raider when Bannson bought out her employer. However, having been raised by Kuritan parents, she chose to defect to Katana Tormark's Amaterasu regiment when the Raiders and the Dragon's Fury clashed on Deneb Kaitos. As a gesture of goodwill to the Amaterasu, Gordon offered some 'Mechs she had liberated from her former employer. By the time the Amaterasu was reabsorbed into the DCMS, Gordon had attained command of her own 'Mech company.

Thunderbird: Named by its original owner in 3110, *Thunderbird* is a STM-R2 assigned to the Second Bolan Guards. *Thunderbird* was heavily damaged in action against the Jade Falcons in 3135 and has never worked properly since. Despite the efforts of a cadre of technicians, *Thunderbird*'s cooling system frequently malfunctions, resulting in waste heat generation that causes her targeting system to produce sensor ghosts.

STM-R3 STORM RAIDER

LIGHT 'MECHS

45

Type: **Storm Raider**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 791

Equipment

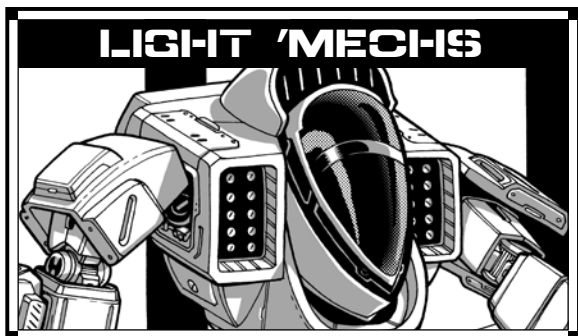
		Mass
Internal Structure:	Endo Steel	2
Engine:	210 XL	4.5
Walking MP:	6	
Running MP:	9 (12)	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	112	7
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	11	17
Center Torso (rear)		4
R/L Torso	8	12
R/L Torso (rear)		4
R/L Arm	6	11
R/L Leg	8	14

Weapons

and Ammo	Location	Critical	Tonnage
Mace	RA	4	4
MASC	CT	2	2
Ammo (RAC) 45	LT	1	1
CASE	LT	1	.5
Rotary AC/2	LA	3	8

Notes: Features the following Design Quirks: Jettison-Capable Weapon (Mace), Jettison-Capable Weapon (RAC).





Mass: 35 tons

Chassis: NCIA Endo Steel Type N

Power Plant: Standard 245 XL

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Jump Jets: None

Jump Capacity: None

Armor: Alpha Compound Ferro-Fibrous with CASE II

Armament:

4 Series 6b Extended-Range Medium Lasers

2 Series 6c Extended-Range Small Lasers

2 Pattern Alpha SRM 2 Launchers

Manufacturer: Trelshire Heavy Industries

Primary Factory: Twycross

Communications System: Able-Seven Sensor Suite with Watchdog CEWS

Targeting & Tracking System: Multi-Spread 9 with Advanced Targeting Computer

Overview

The *Tiburon* is exclusive to Clan Sea Fox, and is common in their light Stars and among the Clan's warrior-merchants. With a name reminiscent of the Clan's previous identity, the *Tiburon* lives up to its reputation as a fast, lethal predator.

Capabilities

The *Tiburon* has more firepower than 'Mechs ten or fifteen tons heavier. With a top speed near 120 kph, there are few BattleMechs that it cannot outrun. The Watchdog CEWS gives the *Tiburon* a powerful electronic warfare capability in a compact package. In keeping with the Clan's mercantile tendencies,

and to conceal the machine's lethality, most of the *Tiburon*'s weapons are concealed behind retractable panels.

Deployment

In September 3135, several pirate attacks against the Spina Khanate's assets in the area between the Rim Commonality and the Regular Fiefs threatened several of Epsilon Aimag's profitable operations. Through their contacts and the Watch, Epsilon located the pirate base in the Duchy of Tamarind-Abbey's Kogl system.

OvKhan Gar Labov, Epsilon's leader, moved his aimag to the Kogl system under the cover of a normal trade mission. While their merchants negotiated access to the Kogl market, Epsilon's military forces searched the system for the pirate base. They located the pirate base on an airless world on the far side of the sun from Kogl.

Labov led two Sea Fox Clusters to the base. While his heavier forces engaged the pirate defenders, Labov, in his *Tiburon*, led his lighter, faster forces, including several more *Tiburons*, around the defenders' flank and overwhelmed it. The survivors and the base quickly surrendered.

At the pirate base, Labov found evidence that senior members of the Kogl government were involved with the pirates. By using the evidence in negotiations, Epsilon Aimag gained favorable trading concessions.

Even a lone *Tiburon*, in the hands of a skilled MechWarrior, is a fearsome opponent. In 3136, Warrior-Merchant Najeh Hammond and a Sea Fox merchant team arrived on Gram in the Draconis Combine to bid on the year's crop of gojo berries, a sweet fruit often fermented into potent liquor. Among the bidders were the Yung brothers, Combine merchants with a ruthless reputation. Deciding that Hammond's team would be a threat to their chances at securing the gojo berry crop, the Yungs decided to kill Hammond.

One of the brothers' recent hires was a renegade Jade Falcon warrior. At a party held before the actual bidding started, the renegade challenged Hammond to a Circle of Equals. They agreed to conduct the Trial in the rolling hills north of the capital the next morning.

When Hammond showed up for the trial, he found his opponent in a *Ryoken II*, a BattleMech more than twice the weight of Hammond's *Tiburon*. Reports indicated Hammond merely shrugged and took his BattleMech into the Circle.

What should have been a one-sided fight was—for the *Tiburon*. Using his speed and the cover of the terrain, Hammond systematically cut the *Ryoken II* apart. After twenty minutes, the *Ryoken* exploded when its ammo ignited. Six hours after the Trial, Hammond won the contract for the gojo berry crop.

Notable Units

Star Captain Josem Hawker: A master of many combat styles, Josem embodies both warrior and merchant, and he can either cut a deal or a throat depending on the circumstances. His Skate Khanate Starmates dislike him, as he has no qualms turning on them if he can profit from such deception. Many have challenged him for his rank—and to claim his personal hoard as *isorla*—but none have yet been successful.

OvKhan Gar Labov: Leader of Epsilon Aimag, Labov is more warrior than merchant, but he can still see profit when it arises. A restless man, Labov is happiest either on *Swiftswimmer*, the aimag's CargoShip, or at the controls of his *Tiburon*, *Deep Strike*.

Najeh Hammond: Hammond, a *ristar*, is expected to challenge ovKhan Silius Vewas within the next year. He and his *Tiburon*, which he calls *Shark Fang*, have fought in twenty Trials.

Star Commander Yisroel Korn: Yisroel carries the rare Korn founding bloodname of Clan Sea Fox, but views it as a legacy of the Diamond Shark. The usually tranquil and reserved Tiburon Khanate MechWarrior turns into a state of blood frenzy when behind the controls of her aptly assigned *Tiburon*, fighting aggressively and single-mindedly until none of her prey remain standing. As the *Naglfar* prowls the deep coreward periphery, these traits have turned Korn into one of its sharpest weapons to protect Beta Aimag's merchants on their business planetside.

Type: **Tiburon**

Technology Base: Clan

Tonnage: 35

Battle Value: 1,841

Equipment

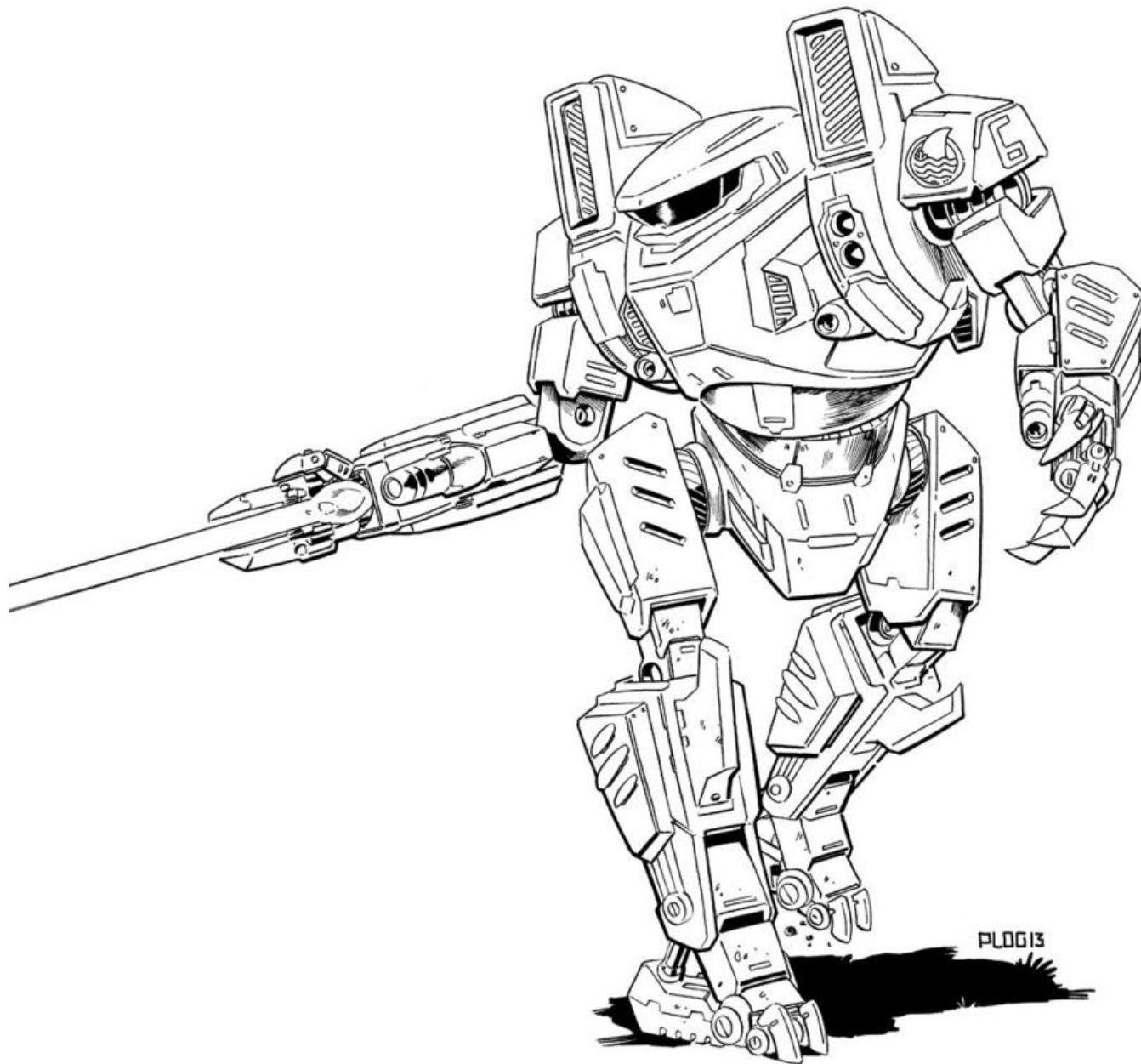
Internal Structure:	Endo Steel	2
Engine:	245 XL	6
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	15 [30]	5
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	115	6

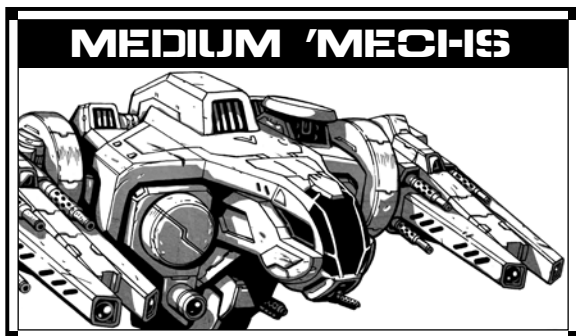
	Internal Structure	Armor Value
Head	3	9
Center Torso	11	17
Center Torso (rear)		5
R/L Torso	8	11
R/L Torso (rear)		4
R/L Arm	6	11
R/L Leg	8	16

Weapons

and Ammo	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
ER Small Laser	RT	1	.5
SRM 2	RT	1	.5
Targeting Computer	H	1	1
Watchdog CEWS	CT	2	1.5
ER Small Laser	LT	1	.5
SRM 2	LT	1	.5
Ammo (SRM) 50	LT	1	1
CASE II	LT	1	.5
2 ER Medium Lasers	LA	2	2

Notes: Features the following Design Quirk: Multi-Trac Targeting.





Mass: 40 tons

Chassis: Leveche Class II Industrial QuadFrame

Power Plant: Firebox 200 Fusion

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Industry-Z Heavy

Armament:

3 Series 2d Extended-Range Medium Lasers

Manufacturer: Quixote Industries

Primary Factory: Asturias, Granada

Communications System: QI-Com 1

Targeting and Tracking System: QI-TTS Mark II

Overview

The Scorpion Empire's *Araña*, is a curious design, as it is a standard MilitiaMech rather than an actual Clan BattleMech. Built with a lower-grade chassis and armor technology, it first appeared among the conscripted Castilian and Umayyad freeborns in the Scorpion Touman, but was also found in large numbers among the Empire's new grunt caste. Scorpion scientists intended the 'Mech to be a stopgap measure until new Clan-built BattleMech facilities can be completed and brought online.

Capabilities

The *Araña* MilitiaMech is an unusual quadruped 'Mech, with a profile that suggests a bunker-on-legs with a top-mounted gun turret. Built using a mix of IndustrialMech construction and Clan fusion

technology, the *Araña* is configured as a heavy back-up to the lighter and weaker MilitaMechs that had long been the norm in Nueva Castile space. With three extended-range medium lasers in a 360-degree turret, it packs enough firepower to dissuade enemy scouts. *Araña* pilots utilize hull-down ambush tactics in hilly and urban terrain, maximizing their turret weapons to great effect. Scorpion designers thoughtfully included an ejection system, in order to save its greener pilots from death through poor decision-making.

Deployment

This militarized IndustrialMech is being produced in modest numbers, to better to fill out the Empire's military. In the few training maneuvers observed, *Arañas* are typically held back as a reserve force. When the Scorpion force needs a diversionary tactic or "bait," the MilitiaMechs are expected to throw themselves at specified points in the opponent's line, to distract or confuse the enemy long enough for superior firepower to arrive.

The *Araña* first entered combat against an older foe of the Goliath Scorpions: Clan Coyote. A raid on Navarre in 3088 pit cutting-edge Clan 'Mechs against the cheaper MilitiaMechs of the grunt castes. Star Colonel Jorge Drowsivitch expected to easily crush the planet's weaker military forces, but found himself sharply mistaken. A company of *Arañas*, supporting infantry and vehicle formations, quickly assaulted the Coyote DropShips, managing to capture half of them. Drowsivitch, now on the back foot, was forced to dodge Empire troops for two weeks until he launched a daring assault on Navarre's capital. The slower *Arañas* were forced to redeploy in its defense, giving the Star Colonel the space he needed to retake his DropShips and escape the system.

The *Araña*'s service with the grunt caste also formed an effective deterrent to suspected dissident actions. This had exploded into open combat on a few worlds, with Navarre serving as a focal point for the action. The Brownlands Refit Complex, specializing in updating older, outdated BattleMechs with improved Clan equipment, was an essential industrial location

for the nascent Empire. Castilian rebels, seizing 'Mechs recently upgraded there, threatened to destroy the complex unless their political demands were met.

For Star Colonel Manuel, this was unacceptable. The complex was essential in ensuring the Empire's military preparedness in the face of a possible Homeworld Clan assault. Assembling all forces available to him on-planet, Manuel set to put down the rebels. A straight-forward assault initially went well, but a sudden ambush by over two companies of Korvin tanks broke the under-strength Fifth Scorpion Cuirassiers and slew Manuel in his *Peregrine*. Bereft of strong leadership, the Empire loyalists nearly fell back altogether—only coming together under the courageous and vocal sway of two grunt caste brothers, Saturn and Jupiter. The two men brought their *Arañas* forward, using the wide flexibility of their turret-mounted lasers to cut down more maneuverable *Stingers* and *Wasps*. The rebels panicked, and the remaining Castilians fled into the Navarre outback to join with other local discontents—leaving the Brownlands Complex safely in Empire hands.

Notable Units

The Gravity Brothers: Hailing from Navarre's settlement of Gravity, the men with the colorful names of Saturn and Jupiter were among the best grunts of their caste. Their performance against Castilian rebels set them on the fast track for promotion. With Saturn the duo's charismatic face and Jupiter their collected strategist, their leadership on Navarre proved not only popular, but effective. Enrico Kirov, a more liberal Khan, gave the Gravity brothers the space they needed to experiment, and their policing policies became the norm through Empire worlds. Though the duo's legacy would be tied to their civilian work, their reputes as *Araña* pilots served them well in the many challenges they faced from Castilian-born grunts.

ARA-S-1 ARAÑA MILITAMECH

MEDIUM 'MECHS

49

Type: **Araña**

Technology Base: Clan (Advanced)

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

Tonnage: 40

Battle Value: 1,092

Equipment

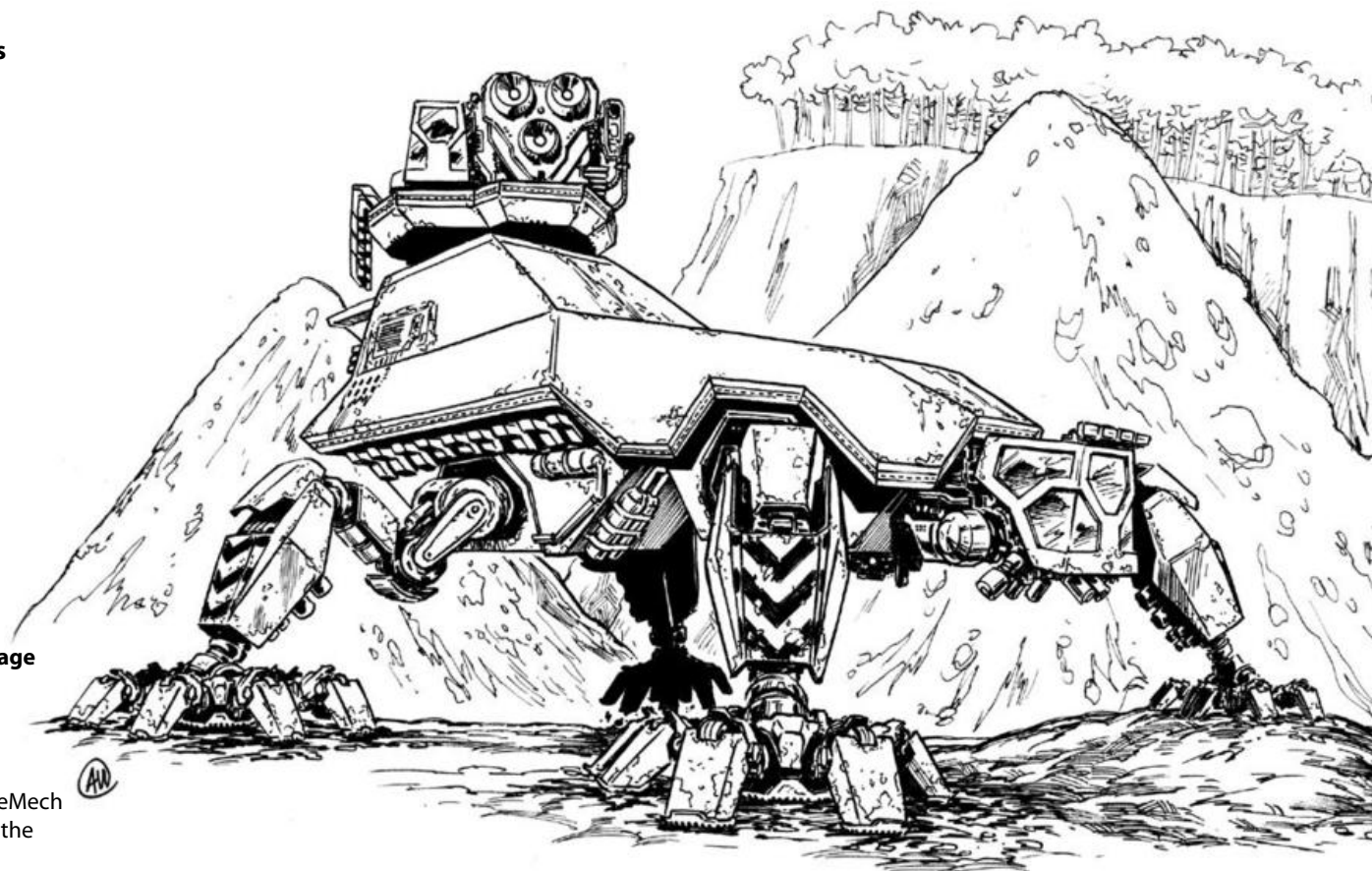
		Mass
Internal Structure:	IndustrialMech	8
Engine:	200 Fusion	8.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	15	5
Gyro:		2
Cockpit (Industrial):		3
Armor Factor (Heavy Ind.):	152	9.5

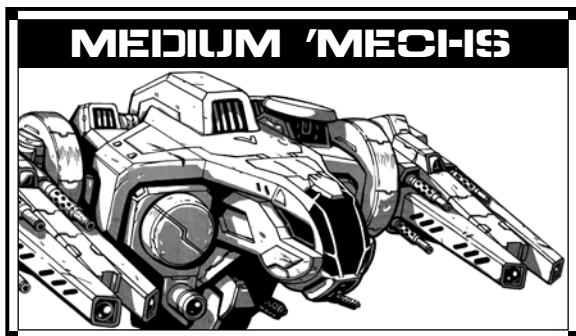
	Internal Structure	Armor Value
Head	3	9
Center Torso	12	18
Center Torso (rear)		5
R/L Torso	10	15
R/L Torso (rear)		5
R/L Front Leg	10	20
R/L Rear Leg	10	20

Weapons

and Ammo	Location	Critical	Tonnage
3 ER Medium Lasers*	RT	3	3
BattleMech Turret (Quad)	RT	1	.5
Ejection Seat	H	1	.5

Notes: *These weapons are mounted in a Quad BattleMech Turret. Features Advanced Fire Control. Features the following Design Quirk: Non-Standard Parts.





Mass: 40 tons

Chassis: Dynastic 40 Endo Steel

Power Plant: Nissan 200

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Maximillian 42F Ferro-Fibrous with CASE

Armament:

1 Ceres Arms Plasma Rifle

1 Spencer Selectable 9-Tube

Multi-Missile Launcher

Manufacturer: Majesty Metals and Manufacturing

Primary Factory: Dunianshire

Communications System: FoxxCom 79

Targeting & Tracking System: FoxxFire 222

Overview

Tasked to design a garrison BattleMech to defeat both infantry and vehicles, Magistracy engineers began initial work on the BattleMech that would become the *Calliope* in 3124. Focused on rugged reliability and ease of maintenance, the *Calliope* was introduced in 3127.

Capabilities

With a similar speed and armor profile, the *Calliope* has begun replacing the venerable *Snake* BattleMech in anti-battle armor missions. With a plasma rifle and MMLs as the primary and secondary armaments, the *Calliope* is dependent on ammunition to fight, but has proven lethal against its chosen enemies. Often replacing the *Snake* as

one-for-one swap, the homegrown *Calliope* is quickly becoming a source of pride for the Magistracy units they serve in.

Deployment

Named after the muse of poetry, the *Calliope* was made available for purchase by nations allied with the Magistracy: the Duchy of Andurien and the Capellan Confederation. The MAF took the majority of the initial production run, but Majesty Metals deliberately held back a percentage for the mercenary market, hoping that the *Calliope* would quickly see combat to spur sales among the state buyers. This proved prescient, as a lance of *Calliopes* was involved in action the following year.

Sold to a mercenary unit in the employ of the Marian Hegemony, *Calliopes* were present during the invasion of Logan Prime. Held in reserve by the Marian commander, they were released to counter a Lothian counterattack involving nearly of full battalion of rifle infantry in APCs. The lance slaughtered the infantry with their plasma rifles, most of them still in their lightly-armored transports. Those that managed to dismount to attack the BattleMechs found themselves quickly outranged by the BattleMech's MML systems. Though the overall campaign proved a disaster for the Hegemony, the battle was won by the mercenaries—who also made a tidy profit selling their battleROMs to Majesty Metals for inclusion in sales pitches.

The first known instance of a *Calliope* fighting BattleMech opponents was in 3129, on the world of Afarsin. Fighting in the equatorial desert, a pair of *Calliopes* was able to slow, and eventually defeat, two lances of medium and light pirate BattleMechs by using their plasma rifles to great effect. Using them to overheat and slow their opponents, the pair eventually caused a pirate *Crusader's* LRM ammunition to explode, turning the tide of battle. Unfortunately, this subsequently caused an uptick in destroyed *Calliopes*, as MechWarriors on more temperate worlds engaged BattleMechs and found themselves outmatched. The MAF quickly learned to team green *Calliope* MechWarriors with more experienced lancemates to ensure they use the slow, lightly armored BattleMech for its purpose—hunting infantry, not glory.

Notable Units

Commander Sonja Crowell: Commander Crowell's company of First Magistracy Highlanders landed on Thraxa in February 3146 to deal with a suspected pirate band, only to encounter a manipule of the Marian Hegemony's VI Legio instead. Both sides were seeking the same target, but before communications were established, fighting broke out. Each side was down to half-strength when the pirates attacked both sides. Crowell formed her surviving 'Mechs to engage both enemies while ordering a withdrawal. She returned with just a lance remaining to her company. Only a hefty payout from her family's industrialist coffers preserved her position, though an official reprimand remains in her record.

Sao-wei Randall Cortina: Piloting a *Calliope* in the CCAF, Sao-wei Cortina fought against AFFS forces in the initial invasion of Demeter in 3135. Duplicating the success of the *Calliope's* first battle, he decimated waves of AFFS infantry and militia, set fire to several suburbs to contribute to the chaos of the battle before incinerating a AFFS battalion command post. His breaching the defensive line delayed the arrival of reinforcements to the main axis of Capellan attack, and was one of the contributing factors of their eventual victory. He did not live to see it, though—swarmed by three squads of Salamander battle armor, he was quickly overwhelmed by the vengeful fire-resistant troops and killed in his cockpit.

MechWarriors Rachel Bartzis and Alexandria "Lexy" Hoover: The two MAF MechWarriors that fought the pirates on Afarsin, they had been ordered to intercept the pirates and buy time for the rest of the garrison to dig in. In their two-hour-long running battle, however, they slowed, halted, and then routed the pirates. They almost failed in their clean sweep due to the *Calliope's* ammunition reliance. Crippling the last pirate 'Mech with the last of their missiles, the two *Calliopes* had to punch and kick the pirate *Hollander* into submission.

CAL-1MAF CALLIOPE

MEDIUM 'MECHS

51

Type: **Calliope**

Technology Base: Inner Sphere

Tonnage: 40

Battle Value: 1,125

Equipment

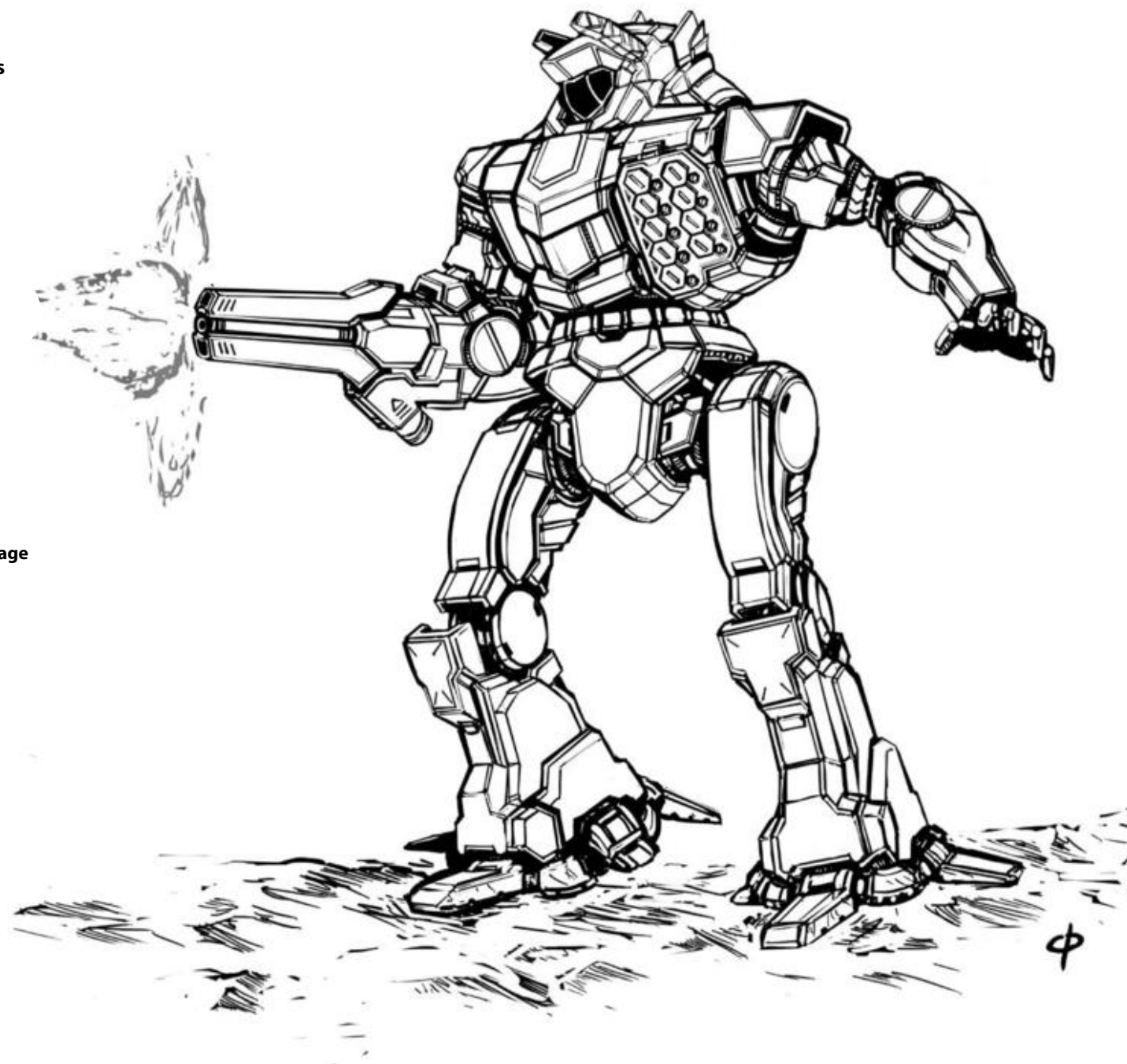
Internal Structure:	Endo Steel	Mass
Engine:	200	8.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (Compact):		3
Cockpit:		3
Armor Factor (Ferro):	125	7

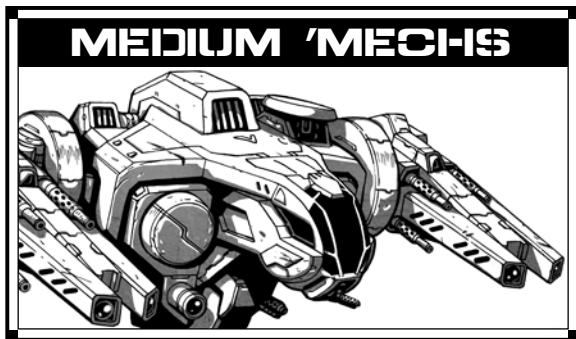
	Internal Structure	Armor Value
Head	3	9
Center Torso	12	19
Center Torso (rear)		5
R/L Torso	10	15
R/L Torso (rear)		5
R/L Arm	6	11
R/L Leg	10	15

Weapons

and Ammo	Location	Critical	Tonnage
Plasma Rifle	RA	2	6
Ammo (Plasma) 20	RT	2	2
MML 9	LT	5	6
Ammo (MML) 26/22	LT	2	2
CASE	LT	1	.5

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





Mass: 40 tons

Chassis: Dorwinion Hyperactive 3 Endo Steel

Power Plant: GM 240 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: Robinson-Liberty Model 12

Jump Capacity: 180 meters

Armor: StarGuard II

Armament:

1 Mydron Model RC Rotary Autocannon 5

1 Bright-Bloom Extended-Range Medium Laser

Manufacturer: Robinson Standard BattleWorks

Primary Factory: Robinson

Communications System: Achernar Electronics

HICS-15

Targeting and Tracking System: Federated Hunter Type 3

Overview

In 3055 Lyran military analyst Francis Quincy predicted the death of the light 'Mech as being no longer able to compete on the modern battlefield. "When a sixty-ton heavy can keep pace with your *Stinger*, what are you going to use?" His prediction was not all together inaccurate, as the next fifteen years saw lighter designs pushed into more and more fringe roles and many armies' TO&Es grow heavier.

The "build anything you can" mentality of the Jihad saw many manufacturers forced to reconsider lighter designs and the subsequent success of many of those designs led to a resurgence in light and low-end medium units. The solid success of the Sun's *Legionnaire*, the infamy of the Word-built *Gurkha*, and

the more recent positive press around designs like the *Mjolnir* has given designers a renewed interest in small cavalry-class units. Robinson Standard BattleWorks is attempting to capitalize on that success with their new *Cuirass* medium BattleMech.

Capabilities

The *Cuirass* continues Robinson's use of the dependable *Watchman* chassis. This sped development of the prototype and reduced the final cost of the *Cuirass* project. A further benefit is easier maintenance thanks to the *Watchman*'s open chassis and the similarity of parts and construction among the *Watchman*, *Sentry*, and *Cuirass*.

Faster than its older cousins, the *Cuirass* still trails the optimal light cavalry speeds of over one hundred kilometers an hour, making up for the speed deficiency in part with jump jets. In a broken terrain battle the new 'Mech can easily keep up with the *Legionnaire*. The cost for the light cavalry speed is a GM extra-light engine. The fragile nature of the power plant combined with the armor common for the weight class does impact its battlefield longevity, though CASE ensures a reasonable chance of repair should the *Cuirass* fall in combat.

Its primary weapon system is the same reliable rotary autocannon of the *Legionnaire*, allowing slashing attacks that can deliver enough damage to knock a target from its feet. Unlike the heavier cavalry design, which must stay at range and rely on the one-trick weapon, the *Cuirass* can use the autocannon as its opening shots as it closes on light or wounded targets. The head-mounted Bright-Bloom laser adds more firepower as it closes with its opponents. Once in close, the *Cuirass* can bring an opponent down with its heavy sword.

In all regards a potentially superior design to the *Blade* or heavier *Legionnaire*, its heat sinks create a serious flaw that may limit its ultimate battlefield success. With only standard heat dissipation the *Cuirass* is prone to rapid overheating in combat, especially if it employs its jump jets and rotary cannon at the same time. Pilots must be careful with heat management, lest the sacrifice of speed spell their own defeat.

Deployment

The first *Cuirasses* were released to front-line units in July of 3086, with the first small production split between the Robinson Strikers and the Davion Light Guard. The Davion Light Guards have used their handful of *Cuirasses* at the core of a new Delta Company, the cavalry/melee design ideally suited to the combat style the previous incarnations of the Delta Company were famous for.

There have been no announcements regarding the possible resale of the *Cuirass* outside of the Federated Suns.

Variants

No official variants are known to be on the drawing board at this time. The AFFS quartermaster department has requested a model with better heat dissipation, but so far this does not appear to be in the offing as the chassis design is so compact it would require a complete rebuild of the central torso structure. Several prototypes that lacked the sword never saw production, as the added heat load of the various weapons made these models marginal at best.

Notable Units

Leftenant Gwydion Fawcett: Leftenant Fawcett's *Cuirass* can be easily picked out from amongst the other 'Mechs of the Seventeenth Avalon Hussars LCT. It is painted in photorealistic style like a giant suit of medieval armor, complete with elaborate heraldry across the torso. This was not the idea of Fawcett, but of his techs, who were struck by his demeanor, which echoed the courtly notions of knights of antiquity, and the beau ideal of a chivalrous MechWarrior. Fawcett's machine can invariably be found at the head of his striker lance. The Leftenant uses the *Cuirass*'s maneuverability to close with foes rapidly while evading their fire. Despite piloting his unit's lightest BattleMech, the young officer will fearlessly interpose himself between enemy fire and his subordinates without a moment's hesitation. Fawcett's impulse to protect extends outside of combat: a substantial portion of his off-duty time is spent volunteering at shelters for victims of domestic violence.

Type: **Cuirass**

Technology Base: Inner Sphere

Tonnage: 40

Battle Value: 1,301

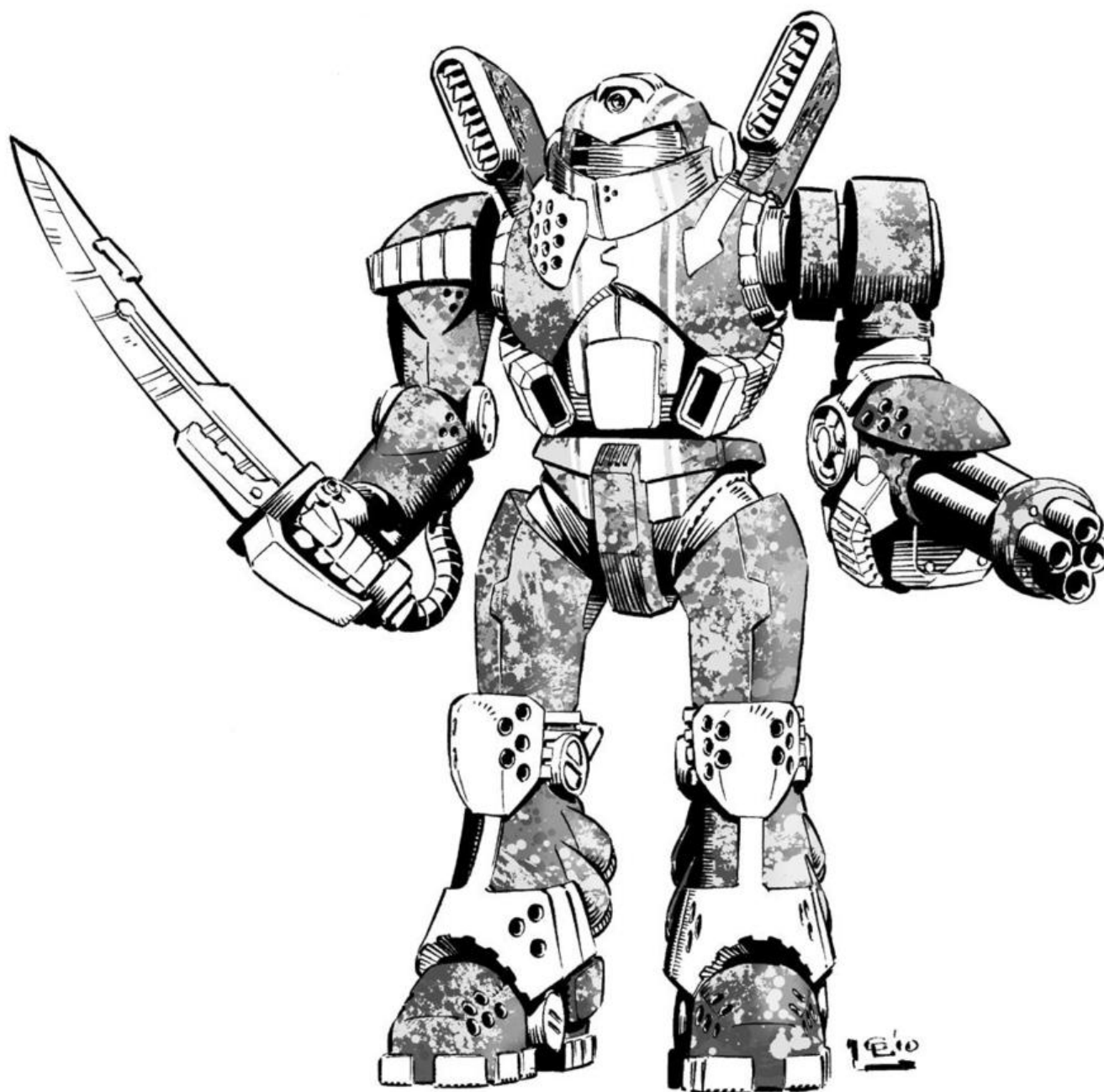
Equipment

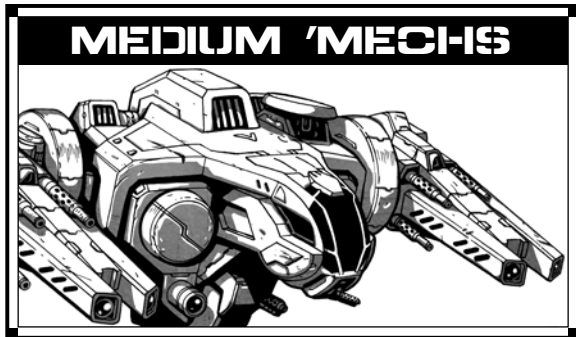
		Mass
Internal Structure:	Endo Steel	2
Engine:	240 XL	6
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10	0
Gyro (XL):		1.5
Cockpit:		3
Armor Factor:	128	8
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	12	21
Center Torso (rear)		3
R/L Torso	10	17
R/L Torso (rear)		3
R/L Arm	6	12
R/L Leg	10	16

Weapons

and Ammo	Location	Critical	Tonnage
Sword	RA	3	2
Rotary AC/5	LA	6	10
ER Medium Laser	H	1	1
CASE	LT	1	.5
Ammo (RAC) 60	LA	3	3
Jump Jets	RL	2	1
Jump Jet	RT	1	.5
Jump Jet	LT	1	.5
Jump Jets	LL	2	1

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





Mass: 40 tons

Chassis: Triumph-M Endo Steel

Power Plant: Pitban 320 XL

Cruising Speed: 86 kph

Maximum Speed: 129 kph

Jump Jets: None

Jump Capacity: None

Armor: Paulina Ferro-Fibrous

Armament:

2 Aggressor Extended-Range Medium Lasers

1 Aggressor Extended-Range Small Laser

1 Martell Small Pulse Laser

1 Victory Conditions SRM 6 Launcher

Manufacturer: Victory Conditions Industries

Primary Factory: Mizar

Communications System: Angst Clear Channel 5

Targeting & Tracking System: O/P TA1240

with Beagle Active Probe and TAG

Overview

Victory Conditions' first original 'Mech, the *Night Stalker*, found a ready market among the Federated Suns, Lyran Commonwealth and mercenaries. RAF records show that the procurement department intended to purchase the 'Mech for its own lances but the Fortress cut it off from the factory. The few already procured serve in the expanded RAF, though several have been lost masquerading as other nations' combatants outside the Fortress.

Capabilities

Night Stalkers are popular 'Mechs for scout and pursuit lance commanders because of their speed

and firepower, but also because the 'Mechs integral lance gives them a bit of additional authority. The sight of an officer gesturing toward a subordinate's 'Mech with the *Night Stalker's* unique curved lance has made clear what the content of an unheard—from the ground—conversation might be.

Deployment

On Alcor in 3144 a Binary from Clan Wolf arrived to test the world's mercenary defenses. The planet, part of the Galatean Defense League, didn't host one of the League's frontline regiments, but was held in the hands of a collection of smaller mercenary units known as the Nine Fingers. The Fingers' commander, Major Benito Iqbal, was one of three *Night Stalker* MechWarriors in the battalion. When the Wolves landed, he broke his battalion into three task groups, each with a *Night Stalker* and a mix of the other units.

The Wolf Binary broke into two Stars and went hunting. Major Iqbal's task group got lucky and divined the Wolves' course; they set an ambush with Iqbal's *Night Stalker* as bait. The major allowed himself to be seen and then fled, leading the Star into the trap. When it was sprung, he spun around and charged, finally skewering the Star Commander's *Koshi* with his lance. Unfortunately for the major, the other Star was an assault Star; when it caught his other two task groups, they were annihilated. Iqbal's force stayed on the move, surviving until a relief battalion from the First Galatean Defense Force arrived to relieve them.

In the arenas of Solaris VII 'Mechs armed with physical weapons like the *Night Stalker's* lance have long been crowd favorites. In fact, Victory Conditions debuted the 'Mech there, offering it as a prize for the victor in a contest. After that the 'Mech's place in the games was assured, but few have matched the reputation of gladiator Jack Barton. Barton was a rising star in the 3137 games, earning a twenty-second place slot in the open class with his *Night Stalker*. Fighting in a K1, he became famous for ambushing opponents with his lasers and Streak SRMs and then finishing the job with his lance. He won several sponsors in 3138, but his tactics backfired during a grudge match against gladiator Teodor Wodislawcz. Barton did quite well for several

minutes, until Wodislawcz caught Barton's lance in his *Centurion's* fist and broke it. Deprived of his signature weapon, Barton appeared to lose focus and was quickly defeated. His sponsors were so disgusted with his performance that they abandoned him.

Variants

Most variants of the *Night Stalker* modify the 'Mech to improve its armament, usually with more ER medium lasers. The most extreme, the K7, is—or was—a very popular Solaris VII BattleMech with re-engineered lasers and a chain whip. The most popular variant is the NSR-K1, with three ER medium lasers and a Streak SRM 6.

Notable Units

Sergeant Tamar Doorn: Sergeant Doorn pilots the only *Night Stalker* in the XI Hastati. Along with several of his mates, he has been sent several times from Imbros III to raid the Rasalhague Dominion forces on Ko and Atria. Doorn is a fatalistic MechWarrior who has no qualms about the death-before-capture requirements of these missions, but he fights his *Night Stalker* very much like a man who wants to live. Though he has returned four times with a broken lance and a heavily-damaged 'Mech, his name is at the top of the volunteer list each time another raid is contemplated.

Mikhail Polnach: Rumored to be a descendant of neo-Blakist fanatics, Mikhail received MechWarrior training and bionic implants, using both to deadly effect on the fringes of the occupation zones, providing muscle to smuggling operations. Fleeing the region in 3136 after a botched hit on Lars Magnusson, Mikhail achieved notoriety as a brutal Solaris arena duelist in his *Night Stalker, Rogue Wave*. When a Dominion Watch bag team cornered him in Xolara, they were interrupted by the arrival of the ruthless mercenary and bounty hunter Abdoun Ricol. Rather than collecting Mikhail's blood price, Ricol exterminated the Watch agents and offered Polnach a position in his growing organization.

NSR-K3 NIGHT STALKER

MEDIUM 'MECHS

55

Type: **Night Stalker**

Technology Base: Inner Sphere (Advanced)

Tonnage: 40

Battle Value: 1,028

Equipment

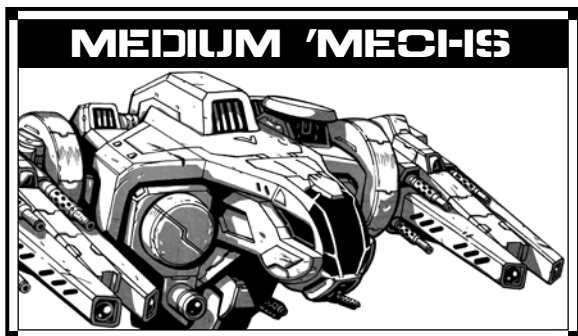
		Mass
Internal Structure:	Endo Steel	2
Engine:	320 XL	11.5
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit (Torso-Mounted):		4
Armor Factor (Ferro):	116	6.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	12	18
Center Torso (rear)		5
R/L Torso	10	14
R/L Torso (rear)		4
R/L Arm	6	12
R/L Leg	10	12

Weapons

and Ammo	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
Beagle Active Probe	RT	2	1.5
ER Small Laser	RT	1	.5
Small Pulse Laser	H	1	1
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
Lance	LA	2	2
TAG	LA	1	1

Notes: Features the following Design Quirk: Distracting.





Mass: 40 tons

Chassis: Hellespont Type R2 Endo Steel

Power Plant: VOX 280 XL

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Jump Jets: None

Jump Capacity: None

Armor: Hellespont Lite Stealth

Armament:

2 Firmir Improved Extended-Range
Medium Lasers

1 Doombud MML 5 Launcher

1 Firmir Hypnos Tight-Stream

Electromagnetic Pulse Cannon

Manufacturer: Hellespont 'Mech Works

Primary Factory: Sian

Communications System: Ceres Metals Model 777
with Angel ECM Suite

Targeting & Tracking System: Apple Churchill
3000 with Bloodhound Active Probe

Overview

The *Raven II* is the latest version of the Confederation's iconic *Raven* BattleMech. Based on the experimental *Raven-3X*, this BattleMech carries on the mission of bringing highly-mobile electronics warfare to the battlefield originated by the *Ravens* of a century ago.

Capabilities

The *Raven II* is heavier, faster, and more armored than its predecessors. Only the 3X's electronics suites were kept when Hellespont redesigned the

BattleMech. The Hypnos TSEMP cannon gives the *Raven* the ability to cripple an enemy long enough for the crew to be captured, though repeated firings will interfere with the BattleMech's electronics.

Deployment

In 3125, during a campaign to raid former Confederation worlds held by the Free Worlds League since the Third Succession War, *Raven IIs* were the key to winning the campaign on Iknogoro. *Raven IIs* from several battalions were deployed in augmented scouting lances, with orders to locate and pin down as much of the planetary militia as they could. The *Raven IIs'* superior speed and electronics were instrumental in discovering and eliminating several militia ambushes before they could be sprung. After three days of fighting, the Liao units had driven the militia out of the capital and into the mountains.

When the Capellans located the militia field headquarters, several *Raven IIs* formed the core of a headhunter strike unit. The headhunters penetrated the militia lines and raced for the headquarters. There, they found the militia commander and her staff in a mountain gorge called Black Rock Pass, desperately trying to evacuate, while several militia BattleMechs guarding the location raced to intercept the headhunters.

The headhunters attacked, relying on their speed and heavy ECM coverage to give them the edge. The Hypnos TSEMP cannon was a complete surprise to the militia, and after several of their BattleMechs were shut down, the rest of the militia's BattleMechs retreated in panic. The *Raven IIs* chased down the headquarters convoy and captured it. Without a command structure, the militia defense collapsed.

Operation Celestial Reward saw *Raven IIs* play a strong role in the Dynasty Guard's seizure of Avigait from the First Syrtis Fusiliers. The *Raven's* extra speed and stealth armor helped them surprise and eliminate the Davion scouts before they could fully report the Guards' deployment. Once the battle began, the *Raven II's* superior ECM devastated the Fusiliers' C³ networks, while their TSEMP cannons shut down several key Davion commanders, allowing the Guards to shatter the LCT and drive the survivors into the Blackfield Forest.

Before the Fusiliers could regroup, another *Raven II*-led headhunter strike found and wiped out the Fusiliers' headquarters. The Guard spent several days hunting down Davion survivors, with the *Raven IIs* leading the way.

Notable Units

Sao-wei Qing Jun Shao: Shao just received his *Raven II* when Task Force Navarre hit Menkalinan. The advanced electronics in his 'Mech played a key role in the limited success of the Home Guard ambush. The Angel ECM blocked the sensors on the fleeing Davion forces. As the Davions approached, the Bloodhound Active Probe provided more accurate sensor data, allowing the Home Guard forces to spring their ambush at the best possible time. When a *Gunsmith* turned and ran, Shao pursued, attempting to shut it down with his TSEMP Cannon. Shao's first TSEMP shot hit but failed to shut it down. This earned Shao a flurry of X-Pulse laser blasts in return. Shao ducked and weaved while the TSEMP recharged, and when ready managed a point-blank strike that dropped the *Gunsmith* like a fallen god.

Sang-wei Jun Ko Li: Li commanded the headhunter unit that captured the Iknogoro militia commander and headquarters at Black Rock Pass. His aggressive tactics and the use of the *Raven II's* speed and the TSEMP cannon has been noticed by the Strategios. Quiet, and intense, Li now commands a scouting company in the Fourth Capellan Chargers, and there are indications the Death Commandos are interested in him.

Ensign Della Burton: Burton has the distinction of being the first Magistracy Armed Forces' MechWarrior to be assigned a *Raven II*. Commanding a scouting lance in the First Canopian Light Horse, Burton has been putting the *Raven II*, which she's named *George*, through its paces and has been enthusiastic about the BattleMech. A bright, bubbly personality, Burton reportedly earned the money for her commission as an exotic dancer.

RVN-5X RAVEN II

MEDIUM 'MECHS

57

Type: **Raven II**

Technology Base: Inner Sphere (Advanced)

Tonnage: 40

Battle Value: 1,858

Equipment

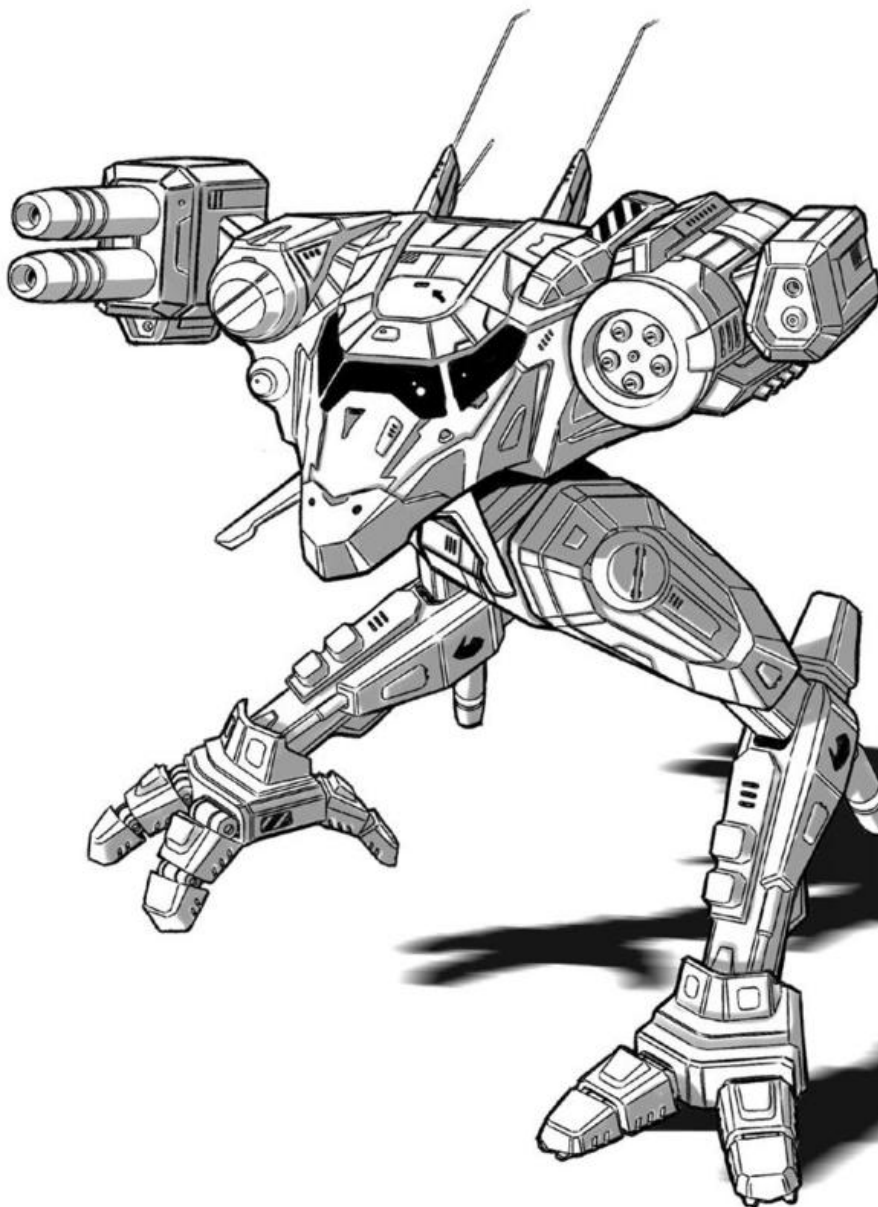
		Mass
Internal Structure:	Endo Steel	2
Engine:	280 XL	8
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Stealth):	112	7

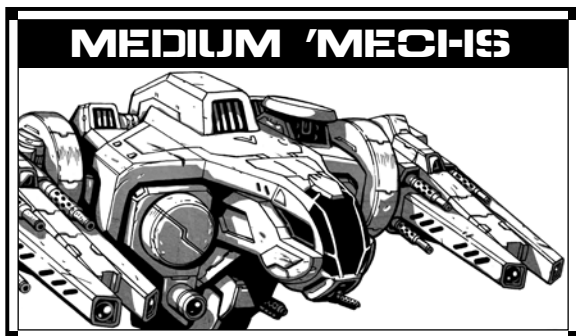
	Internal Structure	Armor Value
Head	3	9
Center Torso	12	17
Center Torso (rear)		4
R/L Torso	10	14
R/L Torso (rear)		4
R/L Arm	6	10
R/L Leg	10	13

Weapons

and Ammo	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
Angel ECM Suite	RT	2	2
Bloodhound Active Probe	RT	3	2
MML 5	LT	3	3
Ammo (MML) 48/40	LT	2	2
TSEMP	LA	5	6

Notes: Features the following Design Quirk: Improved Sensors.





Mass: 40 tons

Chassis: Corean Model 000 Endo-Composite

Power Plant: GM 200 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Rawlings 80

Jump Capacity: 90 meters

Armor: StarGuard III with CASE II

Armament:

3 ExoStar Pinnacle (Clantech)

Extended-Range Medium Lasers

2 Omicron 950 Medium Pulse Laser

8 GM Ultralight (Clantech) Light Machine Guns

2 Corean Bulletstorm (Clantech)

Machine Gun Arrays

2 Zippo Longtorch Extended-Range Flamers

2 Federated Mantrap Anti-Battle Armor Pods

Manufacturer: Corean Enterprises

Primary Factory: Augusta

Communications System: Achernar Electronics

HID-13 Tight Channel

Targeting & Tracking System: Federated Stalker

with Bloodhound Active Probe

Overview

The Federated Suns, as a nation, has often been labeled warlike. Its armies have, for centuries, been the meter-stick with which professionalism among soldiers has been measured, and its news media had never had much trouble painting the AFFS as the honorable soldier fighting against the oppression of the Liao or the warmongering of the Kuritas. What most disregard, however, is that the basic tenet of

warfare is killing the enemy—and even the so-called white-hats need dark alley weapons.

The *Scarecrow*, a rare 'Mech officially disavowed until the 3140s, is such a weapon. Specially designed and built, its sole purpose is the eradication of enemy infantrymen.

Capabilities

Specially constructed of advanced components and Clan weaponry, the *Scarecrow* is aptly designed. Lasers and B-pods allow it attack battle armored infantry, while two arrays of light machine guns make it suicide for unarmored infantry to expose itself. Though it is slow, it is faster than almost any infantry combatant, and its armor is enough to protect it from return fire, assuming enemies can even detect it through its Chameleon light polarization shield.

Deployment

The most notable, if not entirely confirmed, action of the *Scarecrow* took place on McComb, off and on, over a fifteen-year period. DCMS infantrymen deployed to raid the world across that time propagate the legend of the Dragon of Gorman Heights, a spectral beast of fire and steel that appears and kills entire platoons of foot soldiers. Though it has never been verified, most analysts believe this legend has been reinforced by repeated *Scarecrow* deployments designed to attack the DCMS infantry on a psychological scale.

Since the official deployment of the 'Mech in 3140 a number of humanitarian agencies have attacked the AFFS for deploying such a machine, but in the main the response has been to ignore such complaints. The only confirmed *Scarecrow* pilot, Captain Edgar Grantham, went on record on Almach in 3141 to answer his detractors with an eloquent speech. In it, he cited the venerable *Piranha* 'Mech, or even ancient city-fighters like the *Stinger* or *Locust*. "What difference does it make," he asked one reporter, "if a battalion of Louie infantry is killed by 200 Syrtis infantrymen or one 'Mech? Does it make it all right if the enemy is killed one at a time? Should we subject more of our sons and daughters to the murder of combat, or design weapons that lessen the cost of war on our own citizens?"

Few *Scarecrows* are known to exist, and none have been seen outside the AFFS. Reports place them more thickly along the Periphery March border, as though the AFFS intends to use them to dissuade pirate attacks, but given the pressure of the Capellan and Combine invasions, it is likely only a matter of time before they are publicly tested in combat.

Variants

The so-called *Hobbled Scarecrow* peels the Chameleon system out of the 'Mech and replaces the machine guns with lasers. Though this might appear to offer added anti-'Mech capabilities, the thin armor and slow speed of the *Scarecrow* makes it easy prey for all but the lightest 'Mechs.

Notable Units

Major Edgar Grantham: The only MechWarrior to publicly admit to piloting a *Scarecrow*, Major Grantham narrowly escaped being captured during the fall of Almach. He fought with the rest of his company against the invading Liao, and all reports claim he was responsible for keeping Liao infantry away from nearly a kilometer-long stretch of the lines until he was forced back by a pair of *Vindicators*. He has repeatedly allowed himself to be examined by independent experts, who unfailingly report he is perfectly sane. The Interstellar Red Cross continues to campaign to have him labeled a war criminal, but the AFFS doesn't recognize their claims.

Type: **Scarecrow**

Technology Base: Mixed Inner Sphere
(Experimental)

Tonnage: 40

Battle Value: 1,514

Equipment

	Mass
Internal Structure: Endo-Composite	3
Engine: 200 XL	4.5
Walking MP: 5	
Running MP: 8	
Jumping MP: 3	
Heat Sinks: 10 [20]	0
Gyro (Compact):	3
Cockpit:	3
Armor Factor: 128	8

	Internal Structure	Armor Value
Head	3	9
Center Torso	12	18
Center Torso (rear)		5
R/L Torso	10	14
R/L Torso (rear)		5
R/L Arm	6	11
R/L Leg	10	18

Weapon and Ammo

Weapon and Ammo	Location	Critical	Tonnage
ER Medium Laser (C)	RA	1	1
Medium Pulse Laser	RA	1	2
4 Light Machine Guns (C)	RA	4	1
Light Machine Gun Array (C)	RA	1	.25
Ammo (Light MG) 100	RT	1	.5
CASE II	RT	1	1
ER Flamer	H	1	1
ER Medium Laser (C)	CT	1	1
ER Flamer	CT	1	1
Bloodhound Active Probe	LT	3	2
ER Medium Laser (C)	LA	1	1
Medium Pulse Laser	LA	1	2
4 Light Machine Guns (C)	LA	4	1
Light Machine Gun Array (C)	LA	1	.25
B-Pod	RL	1	1
B-Pod	LL	1	1

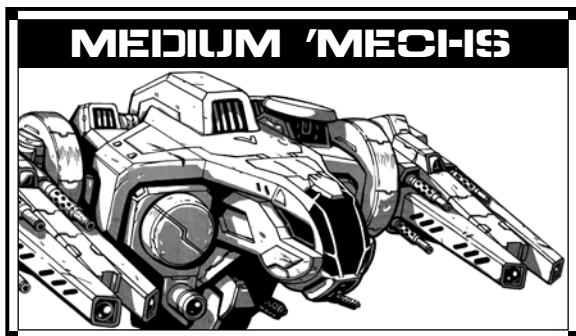
Weapons and Ammo

Chameleon LPS
Jump Jet
Jump Jet
Jump Jet

Location	Critical	Tonnage
*	6	0
RT	1	.5
CT	1	.5
LT	1	.5

Notes: *Chameleon Light Polarization Shield occupies 1 critical slot in the RA, RT, RL, LL, LT and LA locations. Features the following Design Quirks: Bad Reputation, Difficult to Maintain, No/Minimal Arms.





Mass: 45 tons
Chassis: GS-2E
Power Plant: Extralight 315 Fusion
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Jump Jets: SR Starlifter 45
Jump Capacity: 210 meters
Armor: Raven Comp A
Armament:
 1 Series 6b ER Large Laser
 6 Series 3c Micro Pulse Lasers
 2 Series 4c Small Pulse Lasers
Manufacturer: Industrial Complex Alpha
Primary Factory: Dante
Communications System: SR Com 6 with ECM
Targeting and Tracking System: Type 13e with Targeting Computer

Overview

The *Goshawk II* is not a machine for the impetuous. A lighter, faster version of the original *Goshawk*, the Snow Ravens commissioned the design to fill holes in their second-line forces as they settle into their marriage with the Outworlds Alliance. Despite the intermingling of second-line Ghost Bear machines in frontline FRR units, this is not the case in the Snow Raven/OA alliance. The *Goshawk II* is a Clan 'Mech meant for Clan warriors.

Capabilities

Many of the basics of the *Goshawk* have been transferred to the *Goshawk II*. It is lighter and faster than the original, boasting a top speed of nearly

120 kph with over 200 meters of jump range. This speed allows for excellent positioning, a must for this machine. Even with nine tons of armor the battlefield can be deadly to a medium 'Mech in the open. To help against the newer electronics, especially the C³ systems the Raven's neighbors have become used to, ECM is included both to protect the 'Mech as well as allowing the 'Mech to help protect its unit.

When attacking, the *Goshawk II* requires patience. Enhanced by the complex targeting computer concept of its forbear, an extended-range large laser makes an excellent sniping weapon. As accurate as it is, one weapon isn't enough to go charging at most enemies, allowing them to bring their weapons to bear. Rather, the laser should be used to open up holes in the enemy's armor first. Only then should the rest of the weaponry of the *Goshawk II* be brought into play. With a pair of small pulse lasers and half a dozen micro pulse lasers, it needs to close with the enemy—and close fast.

Given the intriguing weapons on the 'Mech it will be interesting to see what sort of role that the Ravens will use it in. It could be good in the hands of the older pilots, who have the skill and patience to use it effectively. It could also be a tool for testing the aptitude of newer warriors, to see which will be able to learn quickly enough to both survive and be effective. Finally, with such a large array of pulse weapons, it could be used to focus on an anti-personnel role, using a wide number of weapons to compensate for the speed it will use to close and avoid being hit by their targets.

Deployment

There are currently only a dozen or so *Goshawk II*s, all being field-tested, primarily against pirates. The simulators and test runs have shown the design is solid and meets the Snow Ravens' needs. All that is left is to look for the small issues that might pop up under stress.

Variants

The *Goshawk II* 2, pictured opposite, is a common variant which leans into the psychological impact of an anti-personnel 'Mech. It replaces the majority of the smaller lasers with a couple of ER Flamers and

a Streak SRM 2 and is widely feared by infantry formations.

In tune with some of the other 'Mechs the Snow Ravens manufacture, a version of the *Goshawk II* has been optimized for space combat support. The micro pulse lasers have been removed and the small pulse lasers upgraded to mediums. The ECM has been removed as well, proving less useful in the vast distances of space-to-space combat. With the weight saved from the removal of the pulse lasers the cockpit was armored to give the pilot increased protection. This model is still in the prototype stage, with field testing due in a few months.

Notable Units

Abeni Zikhali: Abeni made a name for herself and her *Goshawk II*, *Ingwe*, as a fierce one-on-one combatant, always working alone. Analysts speculated on her ties to Clan Sea Fox, given her nomadic lifestyle, but never learned that she had been dispatched as an agent of the Sea Fox Watch, tasked with assessing market opportunities and the skill level of local combatants, while gathering diagnostic data from burned-out HPG cores. Her time as an undercover operative came to an end when she openly joined the Tiburon Khanate's migration into the Federated Suns and was recognized as Abeni of Bloodhouse Mirazi.

Star Captain Nathan Howell: Piloting a *Goshawk II* 3 configured for vacuum operations, Nathan regularly accompanied Snow Raven naval vessels on sojourns in the Deep Periphery. He won his Howell bloodname following his heroic defense of the SRS *Muninn* at New Sierra, adopting a mohawk in commemoration. In 3134, his ship ran afoul of a Jade Falcon expeditionary force at Urganj. In the ensuing Trial on an airless moon, Nathan's precision fire breached several Falcon cockpits before his armor failed. Taken bondsman, he was quickly restored to warrior status after the Rending, and was assigned a *Summoner C* in Rho Galaxy's Twelfth Falcon Regulars.

Type: **Goshawk II**

Technology Base: Clan

Tonnage: 45

Battle Value: 1,849

Equipment

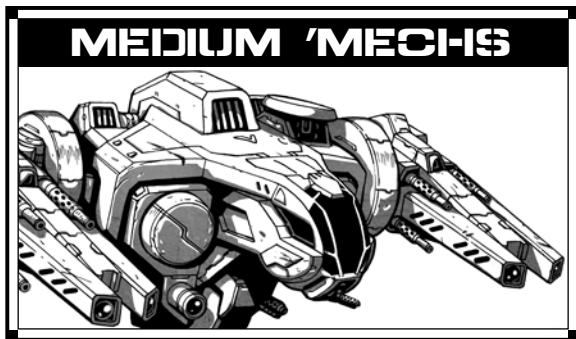
Internal Structure:	Endo Steel	Mass
Engine:	315 XL	2.5
Walking MP:	7	11
Running MP:	11	
Jumping MP:	7	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	144	9
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	14	20
Center Torso (rear)		7
R/L Torso	11	16
R/L Torso (rear)		6
R/L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

Weapons

and Ammo	Location	Critical	Tonnage
ER Large Laser	RA	1	4
2 Micro Pulse Lasers	RA	2	1
ECM Suite	RT	1	1
Micro Pulse Laser	H	1	.5
Small Pulse Laser	LT	1	1
Targeting Computer	LT	2	2
Small Pulse Laser	LA	1	1
3 Micro Pulse Lasers	LA	3	1.5
Jump Jets	RT	3	1.5
Jump Jet	CT	1	.5
Jump Jets	LT	3	1.5

Notes: Features the following Design Quirks: Improved Life Support, Nimble Jumper.





Mass: 45 tons
Chassis: Type QX745-50 Mod. III
Power Plant: Fusion 225 Standard
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Clan Standard 14X Series
Jump Capacity: 150 meters
Armor: Forging ZK11 Standard
Armament:
1 Series 4D-2 Heavy Large Laser
2 Type I Cross Pattern SRM 4 Launchers
2 Series XIV Heavy Machine Guns
Manufacturer: Manufacturing Plant SFF-TU1
Primary Factory: Tukayyid
Communications System: S9R Beta Series Communications
Targeting & Tracking System: Able-Seven Sensor Suite

Overview

Clan Sea Fox's *Stalking Spider II* represents an effort to introduce classic Clan equipment to the Inner Sphere market. With the Cloud Cobras and the rest of the Clan Homeworlds silent for decades, the Clan's decision to redesign and offer for sale a modified *Stalking Spider* has brought them lucrative rewards. The *Stalking Spider II* has been a popular purchase with second-line and defensive battalions across the Inner Sphere.

Capabilities

One of the main advantages of the *Stalking Spider II* is the turret, which grants a 360-degree

firing arc for its main weaponry. Problems with the ammunition feeding mechanism of the missile launchers have been noted, but fixing these problems has proven difficult without removing the turret. While the Sea Foxes have been unwilling to sacrifice the turret, some pilots have opted to disable it.

Deployment

In 3112 pirates suspected of being Capellan military units in disguise attacked Shiro III in the Duchy of Andurien. The main part of the battle took place in Shimgata, the planetary capital, and was meant to draw the defenders into the city and away from the 'Mech production facilities. Jump capability and the ability to turn its weaponry in every direction made the two *Stalking Spider IIs* deployed by the Shimgata militia the most feared opponents in this battle. They jumped between attackers, fired the most advantageous directions, then jumped out before the pirates could get a good shot in. Though the pirates withdrew with some equipment from the production facility, they left enough salvage to make good the militia's losses.

In 3124 elements of the Forty-fourth Benjamin Regulars raided the Rasalhague Dominion world of Mannedorf. The defenders had recently excavated an underground headquarters to coordinate their defenses. When the Regulars found the headquarters, they sent a *Stalking Spider II* supported by battle armor to eliminate it. Its extreme firing arc made the 'Mech the perfect choice to clear the 'Mech and vehicle bays of the facility in short order. With their central command gone, the Rasalhagian defenders fell into disarray, allowing the Regulars to accomplish their raid with minimal losses.

During the battle for Tharkad in 3143, the Lyrans used a full lance of *Stalking Spider IIs* as a versatile response unit to cover fighting retreats, which they did perfectly. Two of them stayed in front while the other two covered the flanks to make sure no one slipped past them. This tactic proved quite successful until the *Stalking Spider II* on the left flank exploded from a malfunction in the ammunition feed. With the Lyran flank suddenly open, the Falcons attacked.

Notable Units

Knight Anthanassios Raptis: Raptis is a member of an elite Knights of the Sphere Command Lance who specialized in using his exceptional gunnery skills to snipe at enemy 'Mechs with the heavy laser of his *Stalking Spider II* "Audrey." His skills are so well honed that he has been able to deliver killing blows to opponents even when they have closed with and engaged friendly units in physical combat, and has even pulled off such difficult shots while moving at a full run, thanks to his 'Mech's turret mount. This rather unique tactical skill makes him ideal as both a sharpshooter and as a bodyguard.

Pai-zhang Tung Cho: As is common for members of the Capellan Confederation's Warrior House Orders, *Pai-Zhang Tung Cho* is a fanatical devotee of Chancellor Liao, and believes that Daoshen has a divine mandate to rule the Inner Sphere. Outside of the cockpit, Cho presents the calm, intellectual demeanor of a scholar-warrior, often quoting wisdom from the great spiritual and military leaders of history. But in combat, he and his *Stalking Spider II* "Huo de Xin" ("Fireheart") fight with almost berserker fury, most recently evidenced when his Warrior House, Dai Da Chi, took part in the Confederation's conquest of Tikonov.

Charles Westerfield: Westerfield was more of a businessman than a MechWarrior, always trying to sell his services to the highest bidder, never staying with a mercenary unit for long. He was mostly known for using his 'Mech in death from above attacks against infantry units before he died in a bar fight in 3141. His 'Mech was famously repossessed by a gambling conglomerate on Solaris VII and sold at auction for nearly twice its actual worth. Its price was driven up by its legacy as one of the few BattleMechs ever successfully seized as collected collateral.

STALKING SPIDER II

MEDIUM 'MECHS

63

Type: **Stalking Spider II**

Technology Base: Clan (Advanced)

Tonnage: 45

Battle Value: 1,362

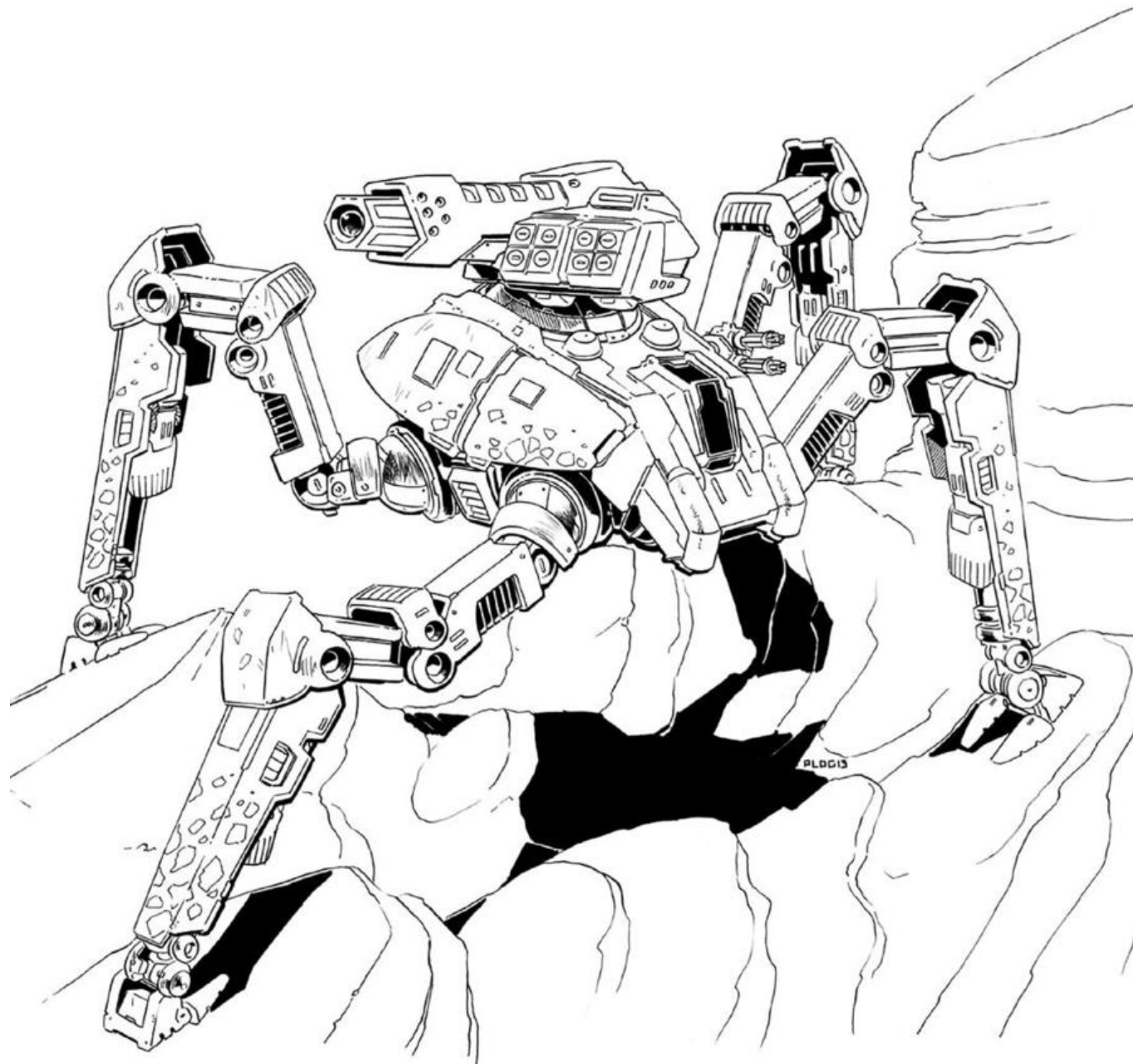
Equipment

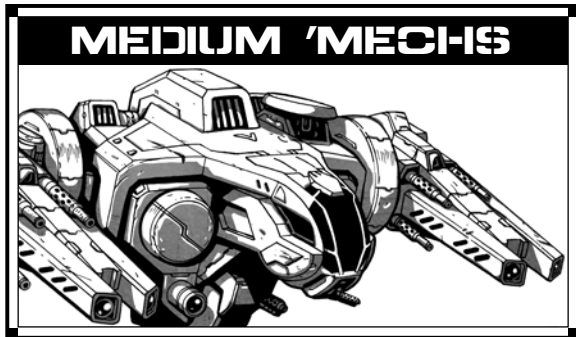
Internal Structure:		Mass
Engine:	225	4.5
Walking MP:	5	10
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	13 [26]	3
Gyro:		3
Cockpit:		3
Armor Factor:	152	9.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	14	20
Center Torso (rear)		5
R/L Torso	11	15
R/L Torso (rear)		4
R/L Front Leg	11	20
R/L Rear Leg	11	20

Weapons and Ammo

	Location	Critical	Tonnage
Heavy Large Laser	RT*	3	4
2 SRM 4	RT*	2	2
Ammo (SRM) 25	RT	1	1
BattleMech Turret (Quad)	RT	1	1
2 Heavy Machine Guns	LT	2	1
Ammo (Heavy MG) 50	LT	1	.5
Jump Jet	RFL	1	.5
Jump Jet	RRL	1	.5
Jump Jet	CT	1	.5
Jump Jet	LFL	1	.5
Jump Jet	LRL	1	.5

Notes: *These weapons are mounted in a Quad BattleMech Turret. Features the following Design Quirk: Ammunition Feed Problems (SRMs).





Mass: 45 tons

Chassis: Harmony VT Endo Steel

Power Plant: Pitban 225

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Heavy with CASE

Armament:

2 Shannon SH-88 MRM 10 Launchers

Manufacturer: Harmony MetalWorks

Primary Factory: Harmony

Communications System: Harmony Warshout

Targeting & Tracking System: Garret D5j
with Apollo FCS

Overview

Designed for the arenas of Solaris VII, the *Violator* is an unusual BattleMech that many commanders find difficult to effectively employ, though the *Violator* remains a widely deployed 'Mech. Originally popularized by a band of Regular aces at the turn of the century, its reputation continues to be enhanced by the Regular Hussars as well as the Solaris arenas. When used properly, the *Violator* is a deadly ambush predator, as many MechWarriors discover too late.

Capabilities

The *Violator* is a hardy machine despite its origins as a flashy Solaris arena fighter. Its ease of repair and low-demand maintenance make it a popular 'Mech with many users who originally purchased it thanks

to the Solaris holovids. The missile armament is secondary to its 'Mech scale mining drill and claws and the package as a whole is ideal for ambushes. The *Violator* carries heavy armor for its frame and its ammunition is protected by CASE, but it is a poor match for line combat.

Deployment

The *Violator* is a common sight in the Regular Hussars. The First and Second Hussars both revel in physical combat and the brigade as a whole tends to follow their lead. *Violators* have been freely exported to mercenaries and Solaris gladiators, and sold to the Lyrans, Anduriens, and Capellans from time to time. Many *Violators* have fallen as *isorla* to the Clans.

During the pro-Regular coup on Elektrougli in 3141 *Violators* of the Fourteenth Regular Hussars were used in a series of urban ambushes to eliminate "questionable" militia officers. A *Violator* of the Sirius Star Company felled the militia commander's *Crusader* by breaking out of a parking garage on the emergency egress route for the planetary government. The *Violator* showered the *Crusader* with an MRM volley even as it charged in with its mining drill. Though the commander was killed, Elektrougli's president escaped and requested aid from Oriente.

When elements of the First Orloff Grenadiers joined the planetary militia to take back the capital, they entered a battlefield tailor-made for the *Violator*. The lance of *Violators* in Sirius Star Company proved expert at striking from behind rubble and through buildings to stymie the advance of heavy Orloff 'Mech units. The superior numbers and iron discipline of the Orloff troops soon overcame the delaying tactics, and the militia's assistance helped them find alternative routes. After a couple of weeks of combat the Fourteenth began its retreat.

The loss of the Hussar's vaunted *Trebuchet* lance exposed Sirius Star Company to long-range fire in the relatively flat Casmanian lake country. This ultimately forced the Hussars to abandon their *Violators*, which lacked the range to respond in kind or the speed to escape. Despite that humiliation, the lance was soon rebuilt with four more *Violators*.

Variants

The VT-U3 *Violator* is less sophisticated, replacing the augmented MRMs with a mix of standard SRM and LRM missile launchers. It has found a market with users who value its higher damage potential.

Notable Units

Star Commander Ava Ward: The perpetual loner in the Wolf-in-Exile's Alpha Binary, Ava remains aloof even on the battlefield. She tends to hang at the back of her Star's formation at the beginning of a firefight, then rush in and finish off crippled 'Mechs before they have a chance to retreat. She is known for leaving a trail of carnage in her wake, as she will often tear limbs and armor plates from downed 'Mechs to satisfy her rage.

Amira MacDougal: A popular Solaris VII challenger, MacDougal has piloted Gold Digger to great fame and fortune. Her stage persona as an Old West sheriff has led to her many fans wearing vests, Stetsons, and cowboy boots to her matches. Rumors abound that her appearance isn't an affectation and she is actually a former Marshal from the Fronc Reaches. So far no one has proven these wild speculations.

Alice Cartwright: A promising Solaris contender in the 3138 season, Cartwright was forced to flee offworld after an unsanctioned grudge match where she put her *Violator's* drill through the cockpit of her competitor's *Blade*. She has since worked as a freelance mercenary, joining and leaving small mercenary bands as opportunities arise. While there are no signs as to what drove her to cold-blooded murder on Solaris, there is circumstantial evidence that she hails from a noble family in the Federated Suns and that her "stage name" is an alias.

VT-U1 VIOLATOR

MEDIUM 'MECHS

65

Type: **Violator**

Technology Base: Inner Sphere (Advanced)

Tonnage: 45

Battle Value: 923

Equipment

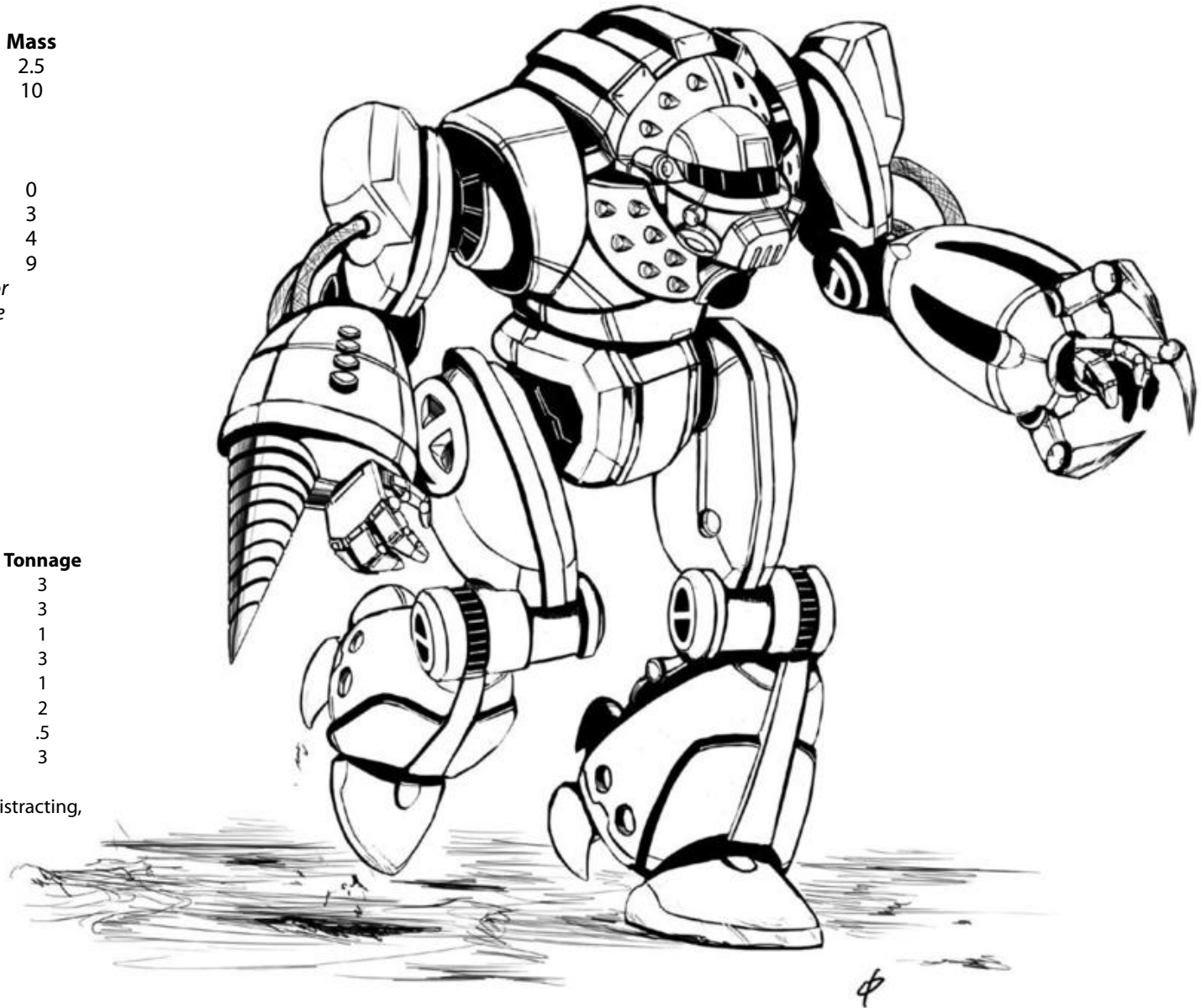
Internal Structure:	Endo Steel	Mass
Engine:	225	2.5
Walking MP:	5	10
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit (Armored):		4
Armor Factor:	144	9

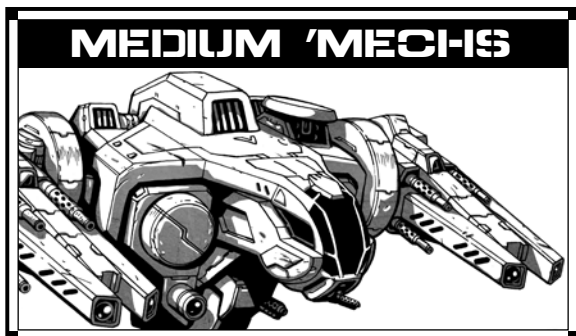
	Internal Structure	Armor Value
Head	3	9
Center Torso	14	21
Center Torso (rear)		6
R/L Torso	11	17
R/L Torso (rear)		5
R/L Arm	7	14
R/L Leg	11	18

Weapons and Ammo

	Location	Critical	Tonnage
Mining Drill	RA	4	3
MRM 10	RT	2	3
Apollo FCS	RT	1	1
MRM 10	LT	2	3
Apollo FCS	LT	1	1
Ammo (MRM) 48	LT	2	2
CASE	LT	1	.5
Claw	LA	3	3

Notes: Features the following Design Quirks: Distracting, Easy to Maintain.





Mass: 50 tons

Chassis: Earthwerks PXH II Reinforced Endo Steel

Power Plant: Rawlings 300 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: Rawlings 45 with Partial Wing

Jump Capacity: 240 meters

Armor: Durallex Light

Armament:

1 Ceres Arms Smasher Extended-Range

Particle Projection Cannon

1 Diverse Optics 37V Medium

Variable-Speed Pulse Laser

1 Diverse Optics Medium Pulse Laser

2 Diverse Optics Small Pulse Lasers

Manufacturer: Majesty Metals and Manufacturing

Primary Factory: Canopus IV

Communications System: Tek BattleCom

Targeting & Tracking System: Tek Tru-Trak

with TAG

Overview

Developed in the early thirty-second century, the *Agrotera* is based on the Word of Blake's *Phoenix Hawk* variant. Majesty Metals advertises it as an alternative to ammo-dependent 'Mechs like the *Legionnaire* and *Shockwave*. Considerable firepower flexibility helps the *Agrotera* excel in a variety of roles, though it is frequently deployed in support of lighter scouts.

Capabilities

A fully energy-based complement of weapons gives the *Agrotera* the sort of battlefield endurance

and loitering capability that quartermasters love, though they often curse the inclusion of VSPs, as maintenance parts can be difficult to acquire.

First-time pilots of the 'Mech inevitably rave about its comfortable and spacious cockpit. Despite these advantages, qualifying times are still slightly longer than other 'Mechs in its class due to the complexity of operating the VSPs and partial wing.

Deployment

During the Capellan invasion of Cumberland in 3144 a mixed unit of *Agroteras* and *Yinghuochongs* dealt the Federated Suns a costly loss in the Sarasota Flats. The soaring temperatures in the Flats limited the *Agroteras*' ability to leverage its firepower and relegated it to filling the same role as the *Yinghuochongs*. Together, the 'Mechs spent four days sniping at the Federated Suns forces.

