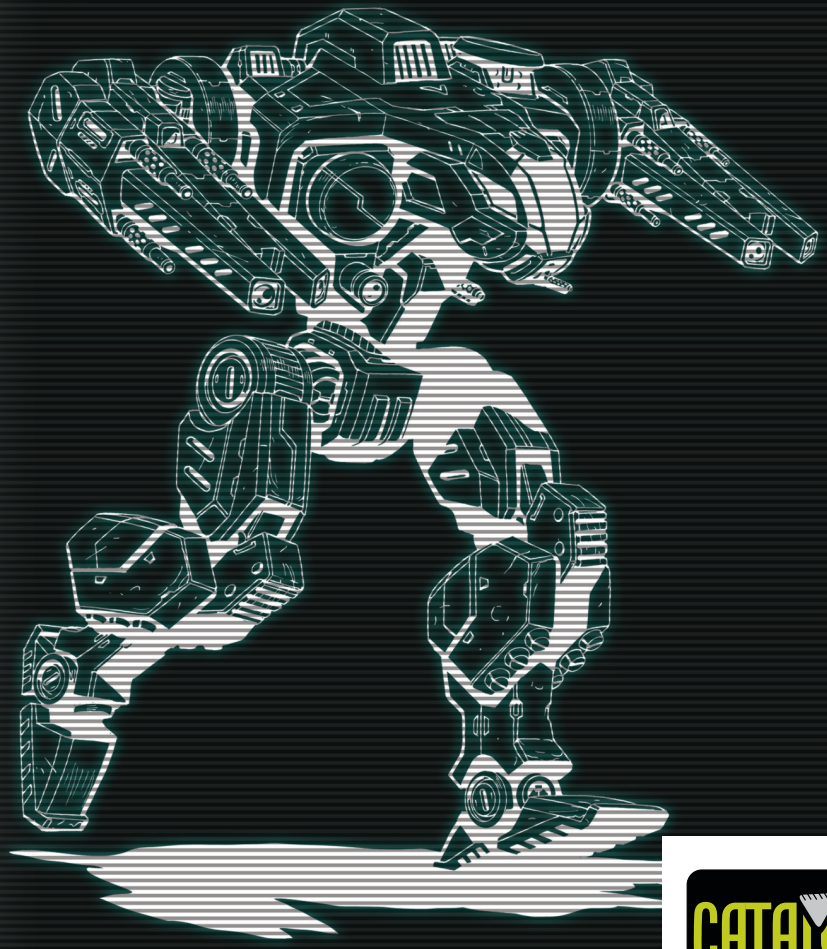
BATTLETECH™

TECHNICAL™ READOUT: 3150



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WALLS CAME TUMBLING DOWN



War has spread across the Inner Sphere, shattering and shifting alliances both old and new. As the Clans once more close in on humanity's homeworld of Terra, the walls of Fortress have come down, revealing the return of Devlin Stone. Desperate for any edge, the Great Houses, Clans, and Periphery states of the Inner Sphere have unleashed a flood of new war machines, rushing them into battle on every front.

Technical Readout: 3150 collects the latest generation of battle armor, vehicles, 'Mechs, and aerospace units from around the Inner Sphere in a single print volume for the first time, complementing the Republic-heavy units shown in *Technical Readout: 3145*. Featuring new technologies found in *Era Report: 3145* and *Field Manual: 3145*, with new variants and notable pilots, this volume provides players with a glimpse into the twilight years of the Dark Age Era.

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TECHNICAL READOUT



3150

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Special Thanks

Special thanks from Ben: I'd like to thank every fan of this venerable game, both past and present. It's to the future we look now; this TRO is one more step forward in that direction. Many thanks to the writers, factcheckers, playtesters, and unit designers who spent valuable time wrangling both new and 'repackaged' units into weapons of war for your tabletop games. As we enter a time of fallen capitals, emerging empires, and shifting technologies, we at CGL love and appreciate ALL of our fans; thank you for joining us all these years for giant stompy robot tomfoolery and destruction!

Special thanks from Johannes: *Technical Readout: 3150* is a sister volume to *Technical Readout: 3145*—all heartfelt appreciation for that herculean effort is applicable to this book, too. The quality of teamwork on these technical readouts has been without parallel. Jason Schmetzer, the product developer of the initial volume, deserves endless praise for overseeing the many contributions to this collaborative project. As do all the participants of *Technical Readout: 3145*, be it production team, writers, unit design team, proofers, or fact checkers.

But an enormous amount of work was also invested into making this *Technical Readout: 3150*. Ben H. Rome was responsible for guiding a brave team of writers in telling the *BattleTech* story beyond 3145. Together, Ben, Herbert A. Beas, Philip A. Lee, Geoff Swift, Elliotte Want, and Patrick Wynne have given us an exciting glimpse of what is to come. Their efforts cannot be overstated and we owe them a great debt of gratitude. Additionally, many thanks to the design team who once again supported the Technical Readout with a perfect mixture of creativity and moderation, and David A. Kerber for his layout assistance and constant willingness to squeeze yet more out of the pages on hand.

Any show of appreciation for a late Dark Age product needs to focus squarely on Herbert A. Beas II. It was Herb who kept track of the big picture while many great heads hashed out details of bridging the past 70 years of our fictional universe. With unparalleled vision he bridged the gap between *MechWarrior Dark Age* and *BattleTech*. The *BattleTech* universe as we know it is the result of his direction and the book you hold in your hands the proof of his success .

Finally, nobody is more deserving of "Special Thanks" than Ray Arrastia. He is the most literal scholar and gentleman I know. His posts as product developer, assistant art director, layout guru belie the true nature of his work. As voice of reason and overall good fairy godmother, he is the point of synergy for all current *BattleTech* projects and in no small measure responsible for everything published. Thank you for the support and freedom in shaping this TRO!

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INTRODUCTION

To say we live in "interesting times" is woefully abusing the ancient proverb. While we inside the Fortress raced to build up our strength, war has swept across the Inner Sphere like unchecked wildfires. Paladin Lakewood's hopeful assessment of the situation at large, I fear, was perhaps colored by overconfidence in the walls that kept our enemies at bay, and by the return of Devlin Stone. Or maybe she was merely demonstrating the deep faith the Knights of the Sphere always proclaim for the man who brought about the best experiment in sustained peace and technological innovation since the days of the original Star League.

I, on the other hand, am no Paladin, and I have seen the machinery at work, and the man behind them. I have seen the dangers in blind faith and overconfidence. I cannot ignore the fact that the universe has gone to hell, and I cannot pretend that any amount of good intentions will prevent us from joining it now that the walls have come down.

As we speak, Clans Wolf and Jade Falcon are knocking on our very door, and it seems that Daoshen Liao—however cautiously—is eager to beat them to the punch. At the same time, our allies in the Federated Suns are fighting for their very lives against the same Dragon that has also begun chipping away at what remains of our Republic.

And those who aren't surging against us are likely only holding back because they have problems of their own. The Commonwealth is disintegrating, and the resurgent Free Worlds League is still struggling just to get its own houses in order. Even the Periphery realms are finding themselves busy these days.

As the Republic has perfected its technologies and rolled out newer and better 'Mechs, vehicles, battle armor, and aerospace craft for the coming fights, so too have the realms all around us. These machines, previously discussed in other technical supplements, have already had their trials by fire in this new Dark Age of ours. This volume updates those supplements with new information gleaned in the years since, including actions that have been reported since the walls came down. Our warriors and knights must all be ready, and fully informed, of these latest examples in military equipment, as the time of our greatest trials fast approaches.

We have the best tools and the best talent. Preparations have been made, traps have been set, deals have been struck. I *do* believe in Devlin Stone now, and I believe in the dream of a Republic reborn, and a new age of lasting peace.

But as a scientist, I know better than to rely on positive thinking alone to carry the day. The time is coming—soon—for all practical solutions to be put to the final test.

And, for all my cynicism…I find myself looking forward to the results.

—Tucker Harwell
21 January 3150

GAME NOTES

Technical Readout: 3150 covers a wide breadth of units and equipment. To understand how these various units plug into the core *BattleTech* rulebooks, it's useful to cover how the various rulebooks interact.

Standard Rules

The *Total Warfare* (*TW*) and *TechManual* (*TM*) rulebooks present the core game and construction rules for *BattleTech* (*BT*), otherwise referred to as the standard rules. In addition, to reflect the advancement and proliferation of new technologies, several Advanced Rules items from *Tactical Operations* have been reclassified as Standard Rules items for games set in the Dark Age era.

Advanced Rules

Beyond the standard rules a legion of advanced rules exists, allowing players to expand their games in any direction they desire. In an effort to bring these rules to players in the most logical form possible, the advanced rules are contained in three "staging" core rulebooks, each one staging up and building off of the previous rules set.

Tactical Operations (*TO*) is the first in the "staging" advanced rulebooks. Its focus is on special situations and advanced terrain during game play, and applies directly to a game as it unfolds on a world in the *BattleTech* universe.

Strategic Operations (*SO*) is the second "staging" advanced rulebook. It stages a player up to the next logical area of play, focusing on "in a solar system" and multi-game play.

Interstellar Operations (*IO*) is the third and final "staging" advanced rulebook. Players are staged up to the final level of play, where they can assume the roles of a House lord or Clan Khan and dominate the galaxy.

HOW TO USE THIS TECHNICAL READOUT

Complete rules for using 'Mechs, vehicles, infantry, battle armor, fighters, and DropShips in *BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*; some equipment is detailed in *Tactical Operations*. The rules for using JumpShips and WarShips, as well as their construction rules, can be found in *Strategic Operations*.

The following three definitions are used to clarify the various types of equipment that appear in *Technical Readout: 3150* and are presented in the standard and advanced rulebooks.

Standard: most of these work with *Total Warfare* rules only, but some Advanced rules items may be present, requiring *Tactical Operations* for full effect.

Advanced: Any equipment mass produced "in universe"; must have *Tactical Operations* and/or *Strategic Operations*, in addition to *Total Warfare*, to use.

Experimental Rules: Any equipment not mass produced "in universe" because it is prohibitively expensive, extraordinarily sophisticated, exceedingly difficult to maintain or simply deemed too unreliable or restrictive for widespread deployment; must have *Tactical Operations* and/or *Strategic Operations*, in addition to *Total Warfare*, to use.

Design Quirks

Every unit described in *Technical Readout: 3150* may have one or more listed positive and/or negative Design Quirks (see p. 193, *SO* and p. 204, *TRO: Prototypes*). These quirks are included to give each design a unique flavor. Use of these quirks is optional and should be agreed upon by all players before play begins.

CONSTABLE PACIFICATION SUIT



Over the past century, the Clans have grown accustomed to putting down insurrections among their civilian castes. Most Clans either leave such distasteful pacification duties to their paramilitary police or, in extreme cases, bring down their full military might to neutralize the threat before it can grow out of hand. However, disturbances of the peace that require a heavier touch than standard police forces can handle often cause unacceptable levels of collateral damage. Clans more interested in integrating with their native Inner Sphere populations than in subduing them sought a better solution.

The Constable Pacification Suit fills that need by offering more protection and firepower than standard police equipment. Commissioned by the Ghost Bear Dominion's Watch to combat the terrorist group Motstånd, the suit fills its intended role well and offers the Watch several options for dealing with such threats.

CAPABILITIES

Based on a lighter version of the Rogue Bear battlesuit, the Constable provides great mobility and strength, which allows officers to reach trouble and clear wreckage or debris faster than other available options. The suit can be fitted with a wide variety of options for both defensive and offensive deployment. The dual grenade launchers can be used with gas, smoke, or flash-bang grenades for nonlethal takedown, or they can load standard grenades for offensive punch. The Constable's modular weapon mount offers even more tactical options, including increased firepower, anti-personnel weapons, electronic warfare, and target detection.

DEPLOYMENT

Although initially developed for the Dominion's Watch, the Constable proved popular enough that it became widely used by police forces throughout the Clans' occupation zones. Some Clan militaries have also chosen to use the suit in a military role by making extensive use of its improved sensors and electronic warfare capabilities.

The Constable's first deployment occurred during the Hitomi Compound Siege in 3092. A single Point was dispatched to deal with over 100 heavily armed cultists, but the Constable operators approached the situation with standard battle armor tactics, which resulted in unmitigated disaster. The Constables ultimately needed to be extracted by conventional infantry, which tainted the Dominion's opinion of the suit until the Watch saw other police and paramilitary forces use it with different tactics.

Despite its preliminary stigma as being of Dominion manufacture, the suit went on to see service in the Draconis Combine with ISF agents and the occasional Civilian Guidance Corps emergency response team. In 3103, the ISF investigated a potentially seditious religious movement that had gone to ground in an uninhabited part of Galtor III, and a squad of Constables was able to sniff out their well-protected hiding place. The ISF agents employed nonlethal pacification methods, but the congregation fought back by collapsing the only entrance into the hidden compound. The Constables were able to quickly clear away the rubble, eliminate all armed resistance, and apprehend the leader of the movement.

NOTABLE UNITS

Star Commander Declan: Formerly of the Marik-Stewart Commonwealth, Declan was a part of the Xiphos cavalry forces harassing the Clan Wolf invaders. Captured and made a bondsman, Declan eventually earned the right to test into the Warrior caste. Succeeding with two kills earned Declan his rank and a position within a combat unit. Adjusting to life in the Clan caste system is difficult for those forced into the system and those tasked with enforcing the rules. Declan requested assignment to a civil patrol unit in order to help both sides adjust to the new circumstances.

Declan was assigned command of a Point of Constable Pacification suits and tasked with supervision of the worker housing sector for Irian Technologies' Washburn factory. When a new group of workers began protesting the difficult work schedule, the Elemental Star Commander overseeing security ordered two Points of Salamanders to end the protest. Disobeying an order to stand down, Declan and his Pointmates quickly dispersed the crowd with tear gas grenades. When confronted, Declan challenged his commander to Trial of Possession for Command, stating that "if the Salamanders had been free to carry out their orders, production would have been put further behind schedule." Reloaded with explosive grenades and a light machine gun, Declan used his battlesuit's speed to evade and eventually kill his commander.

CONSTABLE PACIFICATION SUIT

Type: Constable
Manufacturer: BA Facility Gamma
Primary Factory: Mannedorf
Equipment Rating: X-X-X-E

Tech Base: Clan
Chassis Type: Humanoid
Weight Class: Light
Maximum Weight: 750 kg
Battle Value:
25 [ECM]
28 [LMG]
35 [SRM]
25 [Sensor]
24 [TAG]
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No
Notes: Features the following Design Quirks: Easy to Maintain.

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

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



MPLOG

SEA FOX AMPHIBIOUS ARMOR



It was an almost prescient decision for the AFFS to focus for so long on defensive matters, considering the invasions it has suffered in recent years. The Sea Fox amphibious battle armor is a product of that defense doctrine, and in its limited role it is among the finest specimens of warfighting technology in the Inner Sphere. Its specialized nature makes it ill-suited for general deployment, but many Sea Fox platoons operate as part of march militias and units detached to local command.

CAPABILITIES

The Sea Fox is an ambush fighter, though it functions very well as an infiltrator, especially in urban areas with access to large waterways. Stealthy, quiet, and fast as a snake under the water, the sight of a Sea Fox rising from the waves has been the last sight of many a Combine and Confederation logistics worker in the last two years.

DEPLOYMENT

When the Sixteenth Galedon Regulars attacked McGehee in 3144, the Fourth Robinson Strikers were ready for them. Though the Strikers would evacuate the world, they did heavy damage to the Sixteenth through a series of coordinated strikes and careful defensive strategies, many of them using the Sea Fox platoons attached to the light combat team. Few Sea Fox platoons can claim the battle honors of the 302nd Amphibious Platoon, also known as the Red Tridents.

During a skirmish near the city of Tonia, one of the Strikers' battalion command posts was overrun and the command staff captured. The Sixteenth immediately sent the captives back for interrogation, but to get to the Combine landing zone the column would have to cross the Davis River. The Red Tridents were tapped to extract the battalion staff before they could be interrogated. Using confiscated hydrofoils, the Tridents moved downriver until they were a kilometer above the crossing. Since the AFFS had blown the bridges crossing the Davis, the Galedon Regulars were forced to use three boats—one prisoner transport and two skiffs full of infantrymen for escort. Combine 'Mechs waited on either side of the river as escort.

When the three boats were a little more than halfway across the river the Tridents attacked. The first notice the Combine attackers had were Sea Fox battlesuits rising just far enough from the water on a series of sandbars to fire their machine guns before disappearing. The two escort skiffs were destroyed by short-range missile fire, and the captured officers were able to gain control of their boat with the Sea Foxes' help. The 'Mechs, too far away to fire accurately at the stealthy Sea Foxes, tried to sink the boat but the river current helped the staff escape to be evacuated with the rest of the Fourth a short time later.

Ryuken-*roku* captured a number of Sea Fox suits on Rowe and have put them into service. These suits have largely been used to counter Davion riverine combat units, but from the level of training being maintained, it appears the Ryuken intend to field the Sea Foxes as offensive units as well. The officer in charge, *Chu-i* Harold Mangon, has extensive experience with waterborne combat, having previously commanded a detachment of hydrofoil attack craft on Gandy's Luck. There are indications that the DCMS intends to contract with Clan Sea Fox, which also operates the eponymous battle armor, for maintenance and supplies—which the Foxes are sure to offer.

NOTABLE UNITS

***Chu-i* Etsuo Nakamura:** *Chu-i* Nakamura was dispatched by the Ryuken-*roku* to Waunakee on a seek-and-destroy mission. Spies had learned that the Federated Suns had a secret base accessible only via the shallows off the coast of Madisonia. Nakamura led a Sea Fox squad into the frigid seas. Two sleepless nights of searching located the disguised entrance. Nakamura's squad cut through the armored door, then did the same to the submarines in the bays. They sabotaged the lone exit on their way out, trapping the enemy within.

Captain Lawrence "Lefty" McGraw: Captain McGraw is a member of the Rabid Foxes sent to evacuate members of Verde's ruling family left behind in earlier haste. Bodies swinging from a makeshift scaffold before the Douglass estate changed his mission. McGraw donned a Sea Fox battlesuit, swam up the Vega River, and concealed himself in the river flora to await his moment. When *Tai-sa* Cicero Shostakovich strode onto the veranda for his evening tea, McGraw greeted him with a hail of lead. McGraw then slipped away in the gentle current to begin a guerrilla campaign.

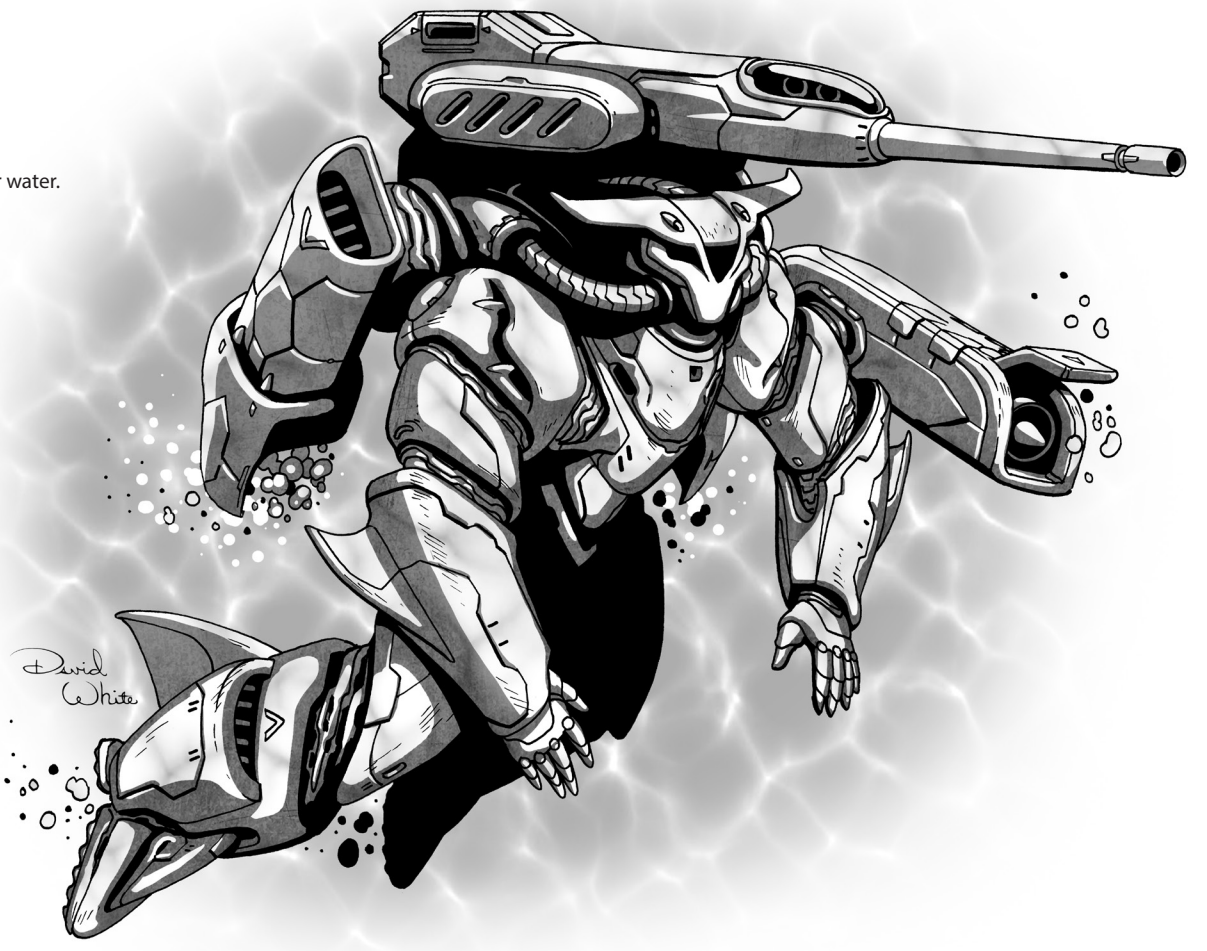
SEA FOX AMPHIBIOUS ARMOR

Type: Sea Fox
Manufacturer: General Motors
Primary Factory: Salem
Equipment Rating: X-X-X-E

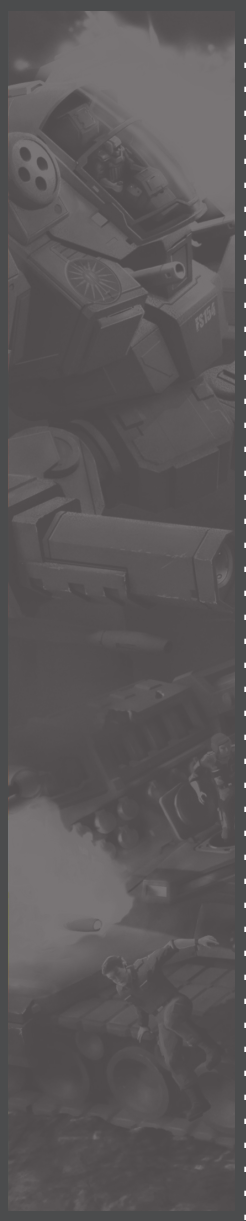
Tech Base: Mixed Inner Sphere
Chassis Type: Humanoid
Weight Class: Light
Maximum Weight: 750 kg
Battle Value:
25
Swarm/Leg Attack/Mechanized/AP: No/Yes*/Yes/Yes
Notes: *Leg Attacks only possible on 'Mechs in Depth One or deeper water. Features the following Design Quirks: Accurate Weapon (Light MG), Non-Standard Parts.

Equipment		Slots	Mass
Chassis:			100 kg
Motive System:			
Ground MP:	3		30 kg
Jump MP:	1		0 kg
UMU MP (C):	3		135 kg
Manipulators:			
Right Arm:	Armored Glove		0 kg
Left Arm:	Armored Glove		0 kg
Armor:	Basic Stealth	3	275 kg
Armor Value:	5 + 1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Tonnage
Cutting Torch	RA	1	5 kg
SRM 1 (OS)	LA	2	50 kg
Light Machine Gun (50)	Body	1	75 kg
Extended Life Support	Body	1	25 kg
Mechanical Jump Booster	—	—	50 kg



SPECTRE STEALTH BATTLE ARMOR



The Spectre battlesuit was developed and fielded by Protectorate Arms Conglomerate in remarkably fast time. Basing their product on plans for various other battlesuits allowed them to leapfrog many of the initial development obstacles. It has proliferated throughout the Periphery, reaching the Protectorate's Filtvelt allies and the Raven Alliance in large numbers. Mercenaries have spread the Spectre throughout the rest of the Periphery and Inner Sphere.

CAPABILITIES

The Spectre got its name from the excellent Calderon Shield stealth armor that protects it from enemy sensors, though the thin shell fares poorly under fire. The Spectre covers ground quickly, but its mechanical jump booster is not a true replacement for regular jump jets. Magnetic clamps adapted from the Fa Shih battlesuit allow the Spectre to be carried into battle, but while its armament gives it better combat ability than some early stealth suits, it cannot stand up to larger battle armor like the Elemental or Kanazuchi.

DEPLOYMENT

Convention holds large-scale engagements of the Spectre incredibly rare, though the Calderon Protectorate does not always subscribe to convention. When the Taurian-sponsored Clean Kill mercenaries landed covertly Diik in 3105, they evaded detection while carrying out raids for months. Captain Jere MalDonaldo of the Protectorate military built a regiment out of Spectre battlesuits available from the factory. Even though most of the troopers were inexperienced, once the mercenaries were discovered MalDonaldo chose not to fade into the shadows and wait for the Second Taurian Pride to arrive. Instead, he deployed his troopers throughout the mercenary base. On his signal, they began an assault from cover, slaughtering the command staff and much of the support staff in the first fusillade. As the base defenses reacted, MalDonaldo was killed by a *Locust*, and the death of their charismatic leader broke the *ad hoc* regiment. Scores were killed by Clean Kill BattleMechs before the Taurian Pride arrived. The mercenaries were put to flight, but the Spectres were almost completely wiped out.

Many battlesuit mercenary units have formed and disappeared this century. The mercenary Magen David is one that has endured, primarily because it does not limit itself to any one type of battlesuit. Instead, they purchase across the market. Their Spectre Company led the reconnaissance of Second Try in advance of the Capellan incursion. Captain Xena Fonzarelli personally destroyed Messhorn's power plant by disabling the safety interlocks before shutting off the cooling water. The resulting reactor explosion caught her before she could escape. Elsewhere on Second Try, Lieutenant Andromache de Carbondale captured the planetary governor in a brilliant infiltration of the capitol, escaping the city with her prisoner before the reactor went critical.

Wolf's Dragoons' Gamma Regiment used their Spectre squad in textbook fashion as advance scouts on Mauckport in the recent Combine invasion of the Federated Suns. The planetary militia was so poorly equipped that the squad captured most of the infantry complement before the rest of Gamma arrived on-world. The conquest was quick once Gamma made planetfall, allowing the scouts to move ahead to Mansfield to gather intelligence for the next step of the invasion.

NOTABLE UNITS

Section Leader Luciano Marconi: Section Leader Marconi was training with his squad in their new Spectres at the Protectorate Arms factory on Diik in June 3149 when a lance of the Lying Tongue Company of the Abominari pirate band attacked. The pirates dropped just outside the assembly building, evading most of the defensive emplacements. Marconi never gave a second thought to ordering his troops to attack. It was a squad of Spectres against a lance of light 'Mechs. Normally such a matchup would be lopsided in the extreme, but the poorly-maintained 'Mechs had difficulty targeting the stealthy battlesuits. First one, then another, of the raiders went down with severed legs. The other pair wasted little time in fleeing, believing a full company of troopers was hidden in the factory environs. Praise for Marconi came too late, though, as he died when the second 'Mech his squad downed landed atop him.

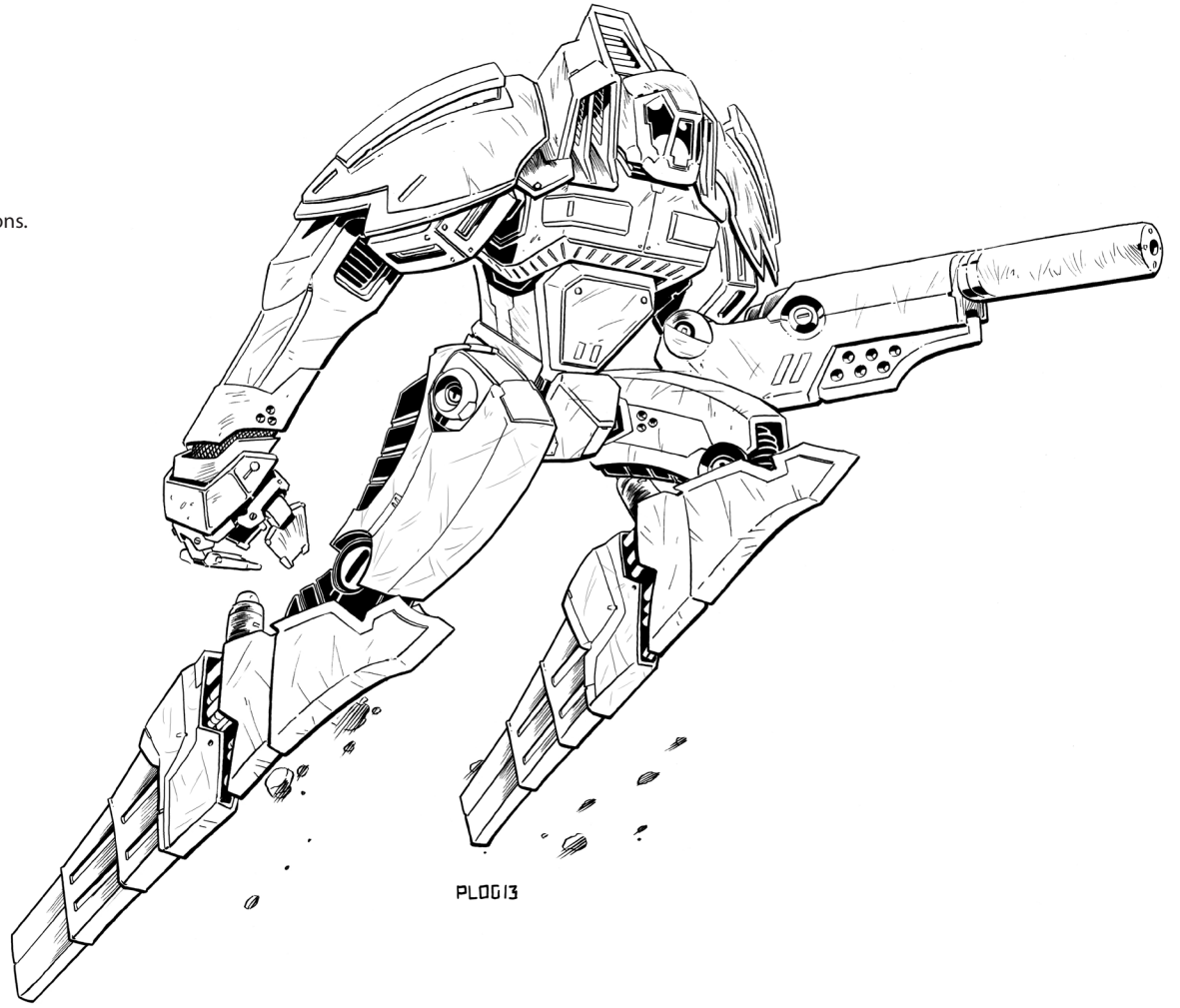
SPECTRE STEALTH BATTLE ARMOR

Type: Spectre
Manufacturer: Protectorate Arms Conglomerate
Primary Factory: Diik
Equipment Rating: X-X-X-E

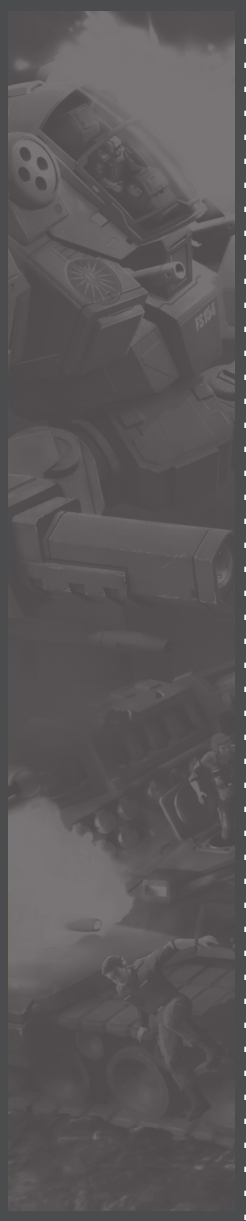
Tech Base: Inner Sphere
Chassis Type: Humanoid
Weight Class: Light
Maximum Weight: 750 kg
Battle Value:
38
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No
Notes: Features the following Design Quirks: Improved Communications.

Equipment		Slots	Mass
Chassis:			100 kg
Motive System:			
Ground MP:	4		60 kg
Jump MP:	1		0 kg
Manipulators:			
Right Arm:	Battle Claw (Vibro)		50 kg
Left Arm:	None		0 kg
Armor:	Improved Stealth	5	360 kg
Armor Value:	6 + 1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Tonnage
David Light Gauss Rifle (20)	LA	1	100 kg
Magnetic Clamps	Body	2	30 kg
Mechanical Jump Booster	—	—	50 kg



GRAY DEATH INFILTRATOR SUIT



The long overdue replacement for the Infiltrator Mk I, the Gray Death Infiltrator Suit is a capable scout and skirmisher. Nicknamed the Quokka, the suit is commonly found performing airborne assaults and deep penetration raids via orbital drop.

CAPABILITIES

The Gray Death Infiltrator suit retains the stealthiness of the Waddle, but thanks to its improved armor and larger chassis it possesses greater performance. High mobility and a modular payload allow the Gray Death Infiltrator to fulfill a wider range of roles, including frontline combat. The use of a parafoil—copied from the Infiltrator Mk. II—allows for more precise aerial drops.

DEPLOYMENT

The first deployment of Gray Death Infiltrator suits was at the behest of Defiance Industries. Embarrassed by the long criminal use of Gray Death-series battlesuits, the manufacturer lobbied for their latest product to end the blight on their brand. The Thirty-second Lyran Guards sent a company of battle armor and transports to Australia, acting upon intelligence that a repeat of the infamous Briggs Armored Car robbery was being planned. The notorious Walker Gang, led by Billy and Paul Walker, were known to possess a mix of Gray Death suits, making them a priority target. Hauptmann Johann Sadleir covertly deployed a platoon of Infiltrator Suits along the armored car's route, setting up a series of ambush points.

A trio of Walker Gang Gray Death Standards backed by two Scouts sprung their own ambush from the back of a heavy hauler, but before they could force entry into the armored car the nearest squad of Guards struck. With one Scout destroyed and the other fleeing, the remaining would-be robbers hunkered down, barely able to detect their attackers. Assigning one squad to hunt down Paul Walker's suit, Hauptmann Sadleir quickly moved his remaining troops to surround the three Standards, sniping at them when the command to surrender was ignored. The weight of numbers soon told; five minutes later the firefight was over, allowing the untouched Knox Armored Car to resume its deliveries. Lauded by his family-owned media, Hauptmann Sadleir's company went on to similarly defeat numerous criminal gangs, much to the satisfaction of Defiance's public relations department.

A more conventional deployment found the Infiltrator Suit pitted against a far more dangerous foe when the LCAF loaned units to the Republic to assist against the encroachment of the Jade Falcons. Troops from the Tenth Lyran Regulars were required to perform a risky airdrop straight onto a Falcon strongpoint on Glengarry. A mix of Ironholds and *solahma* infantry were occupying a factory complex in the port of Ipswich, blocking a retreat by a lance of Regulars 'Mechs. The Infiltrator suits landed on the main factory roof and proceeded to spread through the complex. The Falcon infantry rapidly fell when encountered, but the Ironholds proved harder targets. Where possible, the Regulars designated them for guided Arrow IV artillery strikes, but all too often they were forced to use their mobility to isolate an Ironhold and assault *en masse*. The trapped 'Mechs were able to bypass the complex, but the cost was high. Only seven Infiltrator Suits survived out of two platoons.

NOTABLE UNITS

First Leutnant William Compher: First Leutnant Compher was part of a special forces battalion training on Urjala when the local government attempted to join Warlord Diego Widmer's breakaway Buena Collective. Compher's squad of Infiltrators was tasked with capturing the planetary governor while the rest of the capital was secured. Entering under cover of darkness, the squad avoided some infantry patrols, quickly eliminating the rest with their Firedrake Needlers. The squad captured the Governor and forced the surrender of the rogue government

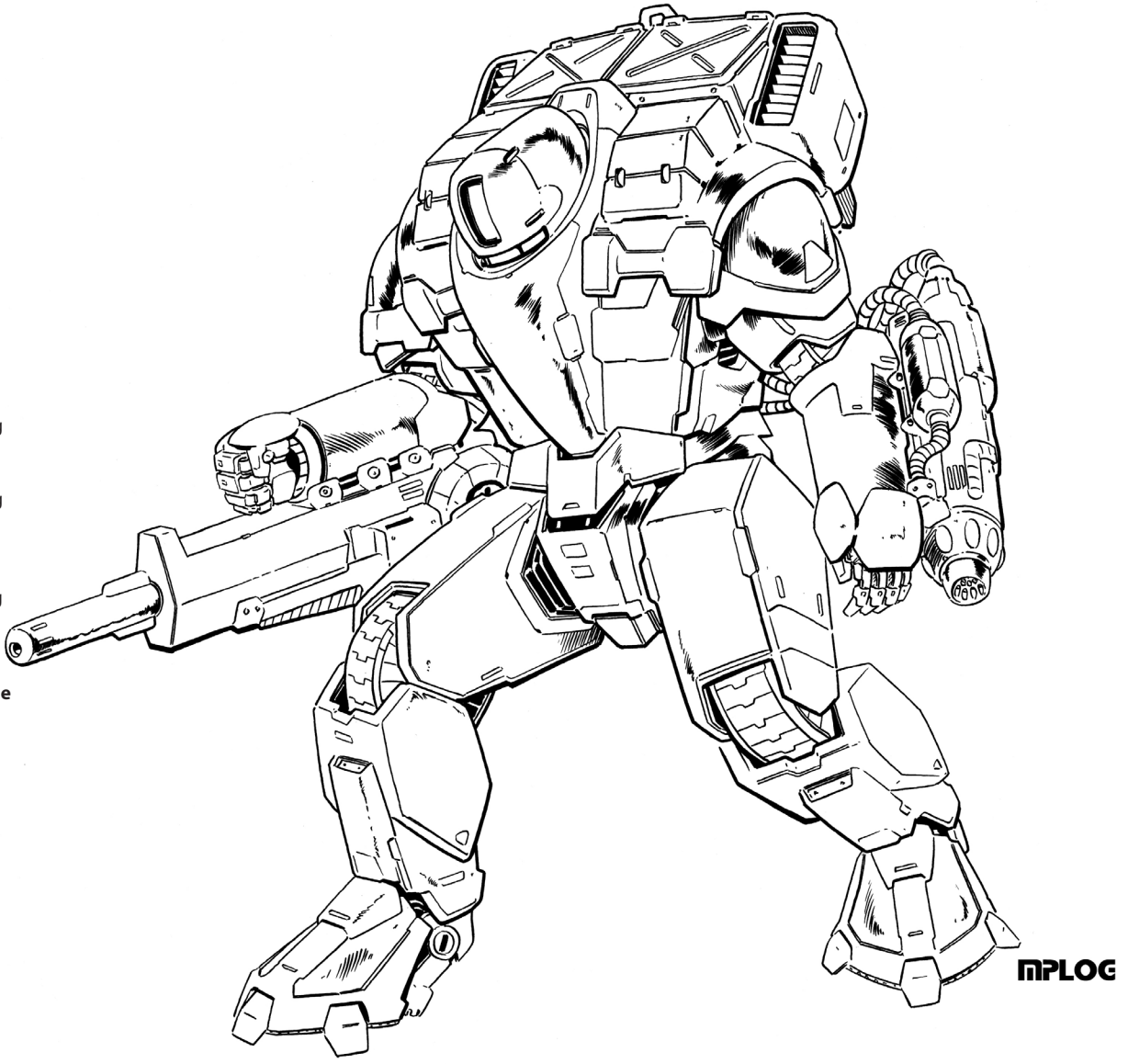
GRAY DEATH INFILTRATOR SUIT

Type: GD Infiltrator
Manufacturer: Defiance Industries
Primary Factory: Furillo
Equipment Rating: X-X-X-E

Tech Base: Inner Sphere
Chassis Type: Humanoid
Weight Class: Medium
Maximum Weight: 1,000 kg
Battery Value:
42 [Firedrake]
39 [TAG]
40 [Sensor]
39 [Remote Sensors]
45 [Mines]
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No
Notes: None.

Equipment		Slots	Mass
Chassis:			175 kg
Motive System:			
Ground MP:	3		80 kg
Jump MP:	3		150 kg
Manipulators:			
Right Arm:	Basic Manipulator		0 kg
Left Arm:	Basic Manipulator		0 kg
Armor:	Basic Stealth	3	385 kg
Armor Value:	7 + 1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Tonnage
David Light Gauss Rifle (15)	RA	1	100 kg
Modular Weapon Mount	LA	1 (2)	10 kg
Firedrake Support Needler (30)	—	1	50 kg
Light TAG (60)	—	1	35 kg
Improved Sensors	—	1	65 kg
Remote Sensor Dispenser (6)	—	1	40 kg
Mine Dispenser (2)	—	1	50 kg
Parafoil	Body	1	35 kg



LEONIDAS BATTLE ARMOR



The Leonidas battle armor was developed at the turn of the century to fill a gap in Oriente's military capabilities caused by a scarcity of the Achileus stealth suit. It proved more than adequate to replace the older suit and was soon exported widely across the Inner Sphere and even nearby Periphery realms. The successes achieved by soldiers armed with the Leonidas suit are a testimony to its value as well as a warning about neglecting proper reconnaissance and screening elements.

CAPABILITIES

The Leonidas suit is ideal for battlefield missions such as positional infiltration, ambush, artillery spotting, and counterinsurgency patrol. The modular weapons mount allows the battlesuit to readily switch between support, scouting, and attack roles for maximum tactical flexibility.

DEPLOYMENT

The Leonidas suit is deployed extensively by FWLM forces. Decades of exports to the mercenary market, the Capellan Confederation, the Magistracy, and even the Marian Hegemony provided a strong production base for the suit. Once the League was reformed production was largely, but not entirely, rerouted to equipping Oriente's fellow provinces. Given the suit's capabilities, they are frequently reserved for more experienced and better-trained infantry soldiers.

One particularly successful use of the suit was in early December 3142, during the Fourth Battle of Tamarind. One week prior to the final FWLM assault Duke Fontaine Marik established a volunteer platoon to infiltrate his former capital, Zanzibar. Calling themselves the *Hombres Locos* after a Gibraltan street gang, the platoon snuck through the 'Mech patrols around the suburbs of Zanzibar and stole into the city interior under the cover of rubble. Native urban guerrillas provided the *Hombres* with help evading infantry patrols and locating a key command post of the Eleventh Lyran Guards.

H-Hour for the assault on Zanzibar came before the dawn, and the *Hombres* assaulted the command post mere minutes before. A number of the suits had been smuggled into a nearby building from the sewers below, and blew out of the storefront as a complete surprise to the defenders. Lyran infantry proved little match for the battlesuits, and in the space of minutes the *Hombres* annihilated an infantry regiment's command staff.

For several additional hours the *Hombres* operated in Zanzibar, with TAG-equipped suits designating targets for homing rounds fired by Tamarind artillery. Sporadic clashes with conventional Lyran forces happened throughout, but it was only during their exfiltration that the *Hombres* were confronted by Lyran BattleMechs. A lance of Guards 'Mechs, responding to an advance by the First Tamarind Regulars, stumbled over the platoon as they were making their way out of a northern suburb. The *Hombres* commander and her first squad had enough warning to set up an ambush, swarming and damaging a couple of the 'Mechs and buying time for the remainder of the unit to escape.

A less successful example of the Leonidas in action dates from 3133, during an attempted Capellan infiltration on Styk a few months after the Blackout. The Capellan DropShip was tracked and the planetary militia mobilized in time to intercept the force in the wilderness outside the capital of Lorelei. Unsurprisingly, the Leonidas fared poorly when the freedom to choose when and where the battle took place was denied. By aggressively maintaining contact the Republic militia destroyed the entire infiltration force, including the platoon of Leonidas suits.

NOTABLE UNITS

***Sang-wei* Lisir Danton:** Then-*Sao-wei* Danton commanded a squad of marines in the force assigned to pacify the New Syrtis system's recharge station. This station was protected by tough FedSuns troops. Danton's squad infiltrated not via the airlocks like her comrades, as she knew the defenders would expect attackers at those points. Instead, she breached the facility at a maintenance port for the docking system. This path would not have been passable to any larger battlesuit. Danton waded through the surprised defenders to the command center. It was quick work to eliminate the unarmored troops, since the better-prepared defenders were stationed at the more obvious entry points. The station commander surrendered in short order, and Danton was quickly promoted.

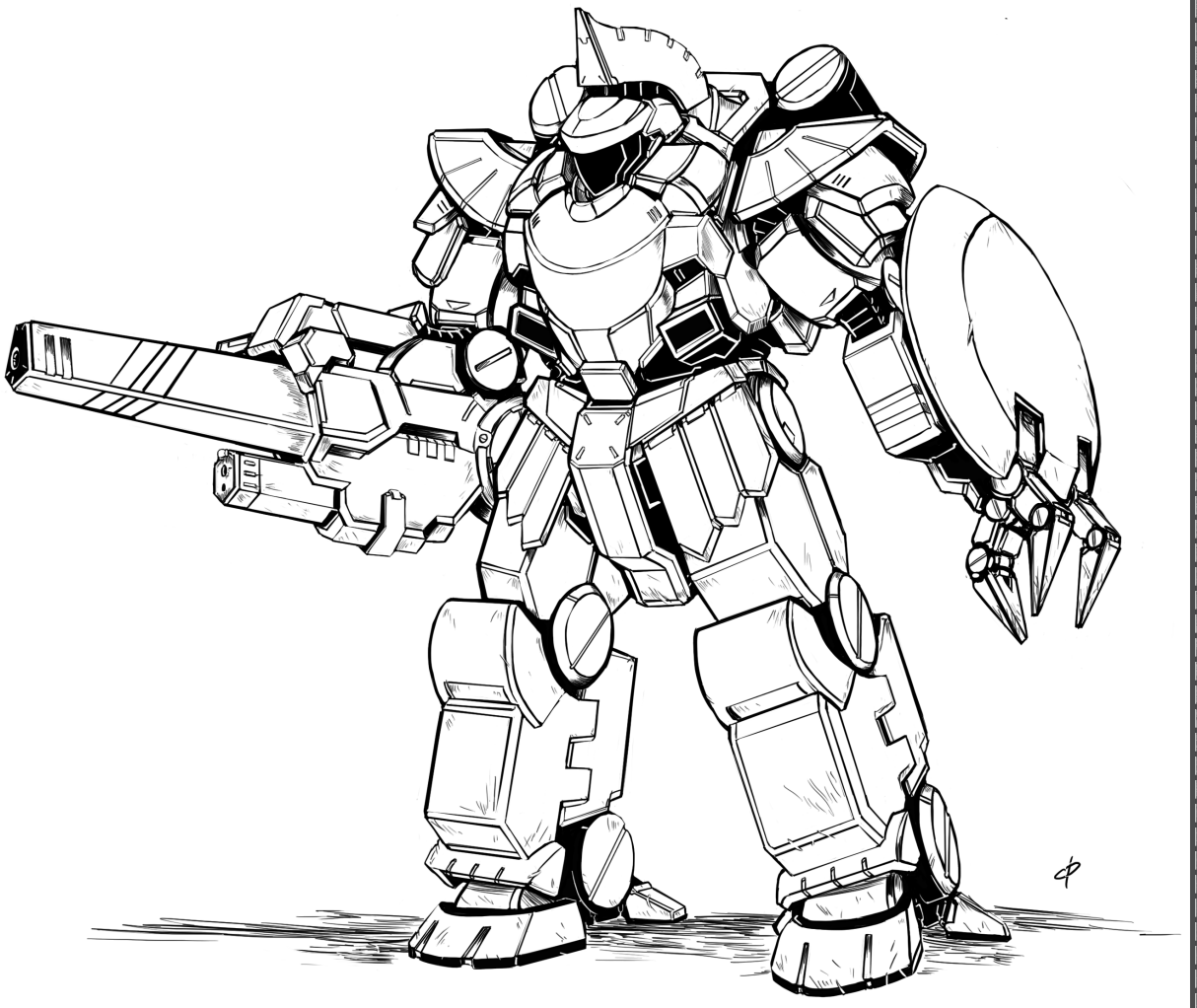
LEONIDAS BATTLE ARMOR

Type: Leonidas
Manufacturer: Etna Foundries
Primary Factory: Oriente
Equipment Rating: X-X-X-E

Tech Base: Inner Sphere
Chassis Type: Humanoid
Weight Class: Medium
Maximum Weight: 1,000 kg
Battle Value:
36 (David)
33 (MG)
28 (Firedrake)
25 (TAG)
27 (Sensor)
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/Yes

Equipment		Slots	Mass
Chassis:			175 kg
Motive System:			
Ground MP:	3		80 kg
Jump MP:	0		0 kg
Manipulators:			
Right Arm:	None		0 kg
Left Arm:	Heavy Battle Claw		20 kg
Armor:	Standard Stealth	4	360 kg
Armor Value:	6 + 1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Tonnage
Modular Weapon Mount	RA	1 (1)	10 kg
David Light Gauss Rifle (15)	—	1	100 kg
Machine Gun (50)	—	1	100 kg
Firedrake Support Needler (30)	—	1	50 kg
Light TAG (60)	—	1	35 kg
Improved Sensors	—	1	65 kg
Anti-Personnel Weapon Mount	RA	1	5 kg
Angel ECM Suite	Body	3	250 kg



CUCHULAINN SUPPORT ARMOR



Named after the greatest hero of Irish mythology, the Cuchulainn Support Armor was a joint project of Clan Wolf-in-Exile and the Kell Hounds put into production before the Blackout. Both parties expected Clan Jade Falcon to step up its attacks on the Lyran Commonwealth and hoped to buttress their armored infantry with the new heavy suit. The Cuchulainn came into service and stood at the forefront of Lyran resistance to the subsequent Clan invasions.

CAPABILITIES

The Cuchulainn is intended for direct support of other battle armor and so mounts strong armored protection and a severely limited movement profile. It shines in cooperation with lighter units such as the Gray Death armor series. Improved stealth armor gives the Cuchulainn an advantage attacking enemy forces at the edge of the engagement envelope, while the lighter suits can swarm enemies that attempt to close in.

DEPLOYMENT

Cuchulainn support armor was made available for general mercenary purchase early on, though Arc-Royal prioritized delivery to units in Lyran employ. The Kell Hounds fielded a large number of suits before the disaster on Timkovichi, and Wolf's Dragoons retain a sizable force. The armor has been deployed by favored units of the LCAF and is generally available within Clan Wolf-in-Exile. Clan Wolf seized a number of the suits during their surprise assault on the Commonwealth in 3140 and fields them in scattered Elemental Trinaries.

Operation HAMMERFALL saw the invasion of Kosciusko in 3137, during which a force of Fourth Royal Guards Cuchulainn suits supported by Fenrir IIs took position in the ridgeline opposite a vital road tunnel leading to the capital of Warsaw. When Tamarind militia forces attempted to retreat through the tunnel the Cuchulainns attacked them, drawing the militia into an ambush by hidden Fenrir II assault battle armor that completely annihilated the enemy. The action has subsequently been studied across the Inner Sphere as a textbook small unit action.

Less adept use of the Cuchulainn featured in the defense of Tropicana in the Tatyana island chain on Tharkad during the Jade Falcon invasion in 3143. The Twentieth Arcturan Guards used their brand new platoon of Cuchulainns in the metropolis despite the limited mobility of the suits. An attempted ambush of the Jade Falcon vanguard entering the city turned into a disaster when the Falcons brought up a Star of assault 'Mechs. The *Turkina*s and other heavily armored units were able to wade through the fire of Cuchulainns; even after the platoon abandoned their detachable weapons packs they lacked the speed to escape.

Wolf's Dragoons' use of the suit during the invasion of the Federated Suns brought the Cuchulainn into action on the other side of the Inner Sphere. On Mauckport the Dragoons' Cuchulainns reaped a bloody toll on a Davion battle armor company supported by Hauberk suits as it attempted to drive the invaders out of the city of Camden. Their ER medium pulse lasers were simply more powerful and accurate than the Hauberks' LRMs, a factor that decided the battle. The Davion infantry were forced to retreat, and were soon caught up by a sweeping Dragoon counterattack that forced their surrender.

NOTABLE UNITS

Kommandant Jayson Vettel: The fourth of his family to serve the Grand Dukes of Arc-Royal, Jayson commanded the battle armor contingent in Old Connaught and was right in the thick of things during the brutal fight for the city. Intercepting a Falcon Elemental headhunter Star while attempting to link up with Martin Kell's personal guard, Vettel watched his troopers give their lives one by one to prevent the enemy from reaching the ducal palace. As the last man standing, Vettel disabled the safety interlocks on his weapon and deliberately overloaded it, taking three Elementals out with him.

Mourning Spear: An unknown Cuchulainn trooper standing amongst their fallen comrades while firing skyward after a retreating DropShip has become a symbol of anti-Falcon resistance across Donegal Province. Dubbed "Mourning Spear" by the correspondent who took the holopic, the image won the Chekswa Media Pinnacle Award for 3148.

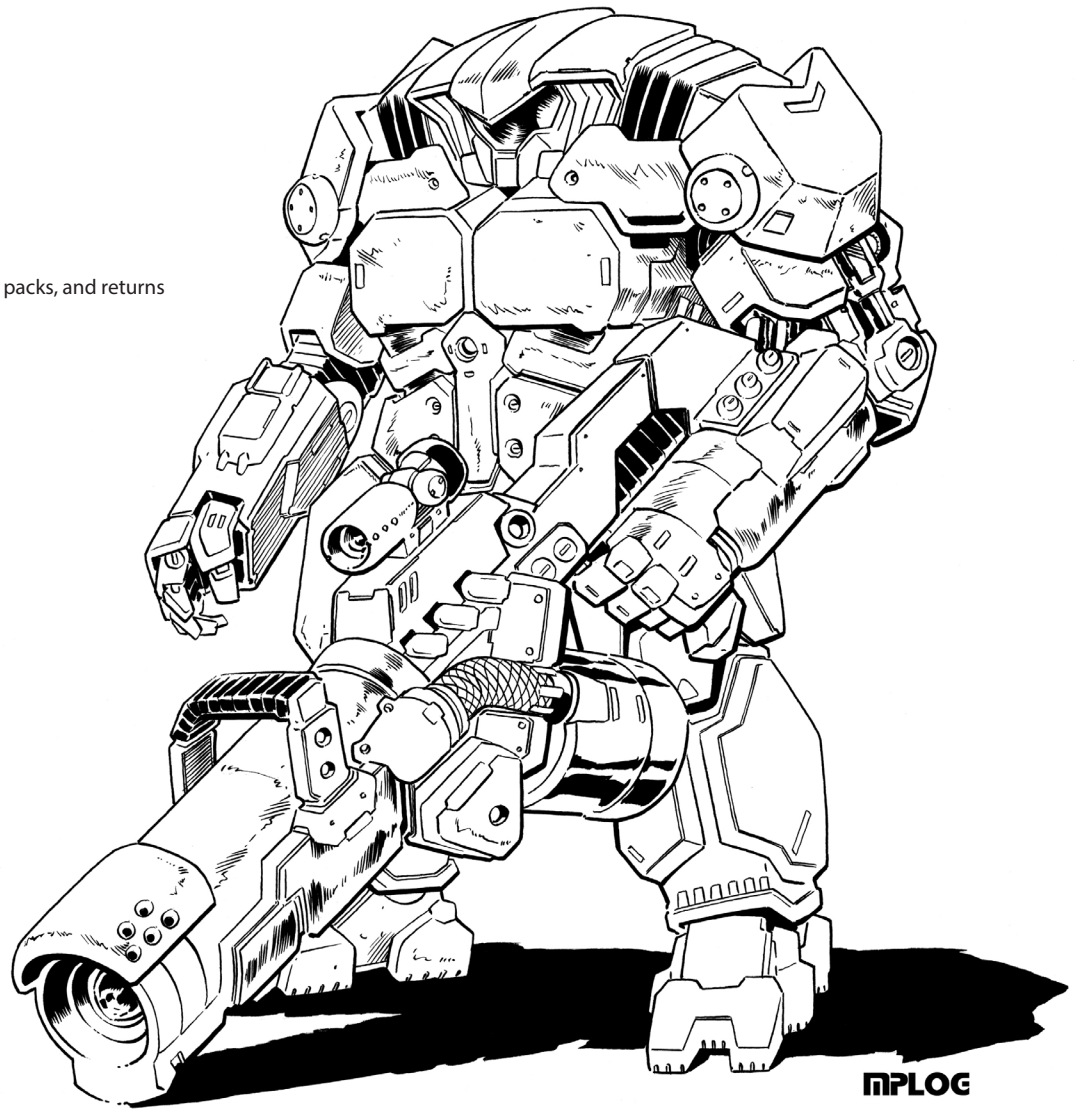
CUCHULAINN SUPPORT ARMOR

Type: Cuchulainn
Manufacturer: Arc-Royal MechWorks, WC Site 2
Primary Factory: Arc-Royal
Equipment Rating: X-X-X-E

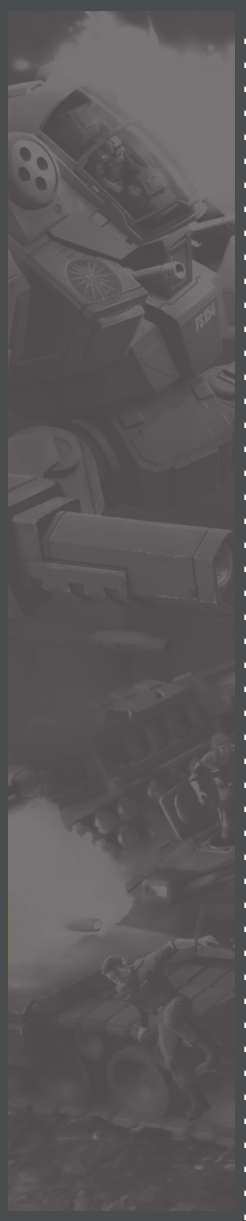
Tech Base: Clan
Chassis Type: Humanoid
Weight Class: Heavy
Maximum Weight: 1,500 kg
Battle Value:
119
Swarm/Leg Attack/Mechanized/AP: No/No/Yes/No
Notes: May only move at 1 Ground MP while carrying any detachable weapon packs, and returns to 2 MP when all detachable weapon packs are dropped.

Equipment		Slots	Mass
Chassis:			400 kg
Motive System:			
Ground MP:	1 (2)		80 kg
Jump MP:	0		0 kg
Manipulators:			
Right Arm:	Basic Manipulator		0 kg
Left Arm:	Basic Manipulator		0 kg
Armor:	Improved Stealth	5	420 kg
Armor Value:	12 + 1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Mass
Detachable Weapon Pack			
ER Medium Pulse Laser (11)	LA	1	600 kg



ZOU HEAVY BATTLE ARMOR



The Zou (elephant) is part of the Combine's third generation of battle armor. Built to fulfill the High Command's request for a command-and-control unit to assist with strategic coordination, the Zou has been a success since its debut in 3113.

CAPABILITIES

The Zou was intended as the next assault suit for DCMS garrison forces, a companion to older Kanazuchis. New armor fabrication made the suit's wearer more likely to survive beam assaults, a welcome development for veterans of the Second Combine-Dominion War.

The Zou came into its own when C^3 technology was adapted for the suit, giving the DCMS a heavier ground unit for commanders to utilize in effective combined-arms operations. The heavy armor plates give staying power; when combined with a hardened observation post, the Zou is impossible to dig out as it calls down artillery and long-range counter fire.

DEPLOYMENT

The Zou was not widely deployed in the DCMS until the 3130s, when the High Command began preparations for the assault on the Republic. With the Kanazuchi in limited supply, there was a gaping need in the DCMS infantry. Zous soon replaced all heavy battle armor units in the Sword of Light and the New Samarkand Regulars regiments.

Operating as support units for lighter squads of Kishis, Zous are now a common sight along the Davion border. Their C^3 capabilities made them essential during the assault on Palmyra. The Seventh New Samarkand Regulars used a squad of Zous as a central observation post, anchoring their left flank as they moved through the Yorkville Pass in pursuit of the Fifth Ceti Hussars. The Fifth attempted to split off two companies in order to flank their pursuers. A mixed company utilizing a squad of Zous, Pegasus hovertanks, *Avatar* OmniMechs, and a *Tai-sho* spotted the Fifth's maneuver.

The *Avatar*s raced ahead and dropped the Zous amid several outcroppings, then pulled back out of sensor range. The Hussars raced past the infantry position and found themselves the victim of highly accurate long-range fire from the *Avatar*s. The resultant confusion gave the infantry an opportunity to hammer the rear of the Hussars formation, downing a *Champion* and blowing the leg off a retreating *Dart*. The Regulars pressed their range advantage, turning the Hussars flanking attempt and cutting down four more 'Mechs as the Davions retreated to their main body.

VARIANTS

The original Zou, mounting a deadly but power-hungry laser, remains a staple among regimental commands assigned to low-combat areas. Zous with C^3 integration are the most popular version found in the DCMS' more active combat units, its high cost not a factor—an unusual situation for the cost-conscious Procurement Department.

NOTABLE UNITS

***Sao-wei* Thaman Nilyavich:** As a battle armor platoon commander in the First Liao Guards, *Sao-wei* Nilyavich worked beside DCMS counterparts during the invasion of Ingress—part of the operations leading up to the recent Capellan-Combine joint invasion of Republic space. It was while battling remnant AFFS defenders there that his squad's Canopian-made Amazons suffered significant damage when he boldly requested an artillery strike close to his own position. That act took out a heavy missile platform, which spared the lives of a DCMS OmniMech lance moving through the area, and the Oni-suited infantry riding with them. In recognition of Nilyavich's selfless sacrifice (two of his squadmates died in the strike, and Nilyavich suffered partial blindness in one eye), the Combine rewarded the First Guards with a full company of Zou battlesuits, on the condition that one be assigned to Nilyavich personally.

Nilyavich has already returned to active duty as head of his new Zou squad, which in turn has been paired with a lance of C^3-enabled Omnis to make the most of their abilities as a headhunter group. Presently, both Nilyavich and his headhunters are believed to be operating on Liberty, hunting the remains of the planetary defense command.

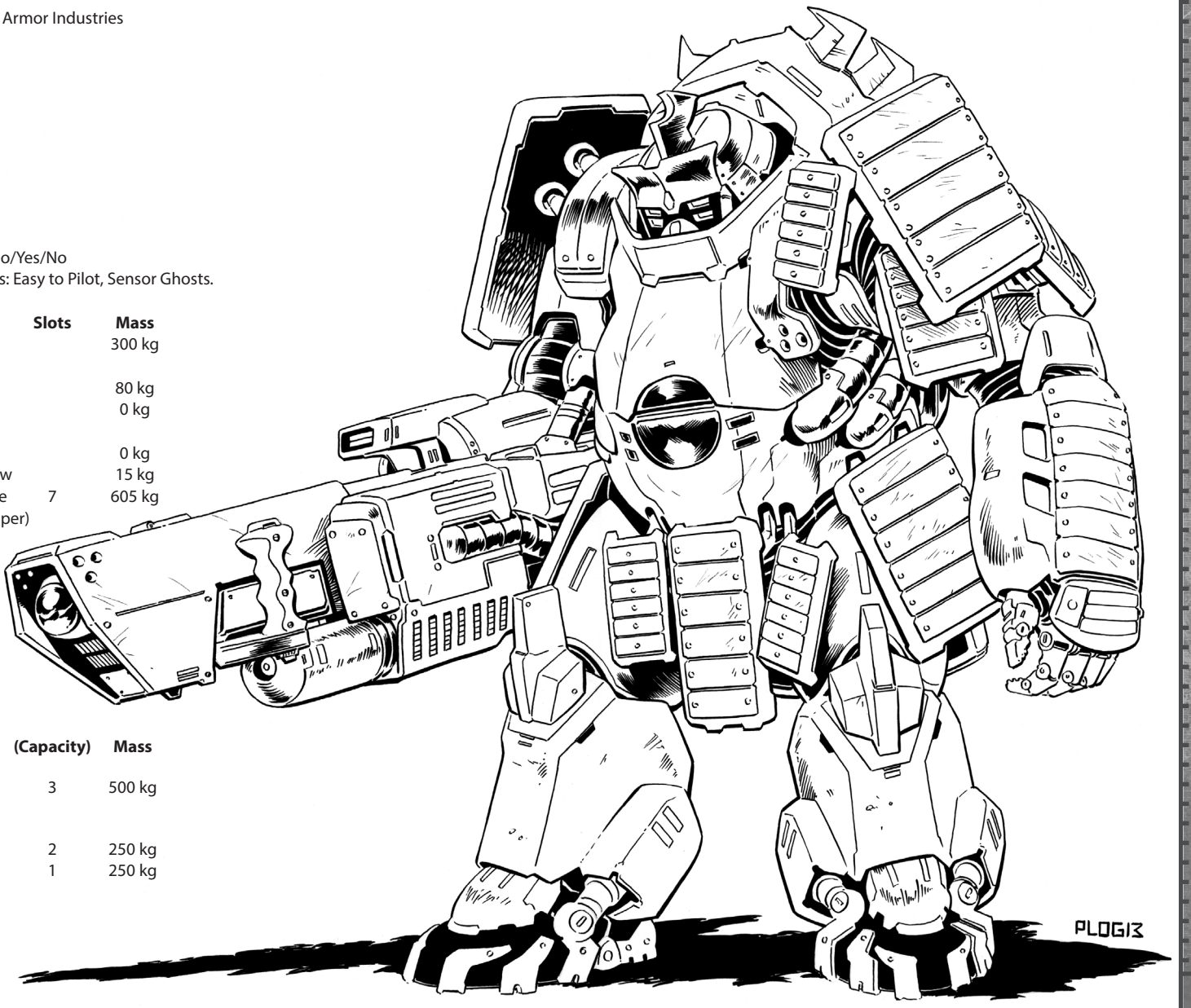
ZOU HEAVY BATTLE ARMOR

Type: Zou
Manufacturer: Ishikawajima-Harima Battle Armor Industries
Primary Factory: Luthien
Equipment Rating: X-X-X-E

Tech Base: Inner Sphere (Advanced)
Chassis Type: Humanoid
Weight Class: Heavy
Maximum Weight: 1,500 kg
Battle Value:
73 (Standard)
56 (C^3)
Swarm/Leg Attack/Mechanized/AP: No/No/Yes/No
Notes: Features the following Design Quirks: Easy to Pilot, Sensor Ghosts.

Equipment		Slots	Mass
Chassis:			300 kg
Motive System:			
Ground MP:	2		80 kg
Jump MP:	0		0 kg
Manipulators:			
Right Arm:	None		0 kg
Left Arm:	Battle Claw		15 kg
Armor:	Reflective	7	605 kg
Armor Value:	11 + 1 (Trooper)		

Weapons and Equipment	Slots Location	(Capacity)	Mass
Standard			
Medium Laser (30)	RA	3	500 kg
C^3			
Medium Recoilless Rifle (20)	RA	2	250 kg
BA C^3 System	Body	1	250 kg



FENRIR II ASSAULT BATTLE ARMOR



Since its introduction twenty-six years ago, the Fenrir II has become one of the most popular suits on the market, virtually replacing its predecessor. The original prioritized speed and firepower over armor, a decision that made it a hit with the rear echelon but had pilots calling it the TTV (Ticket to Valhalla). While slightly slower, the Fenrir II has roughly three times the armor and—thanks to Clan weaponry—virtually the same firepower. Its superb performance during the Wolf and Falcon attacks on Hesperus II silenced any naysayers.

CAPABILITIES

The Fenrir II was allegedly developed due to a bet Archon Adam Steiner lost to the duke of Hesperus II, Vedet Brewer. As a result, Brewer's vision of a "monstrous wolf straight from the nightmares of our ancestors," became a reality. TharHes engineers put extra effort into the battle armor's form, giving it a menacing and imposing visage.

DEPLOYMENT

Fenrir IIs served with distinction during the nineteenth battle for Hesperus II. The Jade Falcons' initial thrust followed the Defiance Highway (built during the Word of Blake occupation) from the Morningstar Spaceport to the factory complex. The bulk of House Steiner's defenders met them at the Marsden Tunnel. Three and a half kilometers above sea level and surrounded by steep peaks, the tunnel formed a natural chokepoint. The only bypass was a narrow, winding service road that climbed the peaks to Calipee Pass. Elements of the Hesperus Planetary Militia—consisting largely of Fenrir IIs and DI Schmitt tanks—defended the pass against a Trinary of Jade Falcons from the Raptor Keshik.

While the tanks established a defensive line at the pass, Hauptmann Wagner led one company of battle armor to harass the Jade Falcons as they made the treacherous ascent. A harsh sandstorm created near whiteout conditions and considerably slowed the Clan advance. Using the ridgeline to hide their movement, Wagner's force ambushed the Clanners three kilometers from the pass and damaged several 'Mechs in their opening volley. Before the Falcons could return fire, the Fenrir IIs withdrew into the dead zone behind the ridgeline. A *Shadow Cat II* leapt to the top of the ridge, but landed badly and tumbled to the service road, killing its MechWarrior.

Wagner's team retreated along the ridgeline, coming to the top long enough to fire a volley at the Jade Falcons and then dropping into hiding. After four exchanges, Wagner's group had lost two battlesuits and inflicted moderate damage on half the Jade Falcon 'Mechs. About one and half kilometers from the defensive line, the terrain dropped more than a dozen meters. Suspecting that the Falcons would attempt to gain the ridgeline there, Wagner pulled his troops back and waited. The roar of jump jets soon confirmed his hunch as a *Summoner* bounded to the saddle. The ensuing fight was swift and fierce. When it was over, the *Summoner* was a smoking ruin and Wagner had lost a third of his force.

Fighting the *Summoner* gave the Jade Falcons time to advance unmolested, and when Wagner next sighted them, they were already engaging the Militia's tanks. Wagner charged in with his remaining Fenrir IIs, catching the Clan 'Mechs in crossfire. A *Flamberge* and a *Timber Wolf* turned and engaged the Fenrir IIs. The Militia ultimately destroyed or disabled the entire Trinary while suffering thirty-seven percent casualties—mostly among Wagner's company. The Third Royal Guards intentionally failed to hold the Marsden Tunnel, and the Falcon advance continued as the Lyran units fled the planet.

NOTABLE UNITS

Captain Gennady "Sniper" Severin: Captain Severin commands Odin's Fury, an elite First Davion Guards battlesuit company. On New Canton in January 3146, the Fury raided multiple Home Guard supply depots. Severin earned his nickname by delivering two pinpoint laser shots to a *Raven II*'s cockpit, killing the MechWarrior. When Severin was offered the 'Mech as his own, he responded, "Why in holy hell would I want to drive that thing when a Fenrir can take it down so easily?

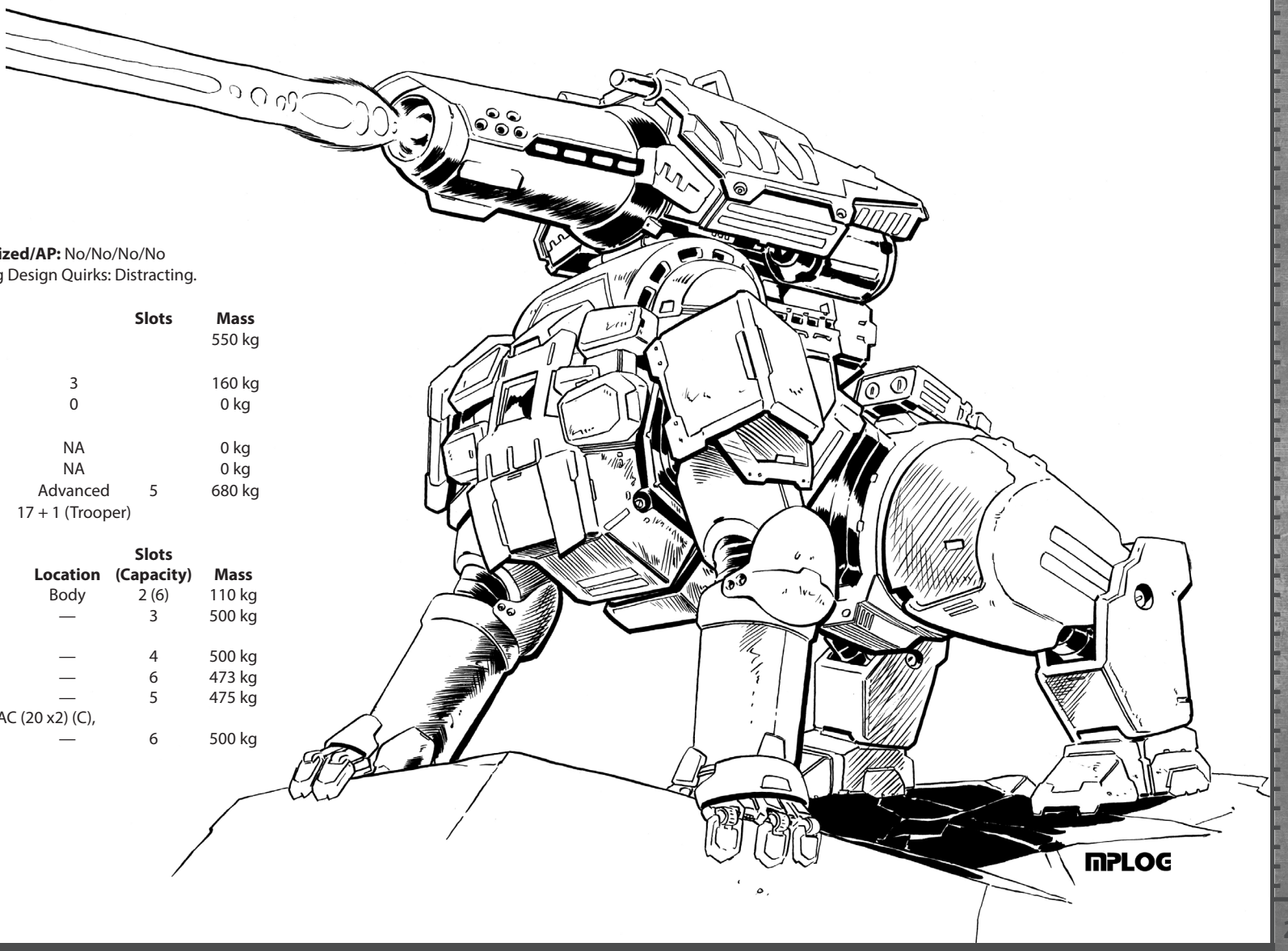
FENRIR II ASSAULT BATTLE ARMOR

Type: Fenrir II
Manufacturer: TharHes Industries
Primary Factory: Tharkad
Equipment Rating: X-X-X-E

Tech Base: Inner Sphere
Chassis Type: Quad
Weight Class: Assault
Maximum Weight: 2,000 kg
Battle Value:
88 [ML]
81 [MRR]
89 [LRM]
90 [SRM]
66 [AI]
Swarm/Leg Attack/Mechanized/AP: No/No/No/No
Notes: Features the following Design Quirks: Distracting.

Equipment		Slots	Mass
Chassis:			550 kg
Motive System:			
Ground MP:	3		160 kg
Jump MP:	0		0 kg
Manipulators:			
Right Arm:	NA		0 kg
Left Arm:	NA		0 kg
Armor:	Advanced	5	680 kg
Armor Value:	17 + 1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Mass
Modular Turret Mount	Body	2 (6)	110 kg
Medium Laser (30)	—	3	500 kg
2 Medium Recoilless Rifles (20 x2)	—	4	500 kg
LRM 4 (10 Shots) (C)	—	6	473 kg
SRM 5 (6 Shots) (C)	—	5	475 kg
2 Bearhunter Superheavy AC (20 x2) (C), 2 Machine Guns (50 x2)	—	6	500 kg



FUSILIER BATTLE ARMOR



The Fusilier battle armor is a prime example of that most military of boondoggles, the product that meets no glaring demand. Introduced in the early 3120s, it was too heavy and too slow but the AFFS Department of the Quartermaster purchased it anyway. General Motors produced it for a little more than a decade before finding an attractive upgrade option, but the Fusilier remains an odd duck in AFFS battle armor battalions.

CAPABILITIES

As a heavy combat suit the Fusilier is intended to stand in the line of battle with other prominent AFFS battlesuits like the Grenadier and the Hauberk, but where those armors have distinguishing characteristics, the Fusilier has none. It's a bastardized weapon, incorporating parts from the Grenadier and the Sea Fox, but its construction is solid and its performance, if not flashy, is even more solid. The upgrade, deployed after the Blackout, trades the jump booster and Magshot for a plasma rifle and reflective armor.

DEPLOYMENT

A company of Fusiliers was on Demeter, training with the planetary militia, when Warrior House Ijori and the Third Tikonov Guards attacked in 3144. Though the militia survived the initial assault and went to ground, the Fusiliers were too heavy and too slow to be useful to a guerrilla campaign, so they remained behind to protect the militia base at Dormant. Soon a task group from the Tikonov Guards arrived and demanded the fort's surrender. Hoping to give the militia more time to escape and establish wilderness strong points, Captain Edgar Provenance refused.

Led by a pair of *Gùn* OmniMechs and supported by two companies of infantry, the Capellans attacked. The fort's batteries succeeded in destroying all three of the CCAF's supporting Predator tank destroyers before they could close, but the *Gùn*s were too fast and slipped over the fort's walls. One, a *Gùn A*, destroyed the turrets from behind, while the other, a *Gùn Prime*, stalked the infantrymen inside the fort's walls. Captain Provenance's men had spent their time wisely, however, and were ready.

Attacking from cover, one platoon of Fusiliers slaughtered nearly a full company of Liao infantry as they entered the fort. The other two platoons played cat and mouse with the Liao 'Mechs, firing their Magshots but doing little damage. A lucky hit took out the PPC of the *Gùn A*, but it had already killed more than a squad of troopers. The arrival of the rest of the infantry and Liao VTOLs sealed the Fusiliers' fate, but they had done their job. The militia's insurgency built a sound foundation during the lull.

Older-model Fusiliers are often preferred by Capellan March Militia units because of the resilience of their stealth armor over the fragile reflective armor, as proven by a raid conducted by a detachment of the New Syrtis CMM in 3139. Striking at a training site on Nihal, the CMM detachment—two squads of Fusiliers riding captured Capellan Shun Transport VTOLs—was composed of half advanced, half original suits. When the team came under fire while hiding in a building, the advanced Fusiliers' battlesuits crumpled beneath falling building spars and damage suffered in the building's collapse. The second squad, with less advanced but sturdier armor, was able to accomplish its mission and escape.

NOTABLE UNITS

Perceval's Dragoons: The Dragoons are three squads of upgraded Fusilier battlesuits in a light strike company known as Perceval's Knights, as part of Operation PERCEVAL. Each lance within the company consisted of a Fusilier squad, a *Prey Seeker*, a JI2A1 Attack APC, and a Cavalry Infiltrator. Each lance trained together, but whenever it deployed, the whole company attacked as one. The *Prey Seekers* primarily carved up the heavily-armored units the DCMS favors. This left the main assault to the Fusiliers, while the VTOLs and APCs provided distracting harassment feints.

Frequently air-dropped from the Cavalry, the Fusiliers wrought havoc on enemy outposts and headquarters. Most often they encountered Zou battle armor, whose powerful medium lasers faltered against the Fusiliers' reflective armor. While two squads of Fusiliers tackled the enemy defenses, the third squad scavenged enemy headquarters intelligence. On two separate occasions, the JI2A1s were required for a hot extraction with the Fusiliers wildly firing at their attackers from the open cargo bay as the APCs fled.

The success of the Knights has garnered the attention of more than a few generals. Assuming no weaknesses are found during further combat, these strategies will likely feature heavily in the plans of the AFFS as they fight to reclaim the nation from its enemies.

FUSILIER BATTLE ARMOR

Type: Fusilier
Manufacturer: GM
Primary Factory: Salem
Equipment Rating (Standard): X-X-X-D
Equipment Rating (Upgrade): X-X-X-E

Tech Base (Standard): Inner Sphere
Tech Base (Upgrade): Inner Sphere (Advanced)
Chassis Type: Humanoid
Weight Class: Assault
Maximum Weight: 2,000 kg
Battle Value:
67 (Standard)
73 (Upgrade)
Swarm/Leg Attack/Mechanized/AP: No/No/No/Yes
Notes: Features the following Design Quirks: Accurate Weapon (Light MG).

Equipment		Slots	Mass
Chassis:			550 kg
Motive System (Standard):			
Ground MP:	1		0 kg
Jump MP:	2		250 kg
Motive System (Upgrade):			
Ground MP:	1		0 kg
Jump MP:	1		250 kg
Manipulators:			
Right Arm:	None		0 kg
Left Arm:	Armored Glove		0 kg
Armor (Standard):	Basic Stealth	3	825 kg
Armor Value:	15 + 1 (Trooper)		
Armor (Upgrade):	Reflective	7	825 kg
Armor Value:	15 + 1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Tonnage
Standard			
Magshot Gauss Rifle (10)	RA	3	175 kg
Light Machine Gun (50)	Body	1	75 kg
Jump Booster	Body	2	125 kg
Upgrade			
Plasma Rifle (20)	RA	2	300 kg
Light Machine Gun (50)	Body	1	75 kg



XIPHOS ASSAULT BATTLE ARMOR



The Xiphos (named after an ancient type of Greek double-edged sword) was developed by the Marik-Stewart Commonwealth to grant their infantry troops advanced protection against devastating artillery attacks.

CAPABILITIES

The main advantage of the Xiphos is its armor, mitigating one of the greatest weaknesses of battle armor: vulnerability to artillery fire.

With configurations ranging from raw firepower to heat sensors, the Xiphos rarely needs any outside assistance. The high powered communications system also allows commanders to keep communications with their troops running, even when electronic countermeasures are deployed against them.

DEPLOYMENT

During a raid against Laureles in 3118 pirates jammed communications in and around the city of Rork. Unable to communicate, the planetary militia had contingency plans put together a for an uncoordinated defense. Having recently received a shipment of eight Xiphos, they were surprised when their new battlesuits were able to communicate inside the ECM field. The militia quickly split their Xiphos troops into pairs to accompany the search parties. Not expecting a coordinated defense, the pirates were slaughtered.

In 3125 elements of the Eighth Free Worlds Legionnaires traveled through the Oriente Protectorate to assault the Capellan Confederation on Corey—painted in the colors of the Oriente Protectorate. Details about this attack have only recently become public knowledge, when the files were accidentally released during the Marik-Stewart Commonwealth's dissolution. The Legionnaires attacked Hollis Incorporated's facilities, employing rapid air drops. While 'Mechs dropped around the facilities, battle armor, led by a platoon of Xiphoses, was dropped directly inside. They quickly dispatched the defenders and took tons of *Catapult* spare parts with them when they disengaged and fled the system.

The Xiphos was extensively used during the invasion of the former Free Worlds League. The Marik-Stewart Commonwealth used them very successfully during the early months of the invasion.

Using the slow communication between the different combat groups of the Wolves and Lyrans to their advantage, the defenders employed the same strategy over a long period of time on multiple worlds. On Autumn Wind and elsewhere, the defending troops used Cavalry helicopters to transport Xiphoses a few hundred meters behind enemy lines and attack their artillery support. With almost no time to react, the Wolves bombarded the advancing battle armors with missiles and direct fire artillery. By the time they realized that the Xiphoses did not take the expected devastating damage, it was already too late.

On Washburn the Marik-Stewart Commonwealth once more tried to use this tactic, but with less success. The invaders were prepared and had dozens of battle armored troops in hiding behind their artillery position, waiting for the eventual onslaught. The defenders' sudden appearance and armament—lasers and inferno missiles—nullified the advantages of the Xiphos' reactive armor. The Commonwealth troops were slaughtered to the last man. The few Xiphoses not sent to the front line fell back to the Irian Technologies facilities, were they reinforced the defenses and made their last stand.

Recently the Wolf Empire has attacked the Republic Remnant on Alhena. In what seemed like a training exercise for newly minted warriors, they copied the tactics used by the Commonwealth during their invasion. Only the lack of experience among the Wolf warriors prevented a major disaster for the Remnant.

NOTABLE UNITS

Nova Commander Brent: The Wolf Empire raided Alkes in January 3146, primarily to test the skills of the new Novas in the Twenty-ninth Garrison Cluster. It became a literal trial by fire. The militia defenders, petrified by the unfounded rumors of atrocities being committed on worlds conquered by the nascent Wolf Empire, savaged the Nova with Inferno missiles. Half the Nova's OmniMechs were downed by the intense heat, though some MechWarriors safely ejected. The Elementals, however, suffered 75% casualties. Only Brent's quick-thinking saved his fellow Elementals. He ordered the entire force into the Monongasippi River, washing clean the Inferno gel. The raid was aborted, but mercy was in short supply when the Empire chose to take the border world. Brent soon won a Trial of Position to command the Nova, making him the first Elemental in the Cluster to claim such a post.

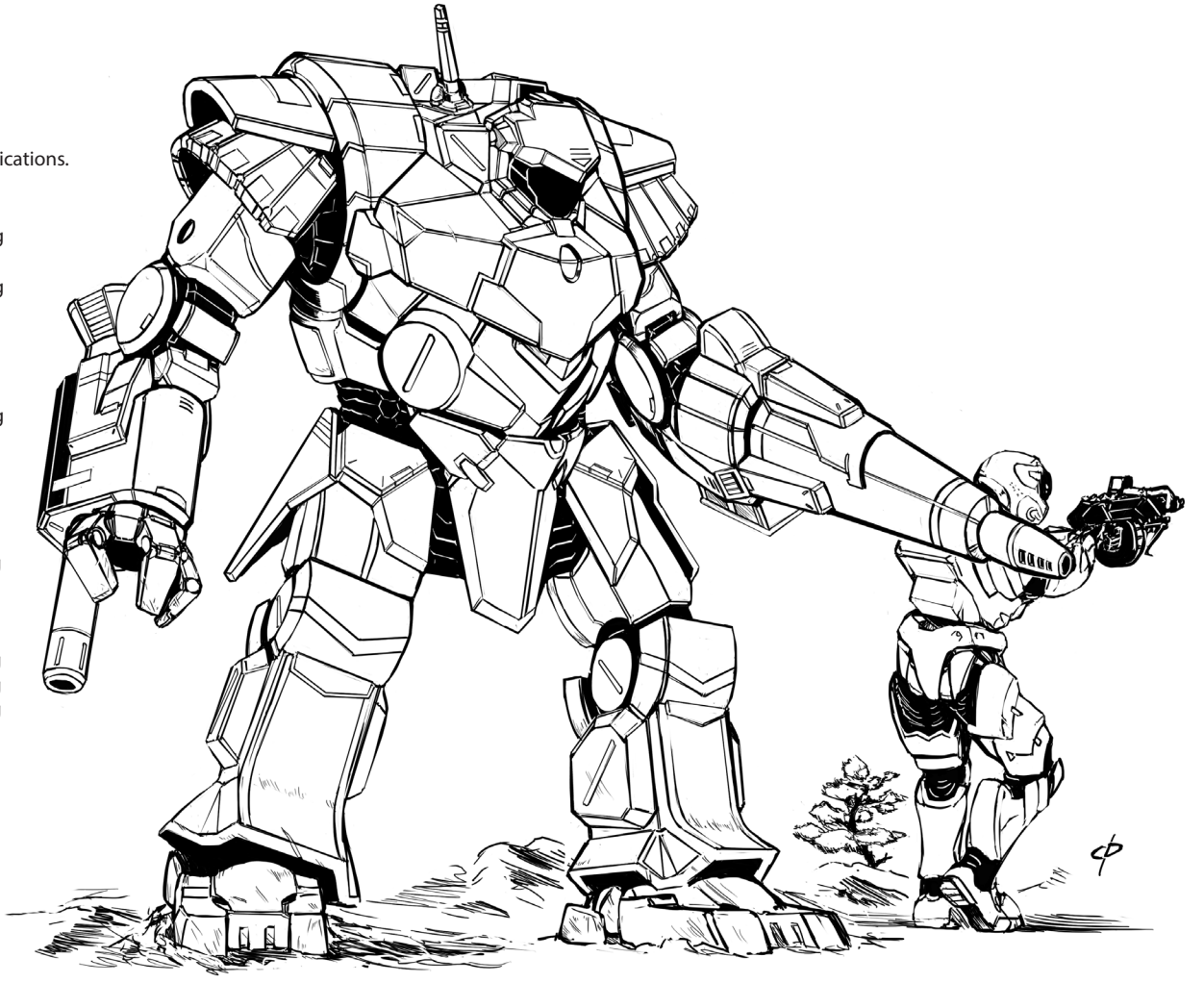
XIPHOS ASSAULT BATTLE ARMOR

Type: Xiphos
Manufacturer: Irian Technologies
Primary Factory: Irian, Washburn
Equipment Rating: X-X-X-E

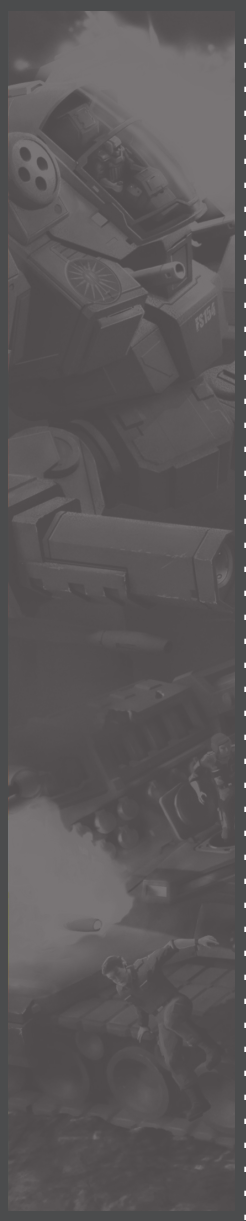
Tech Base: Inner Sphere (Advanced)
Chassis Type: Humanoid
Weight Class: Assault
Maximum Weight: 2,000 kg
Battle Value:
76 (Configuration A)
69 (Configuration B)
69 (Configuration C)
Swarm/Leg Attack/Mechanized/AP: No/No/No/No
Notes: Features the following Design Quirks: Improved Communications.

Equipment		Slots	Mass
Chassis:			550 kg
Motive System:			
Ground MP:	2		160 kg
Jump MP:	0		0 kg
Manipulators:			
Right Arm:	Basic Manipulator		0 kg
Left Arm:	None		0 kg
Armor:	Reactive	7	900 kg
Armor Value:	15 + 1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Mass
Modular Weapon Mount	RA	1 (2)	10 kg
A) Light Recoilless Rifle (20)	—	2	175 kg
B) SRM 1 (OS)	—	2	50 kg
C) Heat Sensor	—	1	20 kg
Modular Weapon Mount	LA	1 (3)	10 kg
A) Magshot Gauss Rifle (10)	—	3	175 kg
B) Plasma Rifle (20)	—	2	300 kg
C) Heavy Flamer (10)	—	2	350 kg



KRUGER COMBAT CAR



Mass: 10 tons
Movement Type: Wheeled
Power Plant: DAV 50 Fusion
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Armor: ProtecTech Heavy Ferro-Fibrous
Armament:
2 Bright-Bloom Extended Range Medium Lasers
Manufacturer: Avalon Arms Company
Primary Factories: New Avalon
Communications System: Broadstar Micro-Pulse
Targeting and Tracking System: Broadstar Pintel-Star

It was quite a surprise to Davion militia procurement officers when the Avalon Arms Company offered for sale the Kruger Combat Car in 3091. Up to then, they had only seen pictures and examples of the Kruger in military museums—Krugers had fought during the Star League and First Succession War eras. The new Kruger built on the strengths of the original by adding modern technology.

CAPABILITIES

Krugers are favored vehicles of scout platoon commanders in urban environment across the spinward half of the Inner Sphere and nearby Periphery because of their excellent communications and drive systems. Fast, well-armed enough for defense or sniping but lacking the armor to stand and fight, it reinforces for junior officers the need to report information to the rear—personally, if necessary.

DEPLOYMENT

Though Krugers are famed for their capabilities on paved roads, one Kruger made quite a name for itself in the Harsefield Desert on Dahar IV in early 3145. Part of the armor contingent of the Dahar Draconis March Militia, Corporal Anderson Crowley, in his Kruger, was scouting into the desert when he detected a small DCMS reconnaissance force. Though Dahar IV hosted both the DMM and the recuperating Fourth Robinson Strikers, no one had noticed the small Combine force land—except Crowley.

Though he managed to keep from being detected, Crowley knew he had to report back. A radio broadcast would have been detected, so he waited until night fell and then drove 100 kilometers back to a safe place to report. Aware that no one else knew the Harsefield as well as he did, Crowley ignored orders to withdraw and returned each night to keep an eye on the raiders' position. For more than sixty hours he repeated this maneuver—watch and sprint to report—without sleep, until a company from the Fourth Robinson arrived to drive the raiders off. He used his knowledge of the desert to place the Strikers in a prime ambush location, and during the battle moved around to the DCMS' rear to cut off their escape. He was credited with killing two Raiden battlesuit troopers single-handedly, despite his exhaustion.

During the assault on New Demeter City on Demeter in 3144 several Krugers gave excellent, if ill-fated, service against Warrior House Ijori. As the Ijoris and their Tikonov auxiliaries raced into the city, the local militia commander threw his Krugers out as scouts. Strong ECM and other jamming made communications difficult, but the Krugers' ability to rapidly reverse out of danger spots made them supreme couriers. Though the city fell, most credit the Krugers' scouting as a factor in it holding out as long as it did.

VARIANTS

The original Kruger lacks the advanced technology of the modern tank, with standard armor and medium lasers. Avalon Arms offers it for sale to users who lack the logistical diversity to maintain the modern combat car.

NOTABLE UNITS

Brevet Leftenant Leticia Herszmann: Originally part of the Kell Hounds mercenary force, Herszmann joined Julian Davion's First Davion Auxiliary just before the FedSuns leader began his homeward journey from the Clan front. The exact reasons for Herszmann's departure from the Hounds' employ are unknown, but she proved herself a capable scout on numerous encounters since then, earning the field rank of Brevet Leftenant while commanding a mixed recon lance of ground vehicles and VTOLs that she called "The Heralds."

Attached to Julian Davion ever since, Herszmann's Heralds played a significant role in the 3147 recapture of New Syrtis, mostly by aiding the Illician Lancers and Twelfth Vegan Rangers. Unfortunately, in the course of the heavy urban warfare that characterized that three-month battle, only Herszmann and her Kruger survived these recon missions. After Capellan terrorists ravaged the planet again the following year, Herszmann suffered a nervous breakdown and became extremely withdrawn. Her AFFS superiors were considering relieving her from duty when the Capellans launched a new assault the very next month. In the fighting near the capital city, she died ramming her Kruger into a *Ti Ts'ang* that was trying to attack Julian's command lance. The suicide run crippled the enemy 'Mech, and possibly even saved the Davion Prince's life.

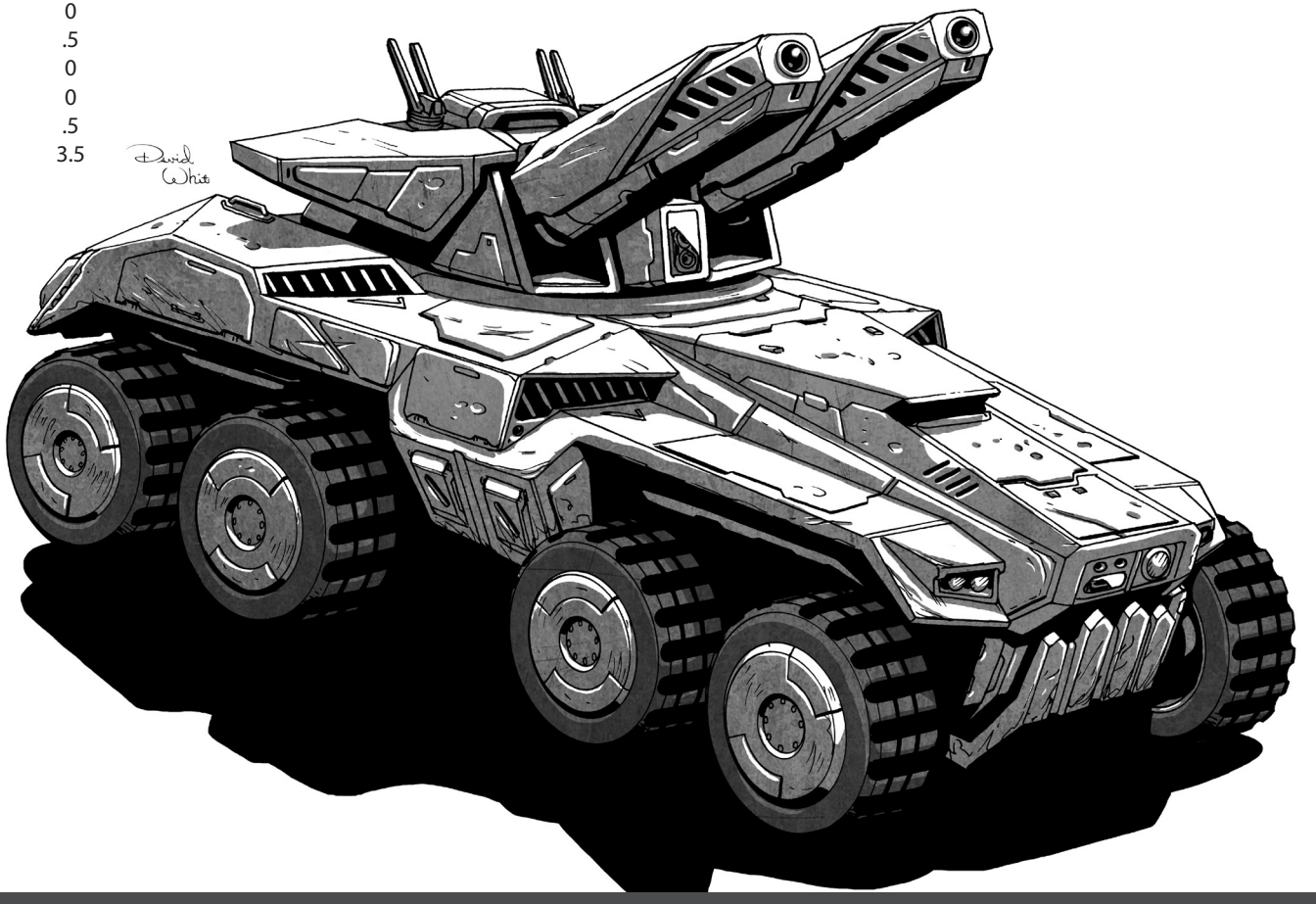
KRUGER COMBAT CAR

Type: **Kruger**
Technology Base: Inner Sphere
Movement Type: Wheeled
Tonnage: 10
Battle Value: 429

Equipment		**Mass**
Internal Structure:		1
Engine:	50	2.5
Type:	Fusion	
Cruise MP:	7	
Flank MP:	11	
Heat Sinks:	10	0
Control Equipment:		.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		.5
Armor Factor (Heavy Ferro):	69	3.5
	Armor Value	
Front	16	
R/L Side	13/13	
Rear	14	
Turret	13	

Weapons and Ammo	**Location**	**Tonnage**
2 ER Medium Lasers	Turret	2

Notes: Features the following Design Quirks: Improved Communications, Power Reverse.



THANG-TA APC



Mass: 10 tons
Movement Type: Wheeled
Power Plant: Magna 70 Fusion
Cruising Speed: 97 kph
Maximum Speed: 151 kph
Armor: Valiant Chainmail Ferro-Fibrous
Armament:
2 Magna Mk IV Extended-Range Small Lasers
Manufacturer: Earthwerks-FWL, Incorporated
Primary Factory: Tiber
Communications System: Garret T21-C
Targeting and Tracking System: Wasat Watchdog W112

Earthwerks quietly premiered the Thang-Ta before the Jihad. Simple and inexpensive construction guaranteed it would become a primary infantry carrier on the battlefields of the sundered League after that conflict faded. It took part in nearly every conflict involving the splinter states until the League was reformed, and it has continued to do so since Captain-General Jessica Marik oversaw the reformation.

CAPABILITIES

The Thang-Ta's ferro-fibrous armor and increased speed compared to older APCs ensures the infantry squad it carries arrives safely to the battlefield. There are no creature comforts in this vehicle, which aimed for practicality over comfort. The full field of fire from the turret lasers makes up slightly for their deficient range, but only against lightly armored targets. Balky linkages have plagued the turret; even weak hits tend to freeze it in place, leaving the crew only speed to rely on to survive.

DEPLOYMENT

When the Capellans counterattacked the Anduriens in the Victoria War, the First Andurien Rangers were overwhelmed and pushed off Betelgeuse by Warrior House Imarra's lightning combined-arms assault. The Rangers retreated to Sigma Mare, where their infantry had been left to garrison, but House Imarra had not finished with them.

Imarra quickly claimed air superiority, keeping the Rangers and their DropShips grounded. A combat drop of the entire Imarra force threw the Rangers further into disarray. As the Anduriens fought desperately to keep their DropShips from being captured, the Rangers infantry regiment was being rounded up from posts across the small continent of Tropinado. A battalion of Thang-Tas retrieved these troops from their deployments. The repeated sorties brought the Thang-Tas under considerable fire from the Imarra 'Mechs and tanks, but the APCs were able to pierce enemy lines time and again. The final breakthrough, though, found the Imarras prepared. They targeted the APCs exclusively, despite punishing covering fire by the rest of the Rangers. Speed and thick armor were all that saved the troopers. While eighty percent of the troopers made it to the DropShips, only two platoons of the Thang-Ta battalion lifted off Sigma Mare. The fighter ambush *en route* to the Rangers' JumpShips eliminated almost all of the troops the Thang-Tas had sacrificed so much to save.

Kallon Industries on Loyalty has been rebuilding the First Loyalty Defenders since the Wolf invasion ended. When Mu Galaxy's Nineteenth Wolf Cavalry initiated a Trial of Possession for Kallon's production of June 3143, the Defenders responded amazingly well. The First's Thang-Tas deployed troops to various hotspots. The infantry was an annoyance at best, but they occupied the attackers long enough for the rest of the First to outmaneuver the Cavalry. The Mu warriors lost their focus, and the battle degenerated into a melee. A company of suicidally brave Thang-Ta crews swept across the Cavalry's lines and, despite their meager lasers, pushed the Cavalry into retreat. The disgrace of being defeated by mere infantry transports led to two Stars of warriors being consigned to the *solahma*.

NOTABLE UNITS

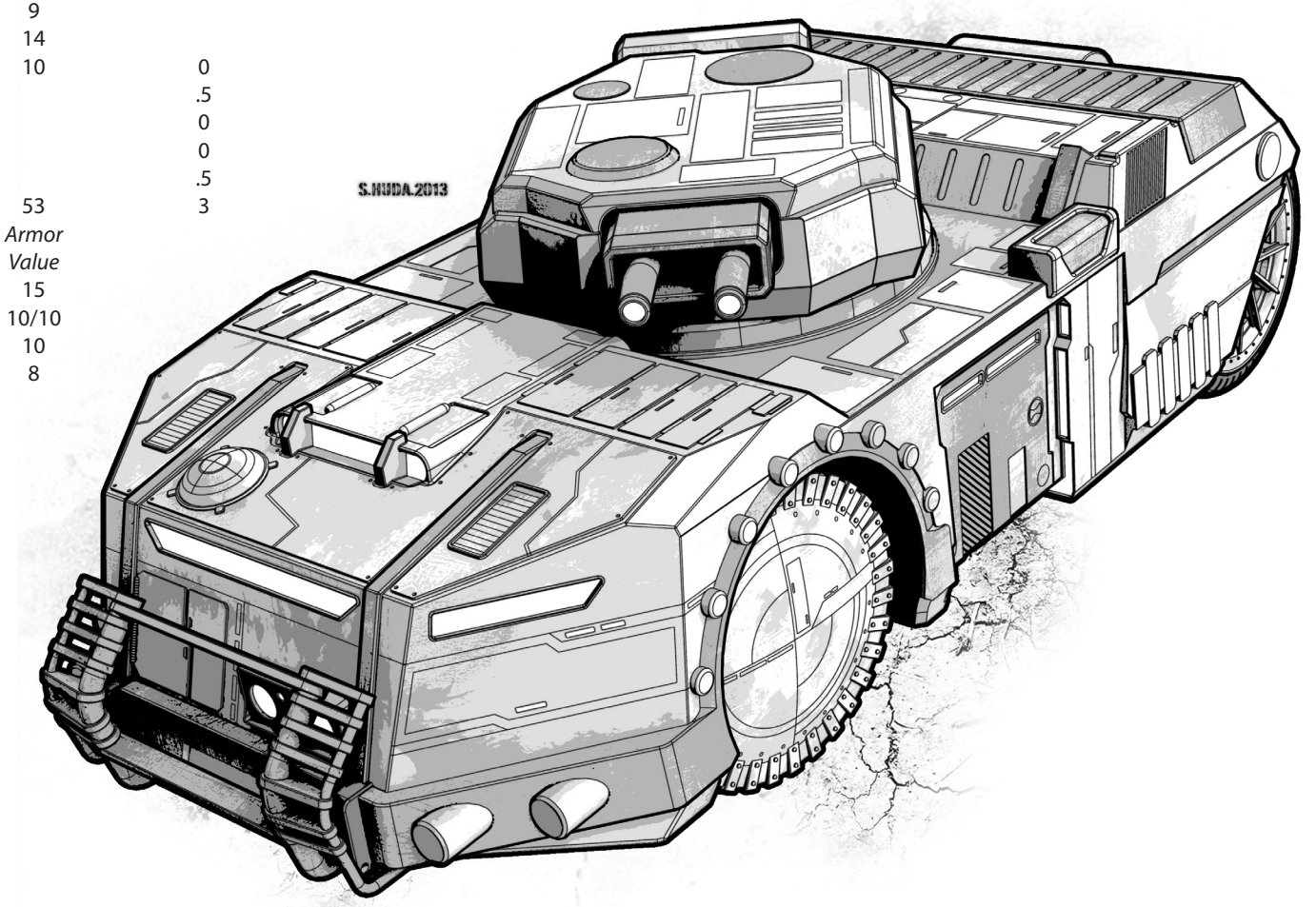
Colonel Hubbard Hallowell: Colonel Hallowell was promoted to command of the Protectorate Militia Regiment on Franmalin on 12 August 3148, just two days before the Joyeux Corsaire launched a heavy raid. The granary district in Dante's Hell was threatened with complete loss, as the pirates were making off with every bit of grain. Hallowell's complement was poorly-equipped. He ordered his company of Thang-Tas to charge into the pirates' midst. With their puny lasers blazing, the APCs did just that, raising a terrible ruckus. They were destroyed entirely by the contemptuous pirate MechWarriors. However, Hallowell had ordered his infantry not to ride in the APCs, but instead to flank the enemy. He had them fire into the very grain the people needed. Several gargantuan grain explosions later, the pirates fled in disarray. Colonel Hallowell had won, but the loss to the local agricultural industry bankrupted six different farming collectives.

