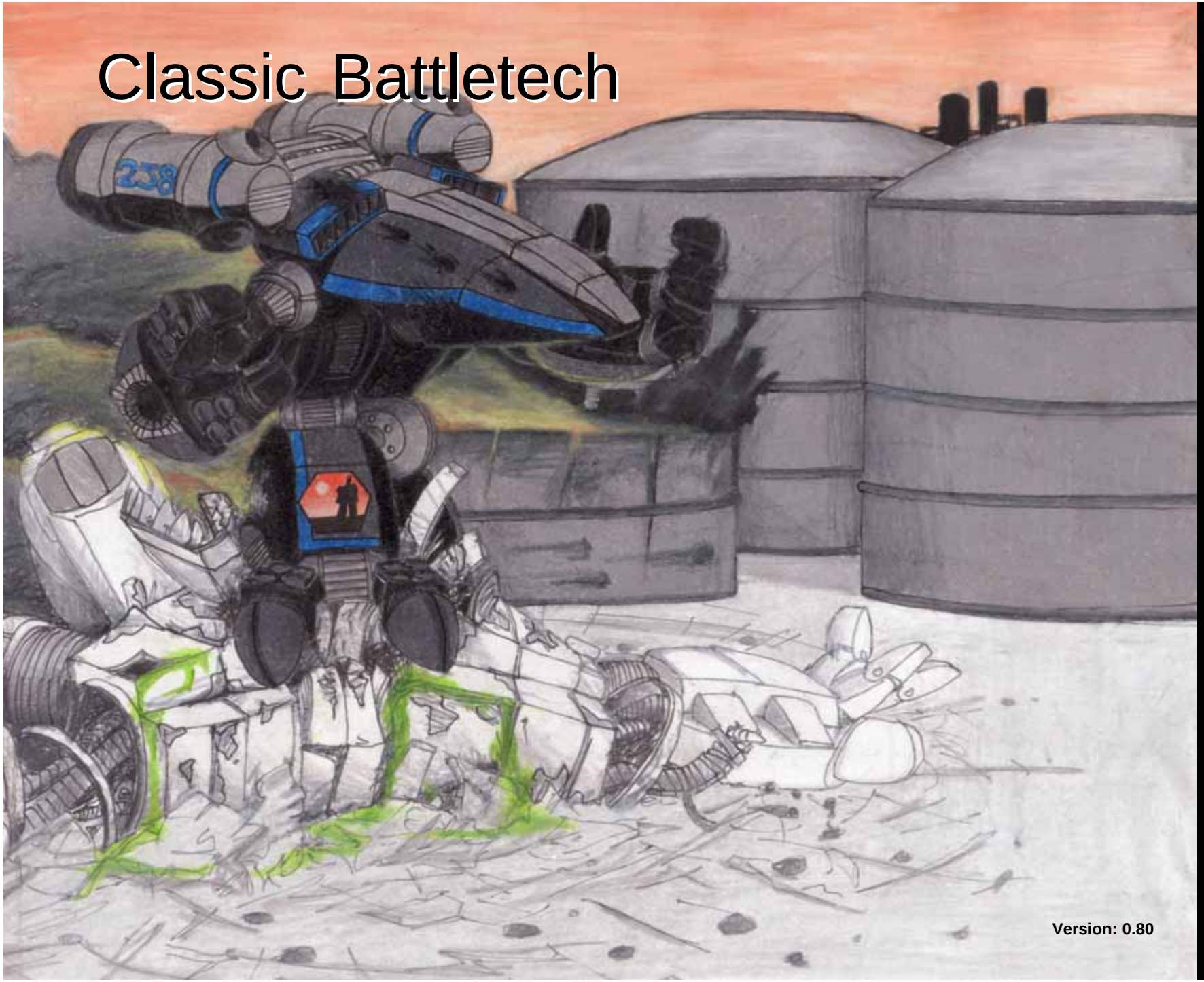

LORDS OF THE BATTLEFIELD

Technical Readout:

CONTENTS

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Technical Readout: Lords of the Battlefield

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The TRO can be downloaded at:
http://www.lordsofthebattlefield.com/

Version 1.00 – DEC 2005

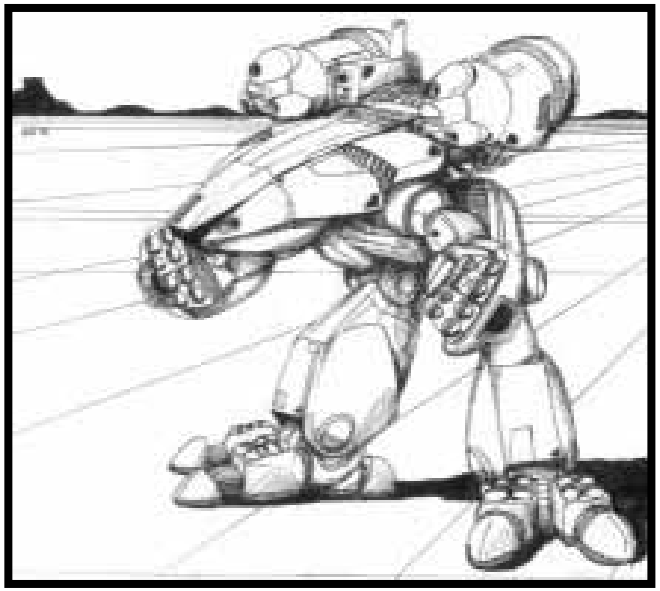
Special Thanks

To the makers of Classic Battletech for giving us a great game, and continuing the game universe after so many years.
To the highly active members of the Classic Battletech fan community for providing; inspiration, the needed information, the tools and the spirit for creating this fan Technical Readout.
And to Loopy for writing most of the missing fluff.

INTRODUCTION

Introduction text here……..

Inner Sphere ‘Mechs



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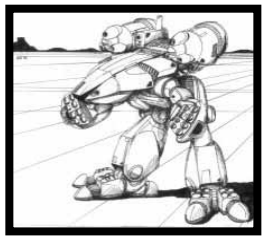
MSQ-2d Mosquito



Mass: 25 Tons
Chassis: Standard
Power Plant: Omni Fusion 175 XL
Cruising Speed: 75,6 kph
Maximum Speed: 118,8 [151.2] kph
Jump Jets: None
Jump Capacity: 0 meters
Armor: Ferro-Fibrous

Armament:
3 ER Medium Lasers
1 Beagle Active Probe
1 Guardian ECM
Manufacturer: NAIS
Location: New Avalon
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

Without doubt the greatest technological windfall of the past century has been the discovery of the Star League memory core on Helm by the Gray Death Legion in 3027. Once the computer core arrived at the R&D department of the New Avalon Institute of Science the tedious work of decrypting the elaborate Star League era security codes began. After almost four years of failure the Gray Death memory core was successfully decrypted. Once the NAIS scientists were able to access the core they were left with the task of trying to figure out what to do with the information they had.

An early focus of the NAIS team was to search for any Star League era weapon technology. Among the earliest recovered lostech were the formulas for EndoSteel and Ferro-Fibrous armor. Hanse Davion ordered the NAIS to reproduce them as soon as possible in order to test them on new BattleMech designs.

The first attempt to produce a BattleMech design using the recovered Endo Steel and Ferro Fibrous technology was the 1D Mosquito. Never intended for active duty service, the Mosquito is a ‘technology demonstrator’. The NAIS used the 'Mossy' to test new technologies as they were re-developed from the Gray Death core.

As a test bed Mech the Mosquito has an unusual appearance when compared to more modern BattleMech designs using EndoSteel frames and FerroFibrous armor. Since the Mosquito was the first Mech to be constructed with the recovered metal technology, the EndoSteel frame and FerroFibrous armor are noticeably bulkier than modern versions.

Capabilities

The original Mosquito prototypes showed a marked advantage compared to older designs such as the Stinger, Wasp and Commando. The weight savings netted by the use of Endo Steel and Ferro-Fibrous armor enabled the NAIS team to add additional armor protection and weaponry without an increase in weight. The single greatest boost to the Mosquito’s performance came when the NAIS produced the first extra-light fusion engine using the recovered Star League data. The 'Mossy' was re-fitted with a new XL engine and an immediate boost in performance was achieved as the top speed of the Mech jumped from 98 kph to nearly 120 kph. With the weight of its power plant cut in half a jump jet system was added to improve the overall performance profile.

The original weapon load out of the 2D version consisted of an SRM 4 launcher and two medium lasers. This arrangement worked well in the ongoing test program. As further advances were made by the NAIS, further modifications were made to the Mosquito. The active probe and ECM systems now used throughout the Inner Sphere were first tested on the Mosquito chassis at the NAIS proving grounds. As new technologies were proven in the field they soon found their way into regular production Mechs.

Deployment

Since the Mosquito served as an NAIS test bed Mech it was never issued to line units of the Federated Suns. It did see front line combat during the War of ’39 where its new technologies proved themselves well against Kurita light and medium Mechs. The fifteen surviving examples of the Mosquito were sold and found their way into service with several mercenary commands. These Mosquitoes were sold stripped of any advanced systems and have been modified by their new owners.

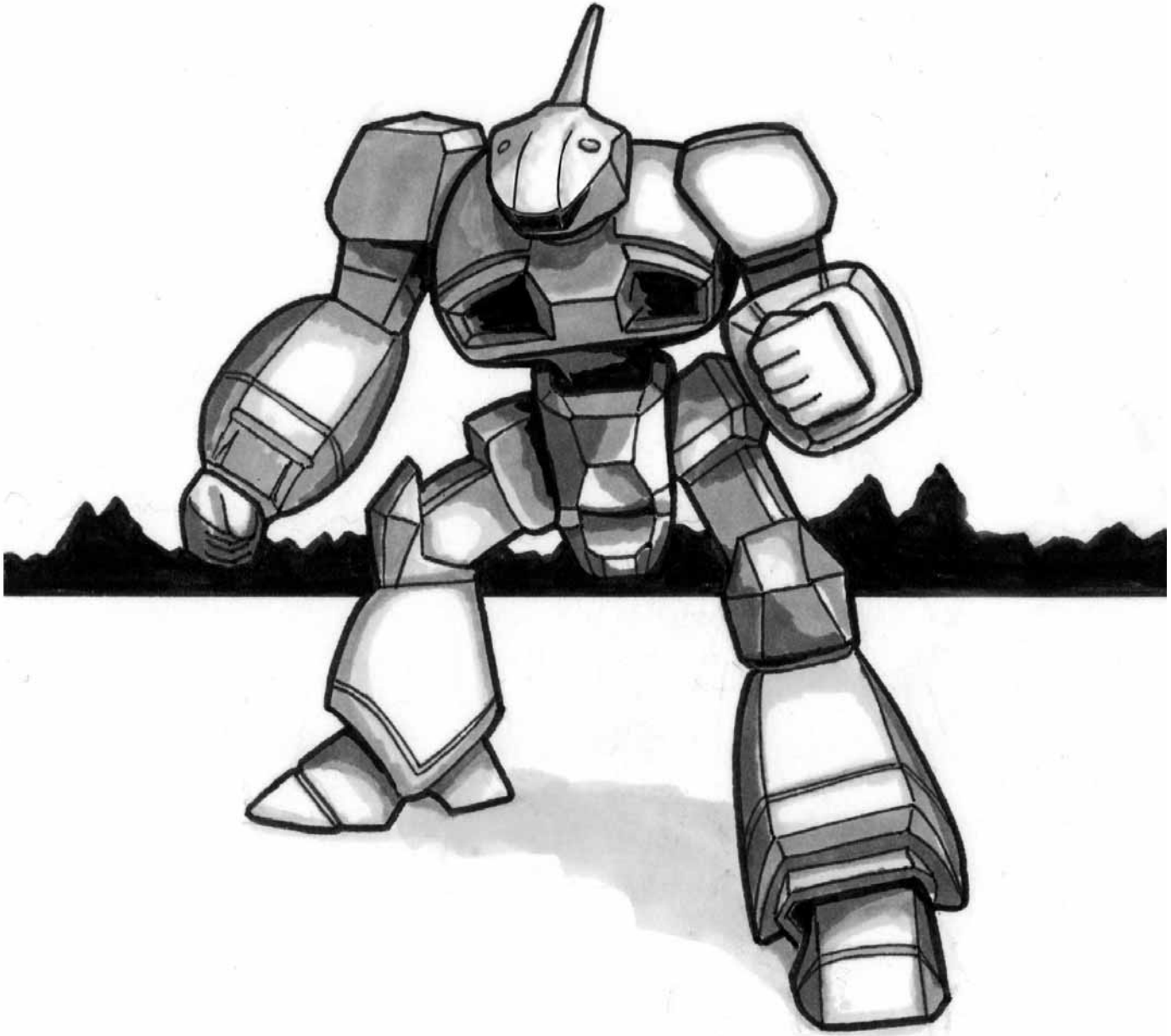
Type: **Mosquito**
Technology Base: Inner Sphere Battlemech
Tonnage: 25
BV: 893

Equipment	**Mass**
Internal Structure:	2.50
Engine: 175 XL	3.50
Type: Fusion	
Cruising MP:	7
Flanking MP:	11 (14)
Jumping MP:	4 2.00
Heat Sinks:	10 (20) 0.00
Gyro:	2.00
Cockpit:	3.00
MASC:	1.00
Armor Factor:	89 (FF) 5.00

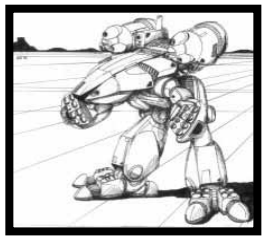
	Internal	*Armor*
Head:	3	9
Center Torso	8	12
Center Torso (rear)		4
L/R Torso	6	9
L/R Torso (rear)		3
L/R Arm	4	8
L/R Leg	6	12

Weapons and Ammo

Component	**Location**	**Critical**	**Tonnage**
2 ER Medium Lasers	RA	2	2
ER Medium Laser	LA	1	1
Beagle Active Probe	RT	2	1.5
Jump Jet	RT	1	0.5
Guardian ECM	LT	2	1.5
Jump Jet	LT	1	0.5
Jump Jet	RL	1	0.5
Jump Jet	LL	1	0.5



CRKT-01 Cricket



Mass: 35 Tons
Chassis: Brittle Bone V Endo Steel
Power Plant: GM Fusion 280 XL
Cruising Speed: 86,4 kph
Maximum Speed: 129,6 kph
Jump Jets: 8 Springboard 5000
Jump Capacity: 240 meters
Armor: Xandes Featherweight Ferro-Fibrous

Armament:
1 XXV Eyeballer ER Large Laser
1 Siege Maser LRM 5
1 VI Eyeballer ER Small Laser
Manufacturer: Terrafirm Mechyards
Location: Texas, Terra
Communications System: Keller Listening Gear C
Targeting and Tracking System: Eagle Eye II X

Overview

Many generals during the last House War found their military secrets intercepted by one of the most unlikely of sources. This common spy became one of the most hated, yet successful, intelligence agents fielded at the time; earning enough prestige with the populace that many popular holovids feature the uncommon agent. Never Before had the tides of war been effected by any insect, or to be more specific, a cricket.

After discovering that the insect was perfectly suited to carry a microscopic microphone, scientists were able to genetically engineer a new breed that could respond to electrical stimuli for finer control in the field. This six-legged tool became quite useful as few security devices scanned for the creature. It wasn't long until opposing military forces discovered the not-quite-silent threat and instituted more widespread use of white noise generators to hide the content of conversations. This practice effectively squashed the cricket's career.

Recently, several Houses have expresses the desire to revitalize their scouting units in an effort to bring new life to the important, yet extremely dangerous role of espionage and data gathering. One designer, Dr. Ashton Kupric, recalled the success of the aforementioned pest and quickly hit the drawing board with the idea for the new Mech.

Capabilities

Recently, Terrafirm Mechyards has released the new machine with the very soul of the super crickets in mind, aptly dubbing it the "Cricket". The 35 ton Mech's purpose perfectly mirrors that of its tiny cousin; to stay at a distance and observe enemy activity. Should the Cricket be spotted, eight Springboard 5000 jump jets and a GM 280XL engine can easily help the Mech to avoid any unwanted confrontations.

The CRKT-01 Cricket is also equipped to take the role of fire support, spotting an ER large laser in the large rifle it carries in its right hand, and an LRM-5 launcher affixed to its left forearm. This arsenal allows long range bombardment. The Cricket is not meant to close range with the enemy; however a single ER small laser was added for that eventuality. Nevertheless, most pilots report that the ER small laser rarely sees any action.

Specially crafted rear-canting legs were needed to allow the machine to absorb the immense forces that resulted when the machine jumps. The legs also had to be reinforced to weather the pressure of the 35 ton Cricket when running at its projected speed of over 120 kph.

Deployment

No Crickets have been sold to any mayor power since the takeover of Terra by the WOB. The lack of any Crickets in WOB forces suggested that the factory has been shutdown or retooled.

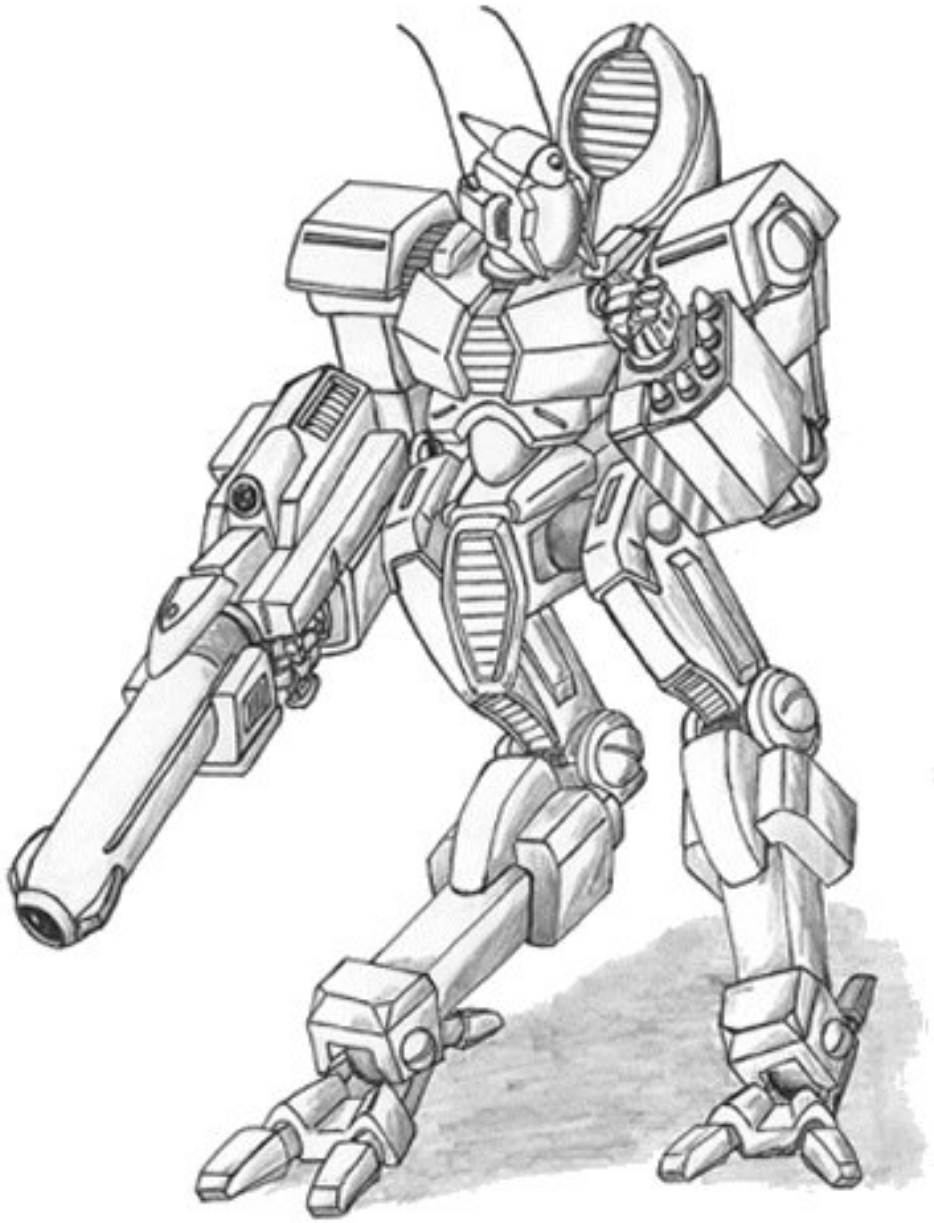
Type: **Cricket**
Technology Base: Inner Sphere Battlemech
Tonnage: 35
BV: 1,014

Equipment	**Mass**	
Internal Structure:	Endosteel	2.00
Engine: 280 XL		8.00
Type: Fusion		
Cruising MP:	8	
Flanking MP:	12	
Jumping MP:	8	4.00
Heat Sinks:	10 (20)	0.00
Gyro:		3.00
Cockpit:		3.00
Armor Factor:	116 (FF)	6.50

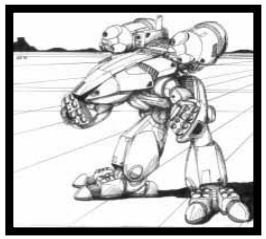
	Internal	*Armor*
Head:	3	9
Center Torso	11	16
Center Torso (rear)		5
L/R Torso	8	12
L/R Torso (rear)		4
L/R Arm	6	12
L/R Leg	8	15

Weapons and Ammo

Component	**Location**	**Critical**	**Tonnage**
ER Large Laser	RA	2	5
LRM 5	LA	1	2
Ammo (LRM) 24	LA	1	1
Jump Jet	RT	4	2
Jump Jet	LT	4	2
ER Small Laser	HD	1	0.5



PNT2-O Panther II



Mass: 35 Tons
Chassis: Endo Steel
Power Plant: Fusion 140 Hermes
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: 0 meters
Armor: Standard

Armament:
15 tons of pod space available
Manufacturer: Unknown
Location: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

There are a great many in the Draconis Combine Mustered Soldiery who are firmly rooted in the old ways. They are nostalgic of the old days. This nostalgia is shared by the populace of the Draconis Combine. In an effort to increase morale within Combine space, the DCMS has ordered the design and construction of a new Omnimech, the Panther II.

This machine is slated to replace every Panther on the front lines of the Combine's Clan borders. The machine is still built around a firm belief in the importance of a heavy-firepower, yet low-cost line-fighter. The Panther has always been one of the most resilient and powerful light 'Mechs available, but the advent of new technology and ever-difficult heat problems have relegated most Panthers to garrison duty.

The DCMS Corps of Engineers have left the rest of the Inner Sphere in the dust as far as the advent of the Omnimech is concerned. The first Panther II is already halfway through its first test trials when only a year and a month ago it was only a decision at a board meeting. The vehicle has been splashed all over the media and the Kuritan propaganda machine.

Capabilities

The actual Panther II is a fantastic machine. Some armies scoff at its role in the Mustered Soldiery and claim that forcing a light 'Mech into the role of an assault or a heavy is not only wasteful but deadly. The DCMS disagree, they have developed several strategies surrounding this type of design over the hundreds of years it has been in service.

The weapons layout of the Prime is geared more towards younger DCMS warriors and has a impressive damage output at range. The primary has a ERPPC mounted in the right arm and there are a pair of ER medium lasers in the center torso. Jump-jet packs are mounted for the 'Mech to negotiate difficult terrain or make a fighting retreat and there are three extra double heat sinks to make up for the heat generated by the lasers. A C3 slave rounds out this unit.

The Alpha is more like the original design Panther. Instead of a pair of ER Medium lasers and the extra heat sinks, this design mounts a pair of SRM4s sharing 1 ton of ammunition.

The Beta is a pure C3 'Mech and utilizes older tech and the new MRMs with better heat dissipation for increased firepower.

Gamma is designed to fill the same role as other Panthers, but does it with missiles instead. The ends of its arms are not equipped with hand actuators or large missile-launching drums but instead have five rapid-reload missile tubes at the end of each.

It is unknown with the Delta that the use of an LBX-autocannon would be very popular among the warriors or their commanders.

Epsilon literally deals the damage of most older heavy 'Mechs. It was designed to support most larger units. It creates a powerful diversion in this capacity.

Deployment

The first shipments of this Omnimech have already been sent all over Kuritan space, with priority to each of the front-line units facing the Clans in the hopes that the light 'Mech's increased firepower will do well in future battles with the Clans. The DCMS realizes that they will never replace all Panthers in their space with this unit, but it is possible that this machine will have replaced all front-line Panthers in 3070.

Type: **Panther II**
Technology Base: Inner Sphere Omnimech
Tonnage: 35

Equipment		**Mass**	
Internal Structure:		Endo steel	2.00
Engine:	140		5.00
Type:	Fusion		
Cruising MP:		4	
Flanking MP:		6	
Jumping MP:		0	
Heat Sinks:		10 (20)	0.00
Gyro:			2.00
Cockpit:			3.00
Armor Factor:		119	7.50

	Internal	*Armor*
Head:	3	9
Center Torso	11	17
Center Torso (rear)		5
L/R Torso	8	12
L/R Torso (rear)		4
L/R Arm	6	12
L/R Leg	8	16

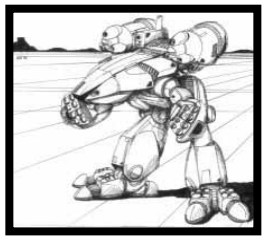
Weight and space allocation

Location	*Fixed*	*Space remaining*
HD	1 Endo Steel	0
CT		2
RA	1 Double Heatsink	7
LA	2 Endo Steel	2
	2 Double Heatsinks	
RT	6 Endo Steel	3
	1 Double Heatsink	
LT	5 Endo Steel	3
	1 Double Heatsink	
	1 CASE	
RL		2
LL		2

Weapons and Ammo

Component	Location	Critical	Tonnage
Primary Weapons Configuration - BV: 960 (+124 C3s)			
ERPPC	RA	3	7
C3 Slave	RA	1	1
2 ER Medium Lasers	CT	2	2
2 Jump Jets	RL	2	1
2 Jump Jets	LL	2	1
Alternate Configuration A - BV: 860 (+107 C3s)			
ERPPC	RA	3	7
C3 Slave	RA	1	1
2 SRM 4s	CT	2	4
Ammo (SRM) 25	LT	1	1
2 Jump Jets	RL	2	1
2 Jump Jets	LL	2	1
Alternate Configuration B - BV: 752 (+106 C3s)			
2 Large Lasers	RA	4	10
C3 Slave	RA	1	1
MRM 10	CT	2	3
Ammo (MRM) 24	LT	1	1
Alternate Configuration C - BV: 901			
2 LRM 5s	RA	2	4
2 LRM 5s	LA	2	4
2 ER Small Lasers	RT	2	1
Ammo (LRM) 48	LT	2	2
2 ER Medium Lasers	CT	2	2
2 Jump Jets	RL	2	1
2 Jump Jets	LL	2	1
Alternate Configuration D - BV: 759			
LB 10-X AC	RA	6	11
3 ER Small Lasers	RT	3	1.5
Ammo (LBX) 10	LT	1	1
Jump Jet	CT	1	0.5
Jump Jet	RL	1	0.5
Jump Jet	LL	1	0.5
Alternate Configuration E - BV: 765			
Large Laser	RA	2	5
Large Laser	LA	2	5
Large Laser	CT	2	5

WO-GN3 Won Gung



Mass: 35 Tons
Chassis: Hellespont R Endo Steel
Power Plant: GM Fusion 280 XL
Cruising Speed: 86,4 kph
Maximum Speed: 129,6 kph
Jump Jets: None
Jump Capacity: 0 meters
Armor: Hellespont Lite Stealth

Armament:
1 ER Medium Laser
2 ER Small Lasers
1 LRM 15
1 Guardian ECM
1 Flamer
Manufacturer: Hellespont 'Mech Works
Location: Sian
Communications System: Ceres Metals Model 666 w. Guardian ECM
Targeting and Tracking System: Apple Churchill 2000

Overview

In 3065, Chancellor Sun-Tzu Liao commissioned Hellespont Mech Works of Sian to produce a new light Battlemech for covert scouting and raiding operations. The machine was to be very swift, incorporate the latest in ECM and Stealth armor, and carry a versatile armament.