Once the enemy forces had been located, the Capellans would single out a straggling or otherwise vulnerable heavy or assault 'Mech and target it with all four of their PPCs. They quickly withdrew, using their considerable jumping capacity to clear plateaus, escape box canyons and otherwise frustrate the pursuing defenders. After the first day, many of the Davion MechWarriors, frustrated with the constant harassing fire, toggled for alpha strikes and unleashed them as soon as the Capellans appeared. For many of these 'Mechs, the heat generated overwhelmed their cooling systems and brought them dangerously close to shutdown. Although the tactic was occasionally successful in damaging the Capellans, it more frequently backfired for the AFFS, leaving immobile 'Mechs as tempting targets for the harassing force.

By the end of the fourth day, the Capellans had disabled five Davion 'Mechs while sustaining moderate damage. The constant distraction allowed a Capellan detachment to bypass the Flats and capture two of the Federated Suns DropShips.

In early 3108 *Agroteras* newly deployed to First Magistracy Highlanders clashed with bandit forces on Bethonolog. The attackers, grounded twenty kilometers from the Canopian Industries consumer electronics factory. The Highlanders mobilized immediately, but the units fast enough to

intercept the bandit 'Mechs were a pair of *Agroteras*.

The *Agroteras* engaged the bandit's lance of aging heavy 'Mechs as they reached the factory. With more than three dozen buildings in the complex the battle favored the highly maneuverable *Agroteras*, but the Highlanders were outweighed by nearly 200 tons. Realizing that they did not have to defeat the bandits, merely keep them engaged until the slower Highlander units could arrive, the *Agroteras* employed hit and run tactics. They delivered a savage volley of fire and then leapt over buildings to avoid the bandit counterattack. By the time the remaining Highlanders arrived, the *Agroteras* had destroyed one bandit, crippled another, and damaged the remaining two. The surviving bandits surrendered.

Notable Units

The *Archangel*: First reported in 3116, a lone *Agrotera* was sighted on Victoria without any visible support. The 'Mech was painted stark white, with no visible regimental markings or other means of identification. The *Agrotera* harried AFFS supply convoys, which greatly disrupted the planet's logistical network, then it vanished without a trace. Every few years, the *Archangel*—as the Capellan March troops have called it—resurfaces like clockwork on a Federated Suns border world and wreaks as much havoc as it can cause before the cavalry arrives. Thus far, MIIO, DMI, and the Maskirovka have been unable to unearth any verifiable information on either the *Archangel* or its pilot.

Major Victoria de Chaves: De Chaves commanded a recon lance in the First Magistracy Highlanders during the bandit raid in 3108. She has moved through the ranks since, and has served as the Highlander's executive officer for the last eight years. De Chaves favors ultra-mobile forces and has been slowly increasing the Highlanders' complement of reconnaissance 'Mechs.

AGT-1A AGROTERA

MEDIUM 'MECHS

67

Type: **Agrotera**

Technology Base: Inner Sphere (Advanced)

Tonnage: 50

Battle Value: 1,608

Equipment

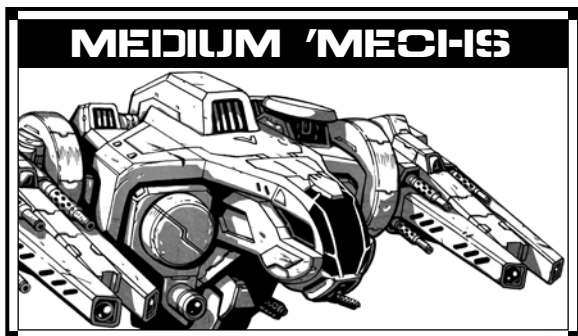
Internal Structure:	Endo Steel	Mass
Engine:	300 XL	2.5
Walking MP:	6	9.5
Running MP:	9	
Jumping MP:	6*	
Heat Sinks:	10 [20]*	0
Gyro (XL):		1.5
Cockpit:		3
Armor Factor:	152	9.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	23
Center Torso (rear)		6
R/L Torso	12	18
R/L Torso (rear)		5
R/L Arm	8	16
R/L Leg	12	18

Weapons

and Ammo	Location	Critical	Tonnage
Medium VSP Laser	RA	2	4
Medium Pulse Laser	RA	1	2
Small Pulse Laser	RT	1	1
TAG	H	1	1
Small Pulse Laser	LT	1	1
ER PPC	LA	3	7
Actuator Enhancement			
System	LA	2	1.5
Partial Wing	RT/LT	4/4	3.5
Jump Jets	RL	2	1
Jump Jet	RT	1	.5
Jump Jet	LT	1	.5
Jump Jets	LL	2	1

Notes: Features Full-Head Ejection System. *Partial Wing adds +2 Jump MP and -3 Heat per turn in Standard atmosphere (see pp. 105 and 107, *TO:AUE*, or p. 116, *BMM*, for additional rules).





Mass: 50 tons

Chassis: Luthien Class M Endo Steel

Power Plant: Hermes 250

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Icarus Standard

Jump Capacity: 150 meters

Armor: Mitchel Argon Standard with CASE

Armament:

16 tons of pod space

Manufacturer: Luthien Armor Works

Primary Factory: Luthien

Communications System: Sipher CommCon SCU-9

Targeting & Tracking System: Matabushi Stalker

Overview

The aftermath of the Second Combine-Dominion War left the military forces of Clan Nova Cat in heavy disrepair. The DCMS gave LAW *carte blanche* to work with the Clan to co-develop an OmniMech that would be easy to produce using available resources. The result, after three decades of false starts and reappropriated funding, was the *Avalanche*. The machine performed to DCMS standards during testing, but failed to inspire the more meticulous Clan warrior caste.

Capabilities

LAW brought decades of experience mating Clan weapon platforms to Inner Sphere OmniMechs but continually failed to correct the interface problems between the Stalker targeting system and Nova Cat-produced energy weapons. After extended use, energy weapon pods saw a sharp loss of alignment and accuracy. The cascading problems gave the *Avalanche* a poor reputation among Nova Cat warriors. Many warriors fumed that the Clan elders allowed such an inferior 'Mech within their *touman*, ignorant of the fact that LAW's bureaucratic power forced the issue.

Deployment

Introduced shortly before the Combine's invasion of the Republic, the *Avalanche* was deployed with the Sword of Light and Benjamin Regulars. A lance of *Avalanches* from the Sixth Benjamin Regulars were hot-dropped onto Shinonoi to secure the primary landing zone. The lance engaged targets from long range, using their Clan technology to great effect. With the zone cleared in short order, the lance provided supporting fire as the landing force settled down and dispersed to their operational theaters. The *Avalanches* then reconfigured and moved to secure the capital from Republic forces.

The DCMS has since deployed the *Avalanche* across the rest of its regimental 'Mech forces. Those acquired from the remains of Clan Nova Cat were refurbished and sold on the mercenary market. LAW redistributed those originally intended for the Clan to its export division, where Clan Sea Fox, the Capellan Confederation, and the Free Worlds League have expressed interest. A large number of *Avalanches* were purchased by the Confederation before their invasion of the Federated Suns. The warrior houses are enamored with the solidly-built 'Mech and have used it extensively in their conquest of Capellan March worlds.

Notable Units

Si-ben-bing William Sai: Best known to his comrades for the handwritten paper journal he regularly keeps, his skills as a 'Mechwarrior earned him a place in Warrior House Tsang Xiao. Outside of the cockpit, he is extremely laid back, adopting a "go with the flow" attitude. Inside the cockpit, however, William is decidedly anal, being highly precise in all things.

Laying LRM-deployed Thunder munition minefields is his specialty; his superiors liken it to an art form. Unfortunately for Warrior House Tsang Xiao, William lacks the skills to teach others his methods, at least in a way others can understand and reproduce. Repeated attempts to pass along his knowledge end in failure, serving only to frustrate him and his superiors.

Captain Roy Patrick: Commander of the small mercenary unit Bigfoot's Bruisers, Patrick has found success backstopping his people from the cockpit of his *Avalanche*. Short on funds, Patrick does not own enough pods to provide rolling configurations for his 'Mech. What the captain lacks in variety, however, he makes up for in stubborn ferocity. During one raid on the Duchy of Tamarind-Abbey world of Conakry, Patrick ran out of Thunderbolt ammunition. Unable to provide distant coverage, he charged from his rear position and threw his weight into the fray. The *Avalanche* ducked and weaved around a Duchy *Griffin* and, with no room to fire with accuracy, instead smashed both arms across the head of the enemy 'Mech. The brutal decapitation spooked the remaining Duchy forces and they withdrew, leaving the city of Stanley and its silver reserves to the Bruisers.

Type: **Avalanche**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 1,540

Equipment

	Endo Steel	Mass
Internal Structure:	250	12.5
Engine:	250	12.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	160	10
	Internal Structure	Armor Value
Head	3	8
Center Torso	16	24
Center Torso (rear)		8
R/L Torso	12	17
R/L Torso (rear)		7
R/L Arm	8	15
R/L Leg	12	21

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	Endo Steel	0
Center Torso	1 Jump Jet	0
	1 Endo Steel	
Right Torso	2 Jump Jet	8
	1 CASE	
	1 Endo Steel	
Left Torso	2 Jump Jet	7
	3 Endo Steel	
Right Arm	4 Endo Steel	4
Left Arm	4 Endo Steel	4
Right Leg	None	2
Left Leg	None	2

Notes: Features the following Design Quirk: Bad Reputation.

Fixed Equipment	Location	Critical	Tonnage
CASE	RT	1	.5
Jump Jets	RT	2	1
Jump Jet	CT	1	.5
Jump Jets	LT	2	1

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

2 ER Medium Lasers	RA	2	2
LRM 10	RT	2	5
Ammo (LRM) 24	RT	2	2
LRM 10	LT	2	5
2 ER Medium Lasers	LA	2	2

Alternate Configuration A

2 ER Medium Lasers	RA	2	2
SRM 6	RT	2	3
Ammo (SRM 6) 15	RT	1	1
Ammo (SRM 4) 25	RT	1	1
SRM 4	RL	1	2
SRM 4	LL	1	2
SRM 6	LT	2	3
2 ER Medium Lasers	LA	2	2

Battle Value: 1,484

Alternate Configuration B

Light PPC	RA	2	3
ER Medium Laser	RA	1	1
Thunderbolt 5	RT	1	3
Ammo (Thunderbolt) 24	RT	2	2
Thunderbolt 5	LT	1	3
Light PPC	LA	2	3
ER Medium Laser	LA	1	1

Battle Value: 1,529

Alternate Configuration C

Light AC/5	RA	2	5
ER Medium Laser	RA	1	1
Small X-Pulse Laser	RT	1	1
Ammo (Light AC) 40	RT	2	2
Small X-Pulse Laser	LT	1	1
Light AC/5	LA	2	5
ER Medium Laser	LA	1	1

Battle Value: 1,341

Alternate Configuration N—Mixed

Light AC/5	RA	2	5
Ammo (Light AC) 40	RT	2	2
Targeting Computer (C)	LT	3	3
ER PPC (C)	LA	2	6

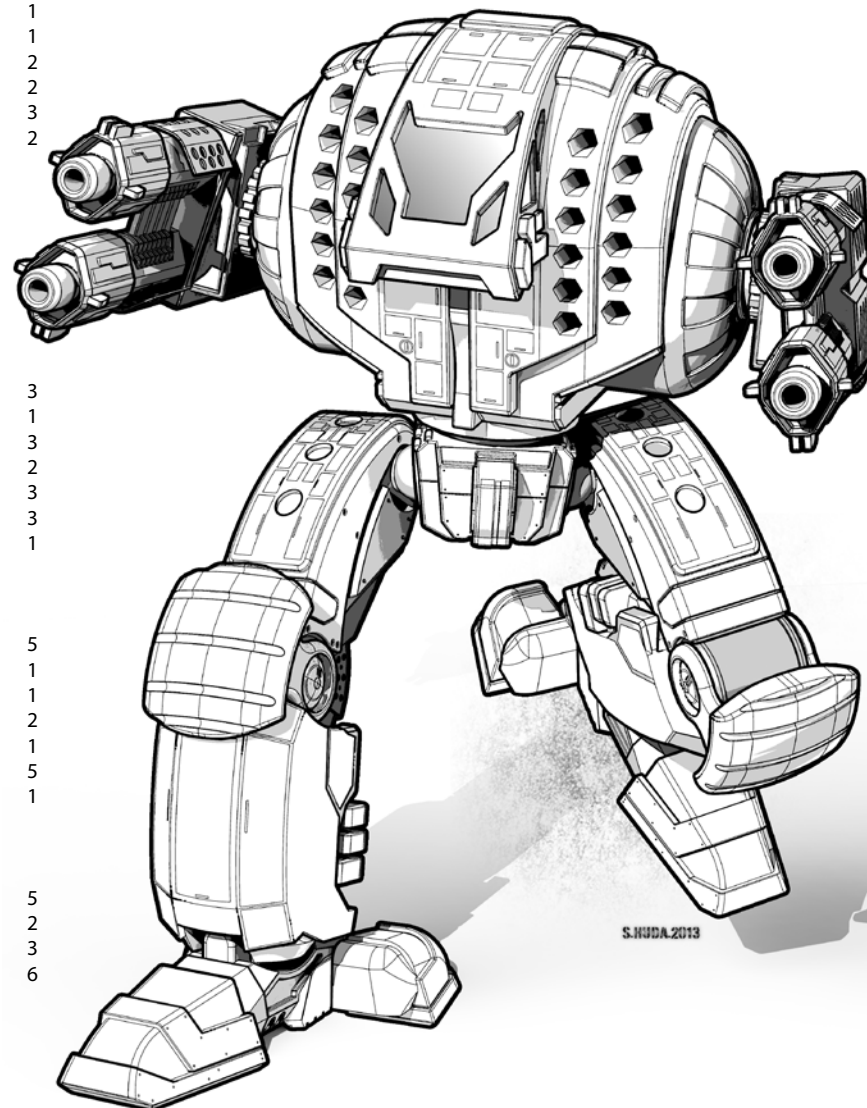
Battle Value: 1,873

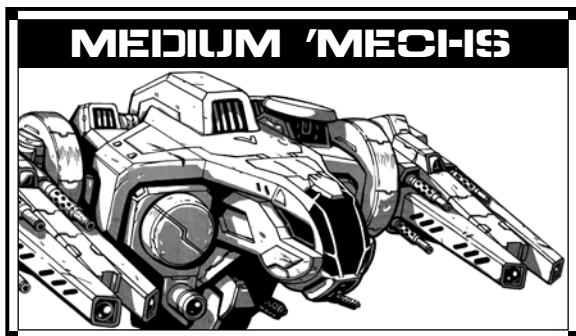
Weapons and Ammo Location Critical Tonnage

Alternate Configuration R—Mixed

2 ER Medium Lasers (C)	RA	2	2
LRM 10 (C)	RT	1	2.5
Ammo (LRM) 24 (C)	RT	2	2
Ammo (ATM) 40 (C)	RT	2	2
ATM 3 (C)	RL	2	1.5
ATM 3 (C)	LL	2	1.5
LRM 10 (C)	LT	1	2.5
2 ER Medium Lasers (C)	LA	2	2

Battle Value: 2,043





Mass: 50 tons

Chassis: Type 3 Standard Endo Steel

Power Plant: Fusion 250 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Grandthrust Mk 3

Jump Capacity: 150 meters

Armor: Standard YM17

Armament:

4 Pattern J4 Streak SRM 4 Launchers

2 Series 7K Extended-Range Large Lasers

Manufacturer: Manufacturing Plant SFF-IT5,

Manufacturing Site #3

Primary Factory: CSF *Kraken* Mobile

Production Facility, New Oslo

Communications System: Garret T11-A

Targeting & Tracking System: Spar 3C Tight Band

Overview

Clan Hell's Horses developed the *Black Hawk*, a fixed-weapon variant of their ubiquitous *Nova* OmniMech, as a second-line BattleMech that was both dependable and easily produced with the limited facilities of their occupation zone. Clan Sea Fox produces the *Black Hawk* with older, less sophisticated, and cheaper sensors, weapons, and communications systems for the Inner Sphere market.

Capabilities

A sturdy frame and ample armor let the *Black Hawk* stand up to more punishment than most Inner Sphere BattleMechs in its weight class, while its low center of gravity makes it both stable and

maneuverable. Where most BattleMechs have some type of specialization—recon, fire support, static defense—the *Black Hawk* is a generalist. There may be faster scouts, better long-range hitters, or tougher toe-to-toe sluggers, but with its potent mix of short-range missiles and extended-range large lasers, the *Black Hawk* can hold its own in almost any combat situation.

Deployment

Rugged and inexpensive, the *Black Hawk* is a medium BattleMech of choice for mercenary commands and independent planetary militias. One would be hard pressed to find a military in the Inner Sphere that does not field several of the machines. The *Black Hawk* has even gained wide acceptance among the Clans—particularly the Wolves-in-Exile, Hell's Horses, and Sea Foxes.

Variants

In response to market demands, Clan Sea Fox offers two variants of the standard *Black Hawk*. The *Black Hawk 2* replaces the four Streak SRM 4s with two ATM 6 launchers, providing greater range, accuracy and choice of munitions. The *Black Hawk 3* mounts a total of six lasers and enough additional heat sinks to keep it viable in protracted firefights.

Notable Units

Knight Jodi Mazzanoble: Just before the Blackout began, Mazzanoble was a newly-minted Knight-Errant with an unwavering sense of duty and loyalty to the Republic—a veritable poster boy for the ideals the Knights stood for. When the HPGs fell silent, he proved this by immediately throwing himself into the task of reassuring the people of Sedalbari, helping to contain panic and lawlessness there while simultaneously trying to reestablish a connection to Republic authorities. The chaos of the years since tested his resolve many times over, but Mazzanoble has persevered. Now a full Knight of the Sphere, he and his *Black Hawk 3*, "*Ever-Faithful*," now stand on Terra, ready and eager to defend the Republic's heart and soul to the bitter end.

Major Lori Kyle: A venerable MechWarrior in the Eridani Light Horse, Major Kyle was admired for her fanatical devotion to her Horsemen and her preternatural skill at the helm of her *Black Hawk 3* "*Kitasha*." By the time of the Blackout, however, Kyle was in her sixties, and her skills were starting to fade, but she refused retirement, swearing she would serve until the day she died. Tragically, her vow came true in January of 3145, when Kyle and "*Kitasha*" were among the last of the Light Horse units cut down by the Jade Falcons on Hesperus II.

Sister Ayo Olubumni: As an independent world in a region abandoned by the collapsing Free Worlds League, resource-rich Siendou is frequently targeted by pirates and neighboring worlds seeking to expand their territory. Siendou is a constitutional theocracy; adherents to the global faith, the Sevi Lwa, are forbidden to serve a national military. What raiders expecting helpless prey soon learn, however, is there is no injunction against the Sevi Lwa practicing warfare as a trade—a lesson driven home by Ogoun's Machete, Siendou's indigenous mercenary command. The Hellion Harpies, pirates operating out of the Deep Periphery, hit Siendou in August 3140—dropping demi-companies of medium and heavy 'Mechs on four of the planet's key mining centers. The six Harpies targeting the Chaîne de la Selle diamond mines were met by a lance of Machete *Black Hawk 3s* under the command of Sister Ayo Olubumni. Realizing only the raiders' *Merlin* was jump-capable, Olubumni ordered her lance to hit it with simultaneous alpha strikes, all but melting the machine before it fired a shot. The sister then coordinated a mobile defense, taking advantage of the raiders' unfamiliarity with the rocky terrain and the superior mobility of their *Black Hawks*. Olubumni accounted for two *Lineholders* in single combat and supported two of her sisters in bringing down a *JagerMech*. The only Harpy to survive the battle surrendered when he found his *Shockwave* outnumbered four to one.

BLACK HAWK (STANDARD)

MEDIUM 'MECHS

71

Type: **Black Hawk**

Technology Base: Clan

Tonnage: 50

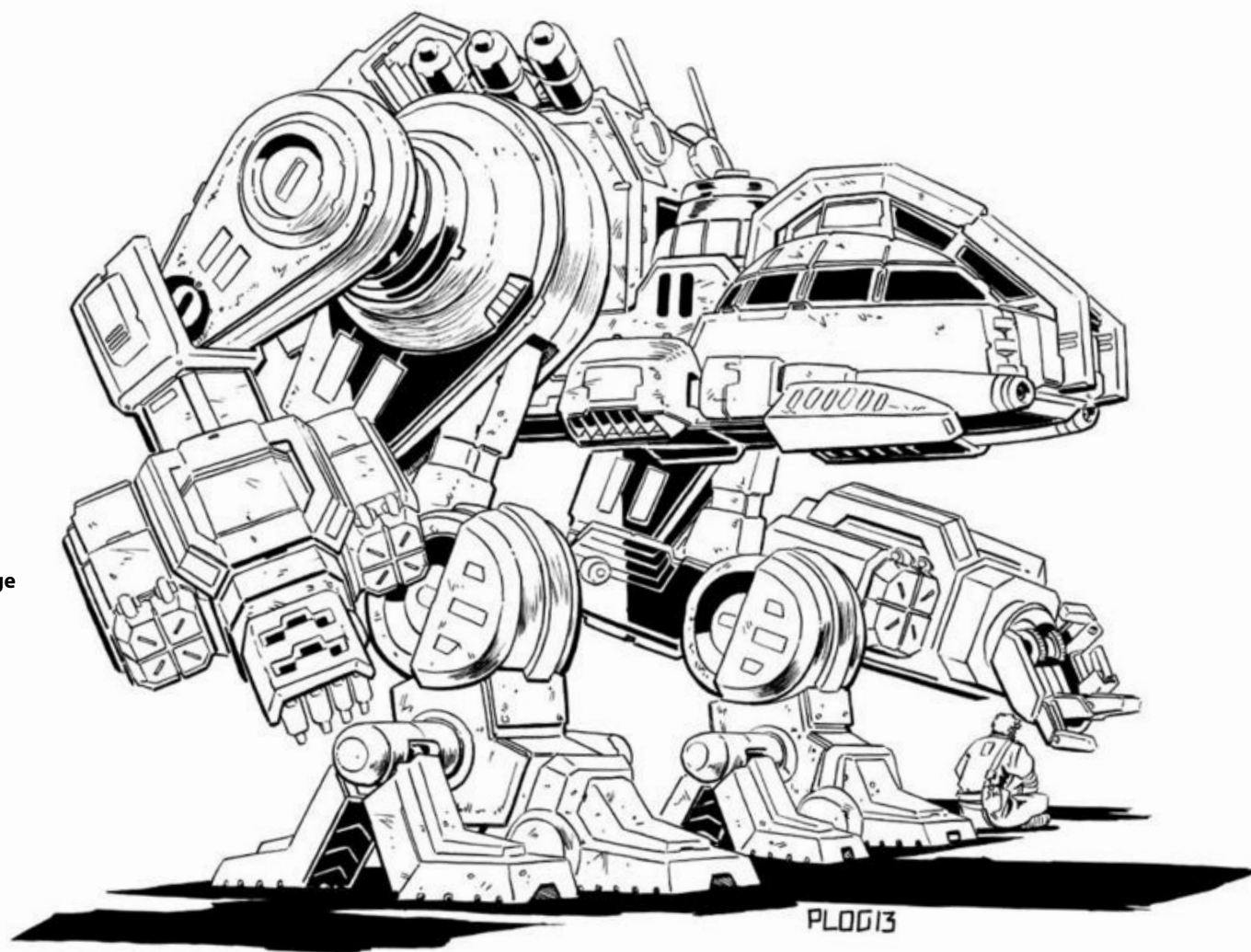
Battle Value: 2,183

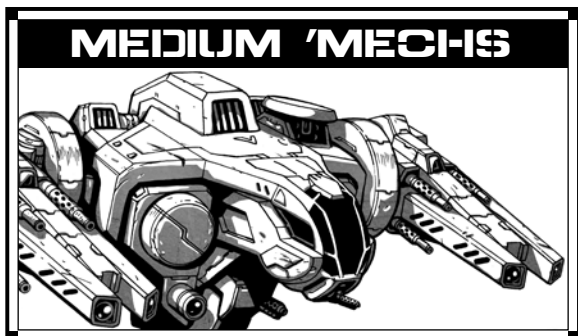
Equipment

Internal Structure:	Endo Steel	Mass
Engine:	250 XL	2.5
Walking MP:	5	6.5
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor:	136	8.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	19
Center Torso (rear)		6
R/L Torso	12	14
R/L Torso (rear)		5
R/L Arm	8	13
R/L Leg	12	19

Weapons and Ammo

	Location	Critical	Tonnage
2 Streak SRM 4	RA	2	4
Ammo (Streak) 50	RT	2	2
ER Large Laser	RT	1	4
ER Large Laser	LT	1	4
Ammo (Streak) 50	LT	2	2
2 Streak SRM 4	LA	2	4
Jump Jets	RL	2	1
Jump Jet	CT	1	.5
Jump Jets	LL	2	1





Mass: 50 tons
Chassis: Corean Model OM77 Endo Steel
Power Plant: Magna 250 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: StarGuard III
Armament:
 24 tons of pod space available
Manufacturer: Corean Enterprises
Primary Factory: New Avalon
Communications System: Corean Transband-J9
Targeting & Tracking System: Corean FlexTech

Overview

Corean's *Centurion* BattleMech has been a staple of the Federated Suns' military for centuries and has seen countless upgrades and customizations. It influenced the design of many of the Suns' most effective 'Mechs, including the advanced *Legionnaire*, and was a natural candidate to be redone as an OmniMech when Corean was looking to expand its market share in the second decade of the thirty-second century.

Capabilities

The *Centurion's* configurations match the most common variants the 'Mech has carried over the years, offering MechWarriors their choice of roles to fill. Each of them combines both long and short range weaponry to fulfill the *Centurion's* traditional role as a utility BattleMech. If there is a deficiency,

it is that only two of the *Centurion's* configurations mount jump jets—an increasingly-needful tactical tool on the modern battlefield.

Deployment

The Morrill Draconis March Militia has suffered a number of spoiling raids from the Combine, often from Wolf's Dragoons striker battalions, who keep them constantly on the defensive to make it impossible for them to launch a counterattack into the Palmyra salient. Replacement machines rushed forward from the Crucis March have actually led to a higher-than-normal percentage of *Centurions*, often serving next to the venerable fixed-configuration machines. During a recent raid by the Black Cats Battalion, the mix of *Centurions* served the Morrills well.

As the Dragoons advanced toward a replenishment depot, each 'Mech company of the Morrill DMM attacked from its flank. Every *Centurion* in the unit was paired with a *Centurion* OmniMech, and in between attacks, while the Dragoons' attention was held by the DMM's conventional forces, the OmniMech would swap out configurations. The next day's attacks, with different weapons, tricked the Dragoons into believing the Morrill DMM had been heavily reinforced. Though they destroyed the replenishment depot, they retreated directly off-world instead of attacking their secondary targets.

Notable Units

Darla "Sucker Punch" Westin: A Capellan national, Westin became a media darling upon her arrival on Solaris in 3126, and only a fateful encounter pushed her from the limelight. For each match, her *Centurion* OmniMech *Shishi*—named for a Chinese stone lion statue—was reconfigured to exploit each opponent's weaknesses. Westin's most favored pod configuration matched the loadout of *Yen-lo-wang*, the legendary *Centurion* of ancient Solaris champions Justin Allard and Kai Allard-Liao. Westin won nearly every engagement using this configuration, the notable exception being the match that effectively ended her career.

In 3127, Westin piloted *Shishi* into the Jungle arena to face a secret challenger. This challenger was

none other than *Yen-lo-wang*, piloted by Kai Allard-Liao's cousin Danai Liao-Centrella. The original *Yen-lo-wang* and the pretender squared off, but the crowd was clearly set against Westin from the beginning. Regardless of how well Westin fought, she could not bring herself to destroy her inspiration. Instead, she gave the audience a good show and let *Shishi* succumb to Danai's attacks. She then sold her 'Mech and departed Solaris for parts unknown.

Captain Ariadne Davion-Leigh: Captain Davion-Leigh commands a company of the Fifth Periphery Guards on Vandalia. She is a distant relative of the ruling line, but her family is from June and she is a staunch Periphery March supporter. Her *Centurion E* is commonly found away from its company, farther forward with the scouts than her battalion commander might like. She has been outspoken in her regiment recently, however, as she believes the Combine is likely to turn away from New Avalon and attack into the Periphery March to cut off the capital's line of supply.

Type: **Centurion**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 1,236

Equipment	Mass	
Internal Structure:	Endo Steel	2.5
Engine:	250 XL	6.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (Compact):		4.5
Cockpit:		3
Armor Factor:	152	9.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	16	21
Center Torso (rear)		6
R/L Torso	12	16
R/L Torso (rear)		6
R/L Arm	8	16
R/L Leg	12	20

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Endo Steel	0
Center Torso	None	4
Right Torso	3 Engine	8
	1 Endo Steel	
Left Torso	3 Engine	6
	3 Endo Steel	
Right Arm	2 Endo Steel	6
Left Arm	3 Endo Steel	5
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

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

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

LB 10-X AC	RA	6	11
Ammo (LB-X) 20	RT	2	2
Ammo (LRM) 24	RT	2	2
CASE II	RT	1	1
ER Medium Laser	CT	1	1
ER Medium Laser	CT/R	1	1
LRM 10	LT	2	5
Artemis IV FCS	LT	1	1

Configuration A

Rotary AC/5	RA	6	10
Ammo (RAC) 60	RT	3	3
Ammo (MML) 26/22	RT	2	2
CASE II	RT	1	1
ER Medium Laser	CT	1	1
MML 9	LT	5	6
Artemis IV FCS	LT	1	1

Battle Value: 1,398

Configuration B

Heavy PPC	RA	4	10
Double Heat Sink	RA	3	1
Guardian ECM Suite	RT	2	1.5
Ammo (MML) 34/28	RT	2	2
CASE II	RT	1	1
Targeting Computer	CT	3	3
MML 7	LT	4	4.5
Artemis IV FCS	LT	1	1

Battle Value: 1,430

Weapons and Ammo Location Critical Tonnage

Configuration C

Plasma Rifle	RA	2	6
Ammo (Plasma) 20	RA	2	2
Ammo (LRM) 24	RT	2	2
Guardian ECM Suite	RT	2	1.5
CASE II	RT	1	1
ER Medium Laser	CT	1	1
ER Medium Laser	CT/R	1	1
C³ Slave Unit	CT	1	1
LRM 10	LT	2	5
Artemis IV FCS	LT	1	1
Jump Jets	RT	2	1
Jump Jet	CT	1	.5
Jump Jets	LT	2	1

Battle Value: 1,628

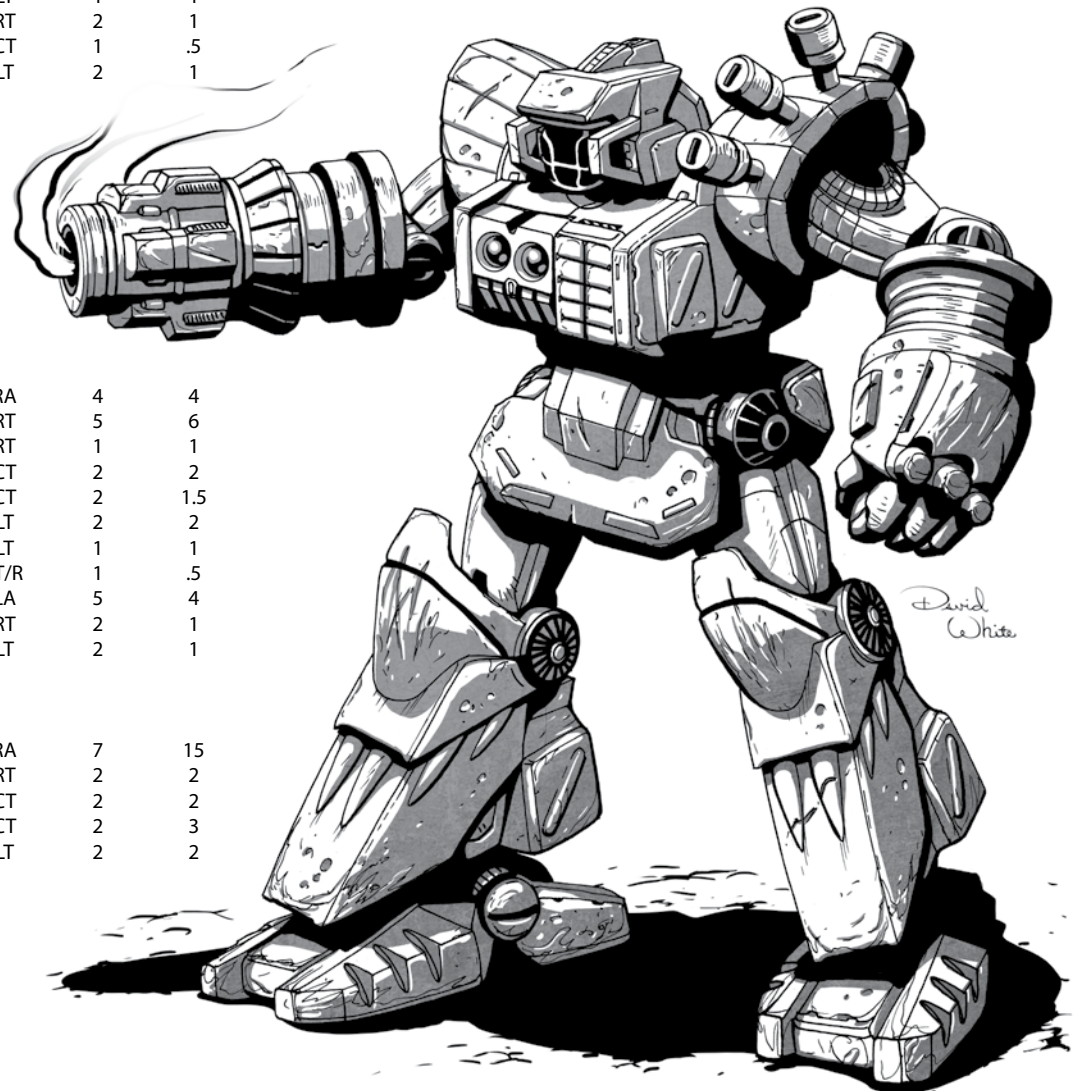
Configuration D—Advanced

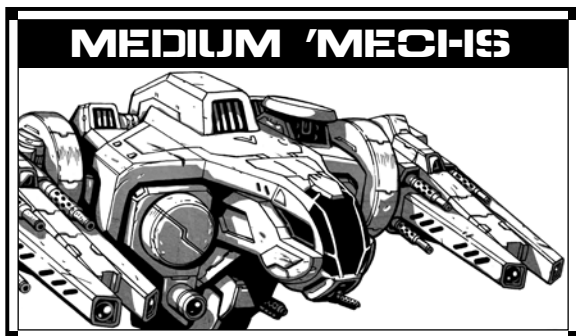
Hatchet	RA	4	4
MML 9	RT	5	6
Artemis IV FCS	RT	1	1
2 ER Medium Lasers	CT	2	2
Beagle Active Probe	CT	2	1.5
Ammo (MML) 26/22	LT	2	2
CASE II	LT	1	1
ER Small Laser	LT/R	1	.5
Medium Shield	LA	5	4
Jump Jets	RT	2	1
Jump Jets	LT	2	1

Battle Value: 1,177

Configuration E—Advanced

Gauss Rifle	RA	7	15
Ammo (Gauss) 16	RT	2	2
2 ER Medium Lasers	CT	2	2
Boosted C³ Slave Unit	CT	2	3
Angel ECM Suite	LT	2	2





Mass: 50 tons

Chassis: Dorwinion Standard-Alpha

Power Plant: Magna 250 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: McCloud Special

Jump Capacity: 150 meters

Armor: Kallon Special Lite Ferro-Fibrous with CASE II

Armament:

1 Mydron Excel LB 10-X Autocannon

1 Defiance 1001 Extended-Range PPC

1 Magna 200P Small Pulse Laser

Manufacturer: Achernar BattleMechs

Primary Factory: New Avalon

Communications System: Achernar Electronic
HICS-12

Targeting & Tracking System: Federated Hunter

Overview

The *Enforcer* has long been at the forefront of the Federated Suns military. The rediscovery of the Helm Memory Core saw the development of an upgraded variant, colloquially referred to as the *Enforcer II*, which heralded the later redesign of the BattleMech as the *Enforcer III* in 3059. As a flagship Davion BattleMech, the *Enforcer* and its kin continued to prominently display many of the AFFS's most notable technological advancements with every generation. The ENF-7D, entering service in 3107, might carry a more traditional array of weapons, but still showcased many remarkable engineering innovations.

Capabilities

A 'Mech as common as the *Enforcer* holds few surprises for those that face it. Capellan and Kuritan 'MechWarriors often train against the BattleMech from their first days in the academy, and no veteran of a Federated Suns front can spend their career without facing at least one on the battlefield. This familiarity reached a tipping point during the Victoria War, when Capellan MechWarriors, facing large numbers of *Enforcer IIIs*, relied on their training and experience to easily target the vulnerable heads of the ubiquitous design. MechWarrior casualty rates for *Enforcer III* pilots far outstripped any other 'Mech during the war, and upon its completion the AFFS immediately commissioned the ENF-7D to directly tackle this unacceptable weakness. With a torso-mounted cockpit, CASE II-protected ammo bins, and an inventive actuator system for its left arm, the 'Mech's newfound durability was an immediate success and it proliferated among lance and company commanders.

Deployment

No stranger to the battlefield, the ENF-7D has shown stellar service in many conflicts throughout the Inner Sphere. One of its most notable appearances was at the hands of a young Julian Davion. Ostensibly on New Syrtis as part of the Sixth Syrtis Fusilliers, a coup purported by Kaff Doru in Taurian space had Julian and most of the Capellan March on alert. When a battalion of the First Taurian Lancers struck Taygeta in late 3129, it was Julian Davion who rose to face them.

Upon landing, the medium and heavy Taurian 'Mechs raced for the Taygeta FTC, aiming to raze the invaluable technical college to the ground. With little time for his heavier 'Mechs to respond, Julian rallied his faster command lance to harry the Taurian force. His sniping attacks did little to slow the Lancers, so Julian gambled that his name would be enough to stop the invaders in their tracks. His challenge, broadcast across all bands, did just that. Suddenly faced with over thirty Taurian MechWarriors endeavoring to take his life, Julian began a fighting withdrawal toward his heavier elements.

Julian's *Enforcer III*, though acceptably fast in Federated Suns formations, could not outpace many of the quicker Taurian raiders. Dispatching a nimble

Lancer *Griffin* before dueling a *Clint*, Julian eventually found himself facing an elderly Humbert Derick, the Lancer colonel in his prized *Thunderbolt*. The Taurian commander challenged Julian to a one-on-one duel. Though his *Enforcer III* was already battered, Julian had no choice but to accept in the hopes of buying enough time for his reinforcements to arrive.

The duel quickly tilted in favor of Derick's quick-footed *Thunderbolt*. Julian's *Enforcer III*, already damaged, could do little to stop the heavier 'Mech from charging into him. Shouldering Julian's lighter 'Mech against a towering hoodoo, Humbert's punch crushed the *Enforcer III*'s head against the rocky spire behind it. As stone crumbled around them, casting dust into the air, Julian shoved the flatfooted Humbert's *Thunderbolt* backward with the top of his now-headless 'Mech. Planting his weight on the prone *Thunderbolt* and aiming his autocannon at its cockpit, Julian offered the Lancers a choice: free passage off planet, or a promise of no holds barred. With the heavier Syrtis Fusilliers arriving around them as their CO was threatened with death, the Lancers chose to depart.

Notable Units

Leftenant Caven Sutton and Damocles: Julian Davion, appointed Prince's Champion and given command of the First Davion Guards, was gifted a *Templar III* to replace his older *Enforcer III*. In Julian's eyes, the 'Mech had served so long with the Sixth Syrtis Fusilliers that it deserved to remain with the regiment. The 'Mech instantly became a source of great pride for the Fusilliers, and was piloted by the relatively inexperienced Caven Sutton as Operation: Celestial Reward struck. Both Sutton and *Damocles* were thought lost during the regiment's ejection from Weekapaug; rumors of an *Enforcer III* striking at Capellan positions on the planet were too tempting to ignore. Attacking in force, the Sixth scoured Weekapaug's mountain ranges until finally finding Sutton alive with *Damocles* barely functional. The leftenant, even while harrying the occupying Capellans, had done everything possible to keep his precious 'Mech intact. This sense of duty made Sutton an instant hero throughout the Suns, and Julian Davion himself is said to have praised the able leftenant.

ENF-7D ENFORCER III

MEDIUM 'MECHS

75

Type: **Enforcer III**

Technology Base: Inner Sphere (Advanced)

Tonnage: 50

Battle Value: 1,495

Equipment

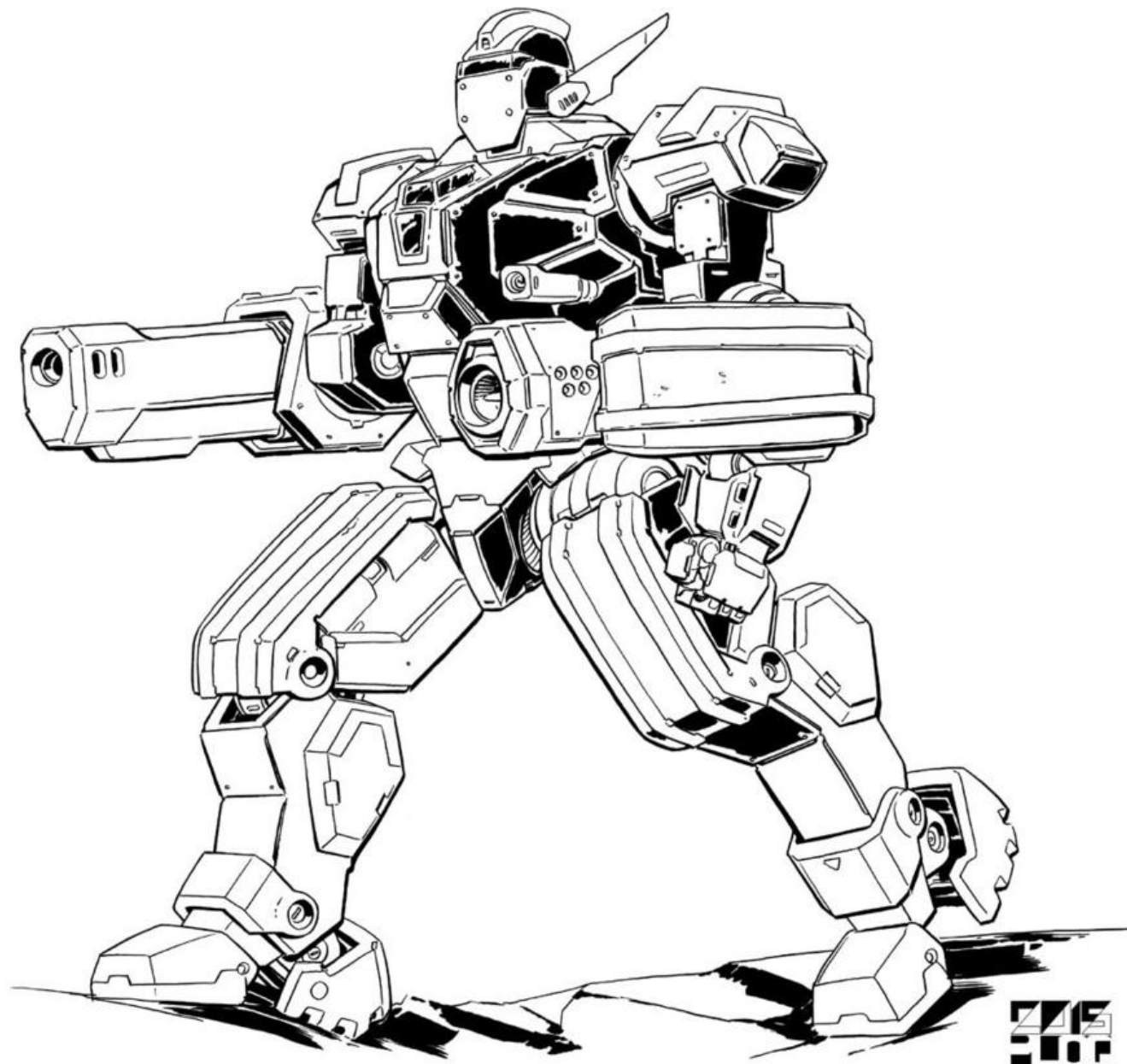
Internal Structure:	Endo Steel	Mass 2.5
Engine:	250 XL	6.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit (Torso-Mounted):		4
Armor Factor (Light Ferro):	161	9.5

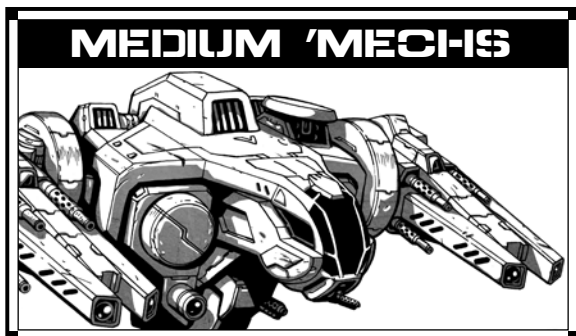
	Internal Structure	Armor Value
Head	3	9
Center Torso	16	23
Center Torso (rear)		7
R/L Torso	12	19
R/L Torso (rear)		5
R/L Arm	8	15
R/L Leg	12	22

Weapons and Ammo

	Location	Critical	Tonnage
LB 10-X AC	RA	6	11
Ammo (LB-X) 20	RT	2	2
CASE II	RT	1	1
Small Pulse Laser	LT	1	1
ER PPC	LA	3	7
Jump Jets	RL	2	1
Jump Jet	RT	1	.5
Jump Jets	LL	2	1

Notes: Features the following Design Quirks: Battlefist, Command BattleMech, Hyper-Extending Actuators, Non-Standard Parts.





Mass: 50 tons
Chassis: Kallon Type VII Endo Steel
Power Plant: Nissan 200 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Compound 12A1 Standard
Armament:
 1 Type OVR-X LB 5-X Autocannon
 1 Type XV "Culverin" Streak LRM-15 Launcher
 1 Type DDS "Kingston" Extended-Range PPC
Manufacturer: Odin Manufacturing
Primary Factory: Orestes
Communications System: Dash-2 with Angel ECM
Targeting & Tracking System: Blade 12 with Active Probe

Overview

The *Gravedigger* was a desperation product for Odin Manufacturing to recover from serious damage sustained in the Second Combine-Dominion War. Remarkable sales saved the company, as mercenaries snapped up the new 'Mech as fast as Odin could turn it out. Sales to non-Dominion entities were initially limited to the non-Clan variant, though over time this restriction was lifted as the Dominion's *touman* recovered from the war.

Capabilities

Like the venerable *Hunchback*, the *Gravedigger* is draped in a thick coat of armor. Instead of relying on a single huge cannon, the GDR-1D carries a suite of complementary weapons. Some MechWarriors complain that the missile launcher carries too few reloads, but since it is a Streak system every shot finds its target. Strangely, the *Gravedigger* also mounts ECM and an active probe, capabilities that make the 'Mech appealing to mercenaries of all stripes. Because of its slow speed, the *Gravedigger's* leg actuators are particularly stout to resist infantry attacks.

Deployment

In the opening stages of the Victoria War, when Duchess Hasek's forces were jumping the border, the mercenary Pharaoh's Arrows brought their pair of new *Gravediggers* into the war. With half the battalion-strength Arrows securing the capital's HPG, the other half spread through the city to hunt down the hiding militia. The *Gravediggers'* fire support lance responded to an ambush on their company command lance. As the lance charged in, a company of battlesuit infantry launched another ambush. The *Gravediggers* shrugged off the infantry's leg attacks, while their lancemates were crippled and swarmed on the ground. Using their rotary autocannons and lasers, though, they pushed the battle armor force to the verge of retreating when the militia's 'Mech lance arrived. The *Gravediggers* unleashed their full complement of weapons, downing a *Vindicator* and shocking the militia into retreat.

When a Trinary of the Seventy-third Battle Cluster of the Rasalhague Dominion's Alpha Galaxy raided Kanowit in February 3145, they ran into a company of the First Sword of Light drilling the planetary militia. Like a scene from a holovid, both sides regarded one another across the Sarawak Fields, an immense plantation in the northern hemisphere. The Trinary's commander, Star Captain Hershel Hall, stepped forward and issued a challenge to the enemy commander. *Sho-sa* Seth Granderssen accepted. Hall's *Gravedigger* fired as Granderssen's *No-Dachi* charged through the planted rows. Hall's long-range weapons claimed a terrible toll but did not slow the sword-wielding 'Mech. Granderssen chose not to fire

his weapons, keeping his 'Mech's arm tucked to the rear. As he closed, the sword sprang to the fore and chopped into Hall's *Gravedigger*. Hall's left arm fell to the turf just before the right arm. With his missiles exhausted, Hall could not salute his victorious enemy before the sword lopped off the *Gravedigger's* head. The rest of Hall's Trinary honored his bargain and filed back to their DropShip, leaving Hall and his 'Mech's wreckage behind.

Variants

The older GDR-1C can be found throughout the Inner Sphere in much greater numbers than the GDR-1D that replaced it. The GDR-1C mounts Inner Sphere weapons instead of Clan versions, including a RAC/5, LRM 15, and a large laser. It also lacks the advanced electronics of the GDR-1D.

Notable Units

Star Captain Maricela Villa: Having joined Clan Wolf through the Solaris games "feeder" system, Maricela Villa's analytic nature has clashed with the more impulsive Clan warriors but gained her command of a binary within the Ninth Wolf Cavalry. In a recent raid on Remulac, her tactical acumen allowed her to outfight several heavier and better armed opponents in her *Gravedigger* "Iceberg." The culmination of this feat was taking out a *Juliano* without even touching her missile or autocannon ammo.

Leftenant Xanthe Culturo: Leftenant Culturo skipped her final two years at the Robinson Battle Academy when the Combine invasion began. She escaped Royal after the First Robinson Rangers were destroyed and made her way back to friendly lines. Regarded a coward and refused reentry to the AFFS, Culturo was taken in by the Illician Lancers' Twentyfirst Rangers. She was given a beat-up GDR-1C and awaits the time the Rangers strike out from Brundage against the Combine or their Dragon allies.

GDR-1D GRAVEDIGGER

MEDIUM 'MECHS

77

Type: **Gravedigger**

Technology Base: Mixed Inner Sphere

Tonnage: 50

Battle Value: 1,707

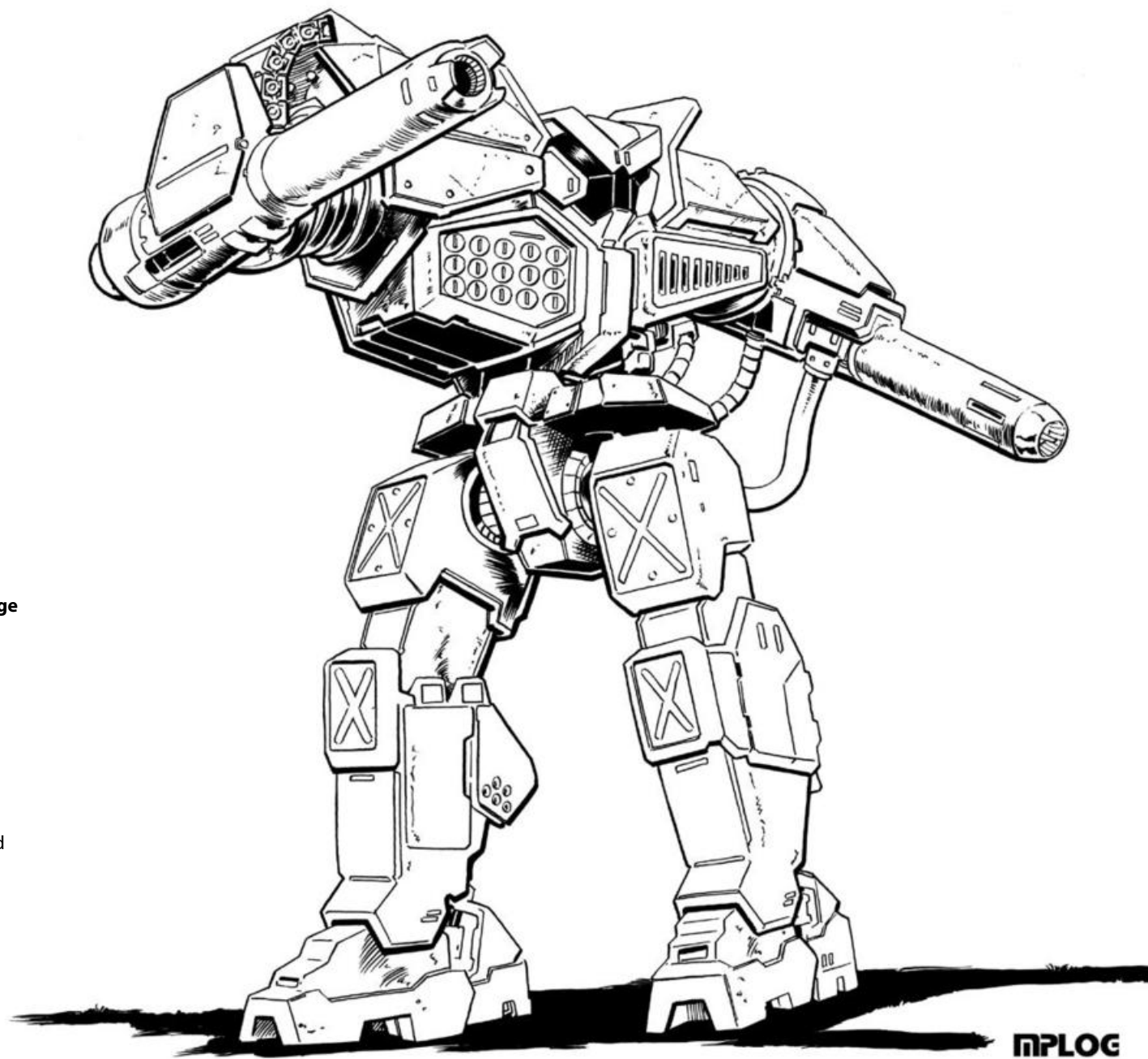
Equipment

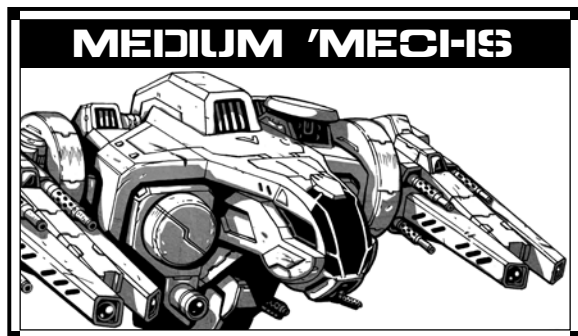
Internal Structure:	Endo Steel	Mass
Engine:	200 XL	2.5
Walking MP:	4	4.5
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		2
Cockpit:		3
Armor Factor:	169	11
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	25
Center Torso (rear)		7
R/L Torso	12	19
R/L Torso (rear)		5
R/L Arm	8	16
R/L Leg	12	24

Weapons

and Ammo	Location	Critical	Tonnage
LB 5-X AC (C)	RA	4	7
Streak LRM 15 (C)	RT	3	7
Ammo (Streak) 8	RT	1	1
Ammo (LB-X) 20	RT	1	1
CASE II	RT	1	1
Active Probe (C)	H	1	1
Angel ECM Suite	CT	2	2
ER PPC (C)	LA	2	6

Notes: Features the following Design Quirks: Protected Actuators, Exposed Weapon Linkage (ER PPC).





Mass: 50 tons

Chassis: BUU Standard Medium Chassis

Power Plant: Bannson Spark 200 ICE

Cruising Speed: 43 kph, 54 kph with TSM

Maximum Speed: 64 kph, 86 kph with TSM

Jump Jets: None

Jump Jet Capacity: None

Armor: BUU MechStandard

Armament:

2 BUU Quarrel-10 MRM launchers

1 BUU SuperCutter Dual Saw

Manufacturer: Bannson Universal Unlimited

Primary Factory: Tybalt, St. Andre

Communications System: BUU FarSweep Comms

Targeting and Tracking System: BUU AccuTrack 3000

Overview

Born of Jacob Bannson's frustrations with and shaped by The Republic's restrictive economic policies, the Raider was an attempt to create a cheap yet reasonably effective BattleMech using exclusive in-house equipment. The project was hampered from the get-go by Bannson Universal's inability to build military-grade fusion engines; though a game effort was made, the technical team had to admit defeat and instead delivered a machine that housed a low-tech internal combustion engine.

Though Project Jacob's Ladder ultimately failed in its initial goals, the 'Mech it produced—christened the Raider by Bannson's marketing wonks—proved to be a success in both Bannson's own forces and on the open market.

Capabilities

Despite the lack of a fusion engine, the Raider is in almost every other respect a fully-functioning BattleMech rather than a souped-up IndustrialMech. However, this significant lack placed limitations on the 'Mech's equipment, especially in its weapons loadout. Without the ability to mount energy weapons, ammunition-based and physical weapons were the only choices. Compromises in armor and movement ability further reduced the effectiveness of the Raider. By the final design, this 'Mech delivered just enough of the features Bannson had wanted to satisfy the project plan but fell short of supplying the quality he was looking for.

Deployment

The Raider and its Mk II variant saw service throughout Jacob Bannson's forces, though fewer were found in the Scourge. Few of the warriors assigned one of these 'Mechs were happy about the fact but it was important for his troops to show the flag, as it were. In many lances, the newest recruit was given a Raider to pilot until they could be assessed and a 'Mech that better fit their skills would be assigned. This had the unfortunate side effect that the newest recruits were often the first to die but the practice, especially among the cutthroats of the Band of Five, continued. Other warriors, like the notorious "Flamehands" Frank Calveccio, enjoyed the simplicity of the Raider and effectively compensated for its shortcomings.

Last year's collapse of Bannson Universal means that the Raider's legacy is carried on by the numerous other companies to whom Bannson licensed the design specs. Simcox Industrials of Mandalas used these plans to introduce their own take and it has become quite popular among smaller mercenary forces working the Coreward Periphery realms. Bannson himself, whose disappearance over ten years ago remains unsolved, would likely consider the modest proliferation of his little not-quite-a-BattleMech to be a reasonable success and vindication of his vision.

[Ed. note: With the recent self-immolation of Killinn Liao on the steps of the Summer Palace, the most plausible culprit for Bannson's disappearance has possibly taken the secret of his fate to her own grave.]

Variants

The Raider Mk II removes the two missile launchers and downgrades the engine in favor of increasing the armor and adding an ejectable autocannon plus two tons of ammunition in the right arm.

The low cost of production and easy construction of the Raider chassis has led to numerous variants across the Inner Sphere. Tagged by the DMI as JL-3A, -3B, and so forth, these variants almost without exception remove the dual saw and add double heat sinks, addressing two of the 'Mech's most blatant shortcomings. Ferro-fibrous armor and even a power amplifier/energy weapon combo are other frequently seen modifications.

Notable Pilot

"Flamehands" Frank: Famous for his bright red tattoos of flames covering both arms from fingertips to elbow, Francis Calveccio led a lance of the Band of Five for four years before that unit's destruction at the hands of Stone's Lament. During the Band's last stand on Altair, Flamehands deliberately attacked civilian targets with his *Raider's* weapons as a tactic to distract Republic forces from their pursuit. After one volley devastated a hoverbus full of young children and nuns, the Lament commander made it his personal goal to kill Calveccio with extreme prejudice. Though the unequal match between their two 'Mechs should have made it a quick contest, Flamehands used the suburban surroundings to hamper the RAF MechWarrior's attacks. After two hours of cat-and-mouse, the fight ended with Flamehands immobile and the Lament commander's *Prefect* poised with its fist above his foe's cockpit. A second later, all that was left of Flamehands Frank was a greasy smear and a sickening memory.

JL-1 RAIDER

MEDIUM 'MECHS

79

Type: **Raider**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 817

Equipment

Internal Structure:

Engine: 200 ICE

Walking MP: 4 (5)

Running MP: 6 (8)

Jumping MP: 0

Heat Sinks: 2

Gyro: 2

Cockpit: 3

Armor Factor: 112

Mass

5

17

Internal
Structure

Armor
Value

Head 3 9

Center Torso 16 16

Center Torso (rear) 5

R/L Torso 12 14

R/L Torso (rear) 4

R/L Arm 8 10

R/L Leg 12 13

Weapons

and Ammo

Location Critical Tonnage

2 MRM 10 RT 4 6

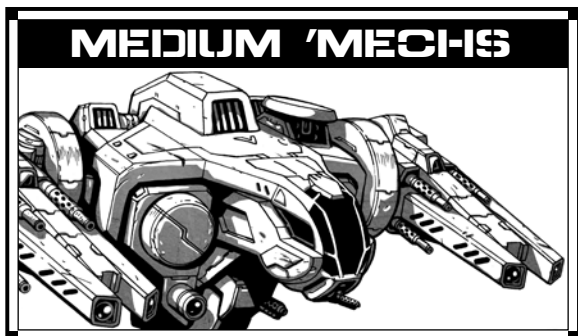
Ammo (MRM) 24 RT 1 1

Dual Saw LA 7 7

TSM * 6 0

Notes: *TSM occupies 1 critical slot each in LT, RT, LA, RA, LL and RL locations. Features the following Design Quirk: Searchlight.





Mass: 50 tons
Chassis: RI-17p Vijaya
Power Plant: Magna 250 XL
Cruising Speed: 54 kph, 64 kph with TSM
Maximum Speed: 86 kph, 97 kph with TSM
Jump Jets: None

Jump Capacity: None
Armor: Durallex Heavy
Armament:
1 Magna Mk.IV Extended-Range Small Laser
19 tons of pod space available
(maximum of 15 tons in turret)
Manufacturer: Ronin, Inc.
Primary Factory: Wallis
Communications System: Barret Party Line-200
Targeting & Tracking System: Wasat Argent
with OmniLink

Overview

Introduced with high hopes in 3122, the SRTH-10 *Sarath* is so far the only native Regular OmniMech. Regular expectations were encapsulated by its name, the guise adopted by the divine Krishna as the charioteer of the hero Arjuna in the *Mahabharata*. A series of operational missteps instead led to the *Sarath* being named a disappointment within the Regular Hussars.

Capabilities

Regular engineers adopted a quad turret to deal with the space constraints on the *Sarath*'s frame while retaining improved stability. However the turret controls proved counter-intuitive to many

BattleMech pilots and contributed to the 'Mech's poor reception. Triple-strength myomer and excellent armor protection make the *Sarath* effective for the close-in assaults preferred by the Regular Hussars, though only the B configuration is specialized for them. The primary configuration's PPCs make it an excellent skirmisher, while the Sea Fox-supplied missile launchers of the A configuration mark it for support missions.

Deployment

Despite a lingering lack of affection for the *Sarath* in Regular military circles it has not been authorized for export. All production *Saraths* are assigned to the Regular Hussars. Originally most of the units went to the prestigious First, Second, and Fourth Hussars, but the unit's rapid fall in prestige has seen it distributed more evenly.

The combat debut of the *Sarath* in a 3124 assault on Aitutaki began promisingly. Taking a cue from the Capellans, the Fourth Regular Hussars overloaded a pair of *Union* class DropShips and dropped them near the planetary capital. The *Sarath*'s compact frame let them fill one *Union* with two companies of the new 'Mech by disregarding practically all safety considerations. The planetary militia completely underestimated the size of the Regular invasion and, thinking it a raid, raced to engage the landings. The *Saraths* subsequently played a key role in defeating them and securing control of the planet.

Ultimately Marik-Stewart responded with the elite First Free Worlds Guards. Hussar *Saraths* performed relatively effectively, using their turrets to excellent effect warding off lighter Guards 'Mechs. In a famous incident captured on battleROM footage, a Guard *Locust* was obliterated by PPC fire from a *Sarath* while it tried to engage the OmniMech from the rear. The Fourth Hussars were eventually ejected from Aitutaki, and the defeat was seen as a bad omen for the new *Sarath*. A decision to abbreviate the training of *Sarath* pilots compounded the damage to its reputation, and soon led to a reinforcing loop of disappointed expectations being taken out on the unit.

Notable Units

Captain Ananda Kocchar: A proud native of Regulus, Lieutenant Kocchar joined the Second Regular Hussars after graduating from the Aitutaki Academy in 3123. Of all the members in her battalion who were assigned *Saraths*, Kocchar was the first to grow accustomed to effectively using its turret. Because of her demonstrable skill, the Fourth regularly holds a competition amongst *Sarath* MechWarriors to see who has the best aim using only their *Sarath*'s turret.

Captain Ellen Cameron-Jones: A great-granddaughter of famed Steel Hussars commander Gerald Cameron-Jones, Ellen Cameron-Jones is far removed from the palace on Regulus. She expressed some vague sentiments in favor of reunification with the Free Worlds League but has kept quiet since a rebuke by her distant cousin Lester. She has devoted her energies to rehabilitating the First Hussars and to improving the reputation of the *Sarath*, the 'Mech she has driven for her entire span of service.

Mechwarrior-AsTech Moni "GaussGirl" Wingo: Apprentice Tech of Jackie Darwin's amorphous Whiplts, Moni Wingo is also half of the eccentric unit's permanent MechWarrior component. Easily bored and fond of vibrant paint schemes, Wingo derives immense pleasure from maintaining the unit's constantly shifting TO&E, almost as much as she gets from her midnight-blue *Sarath*, *Gopala*. Obsessed with the firepower of Gauss rifles, Wingo dreams of obtaining a ClanTech model to fit in the limited pod space of her machine. In the interim, she relies on a personal configuration centered around a bulky Inner Sphere model which greatly limits the BattleMech's flexibility, if not its firepower.

Type: Sarath

Technology Base: Inner Sphere (Advanced)

Tonnage: 50

Battle Value: 1,630

Equipment

Internal Structure:

Engine: 250 XL

Walking MP: 5 (6)

Running MP: 8 (9)

Jumping MP: 0

Heat Sinks: 10 [20]

Gyro: 3

Cockpit: 3

Armor Factor: 184

Internal Structure
Armor Value

Head	3	8
Center Torso	16	25
Center Torso (rear)		7
R/L Torso	12	20
R/L Torso (rear)		4
R/L Front Leg	12	24
R/L Rear Leg	12	24

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	ER Small Laser	0
Center Torso	None	2
Right Torso	3 Engine	8
	1 Quad Turret (15 tons)	
Left Torso	3 Engine	3
	6 TSM	
Right Front Leg	None	2
Left Front Leg	None	2
Right Rear Leg	None	2
Left Rear Leg	None	2

Notes: *These weapons are mounted in a Quad BattleMech Turret. **Talons occupy 2 criticals in each leg. Features the following Design Quirks: Compact 'Mech, Distracting, Narrow/Low Profile, Bad Reputation.

Fixed Equipment

Location	Critical	Tonnage
ER Small Laser	1	.5
Quad Turret (15 tons)	1	1.5

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

Heavy PPC*	RT	4	10
Light PPC*	RT	2	3
ER Medium Laser*	RT	1	1
Spikes	RT	1	.5
ER Medium Laser	CT	1	1
Spikes	CT	1	.5
Beagle Active Probe	LT	2	1.5
Spikes	LT	1	.5
Spikes	RFL	1	.5
Spikes	LFL	1	.5

Weapons and Ammo Location Critical Tonnage

Configuration A—Mixed

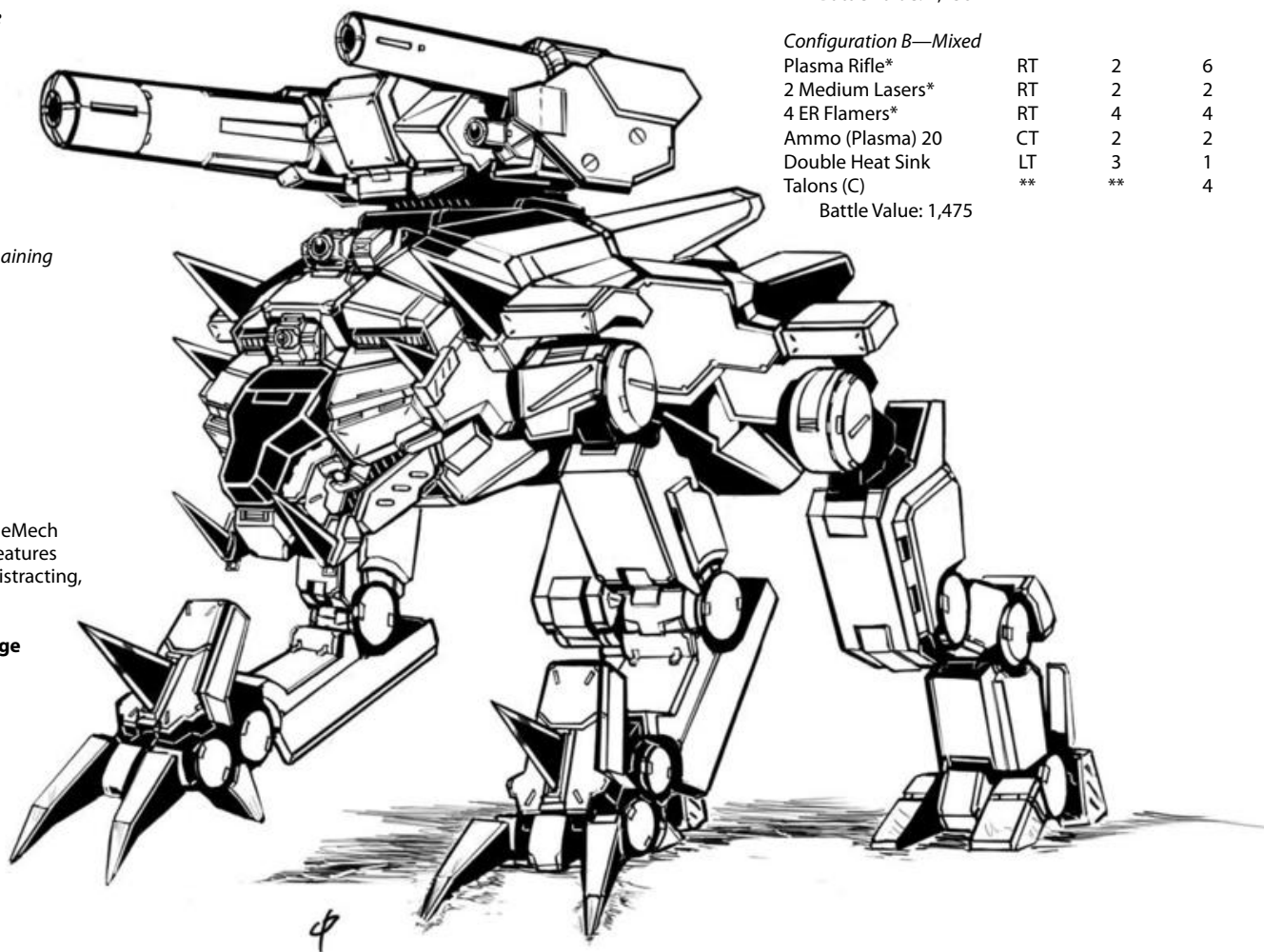
2 LRM 15 (C)*	RT	4	7
2 MML 3*	RT	4	3
ER Small Laser (C)	CT	1	.5
Ammo (LRM) 16	LT	2	2
Ammo (MML) 40/33	FRL	1	1
Ammo (MML) 40/33	FLL	1	1
Ammo (LRM) 8	RRL	1	1
Ammo (LRM) 8	RLL	1	1
Jump Jet	FRL	1	.5
Jump Jet	FLL	1	.5
Jump Jet	CT	1	.5
Jump Jet	RRL	1	.5
Jump Jet	RLL	1	.5

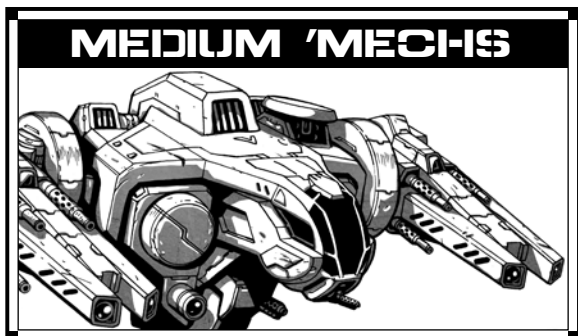
Battle Value: 1,738

Configuration B—Mixed

Plasma Rifle*	RT	2	6
2 Medium Lasers*	RT	2	2
4 ER Flamers*	RT	4	4
Ammo (Plasma) 20	CT	2	2
Double Heat Sink	LT	3	1
Talons (C)	**	**	4

Battle Value: 1,475





Mass: 50 tons

Chassis: Corean-II Delux Endo Steel

Power Plant: Hermes 250 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Starshield

Armament:

1 Martell Extended-Range Large Laser

1 Zeus LRM 10

1 Imperator Rotary Autocannon/5

Manufacturer: Earthwerks-FWL, Inc.

Primary Factory: Keystone

Communications System: Corean Transband-J9

Targeting and Tracking System: Corean B-Tech
with Artemis IV Fire Control

Overview

While the Word of Blake caused unprecedented havoc and destruction during their campaign to punish the Inner Sphere for destroying the Star League, their aggressive program of BattleMech production and development drastically heightened the technology base and production facilities of factories under their occupation. Many of these facilities were sabotaged during the Word of Blake's retreat, but the net effect of the Blakist occupation was to spread technological advances across international borders. What might have taken years or decades to accomplish through diplomacy and negotiation, the Word of Blake achieved through terror and aggression.

The Jihad also left countless worlds battered and broken in the fallout of the battles required to liberate them from the Word's grasp. For some worlds, the damage was so severe it is unlikely they will ever rebuild to their former status. However, the road to recovery has been much swifter for worlds possessing military production facilities. Militaries throughout the Inner Sphere were forced to rebuild their ranks through any means available, which made the restoration of production facilities to operational status a national priority.

In the Free Worlds League, the Jihad not only wrought havoc, it also splintered a once-proud nation into fragments. When worlds formerly part of the Free Worlds League emerged from the shadow of Blakist occupation, they were forced to rebuild on their own. For the burgeoning Marik-Stewart Commonwealth and the world of Keystone, the reconstruction effort centered on the Earthwerks-FWL Inc. facility. Once a robust and capable factory, the facility was revamped by the Word of Blake and then heavily damaged in the Jihad.

With few other viable exports, the leaders of Keystone turned to BattleMech production as a method of acquiring the monies necessary to rebuild their shattered cities. In addition to previously successful designs such as the *Bloodhound*, the Earthwerks factory contained suitable development facilities to create entirely new designs. The first of these post-Jihad designs to be produced for international export was the *Shockwave*.

Capabilities

The *Shockwave* is designed for one purpose: combat. It has respectable speed, a heavily armored frame and a weapons package that balances range, destructive capability and heat dissipation. The design features little in the way of specialized components or advanced electronics. Instead, it relies on a toolset compatible with modern BattleMech tactics.

At the heart of the design lies the Hermes 250 extralight engine. This reliable power plant enables the *Shockwave* to attain a top speed in line with modern battlefield tactics. An impressive ten tons of Starshield armor is draped over the lightweight endo

steel frame in order to make the *Shockwave* capable of taking considerable damage while remaining combat effective. This combination of speed and durability serves as the basis for a capable front-line medium BattleMech.

The weapons package is designed for a battle, not a campaign. The ammunition-dependent Imperator Rotary autocannon gives the *Shockwave* an impressive primary weapon, while the Zeus long-range missile system coupled with the improved Corean-B Tech targeting and tracking system grants the *Shockwave* range. Finally, the Martell extended-range large laser augments both long- and short-range engagements. In all, the *Shockwave's* arsenal delivers large quantities of damage in a short period of time.

Deployment

Sales of the *Shockwave* have been brisk. To date, every major Inner Sphere nation except the Lyran Commonwealth has ordered the design and deployed it within their ranks. Obviously, a portion of *Shockwave* production is set aside every year to bolster the defenses of the Marik-Stewart Commonwealth.

The Capellan Confederation and the Republic of the Sphere are the largest importers of the *Shockwave*. Both nations are aggressively expanding and reforming their military structures, and the willingness of Earthwerks to sell to anyone who will meet their price makes the *Shockwave* easy to acquire. Increasing orders for new *Shockwaves* indicate that commanders around the Inner Sphere view the 'Mech as a capable design. It is only a matter of time before *Shockwaves* face off against one another on the battlefield.

Variants

To date, only one variant of the *Shockwave* has been noted. The *Shockwave* 4G removes a heat sink and the Artemis system in order to upgrade the extended-range large laser to an experimental large X-pulse laser. This variant has seen limited use, as the laser requires extensive maintenance to keep operational.

Type: **Shockwave**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 1,453

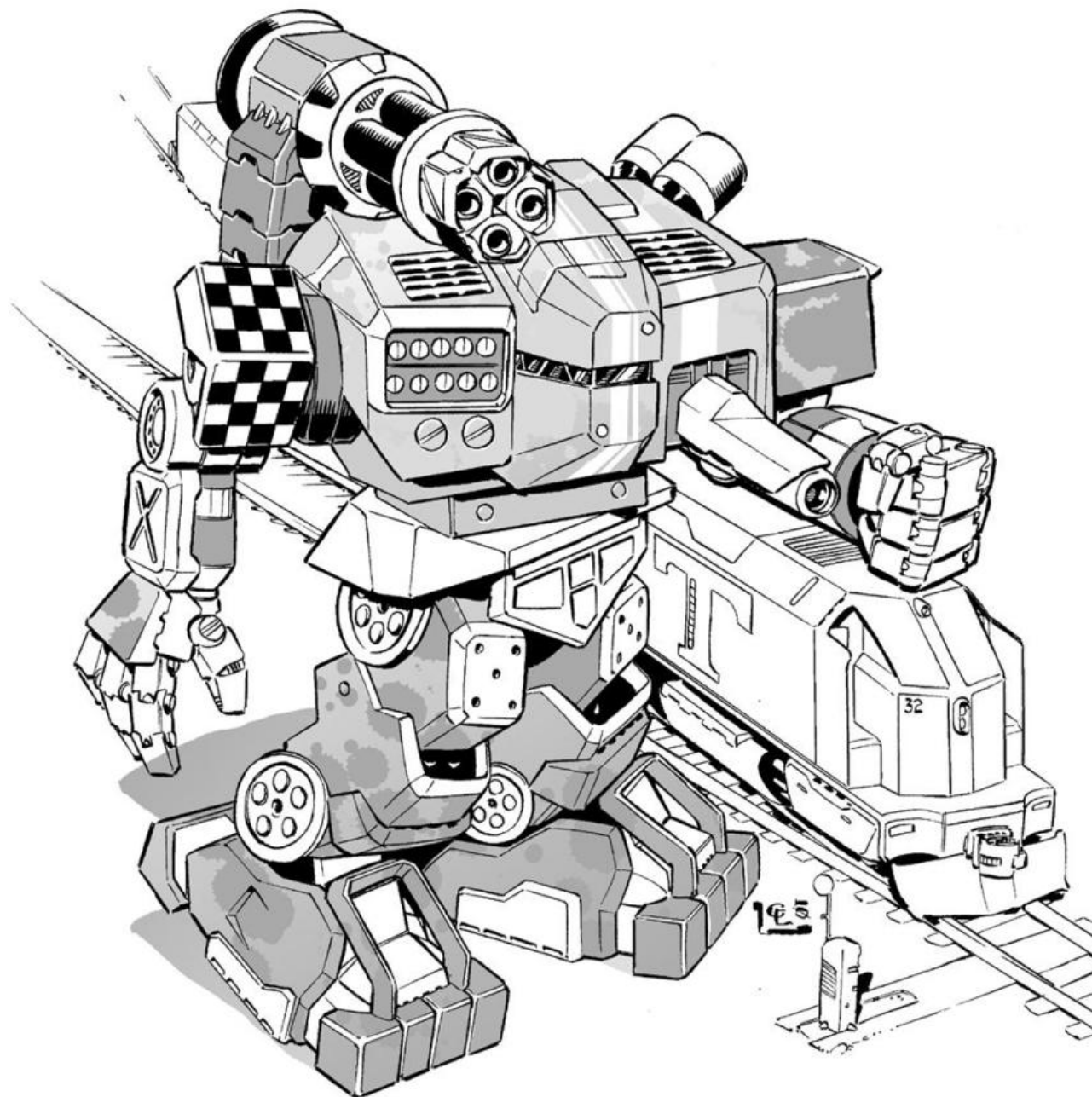
Equipment

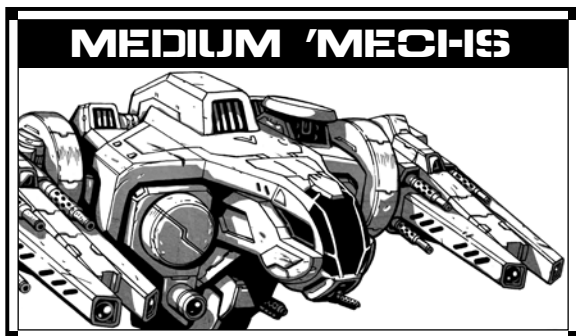
Internal Structure:	Endo Steel	Mass
Engine:	250 XL	2.5
Walking MP:	5	6.5
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	160	10
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	22
Center Torso (rear)		9
R/L Torso	12	17
R/L Torso (rear)		6
R/L Arm	8	15
R/L Leg	12	22

Weapons

and Ammo	Location	Critical	Tonnage
Rotary AC/5	RT	6	10
Ammo (RAC) 40	CT	2	2
LRM 10	RT	2	5
Artemis IV FCS	RT	1	1
ER Large Laser	LT	2	5
Ammo (LRM) 12	LT	1	1

Notes: Features the following Design Quirks: Battlefists, Easy To Maintain, Exposed Weapon Linkage (RAC/5).





Mass: 50 tons
Chassis: Bergan XIV Endo Steel
Power Plant: Firebox 200 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: Leaper Model, L5 Improved
Jump Capacity: 180 meters
Armor: Royal-7 Standard
Armament:
 1 Series 7K Extended-Range Large Laser
 2 Series 1g Extended-Range Small Lasers
 2 Kolibri Delta Series Medium Pulse Lasers
 1 Type X "Short Bow" LRM 10 Launcher
 1 Smartshot Mk. VI Streak SRM 6
Manufacturer: Arc-Royal MechWorks,
 Bergan Industries
Primary Factory: Arc-Royal, Alshain
Communications System: Garret T10B
 with ECM Suite
Targeting and Tracking System: RCA Instatrac
 Mark VI with Artemis IV FCS

Overview

Clan Ghost Bear and Clan Wolf-in-Exile have much in common and by all rights should get on, but so far they have not. To a certain degree it comes back to Clan Ghost Bear's general dislike of Clan Wolf, but ever since the Exiles arrived in Lyran space they have continually bumped heads with the Dominion. So it came as a surprise when Arc-Royal MechWorks announced it would be producing a brand new 'Mech based on the *Ursus* with funding from Bergan Industries.

Over the following months some details have emerged. Flush with funds, Bergan had been looking to expand its influence by investing in companies outside the Ghost Bear Dominion. Arc-Royal MechWorks is virtually the private 'Mech factory of the Kell family but historically has been locked out of Clan technology production due to Clan Wolf-in-Exile's unwillingness to share. Bergan's offer allowed Arc-Royal MechWorks to circumvent the Exiles' restrictions. From Bergan's point of view Arc-Royal MechWorks is a secure site to produce advanced technology with a ready Clan market on hand. It's unclear what Khan Kell and the Clan Ghost Bear Council think of this, though they must have approved it. This deal represents a degree of independence in a company most likely neither Clan would have accepted was it not for the desperate needs of post-Jihad rebuilding.

Capabilities

The *Ursus II* is a major rethink of the *Ursus*. Previous *Ursus* variants utilized large XL engines to improve the 'Mech's mobility but proved too expensive for a garrison 'Mech. Designers utilized a mid-weight XL engine to provide a new degree of mobility without dragging costs up to an unreasonable level. When combined with a lightened chassis, the XL engine frees up enough mass to install six improved jump jets, which gives the blocky 'Mech a surprising amount of mobility.

The major changes to the *Ursus*' internal structure made some changes to the weapons necessary. Heat sinks had to be removed to fit the bulky jump jets, which meant the laser systems had to be scaled back. The missiles are enhanced to compensate. Despite this, the effect on the *Ursus II*'s ability to fight was minimal. The *Ursus II* remains a well-balanced brawler and has gained a much-improved ability to respond to off-axis threats. The main fault relates back to the vulnerability of the XL engine, which has resulted in a slightly higher loss rate despite the enhanced maneuverability.

Deployment

Produced on both Alshain and Arc-Royal, a large number of *Ursus IIs* have been built since 3078. Because of the small size of the Wolf-in-Exile Touman, Arc-Royal *Ursus IIs* serve in both front and second-line forces. Usually positioned as bodyguard units for assault 'Mechs, they have proven hard for traditional, fast-moving headhunter 'Mechs to outmaneuver. Arriving too late for the Chara debacle, *Ursus IIs* took part in the remaining battles of the Terran campaign where their ECM capabilities proved invaluable for shutting down Blakist electronics networks. Exile *Ursus IIs* have also had success serving as anchors for Stars of fast-moving 'Mechs like *Pack Hunters* and *Arctic Wolves*, providing much-needed toughness without slowing the Star too much.

Built alongside the old *Ursus*, the Alshain *Ursus IIs* have largely gone to KungsArmé and garrison forces. Deemed too slow for the front line, *Ursus IIs* have instead been used to replace old Inner Sphere designs. Here they serve as a link 'Mech between fast-movers like the *Arcas* or *Karhu* and less maneuverable 'Mechs like the *Kodiak*. These *Ursus IIs* have largely found themselves facing raiders probing the Dominion's defenses and hunting down what remains of the Word of Blake. As an "expendable" asset, *Ursus IIs* invariably find themselves on point, drawing out enemies to be disposed of by heavier 'Mechs like the *Karhu*. Understandably, warriors assigned to this duty tend to be twitchy and prone to use their jump jets to leap backwards at even the slightest sign of trouble.

Given the loyal following the *Ursus* has developed over the years, a debate has sprung up as to which *Ursus* is superior. With large cutbacks to military spending expected in the near future, it is likely the results of this debate will decide the fates of both these 'Mechs.

Type: **Ursus II**

Technology Base: Clan

Tonnage: 50

Battle Value: 2,069

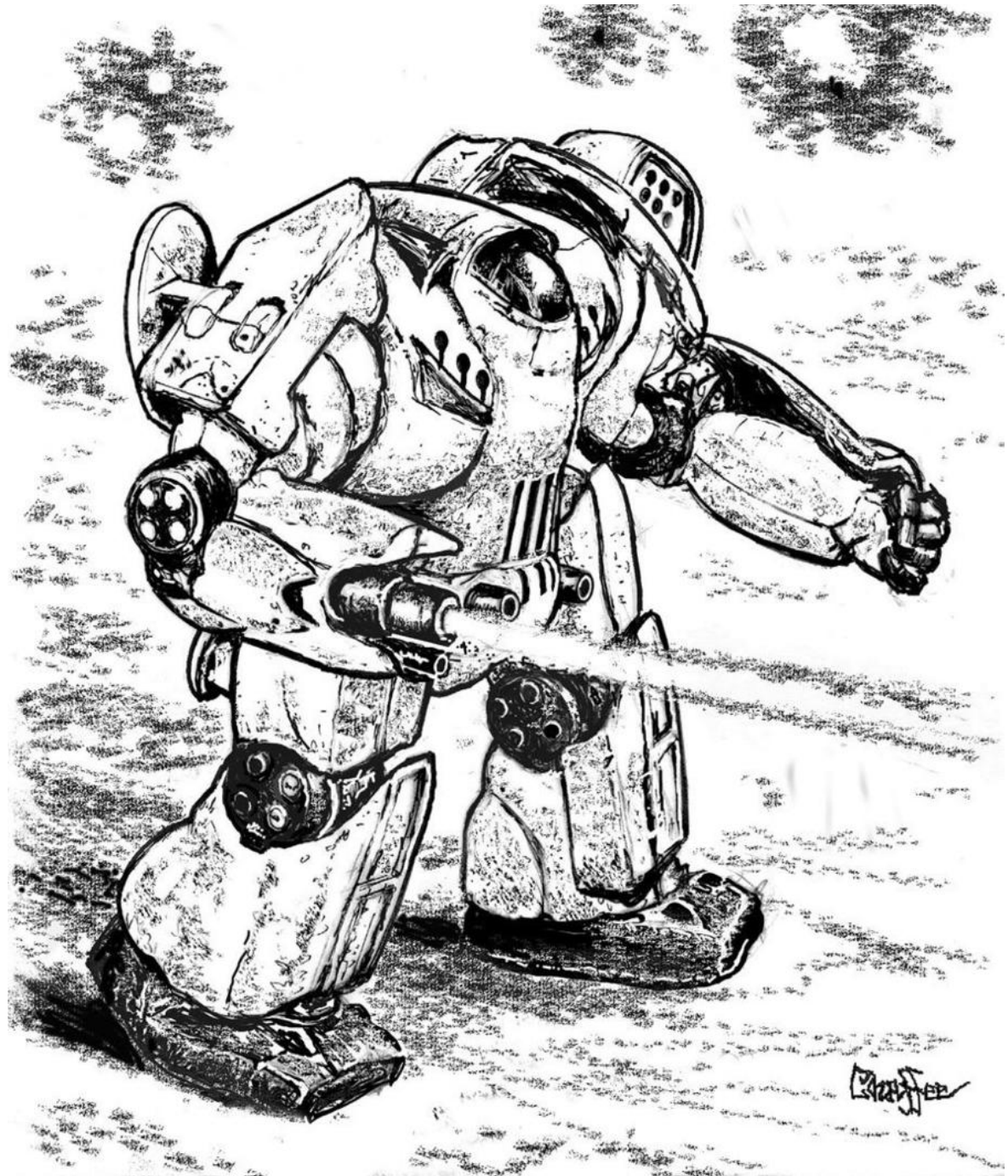
Equipment

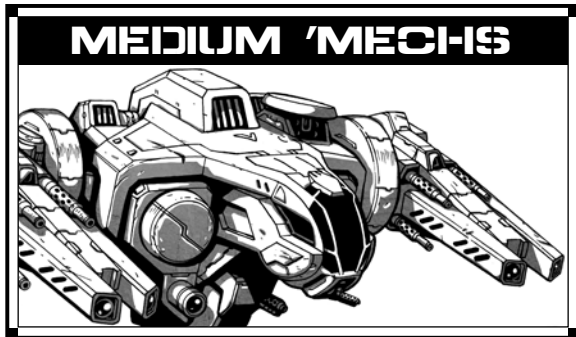
Internal Structure:	Endo Steel	2.5
Engine:	200 XL	4.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	6	
Heat Sinks:	13 [26]	3
Gyro:		2
Cockpit:		3
Armor Factor:	168	10.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	24
Center Torso (rear)		7
R/L Torso	12	20
R/L Torso (rear)		4
R/L Arm	8	16
R/L Leg	12	24

Weapons

and Ammo	Location	Critical	Tonnage
ER Large Laser	RA	1	4
2 Medium Pulse Lasers	RA	2	4
ER Small Laser	RT	1	.5
Streak SRM 6	CT	2	3
Ammo (Streak) 15	LT	1	1
ER Small Laser	LT	1	.5
LRM 10	LA	1	2.5
Artemis IV FCS	LA	1	1
Ammo (LRM) 12	LT	1	1
ECM Suite	RT	1	1
Improved Jump Jets	RT	4	2
Improved Jump Jets	LT	4	2
Improved Jump Jet	RL	2	1
Improved Jump Jet	LL	2	1

Notes: Features the following Design Quirks: Distracting, Protected Actuators.