THANG-TA APC

Type: **Thang-Ta**
Technology Base: Inner Sphere
Movement Type: Wheeled
Tonnage: 10
Battle Value: 241

Equipment		**Mass**
Internal Structure:		1
Engine:	70	3
Type:	Fusion	
Cruise MP:	9	
Flank MP:	14	
Heat Sinks:	10	0
Control Equipment:		.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		.5
Armor Factor (Ferro):	53	3
	Armor Value	
Front	15	
R/L Side	10/10	
Rear	10	
Turret	8	

Weapons and Ammo	**Location**	**Tonnage**
2 ER Small Lasers	Turret	1
Infantry Compartment	Body	1



MARTEN SCOUT VTOL



Mass: 15 tons
Movement Type: VTOL
Power Plant: Tyron 100 ICE
Cruising Speed: 140 kph
Maximum Speed: 216 kph
Armor: ProtecTech Light
Armament:
1 Federated SuperStreak SRM 2 Launcher
Manufacturer: Cal-Boeing of Dorwinion
Primary Factories: Belladonna
Communications System: Achernar Standard
Targeting and Tracking System: IsBM Lantirn

Though never sold in large enough numbers to satisfy its manufacturer, the Marten has spread across the Inner Sphere and Periphery and gained a reputation as a reliable, if unloved, combat helicopter. It provides journeyman service as a scout deployment and special forces insertion vehicle, but struggles in the attack and interdiction roles many militias try to force it into.

CAPABILITIES

The Marten is fast, simple, and—with the exception of its balky muffling system—easy to maintain. It carries just enough firepower to make its presence known, just enough infantry transport space to make it useful, and just enough sensor payload to make it worthwhile, but it does none of those things any better than many other VTOLs.

DEPLOYMENT

In active service for more than a century, the Marten struggles to stand out, though the spate of combat that erupted since the Blackout has given it plentiful opportunity. Perhaps the most noteworthy Marten action took place on Diefenbaker in 3137 when a company of Taurian mercenaries raided across the border.

Protected by its own militia and a battalion of the Islamabad Periphery March Militia that was rotating through, Diefenbaker looked like easy pickings for a 'Mech company. While the PMM 'Mech lance went out to meet the mercenaries, a platoon of DMM Infiltrator Mk II battlesuit troopers collaborated with a company of Martens to attack the mercenaries' grounded DropShip. Each of the Martens lifted a single battle armor infantryman, while the last squad accompanied a platoon of Musketeer hovertanks. They skirted the battle site and made their way to the landing zone.

First, the Musketeers and lone squad pretended to be a much larger force and got the DropShip firing on them. While they were distracted the Martens swept across the LZ from the other direction and placed the twelve Infiltrators directly atop of the *Union*-class ship. Unable to fire on their own hull, the DropShip fell quickly once the battlesuits got inside. Though two of the Martens were destroyed as they cleared the LZ, the remainder participated in the final attack on the mercenary 'Mechs, using inferno-loaded SRMs to force the remaining seven 'Mechs to surrender.

Not all commanders understand the Marten's limitations, however. During the fall of Robinson in 3144 a DMM battalion commander called on his Martens to extract an infantry company cut off by a battalion of the Eighth Sword of Light. Though the Martens' CO demurred, the major insisted, and the helicopters attempted to thread the Sword of Light's lines. Four out of sixteen Martens were destroyed penetrating to pick up the infantrymen, but none of them survived the attempt to get out. All of the Martens were brought down by concentrated fire, killing both their pilots and the embarked infantrymen. The AFFS inspector-general's office had been considering charges against the major, but he was killed during the withdrawal.

VARIANTS

The infantry transport model of the Marten sacrifices the short-range missile launcher and ammunition for greater infantry lift capacity.

NOTABLE UNITS

Captain Marquis Melville: In December of 3145, Julian Davion's Task Force Navarre hit Menkalinan. The raid was designed to clean out the Capellan supply depots, raid munitions manufacturers, and destroy local factories. If accomplished, the raid would severely hinder the defensive efforts of the Menkalinan Home Guard units, implying an invasion was on its way, and thus forcing the CCAF to react. The simultaneous attacks caught the Capellans by surprise, quickly accomplishing their mission.

During the return, a force of Home Guard units ambushed a lance of Davion 'Mechs. Captain Melville and his lance of Martens were quickly on scene, but by that point Leftenant Morton Briggs' *Griffin* was destroyed with smoke pouring out of its cockpit. With a *Gùn Prime* among the attacking forces, sending jump troopers after Leftenant Briggs' body would be suicide. Captain Melville's lance used their ample supply of smoke munitions to provide cover for the rest of the lance to escape to their DropShips.

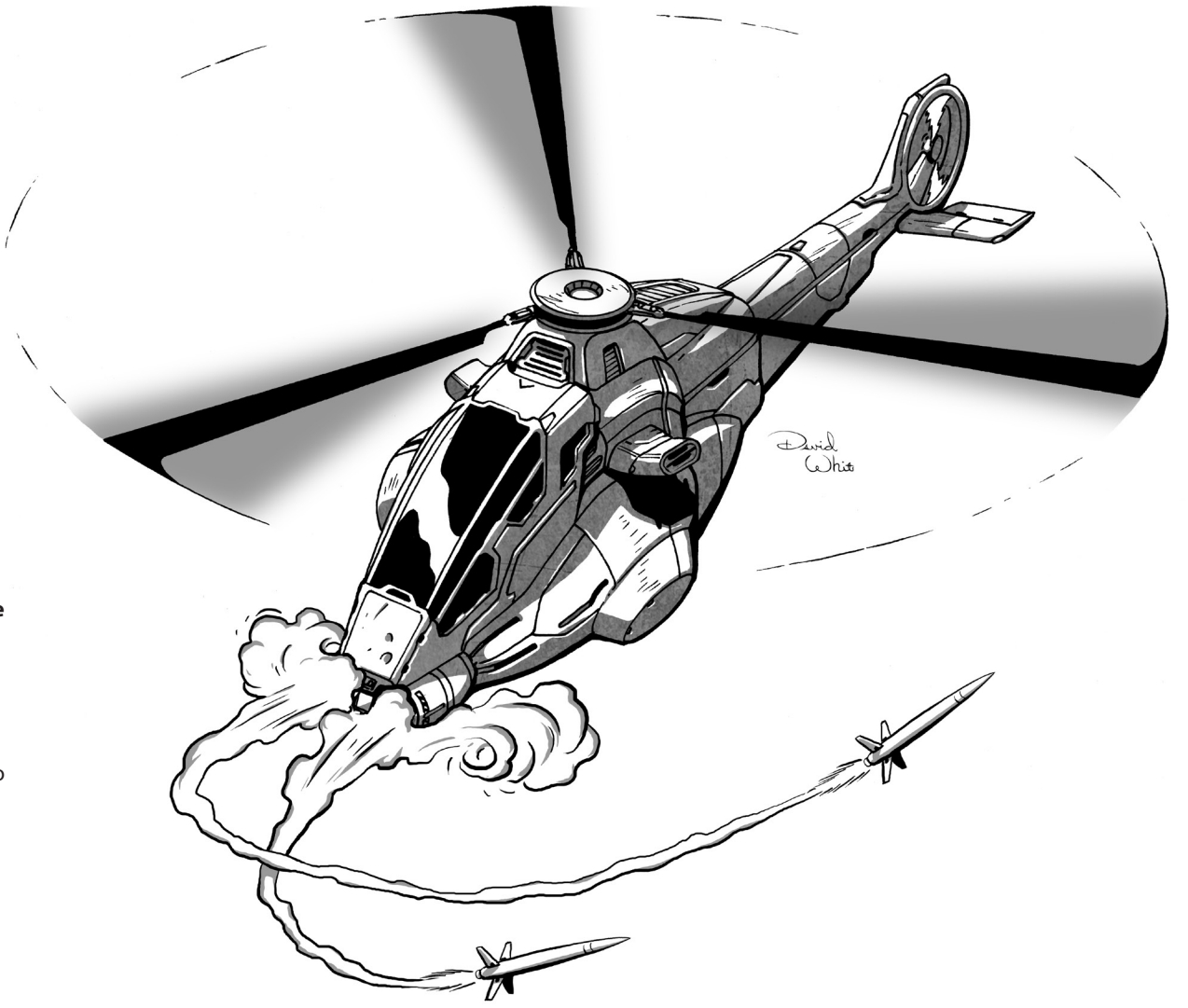
MARTEN SCOUT VTOL

Type: **Marten**
Technology Base: Inner Sphere
Movement Type: VTOL
Tonnage: 15
Battle Value: 179

Equipment		**Mass**
Internal Structure:		1.5
Engine:	100	6
Type:	ICE	
Cruise MP:	13	
Flank MP:	20	
Heat Sinks:	0	0
Control Equipment:		1
Lift Equipment:		1.5
Power Amplifier:		0
Turret:		0
Armor Factor:	24	1.5
	Armor Value	
Front	8	
R/L Side	5/5	
Rear	4	
Rotor	2	

Weapons and Ammo	**Location**	**Tonnage**
SRM 2	Front	1
Ammo (SRM) 50	Body	1
Infantry Compartment	Body	1
Remote Sensor Dispenser	Rear	.5

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



NACON ARMORED SCOUT



Mass: 20 tons
Movement Type: Wheeled
Power Plant: Starfire 180 XL Fusion
Cruising Speed: 108 kph
Maximum Speed: 162 kph
Armor: Compound Alpha Ferro-Fibrous
Armament:
1 System 4 ATM-6 Launcher
2 Series 34NC Light Machine Guns
Manufacturer: Trellshire Heavy Industries
Primary Factories: Sudeten
Communications System: Basix 200
Targeting and Tracking System: OptiSight 12

In anticipation of the extensive resources needed for Clan's eventual *desant* into the Republic of the Sphere, the Jade Falcons developed the Nacon Armored Scout to augment scout and recon Stars. Swift enough to keep pace with all but the fastest of BattleMechs, the Nacon falls in line with the Falcons' combat philosophies by performing fast strikes while acting as an inexpensive alternative to sacrificing hard-to-replace Jade Falcon BattleMechs and their pilots.

The Nacon was named for a Mayan war god, though the average crew deems the official Clan designation a bit of a stretch considering the armored scout's limited offensive potential. Regardless of its name, the Nacon performs the job it was designed for, and it performs far beyond Trellshire's expectations.

CAPABILITIES

Light and fast, the Nacon is intended to locate suitable enemy targets, score a few hits, and then step aside to allow its BattleMech complement to deliver the killing blows. The scout car sports more armor than most vehicles in its weight class, which lets its crew withstand all but the most concentrated frontal assaults; however, when a Nacon begs off to allow its BattleMech partners to engage, its light rear armor often presents problems. Nacons perform best in infantry screening or bait-and-switch roles.

DEPLOYMENT

The Nacon Armored Scout remains largely in use by Clans Jade Falcon and Sea Fox, although the Sea Foxes have sold a considerable number to mercenary groups.

Nacons saw effective action during the Falcons' *desant* into Republic Prefectures VIII and IX. The securing of Chaffee saw the armored scout utilized largely against militia groups protesting the Falcons' presence. However, the battle for Skye in mid-3134 showed the Nacon's true worth. Battles in the outskirts of Weston Heights put several Nacons at the forefront of reconnaissance units attempting to flush out Republic troops. Nacons were often sent out as decoys to draw fire. Troops that took the bait were pounced upon by heavier Falcons forces, and those that didn't found themselves pummeled by the Nacons until heavier support could arrive. Although many of the scout cars were destroyed in the fighting, the Falcons noted their contribution to the battle.

While Nacons form an important part of reconnaissance units fielded against non-Clan opponents, Clan engagements tend to fall differently. A 3135 raid on Zoetermeer by the Third Falcon Swoop Cluster pitted a Binary of light 'Mechs and Nacons against a garrison Star from the Twentieth Wolf Regulars. The Nacon drivers assumed the Wolves would ignore them in favor of 'Mech targets, but reality proved the opposite. The Wolves chose to focus their weapons on the armored scouts and took most of them out before the Falcon 'Mechs could offer support.

NOTABLE UNITS

Star Captain Andrei: Prior to the Jade Falcon assault on Arc-Royal in 3146, Khan Malvina Hazen declared the Wolves-in-Exile *dezgra* targets unworthy of honorable combat. Instead of facing the Wolves as equals on the battlefield, the Falcons planned to use hit-and-run tactics in the initial waves. The Falcon Clusters' first strikes intended to send a Star or Binary of Nacons ahead of the 'Mechs. The Nacons were to locate an Exiled Wolf 'Mech, hit it hard, and scatter, leaving the enemy 'Mechs with too many targets to focus on. Then the sledgehammer of the Falcon 'Mechs would follow up the scalpel of the Nacon assault and finish off the opposition.

For Star Captain Andrei of the Sixth Falcon Striker Cluster, things did not go as planned. His Binary was assigned to lead the Sixth's initial charges into the fray, but due to a landing hotly contested by Exiled Wolf aerospace, Andrei's Binary was forced to paradrop into the middle of the battle moments before their *Union-C* was destroyed above them. Most of the Binary reached the ground safely, but Andrei was forced to scatter after coming under heavy fire from the advance elements of the First Wolf Legion. Andrei survived the initial engagement and was among those warriors chosen to lead the initial thrusts into the battle for Old Connaught.

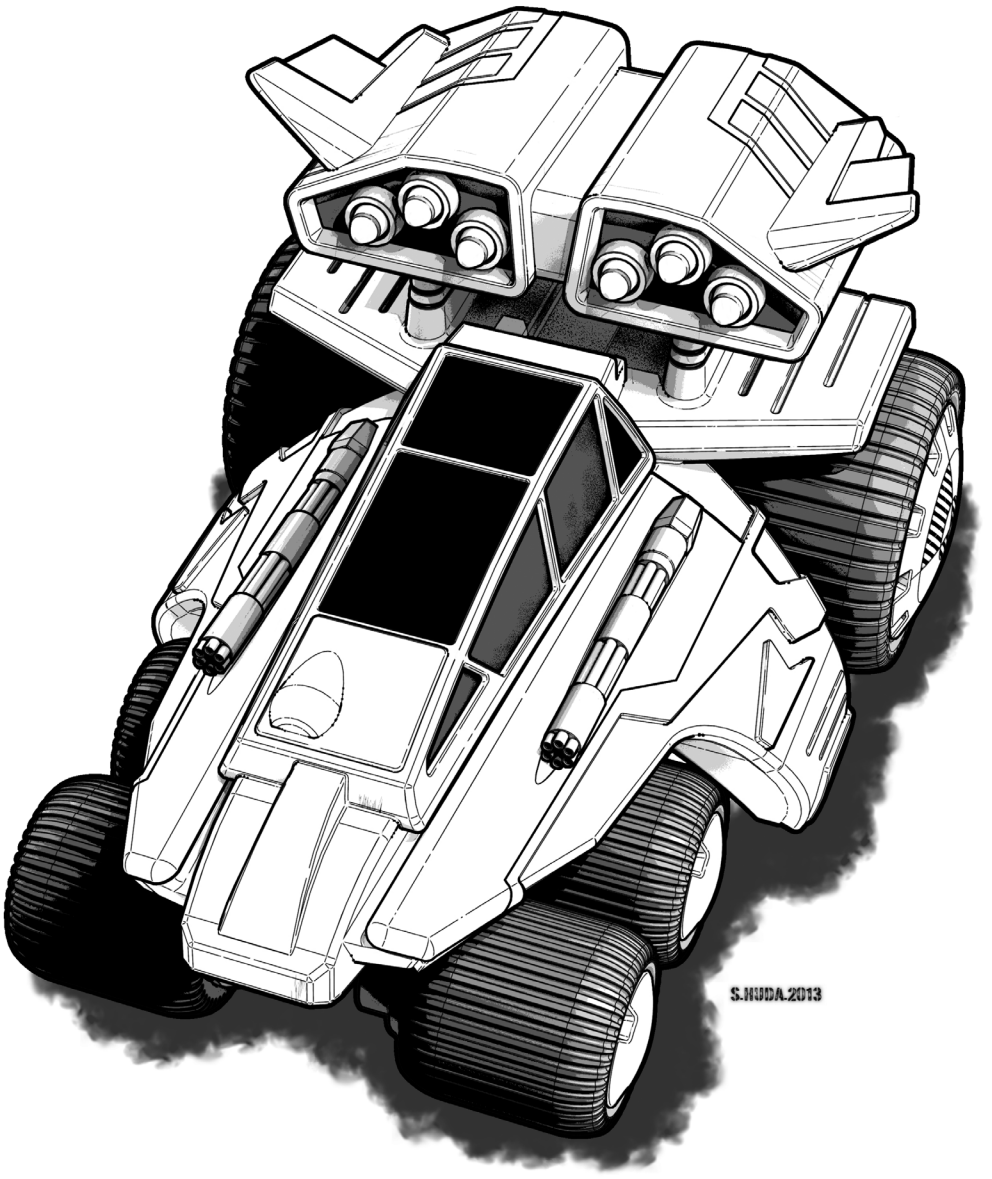
NACON ARMORED SCOUT

Type: **Nacon**
Technology Base: Clan
Movement Type: Wheeled
Tonnage: 20
Battle Value: 690

Equipment		**Mass**
Internal Structure:		2
Engine:	180	5.5
Type:	XL Fusion	
Cruise MP:	10	
Flank MP:	15	
Heat Sinks:	10	0
Control Equipment:		1
Lift Equipment:		0
Power Amplifier:		0
Turret:		0
Armor Factor (Ferro):	96	5
	Armor Value	
Front	44	
R/L Side	21/21	
Rear	10	

Weapons and Ammo	**Location**	**Tonnage**
ATM 6	Front	3.5
Ammo (ATM) 20	Body	2
2 Light Machine Guns	Front	.5
Ammo (Light MG) 100	Body	.5

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



WINTERHAWK APC



Mass: 20 tons
Movement Type: Hover
Power Plant: ScolTek 115 Fuel Cell
Cruising Speed: 108 kph
Maximum Speed: 162 kph
Armor: ArcShield V
Armament:
1 SureShot II SRM 2 Launcher
1 Coventry Light Autogun
Manufacturer: ScolTek Associates
Primary Factories: Inarcs
Communications System: Cyclops I
Targeting and Tracking System: Tar Tec Mini-Find

The Winterhawk APC is an old unit that came to new prominence in the modern Inner Sphere. Originally produced in 3059, it was unusual for the time in utilizing a fuel cell engine. As such it was distrusted by the LAAF command and relegated to backwater militias and corporate forces. The Winterhawk performed acceptably in such roles, and over the intervening decades fuel cells came to be commonly accepted in military vehicles. The LCAF restarted production in 3119 to meet demand for a new infantry transport.

CAPABILITIES

Winterhawks are designed to get infantry soldiers into combat fast. Its speed is certainly impressive at first glance, though the hovercraft suffers from relatively poor acceleration. A fuel cell engine substantially reduces the machine's logistical burden, making it popular with many procurement officers. Infantry soldiers also love the Winterhawk thanks to the attention designers paid to ergonomics in the passenger bay, and for the standard fold-in cooler.

DEPLOYMENT

Planetary militias and mercenary units were the most important customers for the Winterhawk over the early period of its production. After the Jihad sales of the unit picked up, as fuel cells became common technology for military vehicles, and it proliferated in local service throughout the Commonwealth. When the LCAF tendered a contract to ScolTek in 3119 it drastically altered the status quo and displaced those traditional markets. Now Winterhawks are a common sight in LCAF infantry regiments, with the High Command purchasing as many of the units as can be produced to help rebuild their battered army.

An example of the relatively low-key role of the Winterhawk early in its career comes from 3090, on Pencader. Pirate forces of Blakist origin operating out of the former Circinus Federation had been conducting a raiding campaign across the Lyran border, so the planetary government purchased a company of Winterhawks to bolster the militia's elite Greenleg infantry battalion. The Winterhawks were used to shuttle the battalion between the capital of Pencader City and the mining complexes of nearby Carmarthenshire. When the Blakist pirates descended to raid the mines, Winterhawks were used to deploy the Greenlegs to meet them.

When the raid on the mines proved to be a decoy for a second DropShip intent on sacking the capital, the Greenlegs were caught in a dilemma that the Winterhawk solved. The Winterhawks streaked in to shower the Blakists in inferno SRM fire as they approached the Carmanthenshire hills, using their speed to conduct a hit-and-run battle that devastated the support vehicles the pirates had brought along. Then, taking the long way around the main road back to Pencader City for deception, the Winterhawks delivered the Greenlegs just in time to conduct an ambush on the pirate forces emerging from the capital spaceport. In the end the pirates withdrew without sacking either target.

Another case of the Winterhawk being successfully used came from the Fourth Battle of Tamarind. A mercenary company called Rocinha's Caballeros made use of the transports on the Harvison Flats to bedevil elements of the Second Buena Guards. Winterhawks would jet in to deploy the Caballeros infantry in the rare natural strongpoints along the route of the Guards' retreat to Zanzibar. When the conventional elements of the Guards deployed to assault, the Winterhawks would return and evacuate the mercenary troops. Such efforts stalled the retreat of the Guards and allowed the Eighth Tamarind Regulars to cut off part of their conventional forces.

NOTABLE UNITS

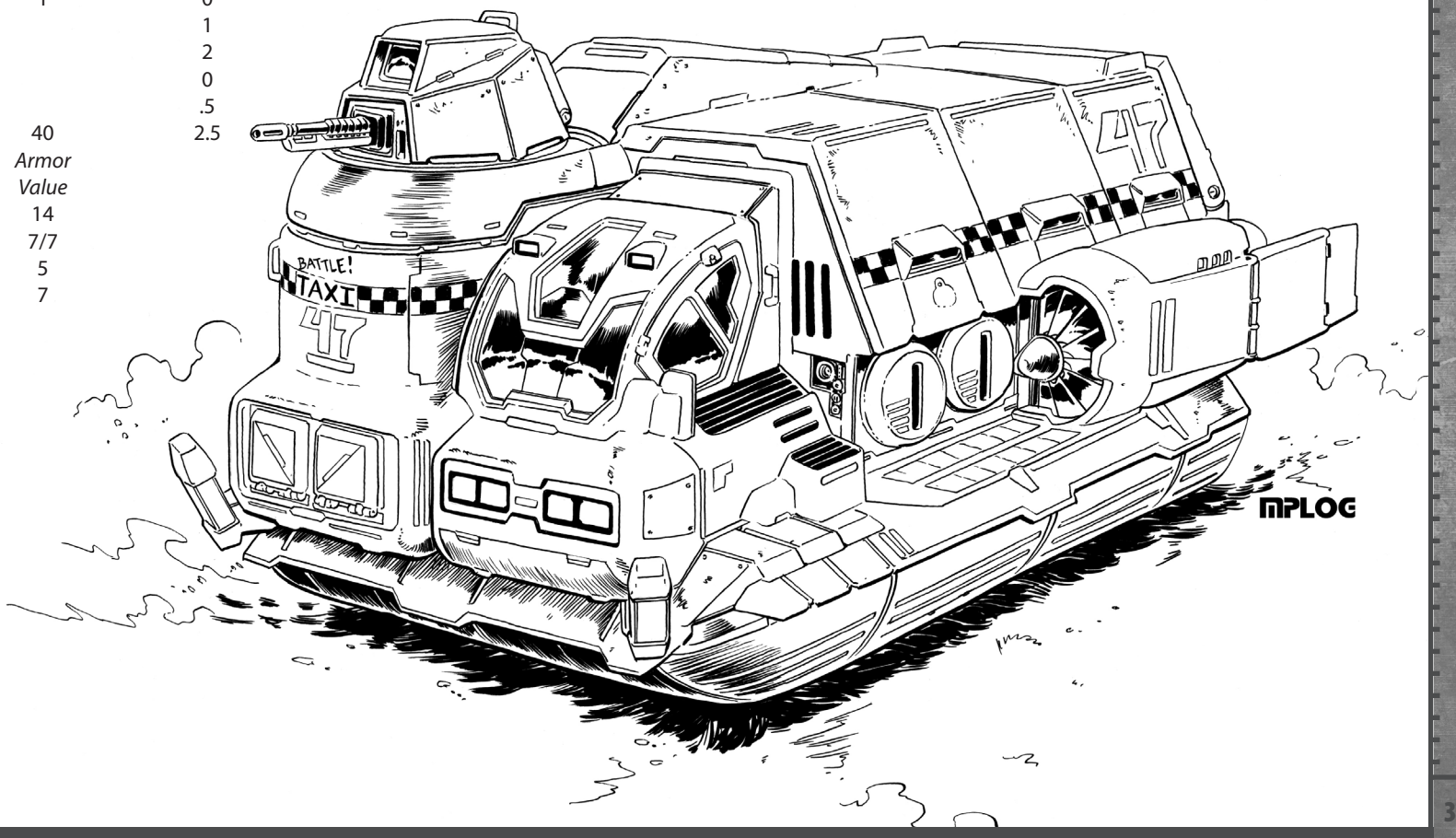
Staff Sergeant Michael Bolland: A lifelong resident of Buena, Sergeant Bolland of the First Buena Guards feared military action from Archon Trillian Steiner would result from the Margrave of Timbuktu Theater proclaiming himself Warlord of the new Buena Collective. The rechristened First Collective Guards took the brunt of the LCAF's preemptive strike against Valloire in 3147. During a firefight against the Carlisle BPM near Valloire's capital, Bolland's Winterhawk platoon was responsible for evacuating planetary officials.

WINTERHAWK APC

Type: **Winterhawk**
Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 20
Battle Value: 204

Equipment		Mass
Internal Structure:		2
Engine:	115	5
Type:	Fuel Cell	
Cruise MP:	10	
Flank MP:	15	
Heat Sinks:	1	0
Control Equipment:		1
Lift Equipment:		2
Power Amplifier:		0
Turret:		.5
Armor Factor:	40	2.5
	Armor Value	
Front	14	
R/L Side	7/7	
Rear	5	
Turret	7	

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



ANAT APC



Mass: 25 tons
Movement Type: Wheeled
Power Plant: Fuel Cell 180
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Armor: "Magnum" Ferro-Fibrous Composite
Armament:
2 Raid Micro Pulse Lasers
Manufacturer: Swedenborg Heavy Industries
Primary Factories: Kirchbach
Communications System: Build 1685 Tacticom
Targeting and Tracking System: Series VI Integrated TTS

The Anat APC was named for an ancient Semitic goddess and has proliferated throughout the Inner Sphere and has made a mark on many of the conflicts that followed Gray Monday.

CAPABILITIES

Speed and mobility were the obsessions of the original Mongol doctrine, and the Anat provides both. As a wheeled vehicle the Anat can handle rougher terrain than a hover APC, and its limited amphibious capability means that rivers are no formidable obstacle to it. It is thus an ideal transport to keep attached infantry at the forefront of combat under almost any circumstances, though it requires escort from more heavily armed vehicles to support that infantry.

DEPLOYMENT

Anats are found in nearly every garrison and second-line Cluster of the Hell's Horses, and are deployed with frontline Clusters that embraced the original, pre-Malvina Mongol doctrine. They are also distributed around the Inner Sphere with the Sea Foxes acting as middlemen for Republic and mercenary purchasers. The Horses direct their own trade with the Wolves-in-Exile, who have also procured Anats for their Lyran hosts. The Capellan occupation of much of the rimward Republic saw large numbers of the APCs fall into their hands as well.

Preliminary testing of the Anat was assigned to Omega Galaxy over the course of 3094-3095. On Botany Bay, the Horses stumbled across a hidden base of the notorious buccaneer Black Kat. Anats from the Fifth Rangers Cluster were ordered to race infantry ahead to seize the facility and prevent Kat's escape. With support provided by a Star of Eponas, the Anats blew around the flanks of the pirate force on the flatlands of the Solander peninsula.

Defenses at the base were rudimentary, since it had been established for concealment of the pirates' *Union*-class DropShip rather than to hold off a Clan attack. The escorting Eponas blew a hole through the outer works of the base for the Anats, one of which raced through a swarm of noncombatants kicked up by the assault to deliver its infantry Star into the loading bay of the *Union*. The Clan infantry quickly seized control of the base from within, only to find that a lance of Kat's 'Mechs had broken away from the fighting and were racing for them.

The Anats formed up with the surviving Eponas to charge into the pirate lance. One Anat crashed itself into a *Fire Moth*, disabling the 'Mech at the cost of the vehicle's destruction. The remaining Anats swarmed over Black Kat's own *Cougar* but were cut down by PPC fire. The charge bought time for the Clan infantry to prepare, and their resulting ambushes destroyed the last of the lance as it attempted to retake the base. The contribution of the Anats to the battle impressed the Clan leadership sufficiently that they authorized full production.

The Sea Foxes learned about the battle shortly afterward and, after celebrating Kat's demise, issued a Trial over an Anat prototype to evaluate its potential as an export to the Inner Sphere. The Foxes won, narrowly, in a hard but honorably fought combat in which two Anat prototypes were claimed as *isorla*. Shortly afterward the Fox merchant caste began negotiating a commercial contract with the Horses.

NOTABLE UNITS

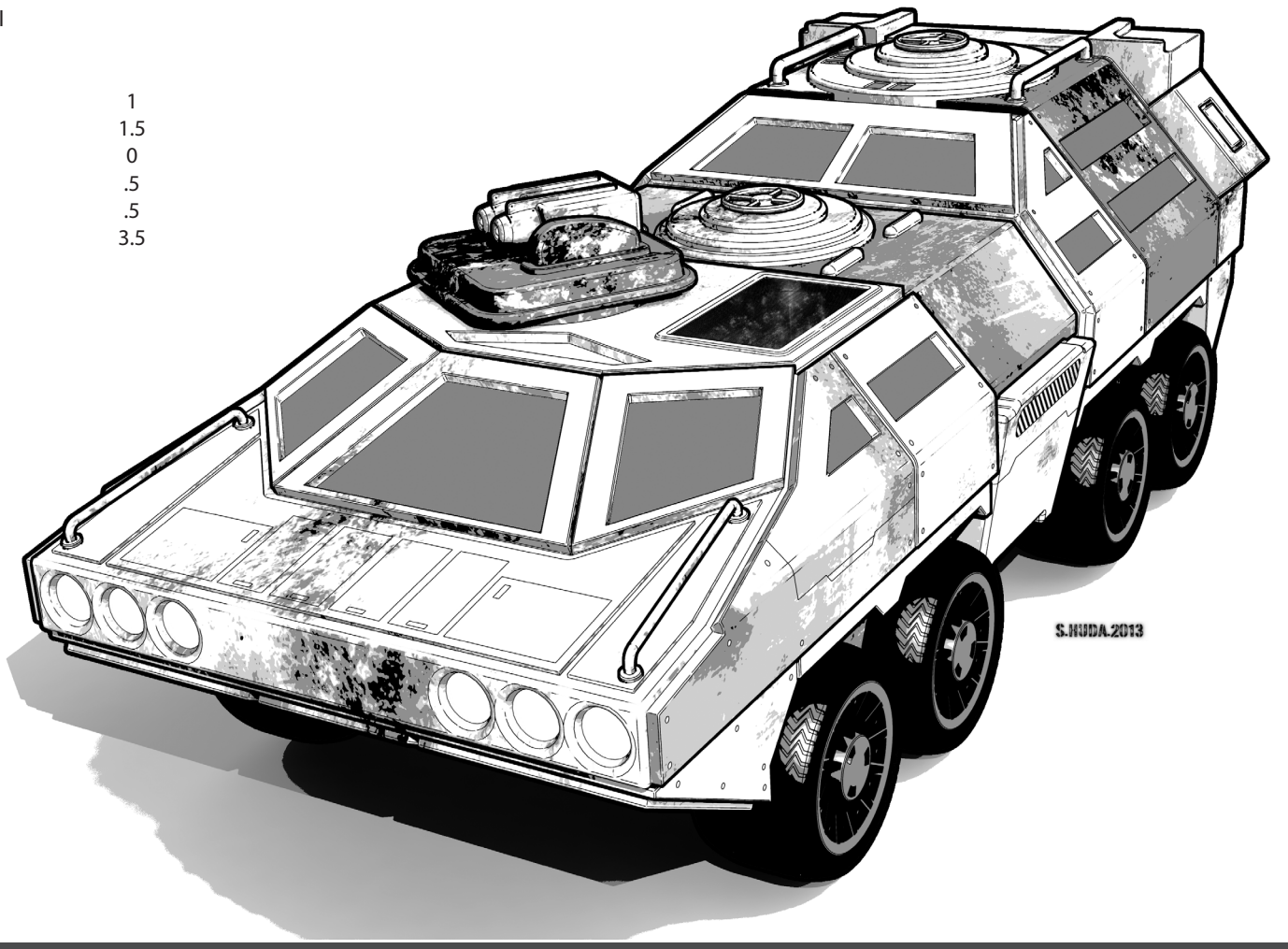
War Mule: Assigned to Clan Sea Fox's Gamma Aimag, this Anat infrequently saw combat; it typically carried *isorla* or returning infantry back to the unit's DropShips. In May of 3146 on Pleione that all changed. The Sea Foxes declared proper *batchalls* before landing, but the Home Guard garrison commander simply replied with threats. The "War Mule" carried heavy Sea Fox infantry into battle under fire, using its speed to avoid Home Guard units, loaded up the *isorla* while under covering fire from a nearby Point, and returned unscathed.

ANAT APC

Type: **Anat**
Technology Base: Clan (Advanced)
Movement Type: Wheeled
Tonnage: 25
Battle Value: 308

Equipment		**Mass**
Internal Structure:		2.5
Engine:	180	8.5
Type:	Fuel Cell	
Cruise MP:	8	
Flank MP:	12	
Heat Sinks:	2	1
Control Equipment:		1.5
Lift Equipment:		0
Power Amplifier:		.5
Turret:		.5
Armor Factor (Ferro):	67	3.5
	Armor Value	
Front	16	
R/L Side	14/14	
Rear	13	
Turret	10	

Weapons and Ammo	**Location**	**Tonnage**
2 Micro Pulse Lasers	Turret	1
Infantry Compartment	Body	5
Limited Amphibious Equipment	—	1



DI MULTIPURPOSE VTOL



Mass: 25 tons
Movement Type: VTOL
Power Plant: Edasich 85 Light Fusion
Cruising Speed: 97 kph
Maximum Speed: 151 kph
Armor: Durallex Guardian Heavy Ferro-Fibrous
Armament:
1 Defiance 250 Light Particle Projection Cannon
Manufacturer: Defiance Industries
Primary Factories: Furillo, Hesperus II
Communications System: Xilex-2342
Targeting and Tracking System: N&D Pinpoint with TAG and Beagle Active Probe

When the LCAF Quartermaster Corps requested a helicopter gunship, Defiance Industries duly built and tested a prototype. When the specifications changed, the Defiance engineers shrugged and redesigned the craft. After a stream of new requirements added more functions, and it seemed like the feature bloat would only continue, Defiance submitted new plans of their own. The redesigned craft met all of the previous requirements—and more pointedly, a single multirole helicopter reduced costs. The Quartermaster Corps accepted the VTOL, which Defiance aptly named the Multipurpose VTOL.

CAPABILITIES

Truly a "jack-of-all-trades," the Multipurpose VTOL features aspects of a gunship, infantry carrier and scout. The original gunship prototype supplied the craft's chin turret and heavy ferro-fibrous armor. Although the light PPC only deals moderate damage, it does so at range, helping to keep the VTOL out of harm's way. The four-ton infantry compartment comes from the planned infantry carrier, and is designed to be easily reconfigurable to house foot troops or battle armor. The seating can even be removed to create a cargo bay. The requested scout specs provided the TAG unit and active probe, and Defiance added an advanced communications system capable of burning through many enemy jamming systems.

DEPLOYMENT

First deployed in 3097, the Multipurpose VTOL has been sold widely across the Inner Sphere and Periphery, much to the delight of Defiance's executives.

Operation HAMMERFALL showcased the helicopter's strengths and weaknesses in vivid detail. In 3137, Multipurpose VTOLs of the Fourth Royal Guards RCT were employed in both scouting and strike roles as the unit secured beachheads on the critical Tamarind-Abbey worlds of Saltillo and Kosciusko. Later that year on Tamarind itself, these helicopters would help deploy the Fourth's many Fenrir squads prior to the world's surrender.

Following the 3140 armistice between the newly-reborn Free Worlds League and Clan Wolf, the Wolves turned against their former allies, forcing a change of tactics on the Lyrans. On Niihau, the Fifth Lyran Guards RCT was one of the heaviest-hit formations, but managed to survive by switching to planet-wide guerrilla tactics. Their Multipurpose VTOLs allowed them to move both men and materiel. Unfortunately for the infantry and supporting Multipurpose VTOLs of the Eleventh Lyran Regulars, the elements of Delta Galaxy they faced had numerous anti-air vehicles within their ranks, which decimated the helicopters as they tried to withdraw. The Eleventh Lyran Guards and their VTOLs fared far better, earning themselves the nickname "Wolf Hammers" as they hunted down and struck Wolf units to give their fellow Lyrans time to pull back into the Commonwealth.

The Multipurpose VTOL also gives yeoman service in Lyran militias. The Qanatir MTM, in particular, utilizes the VTOL to the maximum of its abilities, using it to ferry about the militia's sizable infantry formations as well as support their meager 'Mech forces and spot for artillery batteries.

VARIANTS

Of the numerous proposed variants, only the original gunship has actually seen production. This drops the electronics and infantry compartment in favor of an MML 7 launcher, whose versatility ideally suits the Multipurpose VTOL's nature.

NOTABLE UNITS

Grave Mold: This pirate band began operating within six months of Arc-Royal's fall. To date, they have yet to leave any live personnel behind for interrogation. Thus, their origins are a mystery. Their tactics and skill suggest they may be survivors from Arc-Royal who escaped the Falcons' tender mercies. If true, it would explain the factory-fresh company of DI VTOLs used in the Grave Mold's raids, and the group's exclusive targeting of Falcon worlds. A lance of BattleMechs either eliminates or lures away defenders, allowing the DIs to swoop in, discharge troops to collect supplies or valuable hostages, and flit away.

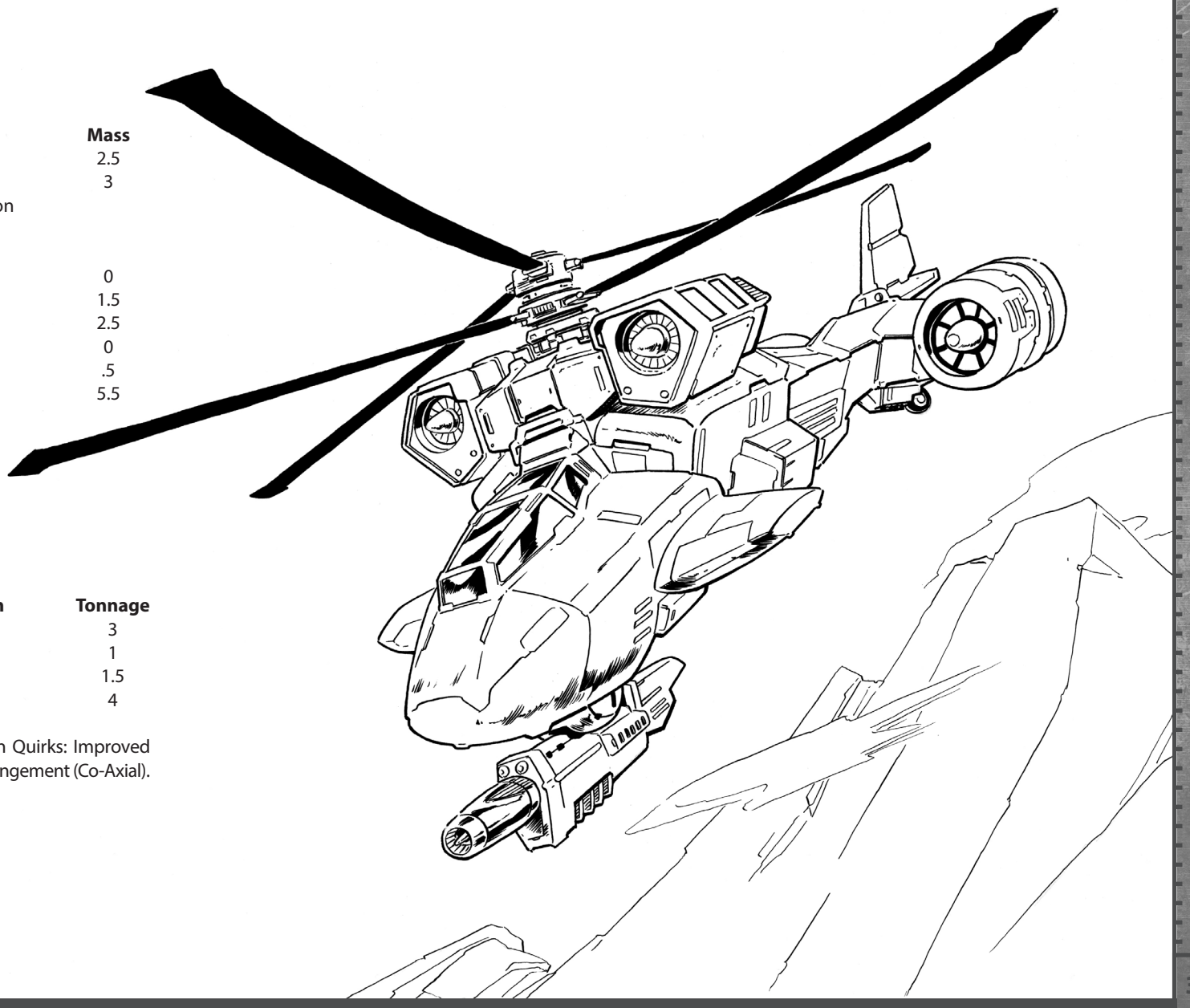
DI MULTIPURPOSE VTOL

Type: **DI Multipurpose**
Technology Base: Inner Sphere
Movement Type: VTOL
Tonnage: 25
Battle Value: 542

Equipment		**Mass**
Internal Structure:		2.5
Engine:	85	3
Type:	Light Fusion	
Cruise MP:	9	
Flank MP:	14	
Heat Sinks:	10	0
Control Equipment:		1.5
Lift Equipment:		2.5
Power Amplifier:		0
VTOL Chin Turret:		.5
Armor Factor (Heavy Ferro):	109	5.5
	Armor Value	
Front	28	
R/L Side	22/22	
Rear	16	
Chin Turret	19	
Rotor	2	

Weapons and Ammo	**Location**	**Tonnage**
Light PPC	Turret	3
TAG	Front	1
Beagle Active Probe	Body	1.5
Infantry Compartment	Body	4

Notes: Features the following Design Quirks: Improved Communications, VTOL Rotor Arrangement (Co-Axial).



JI2A1 ATTACK APC



Mass: 25 tons
Movement Type: Hover
Power Plant: Fireheart 120 Fuel Cell
Cruising Speed: 108 kph
Maximum Speed: 162 kph
Armor: Valiant Plate Heavy Ferro-Fibrous
Armament:
2 Holly SRM 4 Launchers
Manufacturer: Johnston Industries
Primary Factories: New Syrtis
Communications System: Johnston Q-Band
Targeting and Tracking System: BlazeFire Tracker with Range Check

Introduced in time to make a reputation during the short Victoria War, the JI2A1 armored personnel carrier has spread across the rimward Inner Sphere and earned a reputation as a fast, resilient and reliable battle armor transport.

CAPABILITIES

As fast as a Clan *Dasher*, the JI2A1's usual method of operation is to sprint into the midst of an enemy position, unload its infantry, and escape to become a harasser unit. Gunners in JI2A1s often load their short-range missile magazines with specialty ammunition tailored to the likely combat environment.

DEPLOYMENT

A favorite APC in the Davion Light Guards' battle armor battalions, JI2A1s were instrumental in the savaging the Guards gave to the Combine's Tenth and Eleventh Ghost regiments on Brookeland. In the skirmishes around Meyer, for instance, the APCs kept the conventional battalions of the Tenth Ghost believing they were facing a far larger group of Davion defenders.

Knowing that they couldn't hope to keep up with the Light Guards, the Tenth Ghost occupied Meyer and settled into the tactical defensive, content to let the Light Guards spend themselves against fixed defenses. The Guards, however, especially the battle armor battalion led by Major Nathan Deladier, practiced assaults against just these kinds of defenses. Careful observation told them which strong points were held by armor and which by infantry and, after a pause to reload their JI2A1s, the battalion attacked.

Supported by long-range fire from Light Guards 'Mechs and tanks, the JI2A1s sped forward. As they closed the range, each of the APCs fired their SRM racks. Where they faced armor, the APC gunners had loaded tandem-charge warheads; where they faced infantry, fragmentation warheads. The SRMs tore holes far outside their proportion into the Ghost lines, and heavy Grenadier battlesuits emerged from the APCs to wreak heavy damage and then escape in the confusion.

In the Capellan Confederation the CCAF put their own JI2A1s, purchased before the Blackout, to good use as training vehicles. They used these vehicles to anticipate AFFS mine-clearance tactics, firing mine-clearance missiles from the APCs to see how the AFFS would likely react to Thunder minefields. This pre-planning stood them in good stead on Almach and New Syrtis, where Davion officers found their tactics nullified.

A number of JI2A1s have fallen into the hands of pirates, who load the SRM magazines with fragmentation missiles and use them to attack crowds of people or concentrated infantry formations. In a raid on Erod's Escape in 3141, an unidentified pirate band attacked an open-air market as cover for a resource raid, killing more than 400 civilians. The pirates carried in the infantry bay looted the dead bodies before they withdrew, which is one of the reasons the Calderon Protectorate has leveled a massive reward for their capture or death.

VARIANTS

Johnston offers a different turret mounting a pair of multi-missile launchers as either a production model or an after-market modification.

NOTABLE UNITS

Ammo Depot: One of the few JI2A1s in the hands of Clan Wolf, "Ammo Depot" can be traced through the Wolf Hunters, Steel Wolves, and back to an early Republic militia unit. It earned its nickname after then Galaxy Commander Anastasia Kerensky frequently ordered it into combat with spare ammunitions and a resupply crew. Now saKhan, Kerensky has continued this practice and acquired more JI2A1s to support larger Wolf formations.

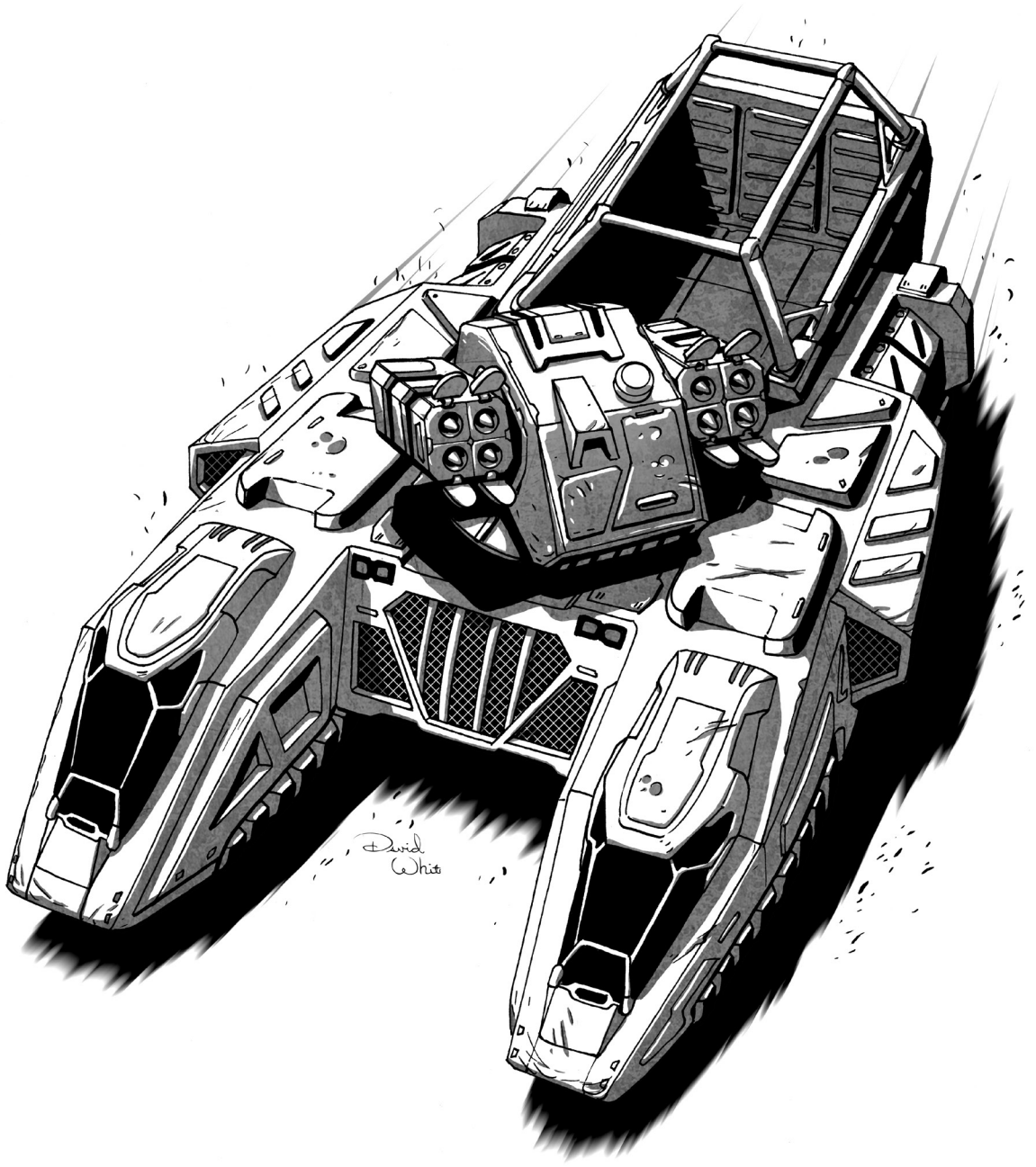
Leftenant Freeman Garrett: Commander of a lance in Perceval's Knights, Garrett also oversees training of the other two JI2A1s, known as "Perceval's Steeds." All of Perceval's Steeds have been configured with the multi-missile launcher variant, favoring the added flexibility over the harder-hitting SRM variant. On two recent occasions, while fleeing from enemy forces, Garrett ordered the Fusilier battle armor riding aboard to provide additional cover fire. Shooting from the open-top cargo bay under evasive maneuvers, the battle armor never hit an enemy target. Nonetheless, the added weapons fire appeared to slow down enemy pursuit. Leftenant Garrett has been commended for his creative thinking and is being watched more closely for fast-track career advancement.

JI2A1 ATTACK APC

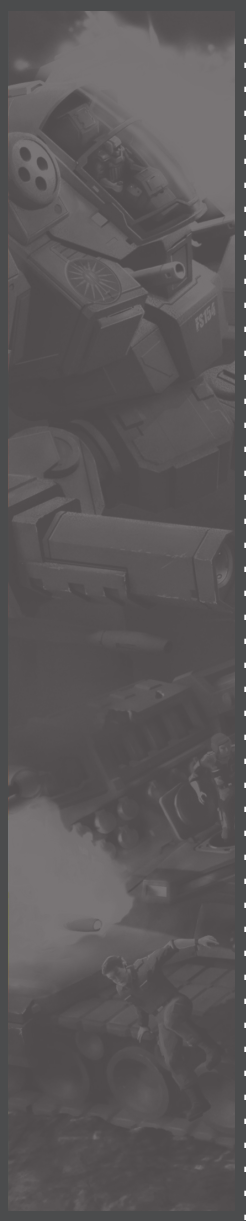
Type: **JI2A1**
Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 25
Battle Value: 435

Equipment		**Mass**
Internal Structure:		2.5
Engine:	120	5
Type:	Fuel Cell	
Cruise MP:	10	
Flank MP:	15	
Heat Sinks:	1	0
Control Equipment:		1.5
Lift Equipment:		2.5
Power Amplifier:		0
Turret:		.5
Armor Factor (Heavy Ferro):	79	4
	Armor Value	
Front	20	
R/L Side	15/15	
Rear	14	
Turret	15	

Weapons and Ammo	**Location**	**Tonnage**
2 SRM 4	Turret	4
Ammo (SRM) 25	Body	1
Infantry Compartment	Body	4



RED KITE ATTACK VTOL



Mass: 25 tons
Movement Type: VTOL
Power Plant: Imstar 135 Fuel Cell
Cruising Speed: 118 kph
Maximum Speed: 183 kph
Armor: Imstar HL Ferro-Fibrous
Armament:
6 Series 2CHM Medium Chemical Lasers
Manufacturer: Imstar Aerospace
Primary Factories: Amity, Marik
Communications System: Irian E.A.R.
Targeting and Tracking System: IMB SYS 1540

Imstar introduced the Red Kite in 3093, where it quickly became a favorite among reconnaissance forces in the Marik-Stewart Commonwealth thanks to its low noise profile and impressive armaments. When deployed as a gunship, the Red Kite struggles to compete with contemporary offerings such as Wakazashi's Yasha or the venerable Yellow Jacket gunship. Although comparable in mass and armor, the Red Kite can out-accelerate both, but it faces a significant range disadvantage over traditional gunships.

CAPABILITIES

The Red Kite was originally designed for an Imperator Napoleon Light AC/5, and an oscillating turret was developed to reduce recoil stress on the frame. During the latter stages of development, Imstar was able to secure a contract for the Series 2CHM lasers. In the original implementation, the loader cycled when the turret recoiled. As the chemical lasers do not recoil, the loader was modified to feed through a fixed turret ring. Unfortunately, this system is prone to jam if the loader cycles while the turret is rotated more than sixty degrees off center.

DEPLOYMENT

In 3138 Clan Wolf and Lyran Commonwealth forces invaded the sundered League. The Red Kite featured prominently in several of the early engagements, as the principal defending forces were often planetary militia. On Autumn Wind, the defending forces had been well schooled in Clan rules of engagement. Expecting the Wolves to adhere to some form of *zellbrigen*, the defenders were unprepared for the attackers' ferocity. Within thirty minutes, the defensive line broke and the Wolves were advancing unhindered toward Galveston City, where the planetary leadership had gathered to weather the attack.

Three Red Kites escorted two Lexan Oceanic Series IIs and a Soar VTOL that had been conscripted for evacuation duty. The Wolf force included three *Dasher II*s captured from the RAF a year earlier. They were dispatched to clear Galveston City ahead of the main force and proved a significant obstacle for the Red Kites. Although limited to short range weaponry, the 'Mechs were nearly as fast as the VTOLs and the Red Kite's extraction vector meant they would actually have to run past the Wolf 'Mechs on their way out of the city. While the Red Kites could easily shrug off the *Dasher II*'s micro lasers, the VTOLs they were escorting could not.

As the VTOLs made their run, the Wolves scored an early victory by downing the lead Red Kite—and with it the mission commander. Suddenly promoted, Lieutenant Holmes took decisive action and withdrew into the city. A twenty-six minute game of cat and mouse ensued as the Wolf 'Mechs chased the VTOLs through a veritable canyon of buildings in the Two Rivers district and across the Panoply Bridge into Hector Lombard Park. Designed for passenger traffic, the bridge could not support the combined weight of three forty-ton 'Mechs and the central span collapsed. All three *Dasher II*s survived the fifteen-meter plunge into the Felton River, but bogged down in the river bottom. It took them three hours to regain the banks, by which time the Red Kites and their civilian VIPs were long gone.

NOTABLE UNITS

Bloodletter: The pilot of this Red Kite is unknown. The VTOL has been used multiple times in audacious assassinations of Wolf Empire officials on newly conquered Lyran worlds. The first of these was on Solaris VII in February 3146, when the Ninth Wolf Cavalry's commander Star Colonel Clifford Kerensky was killed in "Bloodletter's" staffing attack at the entrance to O'Neil BattleMechs after an inspection. "Bloodletter" was next seen attempting a similar attack on the Forty-second Wolf Garrison Cluster on Amity over a year later. This attack missed Star Colonel Pablo, but killed a number of lesser officers. "Bloodletter" is painted dull bone white, with huge, crimson Greek letters (matching those of the Wolf Empire's many Galaxies) over much of the fuselage and wings.

RED KITE ATTACK VTOL

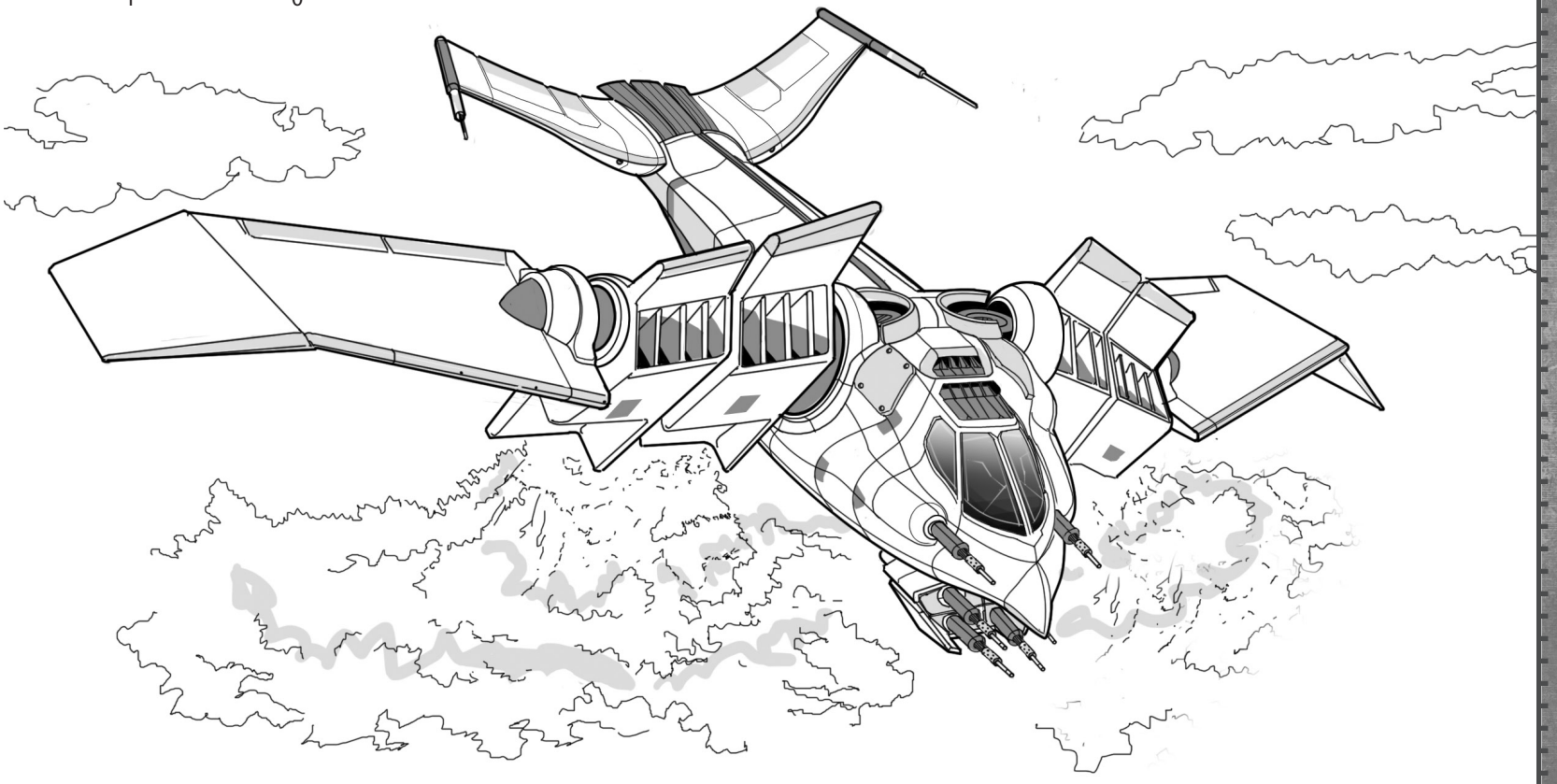
Type: **Red Kite**
Technology Base: Mixed Inner Sphere
Movement Type: VTOL
Tonnage: 25
Battle Value: 835

Equipment		**Mass**
Internal Structure:		2.5
Engine:	135	5.5
Type:	Fuel Cell	
Cruise MP:	11	
Flank MP:	17	
Heat Sinks:	1	0
Control Equipment:		1.5
Lift Equipment:		2.5
Power Amplifier:		0
VTOL Chin Turret:		.5
Armor Factor (Ferro):	62	3.5

	Armor Value
Front	16
R/L Side	10/10
Rear	8
Turret	16
Rotor	2

Weapons and Ammo	**Location**	**Tonnage**
4 Medium Chemical Lasers (C)	Turret	4
2 Medium Chemical Lasers (C)	Front	2
Ammo (MCL) 90	Body	3

Notes: Features the following Design Quirks: VTOL Rotor Arrangement (Dual Rotor), Ammo Feed Problem.



GARROT SUPERHEAVY TRANSPORT



Mass: 30 tons
Movement Type: VTOL
Power Plant: Bulldog EcoBust 10 ICE
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Armor: Bulldog Lite Plate
Armament:
2 Bulldog Light Machine Guns
Manufacturer: Bulldog Enterprises
Primary Factories: Proserpina
Communications System: O/P R Janxiir
Targeting and Tracking System: O/P 100 Basic

The Garrot, a military conversion of Bulldog Enterprises' ubiquitous SkyStar Freight Helicopter, was introduced in 3100 to meet a requirement for a logistics support vehicle. It served as a rear-area supply craft for over three decades, ably filling a vital but unsung role for the quartermaster corps. The breakdown in order that followed the collapse of the HPG network saw large numbers of Garrots fall into the hands of splinter factions and, later, the invading Houses. The presence of SkyStars on dozens of worlds throughout the Republic and beyond provides yet another source of Garrots and ensures that it will remain a fixture of warfare for some time.

CAPABILITIES

With four lift-hoists, the Garrot can efficiently transport up to sixty tons. It was never intended to do more than this. The Garrot's frame is armored with six and a half tons of military-grade armor, sufficient to shrug off small arms fire, but its slow top speed makes it exceedingly vulnerable to enemy aircraft and air defenses. It can transport a squad of infantry in a cramped interior compartment and carries two machine guns for self-defense, but those are very much afterthoughts in its design.

DEPLOYMENT

Almost every Republic formation and planetary militia boasted a complement of Garrots to see to their resupply needs. Sales to foreign states and mercenaries were unrestricted, given the extremely limited combat potential of the VTOL. The SkyStar sold even more widely, and there is little that prevents them from being modified and pressed into service. Only the armor and weapons really distinguish the two, and parts commonality makes supporting the Garrot very easy.

Aside from the proper role supporting logistics, the Garrot has been used in a number of near-combat applications. One particularly innovative and effective example comes from 3134, with the Dragon's Fury splinter group operating on New Rhodes. The pro-Kurita rebels brought along a number of Garrots to haul their artillery to the top of the "colossi" mesas dotting the desert along their advance to the capital at Xerxes. From these vantage points the guns provided incomparable support to the ground forces, while the Garrots shifted the guns from mesa to mesa to keep up with the front.

Another example of a less-than-orthodox use of the Garrot is from August 3133 during the infamous Stormhammers raid on Towne. Lohengrin agents assigned to Jasek Kelswa-Steiner modified Garrots seized from the Skye militia to match the SkyStar civilian configuration in order to infiltrate Prince John Spaceport. Air traffic control saw nothing amiss with the arrival of a scheduled delivery for a merchant DropShip, allowing the commandos to land without being taken under fire. The subsequent success of the Stormhammers raid owed much to the rapid seizure of the facility, though the raid may also have been responsible for the subsequent destruction of scores of SkyStars in the next decade.

The vulnerabilities of the Garrot weigh heavily against using it aggressively in the field, however, as the Pleione militia discovered in 3134 when faced with Capellan invasion. Legate Weymuller hatched a plan to slow the Capellan assault by using Garrots to drop a portion of the militia's petrol reserves into the path of the Capellan advance and then to ignite it. Traitorous elements of the militia leaked the plan to the Capellans, who used a flight of conventional fighters to shoot down the entire force of Garrots.

NOTABLE UNITS

Angel of Mercy: Clan Sea Fox's economic sanctions against Regulus left a good many Regulan citizens starving. However, throughout 3147 and 3148, a strange, all-black Garrot began popping up on the Regulan worlds hit hardest by the sanctions. This Garrot would drop foodstuffs to civilians while avoiding military patrols, earning it the nickname "Angel of Mercy." The crew responsible for these drops has not been identified, and it is unknown whether the "Angel" is in fact one individual Garrot that travels from world to world or several.

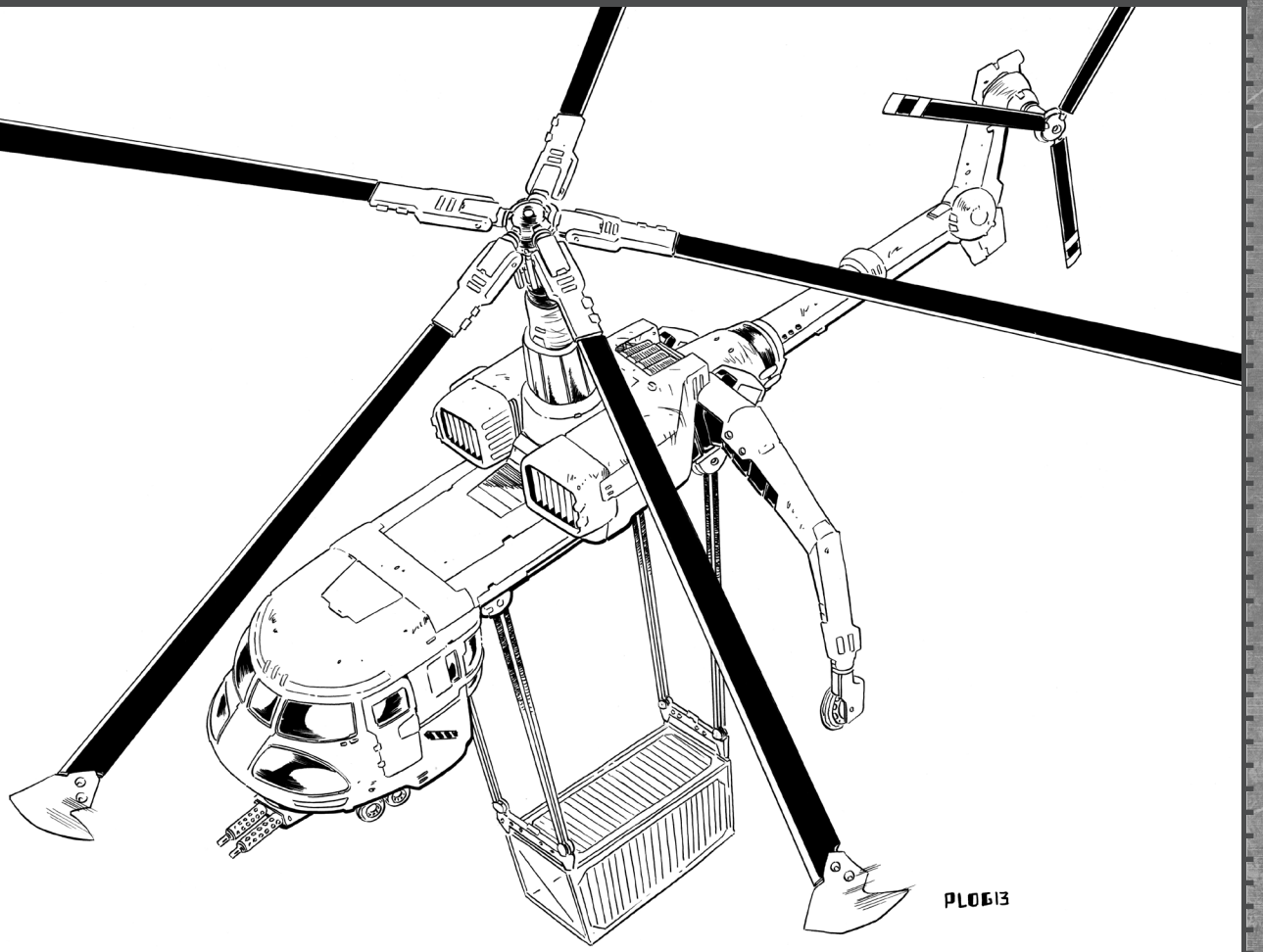
GARROT SUPERHEAVY TRANSPORT

Type: **Garrot**
Technology Base: Inner Sphere
Movement Type: VTOL
Tonnage: 30
Battle Value: 316

Equipment		**Mass**
Internal Structure:		3
Engine:	10	1
Type:	ICE	
Cruise MP:	5	
Flank MP:	8	
Heat Sinks:	0	0
Control Equipment:		1.5
Lift Equipment:		3
Power Amplifier:		0
VTOL Chin Turret:		.5
Armor Factor:	104	6.5
	Armor Value	
Front	30	
R/L Side	20/20	
Rear	14	
Chin Turret	18	
Rotor	2	

Weapons and Ammo	**Location**	**Tonnage**
2 Light Machine Guns	Chin Turret	1
Ammo (Light MG) 100	Body	.5
Infantry Compartment	Body	1
4 Lift Hoists	Body	12

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



KITE RECONNAISSANCE VEHICLE



Mass: 30 tons
Movement Type: Hover
Power Plant: Fuel Cell 140
Cruising Speed: 97 kph
Maximum Speed: 151 kph
Armor: Forging AM15 Ferro-Fibrous
Armament:
2 Pattern Alpha SRM 2 Launchers
2 Tau-II Anti-personnel Gauss Rifle
Manufacturer: Trellshire Heavy Industries, Manufacturing Plants SFF-NG1 and SFF-SH2
Primary Factories: Twycross, Ingersoll, Shimonita
Communications System: Neil 9000 Comm System with Angel ECM Suite
Targeting and Tracking System: RCA Econotrac with Light TAG and Active Probe

This whisper-quiet hovercraft is the Clan Sea Fox alternative to the aging Odin scout tank. It's cheaper, easier to maintain, less expensive to operate and, as the Hastati Sentinels discovered in 3134, its sensor suite is exceptional at rooting out hidden units and lighting them up for Arrow IV salvos. The Foxes market the Kite as an all-in-one solution in place of separate scout, ECM, and force-projection units. Its impressive combat record backs up the advertising.

CAPABILITIES

The Kite is a purpose-built chassis capable of tracking more than a Trinary of independent targets with full telemetry for up to five priority targets. It detects concealed units, on average, often twenty percent faster than other Sea Fox units. Paired with the active ECM/ECCM capabilities of the Neil 9000, the Kite is a sensor-dependent MechWarrior's nightmare.

DEPLOYMENT

In 3110, elements of the Sword of Light led a mixed force in an attempt to recapture Mualang (lost to the Rasalhague Dominion during the Second Combine-Dominion War). Star Commander James led the Bears' artillery assets, which included a Point of Kites and several Arrow IV equipped units. Although the bulk of James' force remained behind the front lines, he fearlessly piloted his Kite into the maelstrom. Using the vehicle's superior mobility, James darted among the elite Combine forces designating targets with near impunity and largely neutralizing the Combine's command 'Mech—a *Thunder Fox*—until *Tai-i* Keriman made eliminating James a priority.

Keriman commanded a Sword of Light scout lance and piloted the force's fastest 'Mech—a *Spider*. Although equal in mass and roughly equivalent in firepower, a *Spider* has much less armor than the Kite. James peppered the 'Mech with shots from his missile launchers and AP Gauss rifles, then turned and sped through the Combine lines, pausing to light up slower Combine 'Mechs for Arrow IV strikes whenever possible. Although Keriman scored hits whenever James was distracted by TAG operation, James' Kite easily weathered the storm.

After nearly two hours of hit and run fighting, James had exhausted his ammo and was responsible for the destruction of three Combine 'Mechs, including *Tai-i* Keriman's *Spider*. He remained in the thick of fighting for another hour, only retreating when his artillery Star ran out of ammo.

The Kite also featured prominently in the Jade Falcon's conquest of Alphecca in 3144, where they used three Points of Kites with deadly efficiency. After pinpointing the Hastati Sentinels' positions, two Kites led a Star of Eldingar Hover Sleds in a surgical strike against the Sentinels' mobile headquarters. The Kites disrupted the Sentinels' communications while the combined vehicle and battle armor force made quick work of the rear echelon units. Two more Kites directly supported the Falcon's main force. They prevented ambushes by ferreting out hidden units, and guided barrages of Arrow IV homing missiles that crippled or destroyed many of the Sentinels' 'Mechs. The final two Kites were paired with the Falcon's swiftest Arrow IV platforms and—supported by three medium 'Mechs—formed a hunter-killer unit that attacked targets of opportunity throughout the campaign. The Falcons drove the Sentinels off-world in just under two weeks, largely due to the effective force projection made possible by the Kites.

VARIANTS

A fusion-powered version of the Kite has also been introduced recently, apparently intended to supply warriors with more powerful weaponry. The engine supplies power to main weaponry now consisting of medium pulse lasers, but the added bulk of the engine's shielding comes at the expense of its advanced EW gear.

NOTABLE UNITS

Cornet Benjamina Ware: Cornet Ware commands a recon company in the First Taurian Armored Lancers. Mina pilots one of the upgraded Kites in the lead lance. In March 3148, her company was part of a task force sent to Mithron on anti-piracy duty. Her company was scouting ahead when the Joyeux Corsaire pirate band sprang an ambush. The AP Gauss rifles of her other two lances were ineffective against the Corsaire 'Mechs. The pirates casually destroyed several Kites until Ware led a slashing attack, firing SRMs and pulse lasers with abandon. The unexpected weaponry slowed the pirates just long enough for Ware to salvage half her command. She was commended in public but reprimanded in private for her performance and was passed over for promotion to subaltern.

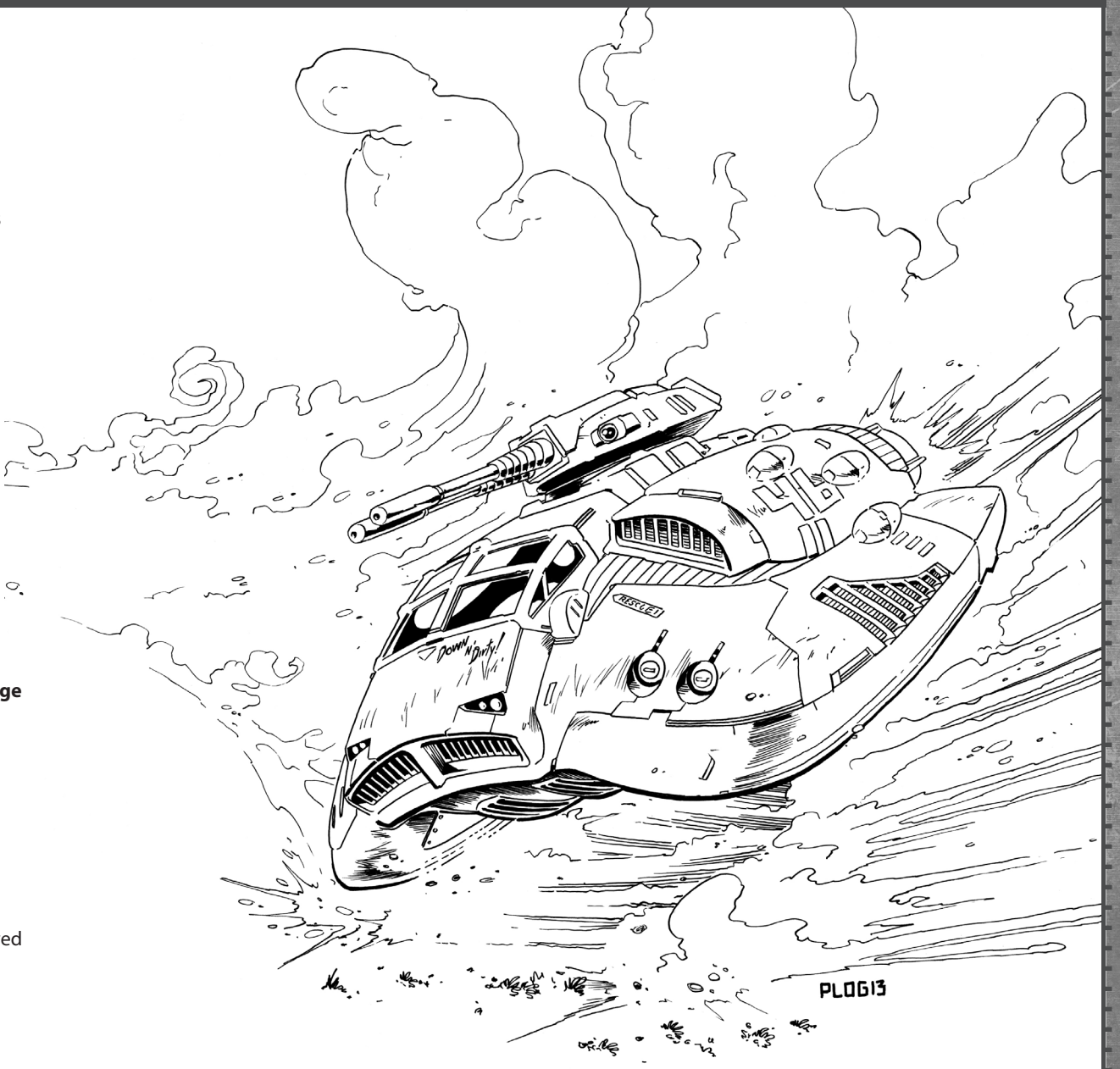
KITE RECONNAISSANCE VEHICLE

Type: **Kite**
Technology Base: Clan (Advanced)
Movement Type: Hover
Tonnage: 30
Battle Value: 671

Equipment		**Mass**
Internal Structure:		3
Engine:	140	6
Type:	Fuel Cell	
Cruise MP:	9	
Flank MP:	14	
Heat Sinks:	1	0
Control Equipment:		1.5
Lift Equipment:		3
Power Amplifier:		0
Turret:		.5
Armor Factor (Ferro):	105	5.5
	Armor Value	
Front	25	
R/L Side	20/20	
Rear	20	
Turret	20	

Weapons and Ammo	**Location**	**Tonnage**
2 Anti-Personnel Gauss Rifles	Turret	1
Ammo (AP Gauss) 40	Body	1
Light TAG	Turret	.5
2 SRM 2	Front	1
Ammo (SRM) 50	Body	1
Active Probe	Body	1
Angel ECM Suite	Body	2
Armored Motive System	—	3

Notes: Features the following Design Quirks: Improved Sensors.



LAMPREY TRANSPORT HELICOPTER



Mass: 30 tons
Movement Type: VTOL
Power Plant: Vlar 130 Fusion
Cruising Speed: 97 kph
Maximum Speed: 151 kph
Armor: StarSlab/2
Armament:
2 Harpoon 4 SRM 4 Launchers
1 Scattergun Machine Gun
Manufacturer: Vandenberg Mechanized Industries
Primary Factories: Pinard
Communications System: O/P AIR 19
Targeting and Tracking System: O/P 411

The Lamprey is a model infantry transport VTOL. Unparalleled reliability, easy maintenance, and ruggedness have given it a good reputation, but it's what the Taurians did with two flights of Lampreys on Brockway that's driven sales.

CAPABILITIES

No VTOL currently in service is more effective at delivering ground-pounders to hot LZs (or extracting them) than the Lamprey. Built to take a pounding, the nimble transport boasts deadly suppressing fire and powerful acceleration. Seasoned veterans rave about the responsive and delicate controls, but most of the Lamprey's accolades come from rookies, who bring airframes home with half the rotor destroyed or shredded control surfaces.

DEPLOYMENT

In 3119 elements of the Pleiades Hussars were participating in war games on Brockway—a resource-rich world near the Taurian/Federated Suns border—when it was raided. Pirates blew up a section of the twenty-kilometer Monterey-Lapland viaduct, stranding the bulk of the Hussars in the Lapland Archipelago. Thinking the Hussars were out of the fight, the pirates took their time plundering the Monterey spaceport and failed to establish a secure perimeter. Eight Lampreys overflew the tarmac, hammering the pirates with concentrated SRM volleys and combat-dropping squads of battle armor. Ten minutes later, the Hussars had captured the pirates' DropShip and turned its guns on them.

The raiders retreated west, hoping to find shelter in the thickly-forested hills surrounding Monterey. One flight of Lampreys harried the retreating 'Mechs while the other airlifted conventional infantry platoons. The pirates easily bypassed the infantry positions and moved deeper into the hills, but the Hussars used the Lampreys to redeploy. Over the next two hours, the Hussars' airmobile infantry slowly herded the pirates into a box canyon. The Hussars ultimately salvaged a lance of pirate 'Mechs and destroyed another. All eight Lampreys survived the encounter.

The Lamprey saw notable action on the Duchy of Andurien world of Shiro III in defense of the Grumman Amalgamated factory in 3139, when elements of the resurrected Free Worlds League raided. Lampreys were pressed into service fighting a delaying action as Grumman forces established defensive positions. Using the Lamprey's speed to their advantage, the pilots fired multiple SRM inferno salvos, setting fires at key choke points and stalling the League advance. They then returned to the factory, where they rearmed and picked up battle armor squads. The Lampreys dropped the battlesuits into the League rear and leapt into the thick of combat. Despite suffering multiple PPC hits, both Lampreys remained over the battlefield, where they helped down one Marik heavy 'Mech and forced another to retreat.

On Pompey in the Marian Hegemony, one flight of Lampreys faced off against a determined guerrilla foe in late 3141. The Lampreys spent two weeks overflying dense jungle, supporting a tedious sweep by conventional infantry forces. When the guerrillas were finally cornered, they surprised the Marians with a pair of modified IndustrialMechs. After a lengthy battle, the Lampreys disabled a *MiningMech* and sent the other MOD running for cover.

NOTABLE UNITS

Point Commander Robert Bavros: Bavros was a trueborn aerospace warrior from a Nova Cat enclave in Republic space who might have been a *ristar* when he won his Bloodname at the age of twenty-eight. Unfortunately, that accomplishment represented the apex of his military career. In the pre-Blackout Republic, he found little opportunity for glorious combat or advancement. After the HPGs went dark, he joined the Spirit Cats, but as he was already in his late thirties, he quickly found himself relegated to the role of a transport chopper pilot in their second-line *solahma* force. This apparently crushed his ego, and he became so sullen and antisocial that many reports compared his behavior to that of a robotic drone.

As part of Star Colonel Rikkard's task force when it invaded Marik in 3136, Bavros and his Lamprey were called into the fighting at the city of Dormouth. There, he ferried troops and supplies past the various roadblocks and other reinforced positions, often evading enemy fire by darting between buildings with scarcely a meter to spare between his rotors and the towering structures. Many of his passengers proclaimed that this skill proved him to have the steely nerves of a true warrior, but Bavros is said to have flatly replied, "It is remarkable what one can achieve when one stops caring."

LAMPREY TRANSPORT HELICOPTER

Type: **Lamprey**
Technology Base: Inner Sphere
Movement Type: VTOL
Tonnage: 30
Battle Value: 478

Equipment		**Mass**
Internal Structure:		3
Engine:	130	7
Type:	Fusion	
Cruise MP:	9	
Flank MP:	14	
Heat Sinks:	10	0
Control Equipment:		1.5
Lift Equipment:		3
Power Amplifier:		0
Turret:		0
Armor Factor:	88	5.5
	Armor Value	
Front	30	
R/L Side	20/20	
Rear	16	
Rotor	2	

Weapons and Ammo	**Location**	**Tonnage**
2 SRM 4	Front	4
Ammo (SRM) 25	Body	1
Machine Gun	Front	.5
Ammo (MG) 100	Body	.5
Infantry Compartment	Body	4

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



STRIX STEALTH VTOL



Mass: 30 tons
Movement Type: VTOL
Power Plant: Omni 70 Fusion
Cruising Speed: 75 kph
Maximum Speed: 118 kph, 151 kph with Jet Boosters
Armor: StarGuard Darknova Stealth
Armament:
2 Series 1f ER Small Lasers
1 Type 25 Class 2 Ultra Autocannon
Manufacturer: StarCorps Industries
Primary Factories: Terra
Communications System: Build 1685/8 Tacticom
Targeting and Tracking System: Build 4 CAT TTS with Advanced Targeting Computer and Watchdog CEWS

Born of Nova Cat technical know-how married to Republic industrial prowess, the Strix has served as a standard scout VTOL for most RAF units since its introduction. Its best home, however, has always been in the RAF's various black ops outfits, such as Black Torrent or the Republic Special Scouts.

CAPABILITIES

The Strix's biggest strengths are its relatively inexpensive cost, which allowed StarCorps of Terra to pump out an enormous number of the vehicles over the years, and the ease with which it combines Inner Sphere with Clan technology. The latter is a testament to the skill and motivation of Shitara's Nova Cat technicians, who began from an artisanal approach that saw them assemble each Strix manually and who later closely oversaw the retooling of StarCorps' facilities to produce output of equal—or even greater—quality. The stealth armor and VTOL jet boosters ensure that the Strix can close rapidly and undetected and then retreat just as quickly before the enemy can react.

DEPLOYMENT

Prior to the Blackout, the Republic maintained strict export controls on the Strix, with only the Federated Suns permitted by treaty to purchase the vehicle. Post-crash, however, this exclusivity was shattered as the RAF collapsed. With enemies both internal and external snatching up RAF equipment, availability of the Strix rapidly spread.

Most surprising was the appearance of Strixes among the forces that hit a number of HPGs on Gray Monday. Investigators were at a loss to explain where these unknown attackers acquired their equipment; research into StarCorps' records showed no discrepancies in shipping manifests or in factory inventories and no RAF units reported any missing Strixes. As none of the attackers' equipment was ever recovered, the mystery of where they got these VTOLs persisted until recently.

Befitting the design's origins, the Nova Cats' Shitara Galaxy fielded a large number of Strixes. Among the Spheroid-native warriors of the Galaxy's Home Guard Cluster, there was a sense of resentment about having been dragged into a war they never wanted when the Cats rebelled. A Strix commanded by Star Captain Gisele Barbetti of Binary Gamma led the way in breaking ranks with the rest of the Cluster in October 3141 when it fled into the hills around Hirotomi and began a campaign of harassment against their former comrades. Barbetti's unit soon became the nucleus of a growing civil war among the Home Guard.

When the Combine retook Shitara the following September, the Home Guard rebels were not welcomed with open arms, being considered untrustworthy and irredeemably tainted by their previous association with the Cats. Sickened by the methodical slaughter of even the civilian Nova Cat population, they turned their efforts to protecting the remaining Clan enclaves. Weeks of being hunted by the Combine forces ensued until only Barbetti and seven Strixes were left operational. Cornered near the minor spaceport city of Verlanta, Barbetti's VTOL went down under heavy fire but still managed to take out two fully-loaded Mamono IFVs.

VARIANTS

The RAF never officially developed any variants of the Strix, though abandoned experiments and even a few prototypes were somewhat common in the three decades the VTOL has been in service. DMI agents spread rumors among the Republic's neighbors that supersecret heavily armed variants were in use for the blackest of our black ops, but that remains merely misinformation.

NOTABLE UNITS

Lamprey Company: The survivors of the Freeman pirate band—made up of deserters from the First Triarii Protectors, the Republic Special Scouts and various Standing Guard units—were run to ground on Ko in late 3137 by forces of the Vega Protectorate. The last to fall were the swift vehicles of Lamprey Company, led by their commander, Captain Claudine Everly. Relying in large part on their lance of Strix VTOLs, they repeatedly struck at the Ghost Bear encampment and melted away again before the infuriated Clanners could retaliate. The stealth capabilities and speed of the Strixes kept the company two steps ahead of their foe until the Bear commander brought in his own pair of Strixes from Kessel. The seven-hour battle between the two VTOL forces through the forests of eastern Kyushu ended with the pirates dead but the Vegan Strixes little more than salvage themselves.

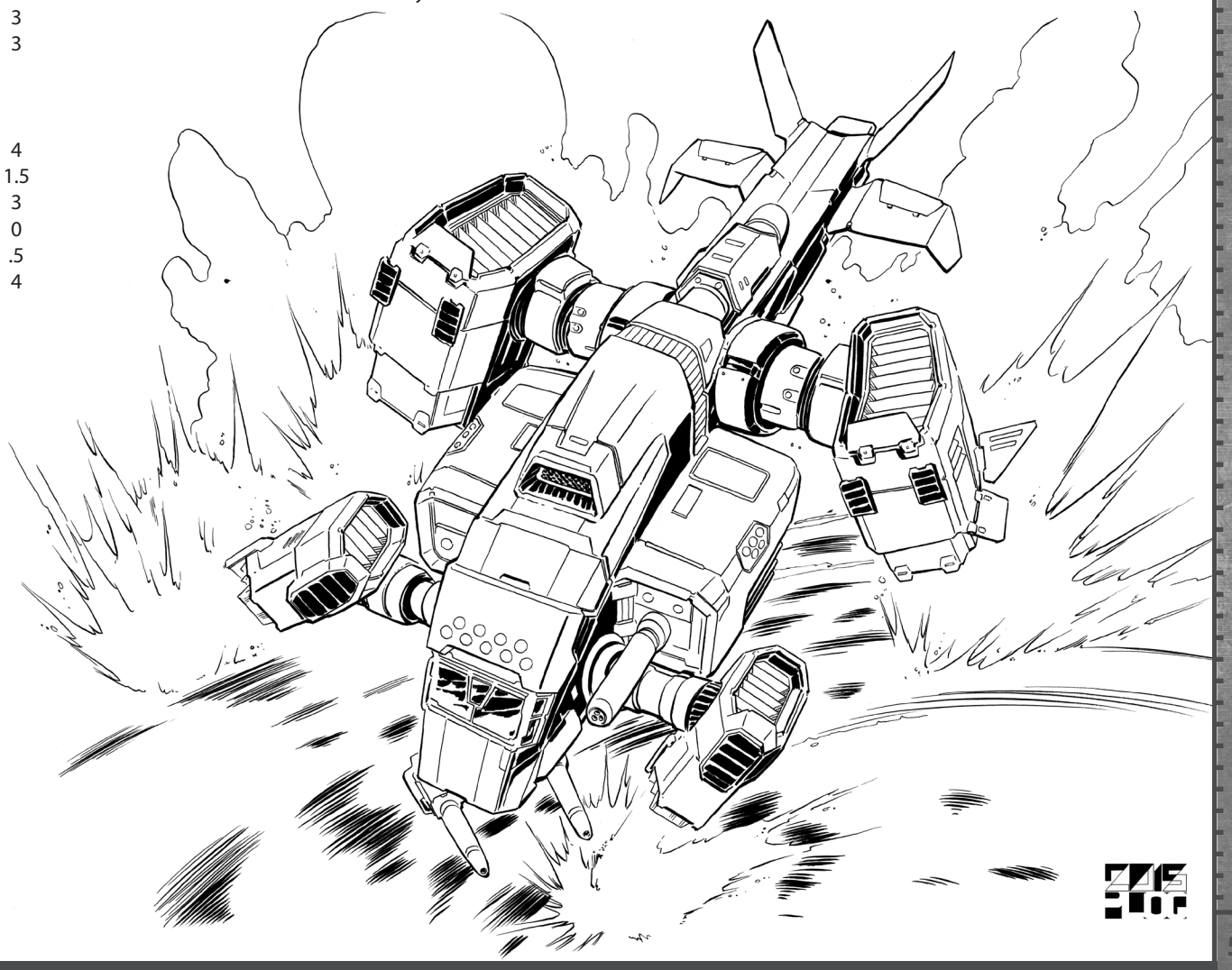
STRIX STEALTH VTOL

Type: **Strix**
Technology Base: Mixed Clan
Movement Type: VTOL
Tonnage: 30
Battle Value: 688

Equipment		Mass
Internal Structure:		3
Engine:	70	3
Type:	Fusion	
Cruise MP:	7	
Flank MP:	11 (14)	
Heat Sinks:	14	4
Control Equipment:		1.5
Lift Equipment:		3
Power Amplifier:		0
VTOL Chin Turret:		.5
Armor Factor (Stealth):	64	4
	Armor Value	
Front	18	
R/L Side	13/13	
Rear	10	
Chin Turret	8	
Rotor	2	

Weapons and Ammo	Location	Tonnage
2 ER Small Lasers	Chin Turret	1
Ultra AC/2	Front	5
Ammo (Ultra) 45	Body	1
Watchdog CEWS	Body	1.5
Targeting Computer	Body	2
VTOL Jet Booster	Body	.5

Notes: Features the following Design Quirks: VTOL Rotor Arrangement (Dual), Non-Standard Parts.



GUN TRAILERS



Armies and planetary militias are always in dire need of cheap, easy to build, multi-role combat systems to fill their ranks. Though the CCAF was first to develop the Thumper gun trailer, other militaries also saw the concept's potential. As a result, gun trailers have proliferated widely throughout the Inner Sphere and Clan space.

CAPABILITIES

Gun trailers represent a step forward in conventional warfare. Armored, mobile and mounting a variety of weapon systems—Thumpers, Snipers, Thunderbolt missiles, autocannons, 'Mech mortars and even the vaunted Arrow IV system—gun trailers can rival even a BattleMech's firepower. They are used in a variety of roles and are typically fielded in formations of four to twelve trailers with supporting transports and infantry.

DEPLOYMENT

In 3137, a mercenary unit contracted by the Senate Alliance attempted to raid Kallon Industries on Nanking. Thinking them an easy target, Los Chupacabras grounded their *Union* and *Mule*-class DropShips close to Kallon's main factory complex. As their recon company crested the ridgeline overlooking the storage yards, they came under heavy fire from concealed Ultra AC/20 and LRM trailers. A quarter of their 'Mechs died in the first two volleys, and the rest were crippled soon after. The mercenaries tried to withdraw but were pinned between the dug-in gun trailers and a late-arriving 'Mech company.

Unsure of what they faced, the Chupacabras hesitated and were caught in the open by barrage after barrage of accurate artillery fired by Thumper gun trailers hidden within Kallon's main compound. They were slaughtered and one of their DropShips suffered drive damage; it was later captured.

Gun trailers have also filled other roles. In February 3107, terrorists captured an important Republic trade delegation on Najha. Walled-up with their hostages for twelve days in a crumbling Star League-era outpost with little chance of a peaceful resolution, the situation deteriorated. Finally, acting on advice from an unnamed source, DEST snipers and a platoon of militia gun trailers simultaneously opened fire at the terrorists. Using 'Mech mortars to lob shells over the walls, the militia successfully neutralized the terrorists. However, the DEST assault team was late breaching the compound and the delegation's ranking negotiator was executed.

VARIANTS

From Thumper artillery to Ultra AC/20 'Mechbusters to dedicated anti-infantry and anti-air platforms, gun trailers are as varied as the militaries and corporations that use them. Almost any weapons combination is possible given the proper resources and power amplifiers.

NOTABLE UNITS

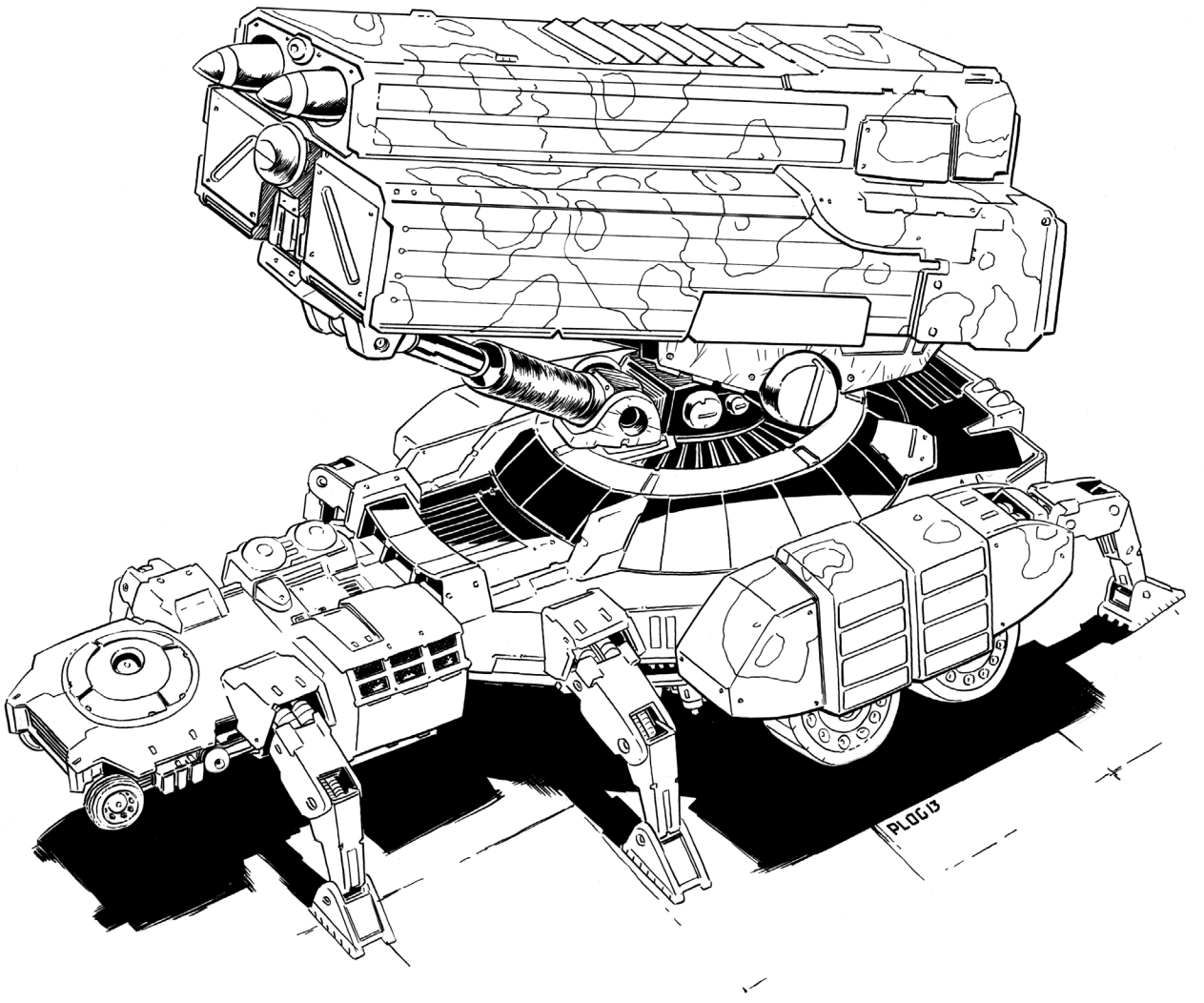
Gunnery Sergeant Lenny Porphyry: Sergeant Porphyry commanded a militia detachment guarding the Able Hunting Arms factory on Able's Glory when Circinian Dread pirates attacked. The factory garrison included a lance of Able's Aces, which were driven back by the company of pirate 'Mechs. Porphyry and his fellow gunners stood their ground. The gun trailers were concealed in prepared positions. As the pirates closed on the warehoused 'Mech weapons, Porphyry waited to fire until the enemy were at point blank range. The devastating barrage of four AC/20 gun trailers instantly downed two pirate 'Mechs. While some panicked and fled, the rest calmly withdrew beyond effective range of the trailers and pounded them to scrap. The delay in the raid allowed the Aces to rally and launch a counterattack, despite being outnumbered. The pirates retreated off-world with empty holds. Gunnery Sergeant Porphyry was killed while dragging two wounded comrades from the wreckage of their gun trailers and was posthumously awarded the Ace of Hearts, the Rim Collection's highest award for valor.

***Si-ben-bing* Maura Tan:** No one knows how the infiltrators bypassed the overlapping rings of defensive fortifications and patrols, but their intent was clear: to steal combat vehicles from the Detroit Consolidated factory in Dearborn, Detroit. The last line of defense was more vigilant than those the enemy bypassed. *Se-ben-bing* Tan spotted the winter-camo-clad troops dashing between snowdrifts. Her calm order to open fire was obeyed by the entire company of parked gun trailers. Both anti-personnel and anti-'Mech weaponry turned the invaders to paste, leaving their origin unknown. Tan simply returned her gaze to her assigned surveillance area.

Type: **Gun Trailer (Artillery/AAA)**
Technology Base: Inner Sphere (Advanced)
Movement Type: Wheeled (Trailer)
Tonnage: 35
Battle Value: 452

Equipment		**Mass**
Internal Structure:		3.5
Engine:	10	1
Type:	ICE	
Cruise MP:	0	
Flank MP:	0	
Heat Sinks:	0	0
Control Equipment:		2
Lift Equipment:		0
Power Amplifier:		0
Turret:		1.5
Armor Factor (Hardened):	48	6
	Armor Value	
Front	8	
R/L Side	8/8	
Rear	12	
Turret	12	

Weapons and Ammo	**Location**	**Tonnage**
Arrow IV Artillery	Turret	15
Ammo (Arrow) 30	Body	6
Trailer Hitch	Front	0



NISOS ATTACK WIGE



Mass: 35 tons
Movement Type: WiGE
Power Plant: Nissan 200 XL Fusion
Cruising Speed: 97 kph
Maximum Speed: 151 kph
Armor: Hellespont Heavy Ferro-Fibrous
Armament:
1 Ceres Arms Crusher Plasma Rifle
1 Harpoon 6 SRM Launcher
Manufacturer: Quikscell Company
Primary Factories: Ares
Communications System: Endicott Type 6G Maser
Targeting and Tracking System: Dwyerson Mark IV

In classical mythology, Nisos drove the sons of Metion out of Athens and put Aegeus on the throne. On today's battlefield, the WiGE named for him is an interdictor bridging the gap between scout and dragoon. It outperforms comparable units and sets high standards for reconnaissance, making it a favorite in scout and cavalry battalions.

CAPABILITIES

Quikscell built the Nisos to win over advanced recon forces. The commander's station is unusually spacious and comfortable, which significantly reduces fatigue during long sorties. Both the driver and gunner have comprehensive controls with ultramodern ergonomics. All three stations feature personal storage compartments and adjustable five-point restraints.

Despite its ammo-dependent weaponry, the Nisos is designed for extended field operations with minimal maintenance and support. Modular weapons technology enables reconfiguring between variants as if it were an OmniVehicle, at a fraction of the cost.

DEPLOYMENT

In May 3134, elements of Warrior House Dai Da Chi and McCarron's Armored Cavalry clashed with the Principes Guards on Palos. After several days of fighting, the Capellan invasion was in trouble. The bulk of their force was deployed south of the Grael River Delta, an expansive bayou two hundred kilometers south of the planetary capital, Xer. Two companies of heavy and assault 'Mechs under the command of Major Ruth Janson were tying up three times their number and making the Capellans pay dearly for every kilometer of ground gained.

The Bayou was a labyrinth. Seasonal flooding changed the passable terrain on an almost daily basis. Local fauna, quicksand, and hardy undergrowth hampered conventional infantry reconnaissance and days of heavy rain and strong winds kept Capellan aerial recon units grounded. When the weather broke on 17 March, the Capellans launched a costly gambit. A screening force of six VTOLs supported by a flight of conventional fighters moved the bayou followed by a battalion of CCAF 'Mechs.

The Guards deployed along the only passable stretch of terrain in the vicinity and waited. They handed the Capellans nine casualties in the first hour and only gave up two kilometers. The Guards' aerospace fighters sortied from Xer and easily scattered the Capellan air support. When the Guards' fighters withdrew to refuel, the Capellans revealed their plans. A platoon of Nisoses split from the main force and made a flanking advance through the marsh. The WiGEs were able to easily bypass the bayou's natural obstacles, and with the defending aerial assets temporarily out of the fight, quickly outmaneuvered the heavier defending forces. The Guards withdrew a lance of their fastest 'Mechs to corral the WiGEs, but they couldn't keep pace. The Nisoses exploited this advantage, striking at the defending 'Mechs from behind and then melting back into the swamp.