Hellespont engineers opted to use the very successful Raven scout Mech as a template for the new design. After modifying the Raven's chassis to accept a larger, more powerful engine and an Endosteel structure, designers began to build what would be known as the Won Gung scout mech.

Capabilities

With a top speed of 130 kph, the Won Gung is designed to make lightning fast attacks on bases of operation, or act as an advance scout. The 'Mechs primary weapon is an LRM 15 rack, allowing the Won Gung to carried mixed monition loads. Backing up the massive missile launcher are a battery of small and medium lasers, as well as an anti-personnel flamer.

What separates the Won Gung from other scout Mechs is its null-signature systems. Sheathed in Hellespont Lite Stealth armor, the scout becomes much harder to spot on radar. In addition to the advanced armor, an ECM suite has been installed to further cloak the Mech from the enemy. These systems allow the Won Gung to ambush Mechs and deploy Thunder minefields unnoticed, as well as sneak up on fixed installations.

Deployment

After four years in development, the first Won Gungs are being deployed to the Capellan Confederations Death Commandos, who specialize in covert operations. The Commando's have developed tactics specifically for the Won Gung, and are compiling a field manual for new pilots.
For strikes on fixed instillation, pilots have developed a method of rushing into a camp, doing extensive damage with its lasers and flamer, and laying minefields while retreating. When advance scouting, pilots will be laying Thunder minefields to slow down enemy troop movements.

As these tactics can be applied almost anywhere, we do not know exactly where these new Mechs will be deployed. Until they are actually spotted in action, we have no idea as to their exact location of deployment.

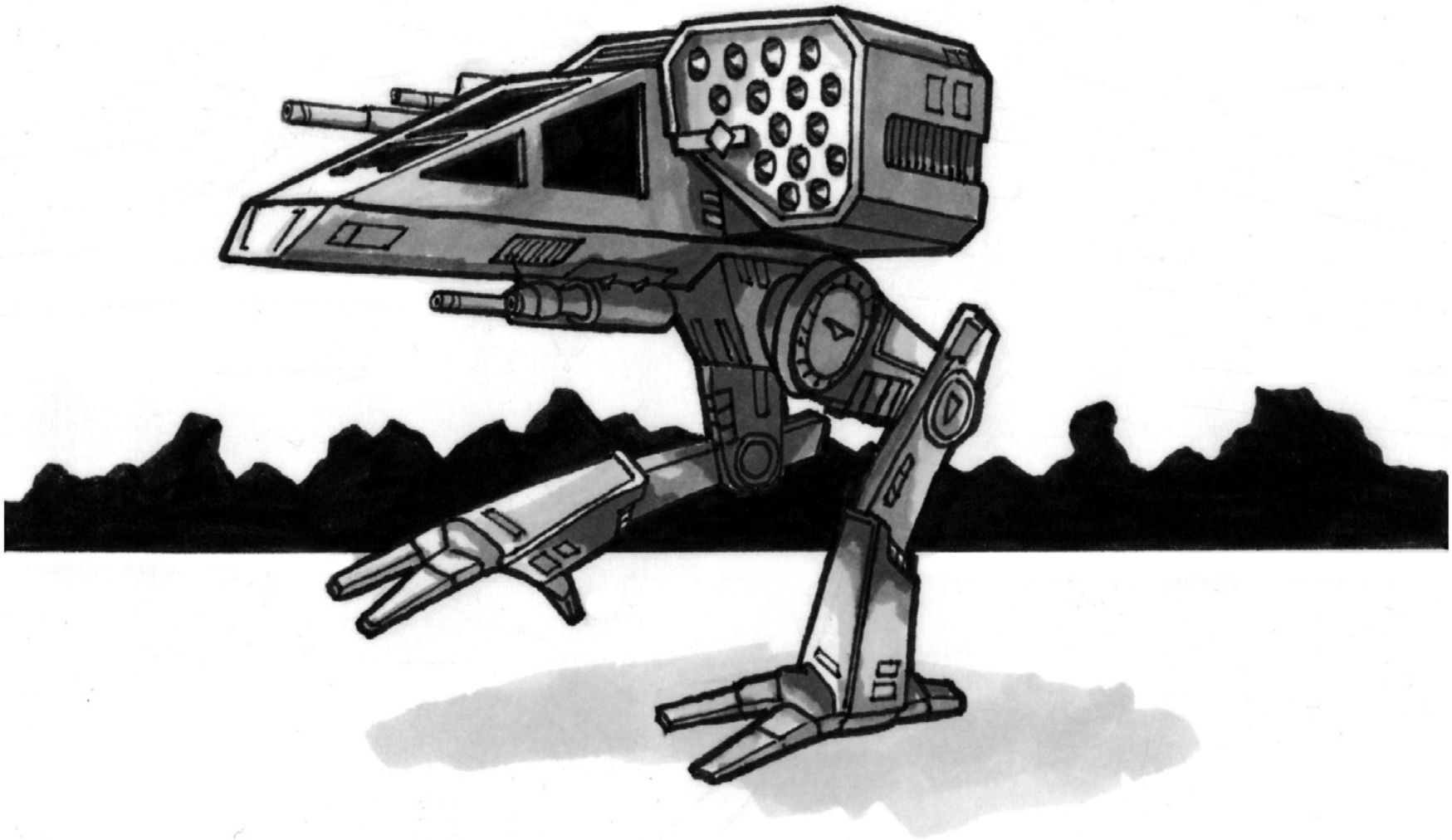
Type: **Won Gung**
Technology Base: Inner Sphere Battlemech
Tonnage: 35
BV: 803

Equipment	**Mass**	
Internal Structure:	Endosteel	2.00
Engine: 280 XL		8.00
Type: Fusion		
Cruising MP:	8	
Flanking MP:	12	
Jumping MP:	0	
Heat Sinks:	10 (20)	0.00
Gyro:		3.00
Cockpit:		3.00
Armor Factor:	116 (FF)	5.50

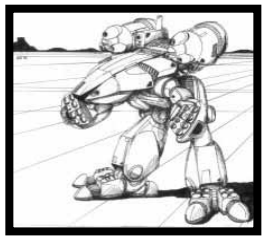
	Internal	*Armor*
Head:	3	8
Center Torso	11	10
Center Torso (rear)		4
L/R Torso	8	9
L/R Torso (rear)		3
L/R Arm	6	9
L/R Leg	8	12

Weapons and Ammo

Component	**Location**	**Critical**	**Tonnage**
ER Medium Laser	RA	1	1
ER Small Laser	RA	1	0.5
LRM 15	LA	3	7
Guardian ECM	RT	2	1.5
Ammo (LRM) 24	LT	2	2
Flamer	CT	1	1
ER Small Laser	CT	1	0.5



Ranger



Mass: 40 Tons
Chassis: Dorwinion Alpha Endo Steel
Power Plant: Robinson Fusion 280 XL
Cruising Speed: 75.6 kph
Maximum Speed: 118.8 [151.2] kph
Jump Jets: None
Jump Capacity: 0 meters
Armor: Valiant Scutum Standard

Armament:
14 tons of pod space available
Manufacturer: Robinson Standard BattleWorks
Location: Robinson
Communications System: Wunderland XXXV-1
Targeting and Tracking System: Wunderland Raptores 3

Overview

In the wake of Prince Victor Stiener-Davion's decision not to divert AFFC funds towards Omnimech development, it fell to private interests to jump-start Omnimech production for the FedCom. In conjunction with Duke George Hasek's financing of the Templar Omnimech, Duke James Sandoval bankrolled the initial development and production of a second Omnimech design.

Turning to Robinson Standard Battleworks, Duke Sandoval commissioned an Omnimech in the medium weight class to be produced as soon as possible. The new design was to be used in the recon/strike role and would be initially deployed with the Duke's beloved Robinson Rangers. In anticipation of these intentions, the new design was named the 'Ranger'.

Capabilities

Weighing in a forty tons the Ranger is comparable the Draconis Combine's Strider Omnimech. The Ranger makes use of an XL fusion plant to form the foundation of the design which boasts substantially superior performance to the Combine Strider. Powered by a larger 280 rated XL engine the Ranger is capable of a top speed of nearly 120 kph. With the inclusion of myomer accelerator circuitry the Ranger's top speed can be boosted to almost 150 kph for short periods

The primary configuration of the Ranger is designed as a hard hitting recon Mech. Equipped with Beagle Probe and Guardian ECM systems the Ranger is capable of serving as a recon command ‘Mech or an advanced scout capable of providing detailed information on enemy force dispositions while keeping it's own position difficult to detect.

Armed with a mix of long and short range energy weaponry the Ranger Prime is also a lethal recon mech. A Johnston Industries ER PPC provides heavy firepower at any range. Backing up the particle cannon for concentrated close range fire are four Intek Hellborer medium class lasers paired in the right and left arms respectively.

The Ranger B configuration is designed to serve as a fast-moving cavalry strike Mech tasked with hunting enemy recon ‘Mechs. It is armed with a state of the art rotary cannon. Four extended range medium lasers back up the rotary cannon for heavy knock out punch against opposing recon assets.

The C variant of the Ranger is outfitted as a 'headhunter' mech. It mounts an advanced targeting computer system linked to a battery of laser weapons. An ER large laser provides long range capability and a trio of ER medium lasers give the it close in firepower.

The least common configuration of the Ranger is the D. This variant mounts four LRM 5 racks paired in the arms for a respectable volley of fire. Backing up the missile system are a pair of ER medium lasers, for them close encounters.

Armed with ten medium lasers, the Ranger E is a Mech pilots worst nightmare. The Ranger E can quickly bring it's massive battery of lasers to bear.

Deployment

With the Ranger program being financially backed by Duke James Sandoval the Ranger was initially assigned to scout lances within the Robinson Rangers. In the midst of the tense political climate within the FedCom, Duke Sandoval has limited the distribution of the Ranger to units loyal to himself and Victor Steiner-Davion. The first such units within the Federated Suns half of the Commonwealth to receive the new Ranger Omnimech are the 20th and 41st Avalon Hussars along with the 2nd Davion Guards RCT.

Type: **Ranger**
Technology Base: Inner Sphere Omnimech
Tonnage: 40

Equipment		**Mass**
Internal Structure:	Endosteel	2.00
Engine:	280 XL	8.00
Type:	Fusion	
Cruising MP:	7	
Flanking MP:	11 (14)	
Jumping MP:	0	
Heat Sinks:	12 (24)	2.00
Gyro:		3.00
Cockpit:		3.00
MASC:		2.00
Armor Factor:	128	8.00

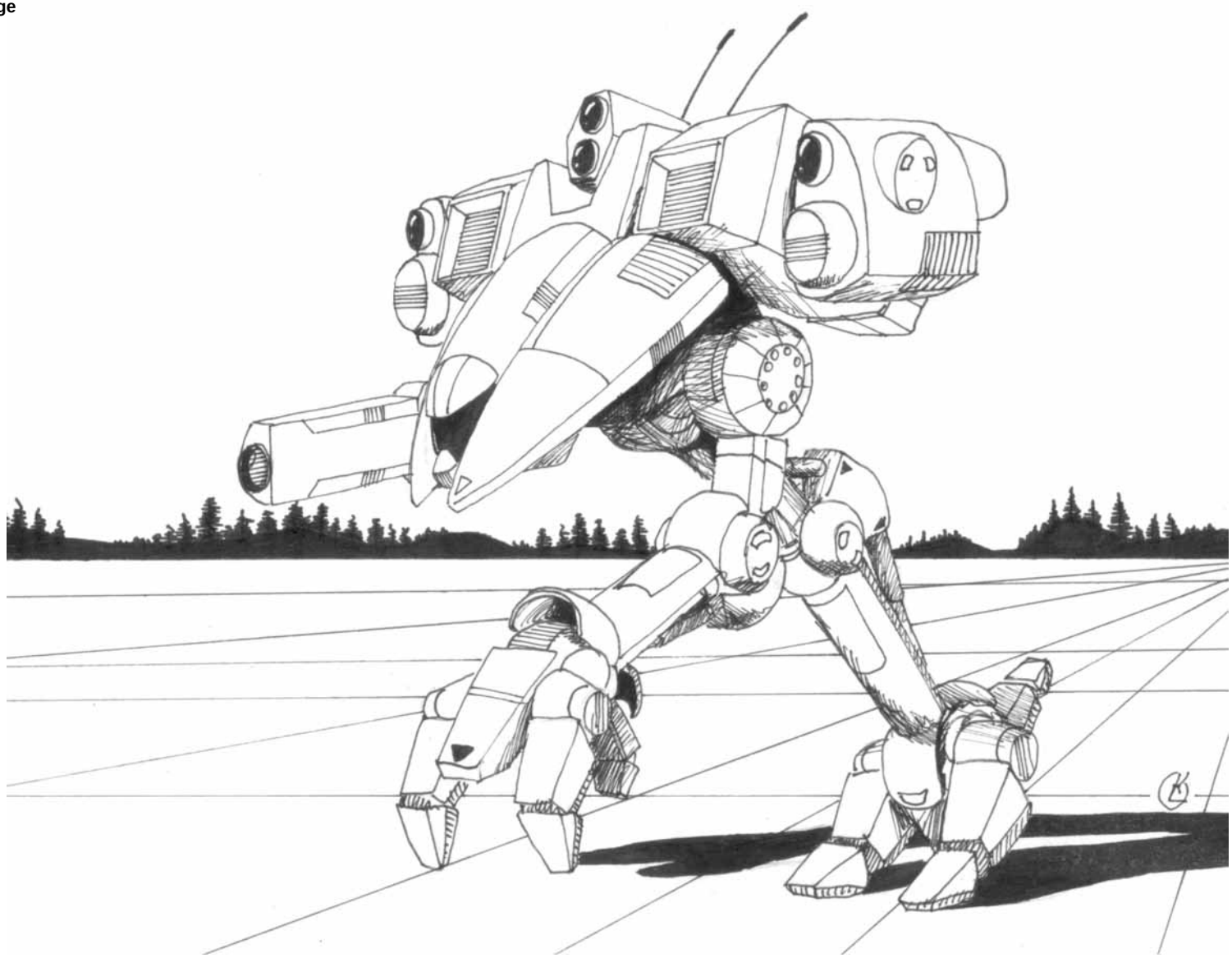
	Internal	*Armor*
Head:	3	9
Center Torso	12	16
Center Torso (rear)		5
L/R Torso	10	14
L/R Torso (rear)		5
L/R Arm	6	11
L/R Leg	10	19

Weight and space allocation

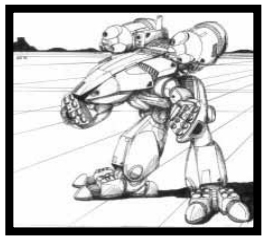
Location	*Fixed*	*Space remaining*
HD		1
CT		2
RA		10
LA		10
RT	4 Endo Steel	5
LT	6 Endo Steel	1
	2 MASC	
RL	2 Endo Steel	0
LL	2 Endo Steel	0

Weapons and Ammo

Component	Location	Critical	Tonnage
Primary (A) Weapons Configuration - BV: 1,183			
2 Medium Lasers	RA	2	2
Beagle Active Probe	RA	2	1.5
2 Medium Lasers	LA	2	2
Guardian ECM	LA	2	1.5
ERPPC	RT	3	7
Alternate Configuration B - BV: 1,027			
ER Medium Laser	RA	1	1
Medium Laser	RA	1	1
ER Medium Laser	LA	1	1
Medium Laser	LA	1	1
Rotary AC/2	RT	3	8
Ammo (RAC) 45	RT	1	1
CASE	RT	1	0.5
ER Small Laser	HD	1	0.5
Alternate Configuration C - BV: 1,192			
TAG	RA	1	1
Beagle Active Probe	RA	2	1.5
3 ER Medium Lasers	LA	3	3
ER Large Laser	RT	2	5
Targeting Computer	RT	2	2
Guardian ECM	CT	2	1.5
Alternate Configuration D - BV: 933			
2 LRM 5s	RA	2	4
Ammo (LRM) 24	RA	2	2
2 LRM 5s	LA	2	4
Ammo (LRM) 24	LA	2	2
2 ER Medium Lasers	RT	2	2
Alternate Configuration E - BV: 1,272			
4 Medium Lasers	RA	4	4
4 Medium Lasers	LA	4	4
2 Medium Lasers	RT	2	2



DGN-2 dragoon



Mass: 55 Tons
Chassis: DGN-Endo 64 Endo Steel
Power Plant: Core Tek Fusion 275 XL
Cruising Speed: 54,0 kph
Maximum Speed: 86,4 kph
Jump Jets: 5 Geotec 300
Jump Capacity: 150 meters
Armor: ProtecTech 7

Armament:
1 Corean Light Gauss Rifle
2 Martell Medium Lasers
1 Hovertec SRM 6
1 Sunglow Type 2 Large Laser
Manufacturer: Blackwell Heavy Industries
Location: Outreach / WD (BHI)
Communications System: Pauley-Bronson Z
Targeting and Tracking System: Garret O2j

Overview

In April of 3063, a large weapon-shipment meant for Word of Blake forces was intercepted by the Wolf Dragoons. The shipment mostly contains light gauss rifles and other weapons that weren't often used by the Wolf Dragoons. The Wolf Dragoons took the opportunity to use some of those weapons for a new Battlemech that they were developing.
The weapons systems with the exception of the light gauss rifles are readily available and are very reliable. The Dragoon also has a very roomy chassis, which makes maintenance and customizing uncomplicated.

Capabilities

The Dragoon uses an extra-light engine and an Endosteel chassis to mount all of its weapons while keeping a maximum speed of 86 kph. It has reasonable armor protection, with ten and a half tons of cheap ProtecTech 7 armor. The main weapons are the light gauss rifle and the large laser. The light gauss rifle gives the Battlemech access to extreme range and has a damage potential equal to the large laser. The light gauss rifle produces very low amount of heat, this prevents the Dragoon from severe overheating during an alpha strike. The backup weapons are two medium lasers and a SRM 6 launcher; these weapons allow this Battlemech to provide punch to knock over other ‘Mechs.

However many mercenaries are concerned of the fact that the entire right torso is filled with explosive components without the use of CASE protection. This would make a lucky penetration of the right torso fatal to the pilot.

Variants

Some Mercenaries have trouble maintaining the extra-light engine of the Mech and have trouble buying light gauss rifle ammo. So a variant of the Battlemech was created to address the problem, this variant is the DGN-3. It replaces the XL engine and the light gauss rifle with a standard engine, another large laser, an extra heatsink and a CASE module for the SRM ammo. These changes clearly indicate that this variant sacrifices range for better survivability and a lower price tag.

Deployment

The Dragoon Battlemech is now being sold at very high discounts to any mercenary that joins the AMC. It is even seen on the AMC recruitment posters spread all over the Chaos March. The high demand for this Battlemech and its variant forced the Wolf Dragoons to increase production of this Battlemech every few months.

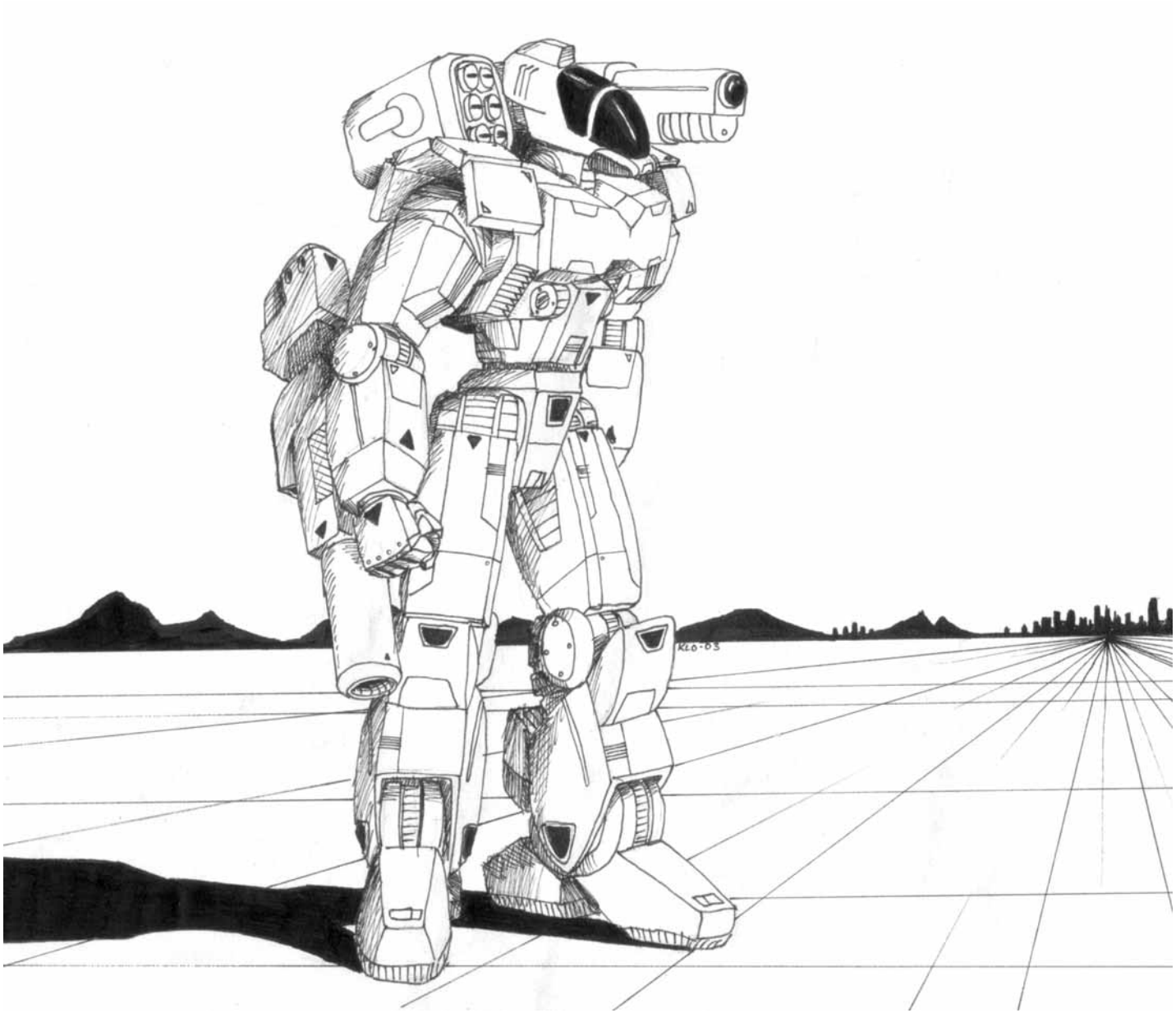
Type: Dragoon
Technology Base: Inner Sphere Battlemech
Tonnage: 55
BV: 1,410

Equipment	**Mass**	
Internal Structure:	Endosteel	3.00
Engine: 275 XL		8.00
Type: Fusion		
Cruising MP:	5	
Flanking MP:	8	
Jumping MP:	5	
Heat Sinks:	10 (20)	0.00
Gyro:		3.00
Cockpit:		3.00
Armor Factor:	168	10.50

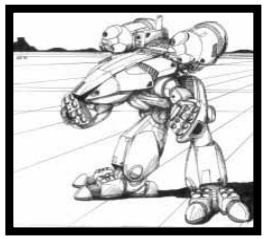
	Internal	*Armor*
Head:	3	9
Center Torso	18	25
Center Torso (rear)		8
L/R Torso	13	17
L/R Torso (rear)		5
L/R Arm	9	17
L/R Leg	13	24

Weapons and Ammo

Component	**Location**	**Critical**	**Tonnage**
Light Gauss Rifle	RA	5	12
2 Medium Lasers	LA	2	2
SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
Ammo (LGR) 32	RT	2	2
Large Laser	LT	2	5
Jump Jet	CT	1	0.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1



MTK-v1 Mattock



Mass: 70 Tons
Chassis: Endo Steel
Power Plant: VOX Fusion 280
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: 0 meters
Armor: Standard

Armament:
2 ER PPCs
4 Medium Lasers
3 Streak SRM 2s
Manufacturer: Unknown
Location: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

Having produced the venerable Warhammer since the days of the old Star League, StarCorps Industries felt the old Warhammer design had reached the end of its productive lifespan and re-tooling the Warhammer production lines to make use of new technology would not be cost effective. The StarCorps design team chose to create an entirely new Battlemech instead.

The new Mech was designed with a profile similar to the Warhammer but was given a much cleaner silhouette. In keeping with the name of the earlier Warhammer, the new design was dubbed the Mattock.

Capabilities

At first glance the Mattock looks very similar to the well known Warhammer. However the Mattock is a substantially more formidable machine than it's older cousin. Build around an Endo-Steel chassis, the Mattock saves enough weight to allow a greater than 30% increase in armor protection compared to the Warhammer.

The Mattock maintains the trademark PPCs of the Warhammer but mounts the improved extended-range types for improved reach. The Mattock is armed with an effective array of short-range weaponry featuring a quartet of medium lasers split between the left and right torsos. A trio of Streak SRM2s rounds out the support weapons. Mounted in a well armored bay in the right torso, the Mattock's SRM launchers avoid the chronic feed problems and vulnerability of the Warhammer's exposed SRM system.

Another carryover from the Warhammer is an integral searchlight which is enclosed in an armored housing in the left torso.

This provides the Mattock with the same low-light/night fighting capabilities that the Warhammer was known for. To help control the heat output of the weapons systems, the Mattock is equipped with 16 double heat sinks. The pilot of a Mattock will still need manage his weapons carefully since the Mattock can still overheat rapidly.