Mass: 50 tons

Chassis: Mynx Type Medium Endo Steel

Power Plant: Consolidated 300 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Gamma Special Reflective

Armament:

19.5 tons of pod space

Manufacturer: LAW-Avon Alpha

Primary Factory: Avon

Communications System: Sipher CommCon SCU-9

Targeting & Tracking System: Build 5 CAT TTS

Overview

Produced on the heels of the *Avalanche*, the *Wendigo* was Clan Nova Cat's attempt to fix the perceived shortcomings of the Combine OmniMech. Using the *Avalanche* as their template, Clan technicians and scientists attempted to merge the desires of the warrior caste—still battered from the Second Combine-Dominion War—and the limited resources available to them. The result was a more powerful Clan OmniMech that excelled against its progenitor.

Capabilities

The main difference between the *Wendigo* and the *Avalanche* is the use of Clan technology to build the base chassis. With lighter materials and a firmer structure, the *Wendigo* can mount almost twenty percent more in weapons and equipment. Reflective

armor and a more central cockpit location provide extra layers of defense. The *Wendigo* was immediately accepted by the Clan's warrior caste and numerous unique configurations began appearing, catering to various fighting styles.

Deployment

The *Wendigo* was deployed by Clan Nova Cat during the Combine's invasion of The Republic. Every Clan Galaxy had several of the versatile OmniMech deployed among its ranks. When the First and Second Amphigean arrived at Avon to crush the Nova Cat rebels, they faced several Binaries and Novas of Gamma Galaxy. Heavily laden with *Wendigos*—most taken from storage at the nearby LAW-Avon facility—Gamma moved quickly to contest the DCMS landing. Galaxy Commander Liam Nostra sought out *Sho-sa* Kyomi Arioch in an attempt to establish a Trial of Possession for Avon. The Combine officer refused Nostra's request, and his lance turned its guns on the Clan commander. Using a combination of his *Wendigo*'s jump jets, the nearby heavy forest, and knowledge of a nearby underground river, Nostra escaped the ambush.

The Galaxy Commander emerged into the midst of a brutal firefight as the First Amphigean slammed into the bulk of Nostra's assault and striker Stars, who were awaiting his return. Nostra vaulted to the top of a nearby bunker and rallied his forces as he sniped the approaching Combine 'Mechs. He dropped four heavy 'Mechs with well-placed salvos before his position was saturated by a Combine airstrike. Emboldened by their courageous leader's sacrifice, the bulk of Gamma pressed into the teeth of the Dragon's assault. Though ultimately destroyed, the Nova Cats gutted both light assault groups and partially demolished the LAW-Avon facility.

Variants

An early prototype of the *Wendigo* featured more pod space and a smaller engine. The 'Mech, initially favored by Mystic Kisho Nova Cat, proved to be too slow and was riddled with technical glitches. Sacrificing weapon space for a more efficient and larger engine was deemed an acceptable trade off, and the prototype *Wendigos* were ultimately scrapped.

Notable Units

Nebula: While training in the backwaters of Almunge in late 3147, local militia scouts discovered a bizarre sight: a heavily damaged *Wendigo* standing in the middle of an abandoned village. With no recent military activity in the region, the scouts had no ready explanation. The serial number of the *Wendigo* had been deliberately obscured and it took weeks before its provenance could be established. Panic set in when the 'Mech was identified as belonging to Mystic Kisho Nova Cat, who had vanished with an unknown number of his Clansmen prior to the end of their rebellion.

ISF investigators swarmed Almunge looking for clues to the missing Cats' current whereabouts but ultimately found nothing. The *Wendigo*'s battleROMs had been pulled or wiped clean. Evidence of BattleMech combat two kilometers from the village led investigators to a hidden yakuza supply depot that had been stripped of anything useful. The village itself looked to have been purposefully abandoned without any haste or duress. Examination of the surrounding area turned up signs that several DropShips had once set down nearby, though from the amount of regrowth it had been several years earlier.

"*Nebula*" remains on Almunge, where the ISF continues to pull it apart for clues to Kisho's fate.

Star Captain Bridget Hawker: After the destruction of Clan Nova Cat, the Combine offered Clan Sea Fox an opportunity to acquire some of the dead Clan's equipment. In exchange, the Sea Foxes provided information and industrial assistance on dismantling and relocating some of the Nova Cat production facilities. Star Captain Bridget Hawker was the first Sea Fox warrior to conduct a Trial of Possession for the remains of the LAW-Avon facility. Hawker's unaugmented win against *Sho-sa* Arioch gained the Foxes two Stars of *Wendigos* and several vehicles still in storage, along with additional parts and supplies for the Clan's Nykvarn facilities. Hawker chose one of the *Wendigos* as her new ride, a symbol of her fiftieth victory in service to the Clan.

Type: Wendigo

Technology Base: Clan (Advanced)

Tonnage: 50

Battle Value: 2,122

Equipment

		Mass
Internal Structure:	Endo Steel	2.5
Engine:	300 XL	9.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit (Torso-Mounted):		4
Armor Factor (Reflective):	152	9.5
	Internal Structure	Armor Value
Head	3	8
Center Torso	16	22
Center Torso (rear)		8
R/L Torso	12	16
R/L Torso (rear)		5
R/L Arm	8	16
R/L Leg	12	20

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	4
Center Torso	1 Cockpit	0
	1 Life Support	
Right Torso	2 XL Engine	6
	1 Life Support	
	2 Endo Steel	
	1 Reflective	
Left Torso	2 XL Engine	6
	1 Life Support	
	2 Endo Steel	
	1 Reflective	
Right Arm	3 Reflective	5
Left Arm	3 Endo Steel	5
Right Leg	None	2
Left Leg	None	2

Notes: Features the following Design Quirk: Distracting.

Weapons and Ammo

Primary Weapons Configuration

Location	Critical	Tonnage
2 ER Medium Lasers	RA	2
Ultra AC/2	RA	2
Ammo (Ultra) 45	RT	1
Double Heat Sink	RL	2
LRM 10	H	1
Ammo (LRM) 12	H	1
Double Heat Sink	LL	2
Ammo (Streak) 15	LT	1
2 ER Medium Lasers	LA	2
Streak SRM 6	LA	2

Alternate Configuration A

Location	Critical	Tonnage
Large Pulse Laser	RA	2
Double Heat Sink	RT	2
LRM 15	H	2
Ammo (LRM) 16	H	2
Large Pulse Laser	LA	2
Double Heat Sink	LT	2

Battle Value: 2,072

Alternate Configuration B

Location	Critical	Tonnage
2 ER Medium Lasers	RA	2
ER Small Laser	RA	1
2 Double Heat Sinks	RA	4
3 ER Small Lasers	H	3
ECM Suite	H	1
2 ER Medium Lasers	LA	2
ER Small Laser	LA	1
2 Double Heat Sinks	LA	4
Improved Jump Jet	RL	2
Improved Jump Jets	RT	6
Improved Jump Jets	LT	6
Improved Jump Jet	LL	2

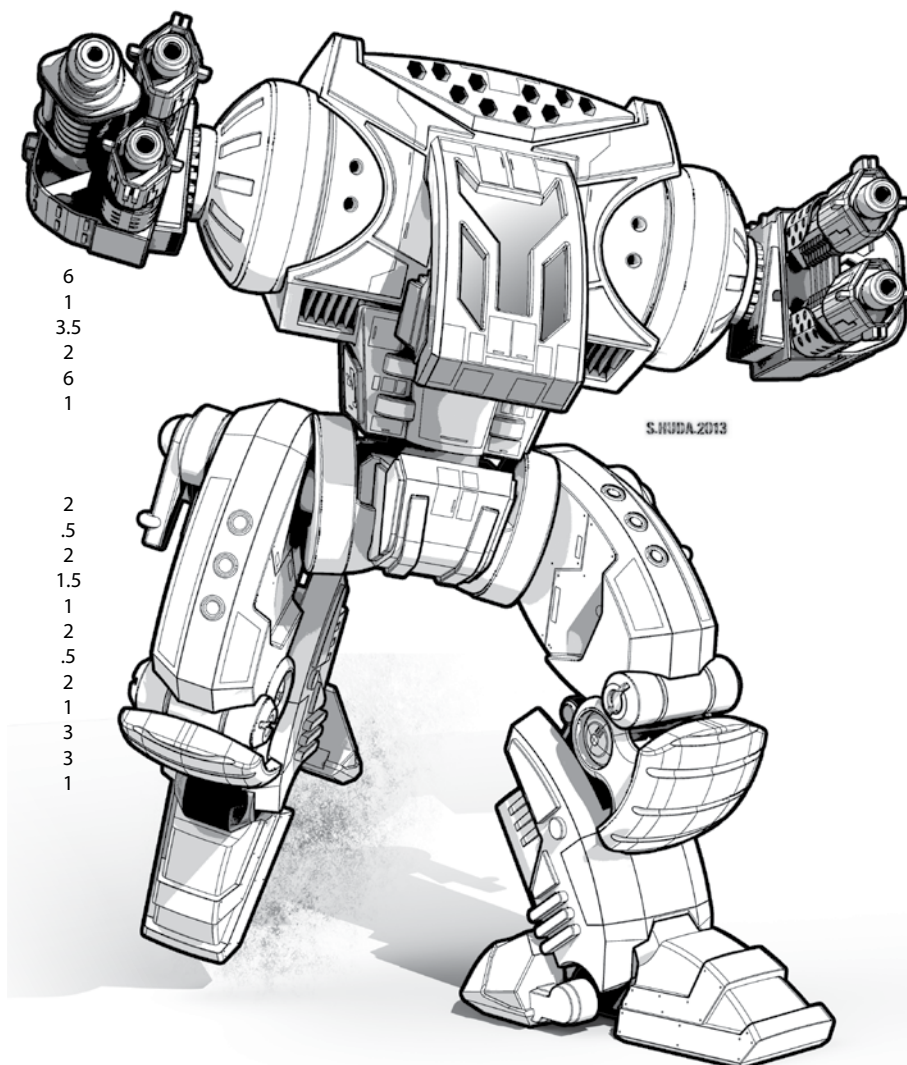
Battle Value: 2,369

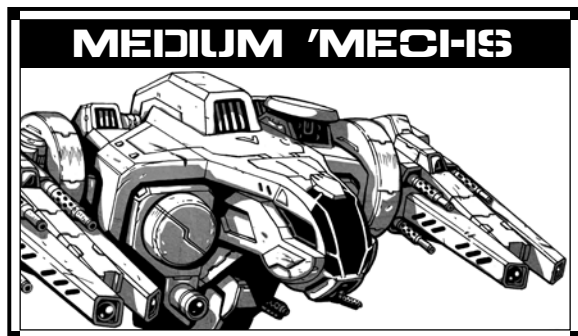
Weapons and Ammo

Alternate Configuration C

Location	Critical	Tonnage
Improved Heavy Large Laser	RA	3
Double Heat Sink	RT	2
Supercharger	RT	1
Double Heat Sink	RL	2
2 Improved Heavy		
Medium Lasers	H	4
Double Heat Sink	LL	2
ER Small Laser	LT	1
Ammo (Streak) 16	LT	2
Streak LRM 15	LA	3

Battle Value: 2,623





Mass: 55 tons

Chassis: Alshain Type N Endo Steel

Power Plant: Fusion 330 XL

Cruising Speed: 64 kph

Maximum Speed: 96 kph (129 kph)

Jump Jets: Icarus 99 TurboProp Experimental

Jump Capacity: 180 meters

Armor: StarSlab/5X with Clan CASE

Armament:

1 "Blinding Vision-Mk2" Large Pulse Laser

1 Lord Light 4 Light PPC w/ PPC Capacitor

1 Victory Heartbeat ER Medium Laser

2 Shigunga Light MML 3

Manufacturer: Irece Alpha

Primary Factory: Irece

Communications System: JNE Integrated

Targeting & Tracking System: Build 3 Cat TTS

Overview

Before the Second Combine-Dominion War began, cooperation between the Draconis Combine and Clan Nova Cat allowed factories in Irece Prefecture to rebuild and expand at a rapid rate. To take advantage of these expanded facilities, the DCMS proposed the production of a mid-sized BattleMech capable of filling long-range fire support and flanker roles. Given only six months to design the specifications and begin production, engineers from Luthien Armor Works and Clan Nova Cat used existing chassis to accelerate their development process. Using a time-tested *Phoenix Hawk* 3K chassis as a base, the *Bakeneko* began rolling off Irece's assembly lines in early 3100.

Capabilities

Heavier and bulkier than the *Phoenix Hawk* on which it was based, the *Bakeneko* was just as nimble as its predecessor. The *Bakeneko* supplemented the standard leg-mounted jump jets with powerful gimbal-mounted turboprop pods on its back armor in order to better control the 'Mech's flight path. While the *Bakeneko's* speed was not unusual for the 'Mechs of the time, the combination of long-range energy weapons and variable-munitions missile systems made the *Bakeneko* a deadly opponent no matter where it was on the battlefield.

Deployment

A large number of *Bakeneko* were produced in the year before the Ghost Bear invasion in 3100 destroyed the Irece Alpha plant. The majority of these 'Mechs found their way into the ranks of the DCMS, the Fifth Sword of Light and the Eleventh Ghost in particular. The DCMS would often pair them with slower, heavy or assault BattleMechs and use them to herd small enemy formations towards the larger 'Mechs. The Eleventh Ghost used this tactic during its combat drop onto the Second Rasalhague Bears' muster point during the Battle of Trondheim in March 3100. With the Second Rasalhague outnumbered and scattered during the initial wave, the Eleventh was able use flanking *Bakeneko* to herd and entrap Dominion BattleMech Stars. Of the seven Stars the Second the Eleventh Ghost destroyed during the initial battle, the *Bakeneko* is credited with nearly twenty-five percent of those kills.

Notable Units

Shujin Arpana Verma: During the *Bakeneko's* rushed combat testing, *Shujin* Verma was the most skilled of the test pilots representing the DCMS. Verma was initially assigned to the Irece facility because of disciplinary issues while serving in the Sixteenth Sun Zhang Cadre, but her skill in piloting the new *Bakeneko* quickly came to the attention of ISF agents monitoring the manufacturing plant's personnel. Styling herself as a quasi-ronin and operating independently from her lancemates didn't sit well with the Sixteenth, but her obvious skill at using

the *Bakeneko's* speed and weaponry ensured that she was assigned to the Eleventh Ghost to pilot her 'Mech "Divine Nuisance."

Immediately after the orbital combat drop from the *Draconis Rift* over Trondheim, she sprinted away at top speed, leaving the turboprop pods on the back of her *Bakeneko* activated. While the turboprops didn't provide enough power to keep her airborne, the continual down thrust of air blew huge clouds of dust around her, obscuring her movements from the Second Rasalhague Bears' sensors. She would then sprint out of the cloud and strike the Dominion BattleMechs before fading back into cover. She frequently used this same tactic over the nearly two-week battle, scoring six confirmed kills and assisting on one.

Major Jeffrey "Doc" Witt: Once a part of the Rasalhague Dominion Watch, the actions of Rasalhague troops during the Second Combine-Dominion War left Witt discouraged and disillusioned. Refusing to support their genocidal actions on Irece, Witt stole a factory-new *Bakeneko* and fled the planet, making his way to the Federated Suns and offering his expertise to a willing DMI. Though an active participant in many intelligence operations, constant communications with a MechWarrior in the Dominion named Keven were flagged and he was kept at arm's length from many key MI6 operations. Many still suspect that Witt's defection to the Suns was in fact a long-term Watch operation.

Jax: Of the same *sibko* as Khan Jacali Nostra, Jax never reached the same heights as his *sibmate*. Even so, he never strayed far from her, gradually becoming her enforcer to be wielded against threats to Clan Nova Cat. Piloting a *Bakeneko*—a reminder of the many dangers always facing the Cats—he was deployed against suspected Black Dragon strongholds in covert headhunting operations. His *Bakeneko's* heavy e-warfare capabilities prevented his targets from calling for aid. Nonetheless, the ISF eventually caught wind of the "rogue" Nova Cat and cut down the MechWarrior in a fatal attack.

BKN-1K BAKENEKO

MEDIUM 'MECHS

89

Type: **Bakeneko**

Technology Base: Mixed Inner Sphere

Tonnage: 55

Battle Value: 2,022

Equipment

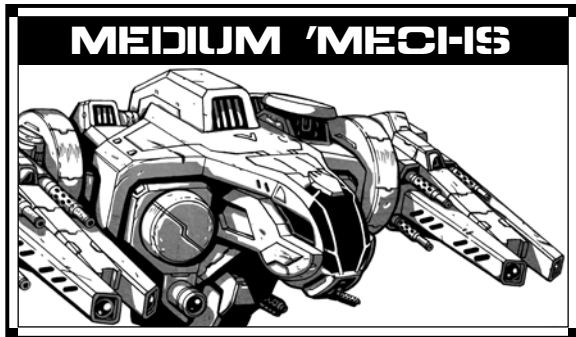
Internal Structure:	Endo Steel	3
Engine (C):	330XL	12.5
Walking MP:	6	
Running MP:	9 (12)	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	184	11.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	18	28
Center Torso (rear)		7
R/L Torso	13	19
R/L Torso (rear)		7
R/L Arm	9	18
R/L Leg	13	26

Weapons and Ammo

	Location	Critical	Tonnage
Light PPC	RA	2	3
PPC Capacitor	RA	1	1
Large Pulse Laser (C)	LA	2	6
ER Medium Laser	HD	1	1
MML 3	RT	2	1.5
MML 3	LT	2	1.5
Ammo (MML 3) 40/33	RT	1	1
CASE (C)	RT	0	0
Ammo (MML 3) 40/33	LT	1	1
CASE (C)	LT	0	0
MASC (C)	CT	2	2
Jump Jet	RT	1	.5
Jump Jet	LT	1	.5
2 Jump Jets	RL	2	1
2 Jump Jets	LL	2	1





Mass: 55 tons

Chassis: SR3084/b Endo Steel

Power Plant: Fusion 330 Extralight

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Forging C629/j

Armament:

2 Type 31 Ultra AC/5

1 Series 6b Extended-Range Large Laser

1 Mk 22 SRM 6

Manufacturer: Industrial Complex Alpha

Primary Factory: Dante

Communications System: GBX Series Integrated

Targeting and Tracking System: Tokasha B4-T&T

Overview

When one thinks of the Clans, innovative is not often a word that springs to mind. While their culture is relatively unique, their technology and combat philosophies are mere incremental improvements and/or modifications on that which existed in the first Star League.

This stereotype may be changing, however. One of the strongest examples of truly new concepts being developed by the Clans is the Snow Ravens' *Dark Crow*, a high-end medium BattleMech with a unique and effective layout.

Capabilities

The dark crow (*Corvus subsolanus dantis*) is a strange predator found only in several large caves

on the world of Dante. Unlike most avian analogues, it is a true troglodyte, perfectly adapted for its subterranean environment. The creature is notable for having a six-limbed body structure, with two powerful legs for running and climbing, two stubby arms to aid in navigation and grip prey, and two oddly-shaped wings that allow the dark crow to fly in the largest of the caverns. It is a fierce predator, though too small to be much threat to humans.

The *Dark Crow* BattleMech is built very similarly to its namesake. It is very fast for its mass, easily able to reach speeds approaching 100 kilometers per hour. Its side torsos feature stubby "wings" that act as stand-off armor, giving it above-average protection for its thick torso. Its most interesting features are its low-mounted arms. Where most 'Mechs have their arms protruding from their shoulders, the *Dark Crow's* are much lower on the torso, near what would be the 'Mech's abdomen. This gives this machine a superior field of fire when in confined spaces.

The actual weapons carried by the *Dark Crow* are simple and proven models. Its primary firepower comes from a pair of medium-class Ultra autocannons, with two tons of ammunition for each. These are mounted in the 'Mech's arms, allowing it to easily and effectively rake fire along the ground, and provide enough punch and rate of fire to threaten nearly any battlefield unit. In the right torso is a six-tube short-range missile system, chosen for its light weight yet high power inside the autocannons' dead zone. Finally, an ER large laser in the left torso provides long-range sniping capability, as well as acting as an effective backup weapon when the 'Mech runs out of ammunition.

It should be noted that the *Dark Crow* is somewhat under-armored when compared to other 'Mechs in its weight class. However, the Ravens seem to accept this as a natural and unavoidable side-effect of the 'Mech's mission role. Also, oddly, when compared to its other Snow Raven contemporaries, the *Dark Crow's* base model lacks any jump capability.

Deployment

The *Dark Crow* has proven fairly popular among Clan Snow Raven's second-line forces, though most pilots will still choose an OmniMech if given the

option. The Clan has not shared this design with the Outworlds Alliance, but this may simply be because the Periphery power has little interest in new BattleMechs of any sort.

The base model and anti-aircraft versions of this 'Mech have yet to see combat, but the advanced space combat model has proven very effective in anti-piracy operations.

Variants

One basic variation on the *Dark Crow* simply replaces the Ultra autocannon with LB-5X models and the SRM 6 with a targeting computer and an ER small laser. This model is considered an excellent anti-aircraft and sniper machine. There has been some talk that future variants may replace the standard armor of the base *Dark Crow* with ferro-fibrous, but at this time this remains just a theory.

Another configuration has been seen quite often among the Snow Ravens' new "S-Teams." This model mounts an astonishing array of advanced technologies, modifying nearly every aspect of the basic machine, from Clan-spec rotary autocannon and improved heavy lasers through an endo-composite structure and XXL engine, to laser heat sinks and ferro-lamellor armor. This version also mounts jump jets and a partial wing system, along with fuel tanks for space operations, making it a truly terrifying—if fragile—opponent and a fitting tribute to its namesake creature.

Notable Units

MechWarrior Kendra: Kendra of the Second Wolf Guardians won her *Dark Crow* in an unusual Trial of Possession. The BattleMech had fallen into the hands of a travelling Sea Fox merchant, who hoped to analyze and reverse-engineer it. Something about the ungainly 'Mech struck a chord deep within Kendra when she saw it on Blue Diamond, and she knew she had to have it. The Sea Fox merchant accepted her challenge, demanding they test their luck in a game of cards. Against warriors of other Clans, the terms of the Trial would have been foolproof, but Kendra was the Wolves-in-Exiles' reigning poker champ.

Type: **Dark Crow**

Technology Base: Clan

Tonnage: 55

Battle Value: 1,594

Equipment

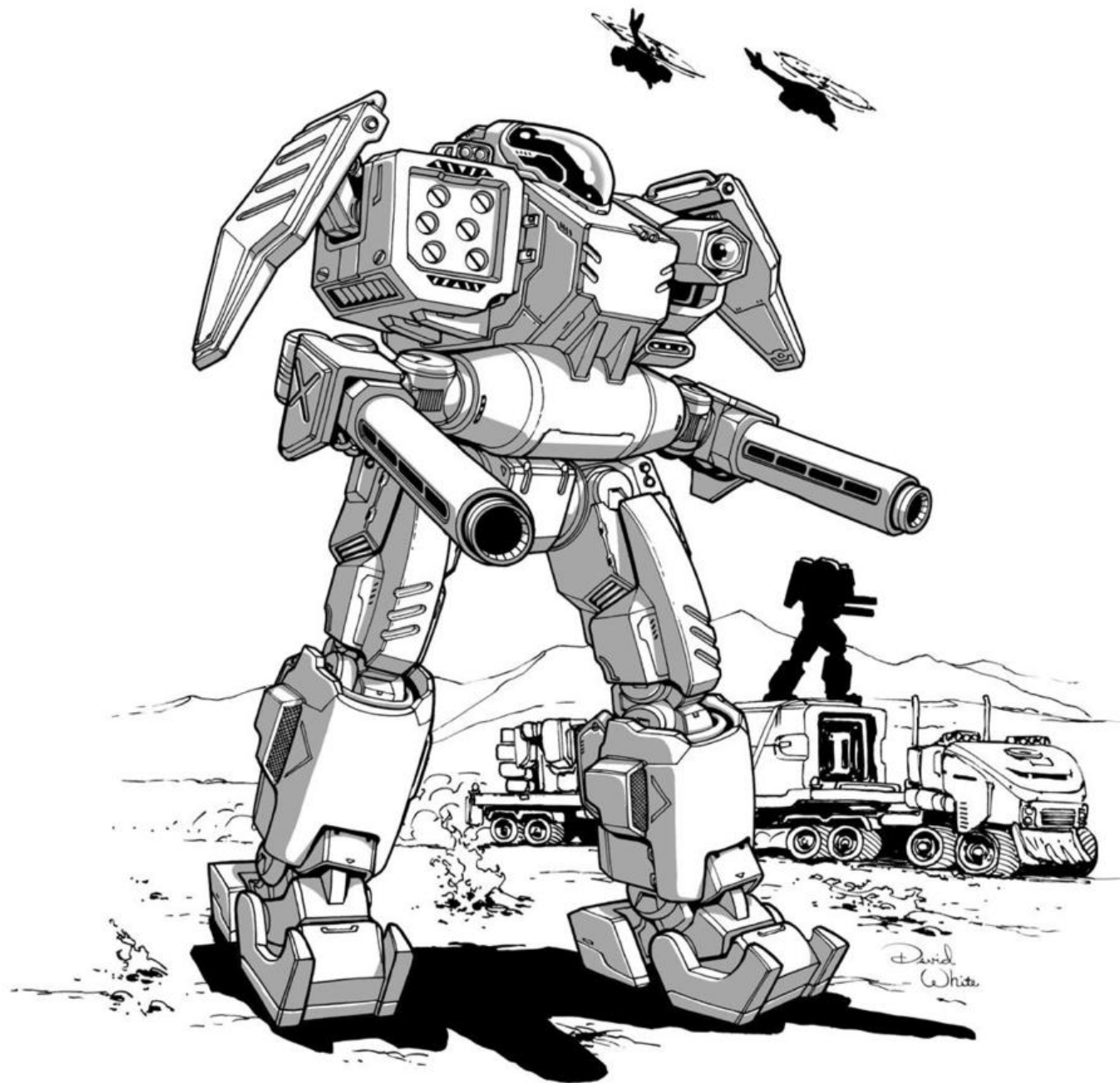
Internal Structure:	Endo Steel	3
Engine:	330 XL	12.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	128	8

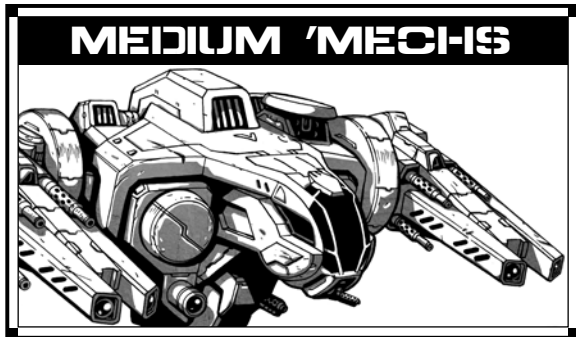
	Internal Structure	Armor Value
Head	3	8
Center Torso	18	20
Center Torso (rear)		4
R/L Torso	13	17
R/L Torso (rear)		4
R/L Arm	9	11
R/L Leg	13	16

Weapons and Ammo

	Location	Critical	Tonnage
Ultra AC/5	RA	3	7
Ultra AC/5	LA	3	7
SRM 6	RT	1	1.5
Ammo (SRM) 15	RT	1	1
Ammo (Ultra) 40	RT	2	2
ER Large Laser	LT	1	4
Ammo (Ultra) 40	LT	2	2

Notes: Features the following Design Quirk: Low-Mounted Arms.





Mass: 55 tons
Chassis: EXR Endo Steel
Power Plant: Hermes 330 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: New Samarkand Royal Ferro-Fibrous with CASE II
Armament:
2 Diverse Optics 30X Extended-Range Large Lasers
2 LongFire V LRM 5 Launchers
1 Shigunga MRM 10 Launcher
Manufacturer: Independence Weaponry
Primary Factory: Quentin
Communications System: Garret T11-B
Targeting & Tracking System: Garret D2j

Overview

Heavily championed by Warlord Mitsura Sakamoto for more than a decade, the *Exhumer* entered the rolls of the Benjamin District Regulars in 3129. Sakamoto, who held several engineering degrees, firmly believed the *Exhumer* would become the DCMS's next standard BattleMech, taking the place of the *Dragon* and *Thunderbolt*.

Capabilities

The *Exhumer* met very little acclaim among the rank-and-file MechWarriors of the Benjamin Military District. Its multiple missile launchers do not carry a powerful punch and suffer from continuous

targeting problems due to poor integration the use of surplus Garret systems. The *Exhumer's* loadout is best used at a distance, making its prominent battle fists an odd choice for a long-range combat machine.

Deployment

The Second Benjamin Regulars received the first of several *Exhumers* and put them to immediate use in raiding along the Dominion and Republic borders. During one raid on Dehgan, *Chu-i* Roberta Sato positioned her *Exhumer* on a low rise to cover the rest of her heavy reconnaissance lance as they approached a Ghost Bear position. The Bears reacted to the Dragon's presence and sent out a mixed Star of vehicles, battle armor, and a lone *Thresher*. Sato cut loose with a full salvo of missiles at the enemy 'Mech. As her force of hovertanks moved to evade the heavier Bear force, Sato watched in horror as the missiles missed their target and showered her lead Cizin. The *chu-i* covered her lance's withdrawal through judicious use of her lasers; the *Exhumer's* entire targeting system needed a complete overhaul when the lance returned to Chandler.

Stories similar to Sato's experience were common in the few years after the *Exhumer's* debut. In an attempt to save face, Warlord Sakamoto ordered a complete electronic overhaul of all *Exhumers* on active duty. He then cancelled the DCMS' remaining order and shunted them into the Dragon's small but competitive mercenary market. Despite the targeting issues, the *Exhumer* was better received among mercenary forces. Gannon's Cannons, employed by the DCMS for a strike mission on Pike IV shortly before the Combine's invasion of Prefecture II, used an *Exhumer* to smash through a Republic firebase. After their *Yeomen* shelled the thick ferrocrete walls, Lieutenant Mackie Derer moved his *Exhumer* forward and used its battle fists to exploit a rupture. By forcing the breach in this manner, the Cannons were able to extract their target in one piece: *Chu-sa* Yiguchi Saito, son of Pesht Military District Warlord Doppo Saito.

Variants

When the *Exhumer* was brought to the mercenary market, Independence Weaponry provided an update to the maligned 'Mech. Built with short range

combat in mind, smaller missile packs, pulse lasers, and a new triple myomer system, this variant proved to be highly popular.

Notable Units

Joe Gaskill: A confident and intense warrior, Gaskill found nearly two decades of success among the lower class arenas of Solaris VII. In 3143, he stunned the crowds with his underdog win over Mike "MadMan" Rolph to take the title of Grand Champion. Gaskill's easygoing and humble personality gives him an aura of refinement that makes him popular among younger fans. When not stomping around the arenas in his *Exhumer* (nicknamed "Sweetness"), he runs a successful drum and percussion school in the International Zone.

Gonzalo Sanchez: Sanchez has a deserved reputation for taking cockpit shots as his "signature move" in the free-form arenas on Fletcher. Drummed out of the LCAF in 3128, Sanchez spent several years in a Donegal prison before finding his way to the brutal arenas of Fletcher's underworld game circuit.

Lieutenant Mackie Derer: The oldest grandson of the unit's founder, Derer is next in line to lead the small mercenary unit known as Gannon's Cannons. After the successful mission on Pike IV, the Cannons were hired by the DCMS as an auxiliary unit to provide garrison support on the Combine's Republic acquisitions. The unit nearly disbanded after suffering major losses during a Dominion raid on Styx. Derer's *Exhumer* was one of two 'Mechs on watch the night a Second Vega Regulars Striker Star hit their command post. Using the canal that cut through the center of town, Derer got behind the Vegans and gutted their commander's *Black Hawk* from behind. Their morale shaken, the intruders withdrew long enough for the Cannons to mount up and give chase.

Type: **Exhumer**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,468

Equipment

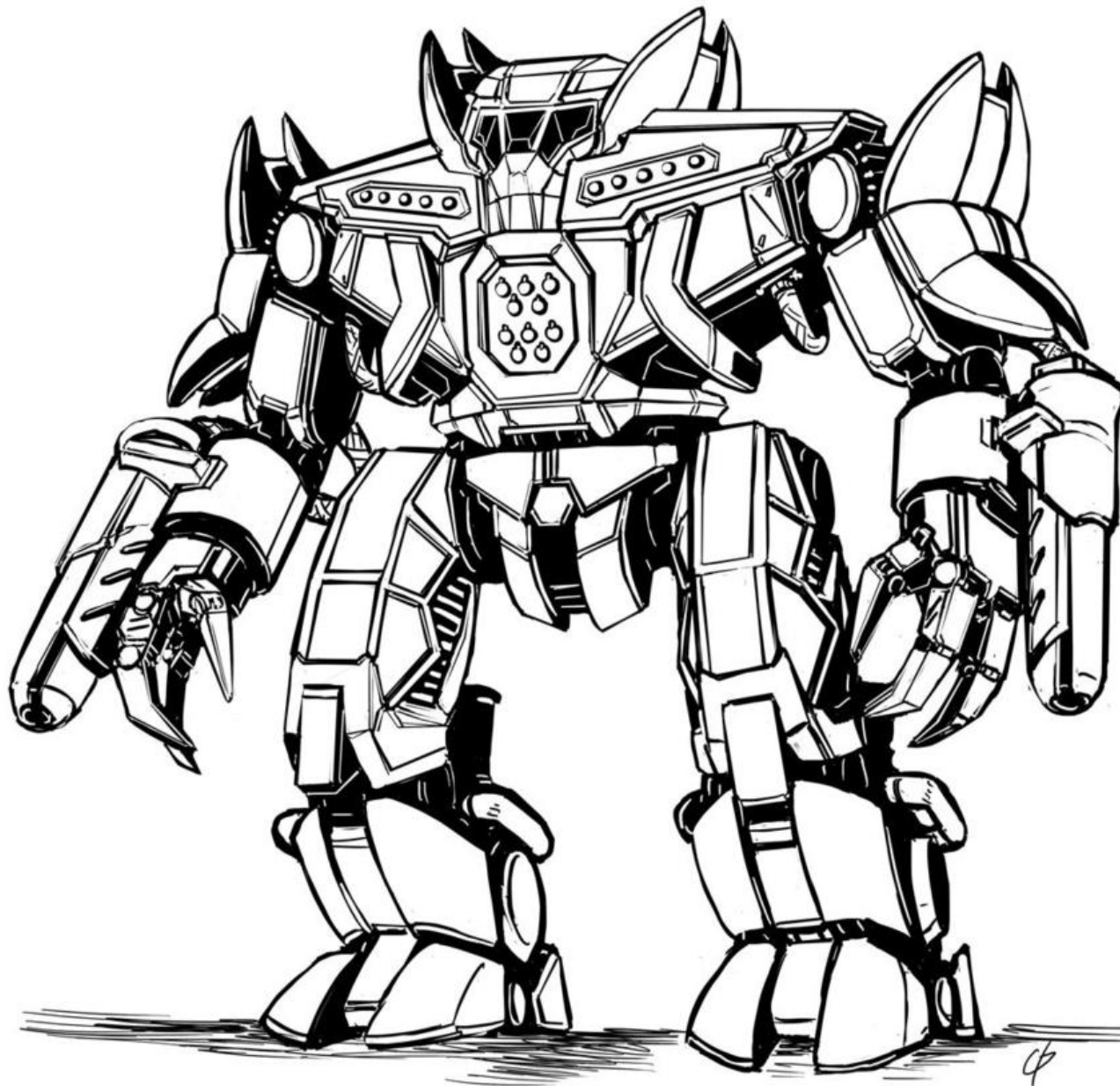
Internal Structure:	Endo Steel	Mass
Engine:	330 XL	3
Walking MP:	6	12.5
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	185	10.5

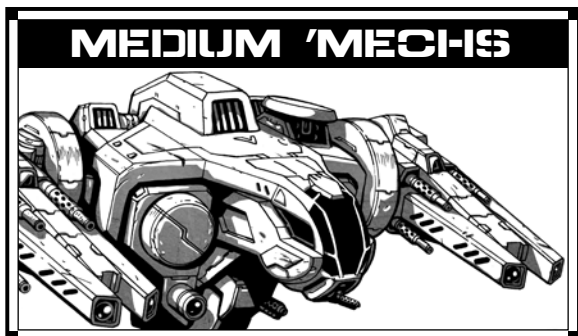
	Internal Structure	Armor Value
Head	3	9
Center Torso	18	26
Center Torso (rear)		10
R/L Torso	13	18
R/L Torso (rear)		8
R/L Arm	9	18
R/L Leg	13	26

Weapons and Ammo

	Location	Critical	Tonnage
ER Large Laser	RA	2	5
LRM 5	RT	1	2
MRM 10	CT	2	3
LRM 5	LT	1	2
Ammo (LRM) 24	LT	1	1
Ammo (MRM) 24	LT	1	1
CASE II	LT	1	1
ER Large Laser	LA	2	5

Notes: Features the following Design Quirk: Battlefists.





Mass: 55 tons
Chassis: Olivetti Stage 3
Power Plant: 275 Fusion XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Clan Standard Type A1 with Partial Wing
Jump Capacity: 150 meters
Armor: Raydient Advance Series 4
Armament:
 2 Series 6b ER Large Lasers
 2 Type OVR-V LB 2-X Autocannons
Manufacturer: Olivetti Weaponry
Primary Factory: Sudeten
Communications System: Raptor X-T Type iii
Targeting & Tracking System: Goshawk E-Series with Light Active Probe

Overview

Given the success of Olivetti Weaponry's *Eyrie* in 3087, many were surprised when the Jade Falcons waited twenty-five years to unveil the *Eyrie's* heavier sibling. Truthfully, Olivetti never planned to design a BattleMech to follow in the *Eyrie's* footsteps. A Clan Council initiative at the turn of the thirty-second century was meant to revitalize the flagging *touman* during Devlin Stone's peace, and the *Gyrfalcon* was the first tangible result of that program. Alongside the *Eyrie*, this new BattleMech was intended to inspire the next generation of Jade Falcons to new heights and to reinforce a sense of pride, patriotism, and culture in the Clan's older warriors. The initiative was a smashing success. Warriors of all stripes embraced

the *Gyrfalcon* not only for its battlefield prowess but also for its fearsome shape that screamed "I am Jade Falcon" to all potential challengers.

Capabilities

The *Gyrfalcon* is a workhorse BattleMech. Able to outrun and outmaneuver many opponents in its weight class due to MASC and its partial wing assembly, the *Gyrfalcon* can maintain considerable offensive pressure. Its weapons keep challengers at range while the MechWarrior relies on the *Gyrfalcon's* reflective armor to fend off return fire. Although the *Gyrfalcon* lacks the razor-sharp talons of its smaller sibling, in the event of a close-range contest, the 'Mech's legs are designed to withstand the rigors of performing a Death From Above assault.

Deployment

Like all of the Jade Falcon's totem 'Mechs, the *Gyrfalcon* only sees service with the Falcons, and it can be found in most battle Stars throughout the Clan's *touman*.

In an effort to showcase the new 'Mech's capabilities, the Second Falcon Dragoons landed on Chateau in 3113 and challenged the Hell's Horses' Thirtieth Mechanized Strike Cluster. The Trial of Possession targeted the Thirtieth's sole Star of *Baliuses*, one of the Horses' signature 'Mechs, and the Falcons' *batchall* challenged that Star to defend itself in the trial. The Falcons sought to prove that they possessed the more efficient totem 'Mech of both Clans. In the Avion Hills, a full Star of the Second Dragoons' *Gyrfalcons* met the Thirtieth's *Balius* Star. The Dragoons used the hills to their advantage and kept the heavier Horse 'Mechs at long range until the Trial's final minutes. Once the *Baliuses* closed the gap, two *Gyrfalcons* leapt from hilltops onto the Horses, instantly crushing two *Baliuses* with expertly timed Deaths From Above attacks. The remaining Horses fought for a short time before requesting *hegira*. Instead of claiming the *Baliuses* as *isorla*, Star Colonel Hazen ordered his warriors to publicly destroy the 'Mechs in front of the Horse warriors, leaving no salvageable components behind.

Variants

Gyrfalcon variants commonly resulted from pilot preference and are available as refits. All known variant configurations replace the standard model's reflective armor with lighter, more common ferro-fibrous armor. The heat-efficient *Gyrfalcon 2* also replaces the active probe with two laser heat sinks. The *Gyrfalcon 3* ties dual Ultra AC/2s with a targeting computer, making this a favored configuration with aggressive risk-takers unconcerned about heat management. The least common configuration is the *Gyrfalcon 4*, a specialized model which modifies the *Gyrfalcon 2* by replacing the paired autocannon with TSEMPs.

Notable Units

Galaxy Commander Aleksandr Hazen: Aleksandr was one of the runts of his sibko, and that nearly cost him his life. When his sibkin Malvina defended them both against nighttime attackers attempting to weed out the sibko's dead weight, she bought them both more time. Despite his small size, Aleks excelled from then on, but he and Malvina embraced different philosophies upon taking their Trials of Position. Where Malvina killed every one of her opponents in her Trial, Aleks purposely left all of his defeated opponents alive. Aleks soon won his Bloodname and quickly earned command of Zeta Galaxy for the Falcon's *desant* into the Republic alongside Malvina Hazen. Aleks' even temperament managed to rein in Malvina's more bloodthirsty proclivities during the *desant*, but on 15 August 3134, he was killed when his *Gyrfalcon White Lily* was destroyed during the battle for Skye.

Star Captain Jiyl Chistu: Unusual for a trueborn warrior, Jiyl Chistu of the Fifth Battle Cluster is quiet and reserved. Starmates and superiors often goad him into responding, but he is difficult to provoke. Behind his humble exterior lies the heart of a consummate tactician and politician. Whether at the controls of his *Gyrfalcon*, Emerald, or in *kurultais* or Clan Council assemblies, Jiyl has proven adept at manipulating the martial and political landscape of his Clan, which has led his critics to accuse him of being of Clan Snow Raven genestock.

Type: **Gyrfalcon**

Technology Base: Clan (Advanced)

Tonnage: 55

Battle Value: 2,367

Equipment

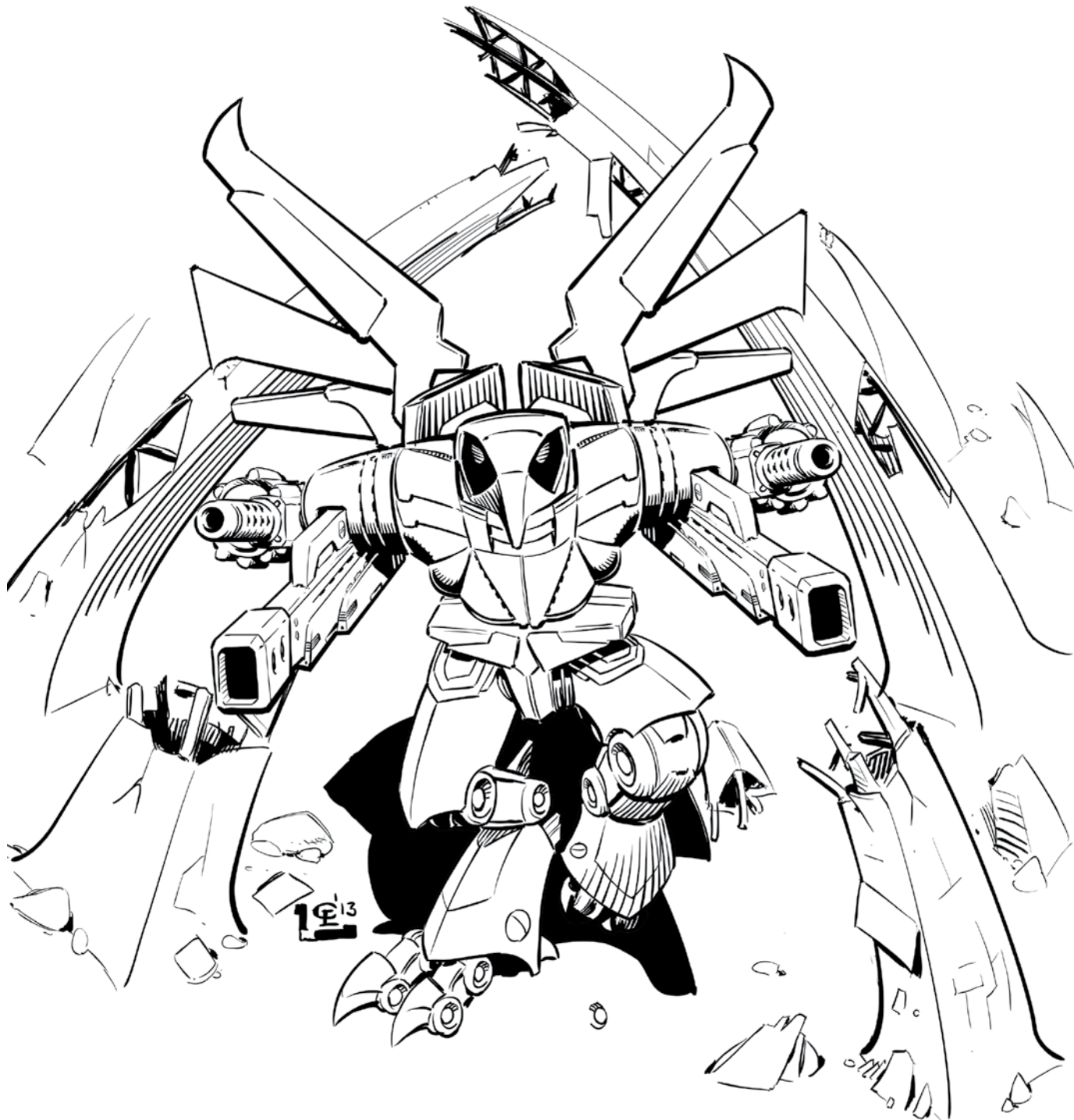
Internal Structure:	Endo Steel	Mass
Engine:	275 XL	8
Walking MP:	5	
Running MP:	8 (10)	
Jumping MP:	5*	
Heat Sinks (Laser):	11 [22]*	1
Gyro:		3
Cockpit:		3
Armor Factor (Reflective):	144	9

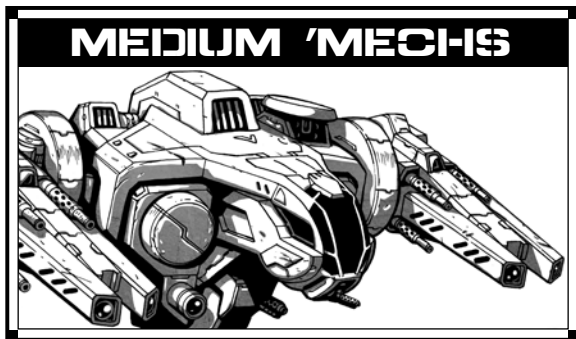
	Internal Structure	Armor Value
Head	3	9
Center Torso	18	21
Center Torso (rear)		6
R/L Torso	13	16
R/L Torso (rear)		5
R/L Arm	9	15
R/L Leg	13	18

Weapons and Ammo

	Location	Critical	Tonnage
ER Large Laser	RA	1	4
LB 2-X AC	RA	3	5
Ammo (LB-X) 45	RA	1	1
Light Active Probe	H	1	.5
MASC	LT	2	2
ER Large Laser	LA	1	4
LB 2-X AC	LA	3	5
Ammo (LB-X) 45	LA	1	1
Partial Wing	RT/LT	3/3	3
Jump Jets	RT	2	1
Jump Jet	CT	1	.5
Jump Jets	LT	2	1

Notes: *Partial Wing adds +2 Jump MP and -3 Heat per turn in Standard atmosphere (see pp. 105 and 107, *TO:AUE* or p. 116, *BMM* for additional rules). Features the following Design Quirks: Distracting, Reinforced Legs.





Mass: 55 tons

Chassis: Luthien Class 52 Endo Steel

Power Plant: Hermes 330 XL

Cruising Speed: 64 kph, 75 kph with
Triple-Strength Myomer

Maximum Speed: 86 kph, 108 kph with
Triple-Strength Myomer

Jump Jets: Icarus 81

Jump Capacity: 120 meters

Armor: New Samarkand Teppeki Hardened

Armament:

1 Lord's Light 3 Heavy Particle
Projection Cannon

2 Diverse Optics Type 20X
Extended-Range Medium Lasers

Manufacturer: Luthien Armor Works

Primary Factory: New Samarkand

Communications System: Sipher CommSys 4

Targeting & Tracking System: Neko Megane 7

Overview

As the Combine's unofficial cultural rebirth took hold, LAW engineers developed a stylized medium BattleMech for the Dragon's more aggressive samurai. Similar to the *Rokurokubi* in philosophy, it has found favor among rank-and-file DCMS MechWarriors in the decade since its debut.

Capabilities

Mounting advanced myomers once found among Davion and Capellan BattleMechs, the *Hitotsume-Kozo*, or "one-eyed dwarf," uses its variable speed to quickly bring its blade into close quarters.

Experienced pilots will carefully mix their energy weapon usage to build and maintain the *Hitotsume's* heat curve, giving it a deadly blend of speed, damage, and maneuverability. When combined with lighter *Rokurokubis*, *Hitotsumes* often provide ranged cover fire as their lighter brethren charge into the fray.

Deployment

The first *Hitotsumes* were difficult to appreciate by the average samurai because of their advanced structure and finicky heat curve. As a result, the Procurement Department believed it a dud concept and shunted them to the Ghost regiments and other less-favored units. However, some enthusiastic officers—most notably former Warlord Katana Tormark—and the yakuza-samurai embraced the *Hitotsume*. Through extensive practice and raiding operations—as well as pairing them with *Rokurokubis* and other fast, close-quarters 'Mechs—these samurai turned them into efficient killing machines.

One event on David typifies the savage grace shown by a competent *Hitotsume* pilot. A mixed company from the First Ghost attacked a fortified bunker network defended by Davion militia comprised of former Republic Standing Guard. The Ghost force fielded five *Hitotsumes* and a smattering of *Rokurokubis*, *Panthers*, and *Dragons*. Moving along the edge of effective range, the *Hitotsumes* blasted the distant bunker walls and eventually breached them. The *Hitotsumes* then closed at a slow pace, providing cover fire for the sprinting *Rokurokubis* and slower *Panthers*. The Combine light 'Mechs forced their way into the hillside bunker and were swarmed by battle armor. The battle raged outward as the militia committed their 'Mechs to the defense. The Davions were caught by surprise when the five *Hitotsumes* suddenly sprinted forward and waded into the tight confines of the complex. Expertly wielding their blades and feathering their heat, the five samurai cut down the remaining Davion defenders. With the bunker breached, the way was clear for the First Ghost to fall upon the new planetary capital, Sling.

In the hands of an unfamiliar pilot, however, the *Hitotsume* is a deathtrap. *Sho-sa* Miguel Tanaka-Rheese of the Eleventh Ghost was on patrol during

the Combine's assault on Brookeland. The *sho-sa* moved out of position to investigate a sensor anomaly and found himself surrounded by a squad of Cavaliers and two Marksman tanks. Unfamiliar with the *Hitotsume's* temperamental heat curve and out of range of his lancemates, Tanaka-Rheese quickly overheated his 'Mech in firing on the Davion tanks. The *Hitotsume* shut down, allowing the Cavaliers to swarm his fallen BattleMech and take the *sho-sa* prisoner. Embarrassed by his obscene failure to properly wield his weapon, Tanaka-Rheese fashioned a crude dagger while in custody and committed *seppuku*.

Variants

LAW has provided the DCMS with one variant of the *Hitotsume-Kozo*. Exchanging its particle cannon for a heavy ultra autocannon and upgrading its laser array, the -1P has been positively received by MechWarriors in the Ghost Regiments.

Notable Units

Sho-sa Gerald Yamamoto: Commander of the bunker breaching operation on David, Yamamoto received the Bushido Blade for his actions. The *sho-sa* was responsible for two BattleMech kills that day. The *sho-sa* styles himself a brilliant strategist, along the lines of his famous ancestor Isoroku. While his strategies were helpful in the First's conquest of David, they were not enough to bring him more than token acknowledgement from the regimental command staff. Yamamoto believes he is due a new *Shiro*, but his arrogant attitude has done nothing to endear him to *Tai-sa* Seijun Noketsuna, who believes the *sho-sa* a "pissant noble unworthy of his heritage."

Katana Tormark: The former warlord of Dieron, Tormark backed the wrong side in the Nova Cat rebellion. She was once honored with an experimental *Hitotsume*. After her capture, she was rumored to have been taken to New Samarkand, occupying a deep dungeon cell within an ISF stronghold.

HKZ-1F HITOTSUME KOZO

MEDIUM 'MECHS

97

Type: **Hitotsume Kozo**

Technology Base: Inner Sphere (Advanced)

Tonnage: 55

Battle Value: 1,998

Equipment

		Mass
Internal Structure:	Endo Steel	3
Engine:	330 XL	12.5
Walking MP:	6 (7)	
Running MP:	8 (10)	
Jumping MP:	4	
Heat Sinks:	12 [24]	2
Gyro (XL):		2
Cockpit:		3
Armor Factor (Hardened):	116	14.5

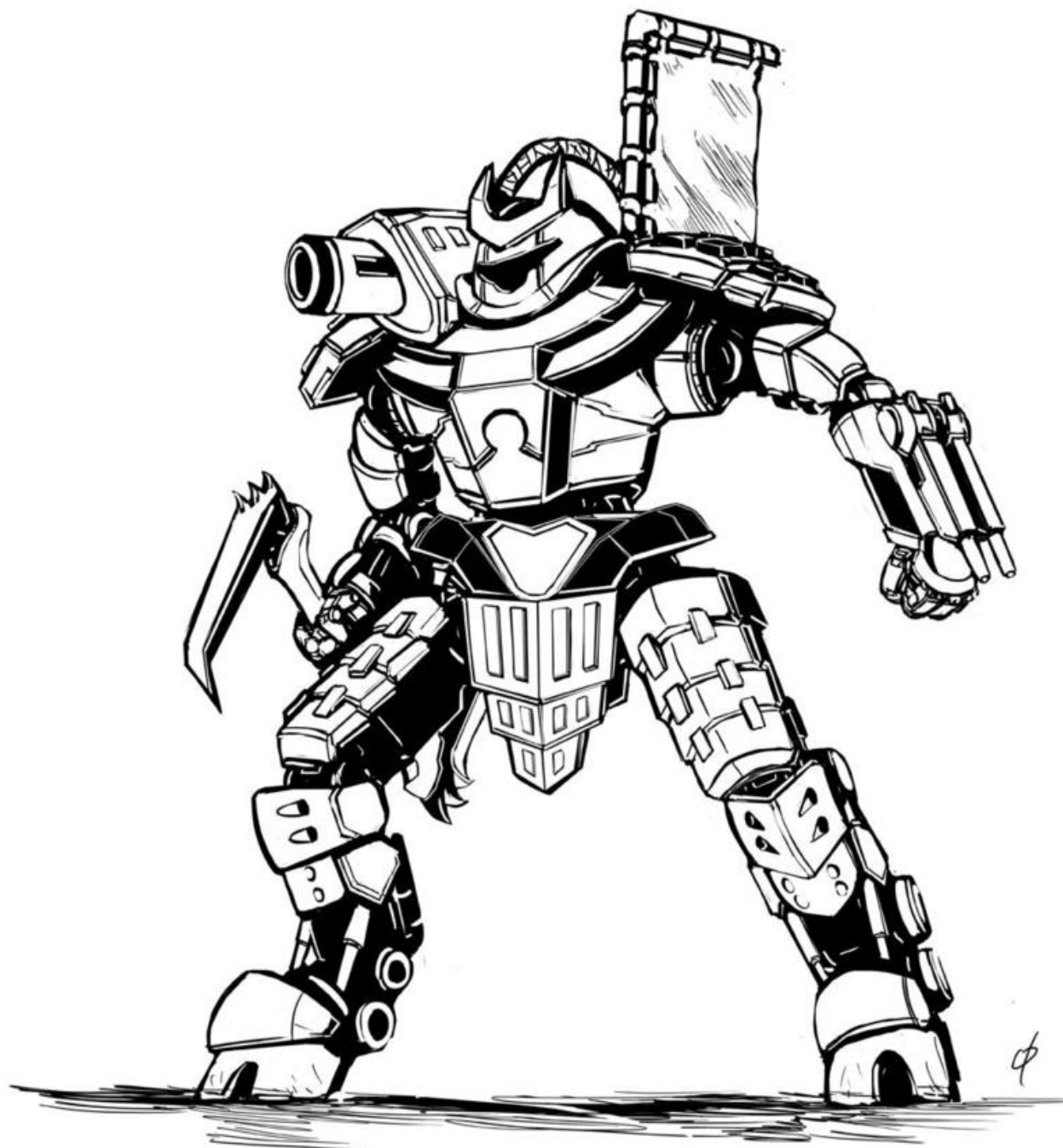
	Internal Structure	Armor Value
Head	3	9
Center Torso	18	20
Center Torso (rear)		5
R/L Torso	13	13
R/L Torso (rear)		5
R/L Arm	9	10
R/L Leg	13	13

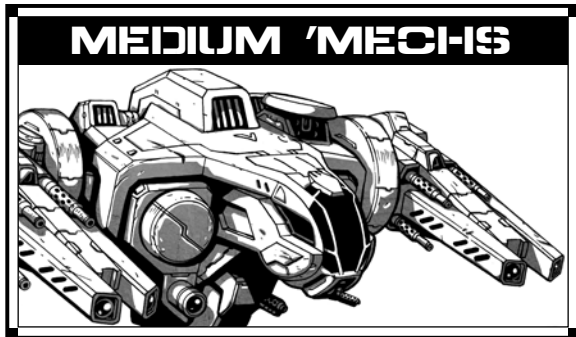
Weapons

and Ammo	Location	Critical	Tonnage
Hatchet	RA	4	4
Heavy PPC	RT	4	10
2 ER Medium Lasers	LA	2	2
Triple-Strength Myomer	RA/LA	3/3	0
Jump Jets	RT	2	1
Jump Jets	LT	2	1

Notes: Hardened Armor reduces Running MP by 1.

Features the following Design Quirks: Stable, Difficult to Maintain.





Mass: 55 tons

Chassis: NETC Kappa Endo Steel

Power Plant: Core Tek 275 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Wall Type 8 Light Ferro-Fibrous with CASE II

Armament:

1 M-7 Gauss Rifle

1 Martell-X Medium X-Pulse Laser

1 Martell Extended-Range Medium Laser

1 Blankenburg Small Variable-Speed
Pulse Laser

1 Holly 7 Tube Multi-Missile Launcher

Manufacturer: New Earth Trading Company

Primary Factory: New Earth

Communications System: Marshal 635

Targeting & Tracking System: Scope 4520

Overview

The discovery that ComStar had reconstituted the Com Guards came as a shock to RAF intelligence, but even more alarming was the presence in their ranks of 'Mechs and DropShips that had never been seen before. During the long coursing of the Com Guards to Epsilon Eridani careful attention was paid to evidence that might lead the RAF to the Com Guards' suppliers, and that attention paid off. Almost immediately after the Com Guards' destruction RAF security forces including several knights and a paladin descended on New Earth and claimed the New Earth Trading Company. Re-staffed and

nationalized, NETC's products now flow into the RAF's ranks, including the *Kheper*.

Capabilities

The *Kheper* is a versatile medium combatant, though its lack of jump jets limits its utility. The M-7 is a venerable weapon, and well supported by a covey of lasers and a multi-missile launcher. Modestly armored, the *Kheper's* real strength is in its simple construction. With so few production facilities, the Com Guards needed equipment available in bulk; to the Republic's benefit, it turns out, since the RAF's needs are the same.

Deployment

The *Kheper* was a common component of Com Guard Level IIs in their rebuilt First Division, and fought to the last with that division on Epsilon Eridani. In the few years that *Khepers* have entered the RAF, they have proven popular machines in raiding parties. If the RAF had no knowledge of the *Kheper's* production, it's as near certain as anything that no one else did, either.

During a destabilizing raid on Milton in 3144, RAF Captain Pamela Pameswaran piloted a *Kheper* against Clan Wolf as part of a lance of medium 'Mechs, painted in FWLM colors and broadcasting Free Worlds transponders. When a *solahma* Nova came upon the RAF lance on its way to its objective, the Star Commander declared a Trial of Possession for the unknown 'Mech. Captain Pameswaran agreed, and the Nova bid to three Points of 'Mechs and two of battle armor. During the battle, Pameswaran's big Gauss rifle accounted for three Elementals and two of the BattleMechs. Though their original raid was blown by the interception, the Wolves wasted months hitting Free Worlds worlds looking for the *Kheper*—which the Mariks, of course, had never heard of.

NETC's production lines continue to operate under the RAF's management, pushing more and more *Khepers* into the RAF's arsenal. RAF strategists expect this to pay dividends once the Fortress is lowered and the RAF moves to reclaim its occupied territory. Against opponents who haven't faced the *Kheper*, its unique nature will multiply its effect.

Notable Units

Captain Pamela Pameswaran: Originally from Alcor, Captain Pameswaran rose through the ranks of the Triarii before transferring to Stone's Brigade in 3143. She was present at the final battle of the Com Guards at Epsilon Eridani and saw the *Kheper* in action. It was this experience that got her assigned to one of the first RAF *Khepers*, but her skill put her on the raiding teams. Since her action on Milton she has advocated for further raids in the Wolf Empire to keep the Clan wasting resources looking for its mystery 'Mech.

Sir Trenton Calhoun: Knight of the Sphere Trenton Calhoun served with distinction during the destruction of the Com Guards. He was shot out of his 'Mech during the battle's final stages and claimed a Com Guard *Kheper* from the salvage pool as its replacement. He has been lobbying to lead a raiding team from the Fortress into the Federated Suns, hoping to fan the flames of conflict between the Confederation and the Suns, but thus far his requests have been refused. Sir Trenton bides his time training his company in raiding tactics, in case the RAF changes its mind.

Adept Michael White: Recently uncovered documents exposed the existence of Adept White, a ComStar infiltrator active in the late 3130s. Revealing himself to the neo-Blakist Broadsword Brotherhood in early 3137, White pointed to his military training and never-before-seen *Kheper* as proof of his true Blakist origins. Convincing Brotherhood leadership to gather on the frozen world of Hamal to meet with "The Second Master," White instead walked the organization into a ComStar-planned trap. The Brotherhood were cut down to the last man in a brief and brutal ambush, and White disappeared back into obscurity. His current whereabouts are unknown.

Type: **Kheper**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,568

Equipment

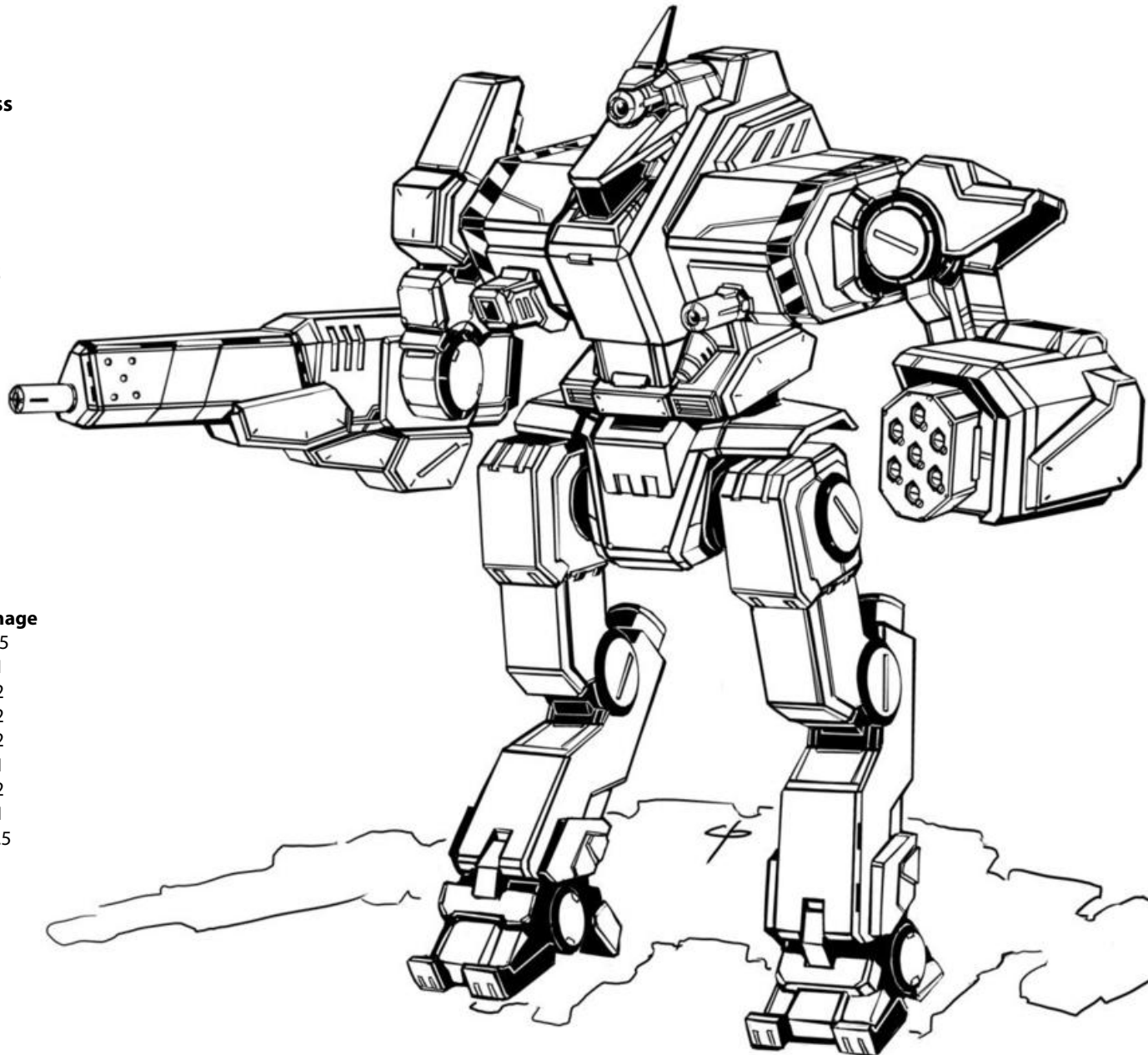
Internal Structure:	Endo Steel	3
Engine:	275 XL	8
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		1.5
Cockpit:		3
Armor Factor (Light Ferro):	152	9

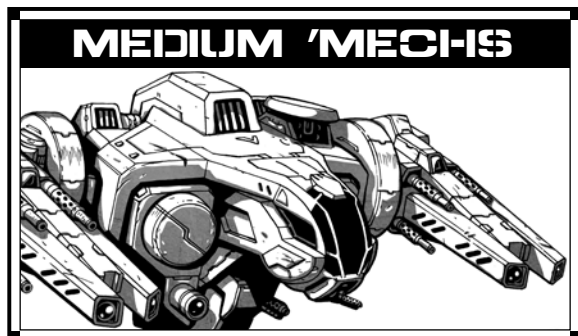
	Internal Structure	Armor Value
Head	3	9
Center Torso	18	24
Center Torso (rear)		7
R/L Torso	13	15
R/L Torso (rear)		6
R/L Arm	9	15
R/L Leg	13	20

Weapons and Ammo

	Location	Critical	Tonnage
Gauss Rifle	RA	7	15
CASE II	RA	1	1
Ammo (Gauss) 16	RT	2	2
Small VSP Laser	RT	1	2
Medium X-Pulse Laser	H	1	2
ER Medium Laser	LT	1	1
Ammo (MML) 34/28	LT	2	2
CASE II	LT	1	1
MML 7	LA	4	4.5

Notes: Features the following Design Quirks: Bad Reputation, Easy to Maintain.





Mass: 55 tons
Chassis: DSAM Endo 6-Composite
Power Plant: Fusion 330 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: Forging Zk15 Ferro-Fibrous
Armament:
 2 Type XX "Great Bow" LRM 20 Launchers
 4 Series 2b Extended-Range Medium Lasers
 6 Mustang 4.5 Extended-Range Micro Lasers
Manufacturer: Manufacturing Plant DSF-IT1
Primary Factory: Itabaiana
Communications System: Comset 1
Targeting and Tracking System: J-Track 52
 with Artemis V

Overview

The name *Mad Cat* has always been met with shock and awe in the Inner Sphere. The Diamond Sharks' introduction of the *Mad Cat II* did not change that. Driven by the thought of more profit, and seeing a market for a mobile and powerful medium 'Mech, the Diamond Sharks started development of the *Mad Cat III*.

Contrary to the exceptionally fast development time of the *Mad Cat II*, the *Mad Cat III*'s development went very slowly. It started in 3076, with the first model coming soon thereafter, making the development team more than just glad, but with the first prototype came the first problems. For some reason, the missile launcher refused to function

properly, and the armor was almost impossible to attach to the frame. Once they had rewired the missile launchers and made a few changes to the 'Mech's frame, the hip actuators started to fail.

It became technicians-versus-failure, with failure always being one step ahead of the technicians. They fixed one problem, and another seemed to appear out of nowhere. This led to the *Mad Cat III* becoming somewhat of a running gag. The Diamond Sharks could not—or would not—give up on the design; too much hope and money had gone into the project, and the designers felt honor-bound to deliver what they had promised years earlier. They finally succeeded in producing an error-free version in 3085, and production started half a year later in February 3086.

Capabilities

At fifty-five tons the *Mad Cat III* is twenty tons lighter than its original ancestor. Nevertheless, to the untrained eye the two 'Mechs are almost impossible to tell apart. In its first battles, even some combat computers got confused and labeled the *Mad Cat III* as a new *Mad Cat* configuration, but this problem was addressed relatively quickly with the next updates.

The weapon payload is very similar to the primary configuration of the original *Mad Cat*. The Type XX twenty-tube long range missile launchers were upgraded with a modern Artemis V fire control system, and supplied by two tons of ammunition each. The arms still mount two lasers, but on the *Mad Cat III* they are both Series 2b extended range medium lasers. The armament is finalized by no less than six Mustang 4.5 extended range micro lasers, which have proven very effective in taking down smaller targets and infantry.

An impressive maximum ground speed of 97 kph allows the *Mad Cat III* to quickly close on the enemy once the missile launchers are depleted, or to disengage from dangerous battles.

The sole downside of the design is the rather low armor protection. With only eight and a half tons of ferro-fibrous armor, the 'Mech seems underprotected on the modern battlefield.

Deployment

Except for the exiled Wolves, the Nova Cats and the Diamond Sharks, the *Mad Cat III* seems to be completely shunned by the Clans. Khan Samantha Clees of the Jade Falcons has claimed, "... selling cutting edge Clan technology to the barbarians of the Inner Sphere is an outrage against everything Nicholas Kerensky stood for and taught us." The Diamond Sharks are readily selling the *Mad Cat III* to every interested buyer, including the Lyran Commonwealth, the Draconis Combine and The Republic of the Sphere. All three are buying the 'Mech in great numbers.

Variants

Listening to the complaints about the lack of protection, the Diamond Sharks have recently started to offer a variant of the *Mad Cat III* that adds half a ton of armor. The six extended range micro lasers are replaced by pulse lasers, and short range missile launchers take the place of the long range launchers, retaining the Artemis V fire control system. The two arm mounted lasers are replaced with a single pulse laser.

Notable Units

MechWarrior Derek Leung: Part-time gambler and full-time romantic, Leung became an instant star when his fling with holovid sensation Kerensa Mayborne reached the public eye. Their fiery and well-covered relationship reached its climax during a publicity spree in the heart of Solaris City. Leung, accidentally tapped into a steamy conversation between Mayborne and a love-struck fan, and went weapons free on his former paramour. The resulting clash between his *Mad Cat III* and Mayborne's *Incubus* tore apart most of Lover's Row, ending with Leung's defeat and a promise to leave Solaris and never return.

Leung has since been employed by the Lone Wolves. A small feline in the unit's care has become the full focus of his doting, and Leung is currently attempting to turn Mad Cat Five, as he's named the cat, into a photogenic star in the mercenary world—all in hopes of using the poor animal to return to the limelight once more.

Type: **Mad Cat III**

Technology Base: Clan (Advanced)

Tonnage: 55

Battle Value: 2,400

Equipment

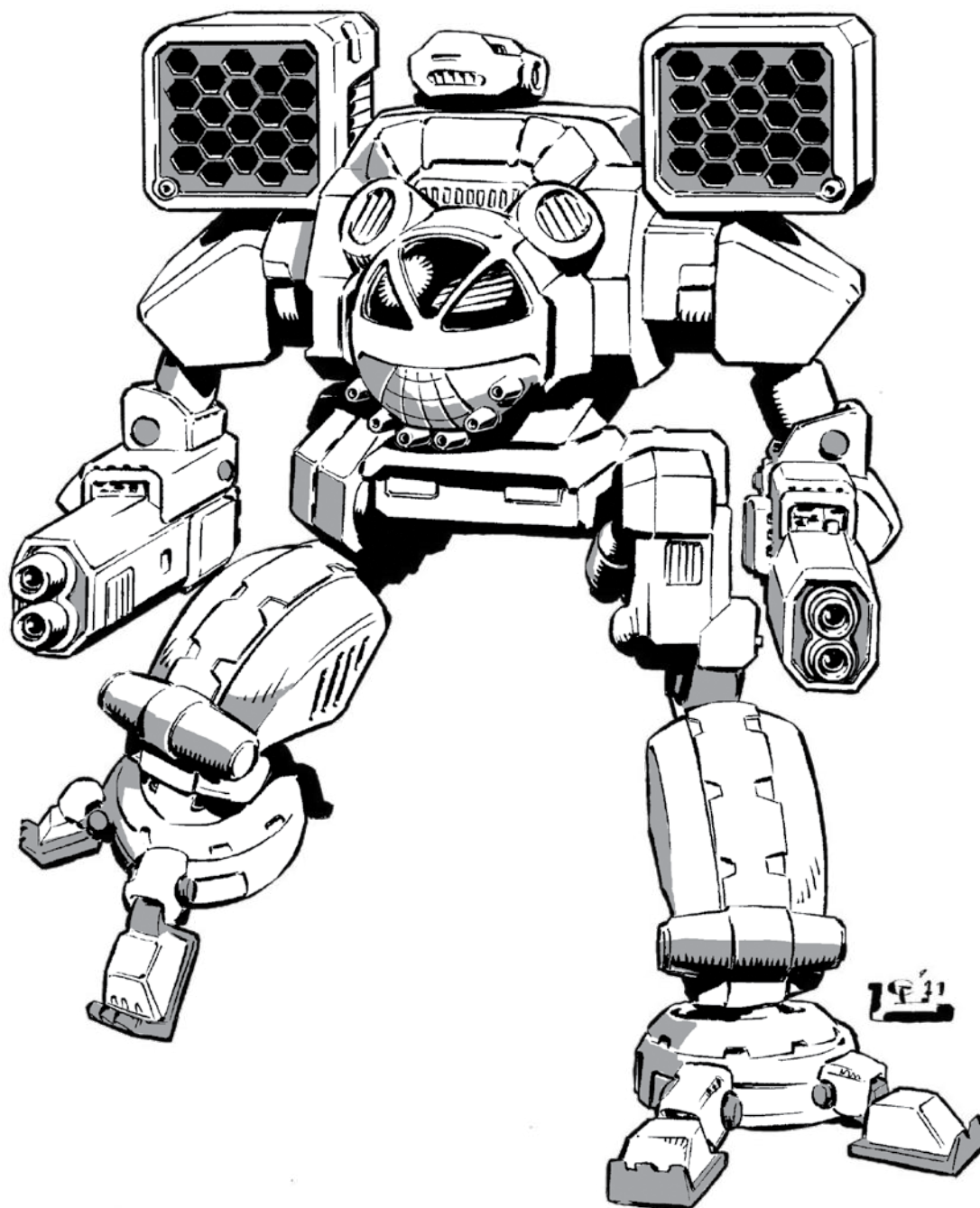
Internal Structure:	Endo-Composite	Mass
Engine:	330 XL	4.5
Walking MP:	6	12.5
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	163	8.5

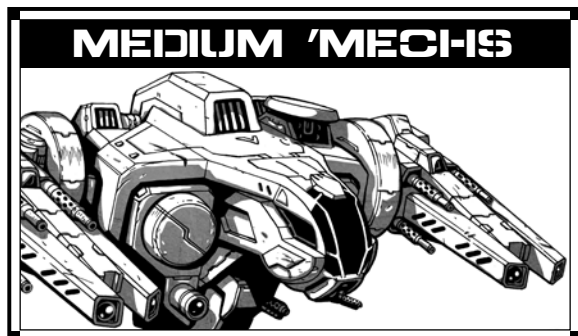
	Internal Structure	Armor Value
Head	3	9
Center Torso	18	20
Center Torso (rear)		8
R/L Torso	13	19
R/L Torso (rear)		7
R/L Arm	9	15
R/L Leg	13	22

Weapons

and Ammo	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
LRM 20	RT	4	5
Artemis V FCS	RT	2	1.5
Ammo (LRM) 12	RT	2	2
2 ER Micro Lasers	RT	2	.5
2 ER Micro Lasers	CT	2	.5
LRM 20	LT	4	5
Artemis V FCS	LT	2	1.5
Ammo (LRM) 12	LT	2	2
2 ER Micro Lasers	LT	2	.5
2 ER Medium Lasers	LA	2	2

Notes: Features the following Design Quirks: Bad Reputation, Difficult to Maintain, Improved Communications.





Mass: 55 tons

Chassis: Dennenbach-Mitchell Series 8 - Modified

Power Plant: DAV 220

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Rawlings 60

Jump Capacity: 90 meters

Armor: Krupp 205 Light Ferro-Fibrous with CASE

Armament:

1 Corean Light Gauss Rifle

1 Diverse Optics Sunbeam Extended-Range Large Laser

1 Guided Technologies 2nd Gen Streak SRM 4

1 Diverse Optics ER Small Laser

Manufacturer: Skobel 'Mech Works,

Defiance Industries, Luthien Armor Works

Primary Factory: Terra (Skobel), Hesperus II (Defiance), New Samarkand (LAW)

Communications System: Skobel Wave 13

Targeting and Tracking System: Matabushi Sentinel

Overview

With the collapse of the Word of Blake Protectorate most corporations lost stable sales. Some came through the events scarred but functional, while others saw their facilities destroyed during the Jihad. Amidst the destruction and against the odds, some prospered. Skobel 'Mech Works was one of the lucky few thanks to Lara Harman (an upper-level design engineer) who defected from Mitchell Vehicles and joined Skobel in 3075. Republic Intelligence later uncovered that Harman used her

position in Mitchell to siphon off trade secret data on the *Blue Flame* BattleMech and may have been on Skobel's payroll all along.

Harman correctly predicted that most of the Blake designs, regardless of their battlefield reputation, would inherit a stigma at the end of the Jihad. Sales plummeted as the Protectorate shrank, and companies like Mitchell scrambled to reposition their product lines. By 3076, Harman had been using her position and connections within the Word to repurpose equipment for her project.

Hidden under layers of bureaucracy, the *Thunder Fox* was the 'Mech that didn't exist. Virtually every component on the *Thunder Fox* was "borrowed" from other Blake designs. *Vanquisher* production lost some light Gauss rifles, redirected shipments meant for the *Legacy* provided the Streak SRM 4, and the *Blue Flame* provided the chassis and Sunbeam ER Large Lasers. Even the light ferro-fibrous armor and fusion engine were acquired through Harman's efforts.

Her gamble paid off, and the *Thunder Fox* has become a popular design in The Republic, though it would ultimately not benefit Harman, who was indicted for war crimes and profiteering.

Capabilities

With average performance for a 'Mech mounting a standard fusion engine, many analysts blame the public spectacle of Harman's indictment for the commercial success of the *Thunder Fox*. Built from a heavily modified *Blue Flame* chassis, the *Thunder Fox* adds ten tons to the design, sacrifices its light engine and some mobility.

The *Thunder Fox* has a sixty-four kph top speed and is meant for sniping and skirmishing. Its Sunbeam ER Large Laser and Corean Light Gauss Rifle give it effective striking power at over 600 meters. In close engagements, the *Thunder Fox* is often outgunned, adding only a Streak SRM 4 and ER small laser as secondary weaponry. Nine tons of light ferro-fibrous armor provide acceptable protection, allowing the *Thunder Fox* to withstand a heavy PPC strike without suffering penetration except when caught from behind. A unique, center-mounted jump jet system provides a surprising amount of lift, while two rear-leg mounted jets provide directional control.

Deployment

The TFT-A9 is currently deployed to the Principes Guards in The Republic. Lyran units stationed along the border have been receiving limited quantities for the last five years, and Combine deployments began in 3083. Both Houses are also testing variants that are expected to see deployment in early '86.

Variants

The Combine TFT-C3 design sacrifices the light Gauss rifle, adding a cockpit command console and C³ master computer while upgrading to a light fusion engine. Designed to coordinate lances of C³ slave-enabled scouts, the Combine variant is ideal for command-training junior officers, giving them battlefield experience without the distraction of piloting and engaging targets at the same time. The spacious command console—essentially a second cockpit—leaves the officer free to concentrate on C³ data, troop movements, and tactical decisions. Currently in field trials, the Combine has already placed initial orders with Luthien Armor Works for several of this model. In an attempt to provide a smoother (and less distracting) ride for the command officer the TFT-C3 trades in jump jets for experimental mechanical jump boosters in each leg, extending jumping range by 30 meters.

The Lyran TFT-L8 variant more closely resembles the *Blue Flame* than the standard model. Equipped with a 275 XL engine, top speed is boosted to 86 kph. Jumping movement is similarly increased with the L8's capacity sitting at a comfortable 150 meters. Two snub-nose PPCs and an LB-10X give the variant a decent punch at all ranges.

TFT-A9 THUNDER FOX

MEDIUM 'MECHS

103

Type: **Thunder Fox**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,325

Equipment

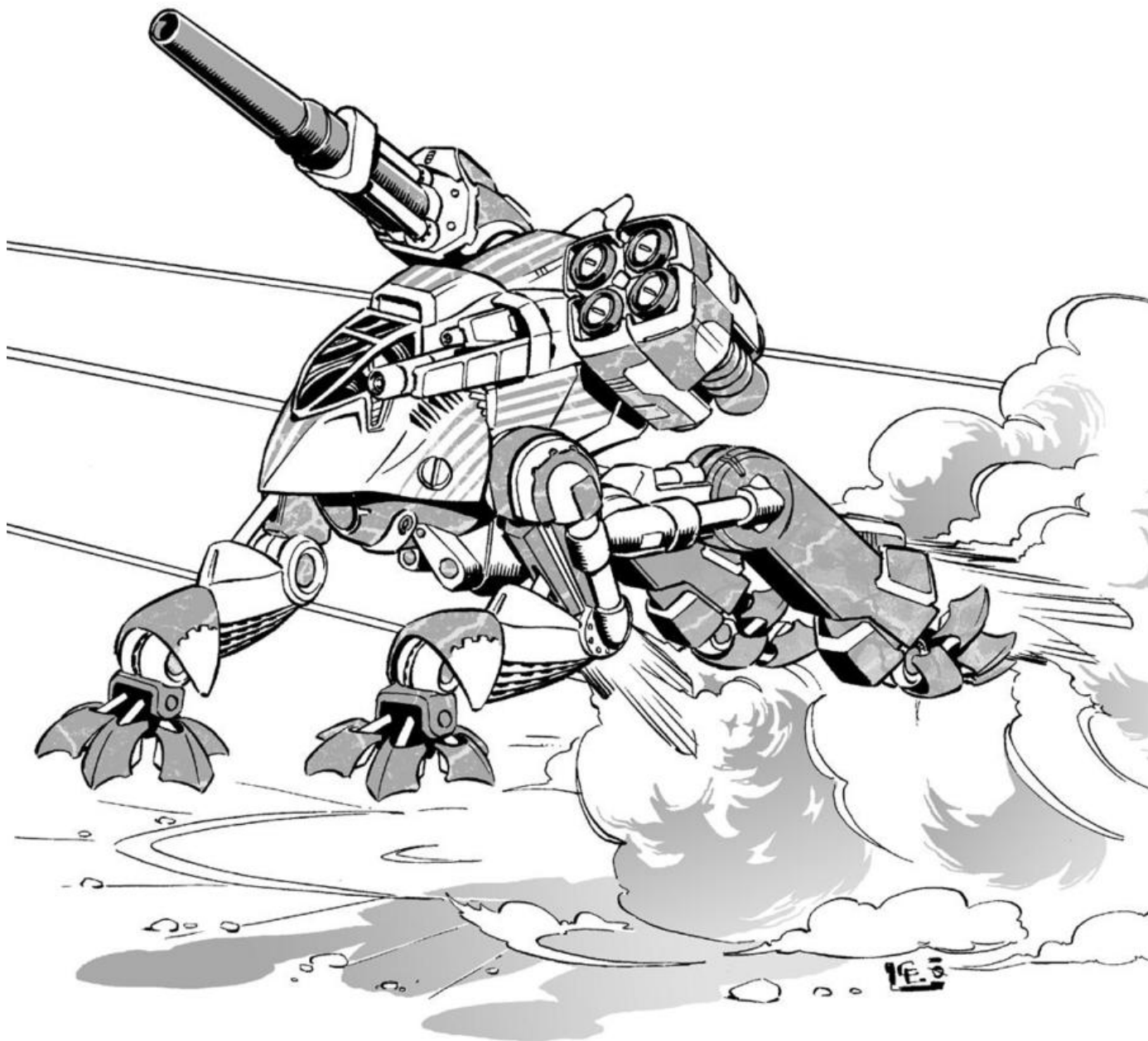
Internal Structure:		5.5
Engine:	220	10
Walking MP:	4	
Running MP:	6	
Jumping MP:	3	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Light Ferro):	152	9

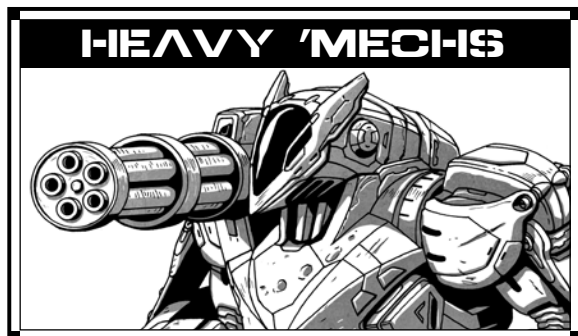
	Internal Structure	Armor Value
Head	3	9
Center Torso	18	21
Center Torso (rear)		6
R/L Torso	13	20
R/L Torso (rear)		4
R/L Front Leg	13	17
R/L Rear Leg	13	17

Weapons

and Ammo	Location	Critical	Tonnage
Light Gauss Rifle	RT	6	12
Ammo (Light Gauss) 16	RT	1	1
Streak SRM 4	LT	2	3
Ammo (Streak) 25	RT	1	1
CASE	RT	1	.5
ER Large Laser	LT	2	5
ER Small Laser	LT	1	.5
Jump Jet	RRL	1	.5
Jump Jet	CT	1	.5
Jump Jet	LRL	1	.5

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





Mass: 60 tons

Chassis: Earthwerks ZU Endo Steel

Power Plant: Hermes 240 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Chilton 465

Jump Capacity: 120 meters

Armor: Starshield A with CASE II

Armament:

1 Imperator Automatic Ultra Class

10 Autocannon

1 Zeus LRM 10 Launcher

1 Fusigon Shorttooth Light Particle

Projection Cannon with Capacitor

1 Diverse Optics Sunfire Extended-Range

Medium Laser

Manufacturer: Earthwerks-FWL, Incorporated

Primary Factory: Calloway VI,

Keystone (Destroyed 3138)

Communications System: Irian Orator-5K

Targeting & Tracking System: RCA Instatrak Mark X
with TAG

Overview

The embodiment of AMSC combat doctrine, the *Anzu* has been widely adopted by the reformed Free Worlds League. Named for a griffin that snatched the tablets of destiny from the gods, the *Anzu* symbolizes the refusal of people of the Free Worlds to allow others to dictate their future.

Capabilities

Armed with a medium autocannon backed up by a capacitor-linked PPC, the *Anzu* was designed by Earthwerks to fit the more direct, aggressive tactics developed by Marik-Stewart forces. Mechanically reliable and equipped with the same proven life support systems as the *Shadow Hawk*, the *Anzu* is well regarded by MechWarrior and technician alike. The BattleMech's powerful mid-range firepower and well-protected ammunition bins allow the *Anzu* to take the fight directly to the enemy, but it is the 'Mech's ability to accurately engage multiple targets and designate for indirect fire that makes it an indispensable member of a fire lance.

Deployment

In 3119 tensions among the Free Worlds states boiled over into open warfare. With battles raging up and down the Regular border, the AMSC ordered the Eleventh Atrean Dragoons to seize the key factory world of Harmony. The narrow, erratic streets and tightly packed buildings of the world's aging industrial city of Natus played to the strengths of the Regular defenders, and by the time the Dragoons had disembarked the planet's garrison was already well entrenched.