Within two hours, the Guards were in disarray and less than half of the defending 'Mechs were in a position to trade blows with the Capellan forces. Major Janson ordered the defending units to withdraw and regroup farther into the bayou. It was a critical mistake. The Nisoses stopped their harassing actions and raced towards the far side of the Bayou and the Guards' supply depot. Although the Nisos were unlikely to defeat Janson's sentry forces, she couldn't afford the risk. The withdrawal became a rout as the Guards raced to protect their supplies.

By the end of the day, the Capellans had crossed the Bayou and gained unfettered access to the M7 Expressway. The Guards had been forced to retreat 100 kilometers to the planetary capital. The Capellans conquered Palos three weeks later.

VARIANTS

The support model swaps the standard weapon package for ELRMs and ER medium lasers.

NOTABLE UNITS

***Sang-wei* Steven Hu:** One of the few highlights of the failed assault on Marlette, Hu's platoon used their turrets to devastating effectiveness. Forming up one behind another and enfilading their guns, the Nisoses circled an enemy, focusing their firepower to devastating effect. When the side of one Nisos became too damaged, the formation would shift and rotate in the other direction, presenting an undamaged side.

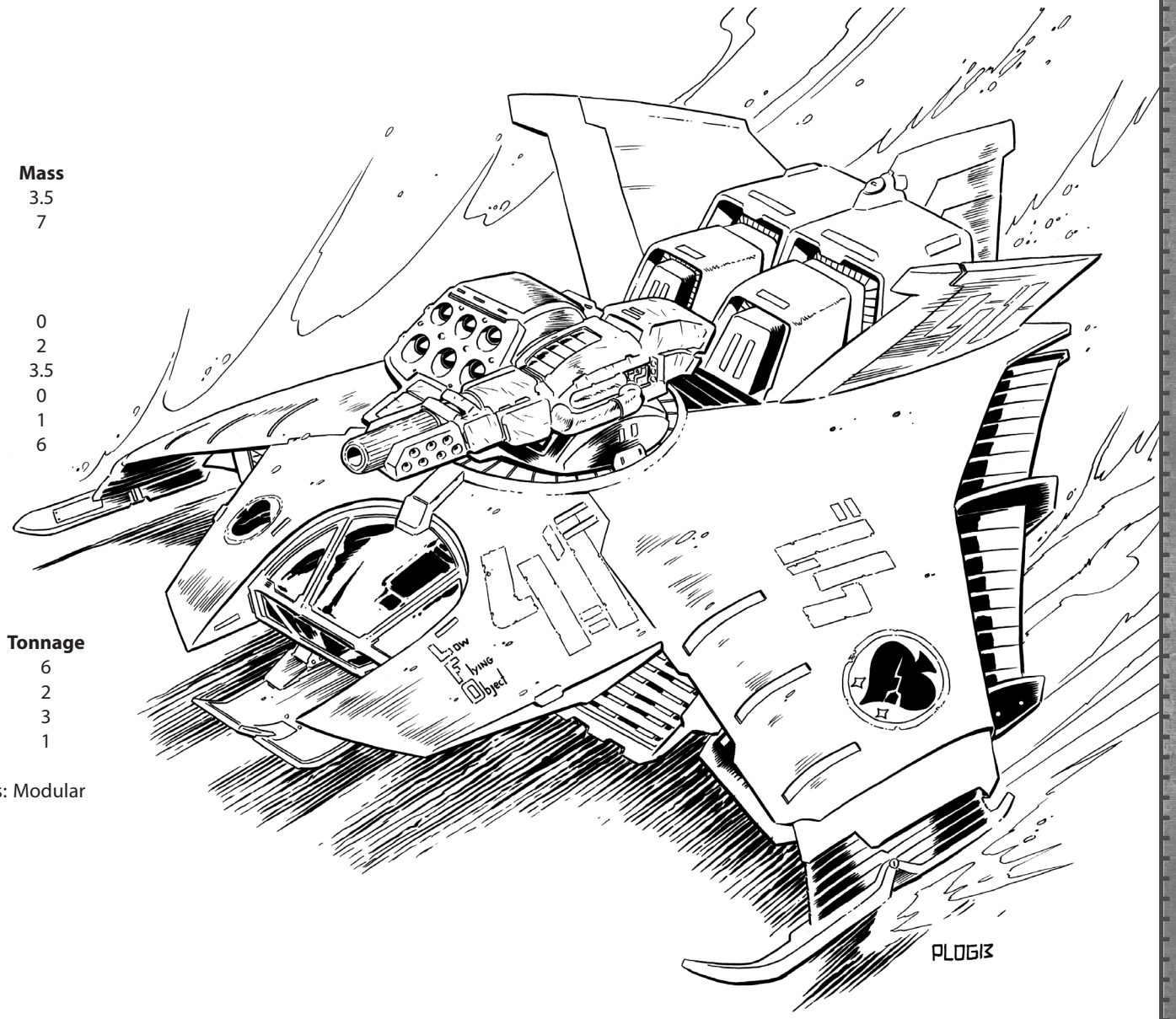
NISOS ATTACK WIGE

Type: **Nisos**
Technology Base: Inner Sphere
Movement Type: WiGE
Tonnage: 35
Battle Value: 1,090

Equipment		**Mass**
Internal Structure:		3.5
Engine:	200	7
Type:	XL Fusion	
Cruise MP:	9	
Flank MP:	14	
Heat Sinks:	10	0
Control Equipment:		2
Lift Equipment:		3.5
Power Amplifier:		0
Turret:		1
Armor Factor (Heavy Ferro):	119	6
	Armor Value	
Front	28	
R/L Side	22/22	
Rear	22	
Turret	25	

Weapons and Ammo	**Location**	**Tonnage**
Plasma Rifle	Turret	6
Ammo (Plasma) 20	Body	2
SRM 6	Turret	3
Ammo (SRM) 15	Body	1

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



SALADIN MK II HCV



Mass: 35 tons
Movement Type: Hover
Power Plant: Omni 175 Fusion
Cruising Speed: 108 kph
Maximum Speed: 162 kph
Armor: ProtecTech 19 Heavy Ferro-Fibrous
Armament:
1 Magna Flarestar Snub-Nose Particle Projection Cannon
1 Guided Technologies 2nd Generation Streak SRM 4 Launcher
Manufacturer: Scarborough Manufacturers
Primary Factories: Al Na'ir, Algedi
Communications System: Scarborough Talky 2
Targeting and Tracking System: Scarborough Tracky 2

As the Combine's military production went into high gear during the successful campaign to reclaim the lost worlds of the Dieron Military District, many venerable vehicles went through a complete redesign. The most successful were those produced by Scarborough Manufacturers: the Saladin, Saracen, and Scimitar hover combat vehicles.

CAPABILITIES

The new Saladin is better armed, armored, and faster than its predecessor. Scarborough crammed as much new technology in their Mark II upgrade as possible. The result is a capable harasser with staying power to conduct multiple strike missions, sowing confusion along the enemy's flank.

DEPLOYMENT

The Saladin found instant success in the Draconis Reach campaign. The DCMS shipped the bulk of Scarborough's initial production to the Ryuken-*go*, with a portion given to Gamma Regiment of Wolf's Dragoons at under-market prices. The Ryuken put their new Saladins to immediate use on Marlowe's Rift, using a full company of the hovertank as a reaction force against Davion guerrillas. A Federated Suns patrol was not prepared for the small tank's speed, losing three medium 'Mechs in less than five minutes.

As the Draconis Reach campaign progressed, Dragoon pilots became intrigued with the boasting by Ryuken crews on their battle successes. Fielding their own platoon of Saladins—backed up with a platoon each of Scimitars and Saracens—the Dragoons employed similar harasser tactics on Thestria. The Dragoons found, as the Ryuken had already discovered, that these new upgraded tanks were extremely valuable in pursuit and harasser roles.

A joint raid in advance of the actual invasion on Wapakoneta had both harasser companies assigned, and a friendly rivalry developed. A contest that incorporated kills, inflicted damage, average speeds, and time-to-target spurred the mercenaries and DCMS crews to incredible success. *Chu-sa* Kercheval, pleased with the progress on Wapakoneta, reassigned the rest of his operational force to other combat theaters.

VARIANTS

One variant has been introduced, incorporating two ripple-fire rocket launchers and a C^3 electronic suite. The command circuit technology turns this BC^3 version into a deadly spotting unit for C^3-linked companies. The Eighth Sword of Light has found great success using this version in its command company.

NOTABLE UNITS

Futsunushi: "Futsunushi" draws its name from an ancient Japanese god of conquest, and its presence among the Ryuken-*go* has aided the push into the Federated Suns on multiple worlds. Its most significant action was on New Ivaarsen. The Ryuken-*go* had advanced so quickly they left behind many supporting units. Not so for "Futsunushi," though. When a -*go* lance found itself ambushed by the Second Robinson Rangers, it was "Futsunushi" that savaged the defenders' and prevented disaster. A counterattack by a Second New Ivaarsen Chasseurs company was aborted when "Futsunushi" led a company of Saladins across their flank and downed two 'Mechs in seconds. "Futsunushi" bears many kill markers, though the number would be greater if its own crews were counted. Three times "Futsunushi's" crew has died in its confines, though the vehicle survives. There is no shortage of crewmen willing to join its legendary crusade.

Unconquered: This Saladin was captured on Marlowe's Rift by FedSuns forces before their retreat. It has since seen action on eight worlds during the Combine's invasion. On Deshler, a company of Third Ceti Hussars escaped destruction thanks to "Unconquered's" cavalry charge, while a lance of First Robinson Rangers was saved on Royal by a seemingly reckless ramming attack against a Fourth Ghost *Victor* that took its leg and stalled the Combine advance.

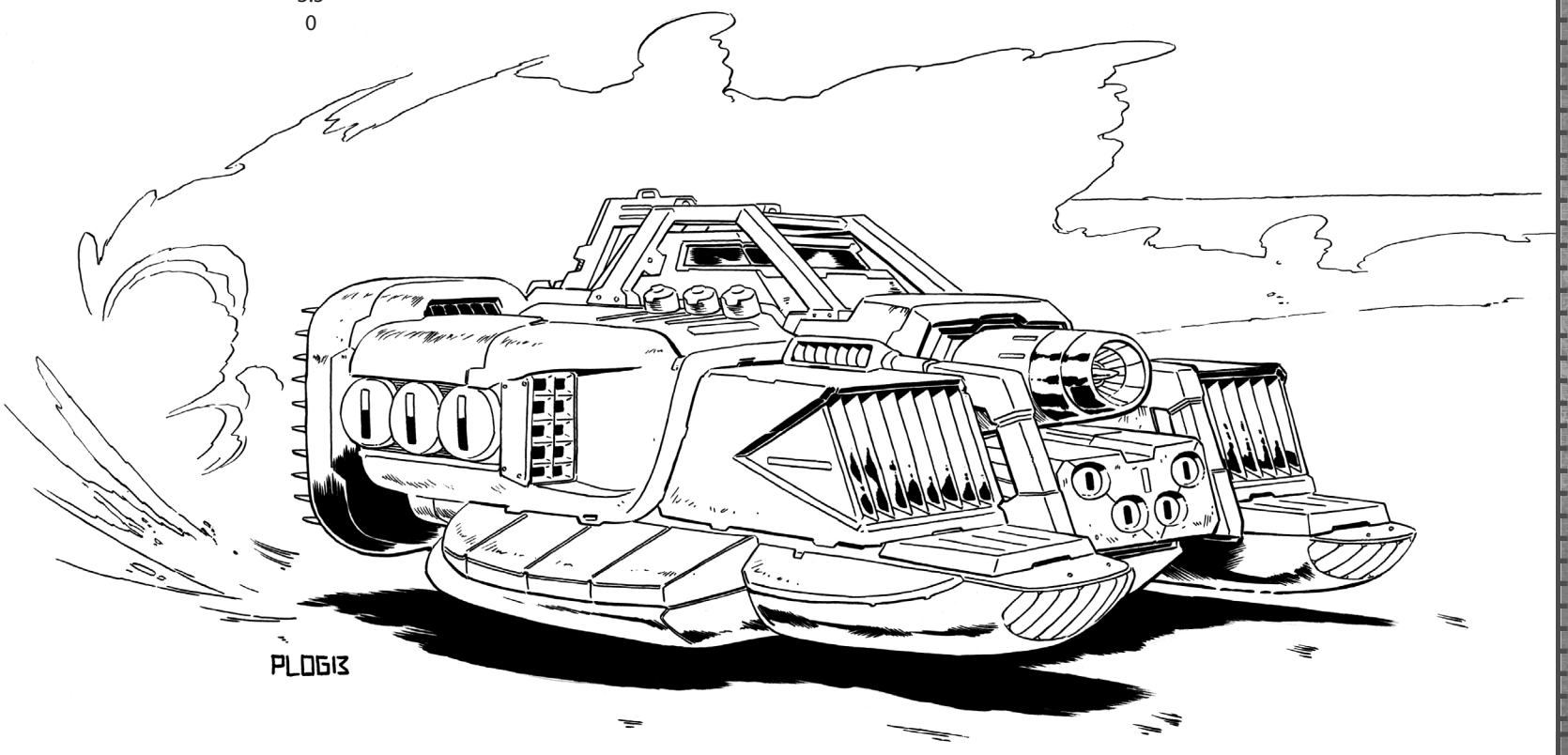
SALADIN MK II HCV

Type: **Saladin Mk II**
Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 35
Battle Value: 862

Equipment		Mass
Internal Structure:		3.5
Engine:	175	10.5
Type:	Fusion	
Cruise MP:	10	
Flank MP:	15	
Heat Sinks:	10	0
Control Equipment:		2
Lift Equipment:		3.5
Power Amplifier:		0

Equipment		Mass
Turret:		0
Armor Factor (Heavy Ferro):	109	5.5
	Armor Value	
Front	45	
R/L Side	23/23	
Rear	18	

Weapons and Ammo	Location	Tonnage
Snub-Nose PPC	Front	6
Streak SRM 4	Front	3
Ammo (Streak) 25	Body	1



SARACEN MK II HCV



Mass: 35 tons
Movement Type: Hover
Power Plant: Omni 175 Fusion
Cruising Speed: 108 kph
Maximum Speed: 162 kph
Armor: ProtecTech 19 Heavy Ferro-Fibrous
Armament:
1 Doombud 7-Tube Multi-Missile Launcher
2 Diverse Optics Extended-Range Medium Lasers
Manufacturer: Scarborough Manufacturers
Primary Factories: Al Na'ir, Algedi
Communications System: Scarborough Talky 2
Targeting and Tracking System: Scarborough Tracky 2

One of the trio of upgraded hovertanks produced by Scarborough, the Saracen found instant success and acclaim among the various regiments of the Ryuken. With several battlefield successes behind it, the Saracen is quickly becoming the premier support hovertank for the Combine's mixed recon companies.

CAPABILITIES

Considered the missile support to the Saladin's harasser platform, the Saracen underwent a similar upgrade process. Heavier armor provides enough protection for a few extra seconds on the battlefield, giving Saracen crews time for one or two more volleys with its multi-mode launcher. These extra moments can spell the difference between victory and defeat for the Combine battle line.

DEPLOYMENT

The Saracen made its debut during the Draconis Reach campaign. Utilized by the Ryuken-*go* and Wolf's Dragoons, the Saracen found positions amidst most recon platoons and several infantry companies. A common tactic was to position the tank behind a low hill near a fixed observation post or forward patrol line and wait for fellow Saladins and Scimitars to engage the enemy. As the hovertanks raced back, the Saracens would dart out and hammer the pursuers with missiles while attempting a flanking maneuver. Using their variable missile loads to effect, the Saracens distracted the enemy long enough for their mates to turn around and add their firepower to the fray. The maneuver worked well against the poorly trained Davion militia.

The High Command was pleased with the Saracens' performance and reliability during the campaign. Scarborough increased production to meet the sudden demand and retooled their Algedi facility to handle the overflow. Saracens and Scimitars flooded the ranks of the rebuilt Dieron Regulars regiments and several reconnaissance companies among the Ryuken, New Samarkand and Galedon Regulars, and the Arkab Legions.

VARIANTS

Scarborough began producing a C^3 variant in 3140 at the DCMS' request. Networked Scarborough hovertanks are now a common sight among the Combine task force overrunning the Federated Suns border.

NOTABLE UNITS

***Sanban* Platoon:** A Saracen platoon from Ryuken-*hachi*'s Armor Battalion, *Sanban* was renowned for its crew's noticeable tendency to follow the spirit of an order rather than the letter of it. *Chu-i* Maruchan personally defended her stance to her superiors as the influence of her platoon's battlefield actions began to creep into *Ichiban* and *Niban* Platoon. Under normal circumstances, Maruchan would have been court-martialed for her refusal to follow orders, but *Kanrei* Toranaga needed all available hands for Task Force Tsujigiri. *Tai-sa* Aguilar assigned *Sanban* to the Ryuken-*hachi*'s support battalion attached to the task force, in hopes that serving alongside Toranaga's Hikage regiment would have a positive influence on the platoon's discipline.

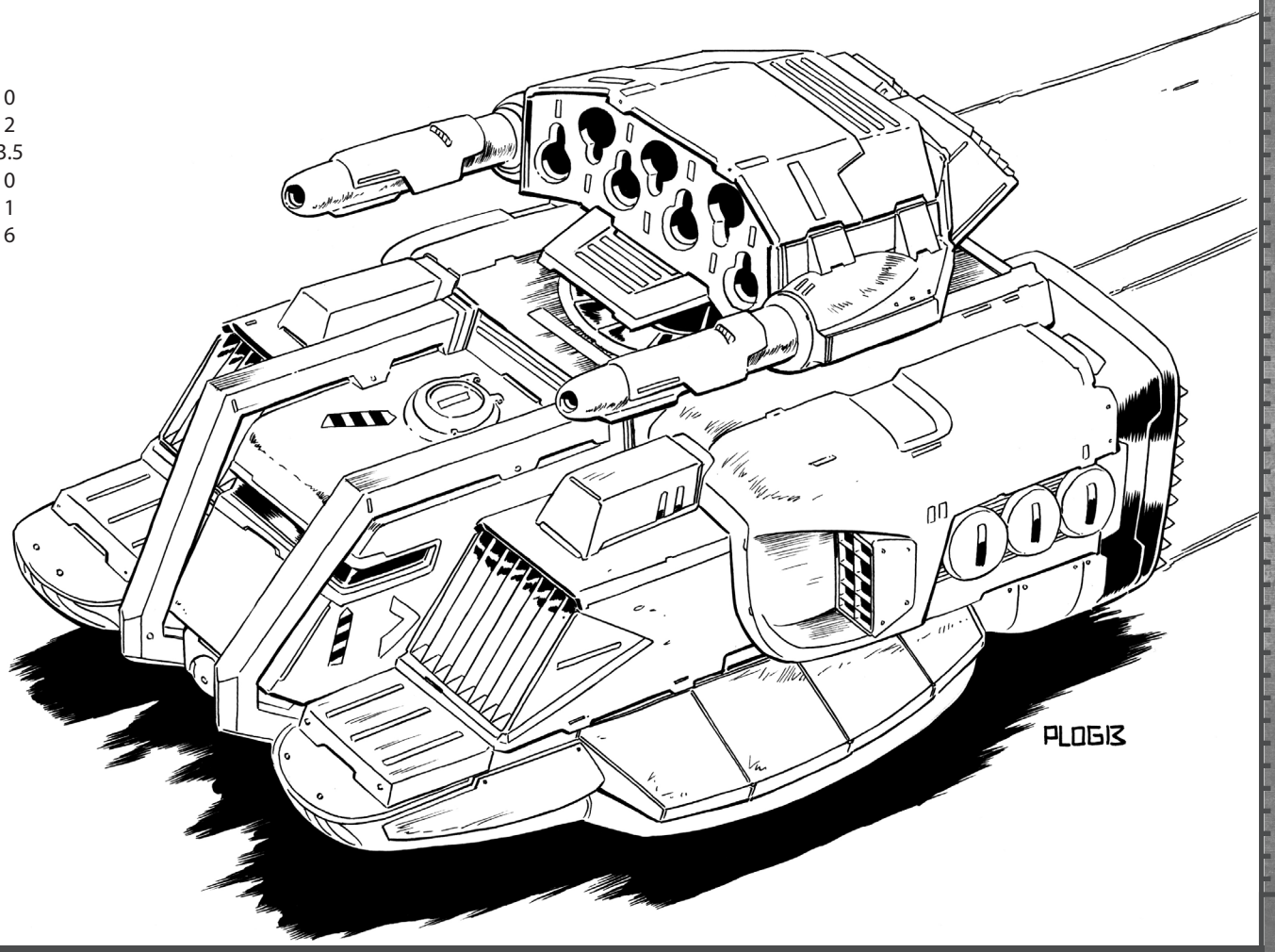
Fortunately for the task force, the Hikage made little difference on Maruchan's command style. On Remagen in 3148, *Sanban* Platoon was positioned along with the rest of the support battalion to guard the Hikage's DropShips. True to her nature, *Chu-i* Maruchan ranged further afield while on patrol than her orders explicitly allowed, but the tactic worked. *Sanban* intercepted the advance elements of a First Kestrel Grenadiers company that was attempting to cut off the Hikage's FOB from their LZ. Maruchan's platoon led the harassment charge, losing only one of their Saracen Mk IIs before pulling back toward the DropShips. This advance warning allowed the Hikage rearguard to pull back in time and blunt the Grenadiers' advance while the rest of *Sanban* Platoon struck down targets of opportunity.

SARACEN MK II HCV

Type: **Saracen Mk II**
Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 35
Battle Value: 837

Equipment		Mass
Internal Structure:		3.5
Engine:	175	10.5
Type:	Fusion	
Cruise MP:	10	
Flank MP:	15	
Heat Sinks:	10	0
Control Equipment:		2
Lift Equipment:		3.5
Power Amplifier:		0
Turret:		1
Armor Factor (Heavy Ferro):	119	6
	Armor Value	
Front	28	
R/L Side	22/22	
Rear	21	
Turret	26	

Weapons and Ammo	Location	Tonnage
MML 7	Turret	4.5
Ammo (MML) 34/28	Body	2
2 ER Medium Lasers	Turret	2



SKANDA LIGHT TANK



Mass: 35 tons
Movement Type: Tracked
Power Plant: Standard 245 XL
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Armor: Compound VM22 Ferro-Fibrous
Armament:
2 Type 25 Ultra Autocannon 2
2 Series 2b Extended Range Medium Lasers
Manufacturer: Quikscell Company
Primary Factories: Pandora
Communications System: K9 CommSys
Targeting and Tracking System: Hunter (2)
Dedicated TTS

Like the Skadi Swift Attack VTOL, the Skanda proliferated throughout the Inner Sphere while Pandora was in Lyran hands. Mercenaries employ the tank as a poor man's artillery, with the twin autocannons keeping enemies honest at range. The Jade Falcons, since recovering the Pandora factory, have assigned most Skandas to PGCs or *solahma* units. Some, though, are found attached to frontline Galaxies as shock elements or for flanking mobile enemies.

CAPABILITIES

The Skanda's armor serves it well, as the Falcons often send the tank on far-ranging recon missions when aerial reconnaissance is unfeasible. The lack of a turret limits the Skanda and is a frequent complaint from crews who find themselves taking fire from the flanks or rear. Most crews rely on the extremely stable weapon mounts to engage enemies at maximum range.

DEPLOYMENT

Tai-i Sepeiro Saitou's tank company in the Nineteenth Pesht Regulars was deployed to secure a cluster of three refineries of the Deep Ores Company on Bjarred in 3144. Their primary task in the event of an assault was to delay an enemy long enough for the Nineteenth's BattleMechs to arrive. When the far-ranging Incinerators, pirates from Santander V, were detected entering orbit in January 3145, it was clear they were headed toward Saitou's area. Instead of remaining in place to secure the refinery center, he took his Skanda platoon to meet the enemy. With the slower two-thirds of his company remaining on station, Saitou charged headlong toward the pirate landing zone.

Saitou spotted an enemy lance emerging from a beat-up *Leopard*-class DropShip. He again split his force, with one pair taking up positions among the forest approaches to ambush the enemy. Saitou and his last tank sped up the scenic Highland Overlook and began to rain fire on the pirates. The minor damage he inflicted accomplished his goal of enraging the pirates, who sought to eliminate the annoyance before continuing on to the refinery complex. This led them past the hidden pair of Skandas, who opened up at point-blank range.

The Incinerators' medium 'Mechs easily repelled the meager fire and destroyed the two ambushers. Saitou used this distraction to order his last Skanda back to the refinery while he made a rash decision. The remaining defenders might be able to hold off a light lance, but not a medium one. He delayed them by charging into their midst. His Skanda's armor shrugged off the enemy fire as he slammed into the shin of an Incinerator *Wolverine*. The 'Mech fell, but Saitou was killed instantly when its lancemates concentrated fire on his Skanda. The limping *Wolverine* made it to the refinery and was killed by a Demolisher. The rest of the pirate lance hunted down the defenders, but fled without any loot when the Nineteenth's BattleMechs finally arrived.

The Forty-first Wolf Guard Battle Cluster raided Turinge in May 3145, engaging the elite Fourth Donegal Armor Brigade. Both sides used Skandas. Each command's scouts spotted one another at about the same time. The Brigade's gunners took advantage of the less experienced Guards. The Guards were content to hold in place and exchange ranged fire, but the Fourth called in artillery and adjusted fire perfectly. The Wolves were caught by the artillery walking up from their rear and made a surprise decision: they charged. The Fourth was caught somewhat off-guard, but regrouped and held off the Wolves. A flight of Forty-first fighters ended the tank-on-tank battle, as the raiders chose to withdraw back to Chukchi III.

VARIANTS

Some Skandas replace the Ultra autocannon with ProtoMech-scale versions and swap the laser weaponry for a TSEMP Cannon. Combined with a Skanda's mobility, TSEMP cannons can force unwary 'Mechs to shut down.

NOTABLE UNITS

Point Commander Roland: During the 3148 Battle of Coventry, Point Command Roland accompanied the First Falcon Striker Cluster to the town of Whitting. A CPM company guarded the Whitting Monument, and Roland's autocannon fired the first shots of the resulting slaughter.

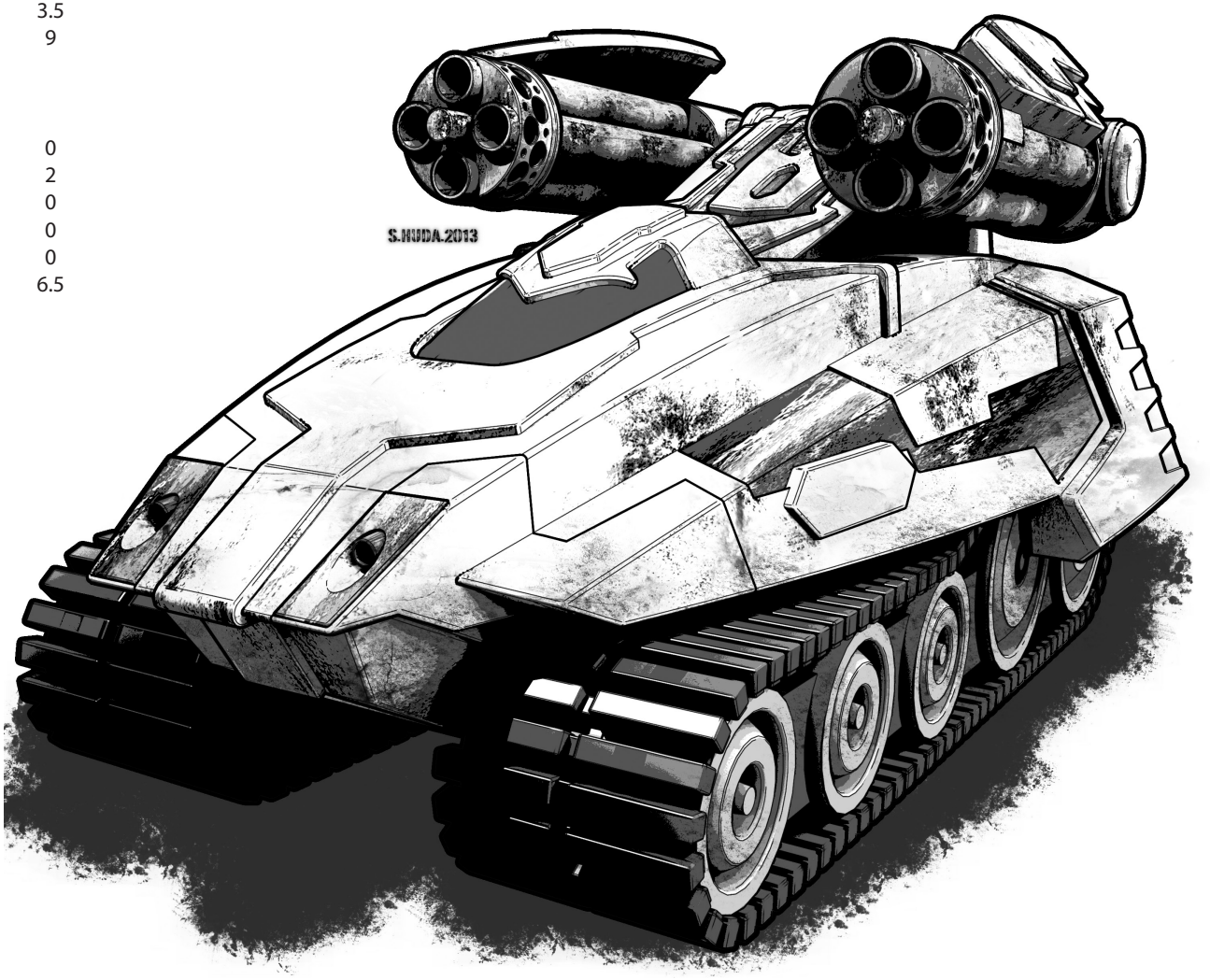
SKANDA LIGHT TANK

Type: **Skanda**
Technology Base: Clan
Movement Type: Tracked
Tonnage: 35
Battle Value: 1,078

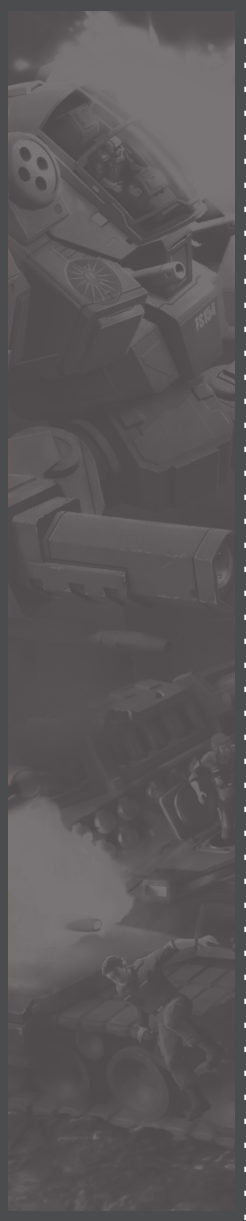
Equipment		Mass
Internal Structure:		3.5
Engine:	245	9
Type:	XL Fusion	
Cruise MP:	7	
Flank MP:	11	
Heat Sinks:	10	0
Control Equipment:		2
Lift Equipment:		0
Power Amplifier:		0
Turret:		0
Armor Factor (Ferro):	124	6.5
	Armor Value	
Front	45	
R/L Side	32/32	
Rear	15	

Weapons and Ammo	Location	Tonnage
2 Ultra AC/2	Front	10
Ammo (Ultra) 90	Body	2
2 ER Medium Lasers	Front	2

Notes: Features the following Design Quirks: Improved Targeting (Long Range).



SHILLELAGH MISSILE TANK



Mass: 40 tons
Movement Type: Tracked
Power Plant: Nissan 200 Fuel Cell
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Armor: StarSlab/2
Armament:
3 Shigunga 5-Tube Multi-Missile Launcher
2 Sperry Browning Light Machine Guns
Manufacturer: Buda Imperial Vehicles
Primary Factories: Luthien
Communications System: Sipher CommSys 2
Targeting and Tracking System: Rat's Eyes

Originally prototyped during the Second Succession War, the Shillelagh Missile Tank was shelved after it flipped over while attempting to cross an infantry trench. The tank was too top heavy and failed to handle even moderate inclines unless traveling in a straight line to the crest.

CAPABILITIES

In acquiescence to Stone's disarmament plan, the Combine's military manufacturing industry scaled back production. Unwilling to strip its already weakened military, the DCMS quietly tasked several commercial industries to produce cheap, light vehicles for its militia garrisons. In turn, current militia equipment would be reassigned to rebuilding regiments. Production numbers would therefore look low as the Combine inflated its military strength.

To accomplish this, the DCMS pulled out plans from failed ventures reaching back to the days of the Star League. The Shillelagh proved to be a cheap, cost-effective tank using surplus electronics and weapons. Its weaknesses—stiff control rods and suspension, older-generation targeting systems, and horrendous fuel economy—were ignored and the tank went into production shortly after the Second Combine-Dominion War.

DEPLOYMENT

Most Shillelaghs are assigned to planetary militia regiments bordering the Periphery, though crews are loath to give up their Pegasuses, Condors, and other medium tanks.

The Procurement Department has also "misshipped" several platoons of the missile tank to the Ghost regiments. The tankers of these yakuza-staffed regiments have taken the insult in stride and adapted to the Shillelagh's quirks. The tanks are used as anchoring units for harasser teams, often moved into position along anticipated enemy routes and hidden in heavy forest, brush, or rocky terrain. The Eleventh Ghost used their two platoons of Shillelaghs to surprise a pursuing strike lance of Davion Light Guards on Brookeland, peppering the 'Mechs with waves of missiles from a flank position. Laying down a heavy smoke screen, the Shillelaghs maintained their fire as a platoon of Saladins sped into the fray from behind their position. The Guards lost half their lance in the ensuing melee, at the cost of all of the Shillelaghs.

VARIANTS

The original Shillelagh prototypes mounted older missile and machine gun technology with lighter armor distribution. Though touted to be easy to maintain, its reliability was low due to its long list of inadequacies and technological inconsistencies.

NOTABLE UNITS

***Ichi, Ni, San, Yon*:** The four Shillelaghs of the Fairfax Planetary Militia are referred to simply by their assigned unit numbers: Shillelaghs *Ichi, Ni, San*, and *Yon*. Like many planetary militias, these crews are far from the cream of the crop. When first assigned to the Fairfax Planetary Militia, the unit only had enough trained vehicle crewmen to crew *Ichi*. Taking the newest recruits from the infantry ranks, they were put through a crash course in vehicle combat, in order to properly crew the remaining three tanks.

Starting on an open plain, the recruits were ordered to mimic *Ichi*. If *Ichi* turned left, they turned left. If *Ichi* rotated its turret, they rotated their turrets, and so on. Much like infantry forces during the pre-space days of Man, the lance of Shillelaghs moved and fought as one. The commander of the militia's vehicle forces wasn't worried about accurate weapons fire. He knew that with enough volume on a target, the hits would come. Great accuracy required lots of live ammunition on the firing range, something the militia simply didn't have.

The only thing of value on Fairfax was the munitions and spare parts occasionally stored in the large distribution warehouses. A group of pirates tried to raid the warehouses while all four tanks were on guard duty. A pair of pirate 'Mechs evaded the main militia force only to round the corner right in front of the Shillelaghs. Each volley of massed SRM fire shredded a pirate 'Mech, much to the surprise and merriment of the crews.

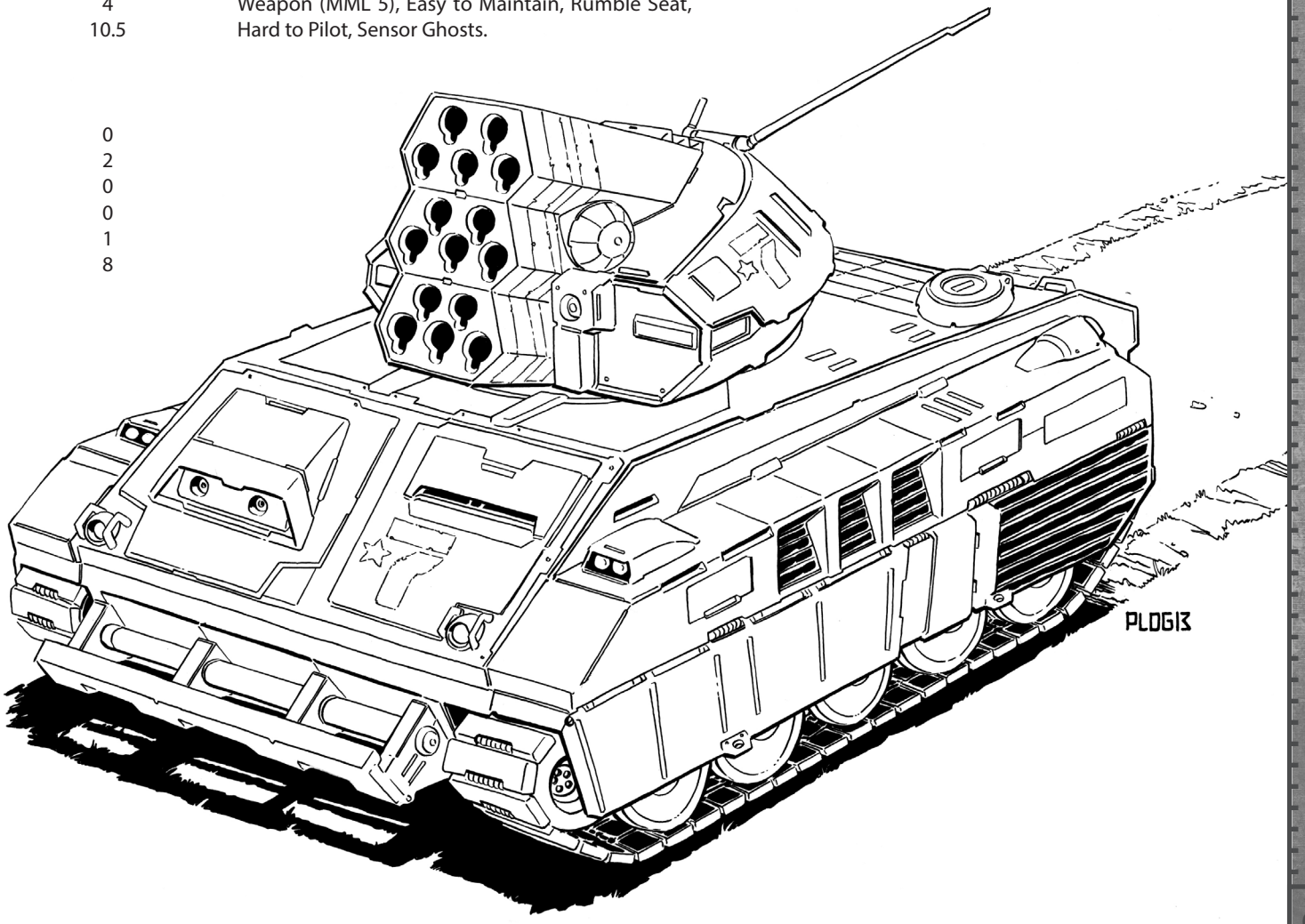
SHILLELAGH MISSILE TANK

Type: **Shillelagh**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 40
Battle Value: 669

Equipment		Mass
Internal Structure:		4
Engine:	200	10.5
Type:	Fuel Cell	
Cruise MP:	5	
Flank MP:	8	
Heat Sinks:	1	0
Control Equipment:		2
Lift Equipment:		0
Power Amplifier:		0
Turret:		1
Armor Factor:	128	8
	Armor Value	
Front	30	
R/L Side	24/24	
Rear	15	
Turret	35	

Weapons and Ammo	Location	Tonnage
3 MML 5	Turret	9
Ammo (MML) 96/80	Body	4
2 Light Machine Guns	Front	1
Ammo (Light MG) 100	Body	.5

Notes: Features the following Design Quirks: Accurate Weapon (MML 5), Easy to Maintain, Rumble Seat, Hard to Pilot, Sensor Ghosts.



SHUN TRANSPORT VTOL



Mass: 40 tons
Movement Type: VTOL
Power Plant: GM 95 XL Fusion
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Armor: Hellespont Lite Stealth
Armament:
2 Mydron Mini Magshot Gauss Rifles
Manufacturer: Tengo Aerospace
Primary Factories: Sarna
Communications System: Endicott Type 11 Maser with Guardian ECM Suite
Targeting and Tracking System: Dwyerson Mark XX with TAG and Targeting Computer

Named after the Chinese word for shield, the Shun Transport VTOL is exactly the kind of excellent transportation Confederation troops have come to enjoy since the 3120s. Shrouded in advanced stealth systems, the Shun is designed expressly for the rapid insertion and support of battle armor.

CAPABILITIES

The Shun's blend of stealth capability, agility and support systems makes it both deadly and versatile. Unlike smaller transport VTOLs like the ancient Ripper, the stealthy Shun is capable of infiltrating enemy territory to deliver up to three squads of battle armor. Able to ignore terrain that would stop lesser transports, the Shun's sophisticated technologies make it the infantry transport of choice for many Capellan commanders.

DEPLOYMENT

The border between the Republic and the Confederation has never been peaceful. Even after a concord was reached in the wake of the Crusades, tensions continued to simmer just below the surface. Raids were common, and both sides employed mercenaries as proxies to attack each another. In many of these raids, the Shun proved to be a deciding factor in the battlefield success of the Confederation, such as on Corey in 3130.

Dispatched to Corey in retaliation for a similar raid against Asuncion, a small Republic-sponsored mercenary unit struck the Hollis Industries plant. Targeting warehouses full of new equipment, the raiders stole what they could and wrecked the rest before retreating to their hidden transport. The Sixth Confederation Reserve Cavalry scrambled a flight of Shuns to slow the attackers so the regiment's heavier elements could mobilize and catch the fleeing mercenaries. Flying just above the jungle canopy, the Shuns made a daring run against the raiders' DropShip, dropping battle armor directly onto the ship's hull. The battlesuits swiftly overpowered the surprised crew and secured the vessel for the Confederation. The raiders soon realized their fate was sealed.

Despite an excellent combat record, the Shun is not invincible. During the CCAF invasion of Demeter in 3144, an overconfident Shun flight leader from the Third Tikonov Guards ordered his flight directly into the heavy defenses protecting New Demeter City. Relying solely on the VTOL's stealth armor to safeguard them from detection, the pair was promptly annihilated by accurate anti-aircraft fire.

VARIANTS

Tengo offers a new support fire variant that makes the most of the Shun's targeting computer by mating it with light PPCs. Unfortunately, the energy weaponry effectively negates the use of its stealth armor.

NOTABLE UNITS

Commander Lizzie Stanton: Commander Stanton's Shun Squadron is a critical component of the First Highlanders Infantry Guard. After a brazen raid by renegades operating from the former Canopian world of Vixen, the First Magistracy Highlanders carried out a reprisal raid. Stanton's Squadron played a key role. As the Highlanders attacked the renegades from the fore, it fell to Stanton to sweep around the enemy flank and destroy their base. This would have been easier in stealth-armored Shuns, but Stanton took advantage of the energy weapons on her squadron's newer variant. After losing a VTOL clearing the flank, she delighted in pouring fire into the enemy rear area, destroying barracks, supplies, repair bays, and even nearby farmland that fed the raiders.

Swipe: This Shun caught the attention of the INN after the third time it was observed penetrating enemy lines on contested FedSuns worlds to capture the fleeing families of planetary rulers and various nobles. It is believed that this tactic aided the Capellan conquest by forcing the capitulation of various officials to protect their families. This was certainly true on Hobson, when Count Ronald McCray was captured along with his family. His coerced order for the militia to stand down was obeyed by most of the local defenders. Those who refused to surrender cost the count his two youngest sons.

SHUN TRANSPORT VTOL

Type: **Shun**
Technology Base: Inner Sphere
Movement Type: VTOL
Tonnage: 40
Battle Value: 499

Equipment		**Mass**
Internal Structure:		8
Engine:	95	2.5
Type:	XL Fusion	
Cruise MP:	7	
Flank MP:	11	
Heat Sinks:	10	0
Control Equipment:		2
Lift Equipment:		4
Power Amplifier:		0
Turret:		0
Armor Factor (Stealth):	96	6
	Armor Value	
Front	24	
R/L Side	23/23	
Rear	24	
Rotor	2	

Weapons and Ammo	**Location**	**Tonnage**
2 Magshot Gauss Rifles	Front	1
Ammo (Magshot) 50	Body	1
TAG	Front	1
Guardian ECM Suite	Body	1.5
Targeting Computer	Body	1
Infantry Compartment	Body	12

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



PREDATOR TANK DESTROYER



Mass: 45 tons
Movement Type: Tracked
Power Plant: Ceres Motors 270 Fuel Cell
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Armor: Hellespont Heavy Ferro-Fibrous
Armament:
1 Mydron Devastator LB 20-X Autocannon
Manufacturer: Ceres Metals Industries
Primary Factories: Indicass
Communications System: Magna-VOX KS2525
Targeting and Tracking System: Magna-VOX TTS4000

The Predator was designed in the waning days of the Second Succession War as House Liao realized it could not match the BattleMech production of its hostile neighbors. A slew of cheap vehicles was introduced to bridge the gap and fill the depleted ranks of the CCAF. The Predator Tank Destroyer was well-received until a disastrous showing on Spica, which resulted in further contracts going to Quikscell's cheaper Hetzer.

The Predator was revisited when House Liao needed to quickly bolster its collapsing border with cheap units that still offered high performance during the Victoria War. It was first deployed on Victoria itself, where its effective upgrades were a nasty surprise to the invaders.

CAPABILITIES

The Predator is a traditional low-slung casemate tank destroyer with spectacular performance. Though its armor mass is light, its glacis is very thick and a low vertical profile and high speed make it a difficult target. An important improvement in the current incarnation is swapping the Q-Beam autocannon with a Devastator LB 20-X weapon that can easily incapacitate enemy vehicles of any size.

DEPLOYMENT

The six-month meatgrinder on Victoria in 3103 was the modern Predator's baptism of fire. It was disseminated to elite tank crews who were tasked with targeting the commanders of advancing formations. The Predator Tank Destroyer quickly gained a fearsome reputation. A standard tactic was to lay hidden, letting the enemy advance to point blank range, where a single shot of the massive autocannon was often enough to destroy the target. The Predator would then disengage speedily.

Incorrect deployment had initially caused the vehicle's discontinuation more than a century before. A skirmish on Spica in 2974 between elements of the Fifth Syrtis Fusiliers and defending militia illustrated the tank destroyer's limitations in open combat. When the Fusiliers deployed Vedettes in support, the militia countered with Predators. When the two sides met on the Timbers Flats, the thin side armor and limited traverse of the autocannon was exploited by the turreted Vedettes. Though ostensibly better armed, in a freewheeling long-range engagement, the Predators had no chance and were mostly destroyed before a relief force arrived.

The battle of Second Try during the Capellan Crusades is famous for being Kai Allard Liao's last stand. It was also significant for the first deployment of the Hanse main battle tank with the Fifth Hastati Sentinels. Facing what was essentially a super tank destroyer, Capellan Predators needed to outmaneuver their fearsome new foes. Hanse versus Predator skirmishes became a cat and mouse game as it was now the Predators attempting to flank their opponents. Whenever they succeeded, they were effective at immobilizing their targets. The ability to do so repeatedly has cemented the Predator's status as mainstay of Capellan anti-armor forces.

VARIANTS

The original Predator Tank Destroyer featured a less effective internal combustion engine, weapon, and armor. Despite being slower and having less mission endurance, it was essentially the same vehicle.

Ceres has also created a new "elite commander's" model, which spares no expense to stay ahead in the interstellar arms race. This version employs an XL engine to support a giant improved heavy Gauss rifle that replaces the Devastator autocannon. These exclusive vehicles are assigned only to proven tank commanders.

NOTABLE UNITS

***Si-ben-bing* Lin-Fong Chang:** Lin-Fong has recently gained fame for her role in the Home Guard ambush of Leftenant Briggs on Menkalinan. As the Davion lance passed her unit's position the Capellan forces opened fire. The Home Guard forces were hoping to at least slow down some of the lance, and were ecstatic when Lin-Fong's Predator disabled the hip of Briggs' *Griffin*, knocking it down. As the rest of the Davion lance turned to cover its wounded comrade, Lin-Fong opened fire again with cluster munitions, hitting an ammunition bin and cracking open the cockpit of the downed BattleMech.

Si-ben-bing Chang has recently been upgraded to a new Predator variant with an improved heavy gauss Rifle as reward for exemplary service. BattleROM footage of the ambush is being used in Capellan recruiting and morale efforts.

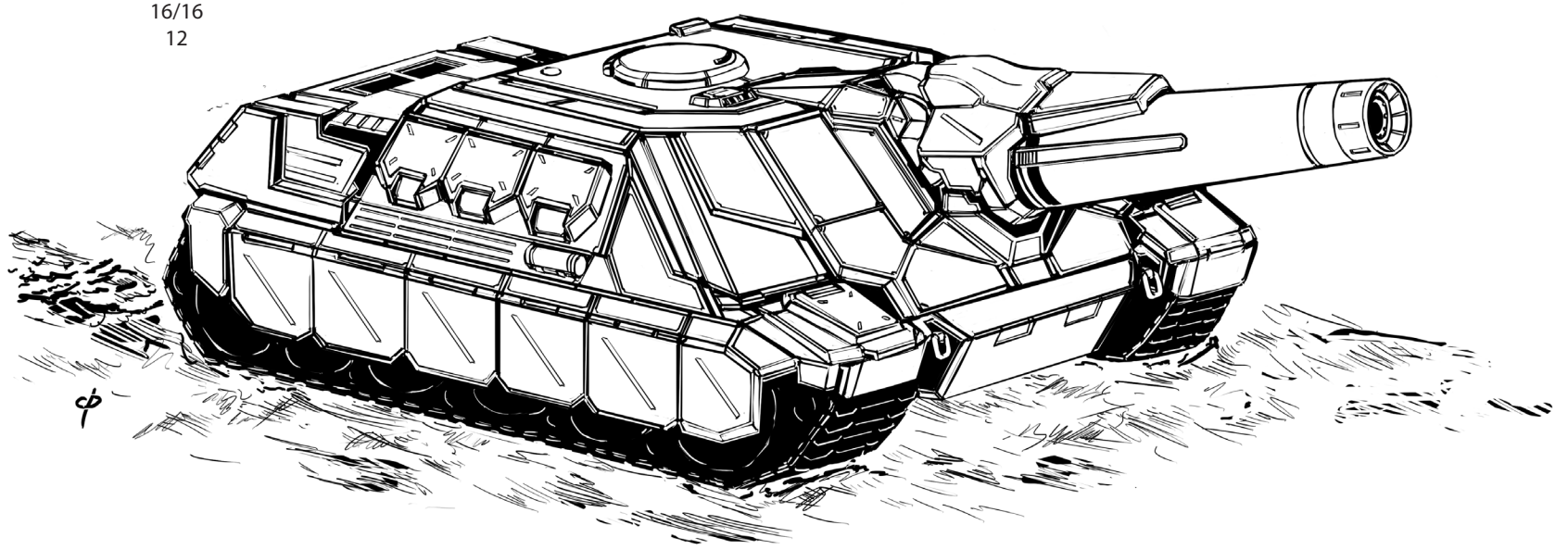
PREDATOR TANK DESTROYER

Type: **Predator**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 45
Battle Value: 775

Equipment		Mass
Internal Structure:		4.5
Engine:	270	17.5
Type:	Fuel Cell	
Cruise MP:	6	
Flank MP:	9	
Heat Sinks:	1	0
Control Equipment:		2.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		0
Armor Factor (Heavy Ferro):	89	4.5
	Armor Value	
Front	45	
R/L Side	16/16	
Rear	12	

Weapons and Ammo	Location	Tonnage
LB 20-X AC	Front	14
Ammo (LB-X) 10	Body	2

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



SORTEK ASSAULT CRAFT



Mass: 45 tons
Movement Type: Hover
Power Plant: GM 170 Fusion
Cruising Speed: 97 kph
Maximum Speed: 151 kph
Armor: Valiant Lamellor Special Heavy Ferro-Fibrous
Armament:
2 Mydron Tempest Rotary Class 2 Autocannons
1 MainFire Point Defense Anti-Missile System
Manufacturer: Corean Enterprises
Primary Factories: New Avalon
Communications System: Corean Transband-J9
Targeting and Tracking System: Corean C-Link

Corean Enterprises' Musketeer hovertank was one of the most successful creations the company unveiled in the last century, and they were anxious to do so again with the Sortek Assault Craft. The speedy tank excels at the harasser role, even if it is not the main combatant that the Musketeer is.

CAPABILITIES

Fast and well-armored, the Sortek's designed purpose is to skim and harass enemy formations. Though there are longer-ranged weapons that might serve better, the Sortek's paired rotary autocannons make it difficult to ignore, and many Davion battalions have used it to great success breaking up the line of battle.

DEPLOYMENT

Many of the longest-surviving units on Palmyra were built around Sorteks. One, Tico's Company of the Crucis Lancers, was entirely built of Sorteks, and this company used its speed and firepower to draw off a number of Combine probes toward consolidating Davion units.

Time and again Captain Tico and his three platoons would discover an officer building a small *ad hoc* unit out of the survivors of broken regiments and combat teams. Each time, a Combine column would be detected on its way to crush this new pocket of survivors, and Tico and his blowers would hurry out and draw the Combine column off. Four times alone in July 3144 this tactic allowed a provisional company to assemble and counterattack, but in the end the ravenous ammunition needs of the Sorteks proved their undoing. Out of anti-missile system ammunition and short on cannon rounds, Tico and his eight remaining Sorteks charged a lance of the Benjamin Regulars. Though they successfully lamed a Combine *Night Stalker*, the rest of the lance destroyed them, earning Captain Tico a posthumous Diamond Sunburst.

Many armor officers familiar with the Musketeer overestimate the Sortek's offensive capability, as was proven on Frazer in 3144. When the Capellans invaded, Major Sneed of the Frazer militia ordered a platoon of Sorteks to attack a small column of Liao logistical troops escorted by two Regulator tanks. Despite the objections of the Sortek crews, they attacked. Unlike the Musketeer, with its larger Tornado autocannon, the Sortek's lighter rotaries couldn't hope to overcome the Regulators' armor, and the return fire from longer-ranged, harder-hitting Gauss rifles destroyed three of the four Sorteks before they could break off.

VARIANTS

AFFS quartermasters urged Corean to offer an electronic warfare model of the Sortek, which uses an armored motive system to help keep it mobile while holding tactical strongpoints.

NOTABLE UNITS

Sergeant Harmon Daly: Sergeant Daly was always known as a daredevil, even by his fellow Fifth Avalon Hussars. His flair for risky maneuvers and unrelenting bravado was put to the test during the Hikage's deep strike on Remagen in 3148. The First Prince's Champion, Erik Sandoval, was unable to reach his 'Mech in time to evacuate, so he hitched a ride on Sergeant Daly's Sortek. Daly's maneuvers and the heroic and sacrificial actions of the rest of his platoon aided him in getting Sandoval to the safety of the Fifth's DropShips. By the time Daly's platoon arrived, only Daly's Sortek remained, as the rest had thrown themselves in harm's way to ensure the Prince's Champion lived to fight another day. Sandoval saw that Daly was awarded the Golden Sunburst Medal. The members of Daly's platoon were posthumously awarded the Diamond Sunburst Medal.

Sergeant Talia Felton: Corporal Felton left a desk job at Federated News Services and enlisted in the AFFS when her home planet of New Syrtis fell to the Capellan Confederation in 3145. Perceived as a mediocre recruit in basic training, she went on to serve with distinction in the Fifth Crucis Lancers during the campaign to reclaim her homeworld in 3147–48. Her crew has a notable distinction for being able to unjam their Sortek's rotary autocannon while on the move, rather than having to stop in a vulnerable position to clear the jam. Other members of her platoon have tried to duplicate this feat, but thus far none have been successful, and attempts have only resulted in serious injury. Felton also excels at performing field repairs on her Sortek, albeit not while it remains in motion (yet).

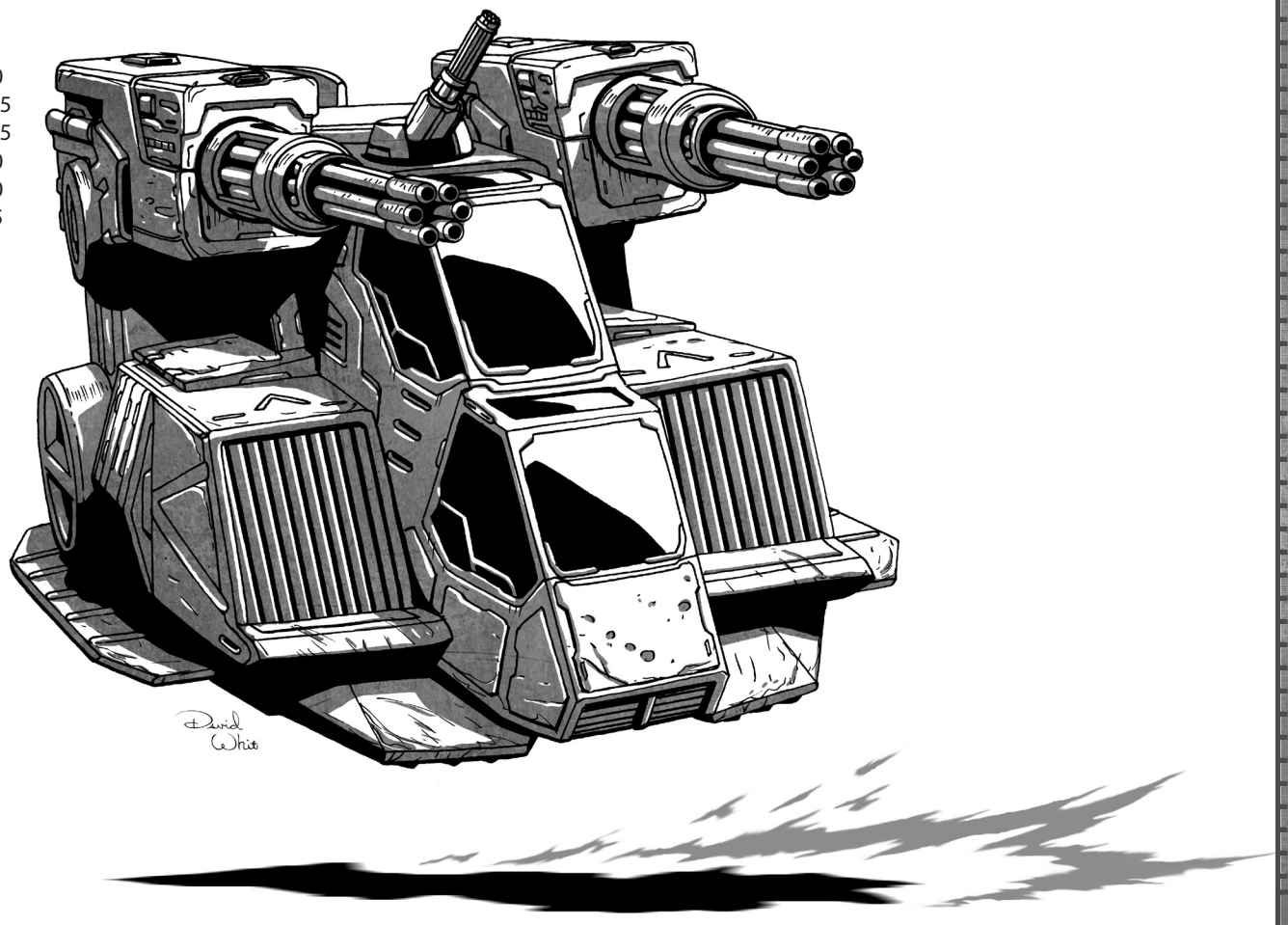
SORTEK ASSAULT CRAFT

Type: **Sortek**
Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 45
Battle Value: 937

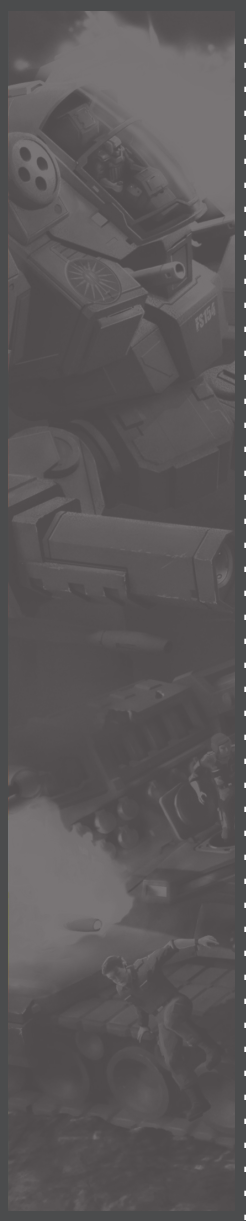
Equipment		Mass
Internal Structure:		4.5
Engine:	170	9
Type:	Fusion	
Cruise MP:	9	
Flank MP:	14	
Heat Sinks:	10	0
Control Equipment:		2.5
Lift Equipment:		4.5
Power Amplifier:		0
Turret:		0
Armor Factor (Heavy Ferro):	99	5
	Armor Value	
Front	30	
R/L Side	24/24	
Rear	21	

Weapons and Ammo	Location	Tonnage
2 Rotary AC/2	Front	16
Ammo (RAC) 90	Body	2
Anti-Missile System	Front	.5
Ammo (AMS) 12	Body	1

Notes: Features the following Design Quirks: Rumble Seat.



SWALLOW ATTACK WIGE



Mass: 45 tons
Movement Type: WiGE
Power Plant: Omni 200 XL Fusion
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Armor: ArcShield Heavy Ferro-Fibrous
Armament:
1 Defiance Disintegrator LB 20-X Autocannon
2 BlazeFire Longshot Extended Range Medium Lasers
Manufacturer: Nashan Diversified
Primary Factories: Furillo
Communications System: Nashan Optichat
Targeting and Tracking System: T-800 Series 7

The WiGE has seen a veritable explosion of military production in the last century as producers scrambled to exploit the unique aspects of the craft. The Swallow—often referred to as the Schwalbe in its native Lyran Commonwealth—is another entry in this burgeoning market. Although critics have derided it as merely being a more agile Hetzer, the Swallow's blend of speed and weaponry has served it well for the last fifty years.

CAPABILITIES

Following the success of their jointly-produced Fensalir with Johnston Industries, Nashan decided to reevaluate their original WiGE project. Noting the Fensalir's relatively slow speed, they opted to redesign the concept as a faster support unit. Based upon the Sturmvogel maritime patrol WiGE of the 3060s, the Swallow now serves in the role of a close assault vehicle. Like all WiGEs it is at home in open terrain, flying over ground-based obstacles, and the Swallow's flotation hull allows it to take off and land on water.

In an effort to reduce the Swallow's logistical tail it is built with many of the same components as the Fensalir.

DEPLOYMENT

Sold widely across the Inner Sphere to every nation barring the Capellan Confederation and Draconis Combine, the current version of the Swallow entered service in 3095. The Furillo BPM has made the most of the Swallow's unusual abilities on Eidsfoss, a strategically important world that Clan Wolf would need to conquer prior to any full-scale invasion of Furillo. The militia has set up a number of island and ship-based supply dumps across the world. During training, their Swallows swoop in to attack from the shorelines and then withdraw across the oceans to the dumps for rearming and repair. Though still vulnerable to naval and airborne assaults, these supply dumps are safe from direct ground attacks, allowing the militia to act with impunity.

Based on Furillo itself until recently, the Twenty-third Arcturan Guards RCT has protected the world's various factories from raids by the Clans. The Twenty-third uses its Swallows as fast-strike craft, with multiple units often targeting a single enemy in each pass.

The Kestrel Grenadiers acquired many Swallows and Fensalirs for their cavalry armor and infantry regiments following their expansion to RCT size in 3100. Most recently these were used to great effect against the First Liao Hussars in 3144, when they attempted a McCarron-style deep-raid across the Capellan March. Reaching as far as the factories of Talcott, the Hussars were finally cornered on Amiga, where the Grenadiers' Swallows were instrumental in helping to pin the them down. Only a near-suicidal frontal attack by the First Liao enabled it to punch through to its DropShips, albeit at the cost of its entire second battalion.

VARIANTS

The original Swallow debuted in 3092 and featured a rotary autocannon and snub-nose PPC, but failed to catch on with the Lyran market. Following a redesign of the weaponry for something more iconically Lyran, domestic sales took off. The original variant is still produced, particularly for export markets.

A more radical version further augments the Swallow's mobility with the addition of vehicular jump jets, and adds TAG for artillery-spotting. The heavy autocannon in this variant is also replaced by a lighter model, mounted in a dorsal turret.

NOTABLE UNITS

Leutnant Ginnifer "Mourning Dove" Chase: Leutnant Chase piloted one of the many Swallows that were absorbed into the Buena Collective Military. Chase earned her nickname by showing incredible restraint during the fighting on Valloire in 3147. Rather than firing indiscriminately at LCAF forces, Chase only took shots that would have maximum impact while minimizing the potential for collateral damage, and she would often circle the battlefield two or three times before firing on a target. This kept her ammo stores high long after other Swallows' magazines had run dry.

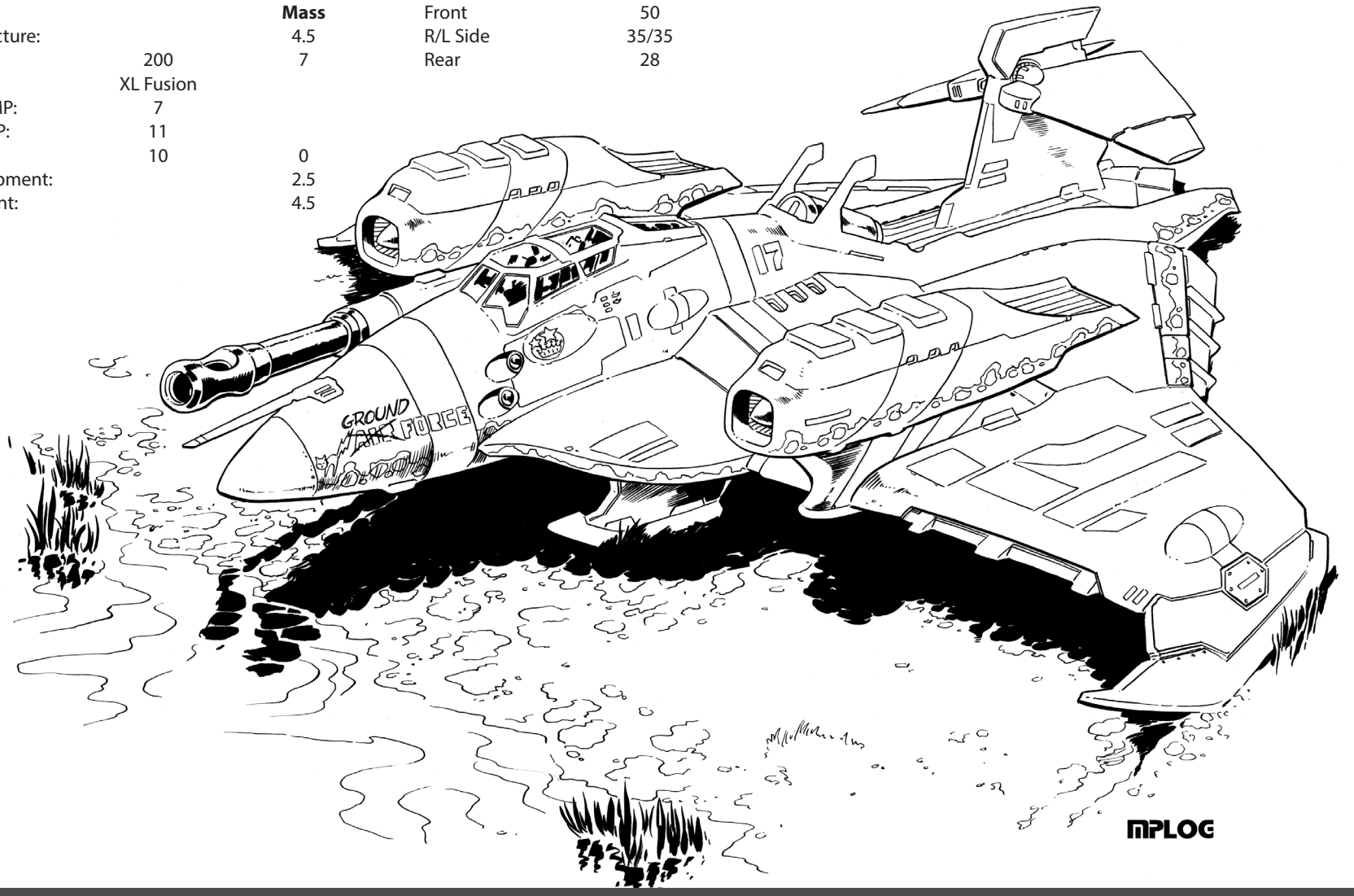
SWALLOW ATTACK WIGE

Type: **Swallow**
Technology Base: Inner Sphere (Advanced)
Movement Type: WiGE
Tonnage: 45
Battle Value: 1,283

Equipment		Mass
Internal Structure:		4.5
Engine:	200	7
Type:	XL Fusion	
Cruise MP:	7	
Flank MP:	11	
Heat Sinks:	10	0
Control Equipment:		2.5
Lift Equipment:		4.5

Equipment		Mass
Power Amplifier:		0
Turret:		0
Armor Factor (Heavy Ferro):	148	7.5
	Armor Value	
Front	50	
R/L Side	35/35	
Rear	28	

Weapons and Ammo	Location	Tonnage
LB 20-X AC	Front	14
Ammo (LB-X) 15	Body	3
2 ER Medium Lasers	Front	2
Flotation Hull	—	0



HADUR FAST SUPPORT VEHICLE



Mass: 50 tons
Movement Type: Hover
Power Plant: Type 215 XL Fusion
Cruising Speed: 97 kph
Maximum Speed: 151 kph
Armor: Compound VM22 Ferro-Fibrous
Armament:
1 Class 16 Arrow IV Heavy Launcher
2 Series 2b Extended Range Medium Lasers
2 Tau-II Anti-personnel Gauss Rifles
Manufacturer: Csesztreg Industriplex Beta
Primary Factories: Csesztreg
Communications System: Build 1750/4 Tacticom
Targeting and Tracking System: Series VI TTS

Surprising is the word most often associated with the Hadur. Although it would have been derided by most Clan tacticians a hundred years ago, the Hadur has seen remarkably widespread deployment since its introduction in 3102. It performs admirably when used in its intended role, but struggles without support from spotters like the Asshur. Concerns that the hover platform would be too unstable to allow for accurate targeting of the Arrow IV system have proved unfounded, though rumors to the contrary continue to chase the Hadur.

CAPABILITIES

Rather than four five-round ammunition magazines, the Hadur has a single twenty-round magazine. Although it's technically possible to load different types of missiles, the inability to select a missile type makes this an impractical solution. As a result, it's almost exclusively outfitted with homing missiles. The Horses have publicized this limitation, and on a few occasions, taken advantage of an enemy's expectations and surprised them with different munitions.

DEPLOYMENT

One of the more noteworthy engagements involving the Hadur occurred on Feltre in 3137, where Clan Hell's Horses fought a Trial of Possession against elements of the Jade Falcon's Fifty-third Battle Cluster. The Clans bargained to fight over three objectives, with the side controlling the majority at the end of the battle gaining control of Feltre. A terrible misstep by the Horses cost them their entire complement of Asshur spotters early in the engagement.

After losing the first objective, the Horses regrouped and headed for the second objective. A Star of OmniVehicles supported by three Points of Hadurs moved forward. As the lines closed, the Hadurs volleyed their Arrow IVs. The missiles struck along the Falcons' line, missing as often as they hit. Seeing the lack of TAG designation, the Falcons believed the Hadurs were equipped with standard missiles. The Falcons closed ranks rapidly to make it difficult for the Hadurs to engage without hitting friendly targets, and stepped into the Horses' trap.

Anticipating the Falcon reaction to Hadurs armed with standard Arrow IV missiles, the Horses loaded a single salvo of standard munitions into the first slot and then filled the remaining space with homing missiles. The Horses' battle armor detached from their vehicles and lit up the Falcon 'Mechs with light TAG. The opening volley of homing missiles destroyed three 'Mechs and sealed the Falcon's fate. Disengaging from the Horses' armor Star was no longer an option, but remaining in close fighting, where the Horses could use their homing missiles with impunity, was also a prescription for death. Dismayed, the Falcon commander chose to spare the lives of his warriors and surrendered. The disgraced Falcons were granted *hegira* when the Horses took Feltre.

VARIANTS

The Hadur currently has two alternate configurations. The first replaces standard ferro-fibrous armor with reactive armor, and an updated magazine feed allows this variant to load two types of Arrow IV ammunition.

The second configuration replaces the Arrow IV launcher with a pair of Artemis V-enabled LRM 15s, a Light TAG system, a targeting computer, and reactive armor. Mixed Stars that contain both the artillery configurations and the LRM configuration often work in concert, with the LRM Hadurs acting as artillery spotters for Arrow IV Hadurs.

NOTABLE UNITS

The Dominos: The Hell's Horses' lightning fast assaults on New Oslo during the first phase of Operation NOYAN showcased the unique method used by the Twenty-second Mechanized Assault Cluster's artillery Star, known as the Dominos. Each Point paired an Arrow IV Hadur with an LRM variant, and these pairs would arrange themselves in adjacent diamond-shaped formations reminiscent of pips on a domino tile. The LRM Hadurs designated targets for their artillery companions, all while firing on the move.

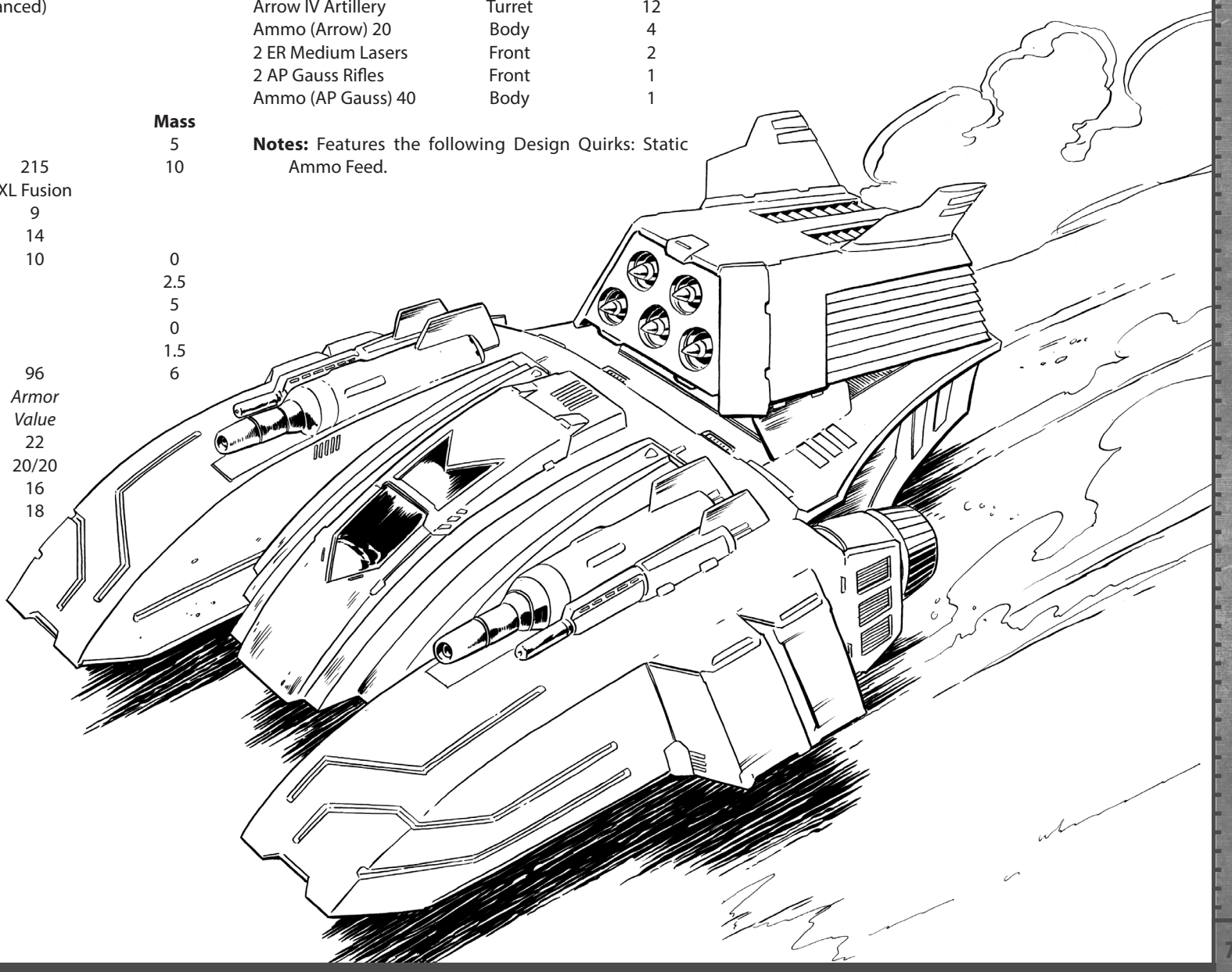
HADUR FAST SUPPORT VEHICLE

Type: **Hadur**
Technology Base: Clan (Advanced)
Movement Type: Hover
Tonnage: 50
Battle Value: 1,667

Equipment		Mass
Internal Structure:		5
Engine:	215	10
Type:	XL Fusion	
Cruise MP:	9	
Flank MP:	14	
Heat Sinks:	10	0
Control Equipment:		2.5
Lift Equipment:		5
Power Amplifier:		0
Turret:		1.5
Armor Factor:	96	6
	Armor Value	
Front	22	
R/L Side	20/20	
Rear	16	
Turret	18	

Weapons and Ammo	Location	Tonnage
Arrow IV Artillery	Turret	12
Ammo (Arrow) 20	Body	4
2 ER Medium Lasers	Front	2
2 AP Gauss Rifles	Front	1
Ammo (AP Gauss) 40	Body	1

Notes: Features the following Design Quirks: Static Ammo Feed.



PARTISAN AA VEHICLE



Mass: 50 tons
Movement Type: Wheeled
Power Plant: Nissan 230 Fusion
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Armor: Kallon Unity Weave Ferro-Fibrous
Armament:
2 Defiance Shredder LB 5-X Autocannons
Manufacturer: Kallon Weapon Industries
Primary Factory: Loyalty
Communications System: JoLex Systems
Targeting and Tracking System: AntiAir Flak Systems-1

The years after the end of the Jihad and the rise of the Republic of the Sphere saw many small weapons manufacturers disappear. With fewer major conflicts, many corporations were unable to maintain the expansion brought on by the brief rearmament after the Jihad or rebuild from its destruction. Kallon Industries was not immune, but was better able to deal with the changing military marketplace. Seeing the focus military quartermasters across the Inner Sphere were placing on inexpensive alternatives to BattleMechs, Kallon decided to re-engineer many of its vehicles. The "Cheap and Replaceable" media campaign that came along with the re-engineering effort was a disaster, with many tank crews already feeling that they played second string to BattleMechs. Kallon was forced to rush the release of the Partisan AA Vehicle to try and mitigate the damage to its image in 3110.

CAPABILITIES

Neither cheap nor easily replaceable, the new lighter and faster Partisan no longer had to rely on faster tanks and infantry for protection. Dedicated antiaircraft targeting systems were linked into a dedicated turret control, allowing the Partisan's weapons to quickly track airborne targets and mitigate the motion of the tank at high speeds.

DEPLOYMENT

Mass produced and sold at a discount in bulk, Kallon ensured that the Partisan saw wide spread use in the decades after its introduction. The largest purchaser of the tank has been the Magistracy of Canopus, followed closely by the FWLM and the Duchy of Andurien. The expansion of Canopian aerospace forces in recent decades has forced the FWLM to strengthen its defensive antiaircraft forces in both frontline formations as well as militias, whereas the Magistracy uses large numbers of Partisans in order to maintain air superiority on the battlefield.

Recent engagements between forces from the Magistracy and the Rim Commonality have used sizable formations of the Partisan on both sides with impressive results. One notable battle on Astrokaszy on 4 March 3145 between the Magistracy Cavaliers and the Fifth Rim Commonality Guards, known locally as the Battle of Hillock Falls, saw the largest numbers of Partisan vehicles deployed on a battlefield and also resulted in the most kills in a single battle, with Partisans from both sides being credited with a total of thirty-nine kills.

VARIANTS

In 3134 Kallon offered an upgraded Partisan, with longer-ranged hypervelocity autocannons and a targeting computer. The tank's close-in defenses were also improved.

NOTABLE UNITS

Sergeant Tameka Pryer: Despite having very little combat training to speak of, Pryer was determined not to disappoint Duchess Tara Campbell when she was conscripted into her Highlanders just after the Blackout. When Katana Tormark's Dragon's Fury attacked Addicks, she was a driver for a light AA vehicle protecting a Highlanders ammo dump, and refused to retreat even after strafing VTOLs took out the vehicle's commander and wounded its gunner. Instead, she took over the weapons control and fired blind, amazingly shooting down two enemy aircraft before reinforcements arrived. As a reward, she was given command of a brand new Partisan AA vehicle, and made it a point for all her crewmen to cross-train for each other's duties—though she remained reluctant to man the gunner's seat again.

When Campbell united her command with the Republic Remnant Knights led by Damien Redburn, Pryer and her crew went with them. It was with those forces that they found themselves battling the Wolf Empire when Dubhe was invaded in June of 3149. As the Wolves overran the Remnant defenses, Pryer's Partisan accounted for four Wolf aerofighter kills and multiple battle armor kills while defending their comrades' retreat to the DropShips at the city of Greenwich.

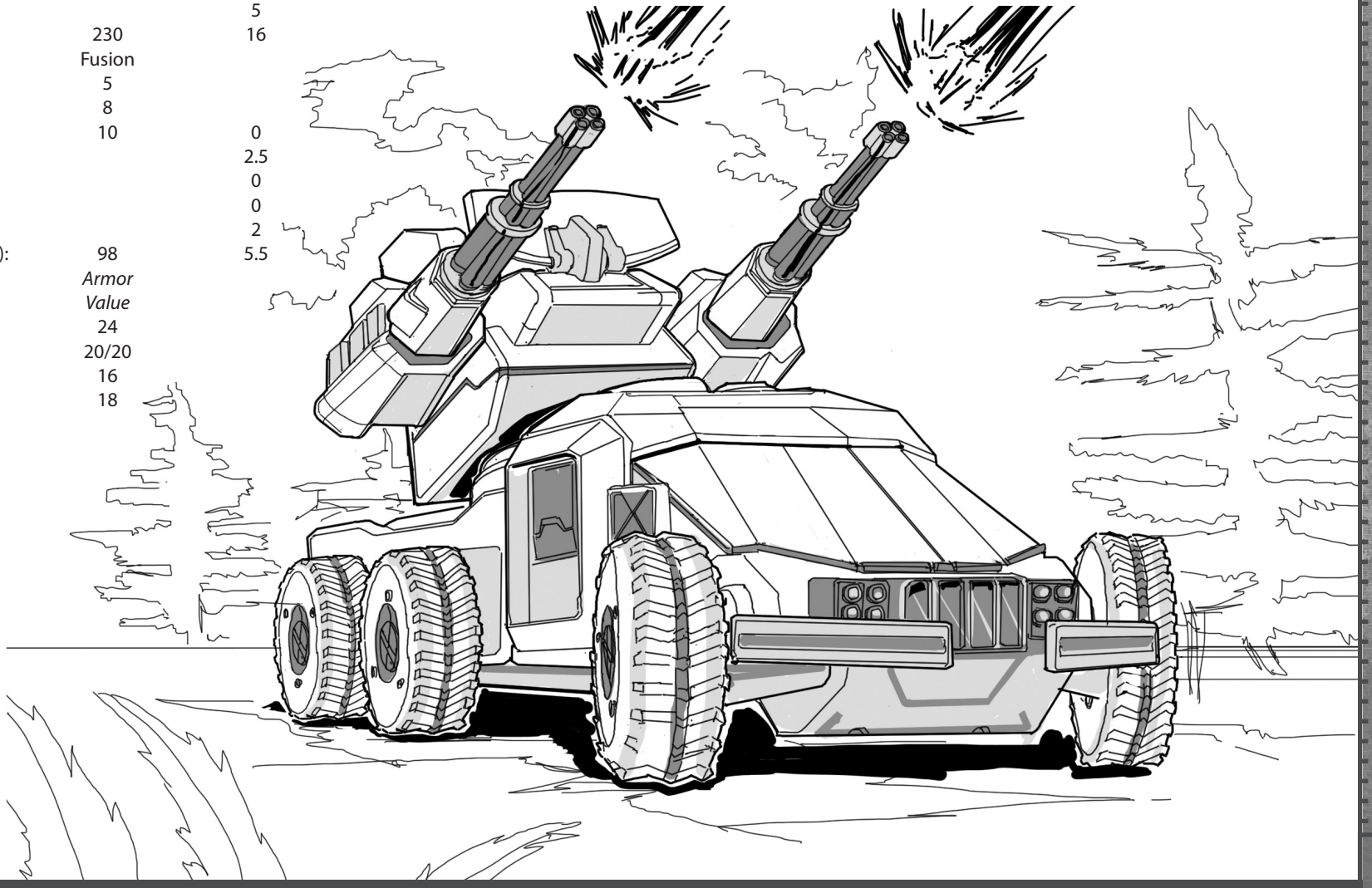
PARTISAN AA VEHICLE

Type: **Partisan**
Technology Base: Inner Sphere
Movement Type: Wheeled
Tonnage: 50
Battle Value: 597

Equipment		**Mass**
Internal Structure:		5
Engine:	230	16
Type:	Fusion	
Cruise MP:	5	
Flank MP:	8	
Heat Sinks:	10	0
Control Equipment:		2.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		2
Armor Factor (Ferro):	98	5.5
	Armor Value	
Front	24	
R/L Side	20/20	
Rear	16	
Turret	18	

Weapons and Ammo	**Location**	**Tonnage**
2 LB 5-X AC	Turret	16
Ammo (LB-X) 60	Body	3

Notes: Features the following Design Quirks: Anti-Aircraft Targeting.



SCHILDKRÖTE LINE TANK



Mass: 50 tons
Movement Type: Tracked
Power Plant: GM 150 XL Fusion
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Armor: StarSlab/7 Heavy Ferro-Fibrous with CASE
Armament:
1 Defiance Shredder LB 10-X Autocannon
1 Defiance 1002 Light Particle Projection Cannon
1 SureFire 444 Anti-Missile System
Manufacturer: Blue Shot Weapons
Primary Factories: Loxley
Communications System: Tek BattleCom
Targeting and Tracking System: Evil Eye Block IX

The Schildkröte was regarded as a bad joke when it premiered. Its slow speed and heavy armor slab ran counter to modern doctrine for medium tanks. However, the tough tank proved itself on more than one occasion in the recent Clan invasions by protecting key personnel from enemy fire. The tank's initial disfavor led to it featuring prominently in planetary militias.

CAPABILITIES

The Schildkröte devotes a great deal of tonnage to the motive system to prevent the crew from being caught in a crippled tank. The armored system has largely been successful, but the tank is still very slow—often serving as a mobile defensive emplacement. Because it cannot keep pace with a rapid advance, it's usually employed for base defense. The ranged weapons keep enemies at a distance while critical personnel are evacuated.

DEPLOYMENT

Graf Otto Bendler's short-lived attempt in 3127 to carve out his own archonette led to a fierce struggle for control of his homeworld, Sappir. Several battles in the rebellion featured the Schildkröte extensively. After Bendler seized Sappir and began raiding its neighboring worlds, newly-installed Archon Melissa Steiner sent in the 'Mechs and tanks of the Twenty-fifth Arcturan Guards.

The Guards swarmed Sappir's cities and militia outposts in rapid succession. Time and again, the *graf*'s field commanders escaped thanks to the sacrifice of fanatical troops and a vast surplus of Schildkrötes. Few of the tanks survived the engagements, leaving their crews to the tender mercies of the Guards. When *Graf* Bendler launched a counterattack on the Guards' primary headquarters as they were occupied elsewhere, it fell to the Twenty-fifth's own Schildkrötes to protect their DropShips. The Guards' DropShips were at risk as Bendler's 'Mechs obliterated the tanks with artillery and light Gauss fire. However, even the overpowering attack did not render the tanks' thick armor irrelevant. The DropShip crews were able to take off and relocate thanks to the delaying efforts of the Twenty-fifth's Schildkrötes.

The final battle of Sappir took place in the capital, Bergman. The Guards had Bendler and his last troops trapped, but they did not want to risk civilian casualties. Instead, they demanded Bendler leave the city and surrender. Soon after, multiple posts reported individual Schildkrötes moving out of Bergman, all of which were broadcasting that Bendler was aboard. A dozen small battles erupted as the tough tanks tried to make their slow escape. After weathering punishing fire the tanks were crippled or destroyed. None of them had been carrying Bendler. The search for him bore no fruit, and the Blackout a few years later distracted the LIC, which believes Bendler fled to the Periphery.

When Hauptmann-General Stephen Harper of the Fifth Lyran Regulars was wounded in the defense of Smolnik against Clan Wolf's Beta Galaxy, most of his conventional forces had already been destroyed. His troops resorted to a slow Schildkröte to evacuate him. The tank shrugged off heavy fire from a Star of the Thirteenth Wolf Guard Battle Cluster and trudged its way to safety. Harper would live to be promoted, and he made sure the brave tank crew was, too.

VARIANTS

Initially, the only widespread variant of the Schildkröte swaps the LB-10X autocannon and light PPC for a heavy PPC, SRM 2, and five additional heat sinks.

As the Schildkröte gained more acceptance in front line forces, additional field variants have appeared. The most popular replace the main weaponry either with a plasma rifle and MML launcher, or with a light Gauss rifle and targeting computer.

NOTABLE UNITS

Leutnant Karlos Fürst: Formerly of the Second Collective Guards, Fürst's Schildkröte platoon joined up with Task Force Kingbreaker under the banner of the newly formed First Buena Volunteers battalion in 3148. The Commonwealth-loyal crews of Fürst's platoon maintained a steady advance toward Ciudad del Mar on Buena, even in the face of aerospace bombing runs.

SCHILDKRÖTE LINE TANK

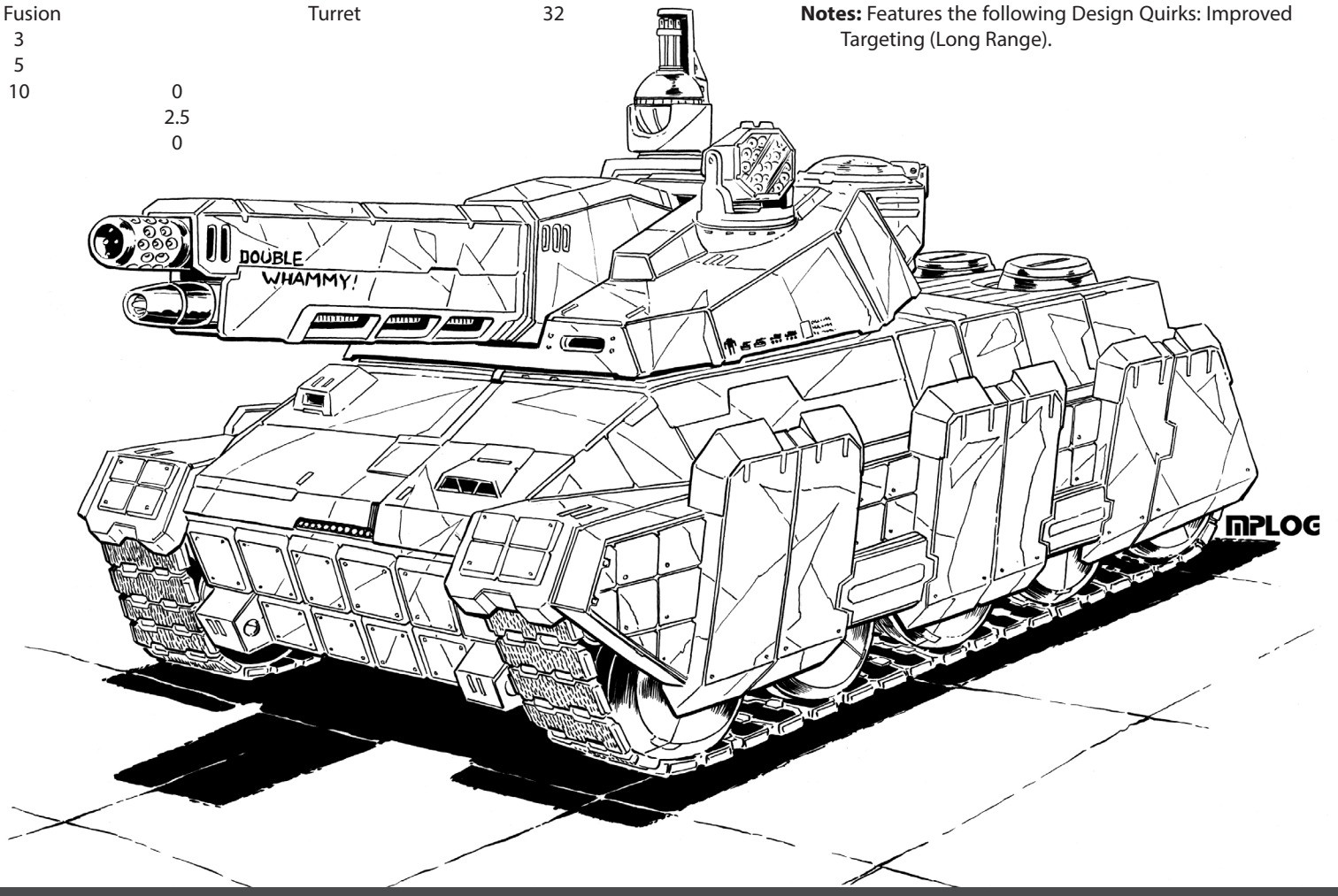
Type: **Schildkröte**
Technology Base: Inner Sphere (Advanced)
Movement Type: Tracked
Tonnage: 50
Battle Value: 1,009

Equipment		Mass
Internal Structure:		5
Engine:	150	4.5
Type:	XL Fusion	
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		2.5
Lift Equipment:		0

Equipment		Mass
Power Amplifier:		0
Turret:		1.5
Armor Factor (Heavy Ferro):	198	10
	Armor Value	
Front	46	
R/L Side	40/40	
Rear	40	
Turret	32	

Weapons and Ammo	Location	Tonnage
LB 10-X AC	Turret	11
Ammo (LB-X) 30	Body	3
Light PPC	Turret	3
Anti-Missile System	Turret	.5
Ammo (AMS) 12	Body	1
CASE	Body	.5
Armored Motive System	—	7.5

Notes: Features the following Design Quirks: Improved Targeting (Long Range).



SHERIFF INFANTRY SUPPORT TANK



Mass: 50 tons
Movement Type: Wheeled
Power Plant: Magna 95 Fuel Cell
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Armor: StarSlab/7 Heavy Ferro-Fibrous with CASE
Armament:
2 Pontiac Ultralight Light Class 5 Autocannons
4 Niu Tou B-Pods
Manufacturer: Majesty Metals and Manufacturing
Primary Factories: Dunianshire
Communications System: Duotech 65
Targeting and Tracking System: O/P 911

Fifty years of proliferation have spread the Sheriff among the Capellan Confederation and its allies. It is a favorite among militia forces as well as security forces attached to frontline units. Despite its intended use as infantry support, it often finds application far beyond those meager ambitions.

CAPABILITIES

The heavily-armored Sheriff provides perfect mobile cover for infantry advancing into chokepoints. Enemy infantrymen are rarely able to close on the speedy tank, but they learn quickly to stay clear of parked Sheriffs, lest the tank's countermeasures liquefy them with explosive charges. Experienced crews alternate the ammo feeds to the paired autocannons, switching, for example, between precision and armor piercing munitions as the battle demands.

DEPLOYMENT

Sheriffs played a key role in ending resistance on New Syrtis, in February 3145 when guerrilla forces harassed the Confederation invaders and hindered the consolidation after the world fell. The invaders deployed troops, including dozens of Sheriffs, to the major population centers. Saso became one of the final battlegrounds when remnants of the New Syrtis planetary militia launched an assault on one of the Capellan prisons. A company of Sheriffs sped toward the scene with squads of battlesuits holding tight.

Picket 'Mechs spotted the Sheriffs and opened fire, forcing the tanks to find cover and deploy their troops. To distract the enemy 'Mechs, the Sheriffs moved boldly on the Davion forces, darting through the streets, shrugging off devastating enemy fire. Cunning application of specialty ammunition paid off for the Sheriffs. A demi-company of enemy 'Mechs fell to armor piercing rounds before the battlesuit infantry completed their journey through the intervening buildings. Barely a third of the Davion force was able to retreat, while all the imprisoned citizens remained interned.

A pirate raid on Candiear in 3100 placed the defense squarely on the civilian defenders. With nothing else to throw at the raiders, the mayor of Lornak ordered the constabulary to attack. Chief Laramie Makkintyre did the unthinkable: he ordered a frontal assault on the marauding light 'Mech lance. Three Sheriffs provided covering fire while the remaining five sped forward. With little armor remaining after closing the distance, the tanks stunned the MechWarriors by ramming the legs of the 'Mechs. Two of the enemy evaded the desperate tactics and fled, leaving their legless comrades to an unpleasant fate.

The disastrous effort to chase prisoners escaping from Divinity Gulag on Ito in 3130 cost two Sheriff crews their lives. The prisoners fled into the Misty Fens during the monsoon season. The pursuing Sheriffs slid off the road in the driving rain and became mired in the marshy terrain. As the crews emerged from their tanks, the prisoners turned about and vented the frustration at years of imprisonment. The surprised crews took some of the prisoners with them thanks to the B-pods, but in the end all the Sheriff crews were torn to pieces.

NOTABLE UNITS

Centurion Cletus Downing: Centurion Downing's Imperator's Glory century of the Vigiles Urbani was called in to quell unrest on Horatius during the June 3148 drought. The five Sheriffs arrayed themselves around the protesters, and sought to wall them off from the officials passing out bread. But the effort only pushed frayed tempers over the limit and a riot broke out. Downing never gave the order to fire, instead he simply mowed down the citizens like grass. He was reprimanded for the casual slaughter of the people, but no one questioned the effectiveness of putting down the riot. Downing and his subordinates were transferred off Horatius to Blantleff, where pirates are a more common target than starving civilians.

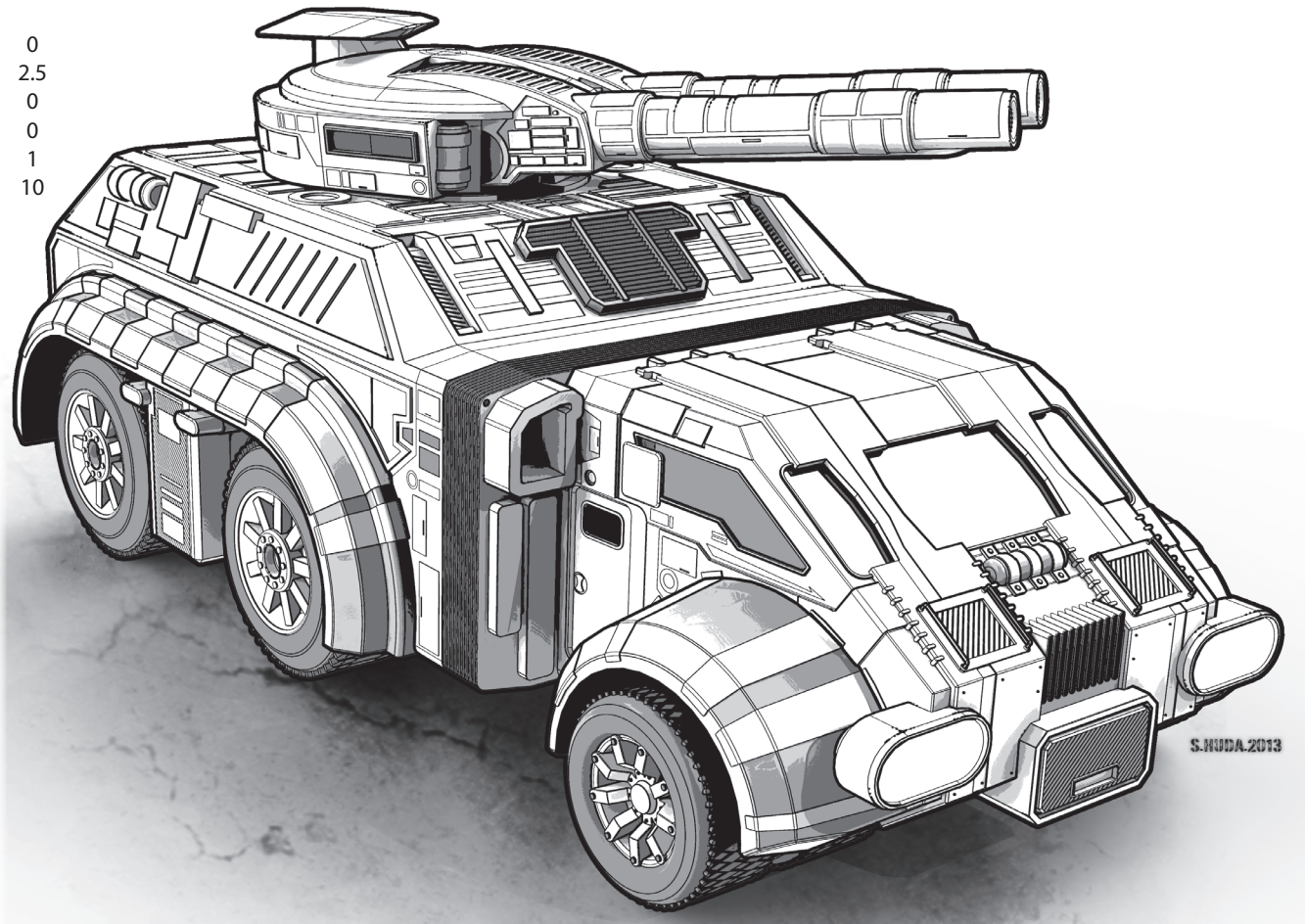
SHERIFF INFANTRY SUPPORT TANK

Type: **Sheriff**
Technology Base: Inner Sphere
Movement Type: Wheeled
Tonnage: 50
Battle Value: 810

Equipment		**Mass**
Internal Structure:		5
Engine:	95	13
Type:	Fuel Cell	
Cruise MP:	5	
Flank MP:	8	
Heat Sinks:	1	0
Control Equipment:		2.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		1
Armor Factor (Heavy Ferro):	198	10
	Armor Value	
Front	42	
R/L Side	39/39	
Rear	39	
Turret	39	

Weapons and Ammo	**Location**	**Tonnage**
2 Light AC/5	Turret	10
Ammo (Light AC) 80	Body	4
B-Pod	Front	1
B-Pod	Right	1
B-Pod	Left	1
B-Pod	Rear	1
CASE	Body	.5

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



ZIBLER FAST STRIKE TANK



Mass: 50 tons
Movement Type: Hover
Power Plant: Strand 165 Fusion
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Armor: Durallex Special Heavy Ferro-Fibrous with CASE
Armament:
18 tons of pod space available
Manufacturer: StarCorps Industries
Primary Factories: Crofton, Loburg, Terra
Communications System: O/P 3200 COMSET 4
Targeting and Tracking System: O/P 2570

Few combat hovertanks exemplify the model of lean, aggressive combined-arms warfare as well as the Zibler Fast Strike Tank. Fast, adaptable and available across the Inner Sphere, it has proven itself one of the best combat vehicles StarCorps Industries has ever brought to market. Its combat honors, spread across every realm, place it in some of the most climactic battles of the thirty-second century.

CAPABILITIES

The Zibler keeps pace with almost any modern hovertank and offers enough armor and pod space for a varied and powerful weapons load. Its configurations are usually balanced for either close-in or ranged combat, though the D model is strictly a hammer.

DEPLOYMENT

In the nearly fifty years of its service Ziblers have appeared in almost every confrontation. They are a favorite of both the AFFS and the pre-Blackout RAF, though they are by no means underrepresented in other militaries. StarCorps' goal appears to be making the hovertank as ubiquitous as the venerable Vedette and Manticore tanks.

During the Capellan Crusades the Zibler made an early name for itself in the Republic Standing Guard, where it was prized as a cavalry unit. In 3112, during a raid on Acamar, a shadow lance from House Liao diverted toward a staging area. RAF Lieutenant Stephen Belleau and his two platoons of Ziblers were sent out from Firebase Howie, more than 100 kilometers away, to intercept the lance. Knowing he'd have to wear the Capellans down, he ordered his eight Ziblers into three groups, each configured for a different range of fighting.

The first engagement between the two forces was led by Belleau's Force Able—two Zibler As, firing armor-piercing round at range. Belleau's early hope—that the Capellans would break off when they were discovered—was dashed, and his gunners had trouble landing shots against the Capellans' stealth armor.

Force Baker, three Zibler Ds, joined the running battle. They sped in and out of range, trusting their speed to protect them while they slashed at the Capellans with their heavy PPCs at ranges where the stealth armor was ineffective. As the Capellan 'Mechs reeled from the heavy blows, Force Charlie attacked—Belleau himself with three Ziblers in their primary configuration. Already hit hard by the PPCs, and with their stealth armor overcome by the Ziblers' targeting computers, the Capellans tried to fight but couldn't hit the dashing hovertanks. The Liao lance withdrew after the lance commander's *Cataphract* was disabled.