Variants

The only variant of the Mattock is the V2. The V2 Mattock is an even more capable design than the V1. By upgrading the 280 Vox powerplant to an Extra Light model, the V2 Mattock frees up significant tonnage. The V2 also make use of a standard chassis to make room for additional equipment.
The Mattock V2 drops the ER PPCs of the V1 and makes use of a trio of extended-range large lasers. The original medium lasers are upgraded with a pair of extended-range versions . The triple Streak SRM 2s are replaced by a single Streak SRM6 launcher in the same right torso bay. To improve mobility a new jump jet system has been added to the V2 version of the Mattock.

Deployment

The Mattock V1 variant has been assigned to units throughout the Federated Commonwealth as well as several mercenary commands under contract to the AFFC.
Due to the onset of the civil war between the Lyran Alliance and the Federated Commonwealth the Mattock V2 has only seen very limited distribution and only to units of unquestioned loyalty to House Davion. The need to produce replacement Mechs as quickly and cost effectively as possible has led StarCorps to focus on the Mattock V1 exclusively for the time being.

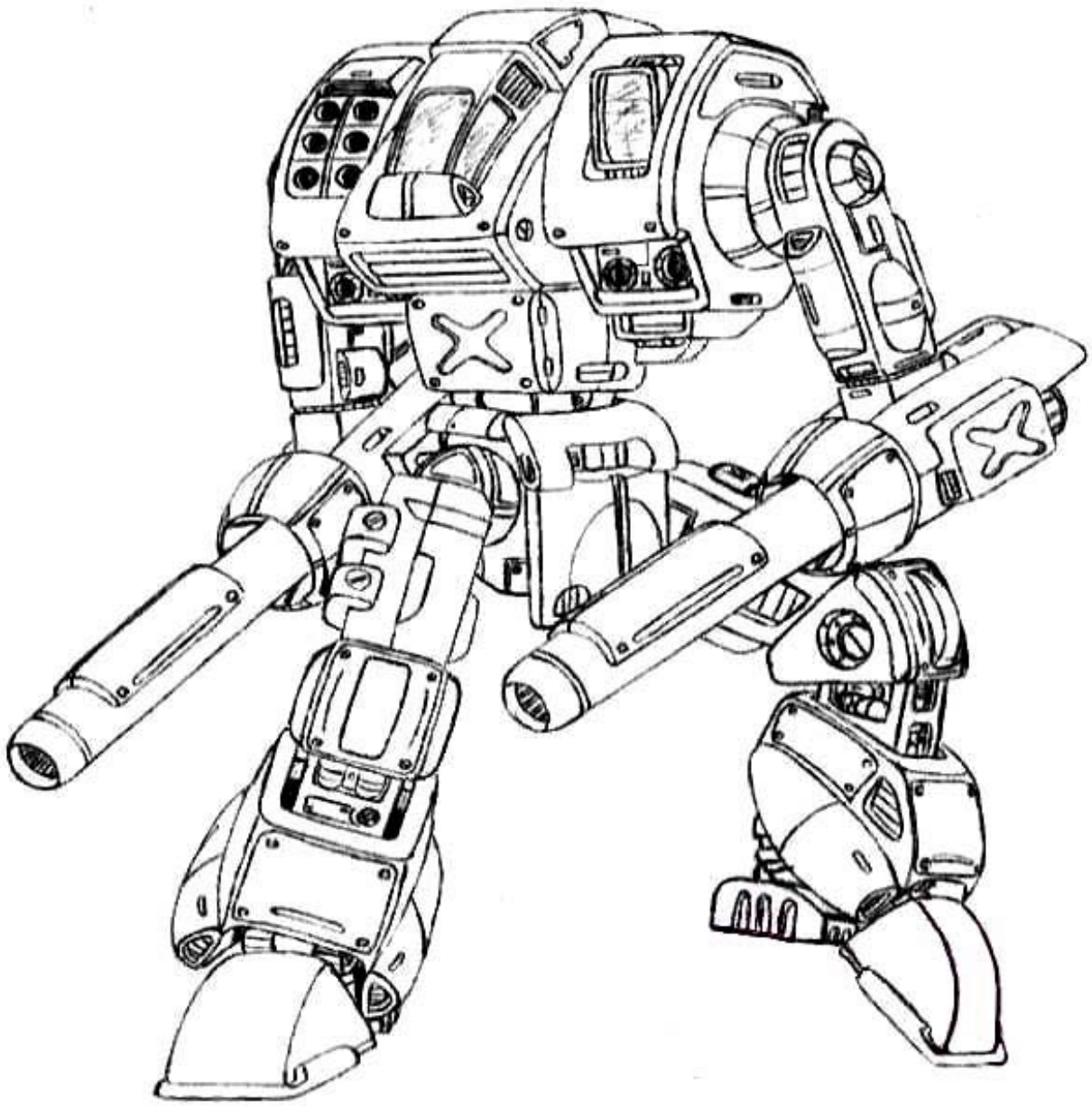
Type: Mattock
Technology Base: Inner Sphere Battlemech
Tonnage: 70
BV: 1,367

Equipment	**Mass**	
Internal Structure:	Endosteel	3.50
Engine: 280		16.00
Type: Fusion		
Cruising MP:	4	
Flanking MP:	6	
Jumping MP:	0	
Heat Sinks:	16 (32)	6.00
Gyro:		3.00
Cockpit:		3.00
Armor Factor:	200	12.50

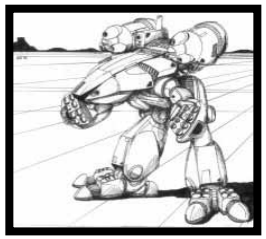
	Internal	*Armor*
Head:	3	9
Center Torso	22	29
Center Torso (rear)		10
L/R Torso	15	21
L/R Torso (rear)		7
L/R Arm	11	20
L/R Leg	15	28

Weapons and Ammo

Component	**Location**	**Critical**	**Tonnage**
ER PPC	RA	3	1
ER PPC	LA	3	0.5
2 Medium Lasers	RT	2	7
3 Streak SRM 2s	RT	3	1.5
Ammo (SSRM) 50	RT	1	2
CASE	RT	1	1
2 Medium Lasers	LT	2	0.5



BA-3R Black Angel



Mass: 75 Tons
Chassis: Endo Steel
Power Plant: GM Fusion 375 XL
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 [97.2] kph
Jump Jets: None
Jump Capacity: 0 meters
Armor: Standard

Armament:
2 ER Large Lasers
7 Medium Pulse Lasers
1 Guardian ECM
Manufacturer: Unknown
Location: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

Designed in the years prior to the breakup of the Federated Commonwealth by the NAIS, the Black Angel is a design that almost never saw the light of day.

The design, once completed, was sent to Coventry Metal Works where two prototypes were constructed. However, during testing, the AFFC High Command came to the conclusion that while the Mech was effective, the high cost, and predictions of a high attrition rate made the Black Angel too impractical to continue development and the two prototypes were mothballed.

When the Jade Falcons attacked Coventry, Mech was pressed back into service to help defend the factories from Jade Falcon attack. Afterwards, it was put in limited production and put to use during the FedCom Civil War.

Capabilities

The Black Angel was designed as a heavy hunter/killer. Built around a massive 375 VOX XL fusion plant that propels the Mech at the fastest speeds possible for it's tonnage. Adding to it's already considerable speed, the engineers installed Triple Strength Myomer, pushing the Angels speed even higher.

The muscles were grafted to an Endo Steel chassis originally designed for a proposed Marauder upgrade that was never finished. The NAIS design team reworked the original arm gun pods to incorporate hand actuators, to allow the Mech to be a more effective brawler.

The weapons were taken almost directly from the Penetrator, substituting large lasers of a more compact design. Additionally, the Anti Missile system was replaced with a seventh Medium Pulse Laser. All the pulse lasers were mounted in the Black Angels torso, to allow for unimpeded use in the close combat conditions that the Mech was design for.

The Black Angels fifteen double heat sinks are controlled by a sophisticated heat management system that allows the pilot to make maximum use of his Mechs systems.

Variants

The Original version is the only one that served during the dark years of the civil war. However, a new version of this Mech is being tested on New Avalon by the NAIS. The crash rebuilding programs have forced the NAIS engineers to make concessions to lower the cost of these expensive Mechs. The Mechs top speed was lowered, and the engine was replace with a less expensive standard fusion engine. The addition of an eighth Medium Pulse Laser somewhat makes up for the reduction of speed, and half of the Mechwarriors polled prefer the use of a standard engine for survivability.

Deployment

Some Black Angels served Victor on Tikonov, in fact, a lance of Black Angels fought a desperate urban holding action against loyalist forces attempting to get to Victors Dropship before it could lift off. While these Mechs were destroyed and never recovered, they succeeded in destroying almost two companies of Mechs and delayed the Steiner advance long enough for the Dropship to lift off.

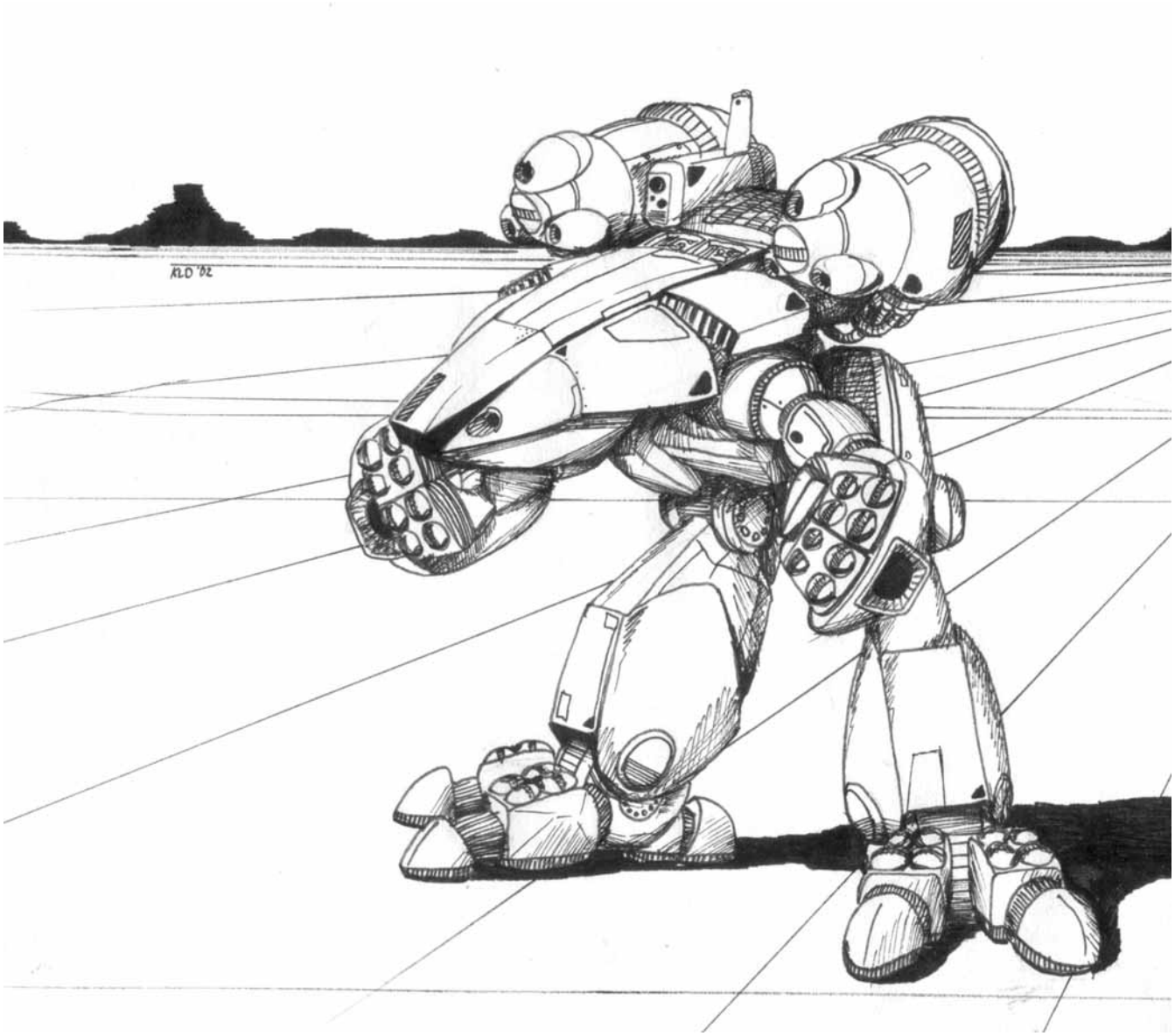
Type: Black Angel
Technology Base: Inner Sphere Battlemech
Tonnage: 75
BV: 1,487

Equipment	**Mass**	
Internal Structure:	Endosteel	4.00
Engine: 375 XL		19.50
Type: Fusion		
Cruising MP:	5 (6)	
Flanking MP:	8 (9)	
Jumping MP:	0	
Heat Sinks:	15 (30)	5.00
Gyro:		4.00
Cockpit:		3.00
Armor Factor:	224	14.00

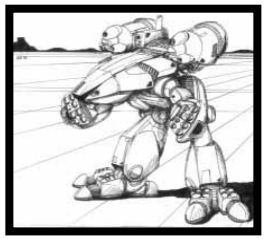
	Internal	*Armor*
Head:	3	9
Center Torso	23	31
Center Torso (rear)		8
L/R Torso	16	24
L/R Torso (rear)		8
L/R Arm	12	24
L/R Leg	16	32

Weapons and Ammo

Component	**Location**	**Critical**	**Tonnage**
ER Large Laser	RA	2	5
ER Large Laser	LA	2	5
3 Med. Pulse Lasers	RT	3	6
Guardian ECM	RT	2	1.5
3 Med. Pulse Lasers	LT	3	6
Medium Pulse Laser	CT	1	2


KLD '82

HMH-01A Hammerhead



Mass: 75 Tons
Chassis: Endo Steel
Power Plant: Ford Fusion 300
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: 0 meters
Armor: PanzerSlab Type 5 with CASE

Armament:
2 Imperator Code Red LB 10-X ACs
4 Defiance B3M Medium Lasers
1 Federated 5-Shot LRM 5
Manufacturer: TharHes Industries
Location: Tharkad
Communications System: TharHes Crystal Flower RG-2
Targeting and Tracking System: TharHes Ares-8a

Overview

Lyran designers set to work in developing a new 'Mech built for Urban Environments in 3036, several designs were brought before project leaders, only one passed the test - the Hammerhead - and went into production in 3047.

One major advantage the Hammerhead had over the other designs, is that, if need be, without any major refits or a new factory version, could be sent out into open fields with other units for attacking or defending.

Although slow, the Hammerhead doesn't suffer from using an XL engine, although able to lighten the 'Mech considerably, as well as make it more expensive, it would make it extremely vulnerable to ammo detonations in the side torso's, where most of the previous designs featured XL engines, only the Hammerhead and Sledgehammer designs featured standard engines. It didn't suffer by using an XL engine for that same curve, though it does limit the amount of firepower the 'Mech can carry, it was deemed a fair trade off for survivability and decent firepower.

Designers also went out of there way to design a completely new Chassis Model for the Hammerhead instead of overhauling standardized chassis, though this did require retooling of one the TharHes factories on Tharkad, it wasn't deemed to be much of a problem. By the time the Clan Invasion began in 3049, 100 Hammerheads were on the field fighting against the attacking Enemy, and gaining popularity - In the next 5 years after 3050, hundreds more Hammerheads would be built.

Capabilities

Protected by 12 tons of standard armor and the lack of an XL engine, the Hammerhead has plenty of room in its chassis, much like the Orion, allowing technicians to repair it quickly and get it back into the action.

With the lack of an XL engine and CASE protected side torso's, the Hammerhead can take a beating and dish it back without much concern of being annihilated because of a lucky hit to an ammo bin, which makes up for its lack of speed. 20 shots per LB-10X autocannon, backed by an LRM-5 with 1 ton ammo and 4 Defiance Medium Lasers, it can stay in combat for a moderate amount of time.

More to the designers attention to making this 'Mech more than just an Urban Fighter, the designers designed the feet to literally form around terrain as much as possible to always provide a stable firing platform and reduce the risk of falling over in rough terrain or from taking a heavy hit, this also gives the 'Mech an strange stride on the field, with a "duck and sway" style of movement, it looks more like a machine running in old Science Fiction movie or game than what is seen of 'Mechs on the battlefield.

Another feature of the Hammerhead is that the torso is recessed into the center torso, protected from side hits by the side torso's, though pilots complain it limits the field of view, they soon change their mind about that fact when the torso takes a Gauss Rifle or PPC hit to the torso that would have hit the cockpit if that particular body part wasn't sticking out to protect the cockpit.

Deployment

Since 3047, the Hammerhead has found itself mostly on the border worlds of Lyran Space, though it does appear on more inward worlds doing it's intended work - working in Urban Environments.

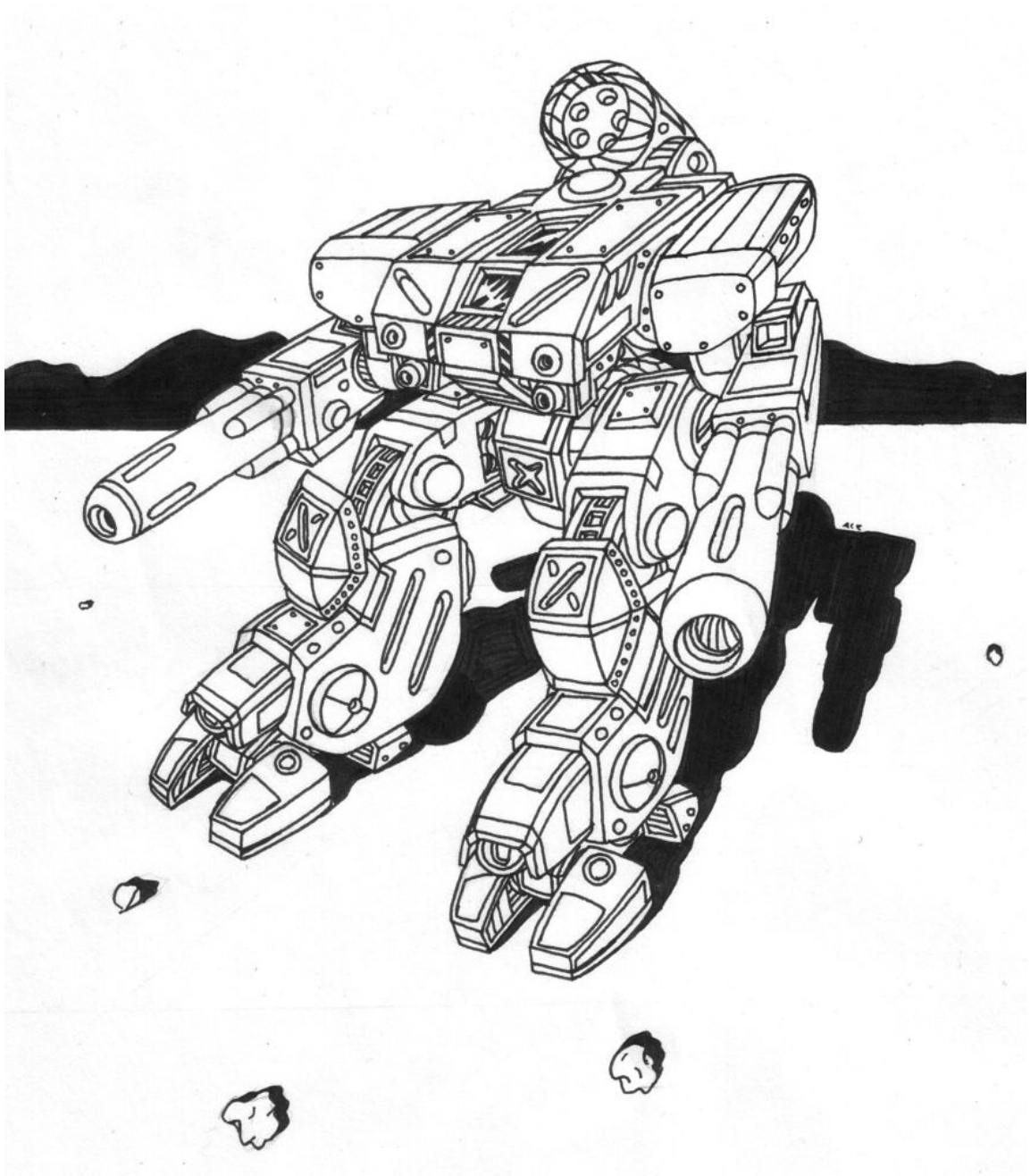
Type: Hammerhead
Technology Base: Inner Sphere Battlemech
Tonnage: 75
BV: 1,436

Equipment	**Mass**	
Internal Structure:	Endosteel	4.00
Engine: 300		19.00
Type: Fusion		
Cruising MP:	4	
Flanking MP:	6	
Jumping MP:	0	
Heat Sinks:	10 (20)	0.00
Gyro:		3.00
Cockpit:		3.00
Armor Factor:	192	12.00

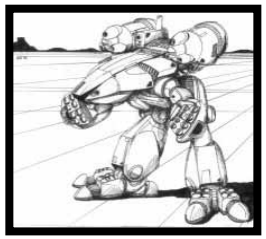
	Internal	*Armor*
Head:	3	9
Center Torso	23	28
Center Torso (rear)		7
L/R Torso	16	22
L/R Torso (rear)		6
L/R Arm	12	22
L/R Leg	16	24

Weapons and Ammo

Component	**Location**	**Critical**	**Tonnage**
LB 10-X AC	RA	6	11
LB 10-X AC	LA	6	11
2 Medium Lasers	RT	2	2
Ammo (LBX) 20	RT	2	2
CASE	RT	1	0.5
2 Medium Lasers	LT	2	2
Ammo (LBX) 20	LT	2	2
Ammo (LRM) 24	LT	1	1
CASE	LT	1	0.5
LRM 5	CT	1	2



NGM-d1 Nightmare



Mass: 80 Tons
Chassis: Endo Steel
Power Plant: Fusion 240 Light
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Jump Jets: 3
Jump Capacity: 90 meters
Armor: Standard

Armament:
2 Gauss Rifles
3 ER Medium Lasers
1 ER PPC
Manufacturer: Unknown
Location: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

After the civil war had ended the once great Federated Commonwealth was shattered and in ruins. Now both the new states had to rebuild their arsenal once more. Cost was a major concern and an issue this time. The army generals knew they needed to rebuild on a shoe string budget, this would eventually lead to the creation of the Nightmare.

Important documentation was captured while the new borders were still being established. Included within these documents where several new 'Mech designs and blueprints on their way for final military approval, one such design was named the nightshade. This design was so cost effective that after receiving the newly acquired blueprints the military commands all agreed that they could copy and even to some degree improve upon the captured plans using Lyran technology,

To help fund this project it was agreed from the start that the new design should be offered in limited quantities to a select market of possible investors, as was expected several backers contributed the finances need to get the Nightmare project off the ground, and for there investment and pre financing of the project they received several new Nightmares which where the 1st to walk out of the plants were they where being manufactured.

Capabilities

The Nightmares primary weapons are two gauss rifles and a single extended-range particle projection cannon. These weapons are the most powerful long range direct-fire weapons available, making the Nightmare a capable fire support units. It uses three extended-range medium lasers as backup and replacements of the PPC when targeting enemy units in close combat. The engineers also included the new mkII DLK array sensors, these sensors are an improvement on the original TTS of the Nightstar, ideally suited for handling particle cannons and gauss rifles.

Variants

There is one variant of the Nightmare, the L1. It replaces all of the weaponry with two large pulse lasers, a streak 6 launcher and a heavy gauss rifle, while adding two double heatsinks for better cooling. The changes make it a very powerful urban combat unit. However it will take several years before full production can be started.

Deployment

After three years of tests and trials the Nightmare was passed by the quarter masters and military command of the LAAC to be put into full production, based on captured blueprints of the Nightshade the Nightmare is heavier and has a superior firepower as is expected of most LAAC Mechs, some traditions are impossible to change and the age old theory that bigger is better is still favored by the Lyran high military command.