Pushing forward, mixed lances of Marik *Anzuses* and *Thunderbolts* went head to head with Regular *Patriots* and *Ost wars*, pushing the defenders deeper into the urban sprawl. Baiting the Dragoons, the Regular Hussars split up and fell back, forcing the attackers to spread out. Intending to ambush and defeat the isolated invading lances, the defenders found their hopes quickly dashed. Rather than falter in Regular kill-zones, the Dragoons' *Anzuses* turned the tables, leaping clear with their jump jets and summoning a rain of semi-guided missiles down on the Hussars' positions. Throughout the battle, *Anzu*-led Marik lances engaged the enemy at point-blank range, all the while delivering indirect support to nearby lances with no loss of accuracy. *Shockwaves* and *Griffins* poured in supporting fire from the flanks, running down Hussar 'Mechs flushed out by the *Anzuses'* assault. The unexpectedly rapid fall of Harmony forced Regululus to suspend offensive operations against the Commonwealth. It would be

two years of bitter fighting before the planet was restored to Regular control.

Variants

Earthwerks developed the ZU-J70 to serve as a lancemate for the baseline *Anzu*. Swapping the class ten autocannon for a smaller rotary model allowed the particle cannon to be upgraded to a snub-nosed Fusigon Smarttooth. An MML 7 replaces the base version's long-range missile rack.

Notable Units

Hauptmann Jessifer Niedermeyer: Hauptmann Niedermeyer practically lives in her ZU-J70. She is one of a half-dozen guerilla fighters on Hollabrun after it fell to the Wolf Empire. Her rotary autocannon and MML system have not had ammo in over a year. The excellent accuracy of her snub-nose PPC has made the difference in a number of skirmishes with the occupiers, though. Efforts to track down her force have whittled them down from a demi-battalion to their current demi-company. She hopes when death comes, it will be preceded by many Wolves at her hands.

Bondsman Erik Wolf: Born Erik Feraru on New Olympia, Erik was an eight-year veteran of the Marik Militia when he was captured by the Wolves during the invasion of Keystone. Abandoned by his fleeing lancemates, Erik found himself alone in his *Anzu* inside Earthwerks' large manufacturing complex, surrounded by an entire frontline Cluster of Wolf MechWarriors. In a desperate gambit, Erik confronted the nearest Clan Trinary and challenged it to a Trial for control of the factory. Bemused, the Star Commander accepted. Weaving through the interior of his own 'Mech's production lines, Erik took on one Clan warrior after another, dousing them in inferno missiles and hammering them with autocannon fire. Over the course of an hour, Erik defeated seven Wolf warriors before he passed out from the stifling heat in his nearly cored 'Mech, having torched much of the factory in the process. Saved only by the *Anzu's* resilient life support system, he was taken as a bondsman and his ZU-G70 was repaired for his use in a planned garrison Cluster.

Type: **Anzu**

Technology Base: Inner Sphere

Tonnage: 60

Battle Value: 1,503

Equipment

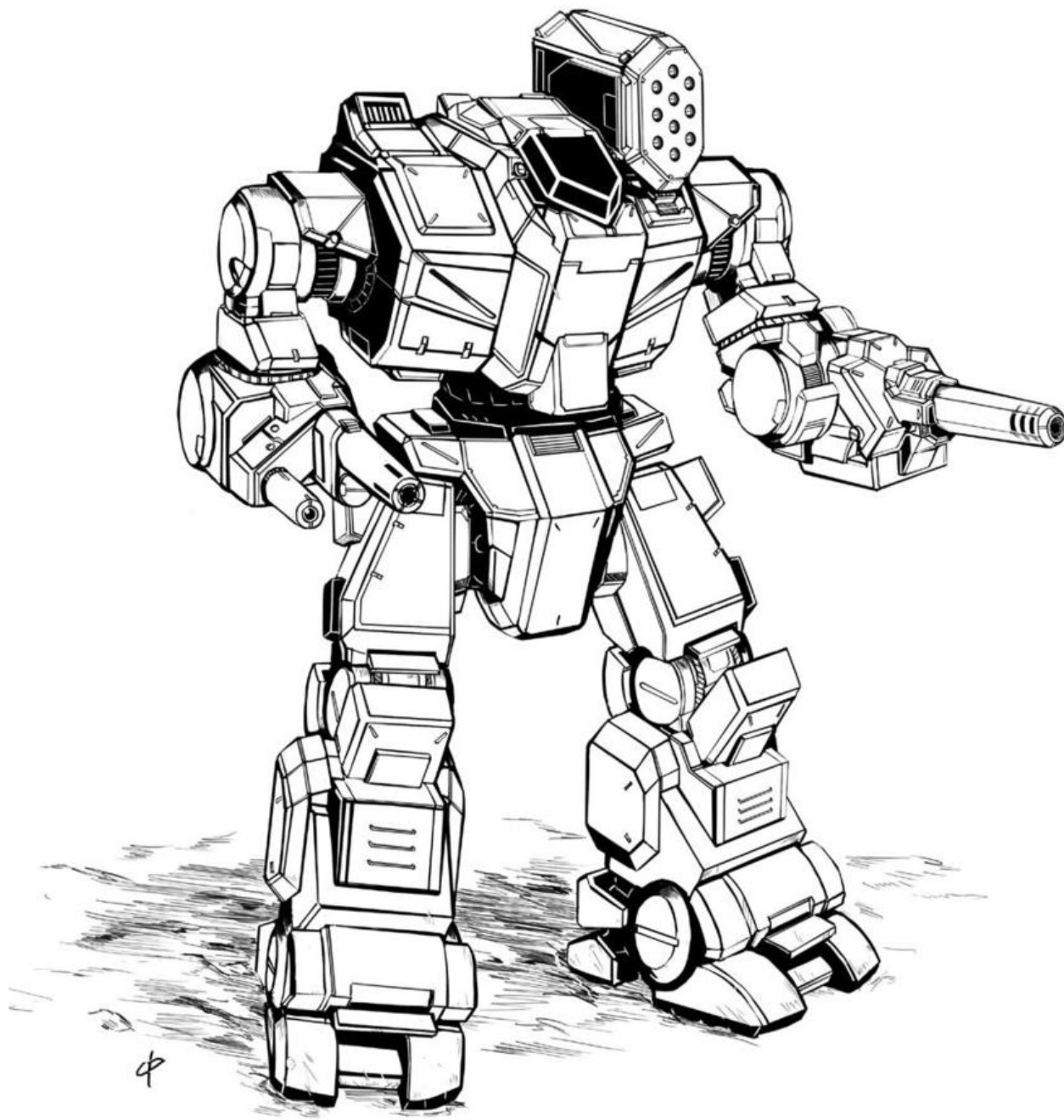
Internal Structure:	Endo Steel	3
Engine:	240 XL	6
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	176	11

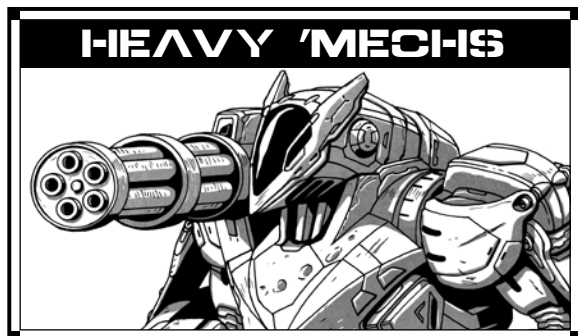
	Internal Structure	Armor Value
Head	3	9
Center Torso	20	26
Center Torso (rear)		7
R/L Torso	14	22
R/L Torso (rear)		6
R/L Arm	10	17
R/L Leg	14	22

Weapons and Ammo

	Location	Critical	Tonnage
Light PPC	RA	2	3
PPC Capacitor	RA	1	1
ER Medium Laser	RA	1	1
TAG	H	1	1
LRM 10	LT	2	5
Ammo (LRM) 24	LT	2	2
Ammo (Ultra) 30	LT	3	3
CASE II	LT	1	1
Ultra AC/10	LA	7	13
Jump Jets	RL	2	2
Jump Jets	LL	2	2

Notes: Features the following Design Quirks: Multi-Trac, Improved Life Support.





Mass: 60 tons

Chassis: Type 79-60 Endo Steel

Power Plant: Type 79 360 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: Clan Standard Type A1

Jump Capacity: 180 meters

Armor: Compound H17 Ferro-Fibrous

Armament:

1 Type 0 Hyper-Assault Gauss 20

2 Type X "Short Bow" LRM 10 Launchers

1 Series 7Ja ER Medium Laser

Manufacturer: Olivetti Weaponry

Primary Factory: Sudeten

Communications System: JNE Integrated

Targeting and Tracking System: Build 3Z CAT TTS

Overview

In the waning years of the Jihad, Jade Falcon technicians delivered many new 'Mechs for their Clan's *touman*. The crisis created many opportunities to innovate and many new designs emerged as a result of the Sphere-wide conflict, but some felt that improving on existing technology was the more effective approach. A merchant named Daniel championed this tactic. Brought to the attention of Khan Clees by continually exceeding expectations for the Olivetti production facility, Daniel proposed significant manufacturing changes. One of these was the creation of the *Shadow Cat II*. At a time when many Falcons called for a new heavy 'Mech design, Daniel's plan ultimately won out on three points: cost-efficiency, ease of development, and a significantly shortened delivery time.

Republic agents report that the original plans for the upgraded *Shadow Cat II* called for keeping the Gauss rifle from its prime configuration, but with the Falcons winning rights to HAG technology, the Gauss was dropped in favor of the newer weapon. Although Daniel was the conceptual mind behind the *Shadow Cat II*, he was not the principal architect of the design. It's unclear if the design was completed by scientists in the Inner Sphere or in the Clan Homeworlds. There are several contradictory rumors (possibly a deliberate misinformation campaign) that place the initial development in the homeworlds. All efforts to gain additional insight have been unsuccessful. As one of our agents put it, "It's almost like the Falcons are going out of their way to hide something."

The original prototype *Shadow Cat II*—with the Gauss rifle—never made it off the drawing board. No prototypes were produced, though it would be simple enough to create one. The Falcons are apparently more interested in experimenting with the HAG.

Capabilities

The *Shadow Cat II*'s primary weapon is a Type 0 Hyper-Assault Gauss HAG-20. A pair of Type X Short Bow LRM launchers augment its damage curve up to 630 meters. The potential damage delivered by the three systems is enough to chew through almost two full tons of standard armor. Where other fire support 'Mechs focus this kind of firepower into a narrow region—often punching through in a volley or two—the *Shadow Cat II*'s payload creates a shotgun-like effect. This configuration excels at exploiting targets that have already been softened up, but it has a much more difficult time against undamaged units. A right torso-mounted ER medium laser is almost an afterthought, and the tonnage may have been better spent on additional ammunition for the HAG.

Seven and a half tons of ferro-fibrous armor provide the *Shadow Cat II* with slightly more armor than its predecessor. A top speed of 97 kph and jumping capacity of 180 meters gives the 'Mech excellent mobility for its weight class. Ten double-strength heat sinks provide a reportedly comfortable cockpit even with continual weapons fire.

Deployment

Since the end of the Jihad, the *Shadow Cat II* has been deployed exclusively with the Jade Falcons. No other Inner Sphere Clan has yet held a Trial of Possession for the design, and Republic Intelligence believes the Falcons are unlikely to offer it, though it has been confirmed that the Diamond Sharks have tried—and failed—to acquire the design through trade agreements.

Variants

After the initial production run of *Shadow Cat IIs* were complete, Falcon scientists appropriated several to test more experimental weaponry. The *Shadow Cat II 2*—currently in limited trials—mounts an ER large pulse and ER medium pulse laser in place of the HAG. Additionally, both of these beam weapons have been fitted with laser insulators. The laser insulator shields the 'Mech from the heat generated by the lasers, allowing for a smoother heat curve at the expense of a higher rate of laser failure. Falcons scientists are continuing experiments from the *Winged Cougar*, fitting this variant with a 'Mech-scale partial wing to give it increased jumping range in standard atmospheres.

Notable Units

Major Sean Howard: Howard's *Shadow Cat II* was one of the initial 'Mechs to land during the First New Ivaarsen Chasseurs' 3102 invasion of Marduk. Hot dropping directly into the Victory Industries facility, the resulting melee tore apart Howard's 'Mech—but not before he downed a defending Kuritan *Cauldron-Born*. Salvaging its large-bore autocannon to replace his destroyed HAG, Howard returned to combat as Combine forces were forced into the surrounding Tillerbee jungle. Leaping between the trees to bring his new weapon to bear, Howard aggressively led the charge that forced House Kurita off the valuable industrial world.

Type: **Shadow Cat II**
 Technology Base: Clan
 Tonnage: 60
 Battle Value: 2,064

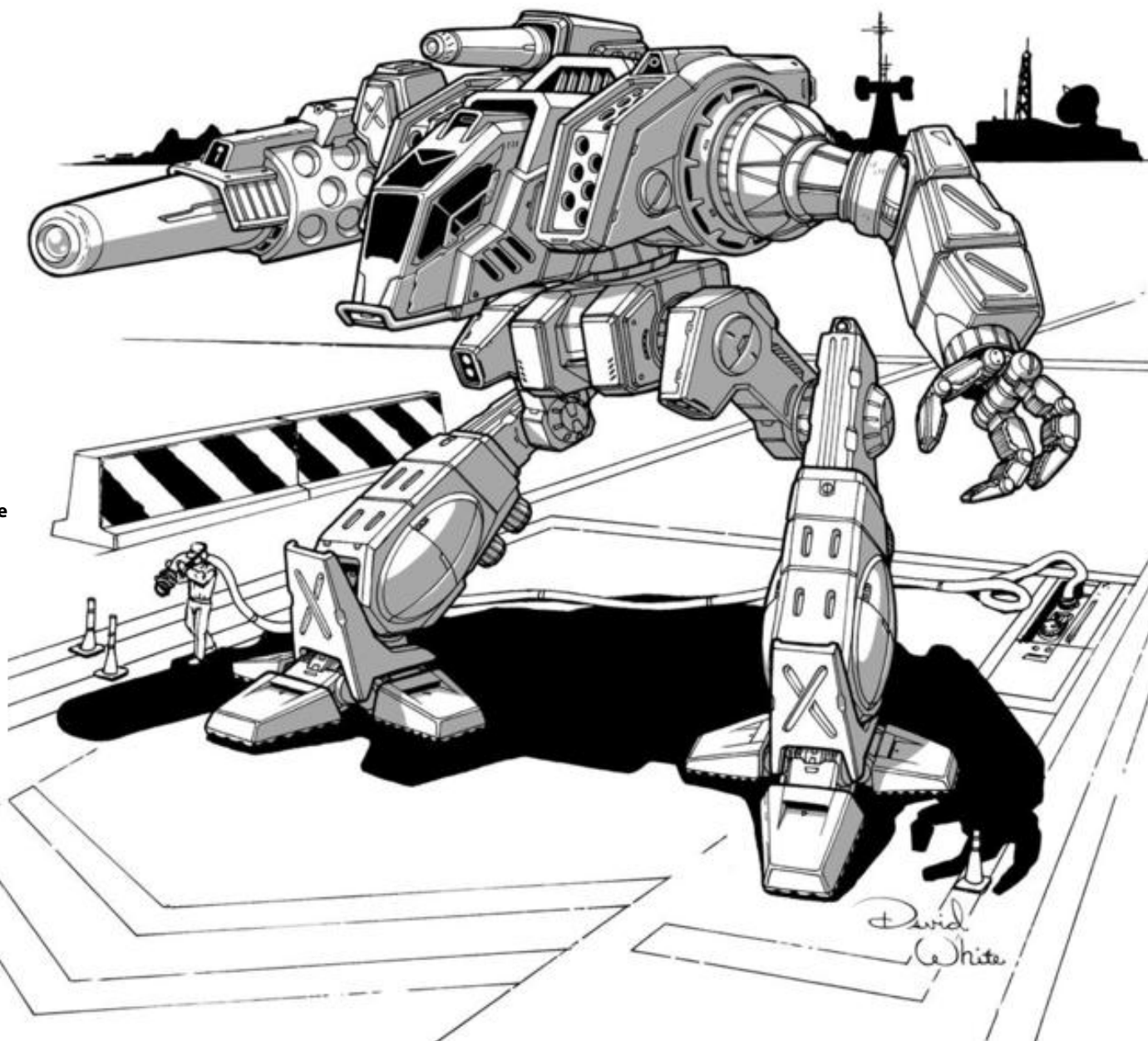
Equipment

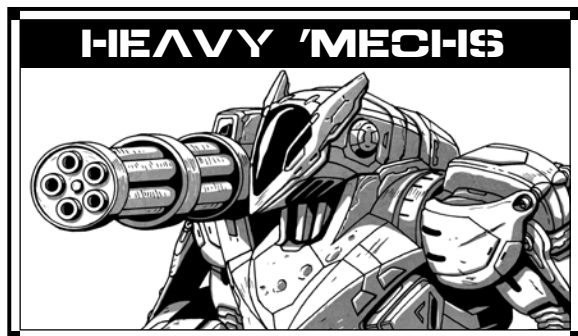
Internal Structure:	Endo Steel	3
Engine:	360 XL	16.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	144	7.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	20	20
Center Torso (rear)		7
R/L Torso	14	15
R/L Torso (rear)		5
R/L Arm	10	14
R/L Leg	14	20

Weapons and Ammo

	Location	Critical	Tonnage
HAG 20	RA	6	10
Ammo (HAG) 12	RT	2	2
LRM 10	RT	1	2.5
LRM 10	LT	1	2.5
Ammo (LRM) 24	LT	2	2
ER Medium Laser	RT	1	1
Jump Jets	RT	2	2
Jump Jets	CT	2	2
Jump Jets	LT	2	2

Notes: Features the following Design Quirks: Easy To Maintain, Narrow/Low Profile.





Mass: 60 tons
Chassis: Dorwinion Royal Fox
Power Plant: Model 42b 300 XXL
Cruising Speed: 54 kph
Maximum Speed: 86 kph, 108 kph with MASC
Jump Jets: None
Jump Capacity: None
Armor: StarGuard Nightshroud Stealth with CASE
Armament:
 1 Mydrion Tornado Rotary Class 5 Autocannon
 2 ExoStar Pinnacle (Clantech)
 Extended-Range Large Lasers
Manufacturer: Achernar BattleMechs
Primary Factory: New Avalon
Communications System: Lynx-Shur 7
 with Guardian ECM Suite
Targeting & Tracking System: Federated Hunter
 Mk. XII

Overview

The Blackout signaled the end of Devlin Stone's dream for a peaceful Inner Sphere, and few companies responded as quickly as Achernar BattleMechs, who released the first *Vulpes* to the AFFS in 3133, barely a year after the Blackout. A heavy, fast attack 'Mech in the same vein as the venerable *Argus*, the *Vulpes* found a ready home in the regiments of House Davion.

Capabilities

Clearly designed with the lessons learned fighting House Liao in mind, the *Vulpes* is the AFFS' preeminent heavy attack 'Mech. Designed to fight

at the range where its stealth armor offers it the most protection, fast enough to move with the line of battle, and dangerous enough that it cannot be ignored, the Suns' enemies quickly learned to target this powerful 'Mech early.

Deployment

Vulpes 'Mechs have earned a fearsome reputation in the short time they've been in the field. Popular among the AFFS' most elite regiments, they fought in some of the heaviest actions of both invasions. On Almach, with the First Federated Suns Armored Cavalry, a pair of these 'Mechs led two lances of Red Lancers on a merry chase.

Suffering from heavy Arrow IV bombardments, several detachments were sent out to silence the Red Lancers' launchers. Though they didn't discover the launchers, the two MechWarriors did stumble onto two recon lances probing for the Armored Cavalry's flank. Activating their armor, the pair attacked from long range, trusting their Clan-standard large lasers to outrange anything the Capellans could hit back with.

Two Capellan 'Mechs fell almost immediately, while the rest rushed forward, trying to close the range. Protected by their stealth armor, the *Vulpes* MechWarriors started a retrograde movement, holding the range, though the swift Capellan scouts were still faster. By the time they closed to optimal range for the *Vulpes*' Tornado cannons, only five of the Capellans were still mobile. The first autocannon barrage downed another 'Mech, but both Davion autocannons jammed. The *Vulpes*' pilots withdrew, trying to disengage, but the Capellans followed. By this time their heat burden was rising, and the air filled with the roar of incoming Arrow missiles. Only one of the *Vulpes* returned to the Armored Cavalry's lines, though they had traded one sixty-ton 'Mech for at least six Capellan scouts.

Captured *Vulpes*es are prized by both Combine samurai and Capellan *janshi*—'Mechs have been observed on both New Syrtis and Robinson operating under enemy flags, and at least one disaffected company commander took his *Vulpes* when he deserted to form a mercenary company.

Notable Units

Captain Byron DuVall-Hasek: Captain DuVall-Hasek of the Sixth Syrtis Fusiliers participated in the defense of New Syrtis in 3145, where he took command of the flagging defense when battalion command was wiped out by an artillery strike. DuVall-Hasek held position at the outskirts of Saso and fired upon every approaching Capellan 'Mech until his magazine went dry. Then he would pull back and perform a combat reload while other battalion members mopped up his targets. DuVall-Hasek's company remained behind to the bitter end and inflicted severe damage on Capellan invaders before being overrun. DuVall-Hasek's *Vulpes* performed a total of twenty-six combat reloads before falling. For his dedication, he was posthumously awarded the Federated Suns Medal of Honor.

Sang-sao-shao Jié Yuen: According to Yuen, she was once a *sao-shao* in the Third St. Ives Lancers. Throughout the invasion of the Capellan March, she grew increasingly dissatisfied with the devastation she saw on the worlds the Capellan Confederation intended to claim, thus attracting Maskirovka attention. Yuen then gathered a cabal of likeminded Lancers and abandoned the regiment just before it was to depart for its next assignment. Self-styled as a "senior major" of a partial mercenary battalion, Yuen gained employ with the Federated Suns. The people of the Capellan March presume she is a Maskirovka plant hiding in plain sight.

Captain Benjamin Horn: Captain Horn commanded a 'Mech company in the Davion Heavy Guards RCT on Palmyra. Though half his company died in the initial Combine assault, he led the remainder—including his *Vulpes*—into the wilds to wage a guerrilla campaign. He and his troops became adept at mousetrapping pursuing Combine lances, luring them in with the emissions of his Guardian ECM suite and then attacking from long range. The captain himself was responsible for four 'Mech kills before a company of the Sword of Light caught them in movement. Pinned against a cliff face, Horn's Company fought to the last man, destroying eight Swords 'Mechs before being killed.

Type: **Vulpes**

Technology Base: Mixed Inner Sphere (Advanced)

Tonnage: 60

Battle Value: 2,225

Equipment

Internal Structure:

Engine: 300 XXL (C)

Walking MP: 5

Running MP: 8 (10)

Jumping MP: 0

Heat Sinks: 14 [28]

Gyro: 3

Cockpit: 3

Armor Factor (Stealth): 200

Mass

6

6.5

4

3

3

12.5

*Internal
Structure*

*Armor
Value*

Head 3 9

Center Torso 20 30

Center Torso (rear) 9

R/L Torso 14 22

R/L Torso (rear) 6

R/L Arm 10 20

R/L Leg 14 28

Weapons

and Ammo

Location

Critical

Tonnage

ER Large Laser (C) RA 1 4

Rotary AC/5 RT 6 10

Guardian ECM Suite CT 2 1.5

Ammo (RAC) 40 LT 2 2

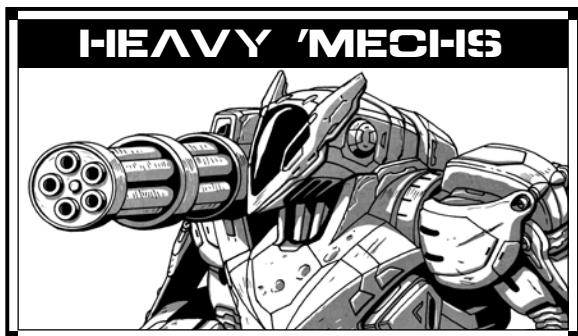
CASE LT 1 .5

MASC LT 3 3

ER Large Laser (C) LA 1 4

Notes: Features the following Design Quirks: Distracting,
Difficult to Maintain.





Mass: 60 tons
Chassis: Bergan Version 8.3 Endo Steel
Power Plant: Vlar 300 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Compound 24B2 FF
Armament:
 30 tons of pod space available
Manufacturer: Alshain Weapons
Primary Factory: Alshain
Communications System: Dash-2 Optima
Targeting & Tracking System: Hakkøn-Morris LAP

Overview

The *Vulture Mk III* descends directly from the original OmniMech that featured so prominently in the Clan invasion of the Inner Sphere in the middle of the last century. Now, as then, the *Vulture* is a favorite of the Ghost Bears, but it also appears in large numbers in the Raven Alliance. The *Mk III*'s common configurations are focused on support roles instead of frontline combat since the *Karhu* has claimed that position.

Capabilities

The *Vulture Mk III* carries more armor than its ancestor, giving MechWarriors greater longevity. The B configuration's jump jets allow it to serve as all-terrain fire support, while the quad missile racks of the primary make it truly fearsome from range. Configuration C is a short-range nightmare, while

Configuration A is a jack-of-all-trades. Configuration D is the rarest, intended for long-term service without resupply. Regardless of the payload, the Hakkøn-Morris LAP has shown a tendency to prioritize target groups regardless of the MechWarrior's preference, occasionally sparing a vulnerable enemy.

Deployment

The Vacaville Slaughter took place in November 3120 when a group of dissidents fomented rebellion on Constance. The rebels took over the capital and murdered most of the city's administrators, but not before a call for aid went out. The Fifty-sixth Provisional Garrison Cluster sent a Trinary to deal with the problem, including a *Vulture* Nova, which chased the rebels to the suburbs. The Trinary surrounded the Vacaville subdivision and called all noncombatants to exit after their initial probes stalled. A trickle of civilians were corralled by the Nova's Elementals, with Star Captain Jaymar concluding the rest were complicit with the insurrection. He ordered the *Vultures*, all in the primary configuration, to bombard the town. A terrifying missile barrage swept the city and leveled the southwest quarter without any response from those within. A second barrage annihilated the northwest quarter, again with no response. After reloading, the *Vultures* leveled the rest of the district. As the Elementals picked through the wreckage, they found warehouses filled with chained civilians along with the rebels, who had taken their own lives.

Notable Units

Leftenant Alice Vander: Having been on the final transport off Tikonov, Alice Vander ached to repay the Capellans for the death of Aaron Sandoval. Reassigned to the Fifth Crucis Lancers, she got her chance on Marlette facing off against the Second MAC. In her *Vulture*, Vander nailed enemy after enemy until she was forced to retire due to near-crippling actuator damage. While making her way back to the Fifth's basecamp, the *Ilsa Hyung's* barrage struck and she was among the forces obliterated.

Star Commander Stanton: Stanton commands a fire support Star in the 332nd Assault Cluster of the Rasalhague Dominion's Beta Galaxy. He distinguished himself when the 332nd raided Najha to test the Forty-fourth Benjamin Regulars in May 3145. He took out one Combine 'Mech and three fighters of the Forty-fourth Benjamin Aerospace Wing before Star Colonel Stewart Gurdel announced that a dozen excavators had been secured from the Najha Earthmoving Specialist factory. Stanton was glad to withdraw, as his ammunition had run dry.

Type: **Mad Dog Mk III**
 Inner Sphere Designation: **Vulture Mk III**
 Technology Base: Clan
 Tonnage: 60
 Battle Value: 2,729

Equipment	Mass	
Internal Structure:	Endo Steel	3
Engine:	300 XL	9.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	182	9.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	20	30
Center Torso (rear)		9
R/L Torso	14	20
R/L Torso (rear)		7
R/L Arm	10	16
R/L Leg	14	24

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	None	2
Right Torso	2 XL Engine	10
Left Torso	2 XL Engine	10
Right Arm	7 Ferro-Fibrous	1
Left Arm	7 Endo Steel	1
Right Leg	None	2
Left Leg	None	2

Notes: Features the following Design Quirks: Stable, Variable Range Targeting.

VULTURE MK III (MAD DOG MK III)

HEAVY 'MECHS

111

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

2 ER Medium Lasers	RA	2	2
2 LRM 20	RT	8	10
Ammo (LRM) 12	RT	2	2
2 ER Medium Lasers	CT	2	2
2 LRM 20	LT	8	10
Ammo (LRM) 12	LT	2	2
2 ER Medium Lasers	LA	2	2

Alternate Configuration A

Ultra AC/5	RA	3	7
Ammo (Ultra) 20	RT	1	1
2 SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
Double Heat Sink	RT	2	1
2 Medium Pulse Lasers	CT	2	4
2 SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
Double Heat Sink	LT	2	1
Ammo (Ultra) 20	LT	1	1
Ultra AC/5	LA	3	7

Battle Value: 1,880

Alternate Configuration B

ER Large Laser	RA	1	4
LRM 20	RT	4	5
Ammo (LRM) 12	RT	2	2
Double Heat Sink	RT	2	1
2 ER Medium Lasers	CT	2	2
LRM 20	LT	4	5
Ammo (LRM) 12	LT	2	2
Double Heat Sink	LT	2	1
ER Large Laser	LA	1	4
Jump Jets	RL	2	2
Jump Jets	LL	2	2

Battle Value: 2,572

Alternate Configuration C

Micro Pulse Laser	RA	1	.5
4 Streak SRM 6	RT	8	12
Ammo (Streak) 30	RT	2	2
2 Micro Pulse Lasers	CT	2	1
4 Streak SRM 6	LT	8	12
Ammo (Streak) 30	LT	2	2
Micro Pulse Laser	LA	1	.5

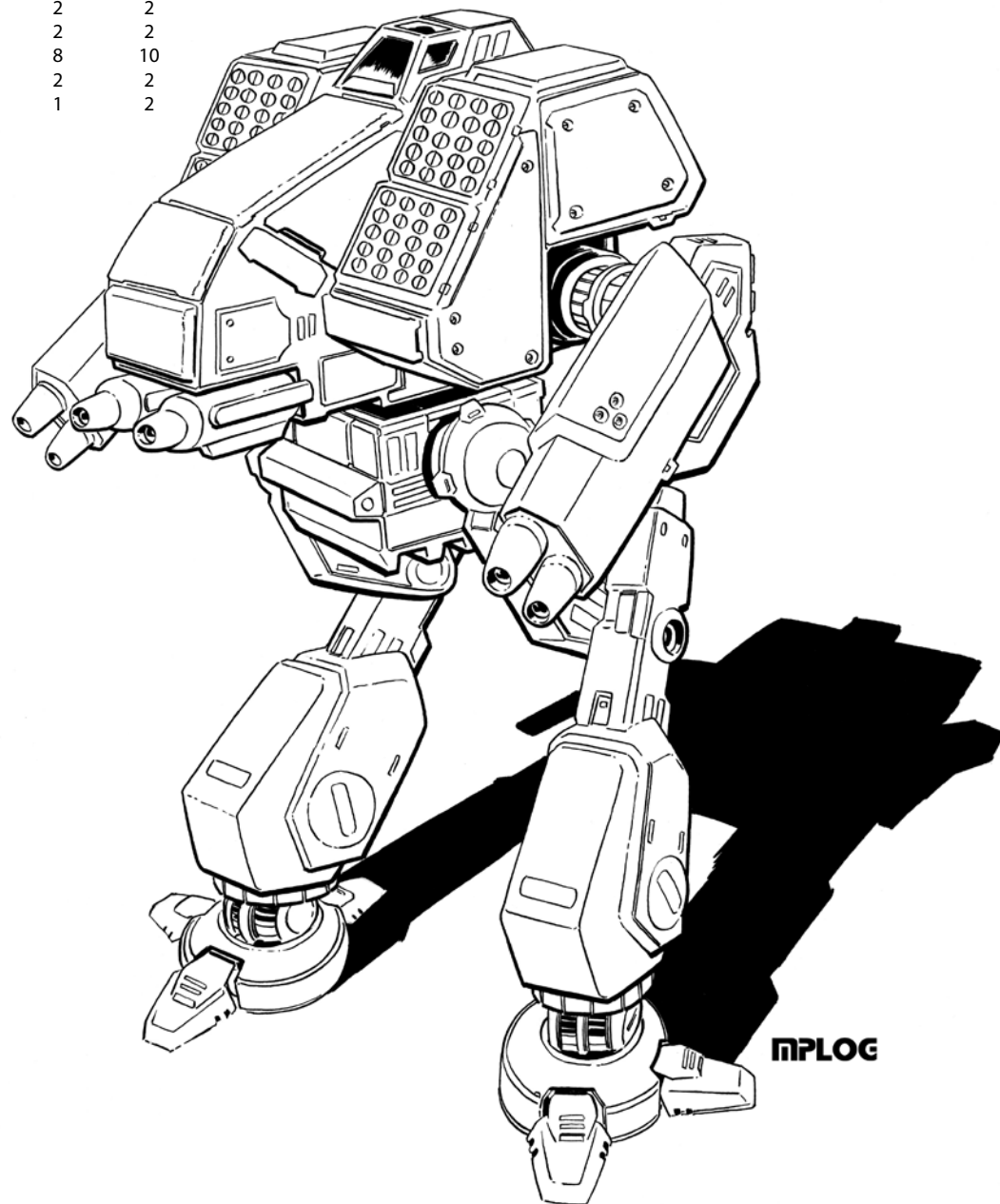
Battle Value: 2,299

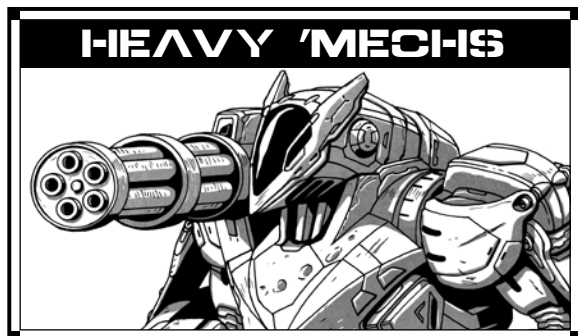
Weapons and Ammo Location Critical Tonnage

Alternate Configuration D

Medium Pulse Laser	RA	1	2
Rotary AC/5	RT	8	10
Ammo (RAC) 40	RT	2	2
Ammo (RAC) 40	CT	2	2
Rotary AC/5	LT	8	10
Ammo (RAC) 40	LT	2	2
Medium Pulse Laser	LA	1	2

Battle Value: 2,421





Mass: 60 tons
Chassis: Eden Mk 72-OM Endo Steel
Power Plant: Type I 300 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Composite Alpha-V1 Ferro-Lamellor
Armament:
 25 tons of pod space
Manufacturer: Manufacturing Plant SFF-TU1
Primary Factory: Tukayyid
Communications System: Comset 1
Targeting & Tracking System: J-Track 52

Overview

The original *Vulture* has adapted to incorporate new technologies, but has remained fundamentally unchanged since its inception. The large torso pods, angled upward to wring the last meter of range out of any missile, are self-contained, ensuring ammo and loading mechanisms operate reliably under all conditions and fully protecting an inherently vulnerable subsystem. The cockpit, positioned to give the pilot a panoramic view for targeting long-range weapons, appears fragile and exposed, but this is an illusion. The heavily reinforced ferro-glass provides ample protection and is angled to deflect all but the most direct hits. More importantly, the only way an enemy can get a clear shot at the tiny cockpit is to get directly in front of the 'Mech and hold position while aiming.

Capabilities

Though the *Vulture* lacks jump jets, it's surprisingly agile and undaunted by any terrain—which might be expected of a 'Mech intended to take and hold the high ground. Alternate configurations of the *Vulture* usually involve changing the type and number of missile tubes. Because storage area is limited to the torso pods, there is a direct relationship to the range of the missiles and how many can be carried. To maximize missile capacity the ammunition for any projectile weapons mounted in the *Vulture's* arms must also be stored in the arms, which imposes a limit on available rounds and increases the chance of the MechWarrior finding herself out of ammo and relying on her two center-mounted lasers in a protracted firefight. To prevent this, at least one arm of every *Vulture* configuration mounts an energy weapon.

Deployment

Because the flexibility, reliability, and accuracy of its torso-mounted missile racks and the available long-range arm weapons make the *Vulture* an ideal support 'Mech, there isn't a Clan or nation that does not field one or more *Vulture Mk IVs*.

Notable Units

Alan Plisskin: Best known for working with the Wolf Hunters, Plisskin has survived more close calls than most MechWarriors. Witnesses have counted at least six direct hits to his cockpit, but he has somehow walked away from every one. Quiet and aloof when interacting with others, Plisskin never shakes hands with anyone, even when brokering a contract. This behavior has led many to believe he has survived his near-death injuries due to extensive cybernetic reconstruction and thus may have ties to a dormant Word of Blake cell. In battle, Plisskin is considered a risk-taker, often using daring tactics such as pretending to be out of ammunition in order to trick his opponents into letting him line up the perfect shot.

Kommandant Paul Udet: A graduate of the Nagelring, Paul Udet advanced through the ranks of the Fifteenth Arcturan Guards solely through his own merit rather than social connections. During the Jade Falcons' invasion of Arcturus in 3142, then-Hauptmann Udet claimed command of the battalion when his kommandant buckled under the assault and failed to give timely orders. Along with Hauptmann-General Ian Chesteron's direction, Udet's intervention helped salvage the best of a bad situation and brought him to the attention of the brigade's seniormost officers. The Arcturan Guards leadership would like to eventually groom Udet for regimental command, but those close to him doubt he will ever accept a promotion, as it would mean he would no longer be able to pilot his *Vulture*, Schmutzvogel, on the frontlines.

Type: **Mad Dog Mk IV**

Inner Sphere Designation: **Vulture Mk IV**

Technology Base: Clan (Advanced)

Tonnage: 60

Battle Value: 2,110

Equipment

Equipment	Endo Steel	Mass
Internal Structure:	Endo Steel	3
Engine:	300 XL	9.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor (Lamellor):	201	14.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	20	30
Center Torso (rear)		10
R/L Torso	14	20
R/L Torso (rear)		8
R/L Arm	10	20
R/L Leg	14	28

VULTURE MK IV (MAD DOG MK IV)

HEAVY 'MECHS

113

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Endo Steel	0
Center Torso	None	2
Right Torso	2 XL Engine	7
	3 Endo Steel	
Left Torso	2 XL Engine	7
	3 Endo Steel	
Right Arm	4 Ferro-Lamellor	4
Left Arm	4 Ferro-Lamellor	4
Right Leg	2 Ferro-Lamellor	0
Left Leg	2 Ferro-Lamellor	0

Weapons and Ammo

Location	Critical	Tonnage
<i>Alternate Configuration C</i>		
Improved Heavy Large Laser	RA	3 4
Targeting Computer	RT	4 4
2 ER Medium Lasers	CT	2 2
Double Heat Sink	LT	2 1
Ammo (Gauss) 16	LT	2 2
Gauss Rifle	LA	6 12
Battle Value: 2,584		

Weapons and Ammo

Location	Critical	Tonnage
<i>Weapons Configuration D</i>		
Improved Heavy Medium Laser	RA	2 1
Double Heat Sink	RA	2 1
Ammo (ATM) 5	RA	1 1
ATM 12	RT	5 7
Ammo (ATM) 10	RT	2 2
2 Micro Pulse Lasers	CT	2 1
ATM 12	LT	5 7
Ammo (ATM) 10	LT	2 2
Improved Heavy Medium Laser	LA	2 1
Double Heat Sink	LA	2 1
Ammo (ATM) 5	LA	1 1
Battle Value: 2,346		

Notes: Features the following Design Quirks: Stable, Protected Actuators, Non-Standard Parts.

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

ER PPC	RA	2	6
2 SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
2 ER Small Pulse Lasers	CT	2	3
2 SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
LB 5-X AC	LA	4	7
Ammo (LB-X) 20	LA	1	1

Alternate Configuration A

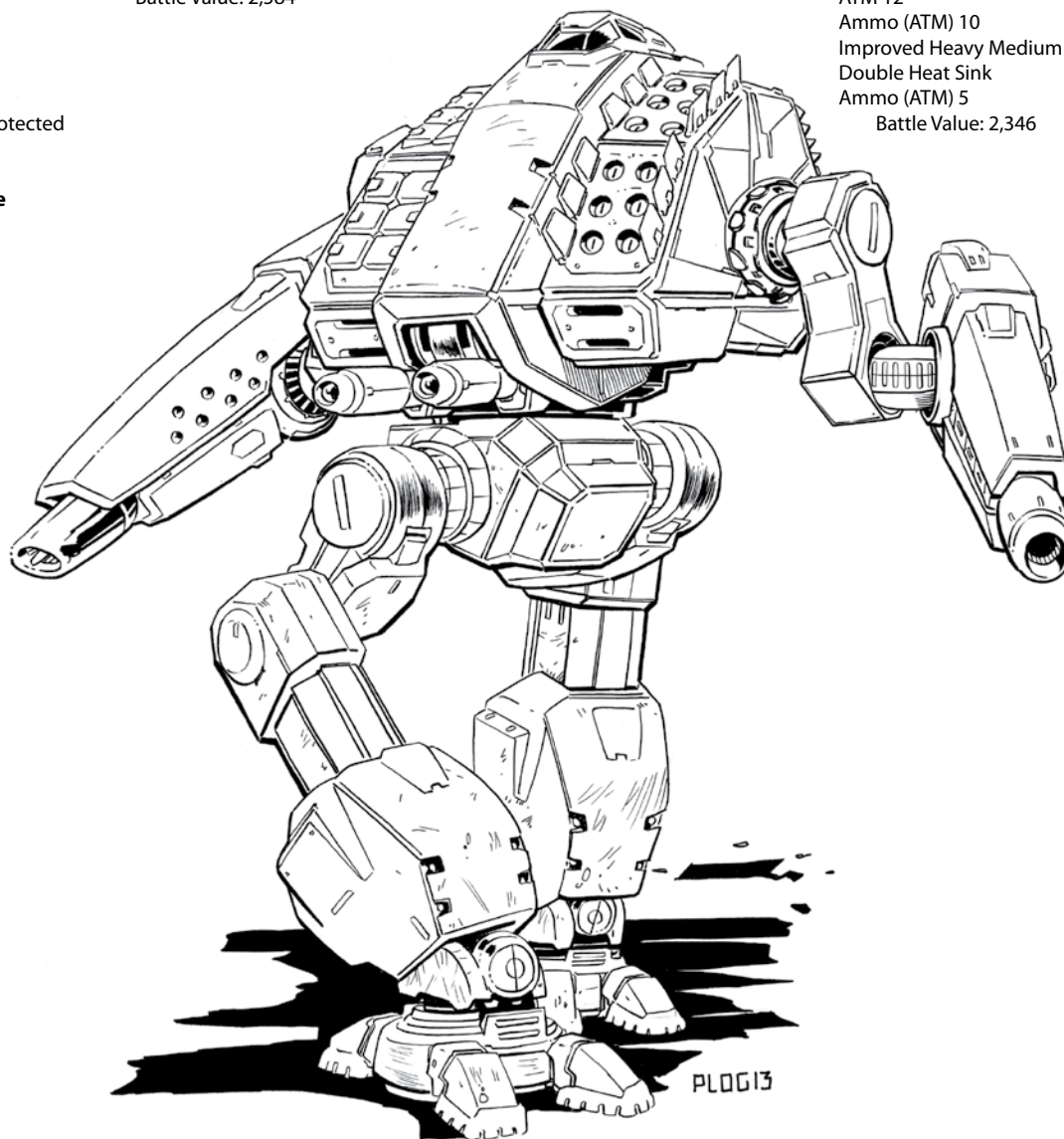
Large Pulse Laser	RA	2	6
2 LRM 5	RT	2	2
Ammo (LRM) 24	RT	1	1
2 ER Small Lasers	CT	2	1
2 LRM 5	RT	2	2
Ammo (LRM) 24	RT	1	1
Ultra AC/10	LA	4	10
Ammo (Ultra) 20	LA	2	2

Battle Value: 2,177

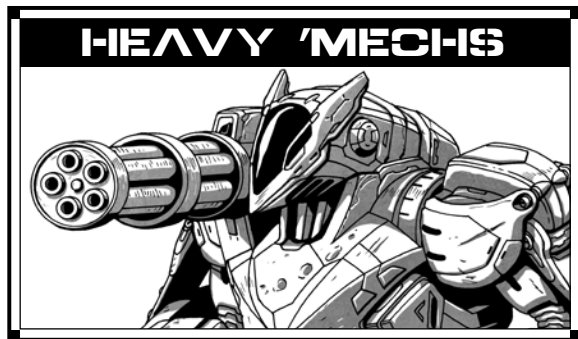
Alternate Configuration B

ER PPC	RA	2	6
Streak LRM 15	RT	3	7
Ammo (Streak) 8	RT	1	1
2 ER Small Lasers	CT	2	1
Streak LRM 15	LT	3	7
Ammo (Streak) 8	LT	1	1
Medium Pulse Laser	LA	2	2

Battle Value: 2,649



PLOG13



Mass: 65 tons

Chassis: Nykvarn Type 58-66SH Endo Steel

Power Plant: Magna 260

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Guardian II Light Ferro-Fibrous with CASE II

Armament:

- 1 Lord's Light 2 Extended-Range Particle Projection Cannon
- 1 Shigunga Arrow IV Artillery System
- 1 Diverse Optics Type 25PX Medium X-Pulse Laser

Manufacturer: Luthien Armor Works

Primary Factory: Nykvarn

Communications System: Sipher CommSys 3

Targeting & Tracking System: Eagle Eye SY10-10

Overview

After the loss of a sizable portion of its production capacity during the Jihad, Luthien Armor Works looked to its engineering and research teams to sustain the company's value. The company's military marketing division decided a revamp of an iconic DCMS 'Mech was needed.

Capabilities

The DRG-11K is notable less for its weapons arrays and more for its all-native materials. With renewed emphasis on the return to Urizen II's self-sufficiency mandates of the twenty-seventh century,

no part of the 'Mech is manufactured outside of the Combine. The *Dragon II* is considered a statement of the DCMS' continued reliance on the strength of the Combine citizenry and their efforts. LAW engineers crammed as much advanced technology as they could into the 'Mech's frame to make it a powerful addition on the battlefield.

Deployment

Dragon IIs began replacing standard *Dragons* across the DCMS, beginning with those tagged too old or with extensive repair histories. In many cases, the first *Dragon IIs* that arrived at a regimental command were claimed by ISF observers or political appointees. Veteran MechWarriors derided such pilots, scoffing at their reliance on technological doodads and tricks in order to keep pace with hardcore samurai.

Two *Dragon IIs* of the Seventh New Samarkand were instrumental in blocking a Davion counterattack outside Sawle on Palmyra. *Tai-sa* Henrietta Margolis and her adjutant, *Sho-sa* Gerber Junco, had been split from their command company during a brutal thunderstorm. Taking refuge under a nearby rock shelf, Margolis and Junco observed a silent column of heavy AFFS tanks moving along a narrow pass. The convoy, part of the First Federated Suns Lancers, was using the turbulent weather as a cover in an attempt to bypass the Ninth's position and slip into Sawle.

Outnumbered three to one, the two officers waited for the convoy to pass. When the tanks were at long range, the *Dragon IIs* moved along the top of the ravine and dropped several waves of Arrow IV missiles into the midst of the enemy. As panic took hold of the Davion convoy, Margolis used her PPC and laser to disable the lead elements as Junco targeted the rear of the line. With the enemy contained, the *tai-sa* and her aide systematically cut down the rest of the Lancer force, ending the Davion threat to the city.

On Raman, the *Dragon IIs* of the Forty-fifth Benjamin Regulars were used to shell enemy gun positions as heavier tanks moved across the bogs outside Buehlsville. With the bogs' unimpeded terrain and Combine tanks getting stuck in the morass, the gunners of the Raman DMM easily held

off the Regulars approach. Two lances of *Dragon IIs* coordinated with Combine gunships and spotter planes, dropping hundreds of artillery missiles into the DMM positions. The decimation gave the Regulars' tank companies time to move through the swamps and claim Buehlsville—and its important fuel reserves—for the Combine.

Variants

The DGR-11R is a variant seen mostly in the hands of nobles or politically-connected officers of the DCMS. Upgraded with Clan technology stores seized during the Nova Cat rebellion, the -11R is slightly faster than its counterpart. These *Dragon IIs* tend to be used sparingly on the battlefield, officially because of the higher maintenance costs due to its advanced technology. Most line personnel privately comment such rare use is due more to the pilot's patronage, which is compared conversely to their bravery.

Notable Units

Chu-i Miriama Chhem: Young Miriama exploited her father's connections as planetary chairman of Abiy Adi to finagle entry to the Sun Tzu School of Combat and to secure a frontline posting on Sakhara V after graduation. Derisively described by her comrades as "the bestest lil' MechWarrior" for her diminutive stature and gung-ho attitude, she struggled to fit in. Assigned to escort duty for a touring noble and temporarily given a *Dragon II* to pilot, she was forced to singlehandedly defend her charge from a surprise attack by pro-Davion insurgents. Chhem held out long enough for reinforcements to arrive. In gratitude, the noble pulled some strings to get her assigned the *Dragon* on a permanent basis.

DRG-11K DRAGON II

HEAVY 'MECHS

115

Type: **Dragon II**

Technology Base: Inner Sphere (Advanced)

Tonnage: 65

Battle Value: 1,598

Equipment

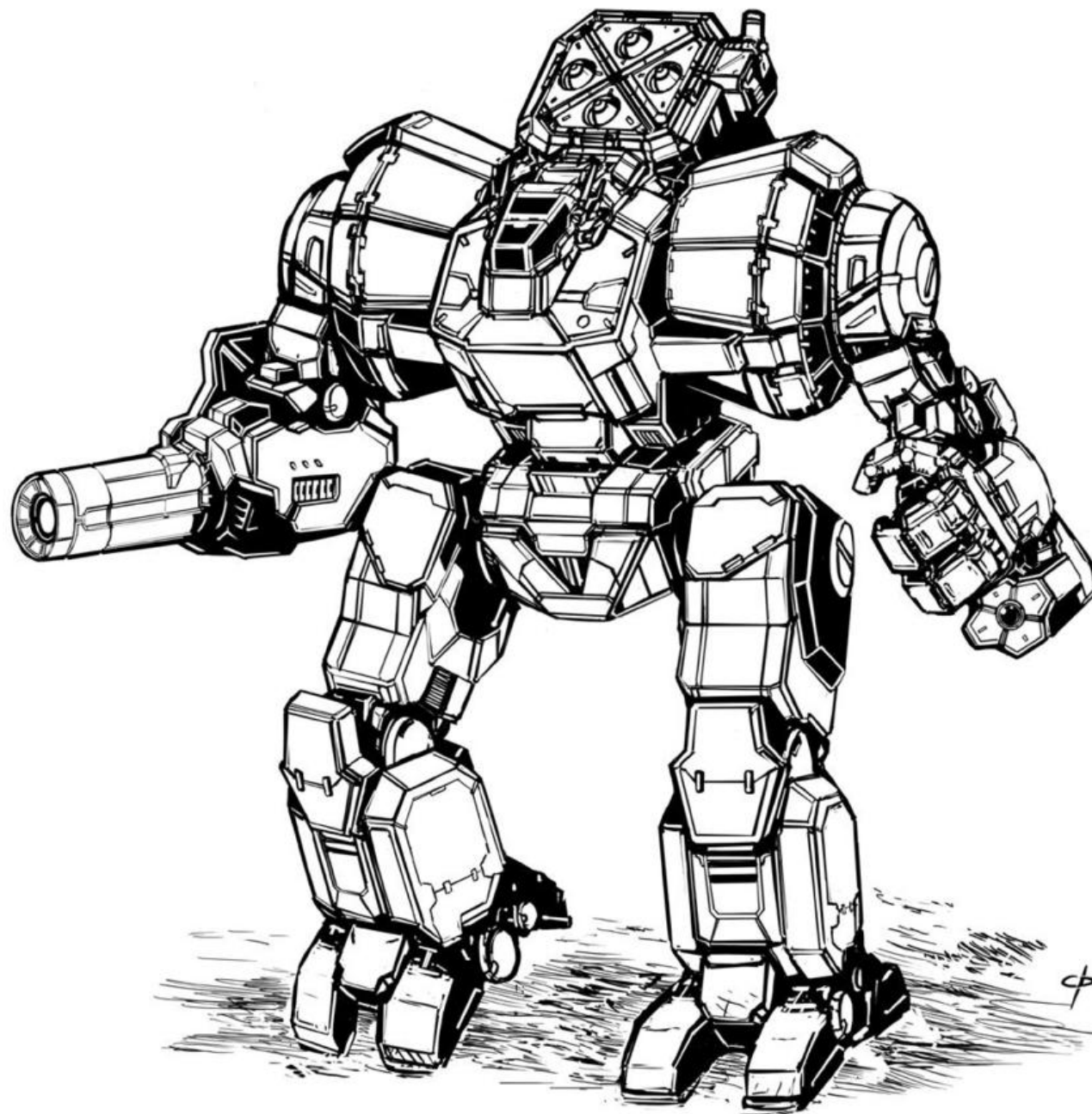
Internal Structure:	Endo Steel	Mass
Engine:	260	3.5
Walking MP:	4	13.5
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (Compact):		4.5
Cockpit:		3
Armor Factor (Light Ferro):	211	12.5

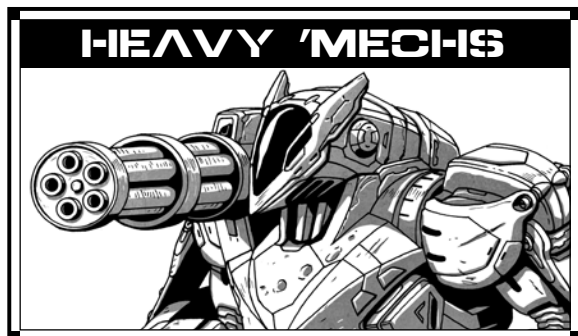
	Internal Structure	Armor Value
Head	3	9
Center Torso	21	30
Center Torso (rear)		12
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	10	20
R/L Leg	15	30

Weapons

and Ammo	Location	Critical	Tonnage
ER PPC	RA	3	7
Ammo (Arrow) 15	RT	3	3
CASE II	RT	1	1
Arrow IV System	CT/LT	3/12	15
Medium X-Pulse Laser	LA	1	2

Notes: Features the following Design Quirks: Stable, Poor Cooling Jacket (ER PPC).





Mass: 65 tons
Chassis: Beowulf 4 Enhanced
Power Plant: Pitban 325 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Compound A2F Ferro-Fibrous
Armament:
 30 tons of pod space available
Manufacturer: Odin Manufacturing
Primary Factory: Orestes
Communications System: Dash-2 Standard
Targeting and Tracking System: Blade 12

Overview

For the executives of Odin Manufacturing, the merger of the Free Rasalhague Republic and the Ghost Bear Dominion was cause for excitement. They could gain Dominion funding for their Orestes plant, which had been damaged by Word of Blake raids in the late 3060s, and retool using Clan technology. Progress was typically slow as the needs of the Jihad forced Odin to continue manufacturing its existing designs, but by 3077 they were ready to build their first Clantech 'Mech.

Identifying Bergan Industries as their primary competitor, Odin set out to challenge Bergan directly by bidding for a new heavy OmniMech design. Two years of design work resulted in a 65-ton OmniMech using the latest technology available. To back this up, Odin launched a massive sales campaign based around Rasalhaguian nationalism and aimed at

KungsArmé officers in the Dominion *touman*. To the surprise of many observers, Odin's OmniMech proved superior to Bergan's effort and won the contract.

Capabilities

The *Karhu* is technologically superior to Bergan's similar *Arcas*, employing advanced armor and Omni technology. The chassis is sculptured with a fearsome *Ursus*-like skull motif and a huge claw over its right hand intended to inspire fear and appeal to the KungsArmé's love of physical combat.

Most *Karhu* variants combine high mobility and heavy armor. A heavy weapon is normally mounted in the left arm, a claw-like array of lasers or an actual claw in the right arm. The design routinely carries advanced electronics as well.

Unfortunately, a series of faults has demonstrated Odin's inexperience with Clan technology. Odin reused the *Beowulf*'s proven targeting and communications suite to save time and money. However, in combat the *Karhu* has been plagued by intermittent electronics glitches. Technicians blame the problem on a fundamental incompatibility, citing similar failings on *Beowulfs* retrofitted with Clan gear, but Odin denies any culpability.

Deployment

First deployed in 3079, the *Karhu* was rushed to the front line but missed out on service in the Protectorate campaign. After being paired with the *Ursus II* in the closing stages of the Jihad, the *Karhu* earned a reputation as a cavalry 'Mech, flanking opponents while the *Ursus II* drew fire at close range. *Karhus* are now concentrated in frontline clusters alongside *Vultures* and other OmniMechs. During the Jihad, the Dominion had to make extensive use of standard BattleMechs, but with the return of peace they hope to restore the former balance. However, the Dominion's 'Mech manufacturers make more money from customized BattleMechs than from generic Omnis and are lobbying accordingly.

Competition between Odin and Bergan has taken a distinctly nasty turn, with Odin officials referring to Bergan as "that Capellan company with their Combine workers." Requests for Orestes-built 'Mechs are noticeably higher among Rasalhaguian warriors as a result. Not used to capitalism at its most ruthless, the

Ghost Bear Council is concerned by this infighting and has requested that its merchant caste representatives in both companies rein things in. Reports that the merchants are fully engaged in the fighting may make this harder than the Council thinks.

Type: **Karhu**
 Technology Base: Clan
 Tonnage: 65
 Battle Value: 2,488

Equipment		Mass
Internal Structure:	Endo Steel	3.5
Engine:	325 XL	12
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	201	10.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	21	30
Center Torso (rear)		10
R/L Torso	15	23
R/L Torso (rear)		7
R/L Arm	10	20
R/L Leg	15	26

Weight and Space Allocation

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

Notes: Features the following Design Quirks EM Interference.

Weapons and Ammo	Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>			
Retractable Blade	RA	5	4
Plasma Cannon	RA	1	3
Ammo (Plasma) 10	RA	1	1
ECM Suite	RT	1	1
ER PPC	LA	2	6
ER Medium Laser	LA	1	1
Improved Jump Jets	RT	6	6
Improved Jump Jet	CT	2	2
Improved Jump Jets	LT	6	6

Weapons and Ammo Location Critical Tonnage

Weapons Configuration A

Large Pulse Laser	RA	2	6
ER Medium Laser	RA	1	1
Micro Pulse Laser	RA	1	.5
LRM 10	LT	1	2.5
Ammo (LRM) 12	LT	1	1
Ammo (Gauss) 16	LT	2	2
Gauss Rifle	LA	6	12
Jump Jet	CT	1	1
Jump Jets	LT	2	2
Jump Jets	RT	2	2

Battle Value: 2,560

Weapons Configuration B

3 ER Medium Lasers	RA	3	3
2 Double Heat Sinks	RA	4	2
Targeting Computer	RT	3	3
ECM Suite	RT	1	1
Ammo (Ultra) 20	LT	4	4
Ultra AC/20	LA	8	12
Jump Jets	RT	2	2
Jump Jet	CT	1	1
Jump Jets	LT	2	2

Battle Value: 2,787

Weapons Configuration C

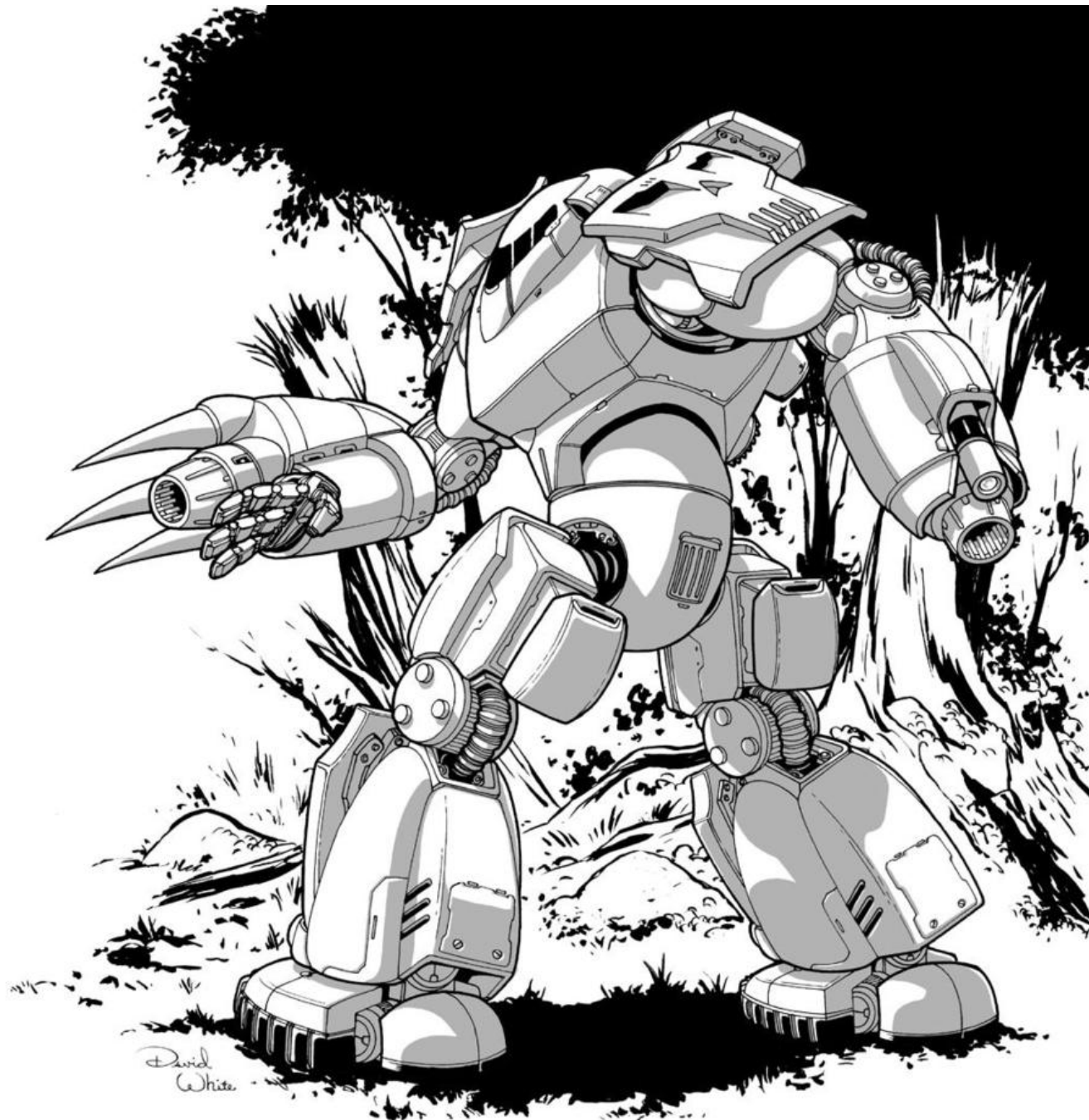
Retractable Blade	RA	5	4
Ultra AC/5	RT	3	7
Ammo (Ultra) 20	RT	1	1
Ultra AC/5	LT	3	7
Ammo (Ultra) 20	LT	1	1
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1
Jump Jets	RT	2	2
Jump Jet	CT	1	1
Jump Jets	LT	2	2

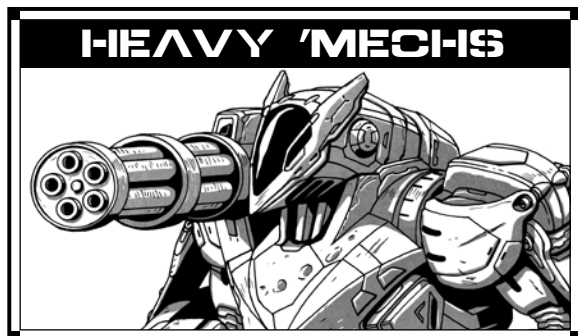
Battle Value: 2,092

Weapons Configuration D

3 ER Medium Lasers	RA	3	3
Double Heat Sink	RA	2	1
Targeting Computer	RT	3	3
Active Probe	RT	1	1
ECM Suite	RT	1	1
Double Heat Sink	RT	2	1
Anti-Missile System	CT	1	.5
Streak SRM 6	LT	2	3
Ammo (Streak) 15	LT	1	1
Anti-Missile System	LT	1	.5
Ammo (AMS) 24	LT	1	1
Double Heat Sink	LT	2	1
2 ER PPCs	LA	4	12
Double Heat Sink	LA	2	1

Battle Value: 3,118





Mass: 65 tons

Chassis: Skobel Template 10 Endo Steel

Power Plant: VOX 325 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Krupp 205 Light Ferro-Fibrous

Armament:

2 Magna Supernova Heavy Particle
Projection Cannons

3 Diverse Optics Sunfire Extended-Range
Medium Lasers

Manufacturer: Skobel MechWorks

Primary Factory: Terra

Communications System: Skobel Wave VII Comm

Targeting & Tracking System: Falcon 15 Watcher

Overview

Skobel presented the *Lament* to the RAF a few brief years before Stone's retirement and the Blackout. Intended as a powerful mainline combatant in Stone's Brigade, the *Lament* is clearly an offensive-minded heavy 'Mech designed to crush enemy BattleMechs. RAF procurement slipped the 'Mech into the 3127 appropriations and the Senate approved, and *Laments* have marched into the RAF ever since.

Capabilities

The *Lament's* hard-hitting arsenal is built around energy weapons and the radical heat sinks that make extended engagements survivable. It offers the same

hard-hitting profile that made the *Awesome* and the *Warhammer* such powerful attack 'Mechs during the Succession Wars, but without those 'Mechs' crippling heat burdens. Fast, well-armored and enjoying a fearsome reputation, *Laments* serve in every regiment of Stone's Brigade despite unfamiliarity among technicians with the radical heat sink system.

Deployment

Laments serve both inside and outside the Fortress. A number of them appear in Redburn's Remnant forces, where they are prized 'Mechs often assigned to spearhead counterassaults. In particular, one lance of Colonel Serrano's III Principes Guards contains two *Laments*, piloted by two brothers, Stephen and Samson Anderson.

During an attack against Dubhe by two Trinaries of the Wolf Guards, the Andersons' lance moved around the main battle and advanced toward the Wolf landing zone, hoping to force them to break contact with the rest of the Principes and retreat. They found a vehicle Trinary waiting as LZ guards. Though they likely had the firepower to crush the tanks, the Wolf tankers were canny: they stayed close enough to the DropShips to be covered by the vessels' batteries.

The Andersons' paired *Laments* moved forward. They challenged a single Star of the defenders to a Trial of Possession for one of the DropShips. The Trinary commander accepted, building a mixed Star around a Marksman tank and a pair of Skanda light tanks. The Andersons advanced, accepting the Skandas' fire to close the range with the bulk of the tanks. They ignored the Tamerlane strike sleds on the flanks until they were close enough to fire on the trio of tracked tanks.

Repeated heavy PPC strikes hammered through the Marksman's heavy armor in less than a minute. The Andersons fired again and again, overstressing their heat systems with repeated flushings. By the time the Marksman's turret exploded off its ring, Stephen's heat system had failed and Samson's left knee actuator was locked. Still, they stumped close enough to melt one of the Skandas before the rest of the Star withdrew out of the Circle of Equals. The rest of the Wolf raiding force returned a few hours later

to find one of its DropShips missing. Remnant scouts watched for hours while the Wolves fought the Trials of Grievance and Refusal to see who would return aboard the ships.

Variants

Several *Lament* variants have appeared as Skobel works to refine its specifications. All retain the radical heat sink system; several carry three ER PPCs in place of the paired Magna Supernovas, with or without C³. The most radical departure from convention is the 4RC, which replaces the PPCs with Clan-built improved heavy lasers.

Notable Units

Major Dikembe Tosbani: Major Tosbani commands a special assault company of Stone's Fury. He and his MechWarriors—including two Knights of the Sphere—are on a mission to become the RAF's most fierce attackers. They routinely practice open-field assaults, overrun combat and attacks against fixed positions. Each of Tosbani's three lances has participated in spoiling raids outside the Fortress, including one action against the Remnant. During that action, Major Tosbani himself destroyed the *BattleMaster* of former Knight of the Sphere Alicia Stapleton. Stapleton survived, but feedback damage removed her from combat duty.

Lieutenant Samson Anderson: Along with his brother Stephen, Samson pilots a *Lament* with the Republic Remnant. After the action on Dubhe, both MechWarriors were transferred to Damien Redburn's personal unit. Now on Callison, they've become the former exarch's unofficial bodyguards whenever Redburn takes to the battlefield. The Remnant's public relations department work hard to show the two battered *Laments* in any shot with Redburn's 'Mech.

LMT-2R LAMENT

HEAVY 'MECHS

119

Type: **Lament**

Technology Base: Inner Sphere (Advanced)

Tonnage: 65

Battle Value: 1,999

Equipment

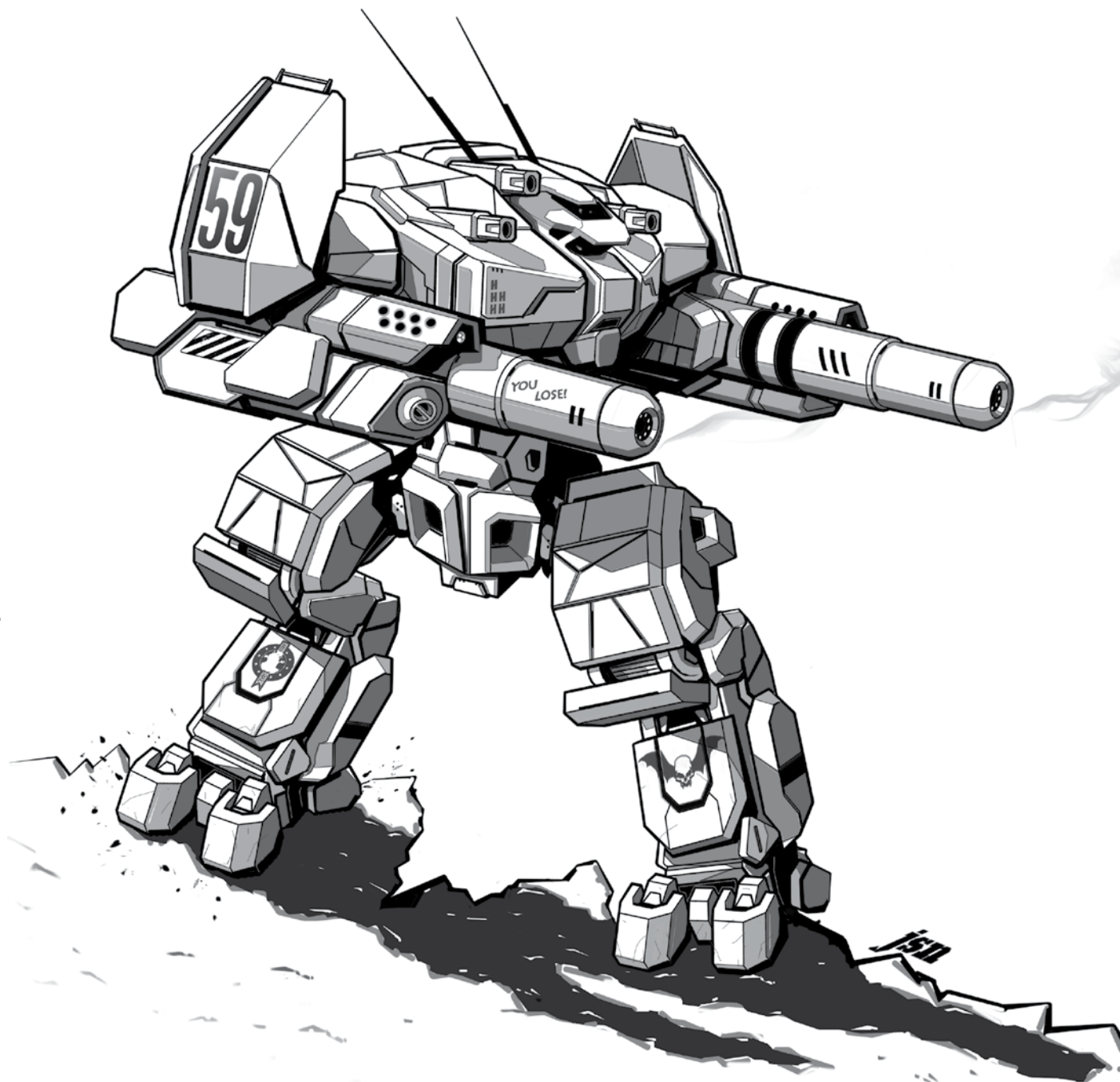
Internal Structure:	Endo Steel	Mass 3.5
Engine:	325 XL	12
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	15 [30]	5
Gyro (XL):		2
Cockpit:		3
Armor Factor (Light Ferro):	211	12.5

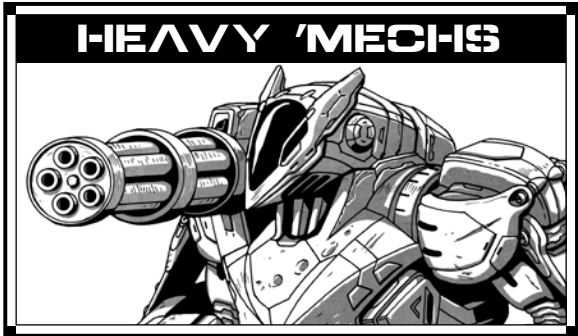
	Internal Structure	Armor Value
Head	3	9
Center Torso	21	33
Center Torso (rear)		9
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	10	20
R/L Leg	15	30

Weapons

and Ammo	Location	Critical	Tonnage
Heavy PPC	RA	4	10
ER Medium Laser	RT	1	1
Radical Heat Sink System	RT	3	4
ER Medium Laser	H	1	1
ER Medium Laser	LT	1	1
Heavy PPC	LA	4	10

Notes: Features the following Design Quirks: Multi-Track, Protected Actuators. Difficult to Maintain, Non-Standard Parts.





Mass: 65 tons
Chassis: T-E H65 Omni
Power Plant: Model SF-3 (XL)
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Compound H17 Ferro-Fibrous
Armament:
40 tons of pod space available
Manufacturer: Olivetti Weaponry,
Csesztreg Industriplex Alpha
Primary Factory: Sudeten (OW),
Csesztreg (Alpha)
Communications System: CH2B Alpha-Com
Targeting & Tracking System: Version Delta-II
TTS(A)

Overview

The *Loki Mk II* was introduced several years before the Blackout. In that time, it spread throughout the Clans but is most common in the Jade Falcon and the Hell's Horses *toumans*.

Capabilities

The *Mk II* sacrifices some of the *Loki's* speed in exchange for a staggering forty tons of pod space and fifty percent more armor. The primary configuration is built for long-range combat, with only a mid-size missile rack for close-in work. The A configuration has a more balanced mix of anti-armor and anti-personnel weaponry, often seen operating farther from supply lines than the primary. The B

configuration serves as slow fire support, but its specialization greatly limits its defensive capabilities.

Deployment

Gamma Galaxy of the Jade Falcons was trying to bring the restive population of Sargasso under heel in July 3142. The Ninth Falcon Talon Cluster outfitted their *Loki Mk IIs* to bombard Salic astrum on the western shore of the southern continent of Perusalem. Star Captain Henry's Binary shelled the city from the Barrier Heights, an ancient coral reef long since risen due to tectonic activity. City block followed city block into ruin as the Falcons awaited the surrender of guerilla rebels within. Then the counterattacking Wolves-in-Exile arrived.

A Nova of Exile Wolves dropped into the midst of Henry's Binary. As the Elementals swarmed Henry's second Star, medium and heavy OmniMechs attacked his own. Henry displayed excellent tactical sense when he ordered his Star to target not the enemy, but the ground underfoot. As the shells shattered the fossilized coral, a rockslide began that swept up all the combatants. Henry's *Mk IIs* survived thanks to their heavy armor, but their Long Toms were rendered useless. The survivors slogged their way through the Exile Wolves and returned to friendly lines. After hasty repairs, Henry's remaining Star pounded the Wolves' flanks and helped prevent the world's recapture.

A 3144 Trial for Position in Clan Hell's Horses saw a *Loki Mk II* used to great effect when *ristar* Owen killed all three of his opponents. His *Mk II* layered fire right to left, alternating arm fire. His first opponent, a *Black Hawk*, fell to a well-placed Gauss round. His second opponent, a *Mad Cat*, fought him for nearly an hour. It finally succumbed to an ammunition explosion after Owen's SRMs breached its torso armor. His final opponent, a *Masakari*, nearly killed him outright with concentrated PPC fire. Owen relied on his lasers once the battle began, leading the other MechWarrior to believe his Gauss rifles were empty. The confident warrior sought to end the Trial quickly and maneuvered for a clear shot. When he broke into the clear, Owen fired his last Gauss rounds. The impact knocked the *Masakari* over, and Owen closed in. His lasers burned out the *Masakari's* engine and the Horses had their newest Star Captain.

Notable Units

Bounty Hunter: The current Bounty Hunter is as mysterious as all those who have borne the mantle. How and why the Bounty Hunter replaced his ruined *Marauder II* with a *Loki II* is just another mystery. Wise MechWarriors know to avoid any green 'Mech sporting credit symbols over its body.

Star Captain Owen: Owen commands a heavy OmniMech Star in the Eighth Horde Cluster of the Horses' Beta Galaxy. He is a *ristar*, but strangely tolerates the rebuilding period instead of agitating for a combat posting. Most likely, he has his eyes on Star Colonel Brook DeLaurel's position.

Type: **Hel**
Inner Sphere Designation: **Loki Mk II**
Technology Base: Clan
Tonnage: 65
Battle Value: 2,189

Equipment	Mass	
Internal Structure:	Endo Steel	3.5
Engine:	260 XL	7
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit (Small):		2
Armor Factor (Ferro):	182	9.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	21	30
Center Torso (rear)		7
R/L Torso	15	20
R/L Torso (rear)		7
R/L Arm	10	20
R/L Leg	15	21

LOKI MK II (HEL)

HEAVY 'MECHS

121

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	2
Center Torso	None	2
Right Torso	2 XL Engine	8
	1 Endo Steel	
	1 Ferro-Fibrous	
Left Torso	2 XL Engine	8
	1 Endo Steel	
	1 Ferro-Fibrous	
Right Arm	2 Endo Steel	5
	1 Ferro-Fibrous	
Left Arm	1 Endo Steel	5
	2 Ferro-Fibrous	
Right Leg	1 Endo Steel	0
	1 Ferro-Fibrous	
Left Leg	1 Endo Steel	0
	1 Ferro-Fibrous	

Weapons and Ammo Location Critical Tonnage

Alternate Configuration B—Advanced

ER Large Laser	RA	1	4
2 Medium Pulse Lasers	RA	2	4
2 Double Heat Sinks	RA	4	2
2 Medium Pulse Lasers	RT	2	4
Ammo (Long Tom) 15	RT	3	3
Double Heat Sink	RT	2	1
Double Heat Sink	H	2	1
Double Heat Sink	CT	2	1
Long Tom Cannon	LT/LA	8/7	20

Battle Value: 1,798

Notes: Features the following Design Quirk: Multi-Trac.

Weapons and Ammo Location Critical Tonnage

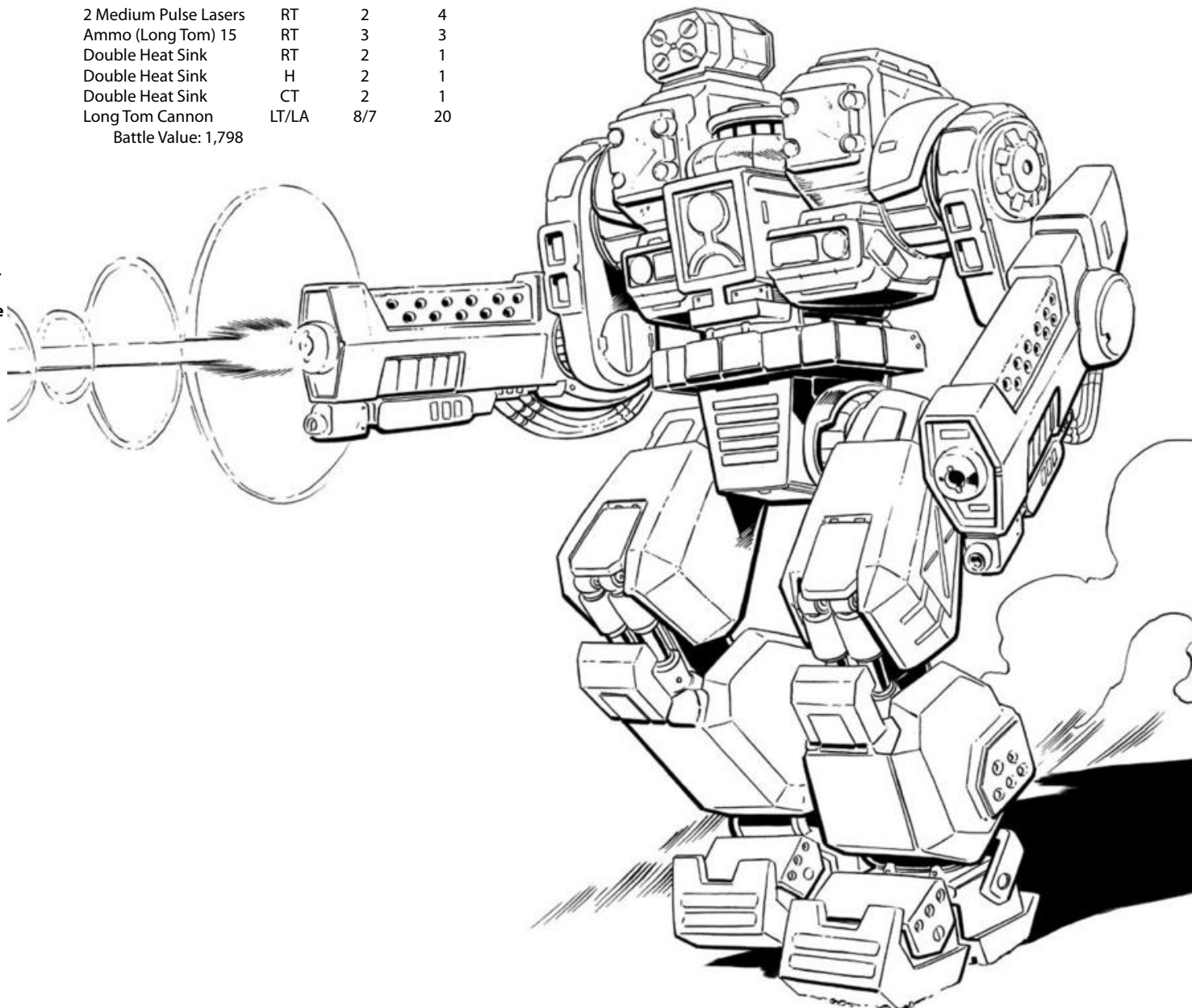
Primary Weapons Configuration

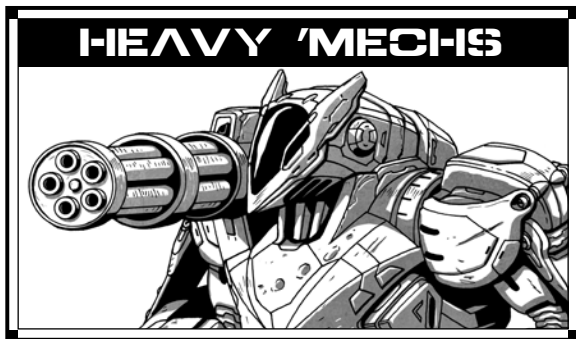
Gauss Rifle	RA	6	12
ER Large Laser	RA	1	4
Streak SRM 4	RT	1	2
Ammo (Streak) 25	RT	1	1
Ammo (Gauss) 8	RT	1	1
Double Heat Sink	H	2	1
Double Heat Sink	CT	2	1
Ammo (Gauss) 16	LT	2	2
Gauss Rifle	LA	6	12
ER Large Laser	LA	1	4

Alternate Configuration A

ER PPC	RA	2	6
Medium Pulse Laser	RA	1	2
2 Double Heat Sinks	RA	4	2
2 Improved Heavy Medium Lasers	RT	4	2
2 AP Gauss Rifles	RT	2	1
Angel ECM Suite	RT	2	2
Double Heat Sink	H	2	1
Double Heat Sink	CT	2	1
LB 10-X AC	LT	5	10
Ammo (LB-X) 20	LT	2	2
Ammo (AP Gauss) 40	LT	1	1
ER PPC	LA	2	6
Medium Pulse Laser	LA	1	2
2 Double Heat Sinks	LA	4	2

Battle Value: 2,249





Mass: 65 tons

Chassis: Kaiser Quadriga I Endo Steel

Power Plant: VOX 325 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Dynamo Jump Jets

Jump Capacity: 120 meters

Armor: Durallex Super Light Ferro-Fibrous

Armament:

1 Eisen Gauss Rifle

1 Diverse Optics Medium Pulse Laser

4 Diverse Optics Extended-Range

Medium Lasers

Manufacturer: Kaiser Systems, StarCorps Industries

Primary Factory: Herzberg (Kaiser),

Emris IV, Loburg (StarCorps)

Communications System: Telestar Model XK-71

Targeting & Tracking System: Starlight LX-1

Overview

The *Scourge* is a relatively new BattleMech, allowing it to surprise enemies more often than not simply because of their ignorance of its capabilities. Export sale of the *Scourge* has been limited to the SCG-WD1 variant, which relies on less advanced components. Purchases by mercenaries and smaller realms have spread it throughout the Inner Sphere and Periphery, though the SCG-WF1 remains a scarcer commodity.

Capabilities

The *Scourge* is vaguely reminiscent of the *Shadow Hawks* and *Vindicators* of the Succession Wars in that it serves numerous battlefield functions. Its speed is above average for an Inner Sphere 'Mech of its tonnage, while its jumping capability gives it additional tactical flexibility. The actuator enhancement system in the right arm delivers unparalleled accuracy with the quartet of lasers mounted there. Only limited Gauss rifle ammo shortens the period the *Scourge* can operate as a heavy scout.

Deployment

A rare raid by the Rim Collection into Commonwealth territory in 3136 brought the *Scourge* to the attention of the pundits. Two companies of Able's Aces, mostly primitive *Commandos* and AC/5-equipped *Arbiters*, arrived at Wiltshire via pirate point and began surveying the southernmost continent-spanning plain known as the Vastness, apparently seeking a rumored Word of Blake storehouse. The Wiltshire militia, counting only a company of 'Mechs, sought the raiders out.

Captain Nordstrom Dayvssen commanded the militia's recon elements, mainly hover tanks. His *Scourge* was the heaviest BattleMech. The speedy *Arbiters* swarmed his fastest hovercraft, disabling them with pinpoint autocannon fire. Eventually, Dayvssen and his light lance were all that remained. Instead of retreating, he split off from the rest of his lance to lure the enemy in. They obliged and he began a cat and mouse game with them. He was slower than the raiders, but his accurate weapons fire quickly took a heavy toll. His Gauss rifle soon ran dry, but Dayvssen continued to pour it on with his lasers. Though jumping constantly to present a difficult target, his fire was steady and precise. With the rest of his lance harassing the treasure hunters, Dayvssen put the final nail in the raid's coffin by executing a death from above attack on one of the Aces *Commandos*. He had scarcely regained his bearings after crushing the enemy MechWarrior before the Aces withdrew.

In 3140, the pirate-hunting mercenary Wrathful Privateers tracked a band of raiders that had hit Lyrans worlds from Lost to Pocologan to a base on Slewis. The Privateers' scout company had each lance led by a *Scourge*. The recon lances spread out to seek the pirates. When Commander Tricia Forgeriver's lance found the base, it was ambushed by the pirates. Her *Scourge* weathered considerable fire as she tried to organize the withdrawal. Two were lost, but she and the fourth slipped the net and reported the pirate location. Rather than retire to the Privateers' DropShips, Forgeriver wove her battered *Scourge* through the battle lines and engaged the pirate commander in single combat. The fierce melee smashed both 'Mechs, but in the end her *Scourge* triumphed over the pirate *Crusader* when her lasers obliterated the enemy's cockpit.

Variants

The SCG-WD1 variant lacks the actuator enhancement system and light ferro-fibrous armor of the SCG-WF1. In exchange, it carries one additional heat sink and an extra ton of standard armor.

Notable Units

Cornelius "Deacon" Mendoza: A freelance mercenary, the outwardly pious Mendoza has a reputation for never purposely killing his targets on the battlefield. Instead he aims to cripple or incapacitate. He only keeps a portion of his contracted compensation, giving most of his earnings to those less fortunate.

Colonel Nordstrom Dayvssen: Colonel Dayvssen commands the Wiltshire militia. His *Scourge* has been beaten and battered over the decade that he's had it. Increasing piracy since the Blackout has kept him busy, in addition to thwarting increasing numbers of those seeking the mythical Word of Blake stockpile.