NOTABLE UNITS

Sergeant Wendell Ramore: Axton native Wendell Ramore, of the First Davion Auxiliary, returned home in 3147 as part of Operation CERBERUS. When the treachery of mercenary company Tiger Hunt was discovered, the First Auxiliary was assigned to track down the AWOL mercs. Ramore used his extensive knowledge of the planet's terrain and his Zibler's speed and range to locate Tiger Hunt's rearguard before the First's aerospace reconnaissance could. Although ordered to capture the targets, Ramore was ultimately court-martialed for shooting one of the mercenaries.

ZIBLER FAST STRIKE TANK

Type: **Zibler**
Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 50
Battle Value: 1,205

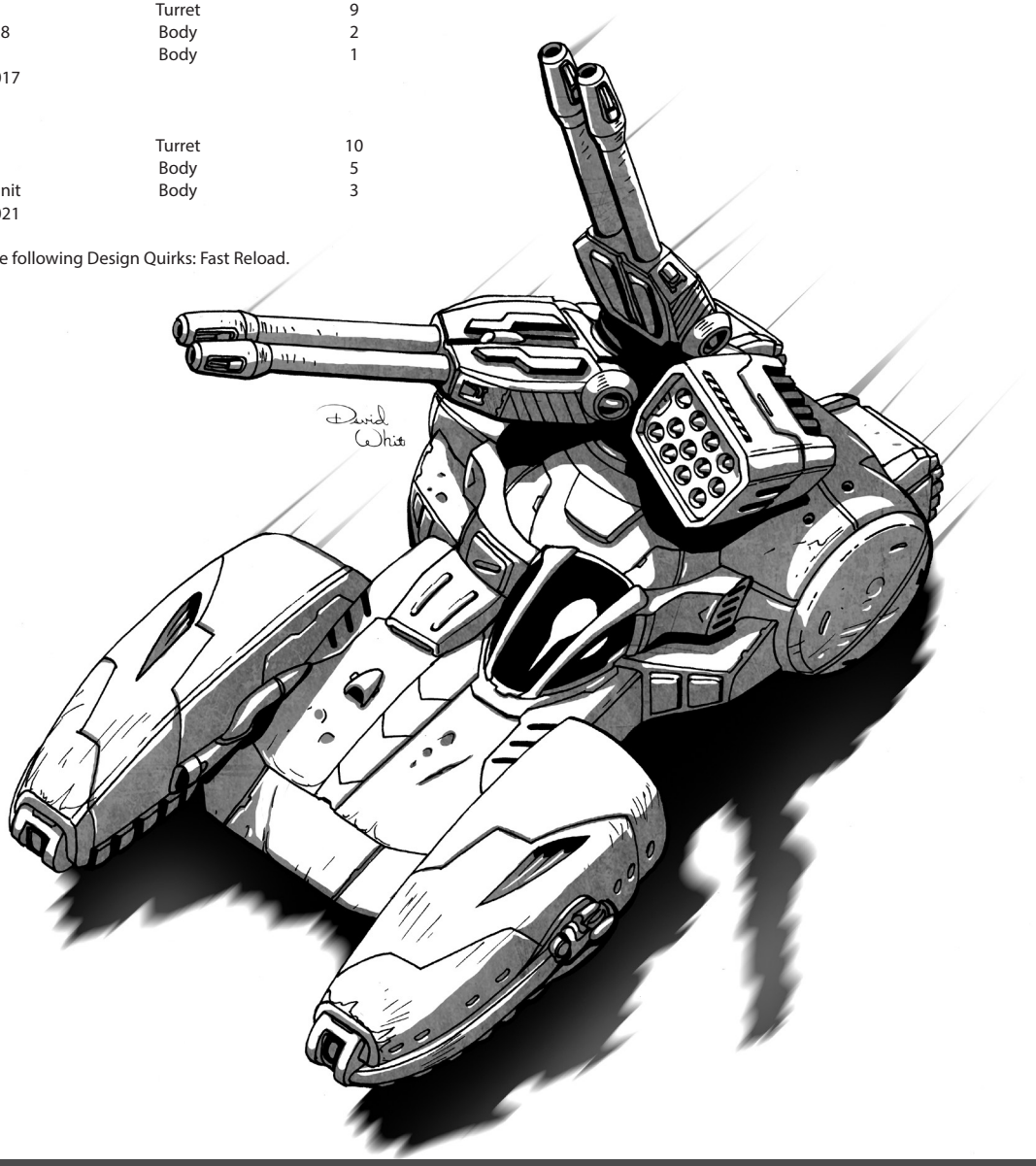
Equipment		**Mass**
Internal Structure:		5
Engine:	165	10
Type:	Fusion	
Cruise MP:	8	
Flank MP:	12	
Heat Sinks:	10	0
Control Equipment:		2.5
Lift Equipment:		5
Power Amplifier:		0
Turret:		2
Armor Factor (Heavy Ferro):	138	7
	Armor Value	
Front	30	
R/L Side	30/30	
Rear	20	
Turret	28	

Fixed Equipment	**Location**	**Tonnage**
CASE	Body	.5

Weapons and Ammo	**Location**	**Tonnage**
Primary Configuration		
4 Medium Lasers	Turret	4
3 Streak SRM 4	Turret	9
Ammo (Streak) 25	Body	1
2 Heat Sinks	Body	2
Targeting Computer	Body	1
C^3 Slave Unit	Body	1
Configuration A		
4 Light AC/2	Turret	16
Ammo (Light AC) 90	Body	2
Battle Value: 664		
Configuration B		
LB 10-X AC	Turret	11
Ammo (LB-X) 20	Body	2
2 ER Medium Lasers	Turret	2
4 Light Machine Guns	Turret	2
Machine Gun Array	Turret	.5
Ammo (Light MG) 100	Body	.5
Battle Value: 1,072		

Weapons and Ammo	**Location**	**Tonnage**
Configuration C		
Snub-Nose PPC	Turret	6
2 MML 7	Turret	9
Ammo (MML) 34/28	Body	2
C^3 Slave Unit	Body	1
Battle Value: 1,017		
Configuration D		
Heavy PPC	Turret	10
5 Heat Sinks	Body	5
Boosted C^3 Slave Unit	Body	3
Battle Value: 1,021		

Notes: Features the following Design Quirks: Fast Reload.



SEKHMET ASSAULT VEHICLE



Mass: 65 tons
Movement Type: Tracked
Power Plant: Consolidated 260 XL Fusion
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Armor: Alpha Compound Ferro-Fibrous
Armament:
2 Kolibri Delta Series Large Pulse Lasers
2 Mk.22 Type III SRM 6 Launchers
2 Tau-II Anti-Personnel Gauss Rifles
Manufacturer: LAW Barcella-Beta
Primary Factories: Irece
Communications System: Build 1685/6 Tacticom
Targeting and Tracking System: Series XXVIII IWS

In the aftermath of the Second Combine-Dominion War the Nova Cats were forced into cultural preservation districts in the Irece Prefecture—little more than ghettos. This slight to the Clan would grow to blossom in their rebellion against the Combine in 3141, and the seeds of that discontent can be found in the Sekhmet Assault Vehicle and its role in the Clan *touman*.

CAPABILITIES

Despite its name the Sekhmet is clearly no assault vehicle. Most analysts believe the name was intended to mislead the Combine's Internal Security Force as to the obviously defensive vehicle's purpose. While its paired lasers are powerful, its lack of turret-mounted secondary weapons and its slow speed make it a poor attack tank. During the Combine counterattacks that erased the Nova Cats, however, the tank showed its true colors.

DEPLOYMENT

The Sekhmet appeared in almost every Nova Cat garrison Cluster, though its creators offered it for sale to any who would purchase it. After thirty years of production, Sekhmets made their way into almost every Inner Sphere army and fought in almost every conflict since the Blackout.

During the Cats' failed rebellion against the Combine, a number of Sekhmets were given to the forces of the Dieron Military District who supported them. On Rukbat, where Warlord Tormark's forces stood against a Combine counterattack, the tanks made a name for themselves. All of the dozen Sekhmets sent to Rukbat were deployed in a single company and assigned to bulwark the Dieron defenses. Time and again the tanks combined their laser fire to savage assault DCMS 'Mech lances. It wasn't until the DCMS brought forward a lance of captured *Wendigo*s that the Sekhmets were overcome, unable to stand against the reflective-armored OmniMechs.

During the invasion of the Federated Suns the DCMS put the Sekhmet to good use. During the conquest of Franklin by a mercenary battalion contracted to the DCMS, a company of Sekhmets was sent along as part of the DCMS pacification force. Several times while battling the Franklin militia, the mercenaries maneuvered the militia into attacking them, while they hid the Sekhmets in hull-down revetments and chewed the advancing militia forces. It wasn't until militia irregulars began targeting the Sekhmets for sabotage missions that they were withdrawn, but by then it was too late. Within a matter of weeks the mercenaries had crushed the nascent insurgency and secured the world for the Dragon.

A large portion of the AFFS' Sekhmets was destroyed on Palmyra, though there are reports that they took a great many DCMS tankers and infantrymen with them. Requests for purchase and new supply sources have been flying across the Federated Suns as the desperate AFFS tries to bolster its defensive ranks.

NOTABLE UNITS

Star Captain Edwin Hazen: Impressed by the combat records, the Jade Falcons acquired a Trinary of Sekhmets and put them to use in their failed assault on Hesperus II. The Sekhmets performed well initially against Clan Wolf and the abandoned mercenaries under the Star Captain's command. As the battle progressed, Clan Wolf used more slashing attacks against the Falcon Sekhmets, careful to stay out of arc of the secondary weapons. They also used more missile attacks to disable the tanks. The mercenaries targeted the slower tanks with artillery barrages, which destroyed the few remaining units and killed Edwin Hazen.

Star Commander Maria Hazen: One of the few willing to compete for Edwin Hazen's Bloodname, Maria easily won it and subsequently the command of the few salvaged Sekhmets from Hesperus. Despite their poor overall performance, the Falcons still appreciated the vehicles' potential, and modified the remaining units with Streak LRM launchers for better ammo economy. Maria Hazen commanded a full Star of Sekhmets in the conquest of Arc-Royal in the fall of 3146. The upgraded reactive armor helped the tanks weather the artillery barrages of the Gulltoppr Omnimonitors and the Streak LRMs in the turret provided a stronger punch in the assault.

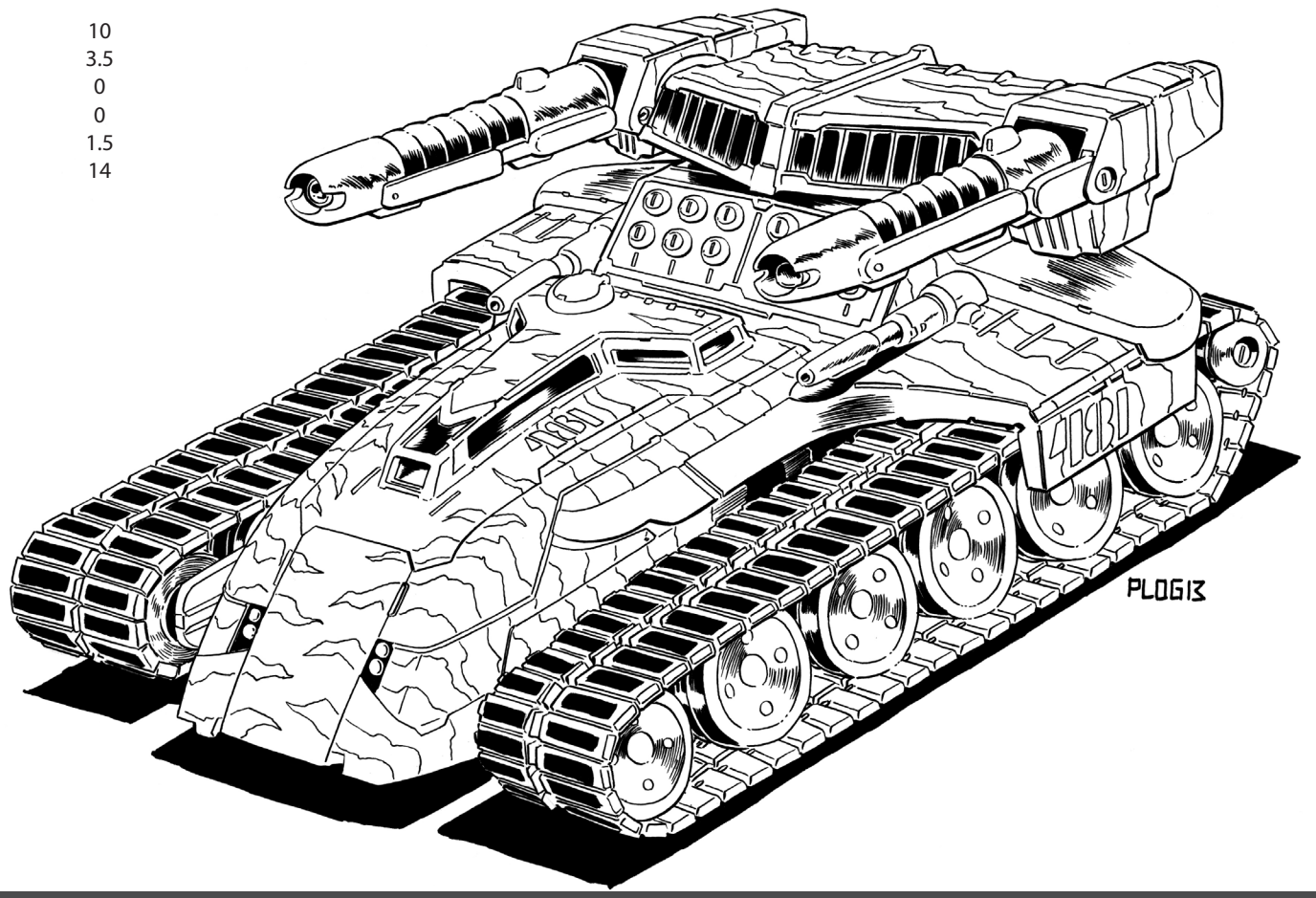
SEKHMET ASSAULT VEHICLE

Type: **Sekhmet**
Technology Base: Clan
Movement Type: Tracked
Tonnage: 65
Battle Value: 1,606

Equipment		**Mass**
Internal Structure:		6.5
Engine:	260	10.5
Type:	XL Fusion	
Cruise MP:	4	
Flank MP:	6	
Heat Sinks:	20	10
Control Equipment:		3.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		1.5
Armor Factor (Ferro):	267	14
	Armor Value	
Front	77	
R/L Side	50/50	
Rear	40	
Turret	50	

Weapons and Ammo	**Location**	**Tonnage**
2 Large Pulse Lasers	Turret	12
2 SRM 6	Front	3
Ammo (SRM) 30	Body	2
2 AP Gauss Rifles	Front	1
Ammo (AP Gauss) 40	Body	1

Notes: Features the following Design Quirks: Power Reverse, Bad Reputation.



ZAHN HEAVY TRANSPORT



Mass: 65 tons
Movement Type: Wheeled
Power Plant: Ceres Motors 305 Fuel Cell
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Armor: Durallex Heavy Ferro-Fibrous
Armament:
2 Ceres Fire Flower Conventional Flamers
1 Doombud 7-Tube Multi-Missile Launcher
Manufacturer: Ceres Metals Industries
Primary Factories: Lockton, Menke
Communications System: CeresCom Model 74-N
Targeting and Tracking System: Ceres/ Maladev 5 with TAG

Nicknamed "wheeled devil" by RAF forces during the Capellan Crusades for its low profile and fire-based weaponry, the Zahn heavy transport has cemented its nefarious reputation throughout the Inner Sphere. It has proliferated widely within Confederation and its allies, numerous mercenary battalions, and even some Republic formations.

CAPABILITIES

The Zahn is the preferred transport of elite Capellan and Magistracy regiments for its ability to ferry a large complement of troops and materials into combat comfortably. Its impressive weapons array and thick armor make it ideal for ambushes and fire support missions while its speed gives it an impressive hit and run capability. Unfortunately, its use during the massacre on Liao has given it a stigma among the forces of the Republic and its allies.

DEPLOYMENT

In 3111, during the infamous Night of Screams on Liao, Capellan troops secreted a number of Zahn heavy transports onto disguised military DropShips. Once grounded, the Zahns blew through defensive checkpoints, disgorged their troops, then joined them as they savagely attacked the populace. Using the Zahn's paired flamers and inferno missiles, the invaders bathed building after building in waves of flame. Survivors recounted chilling tales of the wheeled devil's eerily glowing eyes—the city's flames reflected in the Zahn's cab windows—as they belched gouts of flame onto crowds of panicked civilians.

Incensed at these heinous attacks, RAF forces engaged in "devil hunting" throughout the remainder of the conflict, searching out and concentrating fire at any Zahn, often heedless of other enemies. Capellan troops soon learned to use this stigma to their advantage. Using TAGs, they would call in flights of Arrow IV missiles and artillery from distant support batteries reducing their attackers to scrap in moments. Despite this tactic, many Knights amassed impressive tallies devil hunting.

That same year, the First MAC sent a company of Zahns to raid a large RAF supply depot on New Canton. Using infantry to secure the depot, the Zahns took positions along the main supply route and waited. As RAF militia approached the depot, the Zahns targeted them with their TAGs. They then called in fire from Sniper gun trailers they had left at the depot. Thinking to close the distance, the militia charged the Zahns, only to find themselves nose to nose with a hidden complement of disguised AC/20 gun trailers. The combined missile and autocannon fire routed the militia, leaving the Capellans free to loot and salvage the militia's equipment at leisure.

NOTABLE UNITS

***Sao-wei* Yuxiao Wu:** *Sao-wei* Wu commands a Home Guard auxiliary detachment on New Canton. When Julian Davion's forces attacked, few defenders offered true resistance. Not so for Wu's company of Zahns. Though his men hated his constant drilling and surprise inspections, their superior discipline saved their lives and delivered a rare victory for the defense. Wu's orders were to protect Supply Station 14-S. When a company of Hasek MCVs rolled up and disgorged troops, Wu ordered a charge. The barrage of flames and missiles, plus three ramming attacks by overzealous drivers, scattered the Haseks. Most of the exposed infantry died in the flames, but some rallied and held off Wu's force long enough to retreat to the Haseks for extraction. Wu lost half his men, but 14-S was safe.

Joyride: This Zahn's name is painted brazenly along its flanks. Though the transport once belonged to the militia on Second Try, it now belongs to Nox Flaxenhair. Flaxenhair was just nineteen when he stole the transport on a dare. One month after Flaxenhair's theft, the Pandora's Box mercenary command performed a recon raid on Second Try. Though the Home Guard failed to locate and strike at the Box landing zone, the returning mercenaries found Flaxenhair parked just outside their DropShip's weapons range, casually smoking. He asked if they needed an extra hand, and so he became a mercenary. Now he supports the Box by joining their raids, mostly to carry loot, but also as fire support when necessary.

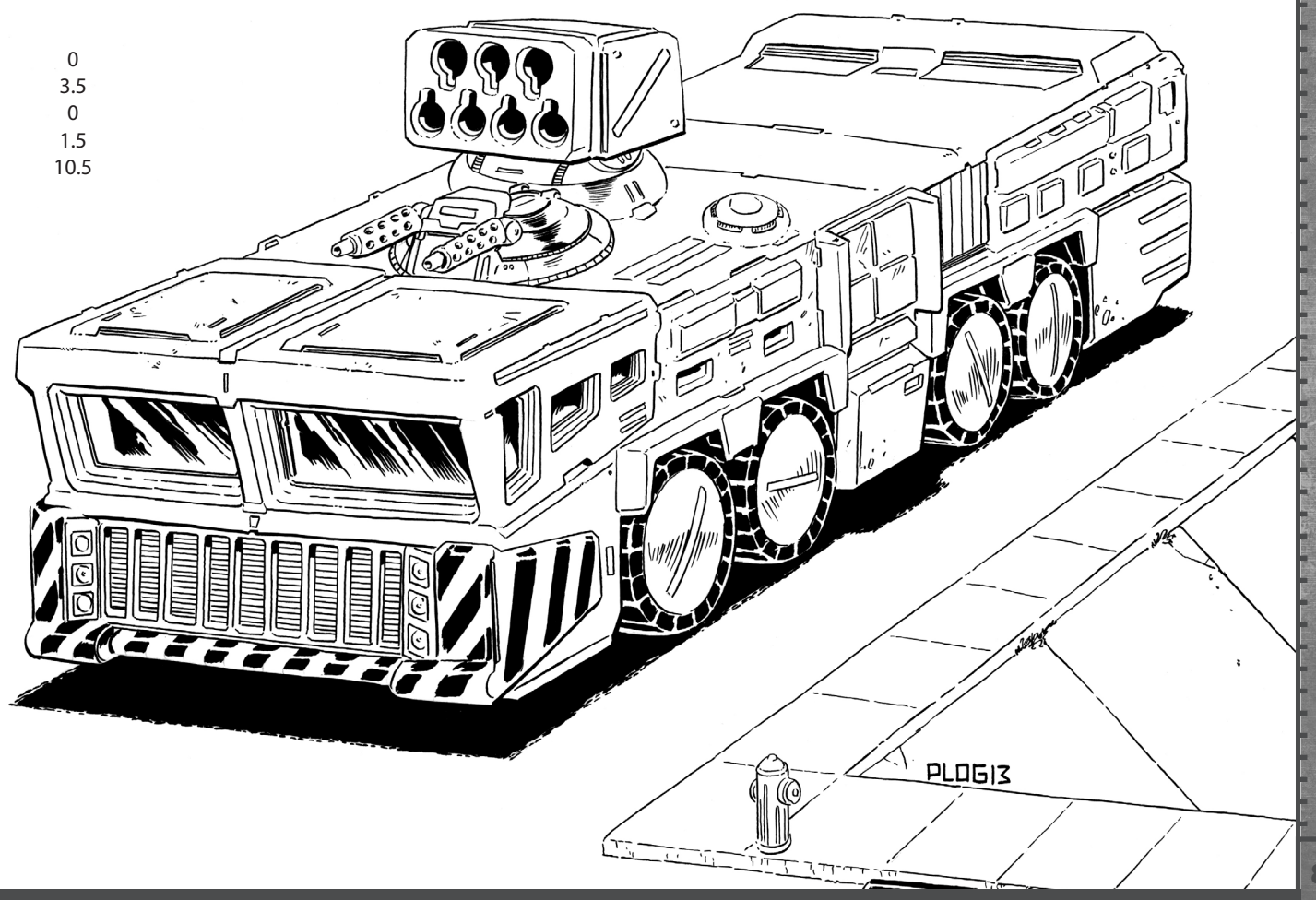
ZAHN HEAVY TRANSPORT

Type: **Zahn**
Technology Base: Inner Sphere
Movement Type: Wheeled
Tonnage: 65
Battle Value: 792

Equipment		**Mass**
Internal Structure:		6.5
Engine:	305	23.5
Type:	Fuel Cell	
Cruise MP:	5	
Flank MP:	8	
Heat Sinks:	1	0
Control Equipment:		3.5
Power Amplifier:		0
Turrets:		1.5
Armor Factor (Heavy Ferro):	208	10.5
	Armor Value	
Front	50	
R/L Side	40/40	
Rear	28	
Turret 1	25	
Turret 2	25	

Weapons and Ammo	**Location**	**Tonnage**
2 Vehicle Flamers	Turret 1	1
Ammo (Flamer) 40	Body	2
MML 7	Turret 2	4.5
Ammo (MML) 51/42	Body	3
TAG	Turret 2	1
Infantry Compartment	Body	8

Notes: Features the following Design Quirks: Narrow/ Low-Profile.



BARDICHE HEAVY STRIKE TANK



Mass: 70 tons
Movement Type: Wheeled
Power Plant: VOX 330 XL Fusion
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Armor: Riese 400 Reactive
Armament:
1 Octagon Siren iNarc Missile Beacon
1 Holly 7-Tube Multi-Missile Launcher
2 Fusigon Shorttooth Light Particle Projection Cannons
4 Corean Magshot Gauss Rifles
2 Earthwerks Model 4 Mine Dispensers
Manufacturer: Earthwerks-FWL, Incorporated
Primary Factories: Calloway VI, Keystone
Communications System: Neil 6000
Targeting and Tracking System: Hartford S2200T

The Bardiche was once described as the most expensive coffin ever purchased by the Marik-Stewart Commonwealth. Although the comparison was somewhat unfounded, it stuck, and the vehicle has never been popular. Too heavy and expensive for most infantry support roles, and too under-gunned to be a main battle tank, the Bardiche is still found in many militias and some line regiments, primarily due to a number of highly-incentivized deals Earthwerks-FWL offered in the 3120s.

CAPABILITIES

Meant to be an infantry support vehicle, the Bardiche fails with most other roles. Pushed into direct combat with equivalent opponents, its best feature is the Alice Z-20 transmission that enables flank speed in reverse. Since its introduction forty-four years ago the vehicle has received much criticism for its poor handling of hostile environments, and five separate field-serviceable upgrades have failed to satisfactorily address the problem. Earthwerks-FWL issued a service bulletin in 3121 limiting its approved deployment scenarios to breathable-atmosphere worlds only.

DEPLOYMENT

In late 3139 Clan Wolf forces came to Keystone. Always a high-profile target due to its numerous factories, Keystone was particularly well-defended. The main action centered around the Earthwerks-FWL 'Mech production lines, however the Wolf forces sortied against all military targets including the Breckwind Combat Vehicle plant. The satellite facility was a secret research and development location during the Succession Wars, relegated to spare parts manufacturing after being discovered by Loki in 3001. A century later it was retooled to produce the Bardiche, along with parts for other Earthwerks-FWL vehicles.

Clan Wolf dispatched two Supernova Binaries to the Ries Mountains. Captain Brown was in charge of the defense. A veteran of the Victoria War, Brown was an amateur military historian with an almost obsessive interest in the Battle of Thermopylae. Styling his defenders as the 300 Spartans, Brown was certain that they could hold the narrow mountain roads against the attackers. He was dead within the first ten minutes of fighting, and his mixed cadre of modified MiningMechs and BattleMechs routed. Command passed to Sergeant Major Brooks, the senior NCO in the factory's armor contingent. Brooks ordered his complement of Bardiches to lay down a minefield to slow the Wolf advance and then take up hull down positions perpendicular to the expected line of advance and wait. He gathered the few remaining 'Mech forces in a ragged battle line to draw the Wolves into the trap.

As Brooks had predicted, when the Wolves encountered the minefield they didn't bother to slow down and clear it. Instead, they charged pell-mell through it, intent on finishing off the defending 'Mechs. When the Wolves reached the center of the minefield, the Bardiches opened up. Two Wolf Omnis went down in the opening fusillade, along with two Points of battle armor. The Wolves would have carried the day if their commander had reorganized and devoted his efforts to rooting out the Bardiches, but the Wolves focused on the defending 'Mech forces, leaving their flank vulnerable to enfilade fire for the entire engagement.

Although Keystone still fell to the Wolves, the Breckwind CVP was the only Earthwerks-FWL location to repulse the Clan Wolf invaders. Despite the Clan Wolf conquest, Brooks received a Defensive Operations Ribbon for successfully defending Breckwind.

VARIANTS

The Minesweeper variant drops both Fusigon Shorttooths to install a minesweeper and additional mine dispensers. A Lords Light 3 replaces the iNarc, and the Holly 7-Tube is downgraded.

The Minesweeper C variant incorporates mostly Clan technology. This configuration includes the following Clan weaponry: a Streak SRM 6, four sponson-mounted AP Gauss Rifles, and a pair of turret-mounted 'Mech Mortar 8s.

NOTABLE UNITS

Point Commander Lien Shu: A freeborn native of Marik, Shu serves the First Protectorate Guardians and has participated in several Trials of Possession on Angell II. Due to the Wolves' claim that minelayers violate the spirit of honorable combat, most of Shu's Star was destroyed with impunity during the most recent challenge from the Sixteenth Wolf Cavalry.

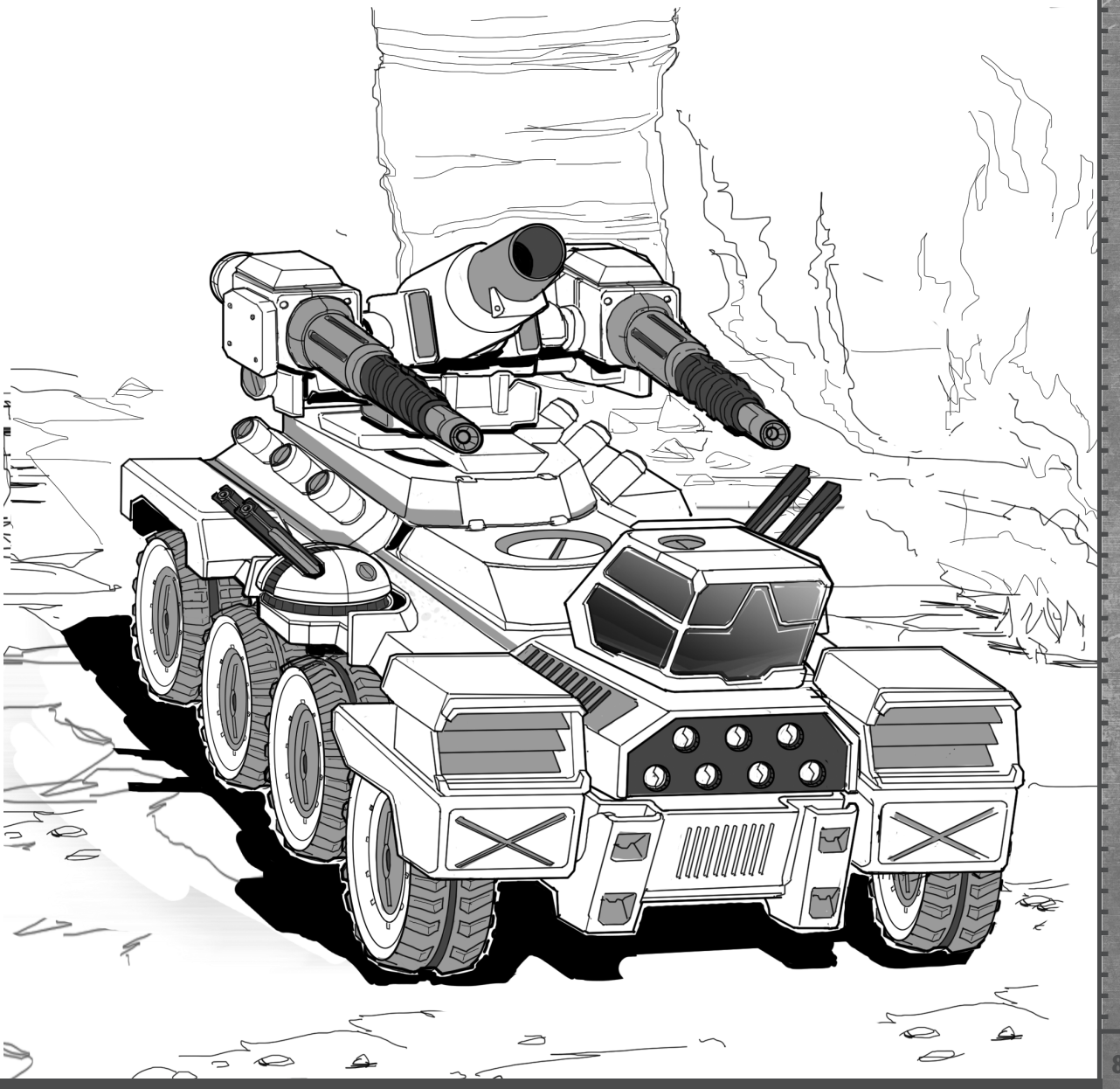
BARDICHE HEAVY STRIKE TANK

Type: **Bardiche**
Technology Base: Inner Sphere (Advanced)
Movement Type: Wheeled
Tonnage: 70
Battle Value: 1,305

Equipment		**Mass**
Internal Structure:		7
Engine:	330	19
Type:	XL Fusion	
Cruise MP:	5	
Flank MP:	8	
Heat Sinks:	10	0
Control Equipment:		3.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		1.5
Sponson Turrets:		.5
Armor Factor (Reactive):	160	10
	Armor Value	
Front	40	
R/L Side	30/30	
Rear	26	
Turret	34	

Weapons and Ammo	**Location**	**Tonnage**
iNarc Launcher	Turret	5
Ammo (iNarc) 20	Body	5
2 Light PPC	Turret	6
MML 7	Front	4.5
Ammo (MML) 51/42	Body	3
2 Magshot Gauss Rifles	Right Sponson	1
2 Magshot Gauss Rifles	Left Sponson	1
Ammo (Magshot) 100	Body	2
2 Mine Dispensers	Rear	1

Notes: Features the following Design Quirks: Power Reverse, Poor Sealing.



MAMONO IFV



Mass: 70 tons
Movement Type: Tracked
Power Plant: VOX 280 XL Fusion
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Armor: StarGuard Aurora Reflective with CASE
Armament:
1 Shigunga MRM 40 Launcher
1 Lord's Light 5 Snub-Nose Particle Projection Cannon
1 Chosatsugai no Kunai Anti-Missile System
2 Sperry Browning Light Machine Guns
Manufacturer: Pesht Motors
Primary Factories: Unity
Communications System: Neil 500
Targeting and Tracking System: Cirxese BallistaCheck and CirxeseRockeCheck with Apollo FCS

With its new emphasis on using battle armor within its combined-arms regiments, the DCMS suddenly found itself in need of a new infantry carrier. While its Hiryo WiGE platforms provide quick transportation, the Hiryo's inability to penetrate into hardier combat zones made it vulnerable to defensive fire. Pesht Motors offered an alternative with the Mamono IFV.

CAPABILITIES

The Mamono is a rugged, tracked tank that can bring a full squad of battle armor or an entire platoon of standard troops into a firefight. The tank bears a striking resemblance to the Goblins and Haseks commonly found among the forces of the AFFS. The similarities end with its appearance, as the Mamono mounts better armor and a broader array of weapons. The tank has received wild acclaim from DCMS infantry regiments, but only moderate support from battle armored troopers.

DEPLOYMENT

In a raid on Pascagoula by the Fifth Galedon Regulars, three Mamonos assisted in a protracted assault on the outlying spaceport. DCMS High Command had noted a large stockpile of AFFS aerospace fighters on the planet. Working quickly to neuter the threat, the *kanrei* temporarily assigned the Lyceum militia to the Fifth for the operation.

Using a mix of Hiryos and Mamonos, the infantry were moved into position around the depot. The AFFS garrison unit used their strong defensive network to keep the Regulars pinned in place as the Davions awaited reinforcements. Three Mamonos, filled with eager Combine troops, charged into the teeth of the defensive bulwark. Showering the Davion troops with missiles and PPC fire, the IFVs seized a heavy bunker. The deployed platoons established a beachhead as the Combine exploited the breach. By the end of the day, a Davion prototype and several tons of parts and munitions were seized. After destroying more than a wing of grounded AFFS aerospace fighters, the Regulars withdrew. The AFFS was forced to find a new staging area, leaving Pascagoula as an easy mark for the Combine's upcoming campaign.

On Cimeron during the Federated Suns invasion, the Mamonos of the Twenty-second New Samarkand Regulars assisted in the takedown of the planetary capital. Loaded with squads of Oni and Kishi battle armor, the four Mamonos of the Cold Dish—the Twenty-second's tank brigade—captured the main bridge span over the Calumet River. The armored troopers deployed in and around the bridge's abutments while the platoon of IFVs formed a roadblock near the southern end. As the AFFS approached the span on their way to reinforcing Mondo Elegro, they were shelled by the Mamonos. Davions who managed to sneak under the MRM umbrella found themselves pummeled and swarmed by the waiting Combine battle armor. As ammunition ran out, the Mamonos used their turreted particle cannons to great effect, combining fire on approaching BattleMechs and letting the remaining infantry exploit the damage. Faced with such stiff opposition, the AFFS couldn't reinforce the capital and Cimeron capitulated a short time later.

NOTABLE UNITS

Moeru Mizu: The terrorist known as Conner's Ghost had bedeviled the Combine occupiers of Markab for months when the local garrison assigned their sole Mamono IFV to root him out. Led by *Shujin* Ahnlee Orozco, the crew spent four weeks hunting for the Ghost in the capital city's most dangerous streets before running him to ground in the port district. The ensuing firefight razed three warehouses and destroyed nine commercial shipping vessels, but the crew got their man and earned an official unit name from their garrison commander.

***Shujin* Richard Bloore:** Having survived a surprise Davion counterattack on Palmyra when the rest of his battle armor unit did not, Bloore considered suicide after his reassignment to a rear unit. His depression began to lift due to his work with a Mamono platoon pieced together from other survivors, especially once they were called up to the front. Though still haunted by his experiences, his determination to make his dead comrades proud has turned his new unit into one of the most decorated battle armor platoons in the Dragon's Tongue.

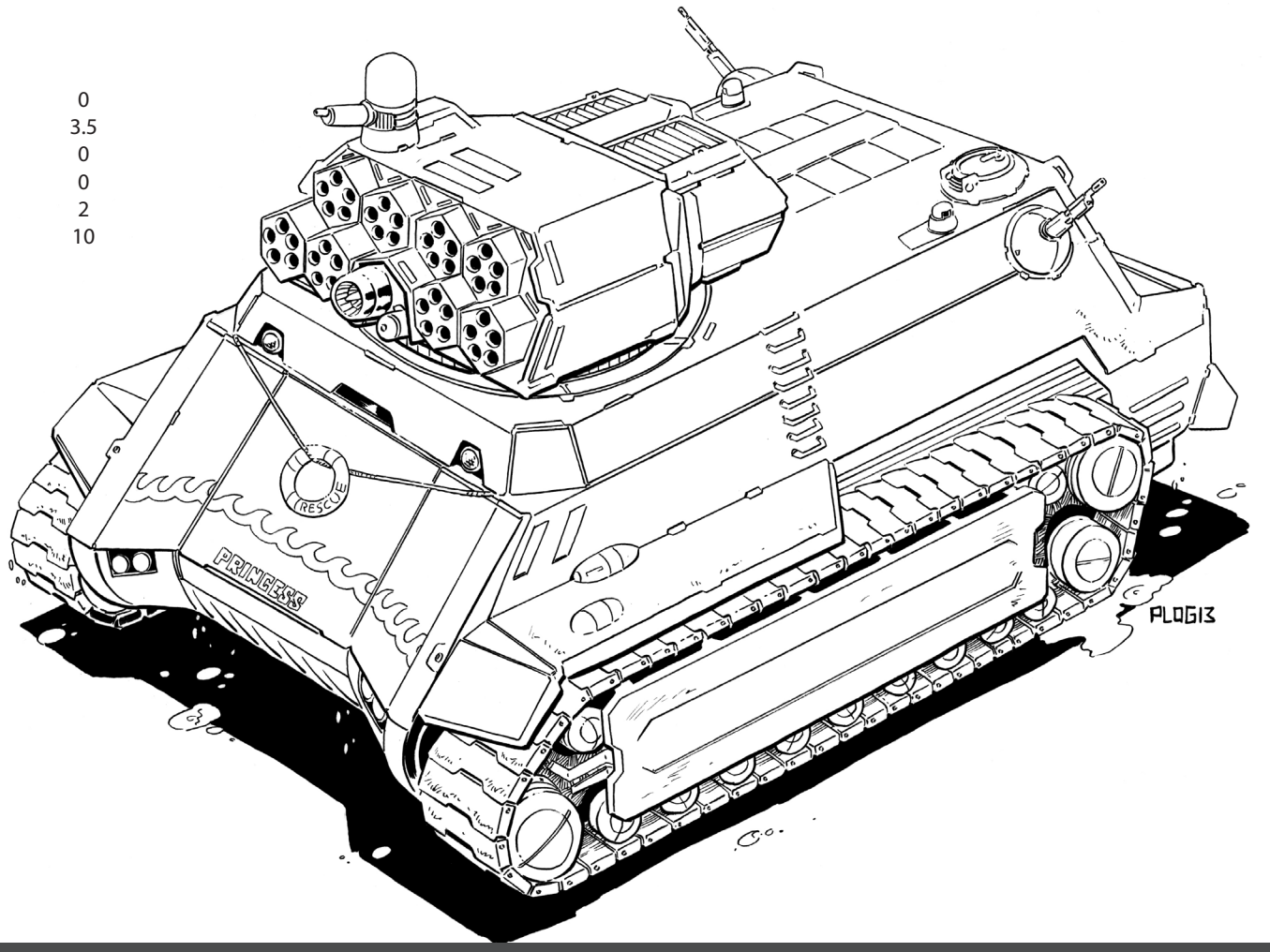
MAMONO IFV

Type: **Mamono**
Technology Base: Inner Sphere (Advanced)
Movement Type: Tracked
Tonnage: 70
Battle Value: 1,422

Equipment		**Mass**
Internal Structure:		7
Engine:	280	12
Type:	XL Fusion	
Cruise MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		3.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		2
Armor Factor (Reflective):	160	10
	Armor Value	
Front	40	
R/L Side	30/30	
Rear	30	
Turret	30	

Weapons and Ammo	**Location**	**Tonnage**
MRM 40	Turret	12
Apollo FCS	Turret	1
Ammo (MRM) 12	Body	2
Snub-Nose PPC	Turret	6
Anti-Missile System	Turret	.5
Ammo (AMS) 12	Body	1
Light Machine Gun	Right	.5
Light Machine Gun	Left	.5
Ammo (Light MG) 100	Body	.5
Infantry Compartment	Body	8
CASE	Body	.5
Limited Amphibious Equipment—		3

Notes: Features the following Design Quirks: Poor Performance.



SM2 HEAVY ARTILLERY VEHICLE



Mass: 75 tons
Movement Type: Tracked
Power Plant: 225 ICE
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Armor: Alpha Compound Ferro-Fibrous
Armament:
1 Type S3 Sniper Artillery Piece
3 Series XIV Heavy Machine Guns
Manufacturer: Luthien Armor Works
Primary Factories: Hyner
Communications System: Sony ABC-14
Targeting and Tracking System: Neko Megane 9

With little experience manufacturing and using tube artillery, the SM2 was Clan Nova Cat's first concentrated attempt at filling that void. After the Second Combine-Dominion War, the Combine removed the LAW-Barcella factory from the Clan. The entire facility was transferred to Hyner. New SM2s began rolling off the assembly lines and were made available to a wider market outside the Dragon's borders.

CAPABILITIES

A nondescript support tank, the SM2 provided the Nova Cats with a mobile mid-range artillery platform. It found a niche among the Clan's *solahma* Stars, usually fielded with Elementals or Voids and Mamono IFVs. The Sniper artillery piece was chosen as the primary gun due to pressure from LAW, as the company had significant spares in storage.

DEPLOYMENT

Though built and fielded with the Clan before the outbreak of the Second Combine-Dominion War, the SM2 was not widely used. The Nova Cats, despite their presence in the Inner Sphere for more than four decades, were still uncomfortable using combined-arms tactics. Artillery support Stars were considered anathema to the warrior aspect of the Clan. Being assigned as crew of an SM2 was a punishment reserved for those within the Clan who had minimal talent for being a warrior.

When the Combine claimed the LAW-Barcella facility, few within the Clan wept at the loss of the SM2. The military bureaucrats within the Dragon felt differently, as the production facility was meticulously rebuilt within twenty years of its dismantling. LAW-Hyner began cranking out SM2s and selling them across the Inner Sphere to all interested buyers. The tank's Clan technology made it an instant and profitable hit.

The most famous SM2s are those in service with Anton's Stompers, a mercenary unit operating out of Fletcher. Major Bryce Anton added a company of SM2s to his artillery battalion, giving the mercenaries a fast-reaction force to support his older generation Long Tom batteries. The Stompers participated on a Capellan-sponsored raid of Sonnia in 3136. The SM2s proved invaluable as they conducted a slow-paced move-and-fire operation around the main starport. The constant barrage kept the inexperienced Davion militia from intercepting the Seventh Capellan Chargers as they destroyed a large stockpile of munitions and equipment believed designated for Tikonov. It was later discovered the warehouses destroyed were filled with medicines and foodstuffs earmarked for Basalt.

VARIANTS

The Combine experimented with a Long Tom cannon version of the SM2, and produces a limited quantity of the tank. Though having such a powerful artillery piece on the SM2's mobile platform is considered beneficial, this variant is known to have severe structural instability due to poorly-placed shock rings. There have been instances of a LTC-equipped SM2 having the tube rip through its mounts due to the tremendous recoil. In typical Combine fashion, this version is available at highly reduced costs to those in need of a cheap and risky field artillery piece.

NOTABLE UNITS

Point Commander Fiorina: The SM2 crewed by Point Commander Fiorina is believed to be the last SM2 of Nova Cat manufacture remaining in the Inner Sphere. Originally from the destroyed Nova Cat Furies, Fiorina managed to survive the Furies' disastrous defeat on Kagoshima in 3143 and elude capture. In early 3146, she and her SM2 appeared in Clan Protectorate space, and she joined the First Nova Cat Provisionals. No one knows how Fiorina and her SM2 managed to make the journey, and she refuses to speak of it.

Shelley: This SM2 from Helmut's Legion has been modified so heavily with cobbled-together parts and patchwork armor plating that its own designers likely would not recognize it. To better mesh with the Legion's armor battalion's hard-hitting tactics, "Shelley's" most significant alteration replaced the Sniper tube with an Arrow IV launcher. This allows "Shelley" to keep pace with DI Morgan assault tanks and act as close-support artillery rather than remain isolated far from the front lines. "Shelley's" effectiveness in weathering enemy fire and even outlasting other tanks in its company has prompted battalion CO Major Steffen to requisition and modify additional SM2s. The second SM2 currently undergoing modifications has been dubbed "Frank."

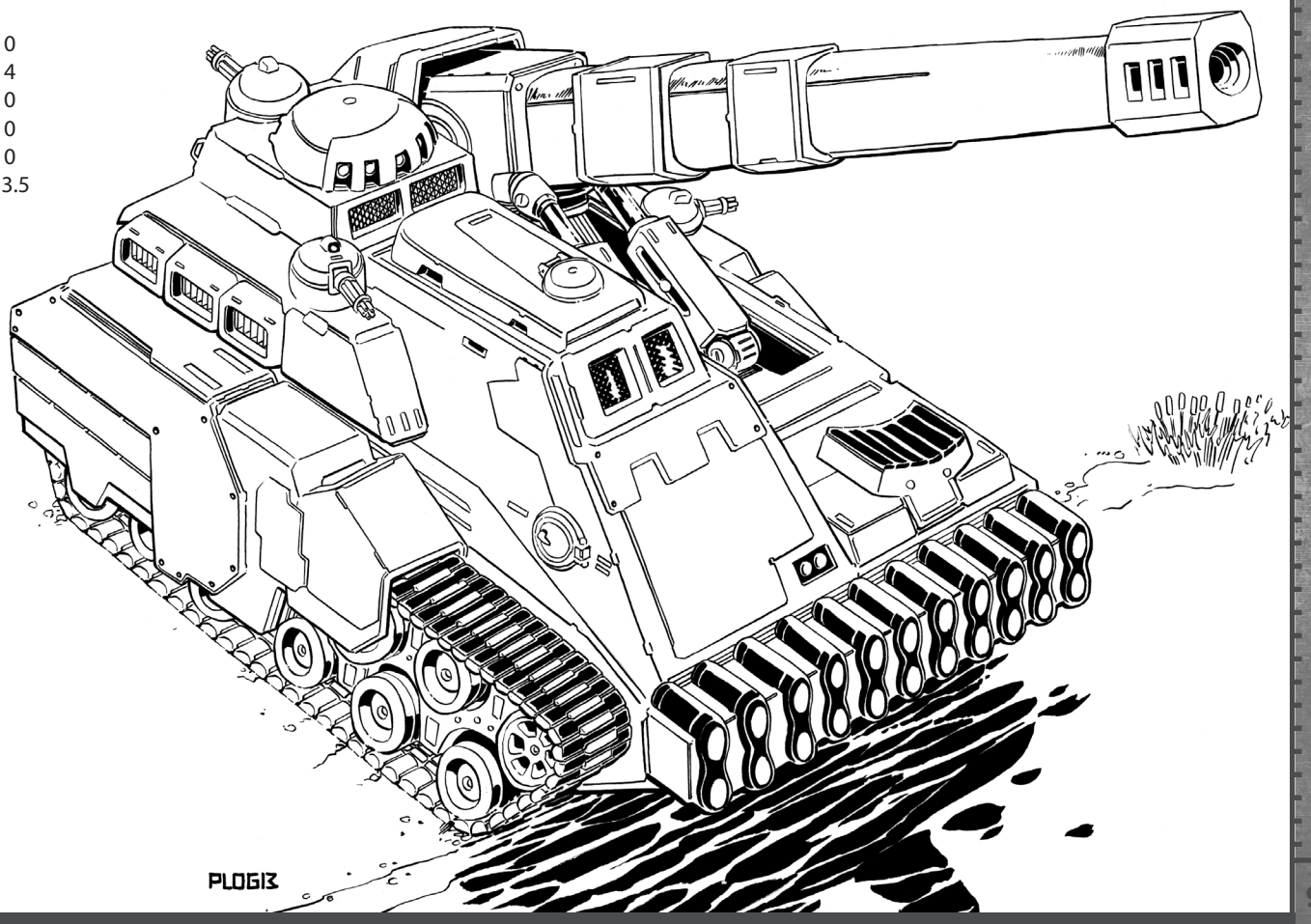
SM2 HEAVY ARTILLERY VEHICLE

Type: **SM2**
Technology Base: Clan (Advanced)
Movement Type: Tracked
Tonnage: 75
Battle Value: 1,028

Equipment		Mass
Internal Structure:		7.5
Engine:	225	20
Type:	ICE	
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	0	0
Control Equipment:		4
Lift Equipment:		0
Power Amplifier:		0
Turret:		0
Armor Factor (Ferro):	259	13.5
	Armor Value	
Front	65	
R/L Side	65/65	
Rear	64	

Weapons and Ammo	Location	Tonnage
Sniper Artillery	Front	20
Ammo (Sniper) 50	Body	5
Heavy Machine Gun	Right	.5
Heavy Machine Gun	Left	.5
Heavy Machine Gun	Rear	.5
Ammo (Heavy MG) 50	Body	.5
Limited Amphibious Equipment	—	3

Notes: Features the following Design Quirks: Gas Hog, Non-standard Parts, Improved Communications.



TESTUDO SIEGE TANK



Mass: 75 tons
Movement Type: Tracked
Power Plant: Omni 225 Fuel Cell
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Armor: Lorica Progressia Ferro-Fibrous with CASE
Armament:
1 Imperator Automatic Ultra Class 10 Autocannon
1 Marian Arms Lithobolos Arrow IV Artillery System
2 SperryBrowning Light Machine Guns
Manufacturer: Alphard Trading Corporation
Primary Factories: Alphard
Communications System: Garret T21-C
Targeting and Tracking System: O/P GRD 059

Faced with growing unrest in their infantry ranks, the Marian Hegemony dug into the pockets of symbolism and created the Testudo. Entering service in 3131, this heavy tracked version of the famous Roman battle formation immediately boosted morale among combat troops.

CAPABILITIES

The Testudo Siege Tank is the epitome of its namesake with an added bonus of devastating long-range firepower. Testudos typically open hostilities by weakening immobile defenses or stationary units with Arrow IV barrages. Once the main assault starts, the Testudos will then shift into the front ranks to act as mobile cover for advancing infantry, providing close fire support when necessary.

DEPLOYMENT

The Marian Hegemony Armed Forces initially struggled with the *caesar's* new toy. Complaints abounded, ranging from lack of accuracy in artillery mode to quickly depleted ammunition when spearheading assaults.

Unsurprisingly, it fell to a non-Marian military to fully demonstrate the capabilities of these tanks when properly deployed as a part of a combined-arms unit. During their taking of Ibstock in 3136, an Oriente Protectorate infantry battalion cornered a local militia regiment in a fortified base at the end of Portsmouth Gorge. After two days of intense fighting the situation turned into a stalemate. Neither side had the weaponry to break through the enemy's lines. Both commanders called for reinforcements, the militia expecting a BattleMech lance and the Oriente forces waiting for an armor company commanded by Captain Teodore Janski.

Both relief groups were perfectly capable of tipping the scales, but the 'Mech lance had advantages in speed and terrain. Overconfident, the 'Mech lance broke into the pass in full run, not paying close attention to the weak Oriente picket line. This overconfidence was repaid when their lead *Catapult* was struck down by simultaneous hammer blows: three Arrow IV missiles, fired from Janski's approaching Testudos at the other end of the valley. The next barrage leveled key structures in the fortifications below, before missiles seven through nine attacked the BattleMechs again.

The battle was over in less than an hour. Oriente infantry swarmed the shocked defenders while arriving tanks made sure everybody kept their heads down and the BattleMechs turned tail. All three Testudos slowly rolled onto the battlefield to cheers and applause, mopping up fleeing militia groups with their autocannons.

NOTABLE UNITS

Legionnaire Titus Batiatus: In April of 3147, elements of III Legio captured nearby Marik worlds. Batiatus' unit landed on Kendall where only a small militia force and the factories' corporate guards stood in defense. More concerned with the Wolf Empire, the audacity and might of the Marians had been underestimated. When the invasion force jumped into the system a courier JumpShip fled to get reinforcements. At last report, Marik reinforcements had arrived, bogging down into a stalemate. With battles in and around the factory complexes, it is unclear which factories will be useful to the victor.

In the initial battles of the campaign, Legionnaire Batiatus and his crew were commended for their superior 63% direct artillery strike results. His performance has him on track to earn the position of Aquilifer of his Cohort.

Centurion Marcus Julius: Part of the III Legio capture of Tormentine, Julius' unit contended with elements of the tougher 7th Tamarind Regulars. Centurion Julius ordered his Century of Testudos to shell the Marik fortifications before the main assault began. Once inside the city the Testudos provided advancing cover for Marian infantry forces. Marik 'Mechs attempted to swarm the Testudos, but were surprised when Centurion Julius' Testudos opened fire at close range with the few Arrow IV rounds they had saved for such a surprise. The heavy, close-range strikes devastated the light and medium Marik 'Mechs. The Marian infantry attacked the legs of the 'Mechs with satchel charges, disabling the few that remained.

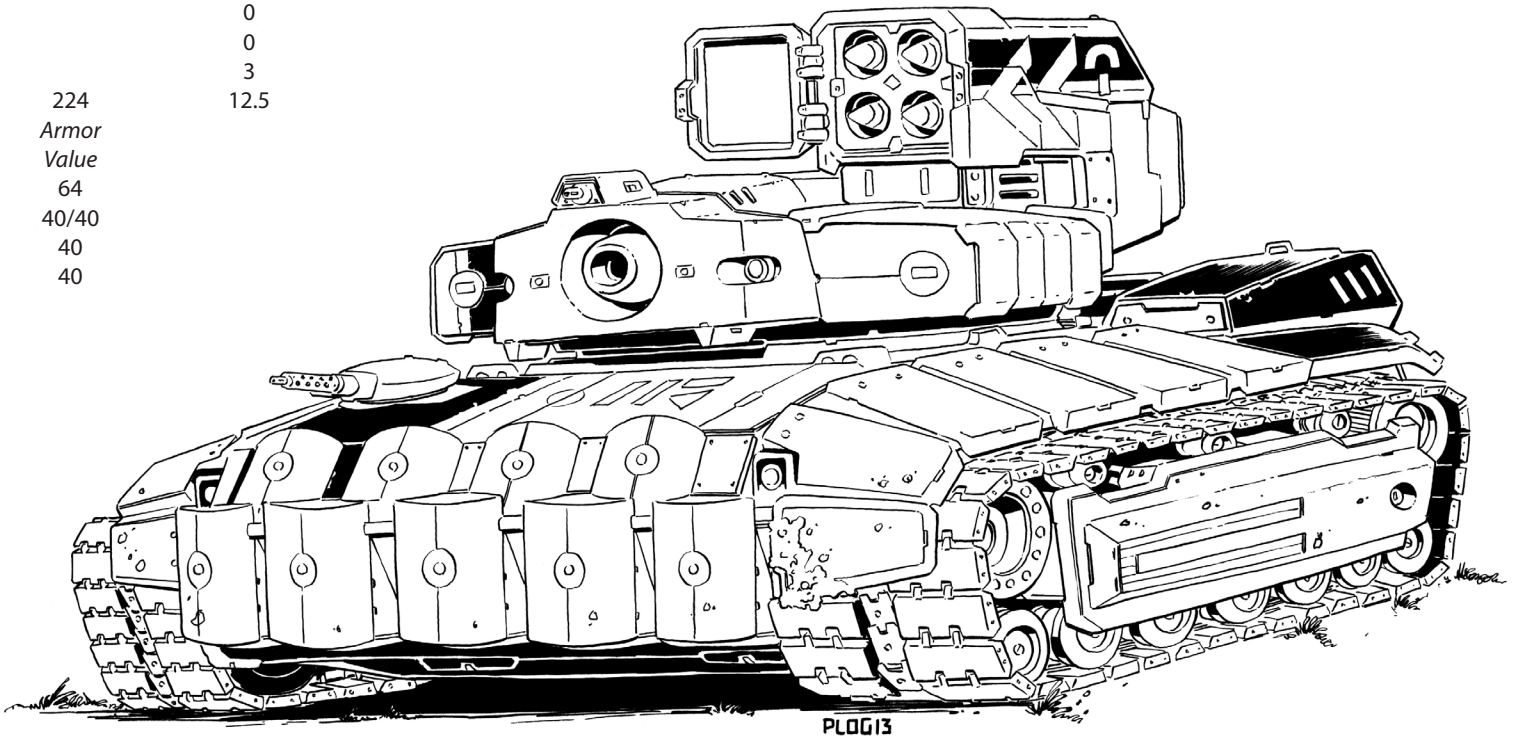
TESTUDO SIEGE TANK

Type: **Testudo**
Technology Base: Inner Sphere (Advanced)
Movement Type: Tracked
Tonnage: 75
Battle Value: 1,336

Equipment		**Mass**
Internal Structure:		7.5
Engine:	225	12
Type:	Fuel Cell	
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	1	0
Control Equipment:		4
Lift Equipment:		0
Power Amplifier:		0
Turret:		3
Armor Factor (Ferro):	224	12.5
	Armor Value	
Front	64	
R/L Side	40/40	
Rear	40	
Turret	40	

Weapons and Ammo	**Location**	**Tonnage**
Ultra AC/10	Turret	13
Ammo (Ultra) 30	Body	3
Arrow IV Artillery	Turret	15
Ammo (Arrow) 15	Body	3
Light Machine Gun	Turret	.5
Light Machine Gun	Front	.5
Ammo (Light MG) 100	Body	.5
CASE	Body	.5

Notes: Features the following Design Quirks: Distracting.



ARROW IV ASSAULT VEHICLE



Mass: 80 tons
Movement Type: Tracked
Power Plant: GM 240 Fusion
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Armor: StarSlab/7 Heavy Ferro-Fibrous with CASE
Armament:
- 1 Luxor I Arrow IV Artillery System
- 2 Blankenburg Medium Variable-Speed Pulse Lasers
- 2 LFN Lindblad Shotgun Anti-Missile Systems

Manufacturer: Majesty Metals and Manufacturing, Brooks Incorporated
Primary Factories: Canopus IV (MMM), Andurien (Brooks)
Communications System: Communicator
Targeting and Tracking System: FireScan with IndirecTrack

During Naomi Centralla's drive to free Canopus IV from the clutches of the Thirty-fourth Word of Blake Militia, Arrow IV-equipped Demolishers of the Red Lancers played a vital role in driving the Blakists from the Canopian capital. This battle showed the MAF High Command the full effectiveness of a properly deployed Arrow IV force. The MAF was soon buying Capellan Arrow IV Demolishers in large numbers. In 3089, Majesty Metals capitalized on the new Magistracy focus on Arrow IV artillery by releasing the Arrow IV Assault Vehicle.

CAPABILITIES

The Majesty Arrow IV Assault Vehicle (AAV) gives up one launcher to the Demolisher Arrow IV tank. This sacrifice allows it to mount considerably more armor and defensive armament, a noted weakness of the Demolisher platform. In a move that harkens back to the Long Tom artillery land trains, the AAV chassis is reinforced for towing, allowing it to haul its own ammo trailers. The AAV's launch racks are designed to be modular, with all ammunition stored in the racks, and CASE protects the main chassis from explosions in the turret. This allows the launchers to be quickly removed and replaced with new racks, greatly speeding up battlefield reloading.

DEPLOYMENT

Demand for the durable AAV soon outstripped Majesty Metals' ability to fulfill orders, prompting it to sell manufacturing rights to the Andurien branch of Brooks Incorporated in 3101. The AAV can be found across the Free Worlds, the Taurian Concordat, in mercenary commands and even as far afield as Lyran units on the Jade Falcon border.

The Arrow IV Artillery Vehicle's durability played a deciding factor in the Red Lancers' recent 3145 savaging of the First Federated Suns Armored Cavalry on Almach. Trying to use their famed hit and run tactics, the Armored Cavalry instead found itself being constantly herded by Arrow IV barrages and forced into brutal short-range firefights with the heavier Red Lancer's BattleMechs. In an effort to silence the Arrow IV launchers, General Andrea Chapman sent a company of Fulcrum III hovertanks behind Capellan lines to hunt down the Liao artillery.

Expecting Demolisher Arrow IV tanks, the Davion Fulcrums found their slashing missile attacks foiled by the side-mounted anti-missile batteries of the AAVs. The AAVs' independently-turreted VSP lasers tracked the Fulcrums as they closed, without any interruption to the Arrow IV bombardment. Expecting to disable the motive systems of the AAVs and then destroy them in detail, the captain of the Fulcrum company instead found close to half of his tanks grounded and the rest in quick retreat after destroying only one AAV and crippling three others.

The uninterrupted Arrow IV barrage kept the First Armored Cavalry from disengaging from the Red Lancers. By the time the Lancers' 'Mechs had finished mauling the Davion unit, barely a quarter of the Armored Cavalry escaped off-world. *Sang-shao* Cao Culverton personally commended his artillery crews for their bravery and contribution to the defeat of their hated enemy.

NOTABLE UNITS

Corporal Lem "Flyswatter" Goldman: Corporal Goldman of the Third Filtvelt Citizens Militia has just one battle on his record. A pirate DropShip was dropping 'Mechs into the fields outside Dune City in April 3146. Goldman's platoon was on maneuvers and had spent their ammunition. Goldman had the only round left and tried an ill-advised shot against the airborne DropShip. His miraculous, accidental hit to the drive cones stunned him as much as his comrades. The DropShip crashed in flames and stranded the pirates, who withdrew into the wilderness and only reappeared to raid for provisions, having eluded the Third ever since.

Sergeant Blondie McSwitch: Sergeant McSwitch's militia company was redeploying on Aylmer when the Circinian Dread attacked. The lead vehicles, including McSwitch's, were knocked out immediately by the pirate 'Mechs. But she was hauling a gun trailer and wasted no time scrambling to it. She primed the cannon and unloaded point-blank AC/20 rounds into the lead pirate. Its sudden demise sent the bandits scurrying to raid nearby settlements instead.

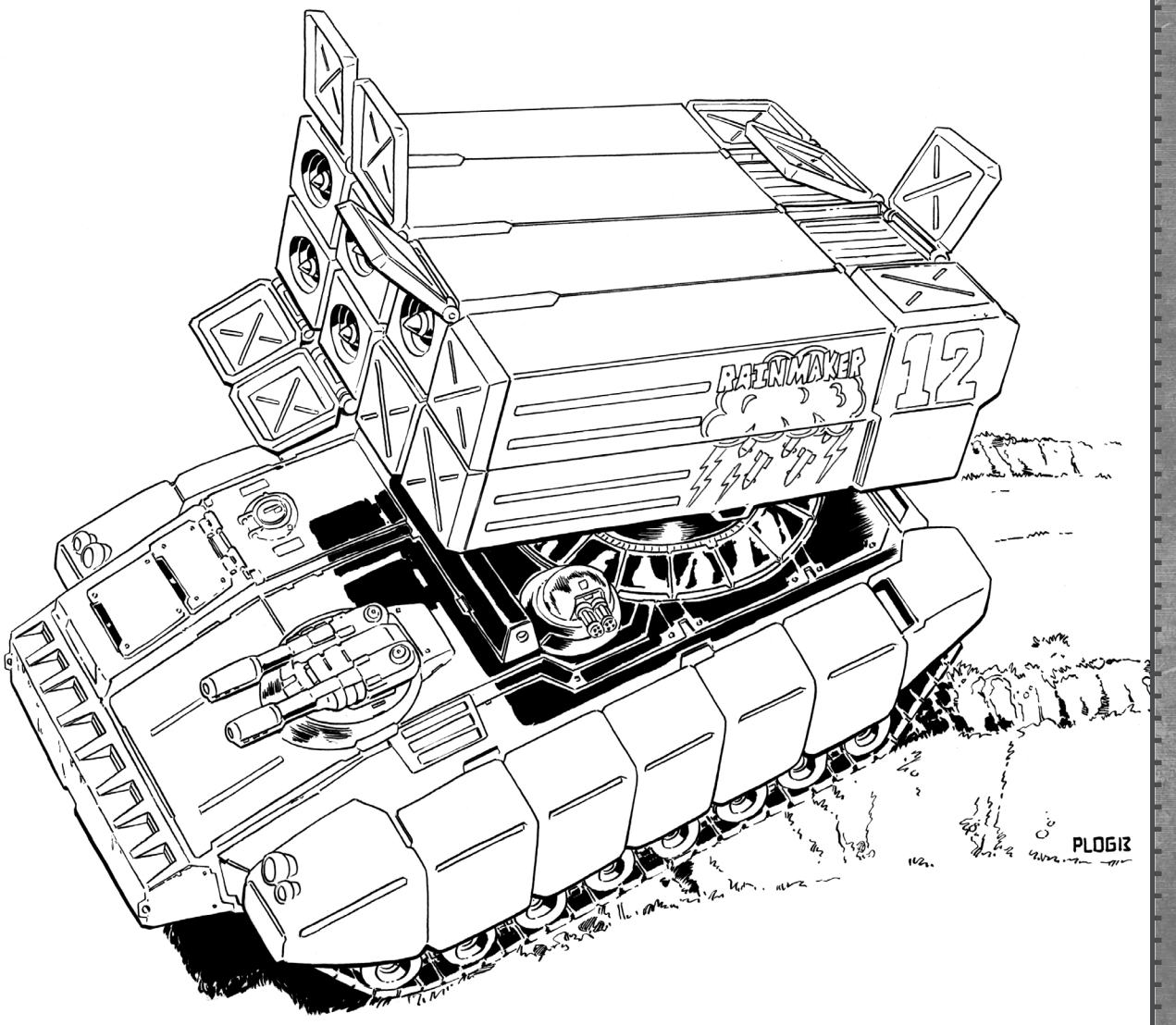
ARROW IV ASSAULT VEHICLE

Type: **Arrow IV Assault**
Technology Base: Inner Sphere (Advanced)
Movement Type: Tracked
Tonnage: 80
Battle Value: 1,404

Equipment		**Mass**
Internal Structure:		8
Engine:	240	17.5
Type:	Fusion	
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	14	4
Control Equipment:		4
Lift Equipment:		0
Power Amplifier:		0
Turrets:		2.5
Armor Factor (Heavy Ferro):	267	13.5
	Armor Value	
Front	45	
R/L Side	44/44	
Rear	50	
Turret 1	32	
Turret 2	52	

Weapons and Ammo	**Location**	**Tonnage**
2 Medium VSP Lasers	Turret 1	8
Arrow IV Artillery	Turret 2	15
Ammo (Arrow) 20	Body	4
Anti-Missile System	Right	.5
Anti-Missile System	Left	.5
Ammo (AMS) 24	Body	2
CASE	Body	.5
Trailer Hitch	Rear	0

Notes: Features the following Design Quirks: Fast Reload.



GURZIL SUPPORT TANK



Mass: 80 tons
Movement Type: Tracked
Power Plant: Gorvachs 230 Fusion XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Armor: Composite Alpha-V1 Ferro-Lamellor
Armament:
2 Type XV "Culverin" Streak LRM-15 Launchers
2 Series 14a Medium Pulse Lasers
2 Type VIII 'Mech Mortar 8s
Manufacturer: Trellshire Heavy Industries
Primary Factories: Sudeten
Communications System: TJ6 "Bell" Integrated
Targeting and Tracking System: Series VI TTS

The Gurzil is the Jade Falcons' answer to the JES II. A juxtaposition of two different support styles, the Gurzil often finds itself doing neither job well. Shrewd commanders deploying the Gurzil as intended rave about its performance, but they are in the minority. Many find the Gurzil a poor offering and choose single-role alternatives like the JES II or the Carnivore Support Tank.

CAPABILITIES

The Series VI is the Sea Foxes' best vehicular target and tracking system, and the Falcons paid heavily for its use. In addition to common features like target prioritization, automated threat assessment, and computerized elevation and windage, the Series VI offers three preconfigured firing solutions. Optimized for three range brackets, each firing solution boosts telemetry data for all targets within the selected range bracket, tripling the data sample rate and significantly boosting computer's accuracy. The enhanced data processing comes with a price, though, as the sample rate for targets outside the selected range bracket drops significantly.

DEPLOYMENT

In 3142, elements of the Peregrine Galaxy invaded Arcturus. Although the world was a major manufacturing center for the Lyran Commonwealth, it was not well defended. The Fifteenth Arcturan Guards were the only unit to come to its aid. Hauptmann-General Ian Chesterton divided his regiment into companies and scattered them in order to strike at multiple Falcon locations simultaneously. In the Battle of Warnemünde, the Jade Falcons deployed two Points of Gurzils and a Binary Supernova to hold the Stein Garten bridge. The bulk of the Falcon force deployed west of the bridge, putting themselves between it and the advancing Lyrans. The Gurzils remained in reserve on the far side of the river.

What the Fifteenth lacked in strategy they made up for in fearlessness. Alpha Company charged straight at the entrenched Falcons. With only five 'Mechs able to return fire, the Fifteenth had little trouble reaching the bridgehead. As the Falcon 'Mechs fell back across the bridge, the Lyrans discovered it also put them soundly in range for the Gurzils. The tanks opened up with volley after volley from their LRMs and mortars. Two minutes after gaining the bridgehead, the Fifteenth was retreating out of the Gurzils' effective range. The Fifteenth's second attempt to gain the bridge involved splitting their force to use a pincer attack that followed the riverbank. While the approach did enfilade the Falcons, the already damaged Fifteenth 'Mechs could not deliver sufficient firepower to dislodge the Falcons. By the time the Fifteenth made its third and final push for the bridge, earlier blunders had reduced them to fifty percent combat strength. Two of the Fifteenth's 'Mechs engaged the forces defending the bridge, while the remaining four—all jump-capable—attempted to ford the Stein Garten and flank the Gurzils. As with the first two attempts, concentrated fire from the Gurzils squashed their advance.

The Fifteenth experienced similar failures elsewhere. Of the nine companies Chesterton deployed, only two were able to secure their objectives. Badly mauled by the Falcons, the Fifteenth withdrew after two days of fighting.

NOTABLE UNITS

Point Commander Reegan: Point Commander Reegan was part of Clan Hell's Horses' Twelfth Rangers Cluster when it hunted pirates operating from the wastelands of Novo Cressidas in the Star's End system. A moderate warrior with slight Mongol leanings, it rankled him to see his superior officers negotiating for aid from the locals in tracking down the bandits. Evidently, spending four months wandering the wastes and chasing false leads produced by local tribesmen irritated him so much that, when the raiders were eventually encountered, he ordered his Point to saturate the base structures with Inferno grenades between LRM volleys. The resulting fires, and the resultant explosions of the munitions and fuels they stored at the base, not only killed hundreds of pirates, but also the dozens of local tribeswomen they had taken as slaves and hostages in prior attacks—tribeswomen that Reegan's superiors had promised to rescue in exchange for the information leading to the operation.

How Reegan survived his commander's Trial of Grievance for his unauthorized behavior is anyone's guess.

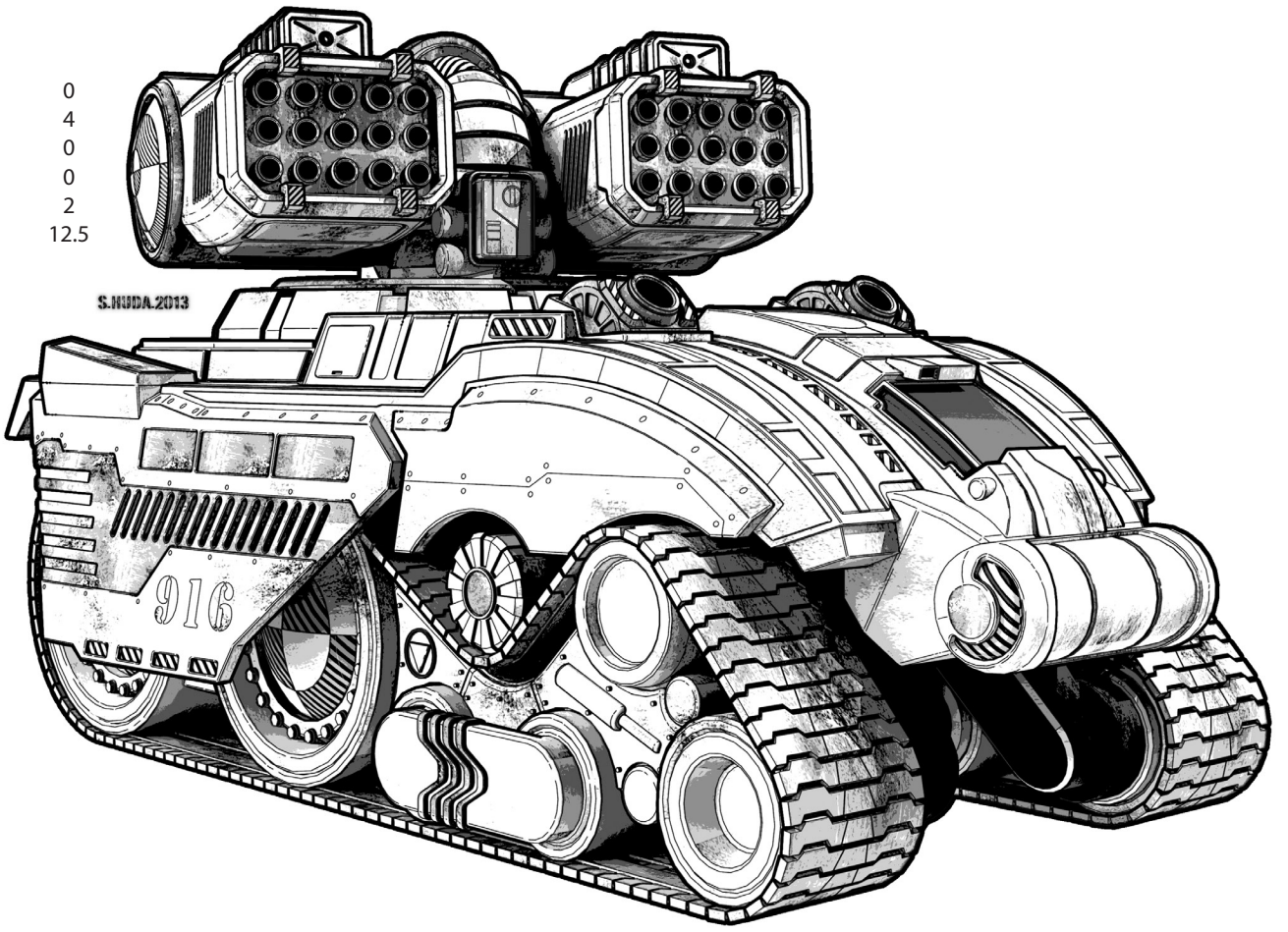
GURZIL SUPPORT TANK

Type: **Gurzil**
Technology Base: Clan (Advanced)
Movement Type: Tracked
Tonnage: 80
Battle Value: 1,765

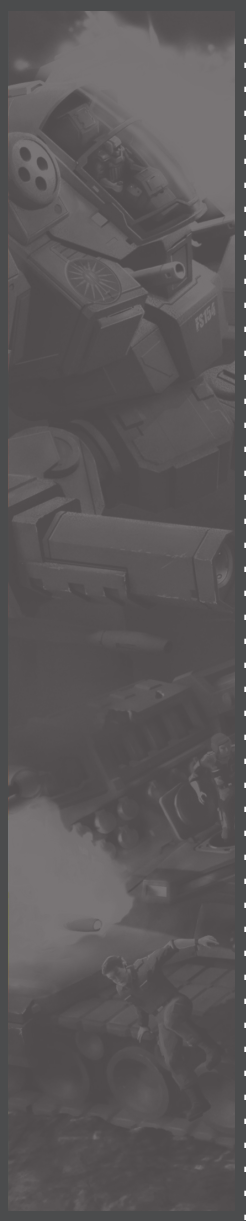
Equipment		Mass
Internal Structure:		8
Engine:	320	17.5
Type:	XL Fusion	
Cruise MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		4
Lift Equipment:		0
Power Amplifier:		0
Turret:		2
Armor Factor (Lamellor):	175	12.5
	Armor Value	
Front	41	
R/L Side	34/34	
Rear	32	
Turret	34	

Weapons and Ammo	Location	Tonnage
2 Streak LRM 15	Turret	14
Ammo (Streak) 24	Body	3
2 Medium Pulse Lasers	Turret	4
2 'Mech Mortar 8	Front	10
Ammo (Mortar) 20	Body	5

Notes: Features the following Design Quirks: Variable-Range Targeting.



SNIPER ARTILLERY



Mass: 80 tons
Movement Type: Tracked
Power Plant: GM 240 Fusion
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Armor: Durallex Standard with CASE
Armament:
1 Armstrong Industries Sniper Artillery Piece
2 Diverse Optics Extended Range Small Lasers
2 Sperry Browning Machine Guns
Manufacturer: Quikscell Company
Primary Factories: Ares, Kalidasa, Layover, Richvale
Communications System: Kallon Secure Net
Targeting and Tracking System: FireScan with IndirecTrack

The Sniper Artillery tank brings mobility and durability to the Sniper-class medium artillery weapon. First built for the AFFS' second-line battalions, Quikscell's early successes led it to spread the vehicle across the Inner Sphere and nearby Periphery. It is found most often in platoon or company-sized groups, but savvy officers use its adaptability to build powerful *ad hoc* units around it.

CAPABILITIES

Not intended as a frontline combatant, the Sniper nonetheless offers durable stability for its artillery and comfortable command and communications suites that allow it to double as an ersatz mobile headquarters. Close-in security is provided by lasers and machine guns, though few Snipers go into the field without escorts. In a rare instance of getting something right, Quikscell built a limited amphibious capability into the Sniper.

DEPLOYMENT

Artillery is a central part of AFFS—and RAF—doctrine, which has given a number of Sniper crews a chance to stand out as the Capellan Confederation and Draconis Combine invade. Few engagements equal the one given by the crew of the Sniper known as Harbinger.

Part of the AFFS contingent trapped on Palmyra, Harbinger and its crew, along with a small force of hovertanks and jump infantry, had been detached as an aggressor force for training exercises when the Combine assault launched. Cut off, they took to the countryside around Sawle, finally locating a disused railroad tunnel to hide Harbinger in. For the next two weeks, while the hovertanks buzzed around creating a distraction, the jump infantry acted as spotters and called in pinpoint artillery strikes on static DCMS positions. Though they did little actual damage, the number of DCMS troops involved in hunting them down far outweighed their own involvement. Eventually Harbinger ran out of ammunition and was destroyed by its crew, who went to ground with the jump infantrymen.

In the Free Worlds League, Snipers are popular purchases among the small defense forces of the unaligned worlds that still resist integration with the reborn League. On Yanchep, the locals purchased a full company of Snipers, with each of the three platoons broken up to serve as the command elements of a combined-arms company. Their company commanders ride the Snipers, using the communications equipment as headquarters, while the largely cavalry-oriented companies maneuver. This planning was put to good use when the pirate band known as the Hand of Charlie struck in 3143. Though the Charlies counted six BattleMechs in their force when they landed, Distaff Company of the Yanchep Defense Force managed to locate the pirates' landing zone. While the other two companies dealt with the pirates, the Distaffs bombarded the LZ, disabling the Charlies' DropShip. Their escape ruined, the pirates capitulated a short while later.

NOTABLE UNITS

Captain Kenneth Medchelke: Captain Medchelke was a member of Wyld's Jokers, a subcommand of Bannson's Raiders. He was trapped behind the Wall when it went up. He re-emerged, commanding an artillery company attached to Julian Davion's First Davion Guards, in 3146. His skills were particularly necessary in the battle for New Syrtis. When the Twelfth Vegan Rangers were caught between Warrior House Hiritsu and the Dynasty Guard, it was Medchelke's company that delivered precision fire to relieve the Rangers. Their destruction of a company of Dynasty Guards enabled the mercenaries to retreat, though the Vegans sustained heavy casualties.

Leftenant Antonio Breckenridge: Leftenant Breckenridge was a MechWarrior in the Kathil Capellan March Militia. He was shot out of his *Phoenix Hawk* in a raid by the First MAC in 3138, sustaining wounds that prevented him wearing a neurohelmet again. With his MechWarrior career over, he was reassigned to a support unit, Breckenridge longs for the chance to exact his revenge upon any and all Capellans he encounters. His constant readiness has caught the attention of his superiors, who have promised him a combat assignment.

SNIPER ARTILLERY

Type: **Sniper**
Technology Base: Inner Sphere (Advanced)
Movement Type: Tracked
Tonnage: 80
Battle Value: 895

Equipment		**Mass**
Internal Structure:		8
Engine:	240	17.5
Type:	Fusion	
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		4
Lift Equipment:		0
Power Amplifier:		0
Turret:		.5
Armor Factor:	192	12
	Armor Value	
Front	48	
R/L Side	40/40	
Rear	24	
Turret	40	

Weapons and Ammo	**Location**	**Tonnage**
2 Machine Guns	Turret	1
Ammo (MG) 200	Body	1
Sniper Artillery	Front	20
Ammo (Sniper) 70	Body	7
2 ER Small Lasers	Front	1
Communications Equipment	Body	4
CASE	Body	.5
Trailer Hitch	Rear	0
Limited Amphibious Equipment—		3.5

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



HEXAREME HQ HOVERCRAFT



Mass: 90 tons
Movement Type: Hover
Power Plant: Michaelson 305 XL Fusion
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Armor: StarSlab/7 Heavy Ferro-Fibrous with CASE
Armament:
1 Lord's Light 5 Snub-Nose Particle Projector Cannon
1 Armstrong Class-D LB 2-X Autocannon
2 SperryBrowning Light Machine Guns
2 Buzzsaw Anti-Missile Systems
Manufacturer: Michaelson Heavy Industries
Primary Factories: Ruchbah
Communications System: Garret T10-Special with Guardian ECM Suite
Targeting and Tracking System: Garret E2b

The Hexareme is a testament to the RAF's ability to think outside the box: a vehicle that initially seemed to have no role is now projected to excel in a multitude of roles.

In the late thirty-first century, the success of the very large Trireme Infantry Transport played no small part in rescuing Michaelson Heavy Industries from insolvency and returning it to the forefront of Republic vehicle manufacturers. A resulting interest in superheavy vehicles spawned the Hexareme, originally conceived as a hovering MBT. Before the craft even left the drawing board, it became clear that marrying sufficient armor and weaponry to the motive system was impractical, but the design's large flotation hull was ideally suited for a special operations vehicle. As a result, it was redesigned to carry purely defensive weaponry, a small command station, and an infantry compartment.

CAPABILITIES

Faster than the Praetorian, tougher than the Tribune, and *better* than the Quaestor: the Hexareme is the last word in hovercraft HQ technology. While useful as a tactical command unit, its swiftness and size also allow it to directly support reconnaissance and even spec ops missions. The hovercraft is ideally suited to long-range patrols and as a fast and well-protected tactical HQ. The Hexareme has already entered service with the Republic in both ground and wet navy formations.

DEPLOYMENT

On land, the Hexareme is much too sluggish and vulnerable to serve as a traditional IFV, and early proving ground missions were largely disappointing. The Hexareme eventually shaped up as a niche vehicle for special operations, where its unlimited range and good electronic array serve well. As chance would have it, Michaelson's chief vehicle test commander, Captain Daffyde Gwythe, had started his career in the wet navy on Chara III (Pacifica). He suggested that the vessel was ideal for water engagements, where it can either range ahead to supply larger ships' artillery with vector data or be used for classic boarding actions. Clan warriors have also found the Hexareme effective for deploying Undine battle armor into underwater battle.

The RAF employs the Hexareme sparingly as HQ vessels in cavalry commands, though various outfits of the SpecOps Command now field it almost exclusively. Many line regiments employ the hovercraft in coastal patrol duties, with such notable examples as the Leander IIs of Athenry, and the two Wyrms of Terra formations, each of which maintains a lance of Hexaremes. But the most unlikely partner to the Hexareme has been the Davions' Sea Fox battle armor. When matched up, they are a formidable team for ship-to-shore assaults. Still, wet navy offensive battles are infrequent, and this capability once again places the Hexareme into a niche role. Nevertheless, it is one that birthed yet another trade agreement on limited scale.

On Addicks in 3149, a Hexareme from the Twelfth Hastati showcased the hovercraft's flexible nature. The Fourth Dieron Regulars ambushed a Twelfth Hastati battalion on maneuvers along the coastline of Doubter's Bay. Under the command of Lieutenant Audrey Webber, the Twelfth's sole Hexareme and its battle armor complement fought a holding action and then retreated across the waters of the turbulent bay. From there the crew coordinated a counterattack with the elements of the Twelfth's remaining battalions, all while from a position where the DCMS 'Mechs could not easily reach. Reinforcements arrived, and Lieutenant Webber's crew relayed tactical information to General McNamara until the ambushers fell back.

NOTABLE UNITS

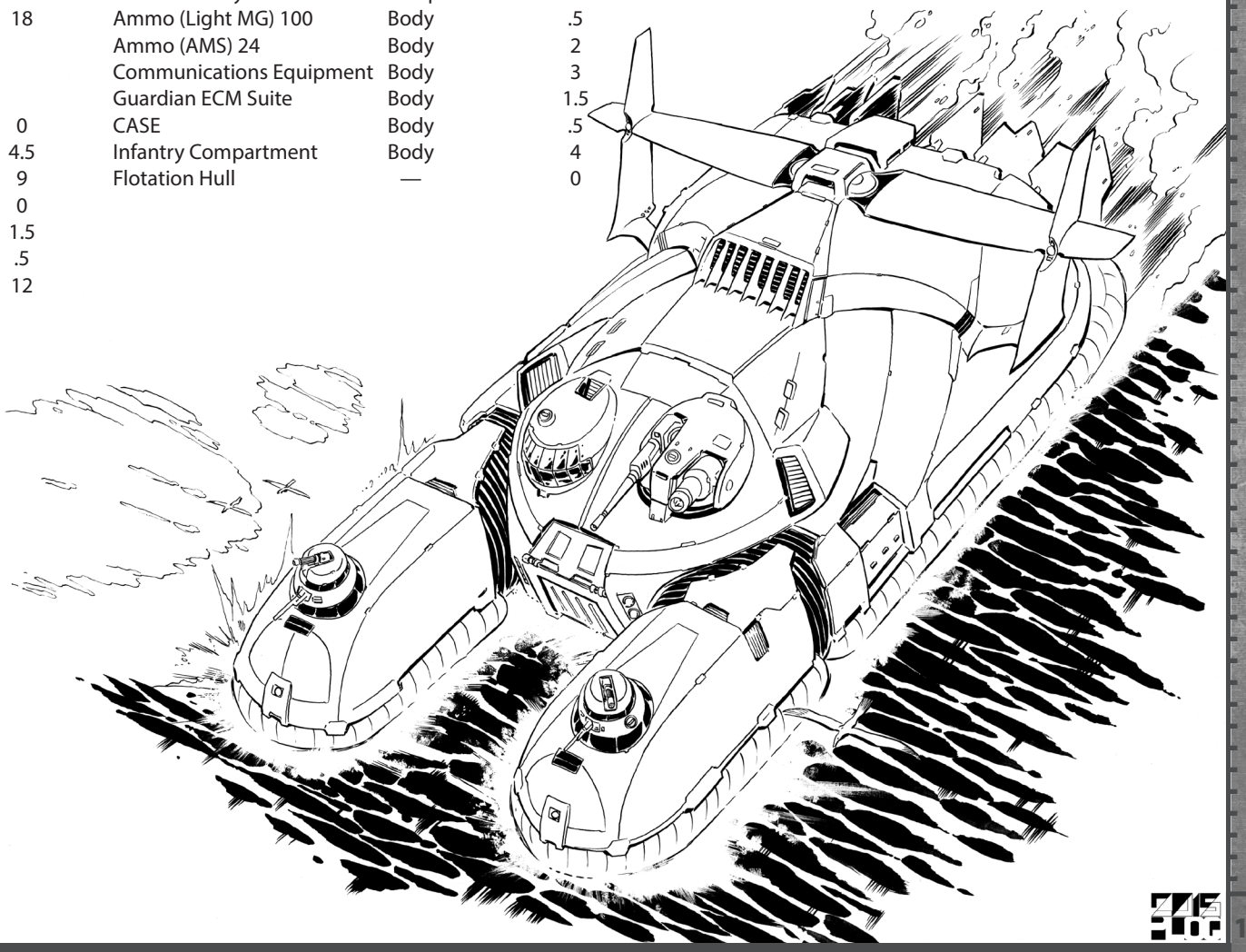
Ahab: For several years this stark-white Hexareme has been the scourge of coastal settlements and maritime shipping on the Covenant Worlds planet of Connaught. "Ahab" is best known for stalking prey far larger than itself, but the mistake is in believing the hovercraft operates alone. This pirate vessel commonly acts as bait to lure unassuming container ships to lend aid. Once the prey takes the bait, "Ahab" sends a coded message to its cadre of small hydrofoils, which converge on the unsuspecting ship and liberate it of all its valuables. Planetary officials have offered substantial bounties for the capture or confirmed destruction of "Ahab" and its crew, or information leading to its hiding place, but the pirate vessel is adept at outwitting those who seek to find it.

HEXAREME HQ HOVERCRAFT

Type: **Hexareme**
Technology Base: Inner Sphere (Advanced)
Movement Type: Hover
Tonnage: 90
Battle Value: 1,408

Equipment		**Mass**
Internal Structure:		18
Engine:	305	18
Type:	XL Fusion	
Cruise MP:	7	
Flank MP:	11	
Heat Sinks:	10	0
Control Equipment:		4.5
Lift Equipment:		9
Power Amplifier:		0
Turret:		1.5
Sponson Turrets:		.5
Armor Factor (Heavy Ferro):	238	12
	Armor Value	
Front	40	
Front R/L Side	34/34	
Rear R/L Side	34/34	
Rear	30	
Turret	32	

Weapons and Ammo	**Location**	**Tonnage**
Snub-Nose PPC	Turret	6
LB 2-X AC	Turret	6
Ammo (LB-X) 45	Body	1
Light Machine Gun	Right Front Sponson	.5
Anti-Missile System	Right Front Sponson	.5
Light Machine Gun	Left Front Sponson	.5
Anti-Missile System	Left Front Sponson	.5
Ammo (Light MG) 100	Body	.5
Ammo (AMS) 24	Body	2
Communications Equipment	Body	3
Guardian ECM Suite	Body	1.5
CASE	Body	.5
Infantry Compartment	Body	4
Flotation Hull	—	0



NK-1C NARUKAMI HEAVY TANK



Mass: 90 tons
Movement Type: Tracked
Power Plant: GM 270 XL Fusion
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Armor: New Samarkand Teppeki Hardened with CASE
Armament:
1 Grizzard Model 200 Gauss Rifle
2 Lord's Light Particle Projection Cannons
2 Chosatsugai no Kunai Anti-Missile Systems
Manufacturer: New Samarkand Metals
Primary Factories: New Samarkand
Communications System: Olmstead 3000
Targeting and Tracking System: Omicron IX

The simplicity of venerable tanks like the Demolisher and the Schrek was the key to their success. Armored vehicles are cheap enough that they can be designed to do just one thing well; close-range combat, as in the Demolisher's case, or line-of-battle interdiction, with the Schrek. When the DCMS let bids for an upgraded heavy combatant, New Samarkand Metals responded with the Narukami.

CAPABILITIES

Narukamis are long-range fighters, intended to strike first with their Gauss rifles and then let an enemy wade into their PPC basket. They are fast enough for defensive work or siege work, but many pundits have labeled them underarmored for the modern battlefield.

DEPLOYMENT

Narukamis are common in both front-line and second-line DCMS armor regiments, though attrition has made them more popular in the New Samarkand Regulars and the Legions of Vega. Two incidents in the last decade have reinforced the Narukami's primacy.

In early 3145 a company of the Ryuken-*san* performed a reconnaissance raid on the Federated Suns world Sylvan. One of the worlds on the edge of the Palmyra salient, Sylvan's defenders were already on high alert and were bolstered by two companies of mercenaries. While the Ryuken moved to engage the mercenaries and the militia to test their defenses, two platoons of Narukamis protected the bowl valley the DropShips had landed in. A company of the militia, including two *Warlord* BattleMechs, stumbled onto the landing zone and attacked.

The Narukami commander had layered his tanks in three tiers, with the final line of defense within the LRM basket of the DropShips. As the militia attacked, each tier of tanks fired two volleys and tracked backward, reinforcing the lines behind them. Within two minutes the overeager militia had lost four VTOLs, three hovertanks and one of the *Warlord*s. When they halted and began to retreat, the Narukamis charged forward *en masse*, holding the range long enough to disable the other *Warlord*.

In 3141, when Duke Corwin Sandoval's forces were in the initial months of their abortive invasion, a pair of Narukamis were deployed on Barlow's Folly with the Ryuken-*ni*. Facing the Fourth Federated Suns Lancers, these two BC^3 tanks destroyed a total of six AFFS BattleMechs and a dozen hovertanks before being overrun and swarmed by AFFS battlesuits. The tanks had been left as a rearguard for the Ryuken *Tachi* Company, whose commander, *Tai-i* Garron Toshido, was carrying the dispossessed battalion commander in his cockpit. Though the *chusa* protested, Toshido refused to risk her, and his armor crews agreed. They volunteered to remain behind.

VARIANTS

The BC^3 chassis mounts paired Gauss rifles and offers boosted C^3 support. With more longer-ranged firepower and advanced targeting, it's intended for frontline sniping. The addition of a second Gauss rifle offers it more power, but the ammunition needs of the second rifle also require a larger logistical investment, which has come to hamper operations repeatedly as the DCMS outruns its supply lines in the Federated Suns.

NOTABLE UNITS

***Tai-i* Leland Harrison:** Part of Task Force Tsujigiri, Harrison's Narukami company from the Hikage performed far beyond expectations during the daring deep strike on Remagen in 3148. As former DEST operatives, Harrison and his company were no strangers to high-risk, high-reward maneuvers. In the initial assault on PERCEVAL's FOB, Harrison's company performed a paradrop maneuver, losing only one Narukami when high-altitude winds made it drift too far onto mountainous terrain. The remaining eleven Narukamis maintained an inexorable advance in direct support of the Hikage's BattleMech front. Harrison was gravely injured during the Fifth Avalon Hussars' sortie, but he was awarded the Bushido Blade for his commendable actions.

***Chu-i* Andrea Massaud:** A once-promising graduate of the Sun Tzu School of Combat, Massaud was seen as a bad luck charm after it was learned that her mother had been a traitorous Nova Cat of Republic extraction. Massaud was immediately reassigned to an unglamorous garrison assignment with the Fifth Ghost Regiment on Franklin. She received her chance to shine when the First Davion guards struck the garrison's supply depots in 3147.

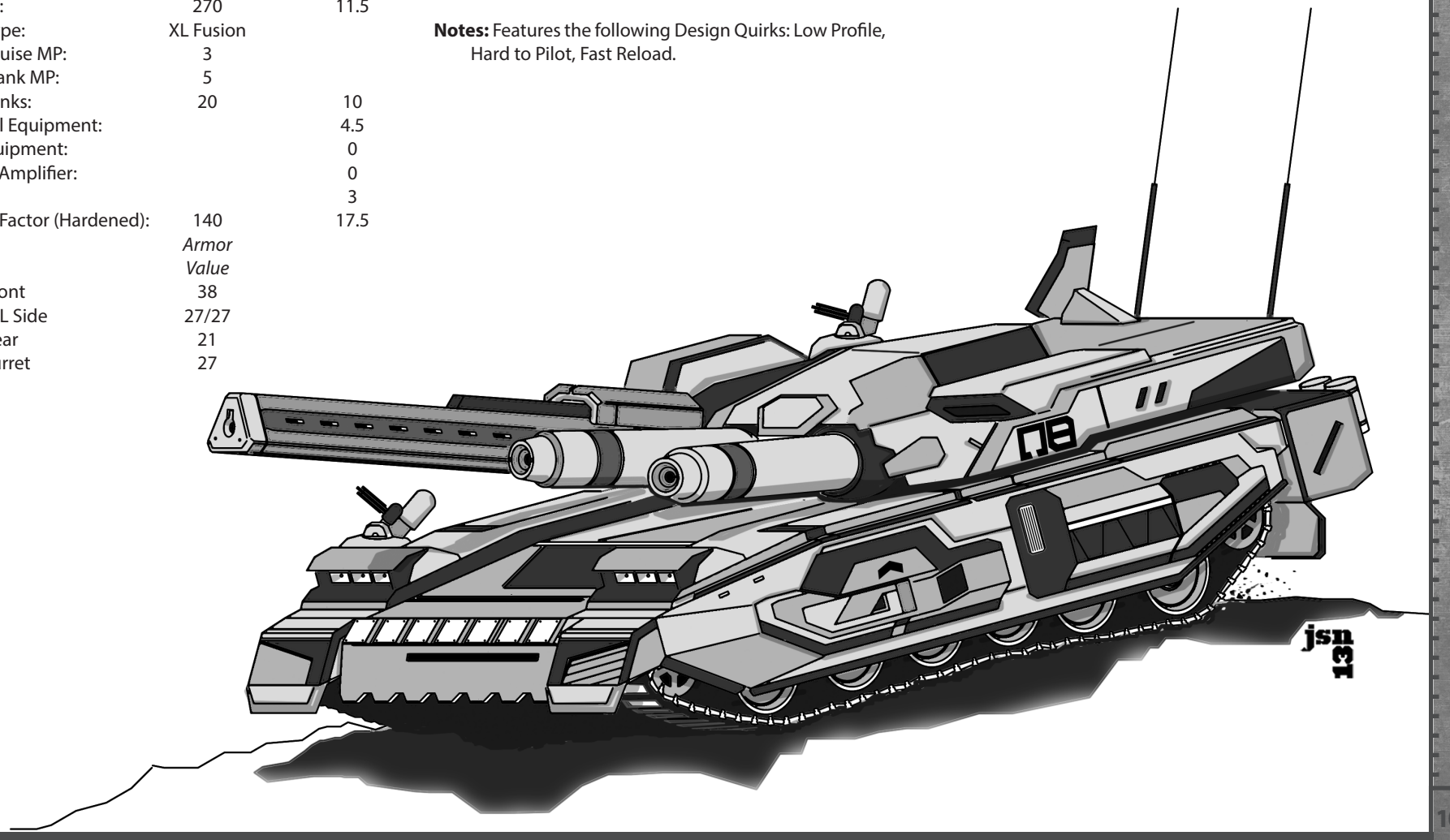
NK-1C NARUKAMI HEAVY TANK

Type: **Narukami**
Technology Base: Inner Sphere (Advanced)
Movement Type: Tracked
Tonnage: 90
Battle Value: 1,719

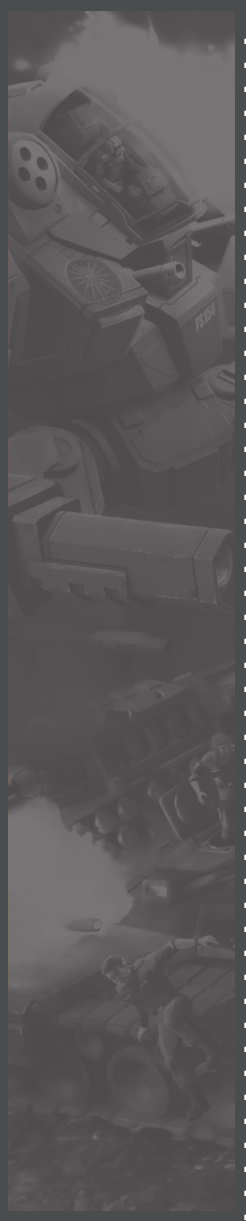
Equipment		**Mass**
Internal Structure:		9
Engine:	270	11.5
Type:	XL Fusion	
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	20	10
Control Equipment:		4.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		3
Armor Factor (Hardened):	140	17.5
	Armor Value	
Front	38	
R/L Side	27/27	
Rear	21	
Turret	27	

Weapons and Ammo	**Location**	**Tonnage**
Gauss Rifle	Turret	15
Ammo (Gauss) 16	Body	2
2 PPC	Turret	14
Anti-Missile System	Turret	.5
Anti-Missile System	Front	.5
Ammo (AMS) 24	Body	2
CASE	Body	.5

Notes: Features the following Design Quirks: Low Profile, Hard to Pilot, Fast Reload.



KELSWA ASSAULT TANK



Mass: 95 tons
Movement Type: Tracked
Power Plant: Pitban 285 Fusion
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Armor: ArcShield Heavy Ferro-Fibrous with CASE
Armament:
2 Grizzard Model 200 Gauss Rifles
2 Defiance Model XII Extended Range Medium Lasers
2 Coventry Heavy Autogun
Manufacturer: Arcturan Arms
Primary Factories: Arcturus, Buena
Communications System: Arc-Signal A75
Targeting and Tracking System: Angst Clear View 2A

Kelswas appear across the Inner Sphere, including in the *toumans* of two Clans, and in every case they offer sterling service in shock and garrison units. Prized for their hard-hitting firepower and ease of maintenance, they are often assigned to veteran NCOs or platoon commanders, who rely on their resiliency to protect them while they protect their mates.

CAPABILITIES

At ninety-five tons the Kelswa is heavy enough to stand against almost any enemy on the battlefield, but its limited weaponry denies it the flexibility of more diversely-armed tanks. Powerfully armed and armored, but somewhat slow given modern standards, the Kelswa's longevity and widespread deployment can be laid at its ability to fulfill its chosen roles well.

DEPLOYMENT

At Calipee Pass on Hesperus II in 3145, a pair of Kelswas formed the bulwark of a company of heavy tanks built mostly of DI Schmitt tanks. The two Kelswas had been attached to the company only days before by mistake—they had been intended for an all-Kelswa company forming from militia reserves—and were thrown into combat against a Clan Trinary along with the rest of the company.

As the hauptmann in charge placed his tanks, the Kelswas were assigned to the center echelon, behind the Schmitts, where they could fire from cover. As the Trinary of the Raptor Keshik approached, the hauptmann concentrated on fighting the tanks he was familiar with—the Schmitts—and ignored the pair of Kelswas. As the Schmitts ground away at the Falcons, supported by battle armor harassers, First Leutnant Kilcracken opened fire.

Four Gauss rifles made a powerful, if unflashy, addition to the battle. While the Clansmen were distracted by the deluge of autocannon fire from the Schmitts' rotary autocannon, the Kelswas fired and fired and fired again. Gauss impact tore great rents in the Falcons' armor, damage which the Schmitts exploited to deadly effect. Though the company forced the Falcon Trinary to withdraw, both of Kilcracken's Kelswas were disabled once the Falcons discovered them and were abandoned when the Lyrans fled Hesperus.

Kelswas also serve in the ranks of the mercenary Halsten's Brigade, an all-armor outfit under contract to the planetary government of Venaria. In mid-3142 a small force of unmarked 'Mechs and battle armor attacked a militia outpost in the Candrell badlands; a platoon of Kelswas was stationed nearby and immediately went to the militia outpost's aid. Though they were too late to stop the pirates from destroying the militia defenders and looting the outpost, they did intercept the four 'Mechs and two dozen battlesuits as they returned toward their DropShip. The Kelswas attacked, certain that the 'Mechs would escape. With only time for three or four barrages, and lacking the speed to keep up, every shot counted. The lieutenant in command ordered concentrated fire. The first salvo amputated an antiquated Marian-built *Centurion*'s right leg. The second tore the arms from an *Enfield*, while the third only managed to damage the armor of a fast-moving *Wraith*. None of the battlesuits were hit, but the 'Mechs' damage meant they lost most of the loot they were carrying in strap-on nets.

NOTABLE UNITS

Somerset Striker: Nicknamed by a Jade Falcon garrison commander with a twisted sense of humor, the "Somerset Striker" is a reliable old Kelswa that has nevertheless seen better days. Yet even with one of its Gauss rifles permanently out of commission, it has still gotten the better of many pirate raiders over the years. More recently, the "Striker" was part of the defense of Somerset against the same mysterious force which hit several other Falcon worlds in the region. The "Striker" scored a crippling hit against the raiders' apparent leader before itself succumbing to damage to its motive system.