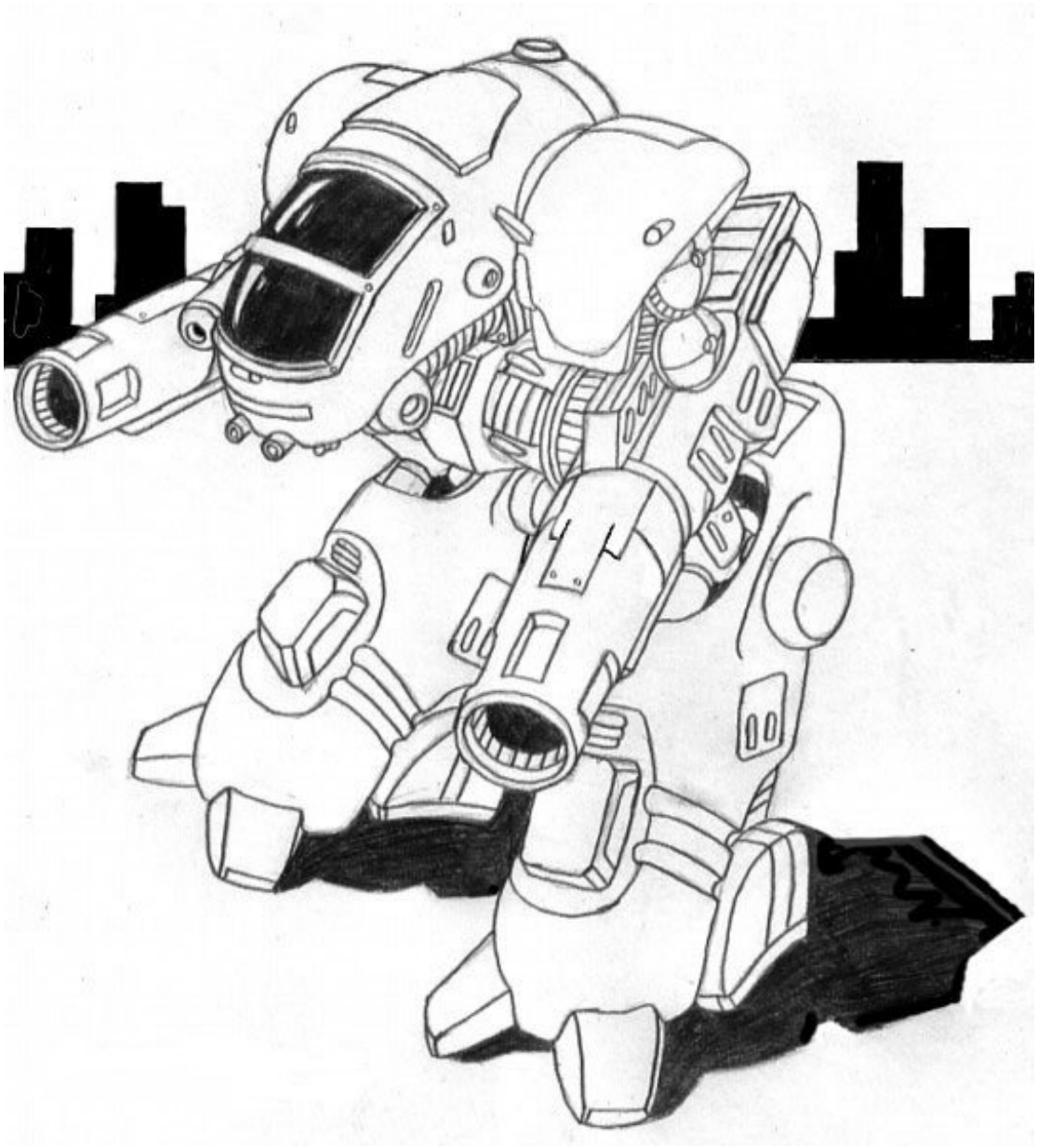
Type: Nightmare
Technology Base: Inner Sphere Battlemech
Tonnage: 80
BV: 1,956

Equipment	**Mass**	
Internal Structure:	Endosteel	4.00
Engine: 240 Light		9.00
Type: Fusion		
Cruising MP:	3	
Flanking MP:	5	
Jumping MP:	3	
Heat Sinks:	10 (20)	0.00
Gyro:		3.00
Cockpit:		3.00
Armor Factor:	240	15.00

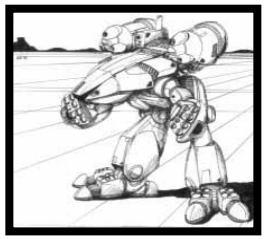
	Internal	*Armor*
Head:	3	9
Center Torso	25	37
Center Torso (rear)		12
L/R Torso	17	25
L/R Torso (rear)		8
L/R Arm	13	25
L/R Leg	17	33

Weapons and Ammo

Component	**Location**	**Critical**	**Tonnage**
Gauss Rifle	RA	7	15
Ammo (Gauss) 8	RA	1	1
Gauss Rifle	LA	7	15
Ammo (Gauss) 8	LA	1	1
3 ER Medium Lasers	RT	3	3
ER PPC	LT	3	7
Ammo (Gauss) 8	CT	1	1
Jump Jet	CT	1	1
Jump Jet	RL	1	1
Jump Jet	LL	1	1



LVN-1 Leviathan



Mass: 90 Tons
Chassis: Mauser Snakebite Endo Steel
Power Plant: Hermes Fusion 270 XL
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: 0 meters
Armor: StarGuard CIV w. CASE

Armament:
10 Ichiba 3000 Medium Lasers
1 Dragon's Fire Gauss Rifle
1 Shigunga LRM 20 w/ Artemis IV
Manufacturer: Mauser Armaments
Location: Luthien
Communications System: Dalban Series K
Targeting and Tracking System: Dalban HiRez-B

Overview

The Leviathan series of Assault Mechs started life right after Operations Bulldog and Serpent ended. With salvage teams bringing back a wealth of Clan tech from the war zones, the designers and engineers from DCMS weapons manufacturers were like kids in the proverbial candy store. One group from Mauser Armaments recovered two Stone Rhinos virtually intact. These became the prototypes for Project Leviathan.

Capabilities

In the beginning of the project it was decided to have 2-3 variants of this Mech and all versions were to carry weapon pods similar to an Omnimech. The first model was basically a test bed to check form, fit and function of the massive 360 XL fusion plant that would allow the 90 ton machine to max out its speed at 64.8 km/h.

Next the complete removal of arms were in order and replaced with ball turrets to provide complete coverage of fire front to back. Lastly, two great weapon pods were created to fit in the upper torso of the Leviathan. These would contain either a gauss cannon and/or a long-range missile system.

With the Coordinator present for a series of field tests he approved the construction of the three models for advanced trials. These advanced models will be built on new Mauser Maxi Snakebite chassis and will be completely non-clan in tech.

Variants

It can be said that the two other variants of this design are more specialized than the LVN-1 model. The semi-modular have proven to be prone to shorting out during maintenance, but Mauser Armaments has announced that these minor problems will be fixed before full production is started.

The LVN-2 model for instance is more specialized on long-range missiles, these missiles are supported by an extended-range particle projection cannon in long range and by five medium pulse lasers in close range.

Model LVN-3 is optimized for direct fire. The main weapons are a pair of gauss rifles and a pair of large lasers. At point blank range, the pilot can exchange the large lasers for medium pulse lasers, this will allow the Mech to deal more damage.

Deployment

While not tested in combat as of yet, the trial models will be assigned to DCMS units on the DC, FedSun and Ghost Bear borders to make sure they get the proper "testing" needed. There is rumor that a few of the Leviathans will be assigned to Nova Cat units also.

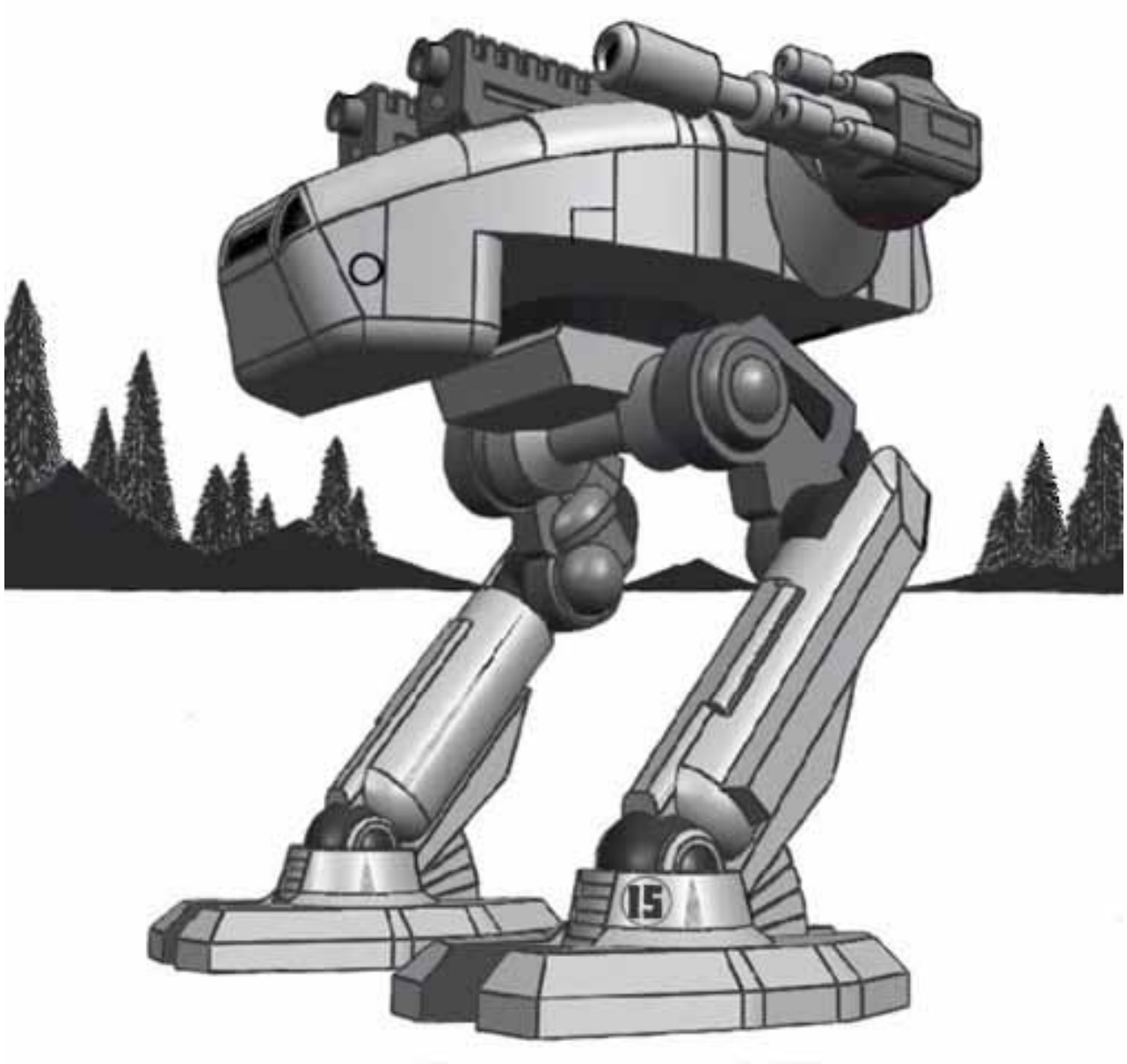
Type: Leviathan
Technology Base: Inner Sphere Battlemech
Tonnage: 90
BV: 1,813

Equipment	**Mass**	
Internal Structure:	Endosteel	4.50
Engine: 360 XL		19.00
Type: Fusion		
Cruising MP:	4	
Flanking MP:	6	
Jumping MP:	0	
Heat Sinks:	13 (26)	3.00
Gyro:		4.00
Cockpit:		3.00
Armor Factor:	272	17.00

	Internal	*Armor*
Head:	3	9
Center Torso	29	45
Center Torso (rear)		12
L/R Torso	19	29
L/R Torso (rear)		9
L/R Arm	15	30
L/R Leg	19	35

Weapons and Ammo

Component	**Location**	**Critical**	**Tonnage**
5 Medium Lasers	RA	5	5
5 Medium Lasers	LA	5	5
Gauss Rifle	RT	7	15
Ammo (Gauss) 8	RT	1	1
CASE	RT	1	0.5
LRM 20	LT	6	10
Artemis IV	LT	1	1
Ammo (LRM) 12	LT	2	2
CASE	LT	1	0.5
Ammo (Gauss) 16	CT	2	2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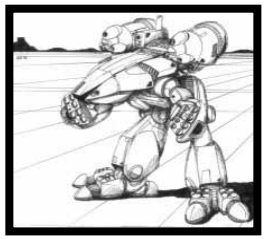
AMy-1a Almighty



Mass: 100 Tons
Chassis: Standard
Power Plant: Nissan Fusion 200
Cruising Speed: 21.6 kph
Maximum Speed: 32.4 kph
Jump Jets: None
Jump Capacity: 0 meters
Armor: Ferro-Fibrous

Armament:
7 Medium Lasers
4 Light Gauss Rifles
Manufacturer: Unknown
Location: Terra
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

For centuries a monster has defended Word of Blake holdings and nobody has known about it. Deep within the Earth, the Almighty has been standing at the ready. Amaris' folly is a legend in the Inner Sphere and ever since the clans invaded in the early 3050s bringing the Behemoth Battlemech with them, the legend has been invigorated. Old plans have been resurrected and new errors in judgement have been made. The colossal size of the Battlemech was its primary downfall. None made an engine that could move the beast at any useful speed and worst of all, the 'Mech was prone to actuator buckling. A recent NAIS mock-up has placed tracks on the feet of their interpretation of the old Battlemech, but that method never took off.

Leaks within the Word of Blake have uncovered a centuries-old secret. The Almighty was created on the base structure of the old Behemoth/Monster chassis. It was developed in secret by Comstar and the project, in time, was commandeered by Word of Blake officials. A reporter for the HNN, Bruce Hunt, is now famous for uncovering the Almighty, quite by accident.

Hunt had a lot of contacts in both Comstar and the FWL. He was enjoying a quiet night at home, filing a report for the HNN regarding the number of light gauss cannons being shipped to Terra marked for upgrading a number of units. He was also able to get his hands on the number of units slated to receive light gauss rifles in that time period and those who had put in for a re-order of not received supplies.

A deficit of 1200 light gauss rifles glared at Hunt from his page. Bruce Hunt and an unnamed group of elite mercenaries infiltrated the supply lines on Terra and uncovered the secret in 3067. Hunt has now a mark on his head of 50 million c-bills for conspiracy charges. Information leading to the exposure of the mercenary unit that helped him is worth 100 million c-bills.

Capabilities

The Almighty has obvious capabilities for long-range duelling and as anti-aircraft 'Mech. The light gauss rifle is the Inner Sphere's new coilgun of choice and the Almighty mounts four of them. The Almighty can deliver a great deal of firepower without melting the pilot inside. At close range, the six medium lasers make any opponent regret avoiding the Battlemechs light gauss rifles.

Variants

The 1A1 mounted light autocannons on its back and large lasers in its arms. The 1B1 mounted missile launchers instead of lasers in its arms. There is no evidence that any of these remain and there is no news of a similar 1B upgrade from the 1B1 design.

Deployment

Terra is the only planet in the Inner Sphere where the Battlemech is deployed, but the planet boasts at least an entire regiment of the 'Mech. If this number is to believed, then according to shipping records, there were enough light gauss rifles shipped to upgrade all of the 1A1 Almighty Mechs to the more heat efficient and powerful 1A. Each Battlemech rests in its own berth a mile beneath the earth's surface.
When needed, the Almighty is raised on a lift at high speed in a carbon-tipped cocoon. If there is rubble in its way, the lift can blast through over 30 meters of it.

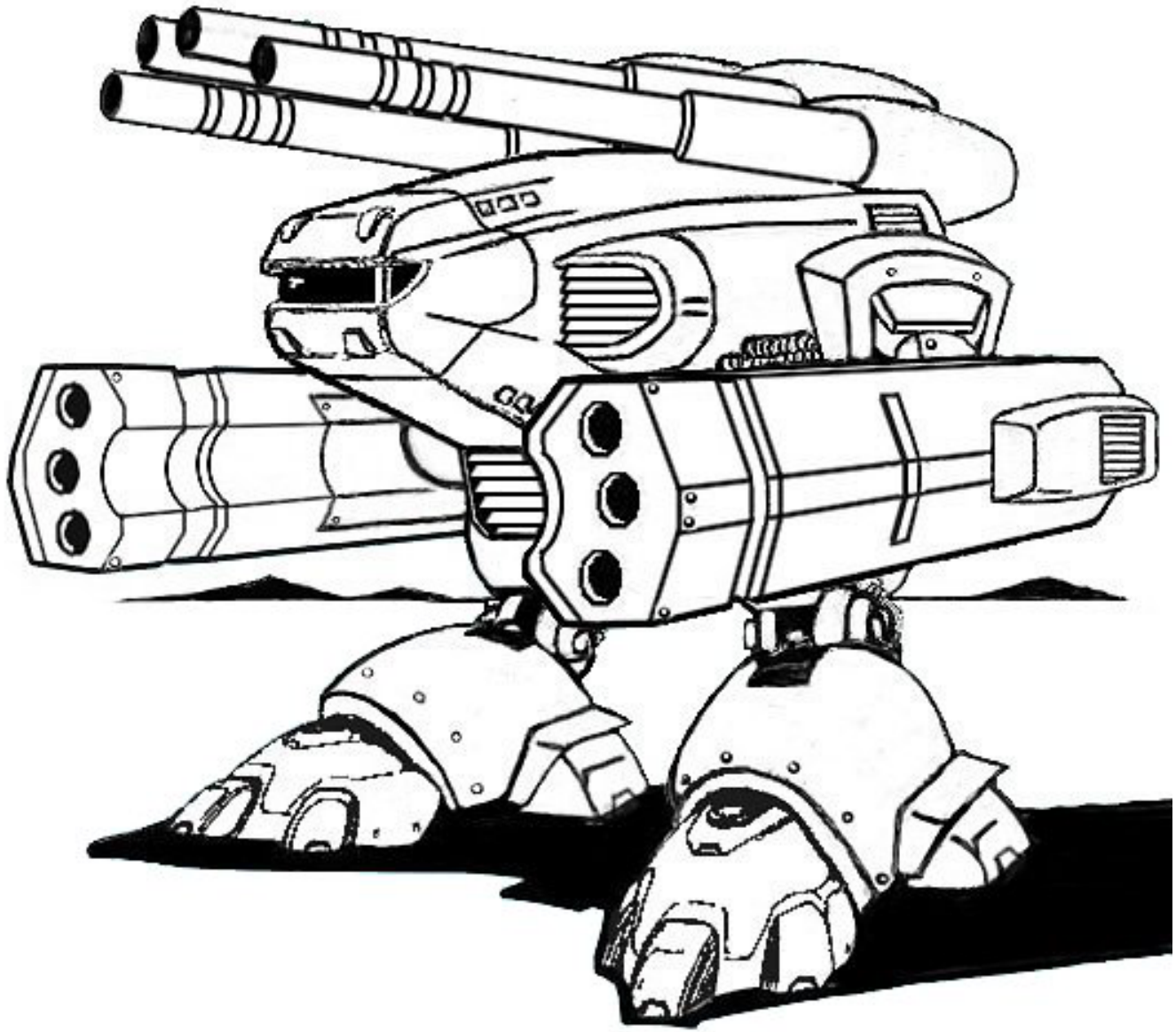
Type: Almighty
Technology Base: Inner Sphere Battlemech
Tonnage: 100
BV: 1,649

Equipment		**Mass**
Internal Structure:		10.00
Engine: 200		8.50
Type: Fusion		
Cruising MP:	2	
Flanking MP:	3	
Jumping MP:	0	
Heat Sinks:	10 (20)	0.00
Gyro:		2.00
Cockpit:		3.00
Armor Factor:	307 (FF)	17.50

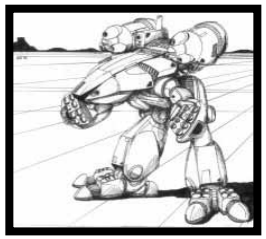
	Internal	*Armor*
Head:	3	9
Center Torso	31	46
Center Torso (rear)		16
L/R Torso	21	32
L/R Torso (rear)		10
L/R Arm	17	34
L/R Leg	21	42

Weapons and Ammo

Component	**Location**	**Critical**	**Tonnage**
3 Medium Lasers	RA	3	3
3 Medium Lasers	LA	3	3
2 Light Gauss Rifle	RT	10	24
Ammo (LGR) 32	RT	2	2
2 Light Gauss Rifle	LT	10	24
Ammo (LGR) 32	LT	2	2
Medium Laser	HD	1	1



MDK-1D Marduk



Mass: 100 Tons
Chassis: Standard
Power Plant: Vlar Fusion 300 XL
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Jump Jets: None
Jump Capacity: 0 meters
Armor: Standard

Armament:
2 Rotary AC/5s
2 LRM 15s
2 PPCs
Manufacturer: Unknown
Location: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

The Marduk Battlemech is the House Davion response to the Jade Falcon Jupiter. An offshoot of the successful Raksasha Program which attempted to replicate the Clan Timber Wolf design, the Davion Marduk is suited for heavy battlefield action while supported by faster flanking units.

Capabilities

Sporting centuries old PPC technology for ease of repair and replacement, while lacking the range extension of their extended range counterparts, the dual PPCs provide solid long term staying power on the field. The 2 LRM 15 racks serve to provide standard support fire or drop Thunder LRMs to slow an enemy's advance or to help trap units attempting to flee a battlefield by cutting off avenues of retreat. Not able to cram the number of Ultra AC/5 cannon in as it's Clan counterpart, the Marduk instead relies on a pair of new Gailfire 500 Rotating AC/5's to provide selective damage and to conserve ammunition on long campaigns.

Battle History

The MDK-1D distinguished itself in a dragged out raiding action near the Dragoon's world of Outreach. The MDK-1D "Heart stopper" piloted by MAJ Daniel King found himself engaged with a demi company of Pete's Pistoliers Mercenaries intent on raiding the arms factory for heavy gauss rifle parts. Having entered from a pirate jump point and posing as a merchant Dropship, the mercenaries were caught red-handed by MAJ King's patrol. Too far away to aid the arms factory, MAJ King discovered the Dropship site and disabled the union class vessel.

The mercenaries returning laden with stolen goods, blundered into the Thunder Minefield laid by the MDK-1D. Firing more mines behind the raiders to close the trap, Heart stopper's long range fire began picking off the mercenaries as the rest of his lance, consisting of faster jump Mechs, flanked the beleaguered mercenaries time and again. Finally wading in the thick of the battle, the MDK-1D opened up with it's dual Gailfire-500 cannons disabling the enemy commander's Orion. The Jade Falcon Clan has somehow gained knowledge of this action and has sworn to avenge a perceived insult that cuts them to the bone. That an Inner Sphere Battlemech, based on one of their designs, should attack and disable the signature Mech of the fabled Star League General Alexander Kerensky reminds them of the failure among the Clans that they have been robbed of their destiny to unite the Inner Sphere under the true heirs of the Star League .

Variants

While no official variants exist on record, there is rumor that the Marduk design has been gifted to both the Draconis Combine and the Free Worlds League as part of ongoing technological exchanges. The Kurita variant is rumored to switch out the LRM15 for MRM10s and adds a C3 computer for use as a command vehicle. The Marik version is reported to be field testing LBX10s in place of the rotary cannons and drops the LRM15's for Streak SRM 6 packs and a faster engine.

Deployment

The MDK-1D is deployed with several House Davion Heavy Guard Units in trial runs. Rumor that some newly employed house mercenaries have received several "Test" models that have seen action against Clan Jade Falcon near the Arc Royal Control Zone.

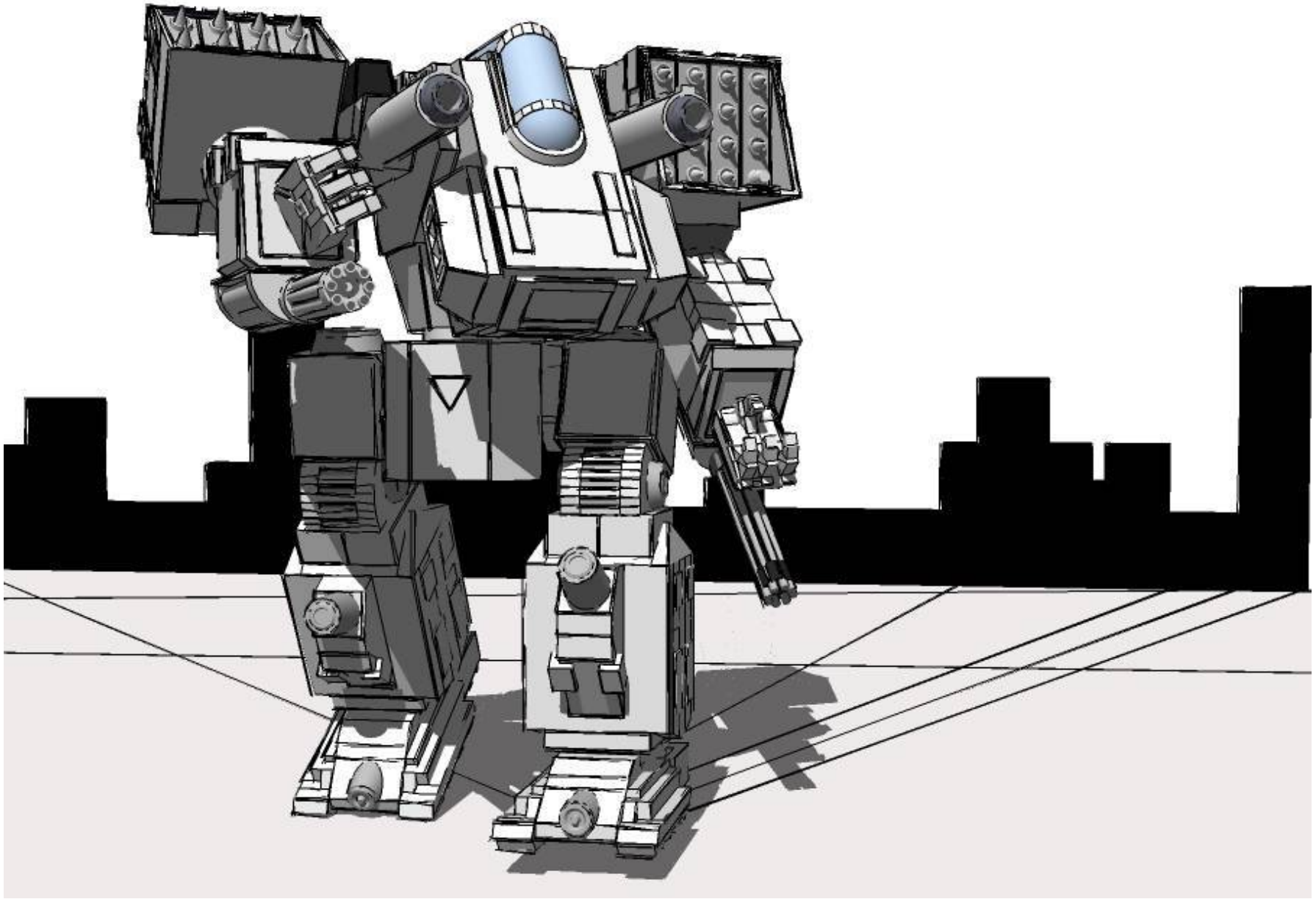
Type: Marduk
Technology Base: Inner Sphere Battlemech
Tonnage: 100
BV: 1,664

Equipment		**Mass**
Internal Structure:		10.00
Engine: 300 XL		9.50
Type: Fusion		
Cruising MP:	3	
Flanking MP:	5	
Jumping MP:	0	
Heat Sinks:	11 (22)	1.00
Gyro:		3.00
Cockpit:		3.00
Armor Factor:	307	19.50

	Internal	*Armor*
Head:	3	9
Center Torso	31	47
Center Torso (rear)		15
L/R Torso	21	27
L/R Torso (rear)		15
L/R Arm	17	34
L/R Leg	21	42

Weapons and Ammo

Component	**Location**	**Critical**	**Tonnage**
Rotary AC/5	RA	6	10
Rotary AC/5	LA	6	10
LRM 15	RT	3	7
PPC	RT	3	7
Ammo (RAC) 20	RT	1	1
Ammo (LRM) 16	RT	2	2
LRM 15	LT	3	7
PPC	LT	3	7
Ammo (RAC) 40	LT	2	2
Ammo (LRM) 8	LT	1	1



Clan ‘Mechs

Brief intro of section here…….

Scarab

Mass: 45 Tons
Chassis: Endo Steel
Power Plant: Fusion 315 XL
Cruising Speed: 75.6 kph
Maximum Speed: 118.8 kph
Jump Jets: 7 Jump Jets
Jump Capacity: 210 meters
Armor: Ferro-Fibrous

Armament:
12 ER Small Lasers
1 Heavy Large Laser
1 Active Probe
Manufacturer: Unknown
Location: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

After the Great Refusal, Clan Cloud Cobra found itself with a lot of Nova Cat land to hold. This was not a terribly unfortunate logistical problem thanks to the Cloud Cobra's numerous aerospace assets.