SCG-WF1 SCOURGE

HEAVY 'MECHS

123

Type: **Scourge**

Technology Base: Inner Sphere (Advanced)

Tonnage: 65

Battle Value: 2,172

Equipment

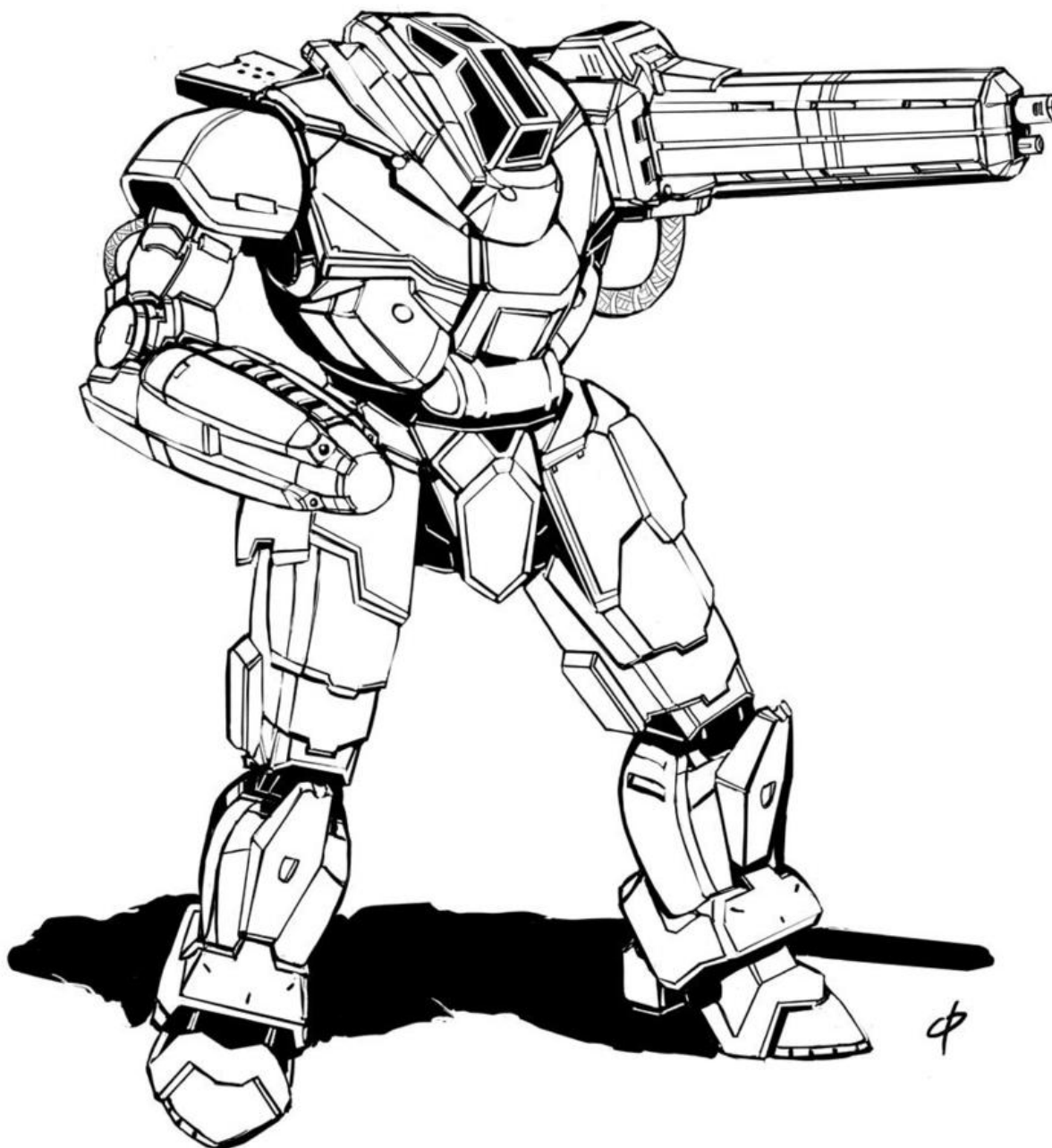
Internal Structure:	Endo Steel	Mass 3.5
Engine:	325 XL	12
Walking MP:	5	
Running MP:	8	
Jumping MP:	4	
Heat Sinks:	11 [22]	1
Gyro:		4
Cockpit:		3
Armor Factor (Light Ferro):	211	12.5

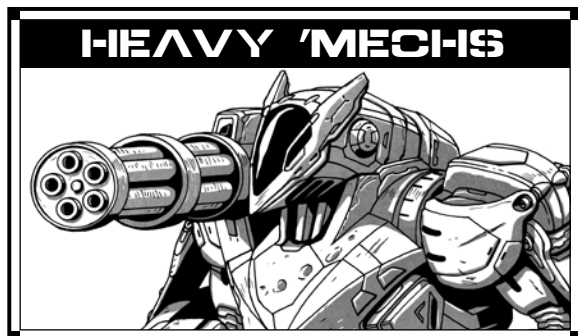
	Internal Structure	Armor Value
Head	3	9
Center Torso	21	30
Center Torso (rear)		12
R/L Torso	15	20
R/L Torso (rear)		10
R/L Arm	10	20
R/L Leg	15	30

Weapons

and Ammo	Location	Critical	Tonnage
4 ER Medium Lasers	RA	4	4
Actuator Enhancement			
System	RA	3	2
Gauss Rifle	LA	7	15
Ammo (Gauss) 16	LT	2	2
Medium Pulse Laser	LA	1	2
Jump Jet	RL	1	1
Jump Jet	RT	1	1
Jump Jet	LT	1	1
Jump Jet	LL	1	1

Notes: Features the following Design Quirk: Reinforced Legs





Mass: 65 tons
Chassis: URA Quad Endo Steel
Power Plant: VOX 325 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph, 108 kph with MASC
Jump Jets: None
Jump Capacity: None
Armor: Durallex Medium
Armament:
 1 Thor 40mm Rotary Class 2 Autocannon
 1 Defiance 1001 Extended-Range Particle Projection Cannon
 4 Martell-X Medium X-Pulse Lasers
Manufacturer: TharHes Industries
Primary Factory: Tharkad
Communications System: TharHes Melpomene HM-33
Targeting & Tracking System: TharHes Ares-9

Overview

The *Ursa* is a formidable quad 'Mech that premiered in the third decade of this century. It is particularly favored along the Clan borders, because its X-pulse lasers give it closer parity with Clan lasers. The *Ursa* shares some of the heavy recon or risky escort duties with the *Scourge*. The two often find themselves paired along the Jade Falcon front, where their complementary capabilities shine. Mercenaries have made the *Ursa* a primary purchase whenever the opportunity presents itself, thanks to the *Ursa's* jack-of-all-trades capabilities.

Capabilities

The *Ursa's* marvelous gyro delivers exceptional stability, even for a quad 'Mech. MechWarriors rave about the *Ursa's* ability to shrug off punishing damage—even from full-speed collisions—without losing control and falling. MechWarriors have dubbed it “the Rhino” because of the devastating charges it delivers, enhanced by its MASC system. The *Ursa's* weaponry provides overlapping fire, with the lasers handling close-in enemies, the autocannon those at middling ranges, and the ER PPC the most distant.

Deployment

A series of small skirmishes with Clan Jade Falcon near Yeguas in 3127 led a battalion of the Fourth Donegal Guards to raid Morges. The battle with a Trinary of the Twelfth Falcon Regulars was notable both for its brevity and for the extraordinary performance of one *Ursa*. Hauptmann Jeremy Drummond commanded Third Company; his recon lance was cut off as the battle quickly soured and the Guards began to withdraw. The Regulars hammered them during the retreat, but Drummond refused to abandon his comrades.

Drummond activated his MASC and blazed through the Regulars' line, which was strung out from their pursuit of the fleeing Guards. He flattened one *Mist Lynx* with a laser salvo, crashing into it as he continued on; the OmniMech did not get back up. Drummond was beset by a Star of Elementals attempting to swarm him, but the surrounding trees served him well as he used them to scrape the Elementals off. Drummond finally made contact with his scouts, but they were being pressed by a Star of medium OmniMechs. One of the scouts was already down. Drummond's arrival distracted the Regulars and drew copious weapons fire. He weathered the storm as one of the surviving scouts extracted the downed MechWarrior. Drummond and Lieutenant Harvey Miner, in a *Centurion*, managed to down a Regulars *Nova* with concentrated fire. As the Regulars focused on Drummond, he ordered the scouts out of the area. They slipped the lines while Drummond's *Ursa* dodged amidst the boles and crashed into an *Ice Ferret*. After it fell, he trampled it and continued on, not knowing it was Star Captain Elysus Ward. The enraged Regulars harried Drummond all the way back through the Falcon lines. Drummond's

evasive tactics relied on random bursts of speed and unconventional tactics, like stopping short and mule-kicking his pursuers.

Drummond's smashed *Ursa* finally returned to the waiting *Union DropShip*, minutes before the Guards' CO ordered liftoff.

Variants

The URA-2C is a Clan version of the *Ursa*. It replaces the X-pulse lasers with ER medium pulse lasers and carries one additional heat sink.

Notable Units

Phuong Trahn: A mercenary, Trahn wanders from command to command, though she tends to stay in the same general area of the Lyrans Commonwealth rather than travel from nation to nation. Her longest tour of service was with the Twenty-first Centauri Lancers while under contract with the LCAF. Records indicate she is a descendant of Ty Van Trahn, a Centauri Lancers battalion commander who was killed during the Jihad. Despite her great-grandfather's past role in the Lancers, Trahn owes no loyalty to the regiment, instead preferring to retain loyalty only to her *Ursa*, Prowler. Rather than acquire wealth, Trahn's ultimate goal appears to be acquiring technology that will enhance Prowler's battlefield abilities. Since the Lancers seldom received contracts to raid R&D facilities, Trahn packed up and moved on.

Kommandant Fisker Drummond: Kommandant Drummond is the son of Jeremy Drummond, whose old *Ursa* he pilots. Fisker commands Second Battalion in the Fourth Donegal Guards. When the Guards raided Chukchi III in May 3144, seeking to acquire production from the Maxell plant, they ran headlong into two Binaries of the Forty-first Wolf Guard Battle Cluster. The Fourth were *en route* to the factory when the patrolling Fortyfirst intercepted them. Drummond was near the van of the advance, along with the rest of Second's recon company. His surprising charge into the enemy ranks was followed by a pair of *Scourges* and an ancient *Charger*. The enemy absorbed the charge and gave better than they received. The raid was a dismal failure, though Drummond prided himself that all his troops returned alive, even if six of their 'Mechs did not.

Type: **Ursa**

Technology Base: Inner Sphere

Tonnage: 65

Battle Value: 1,887

Equipment

Internal Structure: Endo Steel

Engine: 325 XL

Walking MP: 5

Running MP: 8 (10)

Jumping MP: 0

Heat Sinks: 13 [26]

Gyro: 4

Cockpit: 3

Armor Factor: 200

Head 3

Center Torso 21

Center Torso (rear) 10

R/L Torso 15

R/L Torso (rear) 7

R/L Front Leg 15

R/L Rear Leg 15

Mass

3.5

12

3

4

3

12.5

Internal
Structure

Armor
Value

Weapons and Ammo

Location

Critical

Tonnage

Rotary AC/2 RT 3 8

Ammo (RAC) 45 RT 1 1

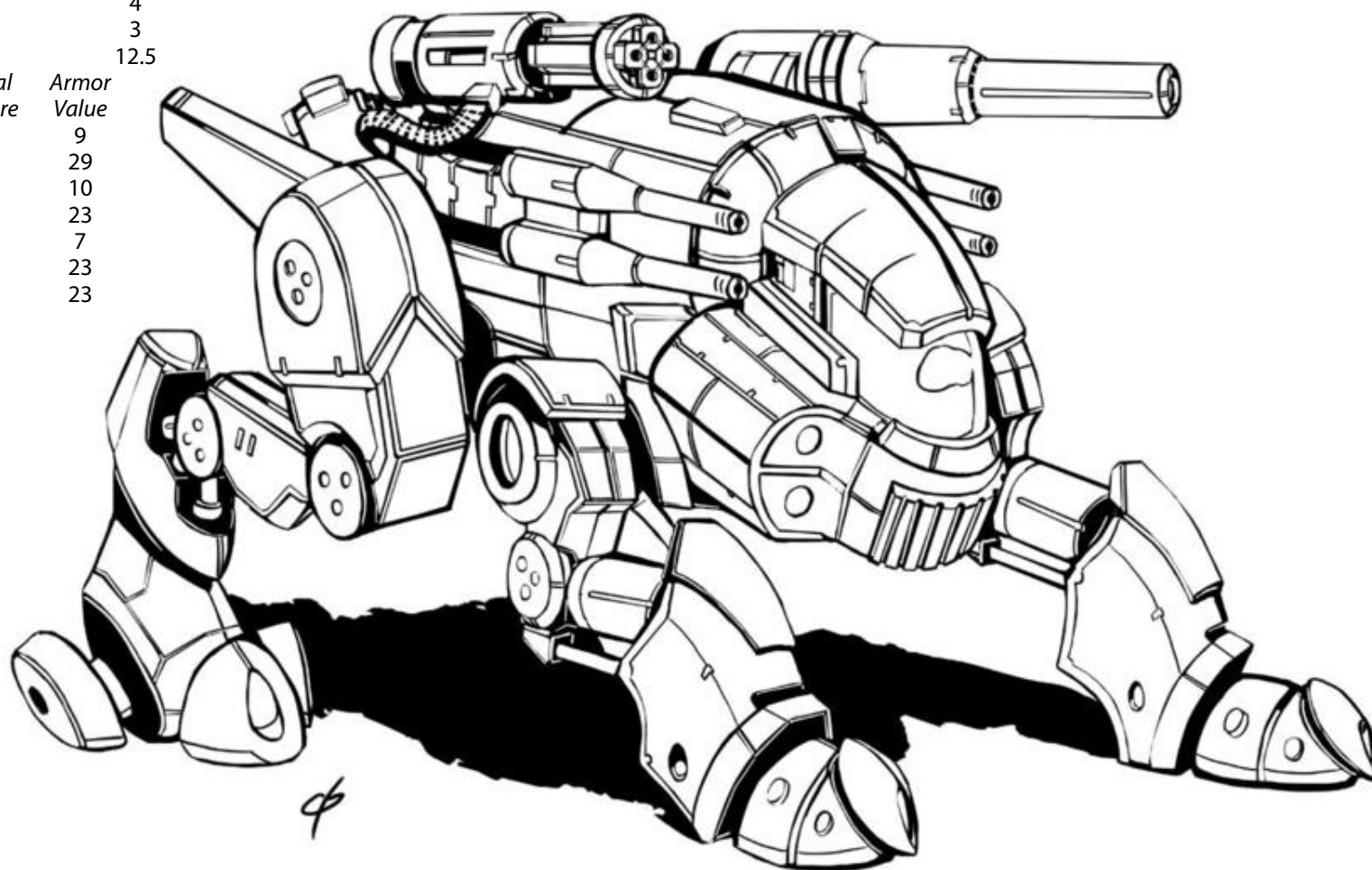
2 Medium X-Pulse Lasers RT 2 4

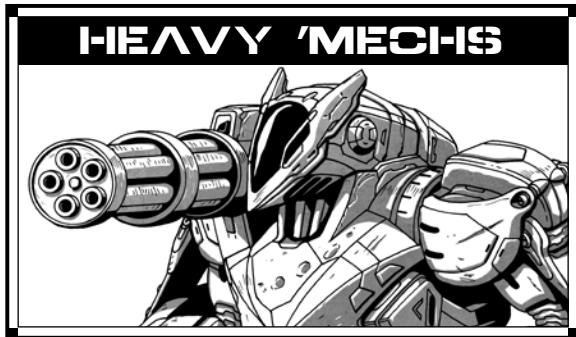
ER PPC LT 3 7

2 Medium X-Pulse Lasers LT 2 4

MASC LT 3 3

Notes: Features the following Design Quirks: Exposed
Weapon Linkage (Rotary AC/2), Stable.





Mass: 70 tons

Chassis: Type W4 Endo Steel

Power Plant: 280 Fusion XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: BMP Series XV

Jump Capacity: 120 meters

Armor: Advanced/3

Armament:

2 Type 22 Extended-Range PPCs

2 General Systems Heavy Medium Lasers

2 CC 6-Rack Advanced Tactical Missile Launchers

Manufacturer: W-7 Facilities

Primary Factory: Weingarten

Communications System: Build 1685 Tacticom

Targeting and Tracking System: Build 2 CAT TTS

Overview

The latest BattleMech from Clan Wolf marks an interesting shift in the way these Crusaders view their future. Cunning, wits and determination have long characterized the Wolves' tactical approach to warfare, but even the most cunning must ultimately pay the price of war. Khan Vlad Ward has expertly proven the value of using symbols to direct his Clan. While Clan Wolf has proven their ability in bloodlines and machines, the purist Ward was concerned with the number of non-Wolf designs in the *touman*. Though he knew that a superior warrior in an inferior machine will still be victorious, he viewed assigning even the lowliest Wolf warrior to an unworthy machine as an insult to the Clan's heritage, and so was determined to cull anything that weakened the heirs of Kerensky's legacy.

In a typical bold stroke, Ward issued a challenge to the ranking members of his scientist caste to forge a symbolic weapon that the Wolves could rally around. The Khan vowed that if their efforts were unacceptable, he would personally put them in the cockpit of those inadequate machines and destroy them on the battlefield. As this challenge came from the man who had crushed the life out of an ilKhan with his foot on the floor of the Grand Council, the scientists took it seriously. Their efforts did not disappoint.

Capabilities

The rallying cry for this particular design was most unusual—and this new unit has the guns to back it up. Much like the iconic *Tundra Wolf* design, the *Blood Reaper* is a straightforward second-line 'Mech. The design parameters stressed survivability, impact, cost and proven technology. By drawing on the best elements of several highly successful designs, this new machine pays tribute to the Clan's history in a way the *Tundra Wolf* did not.

Given the Wolves' historic success with the *Mad Cat*, the design team drew heavily from its chassis and structural design. They also chose to reference several complementary elements from the proven structure of the *Black Hawk*. Multi-range firepower flexibility comes from a pair of ATM launchers, while ER PPCs were chosen for their raw hitting power. This threat is backed up by two heavy medium lasers for close-range punch. Though relatively slow compared to a frontline Clan Omni, the standard version has jump jets to increase flexibility.

Ward was satisfied that the *Blood Reaper* met his strict requirement of "the flexibility to prove his cunning, the teeth to draw the enemy's blood, and the hide to withstand the savagery of battle." His warriors took this typical Clan posturing as a challenge to see if they could win despite being hobbled by a second-line machine.

Deployment

In 3079, the first Star of *Blood Reapers* saw their trial by fire against a Trinary of Hell's Horses who believed a flanking maneuver through untested prototypes would allow them to avoid the main Wolf

force. The Horses failed to realize they had been led into the *Blood Reapers*, and fell into the trap. The *Blood Reapers* savaged the mostly light and medium Horse machines, leaving only two Horse 'Mechs to flee the battle.

At a Wolf Grand Council meeting two weeks later, Vlad Ward outlined his plans to forge a *touman* worthy of Kerensky's chosen, and showed footage from the Horse battle. His reported words were: "Even in the weakest Wolf machine, our warriors are superior to our enemies." He followed this claim by stating that the spirit of the Wolf would welcome any who sought a little more challenge with their victories. Ward's call to action prompted requisitions from every Galaxy Commander, and the Khan offered to supply *Blood Reapers* as replacements for any units the commanders deemed "unworthy of the Wolf." In remarkably short order, the *Blood Reaper* was being produced in record numbers.

The warriors of Alpha Galaxy received the first shipments of the new 'Mechs, which were predominantly assigned to Bloodnamed warriors. The *Blood Reaper* is quickly joining the *Mad Cat* and *Tundra Wolf* as one of the Wolves' iconic machines.

Variants

A second variant released within a year of the first *Reaper* drops the four jump jets in favor of two arm-mounted medium pulse lasers. Capable of heavier fire, it must be doubly careful about overheating. Its firepower has made it popular in dueling and Trials of Position, seeing as much, if not more, production than the standard version.

Notable Units

Star Captain Krayd Kufahl: Known as "The Coywolf," Part of the Coyote forces on Glory, the Star Captain's martial bearing and warrior spirit impressed Star Colonel Ulysses Showers of the Twelfth Wolf Regulars, who fought and won a trial for the Coyote officer. Distinguishing himself among the Wolf forces left in Clan space, Kufahl was sent to the Inner Sphere. He uses the raw power of his *Blood Reaper* to punish those who think him a weak opponent.

BLOOD REAPER

HEAVY 'MECHS

127

Type: **Blood Reaper**
Technology Base: Clan
Tonnage: 70
Battle Value: 2,665

Equipment

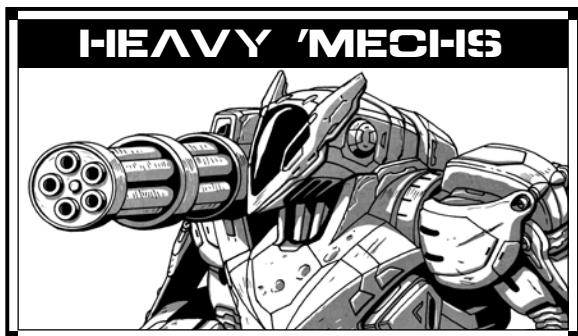
Internal Structure:	Endo Steel	Mass
Engine:	280 XL	3.5
Walking MP:	4	8
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	18 [36]	8
Gyro:		3
Cockpit:		3
Armor Factor:	216	13.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	22	34
Center Torso (rear)		9
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	11	22
R/L Leg	15	30

Weapons and Ammo

	Location	Critical	Tonnage
ER PPC	RA	2	6
Heavy Medium Laser	RA	2	1
ATM 6	RT	3	3.5
Ammo (ATM) 30	RT	3	3
ER PPC	LA	2	6
Heavy Medium Laser	LA	2	1
ATM 6	LT	3	3.5
Ammo (ATM) 30	LT	3	3
Jump Jets	RL	2	2
Jump Jets	LL	2	2

Notes: Features the following Design Quirks: Hyper-Extending Actuators, Rugged (1).





Mass: 70 tons

Chassis: StarFrame Heavy Endo Steel

Power Plant: VOX 280 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: ArcShield VII Mk.5 with CASE II

Armament:

1 Oriente MagCoil Model M Gauss Rifle

1 Oriente MagCoil Model K Silver Bullet Gauss Rifle

3 Diverse Optics Sunfire Extended-Range Medium Lasers

Manufacturer: StarCorps Industries

Primary Factory: Emris IV

Communications System: Telestar Model XTD-67A1

Targeting & Tracking System: Starlight Seeker LX-4X

Overview

The *Carronade* barreled into the spotlight after its role in an Oriente raiding campaign in 3110. The *Carronade's* solo combat abilities built its popularity across the former Free Worlds League, with mercenary units, and in the arenas of Solaris VII, while the actions of its MechWarriors made it infamous among the Republic Armed Forces.

Capabilities

Many effective lances combine 'Mechs that strip large chunks of enemy armor with 'Mechs firing

lots of smaller weapons to exploit those holes. The *Carronade* uses both the standard and silver bullet Gauss rifles to do the same in a single 'Mech, all at long range.

Deployment

In 3110, the Oriente Protectorate began a series of raids into the Republic to gain experience for its troops as well as to show its strength as a warning to its restless neighbors. A battalion from the Second Oriente Hussars was detached to conduct the raids, supplemented by a company of *Carronades* sent for further field testing and evaluation. Early successes and a push from the most skilled *Carronade* pilot, Captain Marion Morrison, led Force Commander Gregory Nicklas to attach *Carronades* singly or in pairs to raiding lances. This freed the *Carronades* from normal lance duties to hunt down and capture or kill enemy lance and company commanders.

On Asuncion, two raiding lances ran into Major Edwin Rodgers and his command lance out to inspect the remote outpost the raiding force had targeted to destroy. A pair of *Carronades* challenged Major Rodgers and a lancemate to duels while the rest of the raiding force ganged up on the rest of the command lance. In short order the two *Carronade* pilots killed their opponents, one with a lucky shot piercing the cockpit of a Republic *Prefect*, the other after his *Thor A* was disabled. Already angry over the continuing raids into Republic space, the report of his officer's execution was the last straw for the Exarch. Devlin Stone promised a full invasion of the Oriente Protectorate if the raids didn't stop.

Gun camera footage of these duels and other *Carronade* raiding missions made its way back to StarCorps, who used the videos in their promotional material. The *Carronade* quickly became popular with mercenaries looking for an edge after seeing its expertise in duels. On Solaris VII the *Carronade* was in high demand by warriors with ties to the former Free Worlds League who wanted to emulate Captain Morrison's notoriety and combat prowess. Conversely, those among the Republic Armed Forces and Republic-affiliated stables made the *Carronade* a priority target, which the Republic's enemies used setting traps.

Notable Units

Lieutenant Roberto Asada: The son of retired Lieutenant Colonel Francisco Asada from the First Orloff Grenadiers, Roberto Asada was forced to follow his father's footsteps. In 3128, he matriculated to the Orloff Military Academy but was nearly expelled several times due to "behavior unbecoming a future Orloff Grenadier." Only the influence of his father, who sat on the academy's board, kept Roberto enrolled until his graduation, when he was assigned to Eighth Orloff Grenadiers. Upon his father's death in 3132, Roberto spent a large portion of his inheritance to purchase a *Carronade*, a 'Mech his peers considered a "dishonorable brute" on the battlefield due to its favored status as a Solaris VII contender. Roberto's choice was deliberate, as he gravitated more toward the combat styles of arena champions than the Grenadiers' more traditional tactics. In every field exercise, his lancemates derided his 'Mech's efficiency until the Third Liao Guards raided Ventabren in 3137. During the battle, Asada singlehandedly drove off a lance of 'Mechs by isolating each opponent and using arena tactics to bring them down one at a time.

Captain Margeaux Le Maire: A former Solaris contender, Le Maire was forced to give up arena combat after an ejection mishap literally cost her an arm and a leg. Though Le Maire was fitted with extensive prosthetics and underwent rigorous physical therapy, her fans had moved on. Dejected, she left Solaris and joined Pandora's Box, where she still pilots her once-famous *Carronade*, Steel Rain.

Heather "Sureshot" Mills: The number two warrior fighting for Galahad Stables, Mills' best performance came when she made it to the semifinals of the 3114 Grand Championship. Fighting from the cockpit of her *Carronade*, *Seeing Eye*, Mills had a knack for finding cracks in the armor of her enemies. In the quarterfinals, Mills defeated top contender Bernhard Müller's *Fafnir* when a single barrage from her silver bullet Gauss rifle destroyed both heavy Gauss rifles.

Type: **Carronade**

Technology Base: Inner Sphere

Tonnage: 70

Battle Value: 1,799

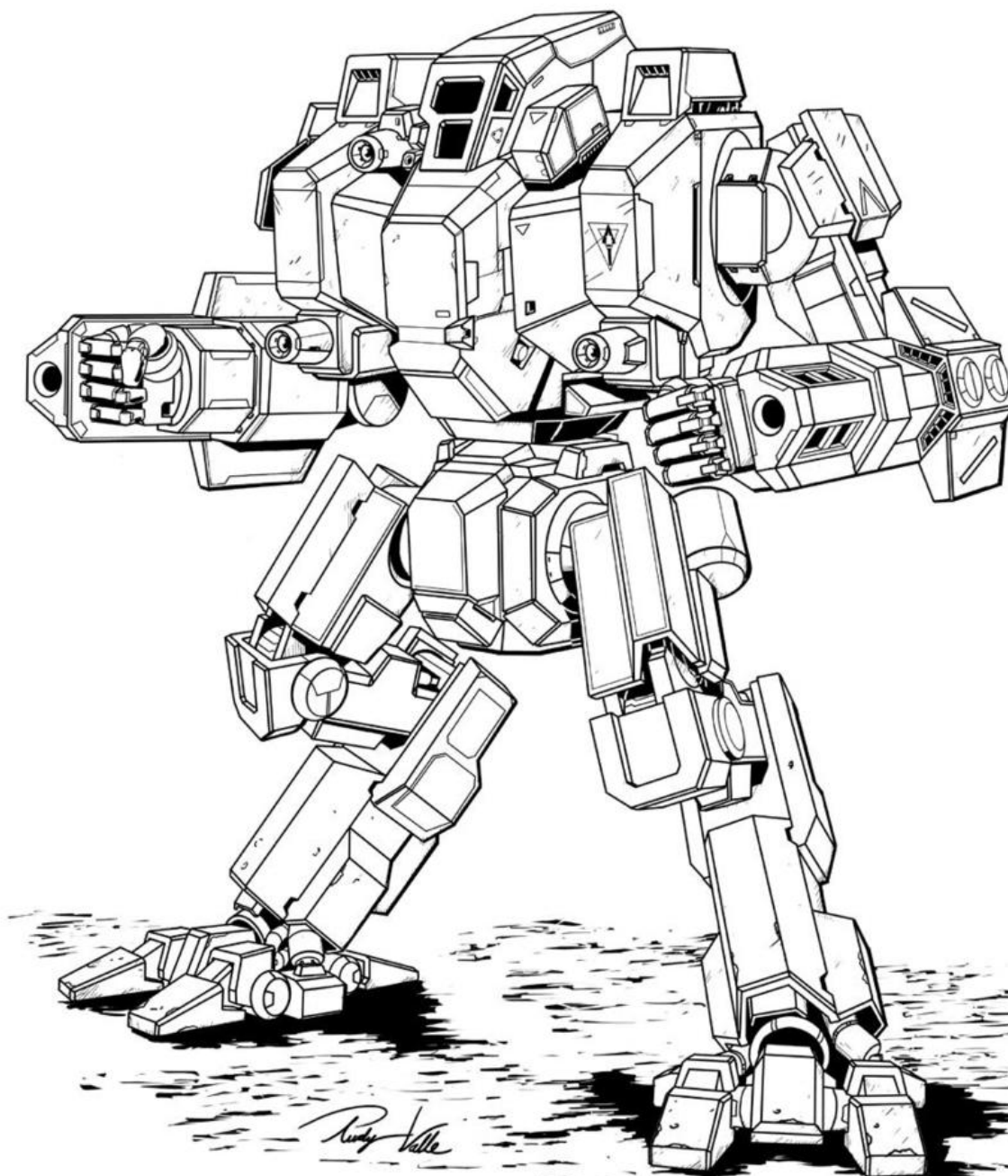
Equipment

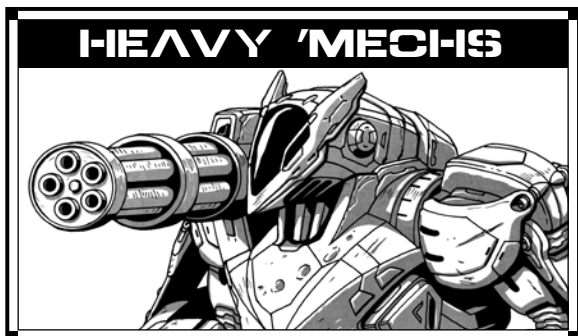
Internal Structure:	Endo Steel	Mass
Engine:	280 XL	3.5
Walking MP:	4	8
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	216	13.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	22	33
Center Torso (rear)		10
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	11	22
R/L Leg	15	30

Weapons

and Ammo	Location	Critical	Tonnage
Gauss Rifle	RA	7	15
CASE II	RA	1	1
ER Medium Laser	RT	1	1
Ammo (Gauss) 16	RT	2	2
ER Medium Laser	H	1	1
ER Medium Laser	LT	1	1
Ammo (SB Gauss) 16	LT	2	2
Silver Bullet Gauss Rifle	LA	7	15
CASE II	LA	1	1

Notes: Features the following Design Quirk: Fast Reload.





Mass: 70 tons

Chassis: Skobel 250-RB

Power Plant: GTEM 210 XL

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: Waterly Heavy Lifters

Jump Capacity: 150 meters

Armor: Pribak 9000

Armament:

2 Tronel XIII Large Pulse Lasers

1 Skobel Drotnik MRM 20

1 Hovertec Streak SRM 2

1 Zippo Flamer

Manufacturer: Skobel MechWorks

Primary Factory: Terra

Communications System: Skobel Wave VI Comm

Targeting and Tracking System: Falcon 15 Watcher

Overview

Like Stefan Amaris centuries before, the Word of Blake turned to desperate and sometimes fanatical strategies in their attempt to hold on to Terra. Unlike Amaris, however, the Word of Blake showed a sociopathic efficiency that made their tactics far more effective and far less predictable. They even unleashed weapons of mass destruction on Terra itself in quantities far beyond the scant nuclear strikes launched by the Usurper.

One of the less bizarre tactics employed during the defense of Terra was to rush nearly completed BattleMech designs into production in an effort to quickly bolster their defenses in the face of the impending invasion. These BattleMechs, often

lacking components such as proper engine shielding or ejection seats, swelled the ranks of the Word of Blake to levels that the best reconnaissance by Stone's Coalition never discovered before battle. Unfortunately, they were often as dangerous to their own MechWarriors as they were to the enemy.

During the initial Coalition recovery efforts after their hard-won victory, many of these haphazardly built 'Mechs were discarded. Others showed promise as effective battlefield units; these were set aside for continued examination and perhaps continued production. The *Gallant*, produced in Moscow's historical Skobel MechWorks facility, was one of the designs The Republic chose to refine and continue producing.

The design specifications were also exported to the Federated Suns and Lyran Commonwealth as a gesture of thanks for their extensive support of the Coalition and the forming Republic. The exchange of recovered technology has been part of the initial Coalition agreement. It was also a calculated diplomatic decision in hopes of easing the sting of losing worlds to the Republic of the Sphere.

Capabilities

The *Gallant* was originally conceived as a broken-terrain cavalry platform utilizing improved jump jets. The increased mobility was seen as a potential boon in any tightly packed terrain such as urban settings or remote mountains. When the Coalition attacked Terra, the design was entering its initial field tests. The Word of Blake scrapped the field tests and rushed the design into production at breakneck speed.

One major design change made at the eleventh hour was its weapons package. It originally carried a fairly standard deployment of energy and missile weapons, but the combined-arms nature of Devlin's Stone assault force initiated a radical overhaul of the 'Mech's weapons. A pair of large pulse lasers was installed to provide accurate firepower even for novice MechWarriors. The medium-range missiles were inexpensive and easy to install. The Streak missile launcher and a flamer were added to give the *Gallant* a terrifying capacity to wipe out enemy infantry or armor wholesale. While this hand-tailored payload proved too little, too late to stop the

Coalition's advance, it did wreak havoc and earn the *Gallant* a reputation among Coalition soldiers.

Once the Coalition's technical personnel could take the time to go over the Skobel facility in Moscow, they discovered detailed plans for the *Gallant* as well as its ad hoc assembly line. They also had the time to put it through abbreviated field trials to judge its readiness. With the need for BattleMechs so dire throughout the Inner Sphere, a nearly completed heavy 'Mech was a significant and valuable find. Rather than re-tool the entire facility for another design, the decision was made to fully develop the assembly facility and put the BattleMech into a more finished and polished production run.

Deployment

The *Gallant* has deployed with many of the units serving on or around Terra. It has also begun production in the Lyran Commonwealth and the Federated Suns, which use the design as replacements for their Lyran Guards and Heavy Guards regiments, respectively. All three nations have also made the design available for purchase and it has quickly spread into general service throughout the Inner Sphere.

Variants

Federated Suns engineers worked to re-create the weapons package as originally conceived for the *Gallant*. Once finished with their research, they updated the weapons with newer, more advanced components. This 8-0 variant sheds all the production variant's weaponry in order to mount a pair of Thunderbolt 10 launchers and four medium X-pulse lasers. The 8-0 also protects the Thunderbolt ammunition with CASE.

GLT-7-0 GALLANT

HEAVY 'MECHS

131

Type: **Gallant**

Technology Base: Inner Sphere

Tonnage: 70

Battle Value: 1,436

Equipment

Internal Structure:

Engine: 210 XL

Walking MP: 3

Running MP: 5

Jumping MP: 5

Heat Sinks: 14 [28]

Gyro: 3

Cockpit: 3

Armor Factor: 208

Internal
Structure

Mass

7

4.5

3

3

13

Armor

Value

Head 3 9

Center Torso 22 28

Center Torso (rear) 13

R/L Torso 15 20

R/L Torso (rear) 10

R/L Arm 11 20

R/L Leg 15 29

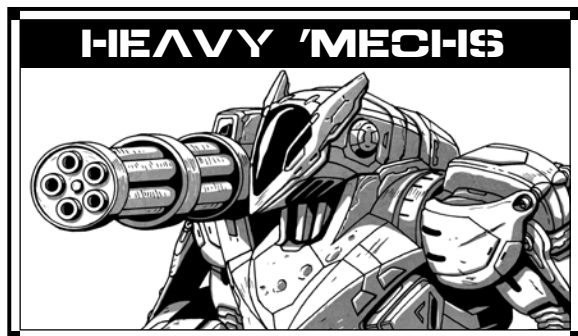
Weapons

and Ammo

	Location	Critical	Tonnage
2 Large Pulse Lasers	RA	4	14
Streak SRM 2	RT	1	1.5
Ammo (Streak) 50	RT	1	1
Flamer	H	1	1
MRM 20	LT	3	7
Ammo (MRM) 12	LT	1	1
Improved Jump Jet	RL	2	2
Improved Jump Jet	RT	2	2
Improved Jump Jet	CT	2	2
Improved Jump Jet	LT	2	2
Improved Jump Jet	LL	2	2

Notes: Features the following Design Quirk: Stabilized Weapons (Large Pulse Lasers).





Mass: 70 tons

Chassis: Crucis-H

Power Plant: GM 280

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Valiant Chainmail

Armament:

1 Mydron Excel LB 10-X Autocannon

1 ChisComp 39 Medium Laser

1 Holly SRM 4 Launcher

2 Johnston Lite Light Particle

Projection Cannons

Manufacturer: Coalition Armory Inc.

Primary Factory: Filtvelt

Communications System: Pickering

Communications Mark III

Targeting & Tracking System: Dalban HiRez

Overview

The *Hound* was among the first advances from RetroTech manufacture to modern BattleMech production for the Filtvelt Coalition. Its reliance on older technologies instead of more advanced components testified to the desire to get it right the first time. The 'Mech's simplicity and effectiveness has kept it rolling off the Coalition Armory lines for nearly half a century. The *Hound* has served the Coalition with humble distinction, much like the pet for which it is named.

Capabilities

The *Hound*'s armament enables it to fill the fire support role that the *Warhammer* has occupied for centuries. The *Hound*'s success through the years is due to its reliance on older—but proven—technologies; the easy acquisition of replacement parts also endears the 'Mech to the mercenaries and small nations that employ it. The *Hound* earned its reputation as a “shredder” thanks to the punishing combination of weapons it mounts and the durability that allows it to outlast its opponents.

Deployment

One of the *Hound*'s first major engagements took place on Broken Wheel in 3101. The Border Lords pirate band had fled the Calderon Protectorate seeking easier prey in the Filtvelt Coalition. The Border Lords landed a mixed battalion of 'Mechs, tanks, and infantry and marauded through Conestoga *en route* to the Quikscell factory. They soon came under fire from elements of the Second Filtvelt Citizens Militia. The Second had a company of *Hounds* backed by Pegasus hovertanks and Light Thunderbolt Carriers recently turned out by the local plant.

The city's tight and twisting thoroughfares hindered the maneuverability of the light and fast pirate 'Mechs but were ideal for the *Hounds*. The *Hound* MechWarriors used their knowledge of the terrain to set up firing lanes and ambushes that whittled down the Border Lords. The frustrated pirates tried to retreat but found themselves cut off. The *Hounds* moved in, slow and steady, against the pinned enemy. They crushed the pirate armor and annihilated the infantry. The Border Lords escaped the world with half their 'Mechs but no booty to show for their losses.

The *Hound* also excels in offensive operations. When the Dominars ventured forth from the Pirates Haven in 3117, their rampage led them to Carvajal. The local militia held out initially but called for help just before they were exterminated. The mercenary Green Machine was the Calderon Protectorate's closest force. They were too late to save the brave defenders, but their stolid *Hounds* provided powerful and pinpoint fire support as the Dominars were hunted down. The *Hounds* led the assault into the

capital city, weathering the pirates' punishing fire and driving them from the residential areas. The final battle took place on the Plains of Ecstasy outside the capital city. Many brave *Hound* MechWarriors gave their lives weathering the dreadful fire of the pirate DropShips. Precision autocannon fire demolished the pirate DropShips' engines and weapons. In the ensuing panic, the pirates were easy pickings.

Notable Units

Leftenant Stig “Slackjaw” Kolarson: At Filtvelt Academy, Leftenant Kolarson couldn't hit the broad side of a barn no matter how hard he practiced. However, his instructors recognized his leadership, tactical, and morale-boosting talents, and concentrated on developing those. Kolarson graduated with honors despite his atrocious gunnery skills, and his aim never improved via normal means. Assigned to the First Filtvelt Citizen's Militia, he was given a *Hound* to address his poor aim.

Captain Angus McFarley: Captain McFarley rose to command Third Company of the Green Machine six years before the Blackout. His *Hound* lacks the punch of heavier mercenary 'Mechs, but he makes up for that lack with legendary coolness under fire. When the Machine faltered before a strong Taurian raid in 3137, McFarley stood firm and became the rally point that staved off the rout. His five kills in that battle are etched deep as kill markers on his autocannon housing.

Leftenant Colonel Nikolae Voldkif: Leftenant Colonel Nikolae Voldkif is the executive officer of the Hortense Periphery March Militia, a unit not graced with an abundance of glamor or much pull with the AFFS Quartermaster. Not a man given to displays of emotion, Voldkif quietly endures the petty indignities and misfortunes that come with serving closer to the shaft than the tip of the Federated Suns' spear. His *Hound* was imported from Filtvelt by the Periphery March, after the Hortense PMM was passed over for refit three years in a row. Voldkif feels its simple, rugged design ensures the 'Mech can stay in the fight.

HD-2F HOUND

HEAVY 'MECHS

133

Type: **Hound**

Technology Base: Inner Sphere

Tonnage: 70

Battle Value: 1,389

Equipment

Internal Structure:

Engine: 280 16

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 15 5

Gyro: 3

Cockpit: 3

Armor Factor: 208 13

Internal
Structure

Armor
Value

Head 3 9

Center Torso 22 30

Center Torso (rear) 13

R/L Torso 15 20

R/L Torso (rear) 10

R/L Arm 11 22

R/L Leg 15 26

Weapons

and Ammo

Location Critical Tonnage

2 Light PPC RA 4 6

Medium Laser RT 1 1

LB 10-X AC LT 6 11

Ammo (LB-X) 20 LT 2 2

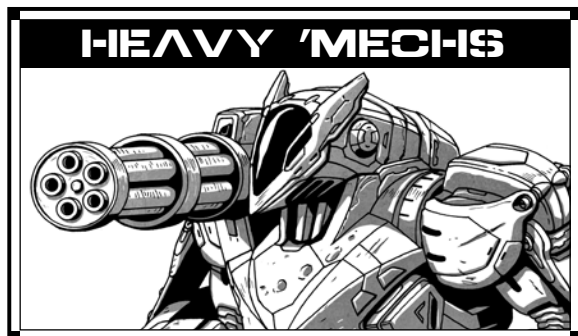
Ammo (SRM) 25 LT 1 1

SRM 4 LA 1 2

Notes: Features the following Design Quirk: Accurate

Weapon (LB 10-X Autocannon).





Mass: 70 tons
Chassis: AR-7b Endo Steel
Power Plant: Magna 350 Light
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Royal-7 Ferro-Fibrous
Armament:
 2 Corean Light Gauss Rifles
 4 Diverse Optics Extended-Range Medium Lasers
Manufacturer: Arc-Royal MechWorks
Primary Factory: Arc-Royal
Communications System: K9 Comms System
Targeting and Tracking System: Type V Bloodhound T&T System

Overview

Faced with dwindling stockpiles of Clan technology, Khan Phelan Kell sponsored several programs to adapt more readily available Inner Sphere equipment to the needs of his Wolves. Among the outcomes of these initiatives was the creation of the MNL-3L *Mangonel*. Rumored to be the result of a collaborative effort between Sergi Ivanovich (Chief Tech for the Tooth of Ymir and the mastermind behind *Schwerer Gustav*) and the Kell Hounds' Chief Tech, Daniel Holstein, the unusual design entered production in 3078. Arc-Royal MechWorks continues to produce the design in limited quantities for Wolf MechWarriors.

Capabilities

Envisioned as a heavy cavalry unit, the controversial *Mangonel* is reminiscent of designs such as the first Star League's *Excalibur* or the WiE *Arctic Wolf*. Emphasis is placed on speed and firepower over heavy armor protection and endurance. The BattleMech is literally built around the massive weapons bay that occupies almost the entire right side of its torso. Housed therein are twin Gauss weapons—exceptionally accurate Corean light Gauss rifles. The *Mangonel*'s MechWarrior uses the superior speed imparted by the Magna 350 power plant to dance around larger and better-armored opponents and pick them apart with ranged fire. Against lighter foes, a more direct approach is common, and at medium and short range the quartet of arm-mounted Diverse Optics extended-range medium lasers is just as deadly as the Gauss weapons.

However, this speed and firepower come at a price. The Royal-7 ferro-fibrous armor offers excellent protection by weight, but the *Mangonel* doesn't carry enough of it and the Gauss weapons lack CASE to protect against coil detonation. Likewise, the magazine for the primary armament is barely adequate. A MechWarrior must choose his shots with care lest his primary armament be reduced to dead weight. At this point, the quartet of lasers appears to make the *Mangonel* a respectable battler, and the MechWarrior's thoughts may turn to closing with an opponent. Statistically, however, only an exceptionally skilled MechWarrior can survive such a maneuver more than a handful of times.

The first *Mangonels* off the production line soon developed issues from excessive wear to the leg actuators. Arc-Royal MechWorks isolated the problem and took corrective measures, but techs working on the BattleMech still complain about having to spend much more time on preventative maintenance even though the manufacturer claims the problem has been addressed.

Deployment

The Wolves-in-Exile use the Inner Sphere-built *Mangonel* to pad out their ravaged BattleMech forces. Typically, the *Mangonel* replaces OmniMechs

like the *Loki* or *Linebacker*. Inevitably, the largest concentration can be found in the WiE second-line Omega Galaxy fighting alongside the *Pack Hunter* and *Arctic Wolf*. A handful of upgraded MNL-3W models have entered service with front-line commands. These units place great emphasis on mobility and surprise—tactics well suited to the quirky *Mangonel* in the fighting along the frontier with the Clan Occupation Zone.

With this BattleMech being manufactured on Arc-Royal, it is no surprise that the Kell Hounds have incorporated it into their ranks. At least three *Mangonels* have been sighted sporting Hounds colors.

Several examples of the design have found their way into the hands of the Republic of the Sphere. Many WiE MechWarriors fought as part of Devlin Stone's coalition against the Word of Blake. Following the Blakist defeat, some chose to join the newly created Republic and brought the *Mangonel* into service with the newest Inner Sphere power.

Variants

Though classified as a variant of the MNL-3L *Mangonel*, the MNL-3W *Mangonel* is actually a different machine. What started as an attempt to upgrade some of the Inner Sphere technology resulted in a complete rebuild with Clan technology. Built on a Clan endo steel internal structure and powered by a Clan 350 XL power plant, the MNL-3W is armed with two Clan Gauss rifles. The bulkier weapons proved impossible to shoehorn into the right torso weapons bay, and extensive modifications were required to install one of the big guns in the left torso instead. One advantage of this redistribution was that it freed up space to carry more ammunition, and each weapon has a dedicated sixteen-round magazine. Two additional heat sinks and an upgrade with Clan extended-range medium lasers complete the internal changes.

Armor protection is increased somewhat with more than ten tons of Clan ferro-fibrous armor—a modification that also adds Clan CASE to protect against damage from a detonating Gauss weapon.

Type: **Mangonel**

Technology Base: Inner Sphere

Tonnage: 70

Battle Value: 1,552

Equipment

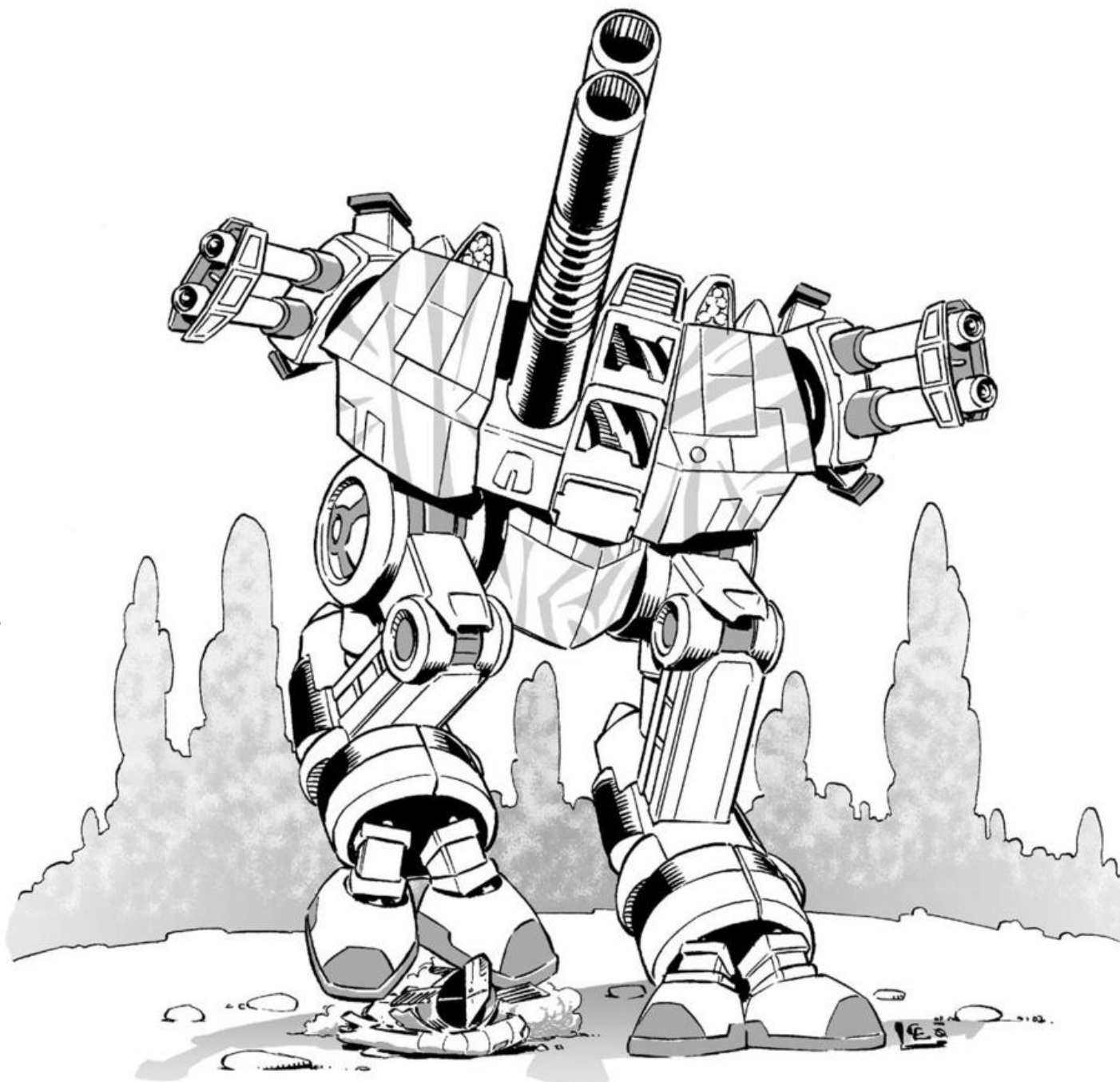
Internal Structure:	Endo Steel	Mass 3.5
Engine:	350 Light	22.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	143	8

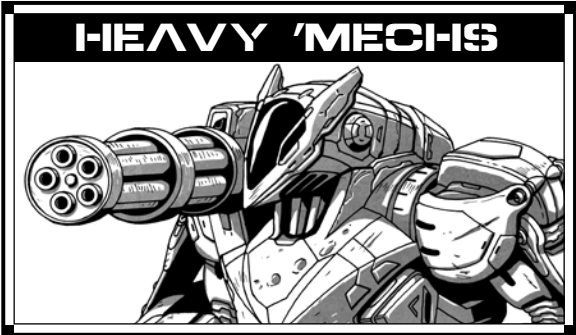
	Internal Structure	Armor Value
Head	3	9
Center Torso	22	20
Center Torso (rear)		6
R/L Torso	15	20
R/L Torso (rear)		7
R/L Arm	11	11
R/L Leg	15	16

Weapons

and Ammo	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
2 Light Gauss Rifles	RT	10	24
Ammo (Light Gauss) 16	LT	1	1
2 ER Medium Lasers	LA	2	2

Notes: Features the following Design Quirks: Difficult To Maintain, No/Minimal Arms.





Mass: 70 tons
Chassis: Olivetti T4 Endo Steel
Power Plant: Magna 350 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Compound Beta FF
Armament:
30.5 tons of pod space available
Manufacturer: Eagle Craft Group
Primary Factory: Erewhon
Communications System: Model J-D 067
Targeting & Tracking System: Hawkeye 58

Overview

Lauded for its versatility and prized for its communication suite, the *Thor II* began replacing the *Thor* in 3093. While its predecessor was the masthead for Clan Jade Falcon, the *Thor II* quickly spread to all of the Inner Sphere Clans, though the largest numbers are still found with the Jade Falcons. A reliable OmniMech with multiple supported pod configurations, the 'Mech is a favorite among junior grade officers.

Capabilities

Although not intended to be a command 'Mech, *Thor IIs* are frequently found in this role thanks to the Model J-D 067 comm system. Compared to competing products like the Alpha-com, the 067 can support three times the number of simultaneous connections. Additionally, when operating in

max power mode, the 067 can cut through the interference created by standard ECM suites.
The Hawkeye 58 is a unique targeting and tracking system that must be reconfigured whenever the Omni's pods are changed. While the process is quick, it does briefly leave the 'Mech unable to use its weapons.

Deployment

When Swimmer Khanate's Beta Aimag came to Feltre in 3097, Clan Wolf Star Colonel Jess Calvert challenged the Diamond Sharks to a Trial of Possession for the entire aimag. Aggressive bidding reduced each force to a Cluster. For the Trial the Diamond Sharks selected a rugged patch of terrain known as the Swordtooth Canyons, a labyrinth of ravines and canyons, dead ends and strong EM interference that fouled communications and tracking systems. The fighting quickly devolved into small-unit actions.

One of the Diamond Shark Stars, commanded by Star Captain Erna, consisted entirely of jump-capable 'Mechs including three *Thor IIs*. Erna's Star, having just mopped up a disorganized group of Wolves, was moderately damaged and low on ammo when they surprised a Star of heavy Wolf OmniMechs. Erna jumped her *Thor* into a flanking position while the remainder of her Star opened fire. Erna's Star quickly depleted their ammunition and were forced to use secondary weaponry and physical attacks to combat the Wolves.

The Wolf 'Mechs were just as badly damaged as Erna's, and just as low on ammo. After minutes of slugging it out with the Wolves, Erna's Star succeeded in pushing them into a box canyon where she ultimately forced them to surrender. It was then that Erna discovered she'd just defeated Jess Calvert.

Notable Units

Reo Jones: Reo Jones is considered a failed washout by the Knights of the Republic. What they don't know is that he's actually a Ghost Knight. Since the Wall went up, he has busied himself putting down rebellions throughout Prefecture X. Rumors abound of a lone *Thor* ambushing larger numbers

of poorly-equipped pirates and thugs and leaving behind broken 'Mechs and bodies, leave no doubt as to his talents.

Type: **Grand Summoner**
Inner Sphere Designation: **Thor II**
Technology Base: Clan
Tonnage: 70
Battle Value: 2,554

Equipment	Mass	
Internal Structure:	Endo Steel	3.5
Engine:	350 XL	15
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	192	10
	Internal Structure	Armor Value
Head	3	9
Center Torso	22	31
Center Torso (rear)		8
R/L Torso	15	22
R/L Torso (rear)		7
R/L Arm	11	20
R/L Leg	15	23

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	1 Endo Steel	1
Right Torso	2 XL Engine	8
	2 Ferro-Fibrous	
Left Torso	2 XL Engine	10
Right Arm	3 Endo Steel	3
	2 Ferro-Fibrous	
Left Arm	3 Endo Steel	3
	2 Ferro-Fibrous	
Right Leg	None	2
Left Leg	None	2

Notes: Features the following Design Quirk: Improved Communications.

THOR II (GRAND SUMMONER)

HEAVY 'MECHS

137

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

Ultra AC/5	RA	3	7
Ammo (Ultra) 20	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RT	1	1
LRM 15	LT	2	3.5
ER Medium Laser	LT	1	1
Ammo (LRM) 16	LT	2	2
Ultra AC/5	LA	3	7
Ammo (Ultra) 20	LA	1	1
ER Medium Laser	LA	1	1
Jump Jets	RL	2	2
Jump Jet	CT	1	1
Jump Jets	LL	2	2

Alternate Configuration A

ER PPC	RA	2	6
LRM 5	RT	1	1
Ammo (LRM 5) 24	RT	1	1
LRM 15	LT	2	3.5
Ammo (LRM 15) 16	LT	2	2
Ammo (LB-X) 20	LT	2	2
LB 10-X AC	LA	5	10
Jump Jets	RL	2	2
Jump Jet	CT	1	1
Jump Jets	LL	2	2

Battle Value: 2,473

Alternate Configuration B

LRM 15	RA	2	3.5
Ammo (LRM 15) 24	RA	3	3
ER Small Laser	RT	1	.5
LRM 5	RT	1	1
Ammo (LRM 5) 24	RT	1	1
Ammo (ATM 9) 21	RT	3	3
ER Small Laser	CT	1	.5
ATM 9	LT	4	5
ATM 6	LT	3	3.5
LRM 5	LT	1	1
Ammo (ATM 6) 20	LT	2	2
LRM 15	LA	2	3.5
Ammo (LRM 15) 24	LA	3	3

Battle Value: 2,354

Weapons and Ammo Location Critical Tonnage

Alternate Configuration C

Large Pulse Laser	RA	2	6
Streak SRM 4	RT	1	2
Ammo (Streak) 25	RT	1	1
Ammo (Ultra) 5	RT	1	1
Flamer	CT	1	.5
Ultra AC/20	LT	8	12
Ammo (Ultra) 10	LT	2	2
Large Pulse Laser	LA	2	6

Battle Value: 2,351

Weapons and Ammo Location Critical Tonnage

Alternate Configuration D

ER Large Laser	RA	1	4
ER Medium Laser	RA	1	1
Double Heat Sink	RA	2	1
Targeting Computer	RT	2	2
3 Double Heat Sinks	RT	6	3
LRM 15	LT	2	3.5
Ammo (LRM) 16	LT	2	2
3 Double Heat Sinks	LT	6	3
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1
Double Heat Sink	LA	2	1
Jump Jets	RL	2	2
Jump Jet	CT	1	1
Jump Jets	LL	2	2

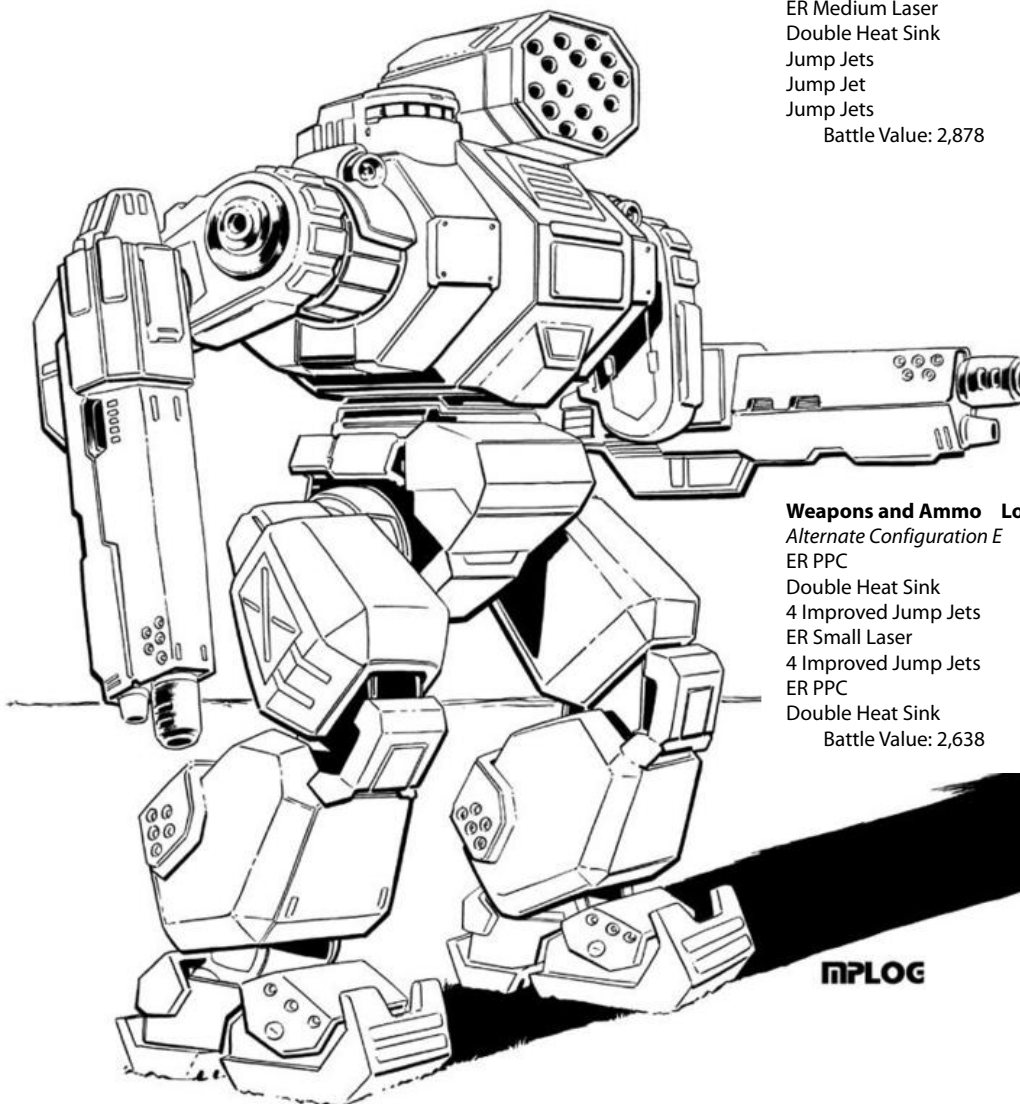
Battle Value: 2,878

Weapons and Ammo Location Critical Tonnage

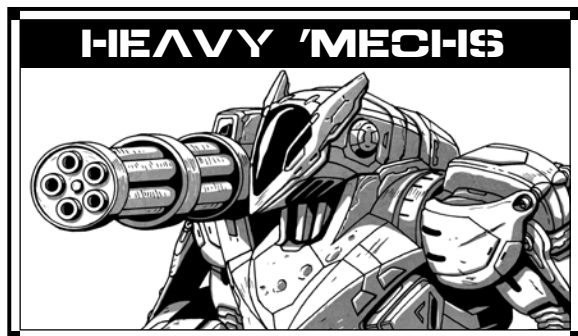
Alternate Configuration E

ER PPC	RA	2	6
Double Heat Sink	RA	2	1
4 Improved Jump Jets	RT	8	8
ER Small Laser	CT	1	.5
4 Improved Jump Jets	RT	8	8
ER PPC	RA	2	6
Double Heat Sink	RA	2	1

Battle Value: 2,638



MPLOG



Mass: 75 tons

Chassis: Technicon Revised NT Endo-Composite

Power Plant: Vlar 300 Light

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Valiant Lamellor

Armament:

- 1 Type DDS "Kingston" Extended-Range Particle Projection Cannon
- 2 ExoStar Pinnacle (Clantech) Extended-Range Large Lasers
- 2 ExoStar Pinnacle (Clantech) Extended-Range Medium Lasers
- 2 ExoStar Pinnacle (Clantech) Extended-Range Small Lasers
- 2 ExoStar Pinnacle (Clantech) Small Pulse Lasers

Manufacturer: Kong Interstellar Corporation, Robinson Standard BattleWorks

Primary Factory: Connaught (Kong), Robinson (RSB)

Communications System: Rander Comm-Marshall

Targeting & Tracking System: Rander Dragonslayer with Advanced Targeting Computer

Overview

The *Black Knight* is one of the most enduring and iconic BattleMechs in the Inner Sphere's history, despite the many upgrades, revisions and redesigns it has suffered. AFFS MechWarriors rejoiced when Robinson Standard BattleWorks put the 'Mech back into production in 3091, but since then the

complaints about the steady train of variants have outweighed the praise. It has become, in AFFS procurement circles, the embodiment of the perennial failure to "leave good enough alone."

Capabilities

New MechWarriors assigned to new-built *Black Knights* have made a joke out of having to "check the manual," but whatever its configuration a *Black Knight* is a powerful main combatant. Always armed with some mix of lasers and PPCs, they often include custom shields or specialized targeting equipment.

Deployment

Black Knight MechWarriors have been popular challenges for Combine samurai during the invasion, and the 'Mech has performed with distinction in each case.

On Mokane, in 3144, the Second Genyosha's *Sho-sa* Kideki Harushima challenged Mokane militia Colonel Ferdinand Blane to a duel. The *sho-sa*, fighting in a new-model *Hatamoto-Chi*, opened the duel early with a telling shot from his Gauss rifle that took Blane's -5H *Black Knight* in the left leg. The colonel responded with a withering barrage of laser and PPC fire, trusting his targeting computer to compensate for the long range. As the duel progressed, Blane held the range open, staying away from the *Hatamoto's* MRMs. Within minutes the *sho-sa's* 'Mech was limping, covered in laser and PPC strikes, while his Gauss rifle had shattered Blane's left hip actuator. As Harushima charged forward, Blane hid behind his 'Mech's shield before finally tying all his lasers into one shot and blasting the center of the *Hatamoto* out. Though his 'Mech shut down—and the colonel passed out from the heat—he won the duel. In the end, though, the Mokane militia couldn't stand against the elite Genyosha.

During the debacle at Palmyra a pair of *Black Knight* pilots from the Royal Cavaliers were among the last of their regiment to be hunted down. Piloting out-of-date -2Y model 'Mechs, they managed to stay ahead of their Combine pursuers until a Kuritan MechWarrior in a *Gunslinger* appeared before them. The Kuritan challenged both of the *Black Knights* to a duel at once, and fought like a demon. In two

minutes of combat, not one of the *Gunslinger's* Gauss rifle rounds missed. The first *Black Knight* fell early, its cockpit crushed by a Gauss round, but the second held out, doing deadly damage with its targeting computer and PPC. It was only when the *Gunslinger* pilot used his jump jets to clear a river that the tide turned—the *Black Knight*, caught on an outcropping with no path to escape, was pounded to pieces by Gauss rifle fire.

Variants

Robinson Standard BattleWorks has released at least five discrete factory variants of the basic *Black Knight* since resuming production in 3091—experimenting with Clan and Inner Sphere weaponry, larger engines, enhanced myomers, and added physical combat equipment.

Notable Units

Knight-Errant Alexi Holt: Holt has become a legend within the RAF. Named a Knight-Errant in 3131, Holt's last public duty was to protect ComStar Adept Tucker Harwell on Wyatt in 3135. In her *Black Knight*, Miss Direction, she led the planetary defense against the invading Spirit Cats and the Oriente Protectorate while Harwell fixed Wyatt's malfunctioning HPG—the first successful repair since Gray Monday. Once the HPG was back up, Harwell was spirited away by ComStar. Holt was reassigned to a deep undercover operation, locating and rescuing Harwell from a secret ComStar research facility.

Tai-i Malcolm Meredith: A company commander in Ryuken-ni, *Tai-i* Meredith won honor for himself and his regiment by defeating an *Atlas III* in single combat on New Ivaarsen. Piloting a captured -4D model *Black Knight*, Meredith used his plasma rifles to overload the *Atlas's* heat system and drive it into shutdown. Despite having his right knee actuator fused, Meredith was able to stump close enough to the *Atlas* to tap the cockpit of the shutdown 'Mech with the barrel of his PPC, forcing the Davion MechWarrior to surrender. Offered the captured *Atlas* afterward, Meredith turned it down, preferring to keep his *Black Knight*.

BLK-NT-5H BLACK KNIGHT

HEAVY 'MECHS

139

Type: **Black Knight**

Technology Base: Mixed Inner Sphere (Advanced)

Tonnage: 75

Battle Value: 2,423

Equipment

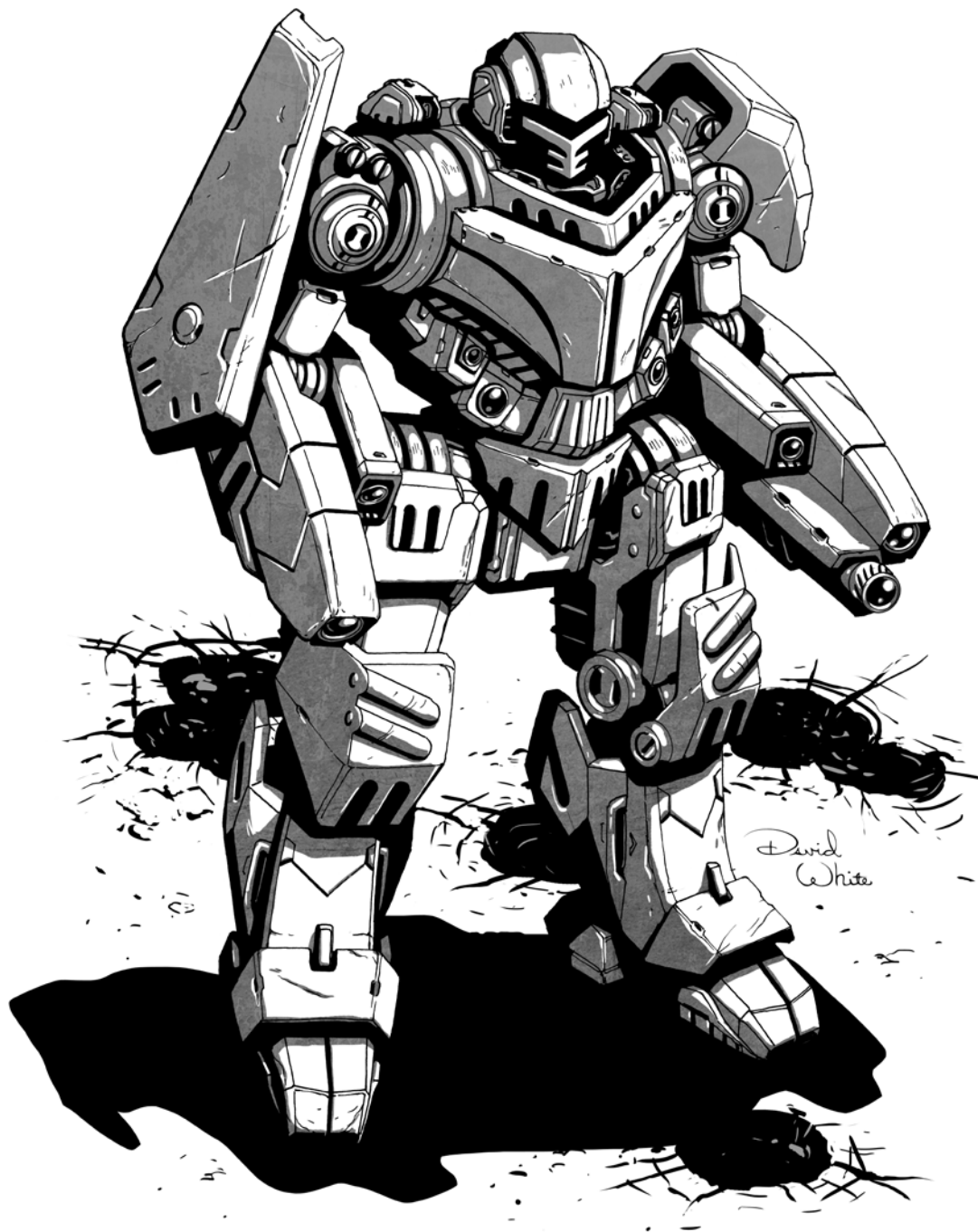
Internal Structure:	Endo-Composite	Mass 6
Engine:	300 Light	14.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks (C):	17 [34]	7
Gyro:		3
Cockpit:		3
Armor Factor:	216	13.5

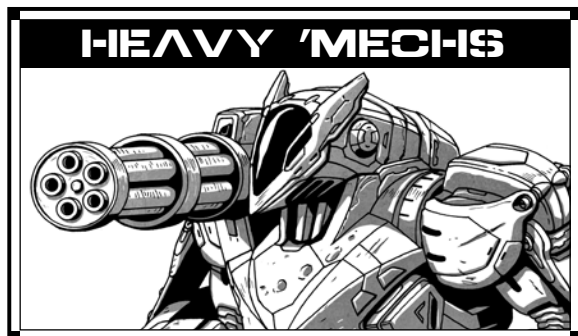
	Internal Structure	Armor Value
Head	3	9
Center Torso	23	35
Center Torso (rear)		10
R/L Torso	16	24
R/L Torso (rear)		8
R/L Arm	12	24
R/L Leg	16	25

Weapons

and Ammo	Location	Critical	Tonnage
ER Large Laser (C)	RA	1	4
ER Small Laser (C)	RA	1	.5
Medium Shield	RA	5	4
ER Medium Laser (C)	RT	1	1
Small Pulse Laser (C)	RT	1	1
Targeting Computer	RT	5	5
ER Medium Laser (C)	LT	1	1
Small Pulse Laser (C)	LT	1	1
ER PPC (C)	LA	2	6
ER Large Laser (C)	LA	1	4
ER Small Laser (C)	LA	1	.5

Notes: Features the following Design Quirk: Accurate Weapon (ER PPC).





Mass: 75 tons

Chassis: Sinha Endo Heavy Frame

Power Plant: Starfire 375 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Jet Capacity: None

Armor: Gamma Special Reflective

Armament:

2 Type DDS "Kingston" Extended-Range PPCs

4 Series 14NC Medium Pulse Lasers

1 Type 3 Series Advanced Tactical Missile System

Manufacturer: Irece Alpha

Primary Factory: New Barcella, Irece

Communications System: Raldon R1

Targeting and Tracking System: Dalban Hirez II

Overview

Intended to inspire the warriors of Clan Nova Cat, the *Cave Lion* was the first new BattleMech design introduced by that Clan since the devastating Second Dominion War. A partnership with the Sea Foxes kept the Cats from having to depend on their Combine hosts for assistance but saddled the design with several shortcomings. Even so, the *Cave Lion* quickly became a favorite of Cat warriors in all units of the *touman*.

Capabilities

Khan Jacali Nostra was determined that the 'Mech not be dependent on a fragile logistical chain to resupply ammunition in the field and chose an energy-based armament. Constrained by the terms of the deal with the Sea Foxes, however, she was forced to capitulate to the addition of an Advanced Tactical Missile launcher as a showcase for the merchant Clan's products. Similarly, the initial intent to utilize ferro-fibrous armor gave way to new laser reflective plating. Nevertheless, the basic spirit of the design remained and the Nova Cats welcomed the newest addition to their *touman*.

Deployment

The Irece Alpha factory pumped out *Cave Lions* as fast as possible and the new 'Mechs spread throughout the *touman*. Some warriors adopted it wholeheartedly, embracing the totemic aspects of the machine, while others found too many flaws in the design to be comfortable using it. Though it was generally a well-liked 'Mech, it never quite caught on the way the Clan leadership had hoped.

As part of their deal, Tiburon Khanate received a percentage of each production run beginning in 3131 and they offered it for sale throughout their territory. Based on the previous nine years of reactions and feedback from Nova Cat warriors, the Sea Foxes had modest sales goals for the *Cave Lion*. Their biggest customers were mid-sized mercenary units and Nova Cat militia clusters within the Republic.

Since the destruction of Clan Nova Cat, Tiburon Khanate has become the sole holder of production rights to the *Cave Lion*. Prohibited per the original contract from introducing any variants, they now have free rein to do as they please. They are currently reevaluating the design and addressing its worst flaws before reintroducing it—perhaps rebranded and cosmetically altered—for new markets.

The *Cave Lion* has become a rare sight on today's battlefields, a sad reminder of the fall of a once-great people. The Spirit Cats of the Clan Protectorate field the largest concentration of these 'Mechs, having acquired them in a series of trade deals through the intermediary of their Spina Khanate allies.

Notable Pilots

Galaxy Commander Wolfgang West: Leading the Rossei Keshik from the cockpit of his *Cave Lion* "*Atetenga*," Galaxy Commander West commanded Nova Cat efforts in Dieron Prefecture in the early days of their rebellion. As those efforts collapsed in the face of a strong Combine counterattack, he coordinated the pullback of the Clan's forces to Irece Prefecture and the protection of its civilian assets. Trapped on Paracale by the First Arkab Legion, West and his Supernova fought through enemy lines in a single-minded drive to reach the Legion's command staff while the rest of the Nova Cat forces retreated off-planet. West was the only warrior to reach *Tai-sho* Sharif's position; despite having almost no armor left, he challenged the Arkab commander to single combat. Although the outcome was a foregone conclusion, he came uncomfortably close to succeeding. After his death, *Atetenga* was reduced to scrap on the spot by the victorious Azami warriors.

Burkhard Schlömer: In the aftermath of the failed Nova Cat rebellion, Silver Dragon Stables on Solaris VII vowed to eradicate any gladiators using Nova Cat equipment. Beginning with Avanishi Khalsa and her *Cave Lion* "*Rosse's Revenge*," they systematically worked their way through the games with deadly determination. Four more MechWarriors fell to the Dragons' vendetta until only Burkhard Schlömer remained. Bribery of the gaming commissioners resulted in Schlömer facing four Silver Dragon 'Mechs in the tunnels of Ishiyama. The match lasted most of a single day and betting reached unprecedented levels, even among Solaris' Clan Wolf overlords, before Schlömer emerged triumphant. His *Cave Lion* "*Sturmriegel*" was a total loss but due to strategic betting beforehand, Schlömer walked away with a small fortune, legions of admiring fans, and an unlimited tab in any bar on the planet.

Type: **Cave Lion**

Technology Base: Clan (Advanced)

Tonnage: 75

Battle Value: 3,044

Equipment

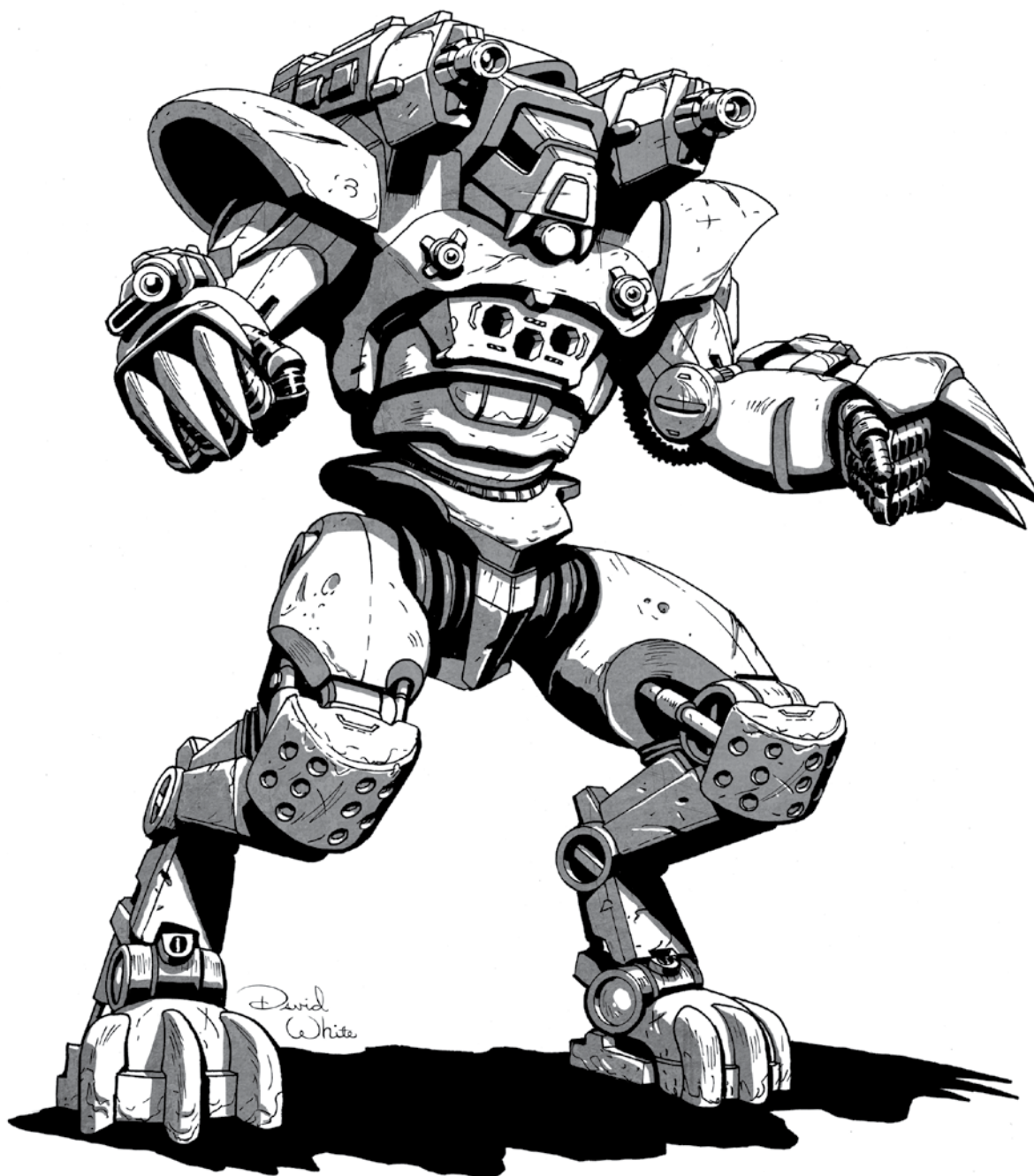
Internal Structure:	Endo Steel	Mass 4
Engine:	375 XL	19.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	17 [34]	7
Gyro:		4
Cockpit:		3
Armor Factor (Reflective):	192	12

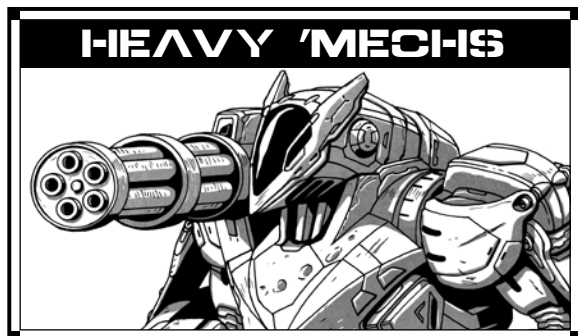
	Internal Structure	Armor Value
Head	3	9
Center Torso	23	29
Center Torso (rear)		8
R/L Torso	16	25
R/L Torso (rear)		6
R/L Arm	12	18
R/L Leg	16	24

Weapons

and Ammo	Location	Critical	Tonnage
Medium Pulse Laser	RA	1	2
ER PPC	RT	2	6
Medium Pulse Laser	RT	1	2
Angel ECM Suite	RT	2	2
ATM 3	CT	2	1.5
Ammo (ATM) 40	LT	2	2
ER PPC	LT	2	6
Medium Pulse Laser	LT	1	2
Medium Pulse Laser	LA	1	2

Notes: Features the following Design Quirks: Battlefists, Distracting, Difficult to Maintain.





Mass: 75 tons
Chassis: Dynamic F14 Endo Steel
Power Plant: Starfire 375 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph, 129 kph with Supercharger and Triple-Strength Myomer
Jump Jets: Chilton 465 with Partial Wing
Jump Capacity: 90 meters
Armor: Jolassa 325
Armament:
 4 Series 1g Extended-Range Small Lasers
 4 Mk. 22 Type III SRM 6 Launchers
Manufacturer: Dynamic Ordnance and Ammunition Corp
Primary Factory: Galatea
Communications System: Angst Clear Channel 6
Targeting & Tracking System: Angst Accuracy

Overview

The *Jade Hawk* debuted in early 3135 to great interest. It seemed to be of Jade Falcon origin, but it was built by Dynamic Ordnance and Ammunition Corp (DOA) on Galatea and marketed to mercenaries. RAF operatives quickly determined the source of the technological know-how to be Clan Sea Fox.

The *Jade Hawk* was developed by the Jade Falcon technician caste under the urging of then-Galaxy Commander Malvina Hazen. A tech who despised the bloodthirsty warrior duplicated the plans and escaped to the Sea Foxes, sharing the data on the stipulation that they not be made available to other Clans.

Capabilities

A totemic descendant of the *Flamberge*, the heavy *Jade Hawk* is both a military and symbolic asset. DOA capitalized on the BattleMech's strengths as an infighter by adding advanced myomers, a supercharger, and upgrading the ornamental claws. RAF combat reports condemn the *Jade Hawk* due to a lack of ranged weapons and suboptimal jump jets mated to a fragile partial wing that depends on Sea Fox-delivered replacement parts.

Deployment

The *Jade Hawk* became a bestseller among mercenaries almost immediately. The prestige attached to piloting a heavy Clan 'Mech offsets its limited focus in the eyes of pilots. Freelancers can buy it without governmental sanctions, and it was simply perfect for arena combat on Solaris VII.

A Wolf's Dragoons MechWarrior took his new *Jade Hawk* into the arenas while on leave. Defeating an *Atlas* in his first match by stunning its pilot with a full volley of short-range missiles and then ripping off the *Atlas*' head, Sebastian Paschke ably demonstrated the *Jade Hawk*'s potential.

Mercenaries like the Ronin Group thoroughly tested the *Jade Hawk*'s strengths. In a clash with the Dragon's Fury on Murchison in August 3135, MechWarrior Aiko Ryohara used her 'Mech's astounding sprinting abilities to rush the enemy commander while being covered by LRM fire from her Flames Lance. This straightforward attack caused the Fury's retreat, but relied on the element of surprise to pull off what would otherwise have been tantamount to suicide. Feedback was relayed to DOA after the battle's conclusion that resulted in the JHK-04.

A punitive raid led by then-Star Captain Alaric of Clan Wolf on Koniz in October 3136 unveiled the Falcons' own *Jade Hawk*. Attacking upward on a plain outside of Ogstrenburg, three Stars of light and medium Clan Wolf 'Mechs feigned a retreat, luring pursuing Falcon units into the arms of Alaric Wolf's heavy Star, hidden in the woods skirting the plain. Two *Jade Hawks* jumped between the two forces in a futile attempt to save the Falcons. Though both *Jade Hawks* were lost, they took a heavy toll on Wolf

elements, destroying light 'Mechs in single volleys and spreading fear with their alien appearance.

Variants

The *Jade Hawk* used by the Clans is similar to the JHK-03, but features more advanced weaponry while lacking physical combat enhancements. Two further variants exist, dropping the wings for missile upgrades or even the jets for heavier lasers. DOA's support model, the JHK-04, also lacks jets and wings. It fields imported Streak LRMs and drops the advanced myomers, but retains the close combat claws.

Notable Units

Star Commander Sebastian Paschke: Sebastian had turned his temporary stay on Solaris VII into a permanent one until Clan Wolf arrived. Seeking a greater challenge, Sebastian joined Clan Wolf during an open call, defeating two veteran warriors in the process. His time as a mercenary fighting on Solaris, using a blatantly Jade Falcon 'Mech design, are constant sources of Trials of Grievance. These trials, along with heavy ClanTech upgrades, have helped Sebastian keep his skills razor sharp.

Lieutenant Celina Santos: Celina Santos showed up on Skye with enough cash to buy a *Jade Hawk*, which she named *Milagro*. In the colors of Avanti's Angels, it became the first famous *Jade Hawk* of the Inner Sphere. She tested the BattleMech in solo contracts, during which she became infamous for her lucky timing, but her luck ran out when she rejoined her command and perished with it in November 3137 fighting Kirkpatrick's Invaders on Promised Land.

Aiko Ryohara: A bitter rival of Ngaire McAllister at the Galedon Military Academy, Aiko continued the feud after graduation, facing Ngaire on Murchison when her Ronin Group engaged McAllister's Amaterasu. Ryohara liberated both herself and her *Jade Hawk*, *Phoenix*, from Combine service, and working alone as a mercenary, she gleefully contracted with Yori Kurita's loyalists in 3141 to hunt down Emi Kurita's rebel supporters. She led the assault that crushed the last of the Amaterasu in 3143, tearing Ngaire from her cockpit and holding the corpse aloft in triumph.

Type: **Jade Hawk JHK-03**

Technology Base: Mixed Clan (Advanced)

Tonnage: 75

Battle Value: 2,160

Equipment

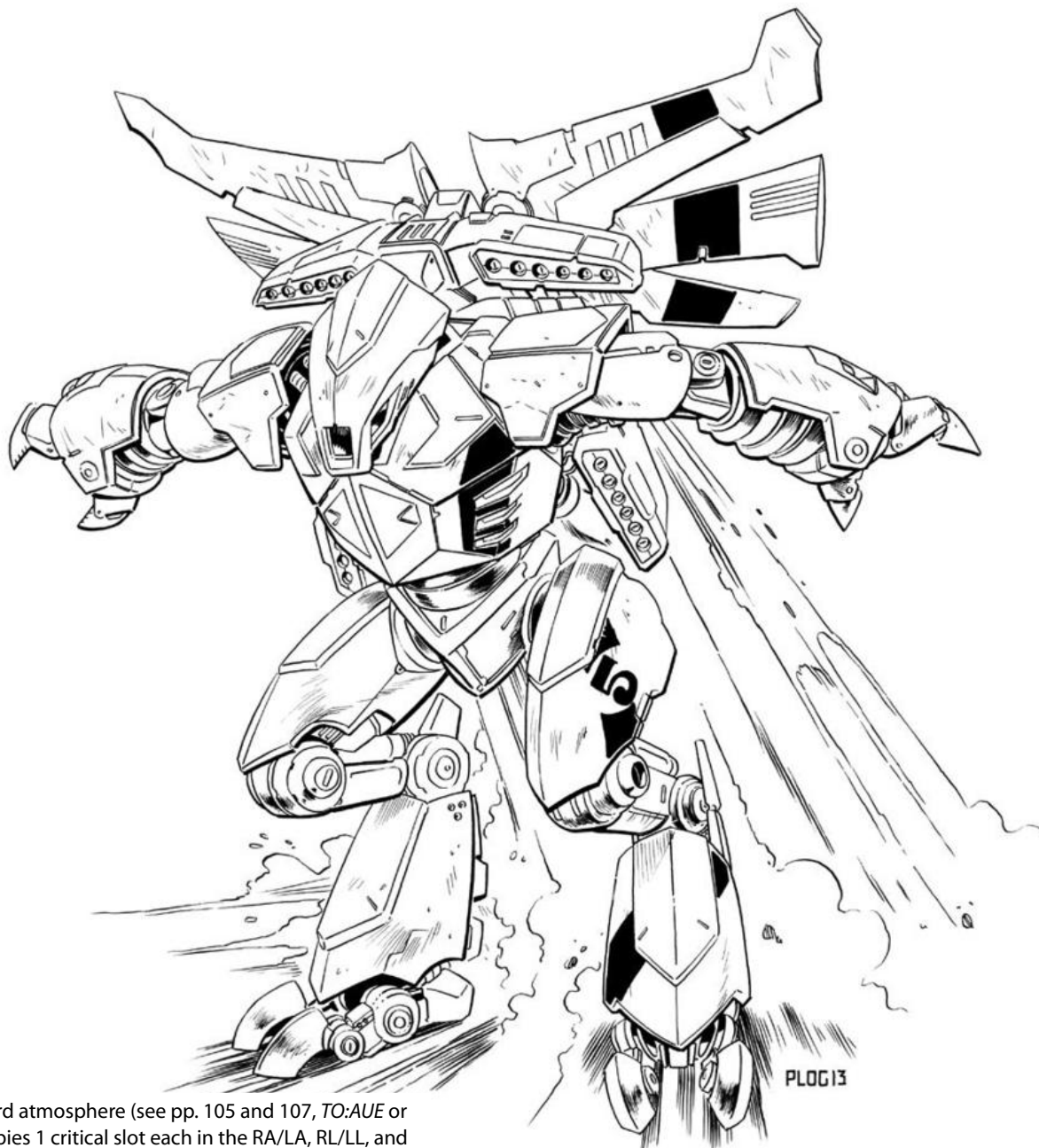
Internal Structure:	Endo Steel	Mass 4
Engine:	375 XL	19.5
Walking MP:	5 (6)	
Running MP:	8 (12)	
Jumping MP:	3*	
Heat Sinks:	12 [24]*	2
Gyro:		4
Cockpit:		3
Armor Factor:	216	13.5

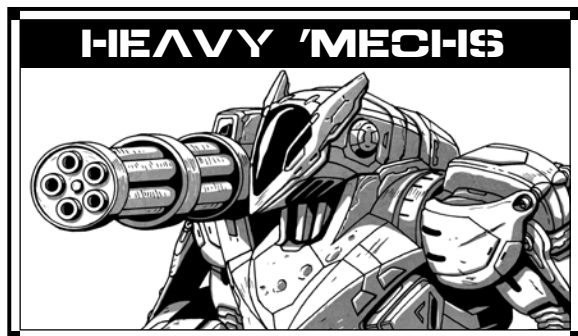
	Internal Structure	Armor Value
Head	3	9
Center Torso	23	34
Center Torso (rear)		11
R/L Torso	16	22
R/L Torso (rear)		8
R/L Arm	12	22
R/L Leg	16	29

Weapons and Ammo

	Location	Critical	Tonnage
2 ER Small Lasers	RA	2	1
Claw (IS)	RA	5	5
2 SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
Supercharger	CT	1	2
2 SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
2 ER Small Lasers	LA	2	1
Claw (IS)	LA	5	5
Partial Wing	RT/LT	3/3	4
Triple-Strength Myomer (IS)	**	6	0
Jump Jet	RT	1	1
Jump Jet	CT	1	1
Jump Jet	LT	1	1

Notes: *Partial Wing adds +2 Jump MP and -3 Heat per turn in Standard atmosphere (see pp. 105 and 107, *TO:AUE* or p. 116, *BMM* for additional rules). ** Triple-Strength Myomer occupies 1 critical slot each in the RA/LA, RL/LL, and RT/LT. Features the following Design Quirks: Distracting, Reinforced Legs, Non-Standard Parts.