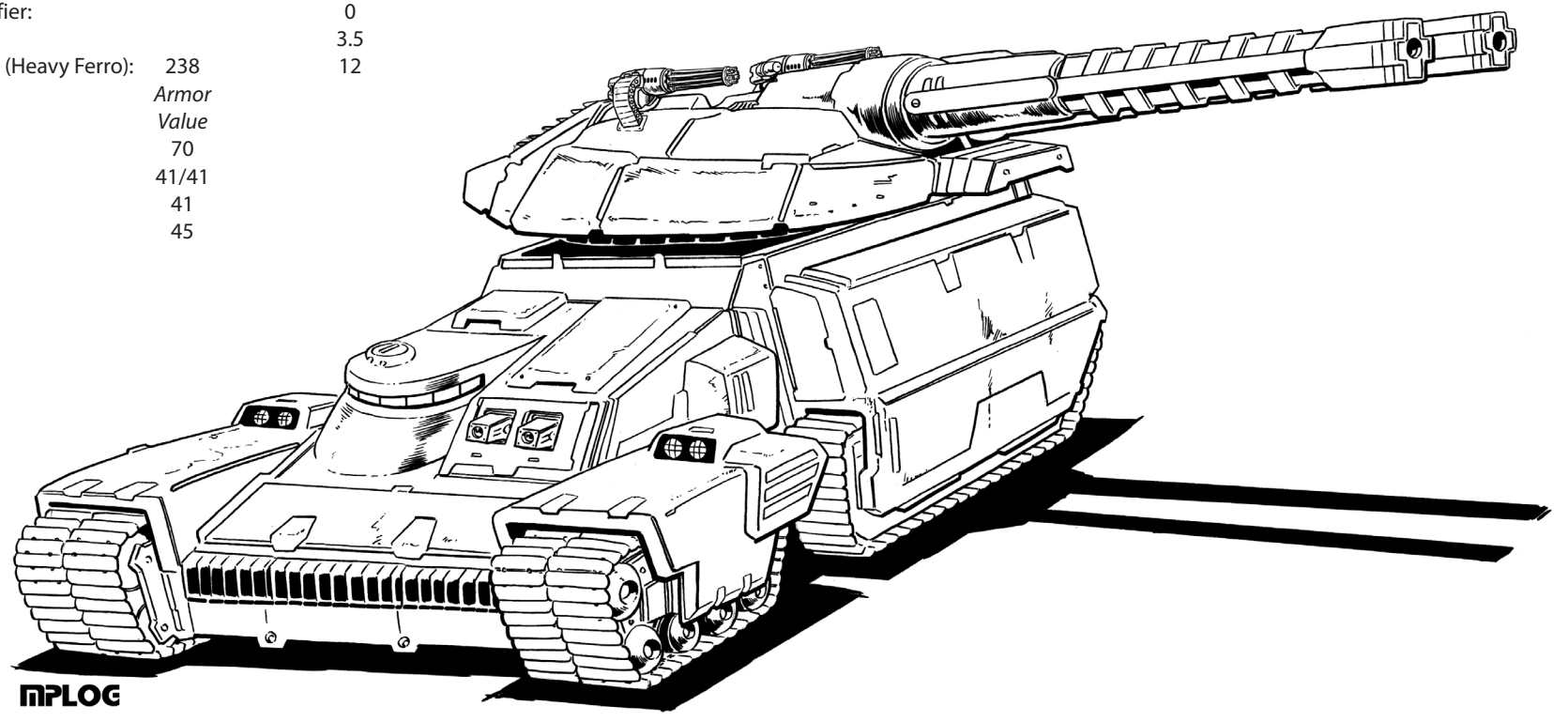
Jojo McClintock: CO of Jojo's Jesters, McClintock commanded a Kelswa in the LCAF before deserting when Clan Wolf assaulted Hyde. Making his way to Galatea, he signed on with a new merc unit that had acquired a crewless Kelswa. He soon took over, renamed the unit and signed on with the League for garrison duty. Learning the Lyrans had a price on his head, he hired out to the Capellans and was stationed on New Aragon two weeks before Task Force Navarre came calling.

KELSWA ASSAULT TANK

Type: **Kelswa**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 95
Battle Value: 1,748

Equipment		**Mass**
Internal Structure:		9.5
Engine:	285	25
Type:	Fusion	
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		5
Lift Equipment:		0
Power Amplifier:		0
Turret:		3.5
Armor Factor (Heavy Ferro):	238	12
	Armor Value	
Front	70	
R/L Side	41/41	
Rear	41	
Turret	45	

Weapons and Ammo	**Location**	**Tonnage**
2 Gauss Rifles	Turret	30
Ammo (Gauss) 40	Body	5
2 Heavy Machine Guns	Turret	2
2 ER Medium Lasers	Front	2
Ammo (Heavy MG) 50	Body	.5
CASE	Body	.5



GULLTOPPR OMNIMONITOR



Mass: 190 tons
Movement Type: Tracked
Power Plant: Edasich Motors 380 XL Fusion
Cruising Speed: 21 kph
Maximum Speed: 32 kph
Armor: Star Slab/3 with CASE
Armament:
61.5 tons of pod space (maximum of 30 tons in turret 1, and 25 tons in turret 2)
Manufacturer: WC Site 4
Primary Factories: Arc-Royal
Communications System: K9 Communications System
Targeting and Tracking System: Hunter (2) Dedicated TTS

First appearing after the turn of the century, the Gulltoppr OmniMonitor started as a heavier version of Clan Wolf-in-Exile's Heimdall Ground Monitor Tank. Clocking in at twice the Heimdall's mass and constructed to utilize modular weapon technology, the Gulltoppr is a purely defensive unit capable of mounting considerable weaponry. Typical OmniMonitor hulls are shipped sans-armament to the eventual duty station; upon arrival the hulls are assembled using whatever modular munitions are locally available. This flexibility allows Clan Wolf-in-Exile to manufacture as many empty Gulltoppr chassis as possible while placing the burden of armament on the buyer.

CAPABILITIES

Although the Gulltoppr lacks mobility its large array of modular weaponry, the targeting flexibility of dual turrets, and extensive armor coverage more than make up for any speed deficit by rendering each OmniMonitor a daunting, fortress-like target. This makes the Gulltoppr an ideal choice for important garrison assignments where speed and maneuverability are lesser factors in mounting a successful defense. In addition to the OmniMonitor's intimidating size, standard loadouts increase survivability by incorporating ECM suites and often including a pair of anti-missile systems.

DEPLOYMENT

Due to Clan Wolf-in-Exile's relationship to the Lyran Commonwealth's neighbors and the realities in manufacturing and arming the chassis, Gulltopprs serve mostly within the Clan, the LCAF, and the Kell Hounds.

The OmniMonitor has been in service for more than forty years. One of its most recent decisive engagements occurred on Porrima in 3144. The remnants of the Kell Hounds were hunting down all Falcon-allied Clan Hell's Horses Clusters attempting to invade the Lyran Commonwealth and faced down the Second Horde Cluster. In an effort to even the odds, Star Colonel Dean Lassenerra sent a mixed Binary to seize the Kell Hound DropShips and lure the mercenaries into a vulnerable position. Mistaking the defending platoon of Gulltopprs for retooled Wolf-in-Exile Heimdalls, the Horses disregarded them until the OmniMonitors tore into the Clan warriors' advance and sent the survivors into retreat.

NOTABLE UNITS

Leutnant Helen Xitobor: Leutnant Xitobor's Gulltoppr was in the maintenance bay on Ludwigshafen when the Ninth Falcon Talon sent a Trinary to test the Fifteenth Lyran Regulars' defenses in February 3146. The conversion from primary to A configuration was only partially complete, but she knew she could not wait. She drove her half-armed Gulltoppr into the forest surrounding Freiheit into a prepared position and waited, like others did in strategic approaches around the city. Unfortunately, the Falcons did not attack from the direction she'd hoped. Enemy fire striking the rear of the Gulltoppr was her first indication of trouble, as the Falcon approach used the trees perfectly to screen their approach from sensors. Knowing she could never outrun the attackers, she spun her turret and opened fire with her Gauss rifles, the only weapons she possessed. One OmniMech went down. Then another. Her armor was taking terrific punishment, but she continued pouring it on. After the third Falcon 'Mech collapsed with a cored torso, the raiders swarmed the tank and obliterated it with relentless weapons fire and physical attacks. A fourth OmniMech went down before Xitobor's guns were silenced forever. The Falcons retreated, reporting that the defenders were fanatical, sparing Ludwigshafen for a time.

GULLTOPPR OMNIMONITOR

Type: **Gulltoppr**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 190
Battle Value: 3,151

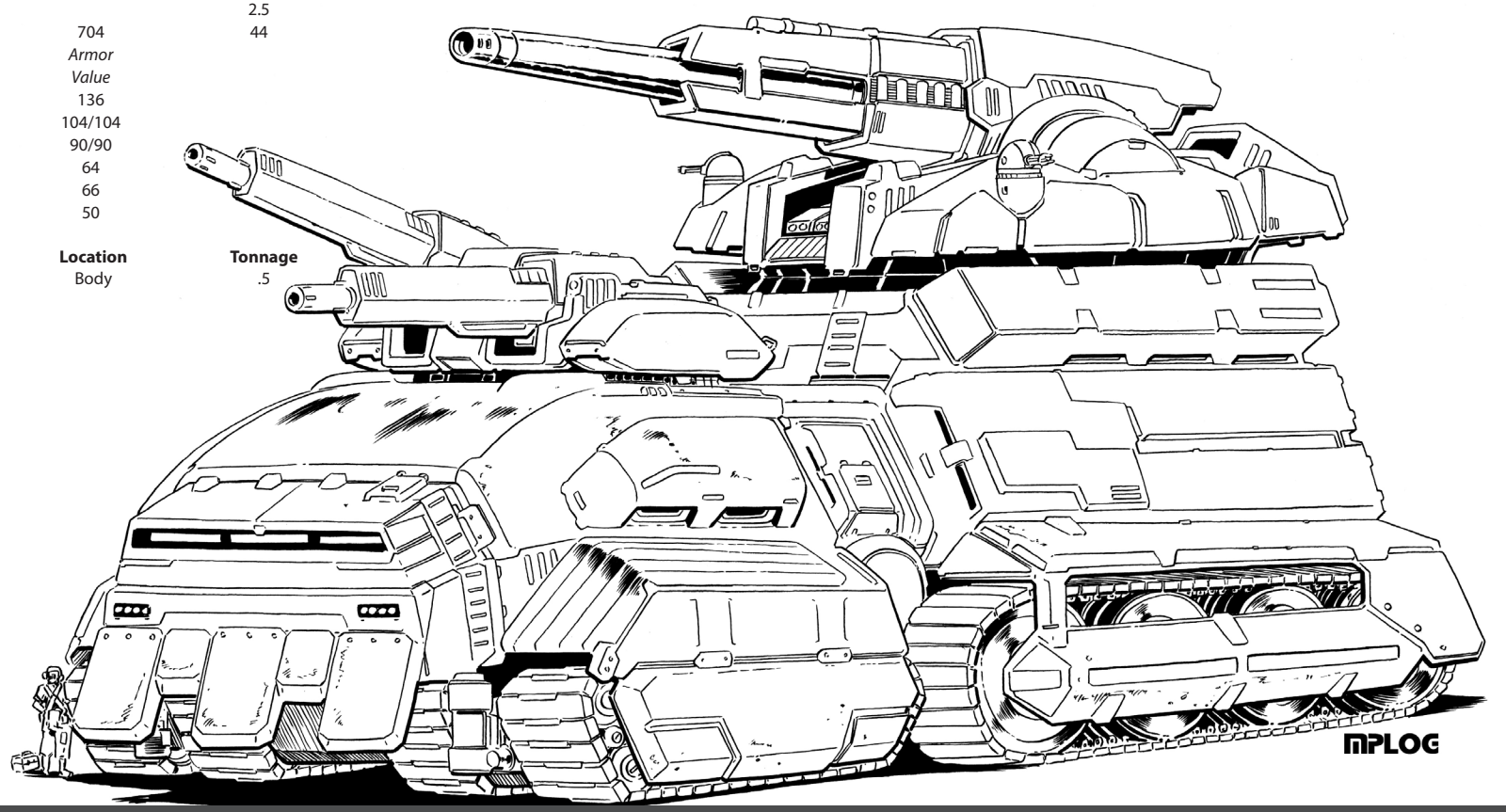
Equipment		**Mass**
Internal Structure:		38
Engine:	380	31
Type:	XL Fusion	
Cruise MP:	2	
Flank MP:	3	
Heat Sinks:	10	0
Control Equipment:		9.5
Lift Equipment:		0
Power Amplifier:		0
Turret 1:		3
Turret 2:		2.5
Armor Factor:	704	44
	Armor Value	
Front	136	
FR/FL Side	104/104	
RR/RL Side	90/90	
Rear	64	
Turret 1	66	
Turret 2	50	

Fixed Equipment	**Location**	**Tonnage**
CASE	Body	.5

Weapons and Ammo	**Location**	**Tonnage**
Primary Configuration—Advanced		
2 Gauss Rifles	Turret 1	30
Ammo (Gauss) 32	Body	4
Long Tom Cannon	Turret 2	20
Ammo (Long Tom) 15	Body	3
2 Anti-Missile Systems	Turret 2	1
Ammo (AMS) 24	Body	2
Guardian ECM Suite	Body	1.5
Configuration A—Mixed		
2 Gauss Rifles (C)	Turret 1	24
Ammo (Gauss) 32	Body	4
3 LRM 20 (C)	Turret 2	15
3 Artemis V (C)	Turret 2	4.5
Ammo (LRM) 48	Body	8
Targeting Computer (C)	Body	5
ECM Suite (C)	Body	1
Battle Value: 3,668		

Weapons and Ammo	**Location**	**Tonnage**
Configuration B—Advanced		
Long Tom Cannon	Turret 1	20
Long Tom Cannon	Turret 2	20
Ammo (Long Tom) 40	Body	8
2 Boosted C^3 Master Units	Body	12
Guardian ECM Suite	Body	1.5
Battle Value: 2,861		

Notes: Features the following Design Quirks: Battle Computer, Difficult to Maintain, Non Standard parts, Oversized, Poor Performance.



DESTRIER SIEGE VEHICLE



Mass: 200 tons
Movement Type: Tracked
Power Plant: GM SuperLoad 400 XL Fusion
Cruising Speed: 22 kph
Maximum Speed: 32 kph
Armor: Johnston Bastion Plate 530 Hardened with CASE
Armament:
2 Mydron Model L Long Tom Artillery Cannons
2 Bright Blossom Extended Range Medium Lasers
6 GM Light Machine Guns
4 MainFire Point Defense Anti-Missile Systems
Manufacturer: General Motors
Primary Factories: Salem
Communications System: Achernar Electronics HICS-17 with C^3 Slave and Guardian ECM Suite
Targeting and Tracking System: Federated Bombard Mk. II

Despite the formation of its light combat teams and its public declarations of defensive doctrine, the adoption of the Destrier Siege Vehicle at the turn of the thirty-second century proved that the AFFS hadn't completely rejected offensive warfare. That it would shortly be embroiled in the Victoria War—where it was the aggressor—demonstrated to the Inner Sphere that the Federated Suns had not forgotten all of Hanse Davion's lessons.

CAPABILITIES

Twice the mass of a conventional assault tank, wrapped in almost forty tons of hardened armor and armed with a pair of turreted Long Tom assault cannons, the Destrier excels at reducing enemy fortifications to dust within minutes of its arrival. Heavy defensive weaponry and thick armor just barely compensate for its slow speed, however.

DEPLOYMENT

Given the relative scarcity of AFFS invasions, the most notable engagement to feature the Destrier came on Spica in 3104. The Eighth Avalon Hussars light combat team, the world's garrison, was attacked by the Third McCarron's Armored Cavalry. Unable to stand against the Third directly, the Eighth planned an ambush with the company of Destriers assigned to it. Using her 'Mechs as bait and her hovertanks as harassers, General Stasi Ivanova led the Capellan vanguard into a valley and destroyed it with concentrated Long Tom fire. As missile artillery began to fall from the Destriers' attached Ballista trailers, the Hussars 'Mechs counterattacked and drove the Capellans into retreat.

Several times during the Kuritan invasion Destriers and their crews have been sacrificed—voluntarily or not—as forlorn hopes to let battered Davion units escape. Too slow to retreat and too large to be easily evacuated, the Destriers make fine last-line holders. On Barlow's End, for instance, a platoon of Destriers set itself outside the gates of the Princess Melissa spaceport. As the DCMS advanced, the Second New Ivaarsen Chasseurs withdrew to their DropShips. A small group of lottery-chosen VTOLs and hovertanks remained to designate targets for the Ballistas' Arrow IV missiles, while the Destriers hid themselves among the spaceport buildings. As the lead 'Mechs of Ryuken-*roku* advanced, the Destriers fired from cover, causing enough confusion that the DropShips could escape. None of the Destrier crews survived to be captured.

NOTABLE UNITS

Sergeant Sandeep Halsey: Sergeant Halsey is the commander of a Destrier Tank attached to the First Davion Guards, and worked closely with them and their mercenary support during the Federated Suns' recapture of New Syrtis in 3147. Originally, his vehicle and its lance operated as defensive batteries for the task force's initial landings, but as the CCAF fell back to the cities, forcing the Davion forces to dig them out, his Destrier was reassigned to a forward artillery support battalion. In the heavy fighting for the capital city, Halsey's vehicle, using spotting data provided by special scout groups like Herzsmann's Heralds (see *Kruger Combat Car* entry, p. 26), accounted for the destruction or disabling of nearly a company of Capellan 'Mechs, and over two companies of combined battle armor and conventional infantry. Halsey's most crucial contribution, however, came when he used his Destrier and its attached missile trailer to take out an *Assault Triumph* DropShip in mid-air using a combination of artillery cluster munitions and air-defense Arrow missiles. The low-flying DropShip, still full of units preparing to deploy outside the city of Charlotte, was unable to cope with the surprise ground-to-air artillery strike, and spun out of control. Its destruction on impact robbed the CCAF of more than a company's worth of 'Mech and vehicle support.

DESTRIER SIEGE VEHICLE

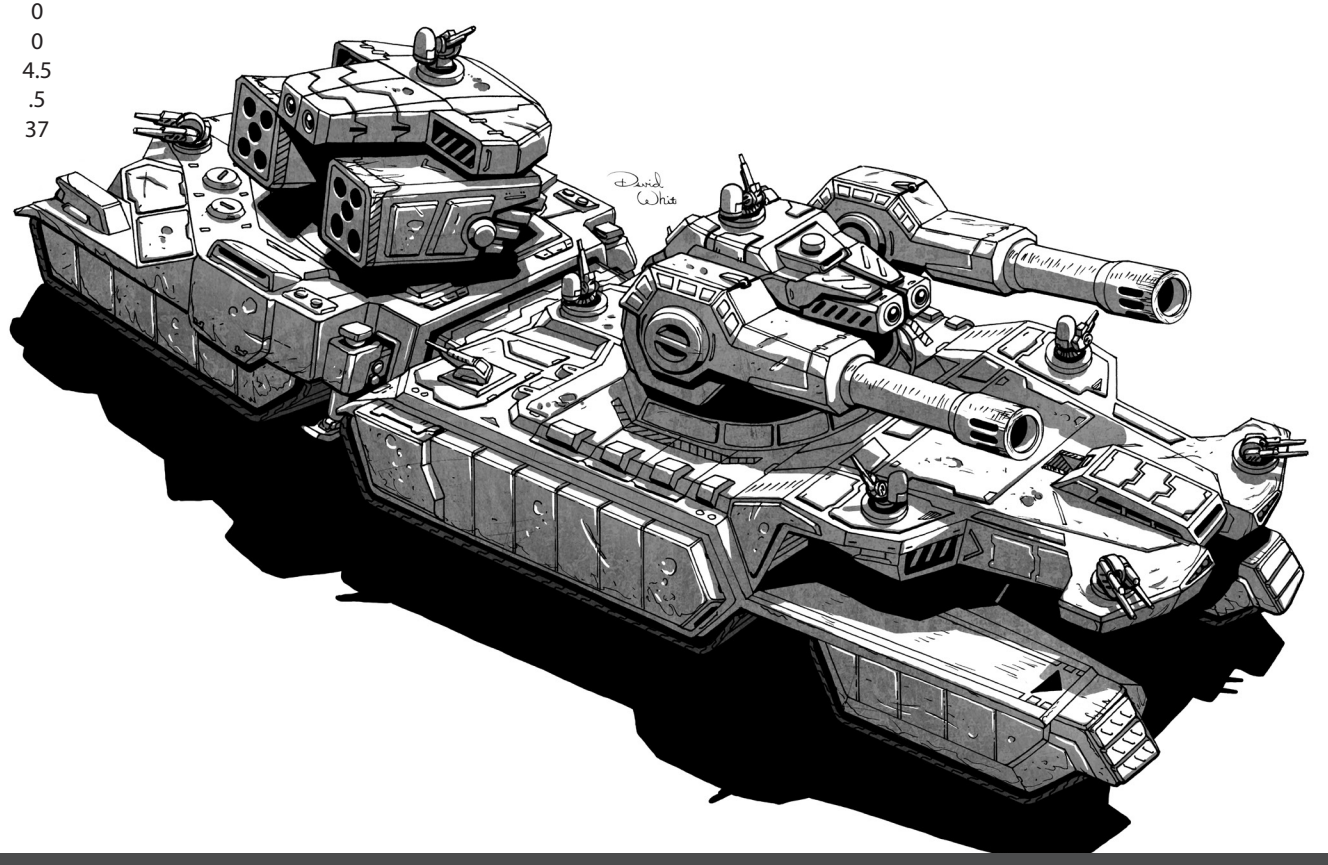
Type: **Destrier Siege Vehicle**
Technology Base: Inner Sphere (Advanced)
Movement Type: Tracked
Mass: 200 tons
Battle Value: 2,859

Equipment		**Mass**
Internal Structure:		40
Engine:	400	40
Type:	XL Fusion	
Cruise MP:	2	
Flank MP:	3	
Heat Sinks:	10	0
Control Equipment:		10
Lift Equipment:		0
Power Amplifier:		0
Turret:		4.5
Sponson Turrets:		.5
Armor Factor (Hardened):	296	37
	Armor Value	
Front	60	
Front R/L Side	45/45	
Rear R/L Side	35/35	
Rear	35	
Turret	41	

Weapons and Ammo	**Location**	**Mass**
2 Long Tom Cannons	Turret	40
Ammo (Long Tom) 40	Body	8
2 ER Medium Lasers	Turret	2
Anti-Missile System	Turret	.5
Ammo (AMS) 48	Body	4
Anti-Missile System	Right Sponson	.5
2 Light Machine Guns	Right Sponson	1
Anti-Missile System	Left Sponson	.5
2 Light Machine Guns	Left Sponson	1

Weapons and Ammo	**Location**	**Mass**
Ammo (Light MG) 200	Body	1
Infantry Compartment	Body	4
Guardian ECM Suite	Body	1.5
C^3 Slave Unit	Body	1
Communications Equipment	Body	1
CASE	Body	.5
Anti-Missile System	Rear	.5
2 Light Machine Guns	Rear	1
Trailer Hitch	Rear	0

Notes: Features the following Design Quirks: Improved Targeting-Long, Oversized, Poor Performance, Non-Standard Parts.



BISHOP TRANSPORT VTOL



Mass: 45 tons
Movement Type: VTOL
Power Plant: Michaelson Fuel Cell
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Armor: StarSlab Civic 8
Armament:
None
Manufacturer: Michaelson Heavy Industries
Primary Factories: Ruchbah, June
Communications System: Garret Supremesound
Targeting and Tracking System: None

Seen in service across the Inner Sphere, the Bishop Transport VTOL is the unsung workhorse of many modern militaries. The Bishop began production in 3093 on the Republic world of Ruchbah, and its success in the Republic Armed Forces meant that demand outpaced production—so much so that in 3118 Michaelson Heavy Industries (MHI) opened a second production line on the Federated Suns world of June. Over fifty years from its debut, the Bishop Transport VTOL remains highly sought after, with a three-year backlog on orders.

CAPABILITIES

The Bishop's heavy lifting capabilities required a sturdy propulsion system with multiple redundancies. A set of four powerful and self-contained pods using turbo-prop induction fans are installed, two at the front and two over the aft of the transport. These pods rotate in any direction along the centerline of the transport, giving the Bishop a high cruising speed and increased stability in difficult atmospheric conditions. The efficiency of the fuel cell system powering the Bishop allows for continual use of the VTOL at top speeds for over six hours at a time, meaning less downtime spent refueling and more cargo being moved. One unique selling point for the Bishop is an advanced cargo grapple/harness system that allows the transport to securely lift cargo containers of many different shapes and designs.

DEPLOYMENT

The Bishop is found not only in the militaries of the Inner Sphere, but in large commercial shipping fleets and spaceports. One of the most spectacular uses of the Bishop is by Cephalopod Food Alternatives Ltd based on Mermentau. Each planetary autumn speckled-back prairie squid are wrangled into large shipping containers placed in the middle of the Alpena Plains. The hum from the Bishops' induction fans is used to drive the prairie squid into the containers, which are sealed and shipped by the same vehicles. While other meat animal companies use the Bishop, the annual harvest by CFA Ltd is the only event to draw spectators and HV coverage, as prairie squid have been known to grapple and drag down Bishops flying too low.

NOTABLE UNITS

"Isesaki Shipping" Fleet: After the fall of Franklin to the Draconis Combine in 3144, the local Federated Suns planetary militia was forced to go into hiding after a bombing run destroyed its empty DropShip on the tarmac. Though the militia possessed less than a company of light 'Mechs, all of them vanished without a trace, only to later cause grief for the garrisoning Fifth Ghost Regiment. Over the next few years, these 'Mechs would appear unexpectedly, strike targets of opportunity, and then disappear again.

The Fifth Ghost attempted to track these 'Mechs but met without success. Not until elements of Operation PERCEVAL attempted to link up with the planet's underground resistance in 3147 did the truth emerge. A brave fleet of civilian Bishop pilots had colluded with the militia's engineers to provide their 'Mechs a rapid transit system that did not rely on DropShips. Each militia 'Mech was partially disassembled, which required detaching the limbs and removing the fusion engine. Then each component was placed into unmarked cargo containers with forged manifests, and the Bishops that flew these containers across extremely long distances were painted and tagged as belonging to Isesaki Shipping's logistics fleet. The Bishops would transport the piecemeal 'Mechs hundreds of kilometers away from the original strike, and the militia engineers would reassemble the 'Mechs once all the parts reached their destination.

BISHOP TRANSPORT VTOL

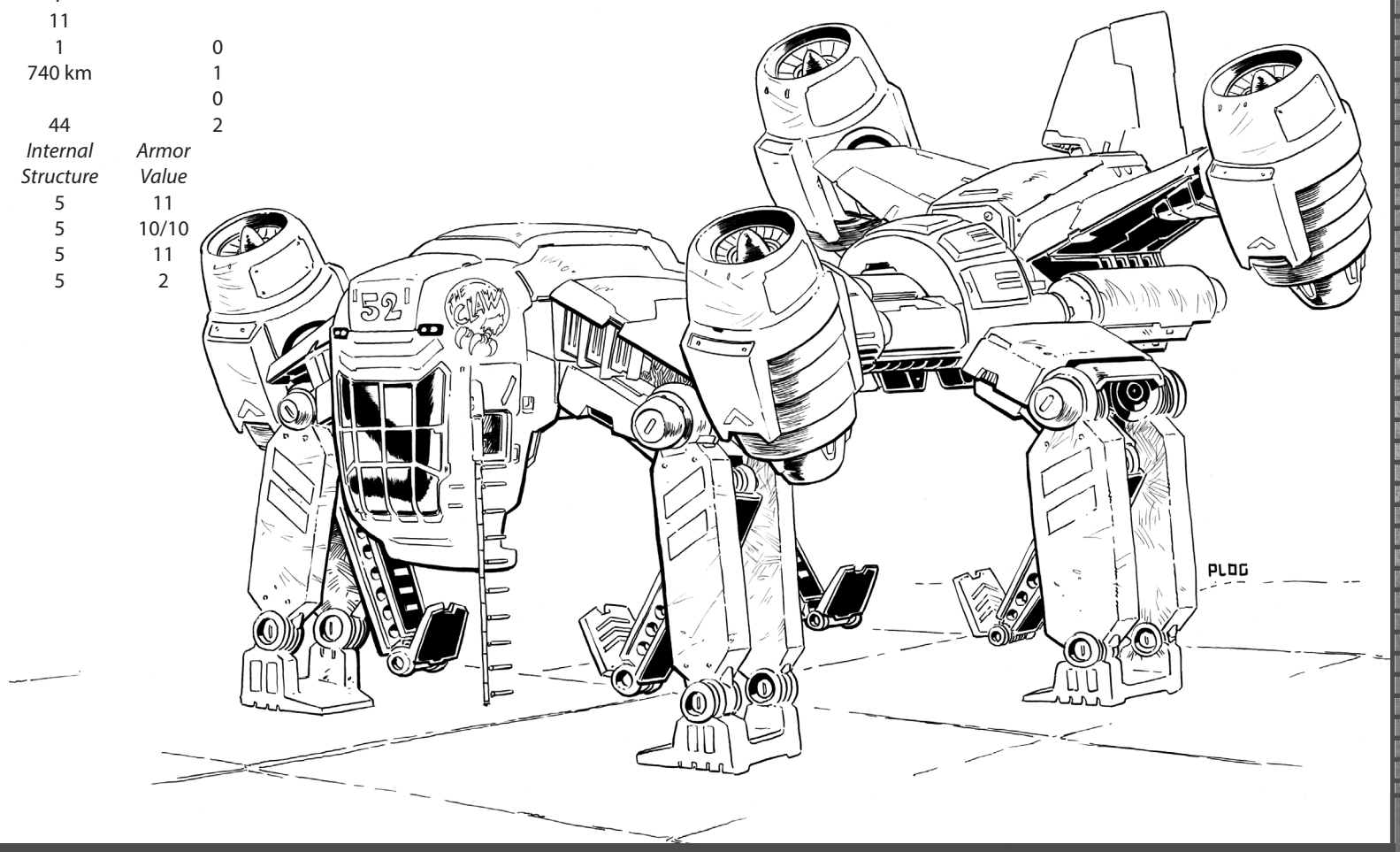
Type: **Bishop**
Technology Base: Inner Sphere
Movement Type: VTOL (Large)
Equipment Rating: X-X-X-D
Mass: 45 tons
Battle Value: 190

Equipment			**Mass**
Chassis:			23
Engine/Controls:	Fuel Cell		9
Cruise MP:	7		
Flank MP:	11		
Heat Sinks:	1		0
Fuel:	740 km		1
Turret:			0
Armor Factor (BAR 8):	44		2
	Internal Structure	*Armor Value*	
Front	5	11	
R/L Side	5	10/10	
Rear	5	11	
Rotor	5	2	

Weapons and Ammo	**Location**	**Mass**
None	—	—

Crew: 2 (2 enlisted/non-rated)
Cargo:
1 Container (10 tons)

Notes: Features Environmental Sealing Chassis Modification. Features the following Design Quirks: Easy to Pilot, VTOL Rotor Arrangement (Dual).



SAVIOR REPAIR VEHICLE



Mass: 60 tons
Movement Type: Tracked
Power Plant: GM Medium Industrial Fusion
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Armor: Durallex Modified Heavy
Armament:
1 Magna Mk I Small Laser
Manufacturer: General Motors
Primary Factories: Kathil, Salem
Communications System: Garret Supremesound
Targeting and Tracking System: None

Major repairs under field conditions have always been risky, even under the best conditions. Despite the availability of various salvage and recovery vehicles to mitigate risk, these attempts often failed or resulted in further complications. This kept most military organizations tied to their DropShips, repair depots and even factories for major repairs and refits. The Savior Repair Vehicle, and other vehicles like it, changed all that.

CAPABILITIES

First developed in 3059 to support Operation Bulldog, the mobile field base (MFB) has become ubiquitous. Though there are many models and manufacturers, General Motors' Savior Repair Vehicle is by far the most prevalent. Able to conduct salvage operations, recover and repair disabled 'Mechs and vehicles, or simply resupply combat units in the field, few regiments willingly deploy without at least one of their "saviors."

DEPLOYMENT

Many battles have been lost or won based on the ability to get damaged 'Mechs back into the fight faster than an opponent.

In 3103, an AFFS task force invaded the Capellan world of Victoria. Arrayed against an equally impressive Capellan force, the invasion stagnated into a bloody siege that dragged on for months. Repair crews worked night and day repairing damaged 'Mechs and vehicles, only to recover and repair the very same machines hours later. Because the invaders fielded twice as many repair vehicles as did the defenders, an eventual Capellan defeat appeared certain.

Acting on inspiration, *Sao-shao* Mike Alonzo slipped a company of Fa Shih battle armor behind AFFS lines. At dusk, his company attacked AFFS field bases and mined resupply routes, destroying or crippling dozens of Saviors and other MFBs. The raid severely hindered AFFS combat operations, protracting the campaign for months.

Saviors have also been used to great effect as infantry and ammunition transports.

During Operation Showtime on Solaris VII during the Jihad, the Solaris Home Defense League (SHDL) faced significant hurdles to organizing an effective resistance against the Word of Blake. Chief among these problems was a lack of weaponry, ammunition and, most importantly, transports to move them. What they did have were several Savior Repair Vehicles hidden throughout Solaris City and the Reaches that they used to stage resistance operations.

In June 3070, the SHDL attacked several Blakist caches throughout the International Zone. Using their Saviors' infantry bays to transport several platoons of infantry and Dispossessed MechWarriors, they seized much needed 'Mechs, ammunition and parts. As they returned to their hidden bases they were ambushed by Blakist infantry. Two of the Saviors, now packed with ammunition, took missile hits to their fully-laden cargo compartments. Fortunately, the CASE-lined compartments saved the crews and their passengers, along with much of the critical supplies. Both vehicles were later salvaged and continued repair operations throughout the war.

NOTABLE UNITS

Gutted Pig: The "Gutted Pig" is a staple of the training videos shown to Savior crews, but not until *after* the sale is final. The details of the units involved has been lost to history, but the last battle of the "Gutted Pig" occurred during the Jihad. Two sides had been fighting a savage battle with tons of abandoned salvage left all over the battlefield. The scavenger crew of the (at the time) "Happy Pig" moved in to see what treasures had been left behind. In the middle of loading the torso of one 'Mech, the battle returned to the area. With no affiliation to either force, the "Happy Pig" became the target of both sides and paid the price. What little remained was left to rot; neither side claimed the destroyed salvage vehicle. Renamed the "Gutted Pig" by the General Motors holovid, the story tells a strong precautionary tale for independent salvage crews.

Den Mother: "Den Mother" was one of the few Kell Hounds forces that survived the fall of Arc Royal. Working the back lines, it became apparent to "Den Mother's" commander that the battle was a lost cause. "Den Mother's" crew fled, loading up as many Kell Hounds dependents as it could. Safely extracting the civilians to the departing DropShips allowed them to join Callandre Kell's retreating forces. Some hotheads curse the crew for running from the fight, but they know the safety of civilians was more important than any personal honor.

SAVIOR REPAIR VEHICLE

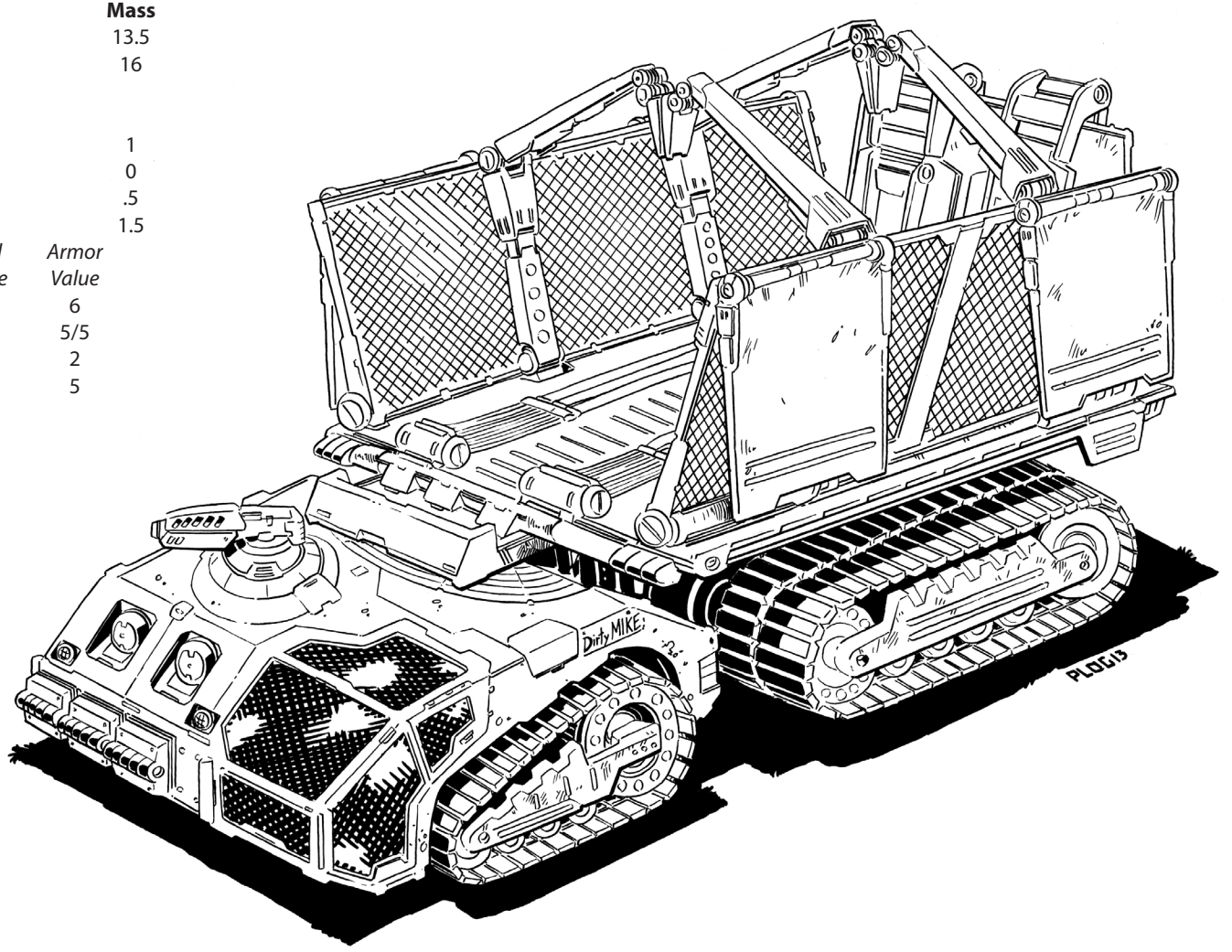
Type: **Savior**
Technology Base: Inner Sphere
Movement Type: Tracked (Medium)
Equipment Rating: X-X-E-D
Mass: 60 tons
Battle Value: 152

Equipment			**Mass**
Chassis:			13.5
Engine/Controls:	Fusion		16
Cruise MP:	4		
Flank MP:	6		
Heat Sinks:	1		1
Fuel:			0
Turret:			.5
Armor Factor (BAR 10):	23		1.5
	Internal Structure	*Armor Value*	
Front	6	6	
R/L Side	6	5/5	
Rear	6	2	
Turret	6	5	

Weapons and Ammo	**Location**	**Mass**
Small Laser	Turret	.5

Crew: 10 (2 officers, 7 enlisted/non-rated, 1 gunner)
Cargo:
3.5 tons standard — 1 Door (Rear)
3 tons Infantry Compartment

Notes: Features Tech D Chassis, Engine/Controls and Armor, Armored Chassis Modification, mobile field base (20 tons), CASE (.5 tons). Features the following Design Quirks: Easy to Maintain.



ARION



Mass: 35 tons
Chassis: Csesztreg QuadVee 35.2 Endo Steel
Power Plant: Light Force (Standard) 210
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: Compound H17 Ferro-Fibrous
Armament:
2 Type 1 Cross-Pattern SRM 4 Launchers
1 Series 7K Extended Range Large Laser
Manufacturer: Csesztreg Industriplex Alpha Annex
Primary Factory: Csesztreg
Communications System: CH2 Series Integrated
Targeting & Tracking System: Version Gamma-V TTS

Where the *Cyllaros* was clearly a proof-of-concept machine, aimed at exploring the feasibility of the QuadVee, the *Arion* is an effort to produce a machine that is faster and more effective as a harasser. This model was present in the first confirmed battle involving the Horses' new QuadVees (quadruped vehicles) on Derf in 3136.

Like the others of its kind, the *Arion* suffers from limited space and tonnage to excel either as a 'Mech or as a combat vehicle, but its enhanced mobility and unified cockpit style demonstrates a certain maturity in this QuadVee that is absent in the *Cyllaros*.

CAPABILITIES

As a quadruped 'Mech, the *Arion* can negotiate terrain with ease, and the ability to rotate its entire upper body through 360 degrees gives it a field of fire unmatched by conventional bipeds. Its dual-pilot cockpit system plays to the Horses' underlying belief in teamwork between warriors of different skill sets, placing MechWarriors and vehicular gunners in joint command of a single machine.

Unfortunately, the limiting factors of its conversion equipment, dual-pilot system, and tracks left the *Arion* with precious little room for weapons and engine power. The result is a light 'Mech that can be outpaced by modern mediums, and outgunned by vehicles lighter than itself.

DEPLOYMENT

The *Arion*, like all QuadVees, is exclusively used by Clan Hell's Horses. The Jade Falcons and the Wolves have shown no interest in this strange notion, and the Rasalhague Dominion seems likewise unimpressed with its performance.

There have been few confirmed combat actions involving the *Arion* itself, but two cases—both involving the Ninety-first Mechanized Assault Cluster—have seen this QuadVee in action against the Rasalhague Dominion. The first occurred on Weingarten in 3139, when elements of the Dominion's Rasalhague Galaxy raided the planet. The second came in 3143, when the Ninety-first hit Gunzburg with a raid of its own.

On Weingarten, the Horses successfully defended against the Dominion's Second Tyr Assault Cluster, where a mixed Star of *Arion*s and *Harpagos*es played an effective support role. With their long range firepower and broad firing fields the QuadVees projected damage in all directions so quickly that the Second Tyr briefly thought it was facing two supporting Stars instead of just one. Rendered cautious, the attackers slowed their advance, losing valuable momentum that the remaining Horses easily exploited.

The action on Gunzburg proved less than stellar. There, the Second Freemen Cluster's artillery kept the Horses off balance, hammering a vehicle Star that included a pair of *Arions* so badly that the QuadVees had to prematurely break ranks, abandoning their disabled brethren as the 'Mechs sought cover in a thick copse of nearby woods. Ironically, this tactical blunder demonstrated the advantages of the QuadVees over vehicles—at the expense of no less than six combat crews.

NOTABLE UNITS

Star Commander Neville: Neville's Star was part of a Seventh Rangers Cluster Trinary sent to eradicate a pirate band operating out of Last Chance. Neville's star of *Arion*s disembarked on their tracks, looking like some strange new vehicle. The pirates focused on the two Stars of fast OmniMechs closing on their mountain-ringed base. Neville's Star moved quickly to flank the pirates. The pirates, feeling secure from tanks, were stunned when the QuadVees reappeared almost in their midst, *walking* over the hindering terrain. The stunned pirates were obliterated, and Star Commander Neville commended for demonstrating the QuadVee's utility.

Marvin: Marvin is a MechWarrior sibko washout. He wound up in an *Arion* after winning a Trial of Refusal over becoming *solahma*. He is a miserable wretch who only seeks a moment of glory in a wasted life. His *Arion* Star's transfer to the Eighty-second Mechanized Cavalry has given him hopes that a Jade Falcon reprisal raid will allow him to redeem his existence.

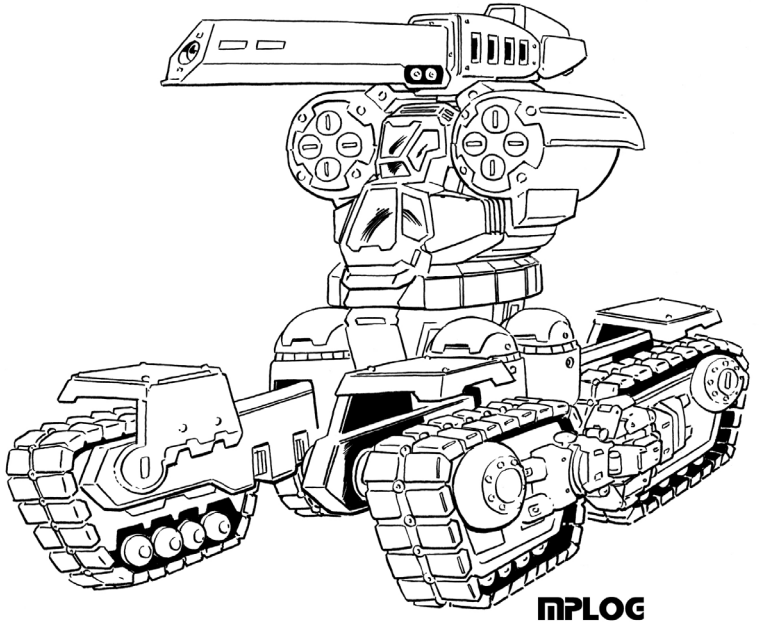
ARION

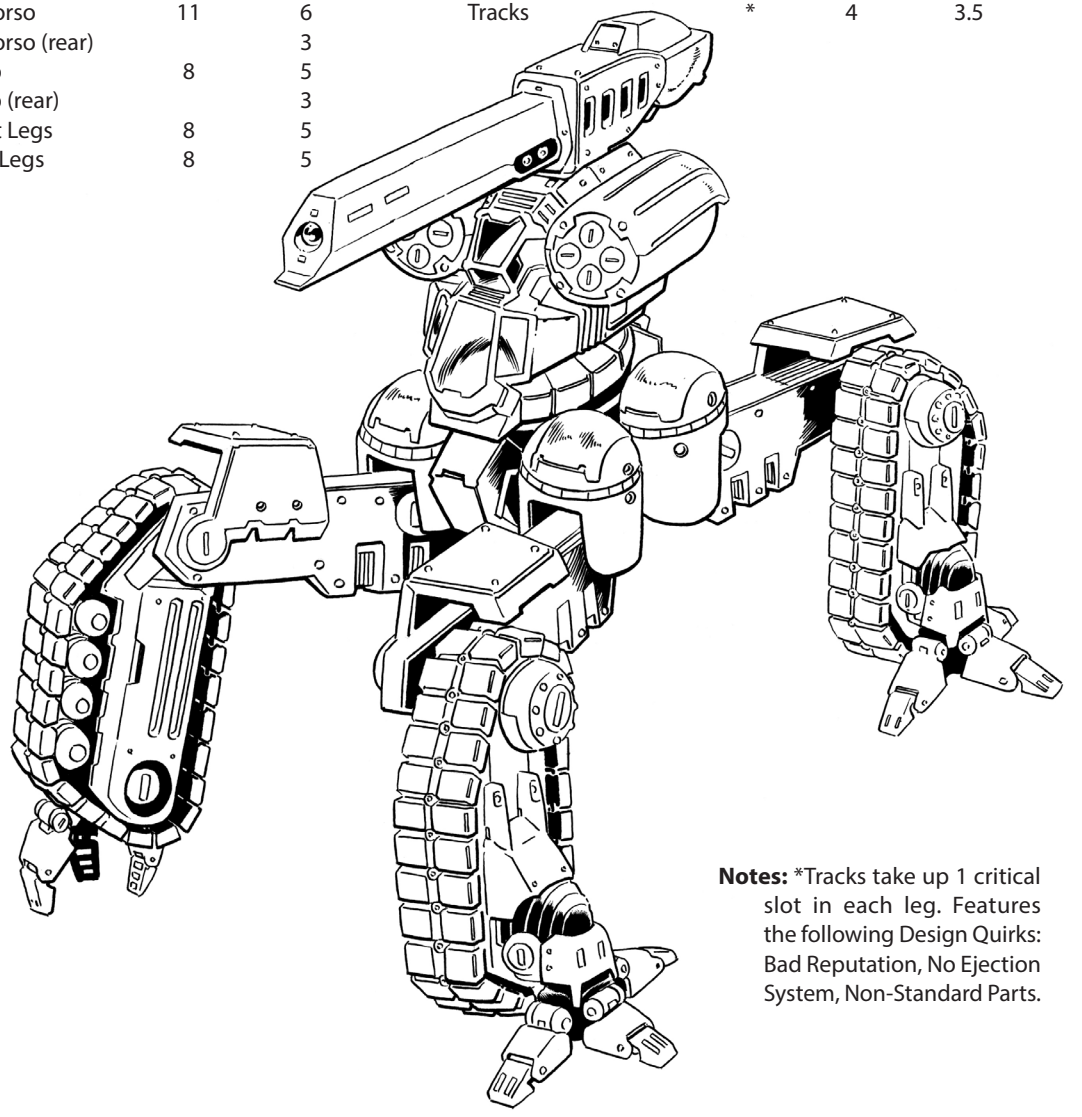
Type: **Arion**
Technology Base: Clan (Advanced)
Tonnage: 35
Battle Value: 849

Equipment		Mass
Internal Structure:	Endo Steel	2
QuadVee Conversion Eqpt:		4
Engine:	210	9
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Tracked Cruise MP:	6	
Tracked Flank MP:	9	
Heat Sinks (Laser):	10 [20]	0
Gyro:		3
Cockpit:		4

Equipment			Mass
Armor Factor (Ferro):	48		2.5
	Internal Structure	*Armor Value*	
Head	3	3	
Center Torso	11	6	
Center Torso (rear)		3	
R/L Torso	8	5	
R/L Torso (rear)		3	
R/L Front Legs	8	5	
R/L Rear Legs	8	5	

Weapons and Ammo	Location	Critical	Tonnage
SRM 4	RT	1	1
ER Large Laser	CT	1	4
SRM 4	LT	1	1
Ammo (SRM) 25	LT	1	1
Tracks	*	4	3.5





Notes: *Tracks take up 1 critical slot in each leg. Features the following Design Quirks: Bad Reputation, No Ejection System, Non-Standard Parts.

BOREAS



Mass: 60 tons
Chassis: Csesztreg QuadVee 60.X Template
Power Plant: 240 Standard Fusion
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Royal-7 Standard
Armament:
12 tons of pod space available
Manufacturer: Csesztreg Industriplex Alpha Annex
Primary Factory: Csesztreg
Communications System: CH2 Series Integrated
Targeting and Tracking System: Version Gamma-V TTS

The *Boreas* originally emerged as a prototype for Clan Hell's Horses new BattleMech-vehicle hybrid known as the QuadVee. While it did not immediately reach the production levels of the *Arion*, *Cyllaros*, and *Harpagos* models covered in prior tech briefs, it appears that the moderate success of the new combat unit has spurred enough interest to justify upgrading this model from a simple "test frame" to a combat-ready field unit.

The reason for this may be as simple as it is obvious: Unlike the QuadVees that reached the Horses touman initially, the *Boreas* uses modular Omni-pod technology. This feature alone makes the chassis far more versatile and adaptable than its fixed-configuration counterparts—even if the machine itself still suffers from other legacy problems of its early development.

CAPABILITIES

Like all other QuadVees seen to date, the *Boreas* possesses a 360-degree swiveling turret/torso amalgamation, and a reconfigurable chassis that can switch back and forth between quadrupedal 'Mech movement to that of a low-profile tracked vehicle. I suppose one could call it a ground-based analog to the Land-Air 'Mech.

At sixty tons, the *Boreas* only barely outweighs the *Cyllaros* that entered production ahead of it, and uses a smaller engine to boot. Yet the tonnage reserved for weaponry and other mission equipment is only slightly greater than the lighter machine. This is because the *Boreas* mounts substantially more armor, giving it greater survivability in a firefight.

For whatever reason, the production model version of the *Boreas* did not address the divided cockpit configuration that was cited as a weakness by crews of both the *Cyllaros* and the prototype versions of this same chassis. Indeed, the *Boreas*' cockpit is so divided that the upper gunnery position appears to be completely severed from the lower pilot's position by the torso-turret rotation assembly. This, in truth, is an artifact of the early prototype's engineering; in actuality, both positions are connected to the same sensors, communications, and life support systems—albeit via flexible cables and tubes that run through the machine's "waist."

DEPLOYMENT

Clan Hell's Horses only put the *Boreas* into full production around 3145, prior to which the only models seen at large were the handful of prototypes built to demonstrate the unit concept and train techs and potential pilot candidates. The Horses' manufacturing complex on Csesztreg, which remains the only site building these QuadVees, outputs perhaps one *Boreas* for every two of each other model made. Most of these are finding their way into defensive formations throughout the Horses' Occupation Zone, with the majority appearing on base worlds bordering Clan Jade Falcon, thanks to rising tensions between those Clans.

There has been some recent speculation that the reason for the anemic pace of the *Boreas*' deployment compared to its contemporaries, is that the Clan is already looking into refining the QuadVee concept further. Rumors abound that the *Boreas* frame is being used as a springboard toward a new QuadVee that uses wheels instead of tracks, for greater performance in vehicle form. Even if this is true, it remains unclear whether this would be considered a *Boreas* variant or if the Horses are just using the same Omni-QuadVee approach to testing an all new model.

NOTABLE UNITS

Broken Wind: This refurbished *Boreas* was claimed as salvage by the Jade Falcons' Eighteenth Falcon Regulars during an engagement on Leskovik during Operation NOYAN. The *Boreas* was initially so damaged that the Eighteenth's tech wanted to render it to scrap, but Star Captain Arielle Chistu ordered them to try repairing it as best they could, in hopes of deciphering the technology behind this rare QuadVee. Although Chistu's techs returned the *Boreas* to functioning order, its QuadVee conversion system remained inoperable, and none of the technicians could figure out how to repair or replace the system. Now permanently stuck in tank mode, this *Boreas* earned the name "Broken Wind" as an insult to its namesake. Chistu, unwilling to pilot a tank into battle, itches to trial for a Hell's Horses tech capable of fixing the problematic components, but Star Colonel Von Jankmon has yet to acquiesce to the Star Captain's demands.

BOREAS

Type: **Boreas**
Technology Base: Clan (Advanced)
Tonnage: 60
Battle Value: 1,583

Equipment			**Mass**
Internal Structure:			6
QuadVee Conversion Eqpt:			6
Engine:	240		11.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Tracked Cruise MP:	4		
Tracked Flank MP:	6		
Heat Sinks (Laser):	10 [20]		0
Gyro:			3
Cockpit:			4
Armor Factor:	184		11.5
	Internal Structure	Armor Value	
Head	3	8	
Center Torso	20	26	
Center Torso (rear)		10	
R/L Torso	14	21	
R/L Torso (rear)		7	
R/L Front Legs	14	21	
R/L Rear Legs	14	21	

Weight and Space Allocation

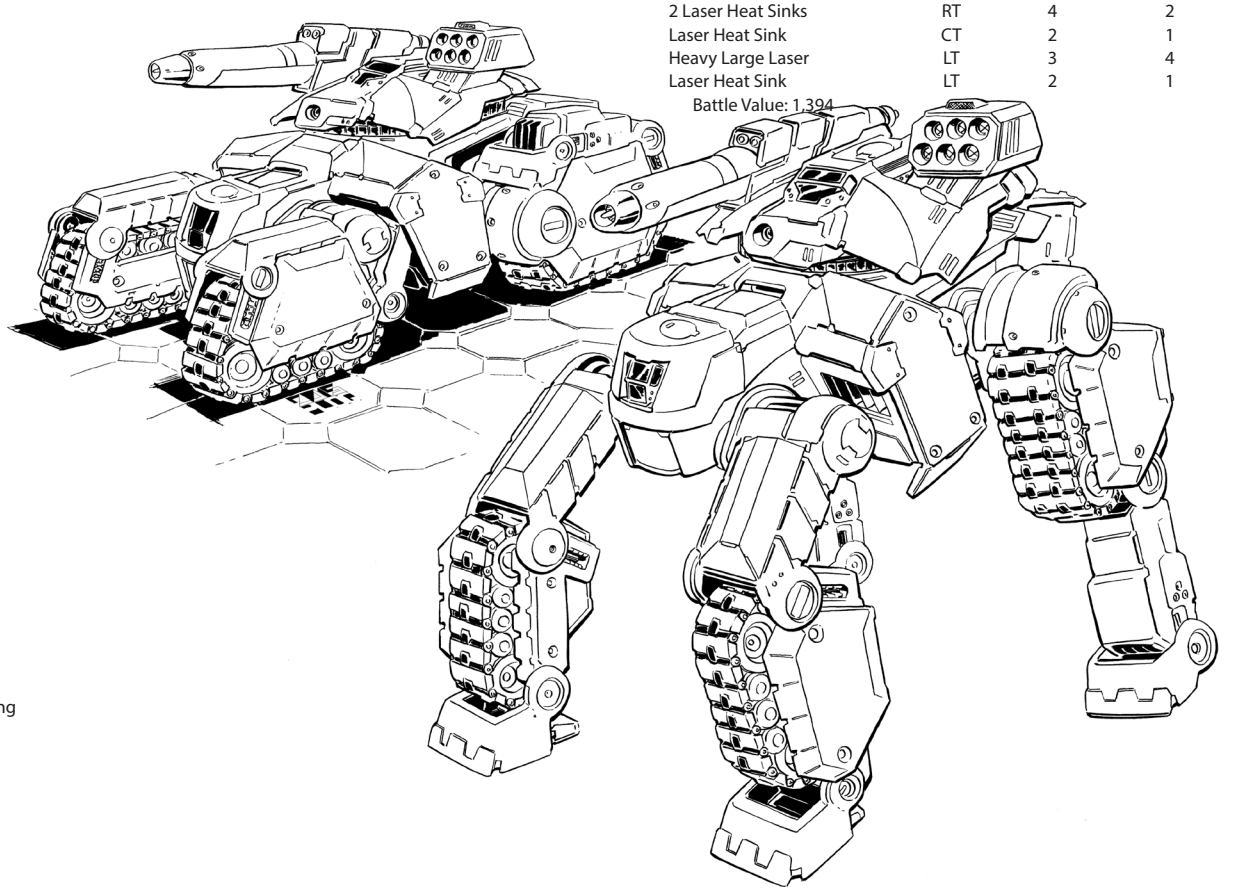
Location	*Fixed*	*Spaces Remaining*
Head	QuadVee Cockpit	0
Center Torso	None	2
Right Torso	None	12
Left Torso	Laser Heat Sink	10
Right Front Leg	Conversion Equipment Tracks	0
Left Front Leg	Conversion Equipment Tracks	0
Right Rear Leg	Conversion Equipment Tracks	0
Left Rear Leg	Conversion Equipment Tracks	0

Notes: *Tracks take up 1 critical slot in each leg. Features the following Design Quirks: No Ejection System, Non-Standard Parts.

Fixed Equipment	**Location**	**Critical**	**Tonnage**
Tracks	*	4	6

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Primary Weapons Configuration			
ER PPC	RT	2	6
Medium Pulse Laser	CT	1	2
Streak SRM 6	LT	2	3
Ammo (Streak) 15	LT	1	1
Alternate Configuration A			
HAG 20	RT	6	10
Ammo (HAG) 12	RT	2	2
Battle Value: 1,221			

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Alternate Configuration B			
Streak LRM 20	RT	5	10
Ammo (Streak) 12	RT	2	2
Battle Value: 1,331			
Alternate Configuration C			
ATM 12	RT	5	7
Ammo (ATM) 15	RT	3	3
2 ER Medium Lasers	LT	2	2
Battle Value: 1,502			
Alternate Configuration D			
Heavy Large Laser	RT	3	4
2 Laser Heat Sinks	RT	4	2
Laser Heat Sink	CT	2	1
Heavy Large Laser	LT	3	4
Laser Heat Sink	LT	2	1
Battle Value: 1,394			



HARPAGOS



Mass: 75 tons
Chassis: Csesztreg QuadVee 75.1 Endo Steel
Power Plant: 300 Fusion Extralight
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Royal-7 Standard
Armament:
2 Type AA4 Gauss Rifles
Manufacturer: Csesztreg Industriplex Alpha Annex
Primary Factory: Csesztreg
Communications System: CH2 Series Integrated
Targeting & Tracking System: Version Gamma-V TTS

The *Harpagos* is the largest of the QuadVees seeing limited use in the Hell's Horses *touman*, but its main battle tank design philosophy appears to predate that of the *Cyllaros* despite the use of superior engine technology. Coupled with the *Arion*, the simple combination of payload and profile on this machine speaks to a larger tactical plan that is almost as devious as the notion of a convertible 'Mech itself.

CAPABILITIES

The *Harpagos*, like all of the QuadVees, takes its name from mythological steeds and half-steed creatures—in this case being one of the immortal horses of the Dioscuri twins. But where the myths described Harpagos as a swift beast used for chariot racing, this QuadVee will likely never win any medals for speed. Instead, it boasts the heavy armor and a powerful—if unimaginative—payload of twin Gauss rifles.

This basic movement and weapons profile, more consistent with the capabilities of a standard battle tank, might have been a key element in the Horses' early concept of QuadVee deployment: the stratagem of building units tailored to making any enemy underestimate them.

DEPLOYMENT

The Horses have capitalized on their neighbors' lack of interest in the QuadVee by increasingly adding these machines into their tank forces while phasing out older combat vehicles of Star League or early Clan design. Even though a QuadVee is still a BattleMech, this move is consistent with the Horses' long tradition of blurring the distinctions in its order of battle. (A common "Horse trick," for example, is how they take advantage of other Clans' informal treatment the Nova formation, by dropping the term "Nova" when bidding. This policy often leads others to underestimate the Horses' real troop strengths, as over half of their Stars, Binaries, and Trinaries tend to be Novas.)

In the case of the new QuadVees, the Horses are once again playing with Clan norms and expectations by treating their new machines as vehicles or 'Mechs interchangeably. With two vehicles to a Point, versus one 'Mech in a typical Clan Star, a few Hell's Horses commanders have been developing the shifty tactic of treating their QuadVees as vehicles during Trial bidding. In this way, a Star of QuadVees might hit the battlefield as a ten-unit strong group, rather than the five-member 'Mech Star—a nasty surprise to any opponents who will then find themselves facing a Binary of 'Mechs.

The *Harpagos* is well suited to this scheme, and in fact its unremarkable configuration might not even make a typical Clan opponent think twice about leaving its destruction to lesser forces. A demonstration of this recently took place, in fact, when the Ninety-first BattleMech Cluster employed a "mixed vehicle Nova" in a raid on Falcon enclaves on Somerset that included two of these QuadVees.

NOTABLE UNITS

Star Commander Rodrigo Cobb: Rodrigo Cobb was once a Star Colonel, commanding the 71st Mechanized Cavalry Cluster. However, Cobb never found a glorious death in battle as so many warriors his age crave. Instead of being relegated to *sibko* training or a *Solahma* infantry unit, he volunteered to be retrained for the QuadVee program. Cobb's requests were repeatedly denied, but each time he won a Trial of Refusal, eventually convincing his superiors to admit him into the program. Now commanding a Star of QuadVees, Rodrigo and his Star were sent to his former command as a test to see if he could put the good of the Clan before personal honor.

One of four Stars bid in the battle for Loskovik as part of Operation NOYAN, Cobb became the senior commander when the commander's DropShip was shot down by Jade Falcon fighters during the landing. Short several heavy and assault 'Mechs, Cobb's QuadVees outweighed the remaining Horse ProtoMech and Elemental Stars. Ultimately unsuccessful, Cobb still proved his worth to the Clan, destroying a Star's worth of Jade Falcons before his *Harpagos*' meager ammunition supplies were exhausted. The only black mark was the loss of his unit's *Boreas* to the Jade Falcons.

HARPAGOS

Type: **Harpagos**
Technology Base: Clan (Advanced)
Tonnage: 75
Battle Value: 1,721

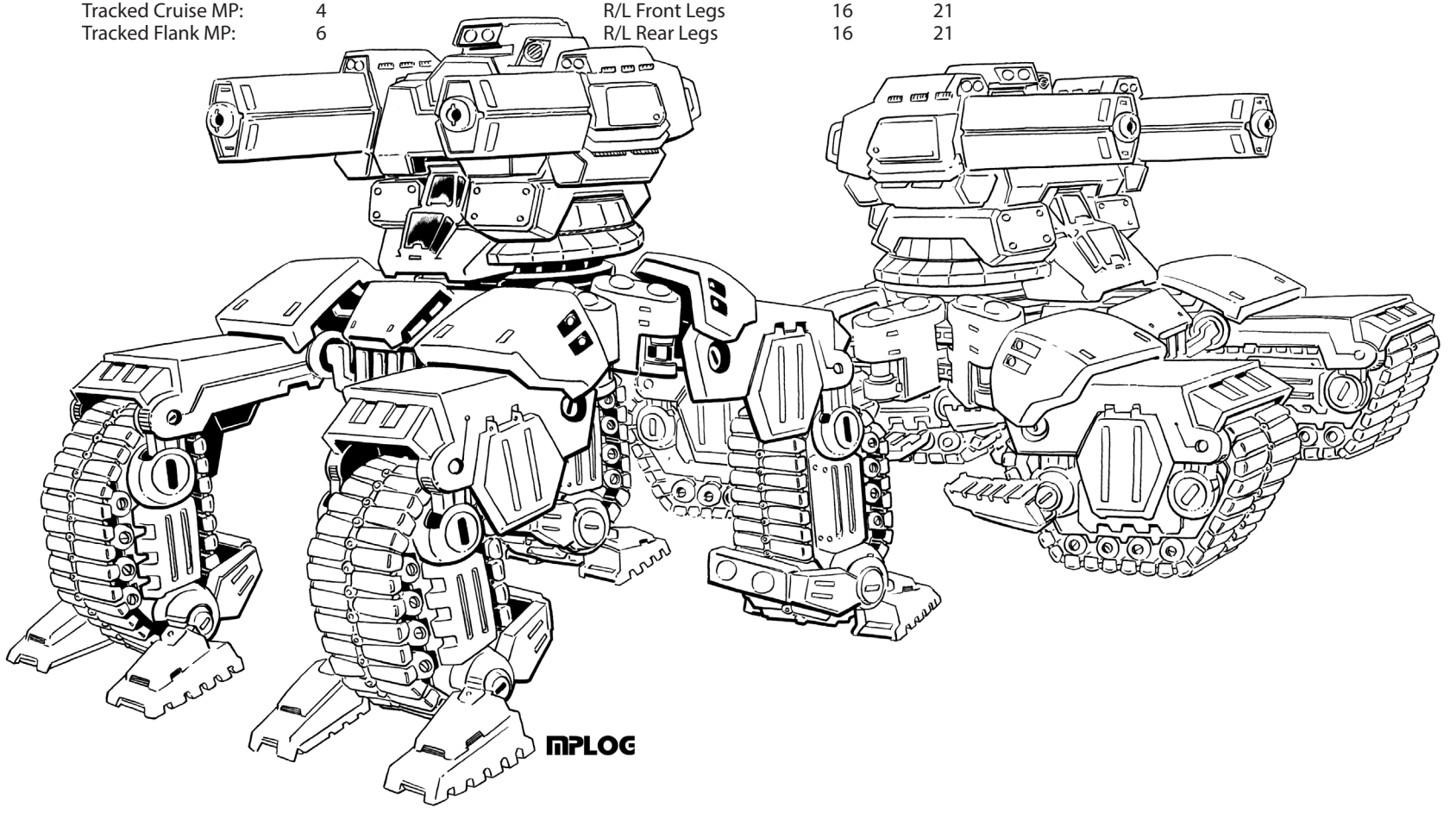
Equipment		Mass
Internal Structure:	Endo Steel	4
QuadVee Conversion Eqpt:		8
Engine:	300 XL	9.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Tracked Cruise MP:	4	
Tracked Flank MP:	6	

Equipment		Mass
Heat Sinks (Laser):	10 [20]	0
Gyro:		3
Cockpit:		4
Armor Factor:	192	12

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	23	22
Center Torso (rear)		15
R/L Torso	16	20
R/L Torso (rear)		11
R/L Front Legs	16	21
R/L Rear Legs	16	21

Weapons and Ammo	Location	Critical	Tonnage
Gauss Rifle	RT	6	12
Ammo (Gauss) 8	RT	1	1
Ammo (Gauss) 8	CT	1	1
Gauss Rifle	LT	6	12
Ammo (Gauss) 8	LT	1	1
Tracks	*	4	7.5

Notes: *Tracks take up 1 critical slot in each leg. Features the following Design Quirks: Bad Reputation, No Ejection System, Non-Standard Parts.



PY-SR10 PREY SEEKER



Mass: 15 tons
Chassis: A1 Type 22 Ultralight Endo Steel
Power Plant: Magna 180 XXL
Cruising Speed: 129 kph
Maximum Speed: 194 kph
Jump Jets: None
Jump Capacity: None
Armor: StarGuard CIV
Armament:
2 ChisComp 73 Medium Re-Engineered Lasers
Manufacturer: Achernar BattleMechs
Primary Factory: Cahokia
Communications System: PCE-4X "Blaster"
Targeting & Tracking System: Federated Hunter Mk.VII

Achernar BattleMechs' *Prey Seeker* grew out of a number of influences. Its off-putting arm construction harkens back to the Clan *Dasher*'s distinctive profile, as does its phenomenal speed, but its role—old-fashioned BattleMech scouting—speaks to a quiet dissatisfaction amongst the AFFS' MechWarriors who feel increasingly marginalized by the rise of combined-arms warfare.

CAPABILITIES

The *Prey Seeker* is a speedy ultralight BattleMech built to be a scout and a raider. It's faster than a *Dasher* or even a *Fireball*, and while its two re-engineered lasers aren't especially powerful, they do offer advantages against reflective-armored opponents. Critics, however, are quick to point out the astronomical cost of its extralight components—a criticism that is gaining more traction as more and more worlds are gobbled up by the Dragon and the Confederation.

DEPLOYMENT

*Prey Seeker*s were rushed into combat deployments soon after Fortress Republic. Without adequate time for testing and doctrine establishments, many MechWarriors had to find and define what successful—and failing—tactics would be.

One of the first deployments was to the Tikonov garrison. An evaluation company of twelve *Prey Seeker*s was assigned to Tukwila district, just before a Capellan raid. The garrison commander, unsure of what the *Prey Seeker*s could do, broke them into three recon lances and used them to supplement his VTOL and hovertank scouts. Fortunately for the *Prey Seeker* MechWarriors, the main force of the raiding party went in the other direction; had they been decisively engaged, it's likely the troops' inexperience would have led them to fighting the ultralight 'Mechs like regular light 'Mechs—an engagement they would have almost certainly lost.

During Duke Sandoval's doomed Operation PELAYO in 3141, a number of *Prey Seeker*s were smuggled onto the targeted worlds he intended to strike. These 'Mechs, operating solo or in pairs, made surprisingly excellent scouts. With the speed to evade everything except the fastest hover or VTOL pursuers, and lacking any easily-detected electronics like active probes or ECM suites, the *Prey Seeker*s avoided detection. When the PELAYO forces landed, the *Prey Seeker*s rendezvoused and provided timely intelligence updates.

One role the *Prey Seeker*s have proven to excel at is the long raid. Despite their uncomfortable cockpits, many AFFS commanders have sent small bands of *Prey Seeker*s on long paths around enemy concentrations, as was done on Fairfax. Faced with an overwhelming DCMS force, the militia commander sent Subaltern Jeremy Dodds and his lance 200 kilometers around the Kuritans. Arriving in their soft rear areas, the trio of *Prey Seeker*s tore into the Kuritans' supply lines, destroying bridges and civilian vehicles and terrorizing infantry security patrols. The DCMS commander had to pull a full company of 'Mechs off of the assault to track them down, which delayed the conquest of the world by at least three weeks.

VARIANTS

*Prey Seeker*s are sometimes modified in the field, where heavy advanced lasers are removed and lighter weaponry is bolted to the arms to take advantage of their field of fire. Common variations sport ER medium lasers or a plethora of machine guns, respectively mated to a targeting computer or arrays.

NOTABLE UNITS

Captain Cullen Henry: Captain Henry is the company commander of Perceval's Knights and the commander of Perceval's Steeds, the unit's trio of *Prey Seeker*s. The Steeds are tasked with scouting the target, tripping any ambushes or traps, and keeping as many defenders occupied as possible. On their first raid as a part of Operation PERCEVAL, Captain Henry and his fellow *Prey Seeker*s ran into a lance of DCMS light and medium 'Mechs, led by a *Rokurokubi*.

While the other two *Prey Seeker*s led three of the enemy on a winding tour of the countryside, Captain Henry challenged the pilot of the *Rokurokubi* to a duel. Through clever use of intervening terrain, Cullen was able to whittle down the hardened armor of his enemy. A lucky shot destroyed the feed mechanism to the *Rokurokubi*'s autocannon, sending the Combine pilot into a rage. With almost double the speed of his opponent, Captain Henry easily stayed out of his enemy's melee range. A shot to the ammunition bin consumed the *Rokurokubi*.

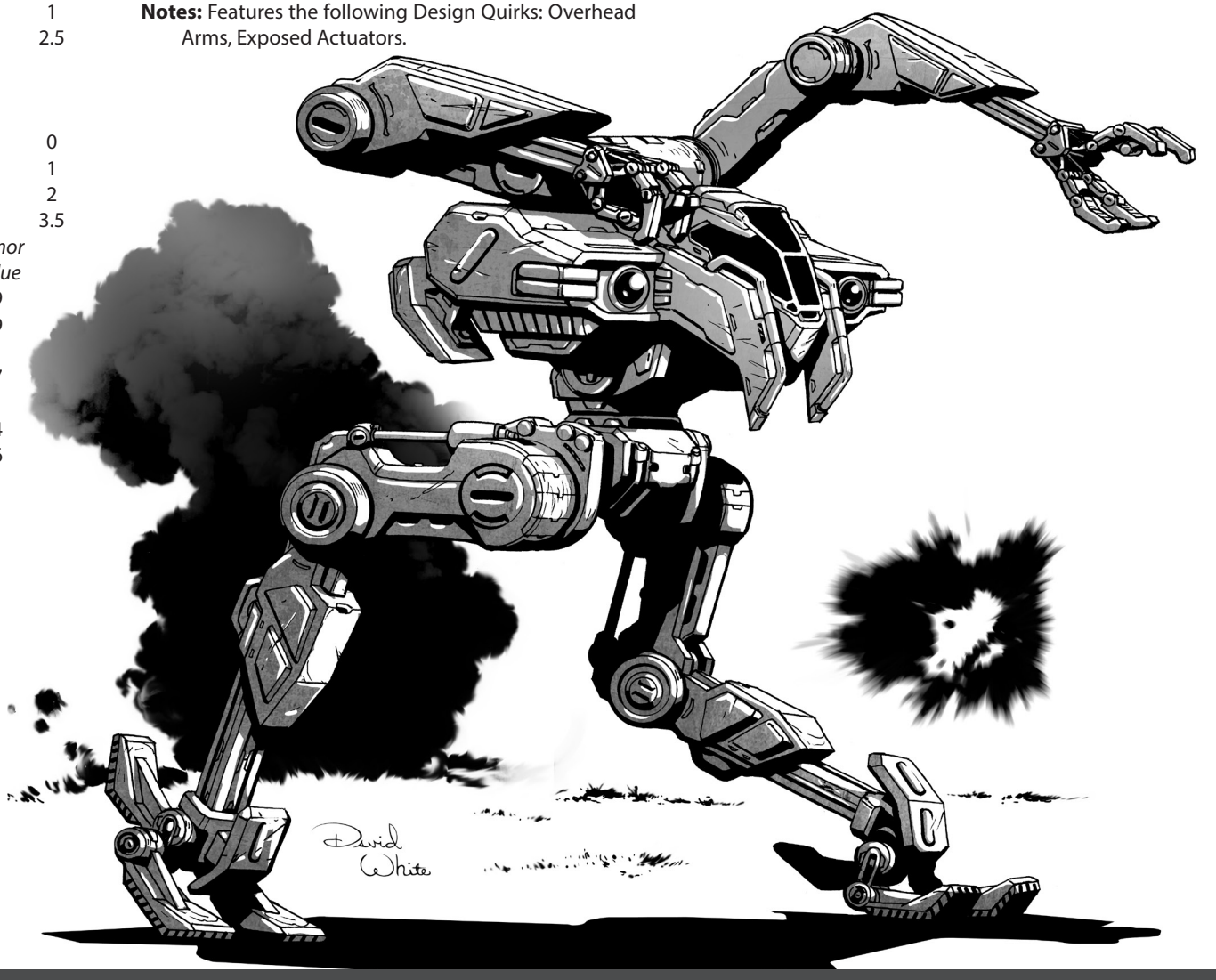
PY-SR10 PREY SEEKER

Type: **Prey Seeker**
Technology Base: Inner Sphere (Advanced)
Tonnage: 15
Battle Value: 549

Equipment			**Mass**
Internal Structure:	Endo Steel		1
Engine:	180 XXL		2.5
Walking MP:	12		
Running MP:	18		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro (XL):			1
Cockpit (Small):			2
Armor Factor:	55		3.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	5	9	
Center Torso (rear)		1	
R/L Torso	4	7	
R/L Torso (rear)		1	
R/L Arm	2	4	
R/L Leg	3	6	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Medium Re-engineered Laser	RT	2	2.5
Medium Re-engineered Laser	LT	2	2.5

Notes: Features the following Design Quirks: Overhead Arms, Exposed Actuators.



RD-1R ROADRUNNER



Mass: 15 tons
Chassis: Triumph Dynamic Endo Steel
Power Plant: LightForce (ExtraLight) 210
Cruising Speed: 151 kph
Maximum Speed: 226 kph
Jump Jets: None
Jump Capacity: None
Armor: Advantage Ferro-Fibrous
Armament:
2 Conquest Extended Range Medium Lasers
Manufacturer: Eris Enterprises Design Group
Primary Factory: Capolla
Communications System: Angst Clear Channel 5
Targeting & Tracking System: O/P TA1240

The *Roadrunner* is a tiny but blisteringly fast scout 'Mech and harasser, a key asset for the RAF. It was the first pure ClanTech 'Mech built for regular use in the army of an Inner Sphere military. Recently, it has been followed by the more advanced *Jackalope*. One of the fastest in-production BattleMechs, it packs a punch most Star League-era scouts would envy.

DEPLOYMENT

First designed and deployed by Clan Jade Falcon during the Golden Century, the *Roadrunner* was known as the *Emerald Harrier*. The *Emerald Harrier* was out of production and virtually unused among the Jade Falcons by the time of the Clan invasion. Its design specs resurfaced during negotiations between then-ovKhan Mori Hawker of Clan Sea Fox's ilKhanate and Lieutenant General Dennis Avicenna of the RAF Procurement Division. The two had been discussing options for a pilot project, allowing the RAF to acquire ClanTech equipment and the means to produce it in-house. An all-to-brief merchant alliance between Clans Jade Falcon and Diamond Shark during Operation REVIVAL included the technical sharing of the *Emerald Harrier*.

As the Clans progressed away from the massed warfare of the Star League-era and more towards the Circle of Equals, the need for pure scouts like the *Emerald Harrier* faded from use. Despite the soured relationship between the Jade Falcons and the Sharks, the *Emerald Harrier* was never optioned for reproduction until Hawker's deal with Avicenna.

With its firepower, the *Roadrunner* can function as a speedy harasser and flanker. Under the right circumstances, it can even perform headhunter missions. A lack of advanced sensors, defensive electronics, and jump jets is what hinders the *Roadrunner* from being a one-stop elite reconnaissance 'Mech.

One of the more modern significant uses of the *Roadrunner* was during the Senate Rebellion on Terra. A pair of *Roadrunners* were tasked with tracking any pro-Senate forces that attempted to flee. A damaged *Night Stalker* was found and one of the *Roadrunner*s began pursuit. Knowing that even a hit from one of the *Night Stalker*'s small lasers could denude an entire section, the *Roadrunner* pilot maximized his defensive coverage. Eventually the *Roadrunner* landed a lucky shot on the rear torso, punching through the armor and melting the gyro inside to scrap metal. With the *Night Stalker* disabled, the scout put two more laser shots into the open wound. The engine exploded, killing the pilot in the torso-mounted cockpit.

NOTABLE UNITS

Beep-Beep: "Beep-Beep" is the nickname given to a *Roadrunner* that was delivered to a RAF training academy outside of Santa Fe on Terra. The simple controls and limited weaponry make it a superb training unit for novices. This particular *Roadrunner* was named after ancient Terran cartoon featuring a roadrunner. Either evading his attacker, or leading it into a trap, the roadrunner in the cartoon always used his speed as his main weapon and defense, critical skills taught to novice pilots.

Captain Sage Rivers: Pilot of the *Roadrunner* that killed a rebel *Night Stalker* and its pilot, Captain Rivers is the longest serving *Roadrunner* pilot in the RAF. Although he's been offered other fast 'Mechs with more firepower, he has turned them down, having grown accustomed to the speed of the 'Mech; everything else "felt too slow." He began his time as a training instructor and is regularly sent on temporary assignments to train scouts.

More recently, Captain Rivers has begun spreading the idea of making the *Roadrunner* an OmniMech. While the resource costs seem out of line for a 'Mech of limited use and survivability, Rivers argues otherwise. Based on his experiences, an Omni version could have its weapons changed for scouting and electronic warfare. Instead of needing to track around certain terrain obstacles a few jump jets could be added. Despite Rivers' arguments, however, there are no plans to follow through with his ideas.

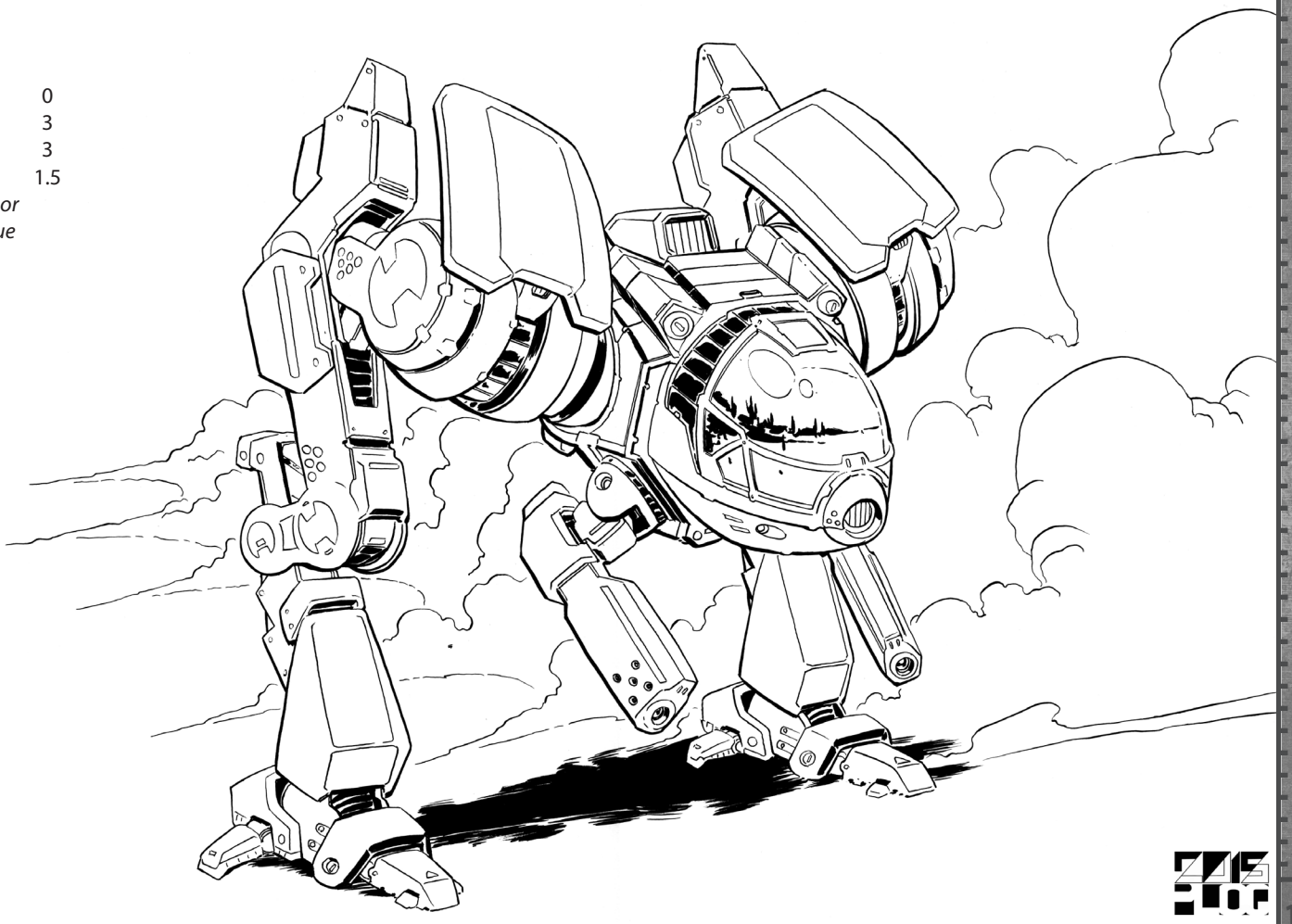
RD-1R ROADRUNNER

Type: **Emerald Harrier**
Inner Sphere Designation: **Roadrunner**
Technology Base: Clan
Tonnage: 15
Battle Value: 888

Equipment			**Mass**
Internal Structure:	Endo Steel		1
Engine:	210 XL		4.5
Walking MP:	14		
Running MP:	21		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro:			3
Cockpit:			3
Armor Factor (Ferro):	28		1.5
	Internal Structure	*Armor Value*	
Head	3	3	
Center Torso	5	3	
Center Torso (rear)		2	
R/L Torso	4	2	
R/L Torso (rear)		2	
R/L Arm	2	3	
R/L Leg	3	3	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
ER Medium Laser	RA	1	1
ER Medium Laser	LA	1	1

Notes: Features the following Design Quirk: Easy to Pilot, No/Minimal Arms, No Torso Twist.



KOSHI (STANDARD)



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 Instatrac Mk VI

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 *Koshi*s. 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 *Koshi*s, into the Perpetual Forest, where Lethal Injection had withdrawn in the face of the invaders. The immense boughs wreaked havoc on the *Koshi*s' active probes, and the two forces stumbled upon one another suddenly. The *Koshi*s' high speed prevented the battle from becoming a standup brawl. Instead, both sides used their maneuverability to the utmost in the confining terrain.

*Koshi*s 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 *Koshi*s 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.

*Koshi*s 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 *Koshi*s to locate the pirate landing zone. The *Koshi*s 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 *Koshi*s 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

***Sang-wei* Flavio Rodriguez:** *Sang-wei* Rodriguez is legendary in the Second McCarron's Armored Cavalry for disregarding regulations. His seniority and a lack of qualified officers led to his company command. Rodriguez' Layabouts is the regiment's worst company in terms of military discipline. Rodriguez nevertheless boasts a respectable winning record. The December 3144 conquest of New Hessen was Rodriguez' shining moment as company commander. His recon company routinely risked death at the hands of the fanatical defenders to ferret out enemy positions and direct allied fire.

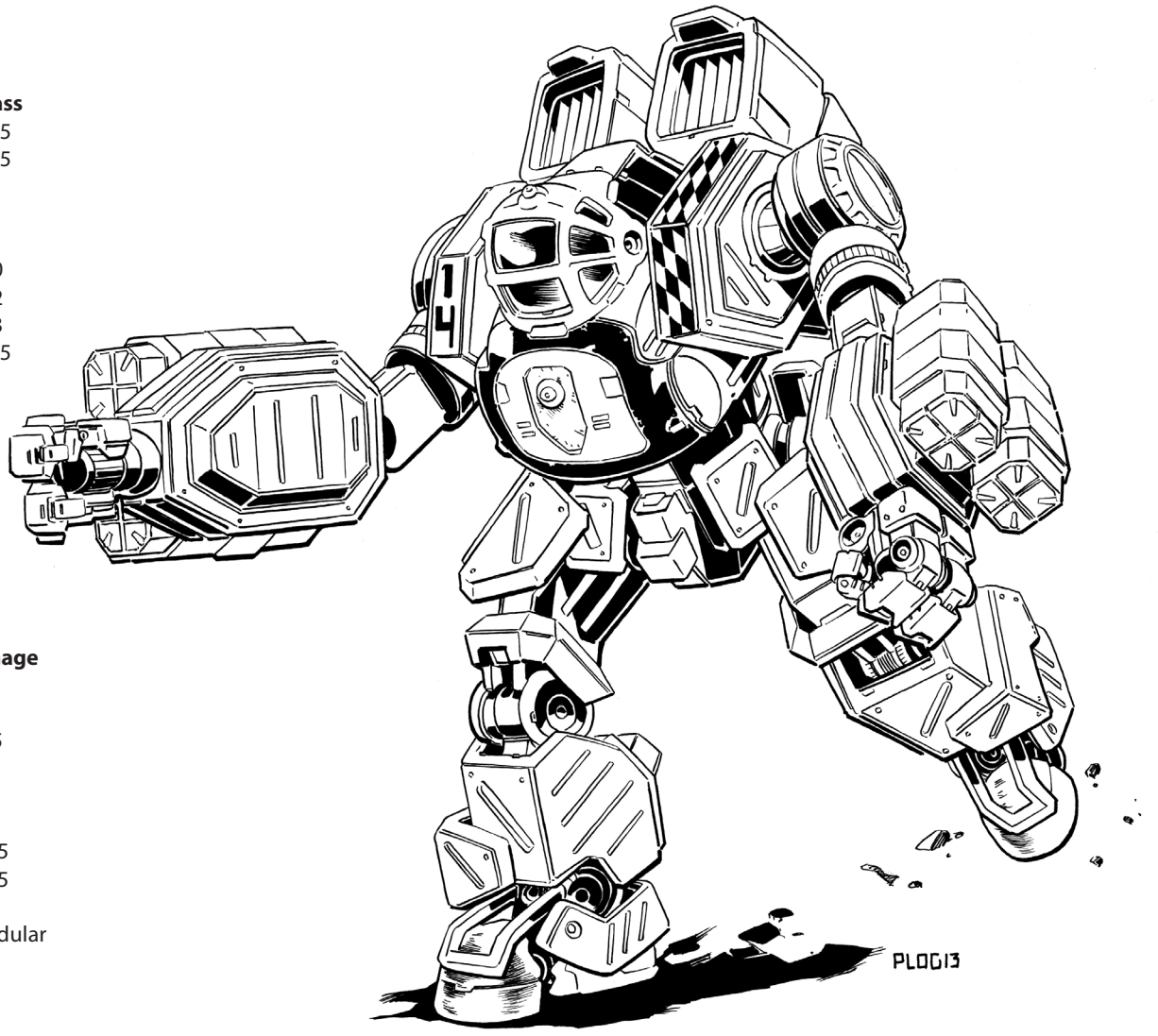
KOSHI (STANDARD)

Type: **Koshi**
Technology Base: Clan
Tonnage: 25
Battle Value: 760

Equipment			**Mass**
Internal Structure:	Endo Steel		1.5
Engine:	175 XL		3.5
Walking MP:	7		
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 Quirks: Modular Weapons.



ABS-5Y ANUBIS



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

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. *Anubis*es 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

*Anubis*es 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 *Anubis*es 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 *Anubis*es 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 *Anubis*es 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 *Anubis*es 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 hovertanks. 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 *Anubis*es.

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 *Anubis*es 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.

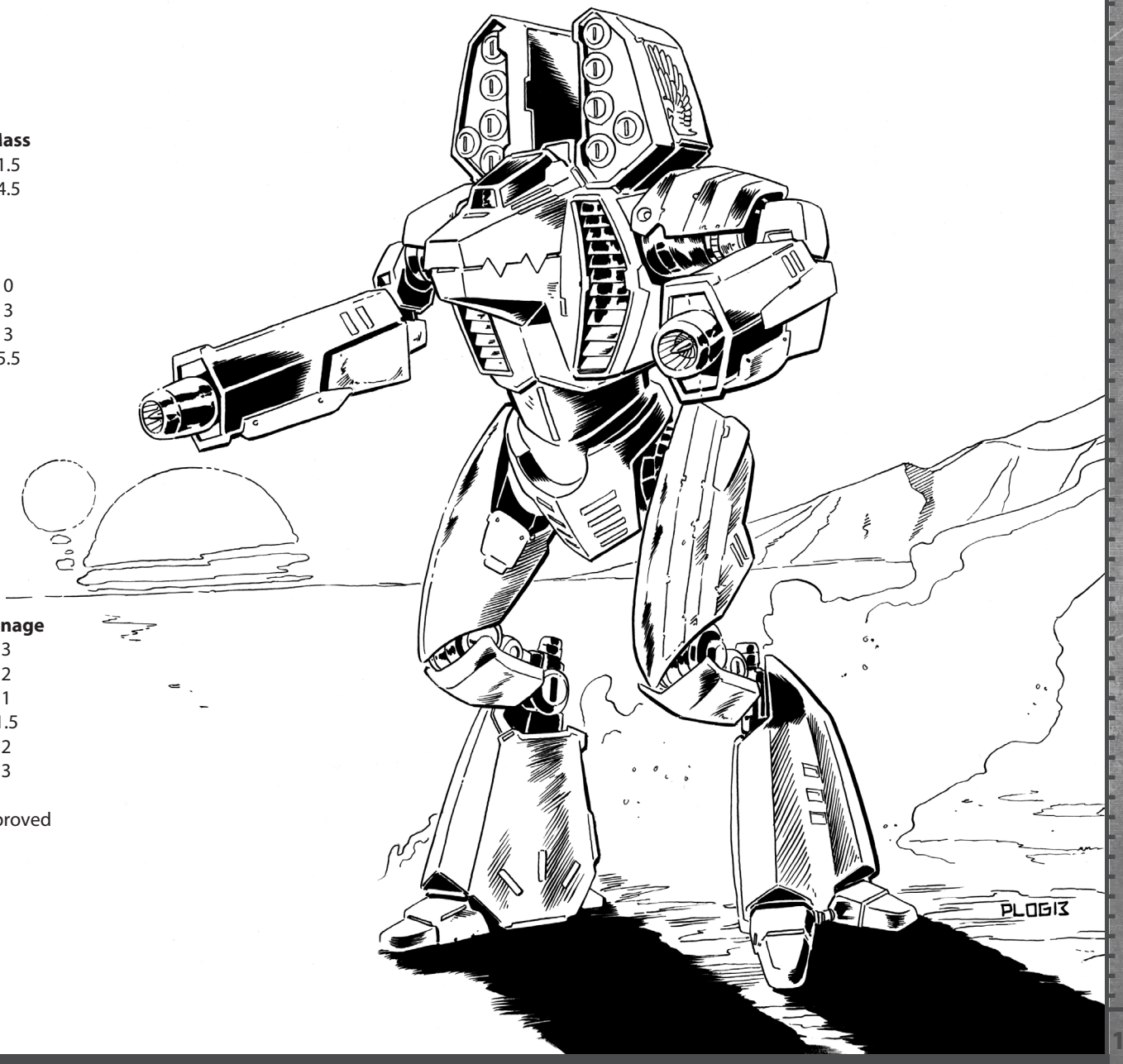
ABS-5Y ANUBIS

Type: **Anubis**
Technology Base: Inner Sphere
Tonnage: 30
Battle Value: 1,042

Equipment			**Mass**
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 Quirks: Improved Sensors.



BZK-D1 HOLLANDER III



Mass: 35 tons
Chassis: GM BZK-III Endo Steel
Power Plant: GM 175 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph, 108 kph with Supercharger
Jump Jets: None
Jump Capacity: None
Armor: StarGuard Reflec with CASE II
Armament:
1 GM Nova-10 Ultra Class 10 Autocannon
Manufacturer: General Motors
Primary Factory: Kathil
Communications System: Dalban Micronics
Targeting & Tracking System: Sync-Tracker (55-42017)

The original *Hollander* offered light 'Mech pilots firepower far outside their weight class, and the 'Mech was enthusiastically adopted across the Inner Sphere. It spawned a heavier upgrade, but in 3114 General Motors presented a new 'Mech in the light weight class to the AFFS, who were quick to snap it up. It has since spread to the Lyran Commonwealth and been a popular choice in the mercenary market.

CAPABILITIES

The *Hollander III* returns to the successful first model, with a single powerful main gun. It exceeds the limitations of its progenitor, however, by adding a supercharger to allow it quick entrances and exits from combat.

DEPLOYMENT

*Hollander III*s are common in the Capellan March, especially, and have been seen often in the Periphery Guard regiments of the Periphery March, where their firepower makes them frequent ambushers for pirates coming in from the Periphery.

In 3138 an unidentified pirate band struck at Bastille. Luckily for the planet's citizens, a company of the Sixth Periphery Guards was on-world for arctic combat training, including three *Hollander III*s. Turning south, the combined-arms company stopped only long enough to exchange its training ammunition for war shots and then sped to intercept the pirates. They were too late to stop the band from pillaging Garfield, a small town on the coast of the Marseilles Sea, but they managed to get in the pirates' path back to their DropShip.

Letting their four Ziblers lead the way, the company attacked, trying to slow down the pirates and separate them from their stolen cargo vehicles, which were heavily-laden with captured booty and captives destined for Periphery slavery. The pirate 'Mechs took the bait, following the Ziblers back into a series of hillocks where the three *Hollander III*s waited in ambush. Their first barrage took out the lead *Brigand*, while their supercharged speed let them pursue the remaining *Centurion* and *Blackjack* back toward the convoy. While the 'Mechs were fighting, the Periphery Guards' APCs had dropped a platoon of Cavalier battlesuits, which made short work of the pirate infantry.

*Hollander III*s also played a high-profile role in the defeat of Holly's Hollanders on Abruzzi in early 3145. Contracted to supplement the conventional planetary militia, the Hollanders were caught when a task force from the Capellan Hussars struck the world in a recon raid. The even dozen *Hollander III*s of the mercenary unit were tasked with acting as the militia's anvil; the colonel in charge hoped his tanks would be enough to force the Liaos into retreating. Unfortunately for the Hollanders, he succeeded—only to discover that a dozen thirty-five ton 'Mechs, even firing from cover, cannot be an anvil for more than two dozen medium and heavy Capellan 'Mechs. The Hollanders were eradicated in a little less than two minutes of combat.

VARIANTS

Interest from the LCAF drove GM to offer the D2 *Hollander*, which changes out the autocannon for a Gauss rifle. Once export shipments began, GM expanded to the mercenary market with the D3, which uses a larger engine and energy weapons to turn the *Hollander III* into a credible harasser.

NOTABLE UNITS

Marshal Ramanathan "Ram" Subramanian: Marshal Subramanian's father, also a Colonial Marshal, was instrumental in stopping an assassination attempt against Governor George Holt of Portland at the turn of the century. Holt promised to reward his rescuer, but was requested instead to provide for his savior's young son. Holt's son kept that promise, and in 3120, purchased and presented a *Hollander III* to the Marshalry Academy graduate. Ram loves that his 'Mech is unique among the Marshals, though it often presents logistical difficulties. A recent battle knocked out his supercharger, though he savaged the pirate lance in payment. While he waits for replacement parts, he continues his patrols on Portland, just far slower than he would prefer.

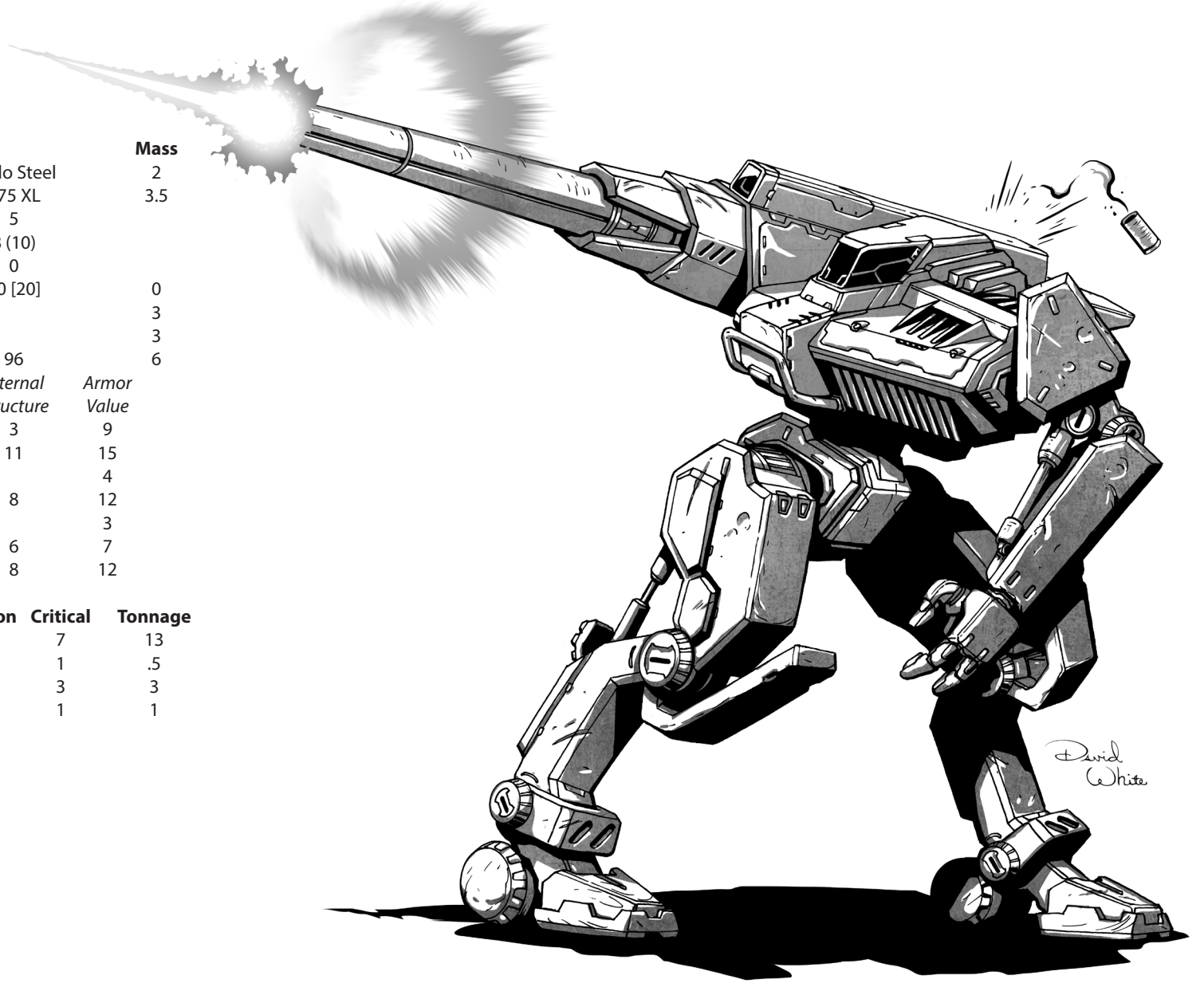
Lieutenant Jen Youngblood: Lieutenant Youngblood was among the defenders on Arc-Royal in September 3146, when the world fell to the Jade Falcons. Though her 'Mech was heavily damaged, she managed to escape along with a number of Kell Hounds dependents to join Callandre Kell. Her D3 variant has proved useful as the survivors raid various Falcon worlds en route to the Periphery.

BZK-D1 HOLLANDER III

Type: **Hollander III**
Technology Base: Inner Sphere
Tonnage: 35
Battle Value: 1,116

Equipment			**Mass**
Internal Structure:	Endo Steel		2
Engine:	175 XL		3.5
Walking MP:	5		
Running MP:	8 (10)		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro (Compact):			3
Cockpit:			3
Armor Factor (Reflective):	96		6
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	11	15	
Center Torso (rear)		4	
R/L Torso	8	12	
R/L Torso (rear)		3	
R/L Arm	6	7	
R/L Leg	8	12	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Ultra AC/10	RT	7	13
Supercharger	RT	1	.5
Ammo (Ultra) 30	CT	3	3
CASE II	CT	1	1



JAGUAR



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

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 *Jaguar*s 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 *Jaguar*s 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 2*s 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 Callendre's Hounds.

JAGUAR

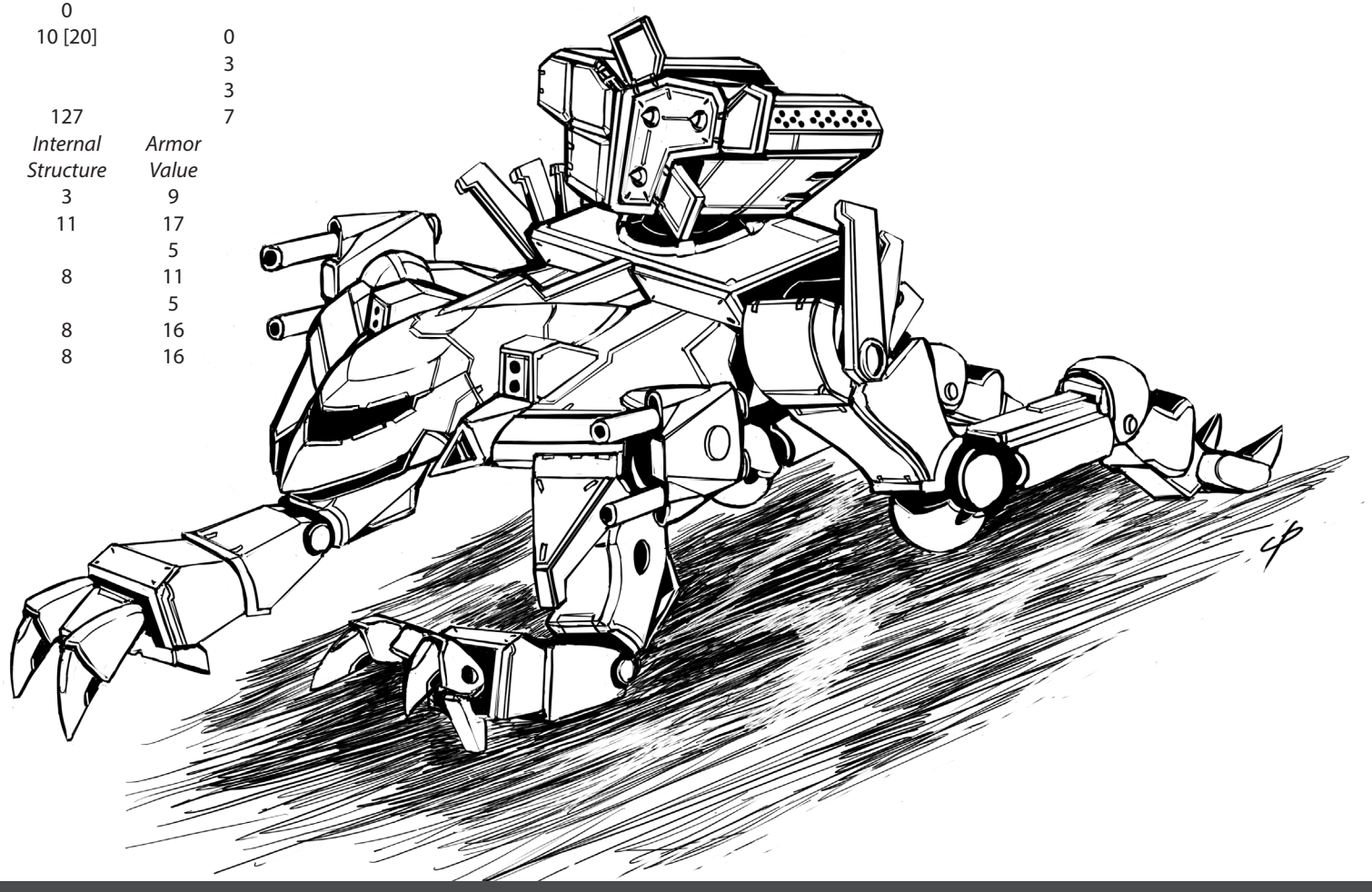
Type: **Jaguar**
Technology Base: Clan (Advanced)
Tonnage: 35
Battle Value: 1,791

Equipment		**Mass**
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 Quirks: Protected Actuators.



