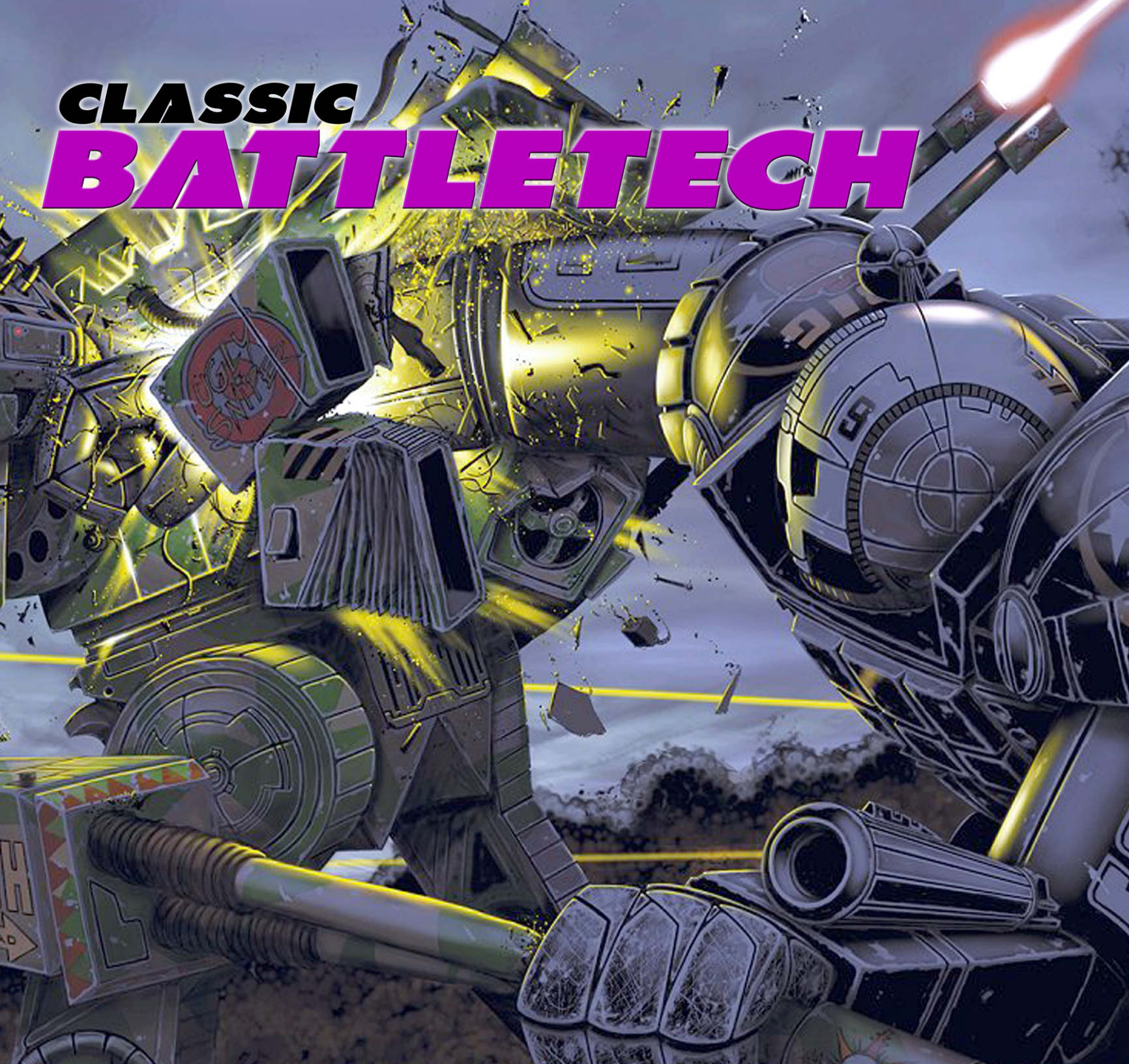




CLASSIC **BATTLETECH**

**TECHNICAL
READOUT**



FAN COUNCIL

3

0

4

8

FAN COUNCIL

3 0 4 8

TECHNICAL READOUT

TABLE OF CONTENTS

INTRODUCTION	4	CLAN 'MECHS	34
ALTERING THE ELEMENTS	6	Hellbringer Faraday	36
Djerassi	8	Timber Wolf Kerensky	38
Proto-Undine	10	Summoner Lienet	40
INNER SPHERE 'MECHS	12	Thunder Stallion Mitchell	42
Grasshopper GHR-5-SHJ	14	Warhawk Anwen	44
Warhammer WHM-6DR	16	Dire Wolf Campbell	46
Awesome AWS-10Q-JF	18	EXPERIMENTAL TECH	48
Victor VTR-9AC-RC	20	Enforcer ENF-NAIS-WC	50
Victor VTR-9SI-AK	22	Marauder MAD-NAIS-WC	52
BattleMaster BLR-1GT	24	Ostroc OSR-2X-ADF	54
BattleMaster BLR-1HD	26	Warhammer WHM-6X-ADF	56
Katana CRK-5003-2OS	28	AEROSPACE	58
Atlas AS7-CS	30	Mule DropShip -	
Atlas AS7-ZL	32	Descendant of Prometheus	60
		Union DropShip -	
		ComStar Refit	62

CREDITS AND NOTES

A FEW WORDS...

Ah, the late, great Fan Council 3048. From its frenetic beginning to its inauspicious ending, this Fan Council was the shortest ever. Grand plans and amazing (some would say unbelievable) naval battles were the order of the day. In most player's opinions, the game ended far too soon.

The idea for this technical readout popped into my head one day about a month into the game. I whipped up a few page and liked what I saw, so decided to make it into a full-fledged project. While a month (or two) have passed since then, it's my great pleasure to finally see the finished project.

I didn't do it by myself though, and a few others deserve special thanks. Paul "AkalabethAngel" Brown did some amazing artwork for the section illustrations in a very short period of time. Jeymes "Of_Monkeys" Hall put together some stupendous battle armor designs and illustrations. Dane "Genosaurer" Obelcz drew up his own *Timber Wolf* illustration for his character's 'Mech. Thanks guys!

Also, I have to give a big thanks to everyone who submitted their custom designs. It truly wouldn't be a technical readout without them!

I hope everyone enjoys this compilation! I had a lot of fun putting it together!

- Matt "Sulla" Heerdt

USING THIS BOOK

This technical readout is based on the fan-run BattleTech universe commonly called the Fan Council. It is a role-playing game ran on the Classic BattleTech forums at www.classic-battletech.com/forums. This particular iteration of the game was set in 3048, just before the Clan Invasion of the Inner Sphere. As part of the game, players can create custom configurations of canon BattleMechs for their characters to use. This book presents some of those custom 'Mechs.

Outside of the Fan Council game, these designs may be of little use. This book does, however, serve as a sort of tribute to all the work and effort that was put into the game. For those of you that played and submitted your design, I hope you like seeing your design 'in print.' For others reading this, take a second and check out the Fan Council game! You might like it and as always, the more the merrier!

ON THE WEB...

Find out more about Classic BattleTech online:

www.classicbattletech.com (official site)
www.battlecorps.com (official fiction site)
www.camospecs.com (official painting site)
www.ironwindmetals.com (Iron Wind Metals site)
www.wizkidsgames.com (WizKids web pages)
www.classicbattletech.com/forums (CBT forums)
www.heavymetalpro.com (official software)
www.commandohq.com (find games in your area)

Classic BattleTech, BattleTech, AeroTech, AeroTech 2, MechWarrior, 'Mech, BattleMech, ProtoMech, OmniMech are all registered trademarks of WizKids, Inc. They are way cool and would never think of suing me because this is just a fan-made product.



Hilton Head Island
North America
Terra

When the hammer of Clans fell upon the Inner Sphere everyone, particularly those of Our Blessed Order, knew that an irreversible change had been wrought. Kerensky's children brought with them not only bizarre social traditions, but technology equal to that of the Star League, better in some cases.

This document differs from other technical readouts in that we have concentrated on compiling a list of some of the most notable and skilled MechWarriors to step foot on the contemporary battlefield, along with their customized 'Mechs. Many of these warriors are commanders and leaders of their organization, ranging from mercenary commanders to Clan Khans to great house royalty.

The research was exhaustive and is not all-encompassing by any means. Ferreting out intelligence on the clans was particularly difficult. Too many people have had instrumental roles in this compilation for me to mention them all, but they all have my thanks.

This technical readout begins in 3048 and has been organized into five sections: Battle Armor, Inner Sphere 'Mechs, Clan 'Mechs, Aerospace (both Inner Sphere and Clan), and Experimental Tech.

- Ilya Childress
Adept XXVI-sigma
ComStar Archives
26 November 3054



ALTERING THE ELEMENTS



**Hilton Head Island
North America
Terra**

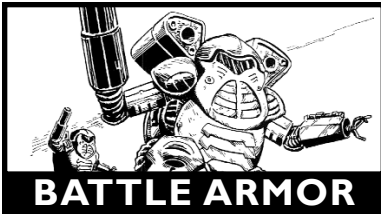
Without a doubt, the most shocking event of the Clan Invasion was the deployment of Elementals, their battle armor-equipped super soldiers. It was their presence on the battlefield that first led Spheroid soldiers to believe they were fighting a true alien invasion.

The suits of battle armor that are now so well associated with Clan infantry have a long history within the Clans. What little of it we've been able to uncover tells of many attempts at developing the battle armor, as well as a few different takes on the current Elemental armor.

The standard suit of Elemental armor was covered in another Technical Readout, so we decided against covering it here. Instead, we present one of the more successful variants: the Djerassi Elemental battle armor developed by Clan Goliath Scorpion. Also, our operatives found design specifications for what seems to be another prototype battle armor, a suit that Clan technicians are calling 'Undine.'

- Ilya Childress
Adept XXVI-sigma
ComStar Archives
7 November 3054





Type: Elemental: Djerassi
Technology Base: Clan (Goliath Scorpion)
Tonnage: 1
Battle Value: 355 (71 per Trooper)
 Defensive Battle Rating: 23.4
 Offensive Battle Rating: 47.74

Equipment		Mass	Slots
Class:	Medium	(1.000)	(R/B/L)
Chassis:	Humanoid	0.250	(3/4/3)
Movement			
Ground MP:	1	0.000	-/-/-
Jump MP:	3	0.150	-/-/-
Mechanized:	Yes		
Anti-BattleMech:	Yes		
Armor Factor:	Standard		
Armor Factor:	9/1	0.225	-/-/-
Weapons and Equipment	Loc	Mass	Slots
(ERSL) ER Support Laser	RA	0.350	(2/-/-)
Ammo (ERSL) +20	RA	0.005	(1/-/-)
Battle Claw	LA	0.015	(-/-/-)
AP Weapon Mount	LA	0.005	(-/-/1)
Totals:		1.000	(3/-/1)
Remaining:		0.000	(0/4/2)

OVERVIEW

Early versions of Clan battle armor were tailored to specific roles on the battlefield. It wasn't until the Wolf Clan perfected the Elemental battle armor suit that it gained a wide acceptance in the Clans. The Elemental suit outmatched all others in term of versatility and durability.

Ironically, it was the Clan Invasion that changed the status of battle armor not only in the Inner Sphere but within the Clans as well. As Inner Sphere power began crash courses in battle armor development, Clan technicians feared the diminishing dominance of their own Elemental suits.

In an attempt to maintain the supremacy in battle armor, Clan Goliath Scorpion's technicians began

to experiment with alterations to the standard Elemental suits. Sources within the Clan indicate that up to seven different suits were developed, but only a few were deemed anything near worthwhile. Each suit was given a project name after different Scorpion Blood Names: ar-Rashid, Baba, Dinour, Djerassi, Elam, Kirov, and Shaffer. Out of those seven, the Djerassi was the most capable, followed by the Dinour and Kirov models. Design specifications for the latter two have not been discovered, but the Djerassi has been, and is presented here.

CAPABILITIES

The Djerassi variant of the standard model Elemental always gives people pause when they first view it. The lack of the missile launchers carried by the normal Elemental gives the battle armor a completely different profile. The variant retains its movement profile but, obviously, alters its weapon loadout.

The missile packs were removed in order to increase the firepower to the main gun. They also replaced the modular weapon mount with a single Extended Range Support Laser.

At first, the project supervisors did not like what they saw. Not only did they believe the suit to be under-gunned, but they found out that the removal of the missile packs left the suits structurally weaker. They estimated that the Djerassi had 8-12% less protection than a standard Elemental suit.

Still, the Djerassi was pressed into battlefield combat. The project's technicians were feared that should it fail, the entire project would be scrapped. They were pleasantly surprised, however, when the battle armor performed above and beyond expectations, especially when it came to "swarming" enemy 'Mechs. Taking the information they gathered from its first battlefield deployment, technicians went back to the drawing board, intent on finding a way to increase the design's protection.

BATTLE HISTORY

The Djerassi Elemental variant has seen little use in actual battle. From what records our Order has been able to obtain, we have found only one time it has ever been deployed outside of research trials.

During a Trial of Possession somewhere in the Clan Homeworlds, the Goliath Scorpions decided to give the Djerassi a "Trial by Fire" and deployed a star of Elementals wearing the suit alongside a star of standard Elementals. Details are sketchy at best, but it would seem that their odd appearance was enough to give their opponents pause while the Scorpion warriors overtook their position. After action reports show ten Djerassi-equipped warriors lost while the star accounted for thirty-three confirmed kills, mostly enemy infantry, but including two enemy 'Mechs.

PILOT NOTES

As in all Clans, warriors are considered the peak of human achievement and few Elementals were willing to submit to lowly experiments with technicians. After a few months of lobbying the Khan, a group of solahma warriors were assigned to the projects. These men and women, considered too old for front-line duty, were unhappy with their assignments, but followed their orders and did their duty.

Warrior Jackson, who wore the prototype Djerassi model, was often outright rude and surly towards the scientists working on the project. Only after experiencing the capabilities of the variant - and being defeated in the Circle of Equals by a Star Captain - did he submit to the needs of the technicians.

ALTERING THE ELEMENTS

Type: Elemental: Djerassi

Technology Base: Clan (Goliath Scorpion)

Tonnage: 1

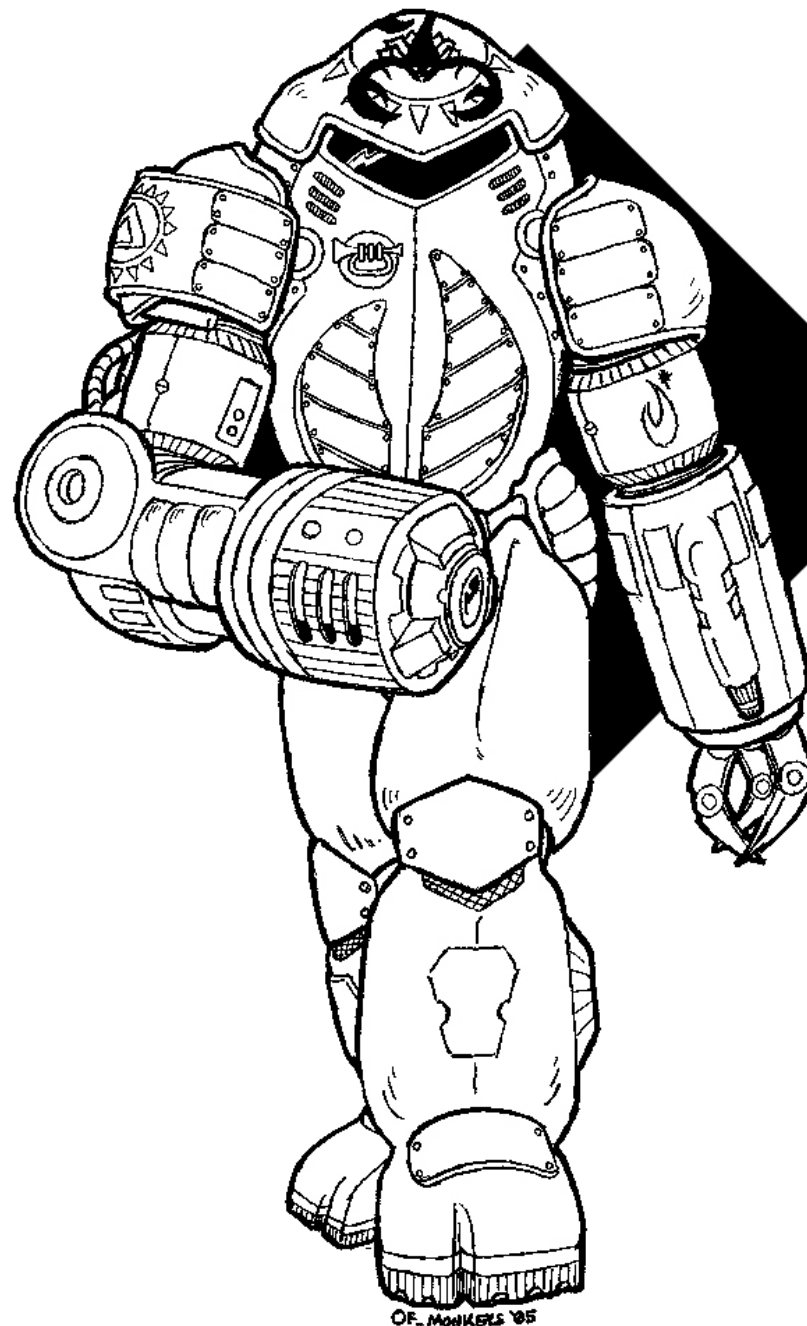
Battle Value: 355 (71 per Trooper)

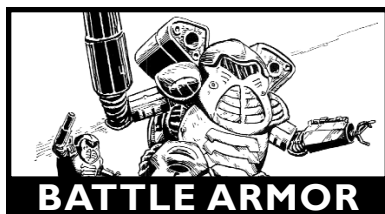
Defensive Battle Rating: 23.4

Offensive Battle Rating: 47.74

Equipment		Mass	Slots
Class:	Medium	(1.000)	(R/B/L)
Chassis:	Humanoid	0.250	(3/4/3)
Movement			
Ground MP:	1	0.000	-/-
Jump MP:	3	0.150	-/-
Mechanized:	Yes		
Anti-BattleMech:	Yes		
Armor Factor:	Standard		
Armor Factor:	9/1	0.225	-/-

Weapons and Equipment	Loc	Mass	Slots
(ERSL) ER Support Laser	RA	0.350	(2/-/-)
Ammo (ERSL) +20	RA	0.005	(1/-/-)
Battle Claw	LA	0.015	(-/-/-)
AP Weapon Mount	LA	0.005	(-/-/1)
Totals:		1.000	(3/-/1)
Remaining:		0.000	(0/4/2)





Type: Undine Prototype
Technology Base: Clan (Goliath Scorpion)
Tonnage: 1
Battle Value: 225 (45 per Trooper)
 Defensive Battle Rating: 19.5
 Offensive Battle Rating: 25.402

Equipment		Mass	Slots
Class:	Medium	(1.000)	(R/B/L)
Chassis:	Humanoid	0.250	(3/4/3)
Movement			
Ground MP:	1	0.000	-/-
Submersible MP:	2	0.170	-/-
Mechanized:	Yes		
Anti-BattleMech:	No*		
Armor Factor:	Standard		
Armor Factor:	9/1	0.225	-/-

Weapons and Equipment	Loc	Mass	Slots
(SL) Support Laser	RA	0.200	1/-
Short Range Missile-1	B	0.035	-/1-
Ammo (SRM-1) 2 shots	B	0.020	-/1-
Disposable	B	0.010	-/-
Short Range Torpedo-1	B	0.035	-/1-
Ammo (SRT-1) 2 shots	B	0.020	-/1-
Disposable	B	0.010	-/-
Battle Claw	LA	0.015	-/-
AP Weapon Mount	LA	0.005	-/1
Search Light	LA	0.005	-/1

Totals: 1 (1/4/2)
 Remaining: 0 (2/0/1)

* Proto-Undine may perform Leg attacks against a target standing in Depth 1 or deeper water.

OVERVIEW

One of the more interesting designs acquired by Our Blessed Order was this proto-Elemental battle armor. Based on an industrial exoskeleton used to aid in underwater mining, Goliath Scorpion technicians were ordered to test the possibility of developing an Elemental armor for use in underwater missions. Though large and slow, this prototype,

dubbed the "Undine" for the elemental creature of water, is supremely suited to the missions it was designed for. Those missions are few and far between, though, and time will tell if this new battle armor will catch on.

CAPABILITIES

Underwater operations, though rare, can be vitally important when they are needed. While standard Elemental armor could theoretically be used underwater, the development of the "Undine" was to give Clan commanders another option.

Based heavily on an industrial exoskeleton, the "Undine" looks every bit the underwater vehicle it is. A large round viewport allows the warrior inside a wide view while still able to withstand intense water pressure. A search light on the left arm is strong enough to illuminate the darkest depths, though requires a complete turn-around if illumination is needed on the suit's right.

Finding the right balance of weaponry was a difficult process. For some time, technicians couldn't decide if the suit should carry weapons exclusively designed for underwater operation or if standard surface weapons should be added. Eventually, they decided upon equipping the battle armor with launchers for both Short Range Missiles and Short Range Torpedoes. Both launchers were made disposable so that once the ammunition ran out, the warrior could gain a bit more maneuverability by ditching them.

A battle claw on the left arm and a support laser on the right allow for devastating leg attacks on underwater or partially submerged targets.

BATTLE HISTORY

This prototype unit never saw actual battle, but was extensively tested. It performed well enough underwater, but once on land it became a slow, ponderous target for enemy fire.

While the suit does have potential when missions call for underwater operation, the suit's niche may be too small for it to gain approval for mass production. This over-specialization makes it excel in its one particular area, but fail when circumstances are changed in the slightest.

PILOT NOTES

Similar to the Djerassi Elemental battle armor, Clan warriors are loathe to leave their standard Elemental suits behind. Only after direct orders from their superiors did warriors appear for trials with the suit. These men and women, mostly solahma or dezgra warriors, performed well enough for useful information to be gathered, but did not like their assignments. As soon as trials were completed, they lobbied for immediate reassignment to different duties.

ALTERING THE ELEMENTS

Type: Undine Prototype

Technology Base: Clan (Goliath Scorpion)

Tonnage: 1

Battle Value: 225 (45 per Trooper)

Defensive Battle Rating: 19.5

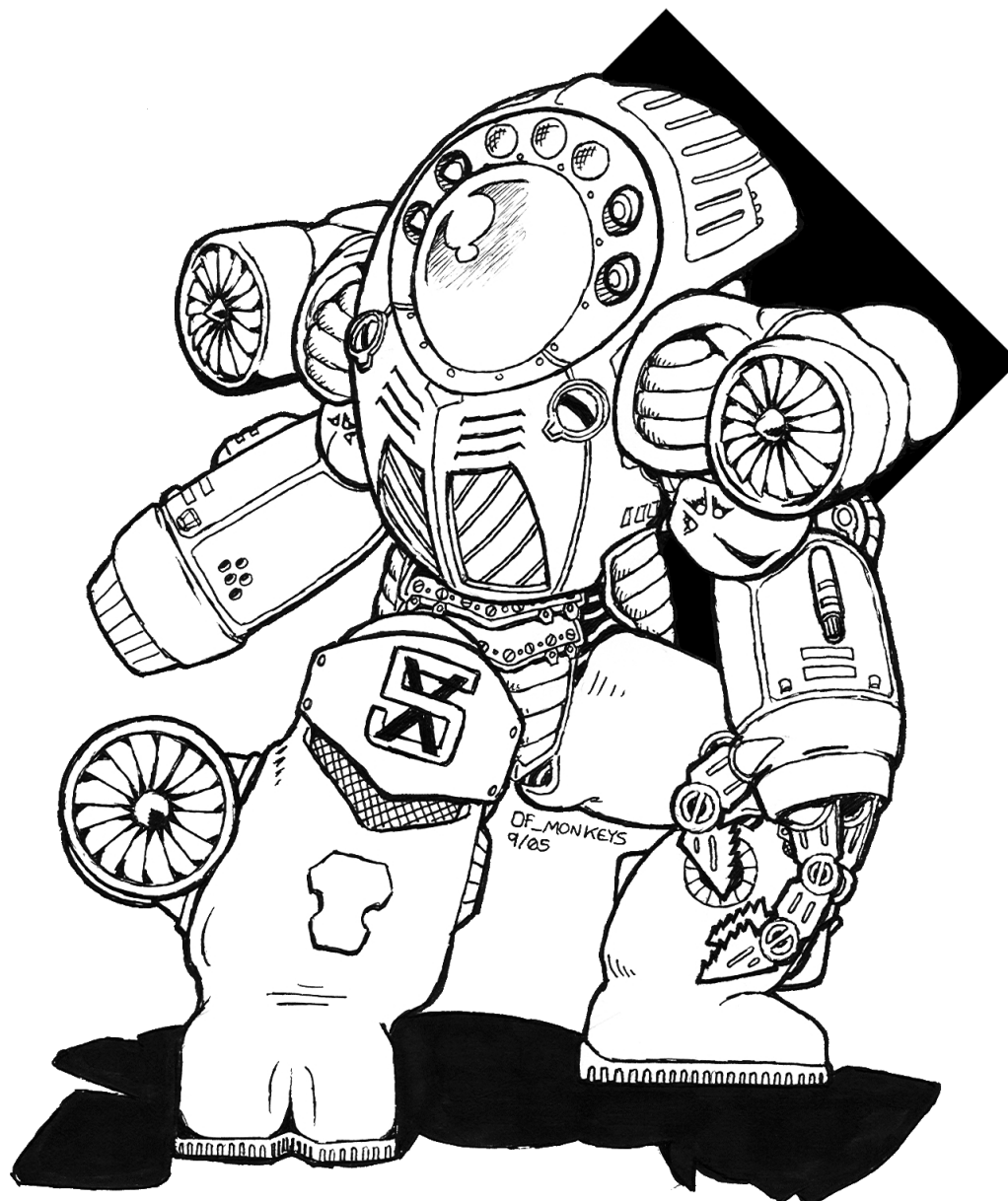
Offensive Battle Rating: 25.402

Equipment		Mass	Slots
Class:	Medium	(1.000)	(R/B/L)
Chassis:	Humanoid	0.250	(3/4/3)
Movement			
Ground MP:	1	0.000	0
Submersible MP:	2	0.170	0
Mechanized:	Yes		
Anti-BattleMech:	No*		
Armor Factor:	Standard		
Armor Factor:	9/1	0.225	0

Weapons and Equipment	Loc	Mass	Slots
(SL) Support Laser	RA	0.200	1/-/-
Short Range Missile-1	B	0.035	-/1/-
Ammo (SRM-1) 2 shots	B	0.020	-/1/-
Disposable	B	0.010	-/-/-
Short Range Torpedo-1	B	0.035	-/1/-
Ammo (SRT-1) 2 shots	B	0.020	-/1/-
Disposable	B	0.010	-/-/-
Battle Claw	LA	0.015	-/-/-
AP Weapon Mount	LA	0.005	-/-/1
Search Light	LA	0.005	-/-/1

Totals:	1	(1/4/2)
Remaining:	0	(2/0/1)

* Proto-Undine may perform Leg attacks against a target standing in Depth 1 or deeper water.





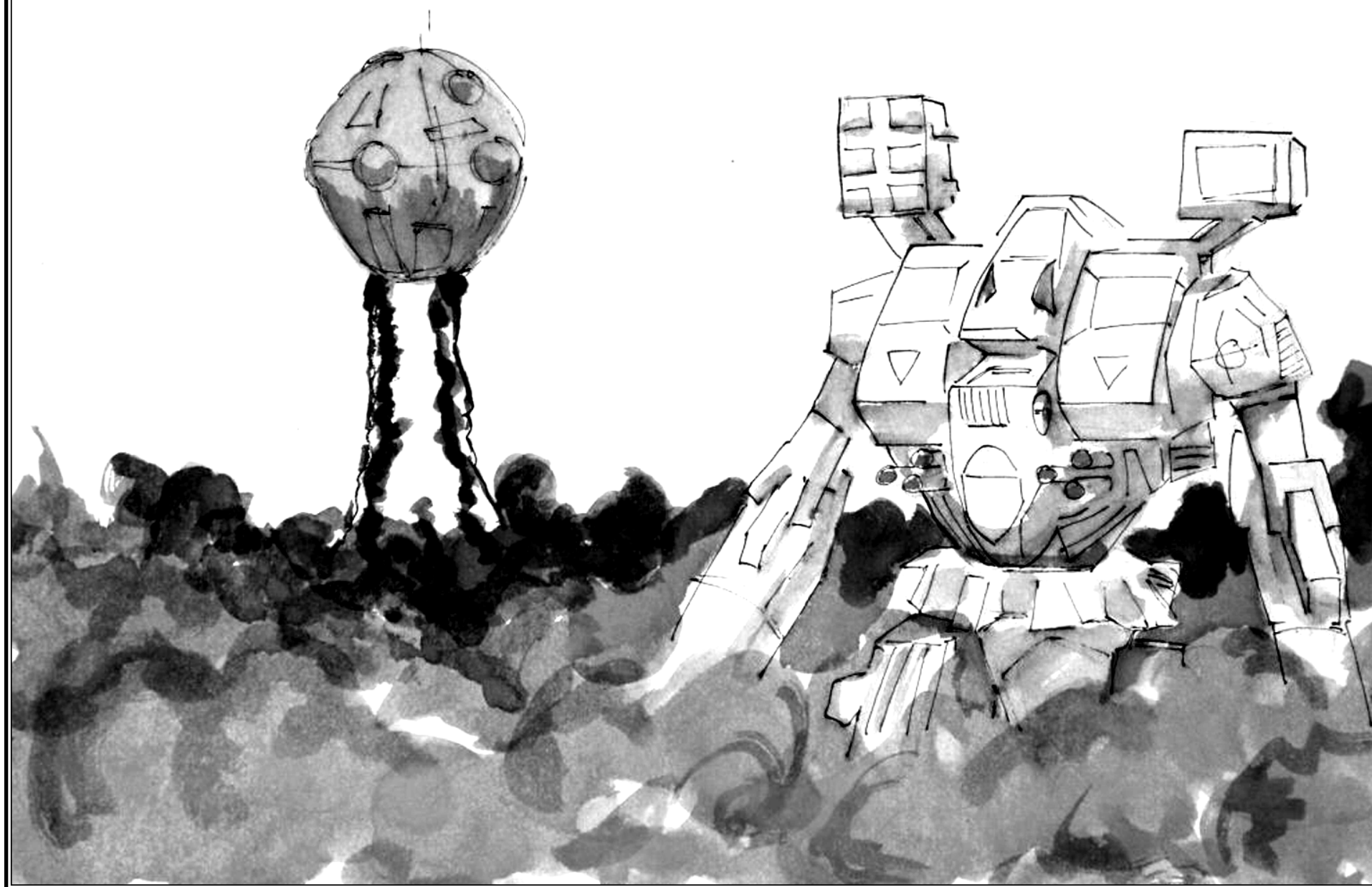
Hilton Head Island
North America
Terra

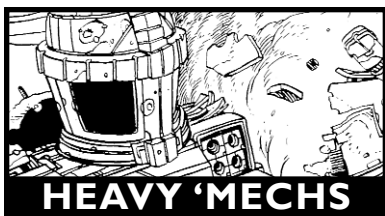
For the better part of two centuries, the technological know-how and production capabilities of the Inner Sphere were slowly falling. Except for Our Blessed Order, the Great Houses of the Inner Sphere and their populations were receding into a Dark Age. It really was quite amazing how that changed once the Helm Memory Core was discovered.

The War of 3039 saw the first uses of such rediscovered technologies as Ultra-class auto cannons and heatsinks that doubled the then-current standard. While the Inner Sphere continued to pursue these new routes of technology, it wasn't until the Clan Invasion that the work was put into high gear. As the confrontation with the Clans went on, Spheroid weapons benefited not only from advances at home, but by the reverse-engineering of Clan technology as well.

In this section we've compiled a list of some of the most unique and customized machines the Inner Sphere has to offer. Though only a small cross-sample of MechWarriors and their machines, it goes far in demonstrating how commanders customized their machines circa 3048-49.