They did, however, find the need to occupy several cities which is a task that is performed only marginally well by aerospace fighters. They had to fill the streets of their new cities, and quickly.

The religious Cloud Cobras looked to the Scarab Beetle, an honored spirit, to help them. The Cobras prayed and prayed for weeks as the clan's finest minds worked on the problem. The Khans expected a new tank or even a VTOL to come out of the effort, but plans for a new Battlemech emerged from the starving and exhausted minds of the team of Cloud Cobra scientists the task was charged to. The Khans voted to name the 'Mech after the spirit that had delivered this miracle to them, the Scarab.

Capabilities

The basic design plan of a small Battlemech which mounts a horrific number of small weapons has always been a favorite idea of 'Mech designers everywhere. Mechs such as the Phantom and the Nova, have come close to this goal. In most cases, this creates a structural problem along the surface of the 'Mechs in question. Chest-mounted lasers all require a great deal of weight to be devoted to far too many targeting actuator mountings. In the past, tracking systems have been tested to the point of melting in order to help mechwarriors predict enemy movements using more than eight to ten weapon systems at a time.

The Scarab is a masterful design which mounts its 12 small lasers on the ends of the medium 'Mech's arms. There is, surprisingly, still room to mount hand actuators on the Scarab's overloaded arms. Since they are mounted in this way, the lasers only need minimum actuation control within the structure of the unit's arm, spreading the barrels out and in to focus the beams at one central point on the target.

For this reason, fire cannot be split between the six small lasers in each arm. This does not bother most 'mechwarriors who pilot the Scarab, because the 'Mech is not designed to take on more than one opponent at a time.

The Scarab was designed to be able to punch through very thick armor with one salvo of fire, and then jump away into cover. The 'Mech's primary weapon, the heavy large laser, is capable of melting through a half a meter of solid standard grade armor. The bristling arrays of small lasers then seek out the crater made by the heavy laser to punch through and melt internal equipment.

Variants

The Scarab is barely off the drawing board, but there has been talk of replacing the small lasers with an equal tonnage of streak SRM packs or pulse lasers.

Type: **Scarab**
Technology Base: Clan Battlemech
Tonnage: 45
BV: 1701

Equipment		**Mass**
Internal Structure:	Endosteel	2.50
Engine: 315 XL		11.00
Type: Fusion		
Cruising MP:	7	
Flanking MP:	11	
Jumping MP:	7	
Heat Sinks:	13 (26)	3.00
Gyro:		4.00
Cockpit:		3.00
Armor Factor:	134 (FF)	7.00

	Internal	*Armor*
Head:	3	9
Center Torso	14	19
Center Torso (rear)		6
L/R Torso	11	14
L/R Torso (rear)		5
L/R Arm	7	12
L/R Leg	11	19

Weapons and Ammo

Component	**Location**	**Critical**	**Tonnage**
6 ER Small Lasers	RA	6	3
Heavy Large Laser	RA	3	4
6 ER Small Lasers	LA	6	3
3 Jump Jets	RT	3	1.5
3 Jump Jets	LT	3	1.5
Jump Jet	CT	1	0.5
Active Probe	HD	1	1

Carnage

Mass: 50 Tons
Chassis: Arc-Royal KH/4 Endo Steel
Power Plant: Vox Fusion 200
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: 4 HildCo Model 12 Jump Jets
Jump Capacity: 120 meters
Armor: Alpha Compound Plate Standard

Armament:
4 Series PPS-VIII Medium Pulse Lasers
4 Pattern J6 Streak SRM 6s
Manufacturer: Arc-Royal MechWorks
Location: Arc-Royal
Communications System: Tek BattleCom
Targeting and Tracking System: Dalban HiRez II

Overview

Clan Wolf in Exile was relentlessly pursuing all avenues to extend its 'Mech production despite less than abundant resources. The Carnage was born of a unofficial, spur of the moment brainstorming session of Clan and Inner Sphere engineers. The design produced is a unique blend of Inner Sphere and Clan philosophy, experiences, and technology.

The design eventually deviated into two similar 'Mechs using different technology bases. Still, they share an amazing amount of common elements, simplifying production and the procurement of parts for Clan Wolf. This caused some displeasure, as some Inner Sphere designers wanted the superior Clan endo-steel technology common to the entire line, but in the end, two separate chassis were made. Nearly identical in appearance, it will be nearly impossible to determine which 'Mech is which, although slight variances do exist. Still, the designs share the same type of armor, engines, jump jets and innumerable smaller parts, all of Inner Sphere make. Some Clan technicians feel using these inferior products, is insulting, but in terms of supply and cost, it is exactly what Clan WIE needs.

After some computer simulation testing, the Clan engineers agreed to the demands of IS engineers for the presence of hand actuators, and the placement of weapons to maximize the Mech's melee capability. The Clan engineers declared to their superiors that the utility and flexibility is the reason for the presence of hand actuators instead of combat application. However, the rugged, heavily armored nature of the Carnage's hands stands out in stark contrast to those normally employed by the Clans.

Capabilities

The Carnage movement curve is for the Inner Sphere mediocre at best, and outright slow by Clan standards, though in both cases the presence of jump jets mitigates this, especially if it is employed in urban areas.
Both version share a similar combat posture; tests of the prototypes have shown the 'Mech can afford to almost continuously seek locks for its missile launchers once in range and firing most or all of the energy payload; though this can be dangerous, usually the target is in far worse trouble from massive damage from the barrage of missiles and lasers. The few times the prototypes actually shut down, their opponent was no longer a threat.

Technicians servicing the prototypes marveled at how easily accessible systems were, and the durability of even secondary systems. Another common feature appreciated by all of the designers was the affordable cost of both designs. Though the phrase 'designed by a committee' often denotes a mediocre Mech, the end product of this team is, indeed, Carnage.

Variants

Variants currently exist only as rumored prototypes. Initial reports focus on variants of using an ATM systems or heavy lasers obtained through sources in the Diamond Sharks in exchange for some number of Carnage Battlemechs for evaluation.

Deployment

The Carnage will be deployed in Wolf in Exile garrison units, while the Inner Sphere version will be spread between both front line and militia units.

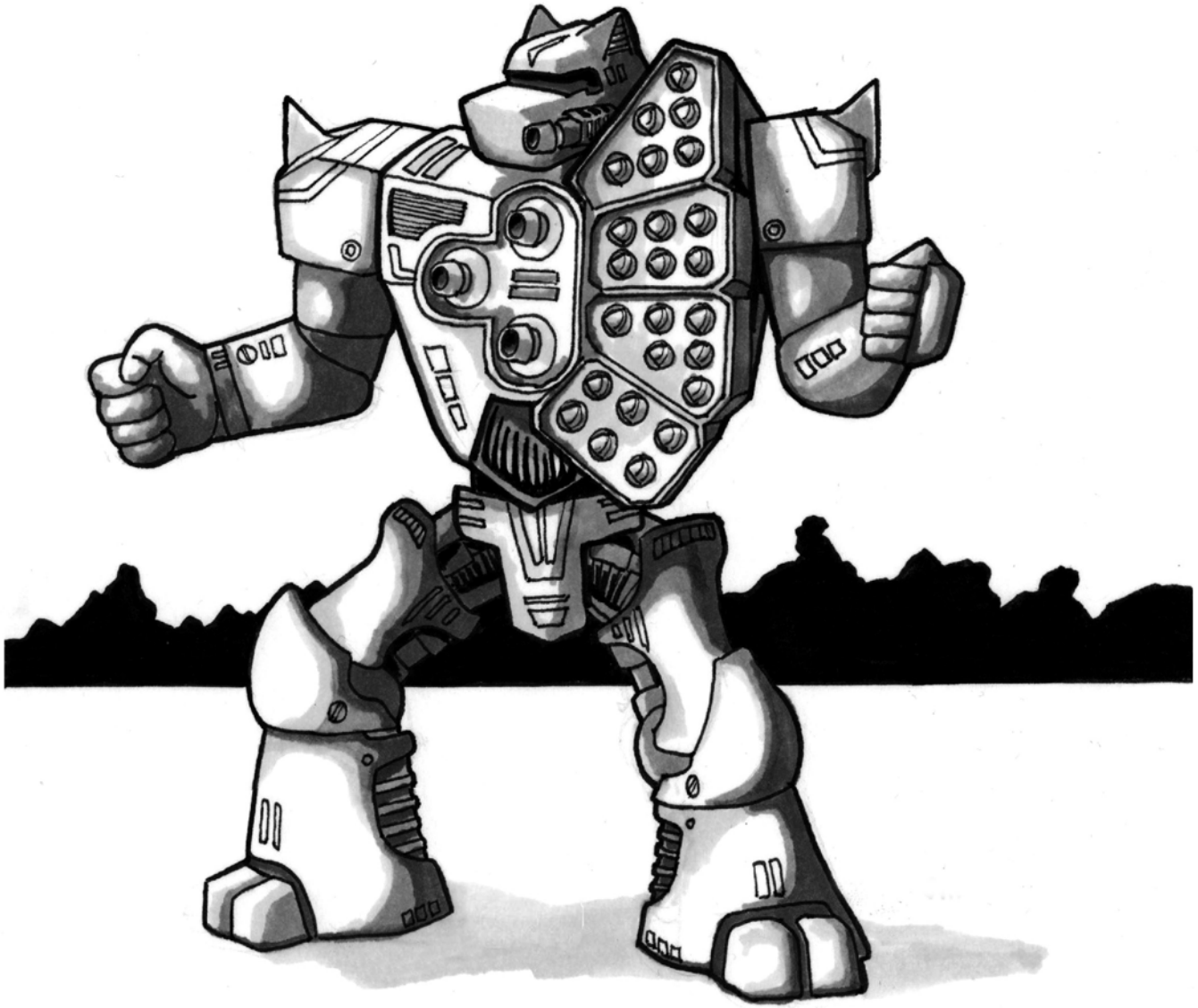
Type: **Carnage**
Technology Base: Clan Battlemech
Tonnage: 50
BV: 1873

Equipment	**Mass**	
Internal Structure:	Endosteel	2.50
Engine: 200		8.50
Type: Fusion		
Cruising MP:	4	
Flanking MP:	6	
Jumping MP:	4	
Heat Sinks:	10 (20)	0.00
Gyro:		2.00
Cockpit:		3.00
Armor Factor:	160	10.00

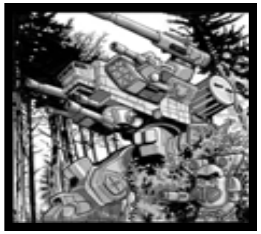
	Internal	*Armor*
Head:	3	9
Center Torso	16	24
Center Torso (rear)		7
L/R Torso	12	17
L/R Torso (rear)		6
L/R Arm	8	15
L/R Leg	12	22

Weapons and Ammo

Component	**Location**	**Critical**	**Tonnage**
Medium Pulse Laser	RT	1	2
Jump Jet	RT	1	0.5
4 Streak SRM 6	LT	8	12
Jump Jet	LT	1	0.5
2 M. Pulse Lasers	CT	2	4
Medium Pulse Laser	HD	1	2
Jump Jet	RL	1	0.5
Jump Jet	LL	1	0.5



falchion



Mass: 50 Tons
Chassis: Endo Steel
Power Plant: Fusion 350 XL
Cruising Speed: 75.6 kph
Maximum Speed: 118.8 kph
Jump Jets: None
Jump Capacity: 0 meters
Armor: Ferro-Fibrous

Armament:
19 tons of pod space available
Manufacturer: Unknown
Location: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

The Falchion is Clan Ice Hellion's answer to the Shadowcat Omnimech. 60% heavier than the Hellion, but every bit as fast, the Falchion has 19 tons of pod-space, and more than enough room in its spacious chassis to carry any likely combination of weaponry and equipment.

Capabilities

The Prime variant is designed for action on the flat ice plains of Londerholm, where it is a favored dueling 'Mech used in honor battles and trials against slower Coyote 'Mechs.

The Mechwarriors using this design are quite please with the speed and pod space of this design. However many of them also say that the relative thin armor, being only six and a half tons of Ferro Fibrous armor, is its main weak spot. But in Clan trails, weak armor isn't considered to be a weak spot to worry about. This comes from the Clan way of thinking, which puts speed and firepower above armor.

When compared to the Shadow Cat it has a bit slower but more reliable top speed. This is accomplished by not using a MASC and then compensating with a far larger engine.

The main weapons of the Primary version are an ERPPC and an ultra autocannon, which provide it with significant range, only now being countered by the Coyote's use of ATMs. The Falchion is also equipped with a battery of close-in weapons, which its speed allows it to utilize to best advantage.

The A variant is designed for reconnaissance in force. Paired large pulse lasers, backed by Streak SRMs, mean it can fight anything it can't outrun, while carrying a full electronics suite.

The B version is a highly capable fire-support vehicle. Although few Hellions use it for anything other than direct combat. A built-in ECM system is provided to disrupt Coyote ATMs.

The C variant is the heavy laser configuration, deadly on the field as it has the speed to get in range fast and a targeting computer to help with aiming.

Deployment

The Falchion is making its way into every Cluster within Clan Ice Hellion, but has yet to make any sort of appearance within any other Clan.

Type: **Falchion**
Technology Base: Clan Omnimech
Tonnage: 50

Equipment		**Mass**	
Internal Structure:		Endo steel	2.50
Engine:	350 XL		15.00
Type:	Fusion		
Cruising MP:		7	
Flanking MP:		11	
Jumping MP:		0	
Heat Sinks:		10 (20)	0.00
Gyro:			4.00
Cockpit:			3.00
Armor Factor:		125 (FF)	6.50

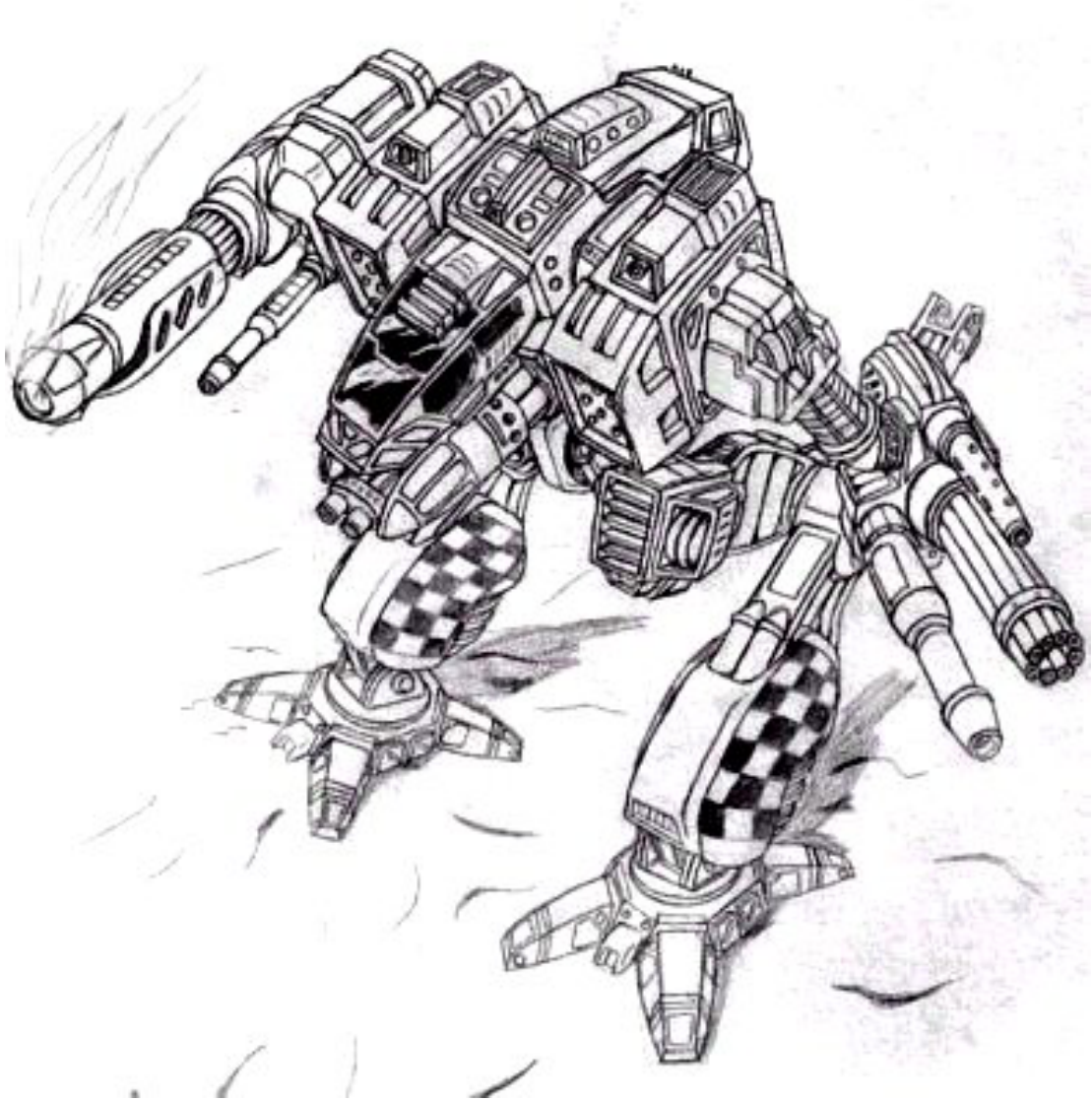
	Internal	*Armor*
Head:	3	9
Center Torso	16	15
Center Torso (rear)		5
L/R Torso	12	14
L/R Torso (rear)		4
L/R Arm	8	12
L/R Leg	12	18

Weight and space allocation

Location	*Fixed*	*Space remaining*
HD	1 Ferro-Fibrous	0
CT		2
RA	1 Endo Steel	8
	1 Ferro-Fibrous	
LA	2 Endo Steel	8
RT	1 Endo Steel	8
	1 Ferro-Fibrous	
LT	1 Endo Steel	7
	2 Ferro-Fibrous	
RL	1 Endo Steel	0
	1 Ferro-Fibrous	
LL	1 Endo Steel	0
	1 Ferro-Fibrous	

Weapons and Ammo

Component	Location	Critical	Tonnage
Primary Weapons Configuration - BV: 1,524			
ERPPC	RA	2	6
ER Small Laser	RA	1	0.5
Ultra AC/2	LA	2	5
Ammo (UAC) 45	LA	1	1
2 Machine Guns	LA	2	0.5
Ammo (MG) 100	LA	1	0.5
ER Medium Laser	LA	1	1
SRM 6	RT	1	1.5
SRM 6	LT	1	1.5
Ammo (SRM) 15	LT	1	1
2 Machine Guns	CT	2	0.5
Alternate Configuration A - BV: 1,726			
Large Pulse Laser	RA	2	6
Large Pulse Laser	LA	2	6
Streak SRM 4	RT	1	2
Streak SRM 4	LT	1	2
Ammo (SSRM) 25	LT	1	1
Active Probe	LT	1	1
ECM Suite	CT	1	1
Alternate Configuration B - BV: 1,644			
ER Medium Laser	RA	1	1
ER Small Laser	RA	1	0.5
ER Medium Laser	LA	1	1
ER Small Laser	LA	1	0.5
3 SRM 6	RT	3	4.5
Ammo (SRM) 30	RT	2	2
LRM 20	LT	4	5
Artemis IV	LT	1	1
Ammo (LRM) 12	LT	2	2
ER Small Laser	CT	1	0.5
ECM Suite	CT	1	1
Alternate Configuration C - BV: 1,597			
2 Heavy Medium Lasers	RA	4	2
2 Heavy Medium Lasers	LA	4	2
LRM 15	RT	2	3.5
Ammo (LRM) 8	RT	1	1
Targeting Computer	RT	1	1
LRM 15	LT	2	3.5
Ammo (LRM) 16	LT	1	2



Crab IIC

Mass: 50 Tons
Chassis: Hollis Mark 1C Standard
Power Plant: 275 Magna Fusion
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: None
Jump Capacity: 0 meters
Armor: Compound P Ferro-Fibrous

Armament:
6 Series 2b ER Medium Lasers
1 Ripper Series A1 ER PPC
Manufacturer: Lum Mechworks
Location: Lum
Communications System: Garret CSC
Targeting and Tracking System: Garret TTC

Overview

Maintaining the centuries old SLDF Mechs is becoming increasingly difficult and expensive. Clan Diamond Shark has decided to recycle most of their SLDF Crabs into Clan Battlemechs. The unused parts are to be sold to the Inner Sphere along with some high maintenance SLDF Battlemechs. The new Battlemech was named the Crab IIC.

Capabilities

The Crab's armor protection was good for a medium 'Mech of the era it was introduced. Never the less Clan Diamond Shark scientists replaced it with a higher amount of Clan ferro-fibrous. This allowed the side torsos to withstand a direct Clan ERPPC blast without a breach. The old problem of lacking hand actuators was addressed.

The 'Mech's firepower comes from six extended range medium lasers in the arms and an ERPPC in the center torso. The ERPPC is well-protected from the engine, and the heat sinks allow an unrestricted flow of heat through the center torso and out of the back.
The ER medium lasers are housed in triangular blisters that open for firing. They protect the laser focusing optics from being knocked out of alignment and rendering the laser inoperable.

Variants

There is one variant of this second-line 'Mech design. It replaces all the weapons and three heat sinks for jumpjets, an extended range small laser in the center torso and a large pulse laser in each arm. It seems to be more inline with the original SLDF design parameters of a medium raider and guerrilla fighter than the standard Clan or SLDF model.

Deployment

The Crab IIC is not only replacing the remaining SLDF Mechs but many of the older Clan Battlemechs as well, like the Great Wyrm. The Crab IIC is not sold to other Clans.

Notable Mechs and Warriors

Mechwarrior Isoroku was originally from the Draconis Combine. He was one of the few Mechwarriors that were taken as Bondsman by the Smoke Jaguars during the first invasion wave. After a few years he was traded to Clan Diamond Shark for spare parts. Isoroku felt more at home with the Diamond Sharks and they allow him to pilot a Battlemech in a second-line Cluster.

It has been many years since that he became a Mechwarrior of Clan Diamond Shark. He now primary educates new Mechwarriors about Inner Sphere tactics. And he uses his new Crab IIC 2, to demonstrate each of his points.

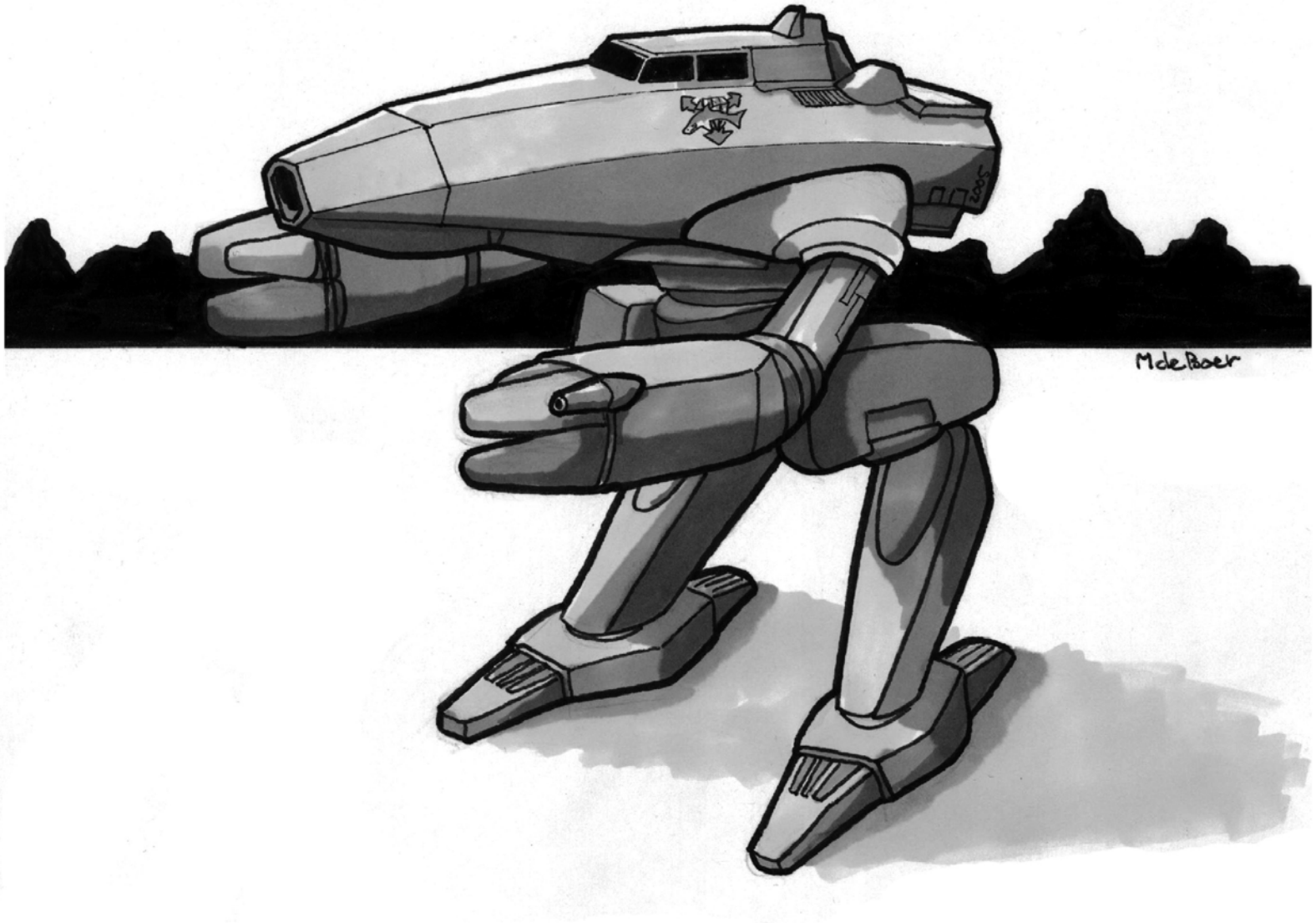
Type: **Crab IIC**
Technology Base: Clan Battlemech
Tonnage: 50
BV: 1774

Equipment	**Mass**	
Internal Structure:	Standard	5.00
Engine: 250		12.50
Type: Fusion		
Cruising MP:	5	
Flanking MP:	8	
Jumping MP:	0	
Heat Sinks:	16 (32)	6.00
Gyro:		3.00
Cockpit:		3.00
Armor Factor:	163 (FF)	8.50

	Internal	*Armor*
Head:	3	9
Center Torso	16	24
Center Torso (rear)		8
L/R Torso	12	17
L/R Torso (rear)		6
L/R Arm	8	16
L/R Leg	12	22

Weapons and Ammo

Component	**Location**	**Critical**	**Tonnage**
3 ER Medium Lasers	RA	3	3
3 ER Medium Lasers	LA	3	3
ER PPC	CT	2	6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Soul reaver

Mass: 60 Tons
Chassis: Endo Steel
Power Plant: Fusion 300 XL
Cruising Speed: 54.0 kph
Maximum Speed: 86,4 [108,0] kph
Jump Jets: 5 Jump Jets
Jump Capacity: 150 meters
Armor: Ferro-Fibrous

Armament:
1 ER PPC
3 Heavy Medium Lasers
1 Adv. Tact. Msl. 9
Manufacturer: Unknown
Location: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

At the dawn of the year 3065, Clan Ice Hellion designers were looking for a new project. Most of the Clans second line units were light, and were hindered by heavy 'Mechs that were either too slow to support or not heavily armed enough. After acquiring a few ATM launchers the design team finally came up with a new second line heavy Battlemech, the Soul Reaver.
This Battlemech fulfills all the needed specifications: speed, firepower, and good armor.