PXH-11K PHOENIX HAWK L



Mass: 35 tons
Chassis: Foundation CMRFa12 Endo Steel
Power Plant: GM 210 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: Rawlings 55
Jump Capacity: 180 meters
Armor: Durallex Light with CASE
Armament:
1 Matabushi Stunner Tight-Stream Electromagnetic Pulse Cannon
1 Shigunga 3-Tube Multi-Missile Launcher
1 Victory 23E Extended-Range Medium Laser
3 Sperry Browning Heavy Machine Guns
Manufacturer: Cosby BattleMech and Myomer Research Firm
Primary Factory: Kajikazawa
Communications System: Sipher CommCon SCU-4
Targeting & Tracking System: Matabushi Sentinel Insulated

After the Second Combine-Dominion War, the DCMS found itself in need of a new light 'Mech platform that could replace its aging *Panther* fleet. Cosby BMR submitted a proposal that attempted to copy the success of the venerable *Phoenix Hawk*, but with a lighter chassis and cheap, commonly available weapon kits.

CAPABILITIES

Similar in appearance and weapon profiles to the medium-class 'Mech of the same name, the *Phoenix Hawk L*—also known among Kurita purists as the *Fenikkusu Taka*—has been widely accepted among the Regulars line regiments. Its armament is well suited to anti-infantry and urban operations. With a mobility curve and ease of use superior to most of the Combine's *Panthers*, the *Fenikkusu Taka* is becoming a popular addition to reconnaissance lances and highly-mobile combined-arms companies.

DEPLOYMENT

*Phoenix Hawk L*s were instrumental in several engagements on Palmyra. During the Battle of Fire Valley, three *Taka*s from the Seventh New Samarkand Regulars moved across the forested slopes, preventing Davion infantry from fleeing. One *Taka* tagged a Fourth Crucis Lancers Hanse MBT with its TSEMP, freezing it in place long enough for another *Taka* to hose it down with missiles and machine gun fire. Few Lancers infantry and tanks escaped the carnage in the valley, preventing reinforcements from strengthening the AFFS position at Fortuna, several kilometers away.

During the hunt for Prince Caleb Davion, a strike lance from the Fifth Sword of Light stumbled into a temporary firebase in Twombly. The depot had been established by the Twenty-seventh Avalon Hussars. The Combine 'Mechs faced an assault lance and two squads of battle armor. Choosing to fight rather than withdraw, the Sworders ranged the perimeter of the small village. *Busosenshi* Egberdt Rollins was confronted with a Hussars *Templar III*. Rollins used his *Taka*'s mobility to dance around the *Templar*'s superior firepower. Working into the Davion's rear, Rollins stabbed a TSEMP beam into the *Templar*'s damaged leg, causing it to stumble. The Dragon *Taka* pounced, planting all of its weight squarely onto the head of the Hussars 'Mech. The Davion infantry, witnesses to the ground-shaking combat, surrendered *en masse* when Rollins turned the *Taka* back toward their position.

VARIANTS

One variant has been noted in recent Combine operations on Sakhara V, Royal, and Raman. This *Phoenix Hawk L* uses a snub-nose PPC in place of its TSEMP system.

NOTABLE UNITS

***Tai-i* Sok Hiramoto:** *Tai-i* Hiramoto commands a recon company in the Ryuken-*hachi*. When the –*hachi* attacked Remagen in August 3148, his company was crucial to securing the line of advance for the new Hikage regiment. Hiramoto's command lance surprised a Kestrel Grenadiers infantry battalion, hastily assembling defensive positions along a road through the Rhineland Hills as a backstop for the Grenadiers 'Mechs which had charged ahead. Hiramoto opened fire almost casually on the unarmored infantry, his heavy machine guns shredding human bodies to meat and froth. Those troops spared this treatment fled into the hillside. Hiramoto's men made sport of hunting the enemy down and exterminating them. The way clear, Hiramoto returned to the battle lines and attacked the Grenadier 'Mechs from behind, breaking the defense and allowing the Hikage to attack the Operation PERCEVAL base directly.

Lieutenant Henna Unagi: Lieutenant Unagi's recon lance in the Crater Cobras mercenary command found itself on the wrong end of a raid on Yamarovka by the Eighth Bear Cuirassiers in May of 3147, in response to a raid against their own base on Mualang by unknown forces. Believing these raiders to be the Cobras, the Bears sent a Trinary to remind the Dragon of past lessons. Unagi's lance was one of three sent as a desperate screen against the advancing OmniMechs. Her 11K2 variant's snub-nose PPC allowed her to strike accurately at range, but not as well as the Bear OmniMechs. She scored several light hits, but was not fast enough to evade the return fire. She was one of three MechWarriors taken by the Ghost Bears either as bondsmen or *isorla*, but no one knows which.

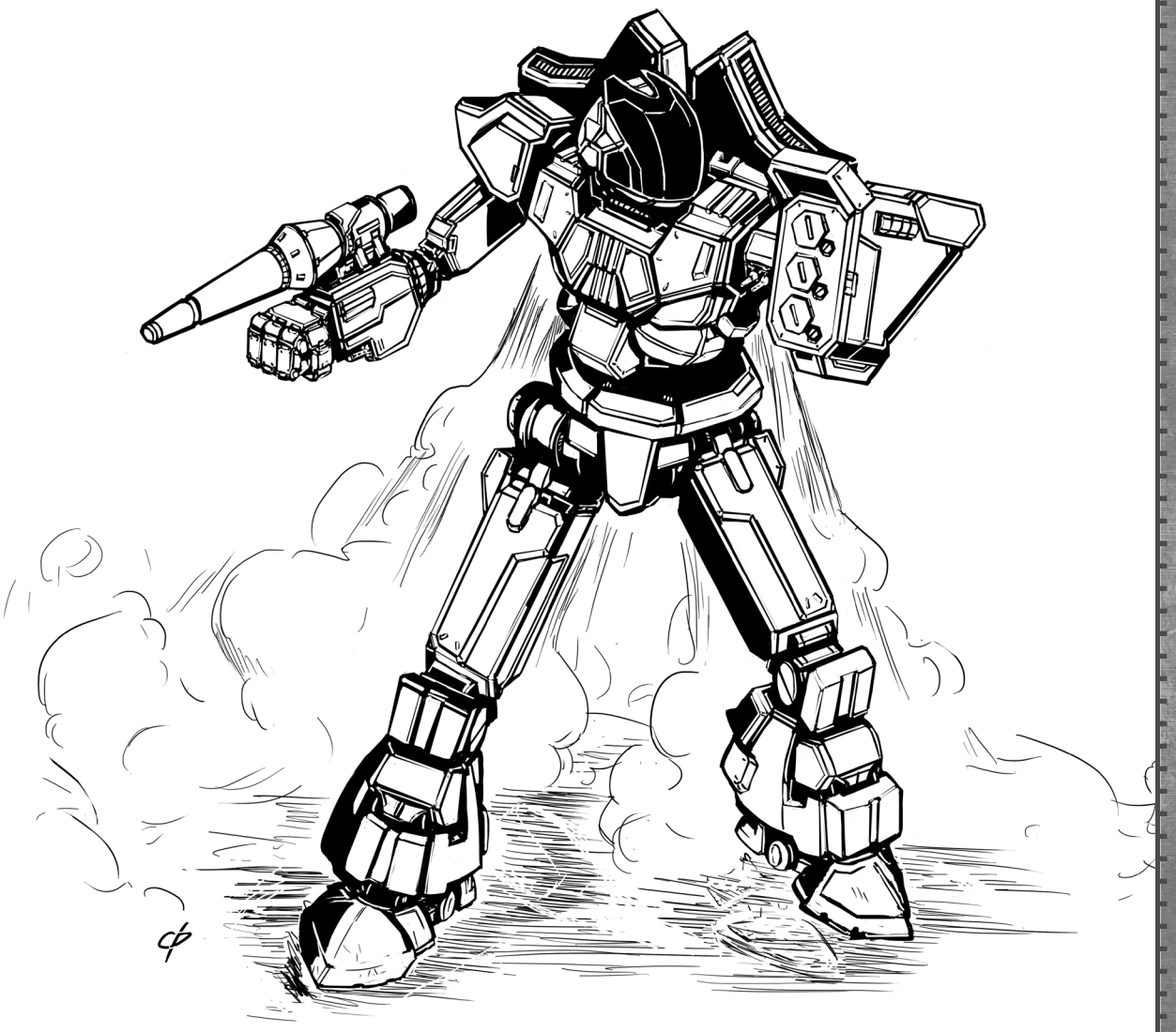
PXH-11K PHOENIX HAWK L

Type: **Phoenix Hawk L**
Technology Base: Inner Sphere (Advanced)
Tonnage: 35
Battle Value: 1,564

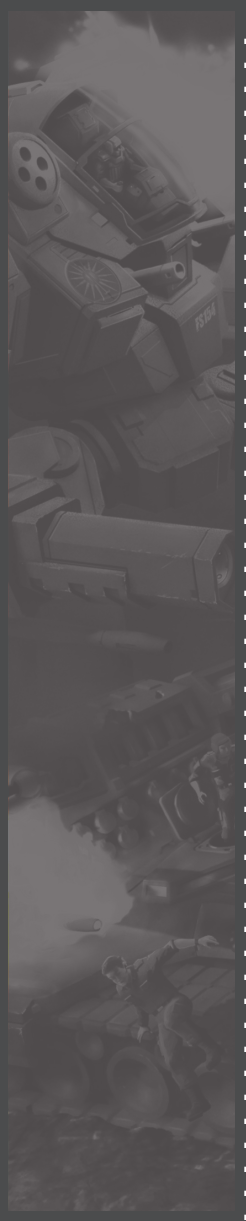
Equipment			**Mass**
Internal Structure:	Endo Steel		2
Engine:	210 XL		4.5
Walking MP:	6		
Running MP:	9		
Jumping MP:	6		
Heat Sinks:	10 [20]		0
Gyro (XL):			1.5
Cockpit:			3
Armor Factor:	104		6.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	11	17	
Center Torso (rear)		4	
R/L Torso	8	11	
R/L Torso (rear)		4	
R/L Arm	6	10	
R/L Leg	8	12	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
TSEMP	RA	5	6
ER Medium Laser	RA	1	1
Heavy Machine Gun	RA	1	1
Ammo (MML) 80/66	LT	2	2
Ammo (Heavy MG) 50	LT	1	.5
CASE	LT	1	.5
2 Heavy Machine Guns	LA	2	2
MML 3	LA	2	1.5
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

Notes: Features Full-Head Ejection System. Features the following Design Quirks: Accurate Weapon (TSEMP), Poor Sealing.



YHC-3E YINGHUOCHONG



Mass: 35 tons
Chassis: Confederated 5
Power Plant: Hermes 210 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: Anderson High Propulsion 12s
Jump Capacity: 240 meters
Armor: Hellespont Lite Ferro-Fibrous
Armament:
1 Type DDS "Kingston" Extended-Range Particle Projection Cannon
Manufacturer: Hellespont 'Mech Works
Primary Factory: Betelgeuse
Communications System: Zenith Sqwak Box 7
Targeting & Tracking System: Apple Churchill 2000 with TAG and Remote Sensor Dispenser

The *Yinghuochong* is a reincarnation of the Capellan Confederation's first BattleMech—the *Firebee*. Built on a heavily modified *Firebee* chassis, the *Yinghuochong* has become a symbol of national pride for the Confederation.

CAPABILITIES

The *Yinghuochong* is purpose-built to house the Sea Fox-made Kingston particle cannon. Serendipity smiled on the engineers who struggled to integrate the Clan weapon with Inner Sphere technology. Thanks to an accidental (and exceptionally brilliant) cooling jacket design, the *Yinghuochong*'s PPC generates seven percent less heat than traditional models yet still retains its normal range and power output.

DEPLOYMENT

*Yinghuochong*s featured prominently in the Capellan invasion of Cumberland in 3144. A mixed unit of *Yinghuochong* and *Agroteras* screened the Capellan force as they moved through the Sarasota Flats. The Flats is an expansive badland located 370 kilometers northeast of the Cerulean Waters factory. With daytime temperatures exceeding fifty-seven degrees and nights dropping as low as negative nineteen, the Flats is a formidable obstacle. Orbital reconnaissance put the Davion defenders in the Flats but was unable to pinpoint their position.

Sao-shao Liko Shaiu commanded the screening force. As he neared the Flats, he discovered significant electromagnetic interference. A savvy tactician, he realized the combination of scorching temperatures and interference would hinder the AFFS far more than his screening force and began a game of cat and mouse that lasted for four days.

Shaiu used the superior mobility of his units to ferret out the Davion positions and delivered a series of hit-and-run raids targeting their slowest and heaviest assets. Although his entire lance weighed less than 200 tons, they disabled three Davion heavy 'Mechs and two assault 'Mechs. He entangled the AFFS forces long enough for a detachment from the Capellan force to bypass the Flats and capture two Davion DropShips.

*Yinghuochong*s also participated in the invasion of New Syrtis. On the fifth day of fighting, aerial reconnaissance pinpointed a Davion mobile headquarters 600 kilometers from the front lines. While the bulk of the Capellan force concentrated near Brandon's Crossroads, they dispatched a pair of *Yinghuochong*s as a hunter-killer unit.

After five days behind enemy lines, the Capellan 'Mechs encountered a lance of two *Wolfhound*s and two *Hatchetman*s. Though significantly outgunned by the Davion 'Mechs, the *Yinghuochong*s quickly disabled one *Wolfhound* and heavily damaged the other before it could close. Although both Capellan 'Mechs took hits, they eventually disabled the second *Wolfhound*, before using their speed to pick apart the two *Hatchetman*s at range. Realizing that their 'Mechs would not stop the *Yinghuochongs*, the Davions hastily relocated their mobile headquarters, creating a disruption in their command operations that gave the Capellans the advantage they needed to win the battle of Brandon's Crossroads.

VARIANTS

Hellespont has been plagued by supply difficulties with the Sea Fox-made ER PPC. The 3Y variant replaces the Sea Fox ER PPC with a TSEMP. Although several other weapons were considered, the TSEMP's growing popularity with the CCAF led to its selection.

NOTABLE UNITS

***Sao-wei* Pelipa Zenochka:** Pelipa Zenochka is a MechWarrior operating with the Capellan Confederation's Second Liao Guards, which captured Hall in early 3049. The appearance of her *Yinghuochong*, a brand-new piece of Confederation hardware, underscored the level of warfare House Liao clearly anticipated as it passed beyond the borders of the Fortress. It therefore surprised Zenochka's commanders to find little more than local militia opposing them, rather than the Hastati Sentinels they'd expected. Convinced that RAF troops lay in wait amid the rocky woodlands surrounding the spaceport city of Choros, Zenochka was one of several scouts called upon to venture into the wilds and seed the area with remote sensors while carefully sweeping the area for any signs of hidden Republic bunkers and units—a task that turned up nothing for over a week.

Just as her superiors were ready to call an end to her sorties, however, a lance of Hastati armor burst from hiding when Zenochka wandered too close to their position. Caught alone in a close-quarters battle with elite RAF tanks, she made a fighting retreat, successfully disabling two Jousts before she could fully disengage and call for reinforcements. The subsequent Capellan artillery and bombing strikes sparked wildfires that continued to burn for the rest of the month.

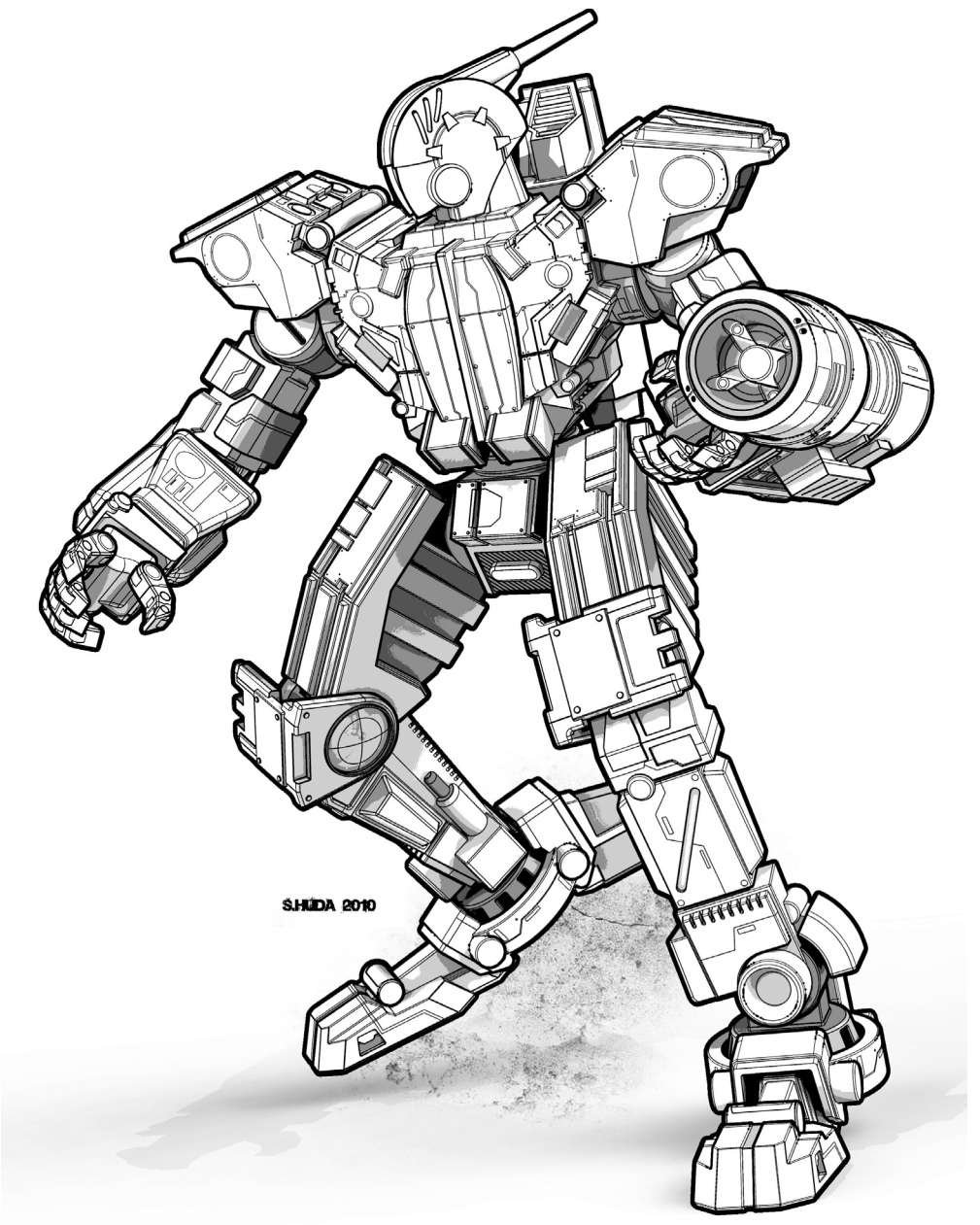
YHC-3E YINGHUOCHONG

Type: **Yinghuochong**
Technology Base: Mixed Inner Sphere
Tonnage: 35
Battle Value: 1,401

Equipment			**Mass**
Internal Structure:			3.5
Engine:	210 XL		4.5
Walking MP:	6		
Running MP:	9		
Jumping MP:	8		
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 and Ammo	**Location**	**Critical**	**Tonnage**
TAG	RA	1	1
Remote Sensor Dispenser	H	1	.5
ER PPC (C)	LA	2	6
Improved Jump Jet	RL	2	1
Improved Jump Jets	RT	6	3
Improved Jump Jets	LT	6	3
Improved Jump Jet	LL	2	1

Notes: Features the following Design Quirks: Improved Cooling Jacket (ER PPC (C)).



CAL-1MAF CALLIOPE



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

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 *Calliope*s was involved in action the following year.

Sold to a mercenary unit in the employ of the Marian Hegemony, *Calliope*s 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 *Calliope*s 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 *Calliope*s, 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 maniple 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-shao* Herman Shelton:** *Sao-shao* Shelton of the First McCarron's Armored Cavalry committed one of many atrocities in the Confederation's attempt to hold New Syrtis from Julian Davion's counterattack. Shelton's lance was ordered to create a diversion so that some of the Fourth MAC's forces in the Cave could escape the attackers. Shelton's choice was to set fire to an internment camp on the outskirts of Saso, the planetary capital. Seven thousand children, held hostage to force their parents to capitulate to the occupation force, were immolated in the blaze. A large bounty is open for Shelton, dead or alive.

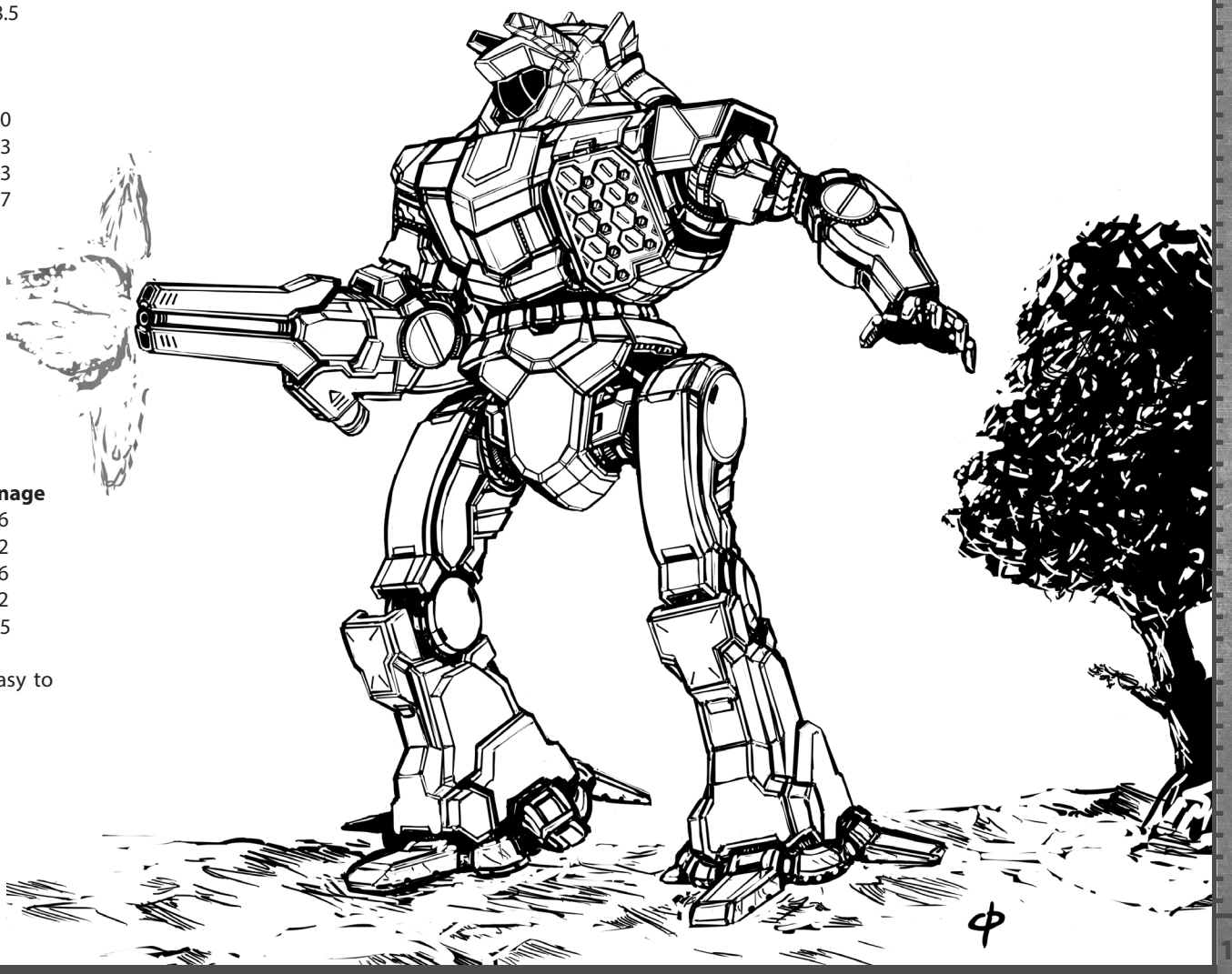
CAL-1MAF CALLIOPE

Type: **Calliope**
Technology Base: Inner Sphere
Tonnage: 40
Battle Value: 1,125

Equipment			**Mass**
Internal Structure:	Endo Steel		2
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 Quirks: Easy to Maintain.



RVN-5X RAVEN II



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

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' C^3 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.

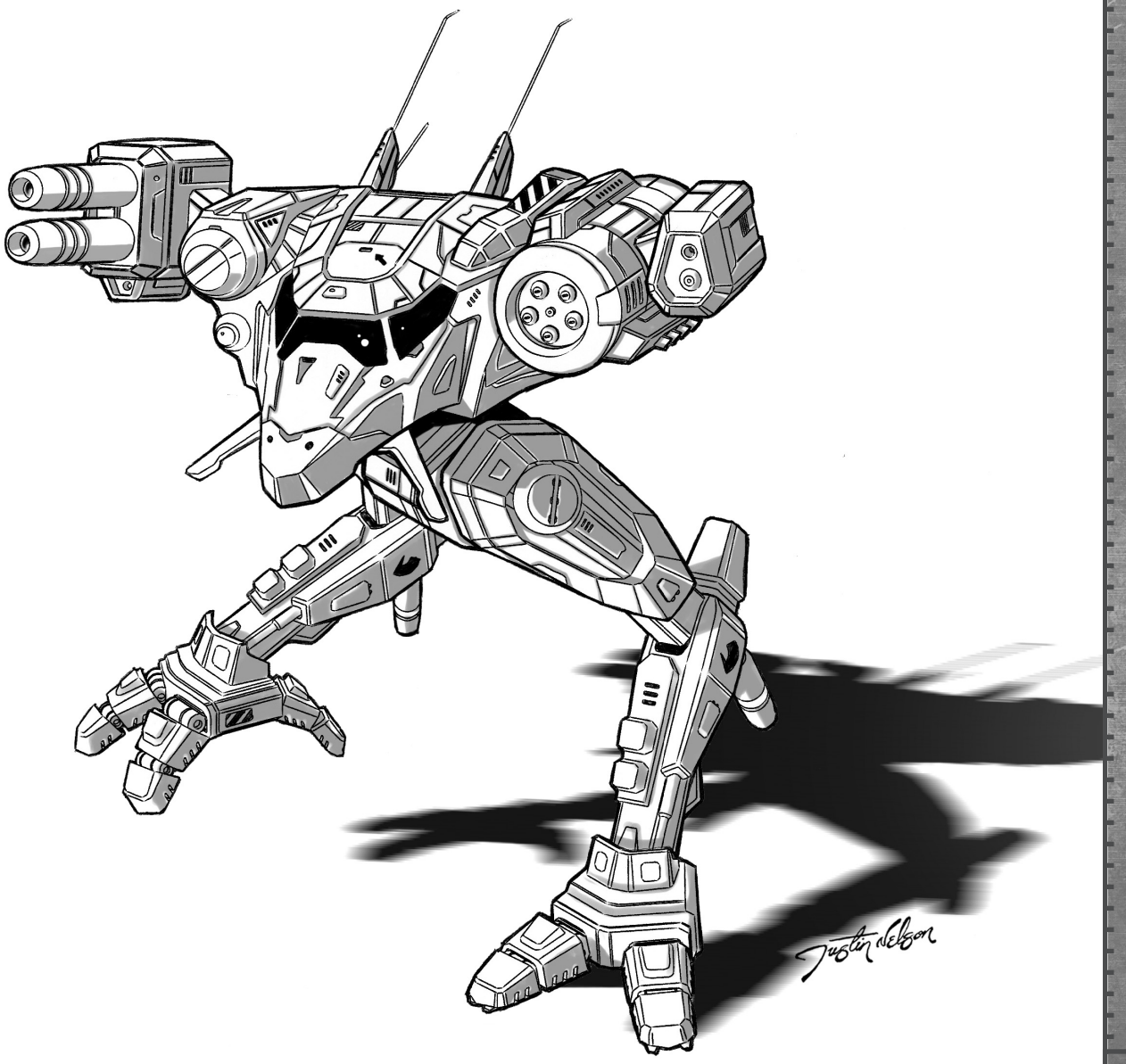
RVN-5X RAVEN II

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 Quirks: Improved Sensors.



UCU-F4 SCARECROW



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

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 Liaos 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 *Scarecrow*s 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

Captain Miyuki Crosby: Captain Crosby is one of several elite Davion MechWarriors who have been piloting *Scarecrow*s in special commando operations along the Federated Suns' fluid border with the Draconis Combine. An accomplished stealth hunter, Crosby and his lance—which pairs two *Scarecrow*s up with two *Vulpese*s—have taken part in strike missions against command centers and supply depots on a dozen worlds behind Kurita's lines from 3147 through 3148. Operating almost exclusively at night, their combination of high-tech equipment and superior skills have enabled his team to execute devastatingly effective raids that have cost the DCMS thousands of tons in advanced war material, and hundreds of specialized infantry troops and tech support staff. That they have done all of this without a single loss—even when penetrating bases defended by superior numbers—has prompted many of their enemies to refer to the lance as the "Black *Onryō*," a reference to vengeful ghosts in ancient Japanese lore.

UCU-F4 SCARECROW

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

Weapons 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	**Location**	**Critical**	**Tonnage**
Chameleon LPS	*	6	0
Jump Jet	RT	1	.5
Jump Jet	CT	1	.5
Jump Jet	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.



LK-3D ANTLION



Mass: 45 tons
Chassis: StarFrame Medium Reinforced
Power Plant: GM SuperFusion 225 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Valiant Ringmail Light Ferro-Fibrous with CASE II
Armament:
2 Type 4 'Mech Mortar
2 Sperry Browning Light Machine Guns
Manufacturer: StarCorps Industries
Primary Factory: Crofton
Communications System: O/P 3950 COMSET M7
Targeting & Tracking System: Martin-Quarry Tarsys XLR 2.7 with Bloodhound Active

StarCorps' *Antlion* is a unique 'Mech in the AFFS—one purpose-built for tactical indirect fire. The rise over the last sixty years of anti-missile equipment—especially the proliferation of the laser anti-missile system—has reduced the efficiency of the LRM as a bombardment tool. Though no other military and only a handful of mercenary units have put this quad into service, it remains in production.

CAPABILITIES

Slow and light, the *Antlion* is completely outclassed by even the smallest 'Mech in direct combat. Though its armor is adequate for its mass, its only real defense is a MechWarrior's eye on its active probe. Practically nothing can sneak with 240 meters of an *Antlion*, but with only a pair of light machine guns, it can do little more than inconvenience even an unarmored infantry platoon.

DEPLOYMENT

Despite their weaknesses *Antlion*s excel in a narrow range of missions. With sufficient terrain features—such as buildings—to put between their mortars and the enemy, they can lob powerful shells for as long as their ammunition holds out.

During the brutal city-fighting in Bueller, the *Antlion*s of the Robinson DMM earned their battle honors. A reinforced lance of six mortar 'Mechs worked with a spotting platoon of DMM battlesuits to ambush Combine recon elements as they penetrated the city. The battle armor would designate targets and call for fire, the *Antlion*s would fire a barrage, and the group would retreat deeper into the city, buying time for the defenders to prepare.

During one fire mission a Combine *Venom* raced out of the ambush zone and, using its jump jets, came down among the *Antlion*s. Ignoring the near-useless machine gun fire, it turned its pulse lasers on the nearest mortar 'Mech. As the battlesuits raced to come to the *Antlion*s' aid, the lance commander took matters into his own hands. Charging, he used his quad 'Mech's powerful legs to lame the *Venom*, then literally kicked and stomped it to pieces when it fell.

*Antlion*s also gave journeyman service during the invasion of New Syrtis. There, the Hasek defenders used them as mobile infantry interdiction platforms, moving them into position via drainage ditches and recessed maglev draws to bombard infantry columns. Their Bloodhounds let them stay ahead of the inevitable counterattacks, and they took the opportunity to sow the city with remote sensors that took the Capellans weeks to clean up and deactivate.

The Combine invasion has illustrated the folly of allowing *Antlion*s to stand in the line of battle; more than forty have been destroyed when their lances were overrun by swift Combine striker lances, unable to defend themselves from enemies who could move under their mortar umbrella. Many AFFS officers have urged StarCorps to develop a direct-fire escort version of the 'Mech, but the company believes its other 'Mechs fulfill that role adequately.

NOTABLE UNITS

Sergeant Steven T. Stephens: Though the rest of his artillery lance lay dead, Sergeant Stephens refused orders to retreat from a Capellan charge on Cammal, remaining in position to give the other 'Mechs of his unit covering fire for their own withdrawal. He was captured by the enemy but later managed to escape from a POW camp into the wilderness. His current status is unknown.

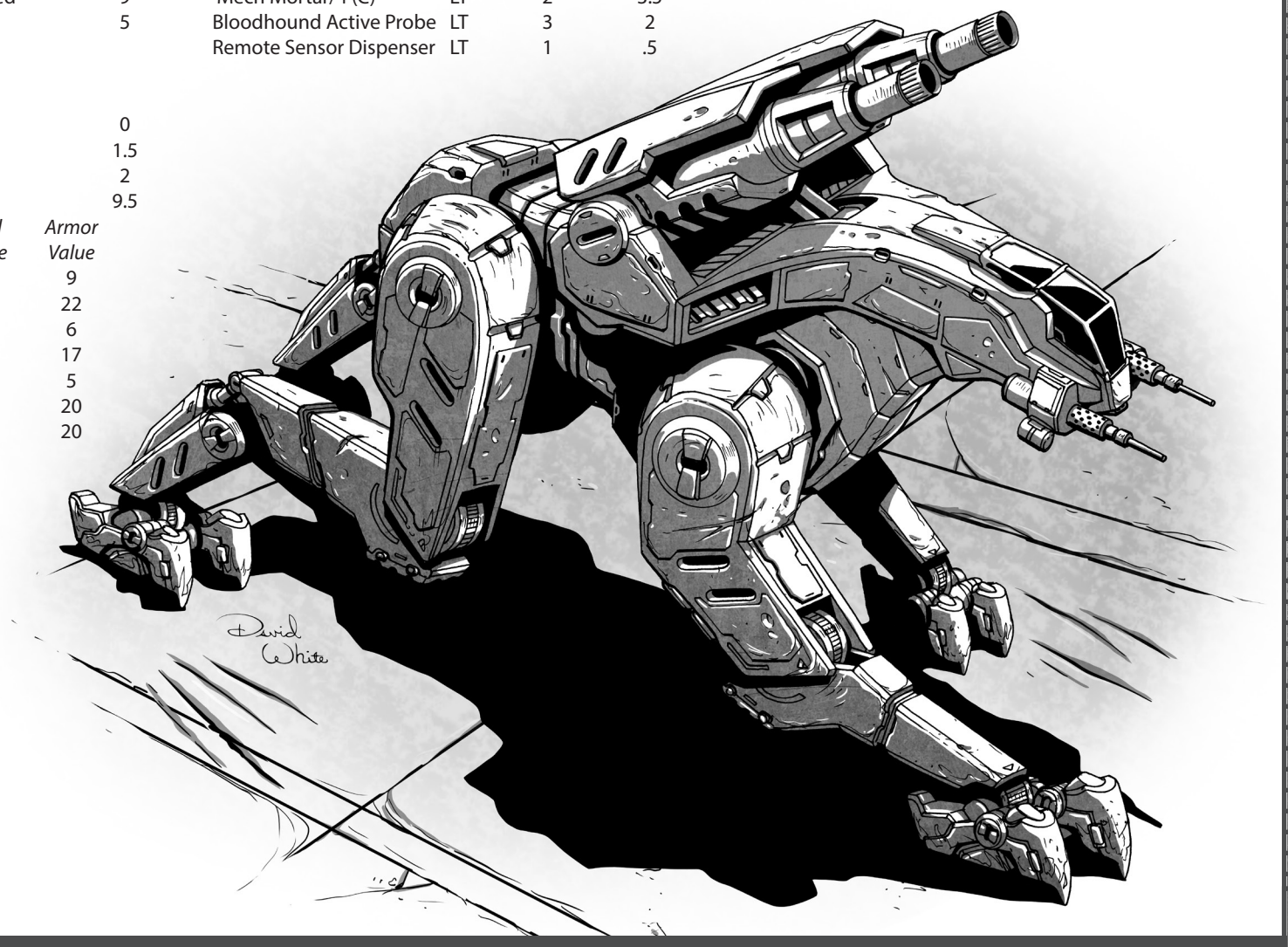
Sergeant Angela Iturbide: After two *Antlion*s were shot out from under her, Sergeant Iturbide nearly panicked when she was assigned a third. However her new ride, nicknamed "Dead Meat," has survived four engagements against Combine forces over the past few years. On Coloma she helped take down a Sword of Light lance and earned a commendation from Erik Sandoval himself. Now Iturbide presents a cocky persona who extols the virtues of artillery 'Mechs every chance she gets. Her lancemates fear they will bear the consequences of her hubris.

LK-3D ANTLION

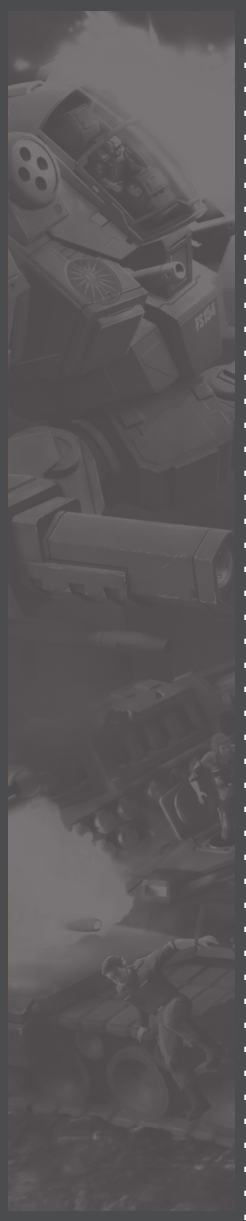
Type: **Antlion**
Technology Base: Mixed Inner Sphere (Advanced)
Tonnage: 45
Battle Value: 878

Equipment			**Mass**
Internal Structure:	Reinforced		9
Engine:	225 XL		5
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro (XL):			1.5
Cockpit (Small):			2
Armor Factor (Light Ferro):	161		9.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	14	22	
Center Torso (rear)		6	
R/L Torso	11	17	
R/L Torso (rear)		5	
R/L Front Leg	11	20	
R/L Rear Leg	11	20	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
'Mech Mortar/4 (C)	RT	2	3.5
Ammo (Mortar) 36	RT	6	6
CASE II	RT	1	1
Ammo (Light MG) 100	RFL	1	.5
2 Light Machine Guns	H	2	1
'Mech Mortar/4 (C)	LT	2	3.5
Bloodhound Active Probe	LT	3	2
Remote Sensor Dispenser	LT	1	.5



STALKING SPIDER II



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 Standard
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

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 II*s 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 II*s 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 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.

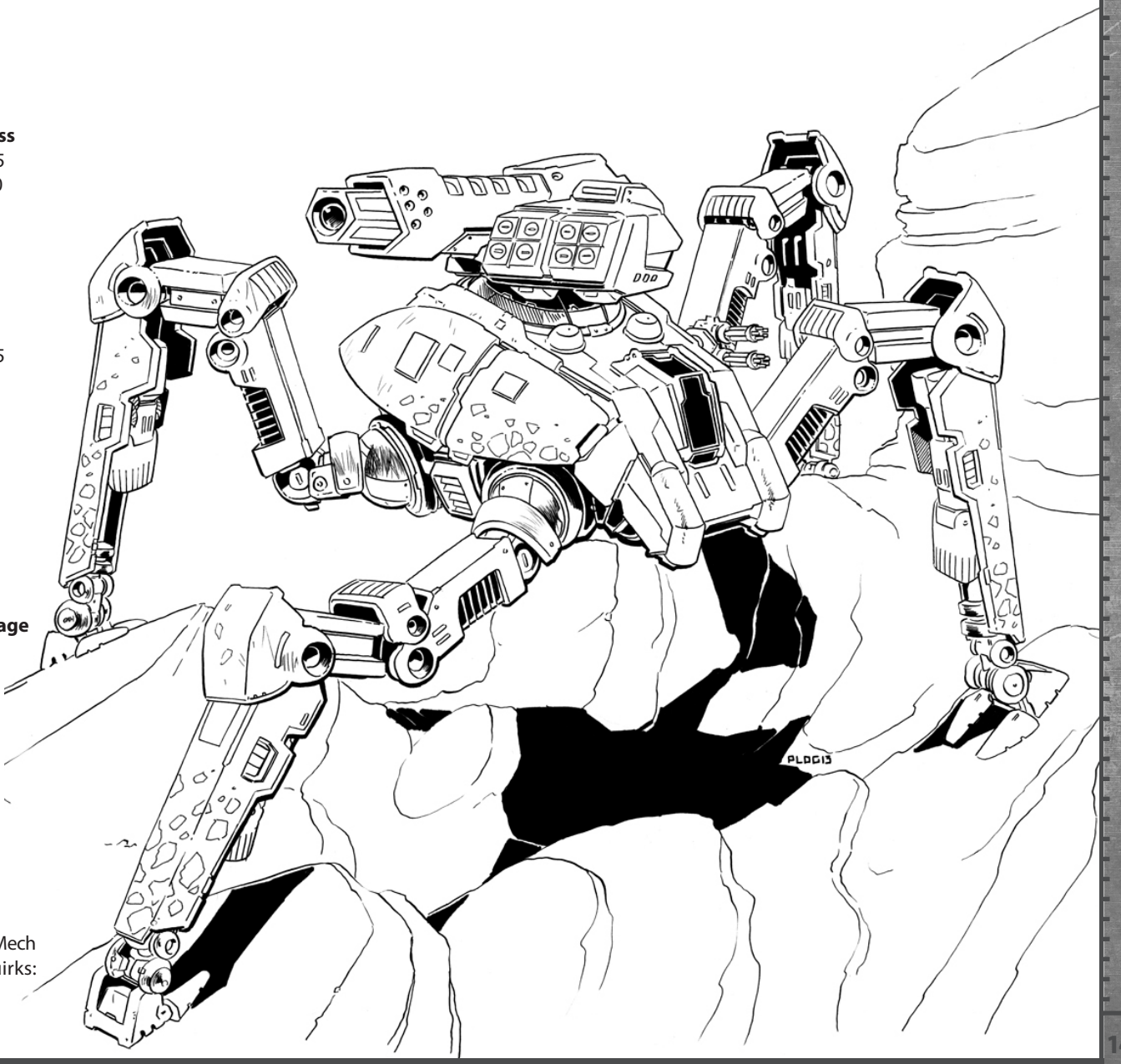
STALKING SPIDER II

Type: **Stalking Spider II**
Technology Base: Clan (Advanced)
Tonnage: 45
Battle Value: 1,362

Equipment			**Mass**
Internal Structure:			4.5
Engine:	225		10
Walking MP:	5		
Running MP:	8		
Jumping MP:	5		
Heat Sinks:	13 [26]		3
Gyro:			3
Cockpit:			3
Armor Factor:	152		9.5
	Internal Structure	*Armor Value*	
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 Quirks: Ammunition Feed Problems (SRMs).



AVL-10 AVALANCHE



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
Armament:
16 tons of pod space
Manufacturer: Luthien Armor Works
Primary Factory: Luthien
Communications System: Sipher CommCon SCU-9
Targeting & Tracking System: Matabushi Stalker

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 *Avalanche*s 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 *Avalanche*s 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.

AVL-10 AVALANCHE

Type: **Avalanche**
Technology Base: Inner Sphere
Tonnage: 50
Battle Value: 1,540

Equipment			**Mass**
Internal Structure:	Endo Steel		2.5
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

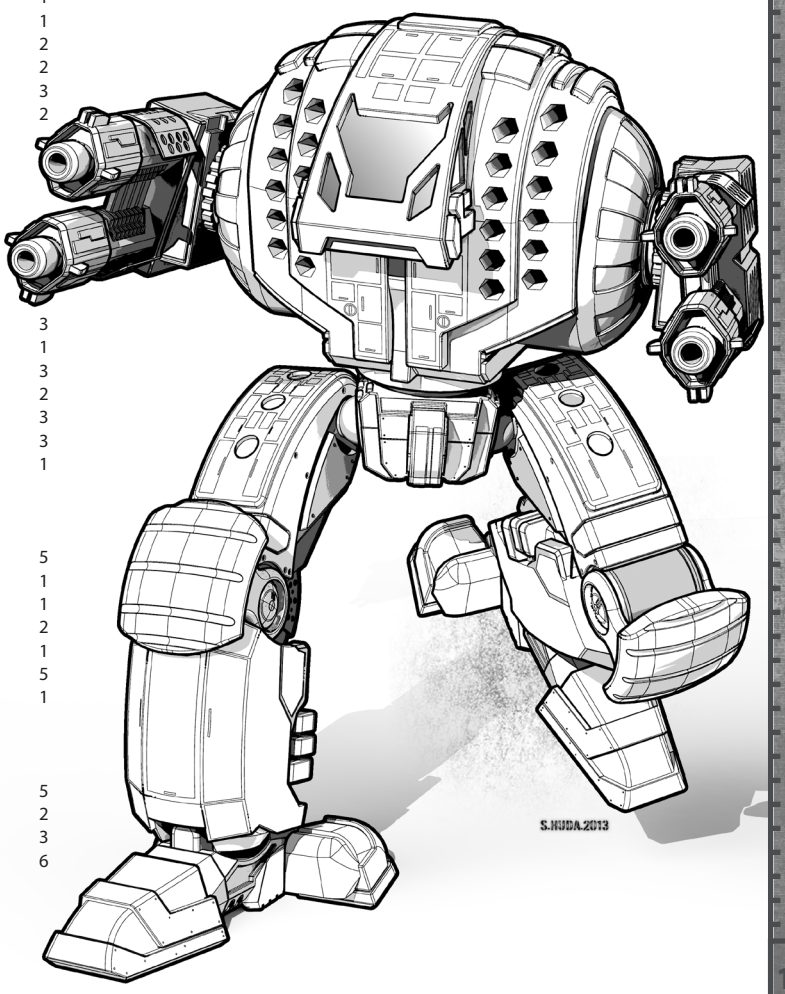
Location	*Fixed*	*Spaces Remaining*
Head	Endo Steel	0
Center Torso	1 Jump Jet	0
	1 Endo Steel	
Right Torso	2 Jump Jet	8
	1 CASE	
	1 Endo Steel	
Left Torso	2 Jump Jet	7
	3 Endo Steel	
Right Arm	4 Endo Steel	4
Left Arm	4 Endo Steel	4
Right Leg	None	2
Left Leg	None	2

Notes: Features the following Design Quirks: 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			



BLACK HAWK (STANDARD)



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

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 Seadalbari, 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.

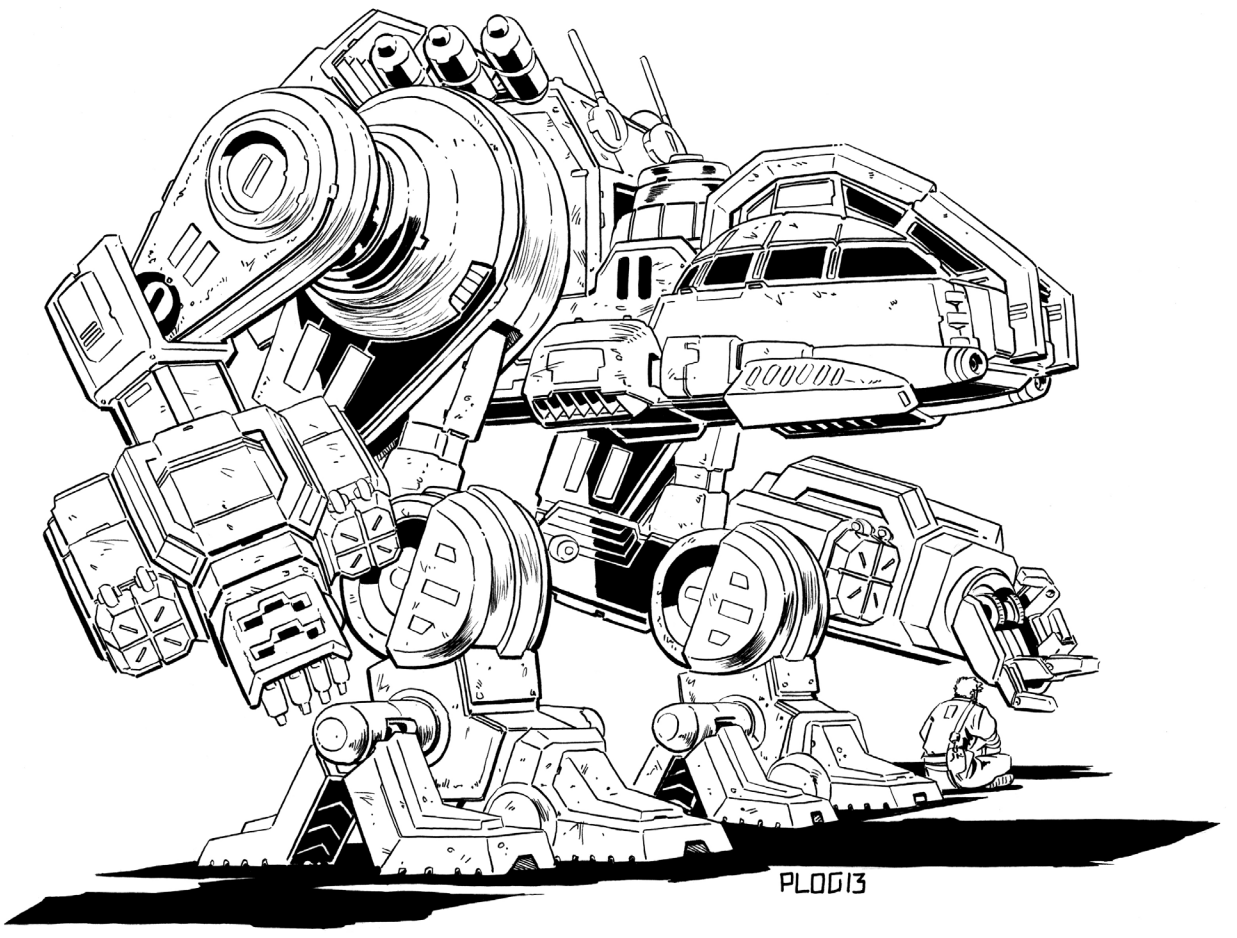
Major Lori Kyle: A venerable MechWarrior in the Eridani Light Horse, Major Kyle was admired for her fanatical devotion to her Horsemen and her preternatural skill at the helm of her *Black Hawk 3* "Kitasha." By the time of the Blackout, however, Kyle was in her sixties, and her skills were starting to 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.

BLACK HAWK (STANDARD)

Type: **Black Hawk**
Technology Base: Clan
Tonnage: 50
Battle Value: 2,183

Equipment			**Mass**
Internal Structure:	Endo Steel		2.5
Engine:	250 XL		6.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	5		
Heat Sinks:	14 [28]		4
Gyro:			3
Cockpit:			3
Armor Factor:	136		8.5
	Internal Structure	*Armor Value*	
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



GDR-1D GRAVEDIGGER



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

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.

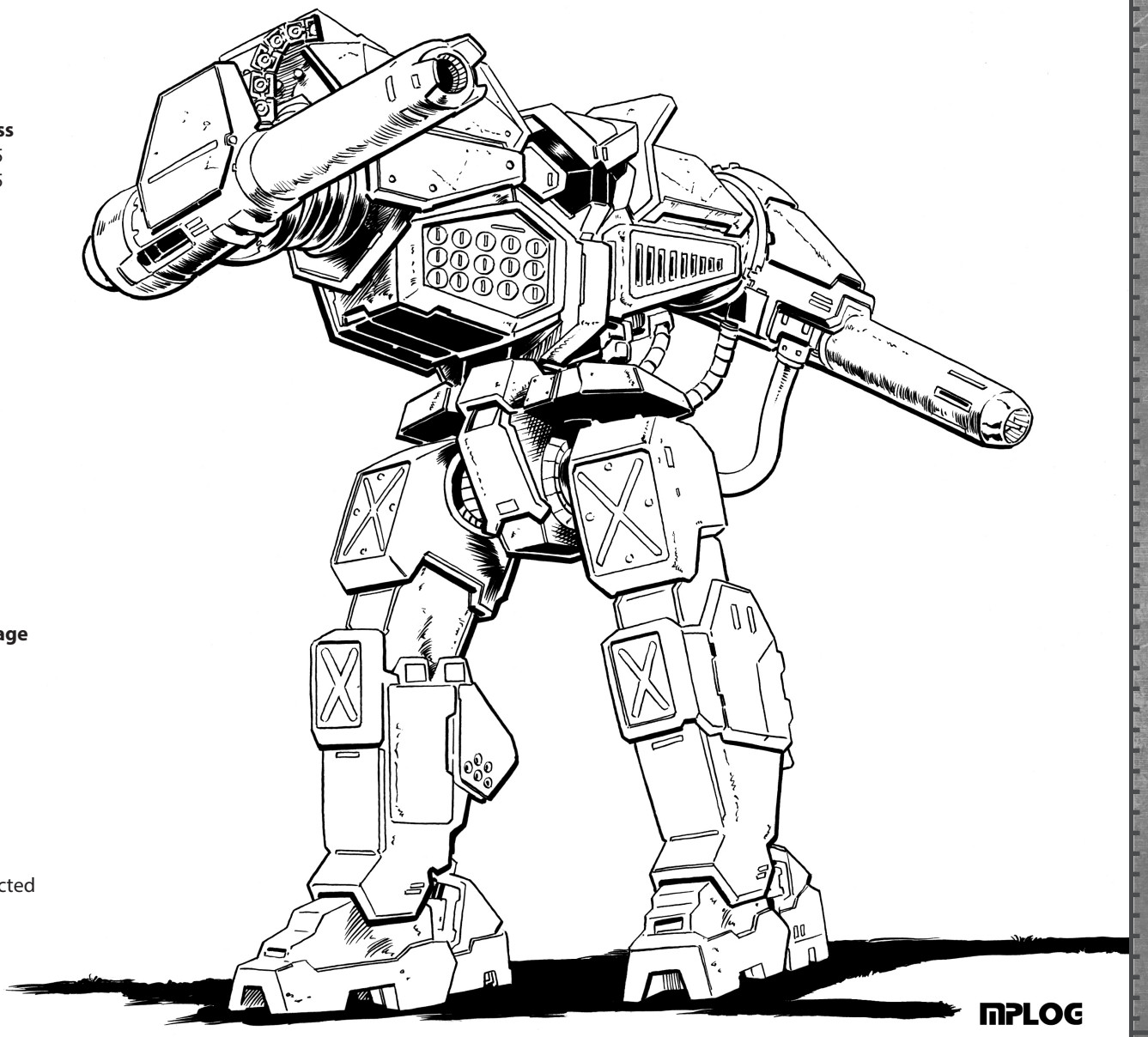
GDR-1D GRAVEDIGGER

Type: **Gravedigger**
Technology Base: Mixed Inner Sphere
Tonnage: 50
Battle Value: 1,707

Equipment			**Mass**
Internal Structure:	Endo Steel		2.5
Engine:	200 XL		4.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	11 [22]		1
Gyro:			2
Cockpit:			3
Armor Factor:	169		11
	Internal Structure	*Armor Value*	
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).



JL-1 RAIDER



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

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.

[Editor's note: With the recent self-immolation of Ki-linn 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

Type: **Raider**
Technology Base: Inner Sphere
Tonnage: 50
Battle Value: 817

Equipment			**Mass**
Internal Structure:			5
Engine (ICE):	200		17
Walking MP:	4 (5)		
Running MP:	6 (8)		
Jumping MP:	0		
Heat Sinks:	2		2
Gyro:			2
Cockpit:			3
Armor Factor:	112		7
	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 Quirks: Searchlight.



WENDIGO



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

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 *Wendigo*s—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 *Wendigo*s 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.

WENDIGO

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

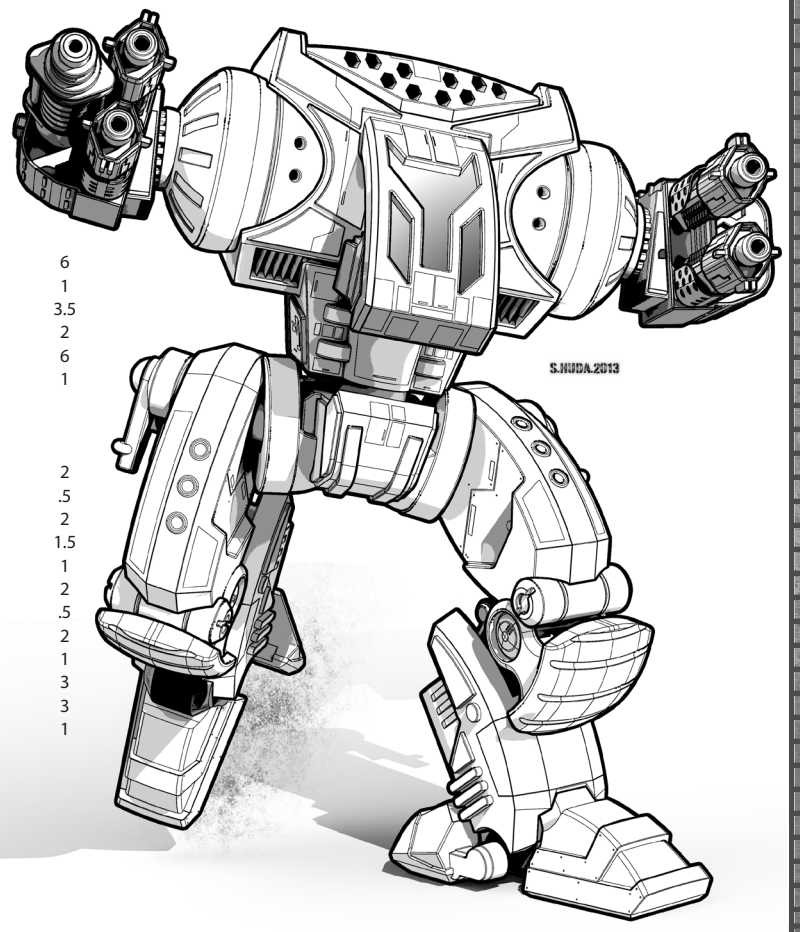
Notes: Features the following Design Quirks: Distracting.

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Primary Weapons Configuration			
2 ER Medium Lasers	RA	2	2
Ultra AC/2	RA	2	5
Ammo (Ultra) 45	RT	1	1
Double Heat Sink	RL	2	1
LRM 10	H	1	2.5
Ammo (LRM) 12	H	1	1
Double Heat Sink	LL	2	1
Ammo (Streak) 15	LT	1	1
2 ER Medium Lasers	LA	2	2
Streak SRM 6	LA	2	3

Alternate Configuration A			
Large Pulse Laser	RA	2	6
Double Heat Sink	RT	2	1
LRM 15	H	2	3.5
Ammo (LRM) 16	H	2	2
Large Pulse Laser	LA	2	6
Double Heat Sink	LT	2	1
Battle Value: 2,072			

Alternate Configuration B			
2 ER Medium Lasers	RA	2	2
ER Small Laser	RA	1	.5
2 Double Heat Sinks	RA	4	2
3 ER Small Lasers	H	3	1.5
ECM Suite	H	1	1
2 ER Medium Lasers	LA	2	2
ER Small Laser	LA	1	.5
2 Double Heat Sinks	LA	4	2
Improved Jump Jet	RL	2	1
Improved Jump Jets	RT	6	3
Improved Jump Jets	LT	6	3
Improved Jump Jet	LL	2	1
Battle Value: 2,369			

Alternate Configuration C			
Improved Heavy Large Laser	RA	3	4
Double Heat Sink	RT	2	1
Supercharger	RT	1	1
Double Heat Sink	RL	2	1
2 Improved Heavy Medium Lasers	H	4	2
Double Heat Sink	LL	2	1
ER Small Laser	LT	1	.5
Ammo (Streak) 16	LT	2	2
Streak LRM 15	LA	3	7
Battle Value: 2,623			



QSM-3D QUASIMODO



Mass: 55 tons
Chassis: Crucis Type V
Power Plant: Hermes 275 XL
Cruising Speed: 54 kph, 64 kph with TSM
Maximum Speed: 86 kph, 97 kph with TSM
Jump Jets: Rawlings 45
Jump Capacity: 150 meters
Armor: Durallex Tensile-4 with Kallon Nimbus Blue Shield Particle Field Damper
Armament:
3 Diverse Optics Type 47V Medium Variable-Speed Pulse Lasers
2 Magna Mk. VI Extended-Range Medium Lasers
1 Magna Mk. IV Extended-Range Small Laser
Manufacturer: Kali Yama/Alphard Trading Corp.
Primary Factory: Kendall
Communications System: Omicron 4002 Networking Channel
Targeting & Tracking System: TRSS Eagle Eye

With countless *Hunchback*s named Quasimodo in the history of the Inner Sphere, Kali Yama and the Alphard Trading Company collaborated to rebuild a factory on the damaged world of Kendall that is producing the next generation *Hunchback*, the *Quasimodo*.

CAPABILITIES

Ten percent heavier than its predecessor, the *Quasimodo* is also twenty percent faster and is reminiscent of the 4P variant of the *Hunchback*, mounting solely laser weapons. Adding jump jets that aren't unheard of in a *Hunchback* improves the mobility of the *Quasimodo,* but the powerful triple-strength myomers and experimental blue shield help make the *Quasimodo* stand out as a brawler very different from its ancestor.

DEPLOYMENT

The first appearance of the *Quasimodo* wasn't in a demonstration or tradeshow, but rather in one of the biggest Solaris matches of 3140. Yuki "Black Razor" Saysangkhi had burst onto the Solaris scene earlier that year, showing up out of nowhere with a pristine *Hellstar* and obliterating nine straight opponents thanks to the firepower of the Clan 'Mech. Seeing a potential marketing coup, Kali Yama offered Sarah "Mortice" Ravenion a *Quasimodo* instead of her usual *Caesar*.

The match started off with Ravenion hiding behind cover as she advanced toward Saysangkhi's *Hellstar*. The combat seemed to be short-lived as she cleared a grove of trees to find the *Hellstar* directly in front of her, triggering all four particle cannons. Three hit, including one to the head of the *Quasimodo*. The momentum quickly shifted when she kept coming, unleashing a full barrage of her lasers. The thick armor of the assault 'Mech easily withstood that blast, but she slipped behind Saysangkhi and mauled his rear armor plating. He recovered and swung his 'Mech around to unleash a full barrage on her, but she leapt behind the tree line.

Rather than play a game of cat-and-mouse, Saysangkhi began systematically cutting down trees with his PPCs. Ravenion came sprinting back out, her armor breached in a few spots by her opponent, but a swift kick caved in the knee of the *Hellstar*. It fell, but Saysangkhi quickly brought it upright, only to have the *Quasimodo* use a combination of lasers and fists to rip into the back of his machine, shattering heat sinks, particle cannons and engine shielding. Saysangkhi surrendered to save his 'Mech, but his career never recovered. Forced to rely upon Inner Sphere-grade replacements, his *Hellstar* wasn't enough to overcome his lack of piloting talent.

NOTABLE UNITS

Captain Michael McTavish: Captain McTavish was assigned to the First Andurien Rangers in March of 3148 when the Duchy of Andurien formally laid claim to many of the unaligned worlds between it and Regulus. When Captain McTavish's company arrived on planet, elements of the First Marik Protectors refused to step down. When the Protectors commander rode out to challenge the "invaders" in his *Awesome*, Michael abandoned any hope of peaceful negotiations.

Captain McTavish's *Quasimodo* was one of the heaviest units in the medium weight company and the perfect choice to oppose the enemy commander. Knowing his Blue Shield Particle Field Dampener's performance would degrade over time, he rushed in close to try and quickly win the fight. Once he got in close, Michael's lasers worked to great effectiveness, shredding the *Awesome*'s armor. With their local commander handily defeated, the remaining Marik Protectors chose to stand down.

Warrior Dorcelina: A *solahma* warrior facing a less than desirable end to her fighting days, Dorcelina volunteered to work with the Clan Wolf Scientist Caste in studying the *Quasimodo*. A Star Colonel was intrigued by the Blue Shield Particle Dampener and directed his local Scientist Caste to explore the possibilities of an improved version. Dorcelina piloted a captured *Quasimodo* against front-line warriors as the Scientists analyzed the combat data. The old warrior has survived three heavy test combat fights and hopes to die in one soon, as she has been diagnosed with liver cancer.

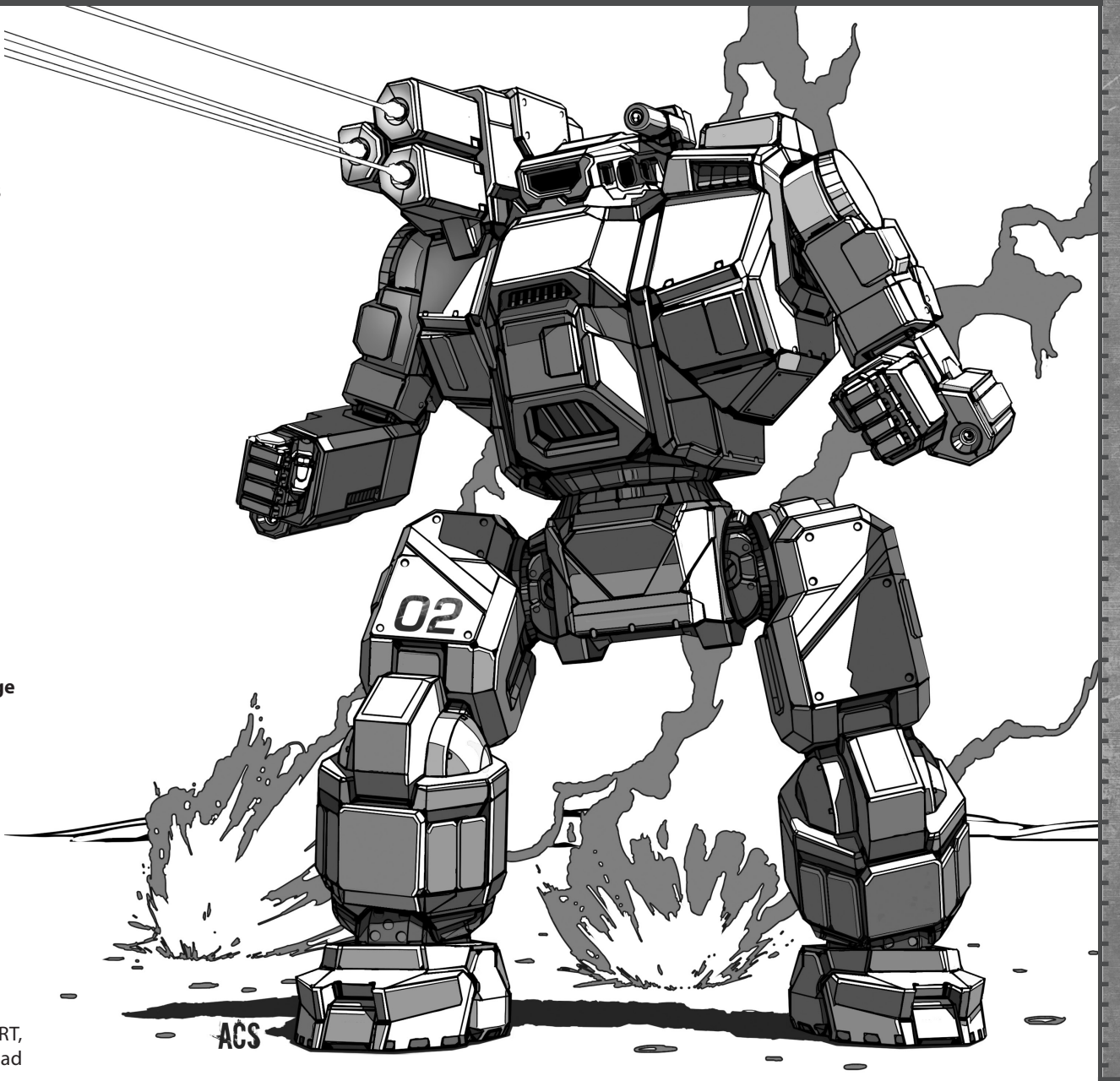
QSM-3D QUASIMODO

Type: **Quasimodo**
Technology Base: Inner Sphere (Experimental)
Tonnage: 55
Battle Value: 1,575

Equipment			**Mass**
Internal Structure:			5.5
Engine:	275 XL		8
Walking MP:	5 (6)		
Running MP:	8 (9)		
Jumping MP:	5		
Heat Sinks:	14 [28]		4
Gyro:			3
Cockpit:			3
Armor Factor:	184		11.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	18	27	
Center Torso (rear)		8	
R/L Torso	13	20	
R/L Torso (rear)		6	
R/L Arm	9	18	
R/L Leg	13	26	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
ER Medium Laser	RA	1	1
3 Medium VSP Lasers	RT	6	12
ER Small Laser	H	1	.5
ER Medium Laser	LA	1	1
Triple-Strength Myomer	RA/LA	3/3	0
Blue Shield Particle Field Damper	*	7	3
Jump Jet	RL	1	.5
Jump Jet	RT	1	.5
Jump Jet	CT	1	.5
Jump Jet	LT	1	.5
Jump Jet	LL	1	.5

Notes: *Blue Shield PFD occupies 1 critical in the RA, RT, RL, CT, LL, LT, and LA locations. Features Full-Head Ejection System.



ZU-G60 ANZU



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 Instatrac Mark X with TAG

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 Regulan 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 Regulan defenders, and by the time the Dragoons had disembarked the planet's garrison was already well entrenched.

Pushing forward, mixed lances of Marik *Anzu*s and *Thunderbolt*s went head to head with Regulan *Patriot*s and *Ostwar*s, pushing the defenders deeper into the urban sprawl. Baiting the Dragoons, the Regulan 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 Regulan kill-zones, the Dragoons' *Anzu*s 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. *Shockwave*s and *Griffin*s poured in supporting fire from the flanks, running down Hussar 'Mechs flushed out by the *Anzu*s' assault. The unexpectedly rapid fall of Harmony forced Regulus to suspend offensive operations against the Commonwealth. It would be two years of bitter fighting before the planet was restored to Regulan 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 Hollabrunn 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.

Star Commander Neal: Neal is a newly-minted Star Commander in the Eleventh Wolf Garrison Cluster. A factory-fresh *Anzu* replaced the *Loki II* that was destroyed in his Trial of Position. Despite being a freeborn warrior, Neal is considered a *ristar* in the Cluster, thanks to his exceptional natural MechWarrior ability and relentless drive to excel. His savage pursuit of fleeing First Protectorate Guardians raiders in March 3146 showed the true heart of a Wolf.

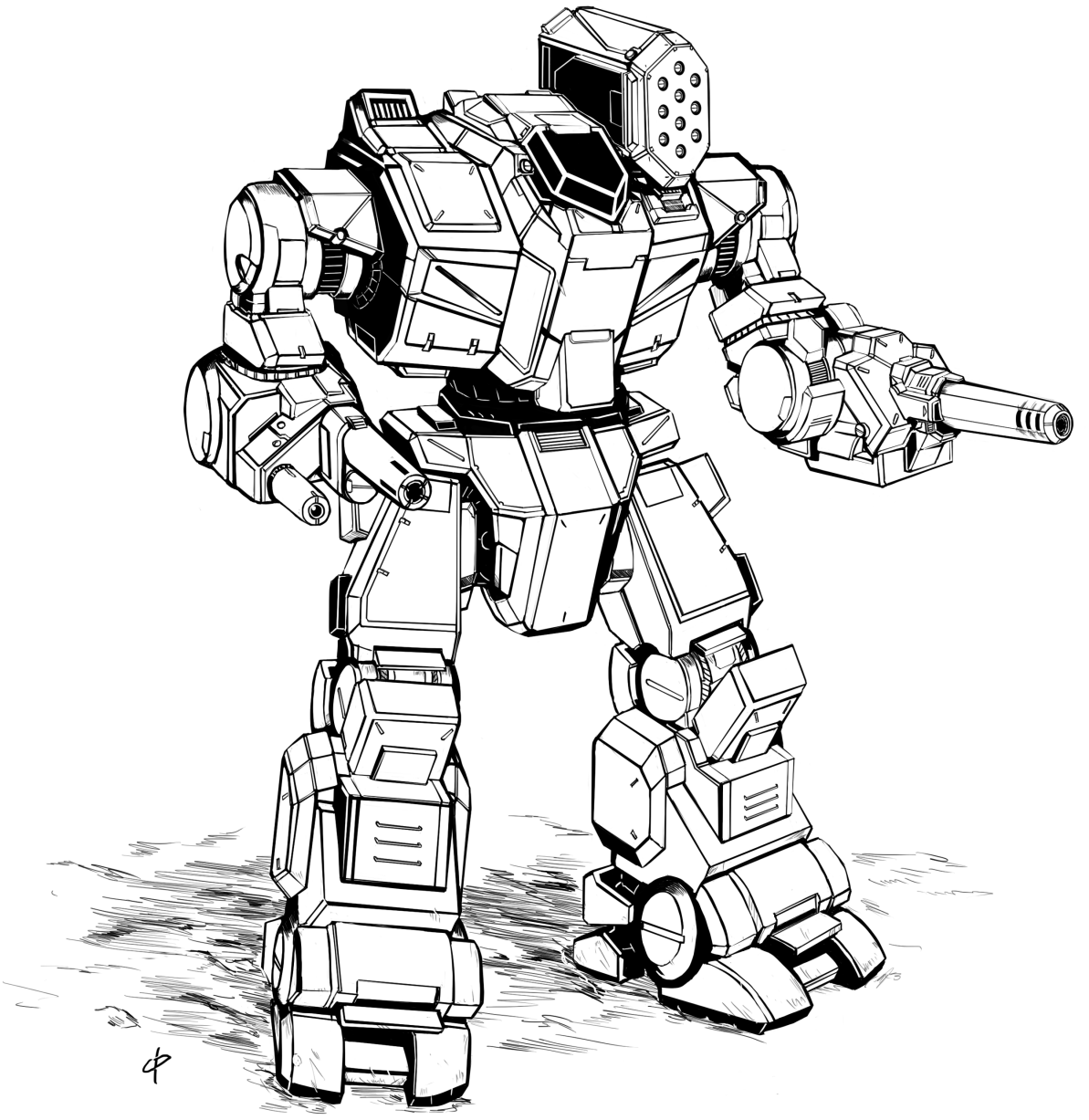
ZU-G60 ANZU

Type: **Anzu**
Technology Base: Inner Sphere
Tonnage: 60
Battle Value: 1,503

Equipment			**Mass**
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.



VULTURE MK III



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

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 *Vulture*s, 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 *Vulture*s 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.

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	

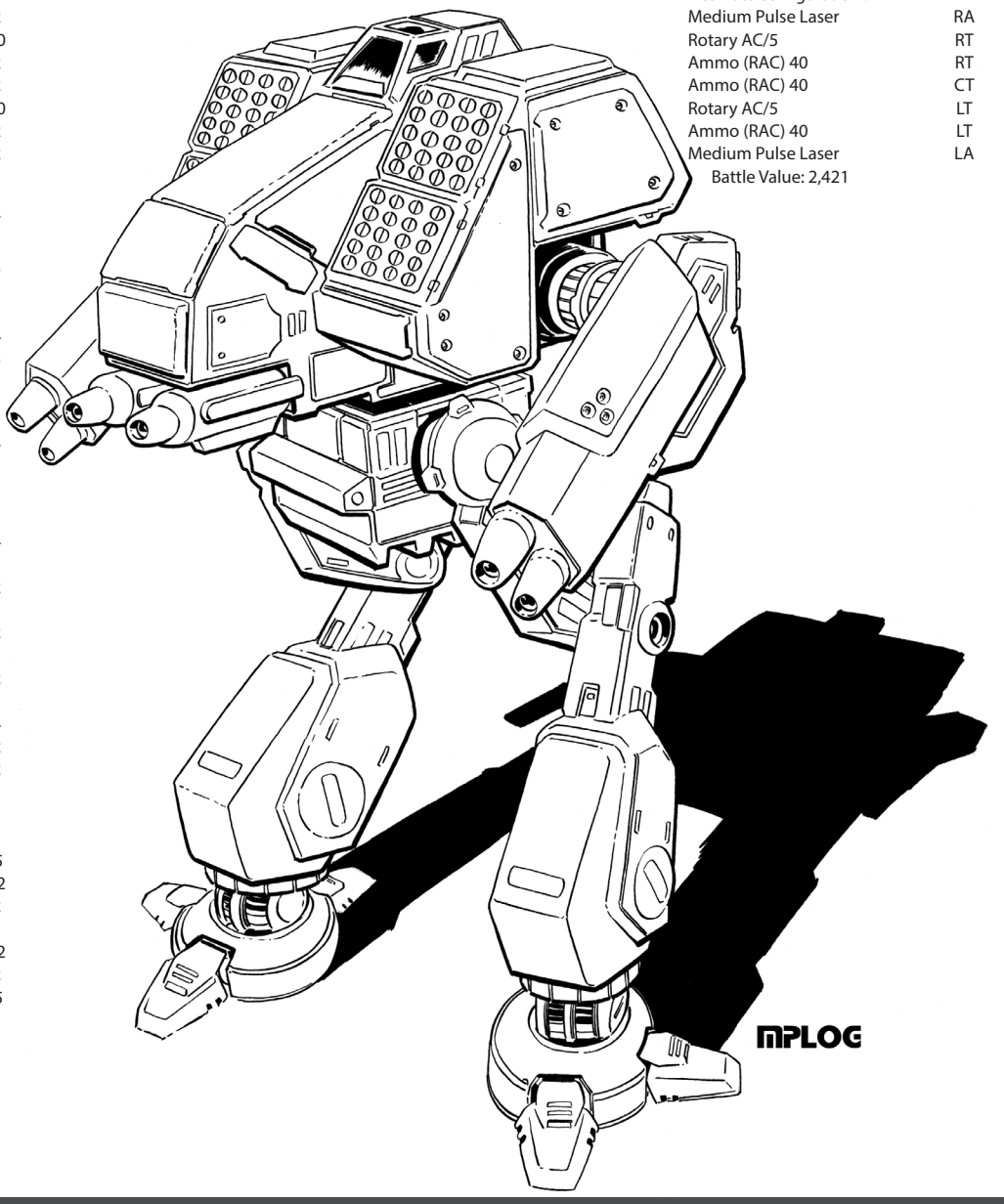
Weight and Space Allocation

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

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			

DRG-11K DRAGON II



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

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 II*s began replacing standard *Dragon*s across the DCMS, beginning with those tagged too old or with extensive repair histories. In many cases, the first *Dragon II*s 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 II*s 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 II*s 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 II*s 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 II*s 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 II*s 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.

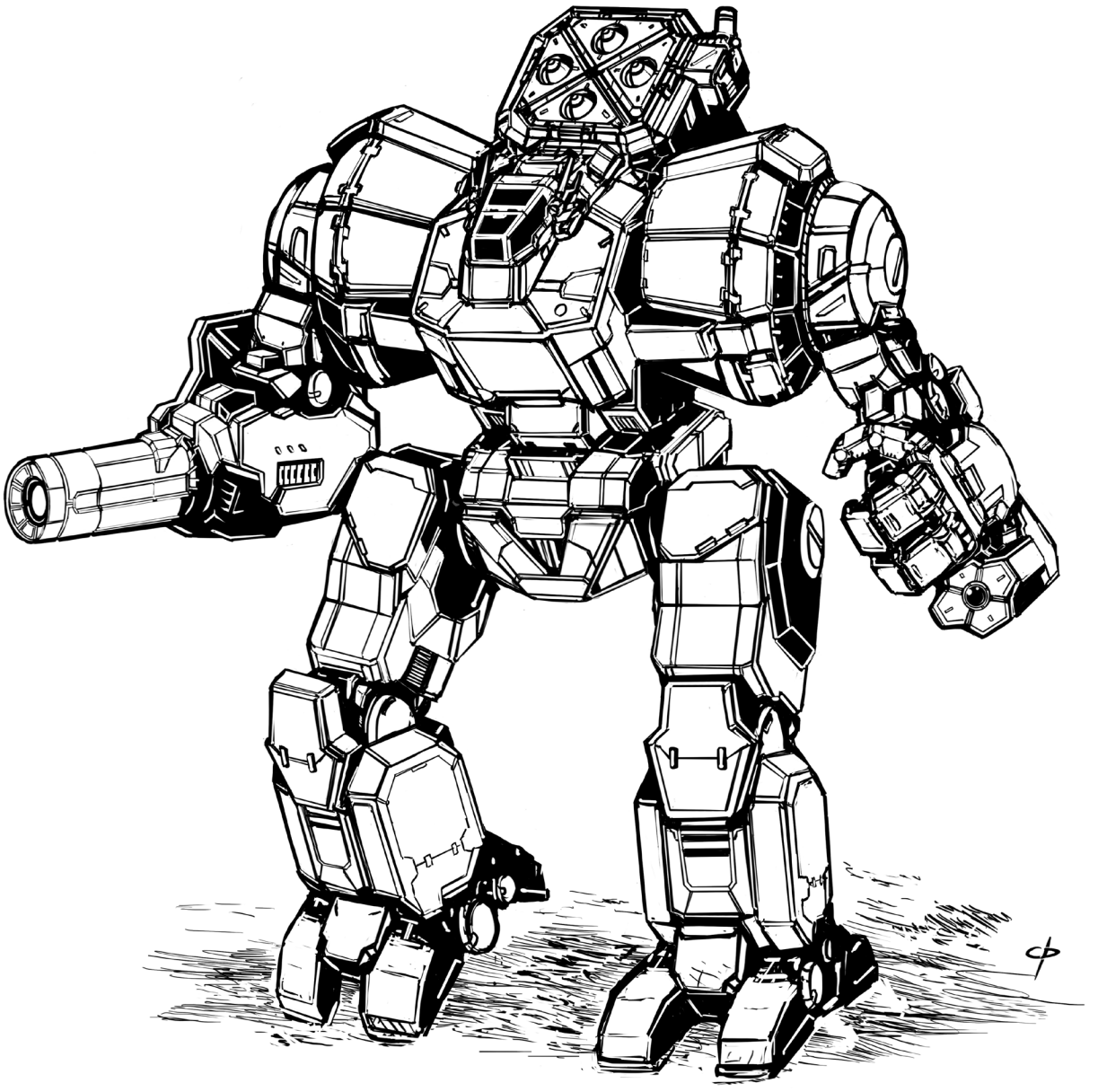
DRG-11K DRAGON II

Type: **Dragon II**
Technology Base: Inner Sphere (Advanced)
Tonnage: 65
Battle Value: 1,598

Equipment			**Mass**
Internal Structure:	Endo Steel		3.5
Engine:	260		13.5
Walking MP:	4		
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).



LOKI MK II



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)

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 II*s to bombard Salicastrum 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 II*s 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.

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

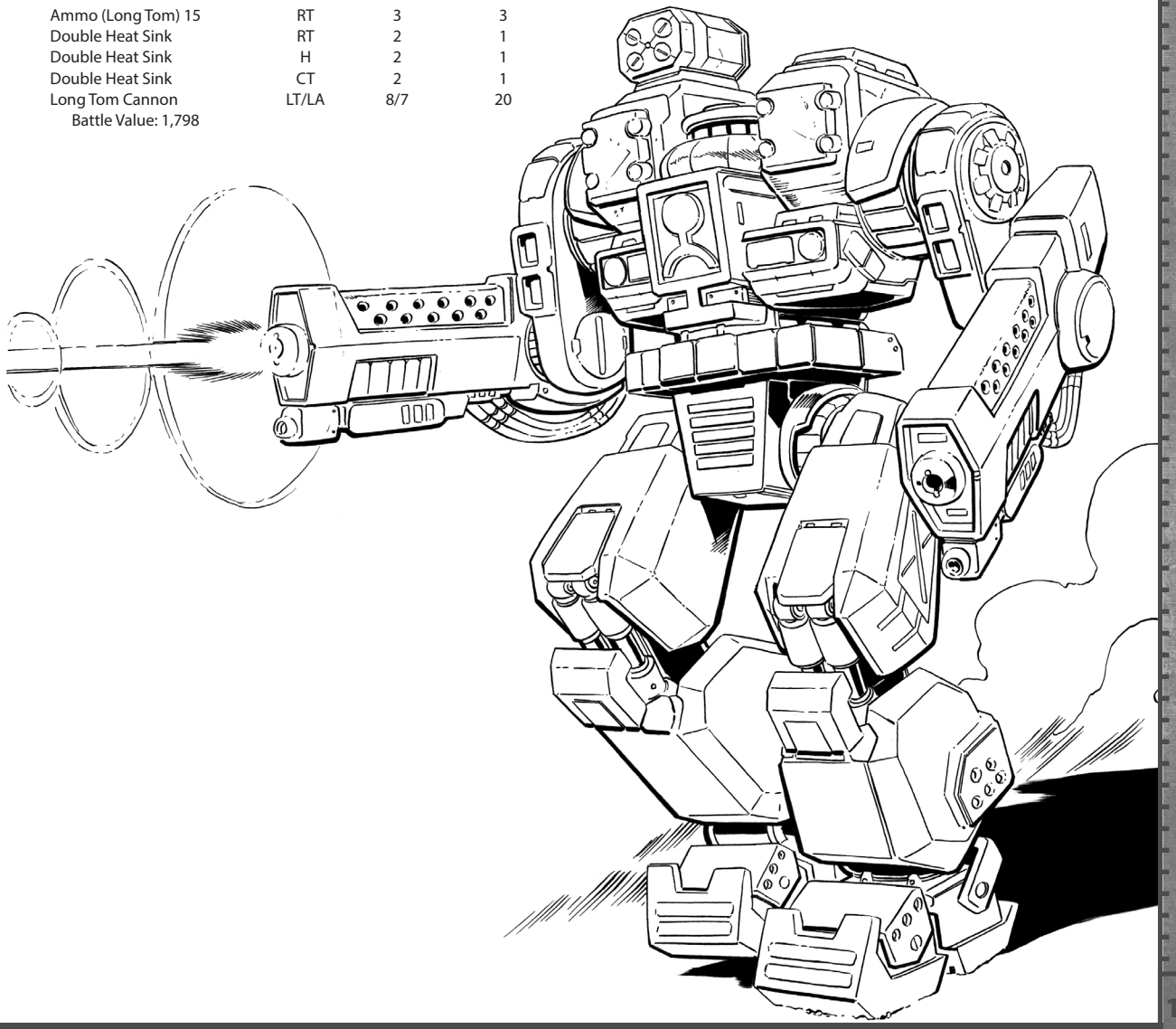
Weight and Space Allocation

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	

Notes: Features the following Design Quirks: 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			

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			



CPLT-L7 CATAPULT II



Mass: 70 tons
Chassis: Hollis Mk.II-Beta Endo Steel
Power Plant: GM 280 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: Anderson Propulsion 25
Jump Capacity: 120 meters
Armor: Ceres Heavy
Armament:
2 Holly "Ballista-20" LRM-20 Launchers
2 Firmir Hypnos Tight-Stream Electromagnetic Pulse Cannon
2 Diverse Optics Sunfire Extended Range Medium Lasers
Manufacturer: Hollis Incorporated
Primary Factory: Corey
Communications System: O/P COM-211
Targeting & Tracking System: O/P 1078

Colloquially known as the scorched coffin, the *Catapult II* is scorned by most MechWarriors due to its combination of weaponry and heat management issues. Despite its reputation, the *Catapult II* is highly effective when deployed properly.

CAPABILITIES

Designed as an indirect fire-support 'Mech and TSEMP test platform, the *Catapult II* is remarkably similar to its predecessor. The highly reliable Ballista launchers cycle faster than competing systems from domestic manufacturers and the Diverse Optics lasers have a history of solid performance.

The TSEMP has become popular with the CCAF, appearing on many newer 'Mechs. After prototypes showed stress fractures in the weapon's housings, the chassis was increased by five tons to better support the weapons. Hollis claims this reinforcement also extends the life limit on the chassis by fifteen years.

DEPLOYMENT

In 3145 elements of the Third McCarron's Armored Cavalry and Sung's Rangers invaded Taygeta. There, they faced determined resistance from members of the Ridgebrook Capellan March Militia and Fifth Crucis Lancers. In the rolling hills outside of the capital city, two companies of Capellan forces engaged a battalion of Davion defenders. The Capellans approached cautiously, using a lance of *Catapult II*s and other fire support 'Mechs to bombard the AFFS position before committing to the fight. Ammunition consumption has always been a concern for the *Catapult*, and the *Catapult II* designers addressed this by equipping the 'Mech with fifty percent more ammo and larger missile racks. Despite these improvements, the *Catapult II*s exhausted their stores within twelve minutes. Undaunted, *Sang-wei* Quon Yue formed his lance at the center of the Capellan line and, supported by a lance of heavy 'Mechs, led the advance.

Yue directed his lancemates to stagger their shots so that two of the 'Mechs were firing their TSEMPs while the other two were recharging. The *Catapult*s used their TSEMPs to paralyze a defender and then their companions destroyed it. The Davion commander ordered his forces to withdraw to avoid falling victim to the Capellan tactics. Unfortunately for the defenders, this provoked the *Catapult*s into great shows of bravado and they charged in, immobilizing Davion 'Mechs and pummeling them with physical attacks. By the end of the battle, the Capellans had suffered thirty percent casualties—including two of the *Catapult II*s—while the larger Davion force had been reduced by nearly fifty percent, largely due to the *Catapult*s.

The L7L variant participated in the attack on New Syrtis, where it distinguished itself in an urban brawl. The desperate Davion defenders resorted to inferno munitions during the battle for Brandon's Crossroads, and while these weapons were particularly effective against 'Mechs with stealth armor, the L7L's heat-dissipating armor worked flawlessly and allowed them to maintain continuous fire with their MMLs. In an hour of vicious street-to-street fighting three L7Ls supported by a *Lao Hu* defeated a lance of heavy Davion 'Mechs supported by multiple squads of Cavalier battle armor.

VARIANTS

The CPLT-L7L features a more traditional weapons load built around MML 9s and plasma rifles and carries heat-dissipating armor.

NOTABLE UNITS

Jonas Saunders: Saunders was a member of the Swordsworn splinter group, who migrated to Solaris VII after House Davion re-rallied its troops a few years after the Blackout. He and his *Catapult II* "Cynosure"—painted a bright combination of construction orange with metallic red highlights—were caught on Solaris when the Wolf Empire conquered the region. When the Wolves miraculously allowed the Games to continue—an act undoubtedly done to placate the local populace and support the Empire's economy—few were more surprised than gladiators like Saunders. That was until they found themselves facing a wave of Wolf contenders, determined to "test the mettle" of these "pseudo-warriors."

Thus, Saunders and "Cynosure" found themselves squaring off against MechWarrior Mariesa, a Wolf Empire MechWarrior piloting a *Warwolf* Prime. The battle, which took place in the Steiner Coliseum, put Saunders at a severe disadvantage; the tight quarters hobbled his Inner Sphere-model LRMs more often than his opponent's, while the *Warwolf*'s laser AMS and reactive armor foiled most of the missiles that did lock on. Saunders still managed to prevail, however, thanks to several solid hits from "Cynosure's" TSEMPs, which shut down Mariesa's *Warwolf* long enough for him to cripple it permanently using his lasers and feet.

CPLT-L7 CATAPULT II

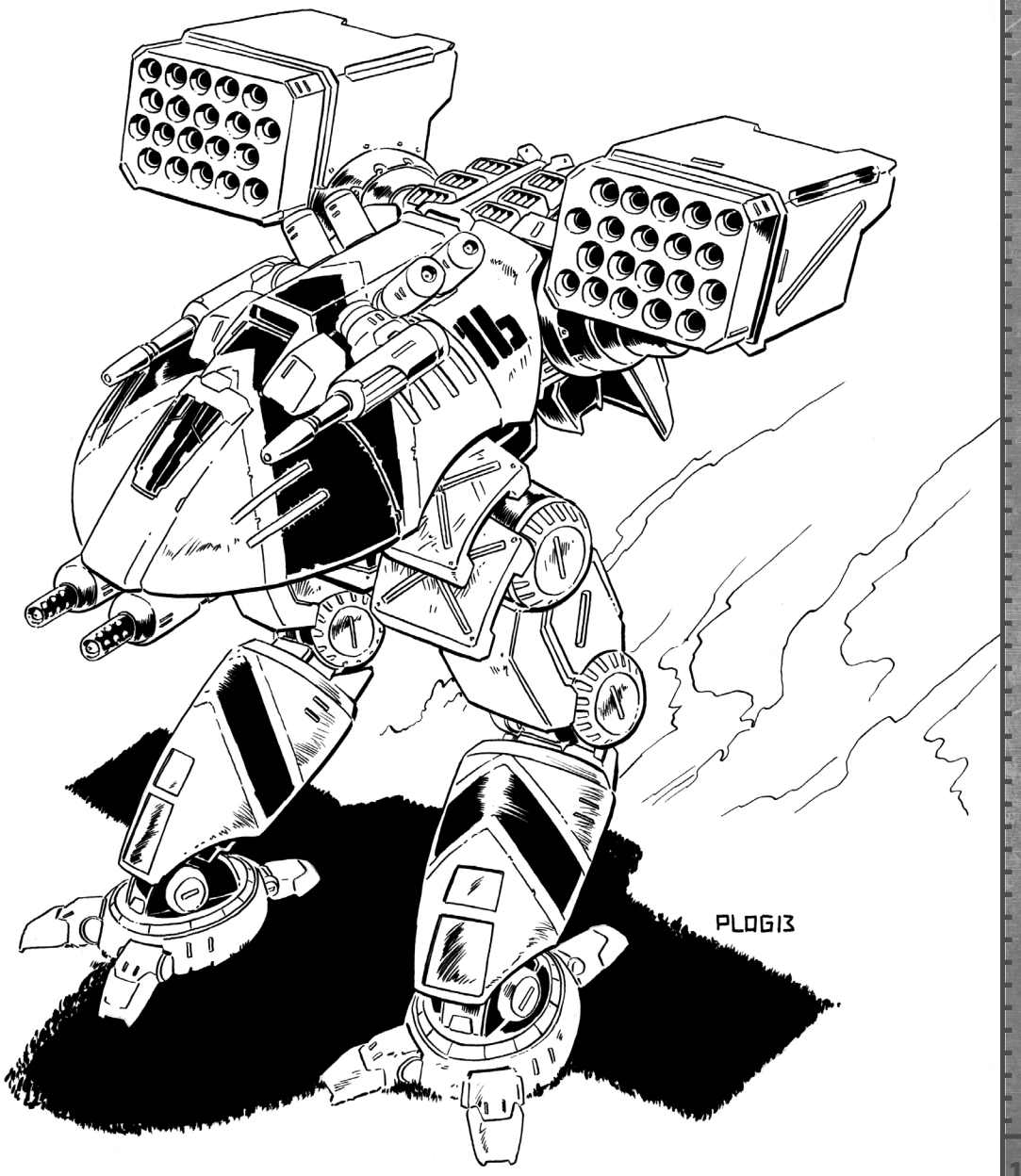
Type: **Catapult II**
Technology Base: Inner Sphere (Advanced)
Tonnage: 70
Battle Value: 2,574

Equipment		**Mass**
Internal Structure:	Endo Steel	3.5
Engine:	280 XL	8
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	168	10.5

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	22	26
Center Torso (rear)		11
R/L Torso	15	20
R/L Torso (rear)		8
R/L Arm	11	14
R/L Leg	15	19

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
LRM 20	RA	5	10
Ammo (LRM) 12	RT	2	2
TSEMP	RT	5	6
2 ER Medium Lasers	CT	2	2
TSEMP	LT	5	6
Ammo (LRM) 12	LT	2	2
LRM 20	LA	5	10
Jump Jets	RT	2	2
Jump Jets	LT	2	2

Notes: Features the following Design Quirks: Bad Reputation.



THOR II



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

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. There is 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

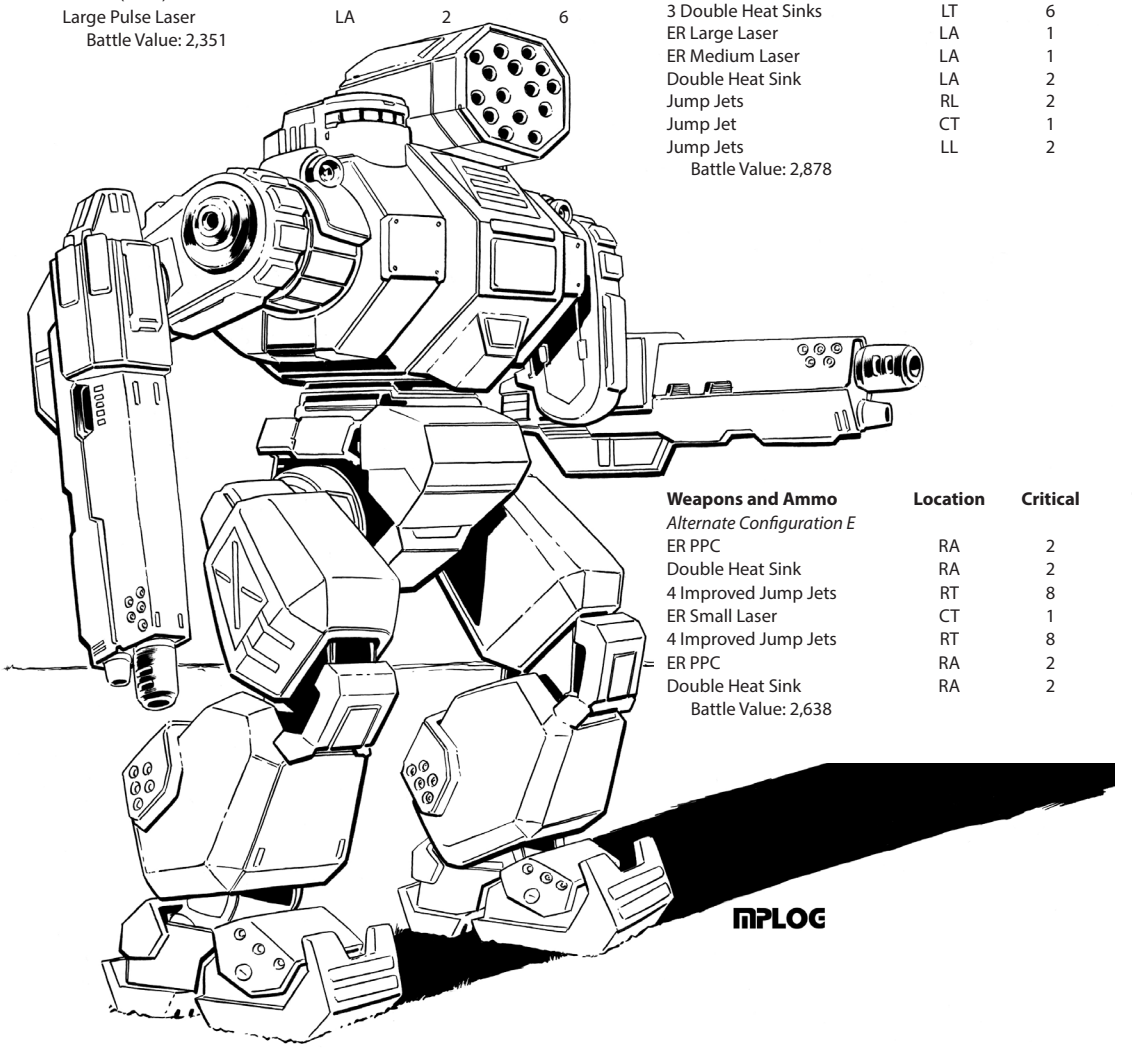
Notes: Features the following Design Quirks: Improved Communications.

THOR II

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			

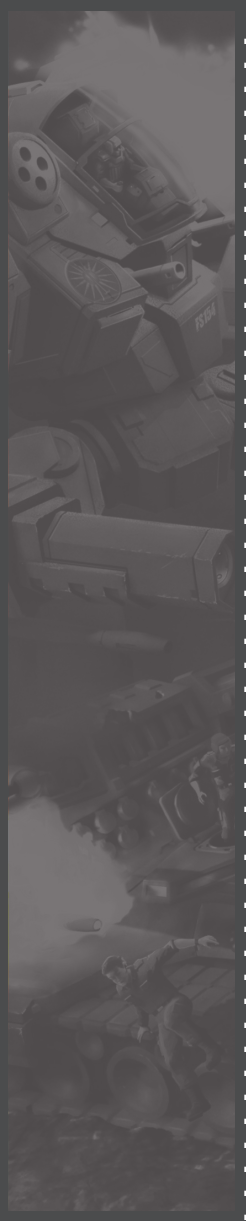
Weapons and Ammo	Location	Critical	Tonnage
Alternate Configuration C			
Large Pulse Laser	RA	2	6
Streak SRM 4	RT	1	2
Ammo (Streak) 25	RT	1	1
Ammo (Ultra) 5	RT	1	1
Flamer	CT	1	.5
Ultra AC/20	LT	8	12
Ammo (Ultra) 10	LT	2	2
Large Pulse Laser	LA	2	6
Battle Value: 2,351			

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			

CAVE LION



Mass: 75 tons
Chassis: Sinha Endo Heavy Frame
Power Plant: 375 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Jet Capacity: None
Armor: Laser Reflective
Armament:
2 Extended-Range
Particle Projector Cannons
4 Medium Pulse Lasers
1 Advanced Tactical Missile System 3-rack
Manufacturer: Irece Alpha
Primary Factory: New Barcella, Irece
Communications System: Raldon R1
Targeting and Tracking System: Dalban HiRez II

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 Lion*s 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* "Sturmgrief" 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.

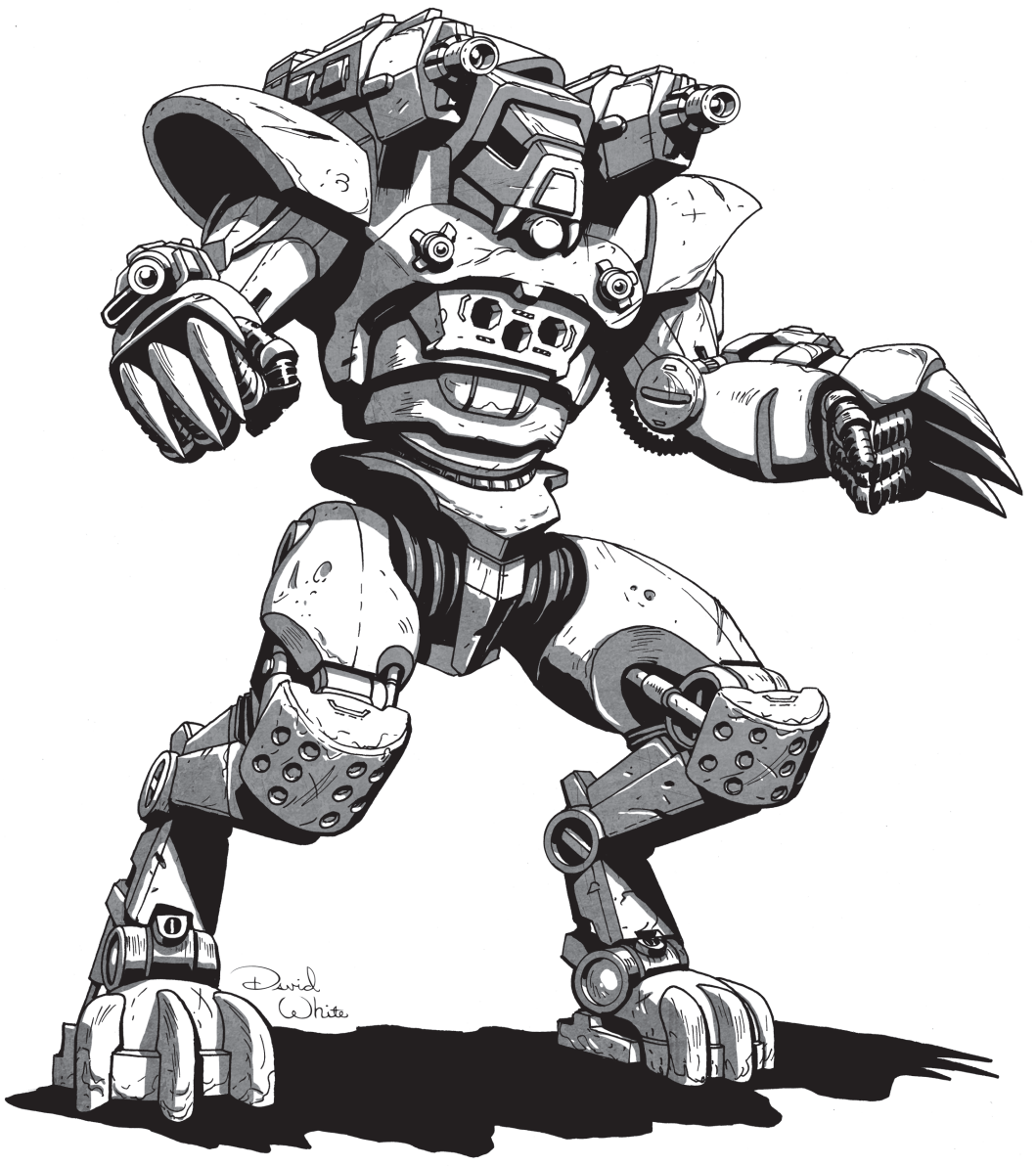
CAVE LION

Type: **Cave Lion**
Technology Base: Clan (Advanced)
Tonnage: 75
Battle Value: 3,044

Equipment			**Mass**
Internal Structure:	Endo Steel		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.