- Ilya Childress
Adept XXVI-sigma
ComStar Archives
3 November 3054





Mass: 70 tons

Chassis: Mingh z33/7Standard

Power Plant: 280 VOX Fusion

Walking Speed: 43.2 km/h

Running Speed: 64.8 km/h

Jump Jets: Industrial Heavy Lifters Standard Jump Jets

Jump Capacity: 120 meters

Armor: Durallex Heavy Standard

Armament:

1 Diverse Optics Sunbeam ER Large Laser

4 Diplan M3 Medium Lasers

1 Conan/S LRM 5

Manufacturer: Lantren Corporation

Communications System: Allet C308

Targeting & Tracking System: Allet-T11

OVERVIEW

When it first appeared on the battlefield in 2786, the *Grasshopper* was a revolutionary design. Although it had a mass of 70 tons, it was jump-capable. A heavy 'Mech, with all the firepower and armor of its weight classification, the GHR-5H was designed as a highly mobile close-range fighter.

The GHR-5H was expected to engage and destroy light to medium 'Mechs at close range, clearing the way for less mobile, better-armed units. In a duel with another heavy 'Mech, the *Grasshopper* is usually out-gunned, but its heavy armor and high mobility allows it to inflict substantial damage before having to retreat.

CAPABILITIES

Randolf Waterford's *Grasshopper*, dubbed the GHR-5-SHJ, was modified only recently to its current specifications. Originally a stock GHR-5H, Waterford upgraded his 'Mech with equipment taken during the first contract of his mercenary group, the Spring Heeled Jacks.

Judging by an external inspection, the GHR-5-SHJ seems like a normal *Grasshopper*, and for the most part it is. Its movement curve, armor factor,

and engine rating are all standard. The customization comes in the form of a Diverse Optics Sunbeam Extended-Range Large Laser and fifteen double heat sinks.

The acquisition of both the heat sinks and high-tech large laser at the same time was rather fortuitous. While Waterford's weapons range is longer than a normal large laser's, the excess heat given off by the ER Large Laser would have proved difficult to manage, especially if the machine's jump jets were engaged simultaneously. However, with the installation of the double heat sinks, the 'Mech is able to fire all weapons and jump at the same time, rendering the GHR-5-SHJ a deadly machine on the battlefield, and one that is often underestimated.

Incidentally, all the swapping of parts has left the *Grasshopper* seven tons underweight. Techs have debated adding more weapons, but Waterford rejects the idea as there are no more heat sinks to compensate the added heat. It is a situation that they hope to solve, but service in the Periphery has dimmed the chances of acquiring the needed parts.

BATTLE HISTORY

The *Grasshopper* now known as GHR-5-SHJ has a long history in the Inner Sphere, dating back to its production in 2783. First assigned to the SLDF it went with its pilot, whose name has been lost to history, to the Free Worlds League when he defected to his home nation's regular army. When the original pilot was killed in battle, the 'Mech was assigned a new pilot and to a new unit.

While in the use of the Free Worlds League, it saw service on not only the Capellan border, but on the Lyran border as well. Attached to a fast attack lance of high mobility 'Mechs, it was used mostly in leading assaults as well as in flanking maneuvers. Unfortunately, during an engagement with a Lyran raiding party, the machine took many hits to the head and cockpit, killing the pilot. With the chaos of the First Succession War, replacement parts were in short supply, and the 'Mech was left untouched for many years. When it finally was fixed, it was assigned to garrison duty, guarding important facilities close to the League's borders.

A raid by the Lyran Alliance in 2944 on the League planet of Bondurant saw the next turning

point for the 'Mech. It was during this engagement that the 'Mech took yet another incapacitating head shot, downing the 'Mech in open ground. When the League's defenders were driven back, the Lyrans managed to salvage the *Grasshopper*, and took it back as battlefield prize. In the Alliance, the 'Mech again saw garrison duty for many years.

Finally, in 3045, Randolph Waterford bought the *Grasshopper* from the Federated Commonwealth as army surplus, ostensibly as added security for his growing interstellar shipping firm. When Waterford sold his firm to a business partner, he kept his security 'Mechs and, along with his son Jared, began a fledgling mercenary group, the Spring Heeled Jacks.

During the Jacks' first contract, an industrial raid on a Mendham Electronics facility on Mendham in the Federated Commonwealth, Randolph Waterford and his *Grasshopper* accounted for three kills against the planetary militia, while taking only light damage. In fact, the Jacks' entire raiding force suffered extremely light casualties, losing only one VTOL and two tanks. It was in this raid that Waterford acquired the double heat sinks and ER Large Laser from a Mendham Electronics 'Mech garage.

PILOT NOTES

Randolf Waterford has expressed his enthusiasm for his *Grasshopper* many times, often crediting it with a battlefield victory more than himself. When he first acquired the 'Mech, and learned of its tendency to take head hits, he had this to say:

"Well, it's just my luck to get an unlucky, cursed 'Mech. But at least it'll match my legless *Stinger* and epileptic *Victor*..."

GRASSHOPPER GHR-5-SHJ

HEAVY
015

Mass: 70 tons

Chassis: Mingh z33/7Standard

Power Plant: 280 VOX Fusion

Walking Speed: 43.2 km/h

Running Speed: 64.8 km/h

Jump Jets: Industrial Heavy Lifters Standard Jump Jets

Jump Capacity: 120 meters

Armor: Durallex Heavy Standard

Armament:

1 Diverse Optics Sunbeam ER Large Laser

4 Diplan M3 Medium Lasers

1 Conan/S LRM 5

Manufacturer: Lantren Corporation

Communications System: Allet C308

Targeting & Tracking System: Allet-T11

Type: **Grasshopper-5-SHJ**

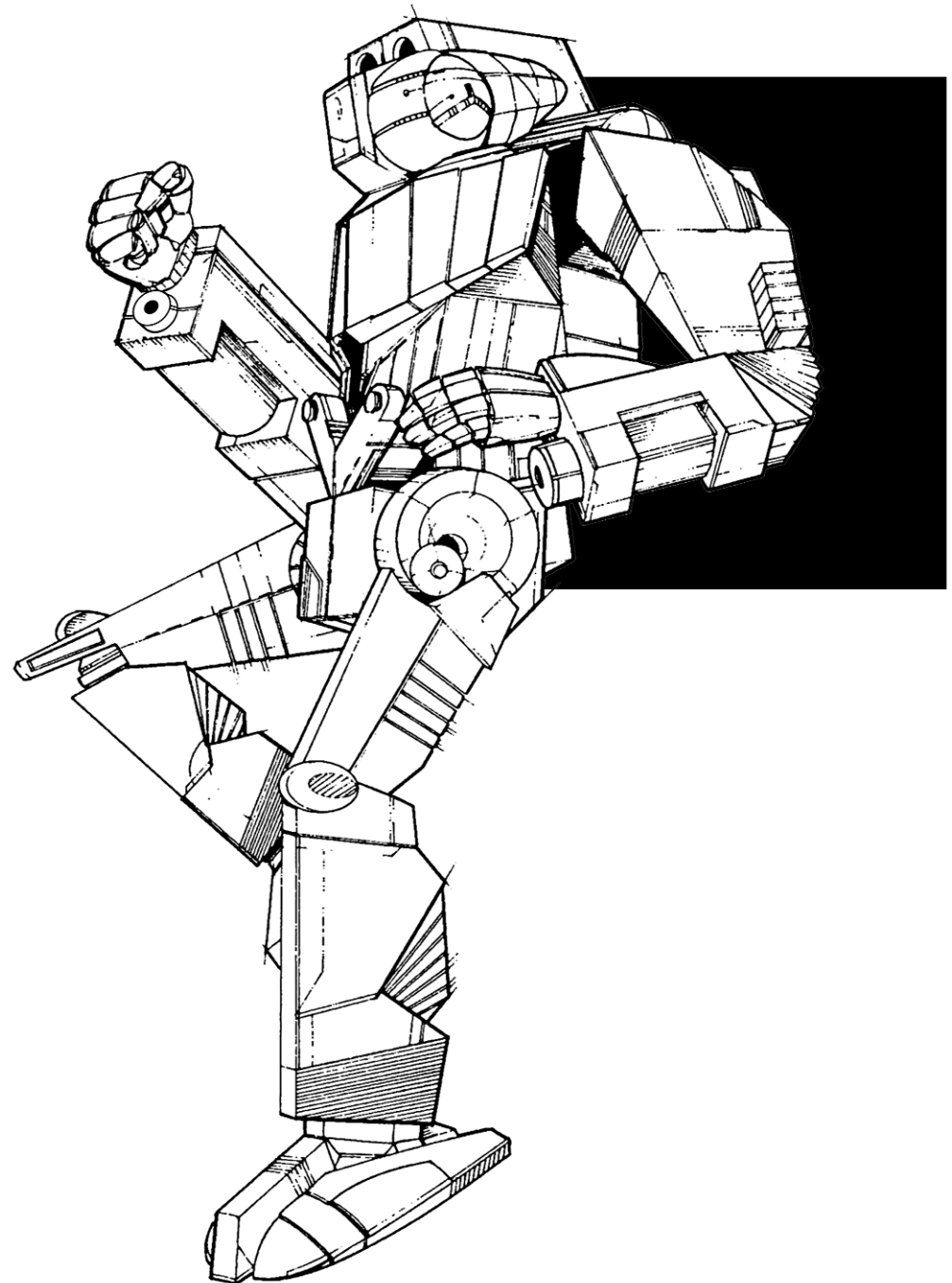
Technology Base: Inner Sphere

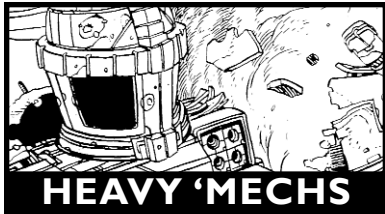
Tonnage: 70

Equipment	Crits	Mass
Internal Structure:	0	7.00
Engine: 280 Fusion	6	16.00
Walking MP: 4		
Running MP: 6		
Jumping MP: 4		
Heat Sinks: 15 [30]	12	5.00
(Heat Sink Loc: 2 LT, 2 RT)		
Gyro:	4	3.00
Cockpit, Life Supt., Sensors:	5	3.00
Actuators:	16	.00
L: Sh+UA+LA+H R: Sh+UA+LA+H		
Armor Factor: 208 Standard	0	13.00

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	22	30
Center Torso (Rear):		13
L/R Side Torso:	15	20/20
L/R Side Torso (Rear):		10/10
L/R Arm:	11	22/22
L/R Leg:	15	26/26

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
1 Medium Laser	RA	3		1	1.00
1 Medium Laser	LA	3		1	1.00
1 Medium Laser	RT	3		1	1.00
1 Medium Laser	LT	3		1	1.00
1 ER Large Laser	CT	12		2	5.00
1 LRM 5	HD	2	24	2	3.00
(Ammo Locations: 1 RT)					
4 Standard Jump Jets:				4	4.00
(Jump Jet Loc: 2 LL, 2 RL)					





Mass: 70 tons
Chassis: StarCorp 100 Standard
Power Plant: 80 VOX Fusion
Walking Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Jump Jets: None
Jump Capacity: 0 meters
Armor Type: Leviathan Plus Ferro-Fibrous
Armament:
 2 PPCs
 2 Medium Lasers
 2 Medium Pulse Lasers
 1 Small Laser
Manufacturer: StarCorps Industries
Location: (Unknown)
Communications System: O/P 3000 COMSET
Targeting & Tracking System: O/P 1500 ARB

OVERVIEW

Construction of the *Warhammer* BattleMech, which was designed primarily as an assault 'Mech, began in 2515 and continued up until after the fall of the Star League. The original requisition by General Sternson to StarCorp Industries called for "a mobile 'Mech with enough firepower to destroy or severely damage any 'Mech of the same weight class or lower." StarCorp's answer was the *Warhammer*. There were several different production runs of the 'Mech, including the Class 6D and the Class 6K. In the current era, several modified versions have also been developed within the Successor States.

CAPABILITIES

The personal 'Mech of Hauptmann General Daniel L. Russell, Commanding Officer 4th Royal Guards RCT, this *Warhammer* variant is intended as a relatively inexpensive refit of the venerable -6R, and has shown some merit in training exercises.

The first modification most people notice is the removal of the *Warhammer's* unique SRM 6-pack from above the right shoulder. While its removal is the biggest cosmetic change, it is my far the least.

After removing the SRM rack, technicians continued the procedure until all weapons were entirely stripped from the machine. Once down to 'bare bones,' the 'Mech was built back up, incorporating some of the newest technologies available.

The standard armor was replaced with Leviathan Plus Ferro-Fibrous armor, giving the 'Mech a longer life on the battlefield. The standard heatsinks were also swapped out for 18 of the newer double capacity versions. What the new armor did for defense, the heatsinks did for offense, supplying a much more forgiving heat curve, though there is still a chance of overheating in fierce battle conditions.

The -6R's standard PPCs remained, allowing Russell's *Warhammer* to keep its long reach. The rest of the offensive loadout is somewhat different from the standard -6R however.

Two Medium Lasers were reinstalled in either side of the torso, but the standard Small Lasers were removed, along with the machine guns. Capitalizing on advances in laser technology, technicians added two Medium Pulse Lasers alongside the standard Medium Lasers. Finding there was a little room left in the center torso, a single Small Laser was fitted as well.

The resulting *Warhammer* WHM-6DR has no dependence on ammunition and can therefore operate in the field for extended periods with little need for resupply. Some critics dislike the loss of the short-range power of the SRM 6, but readily concede that the pulse lasers make a decent substitute.

BATTLE HISTORY

Having only recently received this *Warhammer*, Hauptmann Russell has not taken it into battle as of yet. The modifications weren't extraordinary so complications should be few as the 'Mech is tested, which reports confirm.

PILOT NOTES

- *Service Record Extract* -

Name: Hauptmann General Daniel L Russell, AFFC, Commanding Officer 4th Royal Guards RCT ("Pride of the Commonwealth").

DOB: Oct 14th 3018

Graduated NAMA June 6th 3038 First in Class.

Entered Service with 10th Deneb Light Cavalry as Lance Commander, fought during the war of 3039 was promoted to Hauptmann for gallantry and performance under fire. Also awarded the Gold Sunburst. Subsequently transferred to 1st Kathil Uhlans.

Participated in actions during the Ambergist Crisis of 3042, was awarded the Pride of Sarna Medal for Valor achieved five kills during the crisis. Promoted to Kommandant and sent to the Nagelring for senior staff school and an instructor tour.

Upon completion of instructor tour in 3045 was transferred to the 7th Lyran Guard as a Battalion Exec. Subsequently served as Regimental S-2 then Battalion Commander. Transferred to Trell 1 in 3047 in grade with a recommendation for Colonel.

Joined the 12th Donegal Guards RCT on Trell 1 distinguished himself as a battalion Commander and later Regimental S-2, routinely transferred in 3049 prior to the arrival of Kommandant Victor Ian Steiner-Davion to the reforming 4th Royal Guards.

WARHAMMER WHM-6DR

HEAVY
017

Mass: 70 tons

Chassis: StarCorp 100 Standard

Power Plant: 80 VOX Fusion

Walking Speed: 43.2 km/h

Maximum Speed: 64.8 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor Type: Leviathan Plus Ferro-Fibrous

Armament:

2 PPCs

2 Medium Lasers

2 Medium Pulse Lasers

1 Small Laser

Manufacturer: StarCorps Industries

Location: (Unknown)

Communications System: O/P 3000 COMSET

Targeting & Tracking System: O/P 1500 ARB

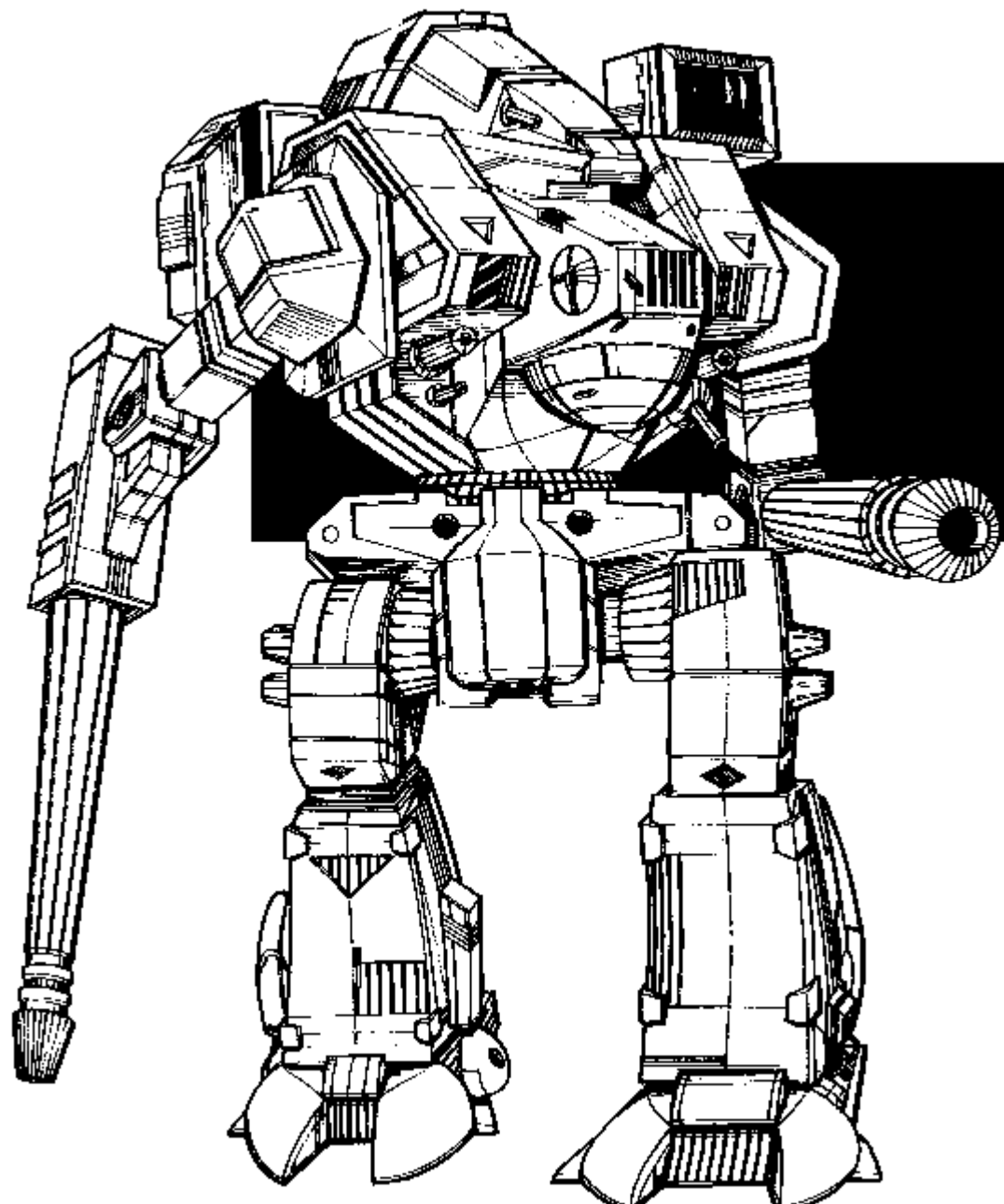
Type/Model: **Warhammer WHM-6R-Russell**

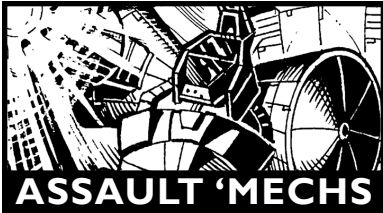
Mass: 70 tons

Equipment	Crits	Mass
Internal Structure: 107 pts Standard	0	7.00
Engine: 280	6	16.00
Walking MP: 4		
Running MP: 6		
Jumping MP: 0		
Heat Sinks: 18 [36]	21	8.00
(Heat Sink Loc: 1 RA, 3 LT, 3 RT)		
Gyro:	4	3.00
Cockpit, Life Support, Sensors:	5	3.00
Actuators:	14	.00
L: Sh+UA+LA, R: Sh+UA+LA		
Armor Factor: 217 pts Ferro-Fibrous	14	12.50
(Armor Crit Loc: 5 LA, 2 RA, 1 LT, 1 RT, 1 CT, 2 LL, 2 RL)		

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	22	33
Center Torso (Rear):		11
L/R Side Torso:	15	22/22
L/R Side Torso (Rear):		8/8
L/R Arm:	11	22/22
L/R Leg:	15	30/30

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
1 PPC	RA	10		3	7.00
1 PPC	LA	10		3	7.00
1 Medium Laser	RT	3		1	1.00
1 Medium Pulse Laser	RT	4		1	2.00
1 Medium Laser	LT	3		1	1.00
1 Medium Pulse Laser	LT	4		1	2.00
1 Small Laser	CT	1		1	.50





Mass: 80 tons
Chassis: Technicon Type G Standard
Power Plant: 320 Hermes XL Fusion
Walking Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Jump Jets: None
Jump Capacity: 0 meters
Armor Type: Durallex Heavy Special Ferro-Fibrous
Armament:
 4 Large Lasers
 1 Small Laser
Manufacturer: Technicon Manufacturing / Irian BattleMechs Unlimited
Location: Savannah / FWL (TM), Irian / FWL (IBU)
Communications System: Garret T-19G
Targeting & Tracking System: Dynatec 2780

OVERVIEW

The *Awesome* is one of the most feared vehicles on the battlefields of the Succession Wars. First built in 2665 by the Technicon Manufacturing Conglomerate under license from Star League, it soon became a popular heavy 'Mech in many regimental assault lances. Based on the design of the STR-2C *Striker*, the original assault 'Mech, the *Awesome* soon superseded that aging vehicle as the main heavy assault 'Mech in almost all the Successor States. The STR-2C *Striker* is almost never seen in front-line 'Mech regiments today.

The *Awesome* is widely used as an initial penetration assault vehicle. Massed *Awesome* assault lances are sent to destroy a point in the enemy defenses, allowing units that follow to exploit the breach. The *Awesome* is also used in many defensive situations, where it is usually responsible for the most threatened or important areas of a perimeter.

This particular *Awesome* is the 'Mech that Julio Fransisco made his fame with as a pirate hunter. Scrapped together from what was available, the machine is somewhat of a hodgepodge design. Perhaps the most important feature of this particular variant is the increased speed.

CAPABILITIES

Since the *Awesome* first saw the battlefield, technicians from all over the Inner Sphere have been creating new and interesting variants of the 'Mech, Julio Fransisco's runs similar to one of the favored redesigns.

First, the 'Mech carries fourteen tons of Ferro-Fibrous armor. The advanced armor allows Fransisco's *Awesome* to take much more of a beating than previous models.

Exchanging the *Awesome*'s well-known PPCs for Large Lasers is a standard modification. While the 'Mech loses the hard-hitting power of the trio of Particle Projection Canons, the lasers generate less heat. The importance of the trade-off usually depends on the MechWarrior piloting it, but the general consensus is positive.

Fransisco's *Awesome* trades off three PPCs for four lasers, rather than the usual three. The extra laser contributes to a great heat factor, but the installation of eighteen high-tech double heat sinks almost alleviates the problem entirely. The 'Mech's offensive power is rounded out by a head-mounted small laser.

The most important feature of the 'Mech is one that comes as a surprise to most opponents: The *Awesome*'s speed. Upgrading the power plant to a 320 Hermes XL Fusion engine pushes to top speed to 64.8 km/h. The difference may be small, but gives Fransisco an edge when he needs it.

Interestingly, the new engine was actually pulled from a salvaged *Victor*. Technicians working on the refit managed to ingeniously rework the gyro housing to make enough room for the larger power plant.

Lastly, this *Awesome* doesn't suffer a dead fire zone on its left side like an AWS-8Q *Awesome*, with no left-arm-mounted weapons, does.

BATTLE HISTORY

Both Julio Fransisco and his *Awesome* earned their reputations through relentless hunting of pirates. While both man and machine have seen numerous battles with many different bands pirate scum, one encounter deserves mention.

In late 3046 Fransisco, along with a small task force, had tracked a marauding pirate band to the periphery planet of Antallos (Port Krin.) Searching

out the raiders on the desert planet, Fransisco was separated from his the main body of his task force and came under attack from the very pirates he had been tracking. From the beginning of the engagement, the pirates were thrown off by the AWS-10Q-JF variant.

Using a natural outcropping of rock for cover, Fransisco made a strategic retreat. By the time he had rejoined his task force, Julio Fransisco could count thirteen kills: Five pirate 'Mechs and thirteen tanks.

PILOT NOTES

Julio Fransisco has had this mech since his previously assigned *Warhammer* was shot out from underneath him.

These days, though despite many battles, Julio Fransisco finds himself in a class room instead of cockpit, not as a student again, but rather as an instructor on 'Mech tactics.

Due to a lack of any other color paint being available in sufficient quantity, a coating of pink adorns this mech. With the numerous victories at the hands of this 'Mech, Julio Fransisco has become somewhat superstitious in regards to the paint scheme, and does not allow it to be changed. The one exception is an inscription and decal on the 'Mech's center torso bearing the image of a man in a straight jacket, obviously deranged, with the slogan "I'm buckled in safely. Are you?"

AWESOME AWS-10Q-JF

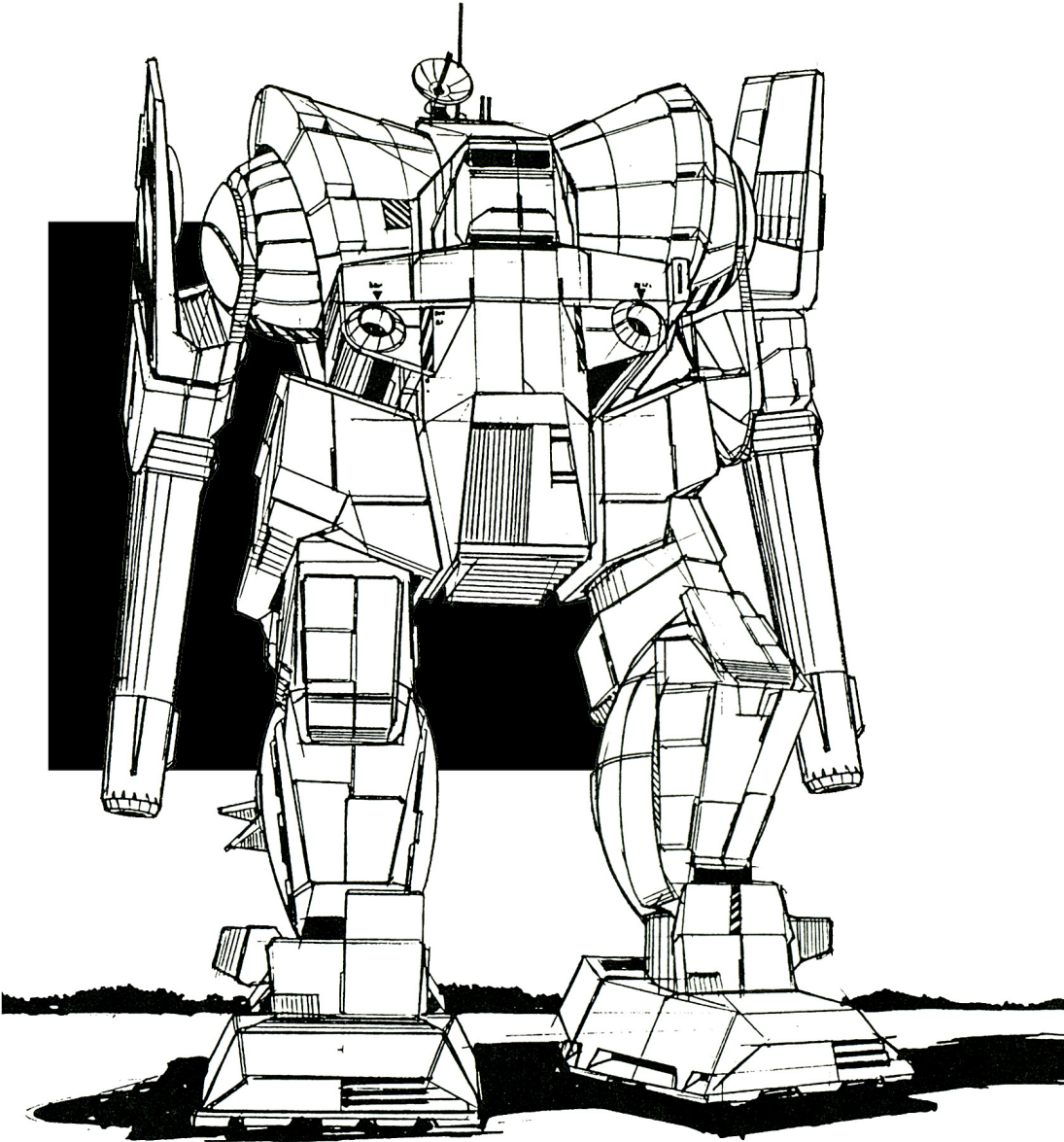
Mass: 80 tons
Chassis: Technicon Type G Standard
Power Plant: 320 Hermes XL Fusion
Walking Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Jump Jets: None
Jump Capacity: 0 meters
Armor Type: Durallex Heavy Special Ferro-Fibrous
Armament:
4 Large Lasers
1 Small Laser
Manufacturer: Technicon Manufacturing / Irian BattleMechs Unlimited
Location: Savannah / FWL (TM), Irian / FWL (IBU)
Communications System: Garret T-19G
Targeting & Tracking System: Dynatec 2780

Type/Model: **Awesome AWS-10Q-JF**
Mass: 80 tons

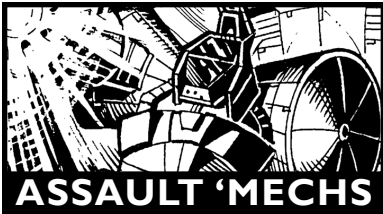
Equipment	Crits	Mass
Internal Structure: 122 pts Standard	0	8.00
Engine: 320	6	22.50
Walking MP: 4		
Running MP: 6		
Jumping MP: 0		
Heat Sinks: 18 [36]	18	8.00
(Heat Sink Loc: 1 LA, 1 RA, 2 LT, 2 RT)		
Gyro:	4	4.00
Cockpit, Life Support, Sensors:	5	3.00
Actuators:	14	.00
L: Sh+UA+LA, R: Sh+UA+LA		
Armor Factor: 247 pts Ferro-Fibrous	14	14.00
(Armor Crit Loc: 4 LA, 4 RA, 3 LT, 3 RT)		

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	25	38
Center Torso (Rear):		12
L/R Side Torso:	17	25/25
L/R Side Torso (Rear):		9/9
L/R Arm:	13	26/26
L/R Leg:	17	34/34

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
1 Large Laser	RA	8		2	5.00
1 Large Laser	LA	8		2	5.00
1 Large Laser	RT	8		2	5.00
1 Large Laser	LT	8		2	5.00
1 Small Laser	HD	1		1	.50



LOOSE



Mass: 80 tons
Chassis: HildCo Type V Standard
Power Plant: 320 Pitban XL Fusion
Walking Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Jump Jets: HildCo Model 12 Standard Jump Jets
Jump Capacity: 120 meters
Armor Type: Durallex Heavy Ferro-Fibrous
Armament:
 2 Large Pulse Lasers
 3 Medium Pulse Lasers
 1 ER PPC
 1 Guardian ECM
Manufacturer: HildCo Interplanetary
Location: (Unknown)
Communications System: Opus III Highbeam
Targeting & Tracking System: MaLandry 34

OVERVIEW

The VTR-9B *Victor* was originally built under a defense contract with the Star League in 2510. Defined as a heavy BattleMech, it was used as a strong support 'Mech with jump capabilities. Earlier models carried a sophisticated array of anti-infantry weaponry systems, later discarded due to the overheating problems common for a heavily armed 'Mech. Also technicians felt that this heavy-support 'Mech would not engage infantry, and so the flamer and machine gun systems were removed. The *Victor* was originally outfitted with a Standus 20 tracking system, but it was removed from all but the first-run prototypes due to its tendency to project targets that did not exist.

HildCo Interplanetary produced the 'Mech out of three plants whose facilities were destroyed during the First Succession War. Most of the firm's records fell into the hands of House Kurita, however. Thus, the total number of *Victors* produced has been determined to be nearly 1,000. Many were lost during Kerensky's exodus from the Star League, and still more were lost during the First Succession War.

The personal command 'Mech of General Rudolph Chapman, this 80 ton *Victor* is a heavily modified machine. Provided with some of the latest technology by NAIS, it is a walking testbed of the new and recovered technologies emerging from the Inner Sphere's intellectual hub.

CAPABILITIES

Armed with a brand-new Defiance ERPPC and two Large Pulse Lasers in place of the older large-bore autocannon, this machine is a completely different beast than its earlier cousins.