Capabilities

The Soul Reaver's 300 XL engine and MASC give it a top speed of 108 km/h. The 'Mech was also given jump capability, making it very maneuverable.

Its weapons armament enables it to fight at any range. The ER PPC and ATM 9 combination allow the 'Mech to lay down long range fire for its lighter allies. A trio of arm mounted heavy medium lasers, backed up by the ATM 9's HE ammo, allow the 'Mech to rip through armor of its target at short range. With all of these weapons slaved to a targeting computer, the accuracy of this 'Mech is quite deadly.

Variants

There is one variant of the Soul Reaver that uses more standard weapons. The Khan ordered this is, because the availability of ATM launchers and ammo is still very low among the Ice hellions. Also the removal of several other systems reduced the costs of producing the variant.
The variant removes the; MASC, the targeting computer, the ATM system and the heavy lasers. In its place the variant mounts three medium pulse lasers in the left arm and a long-range missile launcher-20 with Artemis IV guidance in the right torso. The launcher is a special double launch system that only uses half of the normal amount of tubes.

The removal of the MASC system has made some Mechwarriors express doubt of the variant of this Omnimech was fast enough to support lighter units.

Deployment

So far the 'Mech and its variant have only just begun production. The first one off the assembly line now serves in Clan Ice Hellion's Lithe Kill Keshik, and their Mechwarriors have much success with the 'Mech.

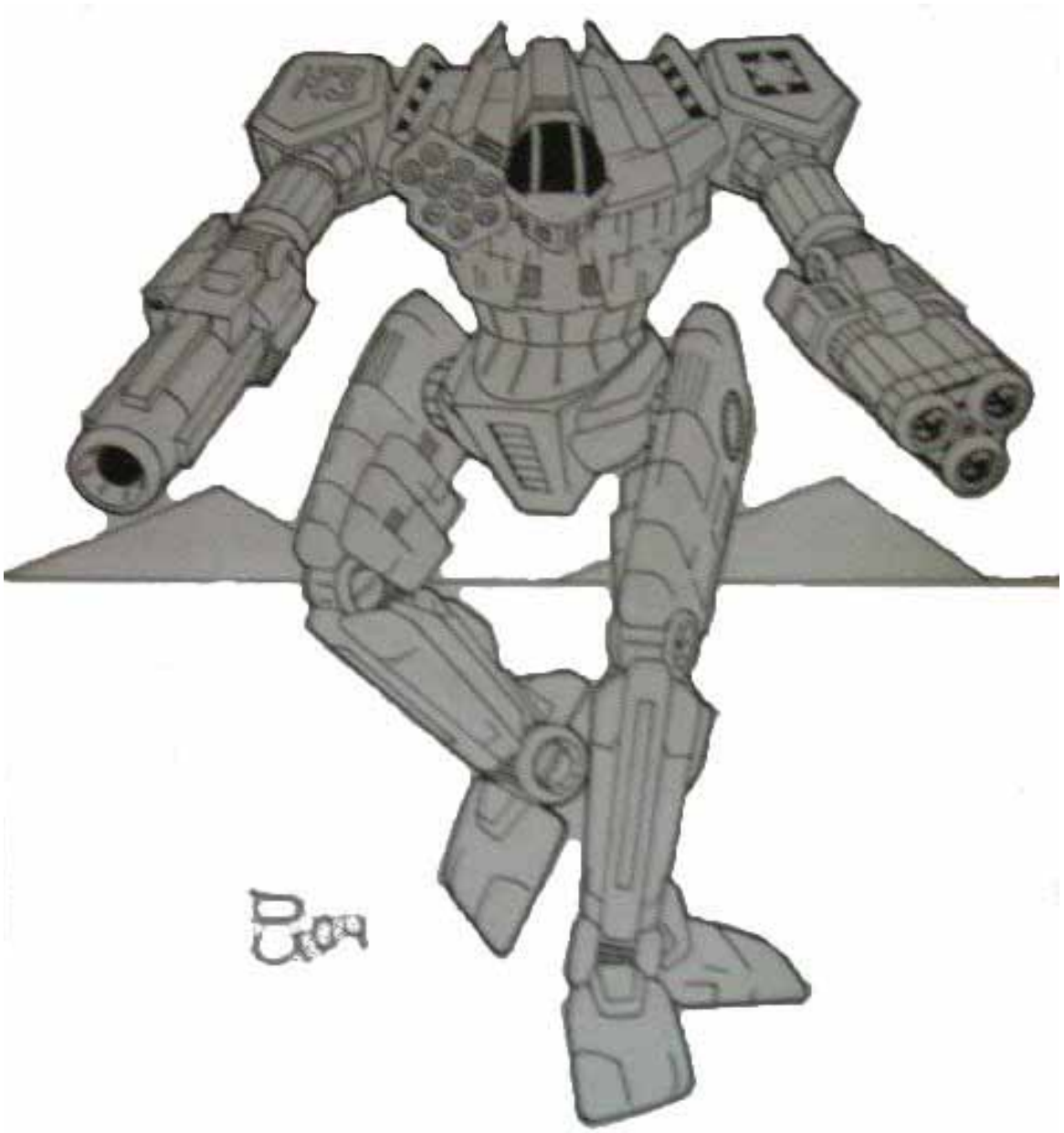
Type: **Soul Reaver**
Technology Base: Clan Battlemech
Tonnage: 60
BV: 2489

Equipment	**Mass**	
Internal Structure:	Endosteel	4.00
Engine: 300 XL		9.50
Type: Fusion		
Cruising MP:	5	
Flanking MP:	8 (10)	
Jumping MP:	5	
Heat Sinks:	16 (32)	6.00
Gyro:		3.00
Cockpit:		3.00
MASC		2.00
Armor Factor:	201 (FF)	10.50

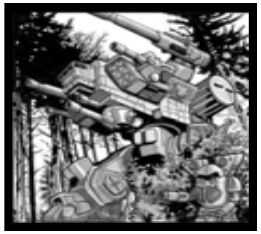
	Internal	*Armor*
Head:	3	9
Center Torso	23	35
Center Torso (rear)		11
L/R Torso	16	24
L/R Torso (rear)		8
L/R Arm	12	24
L/R Leg	16	32

Weapons and Ammo

Component	**Location**	**Critical**	**Tonnage**
ER PPC	RA	2	6
3 Hvy Medium Lasers	LA	6	3
ATM 9	RT	4	5
Targeting Computer	LT	2	2
Jump Jet	CT	1	1
Jump Jets	RL	2	2
Jump Jets	LL	2	2



Crusader knight



Mass: 75 Tons
Chassis: Technicron C Endo Steel
Power Plant: Vlar Fusion 300
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: 0 meters
Armor: Clan DuraBond Standard

Armament:
3 Kolibri Delta Series Large Pulse Lasers
4 Series 3 NC Heavy Medium Lasers
1 Active Probe
Manufacturer: York Battlemech Y4 Facility
Location: York
Communications System: TransComm Alpha
Targeting and Tracking System: Active Probe

Overview

Several Crusader Clans needed a second-line command ‘Mech that could handle front-line duty. The choice was to upgrade the Black Knights that the Clans had in storage. The Black Knight Battlemech served in the Star League Army in the role of a company or battalion command unit.
The new ‘Mech was named Crusader Knight after the political orientation of the participating Clans.
The standard engine and pure energy weapon configuration allows the mechwarrior to survive the most aggressive combat assignments.

The communications system was upgraded with a new Clan active probe. The 'Mech can coordinate the communications for several trinaries at once with the active probe, and can link together the command frequencies of a whole galaxy if necessary. Because the active probe is directly tied into the Black Knight's sensors, the 'Mech's on-board computers are able to identify targets before most other 'Mechs on the battlefield.

Capabilities

The old Inner Sphere chassis was replaced with a Clan endo steel chassis, freeing up more space inside the 'Mech for improvements. The amount of armor was set at 14 tons of standard armor, providing good protection for the Clan Mechwarrior.

The centerpiece of the Crusader Knight's arsenal are the three large pulse lasers. One is mounted on the right arm and the rest are mounted in the torso. For close combat, the Crusader Knight carries four heavy medium lasers, mounted in the same configuration as the large pulse lasers.
The heavy lasers are very inaccurate compared with the pulse lasers but the truly impressive amount of firepower they provide is worth it.

Like its predecessor, the Mechwarrior piloting the Crusader Knight must manage the 'Mechs weapon use carefully in order to avoid overheating.

Variants

There are two variants of the Crusader Knight. There are two variants of the Crusader Knight. The first replaces the large pulse lasers with extended range PPCs and the heavy lasers are replaced with double heat sinks to allow the mechwarrior to use all the ERPPCs. This variant has the nickname of 'Awesome IIC'.

The second variant is quite abnormal and is used for urban combat. It mounts jump jets in the torso. All energy weapons are replaced by 5 medium pulse lasers mounted in the torso. The right arm now has a huge 20-class LBX-autocannon with two tons of ammo.

Deployment

The Crusader Knight began production in 3062, and demand for the 'Mech almost immediately outstripped production.
The Crusader Knight is deployed by three Crusader Clans; Wolf, Fire Mandrill and Blood Spirit. The Blood Spirits field over half of all the Crusader Knights and retooled a factory to produce more of them.

Type: **Crusader Knight**
Technology Base: Clan Battlemech
Tonnage: 75
BV: 1717

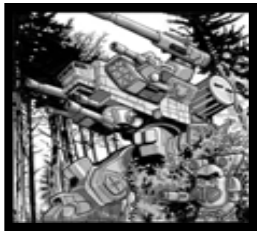
Equipment	**Mass**	
Internal Structure:	Endosteel	4.00
Engine: 300		19.00
Type: Fusion		
Cruising MP:	4	
Flanking MP:	6	
Jumping MP:	0	
Heat Sinks:	19 (38)	9.00
Gyro:		3.00
Cockpit:		3.00
Armor Factor:	224	14.00

	Internal	*Armor*
Head:	3	9
Center Torso	23	32
Center Torso (rear)		11
L/R Torso	16	24
L/R Torso (rear)		8
L/R Arm	12	24
L/R Leg	16	30

Weapons and Ammo

Component	**Location**	**Critical**	**Tonnage**
Large Pulse Laser	RA	2	6
Heavy Medium Laser	RA	2	1
Large Pulse Laser	RT	2	6
Heavy Medium Laser	RT	2	1
Large Pulse Laser	LT	2	6
Heavy Medium Laser	LT	2	1
Heavy Medium Laser	CT	2	1
Active Probe	H	1	1

Gorilla



Mass: 75 Tons
Chassis: Endo Steel
Power Plant: Fusion 300 XL
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: 4
Jump Capacity: 120 meters
Armor: Standard

Armament:
35 tons of pod space available
Manufacturer: Unknown
Location: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

The story of the Gorilla is an interesting one. Nobody knows from which Clan the Battlemech originated, or if any names are attributed to its design. The Battlemech does seem to have some similarities to the Warhammer and the Nova Cat, but these similarities are mostly cosmetic.

The history of these plans date back to before the invasion of the Inner Sphere. They were found in a damaged data pad at the bottom of a crate after a successful trade by a Diamond Shark merchant. He was able to get the pad to turn on, but the interface within the unit was damaged beyond repair. The design was quickly traded to a low-caste Jade Falcon merchant. The woman was unsuccessful in trying to sell the design to other members of her clan. She was murdered in an alley after an unsuccessful sales attempt in 3059. Her murderer was captured in an attempt to fence the merchandise in Goliath Scorpion territory. The Goliath Scorpions hastily added the data pad to a crate of other seized merchandise. During the trade boom between the Goliath Scorpions and the Snow Ravens, this crate was accidentally loaded onto a shipment to them. The manifest later showed the error, but the Snow Ravens insisted on keeping the crate and the Scorpions acquiesced.

When the Snow Ravens found the designs in the crate and they announced that the design would soon be in production, Clan Fire Mandrill immediately filed for a Trial of Possession for the plans. They insisted that the plans were theirs and demanded that the Snow Ravens bid under on the Batchall. The Mandrill negotiator was very good indeed. The trial was fought between a star of Mandrill Battlemechs and two stars of Gamma Garrison Galaxy armor. Only Star Colonel Jerald Danforth's machine remained operational when the trial was over. This battle helped a great deal to further decrease his stigma in the clan. In the end, Fire Mandrill was forced to do trade with the Diamond Sharks to get the pad data. The first star of Gorillas has been sent to the Diamond Sharks. The second star is slated for delivery to Danforth's battle cluster in Kindraa Faraday.

Capabilities

Like most Clan heavy Omnimechs with small engines, the Gorilla is loaded to the gills with weaponry. There are four jump jets hardwired into the Battlemechs legs and torsos to help it maneuver better in difficult terrain. All configurations of the Gorilla mount an active probe to ferret out the enemy and force them into engagement. The primary configuration follows the Mandrill's love of close combat. A heavy large laser replaces the original design's ER laser. It also mounts a bristling array of pulse lasers and SRMs. If a pilot can leapfrog through difficult terrain and close on his opponent without getting damaged, he will be very successful. Configuration A is a more traditional design and it has so far been unpopular among most Mandrills, but does appear to be the only configuration used by the Diamond Sharks. Configuration B is a different take on the primary configuration; it has similar light weaponry but mounts a heavy LBX autocannon and an ECM to confuse enemy sensors.

Type: **Gorilla**
Technology Base: Clan Omnimech
Tonnage: 75

Equipment		**Mass**	
Internal Structure:		Endosteel	4.00
Engine:	300 XL		9.50
Type:	Fusion		
Cruising MP:		4	
Flanking MP:		6	
Jumping MP:		4	
Heat Sinks:		12 (24)	2.00
Gyro:			3.00
Cockpit:			3.00
Armor Factor:		231	14.50

	Internal	*Armor*
Head:	3	9
Center Torso	23	34
Center Torso (rear)		12
L/R Torso	16	24
L/R Torso (rear)		8
L/R Arm	12	24
L/R Leg	16	32

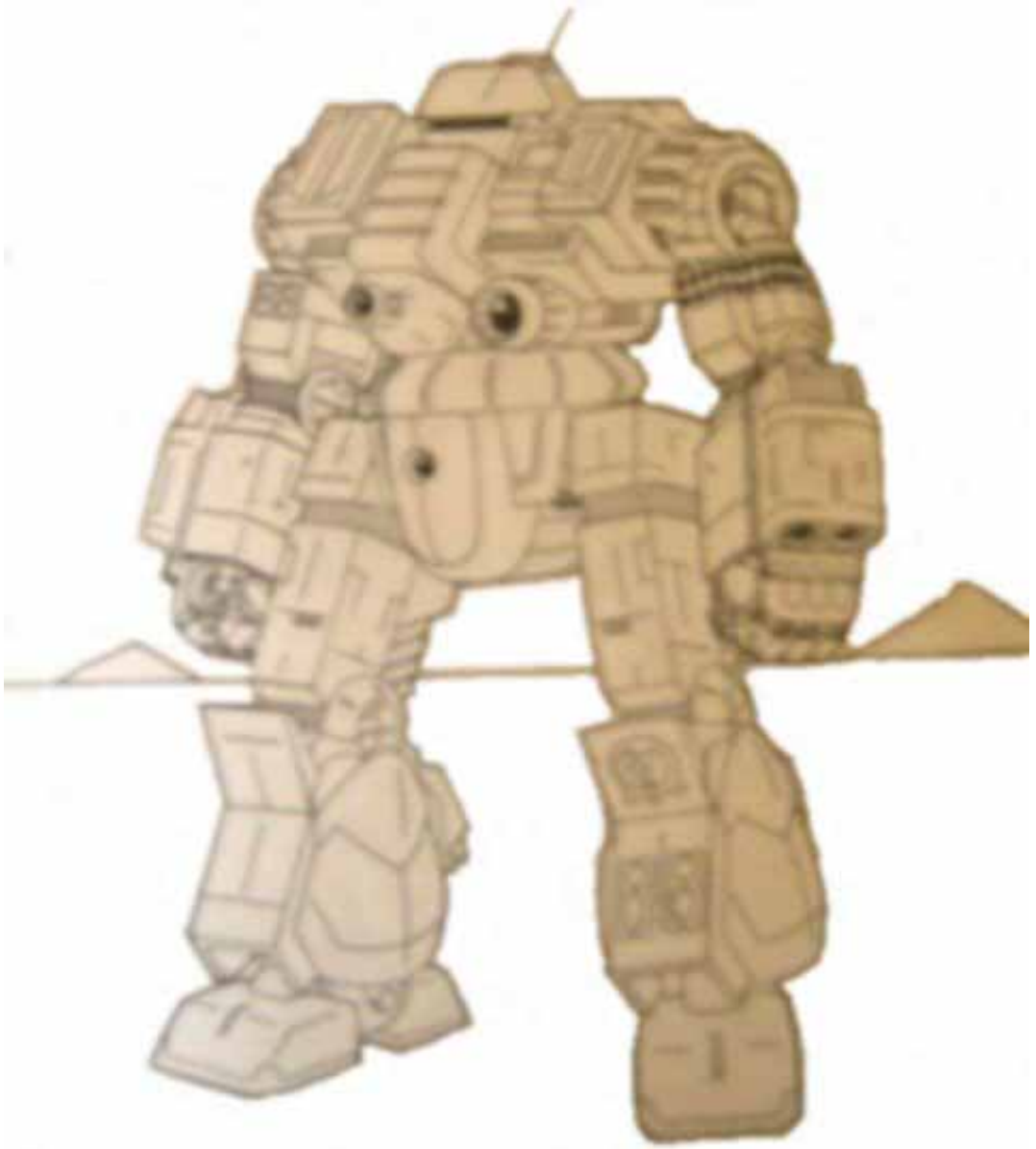
Weight and space allocation

Location	*Fixed*	*Space remaining*
HD		1
CT		2
RA	3 Endo Steel	7
LA	2 Endo Steel	8
RT	1 Jump Jet	9
LT	1 Jump Jet	9
	1 Targeting Computer	
RL	1 Endo Steel	0
	1 Jump Jet	
LL	1 Endo Steel	0
	1 Jump Jet	

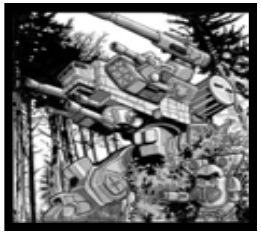
Gorilla

Weapons and Ammo

Component	Location	Critical	Tonnage
Primary Weapons Configuration - BV: 2,529			
2 Medium Pulse Lasers	RA	2	4
2 Medium Pulse Lasers	LA	2	4
LRM 15	RT	2	3.5
Artemis IV	RT	1	1
Ammo (LRM) 16	RT	2	2
Heavy Large Laser	LT	3	4
SRM 6	LT	1	1.5
Ammo (SRM) 15	LT	1	1
2 Medium Pulse Laser	CT	2	4
Active Probe	HD	1	1
Alternate Configuration A - BV: 2,775			
ER Large Laser	RA	1	4
Medium Pulse Laser	RA	1	2
ER Large Laser	LA	1	4
Medium Pulse Laser	LA	1	2
LRM 20	RT	4	5
Ammo (LRM) 18	RT	3	3
LRM 20	LT	4	5
ECM Suite	HD	1	1
Alternate Configuration B - BV: 2,437			
2 Medium Pulse Lasers	RA	2	4
2 Machine Guns	RA	2	0.5
2 Medium Pulse Lasers	LA	2	4
2 Machine Guns	LA	2	0.5
Ammo (MG) 200	LA	1	1
LB 20-X AC	RT	9	12
Streak SRM 6	LT	2	3
Ammo (SSRM) 15	LT	1	1
Ammo (LBX) 10	LT	2	2
ECM Suite	CT	1	1
Active Probe	CT	1	1
TAG	HD	1	1



Woden



Mass: 75 Tons
Chassis: WDN Endo Steel
Power Plant: Type T75 Fusion 300 XL
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: 0 meters
Armor: Forging 19 Standard

Armament:
39 tons of pod space available
Manufacturer: Lum Mechworks, Brim Ironworks
Location: Lum, Brim
Communications System: JNE Integrated Omni
Targeting and Tracking System: Build 2 AA TTS

Overview

Clan Snow Raven heavy Omnimechs are relatively thinly armored. To combat this weakness they created a fully armored Omnimech that is a bit slower, but should have no trouble holding the line. The 'Mech is named Woden, after the God of war that is able to gift warriors with battle-frenzy. This gifted berserker rage makes them invulnerable to wounds and capable of superhuman feats of strength.

Capabilities

The Omnimech was based upon the Cauldron-Born Omnimech to shorten the development time.
The maximum tonnage has increased by 10 tons; the engine was reduced to a 300 rated XL engine and the armor was replaced with standard type to save resources.

In its Primary configuration the Woden is best suited for anti-aircraft and urban combat. It is mounts two large pulse lasers, two LBX 10-class autocannons and jumpjets. It is able to dissipate all of the heat from an alpha strike providing it remains stationary.

Alternate configuration A has an extended range large laser in each arm. The secondary weapon systems are four ATM-9 launchers with two tons of ammo each.
For protection it mounts an ECM-suite and twin nose-mounted flamers. This configuration is best suited for extreme range combat.

Alternate configuration B was built to handle heavy lasers. It mounts four heavy lasers; a large heavy laser in each arm and a pair of medium sized ones under the chin.
The inaccuracy of the heavy lasers is compensated by a targeting computer. The remaining pod space was used to add four LRM-15 launchers and target acquisition gear.

Alternate configuration C is used for dueling and when commanders expect supply shortages. For this goal the only weapons it mounts are medium pulse lasers and ERPPCs. Two anti-missile systems were added to limit armor damage.

Alternate configuration D is rumored to be based upon the Mad Cat mkII. The twin gauss rifles and the extended range medium laser array do seem to suggest this. But the lack of LRMs and jumpjets speak against this assumption.

Alternate configuration E is an almost shameless copy of the Cauldron-Born A. The only major changes were the removal of the anti-infantry weapons for an active probe and two streak SRM-6 launchers sharing one ton of ammo.

Deployment

The Woden first saw use on the planet Lum. The prototype was elected the honor to destroy the last Steel Viper Omnimech on Lum. The holovid of this one-sided battle was transmitted all over the home worlds as an insult to Clan Steel Viper. Clan Snow Raven and Clan Cloud Cobra are the only Clans that field the Woden Omnimech.

Notable Mechs and Warriors

Mechwarrior Kelse of Clan Snow Raven was almost bid away. To still remain in the bid he was forced to pilot a new experimental artillery configuration, called the V.
This configuration mounts two Arrow IV's as primary weapons. It uses pulse lasers and a TAG for backup. In the battle, Mechwarrior Kelse destroyed a mixed star of vehicles and Mechs that tried to destroy the Snow Raven artillery.