GTD-20S GÖTTERDÄMMERUNG



Mass: 75 tons
Chassis: Blackstone ETG Endo Steel
Power Plant: Edasich 300 Compact
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: StarSlab/4 Heavy Ferro-Fibrous
Armament:
1 Defiance 1001 Extended Range Particle Projection Cannon
1 Coventry StarFire LRM 15 Launcher
5 Defiance Model XII Extended Range Medium Lasers
Manufacturer: Blackstone BattleMechs, Ltd.
Primary Factory: Inarcs
Communications System: CommuTech High Band 14
Targeting & Tracking System: RCA Instatrac Mark X

Intended to replace the venerable *Thunderbolt*, the *Götterdämmerung* is overdesigned and overly-complex. Despite the media's mockery of the 'Mech, its survivability has become legendary, making it a common sight in a half dozen LCAF regiments.

CAPABILITIES

MechWarriors have a love/hate relationship with the *Götterdämmerung*'s torso-mounted cockpit. Ejection is impossible, and the "quick-release" egress system is complicated. First, the combat shroud must be retracted by opening the emergency access panel and pulling the lever. If the shroud fails to retract, explosive retaining bolts will activate in ten seconds. Next, the cockpit hatch explosive bolts are armed by rotating the control dial counterclockwise and activated by pushing in the dial. If the 'Mech is upright, the escape slide may be deployed by pulling the appropriate lever next to the control dial.

DEPLOYMENT

The *Götterdämmerung* demonstrated indestructibility during the nineteenth battle for Hesperus II. By the second day of fighting, the LCAF had abandoned the world, leaving a ragtag bunch of mercenary commands stranded outside the Defiance Industries factory. Although the Wolves and Jade Falcons were more interested in destroying each other, both took time off to eliminate interlopers. The Schachtebich Jägers found themselves in this situation when they blundered into a Clan Wolf Star from the Howl Keshik moments after they had finished off a group of Jade Falcons east of the Sulden Uplands in North Whitman.

The Wolf unit included a *Blood Reaper* and a *Tundra Wolf,* both of which took a pointed interest in the Jägers *Götterdämmerung*, slagging its left arm in the opening exchange. The Jägers fought back valiantly. The *Götterdämmerung* assisted in downing the *Blood Reaper* with a well-aimed PPC shot that cooked off the ATM ammo in the 'Mech's right torso. The Jägers lost three 'Mechs, reducing their number to six, but they destroyed the Wolf Star. Intending to stay well out of combat, the Jägers turned west. Two hours later they were sighted by a reconnaissance Nova from the Howl Keshik. Thinking the damaged Inner Sphere unit ripe for picking, the Wolves attacked.

The *Götterdämmerung* downed a *Nova*, but an ER PPC strike destroyed its head and Coventry StarFire. Two Clanners escaped the carnage, but only two of the Schachtebich Jägers survived; a badly mauled *Prefect* and the *Götterdämmerung*, now missing its head, left arm, left torso, and three of its Defiance Model XIIs.

The Jägers attempted to go to ground, but were set upon by the other half of the reconnaissance Nova: a Star of mixed battle armor. With its offensive capability significantly hampered by the loss of its primary sensors, the *Götterdämmerung* was at a significant disadvantage, but it still managed to eliminate a Point of battle armor before a second Point swarmed it. The 'Mech lost its right arm and right torso, but didn't go down until another Point joined in the attack and took its left leg. Its MechWarrior was uninjured. The *Prefect* also went down fighting, though its pilot was not as fortunate.

VARIANTS

Blackstone also offers a short-range variant—clearly inspired by Lyran *Thunderbolt* variants—which uses short range missiles and pulse lasers.

NOTABLE UNITS

Warrior Eleanor: Although Clan Wolf took a *Götterdämmerung* pilot as bondsman, repairing the enemy 'Mech was deemed an inefficient use of resources. It, along with other salvage, was traded to Clan Sea Fox. Reviewing the recovered BattleROM, ovKhan Irwin Fowler of Tiburon Khanate's Delta Aimag was impressed by how well it stood up to superior Clan weapons. He ordered the 'Mech rebuilt using Clan weapons and Ferro-Lamellor armor. In its first test, Warrior Eleanor defeated four Clan light and medium 'Mechs, to the merchants' everlasting glee.

Tiburon Khanate has begun selling upgrade kits of this configuration to the Lyran Commonwealth and any mercenary forces that have the funds. Whispers in the Khanate indicate a full factory model may be forthcoming.

GTD-20S GÖTTERDÄMMERUNG

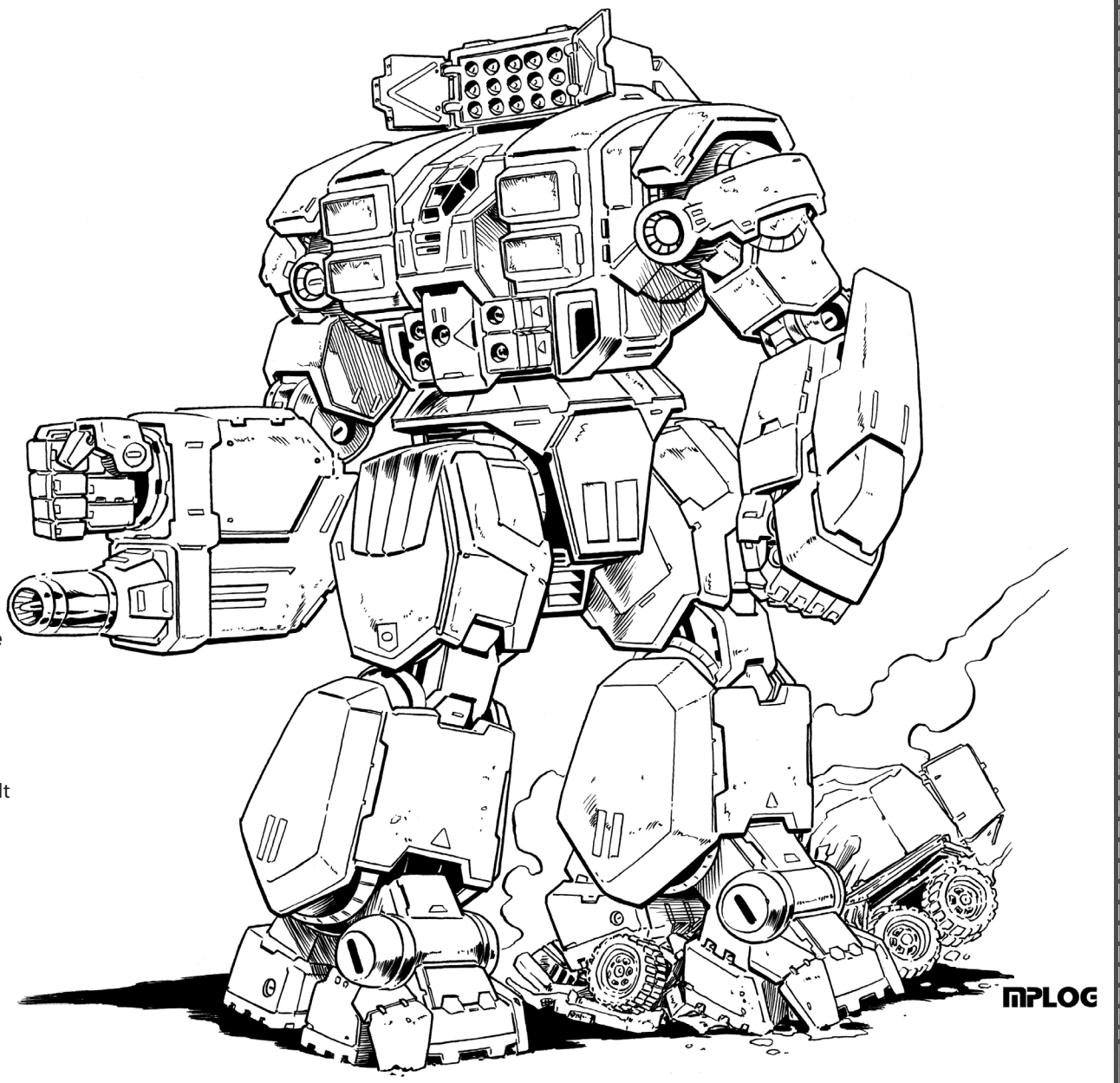
Type: **Götterdämmerung**
Technology Base: Inner Sphere
Tonnage: 75
Battle Value: 1,727

Equipment		**Mass**
Internal Structure:	Endo Steel	4
Engine:	300 Compact	28.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro (Compact):		4.5
Cockpit (Torso-Mounted):		4
Armor Factor (Heavy Ferro):	231	12

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	23	36
Center Torso (rear)		10
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**
ER PPC	RA	3	7
LRM 15	H	3	7
Ammo (LRM) 8	H	1	1
5 ER Medium Lasers	CT	5	5

Notes: Features the following Design Quirks: Difficult Ejection.



JADE HAWK



Mass: 75 tons
Chassis: Dynamic F14 Endo Steel
Power Plant: Starfire 375 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
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

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 feinted a retreat, luring pursuing Falcon units into the arms of Alaric Wolf's heavy Star, hidden in the woods skirting the plain. Two *Jade Hawk*s jumped between the two forces in a futile attempt to save the Falcons. Though both *Jade Hawk*s 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.

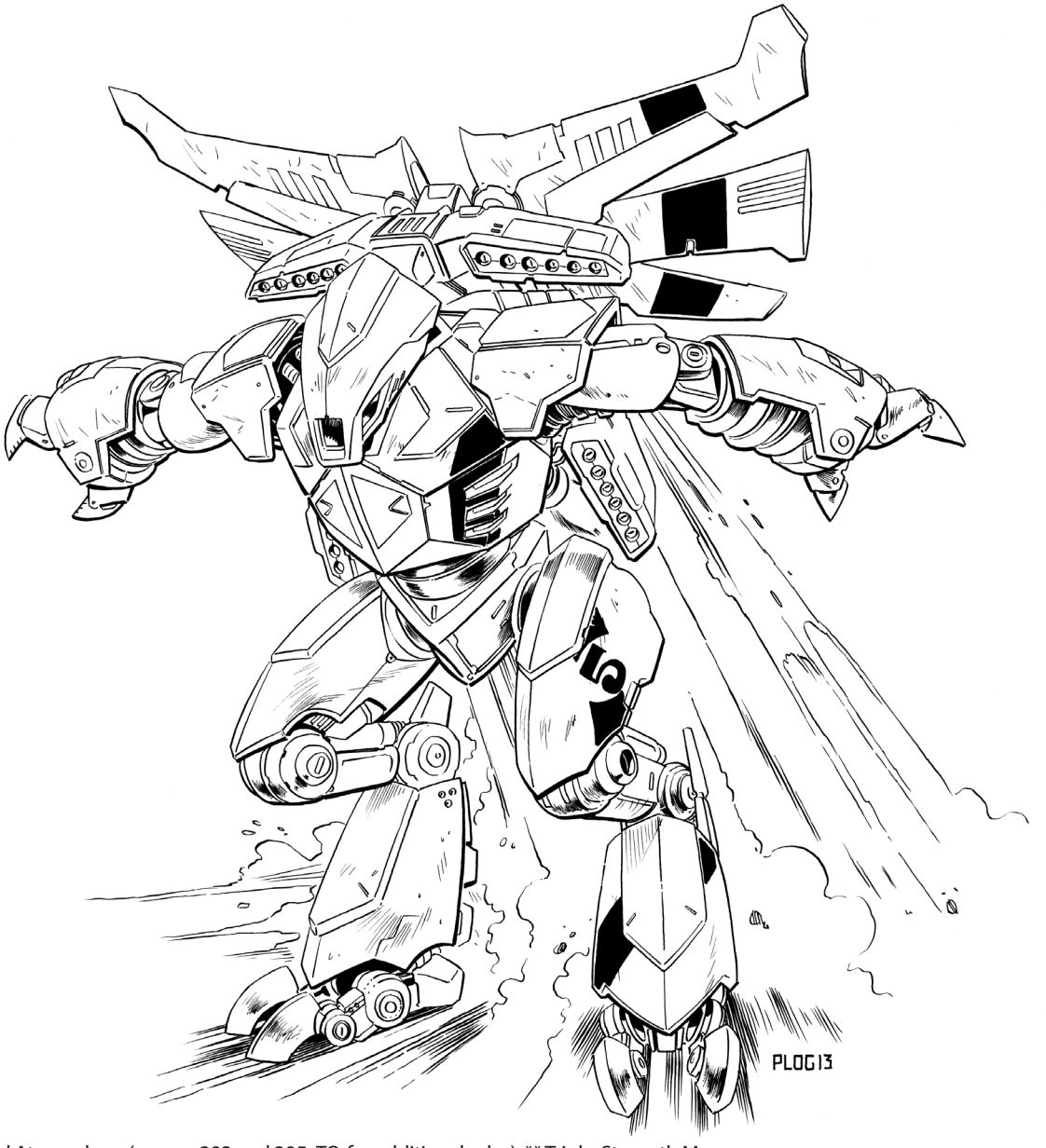
JADE HAWK

Type: **Jade Hawk JHK-03**
Technology Base: Mixed Clan (Advanced)
Tonnage: 75
Battle Value: 2,099

Equipment		**Mass**
Internal Structure:	Endo Steel	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 +1 Jump MP and –3 Heat per turn in Standard Atmosphere (see pp. 293 and 295, *TO*, 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.

HTM-30S HATAMOTO-SUNA



Mass: 80 tons
Chassis: Earthwerks VOL
Power Plant: GM 240
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Ballistic-Reinforced with CASE
Armament:
1 Imperator Dragon's Fire Gauss Rifle
2 Shigunga MRM 20 Launchers
1 Diverse Optics Type 20X Extended-Range Medium Laser
Manufacturer: Maltex Corporation
Primary Factory: Unity
Communications System: Colmax 90
Targeting & Tracking System: Garret D2j with Apollo FCS

The cultural renaissance experienced within the Combine military extended into the DCMS' most iconic BattleMech of the previous century, the *Hatamoto* series. Not to be outdone by LAW, Maltex Corporation approached the DCMS with a new-look version of the 'Mech, incorporating innovative technologies that appealed to many assault-class MechWarriors.

CAPABILITIES

The most notable change to the *Hatamoto* is the integration of heavier-grade ballistic armor. The added protection gives the *Hatamoto-suna* a few extra seconds against the heavier rapid-fire cannons utilized by Davion forces.

DEPLOYMENT

As the Combine's Draconis Reach and Republic campaigns wound down, the Procurement Department used the new *Hatamoto-suna*s as replacements for assault losses. As the *Shiro* was designated by the *kanrei* as an honor reward only, *-suna*s flowed quickly to line regiments in need of assault 'Mechs. The classic Japanese stylings were a welcome sight to those regiments suffering materiel losses.

The largest recipients of *Hatamoto-suna*s are the reconstituted Dieron Regulars. Honored by the presence of the Dragon's most iconic BattleMech, the samurai of the Regulars have used them in grand displays of *bushido*. On Helen, two assault lances comprised entirely of new *Hatamoto*s held the center of the Combine line against a determined Forty-second Avalon Hussars assault. The lances, tasked with defending a major river crossing in front of the Regulars' secondary landing zone, did not cower behind obstacles or terrain. Two *Hatamoto*s, piloted by brothers Ishi and Tashi Orinaga, stood side-by-side at the bridge entrance. Their reinforced armor shrugged off continuous fire from a lance of Davion *Enforcer*s and *Centurion*s, tying up a portion of the Hussars advance.

Two more *Hatamoto*s maintained positions near the center of the river, shunting four separate attempts by Hussars hovercraft and a heavy BattleMech lance to bypass the bridge. The remaining four ranged along both riverbanks, lending support as needed to their fellow samurai. After more than ten hours of combat, only one *Hatamoto* had fallen. While the rest of the Combine 'Mechs were damaged to some degree, the river crossing remained unbreached and nearly two mixed companies of Hussars were broken against them.

Several *Hatamoto*s recently arrived at Franklin to replace the Fifth Ghost's losses on Robinson. As the lance debarked, a mercenary DropShip landed on the spaceport tarmac. Disgorging a mixed company of vehicles and light BattleMechs, the mercenaries attempted to cow and steal a nearby Combine merchant vessel. The technicians piloting the *Hatamoto*s turned into the fray. The raiders quickly retreated after combined fire from two of the *Hatamoto*s felled their commander's *Malice*. Combine aerospace captured the fleeing raider vessel a short time later as it attempted to break orbit.

VARIANTS

The *Hatamoto-godai* is a rarity in mainline Combine regiments. Packed with electronics, it is a line commander's BattleMech capable of coordinating a full company through its C^3 suites. Its dual lasers and extended missile rack make it woefully underpowered.

NOTABLE UNITS

Captain Del'Andre Mackisson: A fourth-generation descendant of a Ryuken MechWarrior killed on Misery in 3028, Del'Andre seemed an unusual choice for recruitment by Wolf's Dragoons. With the approval of his commanding officer in Ryuken-*ni*, he applied for transfer to Gamma Regiment after the Draconis Reach campaign and was accepted on the strength of his performance on Glenmora. Fighting in a brand-new *Hatamoto-suna*, Mackisson has embraced his new unit with the fervor of a religious convert and racked up numerous commendations during campaigns in the Dragon's Tongue.

"Twitchy" Ramirez: This junior member of a local yakuza gang on Kiamba was well-known for the foolhardy stunts he would pull at the smallest provocation. The stunt that got him killed was attempting to steal a *Hatamoto-suna* from a Sword of Light bivouac. To his credit, he did manage five steps before the 'Mech took a header into the ground and his body was pulled from the cockpit by angry soldiers.

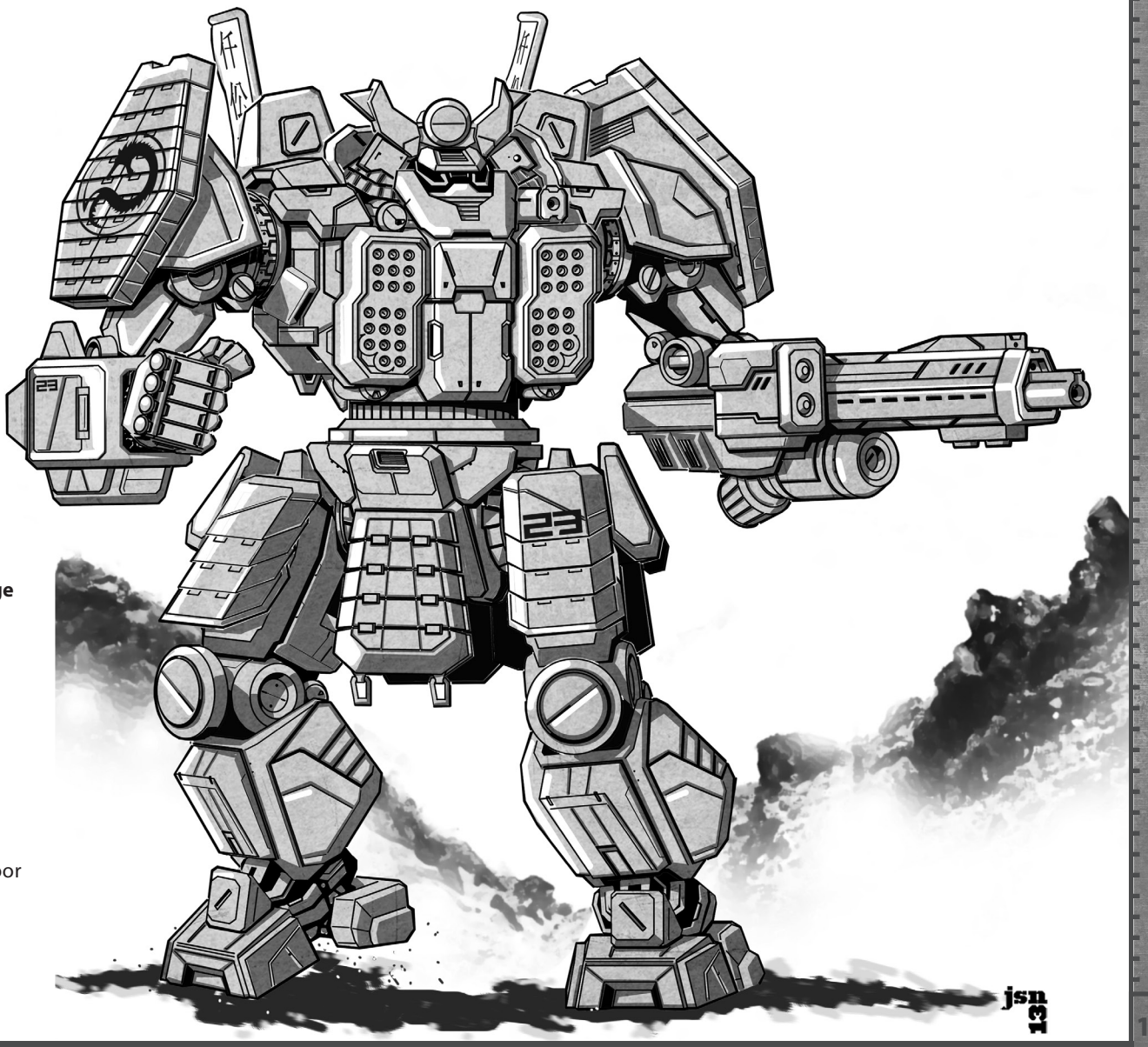
HTM-30S HATAMOTO-SUNA

Type: **Hatamoto-Suna**
Technology Base: Inner Sphere (Advanced)
Tonnage: 80
Battle Value: 2,086

Equipment			**Mass**
Internal Structure:			8
Engine:	240		11.5
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro (XL):			1.5
Cockpit:			3
Armor Factor (Reinforced):	210		17.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	25	33	
Center Torso (rear)		10	
R/L Torso	17	24	
R/L Torso (rear)		8	
R/L Arm	13	22	
R/L Leg	17	25	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
MRM 20	RT	3	7
Apollo FCS	RT	1	1
Ammo (MRM) 36	RT	3	3
CASE	RT	1	.5
ER Medium Laser	H	1	1
MRM 20	LT	3	7
Apollo FCS	LT	1	1
Ammo (Gauss) 24	LT	3	3
Gauss Rifle	LA	7	15

Notes: Features the following Design Quirks: Poor Workmanship, Fast Reload.



HWK-4F HAWKWOLF



Mass: 80 tons
Chassis: Advanced HWK
Power Plant: Pitban 320
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Hope Shield with CASE
Armament:
2 Delta Dart LRM 15 Launchers
2 Doombud 5-tube Multi-Missile Launchers
Manufacturer: Hope Industrial Works
Primary Factory: Randis IV
Communications System: Hope M13 Howler
Targeting & Tracking System: Hope HawkEye

The HWK-3F *HawkWolf's* appearance during the Jihad was unnoticed except by the Brotherhood of Randis' enemies. Designed and built by Hope Industrial Works (HIW) on Randis IV, the *HawkWolf* was intended to strengthen the Brotherhood's forces and be sold as an export. By 3095, *HawkWolf*s were part of several nearby states' militaries.

CAPABILITIES

In 3100, Grand Knight William Dirac's government negotiated several economic and military pacts with both the Calderon Protectorate and the Filtvelt Coalition, the Fiefdom of Randis' closest allies. With these agreements, HIW began manufacturing modern armor plating for its BattleMech lines. Now with modern armor, the *HawkWolf* was also upgraded in other ways. The -4F *HawkWolf* is faster, has better heat dissipation, more LRM ammo, and is easier to maintain than the -3F.

The *HawkWolf*'s role—medium to long-range fire support—is unchanged. A larger, modern engine increases the *HawkWolf*'s top speed by ten kph and one extra heat sink increases heat dissipation by seven percent. The Delta Dart launchers and Doombud multiple missile launchers allow the *HawkWolf* to send forty long-range missiles downrange. Most *HawkWolf* pilots reserve one ton of MML ammo for SRMs, to discourage pursuit should they have to retreat.

DEPLOYMENT

During Operation TRIDENT, a multiple-Periphery state undertaking against the Tortuga Pirates in 3129, the largest battle occurred on New Port Royal. Alerted to the attacks on other Dominion planets, the Port Royal pirates organized and prepared to defend the planet. When the TRIDENT force landed on Copper Ridge Plateau, the pirates surrounded the site and swarmed up the slopes.

The TRIDENT force, consisting of the Fiefdom of Randis' First Battalion and a battalion each from the Second Taurian Pride and Thumpers Assault Regiment, just managed to deploy before the pirates, estimated at eight battalions, attacked. Three hours into the brutal battle, Grand Knight Dirac was forced to deploy his last reserves: a lance of Brotherhood *HawkWolf*s under the command of Brother Carl Longstreet.

Longstreet's lance moved to where the defensive line was under the most pressure and, using concentrated fire from all four *HawkWolf*s, quickly destroyed three pirate 'Mechs. Once the line was stable, Longstreet moved to another threatened sector of the defense line. For the next ten hours, Longstreet's *HawkWolf*s were in the thick of the fighting, retreating only to reload. Several times, the *HawkWolf*s charged into close combat, their MMLs and mass blunting several pirate breakthroughs long enough for the TRIDENT forces to rally and seal the gap.

When the pirates finally retreated, more than two-thirds of their force had been destroyed. Two of Longstreet's *HawkWolf*s were destroyed and the other two, including Longstreet's, were barely-mobile wrecks. In return, the lance was credited with dozens of pirate 'Mech and vehicle kills.

NOTABLE UNITS

Brother Cleavon: A new member of a small pirate band, Cleavon Horrocks turned on his compadres after witnessing their slaughter of innocents on Vackisujfalu. He was saved by the arrival of Brother Turgon Breckner from Randis. When Breckner fell after routing the pirates, Cleavon vowed to honor his memory and worked tirelessly to repair his damaged *HawkWolf* and join the Brotherhood in penance.

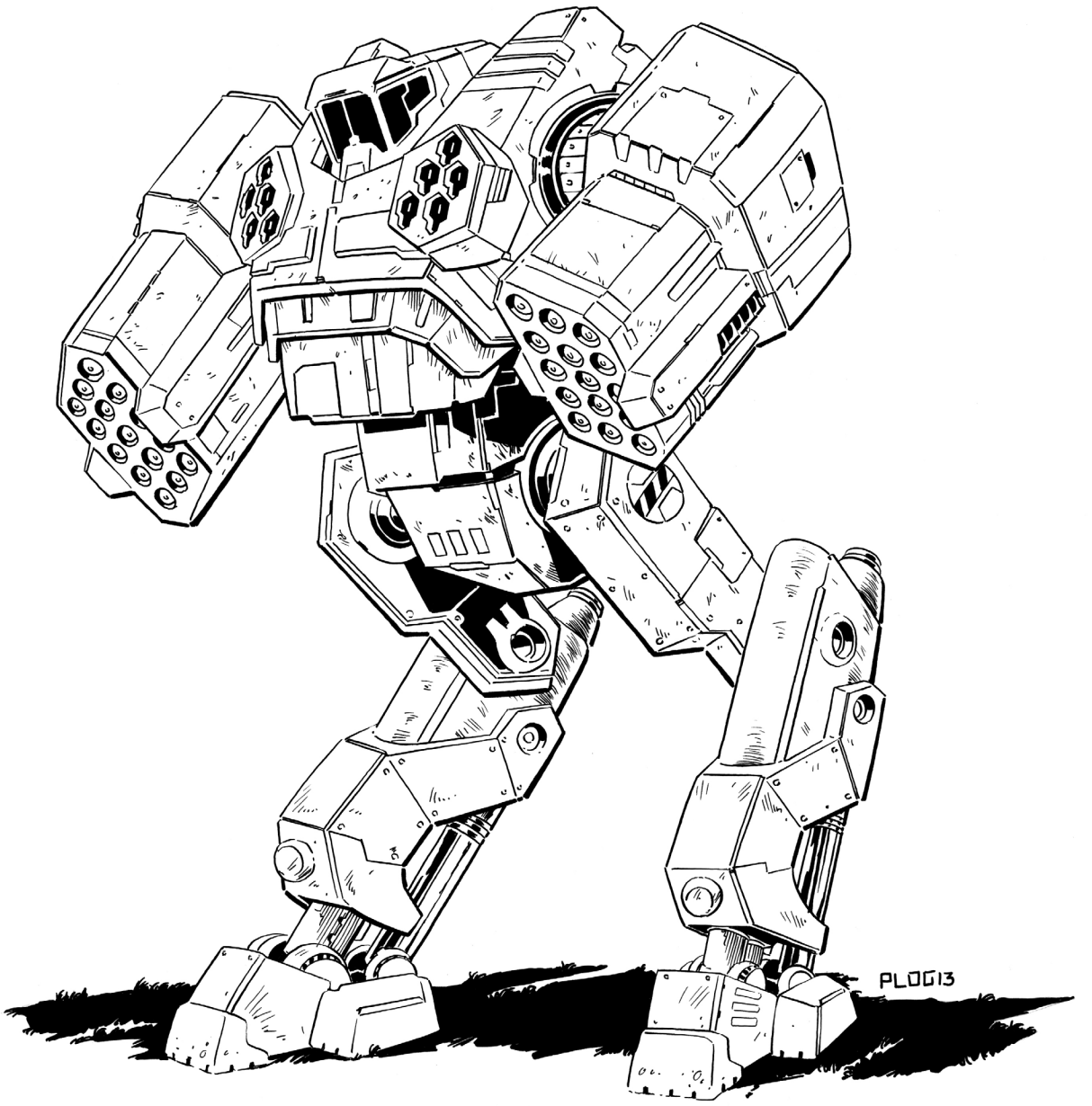
HWK-4F HAWKWOLF

Type: **HawkWolf**
Technology Base: Inner Sphere
Tonnage: 80
Battle Value: 1,428

Equipment			**Mass**
Internal Structure:			8
Engine:	320		22.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	14		4
Gyro:			4
Cockpit:			3
Armor Factor:	192		12
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	25	35	
Center Torso (rear)		6	
R/L Torso	17	25	
R/L Torso (rear)		6	
R/L Arm	13	20	
R/L Leg	17	20	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
LRM 15	RA	3	7
Ammo (LRM) 32	RT	4	4
MML 5	RT	3	3
Ammo (MML) 24/20	RT	2	2
CASE	RT	1	.5
MML 5	LT	3	3
LRM 15	LA	3	7

Notes: Features the following Design Quirks: Easy to Maintain, Fast Reload, No/Minimal Arms, Protected Actuators.



LN-4B LU WEI BING



Mass: 85 tons
Chassis: HildCo Type VI-T Endo Steel
Power Plant: Strand 340 Light
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: GM Jetstar
Jump Capacity: 120 meters
Armor: Starshield with CASE II
Armament:
1 Mydron Devastator LB 20-X Autocannon
2 Ceres Arms Striker Light Particle Projection Cannons
1 Doombud MML 5 Launcher
Manufacturer: Tao Mechworks
Primary Factory: Sarmaxa
Communications System: CeresCom Model 21-RS with Angel ECM Suite
Targeting & Tracking System: C-Apple Churchill

The loss of Victoria was a major blow to the Capellan Confederation's defense industry. The work on an expansion to the facility on Sarmaxa was accelerated and the first 'Mech to roll off the lines was the new cornerstone of the CCAF's assault forces, the *Lu Wei Bing*, named in honor of the revolutionaries that led the Green movement to overthrow the corrupt communist regime of twenty-first century China.

CAPABILITIES

Sometimes derided as an overgrown *Victor*, the *Lu Wei Bing* combines durability and mobility with a Mydron Devastator Autocannon. With little other firepower, pilots have frequently, in private, wished for a Gauss weapon for greater reach. MechWarriors have a mixed bag when it comes to protection: the armored cockpit can save them from instant death, but the large amount of ammunition has left more than one MechWarrior in a vegetative state after cascading explosions destroyed their cerebral cortexes with feedback.

DEPLOYMENT

The CCAF has dispersed the *Lu Wei Bing* to most Capellan regiments, focusing on replacing damaged assault 'Mechs and not favoring any particular brigade. Generally it has been used to replace other low-end 'Mechs but in some cases used to free up a *BattleMaster*, *Atlas* or other command 'Mech for an officer. Not only has *Lu Wei Bing* production kept up with the attrition rate of *Victor*s and *Striker*s, it has allowed rare *Cyclops*es to be spared frontline duty.

The *Lu Wei Bing* played a prominent role in the Battle of Red Clay Hills on Tikonov. The Fifth Sian Dragoons had pushed far into the Republic's battle line and had stopped to consolidate their gains. The Republic counterattack of two full companies focused squarely on a small hill held by a single Dragoon company. Unwilling to spar at distance with the stealth-equipped *Archer*s, *Cataphract*s and *Jinggau*s, they advanced on the Dragoon position only to be met by a lance of *Lu Wei Bing*s guarding the other two lances.

Using their jump jets for mobility and the sparse vegetation to shield themselves from the entire unit, the *Lu Wei Bing*s forced the Republic forces on the defensive. Between the durability of the *Lu Wei Bing*s and their constant movement, the Republic was unable to dispatch them nor were they able to find good shots against the fire support units with their stealth armor. Attempts to advance on the fire support unit resulted in the *Lu Wei Bing's* Devastators brought to bear on the thin rear armor of the Republic 'Mechs. The breaking point came when *Sao-wei* Gryzlov's *Lu Wei Bing* took a particle cannon to the cockpit. The assault 'Mech shook off the blow and returned fire, cockpit structure showing through a gaping hole in the armor, like a cyborg warrior finally revealed. The Republic forces withdrew, five of their number unable to pull back while only one *Lu Wei Bing* was inoperable on the battlefield.

NOTABLE UNITS

***Sang-shao* Xian Kang:** *Sang-shao* Kang of the First Liao Guards was commanding a raid of Deneb Kaitos at the same time the Fourth Dieron Regulars sought to test the world's defenses in May 3146. Her 'Mechs were engaged with the Third FedSuns Armored Cavalry when the Regulars appeared on her sensors, ferreted out from the distortion of combat thanks to her Angel ECM. Instead of communicating, the Regulars carved straight through her formation. The stunned Kang opened fire on those she thought to be allies against a common foe. As the Regulars closed on her, she exhausted her Mydron's ammo. Her other weapons were insufficient, and her command company was destroyed. Her subordinates fled to their DropShips and returned to Fletcher, bearing news that the Combine did not intend to treat favorably even when encountered fighting against the FedSuns.

Captain Nico Schofield: Captain Schofield owns Schofield's Garrisoneers, a small-time mercenary outfit. He counts himself lucky that the war engulfing seemingly the entirety of inhabited space hasn't reached his current contract posting of Thadora's Land. His company has a lance of *Lu Wei Bing*s, primarily because of the simplicity in upkeep. All his other 'Mechs give the techs headaches, but the *Lu Wei Bing*s are always first from the repair bay after fending off pirates.

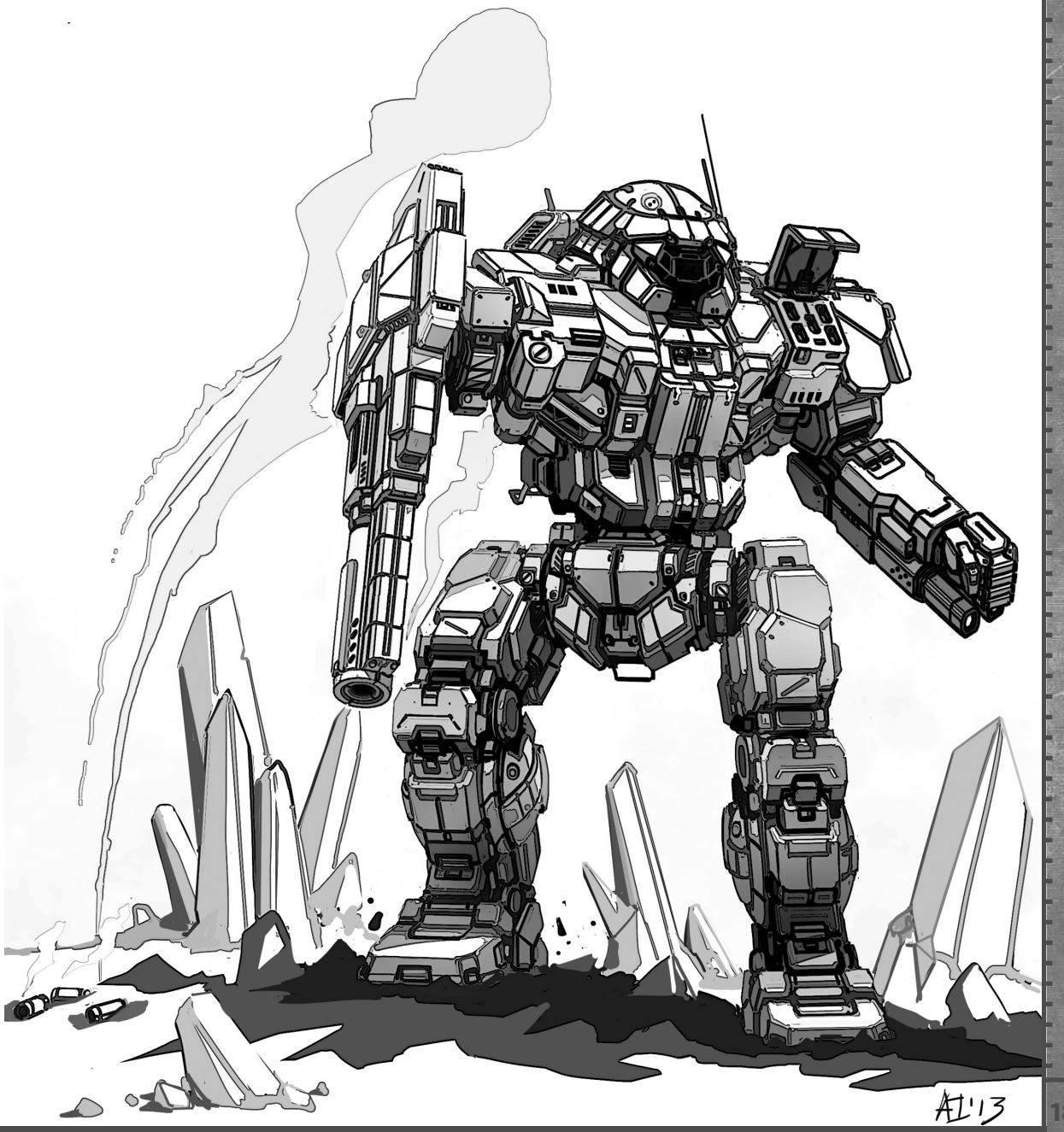
LN-4B LU WEI BING

Type: **Lu Wei Bing**
Technology Base: Inner Sphere
Tonnage: 85
Battle Value: 2,045

Equipment			**Mass**
Internal Structure:	Endo Steel		4.5
Engine:	340 Light		20.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	10 [20]		0
Gyro:			4
Cockpit (Armored):			4
Armor Factor:	256		16
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	27	39	
Center Torso (rear)		12	
R/L Torso	18	26	
R/L Torso (rear)		8	
R/L Arm	14	28	
R/L Leg	18	36	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
LB 20-X AC	RA/RT	10/1	14
Ammo (LB-X) 20	RT	4	4
Ammo (MML) 48/40	RT	2	2
CASE II	RT	1	1
Angel ECM Suite	CT	2	2
MML 5	LT	3	3
2 Light PPC	LA	4	6
Jump Jets	RT	2	2
Jump Jets	LT	2	2

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



TLR2-O TEMPLAR III



Mass: 85 tons
Chassis: Kallon Type XX Endo Steel
Power Plant: GM 340 Light
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: StarGuard CIV
Armament:
29 tons of pod space available
Manufacturer: General Motors
Primary Factory: New Valencia
Communications System: Newberg Telescan 17
Targeting & Tracking System: Spar 3C MegaTrak

The *Templar* had been the Federated Suns' first OmniMech, intended to become one of the AFFS' flagship 'Mechs. The vaporization of the Kallon Industries factory that built it during the Jihad put those plans back several decades, though General Motors wasted little time in putting a new model into production on New Valencia. The *Templar III* continues the tradition begun by the original, updated with modern technology.

CAPABILITIES

The *Templar III* offers everything an eighty-five ton assault 'Mech requires to be successful: adequate speed, heavy armor and a weapons configuration to do a number on any enemy. Of particular note is the *Templar III B*, which combines a chain whip and a hatchet. Intended to wade into the midst of the enemy, it is particularly brutal when used effectively.

DEPLOYMENT

*Templar III*s are popular 'Mechs for company and battalion commanders, though they appear in assault lances with some frequency. During the Capellan invasion, one lance of three *Templar III*s and a *Salamander* did considerable damage to a Capellan company on Spica in late 3144.

Although they were unable to intercept a lance of *Vandal* OmniMechs, Hartmann's Lance succeeded in blunting the advance of a company of Capellan 'Mechs. With the *Salamander* firing covering barrages of LRMs, the three *Templar III*s used their ER PPCs and targeting computers to deadly effect. The Capellans, channeled into a narrow street by minefields and battle armor hunter-killer squads, had little choice but to advance in column of twos toward the Davion lance. By the time they reached 300 meters' range, five of the Capellan 'Mechs had been put out of commission. With the *Salamander* dropping Thunder minefields to close the path, the lance withdrew to rearm.

The next day all three *Templar*s were configured in the B configuration and moved through the city independently, attacking the Capellan 'Mechs attempting to sneak through the Davion lines. With Davion VTOLs covering the city with ECM noise, coordination was nearly impossible, and the *Templar*s dealt a fearsome culling. Six more Capellan 'Mechs died. It wasn't until the Liaos began a concerted two-company push through the city, street by street, that the *Templar*s were forced to withdraw.

NOTABLE UNITS

Julian Davion: The "Arthur" was gifted to Julian by Stone before Davion's return to the Federated Suns' beleaguered battlefront in 3146. MIIO took the OmniMech apart while Julian met with Suns nobility on June in 3147, to discuss the functionality of the government-in-exile. DMI remains convinced that the Republic has tampered with the 'Mech in some manner, despite its flawless battle record.

Captain Cacey Duncan: Captain Duncan assembled a company of like-minded Davion haters among her Hansen's Roughriders comrades and went AWOL. She led them into Capellan Confederation service to, as she put it, "join in the fun of killing Davions before there's none left." When the CCAF refused to hire mutineers, she began small independent raids on worlds the Capellans were already attacking. This cost her not just her 'Mech, but most of her company, as the Second MAC took them for pirate raiders. She salvaged a *Templar III* on Menkalinan but has yet to put it to use.

Type: **Templar III**
Technology Base: Inner Sphere
Tonnage: 85
Battle Value: 2,028

Equipment			**Mass**
Internal Structure:	Endo Steel		4.5
Engine:	340 Light		20.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	13 [26]		3
Gyro (Heavy-Duty):			8
Cockpit:			3
Armor Factor:	263		16.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	27	44	
Center Torso (rear)		10	
R/L Torso	18	26	
R/L Torso (rear)		10	
R/L Arm	14	28	
R/L Leg	18	36	

TLR2-O TEMPLAR III

Weight and Space Allocation

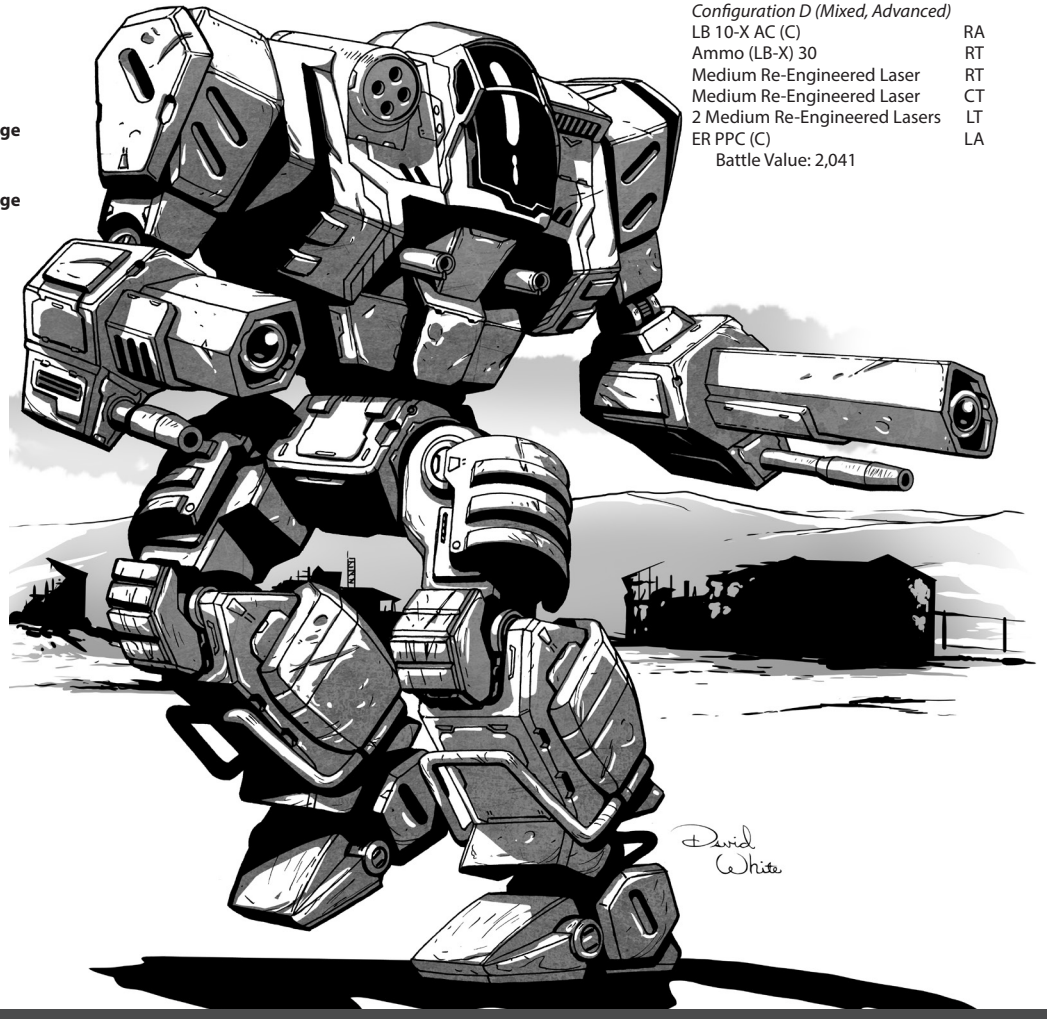
Location	*Fixed*	*Spaces Remaining*
Head	1 Endo Steel	0
Center Torso	None	2
Right Torso	2 Engine	6
	1 CASE	
	3 Endo Steel	
Left Torso	2 Engine	7
	3 Endo Steel	
Right Arm	None	8
Left Arm	3 Endo Steel	5
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Notes: Features the following Design Quirks: Rumble Seat.

Fixed Equipment	**Location**	**Critical**	**Tonnage**
CASE	RT	1	.5

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Primary Weapons Configuration			
ER PPC	RA	3	7
ER Medium Laser	RA	1	1
2 Double Heat Sinks	RA	6	2
SRM 4	RT	1	2
Ammo (SRM) 25	RT	1	1
Double Heat Sink	RT	3	1
2 ER Small Lasers	CT	2	1
Targeting Computer	LT	5	5
ER PPC	LA	3	7
ER Medium Laser	LA	1	1
Double Heat Sink	LA	3	1
Configuration A			
Large Pulse Laser	RA	2	7
Medium Pulse Laser	RA	1	2
MML 7	RT	4	4.5
Ammo (MML) 34/28	RT	2	2
MML 7	LT	4	4.5
Large Pulse Laser	LA	2	7
Medium Pulse Laser	LA	1	2
Battle Value: 1,677			

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Configuration B (Advanced)			
Hatchet	RA	6	6
4 Small X-Pulse Lasers	RT	4	4
ER Small Laser	CT	1	.5
Supercharger	CT	1	2.5
2 Small X-Pulse Lasers	LT	2	2
ER PPC	LT	3	7
Chain Whip	LA	2	3
Jump Jets	RT	2	2
Jump Jets	LT	2	2
Battle Value: 1,919			



Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Configuration C (Advanced)			
Rotary AC/5	RA	6	10
Ammo (RAC) 60	RT	3	3
ER Medium Laser	RT	1	1
Ammo (Streak) 15	RT	1	1
ER Small Laser	CT	1	.5
Streak SRM 6	LT	2	4.5
ER Medium Laser	LT	1	1
Large Re-Engineered Laser	LA	5	8
Battle Value: 1,968			
Configuration D (Mixed, Advanced)			
LB 10-X AC (C)	RA	5	10
Ammo (LB-X) 30	RT	3	3
Medium Re-Engineered Laser	RT	2	2.5
Medium Re-Engineered Laser	CT	2	2.5
2 Medium Re-Engineered Lasers	LT	4	5
ER PPC (C)	LA	2	6
Battle Value: 2,041			

JLN-5A JULIANO



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

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 *Juliano*s 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 *Juliano*s, 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 *Juliano*s, usually paired with *Awesome*s. 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 *Banshee*s, *Zeus*es, and *Atlas*es 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 *Juliano*s and their supporting *Awesomes* had no difficulty engaging them at long-range. Once the Lyrans shot off most of their remaining ammunition the *Juliano*s 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.

JLN-5A JULIANO

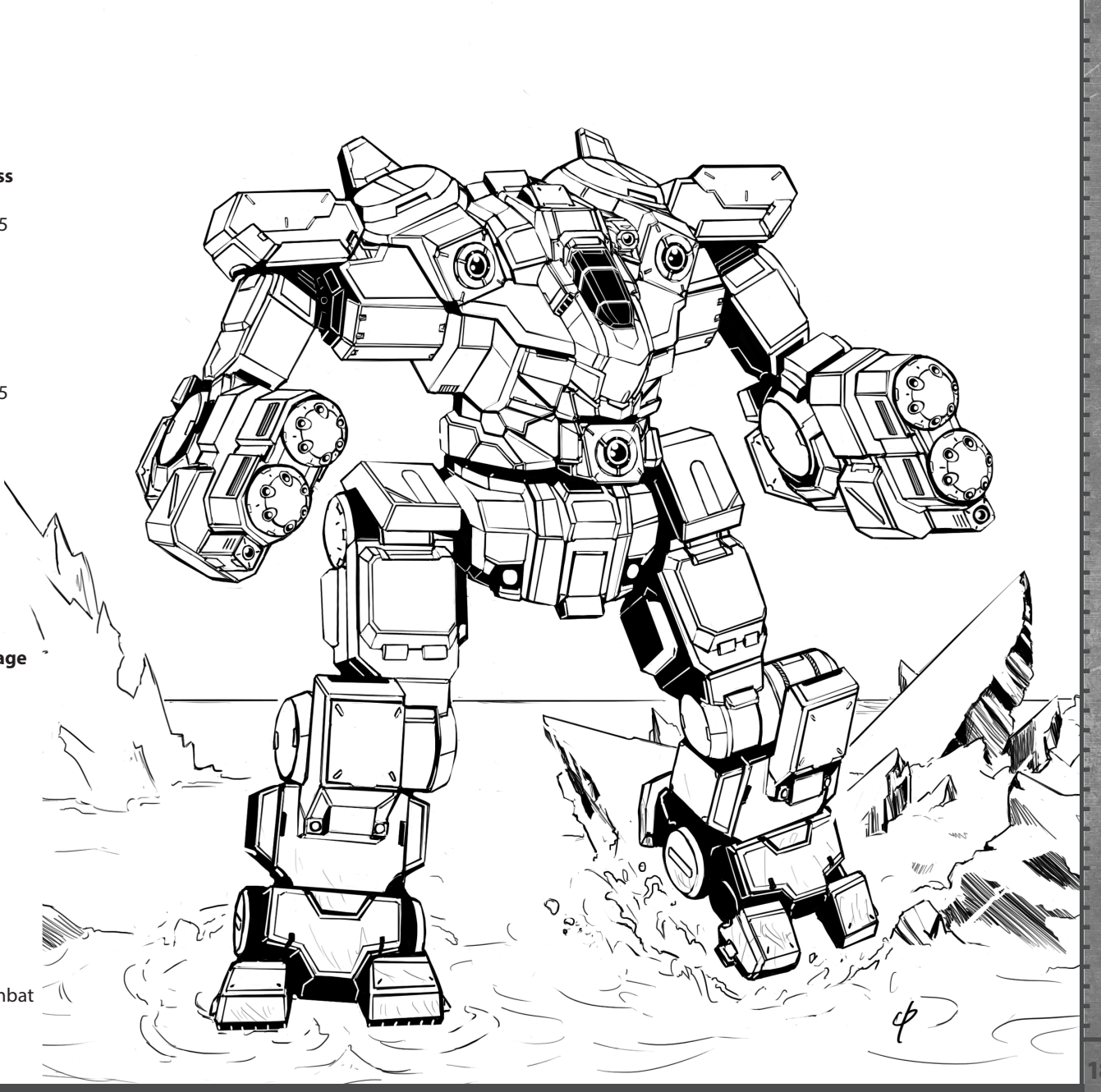
Type: **Juliano**
Technology Base: Inner Sphere (Mixed)
Tonnage: 90
Battle Value: 2,105

Equipment		**Mass**
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 Quirks: Combat Computer.



VIKING IIC



Mass: 90 tons
Chassis: GC Type 2C Endo Steel
Power Plant: GM 270
Cruising Speed: 32 kph
Maximum Speed: 43 kph
Jump Jets: None
Jump Capacity: None
Armor: GC Hardened Slab with CASE II
Armament:
2 Type XX "Great Bow" LRM-20 Launcher
2 Type XVI LRM-15 Launchers
2 Mustang 4.5 ER Micro Lasers
4 Series IX Machine Gun
Manufacturer: Arc-Royal MechWorks, Grumium Creations
Primary Factory: Arc-Royal (ARM), Grumium (GC)
Communications System: GC Wave 12B
Targeting & Tracking System: GC MultiTrac System Type 6 with Artemis V

The original *Viking* was usually written off as purely a fire support 'Mech incapable of defending itself at close ranges. The *Viking IIC* refit, however, uses Clan technology to turn the dedicated fire support 'Mech into a more effective missile platform that is incredibly difficult to take down. Those that still malign the *Viking IIC* as just a fire support 'Mech tend to change their story after witnessing one in action on the battlefield.

The *Viking IIC* refit project began as Grumium Creations' attempt to avoid bankruptcy. Once Grumium refitted its on-hand supply of *Vikings*, the specs were licensed to Arc-Royal MechWorks, which chose to build the *Viking IIC* from the ground up rather than refit preexisting *Vikings*.

CAPABILITIES

Unlike its predecessor, the *Viking IIC* permits the pilot to effectively engage foes at any range due to the addition of Clan missile launchers and advanced missile targeting systems. Further upgrades, such as a CASE II system and the incorporation of hardened armor, give the 'Mech more staying power. The model's main drawback remains its limited ammunition reserves, which means it must still remain close to supply lines or risk depleting its munitions at a critical moment.

DEPLOYMENT

Before Grumium Creations shuttered its 'Mech facilities, refitted *Viking IIC*s proliferated throughout the Rasalhague Dominion's *touman*. Although Clan Wolf-in-Exile manufactures the 'Mech, the *Viking IIC*'s low top speed does not fit with the Clan's battle philosophy, leading to limited usage among their *touman*. Thus, the LCAF procures most of Arc-Royal MechWorks' production runs. Also, the Republic has occasionally purchased a few.

During the Second Combine-Dominion War, the Thirteenth Sun Zhang Cadre took the Dominion's Fourteenth Provisional Garrison Cluster by surprise on Thule. Two lances from the Thirteenth dismissed the threat of a Star of the PGC's *Viking IIC*s until the Dominion warriors closed the distance and rained accurate fire down upon the Combine troops. The Thirteenth focused on the Star, only to learn the *Viking IIC*s didn't fall as easily as expected. By then it was too late, and the Star's backup arrived to help finish off the retreating Cadre 'Mechs before the *Viking IIC*s depleted their ammunition.

The LCAF also used *Viking IIC*s to great effect during the defense of Tamarind in 3138 when the Unified Duchy Military Command attempted to reclaim its capital. At first the Fourth Royal Guards used its complement of *Viking IIC*s to defend the regiment's DropShips, but soon Hauptmann-General Green pressed them into supplementing assault missions. An engagement between the Fourth Guards and the Eighth Tamarind Regulars resulted in a lance of *Viking IIC*s laying down a blanket of fire while the second lance accompanied the company's command lance in a frontal assault. Under sustained fire, the Tamarind-Abbey troops were forced to retreat and regroup.

NOTABLE UNITS

Sergeant Daphne van Gelder: Van Gelder has spent most of her career assigned to a *Viking* in the Eighth Lyran Regulars. This vintage 'Mech nearly gave up the ghost during a fusion-reactor maintenance accident—or possible Free Worlds League sabotage attempt, depending on her company's popular belief. Instead of receiving a replacement, Van Gelder's *Viking* was repaired and updated with the *Viking IIC* refit package. However, during training maneuvers, an LRM feed suffered a malfunction that touched off the entire magazine. The Eighth's techs blamed it on the refit package's "shoddy workmanship," but Van Gelder still suspects a League saboteur in her midst.

***Tai-i* Faraj Nejem:** *Tai-i* Nejem's company of the Second Arkab Legion defended a Dominion raid by the Second Drakøn Cluster in 3146, but a cost of victory was Nejem's beloved *Orochi*. A salvaged *Viking IIC* served as his replacement. Although the 'Mech was slower than the *Orochi*, it acquitted itself well during a Dominion raid on the neighboring world of Shirotori six months later. The *Viking IIC* formed the focal point of the Legion's defense, and Nejem's company now sees the 'Mech as a good luck charm.

VIKING IIC

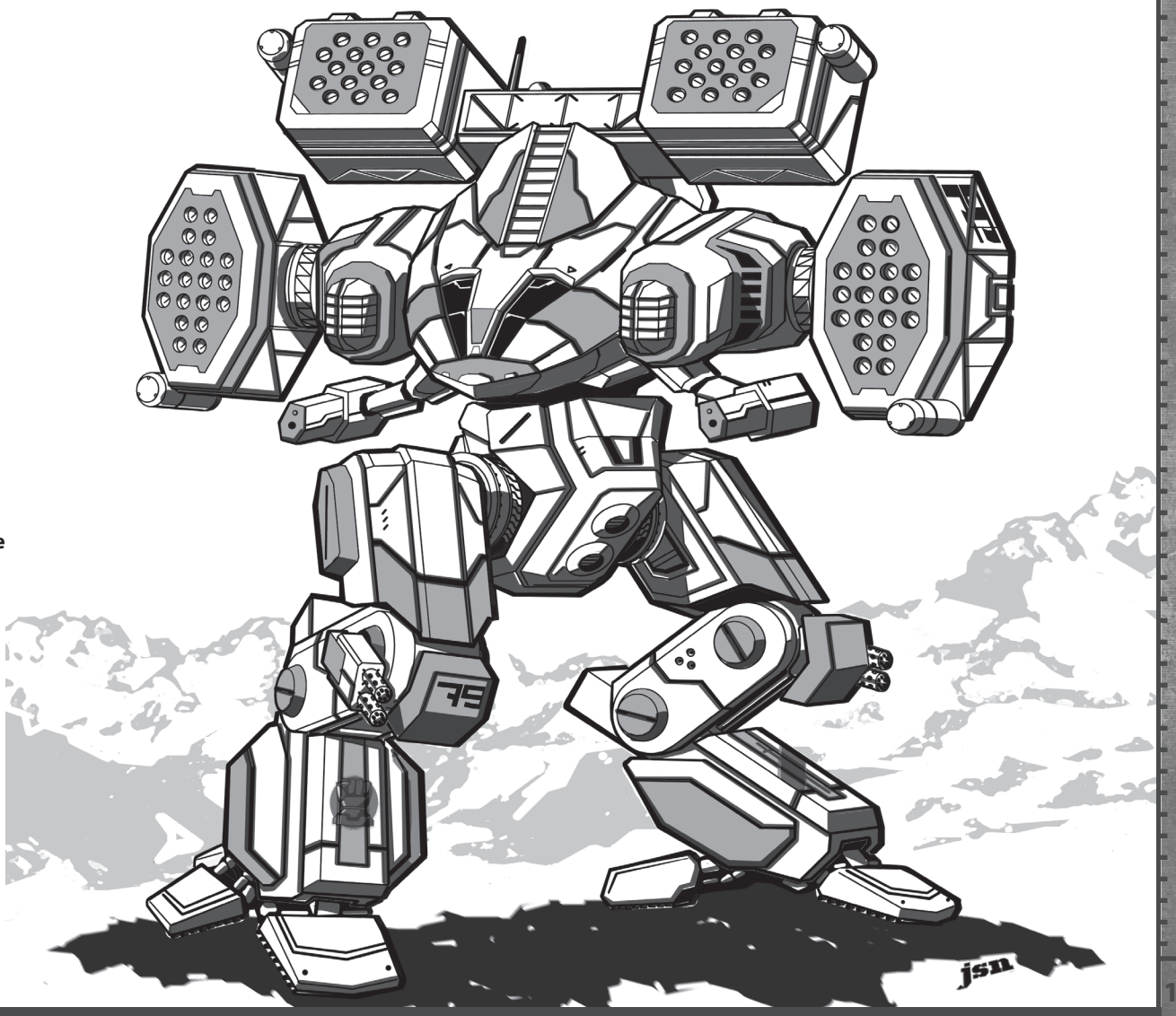
Type: **Viking IIC**
Technology Base: Clan (Advanced)
Tonnage: 90
Battle Value: 2,780

Equipment			**Mass**
Internal Structure:	Endo Steel		4.5
Engine:	270		14.5
Walking MP:	3		
Running MP:	4		
Jumping MP:	0		
Heat Sinks:	11 [22]		1
Gyro:			3
Cockpit:			3
Armor Factor (Hardened):	248		31
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	29	33	
Center Torso (rear)		10	
R/L Torso	19	31	
R/L Torso (rear)		7	
R/L Arm	15	30	
R/L Leg	19	30	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
LRM 20	RA	4	5
Artemis V FCS	RA	2	1.5
LRM 15	RT	2	3.5
Artemis V FCS	RT	2	1.5
ER Micro Laser	RT	1	.25
Ammo (LRM 15) 8	RT	1	1
Ammo (LRM 20) 12	RT	2	2
Ammo (MG) 100	RT	1	.5
CASE II	RT	1	.5
LRM 15	LT	2	3.5
Artemis V FCS	LT	2	1.5
ER Micro Laser	LT	1	.25
Ammo (LRM 15) 16	LT	2	2
Ammo (LRM 20) 12	LT	2	2
CASE II	LT	1	.5

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
LRM 20	LA	4	5
Artemis V FCS	LA	2	1.5
2 Machine Guns	RL	2	.5
2 Machine Guns	LL	2	.5

Notes: Features the following Design Quirks: Difficult to Maintain, Improved Targeting (Long), No/Minimal Arms, Poor Targeting (Short).



KGC-009 KING CRAB



Mass: 100 tons
Chassis: StarFrame HII Endo Steel
Power Plant: Vlar 300
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None
Armor: ArcShield VII Mk.5 with CASE
Armament:
2 Defiance Novashot Model 2 Plasma Rifles
2 SarLon MiniCannon Light Class 5 Autocannons
2 Doombud 7-Tube Multi-Missile Launchers
2 Phototech 806c Medium Lasers
Manufacturer: StarCorps Industries
Primary Factory: Loburg
Communications System: Dalban Commline with Guardian ECM Suite
Targeting & Tracking System: Dalban HiRez-B

Few 'Mechs inspire the dread that the *King Crab* has held for opposing MechWarriors over the last four centuries. After StarCorps relocated their operations from Son Hoa, restarting production of the venerable assault 'Mech was a company priority, though they used the opportunity to update it for the modern battlefield. The resulting variant debuted in 3104 and has met with consistently insatiable demand from the LCAF.

CAPABILITIES

The KGC-009 *King Crab* is notoriously difficult to put down, thanks to heavy armor and a reinforced gyro that can keep the machine on its feet even when faced with withering fire. Unfortunately the *King Crab* is unsuitable for sustained operations and particularly vulnerable to being outmaneuvered, and so is best utilized at the spearhead of critical assaults. This reality rarely dissuades senior Lyran commanders from appropriating *King Crab*s for their personal use.

DEPLOYMENT

*King Crab*s are found throughout the LCAF thanks to a longstanding initiative by the High Command to retire and replace older assault 'Mechs with updated models. Losses taken in the Clan invasions have only increased the insatiable demand for the machine from House Steiner. Officers with a record of public loyalty to Archon Trillian Steiner have notably seen new *King Crab*s delivered at a higher rate of priority.

The KGC-009 model first came to prominence in 3104, when two of the prototypes were deployed as part of Archon Adam Steiner's assault on the final Brotherhood of Cincinnatus stronghold on Gacrux. Piloted by MechWarriors from the First Royal Guards, the two machines weathered fire from a heavy battery of automated defenses along the forward approach to the Brotherhood fortress and engaged the responding traitor units in a bitter firefight. The threat the prototypes posed distracted the Brotherhood command from the real assault coming via a hidden approach to their rear.

Lyran *King Crab*s experienced somewhat less success during the Fourth Battle of Tamarind. The Eleventh Lyran Guards used their scattered assault lances to cover their remaining forces during clashes on the Harvison Flats with the Tamarind Regulars. In theory paired plasma rifles should have made the *King Crab* highly effective against Tamarind *Julian*os and *Awesome*s in the rearguard actions. In practice, the Guard *King Crab*s were outmaneuvered by the faster assault 'Mechs and worn down by superior long-range fire. The surviving *King Crab*s proved themselves useful covering the retreat of the Guards through the capital of Zanzibar, but at that point the battle had already been lost.

Accounts from the fighting in Tharkad City in 3143 are mixed. The *King Crab*s fielded by the Royal Guards were highly effective fighting Wolf units of similar weight in the constricted terrain of the capital. They were, however, vulnerable to ambush by battle armor, with most of the *King Crab*s lost in the battle taken down by swarm attacks. The LCAF has since revised doctrine to favor supporting the *King Crab* with battle armor of its own when operating in urban terrain.

NOTABLE UNITS

Kommandant Samuel Rafel: Kommandant Rafel is the step-grandson of Jihad-era hero Thomas Hogarth. He grew up watching how polarizing a figure his grandfather became. Unlike Reiner Hogarth, Samuel's relative, Samuel has done his best to earn his own way and not ride his grandfather's name. A recipient of two separate battlefield promotions, Samuel has worked to adapt his grandfather's philosophy to military combat without the braggadocio and prideful showmanship.

Hauptmann Maximillian Marius: A graduate of Nagelring, it is a testament to his skill and perseverance that this non-noble earned command of a company in the Royal Guards. Marius' *King Crab* was badly damaged in the Third Battle for Tharkad. With replacement parts in ill supply, the 'Mech was rebuilt with available Clan salvage. A pair of hyper assault Gauss rifles replaced the autocannons and missile racks, and Clan ER small lasers replaced the mediums. The variant has proven so successful in combat that StarCorps has petitioned to make it a steady factory run.

KGC-009 KING CRAB

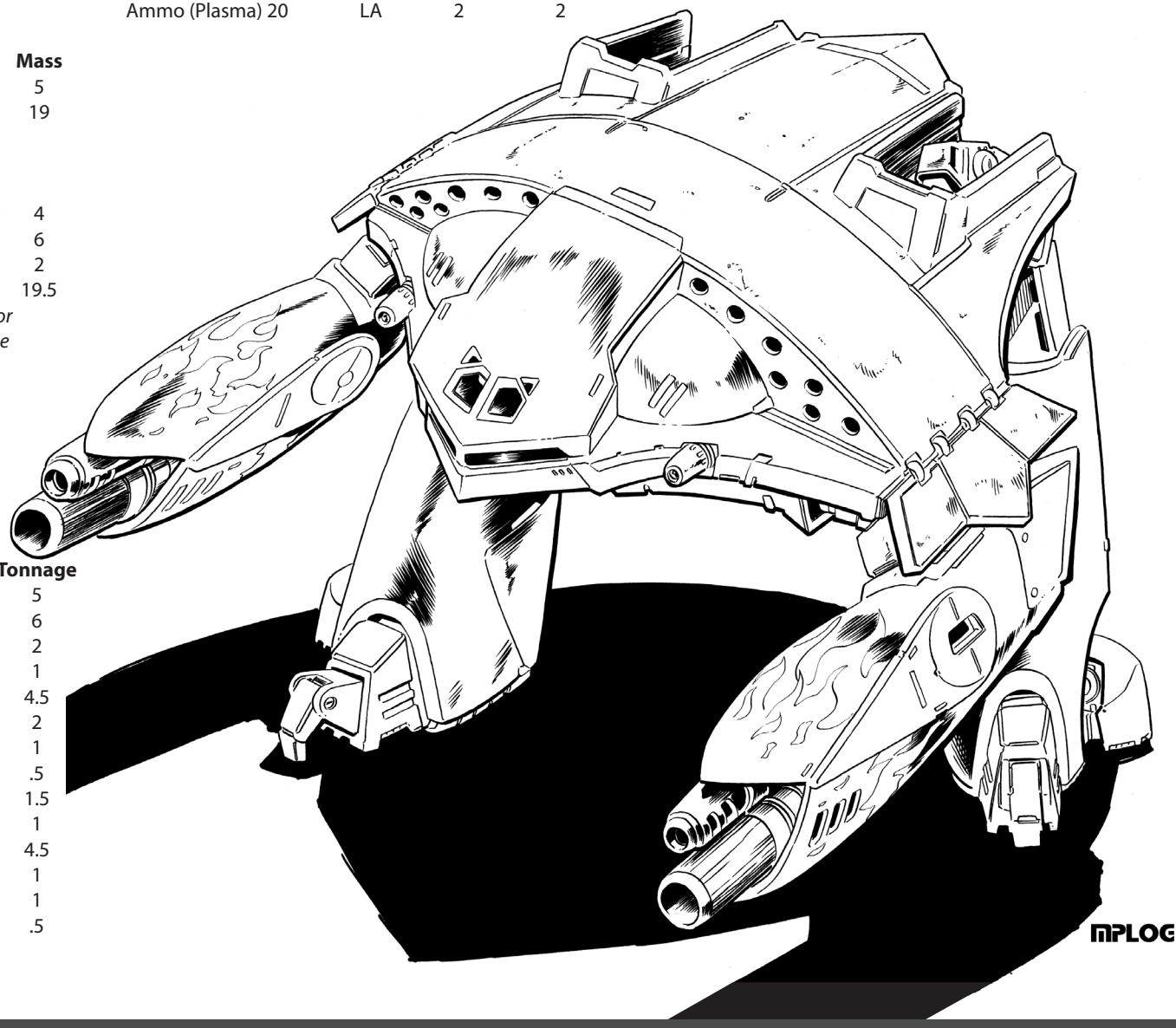
Type: **King Crab**
Technology Base: Inner Sphere
Tonnage: 100
Battle Value: 2,260

Equipment			**Mass**
Internal Structure:	Endo Steel		5
Engine:	300		19
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Heat Sinks:	14 [28]		4
Gyro (Heavy-Duty):			6
Cockpit (Small):			2
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	

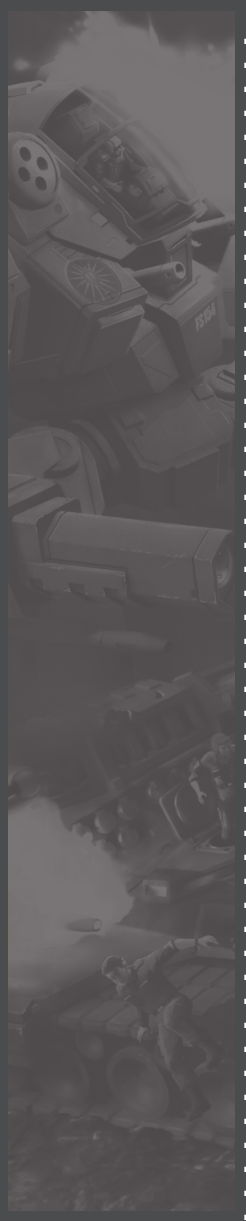
Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Light AC/5	RA	2	5
Plasma Rifle	RA	2	6
Ammo (Plasma) 20	RA	2	2
Medium Laser	RT	1	1
MML 7	RT	4	4.5
Ammo (MML) 34/28	RT	2	2
Ammo (Light AC) 20	RT	1	1
CASE	RT	1	.5
Guardian ECM Suite	H	2	1.5
Medium Laser	LT	1	1
MML 7	LT	4	4.5
Ammo (MML) 17/14	LT	1	1
Ammo (Light AC) 20	LT	1	1
CASE	LT	1	.5

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Light AC/5	LA	2	5
Plasma Rifle	LA	2	6
Ammo (Plasma) 20	LA	2	2

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



KODIAK II



Mass: 100 tons
Chassis: Alshain LXL Endo Steel
Power Plant: 400 Fusion XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Forging AD56 Standard
Armament:
2 Type XX "Great Bow" LRM-20 Launcher
1 Type X "Short Bow" LRM-10
1 Clan Mk. XVII ERPPC
8 Series 1 Extended Range Small Lasers
Manufacturer: Alshain Weapons
Primary Factory: Alshain
Communications System: Garret L20
Targeting & Tracking System: RCA Instatrac Mark IX with Artemis IV

Based upon the *Kodiak 4*, the *Kodiak II* entered production in 3095 and has become the Rasalhague Dominion's favored command 'Mech. It is remarkably spacious and comfortable, particularly for a Clan 'Mech. The enhanced Garret L20 features twelve extra multifunction displays and simultaneous audio and video channels that provide commanding officers with unparalleled information while allowing them to remain in the thick of the action.

CAPABILITIES

The RCA Instatrac offers full-telemetry tracking but when running close to capacity, the system occasionally generates false-positives for missile lock. Two malfunction scenarios have been identified: unarmed fire and failure to fire. Interestingly, a normal firing sequence may still occur. Alshain Weapons issued a service bulletin for this defect in 3105, but a significant number of *Kodiak II*s have not been updated.

DEPLOYMENT

In 3140 elements of the Jade Falcon's Fifty-third Battle Cluster tussled with the Second Bear Regulars on Jabuka. Star Colonel Anton Hall commanded the Bear Regulars from his *Kodiak II*. Using the 'Mech's sophisticated command capabilities, Star Colonel Hall was able to coordinate actions for each Trinary from a forward position where he and his command Star could also redeploy as needed.

Fighting soon bogged down in the rugged terrain surrounding Squaw Bay. Colonel Hall became preoccupied with coordinating his forces and did not observe a pair of Jade Falcon *Naga*s moving into range on the far side of the bay. Moments later, explosions engulfed his command Star as the Falcon artillery found its mark. Star Colonel Hall's *Kodiak II* weathered the storm better than its companions, and the entire Star survived the surprise strike. Having no other forces in reserve, Star Colonel Hall ordered his Star to action.

While circumnavigating the bay, two of Hall's 'Mechs succumbed to artillery fire, but the Star reached firing range. The Star Colonel unleashed the full fury of his Star on the Jade Falcon 'Mechs. Within five minutes the fighting was over.

VARIANTS

In addition to using an XXL engine and a revolutionary HarJel III system, the *Kodiak II 2* removes heat sinks and the Short Bow to upgrade the Long Bows to Long Bow Delta Series Streak missile launchers, significantly improving the 'Mech's long range firepower despite the reduction in missiles launched.

Recently, *Kodiak II*s in Omega Galaxy have been observed that revive experiments once made using the original *Kodiaks*. These hybrid variants trade all weaponry for huge MRM launchers in each arm, while the torso once again contains a gargantuan LB 20-X autocannon. Omega is hoping that the use of Inner Sphere tech will provide a surprise advantage on the battlefield--especially against Kuritan opponents who might be unused to having weapons of their own design turned against them.

NOTABLE UNITS

Star Captain Geoff Bekker: Dismissed from the nascent Wolf Hunters by Anastasia Kerensky, Bekker drifted as a solo mercenary for several years before winning a spot in the Vega Protectorate's Omega Galaxy. Piloting "Black Bear," Bekker has earned a reputation as an aggressive and almost supernaturally lucky fighter whom many consider "more Ghost Bear than human."

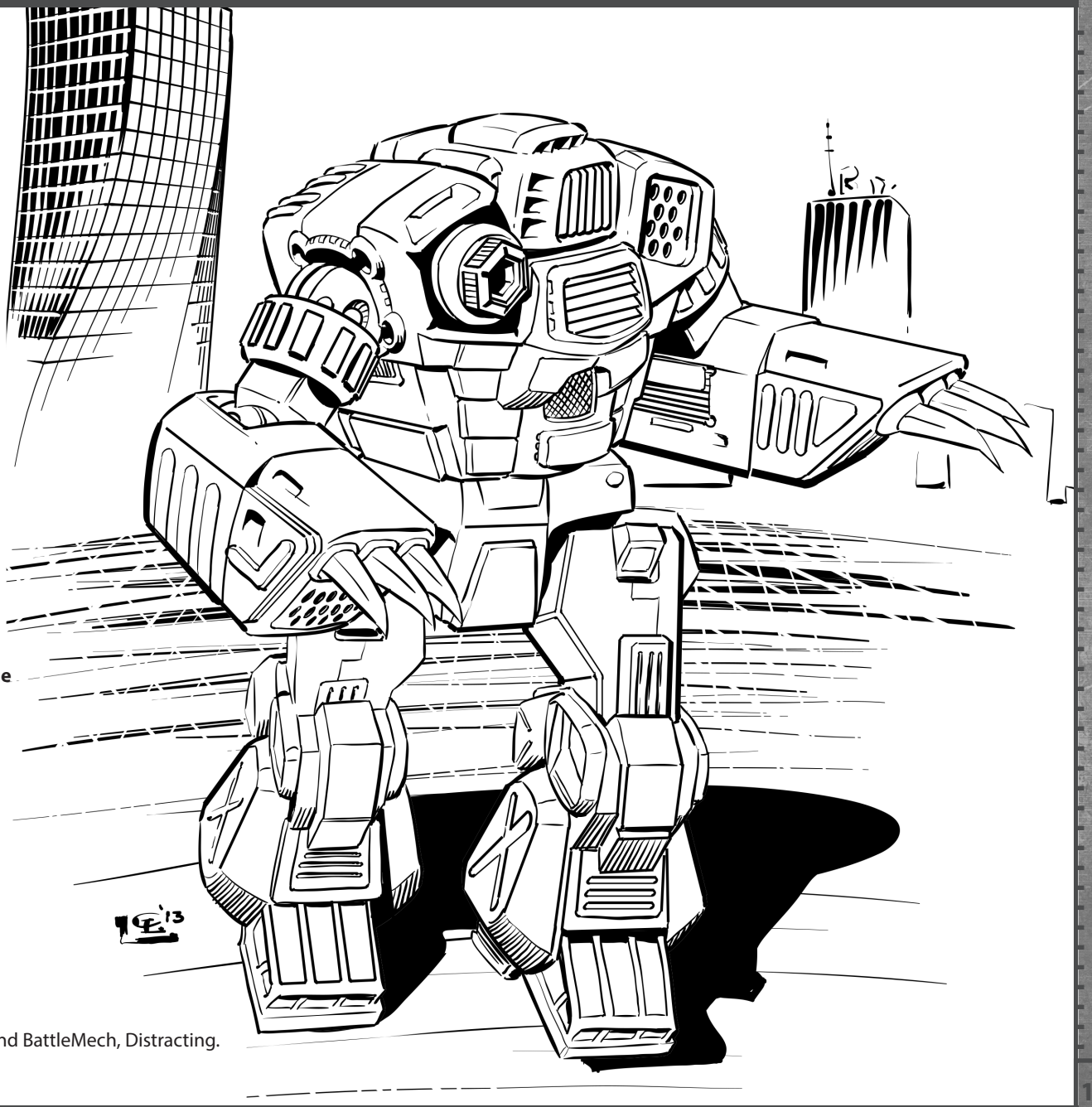
Lieutenant Rotem Fridberg: Born of Clan and Lyran descent, and raised on Northwind, Fridberg always saw himself as a Highlander first and foremost. His *Kodiak II* "Lost Cub" started its life as a *Kodiak 4* in Stone's Coalition and has been part of the Highlanders' roster since the Jihad. Fridberg served faithfully with Tara Campbell and the Remnant for two decades, but met an ignominious end when he chose the wrong side during the battle for Callison.

KODIAK II

Type: **Kodiak II**
Technology Base: Clan
Tonnage: 100
Battle Value: 3,066

Equipment			**Mass**
Internal Structure:	Endo Steel		5
Engine:	400 XL		26.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	20 [40]		10
Gyro:			4
Cockpit:			3
Armor Factor:	304		19
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	31	46	
Center Torso (rear)		15	
R/L Torso	21	32	
R/L Torso (rear)		10	
R/L Arm	17	33	
R/L Rear Leg	21	42	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
LRM 20	RA	4	5
Artemis IV FCS	RA	1	1
4 ER Small Lasers	RA	4	2
Ammo (LRM 20) 12	RT	2	2
ER PPC	RT	2	6
Targeting Computer	CT	2	2
LRM 10	LT	1	2.5
Artemis IV FCS	LT	1	1
Ammo (LRM 10) 12	LT	1	1
Ammo (LRM 20) 12	LT	2	2
LRM 20	LA	4	5
Artemis IV FCS	LA	1	1
4 ER Small Lasers	LA	4	2



Notes: Features the following Design Quirks: Command BattleMech, Distracting.

INQUISITOR II



Mass: 50 tons
Chassis: ITW Heavy Industrial Chassis
Power Plant: ITW 200 Fusion
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Irian HardCase Heavy Industrial
Equipment:
1 Imperator Napoleon Light AC/5
1 Irian Weapon Works Class 4 SRM System
1 Wildfire Tight-Stream Electromagnetic Pulse
Manufacturer: Irian Technologies, Ltd. (SecurityMech Division)
Primary Factory: Irian
Communications System: McCall Home-20 CommoRig
Targeting and Tracking System: ITW Targetech AFC

When the RAF's Department of Requisition and Replacement developed the Tight-Stream Electromagnetic Pulse weapon they needed a testbed machine in which to install the prototypes. As Irian Technologies was already working in conjunction with the DR&R on the new weapon system, it only made sense to install it on an IrTech design. In a concurrent though unrelated project, IrTech had embarked on a redesign of their venerable *Inquisitor* SecurityMech that would see it bulked up to the assault-equivalent weight class. The coincidence in timing between the two projects was too fortuitous to pass up and the *Inquisitor II* was repurposed as a showcase 'Mech for the new weapon.

CAPABILITIES

In developing the *Inquisitor II*, IrTech's designers used exactly the same armored shell as the ubiquitous ITW-80. Thus, the same "monkish" cowl and shawl appearance of the upper body was maintained, emphasizing the continuity of the *Inquisitor* line. This also continued the notoriously cramped cockpit and poor ejection system of the 'Mech, which have long been a point of concern to its pilots. IrTech designers, however, are apparently still willing to trade off the comfort and survivability of the company's security personnel in favor of the slight added protection the head enjoys.

The ITW-80 earned itself a bad reputation amongst pilots for its tendency towards catastrophic ammunition explosions. The design team addressed this issue in two ways. First, the replacement of the double machine guns in the right torso arm with a light autocannon reduced the potential damage from an ammunition explosion by a third. The second method involved the installation of a CASE II system into the torso, though this necessitated the loss of some space and a slight decrease in tonnage available for other systems.

Of course, the TSEMP mounted in the left arm is the centerpiece of the design. Though its use negatively impacts the electrical systems of the 'Mech every time it's fired, especially the delicate Active Probe, IrTech pilots have become adept at managing their fire for maximum effect.

DEPLOYMENT

The ITW-200 continues the long tradition of Irian Technologies withholding their *Inquisitor* design from the general market for use in their own facilities. However, while every IrTech factory and industrial complex has a number of *Inquisitors* assigned to its security contingent, only the most important receive the *Inquisitor II*. Also unlike the original, which was appropriated by the Word of Blake for use in their Protectorate militias and TerraSec forces, the *Inquisitor II* has not been deployed by the nation to which Irian belongs. Numerous Republic agencies have repeatedly expressed interest in purchasing the newer model but the company has rebuffed every offer, preferring to keep the advanced SecurityMech solely for their own use.

VARIANTS

The only known variant of the *Inquisitor II* is the ITW-205. That model removes the advanced TSEMP weapon and the Beagle Active Probe in favor of adding another light autocannon, along with a ton of additional ammunition and CASE II to protect it, and mounting explosive anti-personnel pods on the legs.

Given the prevalence of the *Inquisitor* (both the original and the redesign) in their security forces, though, it seems highly likely that IrTech has developed a number of customized variants with slightly tweaked specifications to fill the different roles defending their corporate empire might entail.

NOTABLE PILOTS

Arlo Funk: A graduate of the Northwind Military Academy, Funk gave up a promising career in the RAF to become head of security at IrTech's Dannevirke IndustrialMech factory. He personally reviewed the specs and history of every SecurityMech deployed by the department before selecting a twelve-year-old *Inquisitor II* he dubbed "Wiggles." During the Senate Alliance assault on Irian, he led his security troops in defending against a diversionary raid and even earned the respect of the Wolf Hunter mercenaries assigned to the factory. He has since been fast-tracked for promotion to regional security coordinator for Hathor.

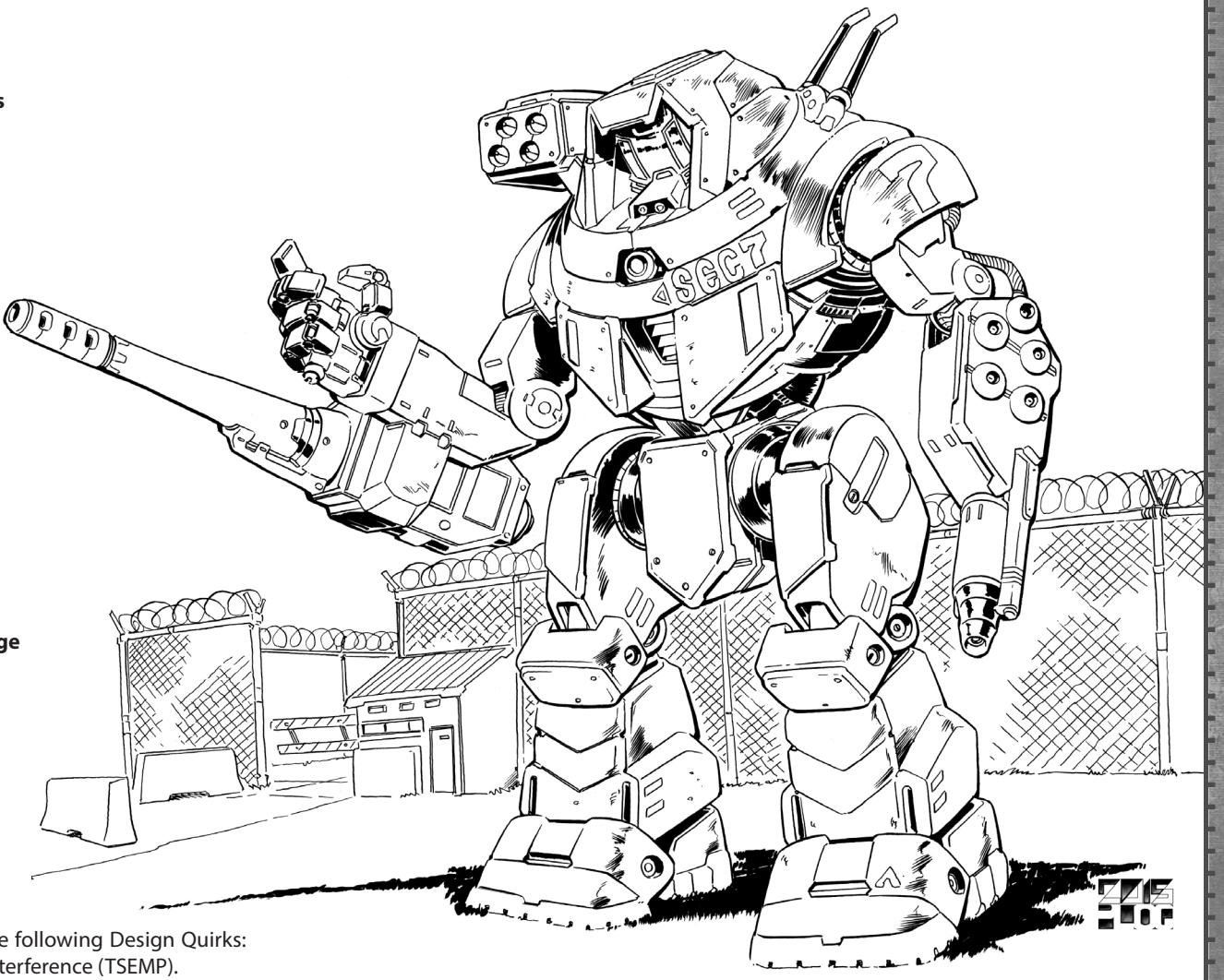
INQUISITOR II

Type: **Inquisitor II**
Technology Base: Inner Sphere
Tonnage: 50
Battle Value: 1,186
Equipment Rating: E/X-X-F

Equipment		**Mass**
Internal Structure:	IndustrialMech	10
Engine:	200 (Fusion)	8.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		2
Cockpit (Industrial):		3
Armor Factor (Heavy Industrial):	112	7

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	17
Center Torso (rear)		4
R/L Torso	12	13
R/L Torso (rear)		3
R/L Arm	8	10
R/L Leg	12	15

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Light AC/5	RA	2	5
Ammo (LAC) 40	RT	2	2
SRM 4	RT	1	2
Ammo (SRM) 25	RT	1	1
CASE II	RT	1	1
Ejection Seat	H	1	.5
Mounted Searchlight	CT	1	.5
Beagle Active Probe	LT	2	1.5
TSEMP	LA	5	6



Notes: Features Advanced Fire Control. Features the following Design Quirks: Cowl, Cramped Cockpit, Difficult Ejection, EM Interference (TSEMP).

HIPPOGRIFF PROTOMECH



Mass: 8 tons
Chassis: ProtoMech HIP
Power Plant: 40 Fusion
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Hraban MicroLeapers with Partial Wing
Jump Capacity: 150 meters
Armor: ProtoMech Standard P-6Q
Armament:
2 Type II Compact LRM 2 Launchers
Manufacturer: Snow Raven Industrial Complex Alpha
Primary Factory: Dante
Communications System: Build 1919 Micro
Targeting and Tracking System: Proto-Enhanced, Model 8

The *Hippogriff* is designed around partial wing technology, making it one of the most mobile ProtoMechs ever built. The Ravens' need for additional troops and the availability of a dedicated DropShip, the *Arcadia*, drove the decision to restart the ProtoMech program in the 3080s. Special care was invested in the *Hippogriff*'s unique abilities as it was the first entirely new ProtoMech developed by the Raven Alliance.

CAPABILITIES

The *Hippogriff* joins a Raven ProtoMech mainstay, the *Gorgon*, in the heavy 8-ton weight bracket, and features similar weaponry, but the similarities end there. Where the *Gorgon* features a large weapon, the *Hippogriff* relies on two very small launchers with atypically deep ammunition bins. Its main features are the improved jump jets and the feathered partial wing that enables it to leap huge distances. Coupled with solid armor, a *Hippogriff* keeping its range to supply light but constant covering fire is more likely to survive engagements than other ProtoMechs.

DEPLOYMENT

Even piloting a quasi-totem *Hippogriff*, ProtoMech pilots mostly find themselves relegated to garrison duty, freeing up BattleMech assets for more prestigious missions.

Gamma Galaxy, traditionally the heaviest ProtoMech user, was quick to experiment with the *Hippogriff* upon its first delivery in 3110. They were pleased to receive a long-ranged support unit that could keep up with dedicated infighters. Its first deployment was with a detachment from the Third Raven Auxiliaries guarding Milligan's World against a reconnaissance force of the ManMangler mercenary command in the apparent employ of House Kurita. A mixed company of hover APCs and light 'Mechs was intercepted by a Binary of *Roc*s, *Chrysaor 2*s and *Hippogriff*s on the Doone Plains. The *Roc*s tied up the 'Mechs while the *Hippogriff*s bombarded the APCs, forcing them to unload their infantry, which was promptly pinned down by the *Chrysaor*s. The ProtoMechs outjumped the ManManglers and forced their remnants into retreat after losing most of their infantry and two 'Mechs.

Clan Hell's Horses soon traded for a large number of *Hippogriff*s, appreciating the equine aspects to its avian design. It was deployed with other heavy ProtoMechs when the Twenty-first Mechanized Assault Cluster repelled a Clan Wolf probing attack on Harvest in 3118. Next to heavily armed ProtoMechs, and pitched against BattleMechs, it performed poorly. The *Hippogriff* could not inflict enough damage on the advancing BattleMechs and by the time the Horses realized their mistake, there was no time to redeploy. The *Hippogriff* was rejected as an alternative to the superheavy *Svartalfa* and was redeployed to support Hell's Horses *solahma* units.

The Raven Alliance experienced its own brief failure when attempting to use the *Hippogriff* in S-Teams. The ProtoMech proved sensationally incapable in engagements against pirates in the void of space or airless moons. With its partial wing useless, its jump capability was reduced to average and its ground speed remained sluggish.

Recently, the *Hippogriff* saw offensive deployment in Beta Galaxy's campaign to capture Sterlington and Kirbyville in May 3144. On Sterlington, the Ninth Raven Wing Cluster deployed Elementals and Afreets against dug-in elements of the Third Periphery Guard. The battle armor was supported only by *Hippogriff*s. With their partial wings ensuring great flight control, the ProtoMechs deployed at high altitude. The *Hippogriff*s swooped down like their namesake, creating panic and causing the Guards to flee right into the arms of 'Mech elements which had deployed in a second wave. The extremely successful use as a shock weapon has greatly elevated the prestige of the *Hippogriff* in the Raven Alliance military.

NOTABLE UNITS

Star Commander Tanith: Tanith's Star was training in the Alpine terrain of Rudolpho when the Joyeux Corsaire pirate band slipped past the Second Alliance Air Wing and launched a raid on the apparently undefended, affluent White Rock Ski Resort. Tanith responded immediately, ordering her Star to leap from the heights into the midst of the encroaching battlesuit-clad pirates. The pirates panicked and fled, with leaping *Hippogriffs* in pursuit.

HIPPOGRIFF PROTOMECH

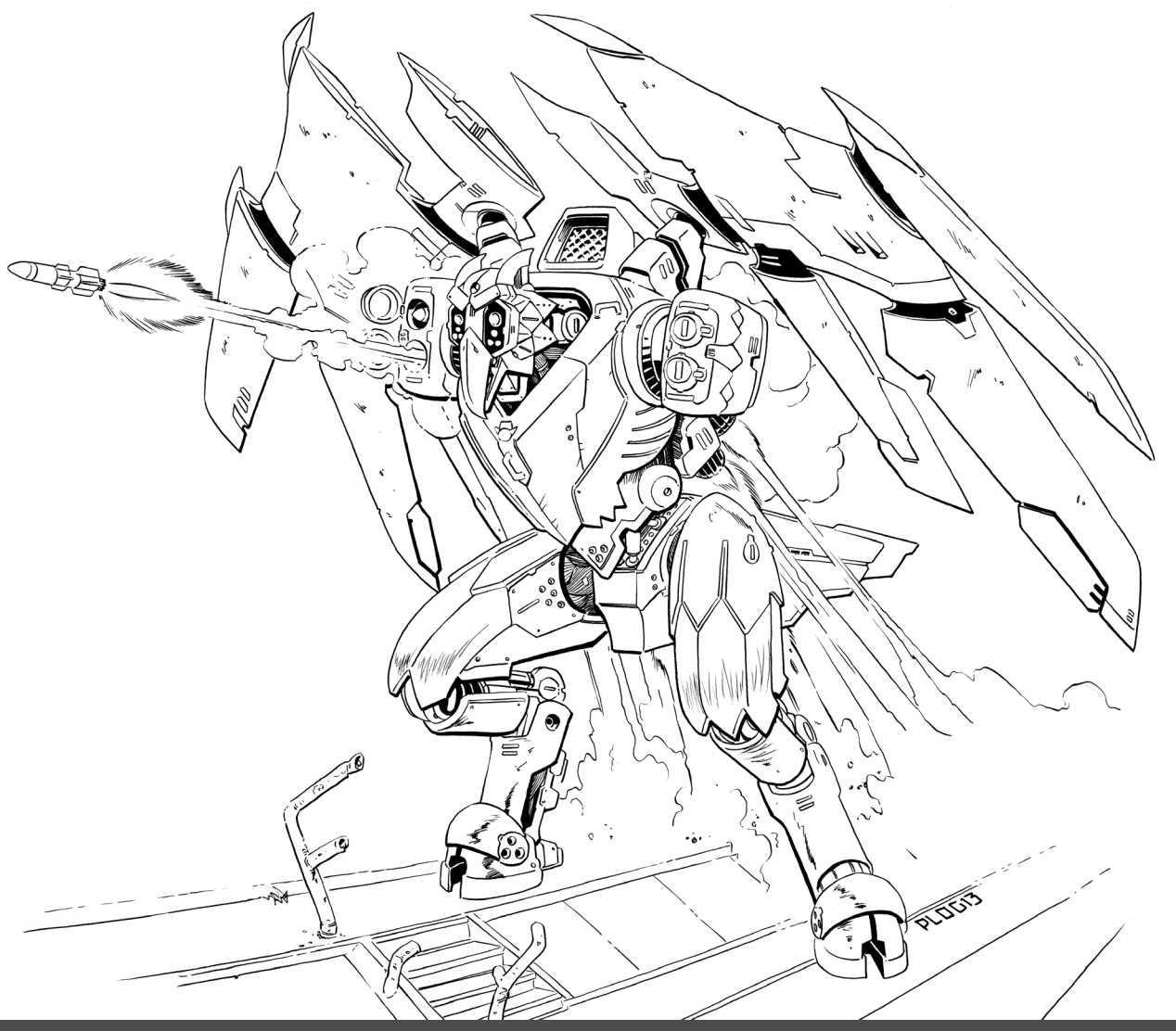
Type: **Hippogriff**
Technology Base: Clan (Advanced)
Tonnage: 8
Battle Value: 231

Equipment		**Mass**
Internal Structure:		800 kg
Engine:	40	1,000 kg
Walking MP:	3	
Running MP:	5	
Jumping MP:	5*	1,000 kg
Heat Sinks:	0	0 kg
Cockpit:		500 kg
Armor Factor:	30	1,500 kg

	Internal Structure	*Armor Value*
Head	2	2
Torso	8	10
R/L Arm	2/2	4/4
Legs	5	10

Weapons and Ammo	**Location**	**Mass**
LRM 2	RA	400 kg
Ammo (LRM 2) 24	—	400 kg
LRM 2	LA	400 kg
Ammo (LRM 2) 24	—	400 kg
ProtoMech Partial Wing	T	1,600 kg

Notes: *Partial Wing adds +2 Jump MP per turn in Standard atmosphere. See p. 295, *TO*, for additional rules. Features the following Design Quirk: Distracting.



SAROYAN JUMP BOMBER



Mass: 25 tons
Chassis: Mujika Aerospace Type M
Power Plant: Rawlings 200 Fusion
Armor: Hellespont Aerolite Stealth
Armament:
None
Manufacturer: Saroyan Special Productions
Primary Factory: Sian
Communications System: Ceres MaserCom 8 with Guardian ECM Suite
Targeting & Tracking System: Dwyerson Mark XI with TAG

Introduced just before the end of the last century, the Saroyan Jump Bomber was intended as a cheap adjunct for Home Guard and private militia use. The decades-long rebuilding effort from the Jihad meant there wasn't always capital available to invest in true aerospace fighters, and the market for cheap air forces was ripe for a new airframe. Saroyan adapted a number of the technologies that had matured in the latter part of the thirty-first century and offered the Jump Bomber for sale.

Pilots, purchasers, and professional technicians have been complaining ever since.

CAPABILITIES

The Jump Bomber—on paper—excels at the task it is built for, but in practice it usually falls short. Though its bomb capacity is adequate for a conventional fighter of its mass, not even stealth armor can protect it from the weakest of return fire, and the inclusion of built-in target acquisition gear encourages pilots to loiter over the battlefield when they should escape.

DEPLOYMENT

During the short Victoria War, forces of the Duchy of Andurien and the Oriente Protectorate invaded the Capellan Confederation, believing it to be distracted by the concurrent invasion of the Federated Suns. While their invasion was cut short by a counterattack, their forces did face the Home Guard and militias of a number of Capellan worlds.

On Altorra in 3104 elements of the Andurien Rangers faced a Home Guard battalion based in the fortified city Tepali. The Home Guard was largely heavy armor and regular infantry, though Tepali was also home to a wing of Saroyan Jump Bombers. The Bombers were held back from contesting the Andurien landings, but once the ground forces moved away from the landing zone, the Tepali aircraft attacked.

The first sortie, using conventional high explosive and cluster bombs, succeeded in halting the Andurien advance for a few hours. The second sortie, using the same munitions, did much the same damage: nothing pivotal, merely the annoyance of forcing the Anduriens to halt and deal with their damage. Pleased with the Jump Bombers' ability to hold the attackers at bay, and hoping to keep her own companies preserved, the Home Guard commander asked for more results.

The third sortie attacked by squadrons, rather than as a combined wing. The first squadron attacked with conventional weapons from altitude, but the second and third squadrons were carrying laser-guided bombs. The first squadron, having dropped its ordnance, returned to mark targets using their TAG lasers. The Anduriens, tired of being bombed, assembled their air-defense units and blasted the designating squadron out of the sky. The following squadrons, deprived of their spotters, dropped their bombs ineffectually. Soon after, the Anduriens laid siege to Tepali, only lifting it when strong Capellan reinforcements landed on-world.

In several other engagements, especially against the combined-arms AFFS, Jump Bombers have succumbed to ground fire. Their stealth armor is often misunderstood by ground commanders, who mistake the tactical systems for the common idea: a Jump Bomber, radiating white noise from its Guardian ECM suite, is more difficult to hit, yes—but is hardly invisible. An enemy with experienced air defenses can make short work of the lightly-armored aircraft.

NOTABLE UNITS

***Sao-wei* Yeva Sokoloff:** During the Battle of Marlette in 3146, the Third Tikonov Guards knew they were outmatched, but they sought to make good on their retreat by inflicting as much damage on the Fifth Crucis Lancers as possible. To this end, *Kong-sao-shang* Sevnik of the Third Tikonov Orbital Guard proposed an aerospace strike against the Fifth Lancers' prepared positions. It was a risky move, but Sevnik knew just the trio of pilots that were crazy enough to pull it off. The sortie called for *Sao-wei* Sokoloff's Saroyan triple to approach the Fifth's cantonment by flying at low altitude through a winding canyon. Other Saroyan sorties had attempted to approach from the air, but their stealth armor couldn't protect them from being physically spotted, and they were shot down in short order. Sokoloff's triple conducted the run in record time as the rest of the Third Guards withdrew. The trio of Saroyans narrowly pulled off the risky maneuver to pull out of the canyon and deliver their payload.

SAROYAN JUMP BOMBER

Type: **Saroyan Jump Bomber**
Technology Base: Inner Sphere
Tonnage: 25
Battle Value: 192

Equipment		**Mass**
Engine:	200	13
Safe Thrust:	8	
Maximum Thrust:	12	
Structural Integrity:	8	
VSTOL Equipment:		1.5
Heat Sinks:	10	0
Fuel:	640	4
Cockpit:		2.5

Armor Factor (Stealth):	24	1.5
	Armor Value	
Nose	8	
Wings	6/6	
Aft	4	

Weapons and Ammo	**Location**	**Mass**	**Heat**	**SRV**	**MRV**	**LRV**	**ERV**
TAG	Nose	1					
Guardian ECM Suite	Aft	1.5					

Notes: Features the following Design Quirks: Poor Workmanship.