Mass: 75 tons

Chassis: Type W4 Endo Steel

Power Plant: Model 49b XXL Engine

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Composite Alpha-V1 Ferro-Lamellor

Armament:

28 tons of pod space

Manufacturer: Manufacturing Plant SFF-TU1

Primary Factory: Tukayyid

Communications System: Khan Series (Type 6c)

Targeting & Tracking System: Series XIV OPT

Overview

When Clan Sea Fox developed the fourth generation *Mad Cat* they christened it *Savage Wolf* to both emphasize their innovations and acknowledge the OmniMech's formidable progenitors. The original *Timber Wolf* was the Inner Sphere's first brutal introduction to OmniMechs, apparently alien machines of uncanny versatility and firepower. ComStar dubbed the unknown war machine *Mad Cat* to reflect resemblance to the *Marauder* and *Catapult* BattleMechs. Though the *Timber Wolf* originated with Clan Wolf, in later years Clan Sea Fox became its steward, adapting the versatile platform to create the 90-ton assault class *Mad Cat Mk II* and 55-ton medium class *Mad Cat Mk III*.

The development of the *Mad Cat Mk IV* had its origins in an illicit collaboration between the Jade Falcons and Spina Khanate's Beta Aimag, led by ovKhan Sha Clarke. When this arrangement came

to light—and was repudiated by Clan Sea Fox as a whole—all connection with the Falcons was severed (though the Falcons did manage to retain an unspecified number of non-Omni prototypes). OvKhan Petr Kalasa of Spina's Delta Aimag was granted the right to pursue development of the *Mad Cat Mk IV* OmniMech.

Capabilities

Tasked with replacing what was arguably the iconic Clan OmniMech, ovKhan Kalasa's development team focused on incorporating the newest technologies into the classic war machine, eschewing both radical and cosmetic changes.

The hip assemblies were moved up and back, lowering its center of gravity and improving both stability and agility; and not incidentally giving the *Mad Cat Mk IV* a more predatory profile. Clan Sea Fox encased the *Mad Cat Mk IV* in dense and highly effective ferro-lamellor armor, heavily shielding the hip and actuator assemblies to deny adversaries a traditionally vulnerable target. The same thinking led to cocooning the gyroscope assembly in a second layer of armor.

The extensive use of ferro-lamellor armor greatly improved the *Mad Cat Mk IV*'s ability to stand up under fire. The additional armor mass was offset by upgrading the fusion engine to a 375 XXL. The space and flexibility of the *Mad Cat* chassis easily accommodates the additional shielding and cooling requirements.

OvKhan Kalasa's engineers demonstrated the greatest innovation in updating the weapons systems. The missile launchers, once aligned along the 'Mech's axis, now elevate and depress independently of the 'Mech and each other. The arm assemblies are able to rotate almost 180 degrees, giving arm-mounted weapons an unprecedented field of fire. Due to lack of space for ammo, energy-based weapons are preferred for the arms.

Deployment

The first confirmed sighting of a *Mad Cat Mk IV* in the field was on Irian in 3136, piloted by Alpha Anastasia Kerensky, leader of the Wolf Hunters, during their defense of that planet. There are reports Kerensky's 'Mech was a personal gift from ovKhan

Petr Kalasa, possibly in exchange for her unspecified involvement in its development. Whatever its provenance, recordings have appeared of Kerensky taking out a *Shockwave* with her *Mad Cat Mk IV*'s rear missiles, then defeating a classic *Mad Cat* in head-to-head combat. This footage generated dozens of orders from major Houses, Clans, and larger mercenary commands.

There are unconfirmed rumors of field tests of the *Mad Cat Mk IV* by Republic forces immediately prior to establishment of Fortress Republic and that these alleged tests involved esoteric and possibly unknown weaponry. There are no recordings and no *Mad Cat Mk IV*s have appeared in Remnant forces to date, but the rumors persist among the conspiracy minded.

Variants

The *Mad Cat Mk IV* platform lends itself to almost any specialized configuration. Most common is to replace the Streak SRM 6s with either higher-capacity long-range missile launchers, eliminating the rear-facing tubes, or ATM systems. Many pilots also prefer paired ER large and ER medium lasers in each arm over the ER PPC. Hyper-assault Gauss rifles are also available, but ammo space is limited.

Notable Units

Alpha Anastasia Kerensky: A *ristar* descended from the legendary Natasha Kerensky, Anastasia joined Prefect Kal Radick's Steel Wolves. Soon thereafter, she killed Kal and claimed the Steel Wolves for herself rather than see them returned to Clan Wolf. In 3135 she disbanded the Steel Wolves and formed an independent unit, the Wolf Hunters. Anastasia has piloted several 'Mechs throughout her career, but the new *Mad Cat Mk IV* best fits her combat style.

Khan Alaric Ward: Alaric Wolf pilots an ER large laser configuration of the *Mad Cat Mk IV* with deadly efficiency. An accomplished strategist and tactician, Alaric is a decisive and inspiring leader on the battlefield, held in almost mythic regard by Clan Wolf warriors. His example has led many to seek out the *Mad Cat Mk IV*, perhaps bringing the venerable *Timber Wolf* full circle by making it once again a favorite among the Wolves.

MAD CAT MK IV (SAVAGE WOLF)

HEAVY 'MECHS

145

Type: **Savage Wolf**

Technology Base: Clan (Advanced)

Tonnage: 75

Battle Value: 2,762

Equipment

	Endo Steel	Mass
Internal Structure:	4	
Engine:	375 XXL	13
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	15 [30]	5
Gyro (Armored):		6
Cockpit:		3
Armor Factor (Lamellor):	224	16
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	23	35
Center Torso (rear)		8
R/L Torso	16	24
R/L Torso (rear)		7
R/L Arm	12	24
R/L Leg	16	31

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Endo Steel	0
Center Torso	None	2
Right Torso	4 XXL Engine 1 Endo Steel	7
Left Torso	4 XXL Engine 1 Endo Steel	7
Right Arm	6 Ferro-Lamellor	2
Left Arm	6 Ferro-Lamellor	2
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Notes: Features the following Design Quirks: Stable, Protected Actuators, Non-Standard Parts.

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

ER PPC	RA	2	6
Streak SRM 6	RT	2	3
Streak SRM 6	RT (R)	2	3
Ammo (Streak) 15	RT	1	1
Double Heat Sink	RT	2	1
Double Heat Sink	CT	2	1
Streak SRM 6	LT	2	3
Streak SRM 6	LT (R)	2	3
Ammo (Streak) 15	LT	1	1
ER PPC	LA	2	6

Weapons and Ammo Location Critical Tonnage

Alternate Configuration A

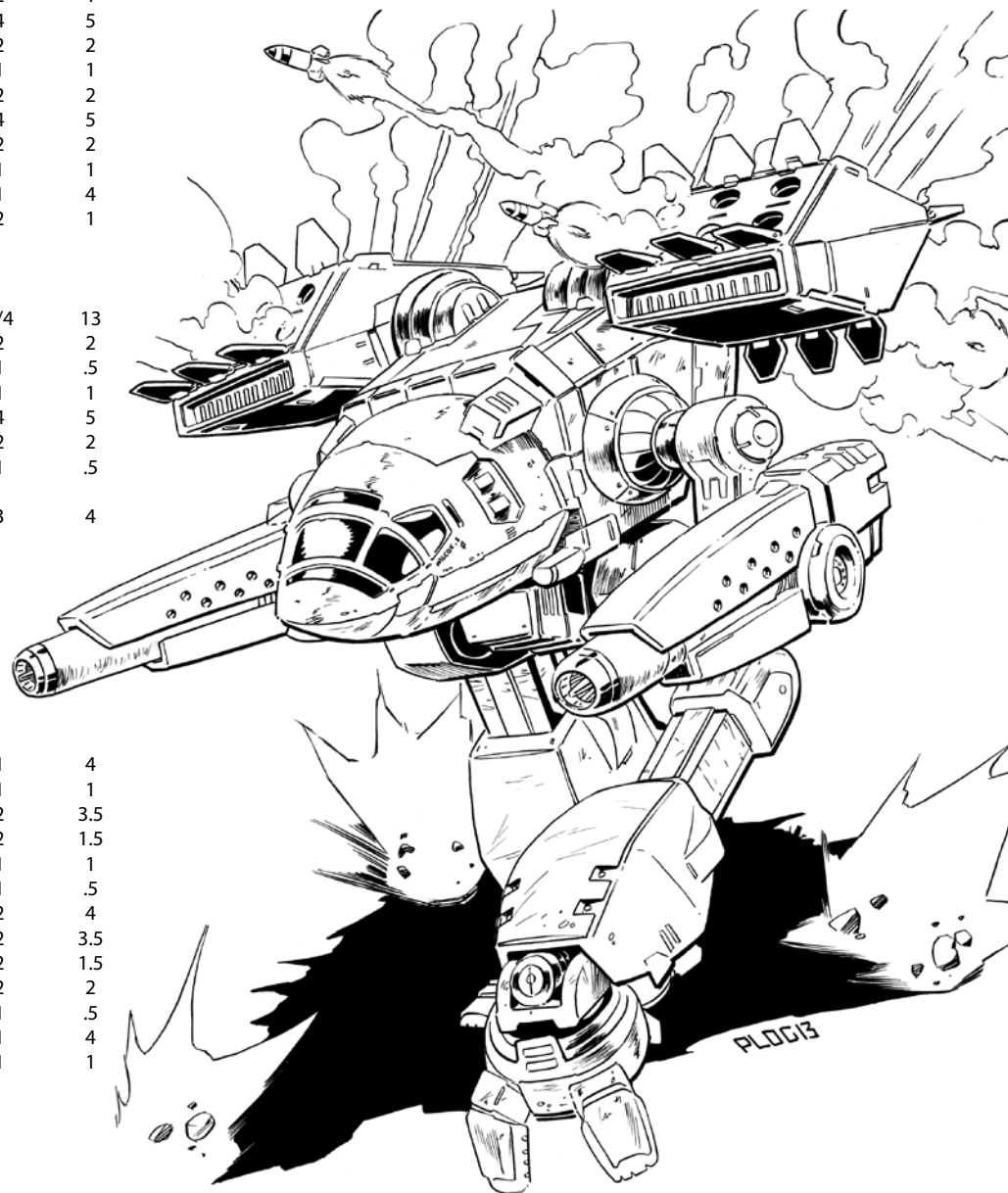
ER Large Laser	RA	1	4
Double Heat Sink	RA	2	1
ATM 9	RT	4	5
Ammo (ATM) 14	RT	2	2
Small Pulse Laser	RT	1	1
2 Small Pulse Lasers	CT	2	2
ATM 9	LT	4	5
Ammo (ATM) 14	LT	2	2
Small Pulse Laser	LT	1	1
ER Large Laser	LA	1	4
Double Heat Sink	LA	2	1
Battle Value: 2,413			

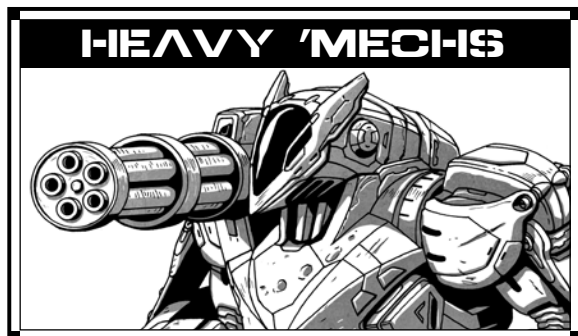
Alternate Configuration B

HAG 30	RA/RT	4/4	13
Ammo (HAG) 8	RT	2	2
CASE II	RT	1	.5
Ammo (HAG) 4	CT	1	1
ATM 9	LT	4	5
Ammo (ATM) 14	LT	2	2
CASE II	LT	1	.5
Improved Heavy Large Laser	LA	3	4
Battle Value: 2,606			

Alternate Configuration C

ER Large Laser	RA	1	4
ER Medium Laser	RA	1	1
LRM 15	RT	2	3.5
Artemis V FCS	RT	2	1.5
Ammo (LRM) 8	RT	1	1
CASE II	RT	1	.5
2 Medium Pulse Lasers	CT	2	4
LRM 15	LT	2	3.5
Artemis V FCS	LT	2	1.5
Ammo (LRM) 16	LT	2	2
CASE II	LT	1	.5
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1
Battle Value: 2,796			





Mass: 75 tons

Chassis: StarFrame MS Endo Steel

Power Plant: PlasmaStar 375 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Hellespont Leaper

Jump Capacity: 150 meters

Armor: Chilton 365

Armament:

1 Holly MML 5 Launcher

1 Death Blossom 10-Tube Rocket Launcher

1 Ceres Arms Eradicator Heavy
Particle Projection Cannon

Manufacturer: StarCorps Industries

Primary Factory: Emris IV, Menke

Communications System: Garret T23-A

Targeting & Tracking System: Garret D5j

Overview

As a design shared between their respective StarCorps branches, the *Mortis* is a symbol of what could be a long-term trend toward Liao-Marik rapprochement. It is also a brutal close-combat specialist that clearly displays the influence McCarron's Armored Cavalry had in its design. The *Mortis* has earned a ferocious reputation on Solaris VII and the battlefields of the Inner Sphere alike, and shows no sign of losing favor with its operators.

Capabilities

At first glance the *Mortis* appears underarmed for a heavy 'Mech. That first glance may be the only one many MechWarriors get, as the *Mortis*

is optimized for brutally dismantling opponents at short range. Its heavy armor, speed, and jump capability make it effective in urban combat and other constricted terrain. Actuator enhancement systems lend the *Mortis* a surprising accuracy with its heavy PPC and 'Mech-scale hatchet. Accordingly, the *Mortis* is used aggressively to break fortified defenses or hunt down priority targets, and is rarely seen in the line of battle.

Deployment

StarCorps on Menke designed the *Mortis* with input from the MAC regiments following the defense of the planet in the Victoria War. The company was allowed to share the specifications with its plant on Emris IV in a show of reconciliation with Oriente. From these suppliers the *Mortis* has also been made available to Canopus, Andurien, and Regulus, as well as the mercenary and Solaris VII markets.

One recent action illustrating the potential of the *Mortis* occurred on Elektrougli in August 3141, following an abortive coup by pro-Regular forces to keep the world out of the reformed Free Worlds League. Elements of the Fourteenth Regular Hussars were smuggled into the capital and seized control, leading the planet's president to request aid from Oriente. A relief force from the First Orloff Grenadiers was dispatched to aid the local militia in ejecting the invaders.

Lieutenant Ekaterina Orloff's lance was assigned to harass the Hussars rear area. Her *Mortis* proved highly effective supporting the lighter 'Mechs of her command. They would harass and bring to bay heavier 'Mechs and she would demolish them. After several days of battle the Regulans elected to retreat from the capital to make a rendezvous with arriving DropShips. The Grenadiers pursued them through the broken hills leading to the Casmanian lake country, with Ekaterina's lance still attacking in the Regular rear.

Eventually Orloff's force was tasked with dealing with the Hussars' prized *Trebuchet* lance, which had deployed on top of Hill 27A and was raining down LRM fire on the Grenadier vanguard. Ekaterina's *Mortis* led the way, jumping from hill to hill before making a death from above maneuver

into the middle of the Regular lance. Once among the medium 'Mechs she assailed them with accurate PPC and SRM fire while carving each in turn with her hatchet, strewing the hill with *Trebuchet* parts.

Hologrid footage of the massacre soon circulated among the new FWLM and outward into the rest of the Inner Sphere.

Variants

A recent Capellan-exclusive variant, the MS-1P has been fitted with TSEMP and a large VSP laser and seems to be deployed against targets the CCAF would prefer disabled and captured.

Notable Units

Fearghal Dougal: Unusual among Solaris combatants, Dougal appears to have no real interest in his fans or his own fame, which only causes his popularity to increase; the few women seen on his arm at social functions only accompany him at his sponsors' behest. Fans who have met this strange, pale man in person always say he seems distracted or uninterested in normal conversation unless the topic happens to be 'Mech hardware. When not fighting an arena match, Dougal can always be found tinkering with his silver and white *Mortis*, Seraph. Rumors abound that Dougal has no technicians in his employ whatsoever, that he alone addresses all of Seraph's repairs and maintenance between matches. Many believe he graduated from the Orloff Military Academy, but the school has no records indicating he ever enrolled there.

Sao-shao Flavio Liao: Flavio was a gladiator with Tandrek Stables known more for his debauched parties than for almost breaking into the Top Ten in 3133. In 3136 he suddenly liquidated his assets and took his customized *Mortis*, Yamarajah, back to the Confederation to enlist in the Capellan Hussars. His flashy 'Mech skills and capable leadership, along with a previously unsuspected fanaticism, have seen him rise quickly in the CCAF.

MS-1A MORTIS

HEAVY 'MECHS

147

Type: **Mortis**

Technology Base: Inner Sphere (Advanced)

Tonnage: 75

Battle Value: 1,847

Equipment

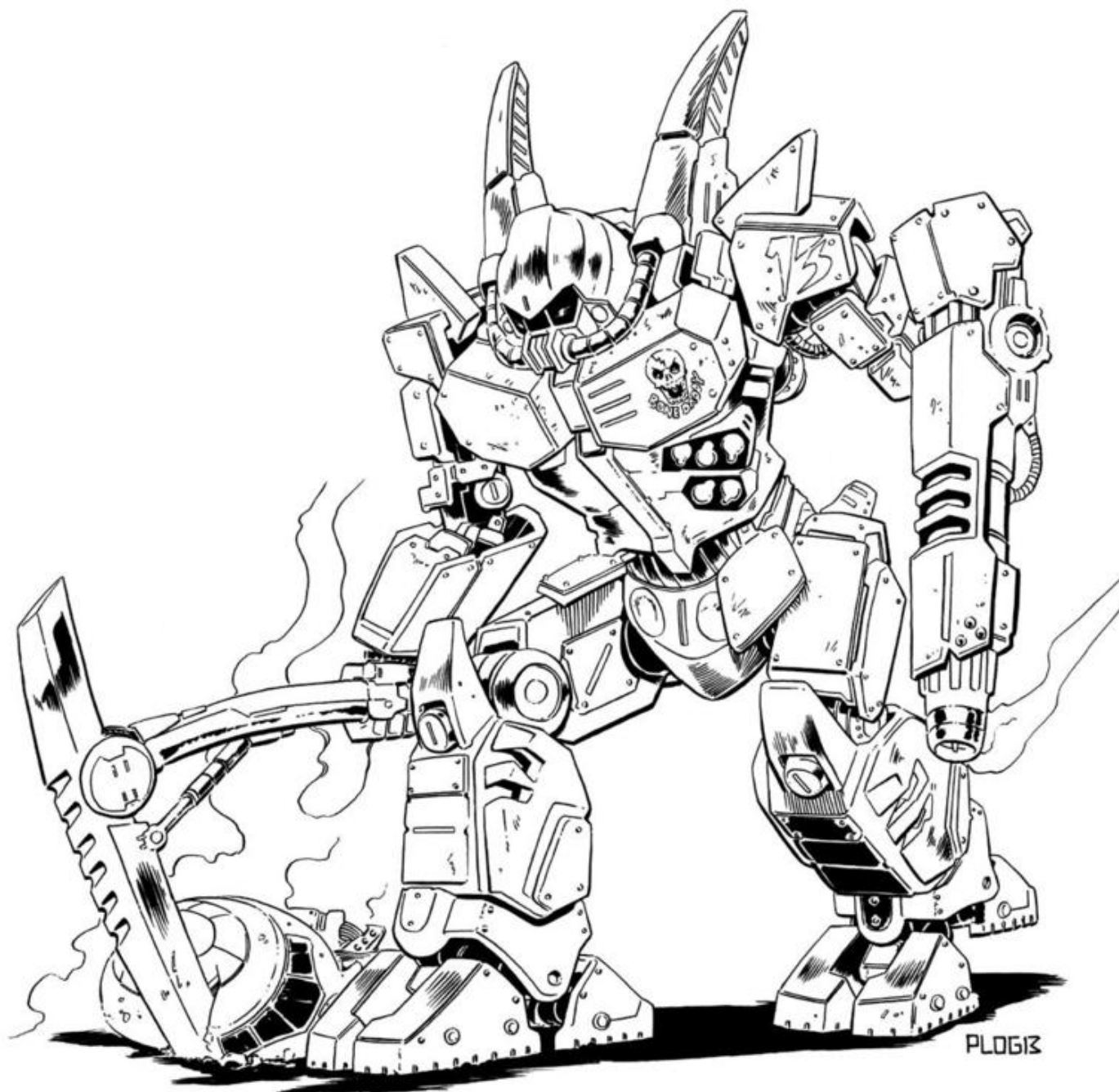
Internal Structure:	Endo Steel	Mass
Engine:	375 XL	4
Walking MP:	5	19.5
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	11 [22]	1
Gyro:		4
Cockpit:		3
Armor Factor:	208	13

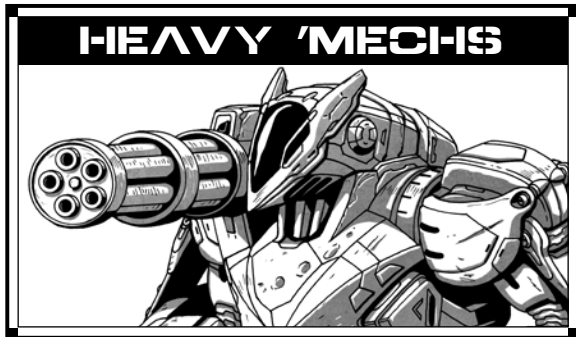
	Internal Structure	Armor Value
Head	3	9
Center Torso	23	33
Center Torso (rear)		10
R/L Torso	16	25
R/L Torso (rear)		7
R/L Arm	12	21
R/L Leg	16	25

Weapons and Ammo

	Location	Critical	Tonnage
Hatchet	RA	5	5
Actuator Enhancement System	RA	3	2.5
MML 5	RT	3	3
Ammo (MML) 48/40	RT	2	2
Rocket Launcher 10	CT	1	.5
Heavy PPC	LA	4	10
Actuator Enhancement System	LA	3	2.5
Jump Jets	RT	2	2
Jump Jet	CT	1	1
Jump Jets	LT	2	2

Notes: Features the following Design Quirk: Distracting.





Mass: 75 tons

Chassis: Crucis-III Deluxe Endo Steel

Power Plant: PlasmaStar 375 Light

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Ferro-Fibrous

Armament:

1 Lord's Light 3 Heavy Particle Projector Cannon

1 Lord's Light 5 Snub-Nose Particle Projector Cannon

2 Diverse Optics ER Medium Lasers

Manufacturer: Irian BattleMechs Unlimited

Primary Factory: Irian

Communications System: Irian Technologies HMR-35s

Targeting and Tracking System: Omnicron TrackerKeeper

Overview

As Devlin Stone planned his campaign of swords-to-plowshares, he was pragmatic enough to know such work often requires a big hammer. At the same time, the horrific end of the Jihad had left far too many worlds (and their factories) in smoking ruins.

Also, in late 3082, Stone's information network learned that several corporations were in secret talks to file lawsuits that would interrupt military production. That information would come to fruition when Krupp Armaments sued a host of entities—including Stone and the Republic of the Sphere—in 3084 over lost profits stemming from the systematic

destruction and looting of their Budapest facility during the Terran invasion. (The pressure tactics used by this interstellar conglomerate—and others that joined the suit—would result by 3085 in a slowdown of advanced military production across numerous fronts, creating major recessions across large portions of The Republic as it struggled to take its first faltering steps as a new interstellar empire.)

To create jobs, strengthen his military position (as he was still engaged in active combat on several fronts) and try to stave off the worst of what would come of such lawsuits, Stone commissioned a new BattleMech. Taking lessons from his years of guerrilla-style warfare at the start of the Jihad—when he fought his way out of the re-education camp on Kittery—Devlin mandated a simple design, completely ammunition-independent, heat efficient and able to move quickly while withstanding heavy punishment. This would be a 'Mech designed for dropping behind enemy lines in long-term solo deployments. While the *Prefect* meets most of those requirements, Stone made several concessions along the way to help win over the military-industrial complex, such as the inclusion of a light engine, endo steel, ferro-fibrous armor and perhaps the greatest concession, an XL gyro.

Capabilities

As Irian hosted the largest military manufacturing center other than Terra within the boundaries of the newly formed Republic of the Sphere, Stone took an immediate interest in Irian Technologies. Long weeks behind closed doors resulted in an undisclosed agreement that led Irian to start production in 3083. Irian took the GLT-5M *Guillotine* chassis and modified it for a slightly heavier design while utilizing many of the same systems to shorten development time.

The majority of equipment stems from Irian Technologies, but several items were drawn from other companies. From Independence Weaponry on Quentin came the Durallex ferro-fibrous armor. In one of Stone's most effective coups, he successfully negotiated to acquire the full design specifications for the relatively new PPC variants from a Luthien Armor Works mobile factory (the details of the deal are sealed). While boosting economies on any world

within the Republic of the Sphere was important, jump-starting reconstruction on Terra itself was paramount. Money was poured into Holly Industries (a subsidiary of StarCorps) in Kuala Lumpur, resulting in the creation of much-needed jobs (not to mention the accompanying positive public relations). A direct result of this cash infusion was a heavy modification of the PlasmaStar 375 extralight power plant—mounted on StarCorps' *Thanatos*—into a "light" version. Finally, the XL gyro deal was brokered with Krupp Armaments (in hindsight, an obvious attempt to stave off the coming lawsuits). When Krupp filed the lawsuits despite the behind-closed-doors deal with Stone, it was a personal betrayal; the likely reason why no middle ground has yet been found between The Republic, Stone and Krupp.

Ultimately, the *Prefect* is under-armed for a 75-ton BattleMech. However, very few Inner Sphere 'Mechs of the same tonnage can match its movement profile. In its element as a heavy striker/guerrilla unit, it is quickly proving almost unmatched.

Deployment

Few *Prefects* have been produced to date, with most deployed to The Republic's Triarii Protectors. While it is true that the numbers of those produced and those deployed to the Triarii don't match, there is no credence to the rumors that Exarch Stone has formed a shadow force to perform whatever black ops are necessary to keep our enemies and allies alike in check.

Variants

The only known variant, currently undergoing live-fire testing, trades out the heavy PPC and twin extended-range medium lasers for another snub-nose PPC and a pair of light PPCs.

PRF-1R PREFECT

HEAVY 'MECHS

149

Type: **Prefect**

Technology Base: Inner Sphere

Tonnage: 75

Battle Value: 1,847

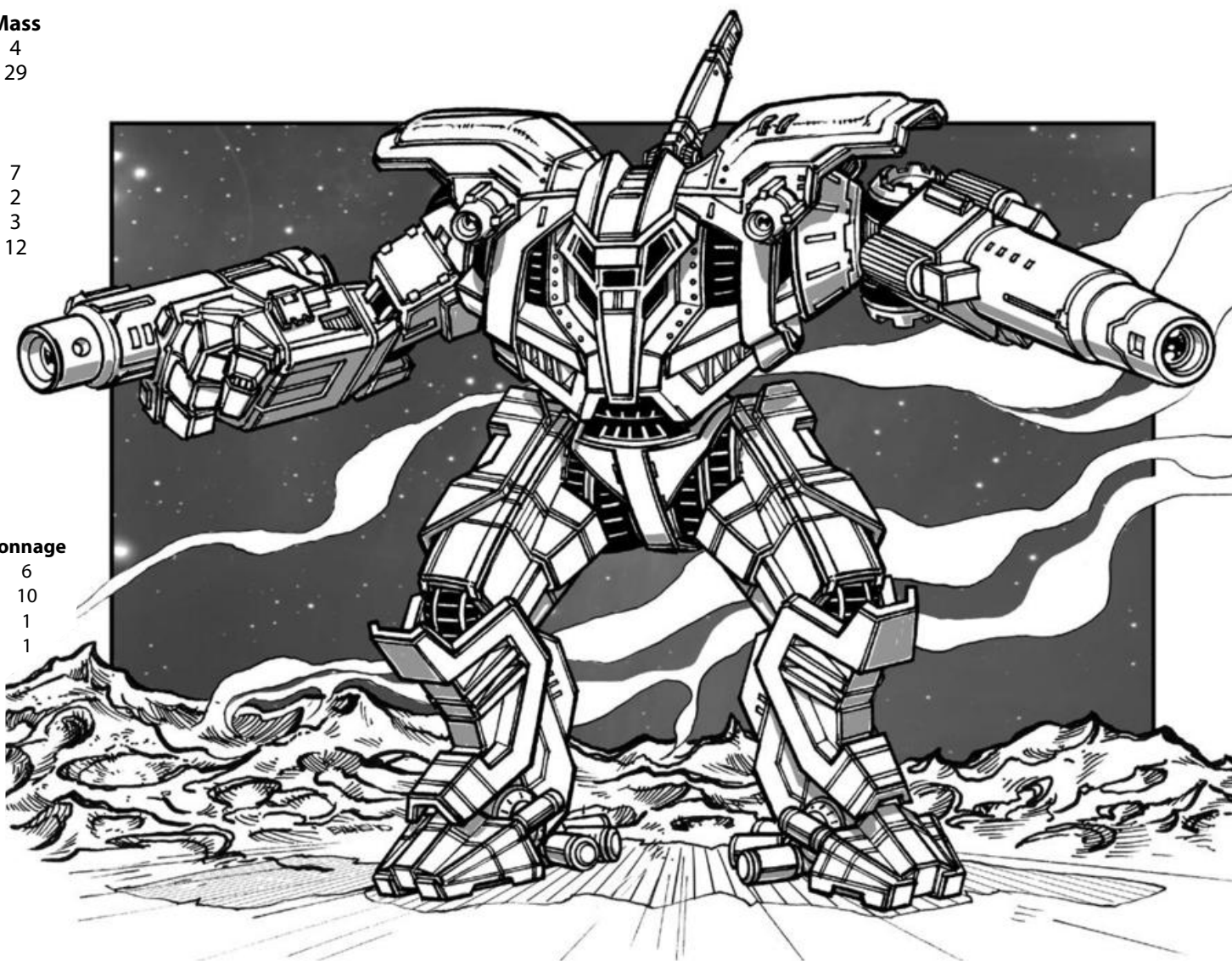
Equipment

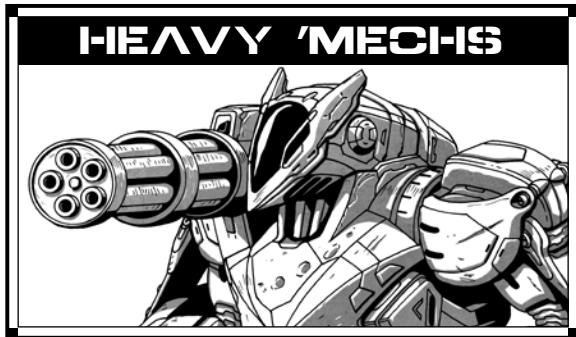
Internal Structure:	Endo Steel	Mass
Engine:	375 Light	4
Walking MP:	5	29
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	17 [34]	7
Gyro (XL):		2
Cockpit:		3
Armor Factor (Ferro):	215	12
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	23	35
Center Torso (rear)		9
R/L Torso	16	24
R/L Torso (rear)		7
R/L Arm	12	22
R/L Leg	16	28

Weapons

and Ammo	Location	Critical	Tonnage
Snub-Nose PPC	RA	2	6
Heavy PPC	LA	4	10
ER Medium Laser	LT	1	1
ER Medium Laser	RT	1	1

Notes: Features the following Design Quirk:
Extended Torso Twist.





Mass: 75 tons
Chassis: Luthien Class 74-77 Endo Steel
Power Plant: Ford 375 XL
Cruising Speed: 54 kph
Maximum Speed: 75 kph
Jump Jets: None
Jump Capacity: None
Armor: New Samarkand Teppeki Hardened
Armament:
1 Imperator LB 2-X Autocannon
4 Shigunga C Type LRM 10 Launchers
Manufacturer: Luthien Armor Works
Primary Factory: Luthien
Communications System: Sipher CommSys 4
with Guardian ECM Suite
Targeting & Tracking System: Neko Megane 7

Overview

Named after the Combine's founder, the *Shiro's* classic look evokes samurai pride, glory, honor, and nationalism. It is the only BattleMech within the DCMS that is specifically assigned by a warlord's command staff. All *Shiro* pilots are required to have one Combine honor bestowed upon them, the most common being the Bushido Blade.

Capabilities

The *Shiro* is often regarded as "an assault 'Mech disguised in a heavy 'Mech chassis." Mounting dense armor, yet still capable of maintaining pace with other heavy 'Mechs, the *Shiro* is best utilized leading from behind. Unlike the social generals of the Lyrans Commonwealth, however, *Shiro* pilots are

expected to advance with their troops, providing a constant symbol of the Dragon watching over its people as they bring victory to the Combine. Its quadruple Shigungas spread an impressive umbrella of ordnance that is as effective on airborne targets as they are to those on the ground.

Deployment

Upon seeing the *Shiro* for the first time, then-*Tai-shu* Toranaga ordered that only DCMS MechWarriors of acclaim and honor could pilot such a magnificent machine. With the Combine—and the DCMS in particular—experiencing a rebirth of its cultural history, the *Shiro's* appearance on the battlefield would be an inspiration. The first operational *Shiro* in the Ryuken, for instance, was then given to *Tai-sho* Tori Ishihara for the Ryuken-go's superb performance in the Draconis Reach campaign. Earning a *Shiro* became an obsession for many Kuritan officers, though it became standard practice for warlords to refuse one to an officer who publicly expressed such a desire.

Tai-sa Edwin Sota, commander of the Nineteenth Sun Zhang, had his *Shiro* revoked after the disastrous landings on Exeter. Brash in his approach, Sota landed his DropShips in full view of the planetary capital, hoping to cow the local populace. As the cadre paraded in full regalia to their deployment zones, the Exeter militia overwhelmed the DCMS troops. With a company of 'Mechs lost in less than an hour, the Nineteenth quickly retreated. Upon their arrival at Homam, Sota was demoted, his *Shiro* seized by the Procurement Department, and the cadre relegated to guard duty.

On Robinson, *Chu-sa* Moishe Tolkowski, second in command of the Seventh Sword of Light, stood fast on the hill approach near Bueller and rebuffed a heavy counterattack by the Twentieth Avalon Hussars. The Davion unit, recovered from the Seventh's headlong assault two days prior, attempted to blast through the DCMS line and seize the Combine DropShips. Tolkowski and his company of heavy and assault 'Mechs, low on ammunition and supplies, closed ranks and met the Hussars rush head-on. Outnumbered nearly four-to-one by Davion light 'Mechs and vehicles, Tolkowski's troops

denied the Hussars their breakout. Tolkowski's *Shiro*, depleted of missile ammunition as the battle unfolded, waded into the midst of the Davion charge. The sight of their commander's *Shiro* smashing, kicking, and stomping Davion machines inspired the Dragon's troops to unmatched courage. At the end of the day, a battalion of AFFS machines and men lay broken along the shallow pass.

Variants

A special variant of the *Shiro* was built as a prototype for the Combine's new ballistic armor. The SH-2P replaced the original's autocannon for an ER PPC. Few of these are found in the field and are considered honored gifts when awarded by the *kanrei*.

Notable Units

***Tai-sa* Moishe Tolkowski:** After his heroic stand outside Bueller on Robinson, Tolkowski received word of *Tai-sa* Lawrence Pinkett's death. The executive officer immediately consolidated the Seventh's troops, repositioning them alongside the Eighth Sword of Light. Twenty hours after rebuffing the Hussars counterattack, the *chu-sa* led the tip of the Combine's assault on Bueller, overrunning the reeling Davion defenders. The Eighth, impressed with the performance of their ragged comrades in the Seventh, allowed Tolkowski and his remaining Swords the honor of raising the Kuritan flag in the courtyard of Sandoval palace after Robinson capitulated. The *kanrei* promoted *Tai-sa* Tolkowski to command of the Seventh and awarded him a new SH-2P *Shiro*.

***Tai-i* Moriko Horiama:** Raised on the exploits of ancient Kuritan MechWarriors, Horiama strove to earn a place among the elite of the DCMS. Graduating with honors from the Sun Tzu School of Combat, Horiama steadily moved up the ranks of the Pesht Regulars. Her innate strategic abilities served the Combine well during a Dominion raid on Schuyler, earning her recognition as a Guardian of the Lair. She now serves with the warlord's command staff.

Type: **Shiro**

Technology Base: Mixed Inner Sphere (Advanced)

Tonnage: 75

Battle Value: 2,016

Equipment

Equipment		Mass
Internal Structure:	Endo Steel	4
Engine:	375 XL	19.5
Walking MP:	5	
Running MP:	7	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		2
Cockpit:		3
Armor Factor (Hardened):	168	21

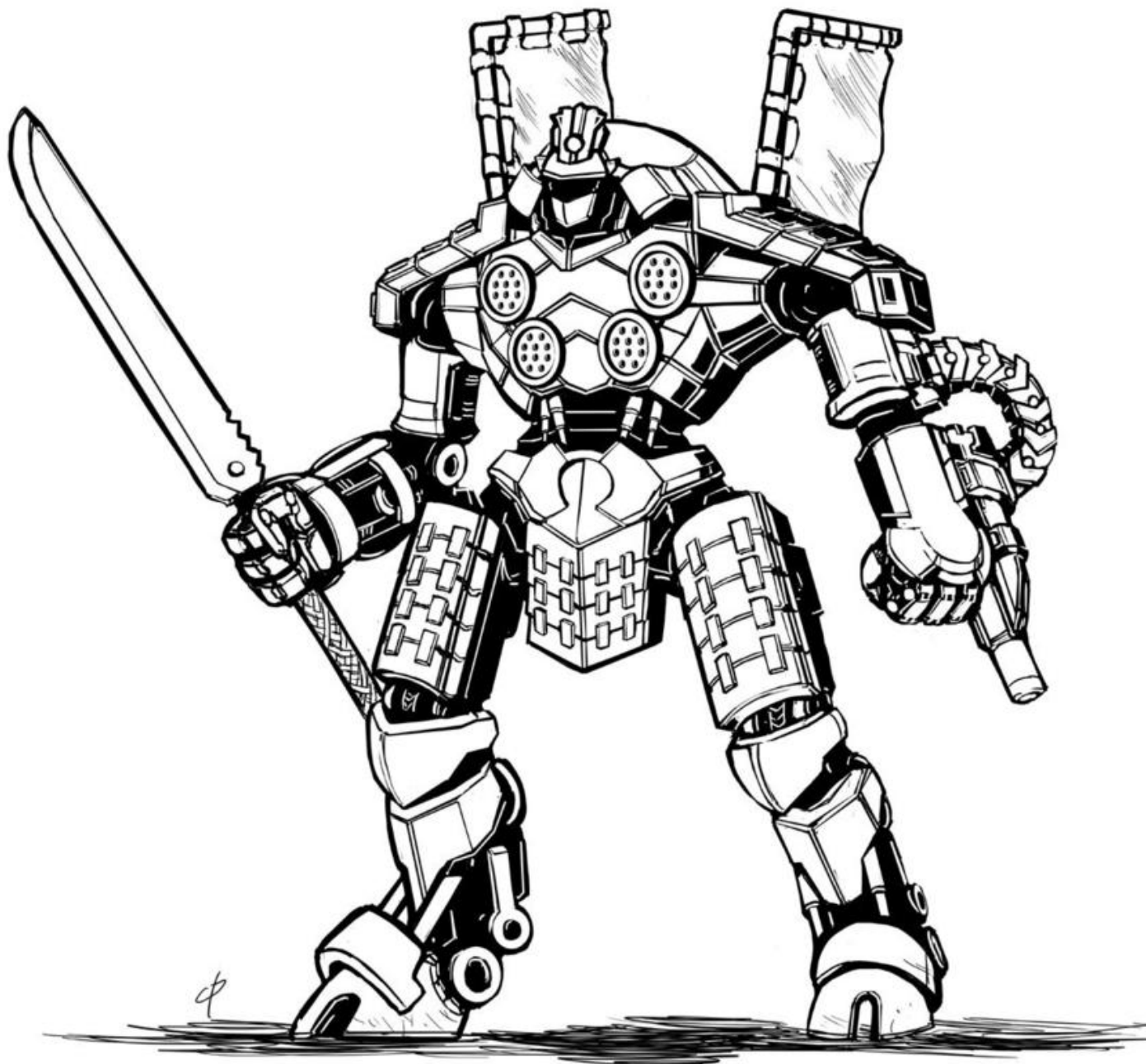
	Internal Structure	Armor Value
Head	3	9
Center Torso	23	25
Center Torso (rear)		8
R/L Torso	16	18
R/L Torso (rear)		5
R/L Arm	12	18
R/L Leg	16	22

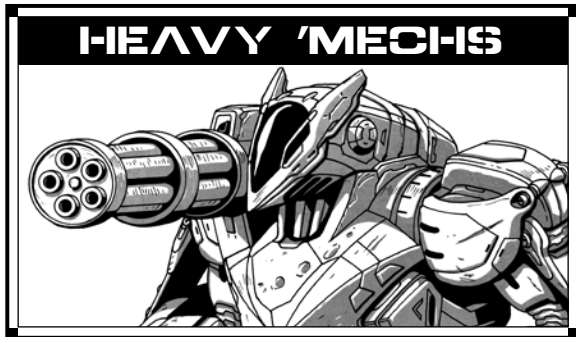
Weapons

Weapons and Ammo	Location	Critical	Tonnage
Sword	RA	5	4
2 LRM 10 (C)	RT	2	5
Ammo (LRM) 36	RT	3	3
2 LRM 10 (C)	LT	2	5
Guardian ECM Suite	LT	2	1.5
LB 2-X AC	LA	4	6
Ammo (LB-X) 45	LA	1	1

Notes: Hardened Armor reduces Running MP by 1.

Features the following Design Quirk: Distracting.





Mass: 75 tons
Chassis: Bergan Version 6.2 Endo Steel
Power Plant: Starfire 375 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Compound 12A2
Armament:
 2 Series 6b Extended-Range Large Lasers
 10 Series 2f Extended-Range Medium Lasers
Manufacturer: Avon Alpha
Primary Factory: Avon
Communications System: Raldon R1
Targeting and Tracking System: Dalban Hirez II

Overview

Learning from their experience against the Word of Blake, Clan Nova Cat developed the *Sphinx* as a heavy cavalry design with extended endurance and minimal dependence on supply lines. Rushed into service in 3078, this is a conventional BattleMech, not an OmniMech as had been intended during its early design phases.

Capabilities

Envisioned as a companion to designs such as the *Black Hawk*, the *Sphinx* is intended to operate as a fast-strike unit with an impressive all-energy weapon loadout. The arm-mounted Series 6b lasers allow the Clan MechWarrior to reach out and touch an opponent. Using the power of the Starfire 375 XL engine to close the range, a battery of ten Series 2f

lasers can shred BattleMech and vehicle armor. Their effect on battle armor is equally impressive. However, the massed laser fire comes with a heavy heat burden. Though the *Sphinx* mounts a staggering twenty-three double efficiency heat sinks, an inexperienced MechWarrior can easily push the BattleMech into shutdown in seconds.

Rushed into production, the *Sphinx* lacks the elegance and polish of many modern designs, but only an unwise MechWarrior dismisses the blocky and ungainly-looking BattleMech out of hand. Rough and unfinished-looking it may be, but the Clan technicians created a simple and rugged chassis (reminiscent of the *Highlander* assault 'Mech), well protected by more than thirteen tons of armor. Low maintenance requirements and an all-laser armament have produced a 'Mech whose endurance is limited only by that of the MechWarrior in the cockpit. An unintended bonus comes from the legacy of the design starting life as an OmniMech. Many of the primary assemblies and components retain modular features that make replacement and repair an easy task.

The only problem Clan Nova Cat has experienced with their new BattleMech design is production hampered by shortages in supply of the Starfire 375 XL, which remains in great demand for repairs to the redoubtable *Mad Cat*.

Deployment

Originally content to deploy the *Sphinx* in its intended role, the Nova Cats have been so impressed with the BattleMech's success in vicious fighting with the Word of Blake that they have increased production and the *Sphinx* is now appearing in front-line commands.

In 3084, Clan Nova Cat dispatched their 246th Battle Cluster to aid the First Sword of Light against the elements of the Ghost Bear Dominion's Ninth PGC on Mualang. The open terrain favored fast BattleMechs with superior ranged armament, and the 246th's *Sphinx* Star performed magnificently against the *Kodiak*, *Arcas*, and *Grizzly* BattleMechs fielded by the Bears. In the end it was not fighting prowess that decided the battle, but the collapse of the Bears' logistical tail. By the end of November

it was all over; the Ninth abandoned Mualang and returned to Dominion territory.

The *Sphinx* is also well suited to the Clan tradition of dueling and has become a firm favorite with *ristars* looking to secure a Bloodname. In an epic confrontation, Star Commander Ramon and MechWarrior Sadig faced off in identical *Sphinx* BattleMechs in the final round of a Trial of Bloodright for a Rosse Bloodname. The pair stalked each other through the ruins of LexaTech's production line. The battle was long and fierce and the pair appeared evenly matched as their tough BattleMechs absorbed hit after hit from their opponent's lasers. Finally it appeared as if Sadig had gained the upper hand when Ramon's *Sphinx* lost power to its right arm laser. Sensing an opening, Sadig closed from his opponent's right, only to see Ramon bring up his *Sphinx*'s right arm and fire the still-operational laser into Sadig's cockpit.

Variants

An interesting variant of the *Sphinx* surfaced in 3080 among the ranks of the Nova Cats who participated in operations against the Word of Blake Protectorate. This model drops a heat sink and the extended-range medium lasers. The arm-mounted, extended-range large lasers have been moved to the center torso, and extended-range small lasers are installed—five in the left and five in the right torso. The *Sphinx* 2 is equipped with an advanced targeting computer in the right torso and MASC in the left torso. This modification to the weapons mix makes the crippling heat problems of the original more manageable, while the targeting computer allows the MechWarrior to make precision strikes against opponents after using the MASC to close rapidly.

Type: **Sphinx**

Technology Base: Clan

Tonnage: 75

Battle Value: 2,883

Equipment

Internal Structure:	Endo Steel	Mass 4
Engine:	375 XL	19.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	23 [46]	13
Gyro:		4
Cockpit:		3
Armor Factor:	216	13.5

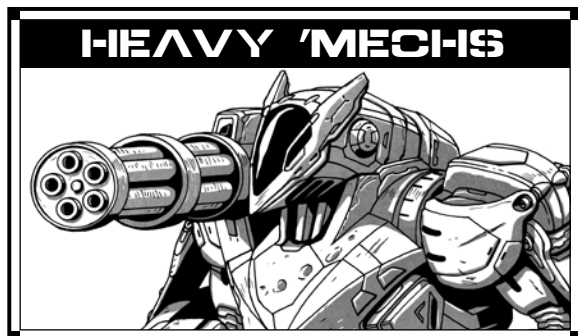
	Internal Structure	Armor Value
Head	3	9
Center Torso	23	34
Center Torso (rear)		11
R/L Torso	16	23
R/L Torso (rear)		8
R/L Arm	12	20
R/L Leg	16	30

Weapons

and Ammo	Location	Critical	Tonnage
ER Large Laser	RA	1	4
4 ER Medium Lasers	RT	4	4
2 ER Medium Lasers	CT	2	2
4 ER Medium Lasers	LT	4	4
ER Large Laser	LA	1	4

Notes: Features the following Design Quirks: Easy To Maintain, Rugged (1).





Mass: 75 tons

Chassis: Hellespont Type TZ Endo-Composite

Power Plant: Rawlings 300 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Hellespont Lite II Stealth

Armament:

2 Mydron Concussor Gauss Rifles

2 Ceres Arms Striker Light

Particle Projection Cannons

Manufacturer: Hellespont 'Mech Works

Primary Factory: Sian

Communications System: Ceres Metals Model 777
with Angel ECM Suite

Targeting & Tracking System: Radcom TXXII

Overview

Originally intended as a mobile fire support platform for the shadow lances, the *Tian-zong*, or celestial general, far exceeds its intended role. Deadly at all ranges and well-known for its exceptional electronics and command suite, the *Tian-zong* is the Capellan Confederation's premier command 'Mech.

Capabilities

Heavily armed, solidly armored and aided by a sophisticated command and control suite, the stealthy *Tian-zong* can close with enemy forces and deliver a massive, punishing barrage with little fear of reprisal. Its paired Gauss rifles and light PPCs deliver deadly, accurate fire yet barely tax its heat

exchangers. Furthermore, its advanced electronics allows it to easily coordinate battalion-level operations, making it the preferred choice of elite regiments.

Deployment

During the siege of Victoria by AFFS forces, Warrior House Kamata used the *Tian-zong*'s stealth and command abilities to great effect. Timing their attack to coincide with a poorly concealed unit rotation between battered elements of the Sixth Syrtis Fusiliers LCT and the reconstituted Forty-second Avalon Hussars LCT, the elite Warrior House maneuvered two companies of shadow lances between a break in the lines. Comprised principally of *Tian-zongs*, they used stolen encryption keys to pass behind enemy lines. Then, catching the AFFS forces mid-rotation, they tore into their flanks with abandon. The result was pandemonium. Their first combined volley felled a full company of 'Mechs, while the second volley disabled or destroyed another dozen.

With the sudden loss of so many 'Mechs, both regiments broke and ran. However, they quickly realized their error and regrouped for a counterattack. By then, Warrior House Kamata had smartly withdrawn back behind the cover of their lines.

On Arboris, elements of the First MAC used the *Tian-zong* to significantly delay a company of Hastati Sentinels. Commanding a single shadow lance and a platoon of light tanks, *Sang-wei* Clara Parks was charged with securing the planet in advance of follow-on forces. However, on landing she learned that the Hastati Sentinels were already reinforcing Arboris for operations against the Confederation.

Hunted, outgunned and outnumbered, *Sang-wei* Clara Parks used convenient weather to close with and repeatedly ambush the Sentinels' patrols. Each time, she and her lance engaged at differing ranges to throw them off-guard. Emboldened by her victories and repeated snubbing of the Sentinels' best warriors, she brazenly engaged in a duel with a RAF *Peacekeeper* assault 'Mech.

Very soon into the duel Parks realized she was outmatched. Luckily, her stealth armor made it hard

for the *Peacekeeper*'s pilot to target her lighter 'Mech, and she was able to withstand several volleys without taking significant damage. Nevertheless, Parks saw her armor was failing. After a particularly brutal exchange she attempted to withdraw by ducking into a squall but soon realized that the *Peacekeeper* made no move to stop her. She approached the motionless assault 'Mech only to find that her last Gauss slug had shattered the *Peacekeeper*'s cockpit.

Within weeks additional Capellan troops arrived and the battle for Arboris began in earnest. *Sang-wei* Parks eventually claimed the *Peacekeeper* for House Liao.

Variants

There are two major variants of the *Tian-zong*. The first replaces the light PPCs with extended-range lasers and heat sinks while the second exchanges the Gauss rifles for light versions and ER large lasers.

Notable Units

***Pai-zhang* Hoa Phiri:** An officer in Warrior House Dai Da Chi, Phiri expects the best from everyone, be they her superiors, peers, or subordinates. Despite her small stature, she has little problem intimidating anyone into doing what she believes is the right thing, and those who challenge her tend to vanish. Many Dai Da Chi warriors believe she is a Maskirovka operative intended to keep the Warrior House Order unquestionably loyal to the Chancellor. The sobriquet of Phiri's *Tian-zong*—Golden Fist—implies she operates with Daoshen Liao's blessing.

***Sang-wei* Clara Parks:** A descendant of *Sangshao* Elaine "Blaze" Parks, commander of the First MAC during the recapture of St. Ives, Clara Parks has struggled to measure up to her grandmother's legend. Naming her *Tian-zong* *Blaze* in honor of her grandmother, *Sang-wei* Parks has racked up an impressive kill score fighting border skirmishes with the RAF and Oriente Protectorate. However, despite her latest exploits on Arboris, her willingness to risk those under her command for what appears to be personal glorification has garnered the attention of the Maskirovka.

Type: **Tian-zong**

Technology Base: Inner Sphere

Tonnage: 75

Battle Value: 2,072

Equipment

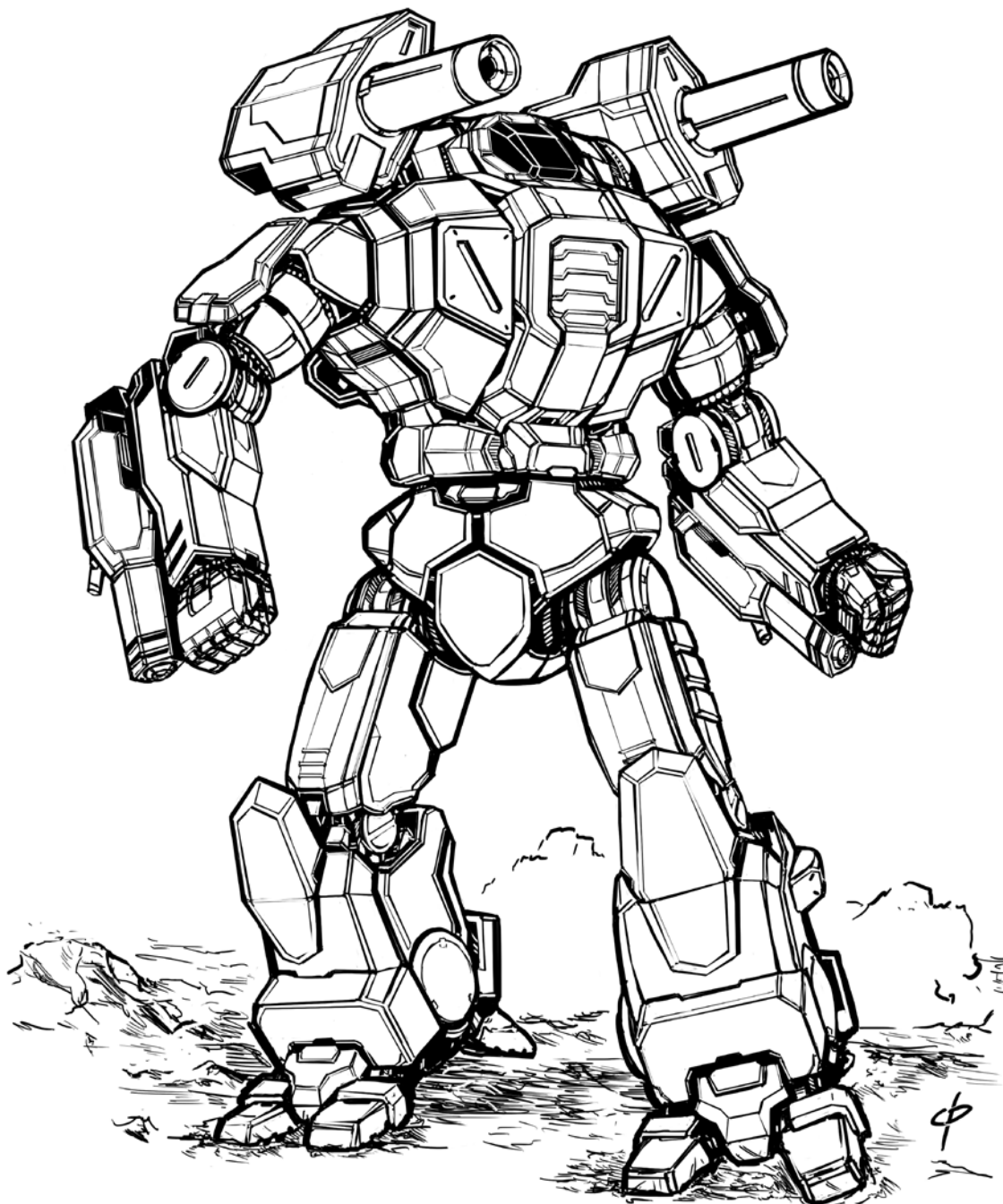
Internal Structure:	Endo-Composite	Mass 6
Engine:	300 XL	9.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit (Small):		2
Armor Factor (Stealth):	216	13.5

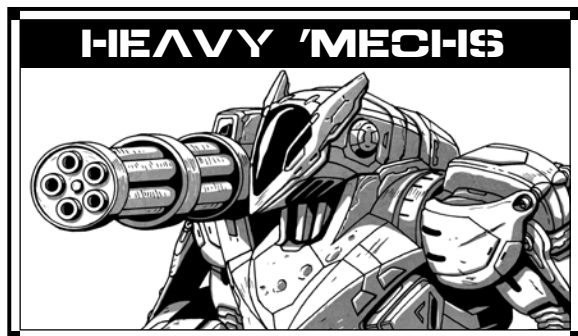
	Internal Structure	Armor Value
Head	3	9
Center Torso	23	34
Center Torso (rear)		9
R/L Torso	16	24
R/L Torso (rear)		8
R/L Arm	12	24
R/L Leg	16	26

Weapons and Ammo

	Location	Critical	Tonnage
Light PPC	RA	2	3
Ammo (Gauss) 8	RA	1	1
Gauss Rifle	RT	7	15
Ammo (Gauss) 8	H	1	1
Angel ECM Suite	CT	2	2
Gauss Rifle	LT	7	15
Ammo (Gauss) 8	LA	1	1
Light PPC	LA	2	3

Notes: Features the following Design Quirk: Command BattleMech.





Mass: 75 tons

Chassis: Mark XX Heavy Endo Steel

Power Plant: Starfire 300 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph, 86 kph with MASC

Jump Jets: BMP Series XV

Jump Capacity: 120 meters

Armor: Beta Compound (Standard

Armament:

1 Type 9 Series Advanced Tactical Missile System

4 Series 2b Extended-Range Medium Lasers

1 Type XX "Long Bow" LRM 20

1 Series 7K Extended-Range Large Laser

1 Smartshot Mk V Streak SRM 4

Manufacturer: W-7 Facilities

Primary Factory: Tamar

Communications System: Khan Series (Type 3a)
with ECM Suite

Targeting & Tracking System: Build 4 MadCat TTS

Overview

Cut off from Clan Homeworlds industry and under constant pressure on multiple fronts, Clan Wolf found itself in dire need of hardware to keep its *touman* up and running. The merchant caste maintained the flow of supplies for a time through deals with fellow Invading Clans, but the disruptions of the Jihad soon took their toll. As the supply problem became critical, Khan Vlad Ward authorized a crash course in production site upgrades, with an eye toward manufacturing ClanTech designs within the Clan Wolf Occupation Zone. This decision, delayed for decades (perhaps to avoid putting

superior Clan technology within reach of Spheroid insurgents), also forced the Wolf Khan to allow the engineering teams broader latitude in design. The product of this unparalleled production drive was the 3076 completion of the *Tundra Wolf*, the first all-new Clan Wolf BattleMech to step off the W-7 assembly lines on Tamar.

Capabilities

Heavy but capable of speed bursts of almost 90 kilometers per hour, the *Tundra Wolf* is well armored and equipped with a broad range of weapons, which were aptly suited for the ever-changing battlefields of the Jihad. Its ECM suite, specifically installed to counter Word of Blake electronics, helped to negate the one advantage Spheroid technology has offered against the Clans.

Deployment

The Wolves allowed Stone's Coalition to salvage and repair a number of the 'Mechs, and it appeared in modest numbers within the RAF. One of the earliest to face combat as part of the RAF was piloted by none other than one of the first newly appointed Paladins, Dirk Radick. When House Liao invaded Tikonov shortly after the Republic's formation, Radick was assigned to the task force sent to eject them.

Republic troops immediately found themselves under attack as the Capellan Warrior Houses sallied from the fortress city of Tikograd. An early morning assault on Third Hastati positions nearly broke the regiment, pushing them back in disarray towards the city of Arkhangelsk. Knowing they would be pinned in the coastal city with nowhere to flee, the Hastati made the decision to hold the line at the Volga River.

Dirk Radick used his *Tundra Wolf*'s mobility to support the Hastati as a rapid response unit. *Shiao-zhang* Maximillian Paolucci, recognizing the danger of the heavy Clan 'Mech, led his personal command company in an assault against the Paladin's position. His comrades dead or disabled, Radick planted his legs in the muddy soil and swore to hold the line.

Firing alpha strike after alpha strike, Radick sliced apart a Tsang Xiao *Snake* before disabling a limping *Ghost*. The crushing of a *Catapult*'s cockpit with a devastating death from above attack set him in front of Paolucci's *Yu Huang*, heat venting from

his *Tundra Wolf*'s every sink. Though Paolucci slew Radick in the final duel, the resulting poor condition of Paolucci's 'Mech forced him to pull back as Hastati reinforcements poured into the river.

Variants

Clan engineers have produced three variants of the *Tundra Wolf*. The first addresses concerns about the ammunition dependency of the base model, and replaces its arsenal with an extended-range PPC and a large array of extended-range medium lasers, plus an LRM 15 rack and some additional heat sinks. Although this variant sacrifices some armor, the inclusion of a targeting computer helps ensure this machine's accuracy in tight combat.

The second variant was clearly designed with Clan duelists in mind. This variant uses the *Tundra Wolf 2* as its baseline but sacrifices the targeting computer, three tons of armor, and two medium lasers. In this saved space, engineers have fit a second ER PPC and a four-tube Streak SRM launcher.

The *Tundra Wolf 4* emerged just twelve months after the debut of the first three variants, quickly outpacing them in deployment within Clan Wolf. A pair of torso-mounted large pulse lasers, alongside a brace of ER medium lasers, gives it an ammo-independent punch. Retention of the left arm-mounted ATM 9 and three tons of ammunition served up tactical flexibility, while a pair of AP gauss rifles is a clear nod to the threat posed by conventional infantry.

Notable Units

WC320-00L: Once piloted by Dirk Radick, Leonid Tereshchenko—commander of the Third Hastati and Dispossessed following Tikonov—inherited the sturdy machine upon the tenacious Wolf's death. Retaining the 'Mech until his retirement in 3124, he would pass the *Tundra Wolf* on to Janella Lakewood, his promising young assistant with remarkable negotiating acumen. Though often able to resolve conflicts without the need for *Andrea*, her 'Mech, Lakewood's impressive skill at its helm combined with its flexible firepower made her an easy choice for Knight-Errant, Knight, and eventually Paladin.

Type: **Tundra Wolf**
 Technology Base: Clan
 Tonnage: 75
 Battle Value: 3,131

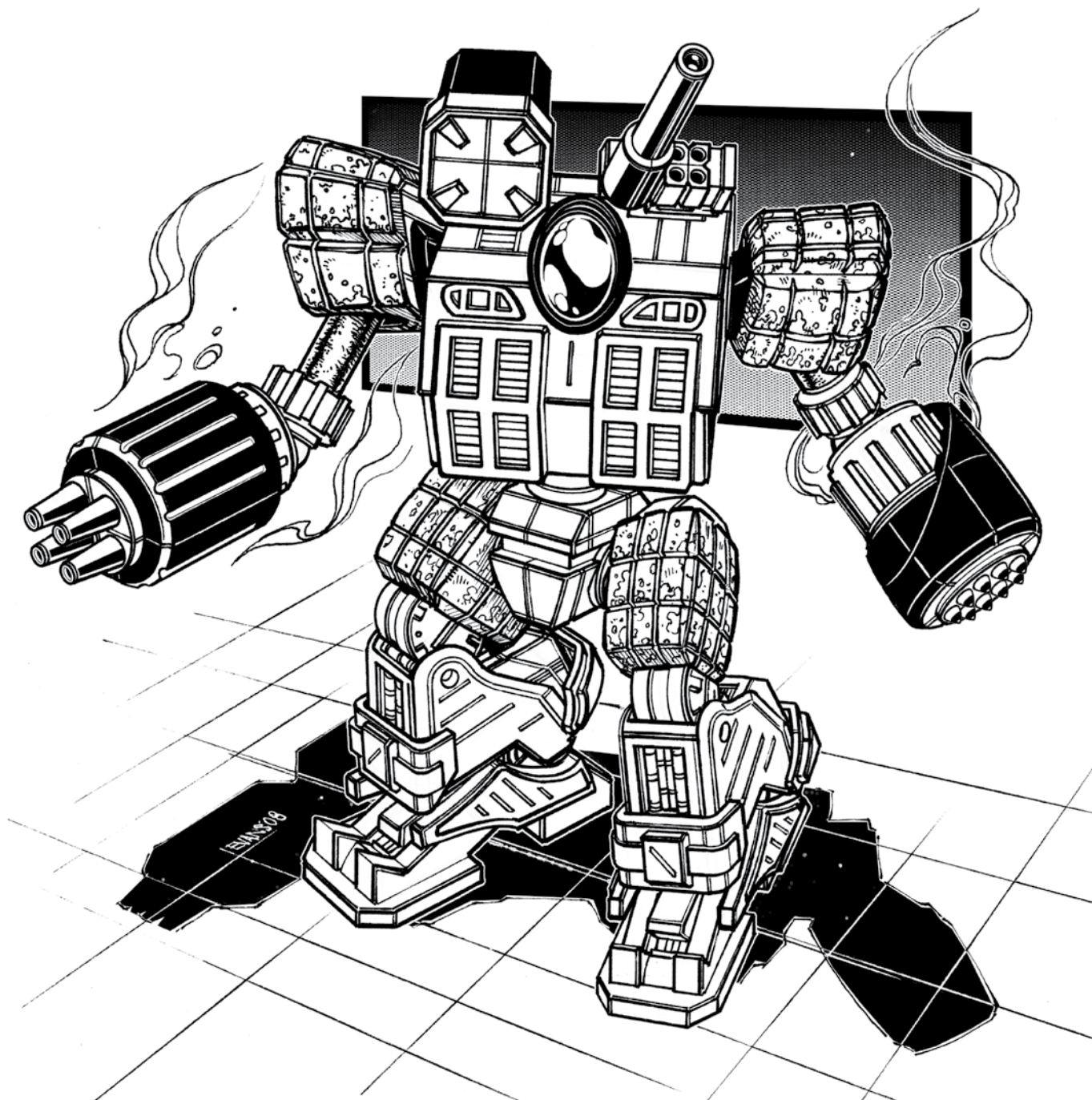
Equipment

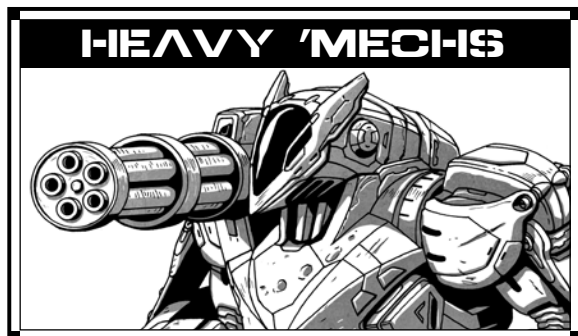
Internal Structure:	Endo Steel	Mass 4
Engine:	300 XL	9.5
Walking MP:	4	
Running MP:	6 (8)	
Jumping MP:	4	
Heat Sinks:	17 [34]	7
Gyro:		3
Cockpit:		3
Armor Factor:	231	14.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	23	34
Center Torso (rear)		12
R/L Torso	16	24
R/L Torso (rear)		8
R/L Arm	12	24
R/L Leg	16	32

Weapons

and Ammo	Location	Critical	Tonnage
4 ER Medium Lasers	RA	4	4
LRM 20	RT	4	5
Ammo (LRM) 12	RT	2	2
ECM Suite	CT	1	1
ER Large Laser	LT	1	4
Streak SRM 4	LT	1	2
Ammo (Streak) 25	LT	1	1
MASC	LT	3	3
ATM 9	LA	4	5
Ammo (ATM) 21	LA	3	3
2 Jump Jets	RL	2	2
2 Jump Jets	LL	2	2

Notes: Features the following Design Quirks: Easy To Maintain, Weak Head Armor (1).





Mass: 75 tons
Chassis: WW-1 Heavy Endo Steel
Power Plant: Starfire 375 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Forging BL2 Reactive
Armament:
 30 tons of pod space available
Manufacturer: Kallon Weapon Industries
Primary Factory: Thermopolis
Communications System: Garret T11-b
Targeting & Tracking System: Sync Tracker
 (39-42071)

Overview

The *Warwolf* is reportedly an attempt to create a new iconic heavy 'Mech for Clan Wolf's *touman* following the enthusiastic devaluation of the *Timber Wolf* by Clan Sea Fox. Like the *Wulfen*, only a handful of prototypes had been completed before the Clan abandoned their occupation zone to carve out a new Wolf Empire. Those prototypes made a terrifying impression on their enemies, and with production at full swing the *Warwolf* will certainly be at the fore of future Wolf conquests.

Capabilities

The *Warwolf's* assignment to a handful of *ristars* produced a wide variety of weapons configurations that have since become standard. It is thus a supremely flexible cavalry 'Mech capable of filling

fire support, assault, and urban combat roles. Its use of reactive armor gives it a significant advantage against Inner Sphere opponents like the FWLM and LCAF, which rely heavily on artillery and missile weapons.

Deployment

Warwolf pilots are notable either for having the favor of Khan Ward or for the formidable skills required to win one from the former group. They are rare even in Alpha and Beta Galaxies and not found at all in second-line formations. Production at Thermopolis shows signs of steady improvement, however, so it is likely to proliferate in due time.

The *Warwolf* was in its element during the 3140 raid by the Eighty-eighth Wolf Battle Cluster on Bolan. Two of the 'Mechs, accompanied by a pair of *Thors* and a *Mad Cat*, broke through the lines of the First Bolan Guards outside Quetta. The Star crushed the Lyran command company, with Markus Kerensky's *Warwolf* taking down the regimental commander's *Cyclops* with a well-placed Gauss rifle shot.

Perhaps the only embarrassment the 'Mech has suffered so far came during the battle for Tharkad City. Newly transferred to Beta Galaxy, Markus led his Star into the fray but pushed ahead too far. He was separated from the rest of his command by a Lyran bombardment and stumbled into a *King Crab* just as it emerged from a hidden bunker. The assault 'Mech's point-blank strike crippled Kerensky's *Warwolf* in a matter of seconds, giving him no time to retaliate.

Notable Units

Star Captain Nikki Radick: Unusual in her Clan, Nikki believes the Clans should protect the Inner Sphere rather than conquer it. This idea earned her brutal beatings from sibkin who believed her convictions weakened her. However, she validated her resolve by being the sole graduate of her sibko, which has led some to believe she sabotaged her sibkins' Trials of Position.

Star Commander Markus Kerensky: Markus Kerensky went into the crucible of Tharkad City with absolute confidence in his skills. His run-in

with Reiner Hogarth's *King Crab* shook the *ristar* to his core. An impressive showing on Hesperus II, where he accounted for several Jade Falcon and Lyran 'Mechs, has restored his confidence. He is expected to test up to higher rank soon.

Type: **Warwolf**

Technology Base: Clan (Advanced)

Tonnage: 75

Battle Value: 2,706

Equipment

	Endo Steel	Mass
Internal Structure:	4	
Engine:	375 XL	19.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor (Reactive):	231	14.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	23	35
Center Torso (rear)		11
R/L Torso	16	24
R/L Torso (rear)		8
R/L Arm	12	24
R/L Leg	16	32

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	None	2
Right Torso	2 XL Engine 2 Endo Steel	8
Left Torso	2 XL Engine 2 Endo Steel	8
Right Arm	Endo Steel Reactive	6
Left Arm	4 Reactive	4
Right Leg	Endo Steel Reactive	0
Left Leg	Endo Steel Reactive	0

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
Targeting Computer	RT	3	3
LRM 10	RT	1	2.5
Ammo (LRM) 12	RT	1	1
CASE II	RT	1	.5
Laser Anti-Missile System	H	1	1
TAGCT	1	1	
LRM 10	LT	1	2.5
Ammo (LRM) 12	LT	1	1
CASE II	LT	1	.5
Jump Jet	RT	1	1
Jump Jet	CT	1	1
Jump Jet	LT	1	1

Alternate Configuration A

ER PPC	RA	2	6
Medium Pulse Laser	RA	1	2
2 Double Heat Sinks	RA	4	2
Streak LRM 10	RT	2	5
Ammo (Streak LRM) 12	RT	1	1
CASE II	RT	1	.5
Double Heat Sink	RT	2	1
ER Medium Laser	H	1	1
ER Large Laser	CT	1	4
Medium Pulse Laser	CT	1	2
Streak SRM 6	LT	2	3
Ammo (Streak SRM) 15	LT	1	1
CASE II	LT	1	.5
Double Heat Sink	LT	2	1

Battle Value: 3,100

Alternate Configuration B

Ultra AC/10	RA	4	10
Ammo (Ultra) 30	RA	3	3
ER Large Pulse Laser	RT	3	6
Double Heat Sink	RT	2	1
Laser Anti-Missile System	H	1	1
2 Double Heat Sinks	LT	4	2
2 Double Heat Sinks	LA	4	2
Jump Jets	RT	2	2
Jump Jet	CT	1	1
Jump Jets	LT	2	2

Battle Value: 2,518

Weapons and Ammo Location Critical Tonnage

Alternate Configuration C

Large Pulse Laser	RA	2	6
Targeting Computer	RA	2	2
Double Heat Sink	RA	2	1
ATM 9	RT	4	5
Ammo (ATM) 14	RT	2	2
CASE II	RT	1	.5
Laser Anti-Missile System	H	1	1
ATM 9	LT	4	5
Ammo (ATM) 14	LT	2	2
CASE II	LT	1	.5
2 Double Heat Sinks	LA	4	2
Jump Jet	RT	1	1
Jump Jet	CT	1	1
Jump Jet	LT	1	1

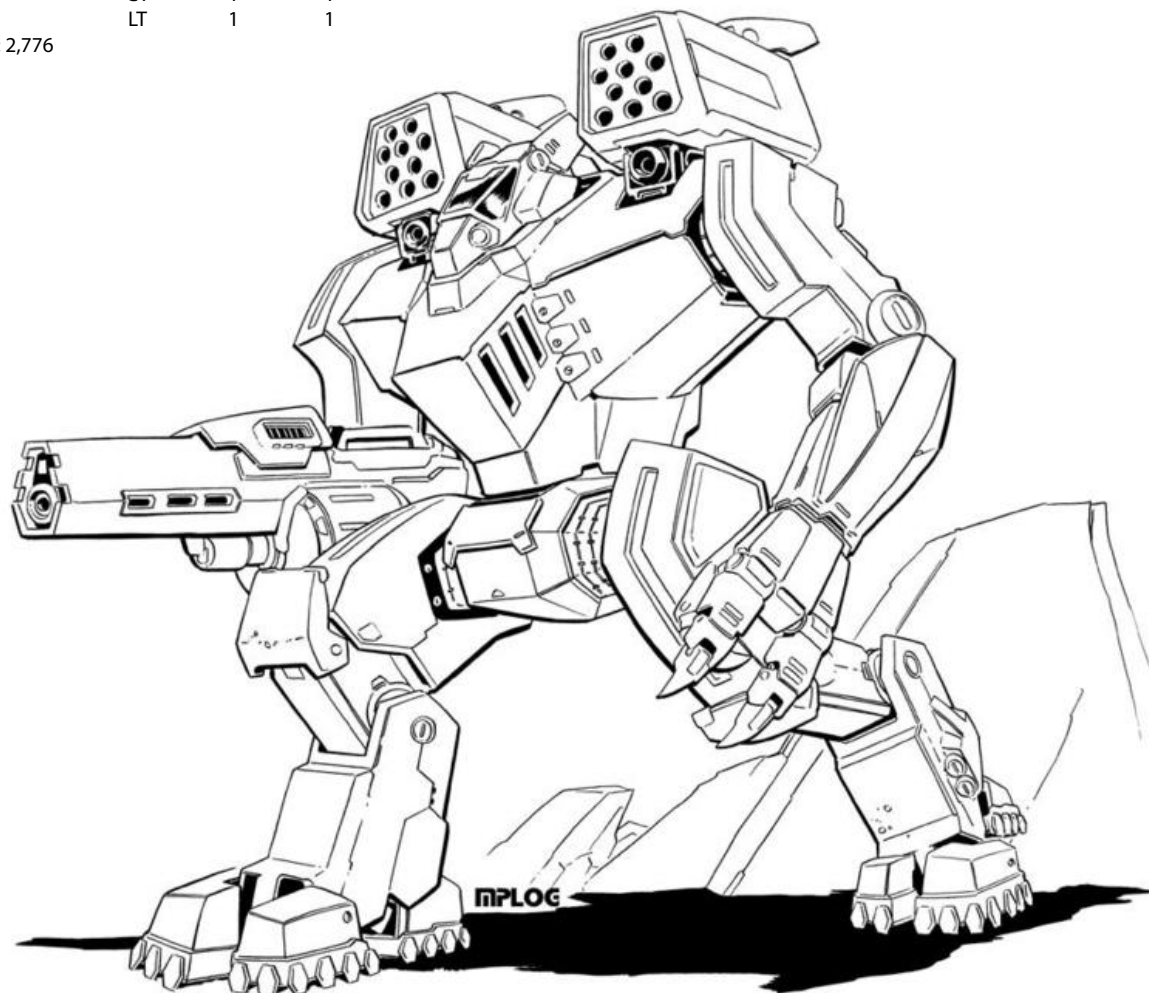
Battle Value: 2,776

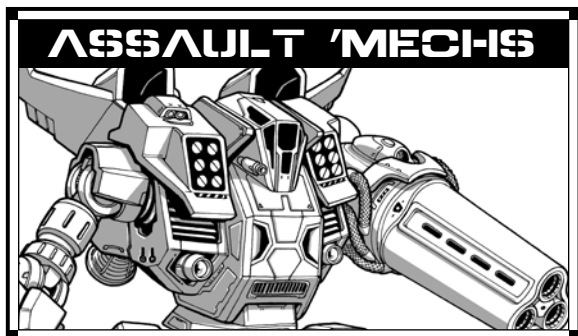
Weapons and Ammo Location Critical Tonnage

Alternate Configuration H

Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
Improved Heavy Large Laser	RT	3	4
Supercharger	RT	1	2
Double Heat Sink	RT	2	1
CASE II	RT	1	.5
Double Heat Sink	CT	2	1
Improved Heavy Large Laser	LT	3	4
2 Coolant Pods	LT	2	2
Double Heat Sink	LT	2	1
CASE II	LT	1	.5

Battle Value: 3,184





Mass: 80 tons
Chassis: Bergen Version 8.4 Standard
Power Plant: 320 Light Force XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: Clan Standard Type A3
Jump Capacity: 120 meters
Armor: Compound 12A1 Standard
Armament:
 1 Kolibri Delta Series Large Pulse Laser
 1 Omega 12-coil Gauss Rifle
 2 Series 2f Extended-Range Medium Lasers
 1 Type X "Short Bow" LRM 10 Launcher
 2 Smartshot Mark V Streak SRM 4 Launchers
Manufacturer: Bergen Industries C-Division
Primary Factory: Alshain
Communications System: Garret L30
Targeting and Tracking System: RCA Instatrac Mark XII

Overview

In 3059, Khan Bjorn Jorgensson's vision of Inner Sphere-produced Clan BattleMechs became a reality with the release of the *Ursus* design. The production of the *Ursus* helped revive several sectors of the economy within the shattered and conquered area of the Inner Sphere once known as the Free Rasalhague Republic. In addition, the inclusion of engineering and military leaders from Rasalhague's population made enormous strides in changing attitudes

about the Ghost Bears. No longer seen as invading overlords, the Ghost Bears became the future leaders for billions of former Rasalhaguians.

That military industrial growth continued throughout the 3060s. The *Arcas* became the second successful BattleMech design, with its release in 3061. If not for the chaos of the FedCom Civil War and the terrible destruction of the Jihad, Bergen Industries' C-Division would likely have already produced an entire range of Clan BattleMechs for use by Ghost Bear warriors and the absorbed Royal KungsArmé.

As the widespread destruction of the Jihad wound down, the factories of the Ghost Bear Dominion were once again gearing up to produce BattleMechs. The Ghost Bears could once again focus on their long-term plans, which included a wide array of civic and martial projects—among them the continuation of the Bergen C-Division BattleMech line. The *Bruin* was the next design scheduled for completion and soon became the re-launch project for the factories on Alshain.

Capabilities

Production levels are unlikely to approach their previously prolific pitch for years or even decades to come. However, BattleMechs are still a wanted and needed commodity. Assault 'Mechs have long stood as both extensions and symbols of power. The sheer firepower of a Clan-technology assault BattleMech is horrifying and captivating to behold. Retaining the *Arcas*' concept of high mobility, the Bergen-C team created the *Bruin* with excellent mobility for its hefty 80-ton weight. While its top speed is average, the inclusion of jump jets enables the *Bruin* to move in the most difficult terrain.

The choice of weapons was a source of evaluation and intense analysis. The evolution of battlefield tactics dictated that an assault 'Mech carry both long-range firepower and an arsenal capable of dispatching foes quickly at shorter ranges. Utilizing the reliable Gauss rifle and large pulse laser weapon systems, the *Bruin* has ample long-range firepower. As ranges decrease, its firepower becomes lethal with

the addition of a battery of classic Clan extended-range medium lasers and a pair of Streak short-range missile launchers. Both systems, while old by Clan standards, have an infamous history on battlefields in Clan space and the Inner Sphere. The long-range missile system, while also venerable, is one of the most compact yet reliable in the Clan arsenal.

The *Bruin* weapon package may be simple, but it is effective. In addition to the comprehensive weapon systems, fifteen tons of Compound 12A1 standard armor sheathes the *Bruin* in a protective shell. With ample tonnage devoted to survivability and firepower, the *Bruin* is designed to give and take a solid punch.

Deployment

The *Bruin* is already being dispersed among second-line units throughout the Dominion. While not as rapidly produced as the earlier *Arcas* or *Ursus* designs, the Ghost Bears hope to have a substantial run of *Bruins* in the field by 3086. Initial responses from assigned warriors are extremely positive.

The sheer size and menace of the *Bruin* has served the defense of the Dominion nearly as well as its firepower and combat abilities. Raiding units that encounter Stars of pristine Ghost Bear assault 'Mechs are quick to abandon their plans and retreat. Even in an age where wholesale destruction can rain from the skies, the psychological impact of enormous BattleMechs towering over the battlefield cannot be underestimated.

Variants

In the aftermath of Terra's liberation, the need for a BattleMech designed to combat armor and infantry heavy opponents spawned the *Bruin* 2 variant. The Gauss rifle and medium lasers were shed in order to give the *Bruin* a *Rifleman*-like foursome of over-under large pulse lasers and Ultra-5 autocannons. An SRM 2 was mounted in order to give the *Bruin* inferno capabilities, and machine guns were added to handle infantry threats.

Type: **Bruin**

Technology Base: Clan

Tonnage: 80

Battle Value: 2,630

Equipment

Internal Structure:

Engine:

Walking MP:

Running MP:

Jumping MP:

Heat Sinks:

Gyro:

Cockpit:

Armor Factor:

320 XL

4

6

4

14 [28]

240

Internal
Structure

Armor
Value

Head

Center Torso

Center Torso (rear)

R/L Torso

R/L Torso (rear)

R/L Arm

R/L Leg

3

25

17

13

17

9

35

14

24

10

25

32

Mass

8

11.5

4

4

3

15

Weapons

and Ammo

Location

Critical

Tonnage

Gauss Rifle

RA

6

12

Ammo (Gauss) 16

RA

2

2

ER Medium Laser

RA

1

1

Streak SRM 4

RT

1

2

LRM 10

CT

1

2.5

Ammo (LRM) 12

CT

1

1

Streak SRM 4

LT

1

2

Ammo (Streak) 25

LT

1

1

Large Pulse Laser

LA

2

6

ER Medium Laser

LA

1

1

Jump Jets

RL

2

2

Jump Jets

LL

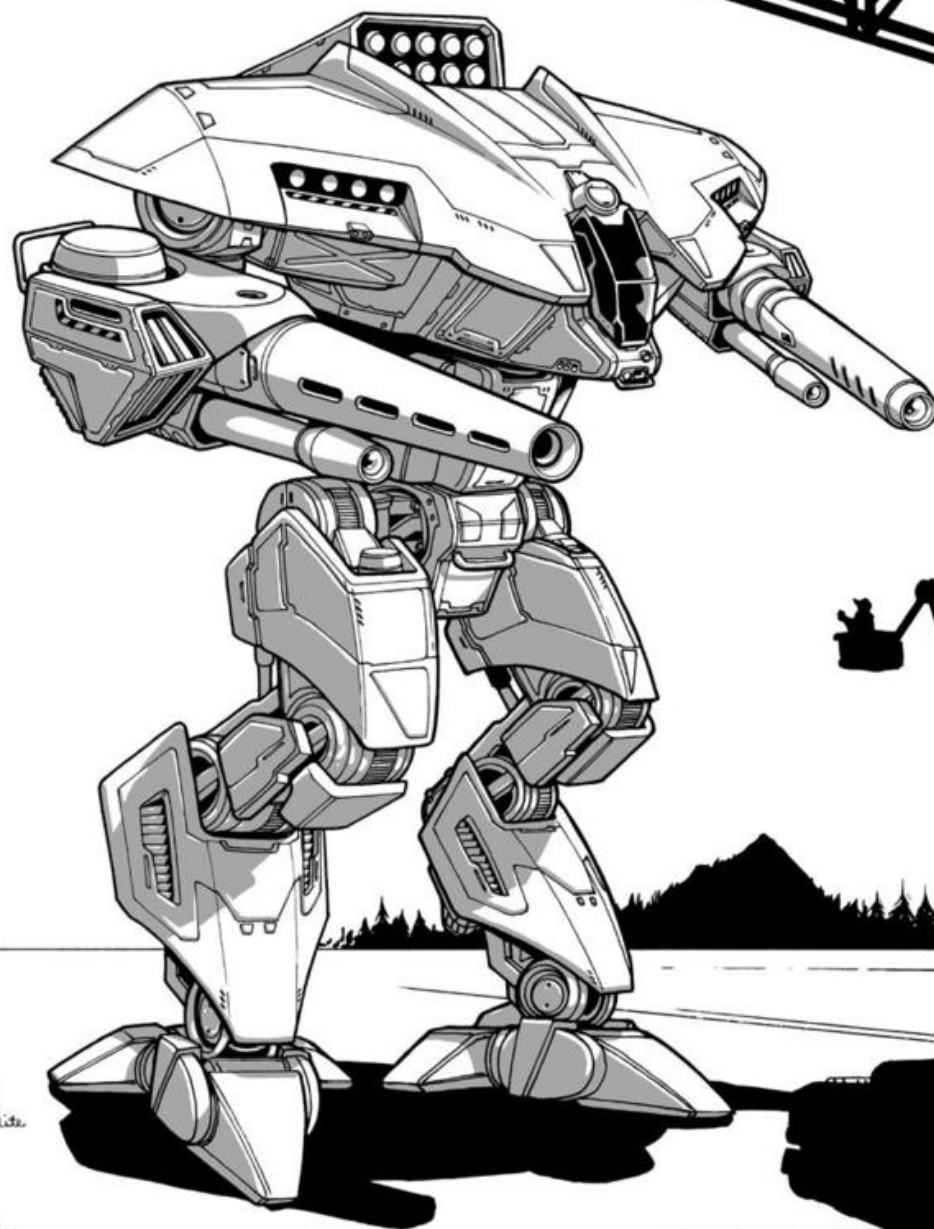
2

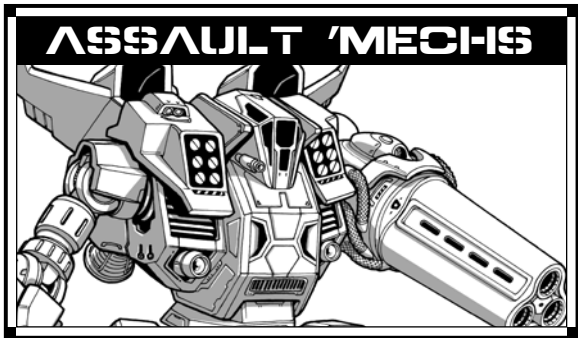
2

Notes: Features the following Design Quirks: Exposed

Actuators, Weak Head Armor (1).