Type: **Woden**
Technology Base: Clan Omnimech
Tonnage: 75

Equipment		**Mass**	
Internal Structure:		Endosteel	4.00
Engine:	300 XL		9.50
Type:	Fusion		
Cruising MP:		4	
Flanking MP:		6	
Jumping MP:		0	
Heat Sinks:		12 (24)	2.00
Gyro:			3.00
Cockpit:			3.00
Armor Factor:		231	14.50

	Internal	*Armor*
Head:	3	9
Center Torso	23	35
Center Torso (rear)		11
L/R Torso	16	24
L/R Torso (rear)		8
L/R Arm	12	24
L/R Leg	16	32

Weight and space allocation

Location	*Fixed*	*Space remaining*
HD	1 Endo Steel	0
CT		2
RA		10
LA		10
RT	1 Endo Steel	9
LT	1 Endo Steel	9
RL	2 Endo Steel	0
LL	2 Endo Steel	0

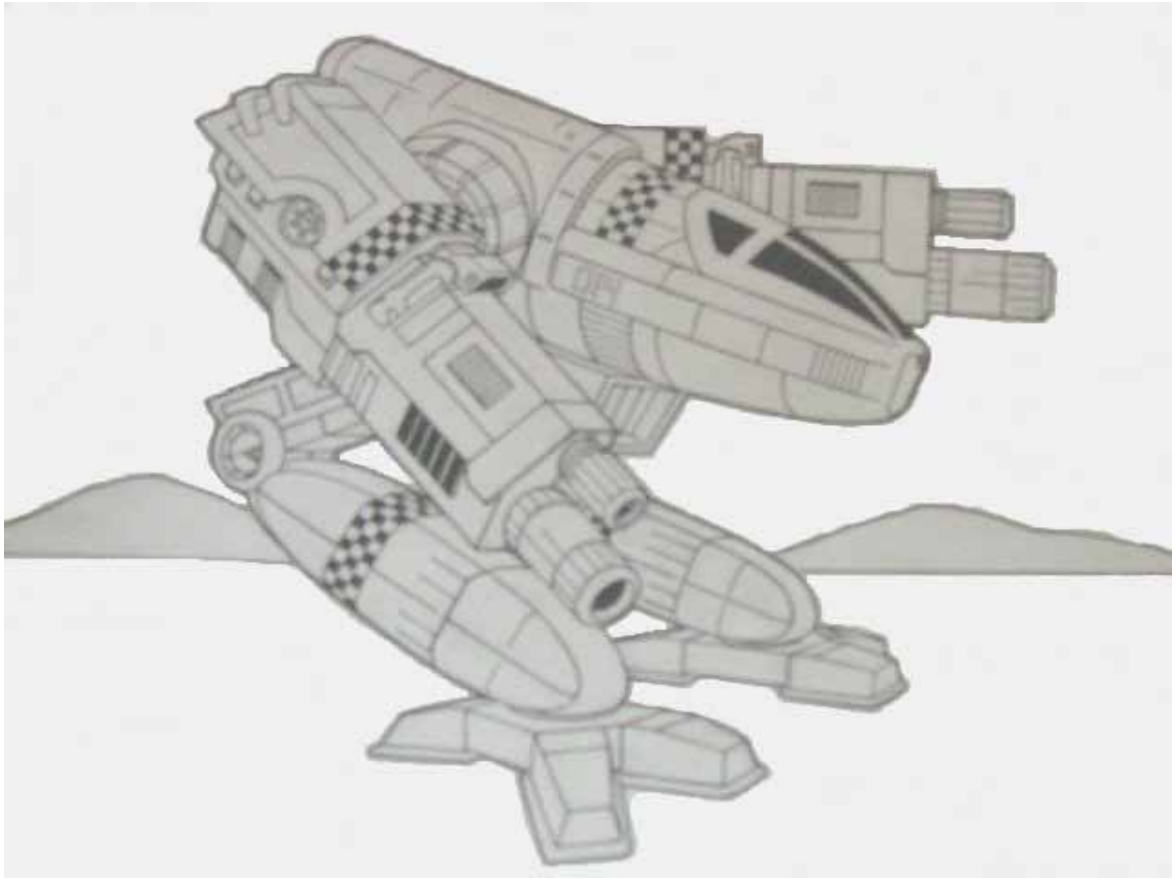
Weapons and Ammo

Component	Location	Critical	Tonnage
Primary Weapons Configuration - BV: 2,111			
LB 10-X AC	RA	5	11
Ammo (LBX) 10	RA	1	1
Large Pulse Laser	RA	2	6
LB 10-X AC	LA	5	11
Ammo (LBX) 20	LA	2	2
Large Pulse Laser	LA	2	6
2 Jump Jets	RT	2	2
2 Jump Jets	LT	2	2
Alternate Configuration A - BV: 1,828			
ER Large Laser	RA	1	4
ATM 9	RA	4	5
Ammo (ATM) 21	RA	3	3
ER Large Laser	LA	1	4
ATM 9	LA	4	5
Ammo (ATM) 21	LA	3	3
ATM 9	RT	4	5
ECM Suite	RT	1	1
ATM 9	LT	4	5
Ammo (ATM) 14	LT	2	2
2 Flamers	CT	2	1
Alternate Configuration B - BV: 1,900			
Heavy Large Laser	RA	3	4
2 LRM-15	RA	4	7
Ammo (LRM) 24	RA	3	3
Heavy Large Laser	LA	3	4
2 LRM-15	LA	4	7
Ammo (LRM) 8	LA	1	1
TAG	RT	1	1
Heavy Medium Laser	RT	2	1
Heavy Medium Laser	LT	2	1
Ammo (LRM) 8	LT	1	1
Targeting Computer	CT	2	2
Alternate Configuration C - BV: 2,963			
Anti-Missile System	RA	1	0.5
Ammo (AMS) 48	RA	1	1
ER PPC	RA	2	6
Anti-Missile System	LA	1	0.5
Ammo (AMS) 48	LA	1	1
ER PPC	LA	2	6
Medium Pulse Laser	RT	1	2
2 Jump Jets	RT	2	2
Medium Pulse Laser	LT	1	2
2 Jump Jets	LT	2	2
2 Medium Pulse Lasers	CT	2	4

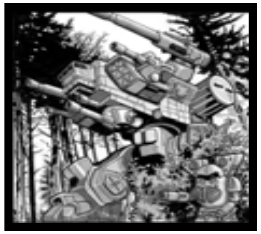
Alternate Configuration D - BV: 2,136			
Gauss Rifle	RA	6	12
Ammo (GR) 16	RA	2	2
Gauss Rifle	LA	6	12
Ammo (GR) 16	LA	2	2
SRM-6	RT	1	1.5
2 ER Medium Lasers	RT	2	2
SRM-6	LT	1	1.5
2 ER Medium Lasers	LT	2	2
ER Medium Laser	CT	1	1
Ammo (SRM) 15	CT	1	1

Alternate Configuration E - BV: 2,017			
2 ER Large Lasers	RA	2	8
Streak SRM-6	RA	2	3
Ammo (SSRM) 15	RA	1	1
Ultra AC/20	LA	10	14
Streak SRM-6	LA	2	3.
Active Probe	RT	1	1
Ammo (UAC) 15	LT	3	3
2 ER Medium Lasers	CT	2	2

Alternate Configuration V - BV: 1,399			
Arrow IV System	RA	12	12
Ammo (Arrow) 15	RA	3	3
Arrow IV System	LA	12	12
Ammo (Arrow) 15	LA	3	3
2 Micro Pulse Lasers	RT	2	1
TAG	RT	1	1
2 Micro Pulse Lasers	LT	2	1
Large Pulse Laser	CT	2	6



Ulkrata



Mass: 80 Tons
Chassis: Endo Steel
Power Plant: Fusion 400 XL
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: 5
Jump Capacity: 150 meters
Armor: Ferro-Fibrous

Armament:
1 Ultra AC/20
4 ER Small Lasers
2 Adv. Tact. Msl. 6s
Manufacturer: Unknown
Location: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

Clan Fire Mandrill can be considered to be a formation of smaller competing Clans, each fighting another Kindraa for more power. This large amount of instability reduces the power of the Clan. The new Khan saw that this disunity could one day mean the end of Clan Fire Mandrill, started several projects in which all the Kindraa would work together. One of these projects is the Ulkrata, now in pre-Omnimech development.
The meaning and the origin of the name of this Battlemech are a complete mystery. Although one rumor says it has something to do with the Khan Garret Sainze favorite recipe.

The Ulkrata is a high mobility 'Mech designed to fight it out with enemy 'Mechs at close range. To make it able to reach and keep the enemy at close range it was equipped with jump jets and the most powerful possible fusion engine. This makes the Ulkrata is extremely mobile for its size and this speed can be easily comparable to many medium 'Mechs. The jumpjets allow this 80 ton ‘Mech to make a jump of 150 meters.

Variants

There is one variant, which is more heat-efficient than the original. It replaces all of the weapons, excluding two ER small lasers for a gauss rifle and six ATM 3 launchers. The better heat management and longer range weaponry make it more effective at long range. It is unlikely that Clan Fire Mandrill is going to make more variants.

Capabilities

With a mighty ultra assault canon and backed up by two ATM6. The designers added four ER small lasers, for the event that the Mech runs out of ammo. The weapons systems used on the Ulkrata has a high damage-heat ratio, this allows the design to cause a lot of damage while not overstressing its limited heat-dissipation. The ultra autocannon and the lasers are assisted by a targeting computer; this will allow a good Mechwarrior to place any hits in a single location. This is considered to be the perfect way take out enemy 'Mechs.

Even though it has very thin armor, it shows much promise as an urban and woodland fighter. If the development goes as plans then this weapon setup will become the Primary configuration. When the Omnimech version will be out is unsure, some estimates say that it might take a full decade.

Deployment

It is only produced by Clan Fire Mandrill. However it is seen in all other Home world Crusader Clans except Clan Star Adder. It is unknown how Clan Fire Mandrill managed to manufacture such large amount of new 'Mechs. It is clear that these 'Mechs aren't being produced by any known Kindraa Mech-production facility.

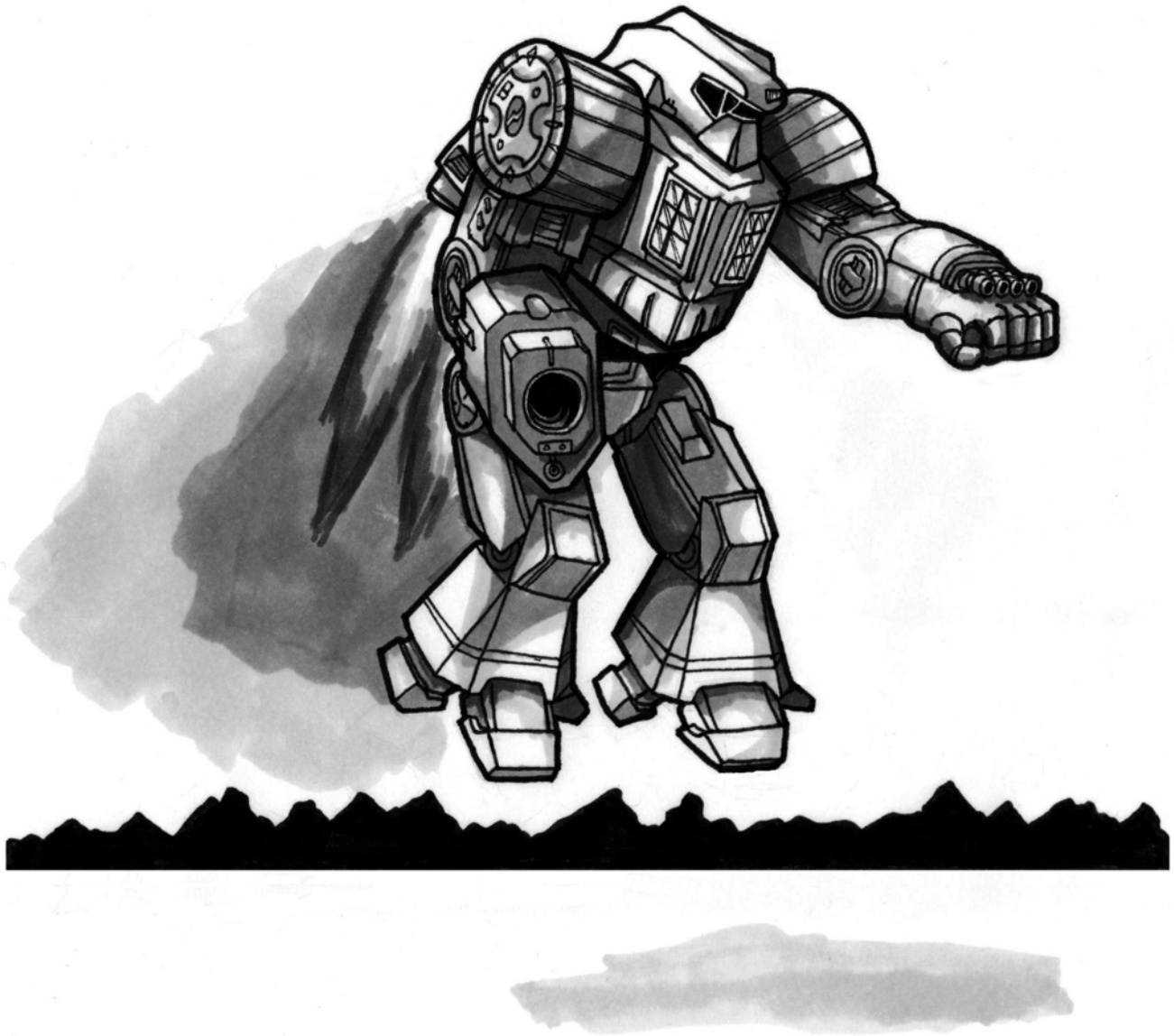
Type: **Ulkrata**
Technology Base: Clan Battlemech
Tonnage: 80
BV: 2063

Equipment	**Mass**	
Internal Structure:	Endosteel	4.00
Engine: 400 XL		26.50
Type: Fusion		
Cruising MP:	5	
Flanking MP:	8	
Jumping MP:	5	
Heat Sinks:	10 (20)	0.00
Gyro:		4.00
Cockpit:		3.00
Armor Factor:	182 (FF)	9.50

	Internal	*Armor*
Head:	3	9
Center Torso	25	25
Center Torso (rear)		8
L/R Torso	17	20
L/R Torso (rear)		8
L/R Arm	13	18
L/R Leg	17	24

Weapons and Ammo

Component	**Location**	**Critical**	**Tonnage**
Ultra AC/20	RA	8	12
Ammo (UAC) 10	RA	2	2
4 ER Small Lasers	RA	4	2
ATM 6	RT	2	3.5
Ammo (ATM) 20	RT	2	2
2 Jump Jets	RT	2	2
ATM 6	LT	2	3.5
2 Jump Jets	LT	2	2
Targeting Computer	LT	3	3
Jump Jet	CT	1	1



Stalker IIC

Mass: 90 Tons
Chassis: Endo Steel
Power Plant: Fusion 270
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Jump Jets: None
Jump Capacity: 0 meters
Armor: Ferro-Fibrous

Armament:
2 Omega 12-Coil Gauss Rifles
2 Type 6 Series Adv. Tact. Msl. 6s
3 Series 14a Medium Pulse Lasers
1 Series 6b ER Large Laser
1 Light Active Probe
Manufacturer: Unknown
Location: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

The Stalker is a design apparently fallen out of favor with most Clans. In fact, some say that the deployment of this 'Mech by Clan Wolf-In-Exile only displays how desperately short of resources they have become. When the Star League army followed Kerensky in exile, there were numerous Stalkers included in his forces. They lacked any the advanced technology of other Star League designs. Eventually, the improvements in Clan technology so outdated the 'Mech that it was considered not worth further upgrades, and assigned to second line units, then eventually downgraded to use for training purposes. The venerable Stalkers were pulled from training duty, and given full scale weapon refits.
More of the 'Mechs were obtained, along with weapons for upgrading them through clandestine transactions with the Diamond Sharks. Clan engineers strained their expertise in what a refit could do. They found the reinforced Endo-Steel structures could actually sustain five more tons of components.

The refit only slightly upgraded the engine, but retained a standard engine in place of a far more resource demanding XL engine. The large lasers were replaced by Gauss Rifles. ATM systems purchased from the Diamond Sharks and perhaps through help of the Nova Cats replaced the ancient SRM systems, while three medium pulse lasers and a single ER large laser replaced the Stalker's old quartet of medium lasers.
A light probe for urban operating was added simply because space was available after upgrading the computer systems. An upgraded cooling system can handle most of the heat, but as before repeated alpha strikes can soon have the 'Mech in severe trouble due to overheating. Some traditions never change.

Capabilities

Some say that the deployment of an upgrade of this 'Mech by Clan Wolf-In-Exile only displays how desperately short of resources they have become. The Stalker IIC has plenty of potential at all ranges. At long range, the twin Gauss Rifles, ER Large Laser, and ATM launchers provide respectable damage. Once it closes into medium range, the medium pulse lasers will most likely replace the ER large laser in firing, and the ATM systems will switch to the more potent mid range ammo, then to HE if anyone dares come closer.
The Stalker IIC has surprising good durability, thanks to its lack of XL engine technology. So far, none of the Stalker IIC series have had a role in a major offensive or trial.

Variants

Clan Diamond Shark created the first variant of the Stalker IIC. It replaces the engine and the armor. The tonnage saved was diverted to more heat sinks, an anti-missile system, and the light probe was replaced by a full ECM system.
The weapons array is visually identical this can provide the Diamond Sharks an excellent cover story if they do indeed offer this ‘Mech to Inner Sphere militaries.

Deployment

Many of these units are being rotated to areas certain to see some form of action in the future. The Stalker IIC has also been traded with Clan Nova Cat for other resources, and the Diamond sharks seem to have produced strikingly similar, if not identical versions for their own mysterious purposes.

Type: **Stalker IIC**
Technology Base: Clan Battlemech
Tonnage: 90
BV: 2327

Equipment	**Mass**	
Internal Structure:	Endosteel	4.00
Engine: 270		19.00
Type: Fusion		
Cruising MP:	3	
Flanking MP:	5	
Jumping MP:	0	
Heat Sinks:	12 (24)	2.00
Gyro:		3.00
Cockpit:		3.00
Armor Factor:	231	14.50

	Internal	*Armor*
Head:	3	9
Center Torso	23	35
Center Torso (rear)		11
L/R Torso	16	24
L/R Torso (rear)		8
L/R Arm	12	24
L/R Leg	16	32

Weapons and Ammo

Component	**Location**	**Critical**	**Tonnage**
Gauss Rifle	RA	6	12
Gauss Rifle	LA	6	12
ATM 6	RT	2	3.5
Medium Pulse Laser	RT	1	2
Ammo (ATM) 20	RT	2	2
Ammo (Gauss) 16	RT	2	2
ATM 6	LT	2	3.5
Medium Pulse Laser	LT	1	2
Ammo (ATM) 10	LT	1	1
Ammo (Gauss) 16	LT	2	2
ER Large Laser	CT	4	4
Medium Pulse Laser	CT	1	2
Light Active Probe	HD	1	0.5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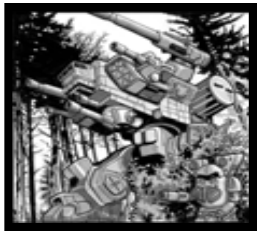
2004

Raging Bull



Mass: 100 Tons
Chassis: Clan Modified Heavy Type X
Power Plant: Model XT4 Fusion 300 XL
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Jump Jets: None
Jump Capacity: 0 meters
Armor: Forging SA722 Ferro-Fibrous

Armament:
2 ER PPCs
4 Heavy Medium Lasers
3 Ultra AC/10s
Manufacturer: Wolf-In-Exile Arc-Royal Facility
Location: Arc-Royal
Communications System: S9R Beta Series
Targeting and Tracking System: Gamma-V TTS

Overview

Following the schism between its Crusader and Warden factions, Clan Wolf found itself a house divided. Khan Phelan Ward relocated his Warden Wolves to Arc-Royal and were granted a land hold by Grand Duke Morgan Kell. Once the "Wolves in Exile" had settled in to their new home, the Warden Wolves set themselves to the task of building a new industrial base.

Along with several standard Wolf Omnimech designs, some new second-line designs were to be produced for the Wolf-in-Exile Garrison Clusters. The most fearsome of these new designs is the Raging Bull. Using several Stone Rhinos captured from the Smoke Jaguars, Wolf Clan scientists saw the potential of the design and began to work on an improved machine. Built around a modified Stone Rhino chassis, the Raging Bull pushes the Stone Rhino design to an even more fearsome level of capability.

Capabilities

The Raging Bull was originally designed in 3055 but full production was delayed due to the Refusal War with Clan Jade Falcon and the subsequent Clan Wolf 'civil war'. Designed to strike at long range, the Raging Bull is armed with a massive battery of weaponry.

A pair of extended range PPCs provide the primary striking power out to nearly 700 meters and can fell any ‘Mech with a few well placed shots. Joining the ERPPCs are a trio of Ultra AC-10s clustered in a 'movable' torso mount. Able to swing thirty degrees left or right of center, this mounting configuration greatly aids in tracking moving targets on the battlefield. Supplied with sixty rounds of ammo, the Ultra ACs are capable of a respectable rate of sustained fire.

Backing up the long range arsenal of the Raging Bull are four 'heavy' medium lasers. Providing close range firepower that equals Inner Sphere particle cannons, this secondary battery of weapons is truly devastating within 300 meters.

Battle History

The Raging Bull was first used in joint-exercises conducted with the Kell Hounds on Arc-Royal. However the Raging Bull's baptism of fire was not long in coming.

During the chaos of the growing FedCom Civil War Clan Jade Falcon sought to take advantage of this opportunity to launch a new offensive operation against the Lyran Alliance. In July 3064 several Raging Bulls took part in Khan Phelan Ward's counterstrike and first drew Falcon blood on Dustball. The long range firepower of the Raging Bull served the Wolves well and was instrumental in breaking up several Jade Falcon assaults. In fact a lone Raging Bull single handedly destroyed a Jade Falcon Heavy Star.

Deployment

The Raging Bull is currently deployed with Assault Stars in the Omega Galaxy which serves as the garrison unit for the Warden Wolves. Units of Omega Galaxy are rotated among worlds of the Arc-Royal Defense Cordon and so the Raging Bull can be encountered throughout the Arc-Royal Theater.

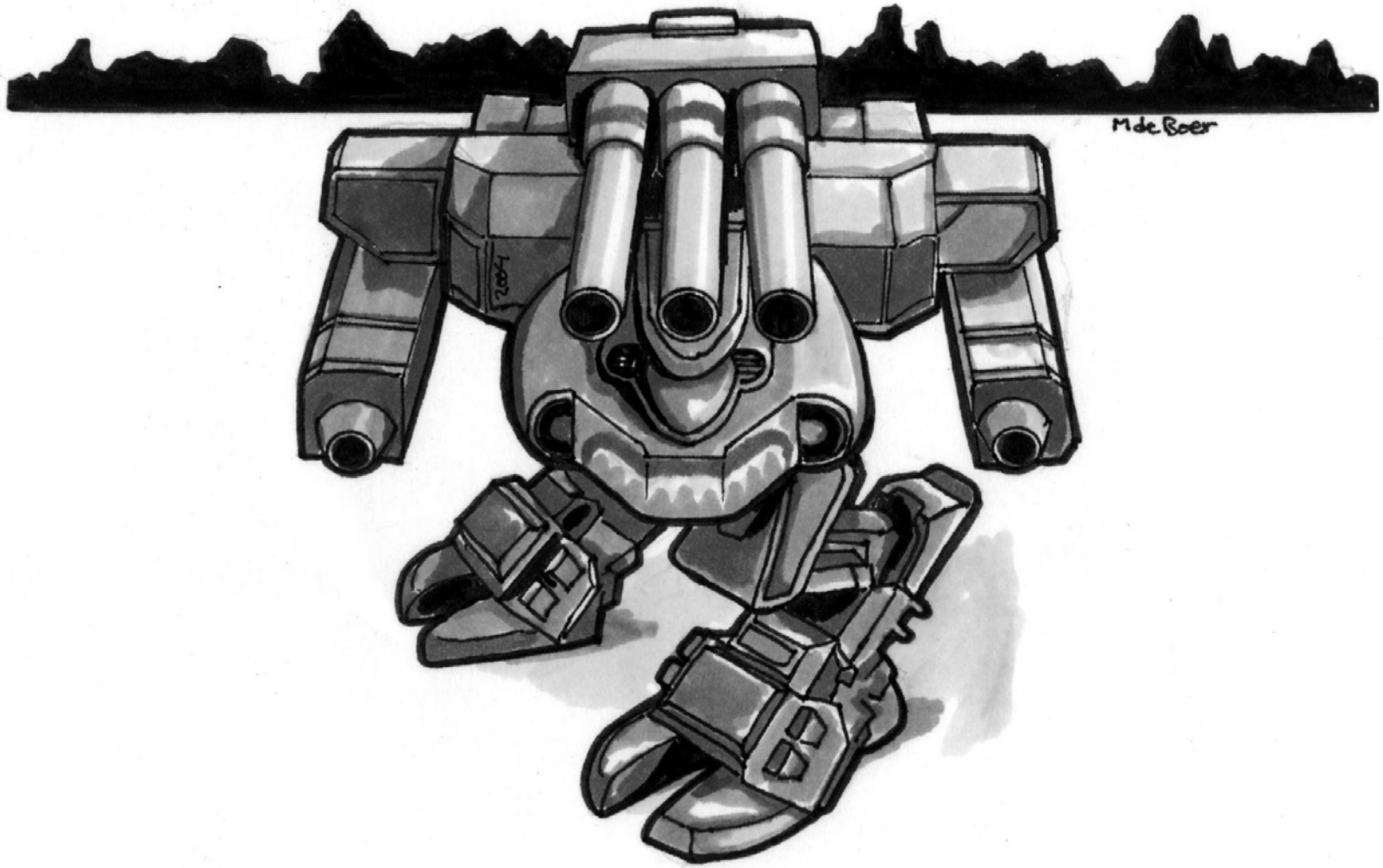
Type: **Raging Bull**
Technology Base: Clan Battlemech
Tonnage: 100
BV: 2153

Equipment	**Mass**	
Internal Structure:		10.00
Engine: 300 XL		19.00
Type: Fusion		
Cruising MP:	3	
Flanking MP:	5	
Jumping MP:	0	
Heat Sinks:	17 (34)	7.00
Gyro:		3.00
Cockpit:		3.00
Armor Factor:	298 (FF)	15.50

	Internal	*Armor*
Head:	3	9
Center Torso	31	44
Center Torso (rear)		15
L/R Torso	21	31
L/R Torso (rear)		10
L/R Arm	17	33
L/R Leg	21	41

Weapons and Ammo

Component	**Location**	**Critical**	**Tonnage**
ERPPC	RA	2	6
2 Hvy Medium Lasers	RA	4	2
ERPPC	LA	2	6
2 Hvy Medium Lasers	LA	4	2
Ultra AC/10	RT	4	10
Ammo (UAC) 60	RT	6	6
2 Ultra AC/10s	LT	8	20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Ragnarok

Mass: 100 Tons
Chassis: Standard
Power Plant: Fusion 300
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Jump Jets: None
Jump Capacity: 0 meters
Armor: Standard

Armament:
4 Clan Mk. XVII ER PPCs
1 Light Active Probe
Manufacturer: Unknown
Location: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

Clan design philosophy has taken a sharp turn in recent years. The Inner Sphere has shown more mettle than had been previously thought and the Clans are slowly beginning to feel the drain on their resources. Most of Clan leadership would never admit as such, and some do not even acknowledge the problem out of pride. The Diamond Sharks, as usual, have not only seen the problem but have decided to profit from it.

The design and style of this Battlemech represents a ferocious and merciless combat philosophy. In some clans, the spirit of the Smoke Jaguar lives on in many hearts, not the Least of which in those of Clans Wolf and Hell's Horses. The Sharks admit having already promised the first run of these Battlemechs to these two clans without even a trial of possession.

Sharks leaders insist that the trials were fought between the merchant classes. This scandalous comment reverberates through Clan space to this day and several challenges have come down from the Clan's own warrior caste to the merchants because of it. Several of these challenges have been answered and met with success by those warriors who are friendly to the merchants, insisting that they know full well which side their bread is buttered on.

Capabilities

The name of the Battlemech is no mistake. The Ragnarok was designed to bring down judgement on the Inner Sphere. The Battlemech achieves a savage appearance with the use of fan-style heatsinks and bulky internal structure and armor. The 'Mech is slow but its weapons have no equal on the battlefield. The 'Mech mounts an almost primordially simple yet terrifying array of four particle projection cannons.

When Diamond Shark warriors first settled into the cockpit of this machine during test trials, they were certain they were being lead to a stifling death. The sail-like heatsinks and blowers surrounding the Battlemech allowed the mechwarrior to not only fire all four weapons every few seconds, but also move at a full clip while doing it. The temperature in the cockpit never raised above 82 degrees.

The Battlemech is designed, specifically, to hunt down Inner Sphere 'Mechs one at a time and eliminate them with one or two salvos. For the most part, in the hands of a capable gunner, the Battlemech will succeed in this goal. Just one of these weapons is powerful enough to vaporize the head off of any Battlemech. With the Inner Sphere's penchant for swarm tactics, this ability will be of utmost importance to a Ragnarok pilot.

More importantly, the Battlemech is easy to maintain. Unless the 'Mech loses a PPC, any of the components can be replaced with Inner Sphere parts during an extended campaign.