The ERPPC gives the 'Mech a heavy punch at a range unequalled by any other machine carrying the *Victor* namesake. The Large Pulse Laser duo, one in the right arm and one in the center torso, offer the same range as the older autocannon, but give vastly improved accuracy. For close combat, the ERPPC can be swapped out for three Defiance B3MP Medium Pulse Lasers.

The fearsome offensive power of the machine is equalled by its defensive systems. Fourteen tons of Kallon Unity Weave Ferro-Fibrous armor and a new Apple-Johnson Guardian ECM Suite give this 'Mech unequalled protection for its weight. Protection is further enhanced by the *Victor's* lack of explosive ammunition.

If the 'Mech has a weakness, it is its new GM 320 Extra Light Engine. While only weighing half that of the older standard engine, this new prototype uses advanced shielding and containment grid that is much bulkier and more prone to damage. The size of the new powerplant also forces the jump system to be fully contained in the legs. Overall the General feels the tradeoff is worth it.

The last modification to the old warhorse is its cooling system, with the addition of high-tech double heat sinks. Seventeen freezers allow this 'Mech to sustain a high rate of activity on the battlefield.

BATTLE HISTORY

General Chapman does not often see combat, but when he does, he is invariably the primary target of the CCAF forces trying to fend off his regiment's frequent raids. As the commander of such a feared and hated unit, he is often ganged-up on, and the addition of the pulse lasers and heavy armor allow him to defend himself until his troops

can rally. This was the case on May, 3048, when the 1st FSACR hit a CCAF depot on Grand Base.

The bulk of the unit made a diversionary maneuver toward the planet's main 'Mechworks, while the General led a smaller force on the depot.

Midway to the target, he was jumped by four CCAF *Vindicators*. The Capellan pilots were completely unprepared to face a *Victor* with superior range. They tried to close, but the pulse lasers quickly gutted two machines and stalled the other two long enough for help to arrive.

PILOT NOTES

General Rudolph Chapman is a man of few words, letting his actions speak for him. His no-nonsense style of command, along with his great skill on the battlefield has endeared him to those under his command.

In the elite circles of the AFFC, Chapman's name often comes up. Many think he could be in line for even greater promotions and levels of command.

VICTOR VTR-9AC-RC

ASSAULT
021

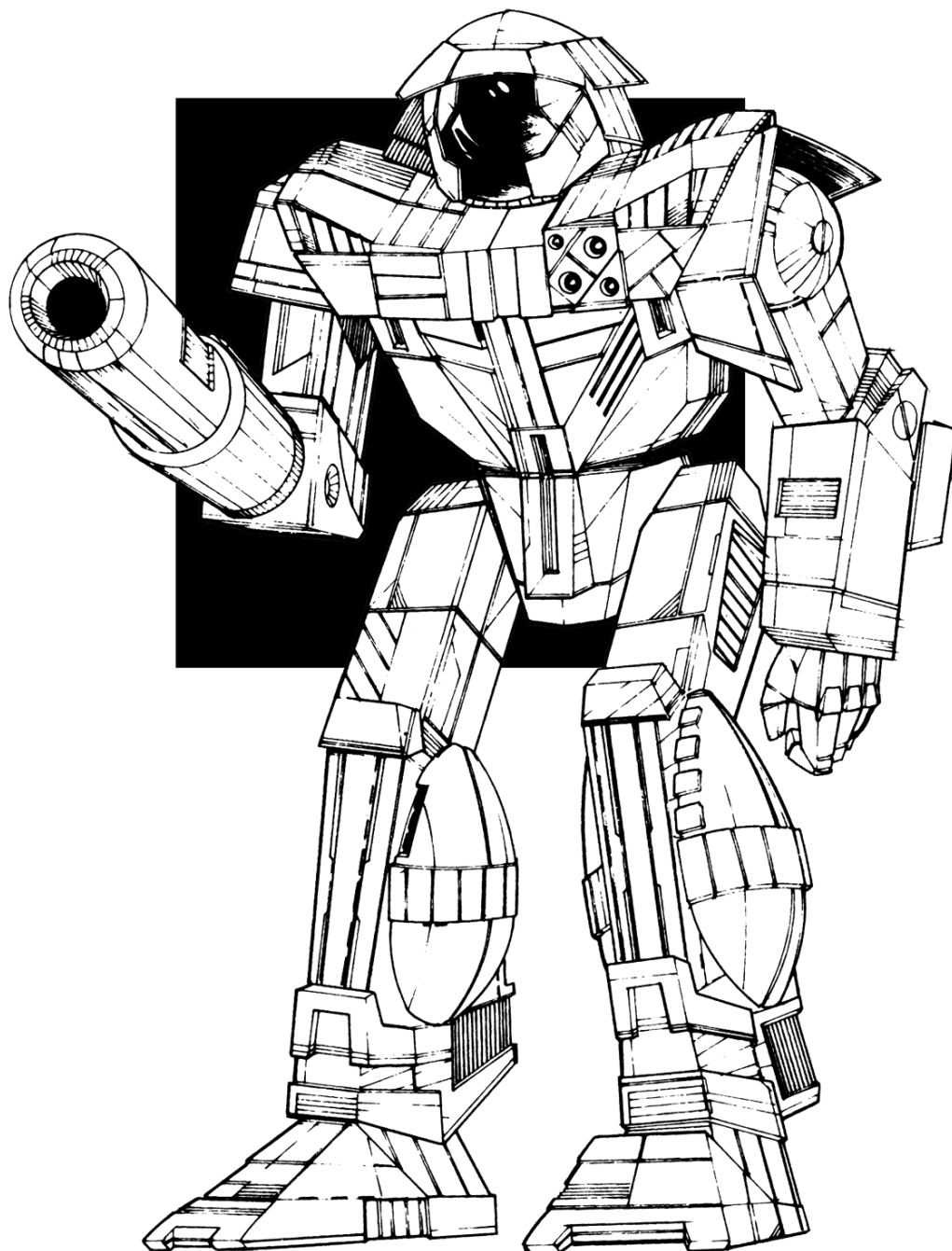
Mass: 80 tons
Chassis: HildCo Type V Standard
Power Plant: 320 Pitban XL Fusion
Walking Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Jump Jets: HildCo Model 12 Standard Jump Jets
Jump Capacity: 120 meters
Armor Type: Durallex Heavy Ferro-Fibrous
Armament:
 2 Large Pulse Lasers
 3 Medium Pulse Lasers
 1 ER PPC
 1 Guardian ECM
Manufacturer: HildCo Interplanetary
Location: (Unknown)
Communications System: Opus III Highbeam
Targeting & Tracking System: MaLandry 34

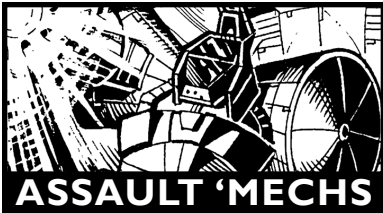
Type/Model: **Victor VTR-9AC**
 Mass: 80 tons

Equipment	Crits	Mass
Internal Structure: 122 pts	0	8.00
Engine: 320 XL	12	11.50
Walking MP: 4		
Running MP: 6		
Jumping MP: 4		
Heat Sinks: 17 [34]	15	7.00
(Heat Sink Loc: 3 LT, 2 RT)		
Gyro:	4	4.00
Cockpit, Life Support, Sensors:	5	3.00
Actuators:	12	.00
L: Sh+UA, R: Sh+UA		
Armor Factor: 247 pts Ferro-Fibrous	14	14.00
(Armor Crit Loc: 7 LA, 7 RA)		

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	25	38
Center Torso (Rear):		12
L/R Side Torso:	17	26/26
L/R Side Torso (Rear):		8/8
L/R Arm:	13	26/26
L/R Leg:	17	34/34

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
1 Large Pulse Laser	RA	10		2	7.00
1 Medium Pulse Laser	RA	4		1	2.00
1 ER PPC	LA	15		3	7.00
1 Medium Pulse Laser	RT	4		1	2.00
1 Guardian ECM	RT	0		2	1.50
1 Large Pulse Laser	CT	10		2	7.00
1 Medium Pulse Laser	HD	4		1	2.00
4 Standard Jump Jets:				4	4.00
(Jump Jet Loc: 2 LL, 2 RL)					





Mass: 80 tons
Chassis: HildCo Type V Endo Steel
Power Plant: 320 Pitban Fusion
Walking Speed: 43.2 km/h
Maximum Speed: 64.8 [86.4] km/h
Jump Jets: 4 HildCo Model 12 Standard Jump Jets
Jump Capacity: 120 meters
Armor Type: Durallex Heavy Standard
Armament:
 1 Autocannon/20
 6 Medium Lasers
 1 Small Laser
 1 Guardian ECM
Manufacturer: HildCo Interplanetary
Communications System: Opus III Highbeam
Targeting & Tracking System: MaLandry 34

OVERVIEW

Victor Ian Steiner-Davion has been intrigued with his namesake 'Mech design since early childhood. He grew up knowing that he would one day become a MechWarrior and pilot a *Victor*. The design was one of the first to get special priority for increased production and widespread deployment throughout the Federated Commonwealth. It was also an early candidate for recovered technology.

It is ironic that the *Victor* is no longer produced in the Federated Commonwealth. Despite all the advance planning, the Draconis Combine's offensive in the War of 3039 captured the world of Quentin and with it, Independence Weaponry, the Federated Commonwealth's only producer of the *Victor*. House Kurita now produces the upgraded design for its own regiments, and the Federated Commonwealth is reduced to purchasing the entire output of the HildCo Interplanetary factory in the St. Ives Compact.

The VTR-9SI was a competing design to the much more familiar VTR-9K model that HildCo is far more famous for. It was produced in limited numbers, mainly due to fears about the myomer

system and the HildCo's fascination with the new Gauss rifles.

CAPABILITIES

The *Victor* VTR-9SI is similar to the -9K in that they both have an Endo Steel chassis. Beyond that, though, the two designs diverge.

Intended for urban close combat, the -9SI drops the -9K's Gauss rifle for an Autocannon/20. Though the swap shortens the 'Mech's range, the increased hitting power comes in handy when an enemy is right around the next corner.

By dropping the standard SRM 6-rack and three heatsinks (exchanging the rest for advanced double heatsinks) enough space was freed up to triple the number of medium lasers and even add a small laser in the right torso.

On the defensive side of things, technicians decided to add three and half tons more armor. Cellular Ammunition Storage Equipment was also added, guarding the machine from fatal ammunition explosions. Amazingly, HildCo's technicians still had enough room for a Guardian ECM suite, giving the 'Mech the ability to sow confusion amongst its enemies on the battlefield.

Lastly, the design was fitted with Triple-Strength Myomer. This advanced myomer system gives the -9SI truely frightening bursts of speed and overwhelmingly strong physical attacks.

BATTLE HISTORY

Given that the VTR-9SI is a new design, it has yet to see any battles beyond training exercises.

PILOT NOTES

Pilot of the first prototype VTR-9SI, Col. Alexander Knight seems to have the perfect personality for such a brutal, unforgiving design. Widowed in the 3040 Capellan assault on Indicass, Alexander has created a simulator scenario which pits the defenders on Indicass fighting the 2nd CRC. Other MechWarriors who have tried it refer to the scenario as a "Kobiyashi Maru" for reasons lost to history.

VICTOR VTR-9SI-AK

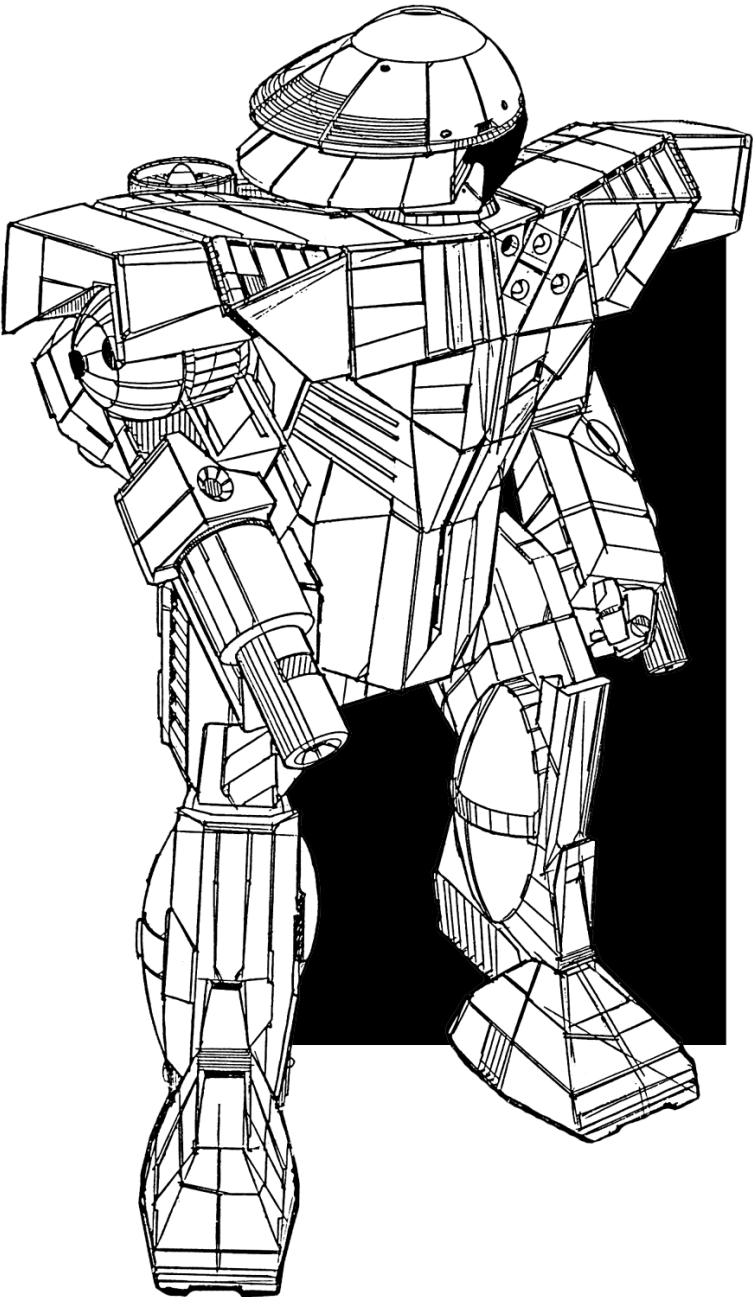
Mass: 80 tons
Chassis: HildCo Type V Endo Steel
Power Plant: 320 Pitban Fusion
Walking Speed: 43.2 km/h
Maximum Speed: 64.8 [86.4] km/h
Jump Jets: 4 HildCo Model 12 Standard Jump Jets
Jump Capacity: 120 meters
Armor Type: Durallex Heavy Standard
Armament:
1 Autocannon/20
6 Medium Lasers
1 Small Laser
1 Guardian ECM
Manufacturer: HildCo Interplanetary
Communications System: Opus III Highbeam
Targeting & Tracking System: MaLandry 34

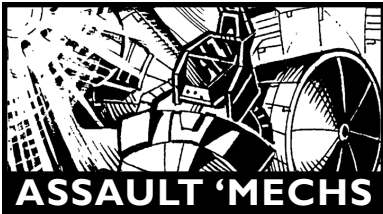
Type/Model: **Victor VTR-9SI-AK**
Mass: 80 tons

Equipment	Crits	Mass
Int. Struct.: 122 pts Endo Steel	14	4.00
(Endo Steel Loc: 1 HD, 4 LA, 4 LT, 3 RT, 1 LL, 1 RL)		
Engine: 320 Fusion	6	22.50
Walking MP: 4 [5]		
Running MP: 6 [8]		
Jumping MP: 4		
Heat Sinks: 12 [24]	0	2.00
Gyro:	4	4.00
Cockpit, Life Supt., Sensors:	5	3.00
Triple Strength Myomer:	6	.00
Actuators:	14	.00
L: Sh+UA+LA+H R: Sh+UA		
Armor Factor: 240 pts Standard	0	15.00

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	25	37
Center Torso (Rear):		12
L/R Side Torso:	17	25/25
L/R Side Torso (Rear):	8/8	
L/R Arm:	13	25/25
L/R Leg:	17	33/33

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
1 Autocannon/20	RA	7	15	13	17.00
(Ammo Locations: 3 RT)					
2 Medium Lasers	LA	6		2	2.00
2 Medium Lasers	RT	6		2	2.00
1 Small Laser	RT	1		1	.50
1 Guardian ECM	LT			2	1.50
2 Medium Lasers	LT	6		2	2.00
CASE Equipment:	RT			1	.50
4 Standard Jump Jets:				4	4.00
(Jump Jet Loc: 2 CT, 1 LL, 1 RL)					





Mass: 85 tons
Chassis: Hollis Mark X Standard
Power Plant: 340 VOX XL Fusion
Walking Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Jump Jets: None
Jump Capacity: 0 meters
Armor Type: StarGuard Ferro-Fibrous
Armament:
 4 Martell Medium Lasers
 2 Donal PPCs
 1 Holly-4 Pack SRM 4
Manufacturer: Hollis Industries
Communications System: HartfordCo COM 4000
Targeting & Tracking System: HartfordCo XKZ 1

OVERVIEW

Even during the Star League era, the number of manufacturers capable of building a 'Mech like the BLR-1G was limited. After they won the bid to construct the 'Mech, Hollis Industries began production of the *BattleMaster* in 2830. Designed to be the largest and the most powerful 'Mech ever fielded by the Star League armies, the BLR-1G filled the bill.

The 'Mech's sheer size required special manufacturing facilities, which meant that Hollis could build the *BattleMaster* on only a few planets. The cost and materials for the 'Mech also limited production somewhat.

CAPABILITIES

When the Free Rasalhague Republic's military promoted General Gregor Tucker, the one indulgence he took came in the form of his personal *BattleMaster* 'Mech. Tucker's *BattleMaster*, which started its military life as a stock BLR-1G, has seen massive modification and customization at the hands of the best technicians the Republic had to offer.

When first acquired, the *BattleMaster* had sus-

tained tremendous damage, and would need extensive repairs to become serviceable. Using his new rank to intervene, the General handed down his own specifications and granted technicians access to rare advanced equipment.

First, after stripping the entire 'Mech down, its standard engine was upgraded to an Extra Light VOX 340. While the new powerplant was significantly lighter than its previous one, it was bulkier and took up more room inside the torso.

Technicians then replaced the standard heatsinks with freezers, effectively doubling the machine's head dissipation abilities. They then turned to the 'Mech's exterior, laying on fifteen tons of the newest ferro fibrous armor.

When it was time for weaponry to be added, the technicians were glad the double capacity heat sinks had been made available, as the energy-based offensive systems would be generating substantial amounts of waste heat.

Two Particle Projection Cannons were installed, one in either right and left torso. The fearsome weapons give Tucker a mean punch with excellent range.

Following Tucker's specifications, four Medium Lasers were also installed, two in each arm. Often deemed the standard 'Mech weapon for decades, the lasers give excellent hitting power and medium range with a very acceptable heat curve.

Lastly, a Short Range Missile four pack was added in the 'Mech's center torso. The SRM's ammunition, 25 shots worth, was loaded into the same location, offering not only ease of loading but excellent armor protection as well. If the center torso armor is breached, Tucker has more to worry about than just the ammo being ignited by an attacker's lucky shot.

BATTLE HISTORY

General Gregor Tucker was promoted to his current position after his predecessor suffered a major, fatal heart attack. Only three weeks previous, he had been engaged in a pirate-hunting mission on the Republic's periphery border.

In one of his last engagements there, he lead a 'Mech company against a hunkered-down pirate band. Though they put up a fierce fight, the pirates were poorly supplied and capitulated after three

days of constant attacks. Among the salvageable BattleMechs was Tucker's *BattleMaster*.

It remains unknown how such a ferocious 'Mech got into the hands of pirates, but Tucker was happy to take it back as a battlefield prize. It was only his timely promotion that allowed him to take it as his own.

Though he has endeavored to find more about the machine's history, Tucker has not been able to make any headway. The pirate's themselves know little, and generally each pirate owns his 'Mech, saying little on how or where he acquired it.

PILOT NOTES

General Gregor Tucker is young for his rank at only 43 years old. He is fanatically loyal to his nation and has taken to his new position with a passion. Though he rarely sets foot on a battlefield, he trains in his 'Mech at least twice a week in order to stay sharp.

BATTLEMASTER BLR-1GT

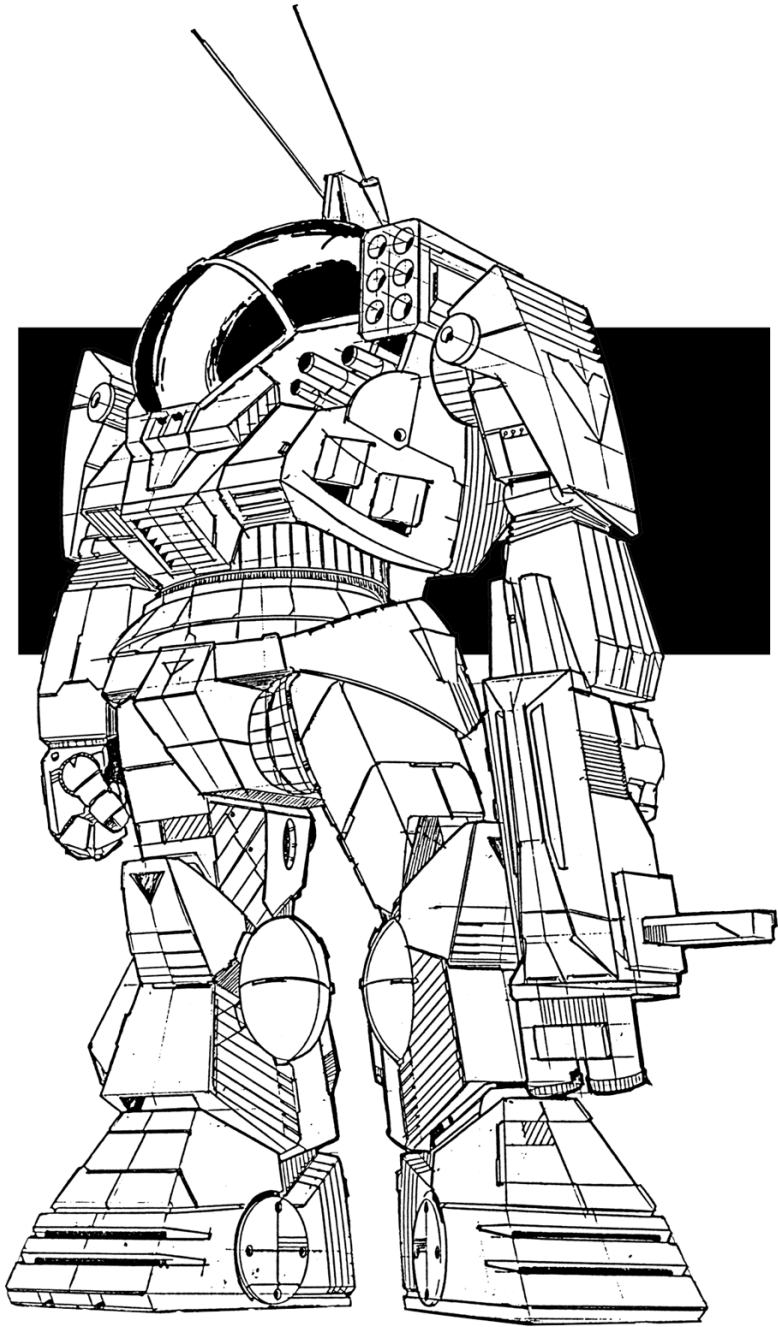
Mass: 85 tons
Chassis: Hollis Mark X Standard
Power Plant: 340 VOX XL Fusion
Walking Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Jump Jets: None
Jump Capacity: 0 meters
Armor Type: StarGuard Ferro-Fibrous
Armament:
4 Martell Medium Lasers
2 Donal PPCs
1 Holly-4 Pack SRM 4
Manufacturer: Hollis Industries
Communications System: HartfordCo COM 4000
Targeting & Tracking System: HartfordCo XKZ 1

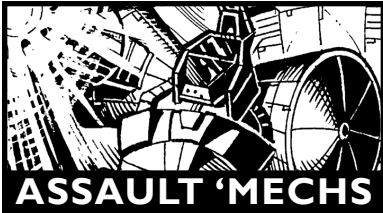
Type/Model: **Battlemaster BLR-1GT**
Mass: 85 tons

Equipment	Crits	Mass
Internal Structure: 130 pts	0	8.50
Engine: 340 XL	12	13.50
Walking MP: 4		
Running MP: 6		
Jumping MP: 0		
Heat Sinks: 18 [36]	15	8.00
(Heat Sink Loc: 1 LA, 1 RA, 2 LT, 1 RT)		
Gyro:	4	4.00
Cockpit, Life Support, Sensors:	5	3.00
Actuators:	16	.00
L: Sh+UA+LA+H, R: Sh+UA+LA+H		
Armor Factor: 263 pts Ferro-Fibrous	14	15.00
(Armor Crit Loc: 1 HD, 3 LA, 3 RA, 3 RT, 2 LL, 2 RL)		

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	27	40
Center Torso (Rear):		14
L/R Side Torso:	18	27/27
L/R Side Torso (Rear):		9/9
L/R Arm:	14	28/28
L/R Leg:	18	36/36

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
2 Medium Lasers	RA	6		2	2.00
2 Medium Lasers	LA	6		2	2.00
1 PPC	RT	10		3	7.00
1 PPC	LT	10		3	7.00
1 SRM 4	CT	3	25	2	3.00
(Ammo Loc: 1 CT)					





Mass: 85 tons
Chassis: Endo Steel Standard
Power Plant: 340 Vox 340 XL XL Fusion
Walking Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Jump Jets: 4 Smithson Lifters Standard Jump Jets
Jump Capacity: 120 meters
Armor Type: Durallex Standard
Armament:
 1 Defiance 1001 ER PPC
 9 Defiance P5M Medium Pulse Lasers
 1 Diverse Optics Type 10P Small Pulse Laser
 1 Apple Churchill Guardian Guardian ECM
Communications System: Dalban Series K
Targeting & Tracking System: Hunter (9) Dedicated TTS

OVERVIEW

Even during the Star League era, the number of manufacturers capable of building a 'Mech like the BLR-1G was limited. After they won the bid to construct the 'Mech, Hollis Industries began production of the *BattleMaster* in 2830. Designed to be the largest and the most powerful 'Mech ever fielded by the Star League armies, the BLR-1G filled the bill.

The 'Mech's sheer size required special manufacturing facilities, which meant that Hollis could build the *BattleMaster* on only a few planets. The cost and materials for the 'Mech also limited production somewhat.

CAPABILITIES

When, in 3035, Defiance Industries started in earnest to work on the development of their P5M Medium Pulse Laser, and, next year, on that of their 1001 ERPPC, First Prince Hanse Davion was so impressed by the new weapons capabilities that he opened a limitless line of funding to support the research.

In the mid 3040s, Defiance was confident enough with the new designs to put them into mass production. The executive board thought it good policy to show the First Prince their thankfulness.

The problem was, however, that Hanse Davion was just the kind of man to look down on anything that resembled bribery. A special committee was set up to find a way to offer the First Prince a gift without looking as if they were trying to buy him.

Artwork and stays at expensive resorts were right out, as well as money. Support to the various charities of the Archon was already underway, and stepping it up would not be conspicuous enough. And the AFFC already had been granted a discount on DI production...

The solution came from a Junior member, who proposed to thank Hanse Davion with the very weapons he had helped develop. He remembered the Prince was famous for taking his *BattleMaster* to the range now and then, to work out the stress ruling the Federated Suns gave to him. A design team was tasked with looking for a way to upgrade the Prince's BLR-1D *BattleMaster* with Medium Pulse Lasers and an ERPPC. The team soon came with two options, one keeping the 'Mech's standard engine and heatsinks and the other one with the new extra large powerplant, double heatsinks and jump jets. The committee decided for the latter, with the hope that given the performances, it could entice the AFFC to include it into their TO&E. The plans were submitted to Hanse for his approval, and were accepted. In January 3048, a DI team traveled to New Avalon to work on the upgrade, a task that was completed at the start of the summer.

BATTLE HISTORY

This new *BattleMaster*, dubbed *BattleMaster* BLR-1HD, has not seen battle and probably never will. The closest it will get is the simulated warfare on the training range.

PILOT NOTES

Hanse has not let a touch of arthritis slow him down and stubbornly continues to author and direct final field exercises for all major military academies in the Federated Commonwealth. Despite his wife's pleas that he slow down. It is known, however, that the heavy losses suffered by troops in his stalled drive against the Draconis Combine in the War of 3039 and the ongoing intelligence war with ROM agents have given the Prince much to think about and have left him emotionally drained at times-

Along with having to accept the resignation of his close confidant Quintus Allard. Hanse has had to assign other close friends to distant posts, which makes things rather lonely for him. At such times, he often goes to the practice grounds where he pilots his *BattleMaster* along with MechWarriors of the Royal Brigade.