David
White





Mass: 80 tons
Chassis: Titan Special-DAA Endo-Composite
Power Plant: Light Force 320 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: ArcShield VII Mk.7
Armament:
32 tons of pod space available
2 Series 2f Extended-Range Medium Lasers
Manufacturer: StarCorps Industries
Primary Factory: Terra
Communications System: Telestar Model XTD-131
Targeting & Tracking System: Starlight Adjustable LX-8

Overview

The *Doloire* was intended to become one of the Republic's flagship OmniMechs when it entered production in 3121, and an example of the Republic's cooperation with the Clan enclaves within its borders. Built with mixed technology and armed the same, all of the *Doloire's* configurations are built to pound enemy 'Mechs into submission. Since the Fortress was raised and its protocols instituted, StarCorps has increased production. *Doloires* are often assigned to promising young officers, who use it to find success in battle and ensure their future promotion.

Capabilities

Though not overly fast for an eighty-ton assault 'Mech, the *Doloire's* Clan-built engine is less susceptible to damage than a comparable Inner Sphere-built engine. All of its configurations are built to benefit from the integral actuator enhancement system built into the arms, though the newest configuration is clearly built to wade into heavy combat and destroy enemy 'Mechs.

Deployment

Doloires appear in every regiment of the RAF, and several survive with the Republic Remnant and a handful of mercenary groups founded out of the tatters of the prefecture militaries. They are universally revered as powerful, flexible machines, but that same reverence makes them fire magnets in combat.

In 3136 the Capellan Confederation moved in to claim Azha. One of the last units on-world was a small mercenary unit called the Past Knights. Despite the grandiose name, none of the mercenaries had ever been a Knight of the Sphere, and only one—Hiram Torch—had served in the RAF. He'd taken his *Doloire* when he left, but the Past Knights lacked the logistical wherewithal to reconfigure it. When the Capellans landed, the Past Knights moved to block a critical river crossing near Naples. The Knights placed Torch's *Doloire* near the center of the position, where its large pulse lasers and Gauss rifle could cover the bridge. The first Capellan units to try the bridge were a column of hovertanks; Torch's lasers made quick work of them.

The second push against the bridge was backed by a pair of Pixius; an *Agrotera* and a *Raven* tried to force the crossing. The Pixius concentrated their Inokumas on Torch's 'Mech, forcing him back, but the Knights' supporting units, four Sorteks, were able to push the assault back. The final push, this time supported by a *Cataphract* and a *Tempest*, came with airmobile battle armor. Torch was killed when battlesuits swarmed his 'Mech and breached his cockpit, but he'd claimed a warrior's guard in kills before he went down.

Notable Units

Lieutenant Anne Archimbault: Lieutenant Archimbault was assigned to Stone's Fury the day after New Year's in 3144. By February first she was already through the Fortress and pushing her *Doloire* across the beaten wasteland of the Long Fuzz on Hsien. There she and her lance attacked a task group of the Second Liao Guards. The initial volley destroyed three of the Capellans' Predator Tank Destroyers. By the time the Liao 'Mechs got turned around, Archimbault was close enough to volley her Streak SRMs. A minute later it was all over—and Archimbault had claimed three 'Mech kills, all with her TSEMP and vibroblade.

Sao-wei Sera Klimovna: Sao-wei Klimovna—the Klimovna, since her father's death in 3143—pilots the only salvaged *Doloire* in the CCAF: Hiram Torch's 'Mech. Though the Confederation can afford to purchase more high technology, the Klimovna prefers the A configuration because of its plasma rifles.

Type: **Doloire**
Technology Base: Mixed Inner Sphere (Advanced)
Tonnage: 80
Battle Value: 2,561

Equipment	Endo-Composite	Mass
Internal Structure:		6
Engine:	320 XL (C)	11.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks (C):	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor:	232	14.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	25	38
Center Torso (rear)		11
R/L Torso	17	26
R/L Torso (rear)		7
R/L Arm	13	24
R/L Leg	17	30

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Endo-Composite	0
Center Torso	2 ER Medium Laser (C)	0
Right Torso	2 XL Engine (C)	8
	2 Endo-Composite	
Left Torso	2 XL Engine (C)	6
	4 Endo-Composite	
Right Arm	4 AES	4
Left Arm	4 AES	4
Right Leg	None	2
Left Leg	None	2

Notes: Features the following Design Quirks: Multi-Trac, Command Unit.

Fixed Equipment	Location	Critical	Tonnage
AES	RA	4	2.5
2 ER Medium Lasers (C)	CT	2	2
AES	LA	4	2.5

Weapons and Ammo Location Critical Tonnage
Primary Weapons Configuration

Large Pulse Laser (C)	RA	2	6
Gauss Rifle (C)	RT	6	12
Ammo (Gauss) 16	RT	2	2
Double Heat Sink (C)	RL	2	1
Double Heat Sink (C)	LL	2	1
Angel ECM Suite	LT	2	2
2 Double Heat Sinks (C)	LT	4	2
Large Pulse Laser (C)	LA	2	6

Alternate Configuration A

Plasma Rifle	RA	2	6
Ammo (Plasma) 10	RA	1	1
Double Heat Sink (C)	RA	2	1
2 SRM 6 (C)	RT	2	3
Ammo (SRM) 60	RT	4	4
CASE II	RT	1	1
Double Heat Sink (C)	RL	2	1
Double Heat Sink (C)	LL	2	1
ER Medium Laser (C)	LT	1	1
Ammo (Plasma) 10	LT	1	1
Radical Heat Sink System	LT	3	4
Plasma Rifle	LA	2	6
Ammo (Plasma) 10	LA	1	1
Double Heat Sink (C)	LA	2	1

Battle Value: 2,218

Weapons and Ammo Location Critical Tonnage
Alternate Configuration B

Rotary AC/5	RA	6	10
Ammo (RAC) 80	RT	4	4
CASE II	RT	1	1
Double Heat Sink (C)	RT	2	1
3 Double Heat Sinks (C)	LT	6	3
2 ER PPC (C)	LA	4	12
Double Heat Sink (C)	LA	2	1

Battle Value: 2,836

Alternate Configuration C

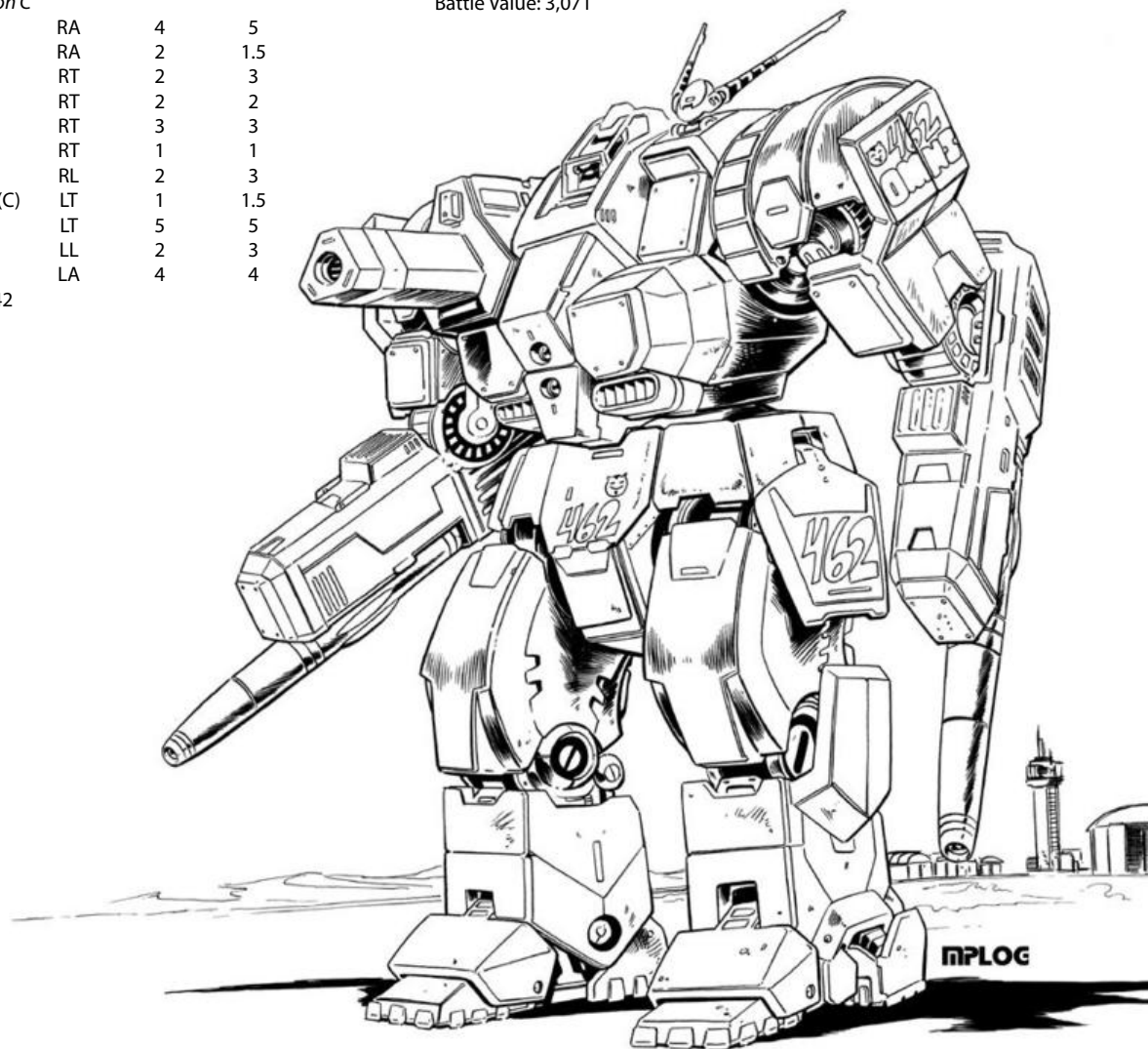
LRM 20 (C)	RA	4	5
Artemis V (C)	RA	2	1.5
Streak SRM 6 (C)	RT	2	3
Ammo (Streak) 30	RT	2	2
Ammo (LRM) 18	RT	3	3
CASE II	RT	1	1
Streak SRM 6 (C)	RL	2	3
ER Small Pulse Laser (C)	LT	1	1.5
C ³ Master Unit	LT	5	5
Streak SRM 6 (C)	LL	2	3
Lance	LA	4	4

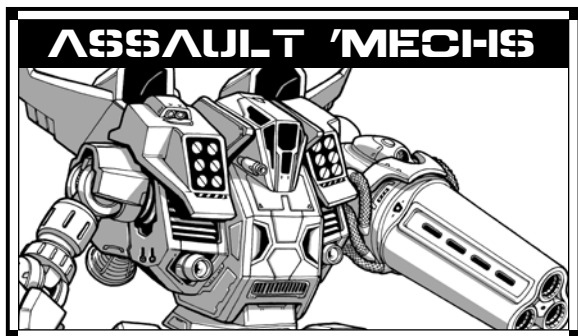
Battle Value: 2,242

Weapons and Ammo Location Critical Tonnage
Alternate Configuration D

4 Streak SRM 4 (C)	RA	4	8
TSEMP	RT	5	6
Ammo (Streak) 50	RT	2	2
CASE II	RT	1	1
ER Micro Laser (C)	RL	1	.25
TSEMP	LT	5	6
Supercharger	LT	1	1.5
ER Micro Laser (C)	LL	1	.25
Large Vibroblade	LA	4	7

Battle Value: 3,071





Mass: 80 tons

Chassis: Chariot III Ultralight Composite

Power Plant: Defiance 400 XXL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Shockwave Reactive with CASE II

Armament:

1 Corean Light Gauss Rifle

1 Defiance Model 6 Extended-Range
Large Laser

1 Doombud LRM 20 Launcher

1 Defiance X5M Medium X-Pulse Laser

Manufacturer: Defiance Manufacturing Annex

Primary Factory: Kwangjong-ni

Communications System: TharHes Calliope ZE-5A2

Targeting & Tracking System: TharHes Ares-X9-B

Overview

The *Zeus* is the epitome of the Steiner “wall of steel.” The homegrown pride and joy of the LCAF was supposedly the ultimate proof that excellence in production quality could compensate for lackluster battlefield prowess. After three centuries of stalwart service, it was chosen for a facelift to prove Defiance’s standing as one of the Inner Sphere’s leading manufacturers. The *Zeus-X* is equal parts poster child and innovative high-tech platform. Its upgrades elevate the venerable BattleMech to cutting edge even by thirty-second century standards.

Capabilities

Structurally, the *Zeus-X*-series is defined by a huge engine and a light but brittle structure covered by layers of experimental armor. When the ZEU-X4 was readied for production in the late 3110s, these features were carefully combined with sensible equipment. The thick reactive plating is now production grade and safely covers the complete ‘Mech. A spacious rumble seat was upgraded to a full console, resulting in a command ‘Mech for the LCAF. Equipped with simple but effective weaponry, the ZEU-X4 once again engages enemies that are no more than approaching blots on the horizon.

Deployment

Shortly after Gray Monday, elements of the Third Lyran Guards stationed on Port Moseby were able to test the *Zeus-X* against ancient enemies when a company of the Second Legion of Vega landed. Striking minor commercial targets on Java, the raiders relied on their nimble ‘Mechs to circumvent fortified defenses. Only after Steiner *Zeuses* moved onto the Semeru Flats did the Kuritans attack, confident that their superior speed would grant them the advantage in open terrain. The improved performance of the *Zeus-X*s shocked the Legion. The advanced assault ‘Mech outgunned them at long range, and their unexpected speed was equal to that of the Legion’s *Dragons*. Even a few advanced *Dragon IIs* could not threaten the *Zeus-X*s, as their reactive armor neutralized the incoming Arrow IV fire. The Legion hastily retreated, harrowed by the pursuing assault ‘Mechs. Only the general confusion of those days and the related communication problems prevented the incident from being used in a massive propaganda campaign.

This opportunity was not missed during the recent battle of Hesperus II, where the *Zeus-X* was again fielded by the Third Lyran Guards. Duke Brewer made sure that Defiance’s most prestigious product was covered favorably by the media. Be it as the hero of Calipee Pass—without ever engaging there—or as the defender of Phobos Peak, the *Zeus-X* was displayed as a rally point for Lyran troops during their reclamation of its home planet. Few sources voiced the inconvenient truth that the *Zeus-X* isn’t built on Hesperus, and that Duke Brewer himself is far away in safe hiding.

Variants

The original ZEU-X was an experimental engineering milestone. It was also an ungainly hodgepodge of patchwork armor, reactive composites and counterintuitive short-range weapons whose limited production during the Civil War merely served propaganda. The next model was a genuine failure, as the marriage of armored components and composite structure often resulted in a pile of undamaged internal components as the only remains of a defeated ZEU-X2. A 3080s model was an inefficient jumping monster influenced by Solaris experimentation on the obscure *Sasquatch*. Only the sub-variant ZEU-WD series that melded the X-series’ innovations with standard *Zeus* chassis, proved successful.

Notable Units

Kommandant Mike Donnelly, Jr: Kommandant Donnelly of the Second Donegal Guards runs his battalion with an even hand—a difficult task when the Falcons always seem to be breathing down the RCT’s neck. During the Falcon invasion, his battalion always kept the enemy on the defensive, which meant Donnelly himself often fought on the frontlines. In three separate battlefield incidents, a section of reactive armor on Donnelly’s *Zeus-X* blew off, further damaging the ‘Mech’s internal structure and placing him in jeopardy. As he was returning to base on 13 May, a catastrophic coolant failure caused the ‘Mech to overheat and explode. The Guards dedicated their latest base publication to their gruff commander.

Kommandant Jens Mündler: Mündler is a battalion commander in the Fifth Lyran Guards. He is famed for his strategic skill and feared for his acerbic wit. When Leutnant-General Hasseldorf asked what it would take to defend Niihau, he replied “I should like an outfit of *Daishis* for my battalion.” Though Mündler does indeed rely on *Hauptmanns* to bolster his unit, he prefers to pilot a *Zeus-X*. In battle, his communications officer ensures the battalion’s battlefield coherency while Mündler is free to engage the enemy directly. It is a testament to Mündler’s marksmanship and piloting ability that he survived the conquest of Niihau by the Wolves.

Type: **Zeus-X**

Technology Base: Inner Sphere (Advanced)

Tonnage: 80

Battle Value: 2,222

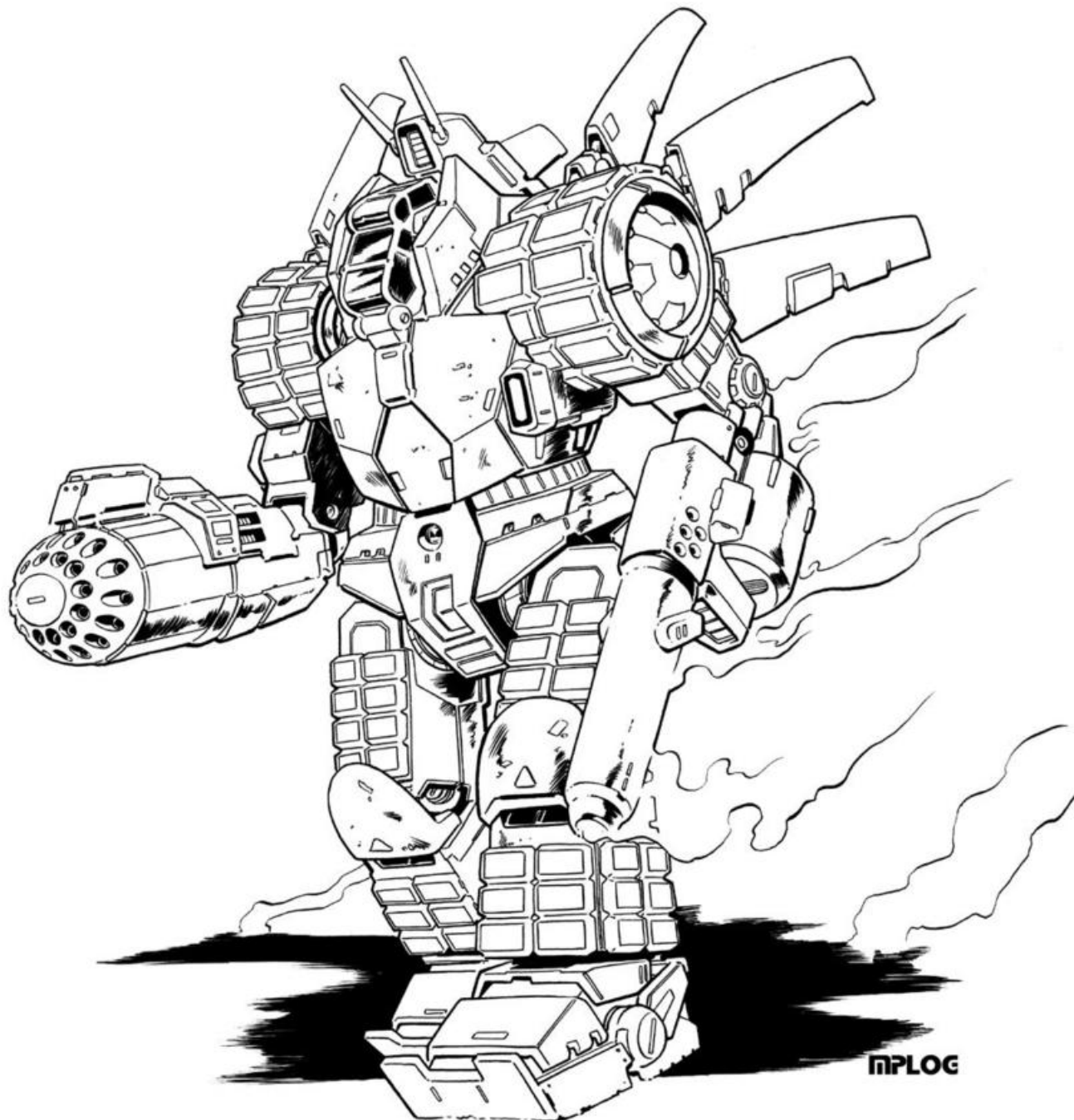
Equipment

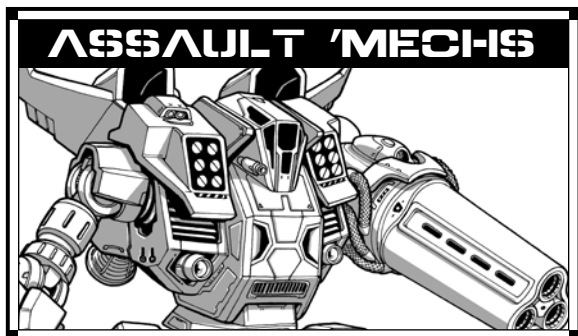
		Mass
Internal Structure:	Composite	4
Engine:	400 XXL	17.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		4
Cockpit:		3
Armor Factor (Reactive):	232	14.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	25	37
Center Torso (rear)		12
R/L Torso	17	26
R/L Torso (rear)		8
R/L Arm	13	23
R/L Leg	17	30

Weapons

and Ammo	Location	Critical	Tonnage
LRM 20	RA	5	10
Ammo (LRM) 12	RT	2	2
CASE II	RT	1	1
Cockpit Command Console	H	1	3
Medium X-Pulse Laser	CT	1	2
ER Large Laser	LT	2	5
Light Gauss Rifle	LA	5	12
Ammo (Light Gauss) 16	LA	1	1

Notes: Features the following Design Quirks: Command BattleMech, Difficult to Maintain.





Mass: 85 tons

Chassis: CSR Version 84.62 Standard

Power Plant: Type 255 Extra-Light

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: Andoran Model JJ III

Jump Capacity: 90 meters

Armor: Longanecker PlastiSteel

Armament:

1 Kolibri Delta Series Large Pulse Laser

1 Type KOV LB 10-X Autocannon

2 Series 2d Extended-Range Medium Lasers

2 14a Medium Pulse Lasers

1 Remer Series Alpha Deuce Advanced Tactical

Missile-12 Rack

Manufacturer: Snow Raven Industrial

Complex Alpha

Primary Factory: Dante

Communications System: TDWS-37 Mk. 2.2

Targeting and Tracking System: Hermes CT-44

Overview

While the Snow Ravens have made sincere efforts to align with and protect the Outworlds Alliance, they are not yet committed to sharing all of their technological secrets. This policy extends to even their newest garrison design, the *Omen*. Eager to bolster their waning BattleMech ranks, the Snow Ravens have begun to produce second-line machines which can be constructed quickly and more efficiently than the more complicated OmniMechs, such as the recently released *Deimos*. In addition to rebuilding some classic second-line

successes like the *Warhammer IIC*, the Snow Ravens have also begun designing entirely new BattleMechs. The *Omen* stands poised to be the latest of these original designs to enter full production status.

As indicated, the Snow Ravens have chosen not to place the production of the *Omen* in the hands of existing Outworlds Alliance facilities. While other machines have been entrusted to Outworlds engineers, the Snow Raven leadership has chosen to produce their original second-line BattleMechs within the confines of their Dante facilities. Whether this decision was made for security concerns, convenience, or both is unknown. What is known is that the decision has sparked a reaction in many of the anti-Snow Raven movements still lurking in Outworlds society.

Capabilities

Reports from field tests indicate that the *Omen* is designed to serve as the backbone of garrison and security forces for Clan Snow Raven's Provisional Garrison Clusters. It features a substantial arsenal of weapon systems and a hefty sheathing of armor. Additionally, the design features jump jets. While the jump jets provide a very limited jump range they greatly enhance the mobility of an otherwise laboriously slow machine. It's a progressive addition to a BattleMech that in all other ways appears to be a straightforward combat design.

The weapon systems are extensive. Designed for both long- and short-range combat, the *Omen* utilizes a combination of a large pulse laser and an LB 10-X autocannon as its main direct firepower. For close-in the 'Mech also features a quartet of medium lasers. The lasers are comprised of both pulse and extended-range models, giving the *Omen* a mix of accuracy and range. The final component of the 'Mech's arsenal is a large advanced tactical missile launcher. Capable of firing twelve missiles in rapid succession, the ATM launcher is allotted enough tonnage for ammunition to carry a devastating combination of warhead types.

Defensively the *Omen* is layered in armor. The design sports an impressive sixteen and a half tons of standard plating. In fact, Snow Raven engineers packed as much armor as they could onto the eighty-five ton chassis. Extra care was taken to layer the

vulnerable joints in overlapping weaves to create durability while still allowing enough flexibility for the BattleMech to move. Built to Clan standards, the major ammunition storage locations are equipped with CASE in order to help the *Omen* survive in the event of a direct hit to the ammo bins. All in all, the *Omen* is as survivable as it is dangerous.

Deployment

The Twelfth Raven Garrison Cluster is working the *Omen* through its extensive field trials. What little information there is to be found indicates that they will be rewarded for their efforts when the BattleMech enters production in the fall of 3087. If production schedules remain steady, other Auxiliary and Garrison Clusters awaiting shipments of the *Omen* should see delivery starting in 3088. It is assumed these 'Mechs will help the reserves to regain their full fighting strength by 3095.

Notable Units

Star Captain George Vandenberg: Serving the Tiburon Khanate's Gamma Aimag in an *Omen* purchased from Clan Snow Raven, George deployed to Poznan while escorting Julian Davion into the Federated Suns. Engaging the Winged Hussars, he pursued their MiningMechs and tunnel miners deep below the mountains. Intercepted communications from the panicked defenders repeated the phrase "Ogromny Jaskniowiec." After the battle, George learned that the phrase translated as "The Enormous Caveman," and elected to adopt it as his *Omen*'s official designation.

Seeking new commercial ventures from the Sea Fox tradeworld of Hean, George turned up rumors of lost treasure—the cargo of the *Pride of Davion*—secreted in Schedar's cavern networks. Instead of treasure, George found former members of Bannson's Raiders using the caverns as a base of operations. His *Enormous Caveman* tore through the bandits' lair, ending their predations on Schedar's citizenry. The resulting goodwill led to a profitable deal supplying food and water for Schedarian electronics.

Type: **Omen**

Technology Base: Clan

Tonnage: 85

Battle Value: 2,750

Equipment

Internal Structure:

Engine: 255 XL

Walking MP: 3

Running MP: 5

Jumping MP: 3

Heat Sinks: 18 [36]

Gyro: 3

Cockpit: 3

Armor Factor: 263

Mass

8.5

6.5

*Internal
Structure*

*Armor
Value*

Head 3 9

Center Torso 27 40

Center Torso (rear) 14

R/L Torso 18 25

R/L Torso (rear) 11

R/L Arm 14 28

R/L Leg 18 36

Weapons

and Ammo

Location Critical Tonnage

LB 10-X AC RA 5 10

Ammo (LB-X) 30 RA 3 3

ER Medium Laser RA 1 1

Medium Pulse Laser RT 1 2

ER Medium Laser RT 1 1

Anti-Missile System H 1 .5

Ammo (AMS) 24 CT 1 1

ATM 12 LT 5 7

Ammo (ATM) 15 LT 3 3

Large Pulse Laser LA 2 6

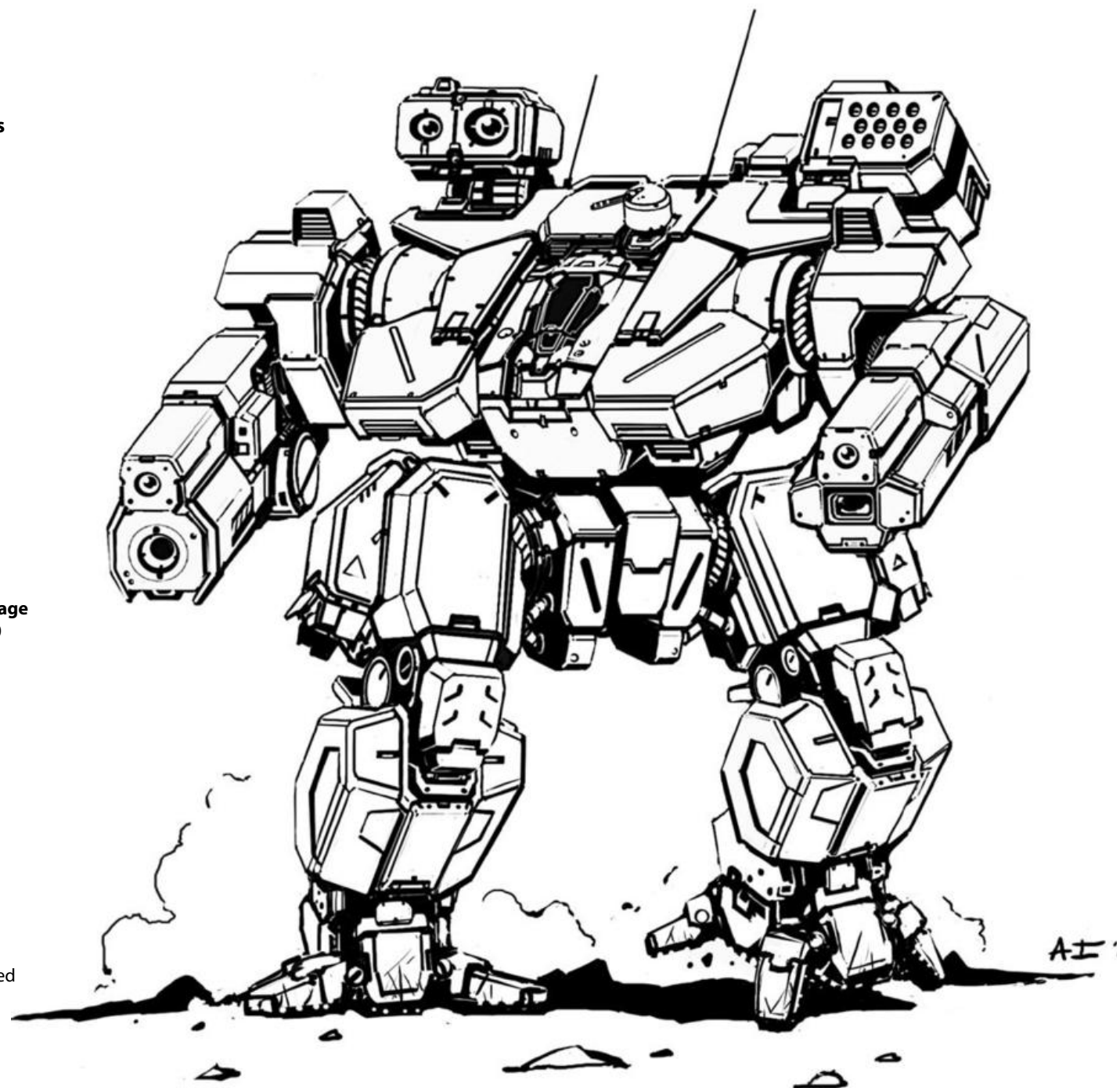
Medium Pulse Laser LA 1 2

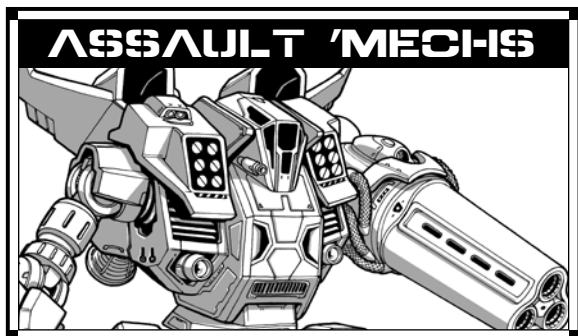
Jump Jet RL 1 1

Jump Jet CT 1 1

Jump Jet LL 1 1

Notes: Features the following Design Quirks: Protected Actuators, Rugged (1).





Mass: 85 tons
Chassis: Irian Chassis Class 38 Endo Steel
Power Plant: Strand 255
Cruising Speed: 32 kph
Maximum Speed: 43 kph
Jump Jets: None
Jump Capacity: None
Armor: Riese-675 Hardened with CASE II
Armament:
2 Irian Weapon Works ELRM 10 Launchers
8 Magna Mk. II Medium Lasers
Manufacturer: Irian BattleMechs Unlimited
Primary Factory: Shiro III
Communications System: Irian E.A.R.
Targeting & Tracking System: Wasat Aggressor
with Advanced Targeting Computer

Overview

Halfway through its sixth century of continuous production, the *Stalker* is one of the most well-known and feared assault BattleMechs in the Inner Sphere. Long known for its ability to absorb and deliver punishment, the *Stalker II* took an already deadly 'Mech and stripped it to its pure, deadly essence.

Capabilities

Initial testing of a new *Stalker* began shortly after Gray Monday, with multiple variants simulated and occasionally tested at the proving grounds. None seemed to capture the original's pure menace and lethality. It wasn't until engineers, reviewing records of the 3030s Andurien Succession, re-discovered a forgotten nugget of history: the most feared *Stalkers*

of the Succession Wars were the ones with their original Star League-era computers. Armed with a new outlook, the *Stalker II* was stripped to a minimal but effective weapons array, linked to a modern targeting computer, and moved quickly from the drawing boards to the battlefields.

Deployment

Introduced in 3137, the *Stalker II* was spread throughout Andurien units, and immediately found itself on the forefront of the 3138 invasion by the Oriente Protectorate. Needing hard currency, Andurien opened the *Stalker II* up to sales to its allies; *Stalker IIs* have fought in Capellan units on New Syrtis and with the MAC against the RAF, and the now-disbanded Marik-Stewart Commonwealth against both the Lyrans and Clan Wolf.

Originally considered nothing more than another *Stalker* variant, it was fighting against Clan Wolf on Rexburg that the *Stalker II* began to carve out its own reputation. A company of Thirteenth Atrean Dragoon survivors had retreated to Rexburg for refit, but was pursued by Wolf forces. Retreating to their DropShip, the two slowest BattleMechs were a pair of *Stalker IIs*, and they volunteered to fight as a rearguard and buy time. Cresting a hill amidst the cropland of a local distillery, they broadcast over an open channel their intent to fight the Wolf commander to a standstill, and asked what he would be attacking with. When Star Captain Bangalter said he would attack with his entire force of one Binary each of light BattleMechs and vehicles, there was a pause before MechWarrior Prestek cheerfully offered, "Well, we can wait if you want to bring up more 'Mechs."

Insulted, Bangalter immediately attacked, initiating what became known as "The Battle of Rum Ridge." Initially using their ELRMs to attack from ranges that even Clan weapons couldn't hit, the Dragoons conducted a textbook leapfrog retrograde. Striking from tree lines bordering the sugarcane fields, or from behind small folds that allowed their 'Mechs to hide, the Dragoons quickly shattered the vehicle Binary and threw it back, awaiting the Clan BattleMechs. MechWarrior Prestek eventually fell, losing much armor and one leg of her *Stalker II*.

MechWarrior Klein continued to fight, making his last stand against the four remaining Clan BattleMechs in a huge warehouse, a battle marked by maturing rum casks exploding from stray shots. After the final light BattleMech was destroyed, Klein's *Stalker II* grew still. The surviving vehicles closed in to investigate, discovering a rarity on the modern battlefield: despite getting struck by two SRMs and five LRMs in five separate attacks, and a medium laser in the final barrage, the hardened cockpit armor was never breached. MechWarrior Klein had, however, been struck by spalling from the strikes—also suffering from neurohelmet feedbacks and shock, he had bled out in his command chair, hands still clenched around the controls.

Notable Units

Banner Marcel Dryden: During a recent FWLM intelligence raid on Furud, the Second Andurien Guards faced the Second Oriente Hussars. Banner Dryden's lance attempted to ambush part of an incoming company, but Lieutenant Grable sprang the trap too early and was killed. Dryden took command of the lance and rallied his troops to salvage the attack. His direction resulted in the destruction of two Hussars lances. His company commander requested the ADF make Dryden's brevetted rank of lieutenant an official commission, but thus far nothing has come of it.

MechWarriors Krista and Lindsey: The Atrean Dragoon MechWarriors that fought the battle of Rum Ridge were both honored by Clan Wolf after the fight. MechWarrior Klein's body was recovered and returned under a flag of truce to the FWLM with full military honors, with a line added into *The Remembrance* describing his final battle. Prestek was adopted as a bondsman and quickly regained her warrior status; both *Stalker IIs* were salvaged and repaired by Clan Wolf, with MechWarrior Krista reportedly last seen fighting the Lyran defenders on Tharkad in 3143.

STK-9A STALKER II

Type: **Stalker II**

Technology Base: Inner Sphere (Advanced)

Tonnage: 85

Battle Value: 2,261

Equipment

Internal Structure:	Endo Steel	Mass 4.5
Engine:	255	13
Walking MP:	3	
Running MP:	4	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (Compact):		4.5
Cockpit (Torso-Mounted):		4
Armor Factor (Hardened):	216	27

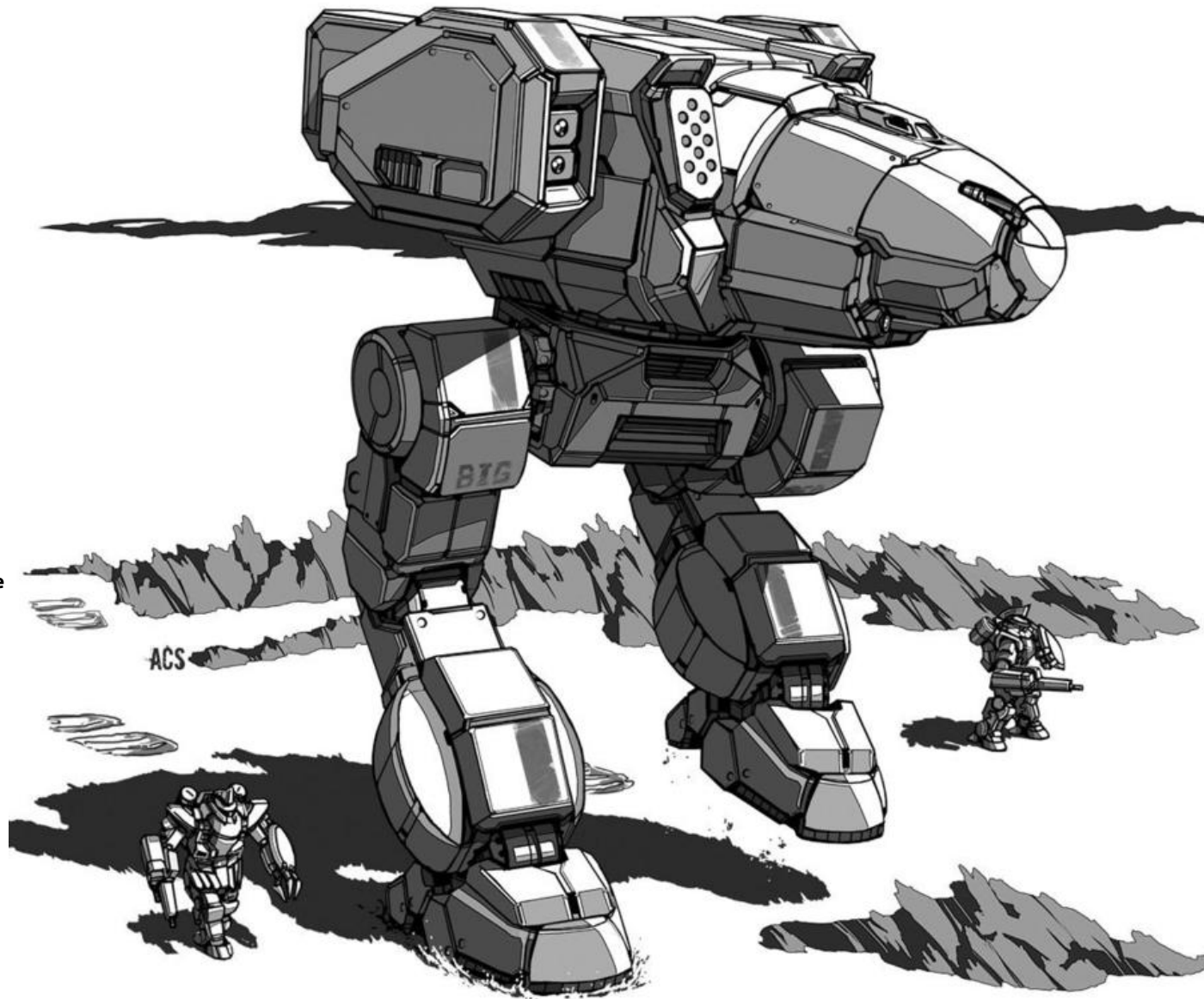
	Internal Structure	Armor Value
Head	3	9
Center Torso	27	36
Center Torso (rear)		11
R/L Torso	18	25
R/L Torso (rear)		7
R/L Arm	14	23
R/L Leg	18	25

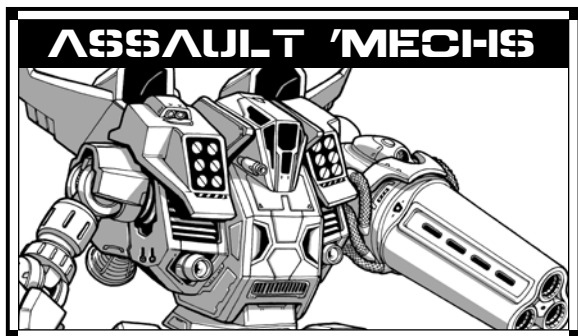
Weapons

and Ammo	Location	Critical	Tonnage
2 Medium Lasers	RA	2	2
Extended LRM 10	RT	4	8
Ammo (ELRM) 18	RT	2	2
CASE II	RT	1	1
2 Medium Lasers	H	2	2
Targeting Computer	H	2	2
2 Medium Lasers	CT	2	2
Extended LRM 10	LT	4	8
Ammo (ELRM) 18	LT	2	2
CASE II	LT	1	1
2 Medium Lasers	LA	2	2

Notes: Hardened Armor reduces Running MP by 1.

Quirks: Combat Computer, Protected Actuators, No/Minimal Arms.





Mass: 90 tons

Chassis: Irian Tonans Endo-Composite

Power Plant: Hermes 360 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Guardian II Light Ferro-Fibrous with CASE II

Armament:

3 Diverse Optics Sunbeam

Extended-Range Large Lasers

3 Diverse Optics Sunfire Extended-Range
Medium Lasers

4 Pattern J6 Streak-6 SRM Launchers

Manufacturer: Irian BattleMechs Unlimited

Primary Factory: Angell II

Communications System: Irian HMR 35s

Targeting & Tracking System: Omicron Alert

Overview

The *Juliano* was the culmination of the Marik-Stewart Commonwealth's longstanding attempt to develop a new native assault 'Mech. Named after the first captain-general of the Free Worlds League, it enjoyed twenty years of service in the AMSC and earned its place as a signature 'Mech of the realm. Following the fall of Marik-Stewart, the *Juliano* has become a signature unit of the reborn FWLM, and is likely to spearhead any effort to reclaim the worlds it once defended.

Capabilities

The *Juliano* has an excellent balance of armor and firepower that makes it deadly on the defensive or the offensive and retains sufficient mobility to react to opportunities. It can thus fill almost any tactical niche that calls for an assault 'Mech. Inexperienced pilots may cause the *Juliano* to critically overheat by using its laser batteries too aggressively. A specialized heat management computer was installed on the advice of the prototype's pilots and has helped to mitigate the issue in FWLM service.

Deployment

Export of the *Juliano* had been forbidden by Marik-Stewart, and remains forbidden by the reformed Free Worlds League. By 3140 new-build *Julianos* were being assigned in large numbers to the Tamarind Regulars to support their efforts against the LCAF. The *Juliano* is now rapidly becoming a mainstay of League assault lances. Outside the League only Clan Wolf fields substantial numbers of *Julianos*, assigning salvaged units from its invasion of Marik-Stewart to second-line Clusters.

The Eighth Tamarind Regulars benefited from the new League's largesse before their combat debut during the Fourth Battle of Tamarind in 3142. A number of the unit's assault lances were equipped with *Julianos*, usually paired with *Awesomes*. Those lances were committed to the Eighth's drive through the Harvison Flats toward the capital of Zanzibar. The largely open desert terrain favored long-range skirmishing between FWLM and Lyran assault 'Mechs while both sides committed lighter units to flanking maneuvers.

At first the *Juliano* disappointed. It had difficulties inflicting serious damage on the *Banshees*, *Zeuses*, and *Atlases* of the Eleventh Lyran Guards at the combat ranges dictated by the terrain. But as the first week of the campaign ended the ammunition efficiency of the *Juliano* began to tell. As Lyran assault machines withdrew from combat to rearm, the *Juliano* remained fighting and could savage heavy and medium 'Mechs left to their own devices.

The fording of the Zanzibar River at Point Bravo finally saw the *Juliano* truly shine. A mixed assault

lance of the Eighth Regulars faced off against a Lyran Guards assault lance. The Lyrans were withdrawing to the far side of the river, trying to retreat to Zanzibar, when the Regulars intercepted them. Having been in sustained combat, the Lyran lance's *Banshee* was out of ammunition, while the commander's *Hauptmann* was on half-loads and the other two 'Mechs lacked missile rounds. The *Julianos* and their supporting *Awesomes* had no difficulty engaging them at long-range. Once the Lyrans shot off most of their remaining ammunition the *Julianos* closed on the lance and tore them apart in a flurry of laser and SRM fire.

Variants

The 5B and 5C variants represent Irian BattleMechs Unlimited's current *Juliano* production models. The 5B replaces the Clan Streak SRM6s in each arm with standard SRM6 launchers. The 5C configuration, based on the 5A, retains the Streak SRM6s but upgrades all laser weaponry with Clan-tech versions. In addition, medium pulse lasers substitute the three ER medium lasers.

Notable Units

Star Captain Samantha Sender: During a lull in 3148, the Red Keshik challenged the First Free World Guards for JumpShip repair services at the Illium Shipyards of Ionus. Though the small trial was honorably fought, Star Captain Sender crippled Major Alessio's *Juliano* and claimed the 'Mech as isorla. To this day, members of the First are rankled by the knowledge that one of the League's signature 'Mechs remains in Wolf Empire hands.

Minister-General Kenyon Marik: The disinherited heir to the defunct Marik-Stewart Commonwealth, Kenyon Marik took a salvaged *Juliano* from Operation Homecoming as his personal 'Mech. Kenyon named the machine *Roman* and keeps it painted in the parade colors of the Marik Militia. Following Kenyon's appointment as minister-general, its lasers have been upgraded to Clan models courtesy of the Sea Foxes.

Type: **Juliano**

Technology Base: Inner Sphere (Mixed)

Tonnage: 90

Battle Value: 2,105

Equipment

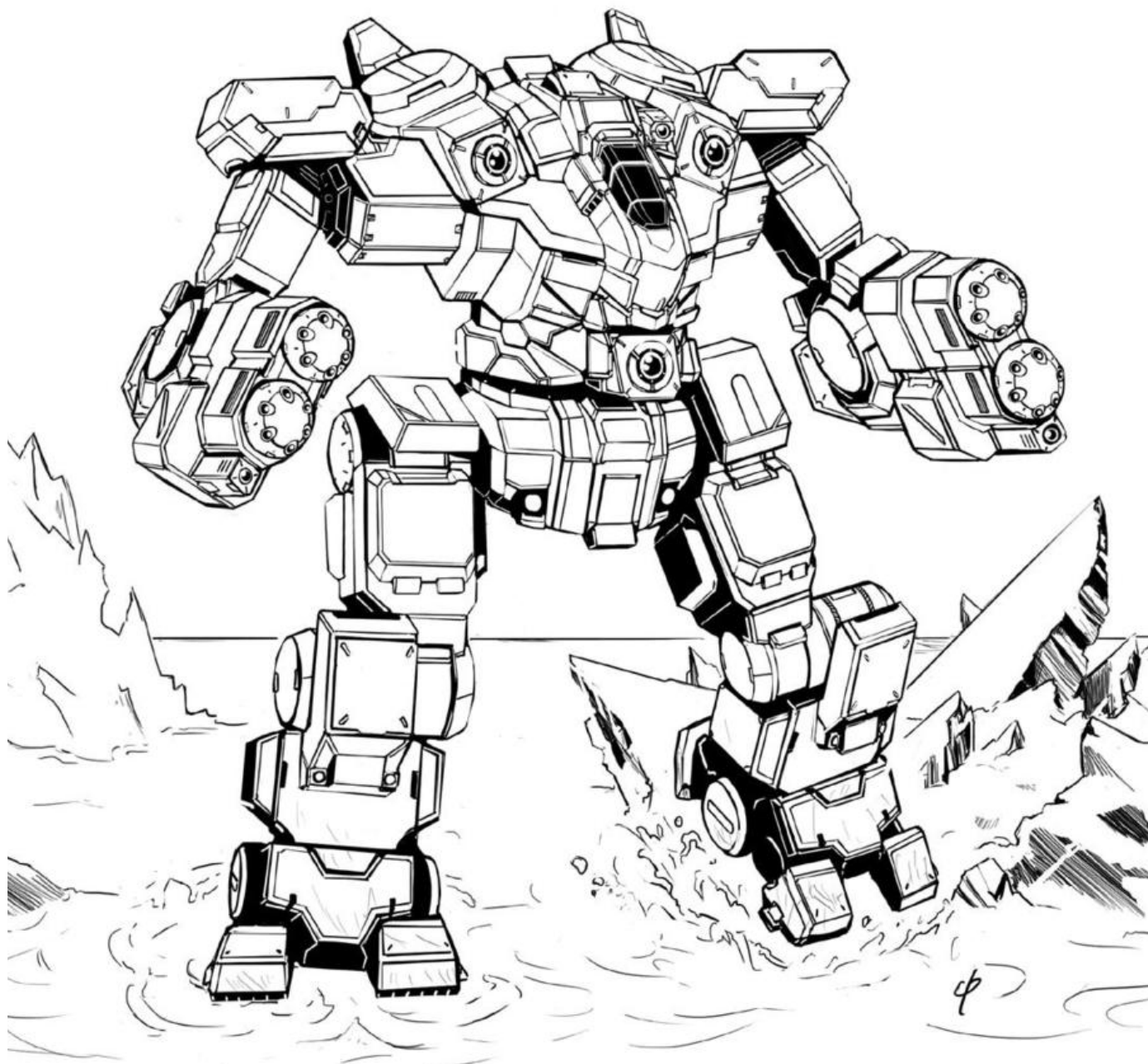
Internal Structure:	Endo-Composite	7
Engine:	360 XL	16.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	16 [32]	6
Gyro:		4
Cockpit (Armored):		4
Armor Factor (Light Ferro):	279	16.5

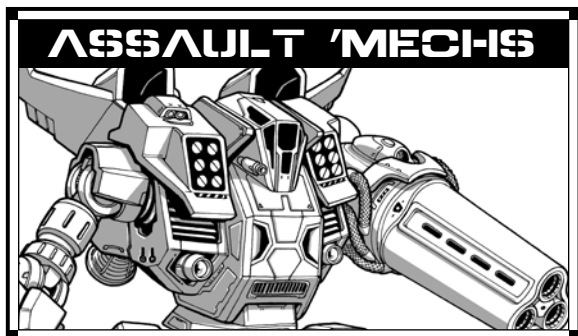
	Internal Structure	Armor Value
Head	3	9
Center Torso	29	47
Center Torso (rear)		11
R/L Torso	19	30
R/L Torso (rear)		8
R/L Arm	15	30
R/L Leg	19	38

Weapons and Ammo

	Location	Critical	Tonnage
2 Streak SRM 6 (C)	RA	4	6
Ammo (Streak) 30	RA	2	2
ER Medium Laser	RA	1	1
CASE II	RA	1	1
ER Large Laser	RT	2	5
ER Medium Laser	H	1	1
ER Large Laser	CT	2	5
ER Large Laser	LT	2	5
2 Streak SRM 6 (C)	LA	4	6
Ammo (Streak) 30	LA	2	2
ER Medium Laser	LA	1	1
CASE II	LA	1	1

Notes: Features the following Design Quirk: Combat Computer.





Mass: 90 tons

Chassis: DSAM Endo 4

Power Plant: Light Force 360 (XL) Fusion

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Grandthrust Mk. 5

Jump Capacity: 120 meters

Armor: Compound 12B2 Standard

Armament:

1 Series 4D-2 Heavy Large Laser

1 Zeta-series X Plasma Cannon

1 Series 2b Extended-Range Medium Laser

2 Type 9 Series 1 Advanced Tactical Missile Launchers

1 Shield 3A Anti-Missile System

Manufacturer: W-7 Facilities

Primary Factory: Weingarten

Communications System: TJ6 "Bell" Mark II with ECM

Targeting and Tracking System: Mars System 9 (Build 2) with Targeting Computer

Overview

Clan Wolf may be one of the strongest Clans politically, and one of the most effective militarily, but it became clear during the Jihad that their sense of logistics and grand strategy remained sub-par. In an effort to minimize predations by neighbor Clans, Inner Sphere raiders, and local insurgents, the Wolves left many of their more advanced military industries in the homeworlds, content to replenish their materiel losses through a year-long supply line. The

Word of Blake Jihad, combined with the upheavals in the Kerensky Cluster, severed this lifeline, forcing the bastion of the Crusader movement to hastily upgrade facilities they had long ignored.

More than that, however, the combined-arms philosophies of the Wolves' enemies—most notably the Word of Blake and the returning Hell's Horses—challenged the Wolves' combat philosophies, increasing the need for a more flexible response in the battlefield. The *Night Wolf*, an assault-class standard BattleMech, was one answer the Clan developed to the dual crises of their lost supply lines and the sheer variety of combined arms warfare.

Capabilities

For a Clan-made assault 'Mech, the *Night Wolf* appears somewhat unremarkable. Its mobility, firepower, and armor are generalized, neither particularly impressive, nor particularly lacking. While the combination of a 360 extralight engine and jump jets do offer maneuverability common to many heavy 'Mechs made by the Inner Sphere (or assault 'Mechs in the various Clan *toumans*), their primary purpose seems to be transporting a rather eclectic mix of firepower across built-up terrain.

The *Night Wolf's* weapons load includes twin nine-tube ATM launchers, a heavy large laser, and a plasma cannon, backed up by a medium laser and an anti-missile system. This gives the BattleMech the ability to contend with a variety of threats, but in a "jack-of-all-trades" fashion, with no overwhelming firepower directed against any one opponent type. A targeting computer for enhanced direct-fire capability, and an ECM suite to counter hostile electronics support this collection of armaments and attest to the lessons learned during the Jihad.

The armor is standard, as much a concession to cost as it is to the lack of space. Because of this, the *Night Wolf* carries twenty percent less protection than it would have using a comparable amount of ferro-fibrous armor. Even so, the armor remains thick enough to absorb blasts from some of the heaviest conventional weapons in production today.

Deployment

Clan Wolf has been using the *Night Wolf* mainly to replenish losses in its second-line assault formations, where it is gradually replacing some more venerable second-line machines the Clan cannot presently acquire (like the *Highlander IIC* and the *Supernova*). Many of these BattleMechs have appeared among forces arrayed along the Wolves' shared border with the Hell's Horses, where they would logically form a key part of a defense line against future inter-Clan fighting.

Notable Units

MechWarriors Joshua "Big Boss" Bashor and Jason "Bullfrog" Buford: Once loyal AFFS soldiers, Joshua and Jason deployed with the Eighth Deneb to retake Quentin from the Word of Blake. Fighting as part of a larger task force put the two close friends in close coordination with Clan Wolf's Iota Galaxy. Their expertise on guerrilla warfare enabled them to out-think and outmaneuver the defending Blakist forces, and warriors from Iota Galaxy soon came to rely on the courageous and steadfast duo. When the Eighth was later gifted to the nascent Republic, the two friends instead followed their comrades in Iota back to Clan Wolf.

Their 'Mechs torn apart by the Jihad, Joshua and Jason were assigned to new yet unremarkable—by Clan standards—*Night Wolves*. Both proved their worth during Clan Wolf's campaign to retake Bessarabia from the Falcons in 3100. The Falcon defenders, retreating into the swirling sandstorms of Sirocco's Den, soon found themselves at the mercy of the two men. Bursting from the howling sand with a blaze of firepower, one *Night Wolf* would herd its opponent into the waiting jaws of the other. Some in Iota decried these tactics as dishonorable, but most saw their coordination and resulting success as exemplary of true Wolves.

Type: **Night Wolf**

Technology Base: Clan

Tonnage: 90

Battle Value: 2,878

Equipment

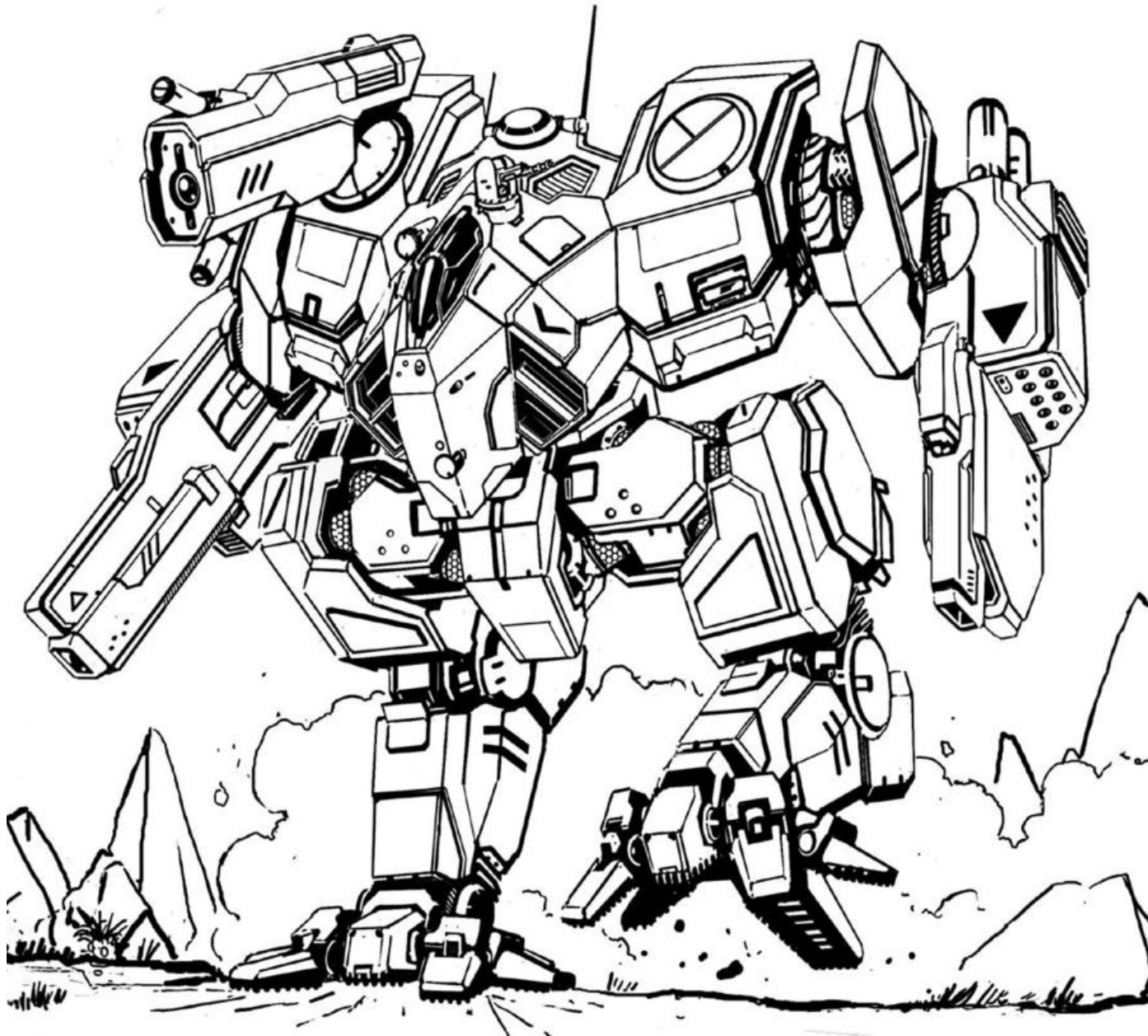
Internal Structure:	Endo Steel	Mass 4.5
Engine:	360 XL	16.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	18 [36]	8
Gyro:		4
Cockpit:		3
Armor Factor:	248	15.5

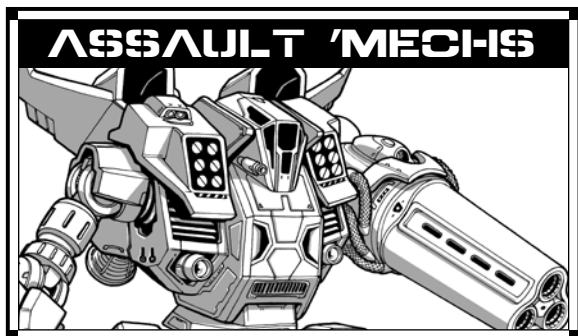
	Internal Structure	Armor Value
Head	3	9
Center Torso	29	37
Center Torso (rear)		12
R/L Torso	19	28
R/L Torso (rear)		10
R/L Arm	15	25
R/L Leg	19	32

Weapons and Ammo

	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
ATM 9	RA	4	5
Ammo (ATM) 21	RA	3	3
Heavy Large Laser	RT	3	4
Targeting Computer	RT	2	2
Anti-Missile System	H	1	.5
Ammo (AMS) 24	CT	1	1
ECM Suite	CT	1	1
Ammo (Plasma) 20	LT	2	2
Plasma Cannon	LA	1	3
ATM 9	LA	4	5
Ammo (ATM) 21	LA	3	3
Jump Jets	RL	2	4
Jump Jets	LL	2	4

Notes: Features the following Design Quirks: Directional Torso Mount (AMS), Hyper-Extending Actuators.





Mass: 90 tons
Chassis: ONG-90
Power Plant: Consolidated Fusion 270
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: JF Improved Jump Jets
Jump Capacity: 150 meters
Armor: Forging MD4 Ferro-Fibrous
Armament:
 1 Type 0 Hyper Velocity Assault Gun 30
 2 Series 14a Medium Pulse Lasers
 2 Pattern J7 SRM 6
 2 Raid Micro Pulse Lasers
 1 Chi Series Small Pulse Laser
Manufacturer: Red Devil Industries
Primary Factory: Pandora
Communications System: Angst 2400
Targeting and Tracking System: Omicron XX

Overview

With an enormous losses over the past decade, the Jade Falcons needed to rebuild their forces, especially their defensive units. To this end, Khan Clees ordered the team that had just finished developing the *Flamberge* to develop a heavier unit that was easy and cheap to manufacture. Given these requirements, they built an effective new design named after a medieval siege engine. The most controversial decision in the creation of the *Onager* was to upgrade and expand the facilities on Pandora to build the 'Mech. Apparently Merchant Factor Daniel's segregation of different plants is starting to fade.

Capabilities

Built around a sturdy endo steel frame, the *Onager* is protected by fifteen tons of ferro-fibrous armor. It lacks an extralight engine, making it inexpensive and highly durable. It is primarily built around a medium hyper-assault Gauss rifle. Nestled in the left arm, it provides all of the long-range firepower of the *Onager*. Upon closing, it can bring the rest of its weaponry into play. Dual SRM six-tube launchers can exploit the holes that the HAG has opened up, while a bevy of pulse lasers—currently imported from the Diamond Sharks—provide ammo-independent firepower. The medium lasers can help cover medium-range engagements while the other three can be used at point blank-range, though they are primarily installed for anti-personnel defense.

The final asset of the *Onager* is mobility. Five improved jump jets give the 'Mech the jump capability of lighter 'Mechs. Standard procedure for *Onager* pilots is to slowly approach the enemy under cover of HAG fire. Then, when in close, use the jump capability of the machine with the accuracy of the pulse lasers to finish off opponents. The design has shown promise as an urban fighter, working well in close ranges while the HAG hits harder with more accurate fire inside a quarter-kilometer.

Deployment

Unusual for a second-line design, the first *Onager* was sent to Iota Galaxy. There it has been tested on pirates and other Periphery denizens. Against such inferior opponents it isn't surprising that it has fared well. In the past year the 'Mech has slowly been allocated to fill out second-line units. Many warriors are grateful to replace their Inner Sphere designs with a solid Clan 'Mech, even if it isn't an OmniMech. The older machines are being sent to Solahma units in addition to the more loyal militia units that the Clan has allowed to form. Reportedly, Khan Clees has been contemplating sending units out to raid other Clans to test the *Onager* against more capable foes, but nothing has occurred yet.

Variants

There are no factory variants at this time. There have been discussions of replacing the HAG with a pair of heavy-hitting Ultra autocannons and swapping the launchers out for long-range versions. At this time it is an academic proposal, as such a configuration would require massive redesigning of the chassis.

Notable Units

Major Levon Wells: Major Wells's *Onager* came to the Kell Hounds while Pandora was briefly under the control of the Lyran Commonwealth, and became a gift from Callandre Kell to the First Davion Guards. The 'Mech made it all the way back to the Federated Suns, where it caught the Major's eye. Most of the AFFS gives little thought to the FedCom Civil War of the previous century, but Wells is obsessed with it, consumed with a hatred for the Lyran "oathbreakers." Perversely, this transmuted itself to adulation for the dismemberers of much of the Commonwealth, Clan Jade Falcon. *Malvina's Revenge* now strikes down foes of the Suns and earns side-eyed glances in equal measure.

Star Captain Jack Pryde: Jack Pryde considered it something less than a lateral move when his *Summoner* was replaced by a new but second-line *Onager* and he was moved to command a Trinary in Peregrine Solahma. Unused to his harsh leadership, members of the Trinary faced him in Circles of Equals numerous times, granting him the dubious distinction of inflicting more casualties upon his unit than enemy action. In actual combat, Pryde is as aggressive as he is arrogant, using his massive BattleMech's improved jump jets to throw it around the battlefield as he would his *Summoner*. Though he would never admit it, the Star Captain now prefers the *Onager* to his old OmniMech.

Type: **Onager**

Technology Base: Clan

Tonnage: 90

Battle Value: 2,732

Equipment

Internal Structure:	Endo Steel	Mass 4.5
Engine:	270	14.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	5	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	279	15

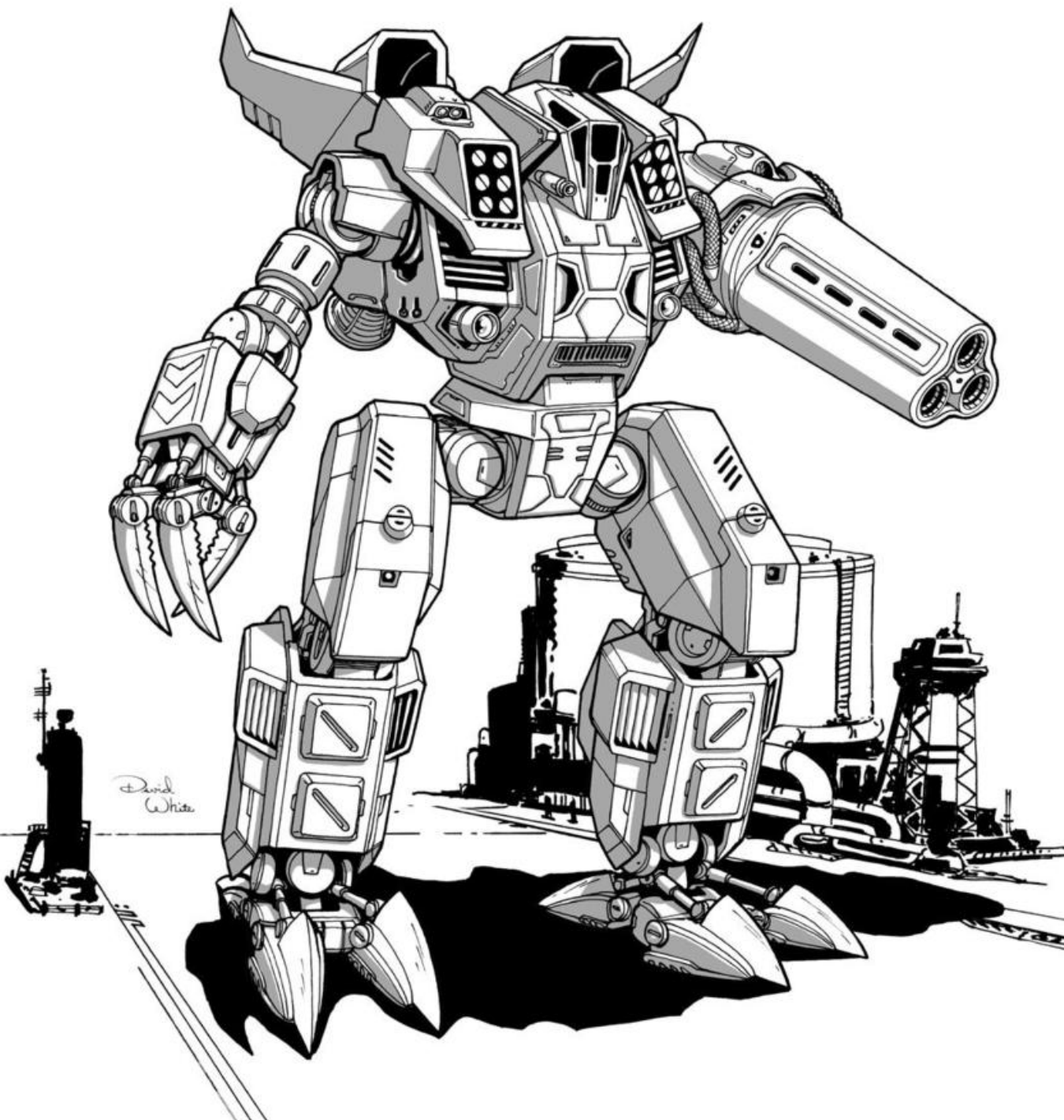
	Internal Structure	Armor Value
--	-----------------------	----------------

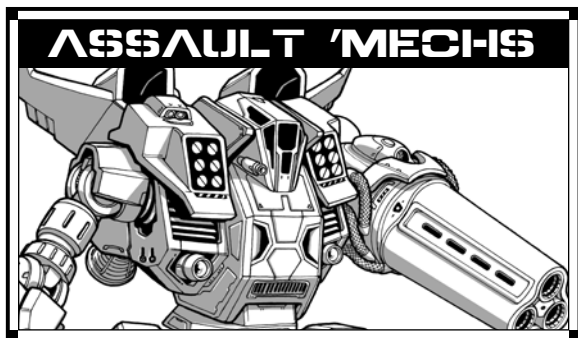
Head	3	9
Center Torso	29	40
Center Torso (rear)		18
R/L Torso	19	25
R/L Torso (rear)		13
R/L Arm	15	30
R/L Leg	19	38

Weapons and Ammo

	Location	Critical	Tonnage
Medium Pulse Laser	RT	1	2
2 Micro Pulse Lasers	RT	2	1
SRM 6	RT	1	1.5
Small Pulse Laser	H	1	1
Medium Pulse Laser	LT	1	2
SRM 6	LT	1	1.5
Ammo (SRM) 30	LT	2	2
Ammo (HAG) 8	LT	2	2
HAG 30	LA	8	13
Ammo (HAG) 8	LA	2	2
Improved Jump Jets	RT	4	8
Improved Jump Jet	CT	2	4
Improved Jump Jets	LT	4	8

Notes: Features the following Design Quirks: Battlefists (RA), Exposed Actuators, Exposed Weapon Linkage (HAG/30).





Mass: 90 tons

Chassis: Alshain Class 98c

Power Plant: Hermes 360 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Starshield A

Armament:

2 Telos ThunderShot Thunderbolt 20 Launchers

2 Telos TargetLok-4 Streak SRM 4

1 Victory 12E Extended-Range Small Laser

Manufacturer: Victory Industries

Primary Factory: Marduk

Communications System: Sipher CommSys 4b

Targeting and Tracking System: Matabushi
Sentinel

Overview

The cession of worlds to Devlin Stone's Republic of the Sphere cost the Draconis Combine some of its most productive military facilities. Quentin alone cost the DCMS several of its modern and highly prized designs. However, the loss of industry was not unanticipated. Even before the agreement was signed, the DCMS high command had begun implementing plans to shift production to other worlds. Marduk and Victory Industries figured prominently in those plans.

Marduk already had a considerable number of assembly plants. It had long served as the source of various *Griffin* and *Wolverine* variants, as well as components that shipped all across the DCMS for

other designs. Now those facilities would require expansion and upgrading in order to pick up the slack of worlds lost in the formation of The Republic. Vast sums of money and labor were sent to Marduk to make the necessary improvements.

The revitalization effort was put to the test when the DCMS launched a series of new BattleMechs that would lead the way in the national effort to recover from the Word of Blake's Jihad. Concepts that had been laid to rest in the chaos of the Jihad were dusted off and put back into production. The *Orochi*, a long-desired update of the antiquated *Longbow*, was one of the first projects assigned to the new and improved Victory factories. Armed with an array of new capabilities, the engineers at Victory took to the task with zeal. They intended to prove that Marduk could indeed replace Quentin, or at least shoulder much of the burden that loss had created.

Capabilities

The *Longbow* struggled through the Succession Wars, with MechWarriors and commanders alike finding many fatal flaws in the LGB-OW design. The 7V variant gave the 'Mech a much-needed facelift. Soon it was serving in mainline units across the Inner Sphere. The Draconis Combine, which had acquired small numbers of *Longbows* over the years, coveted this foreign design for its massive indirect and volley-fire capabilities.

Advancing technology made possible an even more powerful design. The Combine enjoyed success with both the *Naginata* and the *O-Bakemono*. Over and over, DCMS design teams utilized the fire support concept to create highly successful BattleMechs with incredible long-range firepower. Looking to Solaris and Thunderbolt missile systems for inspiration, the High Command became eager to see the practical battlefield application of this weapon.

That union of curiosity and opportunity created the core concept of the *Orochi*. The ancient *Longbow* frame was stretched to ninety tons and the 'Mech was equipped with a larger version of the shoulder actuators that allow the *Rifleman's* infamous "arm-flipping" technique. Massive Thunderbolt 20 launcher systems were housed in each arm, along with three tons of missiles. Outside the center-mounted

Thunderbolt, a Streak SRM 4 was positioned for close combat. The *Orochi* moved from concept to field testing of prototypes in a scant seven months.

While the Thunderbolt launchers reduce the range of the *Orochi* compared to the *Longbow*, they more than make up for that loss with damage potential. More compact by far than Arrow IV artillery systems, the Thunderbolt 20 launchers allow the *Orochi* to penetrate even the heaviest armor at ranges typical of the scrubbing fire of LRMs. The Streak launchers serve as a perfect complementary weapon system that can exploit holes punched in armor by the heavier Thunderbolt missiles.

The *Orochi* is more of a direct combatant than its predecessors. While this was not the original vision of the design, it has pleasantly surprised officers in the highest echelons of the DCMS. Now approved for production runs, it is likely the *Orochi* will see deployment across the far reaches of the Combine as a fire support machine, though the high maintenance needs of the Thunderbolt launcher will likely limit overall production numbers and thus the number encountered in the field.

Deployment

With many elite DCMS units shattered between the Black Dragon rebellion and the wholesale destruction of the Jihad, the need for replacement BattleMechs is at an all-time high. The Sword of Light regiments and other loyal elite forces will likely be the first to field the *Orochi*. As more become available, it will find its way to other units such as the Dieron Regulars or Arkab legions.

Notable Units

Sho-sa Marcus Schwarzkopf: Formed from two disbanded and dishonored regiments, the Seventh New Samarkand Regulars were immediately thrust into combat. On Tancredi IV, the veteran Second Crucis Lancers stood against Schwarzkopf and his newly formed Hawkeye Horse battalion. Schwarzkopf's new *Orochi* caught the Lancers off guard, its long-ranged firepower dropping 'Mech after 'Mech and causing enough damage to force the Lancers off-world.

Type: **Orochi**

Technology Base: Inner Sphere (Advanced)

Tonnage: 90

Battle Value: 2,077

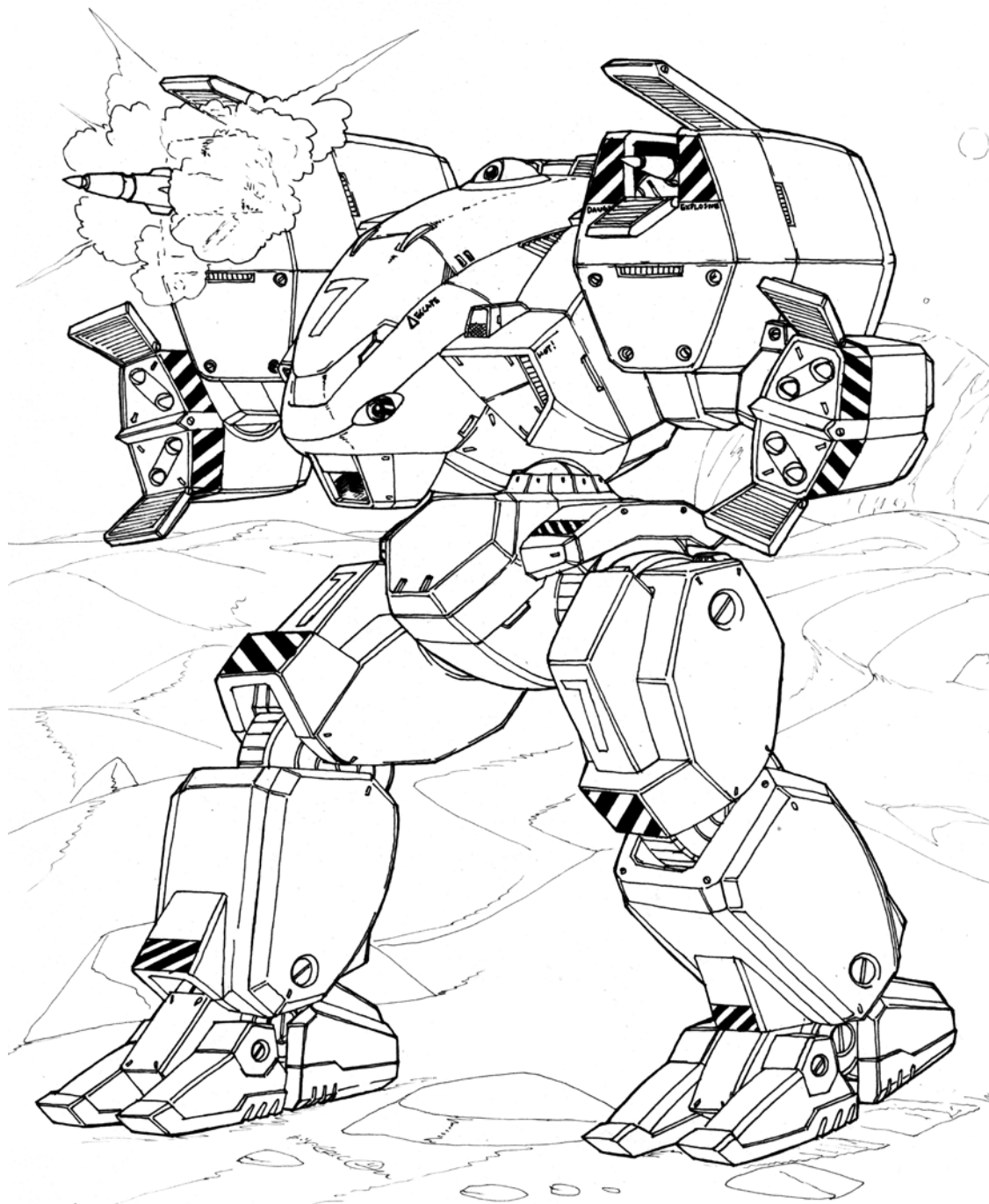
Equipment

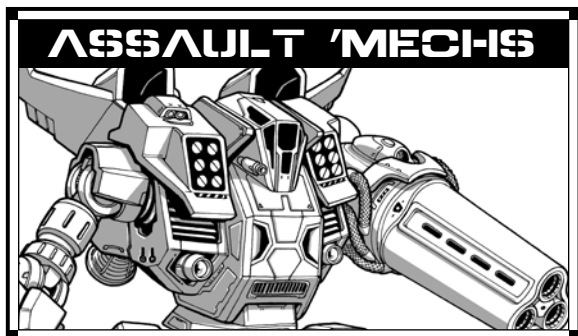
Internal Structure:	Endo Steel	Mass
Engine:	360 XL	4.5
Walking MP:	4	16.5
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	279	17.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	29	44
Center Torso (rear)		14
R/L Torso	19	28
R/L Torso (rear)		10
R/L Arm	15	30
R/L Leg	19	38

Weapons

and Ammo	Location	Critical	Tonnage
Thunderbolt 20	RA	5	15
Ammo (Thunderbolt) 9	RA	3	3
Streak SRM 4	RA	1	3
Ammo (Streak) 25	RA	1	1
ER Small Laser	H	1	.5
Thunderbolt 20	LA	5	15
Ammo (Thunderbolt) 9	LA	3	3
Streak SRM 4	LA	1	3
Ammo (Streak) 25	LA	1	1

Notes: Features the following Design Quirk: No/Minimal Arms.





Mass: 95 tons

Chassis: Combine-Republic Peacekeeper
Superheavy

Power Plant: GM 380XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph, 86 kph with
Triple-Strength Myomer

Jump Jets: Lexington Ltd. Lifters

Jump Capacity: 90 meters

Armor: Valiant Lamellor Armor

Armament:

1 Lord's Light 3 Heavy Particle Projection
Cannons

1 Lord's Light 2 ER PPC

1 Victory Blast Furnace Plasma Rifle

1 Victory Nickel Alloy ER Large Laser

1 Guided Technologies 2 SRM-2

Manufacturer: Independence Weaponry,
Luthien Armor Works

Primary Factory: Quentin (Independence),
New Samarkand (LAW)

Communications System: Voice of Peace with C³

Targeting and Tracking System: Keeper of
the Peace

Overview

In a gesture of trust between the newly-formed Republic of the Sphere and the Draconis Combine, a joint BattleMech development effort was undertaken. To reassure the nervous Combine leadership that their concession of worlds was not an error to be redressed, field testing of the

prototype has progressed as though the Jihad were still raging. Intended for independent construction by both realms, a lack of proprietary technology was mandated.

The name of the new 'Mech became a serious point of contention, with the Combine insisting on naming rights and Republic officials feeling the name should signify the cooperative origin of the design. When the names suggested by each side continually met with disapproval by the other, the lead engineer for the project, Neal Corcovilos, stormed out of the conference room, shouting that he wanted "no part in playing *peacekeeper* for a bunch of squabbling children!" When the delegates considered the new 'Mech's intended role, they realized that his outburst had solved the problem he wanted no part in remedying. Thus was born the *Peacekeeper*.

Capabilities

The negotiators decided that the new design should be a very large 'Mech capable of staying in the field for extended periods without resupply and able to put down insurgencies, rebellions, or raids without significant upkeep costs. Thus, ammo-based weaponry was to be minimized.

At ninety-five tons, the *Peacekeeper* is among the heaviest of 'Mechs, though its sixty-four-kph top speed is faster than many assault 'Mechs. To attain this speed and leave sufficient free tonnage for a suitable range of weapons, a new 380 XL engine was designed and constructed on Terra with the specs given to the Combine for their own construction efforts. A trio of powerful jump jets gives the PKP-1A a ninety-meter jump radius.

Mounting a pair of PPCs, the *Peacekeeper* is a deadly threat at long ranges. Though no match for Clan extended-range PPCs, MechWarriors have a healthy respect for the long-range killing power of these Combine-developed weapons. The short-range inaccuracy of the heavy PPC called for backup weaponry to put down enemies that close with the *Peacekeeper*. An extended-range large laser contributes further long-range capacity and some short-range firepower. A plasma rifle,

though ammunition-dependent, provides the final component of the PKP-1A's armament. In addition to inflicting significant damage, the plasma rifle substantially heats its targets, which should further convince enemies to avoid the *Peacekeeper*. Almost as an afterthought, an SRM 2 was installed in a covered launcher on the right shoulder. Intended as an anti-infantry weapon, it typically will carry fragmentation rounds.

18 tons of standard armor protect the massive frame, while a CASE system partially protects the chassis from ammunition explosions.

Deployment

The *Peacekeeper* is still undergoing field trials and will not go into full production until the proving period is over. Five mercenary units were commissioned to perform the field testing. The units were chosen for their assignments in various active combat zones, especially those retained for pirate hunting duties. Their reports have been mostly positive, leaving them happy with their new 'Mechs as compensation for their services. Production at the newly-retooled factories is expected to begin in mid-to-late 3086 in both The Republic and the Combine.

Variants

Though the *Peacekeeper* is still under initial qualification testing, input from the field trials has refined the design. Despite its construction being not yet complete, the engineers decided to drop the SRM, its ammo, and the CASE system, allocating that tonnage to upgrade the ER PPC to another Heavy PPC, hopefully easing some of the strain on the firing computer. Despite the weight savings of its endo-steel skeleton, the *Peacekeeper's* weapons array is so heavy that the standard armor is being replaced with light ferro-fibrous. Though it turns the *Peacekeeper's* interior into something of a cramped nightmare for techs, it provides the same degree of protection with one half-ton of weight savings.

PKP-1A PEACEKEEPER

ASSAULT 'MECHS

179

Type: **Peacekeeper**

Technology Base: Inner Sphere

Tonnage: 95

Battle Value: 2,824

Equipment

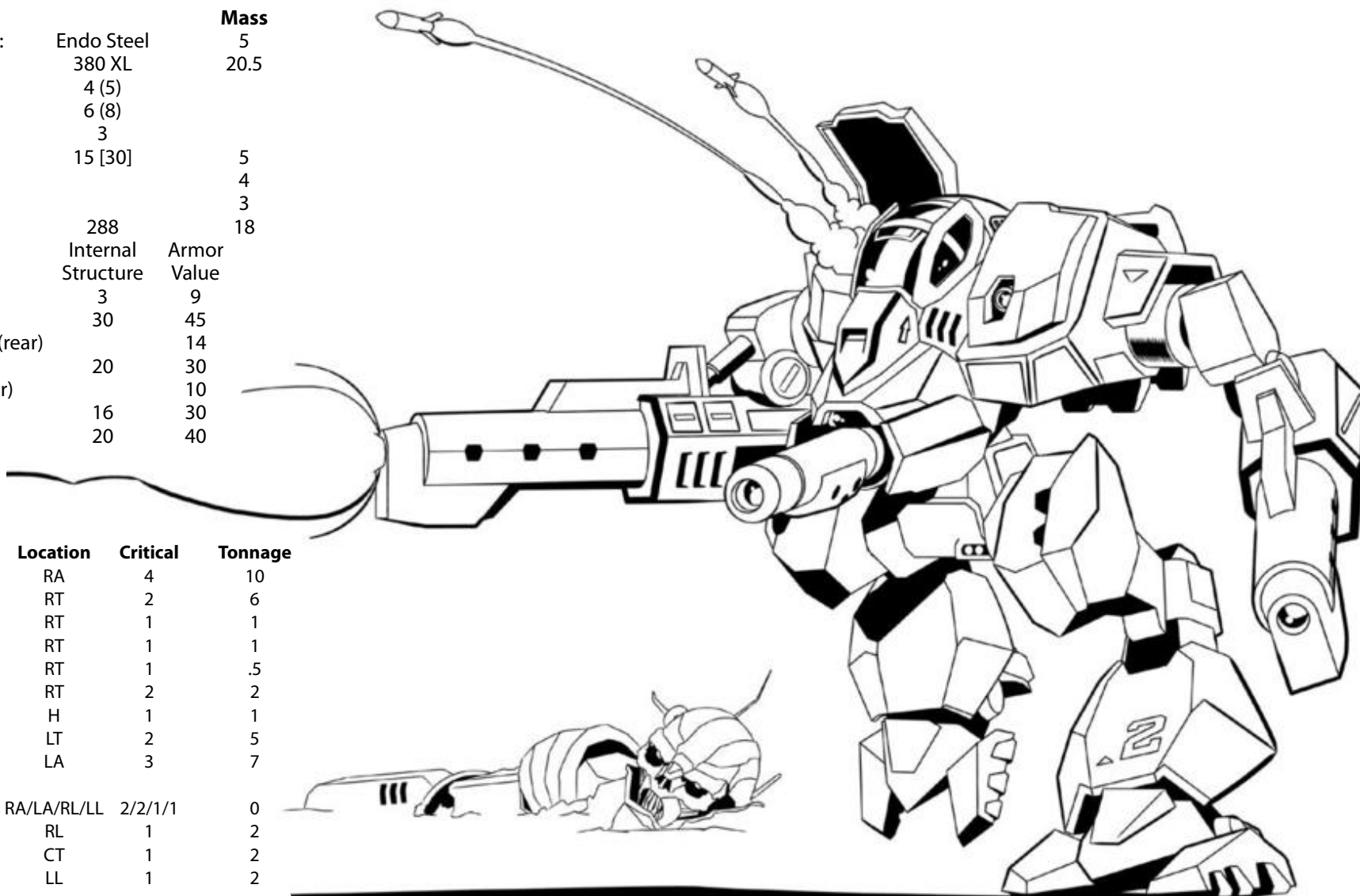
Internal Structure:	Endo Steel	5
Engine:	380 XL	20.5
Walking MP:	4 (5)	
Running MP:	6 (8)	
Jumping MP:	3	
Heat Sinks:	15 [30]	5
Gyro:		4
Cockpit:		3
Armor Factor:	288	18

	Internal Structure	Armor Value
Head	3	9
Center Torso	30	45
Center Torso (rear)		14
R/L Torso	20	30
R/L Torso (rear)		10
R/L Arm	16	30
R/L Leg	20	40

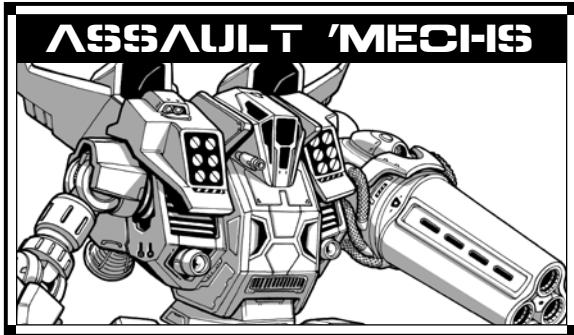
Weapons and Ammo

	Location	Critical	Tonnage
Heavy PPC	RA	4	10
Plasma Rifle	RT	2	6
SRM 2	RT	1	1
Ammo (SRM) 50	RT	1	1
CASE	RT	1	.5
Ammo (Plasma) 20	RT	2	2
C³ Slave	H	1	1
ER Large Laser	LT	2	5
ER PPC	LA	3	7
Triple-Strength Myomer	RA/LA/RL/LL	2/2/1/1	0
Jump Jet	RL	1	2
Jump Jet	CT	1	2
Jump Jet	LL	1	2

Notes: Features the following Design Quirk: Rugged (1).



jsn 10



Mass: 95 tons
Chassis: DSAM Endo 4
Power Plant: Olivetti 380 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: Grandthrust Mk 5 with Partial Wing
Jump Capacity: 120 meters
Armor: Forging ZM15 Ferro-Fibrous
Armament:
 2 Type 9 Ultra-5 Autocannons
 1 Type X "Long Bow" LRM 10 Launcher
 2 Series 2b ER Large Lasers
Manufacturer: Eagle Craft Group
Primary Factory: Erewhon
Communications System: Raptor X-T Type iii
Targeting & Tracking System: Goshawk E-Series

Overview

At first glance, one might erroneously assume the fearsome *Shrike* is another falcon-themed BattleMech of Olivetti Weaponry manufacture. While it was clearly inspired by the aesthetics of Olivetti's *Flamberge* and *Eyrie*, the *Shrike*'s more humble origins stem from Red Devil Industries' *Onager*. Following in the footsteps of the *Eyrie*, Eagle Craft Group took the *Onager* concept and retooled it to satisfy the Clan Council's revitalization mandates and design philosophies. The heavier *Shrike*, which was unveiled shortly after Olivetti's similarly styled *Gyrfalcon*, met with acclaim from the warrior caste when it outperformed the *Onager* in all areas. After witnessing *Shrikes* in battle against fast, heavy 'Mechs, many Falcon warriors issued Trials of Possession for them.