CSR-F100 PICAROON



Mass: 35 tons
Chassis: P Standard
Power Plant: Magna 210 XL
Armor: Durallex Aviator Ferro-Aluminum
Armament:
1 Magna Supernova Heavy Particle Projection Cannon
Manufacturer: Gutierrez Aerospace
Primary Factory: Ellsworth
Communications System: Telestar H-9
Targeting & Tracking System: SynComDEC

The Regulan Fiefs' first foray into fighter design, the *Picaroon* was seemingly developed specifically to counter the growing use of Pocket WarShips. Fast, heavily armored and sporting a single massive weapon, the *Picaroon* is reminiscent of other purpose-built ship-killing fighters like the legendary *Hammerhead*.

CAPABILITIES

Despite its lack of secondary weapons, the *Picaroon*'s nose-mounted heavy PPC is a very powerful weapon with the ability to destroy most opponents with only a few blasts. When employed as a proper pack hunter, there are few vessels that can withstand the barrage a group of *Picaroons* unleashes. As a result, *Picaroon* pilots quickly become overconfident with the fighter's apparent invulnerability and rely too much on the fighter's heavy armor to protect them. Smart opponents will lure individual *Picaroons* out of formation so that multiple attackers can isolate and overwhelm them.

DEPLOYMENT

A devastating example of the *Picaroon* in action occurred early in the Victoria War, when the First Andurien Cavalry invaded the world of Fronde, defended by the Kraken Unleashed. Mercenary *Picaroons* met the Andurien DropShips head on, using their speed and heavy armor to make sweeping attacks against the invaders. Overwhelmed by the tenacious mercenaries, the Andurien Cavalry fighters were unable to stop the Kraken *Picaroons* from eviscerating their transports. The Cavalry lost its entire conventional complement before reaching orbit.

The first reported clash between two *Picaroons* occurred in 3115, when a raid by the Duchy of Tamarind-Abbey struck the Lyran world of Finsterwalde. Known as the "Finsterwalde Folly," a *Picaroon* flight from the defunct Fifth Tamarind Regulars faced off against an identical fighter group from the Flying Tomkats mercenary company. The Tomkats, a new mercenary command hired by Finsterwalde to support their planetary militia, met the Duchy forces during their transit to the planet. As the two groups closed, both launched their *Picaroons* with orders to disable or destroy the other's DropShip. Ignoring each other to attack their assigned target, both *Picaroon* flights were successful. Unfortunately, the Tomkat and Duchy pilots became stranded in deep space without transport. There were no survivors.

NOTABLE UNITS

Major Shardae Nangwaya: Major Nangwaya is the cold-as-space commander of the fighter wing attached to the Regulan Fiefs' Eighth Regulan Hussars. An elite-grade pilot, she has flown fighter craft of every weight class, and counts among her kills over two dozen enemy fighters, six small assault craft, and three DropShips. She favors the *Picaroon* for its speed and the focused power of its heavy PPC. While capable of air-to-ground operations, Nangwaya prefers her fighting in space, and came to see the Sea Fox-led interdictions of the Regulan Fiefs as an affront that could be best solved by Regulan space power "and a lot of nukes."

When the worsening of the economic sanctions against the Regulans sparked the assassination of Captain-General Jessica Marik and a brief war between Oriente and Regulus, Nangwaya thought her realm's time had finally come—especially when the RSMC re-authorized the Eighth Hussars' access to tactical nuclear ordnance. Her hopes dashed by the Regulan surrender in July of 3148, she and much of her wing went rogue, taking their fighters, a DropShip, and an unknown number of Alamo-class atomic warheads. None of these warriors have been seen since.

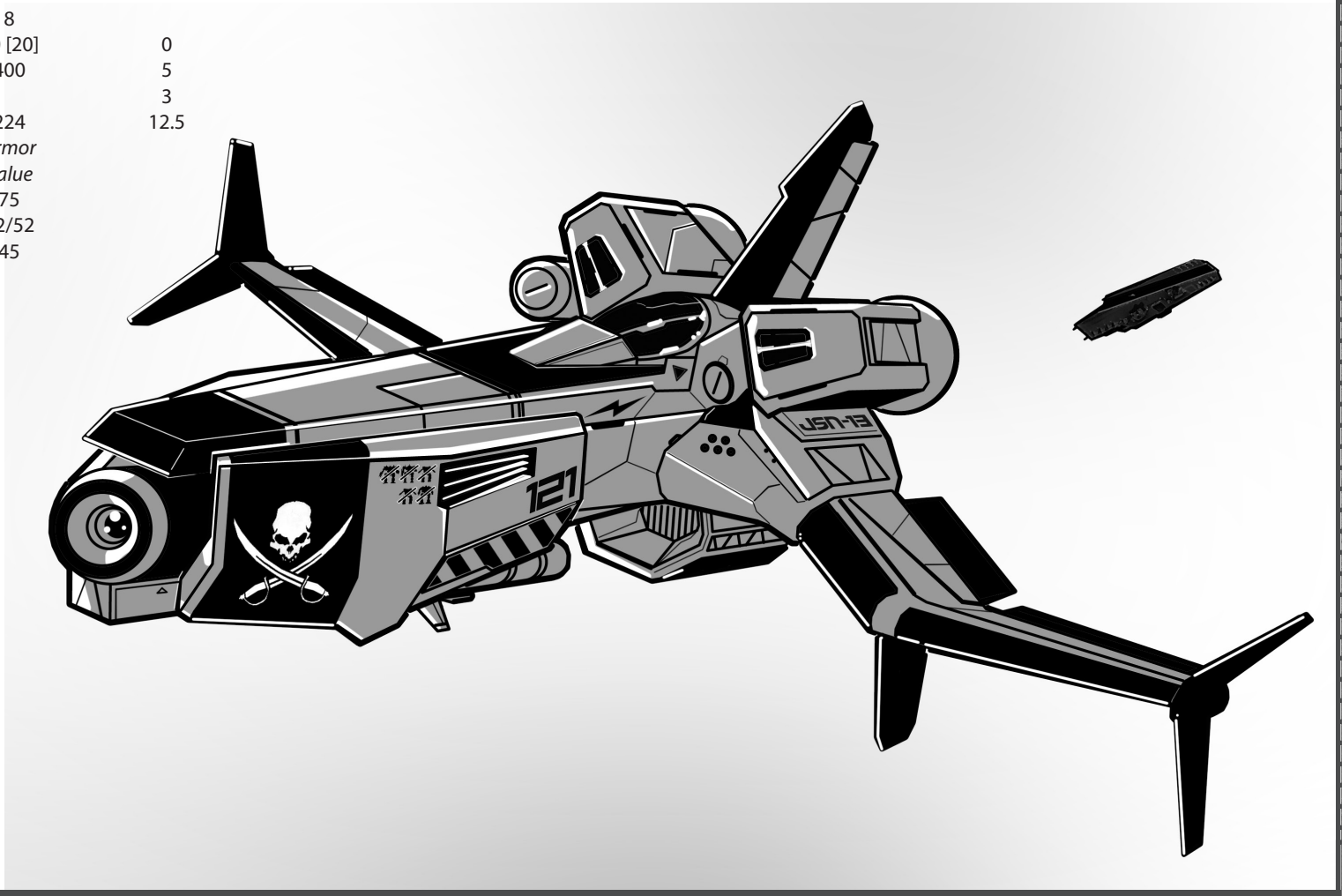
CSR-F100 PICAROON

Type: **Picaroon**
Technology Base: Inner Sphere
Tonnage: 35
Battle Value: 1,290

Equipment		Mass
Engine:	210 XL	4.5
Safe Thrust:	8	
Maximum Thrust:	12	
Structural Integrity:	8	
Heat Sinks:	10 [20]	0
Fuel:	400	5
Cockpit:		3
Armor Factor (Ferro):	224	12.5
	Armor Value	
Nose	75	
Wings	52/52	
Aft	45	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Heavy PPC	Nose	10	15	15	15	—	—

Notes: Features the following Design Quirks: Easy to Maintain, Atmospheric Flight Instability.



STM-O STERNENSTURM



Mass: 40 tons
Chassis: Lockheed/CBM 320
Power Plant: Pitban 320 XL
Armor: Donegal Omni-Sheath Heavy Ferro-Aluminum
Armament:
10 tons of pod space
Manufacturer: Lockheed/CBM
Primary Factory: Tharkad
Communications System: Lockheed/CBM COMSET 300
Targeting & Tracking System: Lockheed/CBM TarSet 75

In the wake of the Jihad, the LCAF needed to cover its light aerospace fighter shortfalls, and the *Sternensturm* was Lockheed/CBM's answer. Capable of outperforming contemporaries like the *Wildkatze*, the *Sternensturm* was intended to complement the *Morgenstern*, one of Lockheed/CBM's heavy OmniFighters.

CAPABILITIES

The *Sternensturm* can outfly all but the lightest aerospace fighters, enabling the pilot to conduct air superiority missions or quickly provide air support where necessary. When the pilot is engaged in dogfighting or taking ground fire, the *Sternensturm*'s heavily armored airframe lets the fighter absorb more damage than most fighters in the same class. Coupled with its thrust, the *Sternensturm*'s primary loadout facilitates a short-range punch without placing the pilot in undue jeopardy. The secondary configuration offers greater range and accuracy at the tradeoff of weapons flexibility, and the third brings electronic warfare to the table.

DEPLOYMENT

Since its introduction the *Sternensturm* hasn't proliferated in large numbers beyond the Lyran Commonwealth and the Kell Hounds, although a few have found their way to other Lyran-funded mercenary units.

The *Sternensturm*'s battlefield debut occurred in 3099 when the Third Falcon Talon Cluster undertook an exploratory raid on Graus. The Second Donegal Guards scrambled its aerospace, which largely consisted of new *Sternensturm*s. The Falcon Cluster had bid away its aerospace assets before the battle, so the Second's aerofighters had open skies. The Lyran ground forces managed to herd a Star of Falcons into a canyon, and flights of *Sternensturm*s flew in for strafing runs to finish off the Star. Due to the *Sternensturm*'s speed and armor, only one of the fighters was lost during the engagement, but its pilot managed to eject with only minor injury.

Another notable battle transpired in early 3138, just a few months after the LCAF claimed Tamarind from the Duchy of Tamarind-Abbey. A routine customs stop revealed a merchant DropShip attempting to smuggle supplies to partisan groups on Tamarind. Once the smuggler's cover was blown, another DropShip attached to the JumpShip disgorged two short squadrons of *Lancer*s, which attempted to destroy the LCAF DropShip. The LCAF launched a squadron of *Sternensturm*s in response. Within minutes, the *Sternensturm*s had eliminated or disabled all of the heavier *Lancer* fighters, at the cost of only two *Sternensturm*s.

NOTABLE UNITS

Leutnant Millicent Oda: In a Lyran Commonwealth desperate for heroes, Leutnant Oda has found herself reluctantly transformed into an iconic figure to inspire young girls to military service. She first came to the public's attention when she dove her *Sternensturm* Prime into the midst of a Jade Falcon aerospace formation above Adelaide, taking out two fighters before the enemy even registered her presence. Her subsequent actions in several other engagements made her a local hero and exactly the kind of warrior the LCAF's public relations wonks were looking for. To Oda's dismay, her image has been used to brand the "Milly Gurrl" clothing line for tweens and morale-boosting posters that dot the region. She has continually expressed her discomfort to her superiors, explaining that she has moral qualms about "indoctrinating these girls barely out of pigtails," but the media campaign continues and has expanded to Coventry Province. Leutnant Oda distracts herself from her misgivings by volunteering for extra flight assignments, which ironically just makes her even more marketable to the LCAF.

STM-O STERNENSTURM

Type: **STM-O Sternensturm**
Technology Base: Inner Sphere
Tonnage: 40
Battle Value: 1,405

Equipment		**Mass**
Engine:	320 XL	11.5
Safe Thrust:	10	
Maximum Thrust:	15	
Structural Integrity:	10	
Heat Sinks:	10 [20]	0
Fuel:	320	4
Cockpit:		3
Armor Factor (Heavy Ferro):	228	11.5
	Armor Value	
Nose	76	
Wings	57/57	
Aft	38	

Weapons and Ammo	**Location**	**Mass**	**Heat**	**SRV**	**MRV**	**LRV**	**ERV**
Primary Configuration							
3 ER Medium Lasers	Nose	3	5	5	5	—	—
Streak SRM 4	RW	3	3	8	—	—	—
Streak SRM 4	LW	3	3	8	—	—	—
Ammo (Streak) 25	—	1					
Configuration A							
ER PPC + Capacitor	Nose	8	15/20	10/15	10/15	10/15	—
Targeting Computer	—	2					
Battle Value: 1,693							
Configuration B							
Beagle Active Probe	Nose	1.5					
2 ER Medium Lasers	RW	2	5	5	5	—	—
2 Anti-Missile Systems	RW	1	1				
2 ER Medium Lasers	LW	2	5	5	5	—	—
2 Anti-Missile Systems	LW	1	1				
Ammo (AMS) 12	—	1					
Guardian ECM Suite	Aft	1.5					
Battle Value: 1,512							

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



Y-2 YÙN



Mass: 40 tons
Chassis: Mujika Aerospace Type 16
Power Plant: Rawlings 120
Armor: Hellespont Aerolite Stealth
Armament:
1 Ceres Arms Extended Range Medium Laser
2 Sian/Ceres Stalking Cougar Streak SRM 6 Launchers
Manufacturer: Mujika Aerospace Technologies
Primary Factory: St. Ives
Communications System: Endicott Type 32 Maser with Guardian ECM Suite
Targeting & Tracking System: Dwyerson Mark XI

Cloaked in sophisticated stealth systems, the first sign of a *Yùn* attack is often infantry raining down on the target. Sluggish and fragile in orbit, the Capellan aerospace fighter becomes a shadowy assault craft upon entering the atmosphere. Designed specifically for the combat insertion of battle armor, the *Yùn* is widely feared but rarely seen.

CAPABILITIES

Mujika's fighter builds upon the concept of air-deployed infantry pioneered by the *Troika*. Unlike its predecessor, the stealthy *Yùn* is capable of penetrating enemy airspace while delivering a squad of battle armor to any target point. While outwardly sophisticated, the craft's internal systems are all simple, time-tested components. A well-balanced airframe and well-articulated vernier thrusters make the *Yùn* a dream to fly.

DEPLOYMENT

Hundreds of successful sorties flown by *Yùn*s have left many a soldier looking over their shoulder fearing a Capellan surprise attack. On many occasions, the fighter is never successfully targeted in the process of delivering its payload, but if necessary it has proven to be an effective ground attack unit, as it did at the Battle of New Syrtis.

As the CCAF struggled to breach the network of fortifications ringing Saso, heavy snowfall slowed the movement of ground assets to a crawl. A chain of gun batteries protecting the city's southern approach prevented the Capellans' VTOLs and BattleMechs equipped with jump jets from closing with the defenders. Unwilling to merely sit back and trade long range fire with the Hasek defenders, House Hiritsu Master Xun Kuang ordered his infantry to seize the Davion guns. Two squadrons of *Yùn*s attached to the Hiritsu infantry took off just before dawn, flying meters from the frozen surface to avoid detection. Unnoticed until seconds before they reached the city, Hiritsu's *Yùn*s buzzed over the gun emplacements, disgorging the elite warrior house infantry directly on top of the bunkers. Air defense batteries were targeted first, allowing the *Yùn*s to circle back and provide close air support to the troopers rapidly overpowering the unprepared Davion forces. Arrow IV missiles and semi-guided LRMs poured down on the defenders' positions, guided by the fighters' under-wing TAG systems. The guns silenced, Capellan forces rushed the perimeter and pushed into the city. When Hasek reserves desperately tried to plug the breach, the *Yùn* squadrons circled around, immobilizing their vehicles with SRM strikes. By the time the fighters withdrew to refuel, Capellan forces had already driven deep into the city.

NOTABLE UNITS

***Sao-wei* Chen Xun Mah:** On Cammal during the Capellan Confederation's invasion of the Capellan March in 3146, the Third Capellan Chargers failed to capitalize on a thrust toward the Fifth Avalon Hussars' lines and were forced to regroup. During the fallback maneuver, a platoon of Trinity battle armor found itself stranded far behind enemy lines. The lead Trinity squad had obtained crucial intelligence on the Fifth's movements and strategies, so a plan was made to extract them. *Sao-wei* Mah volunteered to attempt the rescue. His triple flew in under cover of night and made an emergency landing on a roadway the Trinity platoon had cleared of traffic. While under fire, the battle armor squads loaded up, and Mah and his two wingmen took off with their cargo. Once out of visual range, the Fifth Hussars lost track of the stealth-armored fighters.

Able Flight: Several flights of *Yùn-2*s found their way into the hands of the mercenary outfit Markson's Marauders, and Colonel Markson has deployed them to great effect during a continuing, Canopian-led harassment campaign directed against the Rim Commonality. Able Flight has performed several noteworthy strikes against Astrokaszy, which consisted of flying in unseen, dropping battle armor, and taking out targets of opportunity while the infantry steal supplies and disrupt operations for on-planet defenders. Able Flight would then fly off while ground forces arranged a platoon of APCs to pick up the infantry and stolen supplies. Because this effective tactic has sent local arms dealers into fits, Astrokaszy officials have lobbied for Markson's Marauders to be labeled pirates rather than legitimate mercenaries.

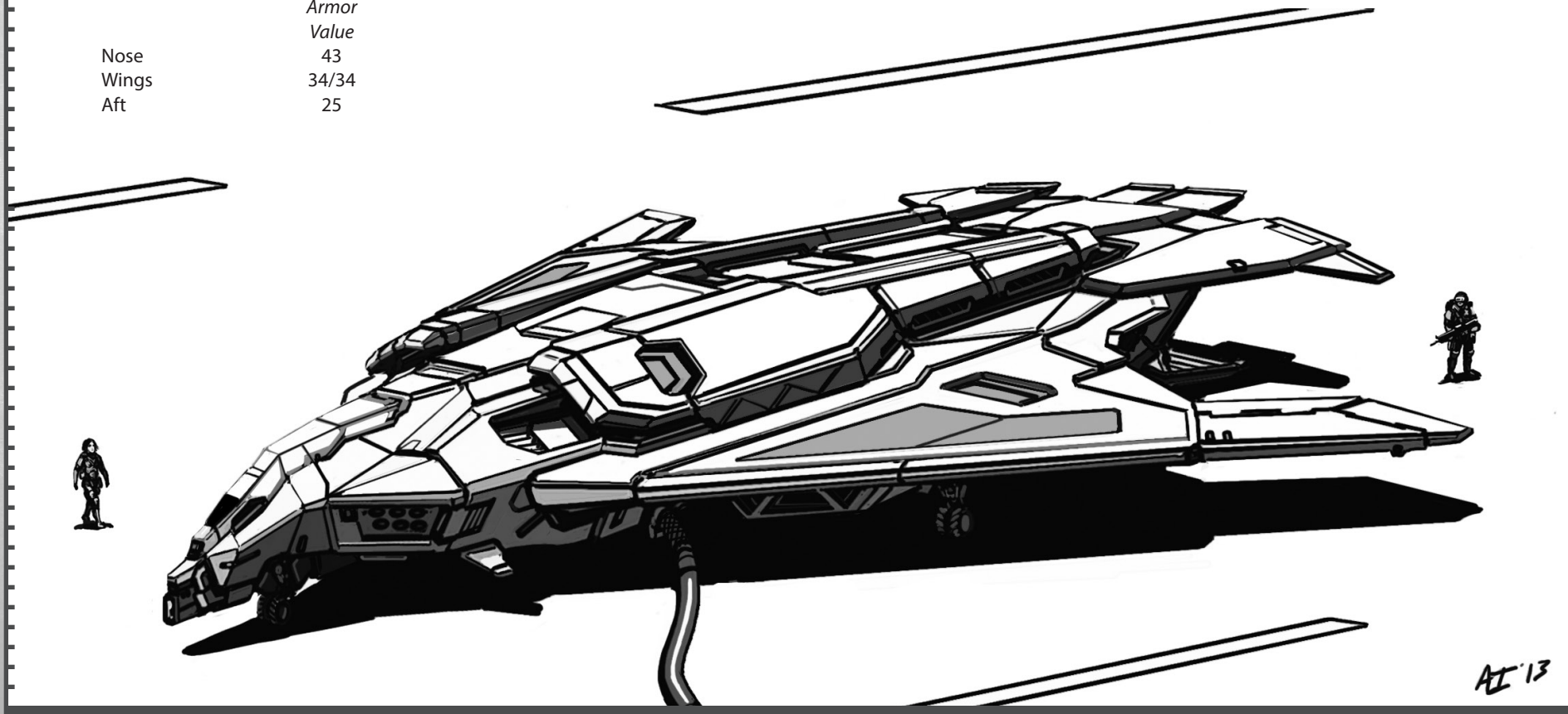
Y-2 YÙN

Type: **Yùn**
Technology Base: Inner Sphere
Tonnage: 40
Battle Value: 953

Equipment		**Mass**
Engine:	120	4
Safe Thrust:	5	
Maximum Thrust:	8	
Structural Integrity:	5	
Heat Sinks:	12 [24]	2
Fuel:	400	5
Cockpit:		3
Armor Factor (Stealth):	136	8.5
	Armor Value	
Nose	43	
Wings	34/34	
Aft	25	

Weapons and Ammo	**Location**	**Mass**	**Heat**	**SRV**	**MRV**	**LRV**	**ERV**
ER Medium Laser	Nose	1	5	5	5	—	—
2 Streak SRM 6	Nose	9	4	12	—	—	—
Ammo (Streak) 30	—	2					
Guardian ECM Suite	Aft	1.5					
Infantry Compartment	—	4					

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



AQA-1M AQUILA



Mass: 55 tons
Chassis: Nimakachi Model IC
Power Plant: Hermes 275 XL
Armor: ArcShield IX AO Ferro-Aluminum
Armament:
2 Oriente MagCoil Model E Light Gauss Rifles
2 Diverse Optics Extended-Range Medium Lasers
Manufacturer: Nimakachi Fusion Products Ltd.
Primary Factory: Dalton
Communications System: Lassitor-5A
Targeting & Tracking System: Garret S6g

The *Aquila* was rushed into service for the Victoria War, where the fighter exceeded expectations and has proliferated for forty years without modification.

CAPABILITIES

This joint venture of the Rim Commonality and Oriente Protectorate combines speed, agility, and excellent long-range accuracy to great effect. A lack of rear-firing weaponry is a concern to some pilots, but it's a rare circumstance when the speedy *Aquila* cannot evade or outrun an enemy on its six. The *Aquila* excels in both space and atmospheric operations, terrorizing ground units or slow moving DropShips without fighter escorts. The *Aquila* is renowned as a sniper, using its speed and maneuverability to get behind enemy fighters and take out their engines.

DEPLOYMENT

Ipswich has been the scene of many engagements where the *Aquila* faced CCAF invaders. The first was in the Victoria War, when the Red Lancers and Roman's Mounted Fusiliers arrived after taking Shuen Wan from the Protectorate. The First and Sixth Oriente Hussars mounted a desperate defense, including a squadron of *Aquilas*. The unknown fighter surprised the CCAF attackers with precise fire at tremendous range, departing the area before return fire could clear them from the skies. Despite the fighter's capabilities, only one of the pilots survived the assault. Captain Sergio Melendez joined the chase as the Capellans retreated, claiming the final kill of the battle as he shot down an enemy *Poignard* escorting the enemy DropShips.

The elite Ducal Guard Air Wing was on training maneuvers in the Ipswich system in 3141 when the First Capellan Defense Force attempted to raid the border world. The First CDF Aerospace Wing was commanded by *Kong-zhong-shao* Mik Zheming. Zheming's escort formation was scattered when the Guards slashed through at nearly right angles midway between the Capellan JumpShip and the planet. *Aquila*s led the attack, firing on the enemy at extreme range with their paired light Gauss rifles. The First's light fighters withered under the concentrated fire, and their pilots were left drifting in wreckage trailing the assault force. The Guard eliminated most of the escort before dogfighting distracted them long enough for the raiders to reach the surface. The nimble *Aquila*s pursued the enemy and engaged in ground attacks. The First's 'Mechs were unable to target the speedy fighters while also engaging the Eighth Oriente Hussars and Thirty-second Oriente Heavy Armor. When the Eighth Hussars Aerospace Wing added their fighters to the repulsion effort, the raiders withdrew. The Hussars and Guard *Aquila*s pursued the Capellans all the way back to their JumpShips, disabling two *Union*s which were captured only after a difficult boarding operation three days later. Zheming was among those killed in the engagement, leaving command to his XO, *Kong-sang-wei* Tak Cheung Sin.

NOTABLE UNITS

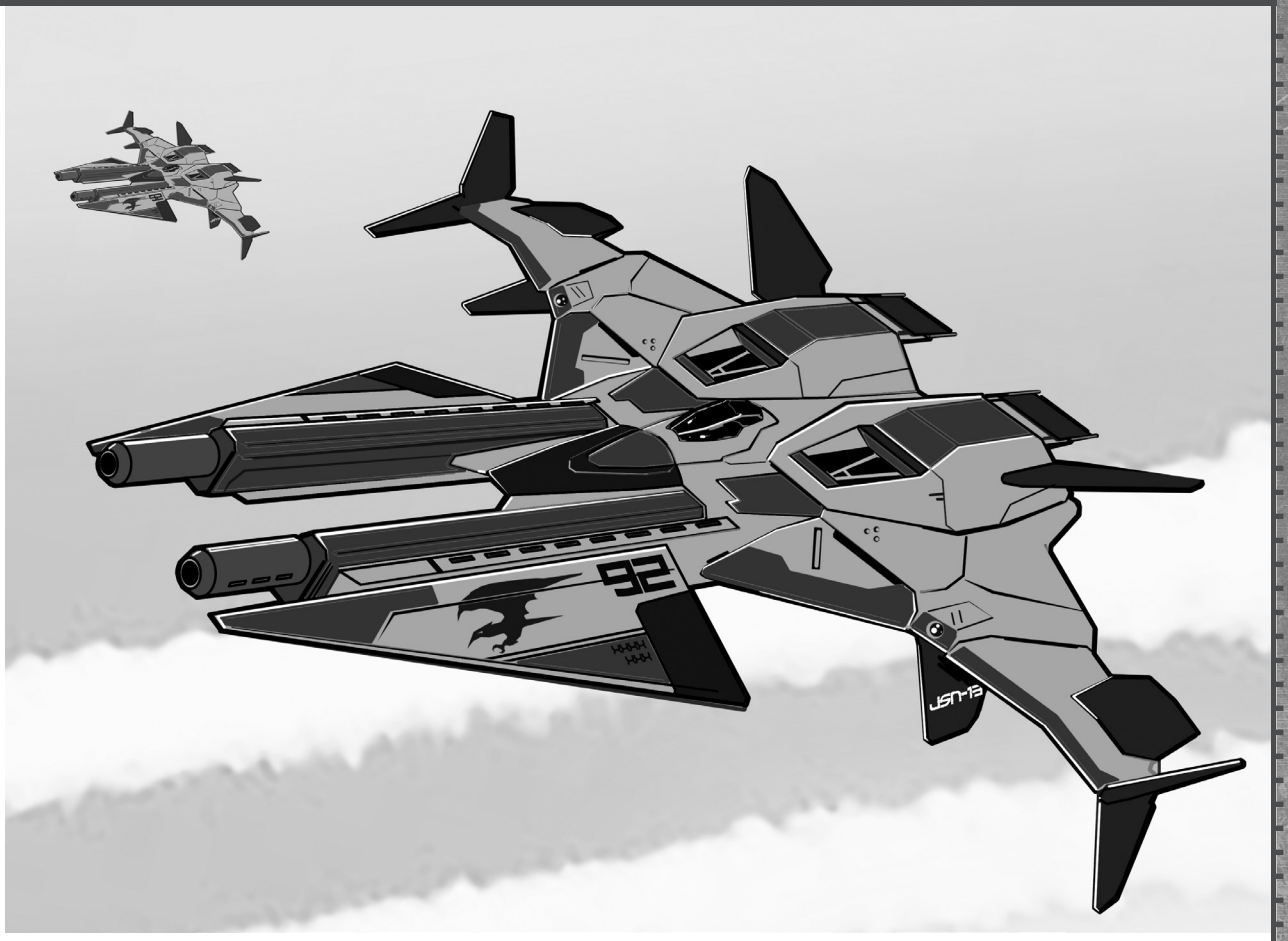
Principes Gaius Quitus Valorum: *Principes* Valorum commands a maniple in the III Caelum Wing. In 3148, his maniple was on patrol outside the atmosphere, when a raiding force from Lahti was spotted en route to Landfall. Valorum led his maniple on multiple attack runs against the DropShips, ignoring the slow, heavy fighters flying escort. Superior weapon range and excellent gunnery skill allowed Valorum to cripple one DropShip in space, and heavily damage another, leading to an easy capture on the surface. Valorum was commended, but he did not get the command of the III Caelum as he desires.

Lieutenant Janis Diamond: Lieutenant Diamond is the youngest of Nelson's Longbows new fighter pilots. As part of the command's first squadron of fighters, she has accomplished many firsts for the Longbows. She had the first recorded kill of an incoming fighter over New St. Andrews, and she made the first successful kill via a strafe attack against pirates raiding Crecy City. Major Nelson quickly promoted her to command of the squadron in November 3149, and cashiered the incompetent Lieutenant Randy Stark, who swore revenge on the Longbows. Diamond renamed the squadron Crecy Strike after assuming command. Morale has skyrocketed with the "Hero of Crecy" leading them.

AQA-1M AQUILA

Type: **Aquila**
Technology Base: Inner Sphere
Tonnage: 55
Battle Value: 1,489

Equipment		**Mass**
Engine:	275 XL	8
Safe Thrust:	7	
Maximum Thrust:	11	
Structural Integrity:	7	
Heat Sinks:	10 [20]	0
Fuel:	320	4
Cockpit:		3
Armor Factor (Ferro):	197	11
	Armor Value	
Nose	60	
Wings	48/48	
Aft	41	



Weapons and Ammo	**Location**	**Tonnage**	**Heat**	**SRV**	**MRV**	**LRV**	**ERV**
2 Light Gauss Rifles	Nose	24	1	8	8	8	8
Ammo (Light Gauss) 48	—	3					
ER Medium Laser	RW	1	5	5	5	—	—
ER Medium Laser	LW	1	5	5	5	—	—

Notes: Features the following Design Quirks: Accurate Weapons (Light Gauss Rifles).

RDL-01C RONDEL



Mass: 55 tons
Chassis: Greenock Ltd. Model 3
Power Plant: VOX 330 XL
Armor: Wangker Solarion Reflective
Armament:
1 Mydron Tornado Rotary Class 5 Autocannon
6 Diverse Optics Extended Range Medium Lasers
Manufacturer: Greenock Aero Manufacturing, Ltd.
Primary Factory: Firgrove
Communications System: Rander 100B
Targeting & Tracking System: Jalastar TargiTrack 777

Introduced a little more than a decade before the Victoria War, the *Rondel* slowly built a reputation as a workhorse middleweight aerospace fighter. Low production kept it from supplanting more common airframes like the *Corsair* or the *Lightning*, but in the Capellan March especially, pilots assigned to *Rondel*s often attempted to keep them their entire careers.

CAPABILITIES

The *Rondel* performs equally well in space or in the atmosphere. Its wing-mounted lasers provide powerful strafing capabilities, while its acceleration allows it a heavy bomb load. As an interceptor the *Rondel* competes favorably with its nearest competitors, but the Tornado cannon lacks the knockout punch of a heavier fighter's main weapon.

DEPLOYMENT

Greenock's relative obscurity meant that the *Rondel*'s early sales were to mainly mercenary and planetary militia wings, but an initial order by the Capellan March Militia in 3112 brought increased production and prominence. Its prominence in the Capellan March meant that *Rondel*s factored in many aerospace actions of the Capellan invasion.

In late 3144 the Capellan Dynasty Guards struck at Avigait, intent on destroying the First Syrtis Fusiliers. Supporting the Fusiliers was a mercenary aerospace wing called Halsey's White Hammers. The White Hammers specialized in ground attack missions, with two squadrons of *Rondel*s covered by an interceptor squadron of *Stingray*s. As the Dynasty Guards attacked, both attack squadrons flew sortie after sortie against the Capellan advance, heavily-laden with bombs. After the third strike the *Rondel*s lingered to strafe with their lasers, hoping to identify the Capellan subunit commanders.

The Capellan air defense 'Mechs were frustrated when their PPCs and plasma weapons failed to bring down the *Rondel*s, and the White Hammers were well-trained to avoid the emissions of autocannon-armed Partisan tanks. By the time LRM-equipped 'Mechs joined the fray, the *Rondel*s had extended and escaped to reload their bomb bays. One more bomb run was enough to convince Major Halsey his fighters were outmatched, and the White Hammers moved to harassing the Guards' rear.

During the retreat from Avigait the White Hammers were forced to defend their own carriers, a trio of hired *Leopard CV* DropShips. While the Guards' aerospace contingent pursued them, the Stingray squadron flew interdiction missions, trying to keep Capellan fighters away from the DropShips. The two *Rondel* squadrons, with little training in air-to-air missions, attacked the pursuing DropShips. Using simple mass-fire tactics, eleven of twelve *Rondel*s jammed their Tornados with maximum-rate barrages against a Capellan *Union*. Forced to fight their way back through the screen with only their medium lasers, four of the *Rondel*s were lost before the Guards fighters turned back for Avigait.

NOTABLE UNITS

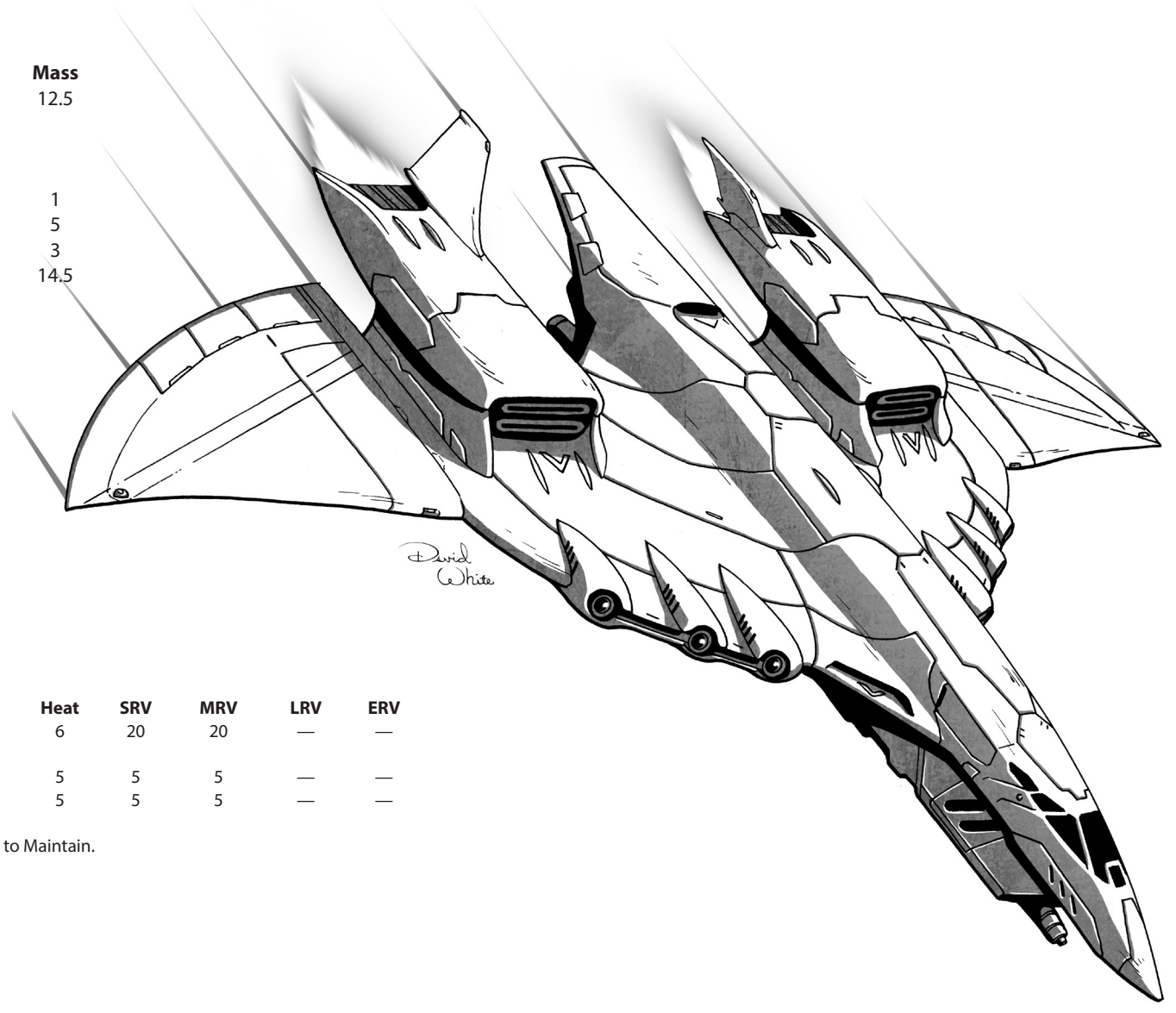
Rondel Murder: The fighter wing of the Second Periphery Guard LCT's aerospace brigade paints its fighters flat black, save for the LCT insignia on the tail. The paint scheme and the wing's combat savagery led to "Murder" being used in place of "Squadron." Rondel Murder is composed entirely of *Rondel*s. After the Second was deployed to Winfield in 3145, Rondel Murder was sent to Sterlington to announce the arrival of replacements for the destroyed Third Periphery Guard. Rondel Murder engaged the Raven fighters patrolling the system. With each Raven fighter drawing fire from two or more *Rondel*s at a time, they were brutalized in a clear message that the Ninth Raven Wing Cluster now had sterner foes to face.

Leftenant Krieg Manson: Leftenant Manson was a militia pilot on Remagen when the Draconis Combine attacked the world in August 3148. The defenders were caught by surprise. Manson was among the pilots sent to stall the Combine force before it made planet-fall. His *Rondel* was the only fighter from the impromptu force to land safely. In his first battle, he became an ace, but the attackers were barely slowed.

RDL-01C RONDEL

Type: **Rondel**
Technology Base: Inner Sphere (Advanced)
Tonnage: 55
Battle Value: 2,274

Equipment		**Mass**
Engine:	330 XL	12.5
Safe Thrust:	8	
Maximum Thrust:	12	
Structural Integrity:	8	
Heat Sinks:	11 [22]	1
Fuel:	400	5
Cockpit:		3
Armor Factor (Reflec):	232	14.5
	Armor Value	
Nose	71	
Wings	54/54	
Aft	53	



Weapons and Ammo	**Location**	**Mass**	**Heat**	**SRV**	**MRV**	**LRV**	**ERV**
Rotary AC/5	Nose	10	6	20	20	—	—
Ammo (RAC) 60	—	3					
3 ER Medium Lasers	RW	3	5	5	5	—	—
3 ER Medium Lasers	LW	3	5	5	5	—	—

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

SKR-4M SHIKRA



Mass: 90 tons
Chassis: AA Heavy Raptor 3
Power Plant: Pitban 360 XL
Armor: Andurien Composition 5 Heavy Ferro-Aluminum
Armament:
- 1 Kali Yama Weapons Industries Grand Slam Gauss Rifle
- 2 Type 9 Ultra Class 10 Autocannons
- 1 Intek Medium Pulse Laser
- 2 Wasat Dazzle Chaff Pods

Manufacturer: Andurien AeroTech
Primary Factory: Westover
Communications System: Lassitor-6SQ
Targeting & Tracking System: Wasat Snipe Type 2

Andurien Aerotech built the *Shikra* for years while Westover was an unaffiliated world. They profited greatly selling the fighter to all buyers, from the former League states to free-booting mercenaries. Since Westover became part of the reformed League, availability on the open market has dropped off. The factory's production is now funneled directly to the FWLM as part of the rebuilding effort following the Lyran and Wolf invasions.

CAPABILITIES

For a heavy fighter, the *Shikra* has considerable acceleration. The thick slab of armor garnered it a reputation as a flying brick early on, but engineering refinements improved the fighter's handling in all environments. Anemic rear weaponry goes far to motivate pilots not to allow enemies into their six. The powerful fore-mounted ballistic weaponry is a threat to most fighters and a number of DropShips, especially when *Shikra*s are massed in formation. Only when its pilot loses awareness of his surroundings does the *Shikra* suffer in combat. Many have been lost to careless pilots suffering target fixation.

DEPLOYMENT

Alpha Galaxy's invasion of Gannett was a mismatch in all ways. Elements of the Ninth Wolf Battle Cluster and the 328th Wolf Assault Cluster rolled over the defenders in all ways but one. The Gannett Planetary Defense League had a squadron of *Shikra*s piloted by Atrean Hussars retirees. The fighters had only one allied base for refueling and rearming, but their sorties against the invaders quickly garnered them attention.

The Ninth's warriors outbid the 328th's for the privilege of destroying the brave defenders. A trio of Wolf fighters pursued and engaged the six Gannett *Shikra*s in the skies over their camouflaged airbase. Despite the advantages in weapons range, the Clan pilots were hard-put to overcome the speed and thick armor of the *Shikra*s. When two of her pilots were downed for only three of the *Shikra*s, Star Captain Amber Lankenau called in the rest of her bid to avoid defeat. With the *Shikra*s now outnumbered four to three, Star Captain Lankenau expected a quick surrender. Instead, she watched two more of her pilots die before the final *Shikra* was sent burning into the ground. In anger, she and her last wingman destroyed the enemy airbase before returning to their staging area.

The Cumberland Missiliers formed the core of their homeworld's defense against the invading Fourth McCarron's Armored Cavalry in March 3145. The Missiliers had grown to a combined-arms regiment since the Jihad ended, but most of that strength was spent futilely attempting to stem the McCarron tide. The Missilier fighters included a pair of *Shikra*s, which demonstrated the fighter's durability. The pair made dozens of passes over the McCarron staging areas, destroying several formations on the ground and countless supply depots. They finally drew the attention of the entire Eclipse Wing. As the enemy fighters picked them apart, the surviving Missiliers used the diversion to evacuate their families and over 100 planetary officials, and withdrew to Wernke. The brave *Shikra*s both went down to enemy fire. Captain Jebediah "Surefire" Cooper survived and is currently leading a resistance cell from the wilds.

VARIANTS

Despite Clan Sea Fox joining the new Free Worlds League, spare parts and skilled maintenance crews for the Clan made autocannons hard to come by at an acceptable cost. With the loss of so much territory to the Wolf Empire, Andurien Aerotech made the decision to offer a cheaper, less ammo-dependent model, trading the autocannons for a heavy PPC in each wing.

NOTABLE UNITS

Lieutenant Caroline Scott: Lieutenant Scott commands a group of fighters assigned to courier JumpShip security. On a recent patrol near the periphery, Scott's JumpShip stumbled across a mass of pirate fighters who were setting their own blockade. Lieutenant Scott's *Shikra* SKR-4N and her wingman had already deployed, but the other two fighters remained stuck on board the DropShip after the bay door jammed. The pirate fighters, while numerous, were older, underarmored, light fighters in poor states of repair. The last few pirate fighters were shot down long after both *Shikra*s had emptied their Gauss rifle bins.

SKR-4M SHIKRA

Type: **Shikra**
Technology Base: Mixed Inner Sphere
Tonnage: 90
Battle Value: 2,649

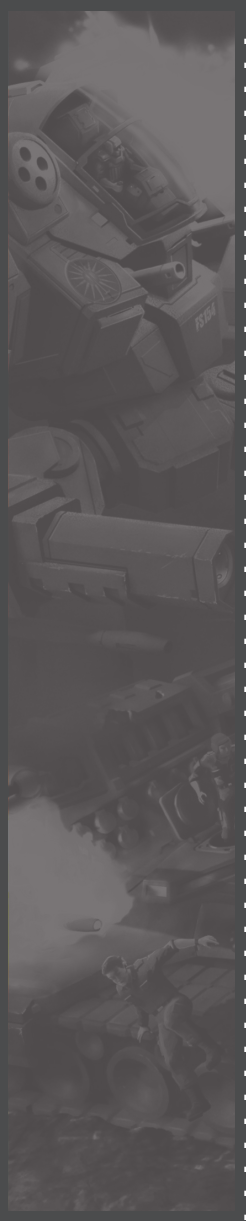
Equipment		**Mass**
Engine:	360 XL	16.5
Safe Thrust:	6	
Maximum Thrust:	9	
Structural Integrity:	9	
Heat Sinks:	10 [20]	0
Fuel:	400	5
Cockpit:		3
Armor Factor (Heavy Ferro):	347	17.5
	Armor Value	
Nose	111	
Wings	83/83	
Aft	70	

Weapons and Ammo	**Location**	**Tonnage**	**Heat**	**SRV**	**MRV**	**LRV**	**ERV**
Gauss Rifle	Nose	15	1	15	15	15	—
Ammo (Gauss) 24	—	3					
Ultra AC/10 (C)	RW	10	6	15	15	—	—
Ammo (Ultra) 30	—	3					
Ultra AC/10 (C)	LW	10	6	15	15	—	—
Ammo (Ultra) 30	—	3					
Medium Pulse Laser	Aft	2	4	6	—	—	—
2 Chaff Pods	Aft	2	0	—	—	—	—

Notes: Features the following Design Quirks: Difficult to Maintain, Non-Standard Parts.



ZHEN NIAO



The CCAF has long been recognized for adopting innovative weapons and tactics much more quickly than other nations might, but in the specialized *Zhen Niao*—poisonfeather bird—it might have overstepped even its own doctrine. Intended an electronic warfare and interdiction vessel, the small craft has quickly become one of the most targeted of Capellan space vessels.

CAPABILITIES

Despite carrying lasers for defense, the *Zhen Niao* is a noncombatant. Its purpose is to act as a mobile observation satellite, carrying its electronics in random powered orbits to throw off the usual satellite-hunting tactics of enemy aerospace fighters. Because assigning it escorts would mark it as a military target, most *Zhen Niao*s endeavor to fly like commercial intrasystem craft.

DEPLOYMENT

The *Zhen Niao* is commonly assigned to both overt and covert missions, though its pilots prefer to function near CCAF support, for obvious reasons. Its fuel is only really useful for orbital missions near a larger tender or ground base, and its electronic warfare capabilities make it a prime target.

During the invasion of the Federated Suns, two *Zhen Niao*s assigned to work with the First Liao Hussars were assigned overwatch duties while the Hussars attacked on the ground. The craft performed admirably in their first two campaigns, using their imaging equipment to downlink realtime intelligence to the Hussars' mobile headquarters. It wasn't until the third campaign that the Davion defenders were ready for them.

The pair of *Zhen Niao*s deployed from a Capellan DropShip and entered competing orbits to get first-scans of the planet's surface. As they completed their ball-of-twine orbits, Davion aerospace fighters rose to meet them. Their cover blown, the two *Zhen Niao*s fled, using their space mine dispensers to lay minefields behind them and counting on their Guardian ECM suites to protect them. Only one of the small craft escaped.

In hindsight, RAF intelligence has been able to identify a number of *Zhen Niao* craft operating covertly from Capellan merchant vessels prior to their assault into the Republic in 3112 during the so-called Warrior House Offensive. These vessels undoubtedly surveyed a number of planets from orbit in advance of the offensive, offering the Capellan warrior houses the edge they needed to cut so great a swath through Republic lines.

NOTABLE UNITS

Eagle 479: "Eagle 479" is the call sign of a *Zhen Niao* assault craft believed to be operating inside Republic space at this time. The craft is believed to be conducting missions in support of the Death Commandos and/or the Maskirovka, missions that are well detached from the present invasions taking place in our rimward quadrant. The IFF transponder and colors used by "Eagle 479" appear to vary from mission site to mission site, making it nearly impossible to track its position, and we believe it has actually used military, mercenary, and even civilian courier JumpShips to transit between systems. What is known is that this craft's call sign has been intercepted in radio chatter at several systems associated with recent acts of espionage by lightly armored commando operatives.

Most of these black ops missions appear to focus on data gathering, but a worrying few have been aimed at breaking into high-tech industrial sites and either destroying valuable equipment or raiding the local data stores. This suggests that House Liao is attempting to unravel not only the RAF's overall defense strategy, but also its greatest technological secrets. Locating, capturing, and/or destroying this craft and its associated operatives is thus a top priority for RAF security.

ZHEN NIAO



Type: Military Aerodyne
Use: Assault Craft
Tech: Inner Sphere (Advanced)
Introduced: 3092
Mass: 140 tons
Battle Value: 1,148

Dimensions
Length: 21 meters
Width: 19 meters

Fuel: 24 tons (1,920 points)
Safe Thrust: 5
Maximum Thrust: 8
Heat Sinks: 5 (10)
Structural Integrity: 8

Armor
Nose: 84
Wings: 61
Aft: 41

Cargo
Bay 1: Cargo (3 tons) 1 Door

Crew: 1 officer, 2 enlisted/non-rated, 1 gunner

Notes: Equipped with 12 tons of Ferro-aluminum armor. All crew quarters assigned as Steerage-class (5 tons per crewman). Features the following Design Quirks: Improved Communications.

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Beagle Active Probe	Nose	1.5					
2 ER Medium Lasers	Aft	2	5	5	5	—	—
Hyperspectral Imager	Aft	7.5					
Guardian ECM Suite	Aft	1.5					
Space Mine Dispenser	Aft	10					

OO-SUZUMEBACHI



In the Combine the airborne insertion of battle armor is best achieved by its *Oo-Suzumebachi* small craft, an advanced vehicle that more than earns its name: giant hornet. Purpose-built after the Second Combine-Dominion War, the first prototype cleared trials at Dover in 3117, and production models quickly became the preferred choice of small-unit battlesuit commanders and their planners.

CAPABILITIES

Unlike many modern vehicles, the *Oo-Suzumebachi*—often shorted to the *Ooze*—doesn't try to distinguish itself with cutting-edge technology. Instead, it earns respect with powerful brute-force elements, such as heavy armor, thick antimissile defenses and a powerful, landing-zone clearing main weapon.

DEPLOYMENT

The Twenty-second New Samarkand Regulars' aerospace assets took a serious pounding just prior to their conquest of Cimeron in 3144, where they faced the Fifth Robinson Strikers light combat team. The LCT's powerful aerospace element took a fearsome toll on the Regulars' advance, and while the remaining Regulars aerospace fighters did what they could, the regiment's infantry commanders brought forward and launched an audacious plan.

The Robinson Strikers' aerospace fighters were staging from a ground base, which the New Samarkand fighters were too weak to reach. The Regulars' infantry sent forward a company of battlesuit assault infantry on four *Ooze*s and planned a daring assault. Using two of the Regulars' DropShips and all of their remaining fighters, the New Samarkands feinted toward a Fifth Robinson garrison post in the Merron Mountains. Meanwhile, the *Oo-Suzumebachi*s and their infantry teased every bit of performance from the small craft and flew nap-of-the-earth to the aerodrome. The base fell almost immediately, and the infantry settled in to wait.

Soon enough the LCT squadrons returned from the fighting and landed to be repaired and rearmed. Unbeknownst to them, a squad of New Samarkand battle armor was hidden in their armored hangars and slaughtered the pilots when they exited. Though fast-response Davion infantry and armor arrived within twenty minutes, the damage had already been done. The loss of their pilots forced the Davions to destroy their own fighters rather than see them captured when the Fifth withdrew off-world.

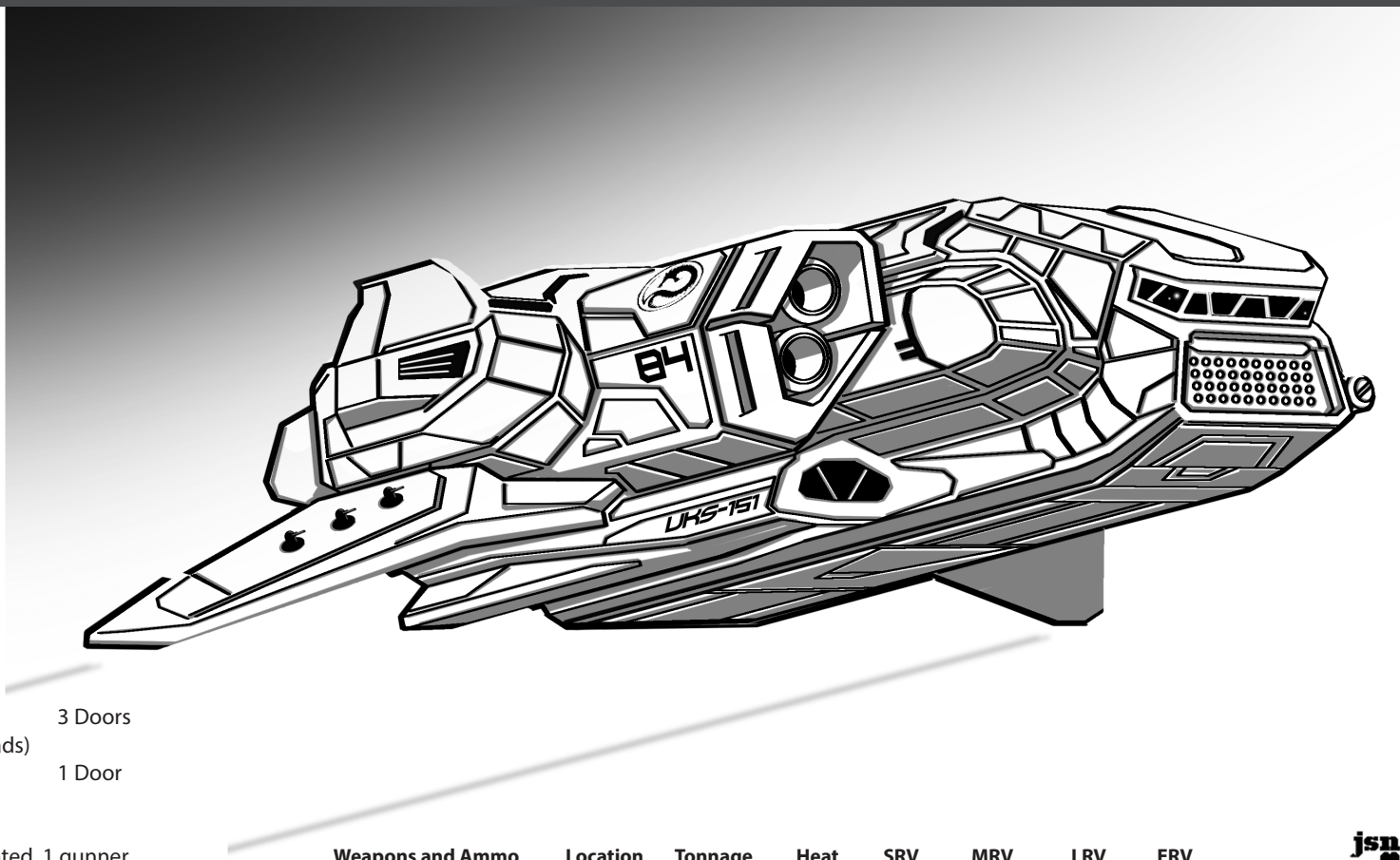
During the conquest of the Draconis Reach in 3139, several *Ooze*s operated with the Ryuken-*go*. Though that regiment as a whole saw limited action, detachments served across the zone, often preparing the way for Dragoon striker battalions to attack Davion installations. One such action saw four *Oo-Suzumebachi*s battle their way through fixed defenses to keep a Davion counterattack from catching a Dragoon column in ambush on Wapakoneta.

A bridgehead across a critical river was defended by a small fort protected mainly by LRM batteries. Though they detected the *Ooze*s coming, the LRMs were unable to penetrate the near-cloud of anti-missile system fire the Ryuken craft threw out, which allowed the pilots to drop their battle armor squads directly over the turrets. The company held the outpost long enough to stop a Davion relief column from attacking from the Dragoons' flank, then escaped on captured VTOLs before evacuating the world with the Dragoons.

NOTABLE UNITS

AeroMarshal Richard Fillion: AeroMarshal Richard Fillion pilots the lone *Ooze* in the Colonial Marshals. *The DragonMarshal* was presented along with a company of Kishi and Zou battlesuits to former President Carver Trondel by the Coordinator in 3119. It is part of the Marshalry's small quick reaction force. When the Brigands attacked Independence in 3124 and occupied the town of Salinas, the QRF responded. While the QRF's 'Mechs disembarked from their DropShips, Fillion flew CAP to monitor the enemy and prepare to drop Kishi and Zou squads onto the pirates directly. When the pirates surprised everyone with a hidden company of tanks, Fillion dropped the troopers, then did what all Marshals do: he went beyond the call of duty. Fillion repeatedly flew nape of the earth over the pirates, pounding them with MRMs until his ammo ran dry. When his comrades remained in dire straits, Fillion made one last close approach, dumping his remaining fuel as he overflew. He came in for a rough landing that grounded the *DragonMarshal* for twelve weeks and hospitalized Fillion for seventeen. But the conflagration that erupted behind the *Ooze* destroyed half the enemy force and allowed the QRF to push the enemy out of Salinas and off Independence.

OO-SUZUMEBACHI



Type: Military Aerodyne
Use: Assault Craft
Tech: Inner Sphere (Advanced)
Introduced: 3117
Mass: 170 tons
Battle Value: 1,750

Dimensions
Length: 24 meters
Width: 18 meters

Fuel: 10 tons (800)
Safe Thrust: 6
Maximum Thrust: 9
Heat Sinks: 8 (16)
Structural Integrity: 9

Armor
Nose: 131
Sides: 95
Aft: 64

Cargo

Bay 1:	Battle Armor Compartment (3 Squads)	3 Doors
Bay 2:	Cargo (1 ton)	1 Door

Crew: 1 Officer, 2 enlisted/non-rated, 1 gunner

Notes: Equipped with 19.5 tons of ferro-aluminum armor. All crew quarters assigned as Steerage-class (5 tons per crewman). Features the following Design Quirks: Atmospheric Flyer, Fragile Fuel Tank.

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
MRM 40 + Apollo FCS	Nose	13	12	24	24	—	—
Ammo (MRM) 12	—	2					
3 Anti-Missile Systems	RW	1.5	1	—	—	—	—
3 Anti-Missile Systems	LW	1.5	1	—	—	—	—
Ammo (AMS) 48	—	4					
2 ER Medium Lasers	Aft	2	5	5	5	—	—

NL-45 GUNBOAT



The tradition begun with the Star League NL-series military transports continues with the NL-45 Gunboat. Built at United Outworlders Corporation's Ramora factory, the NL-45 is a combat picket ship, a role UOC's civilian craft were unable to fill.

Since its debut, the NL-45 has proven a valuable money earner for the Raven Alliance as the default platform for any Clan needing a small craft to patrol near space or provide a deploy boarding parties to armed vessels.

CAPABILITIES

A quarter of the NL-45's mass is devoted to combat systems. An already superior electronic warfare suite has been enhanced, making the NL-45 twenty percent harder to hit than an unaugmented aerospace fighter. The NL-45 carries a battle armor bay sufficient to transport a Point of battle armor. The bay provides superior accommodations and allows orbital combat drops, which is the only real attraction for crews. Outside the battle armor bay the NL-45's space is cramped, its range is average and the cargo bay is small, all factors that limit extended patrols.

DEPLOYMENT

NL-45s played a major part in the Raven Alliance's invasion of Kirbyville. Almost every manned satellite received a visit by an NL-45 and its marines as Beta Galaxy set about securing the system. Several attempts at resistance ended with a burst of autocannon fire into a satellite's life support systems.

The Third Periphery Guard, Kirbyville's garrison, did not engage until the Fifth Raven Stoop reached orbit. Waiting until the Ravens were committed to atmospheric entry, the Third sent its full aerospace strength to bring down the approaching DropShips. The fighters of the Third were already outnumbered, but the presence of the NL-45s' ECM meant that the defenders had to close to short range while the Ravens were free to engage targets 300 kilometers away. With aerospace superiority secured, a second wave of NL-45s went in alongside the *Arcadia*-class DropShips, combat-dropping battle armor onto select targets in Kirbyville's capital while the *Arcadia*s delivered their payload directly against the Third.

NL-45s have also been a bane of Lyran combat operations against the Golden Ordun. Malvina Hazen has been all too willing to unleash her WarShips on dug-in defenders, which has made them a primary target for Lyran aerospace units. With the Falcon fleet dominated by vintage Star League cruisers, there are plenty of bays available for NL-45s and they form a formidable barrier against attacks. The Lyrans' attack at Wrociaw was typical.

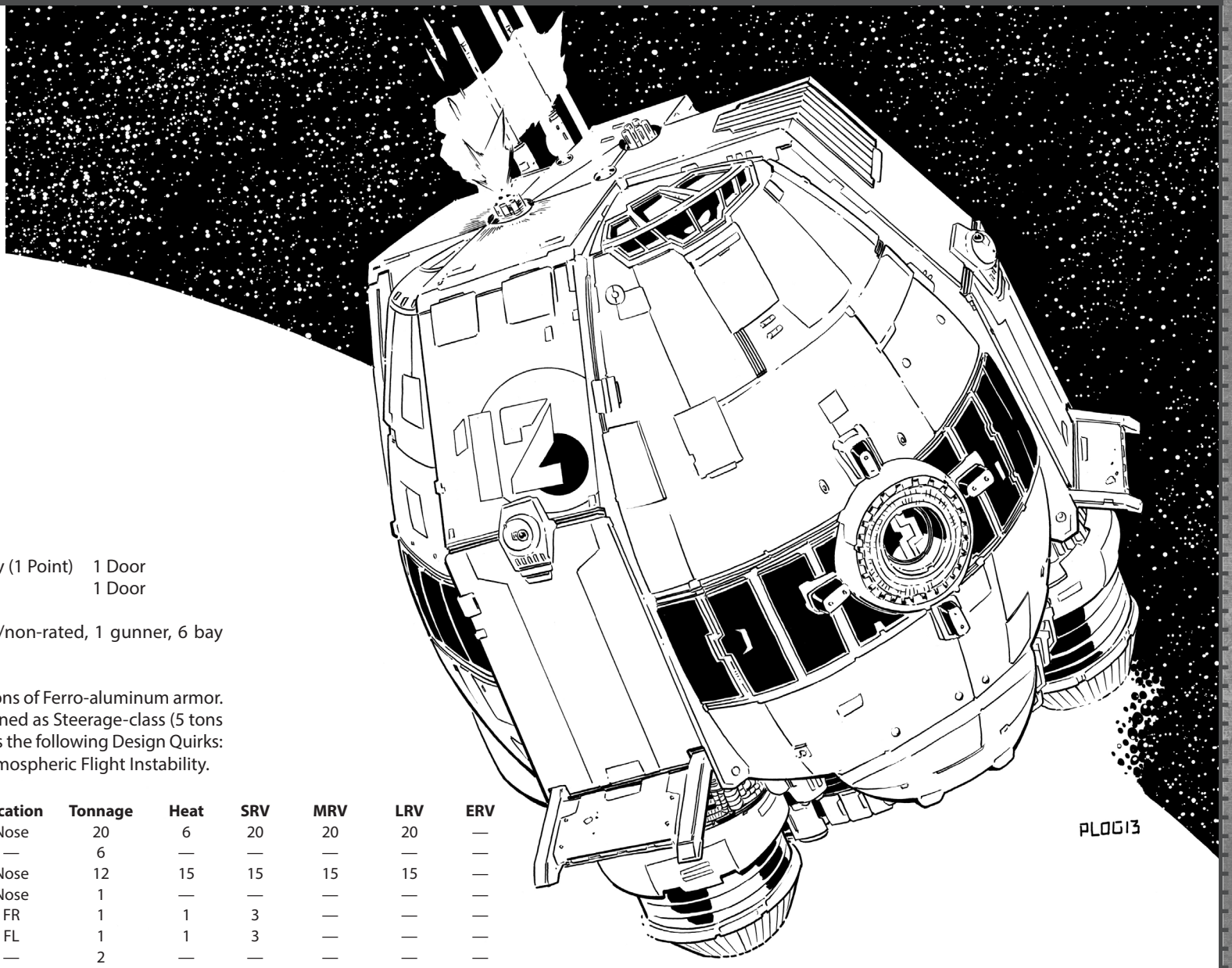
After the fate of the Kell Hounds on Timkovichi, the Lyrans expected *White Aerie* to enter orbit and bombard the defenders. Springing a trap, the outnumbered Lyrans managed to evade the Falcons' fighters and make an end-run on *White Aerie*, launching five nuclear weapons. An electronics screen formed by a pair of NL-45s spoofed three nukes off target. The remaining two were destroyed by a third NL-45 lurking close to *White Aerie*. No Lyran fighters survived, and this remains the closest the Lyrans have come to destroying a Falcon WarShip since the Golden Ordun invaded.

NOTABLE UNITS

***Stalker of the Deep*:** *Stalker of the Deep* was part of Spina Khanate's blockade of the Regulan Fiefs. Assigned to Alpha Aimag and stationed aboard CSF *Silentshark*, *Stalker* was providing overwatch for the inspection of a JumpShip when the Regulans launched a surprise attack. Pocket WarShips swarmed the *Silentshark*, targeting its engines and maneuvering systems. The gunboat moved in close to provide ECM coverage while targeting the attackers. With skilled piloting, *Stalker* maneuvered behind a *Leopard* Pocket WarShip and quickly cut through the weaker aft armor.

Clan Sea Fox emerged victorious, but CSF *Silentshark* suffered damage to its maneuvering thrusters. Stuck at the zenith jump point, it is up to *Stalker of the Deep* and her sister ships to continue the blockade and protect *Silentshark* from any further attacks.

NL-45 GUNBOAT



Type: Military Spheroid
Use: Assault Craft
Tech: Clan
Introduced: 3094
Mass: 190 tons
Battle Value: 4,343

Dimensions
Length: 18 meters
Width: 15 meters

Fuel: 10 tons (800 points)
Safe Thrust: 5
Maximum Thrust: 8
Heat Sinks: 21 (42)
Structural Integrity: 8

Armor
Nose: 160
Sides: 140
Aft: 120

Cargo
Bay 1: Battle Armor Bay (1 Point) 1 Door
Bay 2: Cargo (.5 tons) 1 Door

Crew: 1 officer, 2 enlisted/non-rated, 1 gunner, 6 bay personnel

Notes: Equipped with 22 tons of Ferro-aluminum armor. All crew quarters assigned as Steerage-class (5 tons per crewman). Features the following Design Quirks: Combat Computer, Atmospheric Flight Instability.

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
2 Rotary AC/5	Nose	20	6	20	20	20	—
Ammo (RAC) 120	—	6	—	—	—	—	—
2 ER PPC	Nose	12	15	15	15	15	—
Active Probe	Nose	1	—	—	—	—	—
2 Anti-Missile Systems	FR	1	1	3	—	—	—
2 Anti-Missile Systems	FL	1	1	3	—	—	—
Ammo (AMS) 48	—	2	—	—	—	—	—
2 ER Large Lasers	Aft	8	12	10	10	10	10
ECM Suite	Aft	1	—	—	—	—	—

SELEUCUS INFANTRY TRANSPORT



The *Seleucus* is one of the few dedicated battle armor transports in the Inner Sphere. As such, it has become a major money earner for Kallon Weapon Industries. The Marik-Stewart Commonwealth authorized the *Seleucus*' sale to any non-hostile party, making it a popular choice for anyone looking to take battle armor into a combat zone.

CAPABILITIES

Other than poorly arranged variants of existing transports, the only option available for battlesuit transport was combined-arms platforms like the *Assault Triumph*. The *Seleucus* changed the equation by being small and specifically designed for battle armor. The only real competition at its size is the *Aurora,* with its cramped cargo pods. Instead the *Seleucus* offers a Free Worlds-size company of battle armor, a full company of transport assets and more cargo space to keep them fighting.

DEPLOYMENT

In the 3120s raiding was all the rage between the states of the Free Worlds League. A *Seleucus* as payment was all that was needed to convince Hector's Hooligans to raid Brigadier Corporation on Mackenzie. Certain that Brigadier's orbital facilities lacked fighter cover, the Hooligans burned in with their new *Seleucus* and a *Leopard CV*. At the last moment the *Seleucus* reversed thrust and deployed the Hooligans' battle armor in an extravehicular boarding attempt. That was when Brigadier's fighters arrived.

The Hooligans' *Leopard* only managed to launch four fighters before it was sent spinning into the atmosphere. The *Seleucus* and fighters fought for their lives against the squadron of defenders, while the mercenaries' battle armor fought to seal off Brigadier's construction yard. With its heavy armor the *Seleucus* served as an anvil the Hooligans' fighters could smash the defenders on. With aerospace superiority achieved, the Hooligans stole two brand new *Behemoth*s and retreated back to their JumpShip.

After the collapse of the Marik-Stewart Commonwealth, the nation's remnants began looking for a new protector. With the Wolves howling on the border and the Regulan Fiefs already seizing worlds, Jessica Marik's alliance seemed their only hope. With the Commonwealth troops pinned down fighting the Wolves and Lyrans, the Commonwealth's aerospace assets were free to join Jessica Marik's growing armada. When Operation HOMECOMING was launched in April 3139, *Seleucus*es were at the heart of the assault on Atreus.

Coming in behind Clan Sea Fox's assault assets, the four *Seleucus*es of the Silver Hawk Irregulars combat-dropped two companies of battle armor on the Atreus City spaceport. After orbiting Atreus while the spaceport was secured, the four ships grounded and deployed their remaining battle armor and transport assets. The Silver Hawk's battle armor would rely on the *Seleucus*es to keep them fighting as they liberated the city and the Imperator Auto Weapons plant from the First Regulan Hussars. This included repairing and rearming damaged suits and providing safe lodgings for the soldiers. It wouldn't be until a week later that it was deemed safe enough for the supply ships to land.

NOTABLE UNITS

***Outrider*:** During the Andurien assault on the Oriente Protectorate in 3146, the Second Andurien Rangers used several *Seleucus*es to great effect in pacifying invaded cities on Mosiro. The foremost of these was the *Outrider*, which dropped battle armor and light patrol vehicles directly in the middle of population centers, allowing ground forces to claim key positions in the city in advance of 'Mech and armor forces.

***Rum Runner*:** A heavily modified *Seleucus* has been seen engaging in piracy and smuggling on several worlds in the anti-spinward border of the Duchy of Tamarind-Abbey, particularly on the Southwest Trinity Worlds, although rumor indicates it has operated in the coreward parts of the Timbuktu Theater as well. This DropShip is commonly used to drop battle armor and fast vehicles near a valuable target. The pirates then steal cargo and quickly load it on the DropShip to smuggle to another planet. This pirate crew seems to be taking advantage of the unrest between Tamarind-Abbey and the Lyran Commonwealth. The origins of this so-called *Rum Runner* is a mystery. Tamarind-Abbey believes it is a creation of the Lyrans, while the Lyrans chalk it up to a League deception. Still, others claim it originated from the long-dead Circinus Federation.

SELEUCUS INFANTRY TRANSPORT

Type: Military Aerodyne
Use: Troop Transport
Tech: Inner Sphere
Introduced: 3113
Mass: 2,600 tons
Battle Value: 7,306

Dimensions
Length: 69 meters
Width: 45 meters
Height: 42 meters

Fuel: 150 tons (6,000 points)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 102 (204)
Structural Integrity: 12

Armor
Nose: 251
Wings: 230
Aft: 201

Cargo

Bay 1: Battle Armor Cubicles (20 Squads [80 troops])	5 Doors
Bay 2: Light Vehicle Cubicles (12)	1 Door
Bay 3: Cargo (217 tons)	1 Door

Life Boats: 4
Escape Pods: 4
Crew: 5 officers, 10 enlisted/non-rated, 6 gunners, 180 bay personnel

Notes: Equipped with 54 tons of standard armor.

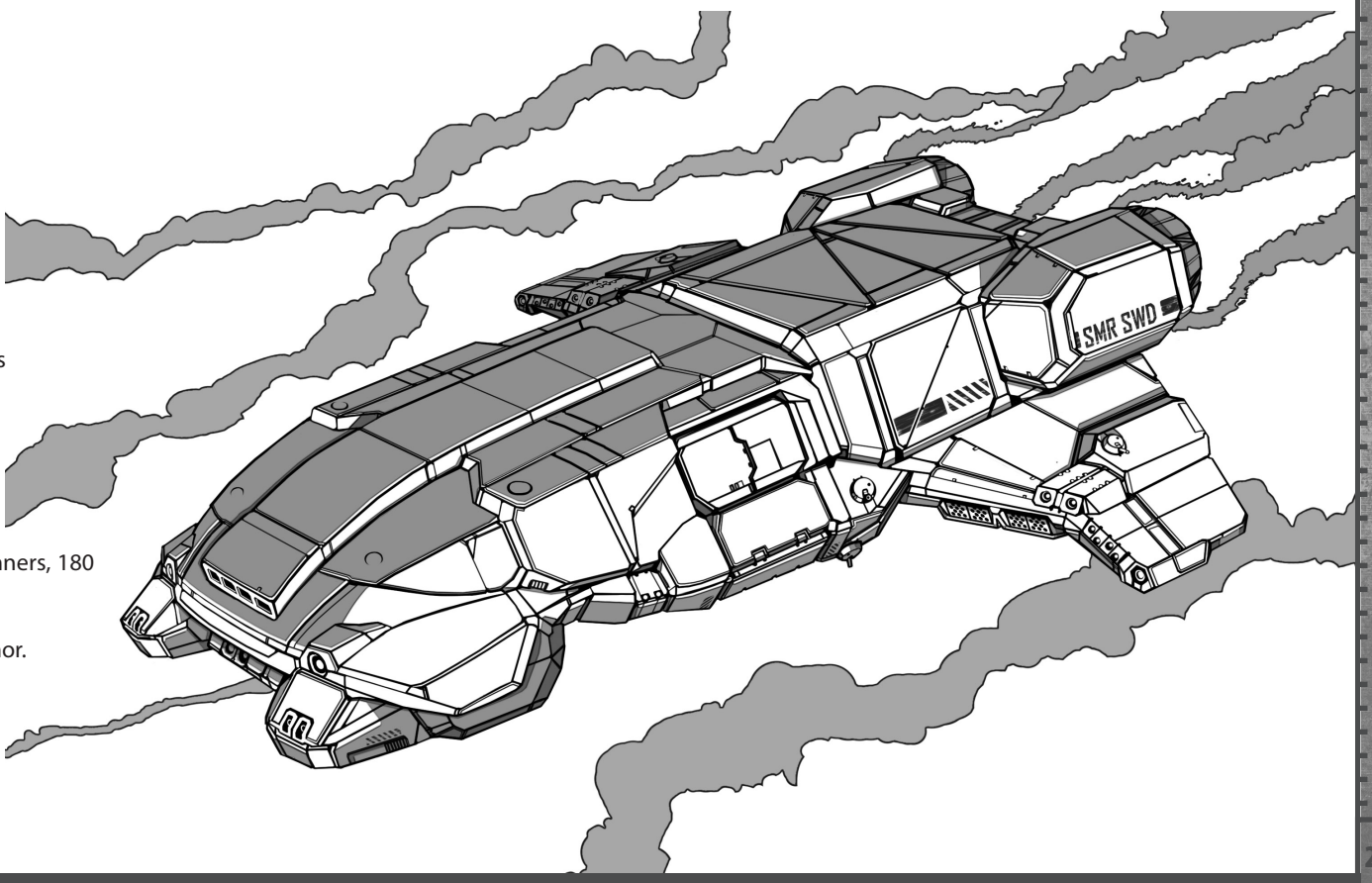
Weapons: Capital Attack Values (Standard)

Arc (Heat) Type	Short	Medium	Long	Extreme	Class
Nose (68 Heat)					
2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
4 Light Gauss Rifles (64 rounds)	3 (32)	3 (32)	3 (32)	3 (32)	Autocannon
2 ER Large Lasers 2 ER Medium Lasers	3 (26)	2 (26)	2 (16)	—	Laser
RW/LW (82 Heat)					
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
2 ELRM 20 (32 rounds)	2 (24)	2 (24)	2 (24)	2 (24)	LRM
2 ER Large Lasers 4 ER Medium Lasers	4 (36)	4 (36)	2 (16)	—	Laser
3 AMS (72 rounds)	1 (9)†	—	—	—	Point Defense

Weapons: Capital Attack Values (Standard)

Arc (Heat) Type	Short	Medium	Long	Extreme	Class
RW/LW Aft (3 Heat)					
3 AMS (72 rounds)	1 (9)†	—	—	—	Point Defense
Aft (46 Heat)					
2 LRM 20 + Artemis IV (30 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
2 ER Large Lasers 2 ER Medium Lasers	3 (26)	2 (26)	2 (16)	—	Laser

Notes: Features the following Design Quirks: Atmospheric Flyer, Difficult to Maintain, Non-Standard Parts.



TRUTZBURG



Named for the German term for a castle built to besiege an enemy fortress, the *Trutzburg*-class DropShip is designed to accomplish the goal of its namesake. In the post-Jihad climate, the dwindling numbers of *Aurora*s, *Union*s, and *Overlord*s in service with the LCAF created cause for concern, since the Isle of Skye's defection to the Republic of the Sphere left the Lyran Commonwealth without any domestic means to replace these 'Mech transports. This forced the LCAF to either import foreign models or commission a new DropShip to supplement the existing DropShip fleet. Tharkad Aerospace Group's *Trutzburg* attempts to fill that role by finding a versatile middle ground between the venerable *Union* and *Overlord* while remaining capable of providing more protection than either model.

CAPABILITIES

Taking cues from the obsolete *Fortress*-class DropShip, the *Trutzburg* can transport and support a BattleMech company and its attached aerospace squadron and battle armor complement. Considerable armor protection permits the DropShip to keep the troops and crew safe during naval maneuvers, planetfall, and the duration of ground campaigns. Taking the *Fortress*'s artillery a step further, the *Trutzburg*'s trio of ordnance launchers allows the crew to effectively aid in ground campaigns by being able to blanket a larger area than a single launcher can.

DEPLOYMENT

Since its introduction, *Trutzburg*s have propagated throughout the Inner Sphere, with only the Capellan Confederation, Draconis Combine, and the Clans forgoing its use.

The *Trutzburg* has since proven itself in numerous encounters. During the Operation HAMMERFALL assault of Tamarind in 3137, several *Trutzburg*s from the Fourth Royal Guards attempted to support Lyran troops that had already landed. With the battalion's original planned landing zone overrun by the Duchy's troops, three of the Fourth's DropShips remained hovering while attempting to find a safe spot to land. In order to clear the LZ, the battalion's *Trutzburg*s launched fighters, and the DropShips' batteries attempted to coordinate artillery barrages while the ships were still airborne. The Hail Mary tactic worked, and only one of the battalion's DropShips suffered any serious damage upon landing.

The DropShip also showed its worth during the Jade Falcon and Hell's Horses push into the Coventry and Donegal Provinces. Throughout the conflict, the overall survival rate in LCAF retreats from Malvina Hazen's Golden Ordun forces ranked much higher for 'Mech companies and aerospace squadrons attached to *Trutzburg*s than to those attached to other DropShip classes. Analyst largely attribute this survival rate to the *Trutzburg*'s considerable armor coverage.

NOTABLE UNITS

LCS *Necessity*: The LCS *Necessity* was a *Trutzburg*-class DropShip that served with the LCAF forces defending Coventry when Clan Jade Falcon attacked it in early 3148. Though she was initially part of the orbital defenses, it became clear as the Falcons blew past the outer fighter screens that the ship would better serve the ground battle as an artillery platform and mobile command center. Landing near the capital city of Port St. William, the *Necessity* provided devastating fire support for the Commonwealth troops holding back the Clan advance nearby. Using telemetry fed to her by her own attached fighter squadrons, she was able to zero in on several key positions on the Falcon battle line, before pummeling them with a mix of high-explosive, incendiary, and FASCAM munitions. These attacks slowed the Clan attackers, buying the Lyrans time to maneuver reinforcements as needed. When the Falcons tried to counter the artillery with aerospace assets, *Necessity* switched one of her Long Toms to cluster munitions, using the flak to discourage the Clan aerofighters while her extended-range LRMs homed in on invaders both in the air and on the ground.

Although *Necessity* did eventually succumb to the relentless assault—her guns ultimately silenced by a boarding party of Elementals delivered by fast-moving hovercraft—the *Trutzburg*'s actions and those of her fighter squadron helped hold the Falcons back long enough for Roderick Steiner's assault group to reach the area and save the capital city.

TRUTZBURG

Type: Military Spheroid
Use: Transport
Tech: Inner Sphere (Advanced)
Introduced: 3100
Mass: 6,000 tons
Battle Value: 11,180

Dimensions
Length: 110 meters
Width: 110 meters
Height: 93 meters

Fuel: 400 tons (12,000 points)
Tons/Burn-day: 1.84
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 131 (262)
Structural Integrity: 15

Armor
Nose: 321
Sides: 270
Aft: 250

Cargo

Bay 1: Fighter Cubicles (6)	3 Doors
Bay 2: BattleMech Cubicles (12)	2 Doors
Bay 3: IS Battle Armor Cubicles (4 Squads)	1 Door
Bay 4: Cargo (432 tons)	1 Door

Life Boats: 4
Escape Pods: 5
Crew: 7 officers, 20 enlisted/non-rated, 10 gunners, 60 bay personnel

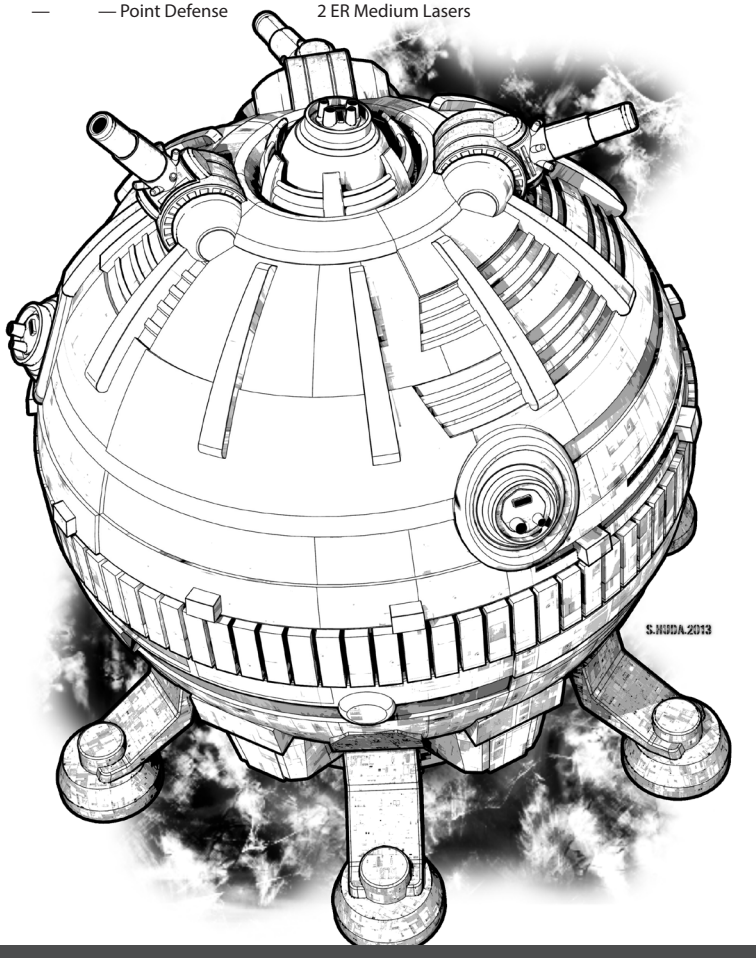
Notes: Equipped with 53 tons of Heavy Ferro-aluminum armor. Features the following Design Quirk: Difficult to Maintain.

Weapons: Capital Attack Values (Standard)

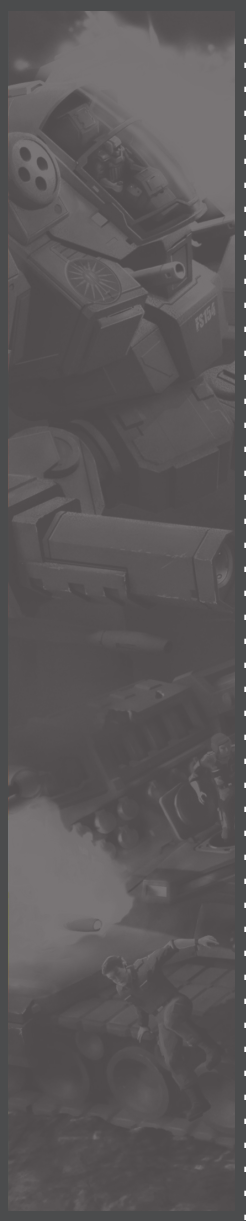
Arc (Heat) Type	Short	Medium	Long	Extreme	Class
Nose (128 Heat)					
2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
2 Improved Heavy Gauss Rifles (40 rounds)	4 (44)	4 (44)	4 (44)	—	Autocannon
2 ER Large Lasers 2 ER Medium Lasers	3 (26)	3 (26)	2 (16)	—	Laser
3 Long Tom Artillery (300 rounds)	*	*	*	*	Artillery
FR/FL (86 Heat)					
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
2 ELRM 20 (32 rounds)	2 (24)	2 (24)	2 (24)	2 (24)	LRM
2 ER Large Lasers 4 ER Medium Lasers	4 (36)	4 (36)	2 (16)	—	Laser
3 Anti-Missile Systems (72 rounds)	1 (9)†	—	—	—	Point Defense

Weapons: Capital Attack Values (Standard)

Arc (Heat) Type	Short	Medium	Long	Extreme	Class
AR/AL (44 Heat)					
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
2 Improved Heavy Gauss Rifles (40 rounds)	4 (44)	4 (44)	4 (44)	—	Autocannon
2 LRM 20 + Artemis IV (30 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
2 ER Medium Lasers	1 (10)	1 (10)	—	—	Laser
3 Anti-Missile Systems (72 rounds)	1 (9)†	—	—	—	Point Defense
Aft (36 Heat)					
1 Improved Heavy Gauss Rifle (20 rounds)	2 (22)	2 (22)	2 (22)	—	Autocannon
2 ER Large Lasers 2 ER Medium Lasers	3 (26)	3 (26)	2 (16)	—	Laser



CASTRUM



The *Castrum* is the largest combat DropShip ever built. A "Pocket WarShip" in the truest sense, it is one of the Republic Navy's best deterrents against any outside predations.

The *Castrum* project was immediately put into motion after the establishment of the Republic. With its small fleet of three WarShips concentrated in an independent command, and WarShip manufacturing across the Inner Sphere in ruins, it was clear that the Republic Navy would need to rely on Pocket WarShips for the bulk of its defense forces. The activation of three Word-designed assault DropShips formed a solid core superior to that of the Great Houses, but these ships were initially assigned to support ground forces. The Border Fleet's scarcity in cutting edge equipment was exacerbated by the lack of truly large vessels, especially with Prefectures V and VI facing the persistent threat of WarShip-backed Liao incursions.

Vice Admiral Christoff Brennan Wright was not content with this situation. New Earth's facilities were refit for military production in the late 3070s and featured enough spare production capacity to begin R&D on a truly titanic vessel.

CAPABILITIES

Projected at a maximum mass of 100,000 tons, the giant craft was planned as a purely space-faring ship from the outset. Like the civilian *Behemoth*, the *Castrum*'s size meant that it would require dual docking collars to be transported on JumpShips.

Its powerful, long-range weaponry is arranged in traditional WarShip fashion, allowing for bracket-firing and even orbital bombardment—though this latter option is categorically off-limits in the Republic Navy. The *Castrum* is also equipped to serve as the central anchor to the Border Fleets' naval C^3 networks and the effectiveness of their mutual support recently saw *Interdictor*s and *Tiamat*s being similarly equipped as well.

DEPLOYMENT

The *Castrum*'s main strategic role of a peacemaker was tested early in its service life, during the Second Combine-Dominion War. The Republic investigation teams sent into the Irece Prefecture in early 3101 were accompanied by a special fleet presence, invited by the Nova Cats—a fully recognized sovereign people in a time prior to their compliance to Draconis governance. Under pressure from the Dominion's own people, there were actually fewer protests from the Clan aggressors than the DCA. By the time that public opinion was turned against the Black Dragons, it was the *Castrum*s stationed over Labrea and Irece that caused Khan Kabrinski not to pursue her madness. These *Castrum*s rejoined the WarShip Command in mid-3103 after the official peace had lasted for a year, all without ever needing to fire a single shot.

They have not had to do so. In the Capellan Crusades, the *Castrum*s of the Fifth and Sixth Border Fleets proved their worth as a deterrent—as the scourge of the Confederation's *Feng Huang* was not seen on their watch. Still, in the interests of avoiding escalation on a naval scale, the Fleets held back these most powerful assets from many engagements, and all battles were generally only accompanied by fighter skirmishes.

Prior to the implementation of Fortress Republic, *Castrums* of the Border Fleets were discreetly recalled to Prefecture X, ostensibly for maintenance. Had Clarion Call not worked as well as it did, the *Castrums* would have been the Republic's last line of defense.

NOTABLE UNITS

RSS *San Diego*: As part of the combat escort fleet assigned to our operations along the Davion-Kurita front, the RSS *San Diego* has seen action in several systems from Dieron to Ozawa. But her most dramatic contribution to date took place in the Quentin system mere weeks after the mission began. Unbeknownst to the RAF attack force, *Tai-shu* Kambei Okamoto, warlord of the Dieron Prefecture, was on-planet, inspecting recent renovations to the Independence Weapons factory site. When word of the Republic attack reached him, Okamoto's security detail whisked him aboard an outbound *Nekohono'o*-class DropShip, the *Burradi Mōkin*.

As the warlord's vessel and fighter escort ascended, the RAF attack group led by *San Diego* was powering its way through the Combine picket craft. *San Diego* promptly fired her capital missiles at the *Mōkin*, which responded with screen launchers and tele-operated Krakens while its fighters desperately converged on the attacking *Castrum*. When the DCMS scrambled a second squadron and additional DropShips from the planet surface, *San Diego*'s captain realized the significance of the enemy's frenzy, and focused all capital and sub-capital fire on the *Nekohono'o*, crippling the Kurita DropShip before she could use her superior acceleration to escape. Okamoto's death during the subsequent boarding operation deprived the Dieron Prefecture of his leadership.

Type: Military Spheroid
Use: Assault DropShip
Tech: Inner Sphere (Experimental)
Introduced: 3097
Mass: 100,000 tons
Battle Value: 67,223

Dimensions
Length: 114 meters
Width: 124 meters
Height: 321 meters

Fuel: 1,000 tons (10,000 points)
Tons/Burn-day: 1.84
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 600 (1,200)
Structural Integrity: 150

CASTRUM

Armor
Nose: 1,305
Sides: 1,153
Aft: 1,003

Cargo

Bay 1: Small Craft Cubicle (18)	6 Doors
Bay 2: Battle Armor Bay (12 Squads)	1 Door
Bay 3: Cargo (9,242.5 tons)	2 Doors

Life Boats: 50
Escape Pods: 0
Crew: 20 officers, 20 enlisted/non-rated, 70 gunners, 162 bay personnel

Notes: Equipped with 540 tons of heavy ferro-aluminum armor and Naval C^3 (2,741.5 tons). Features the following Design Quirks: Improved Targeting/Long, Large DropShip, Un-streamlined.

Weapons: Arc (Heat) Type	Capital Attack Values (Standard) Short	Medium	Long	Extreme	Class
Nose (144 Heat)					
6 Light Sub-Capital Cannons Capital AC (120 rounds)		12	12	12	—
6 Light Sub-Capital Cannons Capital AC (120 rounds)		12	12	12	—
FR/FL (389 Heat)					
4 AR/10 (20 KW, 20 WS, 40 B) Capital Missile		*	*	*	*
4 AR/10 (20 KW, 20 WS, 40 B) Capital Missile		*	*	*	*
4 Medium Sub-Capital Cannons Capital AC (60 rounds)		20	20	—	—
6 Improved Heavy Gauss Rifles Autocannon (120 rounds)		13 (132)	13 (132)	13 (132)	—
6 Improved Heavy Gauss Rifles Autocannon (120 rounds)		13 (132)	13 (132)	13 (132)	—
1 Screen Launcher (20 rounds)	—	—	—	—	Screen
5 AMS (180 rounds)	2 (15)†	—	—	—	AMS

Weapons: Arc (Heat) Type	Capital Attack Values (Standard) Short	Medium	Long	Extreme	Class
AR/AL (144 Heat)					
6 Light Sub-Capital Cannons Capital AC (120 rounds)		12	12	12	—
6 Light Sub-Capital Cannons Capital AC (120 rounds)		12	12	12	—
Aft (29 Heat)					
6 Improved Heavy Gauss Rifles Autocannon (120 rounds)		13 (132)	13 (132)	13 (132)	—
6 Improved Heavy Gauss Rifles Autocannon (120 rounds)		13 (132)	13 (132)	13 (132)	—
1 Screen Launcher (20 rounds)	—	—	—	—	Screen
5 AMS (180 rounds)	2 (15)†	—	—	—	AMS



NEW TECH, NEW UPGRADES

Once more, the proliferation of new technologies has united with the most recent arms race to produce upgraded variants for older model machines. The following is a rundown of prominent examples of such "new tech" variants, many of which are hitting the field in limited numbers as a result of after-market refit kits or short-run special orders from the factories.

BATTLE ARMOR

Cavalier II: To counter Capellan Amazons, the Cavalier II features the Grenadier II's Clan-spec stealth armor, enhanced jump mobility, and an anti-personnel weapon mount.

Inner Sphere Standard "Baka"/"Fa Sure": Too reliable to phase out, the venerable IS Standard suit has seen a number of recent refits. Combine versions strip the jump jets for dual SRM 2s (the HUD flashes "Baka" at any trooper attempting to jump, to remind the trooper of his foolishness). Meanwhile, the Anduriens' "Fa Sure" replicates the Fa Shih at the expense of modular weapon mass.

Longinus C: The Longinus is built in two factories for the Wolf Empire. Though a Clan-made advanced SRM-4 provides superior firepower, its lack of HarJel and limited jump capacity confine this suit to second-line commands.

Kanazuchi (Support): The Combine's Kanazuchi has not aged gracefully when compared to current-generation suits like the Zou. Advanced armor turns this variant into a walking missile battery, mounting a total of ten SRM tubes.

VEHICLES

Pandion (3135 Upgrade)/(3140 Upgrade): In the chaos following the Blackout, the Pandion's survivability was increased by mounting vehicular jump jets for a radical new maneuverability profile. It was so effective that other WiGE models followed suit within a decade. Recently, a slower Pandion variant has appeared on the Combine front, which features medium re-engineered lasers, shielded by laser insulators.

Galleon GAL-105: Well armed but lacking in armor, the GAL-105 features sponson-mounted ER medium lasers and a Thumper artillery cannon. It is deployed as fire support for light armor units.

Bellona (XL): The Laser Bellona was massively upgraded with an XL engine, armored motive system, Streak LRMs, and a targeting computer. This update gives Support Cizins a run for their money.

Padilla (AMS): A common variation of the Thumper Padilla replaces the vehicle's pulse lasers with anti-missile systems, and also swaps the MMLs out for SRM launchers.

Pilum (ELRM): With boosted C^3 and extended long range missiles, the Pilum continues to provide formidable fire support in the thirty-second century. Its deep ammo bins are protected by CASE.

Fensalir (3132 Upgrade)/(3137 Upgrade)/(Stealth): Inspired by the Schildkröte, the Fensalir gave up missile and infantry capacities for an armored motive system. After the Pandion's success, jump jets were added in a 3137 upgrade, while also adopting the Schildkröte's weaponry. Recently, a new stealth armor variant drops these gains, while also mounting an improved heavy Gauss rifle with improved targeting.

Huitzilopochtli (LRM)/(Streak): The Jade Falcons have refit several of their surplus Hueys as support units, using either Artemis V or Streak technology. Hardened armor reinforces its notoriously thin shell.

Mobile Long Tom LT-MOB-95: Just before the turn of the century, House Davion replaced the wagon-train LT-MOB-25 with a model that combines sufficient ammo, electronics, and armor into a single chassis.

Devastator II: Aldis of Terra adopted the nickname of its original fusion-powered Demolisher for their superheavy upgrade. The monstrosity mounts two improved heavy Gauss rifles in a turret-like superstructure with limited firing arc. Point defense weapons dot its armored hull and faux turret.

BATTLEMECHS

Vixen 6: Initially employed by Hell's Horses Mongols, the *Vixen 6* utilizes an XXL engine to free space for an ER PPC and vicious close-range weaponry that includes talons.

Hollander BZK-G2: Taking a cue from the *Hollander III*, a few surviving original-model BZK-G1s have replaced their weaponry with a light Gauss rifle and a supercharger.

Venom SDR-9KE: Focusing on deep insertion scout missions, this *Venom* employs its partial wing to move like greased lightning, leaving sensors and mines all over the place while starting fires with its ER flamer for distraction purposes. With a single ER medium laser as its main offensive weapon, it is ill-equipped for regular combat.

Icarus II ICR-2R: The Republic has replaced the *Icarus II*'s autocannon with two AES-enhanced TSEMPs. Eschewing significant backup weaponry for a TAG system, some have called this effort "colossally foolish."

Watchman WTC-4DM2: Fielded in the desperate struggle against the Draconis invaders and their specialty armor composites, the *Watchman*'s completely refitted armament is built around a large re-engineered laser and coaxial ER Flamers, with a pair of Magshots on the opposite arm.

Goshawk II 4: After the Sea Foxes acquired rights to produce the *Goshawk II*, they fitted an XXL engine for maximum profit, increasing weaponry. The Republic has deployed some to the Capellan front, but the 'Mech runs much too hot to be popular.

Hatchetman HTC-7D: Another Johnston product, the HTC-7D focuses on resilience, giving up both weaponry and—practically unprecedented in a *Hatchetman*—jump jets for internal component armoring.

Bombard BMB-016: Stolen *Hornet* engines with compact heat sinks have turned up on Solaris VII *Bombard*s. Who is responsible for this remains a mystery, as Solaris Arms is long defunct. With light Gauss rifles and a Chameleon LPS, the 'Mech seems more geared towards support stealth than arena combat.

Enforcer III ENF-6R: A long time coming, the *Enforcer III* was finally upgraded with a rotary autocannon in the early thirty-second century.

Hunchback HBK-6P: A light fire support offshoot of the venerable HBK-5S, the 6P relies on a modern radical heat sink system to manage its banks of light PPCs.

Huron Warrior HUR-WO-R5L: This thirty-second century upgrade to the *Huron Warrior* takes advantage of XL gyro technology to grant stealth protection and a PPC capacitor for the potential to strike well above its weight.

Lineholder KW2-LH10: Desperate to check adversarial encroachment, the humble *Lineholder* was radically upgraded with advanced pulse lasers, MMLs and a plasma rifle in the early 3130s. The new model also sports a C^3 emergency master and has become a common 'Mech to shore up command lines.

Brahma BRM-6T: Inspired by the rumored advantages of the Hell's Horses' QuadVees and modified MiningMechs, the Taurians rebuilt the *Brahma*'s frame in endo steel to allow for the installation of tracks in the 'Mech's legs. This required the removal of both jump jets and CASE, but a standard PPC gives this variant some needed punch.

Helios HEL-7L: Seen almost exclusively in the company of *Vandal*s, this *Helios* BC^3 variant backs up its Gauss rifle with light PPCs and an MML that enables it to supply long range fire support.

Tempest TMP-4M/C: Seen as a difficult design to top, it took until the 3130s for a formal *Tempest* variant to debut, exchanging its SRM and laser for improved jump jets and a snub-nosed PPC. Even the Wolves were impressed—while Angel II's *Guillotine* line was upgraded to IIC standards, the TMP-3M received only minor weapon upgrades.

Caesar CES-5D: A very rare variant of the *Caesar*, the CES-5D is equipped with hardened armor, Clan spec weaponry, and triple-strength myomer to enhance its talons. It was to have been built on New Avalon with Sea Fox assistance, but plans are on the table to begin production on New Syrtis instead.

Hercules HRC-LS-9003/-9004: These variants began as a refit that up-gunned the standard *Hercules* with an Ultra autocannon, with a fragile composite frame used to free mass. Tertiary weapons were dropped for CASE II and an Angel ECM suite. The latter was dropped in the second variant, however, when the *Quasimodo*'s development made inclusion of Blue Shield technology possible.

Orion C: When the Wolves took Kalidasa, they resurrected the original *Orion* as a worthy successor to the *Orion IIC*. Though there is technically an ON2-M hidden under the thick ferro-lamellor hide, its Streak LRMs and ER pulse lasers make it clear that the *Orion C* uses today's cutting edge Clan tech.

Penetrator PTR-7D: When Kallon Industries reintroduced the *Penetrator*, they utilized endo steel and reflective armor, allowing the arm weapons to be upgraded to snub-nosed PPCs aimed with enhanced actuators.

Awesome AWS-11V: A byproduct of the AWS-11R, the 11V focuses on direct-fire weaponry at the expense of mine-laying capabilities.

Hatamoto-Kaze HTM-27V2: Less elaborate than other *Hatamoto* factory refits, the HTM-27V2 only adds a conventional C^3 slave to the mix, and replaces its older missile systems with MMLs.

Striker STC-2L: Extremely easy to maintain, repair, and rebuild, the ancient *Striker* will always serve House Liao. This new incendiary variant packs plasma rifles and features heat-dissipating armor.

BattleMaster BLR-6M/C 2: The Keystone *BattleMaster* factory supplemented its 5M line with a command variant utilizing a Thunderbolt launcher and heavy PPC. The Wolves now use the plant to produce their own command unit with Clan weapons, which parallels the custom *BattleMaster* used by the "Red Corsair" of the 3050s.

Shogun SHG-3E/C 2: Once on the brink of extinction, Wolf's Dragoons contracted Clan Sea Fox shortly after the Jihad to revive their old standby in its Clan configuration. An IS-tech version with CASE II became a prime seller among mercenaries, but the Foxes recently introduced a Clan tech variant mounting the same ferro-lamellor armor found on their Mk IV Omnis.

Orochi OR-3K: After the retaking of Marduk, the Kuritans quickly refit *Orochi*s with Silver Bullet Gauss rifles. These supplied valuable flak defense during Davion's failed attempt to seize the planet once again.

Yu Huang Y-H12GC: In order to field an assault 'Mech with boosted C^3, the Capellans created a new variant of the *Yu Huang*. A Clan Kingston ER PPC (ordered en masse for the *Yinghuochong*) adds to the long range power of the 'Mech's Zhi-tong-yao Gauss rifle.

Cerberus MR-7K: In the 3020s, LexaTech finally upgraded the MR-V2 with endo steel and new ABA armor. The tertiary ballistic weapons were dropped and the pulse lasers were upgraded.

Pendragon PDG-3R: The 3R provides direct fire support and is equipped with light rotary autocannons while combining the 1R's torso-mounted weaponry with the 2R's master C^3computer.

Devastator DVS-10: Developed from the MUSE EARTH experimental prototype, Corean installed a cheaper XL engine and added a battery of re-engineered lasers to counter advanced DCMS armors.

Omega SHP-5R: During the *Orca* project at the turn of the century, unfinished *Omega* hulls at Skobel's badly damaged facility were completed for the RAF. Lacking superheavy endo steel and replacing Gauss rifles with heavy PPCs, Republic *Omega*s are considered inferior to the original.

PROTOMECHS

Cecerops 5: Apparently constructed for expendable warriors on the threshold of EI-induced insanity, the Raven Alliance's *Cecerops 5* gives up most of its speed to mount magnetic clamps, turning it into little more than a portable AP Gauss turret for transporting OmniMechs.

Roc 5: Intended as an escort for Raven *Hippogriff*s, the *Roc 5* uses a chemical laser and an extended jump jet system to attain similar mobility.

Gorgon 5/6: Next to the *Roc*, the *Gorgon* is the Raven Alliance's ProtoMech mainstay. Two newer models have appeared, one using magnetic clamps and Streak missiles, the other focusing on electronic warfare at the cost of most weaponry.

Svartalfa 3: The Horses have supplemented their generalist and missile boat *Svartalfa*s with a close-combat variant dropping the Streak missiles to mount more chemical lasers. Accordingly, it is slightly less sluggish once airborne.

AEROSPACE

Defender II C: Desperate for air support, Clan Wolf has taken to rearming Imstar's Defender IIs with three medium chemical lasers and four anti-personnel Gauss rifles.

Seydlitz C: Capturing Skye's Shipil lines has given the Falcons access to the *Seydlitz* interceptor. Despite considering it an inferior craft, the Clan nevertheless upgraded the SYD-Z4 model with a capacitor-enhanced Clan ER PPC and reflective armor, at the expense of fuel capacity.

Cheetah IIC: Apparently inspired by plans of the *Thrush* "Nanook," the Wolf Empire redesigned Imstar AeroSpace's *Cheetah*s with reflective armor, a light active probe, and four improved heavy lasers, saving weight through the use of an XXL engine and a small cockpit.

Thrush TR-9: The long-planned XL engine upgrade of the *Thrush* finally appeared in time for Operation CELESTIAL REWARD. It mounts reflective armor, as well as two additional medium re-engineered lasers over three ER models, to deal with enemy fighters likewise equipped with such production.

Lucifer III C: Before taking Shipil's *Lucifer III* into service, the Falcons replaced its weapons with a capacitor-enhanced ER PPC, two ATM 9s, and a medium pulse laser. Its armor was upgraded to ferro-lamellor, allowing this flying brick to act as an anvil to the *Persepolis*' hammer.

Vampire III: A straightforward upgrade of the venerable *Vampire* design, the new *Vampire III* features battle armor bays, heavy ferro-aluminum armor, double-strength heat sinks, and advanced laser and missile technology. Its designation is viewed as confirmation the larger *Vampire II*'s existence, rumored to be in service with the Rabid Foxes.