BATTLEMASTER BLR-1HD

ASSAULT
027

Mass: 85 tons

Chassis: Endo Steel Standard

Power Plant: 340 Vox 340 XL XL Fusion

Walking Speed: 43.2 km/h

Maximum Speed: 64.8 km/h

Jump Jets: 4 Smithson Lifters Standard Jump Jets

Jump Capacity: 120 meters

Armor Type: Durallex Standard

Armament:

1 Defiance 1001 ER PPC

9 Defiance P5M Medium Pulse Lasers

1 Diverse Optics Type 10P Small Pulse Laser

1 Apple Churchill Guardian Guardian ECM

Communications System: Dalban Series K

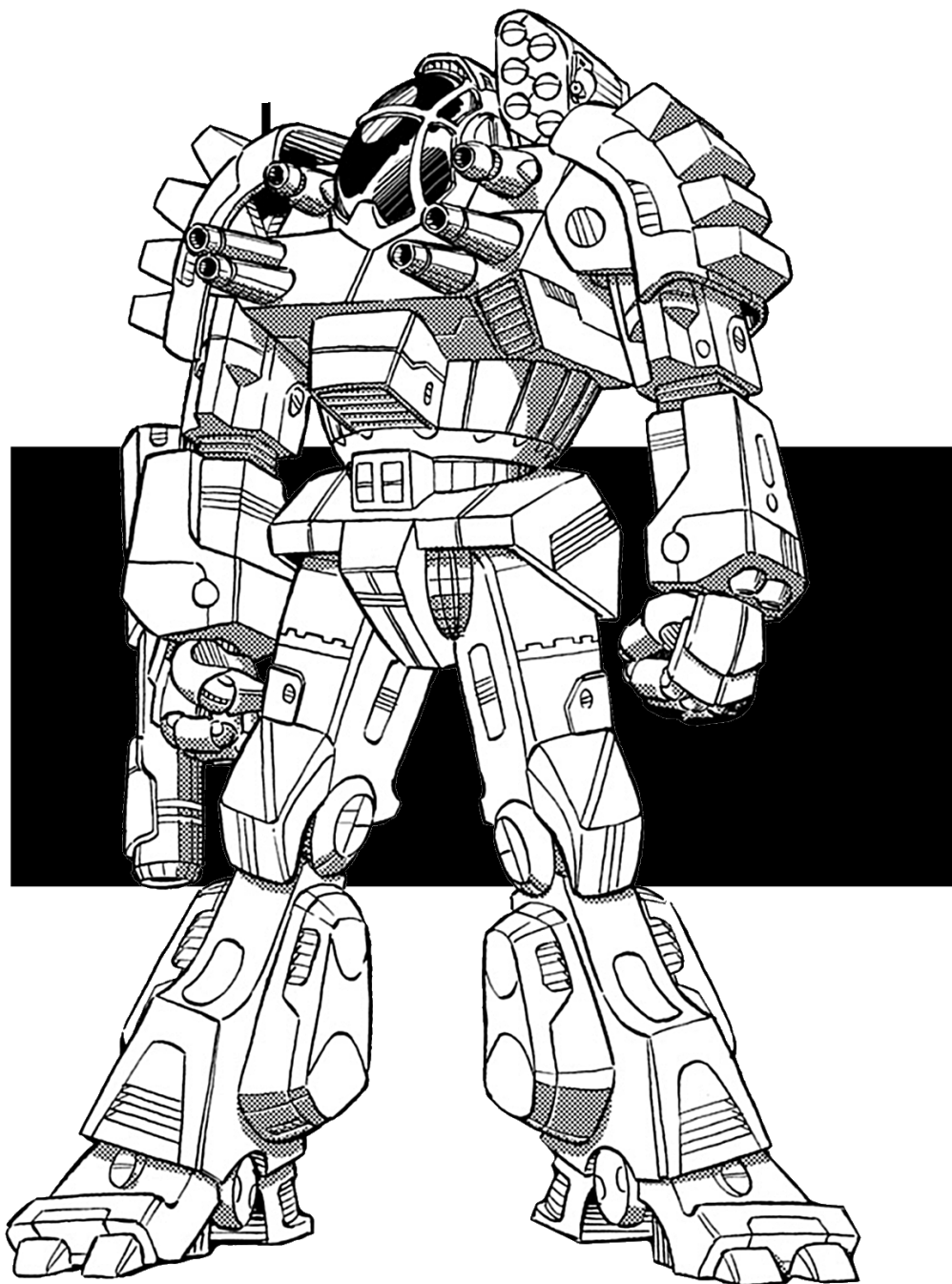
Targeting & Tracking System: Hunter (9) Dedicated TTS

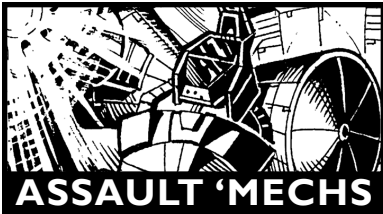
Type/Model: **BattleMaster BLR-1HD**

Mass: 85 tons

Equipment	Crits	Mass
Internal Structure: 130 pts Standard	0	8.50
Engine: 340 XL	12	13.50
Walking MP: 4		
Running MP: 6		
Jumping MP: 4		
Heat Sinks: 18 [36]	15	8.00
(Heat Sink Loc: 2 LA, 1 RA, 1 LT, 1 RT)		
Gyro:	4	4.00
Cockpit, Life Support, Sensors:	5	3.00
Actuators:	16	.00
L: Sh+UA+LA+H, R: Sh+UA+LA+H		
Armor Factor: 263 pts Standard	0	16.50
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	27	40
Center Torso (Rear):		14
L/R Side Torso:	18	27/27
L/R Side Torso (Rear):		9/9
L/R Arm:	14	28/28
L/R Leg:	18	36/36

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
1 ER PPC	RA	15		3	7.00
2 Medium Pulse Lasers	LA	8		2	4.00
3 Medium Pulse Lasers	RT	12		3	6.00
1 Small Pulse Laser	RT(R)	2		1	1.00
4 Medium Pulse Lasers	LT	16		4	8.00
1 Guardian ECM	CT	0		2	1.50
4 Standard Jump Jets:				4	4.00
(Jump Jet Loc: 2 LT, 2 RT)					





Mass: 85 tons
Chassis: Geometric 530 Hard Core Standard
Power Plant: 255 Strand Fusion
Walking Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Jump Jets: 3 Geotec 300 Standard Jump Jets
Jump Capacity: 90 meters
Armor Type: CarbonStrand 30 Weight AS Standard
Armament:
 2 Magna Mk. III Large Lasers
 3 Dodd Small Lasers
 2 Holly-6 SRM Launchers
 1 Blakenburg LB 10-X AC
Manufacturer: Blankenburg Technologies
Location: Soul
Communications System: GRPNTR Groundpainter 5
Targeting & Tracking System: Scope 30 RNDST

OVERVIEW

When Blankenburg Technologies, builder of the *Crockett* in 2735, looked for an appropriate name for its new design, it probably never considered using the Japanese language. Though the factory was in the Draconis Combine, which has always been characterized by a strong Japanese flavor, the obsession with this culture did not appear until centuries later. Though the name *Crockett* was good enough for the unparalleled army of General Aleksandr Kerensky, House Kurita has renamed the design the *Katana*.

The *Katana* enjoyed great success in the War of 3039, diluting Kurita complaints that the Combine's model was not the equal of the *Crockett* deployed by the Com Guards. The Primus was correct in withholding technology from the Draconis combine, because she did not know the Successor States would soon unlock the Star League's secrets for themselves.

CAPABILITIES

The personal BattleMech of warlord Oruko Saki, the *Katana* is a signature 'Mech of the Draconis Combine.

Saki's BattleMech, CRK-5003-2OS, has a configuration very close to the standard CRK-5003-2 *Katana*, with few upgrades, usually to swap out equipment for newer technologies.

The 'Mech's primary weapons systems remain the same: two Magna Mk. III Large Lasers backed up by a single Blakenburg LB 10-X Autocannon. The Large Lasers provide precision targeting with heavy firepower while the LB 10-X's shotgun-like fire exploits weak spots all over an enemy's 'Mech. Both systems have decent range, and having the Large Lasers mounted one on each arm allows for a greater firing arc. Ammo bins for the autocannon carry two full tons of ammunition, enough for a healthy twenty shots.

CRK-5003-2OS also retains the two standard Holly-6 Short Range Missile racks. The two weapons, able to fire a total of twelve missiles in one salvo, add the the LB 10-X's critical-hit-finding capability. Two tons worth of reloads allows for fifteen shots for each launcher, but judicious use by the pilot, like firing one SRM rack at a time, can greatly extend the amount of time the weapon may remain useful. One can never tell when a salvo of short range missiles will come in handy.

A secondary system of small lasers rounds out the 'Mech's offensive powers. Mounted one in each arm and one in the rear torso, these small weapons are usually taken for granted during battle as packing too little firepower. It is this disregard that makes them dangerous.

One of the few upgrades to Saki's *Katana* comes in the form of Cellular Ammunition Storage Equipment installed into the 'Mech's right torso. With four tons total of ammunition just waiting to be ignited by an opponent's lucky shot, CASE gives some measure of safety to the pilot should such an event occur.

The other upgrade comes in the form of fifteen high-efficiency heat sinks replacing the CRK-5003-2's normal twenty heat sinks. This high tech addition keeps Saki's machine running quite cool even in a heated battle.

BATTLE HISTORY

Oruko Saki last took to the field of battle during the War of 3039. As a regimental commander at the time, he helped to turn back the hand of Hanse Davion, which eventually lead to a cessation of hostilities.

PILOT NOTES

Warlord Oruko Saki rose to power under Theodore Kurita's reign as Coordinator. His sharp tactical mind and tendency to rip apart his enemy's formations have earned him the fearsome moniker of "The Shredder" among Federated Commonwealth MechWarriors, one that he has taken on with gusto. An intercepted transmission from 3039 shows his own use of the nickname:

"You fight well in the old style. But you've caused me enough trouble. Now you face: The Shredder."

KATANA CRK-5003-20S

Mass: 85 tons

Chassis: Geometric 530 Hard Core Standard

Power Plant: 255 Strand Fusion

Walking Speed: 32.4 km/h

Maximum Speed: 54.0 km/h

Jump Jets: 3 Geotec 300 Standard Jump Jets

Jump Capacity: 90 meters

Armor Type: CarbonStrand 30 Weight AS Standard

Armament:

2 Magna Mk. III Large Lasers

3 Dodd Small Lasers

2 Holly-6 SRM Launchers

1 Blakenburg LB 10-X AC

Manufacturer: Blankenburg Technologies

Communications System: GRPNTR Groundpainter 5

Targeting & Tracking System: Scope 30 RNDST

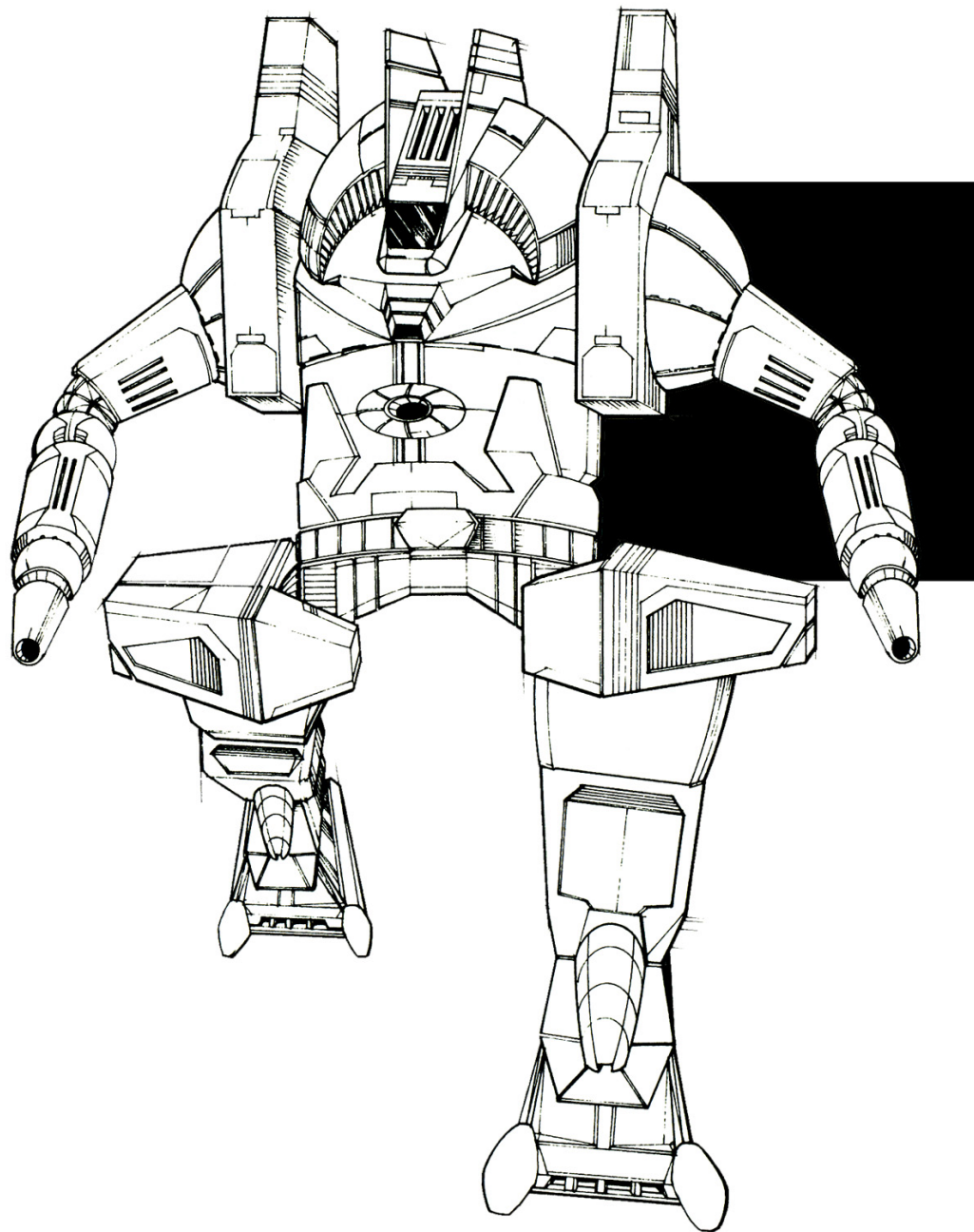
Type/Model: **Katana CRK-5003-20S**

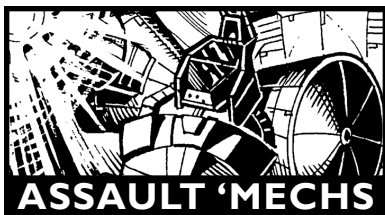
Mass: 85 tons

Equipment	Crits	Mass
Internal Structure: 130 pts Standard	0	8.50
Engine: 255 Fusion	6	13.00
Walking MP: 3		
Running MP: 5		
Jumping MP: 3		
Heat Sinks: 15 [30]	15	5.00
(Heat Sink Loc: 2 LA, 1 RA, 1 LT, 1 RT)		
Gyro:	4	3.00
Cockpit, Life Supt., Sensors:	5	3.00
Actuators:	14	.00
L: Sh+UA+LA R: Sh+UA+LA		
Armor Factor: 263 pts Standard	0	16.50

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	27	40
Center Torso (Rear):		14
L/R Side Torso:	18	27/27
L/R Side Torso (Rear):		9/9
L/R Arm:	14	28/28
L/R Leg:	18	36/36

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
1 Large Laser	RA	8		2	5.00
1 Small Laser	RA	1		1	.50
1 Large Laser	LA	8		2	5.00
1 Small Laser	LA	1		1	.50
1 SRM 6	RT	4	30	4	5.00
(Ammo Locations: 2 RT)					
1 SRM 6	LT	4		2	3.00
1 LB 10-X AC	LT	2	20	8	13.00
(Ammo Locations: 2 RT)					
1 Small Laser	CT(R)	1		1	.50
CASE Equipment:	RT			1	.50
3 Standard Jump Jets:				3	3.00
(Jump Jet Loc: 1 CT, 1 LL, 1 RL)					





Mass: 100 tons
Chassis: Foundation Type 10X Standard
Power Plant: 300 Vlar XL Fusion
Walking Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Jump Jets: None
Jump Capacity: 0 meters
Armor Type: Durallex Special Heavy Standard
Armament:
 2 Sutel Precision Line Large Pulse Lasers
 1 Norse-Storm Model 7D Gauss Rifle
 1 Coventry Star Fire LRM 15
 1 Martell ER Large Laser
 2 Defiance B3M Medium Lasers
Manufacturer: Defiance Industries
Location: Hesperus II
Communications System: Army Comm. Class 5
Targeting & Tracking System: Army Corporation Type 29K

OVERVIEW

The sight of BattleMechs lumbering across the terrain is a familiar one among the worlds of the Inner Sphere. Nevertheless, the sight of an AS7-D *Atlas* still manages to make even experienced MechWarriors break out in a sweat and brings the bitter taste of bile to their mouths.

The *Atlas* was designed as a last-ditch attempt to ensure the superiority of the Star League's Regular Army over the growing armies of the House Lords. It was an understandable reaction to the Cameron edicts passed from 2751 to 2761 by the High Council, which permitted the five Lords to double the size of their personal armies. General Kerensky himself set down the specifications for the *Atlas*. He said it should be "a 'Mech as powerful as possible, as impenetrable as possible, and as ugly and foreboding as conceivable, so that fear itself will be our ally."

For centuries, the *Atlas* has been one of the most

dominating 'Mechs on the battlefield, known to send entire recon companies running for cover due to the massive firepower it can bring to bear. Because of this, it was a natural test-bed for many of the new weapons that have become available in recent years.

CAPABILITIES

Archon Caesar Steiner's custom *Atlas*, ostensibly designated AS7-CS, but referred to as the *Dammerung* by most, mounts a massive weaponry spread thanks to its advanced XL engine. Using the weight savings, the Medium Lasers that once rested in the forearms are replaced by Large Pulse Lasers, mounted underslung on the forearms. Regarding the Gauss rifle as the next evolution of heavy-bore ballistic weapons, the Archon requested that one with an ample ammo supply replaced the *Atlas*' AC/20. The SRM magazine was completely removed and the LRM magazine downsized to make room for an Extended Range Large Laser along the 'Mech's centerline, and the arsenal is rounded out by hip-mounted Medium Lasers. This broad spread of weapons allows for the design to bring the bulk of its weapons to bear at any range.

BATTLE HISTORY

While the AS7-CS is a new design, the *Dammerung* is certainly not. Originally an AS7-D *Atlas*, the Archon's 'Mech goes far back in his family, having served the Dukes of Furillo with distinction for centuries.

Duchess Iris Steiner, while still serving as a General in the LCAF, once managed to hold off a Marik recon company for twenty minutes before aid arrived during an attempted raid on the world of Chukchi III despite being completely out of ammunition. The Archon himself led the 2nd Donegal Guards from this 'Mech to great success against the Free Worlds League and the Draconis Combine during the Fourth Succession War, participating in the recapture of worlds such as Yorri and Grumium.

PILOT NOTES

Archon Caesar, having spent much of his life piloting this machine, has become quite familiar with it, and is quite pleased with the upgrade,

despite his mother's protests about "changing something that worked just fine."

The redistribution of mass towards the arms and side torsos, Caesar claims, has allowed him to improve the precision of his piloting slightly, although how it does so is known only to him. It is also rumored that the Archon requested the third ton of Gauss rifle ammunition due to his love for the "clean impact" it possesses.

ATLAS AS7-CS

Mass: 100 tons

Chassis: Foundation Type 10X Standard

Power Plant: 300 Vlar XL Fusion

Walking Speed: 32.4 km/h

Maximum Speed: 54.0 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor Type: Durallex Special Heavy Standard

Armament:

2 Sutel Precision Line Large Pulse Lasers

1 Norse-Storm Model 7D Gauss Rifle

1 Coventry Star Fire LRM 15

1 Martell ER Large Laser

2 Defiance B3M Medium Lasers

Manufacturer: Defiance Industries

Location: Hesperus II

Communications System: Army Comm. Class 5

Targeting & Tracking System: Army Corporation Type 29K

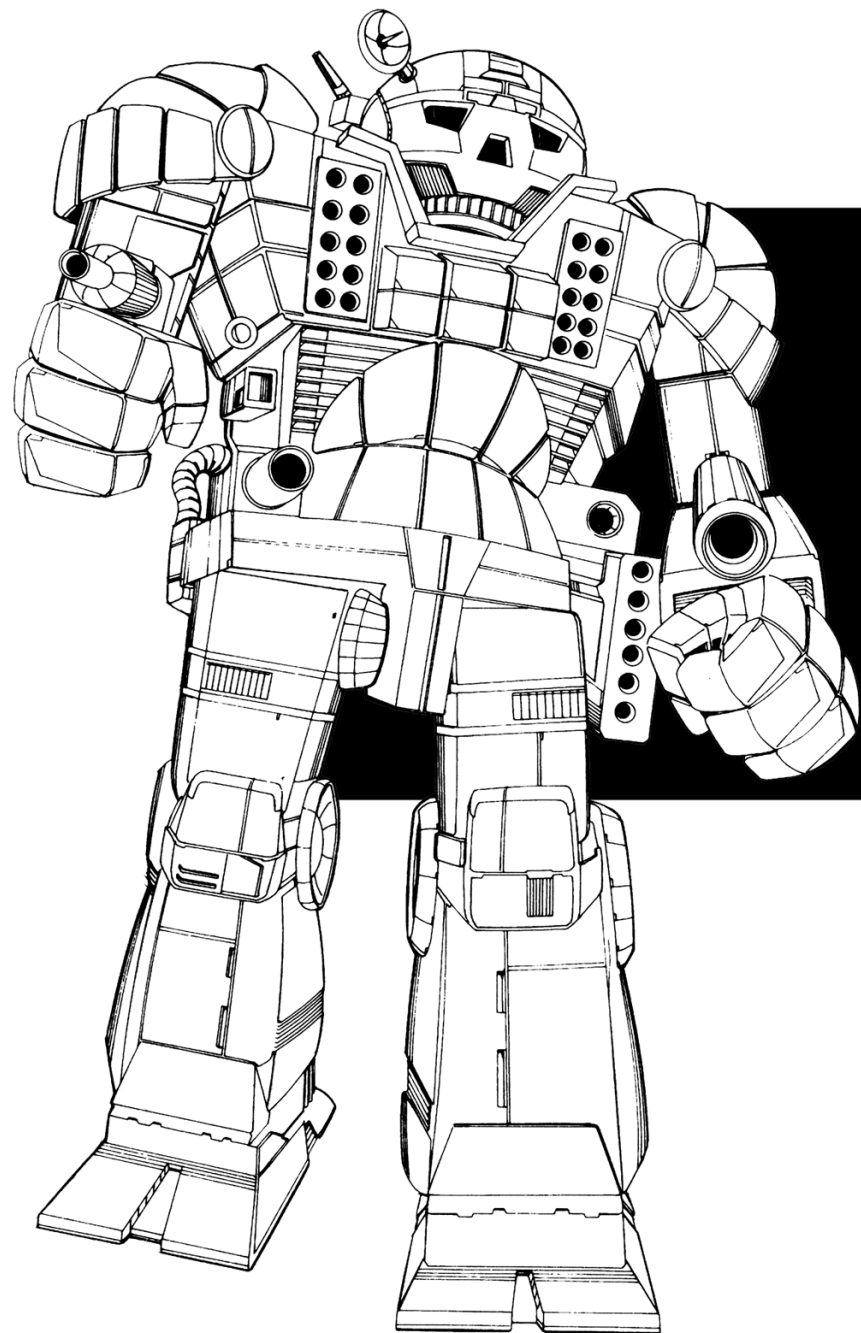
Type/Model: **Atlas AS7-CS**

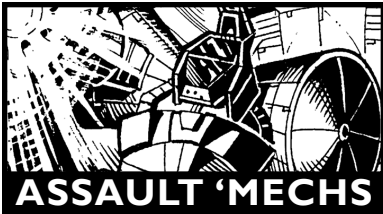
Mass: 100 tons

Equipment	Crits	Mass
Internal Structure: 152 pts Standard	0	10.00
Engine: 300 XL	12	9.50
Walking MP: 3		
Running MP: 5		
Jumping MP: 0		
Heat Sinks: 17 [34]	15	7.00
(Heat Sink Loc: 2 LA, 2 RA, 1 LT)		
Gyro:	4	3.00
Cockpit, Life Support, Sensors:	5	3.00
Actuators:	16	.00
L: Sh+UA+LA+H, R: Sh+UA+LA+H		
Armor Factor: 304 pts Standard	0	19.00

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	31	45
Center Torso (Rear):		14
L/R Side Torso:	21	32/32
L/R Side Torso (Rear):		10/10
L/R Arm:	17	34/34
L/R Leg:	21	42/42

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
1 Large Pulse Laser	RA	10		2	7.00
1 Large Pulse Laser	LA	10		2	7.00
1 Gauss Rifle	RT	1	24	10	18.00
(Ammo Loc: 1 HD, 2 RT)					
1 LRM 15	LT	5	16	5	9.00
(Ammo Loc: 2 LT)					
1 ER Large Laser	CT	12		2	5.00
1 Medium Laser	LL	3		1	1.00
1 Medium Laser	RL	3		1	1.00
CASE Equipment:	LT			1	.50





Mass: 100 tons
Chassis: Foundation Type 10X Standard
Power Plant: 300 Vlar Fusion
Walking Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Jump Jets: None
Jump Capacity: 0 meters
Armor Type: Durallex Heavy Special Ferro-Fibrous
Armament:
 5 Defiance B3M Medium Lasers
 1 Dragon's Fire Gauss Rifle
 1 Delta Dart LRM 20
 1 Coventry 90mm Six-Rack SRM 6
Manufacturer: Yori 'Mech Works
Location: Al Na'ir (Yori), Quentin (Independence)
Communications System: Army Comm. Class 5
Targeting & Tracking System: Army Corporation Type 29K

OVERVIEW

The sight of BattleMechs lumbering across the terrain is a familiar one among the worlds of the Inner Sphere. Nevertheless, the sight of an AS7-D *Atlas* still manages to make even experienced MechWarriors break out in a sweat and brings the bitter taste of bile to their mouths.

The *Atlas* was designed as a last-ditch attempt to ensure the superiority of the Star League's Regular Army over the growing armies of the House Lords. It was an understandable reaction to the Cameron edicts passed from 2751 to 2761 by the High Council, which permitted the five Lords to double the size of their personal armies. General Kerensky himself set down the specifications for the *Atlas*. He said it should be "a 'Mech as powerful as possible, as impenetrable as possible, and as ugly and foreboding as conceivable, so that fear itself will be our ally."

CAPABILITIES

Atlas AS7-ZL was one of many 'Mechs that was taken from the DCMS when Free Rasalhague was created. Then, it was a basically scrap, the results of an unknown fierce battle. Originally an AS7-D, technicians had no choice but to work with what they had, and painstakingly rebuilt it from the bottom up. When General Zackary Lee obtained it as his personal 'Mech, he had it slightly modified into its current design.

The internal structure and powerplant - a 300 Vlar Fusion - remained the same, as did the locations for the racks of long-range and short-range missiles. The exact model of missile launchers changed though from a Doombud LRM 20 to a Delta Dart model, and from a Thunderstroke SRM rack to a Coventry 90mm model, but the capabilities remain the same.

The technicians pulled the standard armor though, too much of it was pitted, corroded, or just plain missing. With newer, more advanced materials available, they took the initiative and added seventeen tons of Ferro-Fibrous armor. The new armor substantially increases the machine's already impressive armor factor, giving it a much longer battlefield life.

In keeping with the practice of using advanced technologies when possible, the Rasalhague technicians stripped out the standard heatsinks, replacing them with fourteen of the new double-rate heatsinks. This addition increases the 'Mech's heat dissipation ability by almost fifty percent.

The AS7-D's main weapon, a massive Autocannon 20, was too damaged to salvage, so a new Dragon's Fire Gauss Rifle took its spot. The new weapon increases the *Atlas*' range, but gives up some of the AC 20's hitting power.

Lastly, the two Medium Lasers that are normally found on the center torso of the AS7-D were taken out to make room for the Ferro-Fibrous armor installation. They were remounted however, one on each arm, joining the two other Medium Lasers already mounted in those locations. The change allows for heavier hitting power in each arm's firing arc, but has caused problems with the 'Mech's power supply systems. Technicians are looking into the glitch, but have yet to find a solution.

BATTLE HISTORY

General Zackary Lee has yet to take his new *Atlas* into battle. Reportedly, he's piloted it in field tests and has been very happy with the weapons loadout, as it provides flexibility in range and fire-power.

He's noted that it tends to run hot, however, adding a possible powerplant bug to the power supply problem.

PILOT NOTES

General Zackary Lee is one of Rasalhague's youngest generals. He recently planned and executed the Republic's raid on the pirate haven of Star's End. The operation was a great success and helped to not only rid the region of a long-standing pirate menace but to provide a badly-needed base of operation in the periphery.

ATLAS AS7-ZL

Mass: 100 tons

Chassis: Foundation Type 10X Standard

Power Plant: 300 Vlar Fusion

Walking Speed: 32.4 km/h

Maximum Speed: 54.0 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor Type: Durallex Heavy Special Ferro-Fibrous

Armament:

5 Defiance B3M Medium Lasers

1 Dragon's Fire Gauss Rifle

1 Delta Dart LRM 20

1 Coventry 90mm Six-Rack SRM 6

Manufacturer: Yori 'Mech Works

Location: Al Na'ir (Yori), Quentin (Independence)

Communications System: Army Comm. Class 5

Targeting & Tracking System: Army Corporation Type 29K

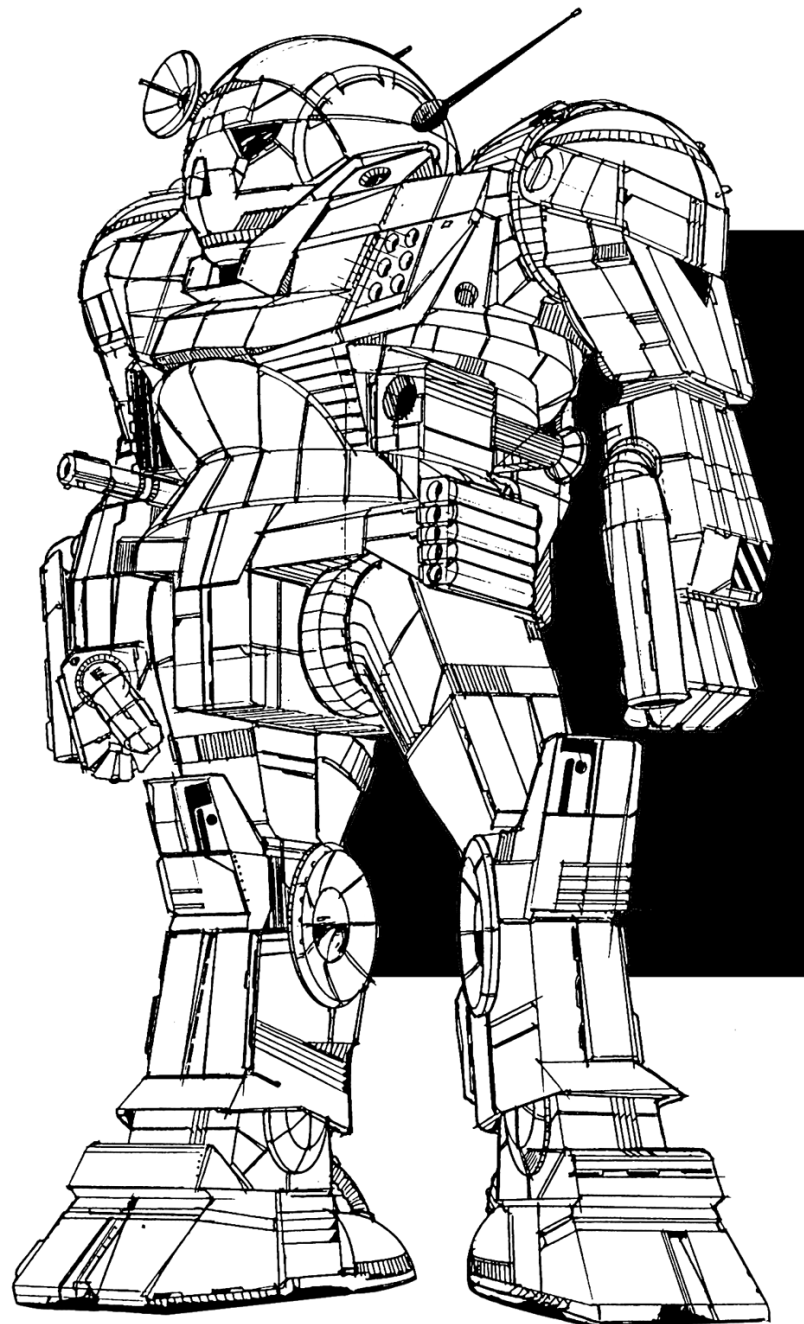
Type/Model: **Atlas AS7-ZL**

Mass: 100 tons

Equipment	Crits	Mass
Internal Structure: 152 pts Standard	0	10.00
Engine: 300	6	19.00
Walking MP: 3		
Running MP: 5		
Jumping MP: 0		
Heat Sinks: 14 [28]	6	4.00
(Heat Sink Loc: 1 LA, 1 RT)		
Gyro:	4	3.00
Cockpit, Life Support, Sensors:	5	3.00
Actuators:	16	.00
L: Sh+UA+LA+H, R: Sh+UA+LA+H		
Armor Factor: 304 pts Ferro-Fibrous	14	17.00
(Armor Crit Loc: 1 HD, 3 LA, 3 RA, 2 LT, 1 RT, 2 LL, 2 RL)		

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	31	47
Center Torso (Rear):		14
L/R Side Torso:	21	32/32
L/R Side Torso (Rear):		10/10
L/R Arm:	17	34/34
L/R Leg:	21	41/41

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
2 Medium Lasers	RA	6		2	2.00
2 Medium Lasers	LA	6		2	2.00
1 Gauss Rifle	RT	1	8	8	16.00
(Ammo Loc: 1 RT)					
1 LRM 20	LT	6	12	7	12.00
(Ammo Loc: 2 LT)					
1 SRM 6	LT	4	15	3	4.00
(Ammo Loc: 1 LT)					
1 Medium Laser	CT(R)	3		1	1.00





[excerpt: comm. relay 030.877]

Recon 3: Reco-2! Reco-2! Fire support is en route!

Recon 2: Roger that. Stick together guys, Bruce is limpin' pretty bad, keep him covered!

Recon 4: I'm fine, just keep outta my fire zone!

Recon 3: ETA six minutes to FS!

Recon 1: Damn it Reco-3 keep it tight!

[static for 3 seconds]

Recon 4: Shit! Another one of those things slipped the kill zone! He's- *[channel goes dead]*

Recon 1: Bruce is down! Anyone see an ejection?

Recon 2 & 3: No.

Fire Support 1: Recon Group Ufir! Fall back to relay point! These guys are all over us!

Recon 2: Well this keeps getting better.

Recon 1: Watch the ridge! Incoming!

Recon 3: God damn what is that?

Recon 2: Fall back! I've got ya!