Since its debut, the *Shrike* has become one of the go-to choices for Galaxy and Cluster commanders due to its mobility, heavy armor, range, accuracy, and intimidating battlefield presence.

Capabilities

Although heavier than its spiritual predecessor, the *Shrike* exceeds the *Onager* in every category. It can outmaneuver many heavy and assault 'Mechs, and jump jets paired with a partial wing let the *Shrike* reach areas inaccessible to most 'Mechs in its weight class. The *Shrike*'s weapons and targeting computer allow it to maintain range on its opponents, potentially keeping the pilot out of danger without sacrificing accuracy, and reinforced legs encourage Death From Above attacks on enemies who wander too close. Heavy armor, a command station, and a menacing falcon silhouette serve to make the *Shrike* an attractive command 'Mech.

Deployment

The *Shrike* remains exclusively a Jade Falcon asset, although a few salvaged chassis have appeared in Lyran black markets.

Many Jade Falcons were enamored with the *Shrike* when it rolled off the assembly line, but it initially caught the warrior caste's attention in 3115 when the Third Falcon Talon Cluster raided La Grave. Clan Wolf's Blue Keshik fielded a large number of *Tundra Wolves* on the Geiranger Plateau, so the Third brought forward its trio of *Shrikes* to slow them down. The *Shrikes* chipped away at the *Tundra Wolves* from long range, and once the Wolves were forced to slow down to keep from abusing MASC, the *Shrikes* outmaneuvered them and dove in for the kill. Upon winning the Trial, Star Colonel Howard Malthus surprised the Wolves by immediately declaring a second *batchall* for further resources, bidding only the same two *Shrikes* that had helped win the first Trial. In the first few minutes of the Trial, Star Colonel Malthus' *Shrike* killed the Blue Keshik's commander by destroying her *Orion IIC*; the remaining Wolves were granted *hegira* in short order.

Another notable battle occurred in 3142 along the Coventry front of the Golden Ordun invasion. The First Falcon Velites faced the Fifth Lyran Regulars on

Guatavita, where a Talon Star of *Shrikes* steamrolled through two whole lances of defenders without ever letting them reach close range. The rest of the Falcons were blindsided and had to withdraw, but after regrouping, the counterthrust's *Shrike* vanguard allowed the Falcons to claim the planet.

Variants

The *Shrike 2* is a medium-range fighter that exchanges the standard configuration's lasers and autocannon with extended-range medium lasers and Ultra AC/10s. This version has not proven terribly popular in extended engagements due to its overreliance on ammunition. The *Shrike 3* exchanges the standard configuration's autocannon for paired PPCs and five additional laser heat sinks, but heat buildup remains a problem.

Notable Units

Khan Malvina Hazen: An early adopter of the Mongol doctrine of warfare, Malvina Hazen leaves few survivors in her wake. During the Jade Falcons' *desant* into the Republic, her even-tempered sibkin Aleksandr Hazen kept her more violent impulses in check. However, when Aleks was killed on Skye in 3134, Malvina's gloves came off. Her successful revolt against Khan Jana Pryde, her espousal of total war philosophies, and her questionable grasp on sanity make her one of the most dangerous and feared opponents in the Inner Sphere.

Star Colonel Catherine Hazen: Among *Shrike* MechWarriors, Star Colonel Catherine Hazen of the Sixth Falcon Dragoons Cluster is an anomaly. While in the sibko she would often go hungry since she was always last in line for mess. Upon passing her Trial of Position she resolved to never be last in line again. Instead of fighting from the back of the front lines, like many *Shrike* pilots do, Catherine Hazen forces her way to the front and often favors executing crippled opponents with Death From Above attacks.

Type: **Shrike**

Technology Base: Clan

Tonnage: 95

Battle Value: 2,969

Equipment

Internal Structure:	Endo Steel	5
Engine:	380 XL	20.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4*	
Heat Sinks (Laser):	12 [24]*	2
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	288	15

*Internal
Structure* *Armor
Value*

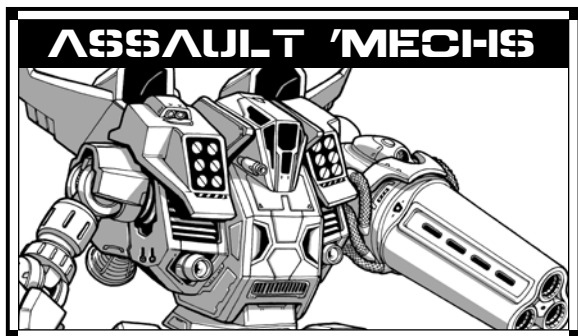
Head	3	9
Center Torso	30	44
Center Torso (rear)		15
R/L Torso	20	29
R/L Torso (rear)		10
R/L Arm	16	32
R/L Rear Leg	20	39

Weapons

and Ammo	Location	Critical	Tonnage
Targeting Computer	RA	5	5
ER Large Laser	RT	1	4
Ammo (LRM) 12	RT	1	1
LRM 10	CT	1	2.5
ER Large Laser	LT	1	4
2 Ultra AC/5	LA	6	14
Ammo (Ultra) 40	LA	2	2
Partial Wing	RT/LT	3/3	5
Jump Jets	RT	2	4
Jump Jets	LT	2	4

Notes: *Partial Wing adds +2 Jump MP and -3 Heat per turn in Standard atmosphere (see pp. 105 and 107, *TO:AUE* or p. 116, *BMM* for additional rules). Features the following Design Quirks: Command BattleMech, Distracting, Reinforced Legs, Exposed Weapon Linkage (Ultra AC/5).





Mass: 95 tons
Chassis: Luthien Class 105A
Power Plant: Hermes 285 Light
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None
Armor: Mitchel Argon Standard
Armament:
48 tons of pod space
Manufacturer: Luthien Armor Works
Primary Factory: Luthien
Communications System: Sipher Clarion
Targeting & Tracking System: Matabushi Tenbatsu

Overview

While toeing the line of Stone's disarmament agreements, the Combine quietly pursued new BattleMech projects that would achieve two purposes: to manufacture Combine-centric technologies, and to quickly rebuild its decimated 'Mech regiments from the Jihad. Older 'Mechs were decommissioned through transfers to planetary militias, maintaining the fiction that its regiments were low on material even as new materiel arrived. The *Tenshi*—angel—was the first Combine-centric OmniMech produced for this new DCMS and is a common sight amongst the Dragon's frontline 'Mech regiments.

Capabilities

The *Tenshi* was LAW's first OmniMech platform to incorporate several advanced technologies. The result is an assault 'Mech capable of mounting half its weight in weaponry and equipment, providing a wide array of tactical options to DCMS commanders. The *Tenshi* is somewhat labor-intensive to configure, due to its inordinate number of pod linkages, so swapping configurations on the fly is not a viable option during time-sensitive operations.

Deployment

The first *Tenshis* were assigned to the Ghost Regiments. The DCMS believed that if the *Tenshi* proved to be a tactical failure—much as the *Daboku* nearly a century before—it would be confined to the more "honorless" regiments. Ghost pilots embraced the new OmniMech and quickly realized its battlefield potential. In 3103, the First Ghost dropped two lances of *Tenshis* on Grumium in the Ghost Bear Dominion in a fast raiding action to seize a large weapons stockpile. *Chu-i* Albert Olmstead led his *Tenshis* straight to their target, blasting through a Striker Star before being stopped cold by a Dominion Nova from the First Freeman Cluster. Olmstead challenged the Bear commander to a Trial of Possession and was refused; the Ghosts were then surrounded by the Bears. Using their massed firepower, the *Tenshis* moved from target to target, cutting down Clan 'Mechs in short order as they shrugged off the Bears' return fire. Six of the eight *Tenshis* met their DropShip at the facility and several hundred tons of Clan technology was claimed for the Dragon.

The assault company of the Sixteenth Galedon Regulars is comprised entirely of *Tenshis*, all at the request of *Tai-i* Michelle Taharski. The Wall, as the company is unofficially known, was responsible for the mass destruction of the capital city of Kirstie on Rowe. Taharski configured all of her *Tenshis* with as many destructive weapons as possible. When the Wall moved on Kirstie, they were opposed by a regiment of planetary militia. The gaggle of Davion infantry and vehicles was no match for the twelve assault 'Mechs. After making short work of the militia, the company set about destroying more than three-fourths of the city.

Notable Units

Sho-ko Raizo Mikawa: Heir to a long history of familial service to the Dragon, Mikawa never wanted to be a MechWarrior. Despite his personal desires, he entered the DCMS in honor of his father, a veteran of the Second Dominion-Combine War. Mikawa's natural aptitude for mechanics has served him well within the First Ghost, providing him insight into BattleMech design that has helped the regiment's technical teams out of more than one jam. He was given a *Tenshi* in honor of his three decades of tireless service to the DCMS and he has since mastered the delicate art of the 'Mech's ornery pod linkages.

Type: **Tenshi**
Technology Base: Inner Sphere
Tonnage: 95
Battle Value: 2,542

Equipment		Mass
Internal Structure:	Endo-Composite	7.5
Engine:	285 Light	12.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro (Compact):		4.5
Cockpit:		3
Armor Factor:	293	18.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	30	45
Center Torso (rear)		15
R/L Torso	20	30
R/L Torso (rear)		10
R/L Arm	16	32
R/L Leg	20	40

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	Endo-Composite	0
Center Torso	None	4
Right Torso	2 Light Engine	8
	2 Endo-Composite	
Left Torso	2 Light Engine	8
	2 Endo-Composite	
Right Arm	None	8
Left Arm	None	8
Right Leg	1 Endo-Composite	1
Left Leg	1 Endo-Composite	1

Notes: Features the following Design Quirks: Distracting, Searchlight, Difficult Ejection.

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

5 Light PPC	RA	10	15
Targeting Computer	RT	8	8
Rocket Launcher 10	RL	1	.5
Double Heat Sink	CT	3	1
Supercharger	CT	1	1.5
Rocket Launcher 10	LL	1	.5
Guardian ECM Suite	LT	2	1.5
2 Double Heat Sinks	LT	6	2
Gauss Rifle	LA	7	15
Ammo (Gauss) 24	LA	3	3

Alternate Configuration A

Large VSP Laser	RA	4	9
2 Double Heat Sinks	RA	6	2
Double Heat Sink	RT	3	1
Ammo (MRM) 16	RT	2	2
CASE II	RT	1	1
Coolant Pod	RL	1	1
Large VSP Laser	CT	4	9
Coolant Pod	LL	1	1
MRM 30	LT	5	10
Apollo FCS	LT	1	1
Large VSP Laser	LA	4	9
2 Double Heat Sinks	LA	6	2

Battle Value: 1,830

Alternate Configuration B—Advanced

Streak SRM 6	RA	2	4.5
TSEMP	RA	5	6
Double Heat Sink	RA	3	1
Heavy PPC	RT	4	10
Ammo (Streak) 15	RT	1	1
Double Heat Sink	RT	3	1
Double Heat Sink	CT	3	1
2 Medium Pulse Lasers	LT	2	4
Ammo (Streak) 15	LT	1	1
Double Heat Sink	LT	3	1
Streak SRM 6	LA	2	4.5
TSEMP	LA	5	6
Double Heat Sink	LA	3	1
Jump Jet	RL	1	2
Jump Jet	CT	1	2
Jump Jet	LL	1	2

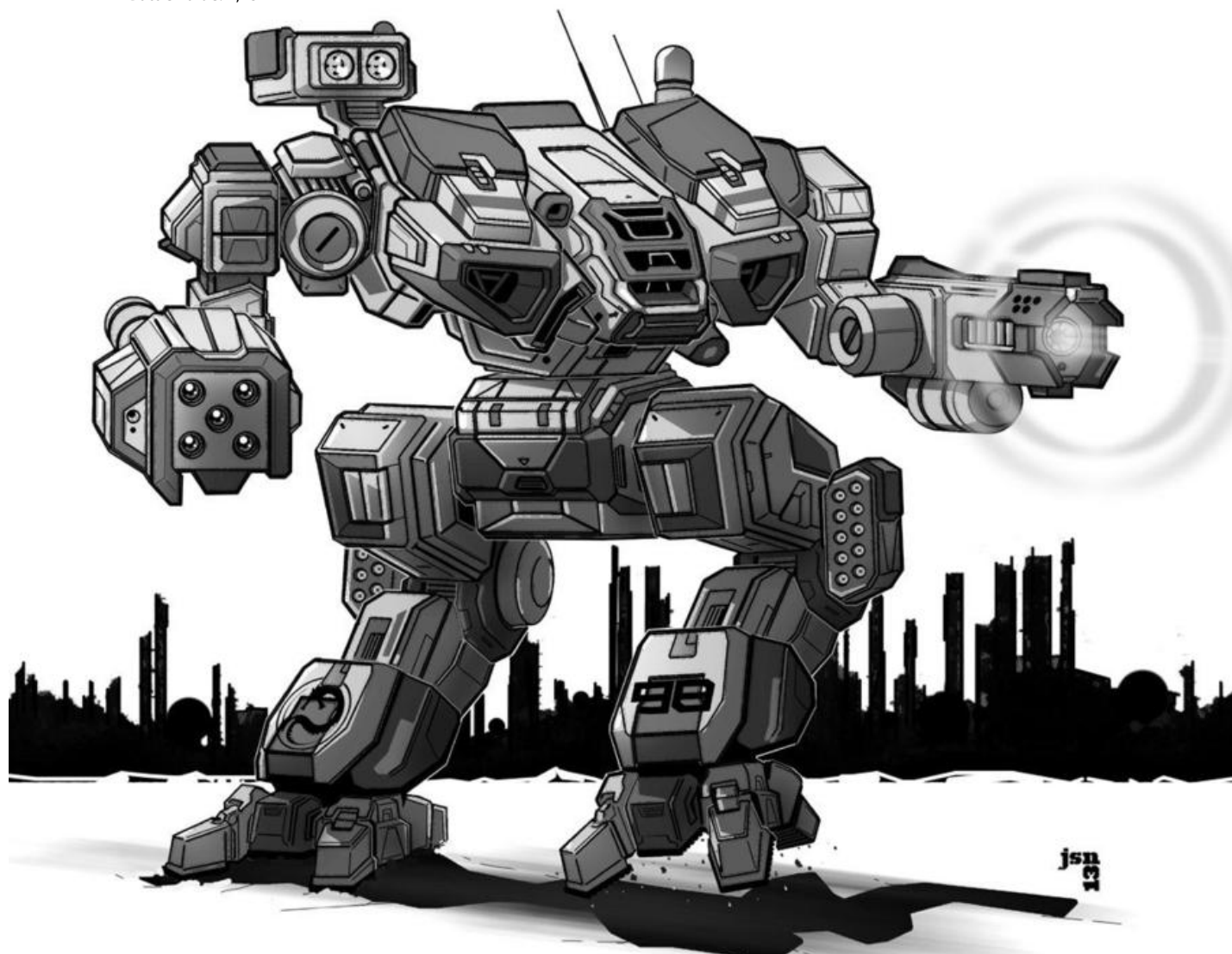
Battle Value: 3,002

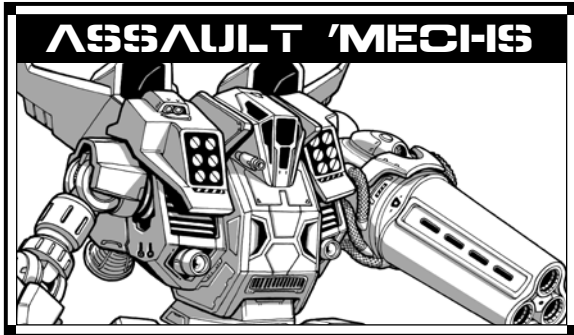
Weapons and Ammo Location Critical Tonnage

Alternate Configuration R—Mixed

2 ER Medium Lasers (C)	RA	2	2
Ammo (ELRM) 12	RA	3	3
Extended LRM 20	RT	8	18
ER Medium Laser (C)	CT	1	1
Double Heat Sink	CT	3	1
Extended LRM 20	LT	8	18
2 ER Medium Lasers (C)	LA	2	2
Ammo (ELRM) 12	LA	3	3

Battle Value: 2,237





Mass: 100 tons

Chassis: Foundation Type 10X

Power Plant: Vlar 400 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Special Heavy with CASE

Armament:

- 1 Imperator Dragon's Fire Gauss Rifle
- 2 Victory Nickel Alloy/Defiance Model 6
Extended-Range Large Lasers
- 2 Guided Technologies Second Generation
Streak SRM 6

Manufacturer: Defiance Industries, Yori MechWorks

Primary Factory: Furillo, Hesperus II (Defiance),
Al Na'ir (Yori)

Communications System: Angst Discom
with Guardian ECM

Targeting and Tracking System: Angst Accuracy

Overview

The loss of Hesperus II to Word of Blake forces prompted Defiance Industries to create an *Atlas* design that could be produced at its other manufacturing plants. The Furillo lines were unable to support full production of assault 'Mechs, but Defiance could produce prototype models. By the time Hesperus was freed, Defiance was ready to produce a limited run of the new variant on the liberated production lines. Enthusiastic reports from the field prompted Defiance to expand production of the new variant, and they continue to produce this model alongside the *Atlas II* on Hesperus II. In the past year, Yori MechWorks has licensed the rights to produce the variant in The Republic.

Capabilities

Faced with loss of access to the forms used to forge the distinctive armor of the original *Atlas*, the engineers on Furillo elected to switch to ferro-fibrous armor. The result was a BattleMech markedly different in appearance from the classic "Death's Head" originally created by designers during the First Star League. While not quite as well protected as previous variants, this version makes up for it through the installation of CASE and the inclusion of a powerful ECM suite.

Similarly, the limited availability of weapons and equipment required a rethink of the loadout that Defiance had previously used on its AS7-S variant. Inspired by the Combine's design work on the AS7-K, Defiance created what became known as the AS7-K2 *Atlas*. Though it retains the primary weapons array of arm-mounted lasers and a Gauss rifle on the right hip, all secondary weapons have been stripped out and replaced with a pair of Guided Technologies advanced Streak launchers.

For all the exterior changes, the most significant alteration was the replacement of the Vlar 300 power plant with a more powerful 400-rated unit. The additional speed and agility imparted by the new power plant frequently catches an opponent by surprise. MechWarriors often deliberately hold down their speed to lull the unwary into misjudging the BattleMech's capabilities.

Deployment

Lyrans officers greeted the faster *Atlas* with enthusiasm following its arrival in 3082. After the Blakists' final defeat, Hauptmann-General Thomas Hogarth (newly promoted to head of procurement) personally requested that Defiance Industries expand production; as of 3085, some twenty percent of the *Atlas* BattleMechs in service with the LCAF are of this new type. Most of these are concentrated on the frontiers facing the Clans and the increasingly unstable Free Worlds League.

Having filled its orders from the Lyran military, Defiance Industries began selling their new *Atlas* to all comers. The BattleMech can now be found in service across the Inner Sphere, and some have even shown up in the Periphery.

In The Republic, the AS7-K2 has become a popular choice as a command vehicle. Several of Devlin Stone's Paladins have adopted the 'Mech as their personal ride. On Kervil, the Fulton family resisted the Military Materiel Redemption Program and refused to hand over their privately owned BattleMechs. Paladin David McKinnon attempted to defuse the situation, but the Fultons rebuffed

all attempts to reach a peaceful solution and launched an attack on The Republic representatives. McKinnon met the charge by a lance of Succession Wars antiques in his new *Atlas*. The Fultons proved no match in skill or technology for the Paladin. First to fall was a *Dragon*, cut in half by a volley of Gauss rifle and laser fire. Next, the Fultons' *Panther* went down with its legs sheared off and their *Jenner* dissolved under a hail of Streak missiles. The fight then became a one-on-one match between Hohiro Fulton's *Awesome* and Paladin McKinnon's *Atlas*. McKinnon used his superior speed and weapons reach to hammer the aging assault 'Mech.

Clan Diamond Shark purchased the bulk of one production run from Defiance Industries in 3084. Recent reports of the AS7-K2 in the Clan Occupation Zone support rumors that some of this consignment was delivered to the Clans and not resold to Inner Sphere interests.

Variants

Defiance Industries has produced the AS7-K3 in limited numbers. This model drops one missile launcher from the left torso and downgrades the one in the right torso to four tubes. This modification frees up space to mount jump jets, allowing this version of the *Atlas* to jump up to 90 meters at a time. An extra ton of armor is added, bringing protection up to the maximum the chassis can handle. The Federated Suns recently put their AS8-D into limited production as well. Using particle cannons, multi-missile launchers and a rotary autocannon allows a wide array of firepower until the triple-strength myomers can get this *Atlas* into brawling range.

Struggling for front line units, the Lyran armed forces pulled older model *Atlases* from planetary militias. The AS7-Dr replaces the Defiance autocannon with a heavy PPC. The weight savings allows an upgrade of the SRM and installation of ECM, C3 and two additional heat sinks.

Notable MechWarriors

Hauptmann Rüdiger Steiner: Initially best known for his lineage as the son of Reinhardt Steiner, Rüdiger Steiner's fame increased following the public drama that surrounded his sister Claudia's kidnapping. Some blame him for interfering and allowing the pirates to commit the crime, while others believe his Lyran Irregulars saved her life. None can deny that Rüdiger is a formidable pilot, using his *Atlas* AS7-K2 to take down two pirate *Goliaths* and a *Marauder* during the rescue.

AS7-K2 ATLAS

ASSAULT 'MECHS

185

Type: **Atlas**

Technology Base: Inner Sphere

Tonnage: 100

Battle Value: 2,160

Equipment

Internal Structure:

Engine:

Walking MP:

Running MP:

Jumping MP:

Heat Sinks:

Gyro:

Cockpit:

Armor Factor (Ferro):

400 XL

4

6

0

10 [20]

Internal
Structure

3

31

21

17

21

Armor
Value

9

42

14

31

10

33

41

Mass

10

26.5

0

4

3

16.5

Head

Center Torso

Center Torso (rear)

R/L Torso

R/L Torso (rear)

R/L Arm

R/L Leg

Weapons

and Ammo

Location

Critical

Tonnage

ER Large Laser

RA

2

5

Streak SRM 6

RT

2

4.5

Ammo (Streak) 30

RT

2

2

Ammo (Gauss) 16

RT

2

2

CASE

RT

1

.5

Guardian ECM Suite

CT

2

1.5

Gauss Rifle

LT

7

15

Streak SRM 6

LT

2

4.5

ER Large Laser

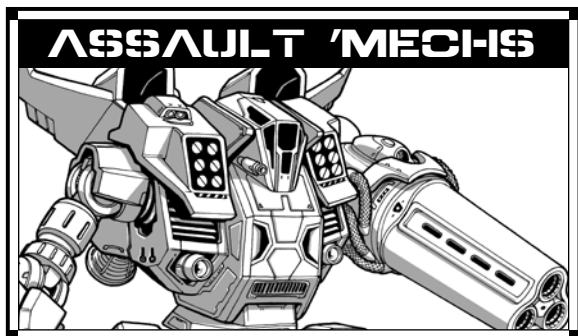
LA

2

5

Notes: Features the following Design Quirks: Battlefists, Command 'Mech, Distracting.





Mass: 100 tons

Chassis: Foundation 12X Endo Steel

Power Plant: Vlar 300

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Starshield Special Heavy with CASE II

Armament:

1 Mydron Model RD Rotary Class 2 Autocannon

1 StarTek 20 Tube Long Range Streak Launcher

1 Type VI Streak SRM 6 Launcher

4 Martell-X Medium X-Pulse Lasers

Manufacturer: General Motors,

Robinson Standard BattleWorks

Primary Factory: El Dorado (GM),

Robinson (RSB)

Communications System: Rander Comm-Marshall
with Angel ECM Suite

Targeting & Tracking System: Dalban HiRez V

Overview

The *Atlas* is perhaps the most recognizable BattleMech in the Inner Sphere. It appears on more recruiting posters, more propaganda films, and in the boxes of more children's toys than any other 'Mech. More than a dozen variants have appeared over the centuries, and Robinson's *Atlas III* is only the most recent to appear. Rebuilt with cutting-edge technology, the *Atlas III* is likely to become the AFFS' premier assault 'Mech.

Capabilities

In building the *Atlas III* Robinson went with the most advanced technology available—specialized Clan weapons, custom shields, radical heat sink flush systems, and top of the line ECM. The result is a powerful assault 'Mech almost custom-built for unit commanders. Still rare, *Atlas IIIs* are assigned to battalion and regimental commanders in the AFFS and RAF—including the personal 'Mech of Exarch Jonah Levin.

Deployment

When the Capellan Confederation attacked Tikonov in force, several *Atlas IIIs* were on-planet among the Davion defenders, and each was targeted by the Capellans for capture, anxious to reverse-engineer the radical heat sink system. One of these *Atlases*, piloted by Davion Lieutenant Nathan Marlowe, fought its way into legend.

Attacked outside Salat by a reinforced lance of Capellan 'Mechs, Lieutenant Marlowe called for reinforcements and went on the defensive. He fired his rotary autocannon at long range, trying to keep the Capellans at bay, but they soon used their swift 'Mechs to flank him. As they closed, he added his Streak LRM 20 to the mix, pounding the Capellan 'Mechs with incredibly accurate LRM fire. By the time the bulk of the lance passed 400 meters its two *Anubises* had been disabled and an *Agrotera* was limping. Marlowe continued to retreat, adding his lasers to the mix when the Capellans closed. Soon he was alternating firing his lasers and flushing his heat sinks, until only a *Vandal* and a *Lu Wei Bing* remained. A burst from the *Lu Wei Bing's* autocannon disabled his rotary, prompting the young warrior to drop it. Capellan battleROMs clearly show him flexing the *Atlas's* great hands and advancing at that point, steam issuing from almost every seam in the *Atlas's* armor.

By the time relief arrived from Salat, all the 'Mechs were destroyed. The corpse of Lieutenant Marlowe's *Atlas* was draped across the broken body of the Capellan *Vandal*, and the *Lu Wei Bing* lay nearby, its head crushed. Marlowe was found inside his cockpit, pierced by an LB-X submunition. He received the Medal Excalibur, posthumously, and his name was inscribed on the wall of honor in the hall of the Order of Davion.

Variants

The -D2 *Atlas III* is intended as a more mainline combatant, sacrificing the radical heat sink system and the rotary autocannon for a HAG and targeting computer.

Notable Units

Exarch Jonah Levin: Raised to a Paladinship in 3132, Jonah Levin was elected Exarch of the Republic of the Sphere in 3134. After the Senate Alliance tried to usurp control of the Republic, and the RAF was feeling pressure from nearly every direction, he was forced to enact Fortress Republic and completely seal off the borders to Prefecture X, abandoning Republic citizens beyond the Fortress to their fate. Levin piloted his new *Atlas III*, Solitude, during the Fortress Republic contractions. With the Fortress walls closed, Levin trains with Republic troops at least once a month at various training bases on Terra.

"One-Eyed" Jack Farrell: The highly visible leader of Bannson's Raiders after the Blackout, One-Eyed Jack initially piloted a *Jupiter* when the Raiders regiment Wyld's Jokers first appeared. His missing eye is supposedly due to a lover's quarrel with "Dagger Di" Jones. Farrell's *Jupiter* was eventually lost during the fighting against the Capellan Confederation, but he soon replaced it with an *Atlas III* equipped with specialized instruments to compensate for his missing eye. A Knight, he now leads Cyclops Company, an independent mercenary outfit made up of other undercover Knights.

Major Sir Alban Viceroy: Sir Alban commands the planetary militia of his homeworld, Maynard, on the Combine border. His -D2 *Atlas* was a gift from Duke Corwin Sandoval, after Sir Alban's service during Operation Pelayo. Although he walks with a limp, Sir Alban drives his militia to a frenetic pace, certain his world is to be attacked. His *Atlas* has become a common sight, stumping around the proving grounds shouting at infantrymen from its external speakers, or striding across the countryside directing the placement of caches of equipment for fighting positions.

Type: **Atlas III**

Technology Base: Mixed Inner Sphere (Advanced)

Tonnage: 100

Battle Value: 2,564

Equipment

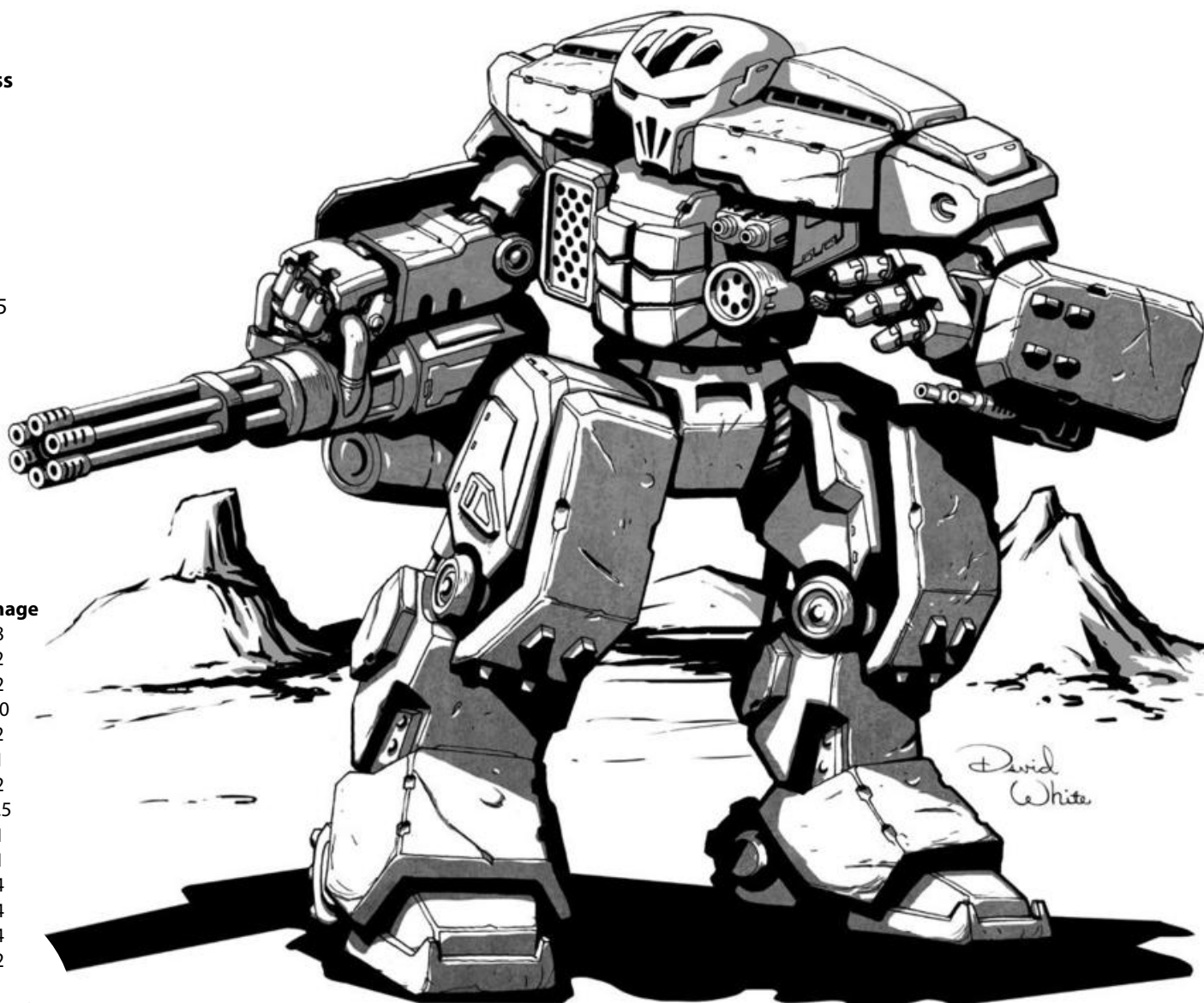
Internal Structure:	Endo Steel	5
Engine:	300	19
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit (Armored):		4
Armor Factor:	307	19.5

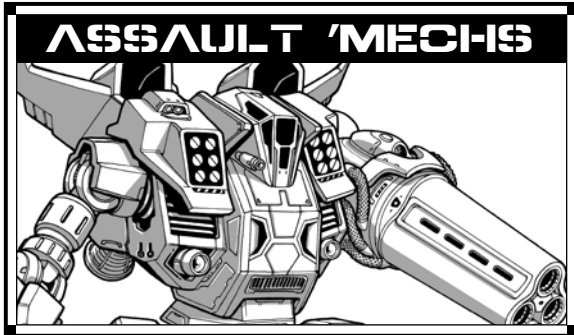
	Internal Structure	Armor Value
Head	3	9
Center Torso	31	50
Center Torso (rear)		12
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	42

Weapons and Ammo

	Location	Critical	Tonnage
Rotary AC/2	RA	3	8
Ammo (RAC) 90	RA	2	2
Small Shield	RA	3	2
Streak LRM 20 (C)	RT	5	10
Ammo (Streak LRM) 12	RT	2	2
CASE II	RT	1	1
Angel ECM Suite	CT	2	2
Streak SRM 6	LT	2	4.5
Ammo (Streak SRM) 15	LT	1	1
CASE II	LT	1	1
2 Medium X-Pulse Lasers	LT	2	4
Radical Heat Sink System	LT	3	4
2 Medium X-Pulse Lasers	LA	2	4
Small Shield	LA	3	2

Notes: Features the following Design Quirks: Command BattleMech, Distracting, Jettison-Capable Weapon (RAC/2), Protected Actuators.





Mass: 100 tons

Chassis: Olivetti Stage 9

Power Plant: Gorfachs 300 XL

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Raydient Series 5

Armament:

2 Type XX Extended-Range PPCs

2 Series IV Long-Range 15 Launchers

4 Type DL Ultra-5 Autocannons

Manufacturer: CJF Factory Zone 4

Primary Factory: Erewhon

Communications System: Raptor X-T Type iii

Targeting and Tracking System: Goshawk E-Series

Overview

Looking for a way to jump-start new production, Khan Pryde tasked the Scientist and Technician Castes to develop a new second-line assault 'Mech that would form the backbone of the Falcon's garrison clusters. The new design had to be resource-friendly and ready to go online by 3070.

The *Jupiter* came about quickly—suspiciously so. Rumors from the Falcon Zone suggested that the scientist caste had already developed such a design and was playing politics with the warriors before revealing it in late 3067. Production was slated to begin after a new factory complex was finished on Erewhon.

Jupiters began appearing in large quantities along most of the Periphery border in 3068, and

the model was eagerly embraced by the warrior's of the second-line units defending these worlds. When the Hellion assault began, it faced Falcon worlds bolstered with newly upgraded garrisons; many PGCs had their firepower increased exponentially, which gave the Falcons the capability to deliver devastating damage in the defense of their Periphery border.

Capabilities

Made of entirely of local resources, the *Jupiter* is a solid design capable of withstanding and dealing intense punishment for a significant amount of time. Utilizing a long-range paradigm that mixes PPCs and lighter caliber autocannon with the "spike collar" Goshawk sensor suite, which can be raised or lowered depending on battlefield conditions. Many Falcon warriors enjoy standing off and blasting down opponents at range. During the Hellion invasion, it was not uncommon for a Star of these 'Mechs to skyline a ridge and cut down Hellions by the Flurry before they reached spitting distance. Due to its incredible battlefield success, demand for the *Jupiter* among Falcon warriors has increased greatly, even among frontline Clusters, with rumors of warriors conducting Trials for the right to pilot the Cluster's small allotment.

Deployment

Before the "Hellion Tantrum," *Jupiters* were mainly found among Clan Jade Falcon's garrison clusters. Few early *Jupiters* made it back into the Homeworlds before the Falcons shut down their shipping lanes in the Deep Periphery after crushing the Hellions. With few exceptions, the new assault 'Mech has remained primarily a Falcon weapon, with the Clan winning every Trial issued for it. Strangely, *Jupiters* were reportedly seen in a dubious Hell's Horse attack that hit Thule in August 3073. How and why the Horses acquired the assault 'Mech remains to be seen, since the Falcons are adamant in their claims of having never lost a Trial for it.

Variants

One common variant of the *Jupiter* sacrifices some ranged firepower for mobility and heavy hitting power. Swapping out the four Ultra AC5s for

dual Ultra AC10s and jump jets gives the *Jupiter 2* extra punch in closer range. The design has become a favorite with many garrisons stationed on worlds with heavy urban and industrial targets.

In recent months, rumors have surfaced among Lyrn Intelligence regarding a new *Jupiter* variant that mounts dual Hyper-Assault Gauss rifles. Paired with a set of Ultra autocannon 10s, this design is capable of dealing out a massive amount of devastation in one volley. This new variant would seem more at home among Horse units; why such a curious assault platform is being seen only among Falcon forces has many intel analysts scratching their heads.

Notable MechWarriors

Foremaster Brian Pryde: Commander of Clan Jade Falcon's Alpha Galaxy, Pryde was recently tapped as the unofficial successor to Foremaster Kael Pershaw, who perished during a Falcon assault into the Periphery in 3072. Specially groomed by the shrewd head of the Watch before his heroic demise, Pryde still retains command of his ad-hoc Galaxy (of which he is the only Bloodnamed warrior, by the Khan's initial decree). Pryde is cunning and ruthless in battle; one unconfirmed report mentioned an incredible solo stand against an entire enemy Star of ProtoMechs that lasted all of ten minutes.

Galaxy Commander Dorcas Helmar: Quickly taking command of Rho Galaxy after Lizabet Danforth fell to the Hellions on Winfield in 3072, Helmar proved himself an astute warrior and ristar in the Falcon counterattack. Challenging the Hellion's Delta Galaxy to a Trial, Helmar took on Galaxy Commander Damon Hawkins and his entire command Star. Despite the Hellion's dubious use of *zellbrigen* in the ensuing battle, Helmar managed to put down all four 'Mechs and a point of Sylph battle armor with near-surgical precision. Impressed with Helmar's warrior spirit and determination, Khan Marthe Pryde has since rotated the entire Galaxy to Sudeten in order to augment Falcon defenses against a possible Blakist counterattack.

Type: **Jupiter**

Technology Base: Clan

Tonnage: 100

Battle Value: 2,784

Equipment

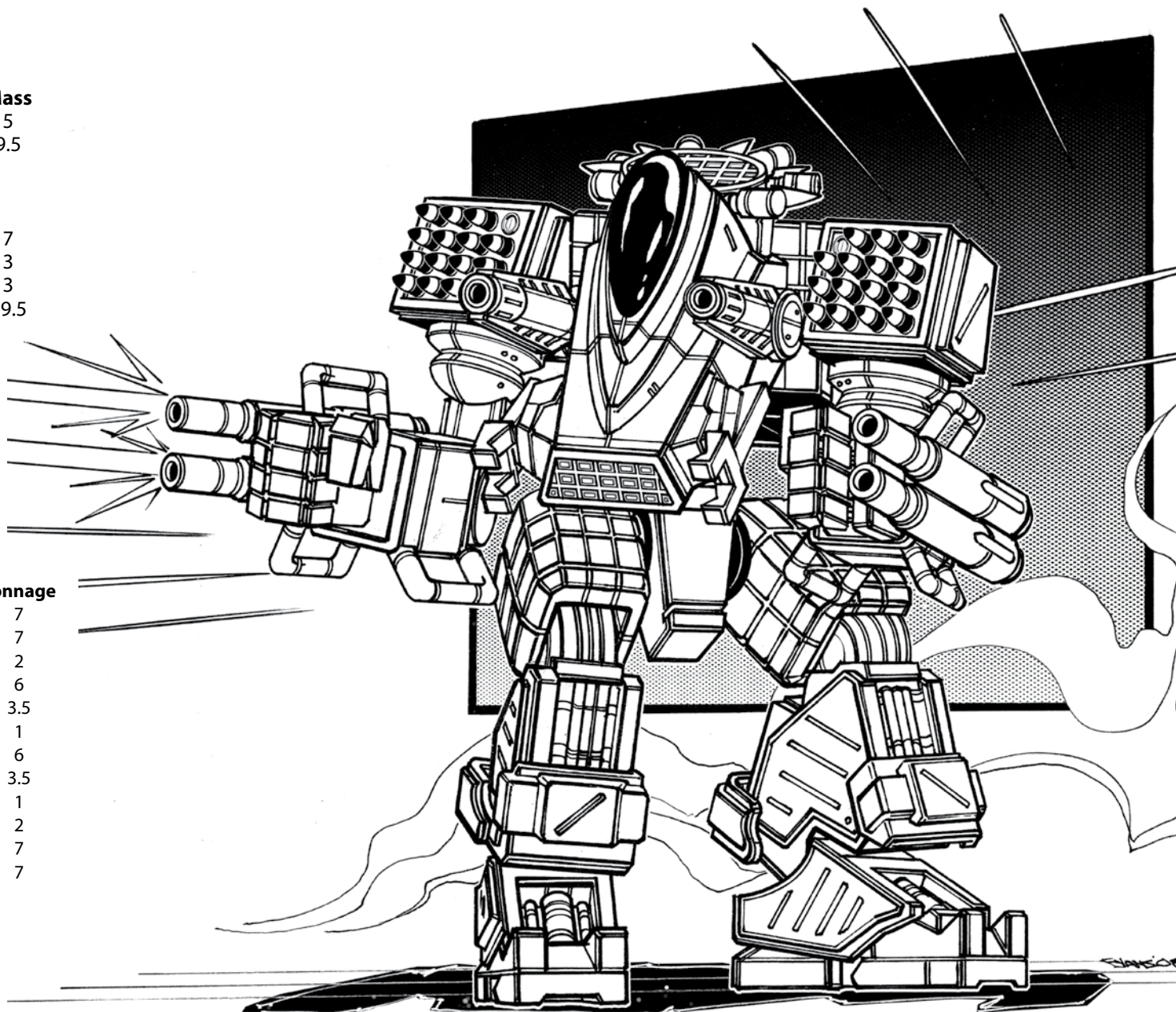
Internal Structure:	Endo Steel	5
Engine:	300 XL	9.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	17 [34]	7
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5

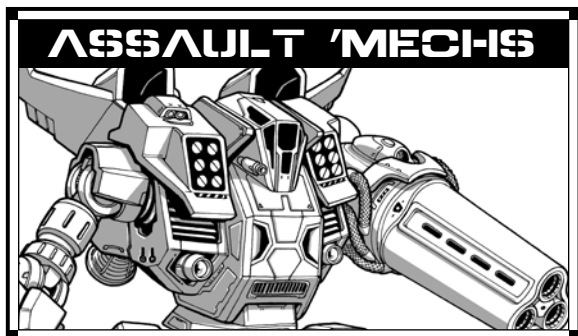
	Internal Structure	Armor Value
Head	3	9
Center Torso	31	46
Center Torso (rear)		16
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	42

Weapons and Ammo

	Location	Critical	Tonnage
Ultra AC/5	RA	3	7
Ultra AC/5	RA	3	7
Ammo (Ultra) 40	RT	2	2
ER PPC	RT	2	6
LRM 15	RT	2	3.5
Ammo (LRM) 8	RT	1	1
ER PPC	LT	2	6
LRM 15	LT	2	3.5
Ammo (LRM) 8	LT	1	1
Ammo (Ultra) 40	LT	2	2
Ultra AC/5	LA	3	7
Ultra AC/5	LA	3	7

Notes: Features the following Design Quirks: Fine Manipulators, Improved Sensors, Improved Targeting (Long).





Mass: 100 tons

Chassis: Dynamic Endo Steel

Power Plant: LTV 400 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Heavy

Armament:

4 Mydron Excel 5SG LB 5-X Autocannons

4 Diverse Optics Sunfire Extended-Range
Medium Lasers

Manufacturer: Eris Enterprises Design Group,
Dynamic Ordnance and Ammunition

Primary Factory: Capolla (Eris), Galatea
(Dynamic)

Communications System: Neil 8000

Targeting & Tracking System: Dynatec 2780

Overview

The *Malice*, a joint venture between Eris Enterprises Design Group and Dynamic Ordnance and Ammunition, entered service just before the Blackout. A fast—so far as that goes for a 100-ton 'Mech—assault machine, it found instant acceptance with mercenary buyers on Galatea and RAF purchasers on Capolla. The Fortress cut Eris off from the rest of the Inner Sphere, but Dynamic has been selling the *Malice* to mercenaries as fast as they can be built.

Capabilities

The key element of the *Malice's* success is its speed for a 100-ton 'Mech. To maintain this advantage the *Malice's* knees are protected by Dynamic's "demon leg" double knee. The Mydron Excel cannons are tried-and-true weapons, backed up by proven Diverse Optics lasers, and the 'Mech carries a thick sheath of Durallex Heavy armor.

Deployment

The *Malice* appears in both of the Galatean Defense Force regiments, as well as most of the mercenary units of any quality that operate off of Galatea. With the heavy fighting in and around those worlds, *Malices* have earned quite a reputation.

In 3144 a small mercenary company called the Whiskey Tangos raided the Lyrans world Vindematrix, under contract to the Galatean Defense League to claim a supply dump from the LCAF. The Tangos were barely a company in strength, two *Malices* supported by six Shandras and three Behemoth II heavy tanks. Defending the supply dump was a medium 'Mech lance and a company of battlesuit infantry.

The Tangos used their Shandras to try and draw the Lyrans away. The six scout vehicles sped toward the depot and then veered off, firing a single volley from their SRM racks to draw attention. They succeeded in drawing the 'Mechs out of the depot, but instead of clearing the area they detected the heavy elements of the Tangos closing. The Lyrans 'Mechs barely had time to turn around before the *Malices* and Behemoths were in range. As the battlesuits ran from the depot, the battle began.

The *Malices* ignored the 'Mechs after two initial barrages, leaving the 'Mechs to the Behemoths. Instead, they spun around and opened fire on the approaching battlesuits at long range. The battlesuits, lacking APCs and charging across a cleared killing ground, suffered horrendous losses to the *Malices'* submunitions. By the time they reached firing range of their own weapons, barely a platoon and a half was combat ready, and they were easy prey for the *Malices'* medium lasers. The Behemoths, too

heavily armed and armored to be easily overrun by the Lyrans 'Mechs, were just being pressed back when the Tango Shandras returned, volleying missiles into the Lyrans 'Mechs' rear. The Lyrans broke off, leaving the depot to the mercenaries.

Variants

For such a young 'Mech the *Malice* has a surprising number of variants. Whether upgrading two of the autocannons to LB 10-X or swapping them for light autocannons to take advantage of specialty ammunition, they are all powerful machines. The most rare, the YZ, a specialty Clan version available from Eris, is a mixed-technology moving massacre.

Notable Units

Nicolas Oleance: Oleance is one of the *Malice* pilots in the Whiskey Tangos. A former LCAF MechWarrior, he was chosen to lead the Vindematrix raid because of his experience with Lyrans tactics. He knew the MechWarriors would chase the Shandras, despite the physical impossibility of catching them, because they'd want the glory of victory to earn promotions. Since his return he has been courted by the Defense League to accept a position in one of the GDL regiments, but he is holding out for offers for the entire Whiskey Tangos.

Major Sabine Westhaven: Major Westhaven oversees three raiding parties based with the XVI Hastati on Zollikofen, maintaining the strict discipline these squads must maintain to protect the Fortress' secret. She participates regularly with them in training, often taking her YZ *Malice* into the field to make certain her troopers are ready to face the most dangerous opponents possible. Despite repeated requests, however, she has been denied permission to accompany any of her raiding parties across the Fortress.

Type: **Malice**

Technology Base: Inner Sphere

Tonnage: 100

Battle Value: 1,852

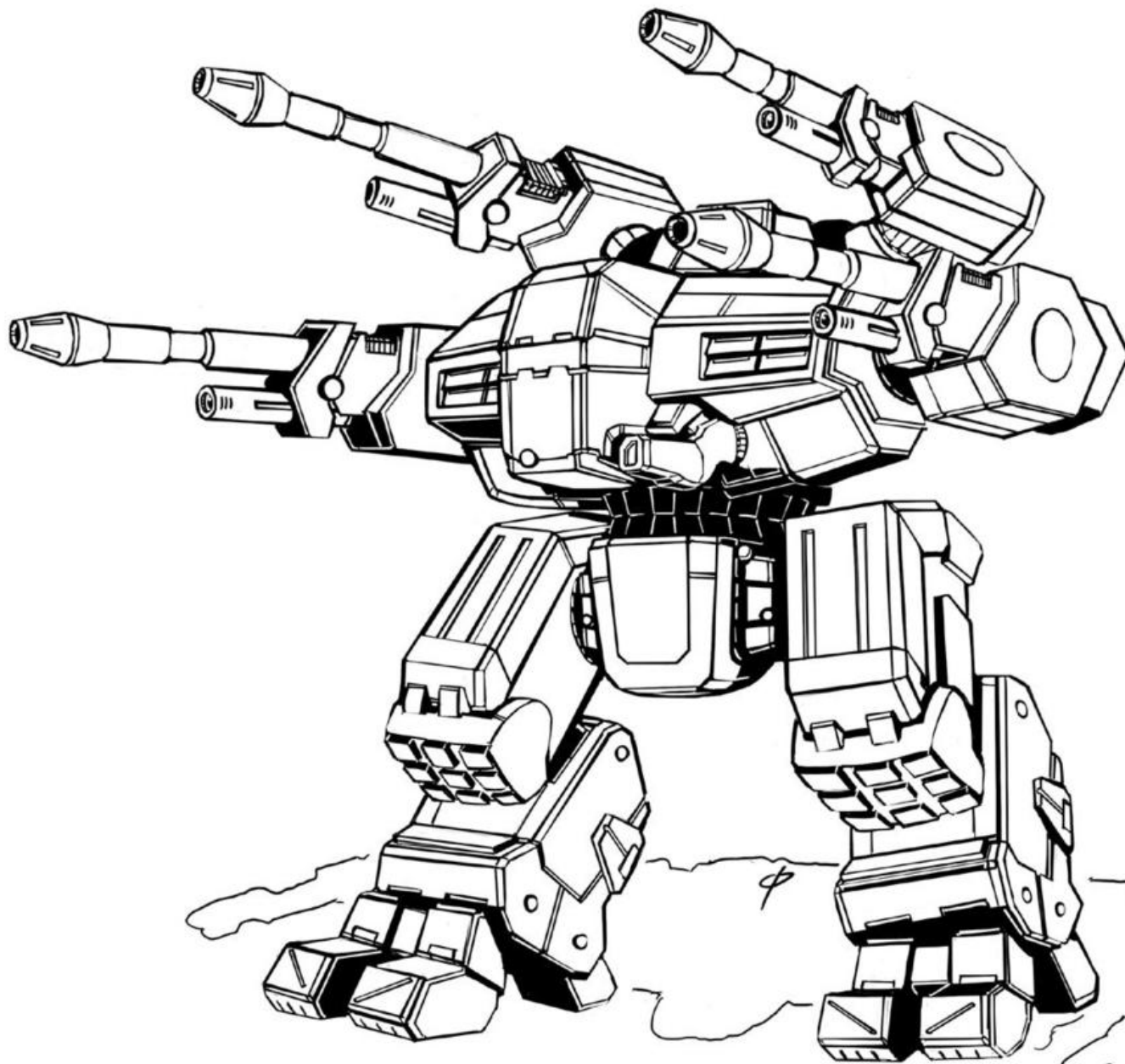
Equipment

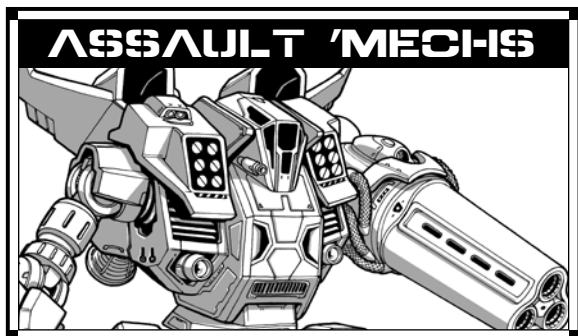
Internal Structure:	Endo Steel	Mass
Engine:	400 XL	5
Walking MP:	4	26.5
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor:	307	19.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	42
Center Torso (rear)		20
R/L Torso	21	30
R/L Torso (rear)		12
R/L Arm	17	34
R/L Leg	21	42

Weapons and Ammo

	Location	Critical	Tonnage
LB 5-X AC	RA	5	8
ER Medium Laser	RA	1	1
LB 5-X AC	RT	5	8
ER Medium Laser	RT	1	1
Ammo (LB-X) 40	RT	2	2
LB 5-X AC	LT	5	8
ER Medium Laser	LT	1	1
Ammo (LB-X) 40	LT	2	2
LB 5-X AC	LA	5	8
ER Medium Laser	LA	1	1

Notes: Features the following Design Quirk: Protected Actuators.





Mass: 100 tons

Chassis: Hollis XNT Mark V

Power Plant: Vlar 300

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Heavy

Armament:

1 GE 508 Class 20 Autocannon

1 Donal PPC

3 Martell Medium Lasers

1 Holly Short Range Missile Pack (6)

1 Diverse Optics Type 10 Small Laser

Manufacturer: Hollis Industries

Primary Factory: Corey

Communications System: HartfordCo Com 2500

Targeting and Tracking System: HartfordCo XKX 2

Overview

Many were shocked when Hollis was given a contract to build the *Catapult*, as the company had never built a 'Mech before. Few knew that Hollis had been working for decades on a revolutionary 'Mech design. A young engineer named Dr. David Harrison had an idea that a four-legged 'Mech could be a solid firing platform. Hollis, naming the design after the horse that bore Achilles, used the largest chassis feasible to hold his vision.

Due to working so secretly (to the extent of refusing any outside engineering aid), Hollis was decades behind basic 'Mech know-how, and the four-legged technology was completely in its infancy.

After the Terran Hegemony canceled the *Catapult*, Hollis pushed the *Xanthos* project into overdrive, hoping that throwing money at the design would generate success. Despite Harrison's objections, the design was pushed to production. It was presented to a Star League purchasing review committee and failed miserably. The *Xanthos* was clumsy and stiff during the few times the pilot was able to keep the design upright.

After sinking so much money into the *Xanthos*, Hollis didn't have the financial reserves to explore other options. Hollis was later able to employ refinements from Harrison's technologically successful *Scorpion* and *Goliath* designs to get a serviceable version of the *Xanthos*, but the original bad publicity and broken promises resulted in poor sales of the *Xanthos* (and acceptance problems for the *Scorpion* and *Goliath*). Within a few years, Hollis declared bankruptcy. Hollis shrank to a refit and maintenance firm that bounced in and out of solvency for decades until their successful *BattleMaster* turned the company's fortunes around.

Capabilities

Once the kinks were worked out of the *Xanthos*, it proved to be a solid assault design. Over twenty tons of armor and twenty-three heat sinks granted the *Xanthos* great battlefield endurance. A PPC provides long-range firepower to supplement a massive GE autocannon. A trio of lasers and a six-tube rack of short-range missiles exploit damage wrought by the heavier weapons. With only fifteen salvos each for the autocannon and missile rack at their disposal, new pilots may worry about endurance, but with decent escorts the *Xanthos* can empty the ammo bins and use the energy weapons to clean up the battlefield.

Deployment

House Liao purchased most of the *Xanthos* 30's. The 'Mechs did well in the field, but delivery delays led the Confederation to end procurement of the assault machine. Attrition resulted in the design disappearing from the battlefield by the Second Succession War.

Elite Capellan, mercenary, and Lyran units have been receiving the redesigned *Xanthos* in the past few years.

Variants

A few of the primitive prototypes can be found in museums or landfills on Corey. With heavy, archaic components, the XNT-20 had lighter weaponry and fewer heat sinks than the production model XNT-30.

Learning from history, Hollis and Norse Storm worked together to redesign the *Xanthos* for the 31st century. The XNT-40 uses a compact engine and heavy duty gyro to free up room and add durability to the original chassis. The lasers were upgraded to ER versions while a heavy PPC and twin light PPCs replaced the other weapons. For increased mobility, a trio of jump jets was mounted, and the design was covered with 20.5 tons of stealth armor.

The two companies are also experimenting with the XNT-50. This variant uses an endo-steel frame and light ferro-fibrous armor, and replaces the weapons with an ER PPC, a quintuplet of medium pulse lasers, and a rear-mounted ER small laser. A compact gyroscope makes room for five improved jump jets.

Notable MechWarriors

Colonel (Ret) Edward N. Smith: Caught off of Northwind as his wife was receiving medical care on Canopus IV during the first shots of the Jihad, Smith joined with Devlin Stone to fight against the Blakists blockading his home world. Smith is able to use his *Xanthos* to anchor an assault unit, often making himself the main target of enemy fire while his lancemates get position to destroy their opponents.

Sao-shao Jia Fournier: Fighting in Operation Sovereign Justice was good for the Holdfast Guards. Fournier was promoted for her actions, and her abused *Goliath* was replaced with a new *Xanthos*. Her expertise at piloting a quad has shown in skirmishes with Blakist forces, though the durability of the *Xanthos* is the only reason she has returned from some missions. Units under her command respect her, but superstition about a green-eyed woman often results in some minor insubordination.

XNT-30 XANTHOS

ASSAULT 'MECHS

193

Type: **Xanthos**

Technology Base: Inner Sphere

Tonnage: 100

Battle Value: 1,948

Equipment

Internal Structure:

Engine: 300

Walking MP: 3

Running MP: 5

Jumping MP: 0

Heat Sinks: 23

Gyro: 3

Cockpit: 3

Armor Factor: 323

Mass

100

19

Internal
Structure

Armor
Value

Head 3 9

Center Torso 31 46

Center Torso (rear) 16

R/L Torso 21 32

R/L Torso (rear) 10

R/L Front Leg 21 42

R/L Rear Leg 21 42

Weapons

and Ammo

Location Critical Tonnage

AC/20 RT 10 14

Medium Laser RT 1 1

Ammo (AC) 5 RT 1 1

PPC LT 3 7

Medium Laser LT 1 1

Small Laser LT(R) 1 .5

SRM 6 LT 2 3

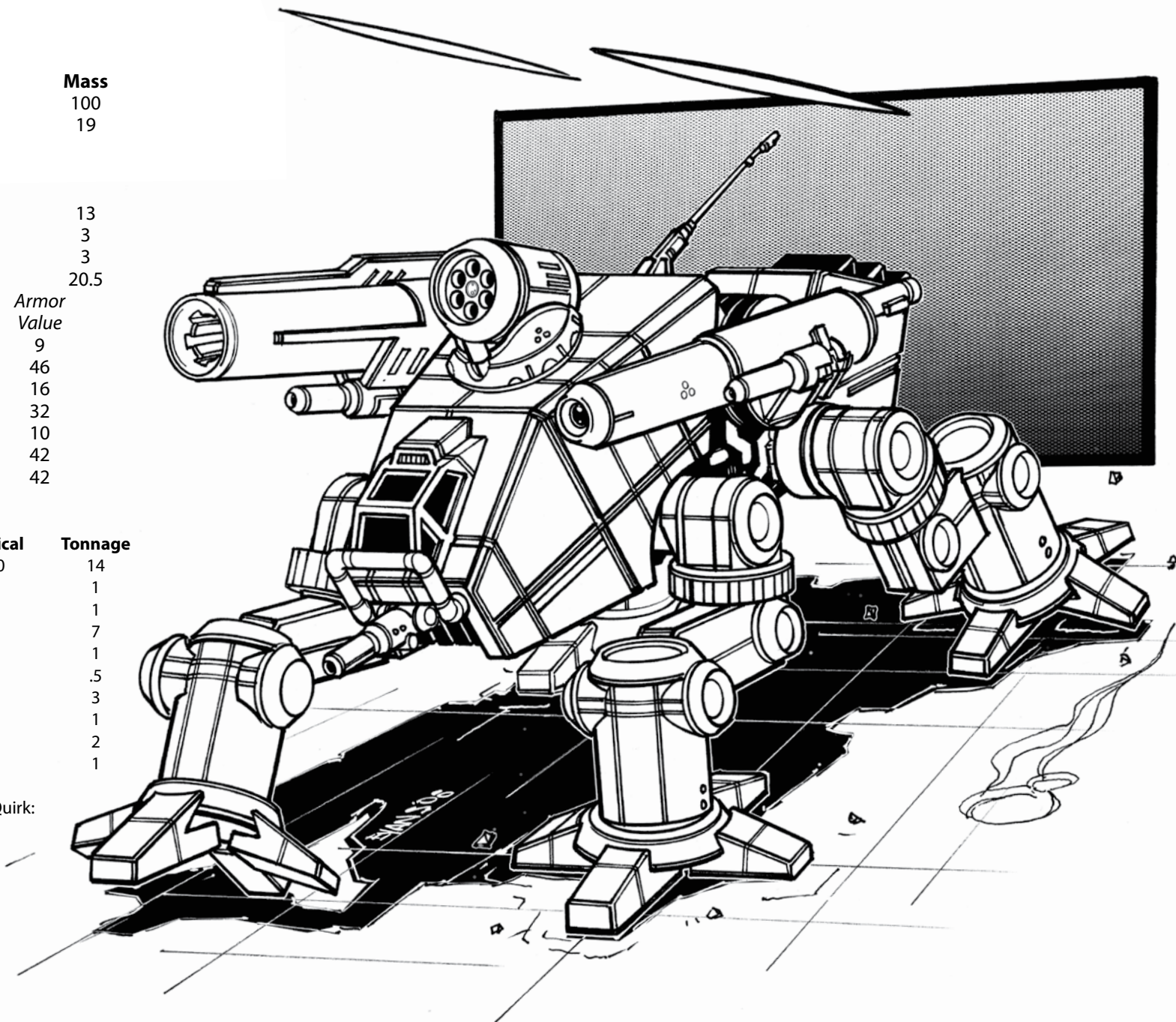
Ammo (SRM) 15 LT 1 1

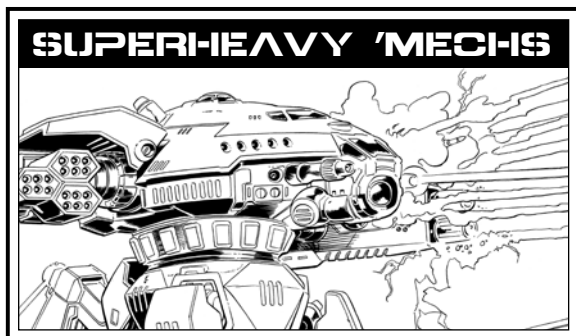
Ammo (AC) 10 LT 2 2

Medium Laser H 1 1

Notes: Features the following Design Quirk:

Improved Life Support.





Mass: 125 tons

Chassis: Rhodes-P Endo Steel

Power Plant: PlasmaStar 375 XL

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Maximillian 320 with CASE II

Armament:

2 Hyperion Lance Extended-Range
Medium Lasers

3 Hyperion Ray Extended-Range Small Lasers

2 Hyperion Titan Bolt Extended-Range
Particle Projection Cannons

2 LongFire Light LRM 5 Launchers

1 Skobel Drotnik MRM 20 Launcher

3 Harvester 2K SRM 2 Launchers

1 Brontios Tight-Stream Electromagnetic
Pulse Cannon

6 Titan's Tread A-Pods

Manufacturer: Rhodes Foundry

Primary Factory: Devil's Rock

Communications System: Titan's Shout Mk. IVA

Targeting & Tracking System: Titan's Vantage Mk. II
with Apollo FCS

Overview

Ever since the dawn of the BattleMech, it seems, engineers have tried to develop a walking war machine capable of breaking the so-called "100-ton barrier," that point where simply too much mass stresses a frame made of too many moving parts. In the days of the original Star League, there were

many attempts made to do this—all the way to the realm's bitter end with "Amaris' Folly" itself, the *Matar*. It was not until the waning days of the Jihad that the technology emerged to make viable super-heavy 'Mechs, but the sheer devastation that befell Terra, and the taint of any machines made from Word of Blake research, led to a moratorium on the notion of building 'Mechs bigger, stronger, and better than before. Having the sponsoring realm champion the cause of universal peace and minimal armies didn't help either.

But that's not to say the Republic of the Sphere wasn't ready to leap at the chance. No sooner had war erupted in the wake of the Blackout, and the Fortress walls had gone up, than the Rhodes Project went into overdrive—aimed at giving the Republic nothing short of the ultimate 'Mech.

Capabilities

The PSD-V2 *Poseidon* is the spiritual successor to the Republic's first experimental attempt at a superheavy BattleMech—a lumbering biped known as the *Orca*. Itself derived from engineering specs for the Word of Blake's *Omega*, the *Orca* project was mothballed shortly after it produced its prototype models. Though forgotten by most, lessons from the *Orca* inspired the *Poseidon*'s development down to its endo steel bones and reinforced actuators. Reengineered for greater stability and battlefield flexibility, the first prototypes of these superheavy tripods emerged from secret facilities on Terra and went through their paces against a surprising enemy: the Republic Senate.

Deployment

The *Poseidon* is the first of the tripod superheavies—or, as many have dubbed them, "Colossals"—produced by the Rhodes Project, but one wouldn't know that from the hype. Unlike the heavier *Ares*, the *Poseidon* was not built for modular technology. This made it easy for observers to identify many of its features once they survived the initial encounters.

Prototypes of this unit first saw action at the Serbian proving grounds on Terra, when rebel senatorial forces attempted to seize the top secret

facilities there in 3135. Two test bed PSD-X1 models took the rebels completely by surprise, achieving almost as much in their shocking appearance as they managed with their weapons. The entire engagement took place under a blackout imposed by the proving grounds' loyalist commanders, and was subsequently classified under orders from Exarch Levin himself, but details of the *Poseidons*' performance quickly led to the refinements that appeared on the final PSD-V2s.

At present, all *Poseidon*- and *Ares*-class super-heavy tripods are being used only by the RAF's most reliable commands, with the majority deployed only in defensive roles.

Notable Units

Captain Jacques Wolfcastle: As a test pilot for the Rhodes Project, then-Lieutenant Wolfcastle gained the distinction of being one of the Republic's first *Poseidon* pilots to see combat, at the helm of a prototype X1 in Serbia. Though he operated the machine solo—the three-man cockpit systems were not fully established and integrated yet—and was saddled with a faulty targeting system, he managed to drive off the rebel senatorial forces with a combination of intimidation and what he called "spray and pray" shooting.

In recognition of his bravery and loyalty, Wolfcastle was promoted to captain and given command of one of the first completed V2 *Poseidons*. Posted now to Stone's Fury on Liberty, he has since honed his skills with a full crew of veteran MechWarriors, and leads a full lance of superheavy tripods. His combat style remains focused on using shock as his primary weapon, demoralizing the enemy with overkill attacks and saturation fire all designed to deliver more flash and thunder than surgical precision.

PSD-V2 POSEIDON

SUPERHEAVY 'MECHS 195

Type: **Poseidon**

Technology Base: Mixed Inner Sphere (Advanced)

Tonnage: 125

Battle Value: 3,677

Equipment

Internal Structure:	Endo Steel	14
Engine:	375 XL	19.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	20 [40]	10
Gyro:		8
Cockpit:		5
Armor Factor:	384	24
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	4	12
Center Torso	38	55
Center Torso (rear)		21
R/L Torso	26	40
R/L Torso (rear)		12
R/L Arm	21	36
R/C/L Leg	26	40

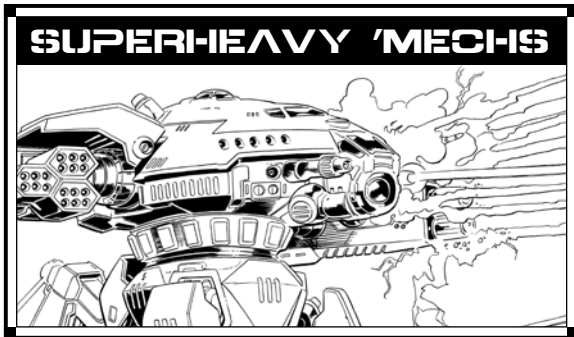
Weapons

and Ammo	Location	Critical	Tonnage
MRM 20	RA	2	7
Apollo FCS	RA	1	1
TSEMP	RA	3	6
ER Medium Laser (C)	RT	1	1
ER Small Laser (C)	RT	1	.5
LRM 5	RT	1	2
SRM 2	RT	1	1
Ammo (SRM) 50	RT	1	1
Ammo (MRM) 12	RT	1	1
CASE II	RT	1	1
ER Small Laser (C)	CT	1	.5
SRM 2	CT	1	1
ER Medium Laser (C)	LT	1	1
ER Small Laser (C)	LT	1	.5
LRM 5	LT	1	2
SRM 2	LT	1	1
Ammo (LRM) 24	LT	1	1
CASE II	LT	1	1
2 ER PPC (C)	LA	2	12
2 A-Pods	RL	2	1
2 A-Pods	CL	2	1
2 A-Pods	LL	2	1



Notes: Features the following Design Quirks:
Command BattleMech, Distracting, Searchlight.

MPLOG



Mass: 135 tons

Chassis: Rhodes-M Endo-Composite

Power Plant: PlasmaStar 270

Cruising Speed: 21 kph

Maximum Speed: 32 kph

Jump Jets: None

Jump Capacity: None

Armor: Maximillian 320 with CASE II

Armament:

41 tons of pod space available

2 Hyperion Lance Extended-Range
Medium Lasers

3 Hyperion Ray Extended-Range Small Lasers

2 LongFire Light LRM 5 Launchers

3 Harvester 2K SRM 2 Launchers

6 Titan's Tread A-Pods

Manufacturer: Rhodes Foundry

Primary Factory: Devil's Rock

Communications System: Titan's Shout Mk. IVA

Targeting & Tracking System: Titan's Vantage Mk. II

Overview

Even as the *Poseidons* completed their early prototype trials, plans were drawn up for a second, more flexible superheavy 'Mech. Though heavier and slower, the *Ares* would make up for its deficiencies with thicker armor, a reconfigurable payload, and the ability to transport friendly battle armor. This OmniMech approach helps tech crews service these machines faster, while bringing greater firepower to the field, up to and including artillery support. That all of this comes in a package so visually similar to its sister 'Mech is a bonus, as it now means that enemy

commanders are never sure what to expect from the *Ares* until it opens fire.

Capabilities

Once more using the unique tripedal humanoid chassis type, the *Ares* was built to resemble the *Poseidon* almost down to the last bolt and rivet. While this, at first, merely came about for the convenience of the Rhodes Project engineers, who were developing two superheavy tripods at the same time, the incidental result also helped to confound casual observers and spies alike.

To play up on this last point, further confusion has been added by adapting Word of Blake-style alternate nomenclature to the configurations. Instead of the simpler, easy to remember letter designations, it has become a common practice among *Ares* pilots and commanders to refer to their 'Mechs by their configuration names, sometimes even dropping *Ares* in the process. This has spawned many erroneous reports over the past decade, where non-Republic observers have identified the Zeus, Hera, and Hades all as different tripod models, rather than merely field configurations using the same chassis.

Deployment

Ares tripods have been deployed to all of the Stone's Brigade regiments, with a decidedly higher number appearing in the Lament and the Defenders on Terra. Outside of this, a company of these machines is also posted at the Devil's Rock factories where they are assembled, augmenting the planetary defenses that already include the XV Hastati Sentinels.

This, of course, is only prudent. As Devil's Rock stands on the very edge of the Fortress, one jump from the Wolf Empire, it will surely be caught in the first wave of any Clan invasion of the Republic. Because of this, frantic efforts continue to duplicate the production of both the *Ares* and *Poseidon* tripods on Mars in the Terran system. It is hoped that these factories will come online by the end of the decade. In the meantime, the Devil's Rock factories and their power centers have been rigged with powerful demolition charges that the base commanders may activate in the event of imminent capture.

Meanwhile, covert reconnaissance and raiding

continues throughout the area, mainly to keep an eye on the activities of the Republic's neighbors, but also to preemptively disrupt any potential attacks against the Republic in general, and Devil's Rock in specific.

Notable Units

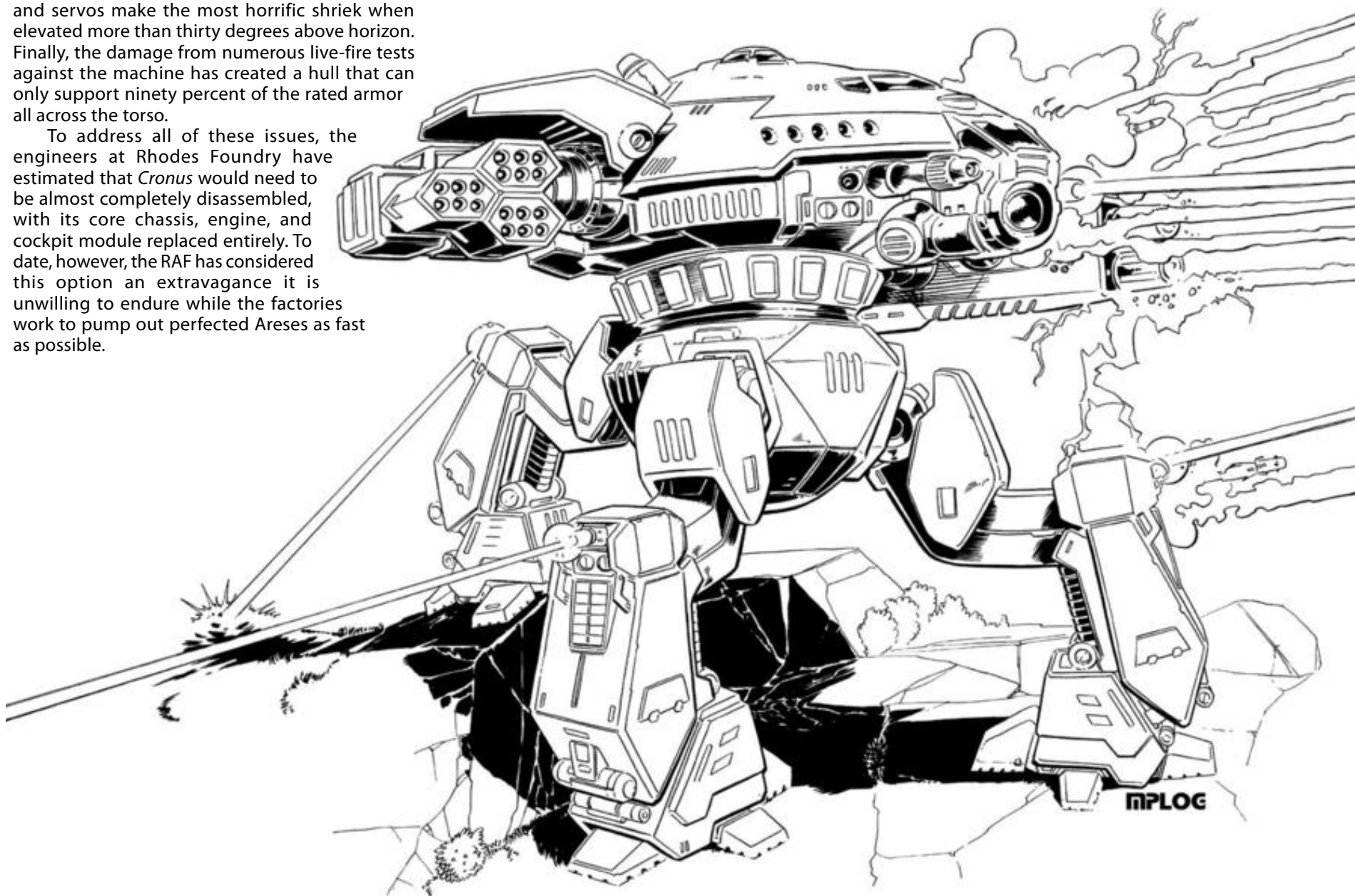
Knight Collette Drummond: Collette Drummond is a ghost. Even though she commanded one of the first *Ares*-class superheavy tripods deployed, she has made it a point to keep her enemies guessing. It was not long after the Fortress walls went up that reports of the "Colossal 'Mechs" hit media sites in and around the Republic. In one of the most infamous examples, a raid against a militia base on a former Republic world showed a desert-camouflaged *Ares*—Drummond's—stomping its way through a spaceport with an *Atlas III* escort.

Sent out to raid worlds around the Republic, testing her *Ares* against various rival states while gathering intelligence and helping evacuate stragglers left outside of the Fortress, Drummond took maximum advantage of the *Ares*' modular design, having her crews and techs constantly alter the configuration and even the color schemes between each encounter. These changes were far from random, however; using an internal logic all her own, Drummond developed a detailed backstory for each configuration and color scheme she used, and tracked all of them in a digital diary to maintain continuity. In this way, she fooled many intelligence services—across multiple realms—into believing that there were dozens of these Colossals attacking worlds around the Republic, even when the numbers were far fewer.

Cronus: The first of the *Ares*-class tripods ever produced, *Cronus* has all of the hallmarks of a prototype. High-stress tests on its mobility systems have given the machine a curious limp that slows it to a crawl especially over uneven and rough terrains. Meanwhile, it's slightly outmoded configuration software has been repeatedly patched throughout its trials, causing occasional sensor ghosts and—to the outrage of its crew—periodic confusion over

the 'Mech's non-fixed payload. The engine has a slow coolant leak its techs have never been able to pin down, while the right arm actuators and servos make the most horrific shriek when elevated more than thirty degrees above horizon. Finally, the damage from numerous live-fire tests against the machine has created a hull that can only support ninety percent of the rated armor all across the torso.

To address all of these issues, the engineers at Rhodes Foundry have estimated that *Cronus* would need to be almost completely disassembled, with its core chassis, engine, and cockpit module replaced entirely. To date, however, the RAF has considered this option an extravagance it is unwilling to endure while the factories work to pump out perfected Areses as fast as possible.



Type: Ares

Technology Base: Mixed Inner Sphere (Advanced)

Tonnage: 135

Battle Value: 3,677

Equipment		Mass
Internal Structure:	Endo-Composite	22.5
Engine:	270	14.5
Walking MP:	2	
Running MP:	3	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		6
Cockpit:		5
Armor Factor:	456	28.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	4	12
Center Torso	41	60
Center Torso (rear)		22
R/L Torso	28	40
R/L Torso (rear)		16
R/L Arm	22	41
R/C/L Leg	28	56

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	Endo-Composite	0
Center Torso	ER Small Laser (C) SRM 2	4
Right Torso	Endo-Composite ER Medium Laser (C) ER Small Laser (C) LRM 5 SRM 2 Ammo (SRM) 50 CASE II	6
Left Torso	ER Medium Laser (C) ER Small Laser (C) LRM 5 SRM 2 Ammo (LRM) 24 CASE II	6
Right Arm	Endo-Composite	7
Left Arm	Endo-Composite	7
Right Leg	2 A-Pod	0
Center Leg	2 A-Pod	0
Left Leg	2 A-Pod	0

Fixed Equipment	Location	Critical	Tonnage
ER Medium Laser (C)	RT	1	1
ER Small Laser (C)	RT	1	.5
LRM 5	RT	1	2
SRM 2	RT	1	1
Ammo (SRM) 50	RT	1	1
CASE II	RT	1	1
ER Small Laser (C)	CT	1	.5
SRM 2	CT	1	1
ER Medium Laser (C)	LT	1	1
ER Small Laser (C)	LT	1	.5
LRM 5	LT	1	2
SRM 2	LT	1	1
Ammo (LRM) 24	LT	1	1
CASE II	LT	1	1
2 A-Pods	RL	2	1
2 A-Pods	CL	2	1
2 A-Pods	LL	2	1

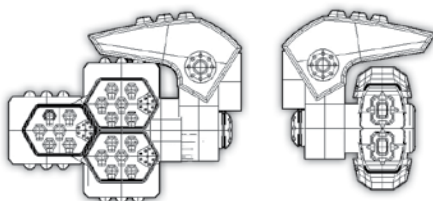
Notes: Features the following Design Quirks: Command BattleMech, Distracting, Searchlight.

Weapons and Ammo	Location	Critical	Tonnage
<i>Zeus (Primary) Weapons Configuration</i>			
3 Streak SRM 6 (C)	RA	3	9
Ammo (Streak) 60	RA	2	4
CASE II	RA	1	1
Double Heat Sink	RA	2	1
3 Double Heat Sinks	RT	6	3
Targeting Computer	CT	2	4
Double Heat Sink	CT	2	1
3 Double Heat Sinks	LT	6	3
2 ER PPC (C)	LA	2	12
3 Double Heat Sinks	LA	6	3

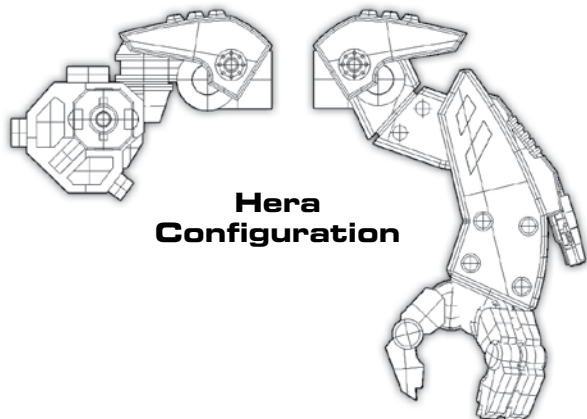
Weapons and Ammo	Location	Critical	Tonnage
<i>Hera (Alternate A) Weapons Configuration</i>			
Improved Heavy Gauss Rifle	RA	6	20
CASE II	RA	1	1
Double Heat Sink	RA	2	1
Ammo (iHeavy Gauss) 24	RT	3	6
Double Heat Sink	RT	2	1
2 Double Heat Sinks	CT	4	2
3 Double Heat Sinks	LT	6	3
3 ER Medium Pulse Lasers (C)	LA	3	6
Double Heat Sink	LA	2	1
Battle Value: 3,238			



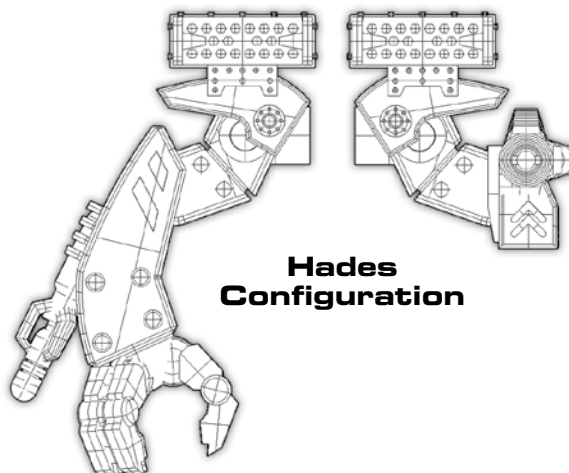
Zeus Configuration



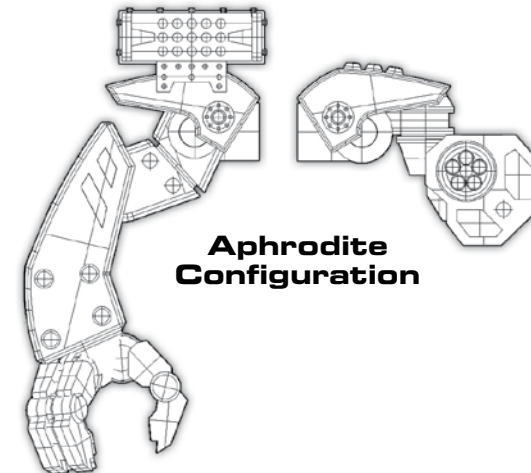
Hera Configuration



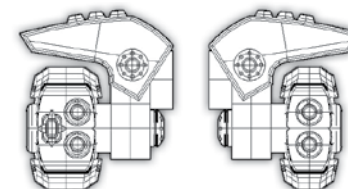
Hades Configuration



Aphrodite Configuration



Hephaestus Configuration



Weapons

and Ammo Location Critical Tonnage

Hades (Alternate B) Weapons Configuration

MRM 20	RA	2	7
Apollo FCS	RA	1	1
TSEMP	RA	3	6
Ammo (MRM) 12	RT	1	1
2 Double Heat Sinks	CT	4	2
Ammo (MRM) 12	LT	1	1
Ultra AC/10 (C)	LA	2	10
Ammo (Ultra) 40	LA	2	4
MRM 20	LA	2	7
Apollo FCS	LA	1	1
CASE II	LA	1	1

Battle Value: 3,123

Weapons

and Ammo Location Critical Tonnage

Aphrodite (Alternate C) Weapons Configuration

3 Streak LRM 5 (C)	RA	3	6
Ammo (Streak) 48	RA	1	2
CASE II	RA	1	1
Double Heat Sink	RA	2	1
C ³ Master Unit	RT	3	5
Double Heat Sink	RT	2	1
Angel ECM Suite	CT	1	2
Double Heat Sink	CT	2	1
C ³ Master Unit	LT	3	5
Double Heat Sink	LT	2	1
Rotary AC/5 (C)	LA	4	10
Ammo (RAC) 80	LA	2	4
CASE II	LA	1	1
Double Heat Sink	LA	2	1

Battle Value: 3,194

Weapons

and Ammo Location Critical Tonnage

Hephaestus (Alternate D) Weapons Configuration

2 Large Pulse Lasers (C)	RA	2	12
Light PPC	RA	1	3
3 Double Heat Sinks	RA	6	3
3 Double Heat Sinks	RT	6	3
Radical			
Heat Sink System	CT	2	4
Double Heat Sink	CT	2	1
3 Double Heat Sinks	LT	6	3
2 ER Large Lasers (C)	LA	2	8
C ³ Slave Unit	LA	1	1
3 Double Heat Sinks	LA	6	3

Battle Value: 3,256

In the Dark Age Era, the 'Mechs found on the battlefields of the Republic and Inner Sphere feature game and equipment rules not entirely contained within the *BattleMech Manual*. The specific 'Mechs are as follows:

BATTLEMECH	PAGES	NON-BMM RULES	GAME RULES (OR RULESET)
<i>Crosscut</i>	22–23	IndustrialMech Chainsaw	<i>Total Warfare</i> <i>Total Warfare</i> , p. 134
<i>Pack Hunter II</i>	28–29	B-Pods	<i>Total Warfare</i> , p. 130
<i>Eyrie</i>	36–37	Laser Heat Sinks	<i>Tactical Operations: AU&E</i> , p. 129
<i>Jaguar</i>	40–41	Quad Turret	<i>Tactical Operations: AU&E</i> , p. 159
<i>Araña</i>	48–49	IndustrialMech Quad Turret	<i>Total Warfare</i> <i>Tactical Operations: AU&E</i> , p. 159
<i>Raven II</i>	56–57	TSEMP	<i>Interstellar Operations</i> , pp. 90–91
<i>Scarecrow</i>	58–59	Chameleon LPS B-Pods	<i>Tactical Operations: AU&E</i> , p. 112 <i>Total Warfare</i> , p. 130
<i>Stalking Spider II</i>	62–63	Quad Turret	<i>Tactical Operations: AU&E</i> , p. 159
<i>Violator</i>	64–65	Mining Drill	<i>Total Warfare</i> , p. 138
<i>Centurion</i>	72–73	Medium Shield	<i>Tactical Operations: AU&E</i> , p. 103
<i>Raider</i>	78–79	Non-Fusion BattleMech Dual Saw	<i>Tactical Operations: AU&E</i> , p. 120 <i>Total Warfare</i> , p. 134
<i>Sarath</i>	80–81	Spikes Quad Turret	<i>Tactical Operations: AU&E</i> , p. 103 <i>Tactical Operations: AU&E</i> , p. 159
<i>Gyrfalcon</i>	94–95	Laser Heat Sinks	<i>Tactical Operations: AU&E</i> , p. 129
<i>Lament</i>	118–119	Radical Heat Sink System	<i>Interstellar Operations</i> , p. 89
<i>Loki Mk II (Hel)</i>	120–121	Long Tom Cannon	<i>Tactical Operations: AU&E</i> , p. 97
<i>Black Knight</i>	138–139	Medium Shield	<i>Tactical Operations: AU&E</i> , p. 103
<i>Warwolf</i>	158–159	Reactive Armor	<i>Tactical Operations: AU&E</i> , p. 94
<i>Doloire</i>	162–163	TSEMP	<i>Interstellar Operations</i> , pp. 90–91
<i>Zeus-X</i>	164–165	Reactive Armor Command Console	<i>Tactical Operations: AU&E</i> , p. 94 <i>Tactical Operations: AU&E</i> , p. 113
<i>Shrike</i>	180–181	Laser Heat Sinks	<i>Tactical Operations: AU&E</i> , p. 129
<i>Tenshi</i>	182–183	TSEMP	<i>Interstellar Operations</i> , pp. 90–91
<i>Atlas III</i>	186–187	Small Shields Radical Heat Sink System	<i>Tactical Operations: AU&E</i> , p. 103 <i>Interstellar Operations</i> , p. 89
<i>Poseidon</i>	194–195	Superheavy 'Mech Tripod 'Mech	<i>Interstellar Operations</i> , pp. 159–160 <i>Interstellar Operations</i> , pp. 164–165
		A-Pods	<i>Total Warfare</i> , p. 130
		TSEMP	<i>Interstellar Operations</i> , pp. 90–91
<i>Ares</i>	196–199	Superheavy 'Mech Tripod 'Mech	<i>Interstellar Operations</i> , pp. 159–160 <i>Interstellar Operations</i> , pp. 164–165
		A-Pods	<i>Total Warfare</i> , p. 130
		Radical Heat Sink System	<i>Interstellar Operations</i> , p. 89
		TSEMP	<i>Interstellar Operations</i> , pp. 90–91