[static. all channels go dead]

[end excerpt: comm. relay 030.877]

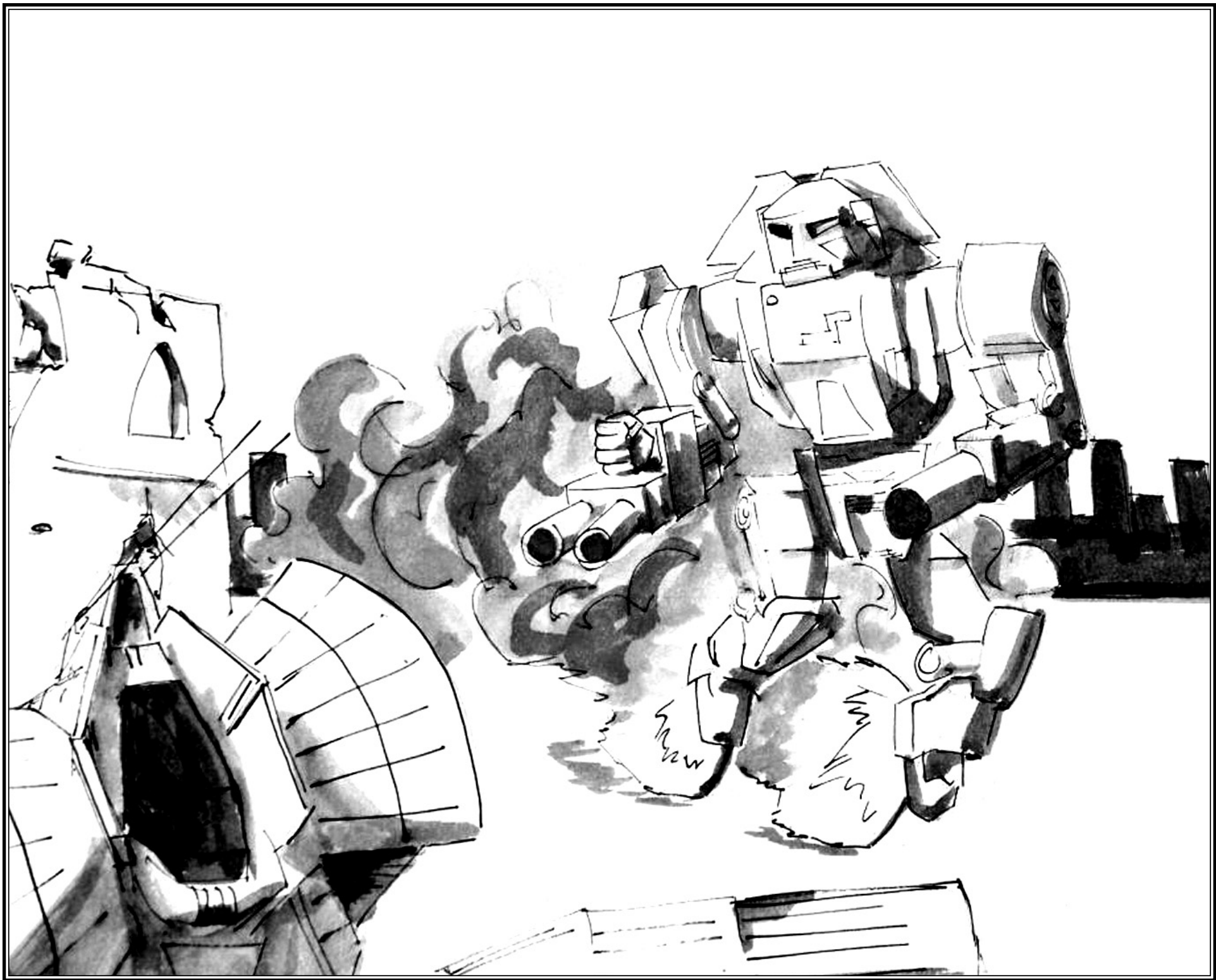
Hilton Head Island North America Terra

In the years between Kerensky's Exodus and the Clan Invasion technology diverged. The Inner Sphere fell before the horrors of the Succession Wars, taking most advanced technology with them. The Clans suffered conflicts as well, but managed to maintain their level of industrial know-how. No where else is this more evident than with Clan machines, which they call OmniMechs.

Ranging from light to assault, just as with Inner Sphere 'Mechs, these Clan machines possess abilities far above their Spheroid cousins. Their weapons can shoot farther and hit harder. Clan engines weigh less and are more efficient. Inner Sphere MechWarriors were sorely out-matched.

Collecting information on Clan 'Mechs was not easy and what is presented here is the cream of the Clan's crop.

- Ilya Childress
Adept XXVI-sigma
ComStar Archives
15 November 3054





Mass: 65 tons
Chassis: Standard
Power Plant: 325 XL Fusion
Walking Speed: 54.0 km/h
Maximum Speed: 86.4 km/h
Jump Jets: 5 Clan Series Type 4 Heavy Standard Jump Jets
Jump Capacity: 150 meters
Armor Type: Standard
Armament:
 2 Kolibri Delta Series Large Pulse Lasers
 2 Series 2NC ER Medium Lasers
 1 Anti-Missile System
Manufacturer: (Unknown)
Location: (Unknown)
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)

OVERVIEW

The *Loki* is one of the Clans' most easily recognized designs, with hexagonal openings in its huge *Marauder*-like arms. It also has an unusual standard configuration, with a missile rack on one shoulder and a beacon system on the other. Named the *Loki* by an obscure minor officer in the Armed Forces of the Federated Commonwealth, the 'Mech lives up to his description of its "utterly mad configuration," not only in the version he saw, but in all the others as well. Though the combinations of weapons may appear crazy, not a single Inner Sphere 'Mech could stand up to the *Hellbringer* when it appeared among Clan attacking forces.

CAPABILITIES

The "Hopping Mad" configuration of the *Hellbringer* was designed by Star Colonel Unegejin Faraday, Star Colonel of Clan Fire Mandrill's Kindraa Faraday-Tanaga. Star Colonel Faraday had recently tested into command of the 3rd Battle Cluster and desired a more maneuverable 'Mech to keep up with the medium Omnimechs in his cluster. Unegejin started by removing all of the secondary

equipment on the *Hellbringer Prime* and replaced them with jump jets. The electronic counter measure system was removed to make way for a heavier targeting computer.

After much thought, Star Colonel Faraday removed the *Hellbringer's* ER PPCs for a pair of Kolibri Large Pulse Lasers and a pair of ER Medium Lasers that are mounted in an over/under style reminiscent of the Star League *Marauder*. To deal with the burden of the increased heat generated by the new weapons, the cooling system was greatly expanded.

Unusually for a Clan heavy 'Mech, "Hopping Mad" is equipped with hands. Unegejin Faraday maintained that he wanted them in case he needed to beat his breasts, chuck things at the enemy or pick ticks (Elementals) off. Along this line of thought, the *Hellbringer Prime's* Anti Missile System was retained to diminish damage from massed Elemental SRM attacks.

BATTLE HISTORY

"Hopping Mad" has only seen combat once, during a skirmish with the Jade Falcons in the Daghdha system. The design proved it's worth against a cutting edge *Black Lanner* Omnimech by quickly crippling the newer machine. The inherent frailty of the *Hellbringer* chassis' armor protection left "Hopping Mad" severely damaged, and unable to be used for the next trial.

PILOT NOTES

Star Colonel Unegejin Faraday was a ristar in Clan Fire Mandrill's Kindraa Faraday-Tanaga. He had earned a place as a frontline cluster commander at the age of twenty eight and was considered by many to be the next Kindraa Leader.

Unfortunately, Kindraa Faraday-Tanaga was caught up in a massive Falcon reprisal and Unegejin Faraday died during a Trial of Grievance that was part of the settlement of the issue.

HELLBRINGER FARADAY

HEAVY
037

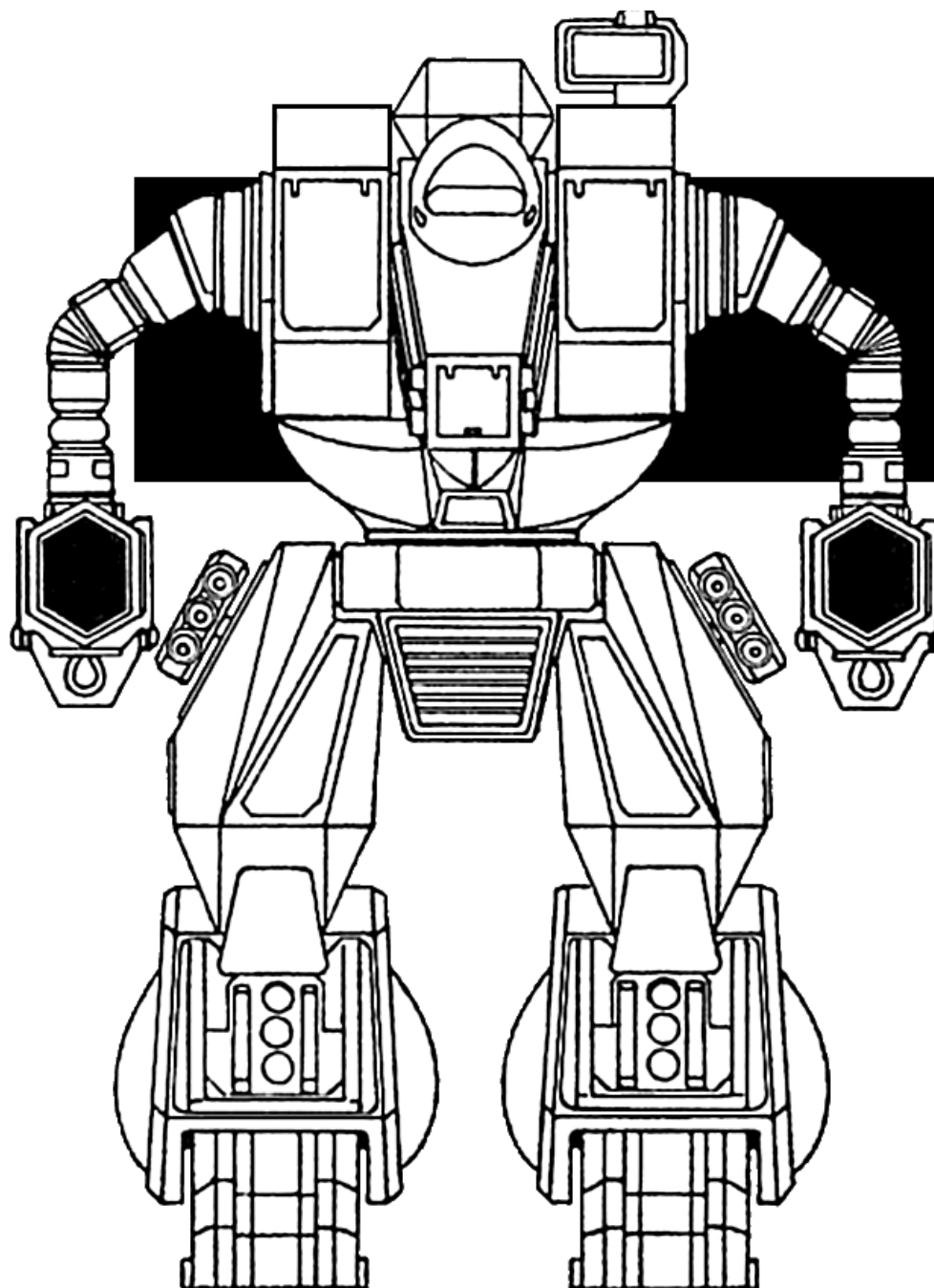
Mass: 65 tons
Chassis: Standard
Power Plant: 325 XL Fusion
Walking Speed: 54.0 km/h
Maximum Speed: 86.4 km/h
Jump Jets: 5 Clan Series Type 4 Heavy Standard Jump Jets
Jump Capacity: 150 meters
Armor Type: Standard
Armament:
 2 Kolibri Delta Series Large Pulse Lasers
 2 Series 2NC ER Medium Lasers
 1 Anti-Missile System
Manufacturer: (Unknown)
Location: (Unknown)
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)

Type/Model: **Hellbringer Faraday**
 Mass: 65 tons

Equipment	Crits	Mass
Internal Structure: 104 pts Standard	0	6.50
Engine: 325 XL	10	12.00
Walking MP: 5		
Running MP: 8		
Jumping MP: 5		
Heat Sinks: 18 [36]	10	8.00
(Heat Sink Loc: 1 LT, 2 RT, 1 LL, 1 RL)		
Gyro:	4	4.00
Cockpit, Life Support:	5	3.00
Actuators:	12	.00
L: Sh+UA, R: Sh+UA		
Armor Factor: 128 pts Standard	0	8.00

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	21	17
Center Torso (Rear):		6
L/R Side Torso:	15	14/14
L/R Side Torso (Rear):		4/4
L/R Arm:	10	12/12
L/R Leg:	15	18/18

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
1 Large Pulse Laser	RA	10		2	6.00
1 ER Medium Laser	RA	5		1	1.00
1 Large Pulse Laser	LA	10		2	6.00
1 ER Medium Laser	LA	5		1	1.00
1 Anti-Missile System	HD	1	24	2	1.50
(Ammo Loc: 1 RT)					
1 Targeting Computer	LT			3	3.00
5 Standard Jump Jets:				5	5.00
(Jump Jet Loc: 2 LT, 2 RT, 1 CT)					





Mass: 75 tons
Chassis: Endo Steel
Power Plant: 375 XL Fusion
Walking Speed: 54.0 km/h
Maximum Speed: 86.4 km/h
Jump Jets: None
Jump Capacity: 0 meters
Armor Type: Ferro-Fibrous
Armament:
 2 ER PPCs
 2 Large Pulse Lasers
 3 ER Small Lasers
Manufacturer: (Unknown)
Location: (Unknown)
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)

OVERVIEW

The *Timber Wolf* is an exceptional combination of an XL Class engine, Endo Steel internal structure, Ferro-Fibrous armor, and double heat sinks. With 28 tons of OmniMech podspace open for different configurations, the *Timber Wolf* is one of the most versatile and capable 'Mechs the Clans field.

CAPABILITIES

When it came to configuring her *Timber Wolf*, Clan Coyote's saKhan Elizabeth Kerensky showed her preference for energy-based weapons with gusto.

The arms of Kerensky's *Timber Wolf* bear the brunt of its power with each one carrying an Extended Range Large Laser as well as a Large Pulse Laser. These dynamic duos give Kerensky excellent hitting power at long range as well as increased accuracy.

The downside of using such large weapons is that they do take up a lot of space. As a result, the only secondary weapons that Kerensky has at

her disposal are three torso-mounted Extended Range Small Lasers. If things go badly in a conflict, Kerensky could soon find herself in a dangerous position.

Twelve tons of advanced Ferro-Fibrous armor provide a superior defensive capabilities. Able to take more damage than standard armor, it gives Kerensky that added edge that could make the difference in a close trial.

Further, the internal structure of the *Timber Wolf* has been upgraded as well. Constructed out of super-strong Endo Steel, the 'Mech's inner structure weighs less and can take more damage before being destroyed.

The big Achilles' Heel of Kerensky's configuration is the obscene amount of heat that it is capable of generating. Even standing still, if she were to fire all weapons at the same time, the excess heat would spike the reactor, bringing the machine very close to a safety-induced automatic shutdown.

In an attempt to fix the problem, technicians have installed the seventeen double heat sinks. Though they double the heat-dissipating efficiency of standard heat sinks, there just isn't enough of them to solve the heat problem. Kerensky must use her weapons judiciously if she is to avoid an automatic shutdown.

BATTLE HISTORY

In her position as the Coyote's saKhan, Kerensky likes to set an example for warriors under her by taking the field in as many trials as she can. She has proven herself to be worthy of the position, leading her Clanmates to victory in the vast majority of trials.

In one trials against Clan Star Adder in late 3046 saw Kerensky take a single star against a full binary of Adder 'Mechs. In a very tough battle that followed the rules of Zellbrigen to the letter, Kerensky just barely managed to pull out a win. Her *Timber Wolf* was badly damaged, missing one arm entirely, but her enemies ended up far worse with not a single unit able to leave the field of battle under its own strength.

In the time before the Clan Invasion, saKhan

Kerensky piloted her *Timber Wolf* in a Trial of Grievance against the Smoke Jaguar Clan. In that Trial, she defeated and killed Kaitlyn Wimmer, saKhan of the Jaguars.

PILOT NOTES

Elizabeth Kerensky, saKhan of Clan Coyote, is among the most elite of Coyote warriors. Her daily training regimen is rumored to among the most grueling in Clan space and those who try to work out with her are often left in the dust.

After the Smoke Jaguar Khan revealed their capture of the *Outbound Light*, the Clan Grand Council began voting for an ilKhan. The Clans were divided between Warden and Crusader philosophies, and Kerensky was a nominated under the Warden banner.

TIMBER WOLF KERENSKY

HEAVY
039

Mass: 75 tons

Chassis: Endo Steel

Power Plant: 375 XL Fusion

Walking Speed: 54.0 km/h

Maximum Speed: 86.4 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor Type: Ferro-Fibrous

Armament:

2 ER PPCs

2 Large Pulse Lasers

3 ER Small Lasers

Manufacturer: (Unknown)

Location: (Unknown)

Communications System: (Unknown)

Targeting & Tracking System: (Unknown)

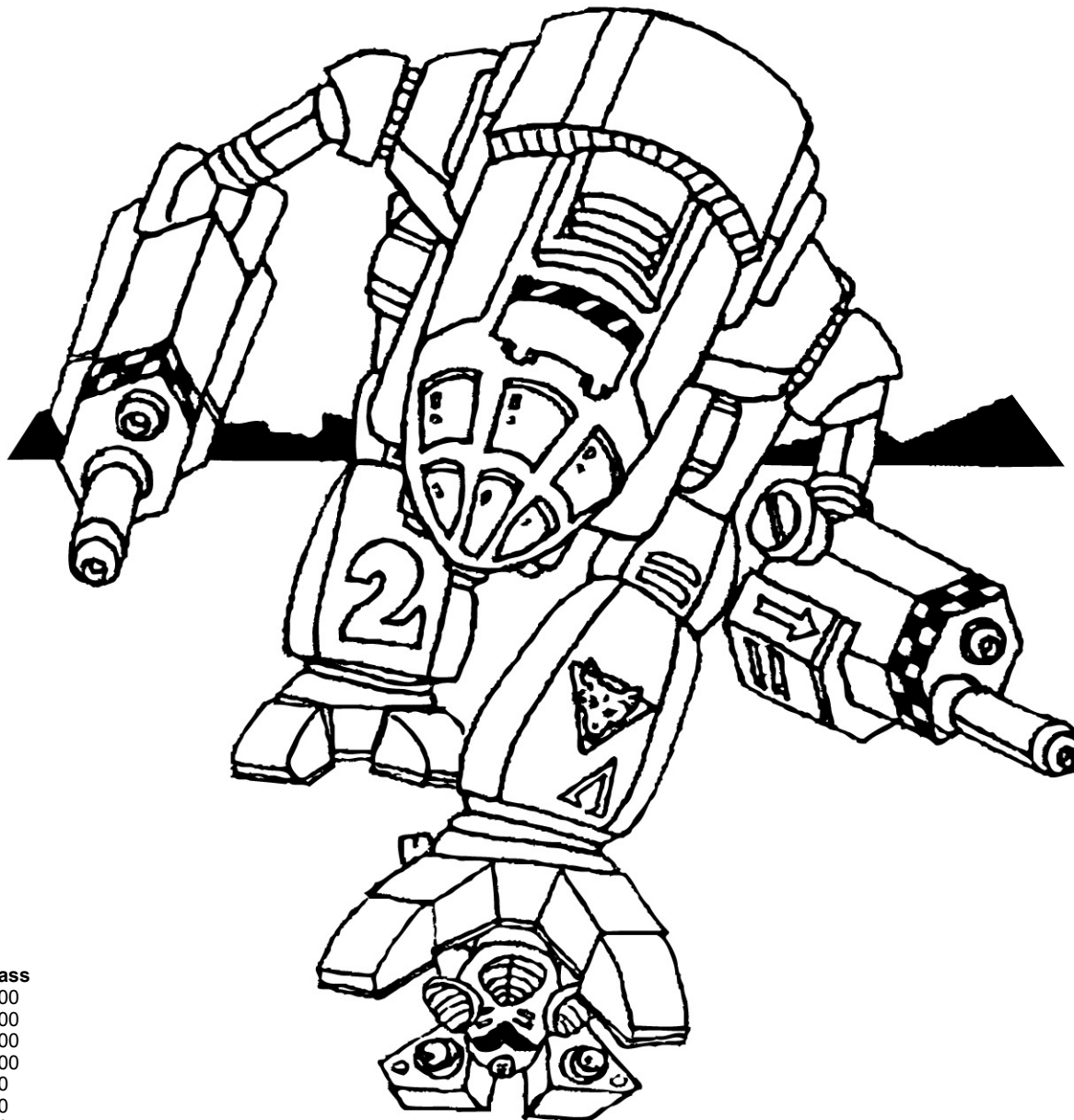
Type/Model: **Timber Wolf Kerensky**

Mass: 75 tons

Equipment	Crits	Mass
Internal Structure: 114 pts Endo Steel	7	4.00
(Endo Steel Loc: 1 LT, 1 RT, 1 CT, 2 LL, 2 RL)		
Engine: 375 XL	10	19.50
Walking MP: 5		
Running MP: 8		
Jumping MP: 0		
Heat Sinks: 17 [34]	4	7.00
(Heat Sink Loc: 1 LT, 1 RT)		
Gyro:	4	4.00
Cockpit, Life Support, Sensors:	5	3.00
Actuators:	12	.00
L: Sh+UA, R: Sh+UA		
Armor Factor: 230 pts Ferro-Fibrous	7	12.00
(Armor Crit Loc: 1 HD, 1 LA, 1 RA, 2 LT, 2 RT)		

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	23	36
Center Torso (Rear):		9
L/R Side Torso:	16	25/25
L/R Side Torso (Rear):		7/7
L/R Arm:	12	24/24
L/R Leg:	16	32/32

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
1 ER PPC	RA	15		2	6.00
1 Large Pulse Laser	RA	10		2	6.00
1 ER PPC	LA	15		2	6.00
1 Large Pulse Laser	LA	10		2	6.00
1 ER Small Laser	RT	2		1	.50
1 ER Small Laser	LT	2		1	.50
1 ER Small Laser	CT	2		1	.50





Mass: 70 tons
Chassis: Standard
Power Plant: 350 XL Fusion
Walking Speed: 54.0 km/h
Maximum Speed: 86.4 km/h
Jump Jets: 5 Standard Jump Jets
Jump Capacity: 150 meters
Armor Type: Ferro-Fibrous
Armament:
 3 ER Large Lasers
 2 ER Medium Lasers
 1 ER Small Laser
Manufacturer: (Unknown)
Location: (Unknown)
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)

OVERVIEW

In most of its configurations, the Summoner's main advantages over other heavier 'Mechs are its mobility and its ability to fire all its weapons with little worry about heat buildup. Apparently borrowing concepts from the *Warhammer*, *Marauder* and *Victor*, the *Summoner* is an excellent all-around 'Mech. While the *Summoner* may be less powerful than some and less quick than others, it successfully blends heavy firepower and maneuverability.

CAPABILITIES

The personal 'Mech of Clan Ice Hellion's Khan, Danielle Lienet, this *Summoner* is somewhat incongruous with the design's standard configurations. Summoner configurations are usually known for their non-reliance on energy-based weapons, sometimes lacking them altogether. Khan Lienet has chosen to go in the completely opposite direction, equipping her machine exclusively with energy weapons.

The primary weapons package consists of no less than three Extended Range Large Lasers, one in each arm and one in the center torso. The

lasers' long reach allow Lienet to damage her opponent at range, softening them up before they can close.

Forming the secondary weapon system are a duo of Extended Range Medium Lasers and a single Extended Range Small Laser. The ER Mediums are mounted in the arms while the Small is installed in the 'Mech's left torso. These three lasers form a potent close-combat arsenal, but Lienet tends to rely on her ER Large more often than not.

The obvious weakness in Lienet's configuration is the copious amount of heat generated by the energy-only weapon systems. Even if Lienet started with a completely cold machine, one salvo of all weapons would spike her 'Mech into the red zone, triggering a possible automatic shutdown. The nineteen double heat sinks that the *Summoner* carries go far in reducing that weakness, but are by no means capable of handling the entire load.

Lienet's machine is equipped with an advanced Clan targeting computer in the 'Mech's right torso, allowing for increased accuracy when targeting enemies.

The computer does open one interesting possibility for Lienet. If she's willing to subject herself and her 'Mech to the rigors of heat overload, the computer will allow her to Alpha Strike on an enemy while targeting a single location. The maneuver is very risky though; if Lienet misses, she runs the chance of a heat-induced shutdown. If she manages to hit her target though, the sheer amount of damage dished out to a single location could very well be fatal to the target.

Lienet's *Summoner* carries nine and a half tons of Ferro-Fibrous armor as well. This advanced armor, while bulkier, allows Lienet to take much more damage than standard armor would allow.

Lastly, the addition of five jump jets on the machine's legs and center torso increase Lienet's movement curve. An unwary opponenet could soon find himself with a 70-ton *Summoner* point-blank at his back.

BATTLE HISTORY

Since her rise to the Khanship, Lienet has been kept busy with running the Clan and has seen little of the battlefield. Before becoming Khan, however, she was infamous for her deadly accuracy, with or

without a targeting computer.

She demonstrated this ability in early 3047 during a Trial of Possession against the Wolves. Attempting to take possession of a binary's worth of *Hellbringer* OmniMechs, the Wolf unit was stunned and broken when Lienet took out their Star Colonel with one well-placed salvo. The Trial lasted a mere minute and a half.

PILOT NOTES

Danielle Lienet rose to the Khanship of the Ice Hellions as the summation of an impressive career as a Clan warrior. She is known for her deadly accuracy while piloting "Mourning Star," the name she's given to her machine.

SUMMONER LIENET

HEAVY
041

Mass: 70 tons
Chassis: Standard
Power Plant: 350 XL Fusion
Walking Speed: 54.0 km/h
Maximum Speed: 86.4 km/h
Jump Jets: 5 Standard Jump Jets
Jump Capacity: 150 meters

Armor Type: Ferro-Fibrous

Armament:

3 ER Large Lasers
 2 ER Medium Lasers
 1 ER Small Laser

Manufacturer: (Unknown)

Location: (Unknown)

Communications System: (Unknown)

Targeting & Tracking System: (Unknown)

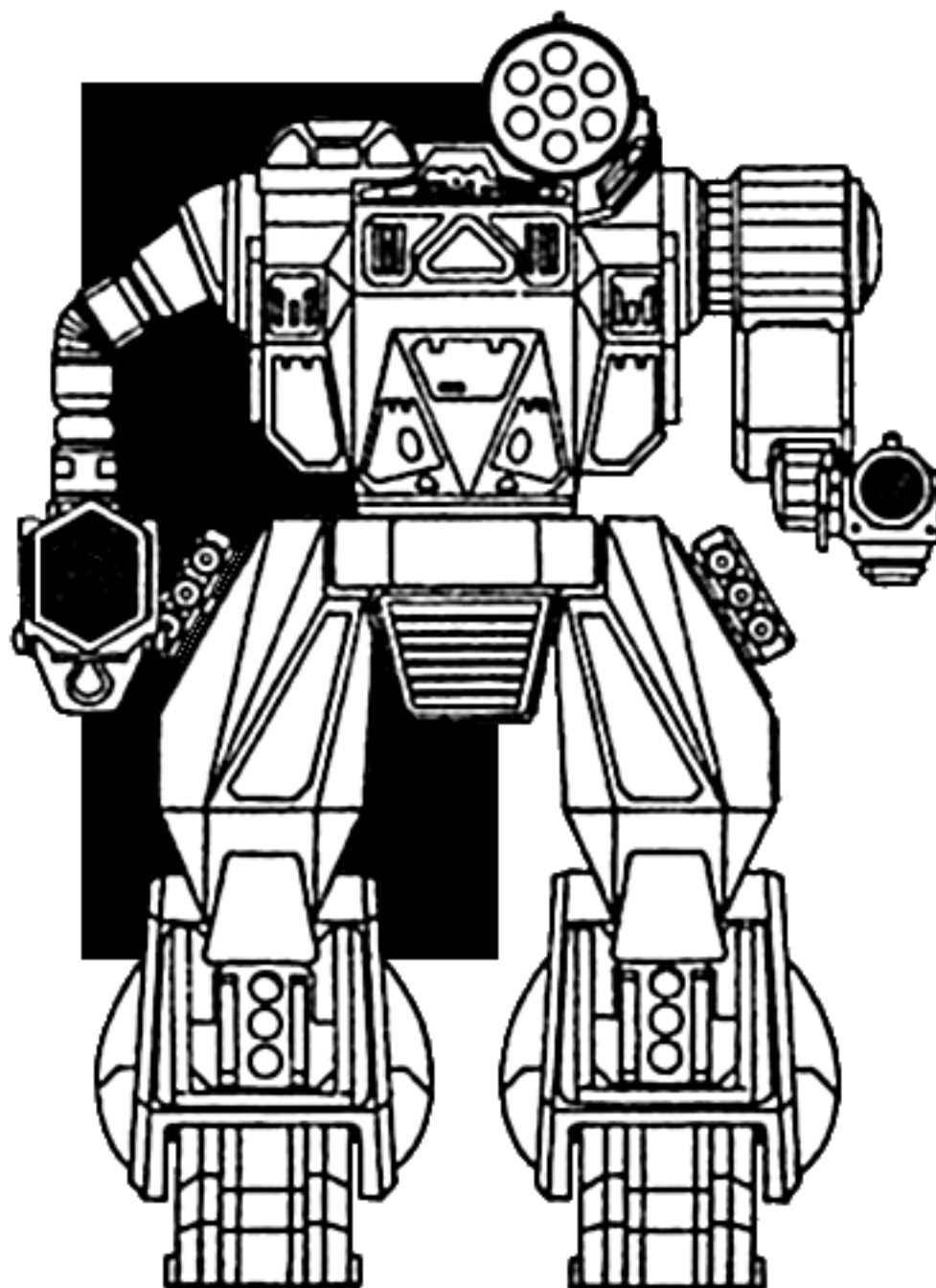
Type/Model: **Summoner Lienet**

Mass: 70 tons

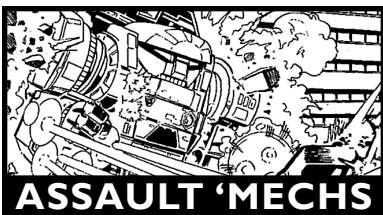
Equipment	Crits	Mass
Internal Structure: 107 pts Standard	0	7.00
Engine: 350 XL	10	15.00
Walking MP: 5		
Running MP: 8		
Jumping MP: 5		
Heat Sinks: 19 [38]	10	9.00
(Heat Sink Loc: 1 LA, 1 RA, 2 LT, 1 RT)		
Gyro:	4	4.00
Cockpit, Life Support:	5	3.00
Actuators:	12	.00
L: Sh+UA, R: Sh+UA		
Armor Factor: 182 pts Ferro-Fibrous	7	9.50
(Armor Crit Loc: 1 HD, 1 LA, 1 RA, 2 LT, 2 RT)		

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	22	27
Center Torso (Rear):		8
L/R Side Torso:	15	22/22
L/R Side Torso (Rear):		7/7
L/R Arm:	11	17/17
L/R Leg:	15	23/23

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
1 ER Large Laser	RA	12		1	4.00
1 ER Medium Laser	RA	5		1	1.00
1 ER Large Laser	LA	12		1	4.00
1 ER Medium Laser	LA	5		1	1.00
1 ER Small Laser	LT	2		1	.50
1 ER Large Laser	CT	12		1	4.00
1 Targeting Computer	RT			3	3.00
5 Standard Jump Jets:				5	5.00
(Jump Jet Loc: 1 CT, 2 LL, 2 RL)					



THUNDER STALLION MITCHELL



Mass: 85 tons
Chassis: Type QMA Standard
Power Plant: 255 Fusion
Walking Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Jump Jets: None
Jump Capacity: 0 meters
Armor Type: Forged Type HH32 with CASE Standard
Armament:
 1 LB 10-X AC
 4 Medium Pulse Lasers
 1 Large Pulse Laser
 1 ER Medium Laser
 1 Anti-Missile System
Manufacturer: Kinn MechWorks I
Location: (Unknown)
Communications System: CH3V Series Integrated
Targeting & Tracking System: Version Kappa-III TTS

OVERVIEW

The *Thunder Stallion* was originally planned as a totem 'Mech, along the lines of the *Mandrill* or *Fire Scorpion*. Upon learning of the less-than-ideal performance of those 'Mechs, Clan Hell's Horses de-emphasized the totem aspect in favor of more combat effectiveness; only the back legs of the 'Mech still suggest the original equine styling. Despite the changes in design emphasis, however, Hell's Horses MechWarriors still dislike this 'Mech. The *Thunder Stallion* epitomizes support, in keeping with the Horses' preference for placing infantry and conventional forces on a more even footing with MechWarriors. The *Thunder Stallion* works so well supporting non-'Mech forces that MechWarriors assigned to it feel humiliated in comparison to their colleagues in other Clans where MechWarriors dominate.

CAPABILITIES

This *Thunder Stallion* is the personal BattleMech of Galaxy Commander Titus Mitchell, commander of Clan Hell's Horses Beta Galaxy. While still a

support 'Mech, the *Thunder Stallion Mitchell* carries a unique loadout when compared to the standard *Thunder Stallion*, or even the common variant, the *Fire Stallion*.

Mitchell's 'Mech carries an LB-X autocannon, much like the standard version, but tones it down to an LB-10X instead of the larger LB-20X. The added range and space freed were both deemed pluses by the Galaxy Commander, and they made room for the rest of his arsenal.

After the autocannon, the *Thunder Stallion* carries energy weapons exclusively. One Large Pulse Laser, a Medium Pulse Laser, and an Extended Range Medium Laser were added to the 'Mech's left torso. On the right torso, next to the LB-10X, three more Medium Pulse Lasers are arrayed.

In order to manage the heat put off by these weapons, Mitchell had 17 double heat sinks installed. The capabilities of the sinks are just below the break-even point of heat management. If the 'Mech runs and fires all weapons, it will gain a small amount of heat. The excess is not so bad that Mitchell must constantly watch heat levels, but as a conscientious warrior, he always keeps it in mind.

Along with his weaponry upgrades, Mitchell also had a clan targeting computer added to his *Thunder Stallion*. Taking up five tons of left torso space, the computer's presence gives Mitchell an edge over any opponent, giving him better target tracking and even allowing him to target certain locations on an enemy, if he so wishes.

Finally, an anti-missile system installed on the *Thunder Stallion*'s head adds a defensive measure to the 'Mech.

BATTLE HISTORY

Galaxy Commander Mitchell always took his 'Mech for what it was: A support unit. While his tactics prior to being assigned the *Thunder Stallion* were much more in keeping with Clan doctrine - fast attacks at the forefront of any assault - his tactics afterwards changed. Unwilling to take a support unit into a front-line position, he began to command his units from a rear position, guiding the tide of battle until his own star could be used as either reinforcements or in mop-up duty.

The only stand-up fight the *Thunder Stallion* has

had was in a Trial against the Jade Falcons. With this forward positions overrun, Mitchell charged his command star into the fray, helping to turn the tide of battle back to the Horses.

PILOT NOTES

Galaxy Commander Titus Mitchell rose to his rank after many successful and valorous victories for his Clan. After achieving his current rank, the Hell's Horses Khan awarded him his 'Mech as a gift, and as with any gift from the Khan, he did not voice is distaste for the design.

Many have speculated that the gift was in spite, as Mitchell and the Khan have had many disagreements in the past. The gifting of such a disliked 'Mech would be a message to the Galaxy Commander, as well as to the rest of the Clan.

Rather than suffer any loss of honor or pride, Mitchell decided to set an example for his men. Taking such a lowly machine as his own has made many warriors admire the man, pointing out his many victories with an inferior machine as a sign of his prowess and intelligence.

THUNDER STALLION MITCHELL

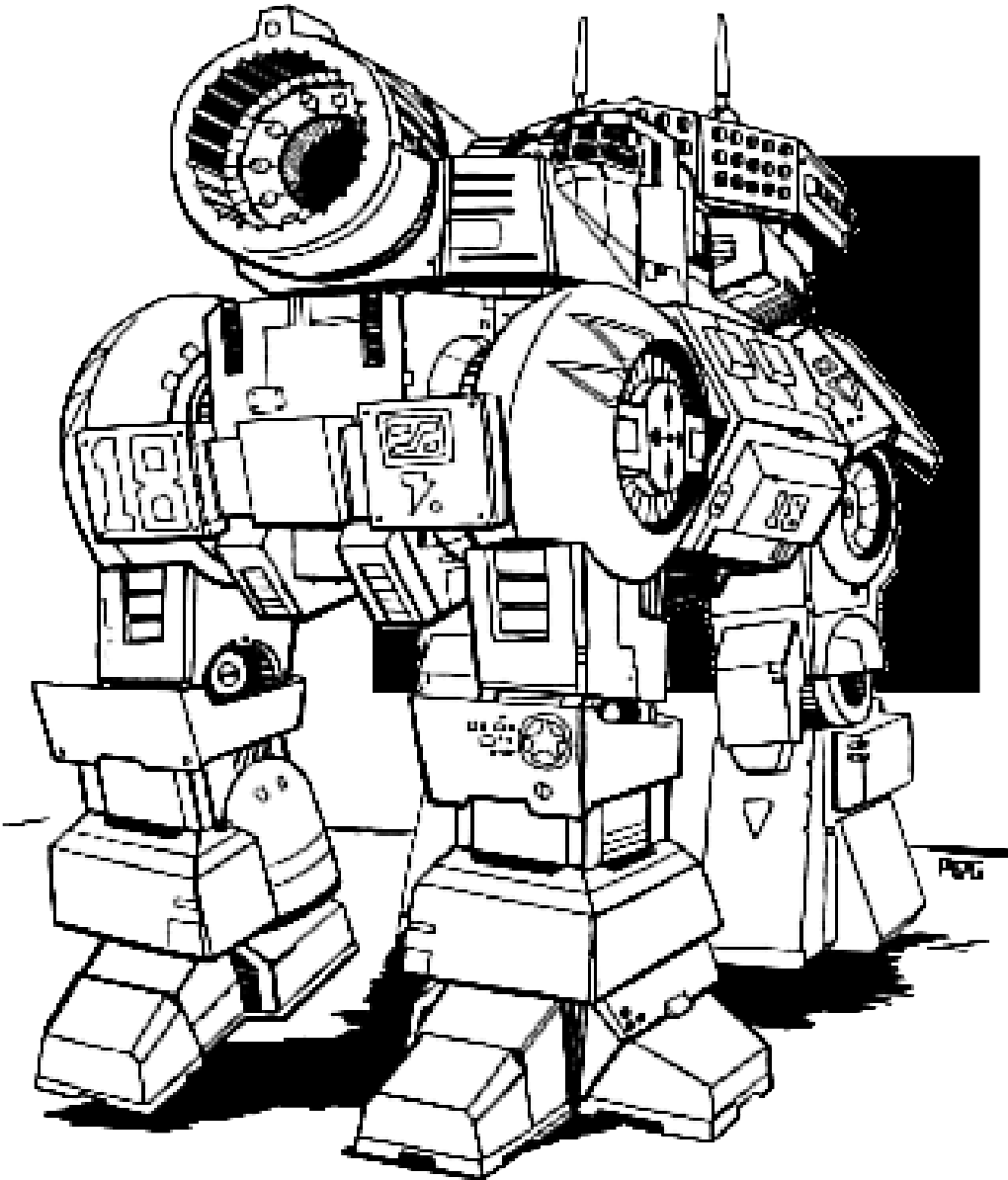
Mass: 85 tons
Chassis: Type QMA Standard
Power Plant: 255 Fusion
Walking Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Jump Jets: None
 Jump Capacity: 0 meters
Armor Type: Forged Type HH32 with CASE Standard
Armament:
 1 LB 10-X AC
 4 Medium Pulse Lasers
 1 Large Pulse Laser
 1 ER Medium Laser
 1 Anti-Missile System
Manufacturer: Kinn MechWorks I
Communications System: CH3V Series Integrated
Targeting & Tracking System: Version Kappa-III TTS

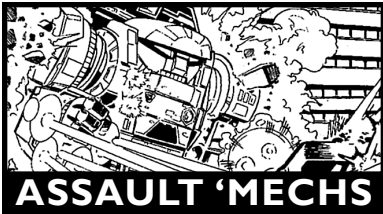
Type/Model: **Thunder Stallion Mitchell**
Mass: 85 tons

Equipment	Crits	Mass
Internal Structure: 138 pts Standard	0	8.50
Engine: 255	6	13.00
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks: 17 [34]	14	7.00
(Heat Sink Loc: 1 LFL, 1 RFL, 2 RT, 1 CT, 1 LRL, 1 RRL)		
Gyro:	4	3.00
Cockpit, Life Support:	5	3.00
Leg Act:	16	.00
Hip + UpLeg + LowLeg + Foot		
Armor Factor: 279 pts Standard	0	17.50

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	27	34
Center Torso (Rear):		20
L/R Side Torso:	18	20/20
L/R Side Torso (Rear):		16/16
L/R Front Leg:	18	36/36
L/R Rear Leg:	18	36/36

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
1 LB 10-X AC	RT	2	10	6	11.00
(Ammo Loc: 1 LT)					
3 Medium Pulse Lasers	RT	12		3	6.00
1 Medium Pulse Laser	LT	4		1	2.00
1 Large Pulse Laser	LT	10		2	6.00
1 ER Medium Laser	LT	5		1	1.00
1 Anti-Missile System	HD	1	24	2	1.50
(Ammo Loc: 1 LT)					
1 Targeting Computer	LT			5	5.00





Mass: 85 tons
Chassis: Standard
Power Plant: 340 XL Fusion
Walking Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Jump Jets: None
Jump Capacity: 0 meters
Armor Type: Ferro-Fibrous
Armament:
 4 ER Large Lasers
 1 ER Small Laser
 1 ER Medium Laser
 2 Medium Pulse Lasers
Manufacturer: (Unknown)
Location: (Unknown)
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)

OVERVIEW

Easily identified by its squat torso, jutting head and broad chest, the *Warhawk* has become notorious among Inner Sphere MechWarriors for its deadly accuracy. The 'Mech carries an advanced targeting computer, which apparently comes as standard equipment in all configurations. Though the computer must be modified for different weapons arrays, the basic computing boards appear to be built into the OmniMech's frame. Sporting 32.5 tons of podspace, this 85 ton behemoth has garnered a fierce reputation on the battlefield as one of the Clans' most fearsome weapons of war.

CAPABILITIES

The personal OmniMech of Star Colonel Anwen, this *Warhawk* shows the warrior's penchant for energy-based weapons may have given way to an obsession.

Beginning with its primary weapons array, this *Warhawk* boasts four Extended Range Large Lasers. Mounted two in each arm, this quartet of

far-reaching weapons provides the 'Mech with its long range and heavy hitting power. As they are mounted in the arms, they gain a slightly larger firing arc than if they were mounted in the torso.

Another grouping of energy weapons make up Anwen's secondary weapons system. A pair of Medium Pulse Lasers mounted on the 'Mech's center torso offer excellent accuracy with decent firepower. One Extended Range Medium Laser and one Extended Range Small Laser offer added damage potential with a little longer range than their standard counterparts.

Anwen kept the *Warhawk's* integrated targeting computer, but had to make some modifications to allow for an increased weapons load. Once all ER Large Lasers are slaved to the system, Anwen's already pinpoint accuracy becomes even better.

As with any 'Mech that mounts many energy-based weapons, waste heat is a big problem. Mounting *only* energy-weapons makes heat dissipation a primary concern. In an attempt to solve the problem, Blood Spirit technicians equipped the 'Mech with 26 high efficiency heat sinks. They don't totally solve the issue however. If Anwen isn't careful about her firing cycles, her *Warhawk* could easily overheat, possibly causing a safety-induced reactor shutdown.

On the defensive side, technicians also equipped the machine with 13.5 tons of Ferro-Fibrous armor. A 340 XL Fusion engine allows for a maximum speed of 64.8 km/h, but again, running the machine hard can lead to overheating issues.

BATTLE HISTORY

Star Colonel Anwen has proven over and over just how deadly she is when piloting her customized *Warhawk*.

PILOT NOTES

Star Colonel Anwen of Beta Galaxy's Carmine Guards pilots the sole example of this *Warhawk* variant, named Sanctimonialis Canis, after winning the *Warhawk* chassis from the Jade Falcons in early 3048. After configuring it to the current setting, the former Coyote warrior began to serve her new Clan with honor and distinction, helping to win back a percentage of the Spirit's former enclave on

Foster, as well as the Zuni 'Mechworks from her old Clan. She then went on to prevail in a series of duels in which she managed to kill three Coyote warriors in single combat to determine her ability to lay claim to a Bloodname. The original Sanctimonialis Canis was destroyed on Foster, but Anwen was able to claim a second *Warhawk* from the Falcons, which she dubbed Sanctimonialis Canis Mk. II.

WARHAWK ANWEN

ASSAULT
045

Mass: 85 tons

Chassis: Standard

Power Plant: 340 XL Fusion

Walking Speed: 43.2 km/h

Maximum Speed: 64.8 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor Type: Ferro-Fibrous

Armament:

4 ER Large Lasers

1 ER Small Laser

1 ER Medium Laser

2 Medium Pulse Lasers

Manufacturer: (Unknown)

Location: (Unknown)

Communications System: (Unknown)

Targeting & Tracking System: (Unknown)

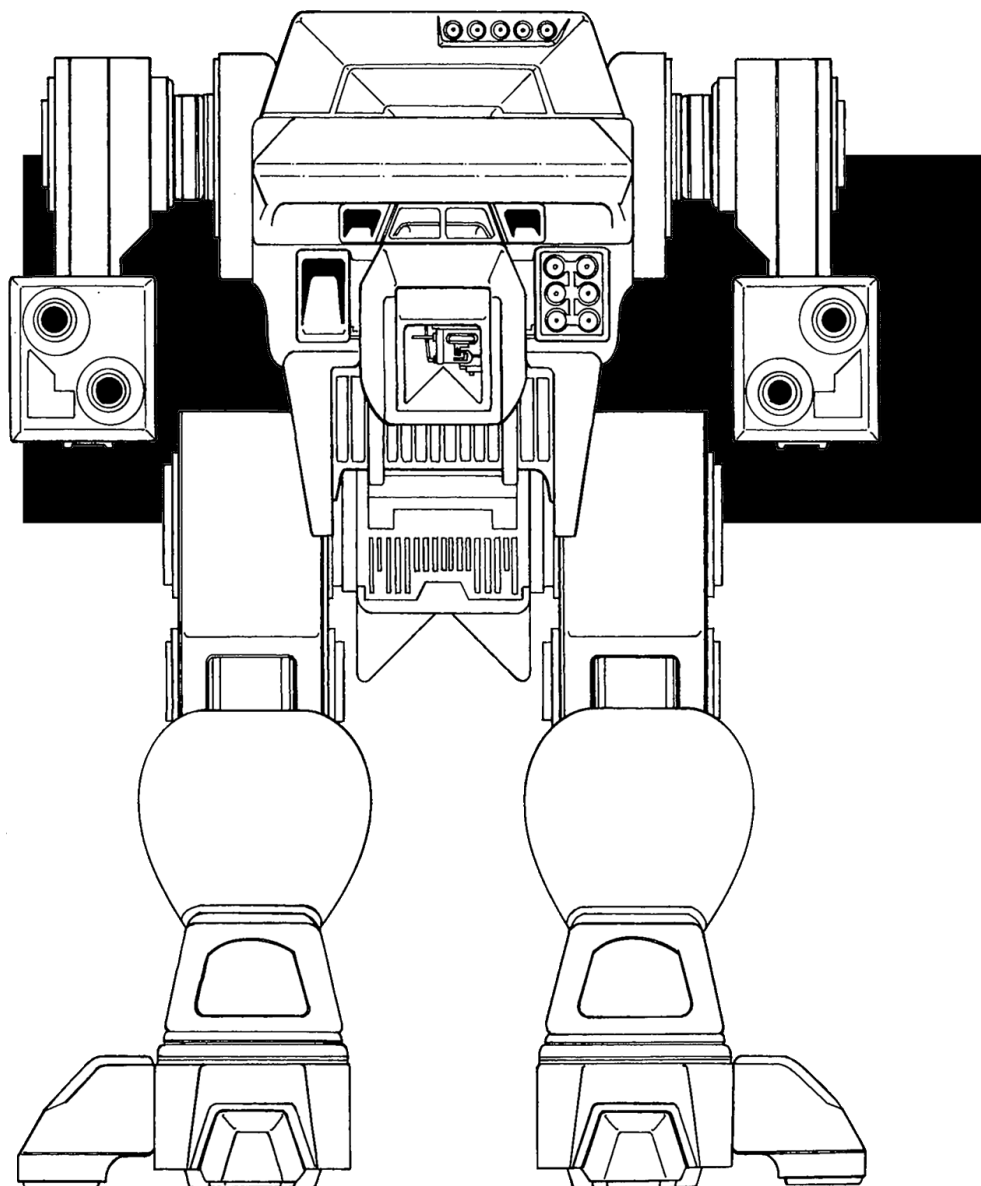
Type/Model: **Warhawk Anwen**

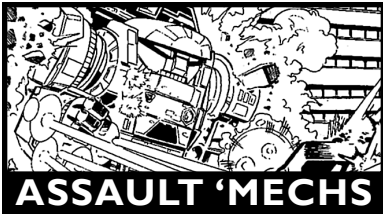
Mass: 85 tons

Equipment	Crits	Mass
Internal Structure: 130 pts Standard	0	8.50
Engine: 340 XL	10	13.50
Walking MP: 4		
Running MP: 6		
Jumping MP: 0		
Heat Sinks: 26 [52]	26	16.00
(Heat Sink Loc: 3 LA, 3 RA, 4 LT, 1 RT, 1 LL, 1 RL)		
Gyro:	4	4.00
Cockpit, Life Support:	5	3.00
Actuators:	12	.00
L: Sh+UA, R: Sh+UA		
Armor Factor: 259 pts Ferro-Fibrous	7	13.50
(Armor Crit Loc: 1 HD, 1 LA, 1 RA, 2 LT, 2 RT)		

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	27	38
Center Torso (Rear):		12
L/R Side Torso:	18	27/27
L/R Side Torso (Rear):		9/9
L/R Arm:	14	28/28
L/R Leg:	18	36/36

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
2 ER Large Lasers	RA	24		2	8.00
2 ER Large Lasers	LA	24		2	8.00
1 ER Small Laser	LA	2		1	.50
1 ER Medium Laser	RT	5		1	1.00
2 Medium Pulse Lasers	CT	8		2	4.00
1 Targeting Computer	RT			5	5.00





Mass: 100 tons
Chassis: Standard
Power Plant: 300 Clan Type XL Fusion
Walking Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Jump Jets: 3 Clan Series Type 4 Heavy Standard Jump Jets
Jump Capacity: 90 meters
Armor Type: Standard
Armament:
 4 Medium Pulse Lasers
 2 ER Large Lasers
 1 Gauss Rifle
 1 ER Small Laser
 1 ECM Suite
Manufacturer: (Unknown)
Location: York
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)

OVERVIEW

Slow but lethal, the *Dire Wolf* is an assault 'Mech in the purest sense, able to wade through almost any defenses. With over 50 tons of pod space available, the *Dire Wolf* is able to carry any combination of lethal Clan weapons on its 100-ton frame. The 'Mech's chassis, with rear-canted legs and forward-thrust cockpit, makes the machine one of the most recognizable and powerful weapons in the Clans' arsenal.

CAPABILITIES

The Khan of Clan Blood Spirit, William "Northwind" Campbell has dubbed his *Dire Wolf* "Sanguine Essence." Although OmniMechs allow for changing loadouts, Campbell tends to stay with his personal configuration for most conflicts.

First, each arm of the 'Mech carries two Medium Pulse Lasers and one Extended Range Large Laser. These trios of energy weapons gives the 'Mech great close combat hitters as well as a long reach with good punch.

In the right torso, Campbell had a Gauss rifle

installed. Combined to with the hitting power of the ERLs, the Gauss provides excellent long-range power. Sixteen shots of ammo is split into two bins, one in the right torso and one in the left.

The offensive weapons are rounded out with a torso-mounted Extended Range Small Laser.

The *Sanguine Essence* is also outfitted with a highly advanced battlefield electronics. On the defensive side, an advanced Electronic Countermeasures suite in the head is able to sow confusion amongst Campbell's opponents. On the offensive, an advanced Clan targeting computer is mounted in the left torso. When slaved to the computer, all of the *Dire Wolf's* weapons become highly accurate, allowing Campbell to hit targets more often and even target certain locations on enemy 'Mechs.

The most surprising feature of the 'Mech, though, is its movement curve. Giving up some space that could have been used for additional weapons, Campbell had three jump jets installed instead. While the *Dire Wolf's* jump capacity is only 90 meters, this unexpected movement ability has left many opponents exposed at the most inopportune times.

BATTLE HISTORY

Campbell used his *Dire Wolf* in a Trial of Possession for the McKibbon Genelegacy and defeated Star Colonel Larissa McKibbon in one on one combat, shooting her *Timber Wolf* out from under her. He also went on to not only take her as bondsman, but claimed rights to the McKibbon Bloodname for Clan Blood Spirit as well.

Though he did not possess *Sanguine Essence* at the time, Khan William Campbell also battled Clan Burrock on York in 3040, in the end defeating over a Star of Burrock 'Mechs on the Northwind Plateau on York.

PILOT NOTES

Khan William "Northwind" Campbell is widely considered one of the most skilled MechWarriors in the history of the Clans. Many say the only thing holding him back from such a pinnacle is his blood-red metallic left arm, a lasting reminder of his initial Trial

of Position.

Taking Clan Blood Spirit out of their centuries-long isolation in 3048, William Campbell lead the Blood Spirits to several major victories, as well as their much-maligned conquest of the former Hanseatic League in the Deep Periphery.

Under William Campbell, Clan Blood Spirit found many allies, and an equal number of enemies. The greatest of these enemies were Clan Wolf, which blamed the Blood Spirits for the death of Ulric Kerensky. In retaliation for their foolishness, Campbell's Blood Spirits defeated the Wolves in several trials, including one for the technical specifications of their beloved *Orion IIC*.

DIRE WOLF CAMPBELL

ASSAULT
047

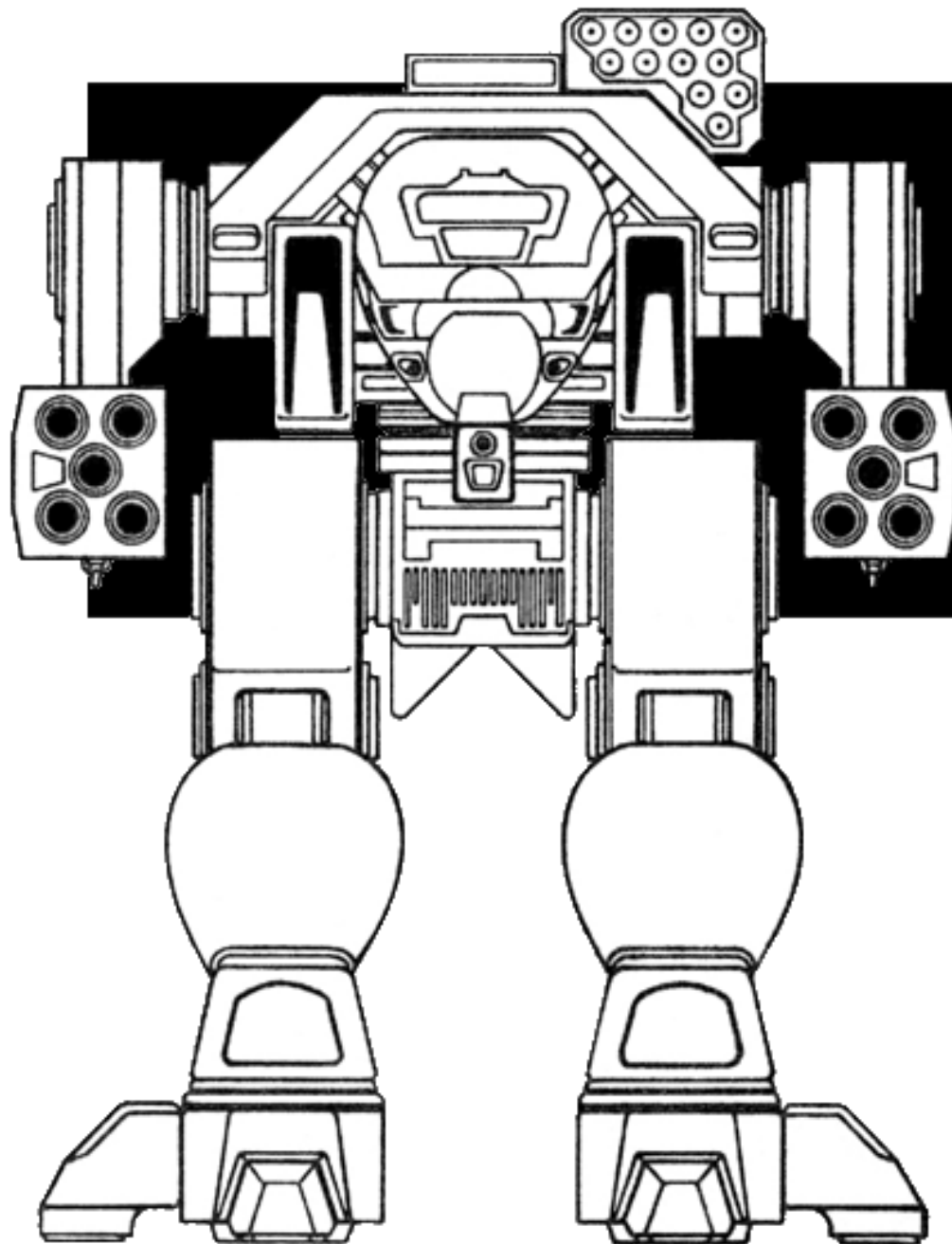
Mass: 100 tons
Chassis: Standard
Power Plant: 300 Clan Type XL Fusion
Walking Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Jump Jets: 3 Clan Series Type 4 Heavy Standard Jump Jets
Jump Capacity: 90 meters
Armor Type: Standard
Armament:
 4 Medium Pulse Lasers
 2 ER Large Lasers
 1 Gauss Rifle
 1 ER Small Laser
 1 ECM Suite
Manufacturer: (Unknown)
Location: York
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)

Type/Model: **Dire Wolf Campbell**
 Mass: 100 tons

Equipment	Crits	Mass
Internal Structure: 152 pts Standard	0	10.00
Engine: 300 XL	10	9.50
Walking MP: 3		
Running MP: 5		
Jumping MP: 3		
Heat Sinks: 22 [44]	20	12.00
(Heat Sink Loc: 3 LA, 3 RA, 1 LT, 1 RT, 1 LL, 1 RL)		
Gyro:	4	3.00
Cockpit, Life Support:	5	3.00
Actuators:	12	.00
L: Sh+UA, R: Sh+UA		
Armor Factor: 304 pts Standard	0	19.00

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	31	44
Center Torso (Rear):		15
L/R Side Torso:	21	32/32
L/R Side Torso (Rear):		10/10
L/R Arm:	17	34/34
L/R Leg:	21	42/42

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
2 Medium Pulse Lasers	RA	8		2	4.00
1 ER Large Laser	RA	12		1	4.00
2 Medium Pulse Lasers	LA	8		2	4.00
1 ER Large Laser	LA	12		1	4.00
1 Gauss Rifle	RT	1	16	8	14.00
(Ammo Loc: 1 LT, 1 RT)					
1 ER Small Laser	CT	2		1	.50
1 ECM Suite	HD	0		1	1.00
1 Targeting Computer	LT			6	6.00
3 Standard Jump Jets:				3	6.00
(Jump Jet Loc: 1 LT, 1 RT, 1 CT)					





[begin audio - autodictate: ON]

Capt. Terry Gyerson: Alright, we're at Testing Range Eight. It's ah...0833 hours, 13 July 3047, and we're ready to start the Beta-Series ERPPC Test 4. With me is Adrian Murphy, Head Technician, and Titus Randiff-Nell, Range Master. Status, Adrian?

Adrian Murphy: All systems green. Ready to start when you are, Range Master.

Titus Randiff-Nell: Range Master turns control over to Head Technician. Good luck.

Capt. Terry Gyerson: Let's do it then, range to target is 400 meters. And don't wish us good luck, that's bad luck. (Laughs.)

Adrian Murphy: Cycling power supply....target lock is confirmed. Three...two...one. Fire!
[explosion is heard]

[static....static....]

Titus Randiff-Nell: Whoa!

Capt. Terry Gyerson: Damn it.

Adrian Murphy: [sighs] Test Beta-four is a failure. Looks like PPC damper field collapsed leading to a power spike and focusing failure, resulting in...explosion. Device is in many, many pieces.

Capt. Terry Gyerson: End Beta-four test. Beta-five should take place next week.

[autodictate: OFF - end audio]

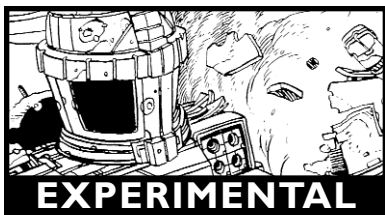
Hilton Head Island North America Terra

Capitalizing on the information saved within the Helm Memory Core was not an easy or immediate process. Once security measures were passed, Inner Sphere scientists had to make sense of the technology and figure out how to make it work, with very few early successes.

Organizations like the New Avalon Institute of Science were among the first to manufacture working copies of advanced weapons, but they weren't the only ones to do so. Independent corporations, such as Apple Computers Interstellar were also working on their own designs. Such constructs were rare, with working units even rarer. The 'Mechs that did work are impressive and worthy of mention here.

- Ilya Childress
Adept XXVI-sigma
ComStar Archives
22 November 3054





Mass: 50 tons
Chassis: Dorwinion Standard Standard
Power Plant: 250 Nissan XL Fusion
Walking Speed: 54.0 km/h
Maximum Speed: 86.4 km/h
Jump Jets: 5 McCloud Specials Standard Jump Jets
Jump Capacity: 150 meters
Armor Type: StarGuard CIV w. CASE Ferro-Fibrous
Armament:
 1 Mydron Excel LB 10-X AC
 1 BlazeFire Sweetshot ER Large Laser
 1 ChisComp 32 Small Laser
Manufacturer: Achernar BattleMechs, Kallon Weapon Industries
Location: New Avalon (ABM), Talon (Kallon)
Communications System: Achernar Electronics HICS-11
Targeting & Tracking System: Federated Hunter

OVERVIEW

Created as a result of Duke Davion's interest in autocannons, the ENF-4R *Enforcer* performs as a mobile barrage vehicle. In this key combat role, it will lay down a fast and withering pattern of fire with its autocannon and lasers, either as a prelude to an offensive or to blunt an approaching enemy's attack.

The *Enforcer* is based on ideas gleaned from detailed plans of an unbuilt 'Mech design that Davion forces discovered in an engineering library at Achernar. Though those plans called for two medium lasers on the left arm, Davion engineers discovered that the 'Mech was structurally strong enough to handle a heavy laser instead. This proved a better weapon because the heavy laser's range matches that of a Class 10 autocannon. The *Enforcer* was commissioned by House Davion in 2777.

WORST CASE

The concept was simple. After the severe beating the AFFC had taken in 3039 when facing the

new tactics and technology of the Dragon's armies, a definite gap in training and tactics was discovered. After hundreds of years of fighting "known" opposition, the warriors of the Suns and Lyran state had not adapted well when faced with the new technology that the Dragon had fielded.

As military research accelerated over the last decade it became clear that every nation surrounding the Commonwealth would soon be fielding technology not seen in centuries. In some cases rumors persisted that some governments were even working on technology that had never been seen even in the days of the Star League.

Thus was OpFor Worst Case born. Prototype re-designs that leveraged every piece of advanced technology and construction knowledge that had been recovered or invented in the last thirty years of the NAIS.

They had built perhaps the most powerful machines ever conceived to form Worst Case, but not without a plethora of ongoing headaches. These prototypes would never see mass production each took at least ten times the normal level of maintenance to keep running.

CAPABILITIES

Enforcer ENF-NAIS-WC carries the biggest and baddest technologies ever developed. Basically rebuilt from the ground up, this 'Mech's life was extended by the extremely capable technicians at the New Avalon Institute of Science.

Where the original Autocannon 10 had been in the right arm, an LB-10X model. The scattershot pattern of the cannon is a critical-system-hitting beast. If there are any chinks in its opponent's armor, this autocannon will find it.

The standard Large Laser in the left arm was also replaced. The new Extended Range Large Laser provides a much longer range, but generates more heat. In a real battlefield, the extra heat would be a problem, but for Worst Case, it was a negligible side effect.

Cellular Ammunition and Storage Equipment was placed in the right torso to safeguard the autocannon ammo stored there.

A new extra light fusion engine grants an extra

speed boost while the addition of a fifth jump jet upgrades the 'Mech's movement curve.

BATTLE HISTORY

The *Enforcer* used in NAIS's Worst Case project was captured from the Draconis Combine's Sixth Benjamin Regulars during the War of 3039. Field Marshal James Sandoval commanded a highly successful campaign on the planet of Marduk against greater numbers, and while unable to hold the planet, he left with billions of Cbills worth of salvage and booty.

Under Sandoval had been the Tenth Deneb Light Cavalry, which acted a fast raiding force against their Kuritan opposition. In one fast attack, four 'Mechs were downed, including this *Enforcer*. When the Dragon's forces retreated, Sandoval had his men salvage the *Enforcer*, which left with him 13 October, 3039.

Upon his return, the 'Mech was deemed too far gone to be reconditioned, and was sold as military surplus. Supply officers for the New Avalon Institute of Science bought the 'Mech very cheaply and added it to the Institute's scrap supply. The technicians at NAIS, more highly trained than Sandoval's, decided that the *Enforcer* was a likely candidate for the Worst Case project, and succeeded in reconditioning it for use.

PILOT NOTES

The 'Mechs developed for the Worst Case scenario don't have permanently assigned pilots. Rather, the NAIS supervisors tapped the men or women that were available or had the expertise that was needed.

For the inaugural training run in the Worst Case scenario, the Prince's Champion and his own personal command lance agreed to pilot these highly unusual BattleMechs as opposition forces.

ENFORCER ENF-NAIS-WC

NAIS
051

Mass: 50 tons

Chassis: Dorwinion Standard Standard

Power Plant: 250 Nissan XL Fusion

Walking Speed: 54.0 km/h

Maximum Speed: 86.4 km/h

Jump Jets: 5 McCloud Specials Standard Jump Jets

Jump Capacity: 150 meters

Armor Type: StarGuard CIV w. CASE Ferro-Fibrous

Armament:

1 Mydron Excel LB 10-X AC

1 BlazeFire Sweetshot ER Large Laser

1 ChisComp 32 Small Laser

Manufacturer: Achernar BattleMechs, Kallon Weapon Industries

Location: New Avalon (ABM), Talon (Kallon)

Communications System: Achernar Electronics HICS-11

Targeting & Tracking System: Federated Hunter

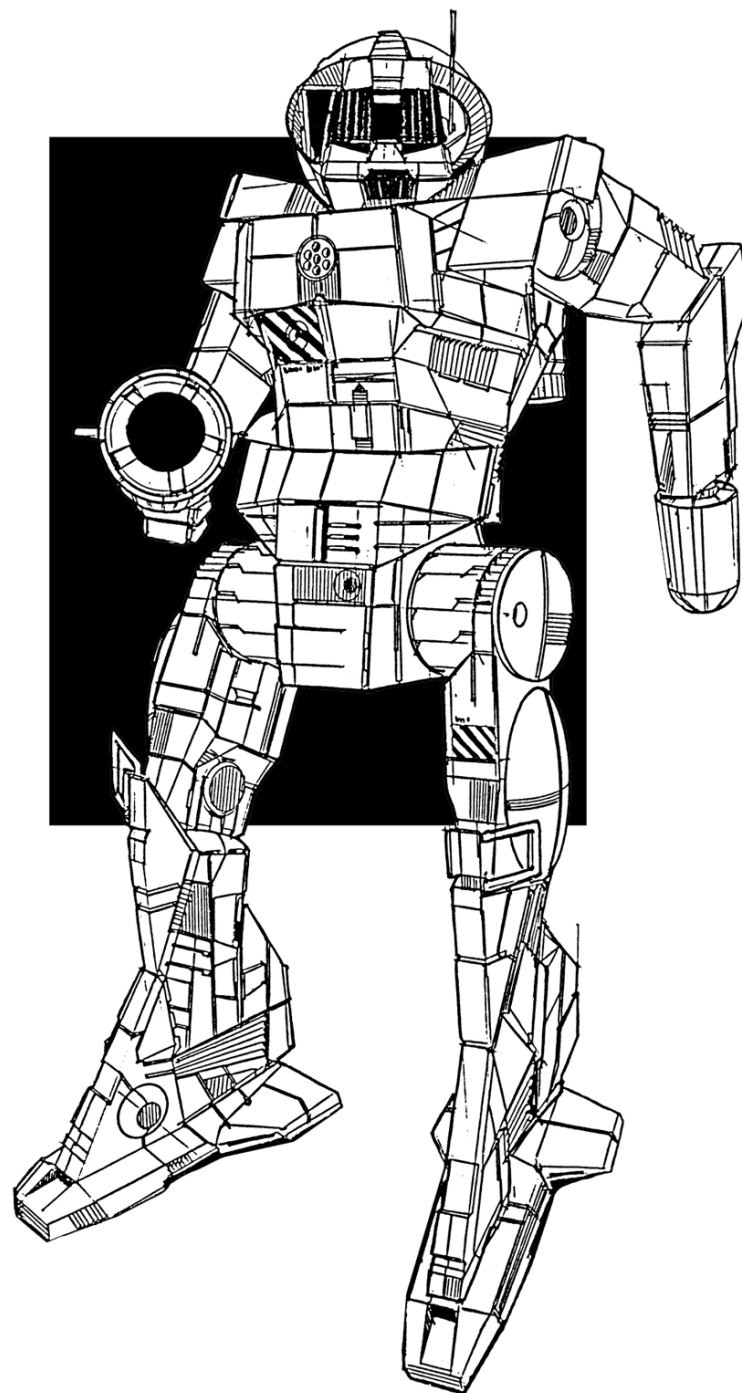
Type/Model: **Enforcer ENF-NAIS**

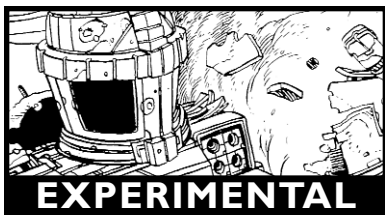
Mass: 50 tons

Equipment	Crits	Mass
Internal Structure: 83 pts Standard	0	5.00
Engine: 250 XL	12	6.50
Walking MP: 5		
Running MP: 8		
Jumping MP: 5		
Heat Sinks: 12	2	2.00
(Heat Sink Loc: 1 LL, 1 RL)		
Gyro:	4	3.00
Cockpit, Life Support, Sensors:	5	3.00
Actuators:	14	.00
L: Sh+UA+LA, R: Sh+UA+LA		
Armor Factor: 161 pts Ferro-Fibrous	14	9.00
(Armor Crit Loc: 1 LA, 3 RA, 6 LT, 4 RT)		

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	16	23
Center Torso (Rear):		7
L/R Side Torso:	12	19/19
L/R Side Torso (Rear):		5/5
L/R Arm:	8	16/16
L/R Leg:	12	21/21

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
1 LB 10-X AC	RA	2	20	8	13.00
(Ammo Loc: 2 RT)					
1 ER Large Laser	LA	12		2	5.00
1 Small Laser	LT	1		1	.50
CASE Equipment:	RT			1	.50
5 Standard Jump Jets:				5	2.50
(Jump Jet Loc: 2 LT, 2 RT, 1 CT)					





Mass: 75 tons
Chassis: GM Marauder Endo Steel
Power Plant: 300 General Motors XL Fusion
Walking Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Jump Jets: 4 Swingline X-1000 Standard Jump Jets
Jump Capacity: 120 meters
Armor Type: Valiant Lamellor Standard
Armament:
 1 ER PPC
 4 Medium Lasers
 1 ER Large Laser
 1 Gauss Rifle
Manufacturer: Independence Weaponry, General Motors
Location: Quentin (IW), Kathil (GM)
Communications System: Dalban Micronics
Targeting & Tracking System: Dalban HiRez

OVERVIEW

With the decoding of Star League secrets, one of the first steps taken by House Davion was to begin making plans to improve upon the already-fearsome *Marauder*. This eagerness backfired when the Draconis Combine captured the *Marauder* factory on Quentin during the War of 3039. The identical design is beginning to emerge from Kurita's Independence Weaponry factory on Quentin as from Davion's General Motors plant on Kathil, prompting the Federated Commonwealth to change the configuration somewhat on the *Marauders* produced by Bowie Industries in Steiner space.

WORST CASE

The concept was simple. After the severe beating the AFFC had taken in 3039 when facing the new tactics and technology of the Dragon's armies, a definite gap in training and tactics was discovered. After hundreds of years of fighting "known" opposition, the warriors of the Suns and

Lyran state had not adapted well when faced with the new technology that the Dragon had fielded.

As military research accelerated over the last decade it became clear that every nation surrounding the Commonwealth would soon be fielding technology not seen in centuries. In some cases rumors persisted that some governments were even working on technology that had never been seen even in the days of the Star League.

Thus was OpFor Worst Case born. Prototype re-designs that leveraged every piece of advanced technology and construction knowledge that had been recovered or invented in the last thirty years of the NAIS.

They had built perhaps the most powerful machines ever conceived to form Worst Case, but not without a plethora of ongoing headaches. These prototypes would never see mass production each took at least ten times the normal level of maintenance to keep running.

CAPABILITIES

A 'Mech very different from its original loadout, the MAD-NAIS-WC is a much-altered machine.

The right arm carries an Extended Range Particle Projection Cannon in place of the MAD-3R's standard PPC. Two Medium Lasers are underslung the larger weapon.

The left arm has two Medium Lasers as well, but the ERPPC was swapped out for an Extended Range Large Laser.

Usually an Autocannon 5 is mounted above the *Marauder's* cockpit, but the technicians working on Worst Case decided a big change was in order. Ripping out the small autocannon, they replaced it with a new Gauss Rifle. With a smaller range, but a much larger hitting power, the change may be the most important.

The *Marauder's* movement curve was upgraded as well with the addition of four jump jets to the 'Mech's legs.

An Endo Steel internal structure and a new extra light engine round out the machine's upgrades.

It is of interest to note that the 'Mech's maintenance problems have not gone away even with its

NAIS upgrade. A problem that has long plagued the *Marauder* design reemerged.

Ever since the Liao variant of the *Marauder* replaced one PPC with a Large Laser, attempting to fire both weapons has shorted out the machine's targeting computer. Still unsure why the problem occurs, technicians recommend that the pilot simply disconnect the Large Laser from the firing circuit and manually trigger the weapon.

BATTLE HISTORY

The *Marauder* used in Worst Case is an old 'Mech, used by first the Federated Suns and then the Federated Commonwealth for garrison duty on different low-risk worlds. Many militia commanders wondered how they garnered such a stroke of luck, but soon came to regret the acquisition.

Dubbed a "cursed 'Mech," the *Marauder* has been the bane of many technicians as it consistently developed problems ranging from its electronics systems to myomer failure. In the end, the commanders usually found it more convenient to simply let the 'Mech be redeployed in another unit.

Eventually, the machine's performance record caught up with it, and it was placed on the list of 'Mechs to be parted out. When NAIS personnel came across it in their salvage yards, it was immediately picked up for use in Worst Case.

PILOT NOTES

The 'Mechs developed for the Worst Case scenario don't have permanently assigned pilots. Rather, the NAIS supervisors tapped the men or women that were available or had the expertise that was needed.

For the inaugural training run in the Worst Case scenario, the Prince's Champion and his own personal command lance agreed to pilot these highly unusual BattleMechs as opposition forces.

MARAUDER MAD-NAIS-WC

NAIS
053

Mass: 75 tons

Chassis: GM Marauder Endo Steel

Power Plant: 300 General Motors XL Fusion

Walking Speed: 43.2 km/h

Maximum Speed: 64.8 km/h

Jump Jets: 4 Swingline X-1000 Standard Jump Jets

Jump Capacity: 120 meters

Armor Type: Valiant Lamellor Standard

Armament:

1 ER PPC

4 Medium Lasers

1 ER Large Laser

1 Gauss Rifle

Manufacturer: Independence Weaponry, General Motors

Location: Quentin (IW), Kathil (GM)

Communications System: Dalban Micronics

Targeting & Tracking System: Dalban HiRez

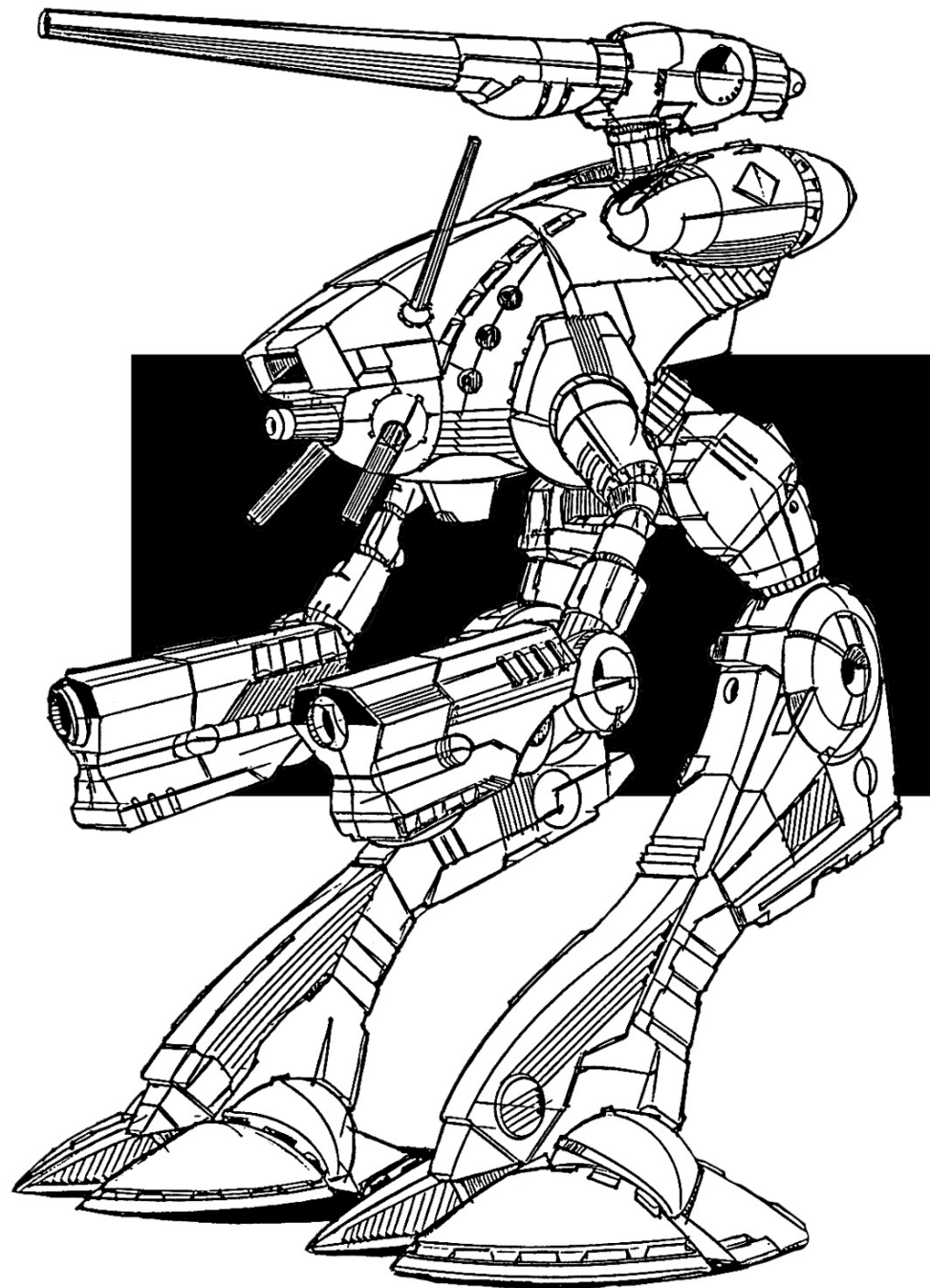
Type/Model: **Marauder MAD-NAIS-WC**

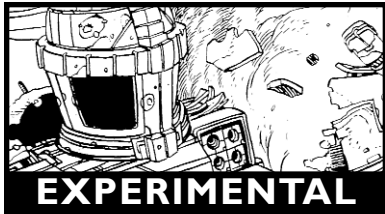
Mass: 75 tons

Equipment	Crits	Mass
Internal Structure: 114 pts Endo Steel	14	4.00
(Endo Steel Loc: 1 HD, 4 LA, 4 RA, 2 LT, 3 RT)		
Engine: 300 XL	12	9.50
Walking MP: 4		
Running MP: 6		
Jumping MP: 4		
Heat Sinks: 14 [28]	6	4.00
(Heat Sink Loc: 2 RT)		
Gyro:	4	3.00
Cockpit, Life Support, Sensors:	5	3.00
Actuators:	14	.00
L: Sh+UA+LA, R: Sh+UA+LA		
Armor Factor: 231 pts Standard	0	14.50

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	23	34
Center Torso (Rear):		12
L/R Side Torso:	16	24/24
L/R Side Torso (Rear):		8/8
L/R Arm:	12	24/24
L/R Leg:	16	32/32

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
1 ER PPC	RA	15		3	7.00
2 Medium Lasers	RA	6		2	2.00
1 ER Large Laser	LA	12		2	5.00
2 Medium Lasers	LA	6		2	2.00
1 Gauss Rifle	LT	1	16	9	17.00
(Ammo Loc: 2 CT)					
4 Standard Jump Jets:				4	4.00
(Jump Jet Loc: 2 LL, 2 RL)					





Mass: 60 tons
Chassis: OST-II Endo Steel
Power Plant: 360 Vlar XL Fusion with Supercharger
Walking Speed: 64.8 km/h
Maximum Speed: 97.2 [162.0] km/h
Jump Jets: None
Jump Capacity: 0 meters
Armor Type: Durallex Heavy Ferro-Fibrous
Armament:
 4 Medium Pulse Lasers
 2 Small Lasers
 1 Apple ECM Proto
 1 Beagle Active Probe
 1 Narc Missile Beacon
Manufacturer: Ostmann Industries
Communications System: Dalban Series K
Targeting & Tracking System: Dalban HiRez II

OVERVIEW

Ostmann Industrie, a Sol-based arms company, produced its Ost Class BattleMechs from 2500-2700. All three designs were extremely successful, although limited production facilities kept their numbers low. In spite of its rarity, the *Ostroc* was considered a quality 'Mech, and performed well in battle.

CAPABILITIES

To say that *Ostroc* OSR-2X-ADF is a custom machine would be something of an understatement. Taking the 'Mech's pilot, Command Sergeant Major Kira Tang's orders to "make a 'Mech that people would remember" to the limit, Apple Computers Interstellar technicians and researchers truly pushed the envelope of 'Mech capabilities. First, the *Ostroc* was completely stripped of all weapons and electronics, leaving only an empty 'Mech shell.

Starting with the 'Mech's internal structure, techs replaced the standard components with

Endo Steel. The replacement process was difficult, but the new light-weight alloy allowed for a greater load-out as well as a longer battlefield life. On the outside, 11.5 tons of Ferro-Fibrous armor was mounted.

Working with the newest technologies, Apple techs added cutting-edge electronic suites. A Dalban Hi-Rez II targeting and tracking computer was installed, along with a Dalban Series K communications system. A Beagle Active Probe was wired in as well. Lastly, taking a prototype component from Apple's own research division, techs installed a new ECM suite, giving the *Ostroc* supreme battlefield electronic countermeasure capabilities.

After the computers were taken care of, techs turned to the power plant, fitting the 'Mech with a 360 Vlar Extralight Fusion engine. The Vlar provided excellent speed and power, but the technicians weren't satisfied, and fabricated by hand a fusion engine supercharger, granting the 'Mech extra speed if it was needed.

Weapons were next, and again techs turned to the high tech. Four Medium Pulse Lasers, one in each arm and one in both right and left torsos, provided excellent short-range fire support. Finding enough room in the arms for Small Lasers, one was added to either appendage. Knowing that the *Ostroc* would be a fast machine suited to recon and scout duties, a Narc Missile Beacon was mounted on the left torso, giving lance-mates an edge on the battlefield.

Many would say that the last addition was too far. Seeing there was enough room left to it to fit, technicians installed a MASC suite, allowing the 60 ton *Ostroc* to reach speeds of 162 km/h when both it and the supercharger are engaged! Techs warned that the activation of both could be highly dangerous to both pilot and machine, urging use only the direst of emergencies.

BATTLE HISTORY

Little is known about Kira Tang's *Ostroc* before it came into Apple's hands. Purchased in a bulk surplus deal from the Armed Forces of the Federated Commonwealth, the 'Mech was badly

damaged and nearly unusable. It was only the expertise of Apple's techs that morphed the machine into the high-end weapon of war it is now.

On Macintosh, Cmd. Sgt. Maj. Tang has piloted it into two skirmishes, both times against poorly supplied raiding parties. In each encounter, the 'Mech performed extremely well in its role as a scout. She closed with the intruders, tagged three enemies with her Narc beacon, and fell back again, taking very little damage. Long-range ADF units were then able to rain down super-accurate missile fire, virtually ending the raids before they began.

PILOT NOTES

Command Sergeant Major Kira Tang serves as the executive officer in the Apple Defense force, directly under Kommandant Benjamin Gott-Stilbein. She is a highly skilled aerospace pilot and spends much of her time in orbit or as an official liaison to special customers. It is only because her duties do not require her to be near her 'Mech at all times that she can possess such a unique machine. Her attitude towards it reflects the situation, and she has been heard referring to it as "her hotrod."

"My 'Mech," she has been quoted as saying, "is as close to an aerospace fighter as a ground-pounder can be. Man, 162 clicks max? Just like flying!"

OSTROC OSR-2X-ADF

Mass: 60 tons

Chassis: OST-II Endo Steel

Power Plant: 360 Vlar XL Fusion with Supercharger

Walking Speed: 64.8 km/h

Maximum Speed: 97.2 [162.0] km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor Type: Durallex Heavy Ferro-Fibrous

Armament:

4 Medium Pulse Lasers

2 Small Lasers

1 Apple ECM Proto

1 Beagle Active Probe

1 Narc Missile Beacon

Manufacturer: Ostmann Industries

Communications System: Dalban Series K

Targeting & Tracking System: Dalban HiRez II

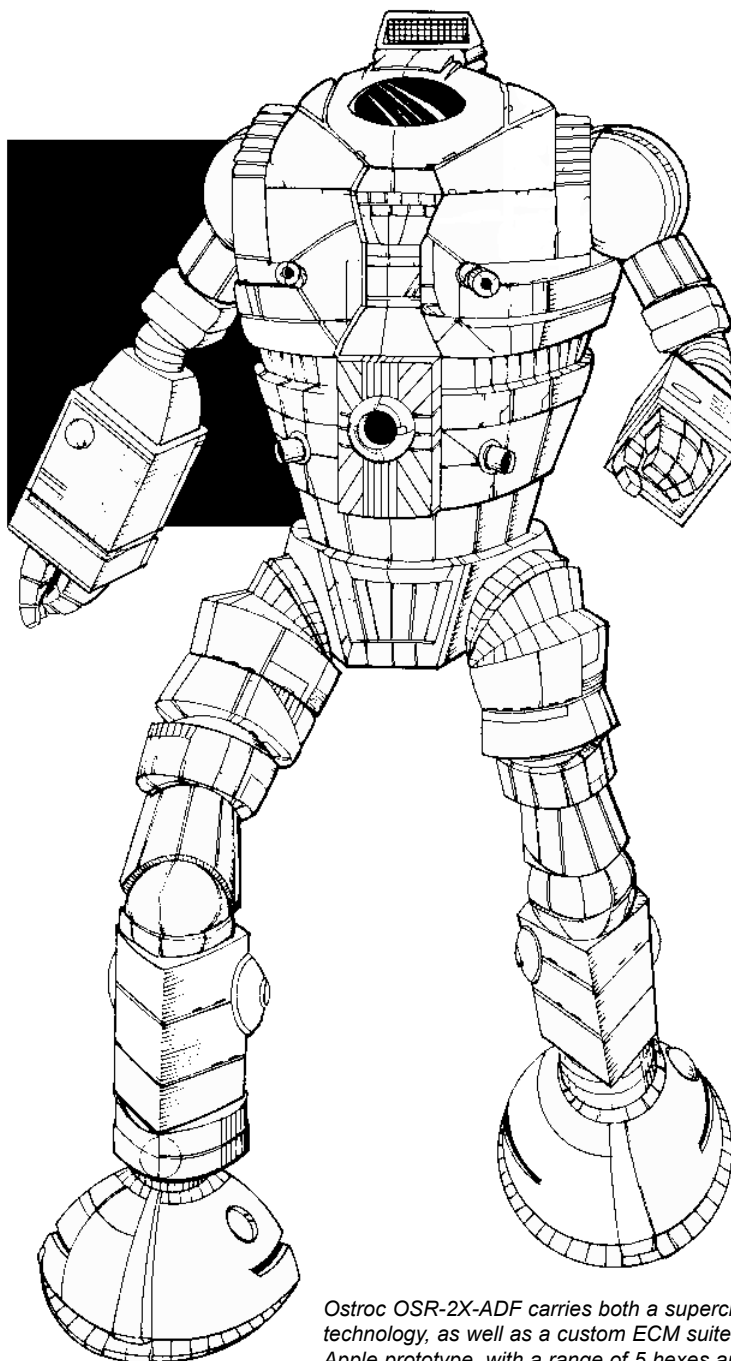
Type/Model: **Ostroc OSR-2X-ADF**

Mass: 60 tons

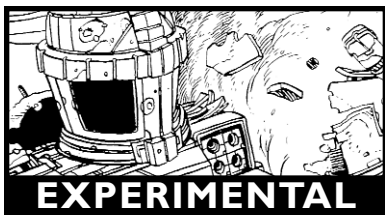
Equipment	Crits	Mass
Internal Structure: 99 pts Endo Steel	14	3.00
(Endo Steel Loc: 1 HD, 3 LA, 2 RA, 2 LT, 2 RT, 2 LL, 2 RL)		
Engine: 360 XL	12	16.50
Engine Supercharger: LT	1	2.00
Walking MP: 6		
Running MP: 9 [12-15]		
Jumping MP: 0		
Heat Sinks: 10 [20]	0	.00
Gyro:	4	4.00
Cockpit, Life Support, Sensors:	5	3.00
MASC:	3	3.00
Actuators:	12	.00
L: Sh+UA, R: Sh+UA		
Armor Factor: 201 pts Ferro-Fibrous	14	11.50
(Armor Crit Loc: 5 LA, 6 RA, 2 RT, 1 CT)		

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	20	30
Center Torso (Rear):		10
L/R Side Torso:	14	21/21
L/R Side Torso (Rear):		7/7
L/R Arm:	10	20/20
L/R Leg:	14	28/28

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
1 Medium Pulse Laser	RA	4		1	2.00
1 Small Laser	RA	1		1	.50
1 Medium Pulse Laser	LA	4		1	2.00
1 Small Laser	LA	1		1	.50
1 Apple ECM Proto	RT	0		2	2.00
1 Beagle Active Probe	RT	0		2	1.50
1 Medium Pulse Laser	RT	4		1	2.00
1 Narc Missile Beacon	LT	0	6	3	4.00
(Ammo Loc: 1 CT)					
1 Medium Pulse Laser	LT	4		1	2.00



Ostroc OSR-2X-ADF carries both a supercharger, which is Level 3 technology, as well as a custom ECM suite. The ECM suite is an Apple prototype, with a range of 5 hexes and weighs a half-ton more than a Guardian ECM suite.



Mass: 70 tons
Chassis: StarCorps 100 Standard
Power Plant: 280 VOX Fusion
Walking Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Jump Jets: None
Jump Capacity: 0 meters
Armor Type: Durallex Heavy Ferro-Fibrous
Armament:
 2 Apple ERPPC Prototype
 2 Olivetti 200 Machine Guns
 2 Diverse Optics Type 18 Medium Lasers
Manufacturer: StarCorps Industries
Location: Unknown
Communications System: Dalban Micronics
Targeting & Tracking System: Dalban Hi-Rez

OVERVIEW

Construction of the *Warhammer* BattleMech, which was designed primarily as an assault 'Mech, began in 2515 and continued up until after the fall of the Star League. The original requisition by General Sternson to StarCorp Industries called for "a mobile 'Mech with enough firepower to destroy or severely damage any 'Mech of the same weight class or lower". StarCorp's answer was the *Warhammer*. There were several different production runs of the 'Mech, including the Class 6D and the Class 6K. In the current era, several modified versions have also been developed within the Successor States.

CAPABILITIES

Starting life as a standard *Warhammer* WHM-6D, technicians soon started working on it, replacing as many components as possible with Apple's own proprietary technology. Over time, the targeting, tracking, and communications systems in particular are replaced with newer versions, always keeping the machine on the cutting edge.

As to weaponry, Kommandant Gott-Stilbein's

BattleMech retains only its original Medium Lasers, one in both the left and right torso. The Small Lasers were removed, as well as the Particle Projection Cannons from each arm. A set of machine guns was added - one to each arm - which gives the 'Mech anti-infantry capability - but it is the new energy weapons installed that garner the most interest.

In place of each arm's regular PPC, technicians have installed prototype Particle Projection Cannons developed recently by Apple researchers. The new prototype increases the weapon's range by 150 meters, while decreasing the minimum range needed by thirty meters. Those advantages come at a price though however, as the new unit generates a good deal more heat and is bulkier, taking up more room in both arm housings.

The problem of excess heat was partially solved with the installation of double heat sinks. While they go far in shedding the machine's heat buildup, there just wasn't enough room for the required number needed to totally alleviate the issue. If ever the Kommandant pilots his machine into a heated battle, he'll need to watch his heat meter carefully, but the chance of a serious battle breaking out on Macintosh is slim, so the problem is not considered immediate.

Rounding out the *Warhammer*'s modifications is the addition of Ferro-Fibrous armor. This new advance in armor plating gives the 'Mech a longer life on the battlefield, but suffers the same bulkiness problem of the prototype PPCs, taking up more room than standard armor would.

BATTLE HISTORY

Kommandant Benjamin Gott-Stilbein's personal *Warhammer* is much like all of the units within the Apple Defense Force: In excellent shape and expertly maintained. Apple's technicians are constantly working to keep the units of their Defense Force in tip-top shape, and are by-and-large successful.

However, if a non-Apple technician were to look at the machine, he or she would be lost at the amount of re-design and custom work that has gone into it. Over the years, Apple specialists have used their own proprietary technology to rework the 'Mech for their many field experiments, and many of the changes have been kept. Detailed schematics of the

Warhammer on on file at Apple's main archive, and are regularly updated with every new change.

Warhammer WHM-6X-ADF has been in the employ of Apple Computers Interstellar since the waning years of the Star League, purchased fresh from the factory floor. While pilots have obviously changed over the years, the BattleMech has seen service on Macintosh for the great majority of its life; except for a few off-world protection duties, the Apple Defense Force has kept it on-site.

During the Succession Wars, Macintosh was hit many times. Apple lost many of its production facilities, in fact, only a single factory survived untouched. During those hard times, the Defense Force was whittled down to a single company, but luckily, the *Warhammer* survived very much intact.

In recent years, Macintosh has barely been touched by warfare or raids. While some marauding forces have tried their luck, the ADF is more concerned over possible instances of industrial espionage. As such, their tasks focus more on background checks and gathering intelligence, not BattleMech warfare, leaving many of their machines to garrison and patrol duty. Until the Kommandant took the 'Mech as his own, it had served at a far-lying research facility, guarding experimental technologies.

One incident deserves mention. In late 3047, a routine software upgrade for the entire Apple Defense Force's 'Mechs turned out to be horribly flawed. Instead of making the machines' targeting computers more efficient, a nasty bug caused all BattleMech computers to shut down entirely, rendering the ADF 'Mechless for over three days. The incident, while well known inside Apple, is generally kept from outsiders, as it could be damaging to sales as well as give possible spies unpleasant ideas.

PILOT NOTES

"Damned techs can never keep their hands off it," Gott-Stilbein was quoted as saying. "Always have to be tryin' out their latest toys."

Kommandant Benjamin Gott-Stilbein doesn't regularly pilot his 'mech on maneuvers. Generally, he prefers to command from his desk, where he is constantly updating and revising his command's deployment.

WARHAMMER WHM-6X-ADF

Mass: 70 tons

Chassis: StarCorps 100 Standard

Power Plant: 280 VOX Fusion

Walking Speed: 43.2 km/h

Maximum Speed: 64.8 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor Type: Durallex Heavy Ferro-Fibrous

Armament:

2 Apple ERPPC Protos

2 Olivetti 200 Machine Guns

2 Diverse Optics Type 18 Medium Lasers

Manufacturer: StarCorps Industries

Communications System: Dalban Micronics

Targeting & Tracking System: Dalban Hi-Rez

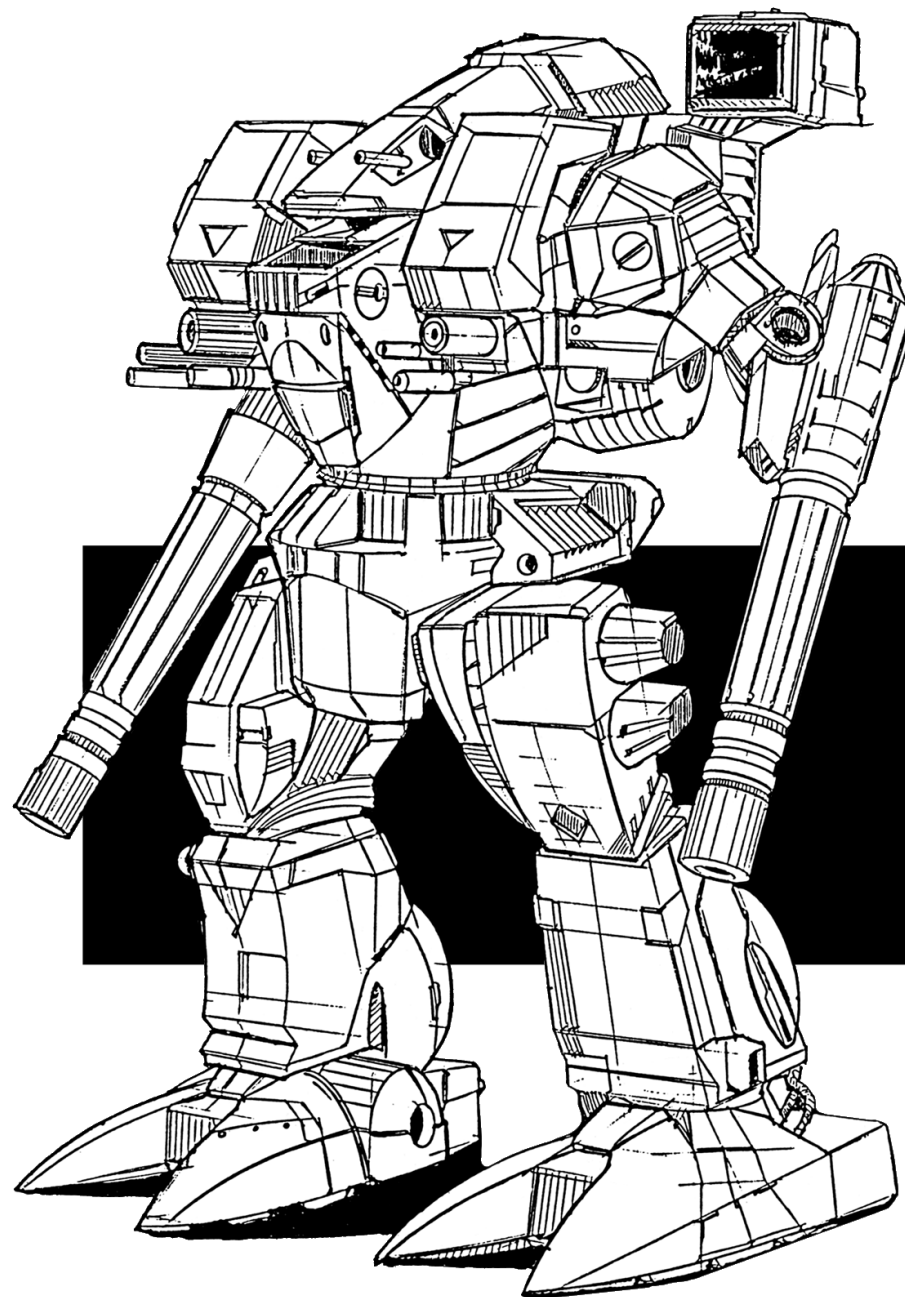
Type/Model: **Warhammer WHM-6X-ADF**

Mass: 70 tons

Equipment	Crits	Mass
Internal Structure: 107 pts Standard	0	7.00
Engine: 280	6	16.00
Walking MP: 4		
Running MP: 6		
Jumping MP: 0		
Heat Sinks: 18 [36]	21	8.00
(Heat Sink Loc: 1 LA, 1 RA, 3 LT, 2 RT)		
Gyro:	4	3.00
Cockpit, Life Support, Sensors:	5	3.00
Actuators:	14	.00
L: Sh+UA+LA, R: Sh+UA+LA		
Armor Factor: 217 pts Ferro-Fibrous	14	12.50
(Armor Crit Loc: 1 HD, 1 LA, 1 RA, 2 LT, 4 RT, 1 CT, 2 LL, 2 RL)		

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	22	33
Center Torso (Rear):		11
L/R Side Torso:	15	22/22
L/R Side Torso (Rear):		8/8
L/R Arm:	11	22/22
L/R Leg:	15	30/30

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
1 Apple ERPPC Proto	RA	17		4	7.00
1 Machine Gun	RA	0	200	2	1.50
(Ammo Loc: 1 CT)					
1 Apple ERPPC Proto	LA	17		4	7.00
1 Machine Gun	LA	0		1	.50
1 Medium Laser	RT	3		1	1.00
1 Medium Laser	LT	3		1	1.00



The ERPPCs carried by Warhammer WHM-6X-ADF are prototypes developed by Apple Computers Interstellar, and are custom weapons. They use one more crit than a normal ERPPC, generate two more points of heat, and have a two-hex minimum range.

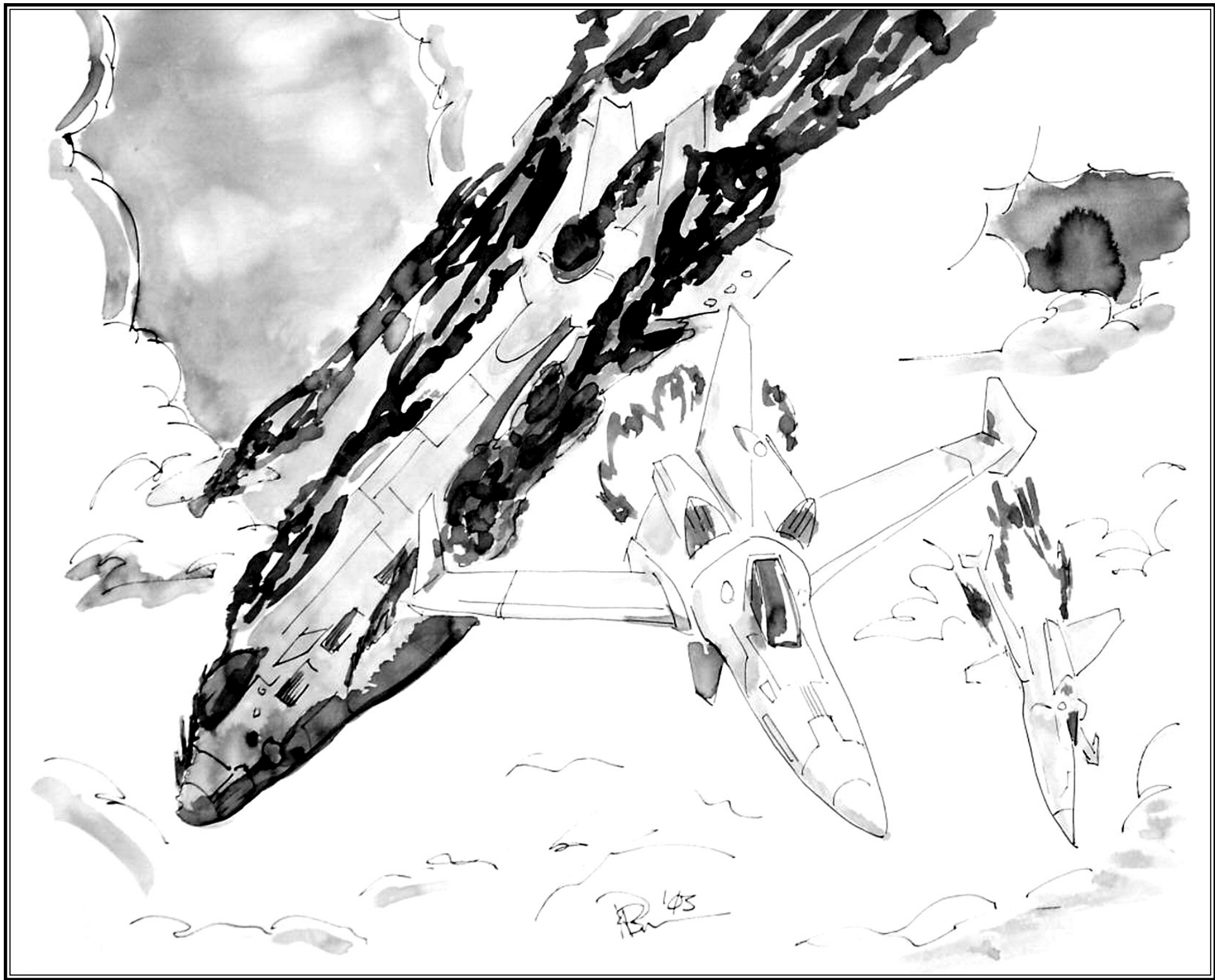


**Hilton Head Island
North America
Terra**

While customized 'Mechs are rare, customized Aerospace units are even more rare. Weapons can be changed here and there, and most large vessels have some kind of modification, but few have anything that make them truly unique.

There are a few, though, that deserve special recognition. Either due to their exploits or because of their uniqueness, we've listed them here. Understandably, this is the shortest section of this readout, but should give the reader an idea of what the cream of the crop are piloting through known space.

- Ilya Childress
Adept XXVI-sigma
ComStar Archives
25 November 3054



MULE - DESCENDANT OF PROMETHEUS



Mass: 11,200 tons
Length: 158 meters
Power Plant: Standard
Safe Thrust: 3
Maximum Thrust: 5
Armor Type: Standard
Armament:
1 Autocannon/5
8 Medium Laser
2 Small Laser
2 SRM 6
3 Large Laser

OVERVIEW

The large Mule Class DropShip is one of the most common civilian vessels. The Mule carries a generous amount of weapons and armor for a merchant vessel, boasting an arsenal that rivals those of some small military DropShips. The popular spheroid cargo transport was designed at the height of the Star League and has a cargo capacity of just under 8,500 tons.

The lowest decks of the Mule contain the ship's power plant, drive system, landing gear, and the majority of the craft's heat sinks and fuel tankage. The main cargo bay is also situated in this lower section and can accommodate 3,000 tons of cargo. Four cargo elevators lead from this massive bay to the upper decks, which combined hold 5,000 tons of cargo. Situated next to each lift, massive cargo ramps provide the main access to the craft. These ramps have been responsible for numerous accidents. If a ramp is not secured when the main engine fires, the engine exhaust can rip the ramp away from the hull, causing severe damage to the vessel. In extreme circumstances this can destroy a Mule.

Above the Mule's two upper cargo bays are three decks that make up the vessel's command section. One of these decks contains electronics and docking equipment, and the remaining two contain the bridge, crew quarters, and a series of specialized

rooms. The first of these specialized rooms is an observation lounge, that overlooks the upper cargo bay. The lounge often serves as an additional recreation area for the crew and a meeting place for dealings with customers. The second room contains a trio of large screens, each displaying local exchange rates for various goods and services uploaded from the planetary information net. The third room contains communications monitoring facilities and computers that support the briefing room.

The crew occupy a number of single-occupancy rooms on the upper deck of the command level, and each room has ample space for storing personal gear. The large mess facility, a crew lounge, and a well-equipped medical bay occupy much of the remaining deck, along with a spacious bridge in the center of the deck.

CAPABILITIES

The *Descendant of Prometheus* has gone through some relatively minor upgrades over its lifetime.

A few decades ago, the armament on the Mule might have been considered decent. However, the *Prometheus* still carries the factory-installed weaponry, and now rates well below the technological curve.

The one modification that makes this Mule stand out is the addition of fifteen 'Mechbays in the place of cargo holds. Although the *Prometheus* is able to haul almost three lances of 'Mechs, it cannot 'hot drop' them, and the installation of the appropriate tubes would have called for major structural changes. As a result, the Mule has to land and offload all 'Mechs via loading ramps.

BATTLE HISTORY

The Spring Heeled Jacks mercenary group, owned and commanded by Lieutenant Randolph Waterford purchased the Mule DropShip *Descendant of Prometheus* early into the unit's career. Until then, the unit had made a Union DropShip named *Medea* home, but soon outgrew its small transportation capacity.

Purchased on Outreach in November of 3048, the Spring Heeled Jacks know little of their new DropShip's history. Judging by the 'Mechbays

installed on the ship, the Jacks believe their Mule was previously owned by other mercenaries, but can't be sure.

From what data that the ship's computer still held, they backtracked the ship to the beginning of the Fourth Succession War. The particulars of its duty are still unknown, as is any duty prior to that conflict.

NOTES

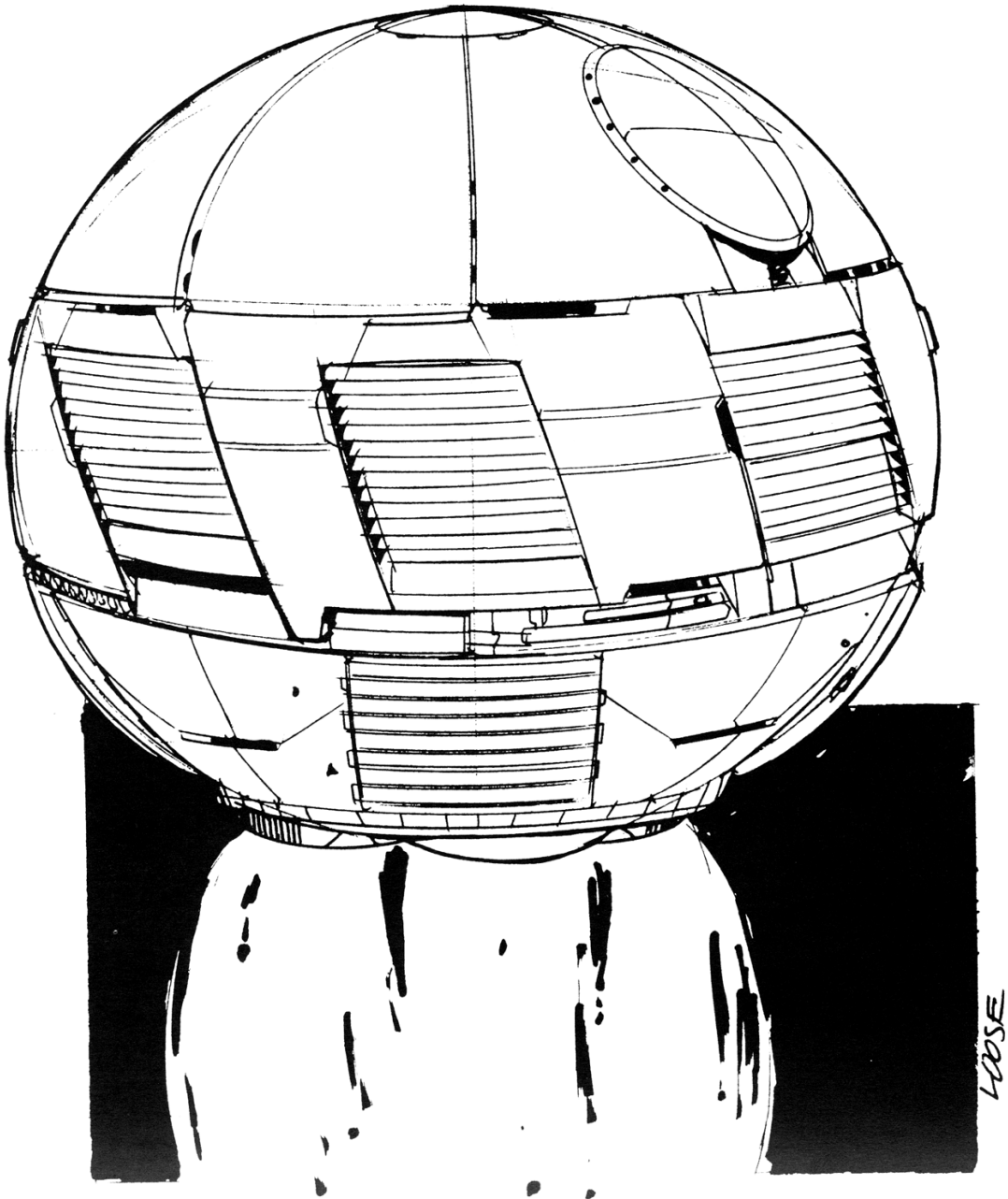
The Spring Heeled Jacks have considered many upgrades for the *Prometheus*, from adding new weapons to taking the drastic step of installing 'Mech launch tubes. So far though, lack of time and money has stayed their plans.

MULE - DESCENDANT OF PROMETHEUS

Mass:11,200 tons
Length:158 meters
Power Plant: Standard
Safe Thrust: 3
Maximum Thrust: 5
Armor Type: Standard
Armament:
1 Autocannon/5
8 Medium Laser
2 Small Laser
2 SRM 6
3 Large Laser

Class/Model/Name: Mule class DropShip Descendant of Prometheus
Mass: 11,200 tons

Equipment		Mass					
Power Plant, Drive & Control:		2,184.00					
Safe Thrust: 3							
Maximum Thrust: 5							
Structural Integrity: 10		224.00					
Total Heat Sinks: 59 Single		.00					
Fuel & Fuel Pumps:		408.00					
Bridge, Controls, Radar, Computer & Attitude Thrusters:		84.00					
Fire Control Computers:		.00					
Food & Water: (57 days supply)		19.00					
Armor Type: Standard (616 total armor pts)		36.00					
Standard Scale Armor Pts							
Location:		L / R					
Fore:		176					
Left/Right Sides:		154/154					
Aft:		132					
Cargo:							
Bay 1: Cargo (1) with 2 doors		5,500.00					
Bay 2: BattleMechs (6) with 2 doors		900.00					
Bay 3: BattleMechs (6) with 2 doors		900.00					
Bay 4: BattleMechs (3) with 1 door		450.00					
Life Boats: 5 (7 tons each)		35.00					
Escape Pods: 5 (7 tons each)		35.00					
Crew and Passengers:							
4 Officers (3 minimum)		40.00					
15 Crew (1 minimum)		105.00					
3 Gunners (3 minimum)		21.00					
15 2nd Class Passengers		105.00					
30 Bay Personnel		.00					
Weapons and Equipment							
	Loc	SRV	MRV	LRV	ERV	Heat	Mass
1 Autocannon/5(40 rounds)	Nose	1(5)	1(5)	--	--	1	10.00
1 Medium Laser	Nose	1(5)	--	--	--	3	1.00
2 Small Laser	Nose	1(6)	--	--	--	2	1.00
1 SRM 6(15 rounds)	FL/R	1(8)	--	--	--	8	8.00
2 Medium Laser	FL/R	1(10)	--	--	--	12	4.00
1 Large Laser	AL/R	1(13)	1(8)	--	--	16	10.00
2 Medium Laser						6	2.00
1 Large Laser	Aft	1(13)	1(8)	--	--	8	5.00
1 Medium Laser						3	1.00
1 Lot Spare Parts (1.00%)							112.00



UNION - EXPLORER CORPS REFIT



Mass: 3,600 tons
Length: 82 meters
Power Plant: Standard
Safe Thrust: 3
Maximum Thrust: 5
Armor Type: Standard
Armament:

3 PPC
 6 Autocannon/5
 6 LRM 20
 12 Medium Laser
 5 Large Laser

OVERVIEW

Weighing in at 3,500 tons, the Union Class DropShip is the standard medium DropShip throughout the Successor States, small enough to easily transport a 'Mech raiding party and large enough to support part of a full-scale invasion.

CAPABILITIES

To meet their unique needs, the ComStar Explorer Service (also known as the Explorer Corps) modifies the cargo holds of their Union class DropShips to hold a team more suited to exploration than combat.

Of the decks devoted to 'Mech transport, only two actual BattleMech cubicles remain, and even these are generally devoted to carrying modified WorkMechs, not true BattleMechs. For security of the landed DropShip, two Shreck PPC carriers and two Cyrano VTOLs complement the WorkMechs.

Ground exploration is generally handled by a mix of VTOLs, such as the Cyrano, and large infantry carriers like the Maxim, which are generally used to ferry research teams, not combat infantry. Fast hovercraft, such as the Gabriel or J. Edgar, round out its exploration teams.

Aerospace defense for the "Union-EC" is handled by a single Level II's worth of fighters, generally consisting of two Sabres and four Stingrays.

Lastly, overall cargo is increased, with over 200

days of consumables for crew and exploration teams, plus an additional 250 tons of general cargo.

BATTLE HISTORY

The ComStar-refitted Union isn't truly meant for the battlefield, and doesn't see it much. Intended as an Explorer Corps vehicle, it nonetheless does end up facing hostiles, usually pirate bands operating in the Periphery.

One such event took place on a world in the deep Periphery coreward of the Inner Sphere in early 3047.

After making planetfall on an unnamed world, the crew of the refitted Union *Fortean* soon came under attack. Caught off guard, the ship's captain was surprised to find anyone on the planet. He reacted quickly though, deploying his fighters and armor, backed up by the Union's WorkMechs.

The attackers, which turned out to be a poorly-equipped pirate band, tried to hit the defenders hard, but fell into the Explorer Corps' trap. Falling back in steps, the defender drew their attackers in until the Union's weapons could be brought to bear. From that point on, the battle's outcome was never in question.

Sifting through the salvage, the Union's crew soon discovered that these attackers were pirates, operating deep in the Periphery. Useful salvage was taken and the rest left for whomever may find it. Even though the planet was thoroughly searched, the pirate's headquarters was never found.

NOTES

The refitted Union has proven to be a very capable vehicle for the Explorer Corps. Almost always underfunded, the Corps' DropShip fleet expands slowly, so it is unknown how many more they will be able to afford over the next few years.

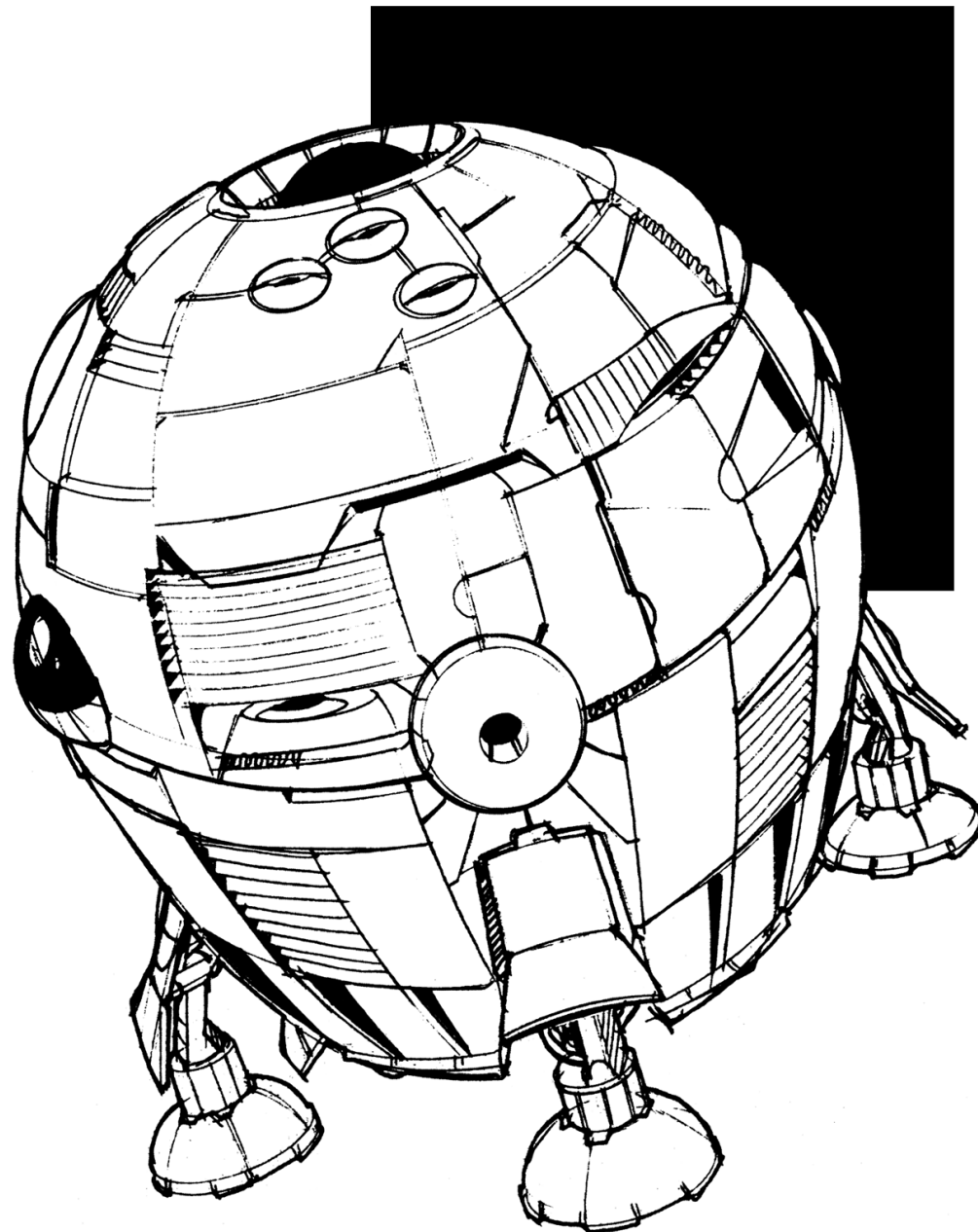
UNION - EXPLORER CORPS REFIT

Mass: 3,600 tons
Length: 82 meters
Power Plant: Standard
Safe Thrust: 3
Maximum Thrust: 5
Armor Type: Standard
Armament:
 3 PPC
 6 Autocannon/5
 6 LRM 20
 12 Medium Laser
 5 Large Laser

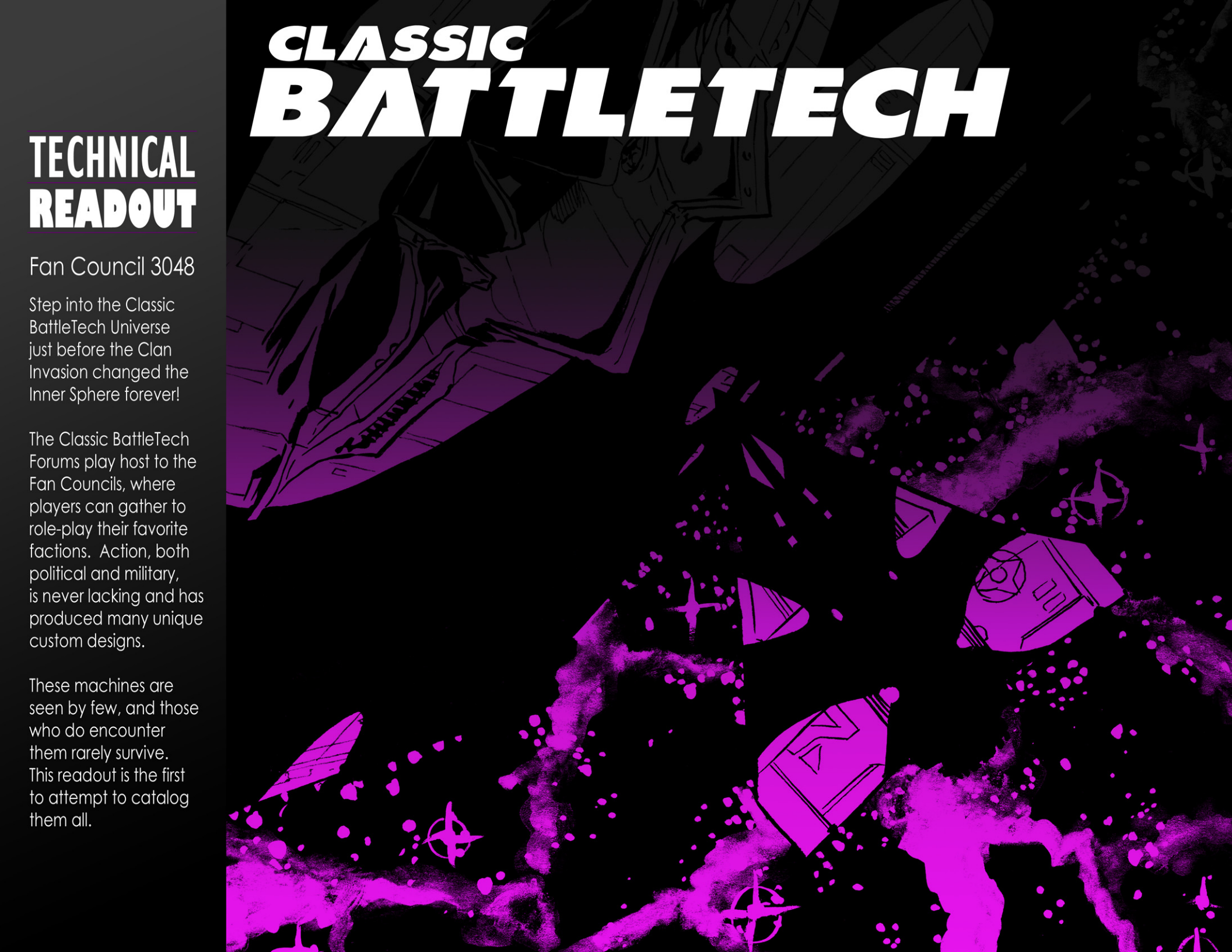
Class/Model/Name: Union (Explorer Corps Refit)
Mass: 3,600 tons

Equipment	Mass
Power Plant, Drive & Control:	702.00
Safe Thrust: 3	
Maximum Thrust: 5	
Structural Integrity: 11	79.50
Total Heat Sinks: 90 Single	21.00
Fuel & Fuel Pumps:	220.00
Bridge, Controls, Radar, Computer & Attitude Thrusters:	27.00
Fire Control Computers:	.00
Food & Water: (207 days supply)	89.00
Armor: Standard (640 total armor pts)	37.50
Standard Scale Armor Pts	
Location:	L / R
Fore:	180
Left/Right Sides:	180/180
Aft:	100
Cargo:	
Bay 1: BattleMechs (2) with 2 doors	300.00
Light Vehicles (to 50T) (2)	100.00
Heavy Vehicles (51-100T) (2)	200.00
Bay 2: Light Vehicles (to 50T) (6) with 2 doors	300.00
Bay 3: Fighters (6) with 2 doors	900.00
Bay 4: Cargo (1) with 2 doors	250.00
Escape Pods: 7 (7 tons each)	49.00
Crew and Passengers:	
3 Officers (2 minimum)	30.00
5 Crew (2 minimum)	35.00
6 Gunners (6 minimum)	42.00
72 Bay Personnel	.00

Weapons and Equipment	Loc	SRV	MRV	LRV	ERV	Heat	Mass
1 PPC	Nose	1(10)	1(10)	--	--	10	7.00
2 Autocannon/5(20 rounds)	Nose	1(10)	1(10)	--	--	2	17.00
2 LRM 20(24 rounds)	Nose	2(24)	2(24)	2(24)	--	2	24.00
2 Medium Laser	Nose	1(10)	--	--	--	6	2.00
1 PPC	FL/R	1(10)	1(10)	--	--	20	14.00
2 Autocannon/5(40 rounds)	FL/R	1(10)	1(10)	--	--	4	36.00
2 LRM 20(24 rounds)	FL/R	2(24)	2(24)	2(24)	--	24	48.00
1 Large Laser	FL/R	2(18)	1(8)	--	--	16	10.00
2 Medium Laser						12	4.00
1 Large Laser	AL/R	2(18)	1(8)	--	--	16	10.00
2 Medium Laser						12	4.00
1 Large Laser	Aft	2(18)	1(8)	--	--	8	5.00
2 Medium Laser						6	2.00
1 Lot Spare Parts (0.97%)							35.00



CLASSIC BATTLETECH



TECHNICAL READOUT

Fan Council 3048

Step into the Classic BattleTech Universe just before the Clan Invasion changed the Inner Sphere forever!

The Classic BattleTech Forums play host to the Fan Councils, where players can gather to role-play their favorite factions. Action, both political and military, is never lacking and has produced many unique custom designs.

These machines are seen by few, and those who do encounter them rarely survive. This readout is the first to attempt to catalog them all.