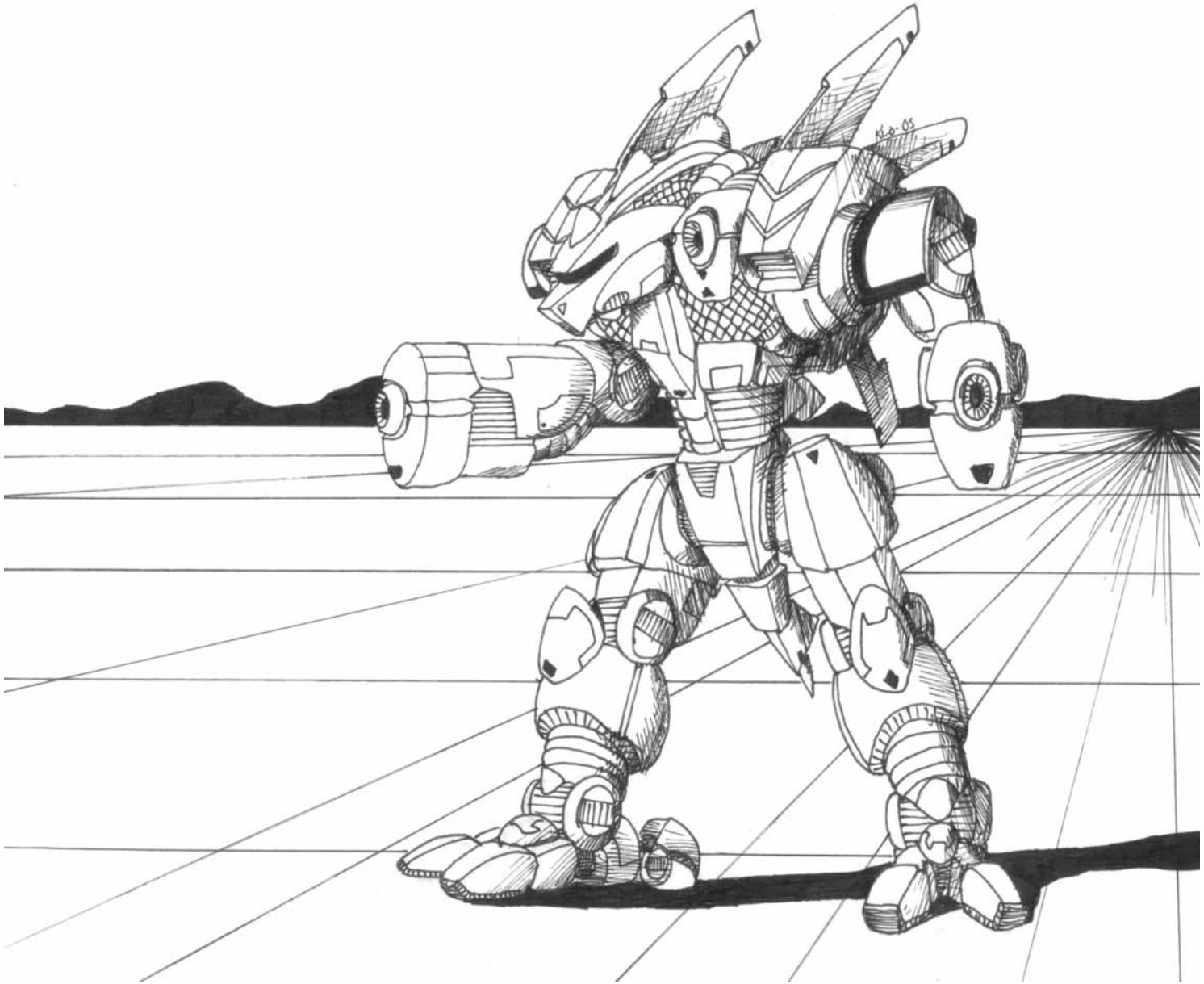
Type: **Ragnarok**
Technology Base: Clan Battlemech
Tonnage: 100
BV: 2785

Equipment	**Mass**
Internal Structure:	10.00
Engine: 300	19.00
Type: Fusion	
Cruising MP: 3	
Flanking MP: 5	
Jumping MP: 0	
Heat Sinks: 31 (62)	21.00
Gyro:	3.00
Cockpit:	3.00
Armor Factor: 307	19.50

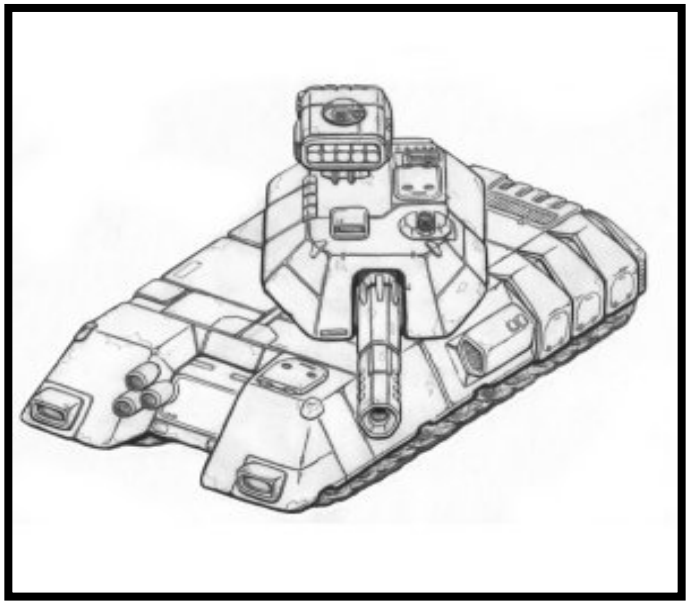
	Internal	*Armor*
Head:	3	9
Center Torso	31	46
Center Torso (rear)		16
L/R Torso	21	32
L/R Torso (rear)		10
L/R Arm	17	34
L/R Leg	21	42

Weapons and Ammo

Component	**Location**	**Critical**	**Tonnage**
ERPPC	RA	2	6
ERPPC	LA	2	6
ERPPC	RT	2	6
ERPPC	LT	2	6
Light Active Probe	HD	1	0.5



Battle Armor / Vehicles



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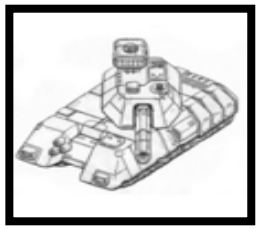
Djerassi



Mass: 1000 kg
Ground Speed: 10,8 km/h
Jump Capacity: 90 meters
Armor Type: Standard
Manufacturer: Goliath Scorpion
Location: Various

Overview

Goliath Scorpion Elementals requested their own bloodname variant on the Elemental, after discovering that the Vong Elemental bloodline of the Ghost Bears were fielding a variant to the elemental that proved very successful.

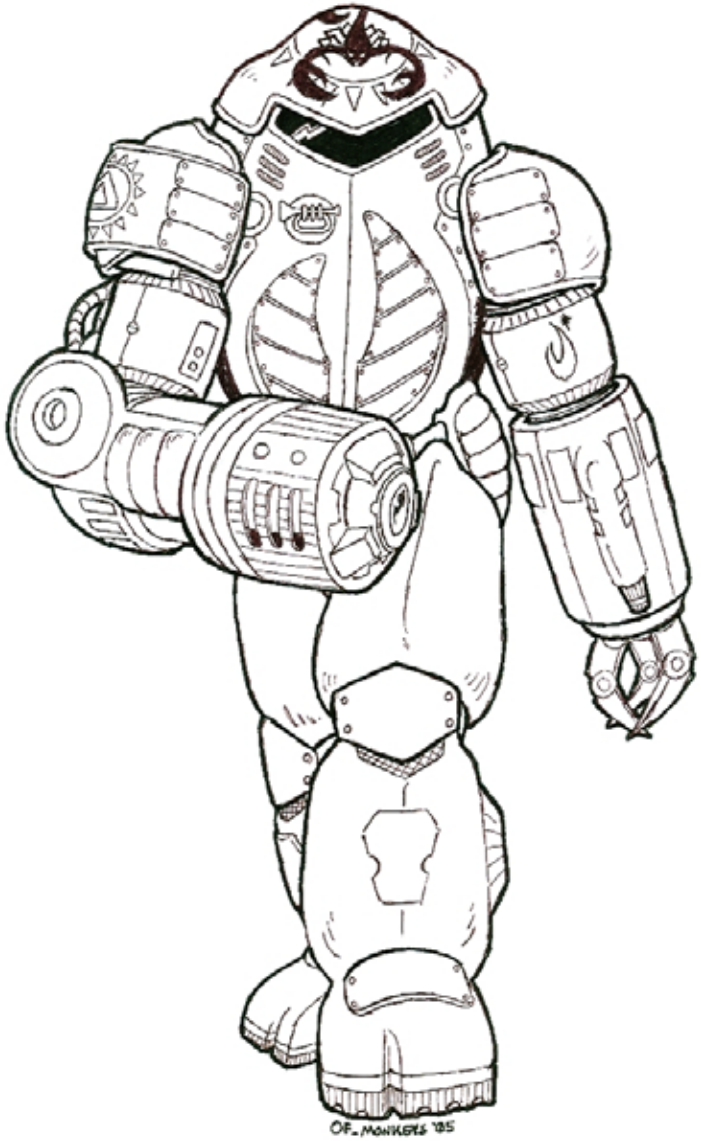
Capabilities

Citing their desire to have honorable weapons, the Bloodline Djerassi asked Clan Goliath Scorpion scientist to find an alternative to the Elementals missile packs. What they scientist settled on was something different. They didn't replace the missile system, they removed it and increased the firepower on the suits main gun. They replaced the modular weapon mount with a single extended-range support laser.

Djerassi's leaders were furious, not only was the suit 'under-gunned' but they discovered that with the removal of the missile pack mount, the suits became structurally weaker. It is estimated the suit has anywhere between 8 percent to 12 percent less protection. The bloodline has asked the scientist to find a way to increase the suits protection, and keep the extended-range support laser.

Deployment

The Djerassi warriors were pressed into using the Djerassi suit. If this first model was not a success, they were worried that the Khans would prevent them from trying other ideas. The Djerassi that fielded the new suit found that to their joy it performed beyond their expectations, especially when it came to swarming 'Mechs.



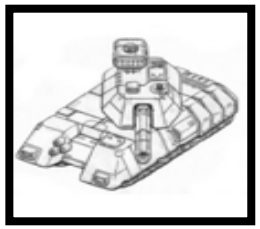
Type: **Djerassi**
Technology Base: Clan BA
Mass: 1000 kg
BV: 71 (355 for 5)

Equipment		**Slots**	**Mass**
Chassis:	Medium Humanoid		250
Ground:	1	0	0
Jump:	3	0	150
Armor:	9	0	255
Manipulators:			
R - None		0	0
L - Battle Claw		0	15

Weapons and Equipment

Component	**Loc.**	**Slots**	**Mass**
ER Small Laser (40)	RA	3	355
Anti-personnel Mount	LA	1	5

Fox



Mass: 990 kg
Ground Speed: 10,8 km/h
Jump Capacity: 90 meters
Armor Type: Standard
Manufacturer: NAIS
Location: New Avalon

Overview

The Fox Battle Armor was developed from the standard Inner Sphere Battle Armor by the NAIS after the Clan Invasion slowed down.

Capabilities

It replaces the small laser of the standard with a more powerful support PPC. The support PPC is mounted on its right arm, the left arm carries a gyro-slug carbine for anti-personal purposes and a Battle Vibro-Claw.

The improvements on the weaponry did force the designers to reduce the armor protection. However the armor protection still allows the armor to withstand a hit from a Clan medium laser.

Deployment

The Fox entered limited production in late 3055.
It was support to enter mass production in 3063, but the FedCom civil war caused this design to remain in low production in favor of less complex designs.

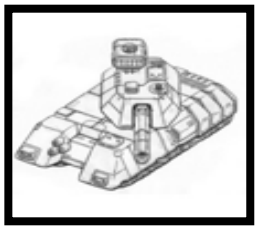
Type: **Fox**
Technology Base: Inner Sphere BA
Mass: 990 kg
BV: 41 (164 for 4)

Equipment		**Slots**	**Mass**
Chassis:	Medium Humanoid		175
Ground:	1	0	0
Jump:	3	0	150
Armor:	7	0	350
Manipulators:			
R - None		0	0
L - Battle Vibro-Claw		0	50

Weapons and Equipment

Component	**Loc.**	**Slots**	**Mass**
Support PPC (28)	RA	3	255
Anti-Personnel Mount	LA	1	5
Searchlight	Body	1	5

War Eagle



Mass: 15 Tons
Power Plant: Fusion 85 DAV
Cruising Speed: 129.6 kph
Maximum Speed: 194.4 kph
Armor: Ferro-Fibrous
Manufacturer: Unknown
Location: Unknown

Armament:
2 Medium Lasers
2 Machine Guns
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

The popularity of the Fenrir Battle armor has been hugely popular in the Lyran Alliance to the point where commanders that once scoffed at the use of battle armor now rely on it. This has brought rise to the need to reliably insert these units onto the battle field. Several designs were considered for this job. There were quite a few heavier and slower designs which allowed for more cargo space as well as numerous vehicles of a smaller size that, although had more space devoted to cargo, had very little in the way of defensive capabilities. In the end, R&D in conjunction with the LDF decided on the War Eagle.

Capabilities

The War Eagle is fast and agile. It also packs a mean punch. The infantry bay is designed specifically to hold a single Fenrir battle armor. There is plenty of room in the bay for a warrior to strap herself in during the flight. If need be, the bay holds enough equipment to serve the Fenrir as a mobile base of operations. It is the plan of the Lyran Alliance to assign four War Eagles to every regiment of Fenrir in their ranks. These four War Eagles will be able to quickly and quietly transport one squad of BA into position at a time, then zoom around in a wide circle to begin laying down cover fire for the Fenrir or to even create distractions miles away before the enemy has any idea there are dozens of BA knocking at their back door.

Variants

The design for the War eagle barely passed through the appropriation committee. There were quite a few within the ranks who felt that a vehicle should not be specifically attached to one purpose. Defenders of the War Eagle argued that there was still plenty of room in the chopper for standard infantry; however cramped they would be in the tall, narrow bay.

Regardless, a coalition of the design's detractors have pushed for a redesigned War Eagle that drops the current medium lasers and machineguns in favor of a much roomier cargo bay in the midsection as well as a cargo area in the nose and slightly heavier armor. This would require a complete redesign of the entire belly of the craft and no matter how you look at it, the BA would be very cramped within this design and none of the support equipment would be available. The worst thing about the newly-proposed design is its complete lack of weaponry.

A counter-proposal ditches the machineguns in place of a single medium laser and relocates both of the side-mounted medium lasers to the nose. This frees up enough tonnage and space to the center of the vehicle to mount two Fenrir comfortably with all of the support equipment intact. The response to this design has not been given yet, but the current War Eagle design continues to roll off the assembly lines while the appropriation committee argues about it.

Type: **War Eagle**
Technology Base: Inner Sphere VTOL
Tonnage: 15
BV: 588

Equipment		**Mass**
Internal Structure:		1.50
Engine: 85 Fusion		2.50
Shielding & Transmission:		1.50
Cruising MP:	12	
Flanking MP:	18	
Heat Sinks:	10	0.00
Cockpit:		1.00
Crew: 1		
Rotor Equipment:		1.50
Armor Factor:	45 (FF)	2.50

	Internal	*Armor*
Front:	2	16
L/R Side	2	10
Rear	2	7
Rotor	2	2

Weapons and Equipment

Component	**Location**	**Items**	**Tonnage**
2 Medium Lasers	Front	2	2
2 Machine Guns	Front	2	1
Ammo (MG) 100	Body	1	0.5
Infantry Bay (1 ton)	Body	1	1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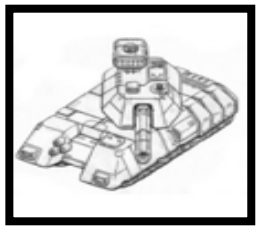
gazelle



Mass: 20 Tons
Power Plant: Fusion 85 GM
Cruising Speed: 97.2 kph
Maximum Speed: 151.2 kph
Armor: ArcShield VII Mk 6 Standard
Manufacturer: Aldis Industries
Location: Betelgeuse

Armament:
2 LongFire V LRM 5s
3 Firmir Standard Medium Lasers
Communications System: Ceres MaserCom 12
Targeting and Tracking System: Virtutrak S1

Overview

The worsening relationship between the Free Worlds League and the Capellan Confederation, forced the Capellan Confederation to look for a new VTOL manufacturer.

The contract was awarded to Aldis Industries located on the planet Betelgeuse. They are well know for the Regulator Hovertank. The Gazelle uses Virtutrak which is the same targeting system used by the Regulator. This provides the pilot with a continuous view, uninhibited by armor plating.

Capabilities

Next to it's smaller size and lower cost compared to the FWL VTOL it's replaced, the Gazelle has as well the advantage to be able to use special LRM munitions. The Gazelle has proven really valuable for ambushes, blasting away with LRMs before closing in, targeting weak spots with medium lasers.

Variants

There are rumors about two new variants that are suppose to debut next year. From what Intel can make out, the first variant will replace all the weaponry with an extended range large laser and targeting acquisition gear.

The second variant is a rocket launcher user. It replaces the laser array with a single standard large laser and the long range missiles are replaced with six rocket launcher 10 packs.

Deployment

The Gazelle is often used very hilly or mountain terrain, relying on the terrain to cover its weak armor. The most Capellan brigades have already received about two lances each. It's currently unknown how the Capellan Confederation managed to fabricate them in such a fast pace.

Type: **Gazelle**
Technology Base: Inner Sphere VTOL
Tonnage: 20
BV: 1012

Equipment		**Mass**
Internal Structure:		2.00
Engine: 85 Fusion		2.50
Shielding & Transmission:		1.50
Cruising MP:	12	
Flanking MP:	18	
Heat Sinks:	10	0.00
Cockpit:		1.00
Crew: 2		
Rotor Equipment:		2.00
Armor Factor:	48	3.00

	Internal	*Armor*
Front:	2	17
L/R Side	2	11
Rear	2	7
Rotor	2	2

Weapons and Equipment

Component	**Location**	**Items**	**Tonnage**
2 LRM 5	Front	2	4
Ammo (LRM) 24	Body	1	1
3 Medium Lasers	Front	2	3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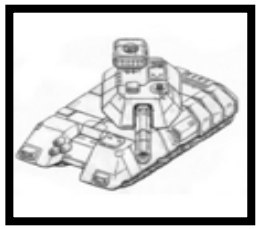
Magpie



Mass: 20 Tons
Power Plant: Fusion 175
Cruising Speed: kph
Maximum Speed: kph
Armor:
Manufacturer:
Location:

Armament:
2 Medium Lasers
Communications System:
Targeting and Tracking System:

Type: **Magpie**
Technology Base: Inner Sphere Tank
Tonnage: 20
BV: 316

Equipment		Mass
Internal Structure:		2.00
Engine: 120 Fusion		4.00
Shielding & Transmission:		2.00
Cruising MP:	6	
Flanking MP:	9	
Jumping MP:	6	
Heat Sinks:	10	0.00
Cockpit:		1.00
Crew: 2		
Armor Factor:	96	6.00

	Internal	*Armor*
Front:	2	40
L/R Side	2	25
Rear	2	6

Weapons and Equipment

Component	Location	Items	Tonnage
2 Medium Lasers	Front	2	2
6 Jump Jets	Body	1	3

Overview

The idea of a tank with jumpjets is a very old one and in fact was implemented in the Kanga Jump Tank. This fast and heavy hovercraft was able to jump sixty meters in one go and packed a relatively strong punch for it's time. There were several design flaws in the machine, however and its weapons load out, when compared to other 50 ton tanks in this day-in-age is almost laughable. Additionally, very few tank pilots are given training in jump tactics as there is only one tank in the galaxy that can do it and crews who are given a Kanga often make fatal errors in their decision-making. More than one Kanga has been lost to deadly crash-landings in dense woods where hovertanks are not at home. A new company, Sparrowcorp recently purchased several patents that pertain to the implementation of jump capability to a tank. They have designed a handful of jumptanks for modern warfare and the Magpie is one of these efforts.

The tactical advantage that a jumping tank can give is too curious to ignore. A private party designed and built the prototype of the Magpie Infiltration Vehicle. Unfortunately, Sparrowcorp has almost no holdings and is relying on advanced sales of their first run to pay for the factories they will need to build the tank. It may be soon, years or never before we actually see swarms of live Magpie on the battlefield.

Capabilities

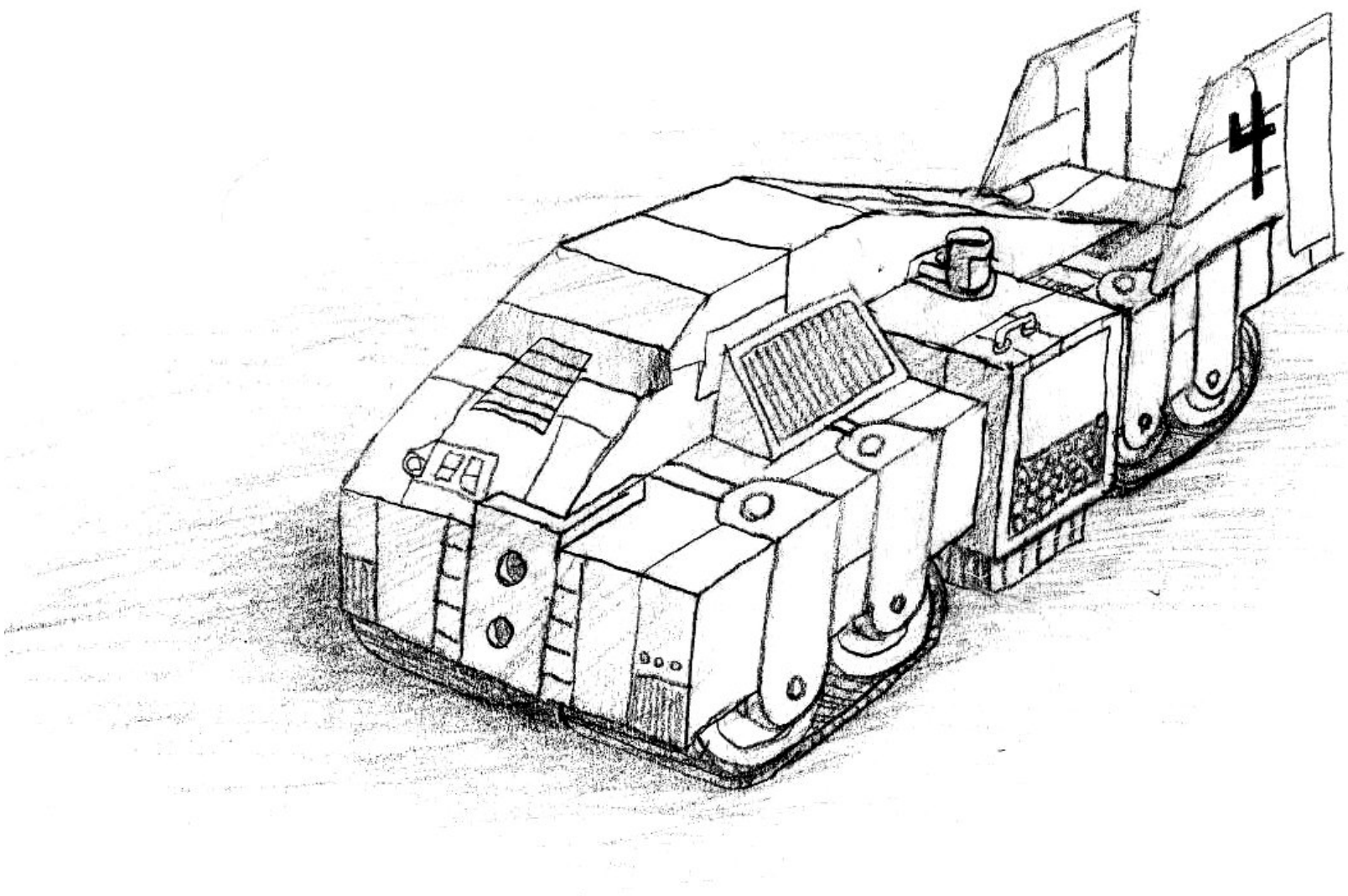
Unlike the Kanga, the Magpie has free range to jump into most kinds of terrain, although it lacks the ability to skim on water, it can protect itself in the relative safety of woods without the worry of destroying the tanks motive system.

As far as weapons load outs are concerned, the vehicle packs a pretty good punch for its price and with 6 full tons of armor, the vehicle will be well protected compared to many units its size.

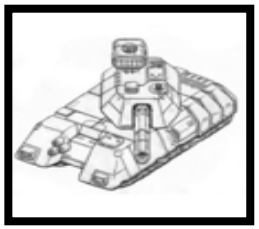
The Magpie is designed to be an inexpensive and versatile piece of infiltration hardware. It can place itself in just about any position or terrain. It is very small, so digging the vehicle in is rather easy. The vehicle is so easy to hide, that crews trained in the use of attack-of-opportunity tactics will be putting their lessons to good use. It's low cost is very appealing to the mercenary units the fledgling Sparrowcorp intends to sell contracts to.

Variants

Sparrowcorp already intends to produce a version of the Magpie that mounts four ER small lasers rather than the standard mediums. They insist that the vehicle can rely on its maneuverability to be a strong city fighter. There is talk of reducing the armor on the sides of the vehicle and a bit on the front in order to mount a pair of medium pulse lasers on the front rather than the standards. This variant is unlikely due to the fact that pulse lasers are so very hard to buy inexpensively in bulk, which is one of Sparrowcorps primary tactics when setting the price of their tank. Another variant on the drawing board also calls for a reduction in armor and the placement of an ECM suite or a Beagle active probe. There is still argument as to whether it would be simpler and safer to simply remove the weapons and add troop compartments to the ECM version and simply use it as a silent insertion vehicle. Not all of these variants will see the light of day on the production lines, but they will be tested to collect data for future jumptank projects.



Sprite



Mass: 35 Tons
Power Plant: VOX Fusion 175
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Armor: Durallex Light Ferro-Fibrous
Manufacturer: Vandenberg M. Industries
Location: Vandenberg

Armament:
1 Sunglow Type 2 Large Laser
2 Diverse Optics Type 18 Medium Lasers
Communications System: O/P COMSET
Targeting and Tracking System: O/P 2000JSA

Overview

Recent technological advances have not only improved upon the high-end units in the militaries of the inner sphere, but they have also been good to the rank-and-file. Infantry are better equipped than they ever have before. Techs can perform battlefield modifications 10% faster than during the third Succession War.
One of the most important things to happen in the wake of the clan invasion is the relative bounty of fusion engines available. The Taurian Concordat has produced twice the amount of fusion engines in 3060 than they did in 3040 and quite a few are even going into tanks.

Capabilities

The little tank is capable of speeds greater than 90kph along highways and clear, paved roads. It is also capable of rolling right over most rubble left on worlds smashed by strife. The tank is a favorite of pilots and gunners. It is fast, maneuverable, reliable, and packs a pretty nasty punch with protection that many light 'Mechs only dream of.

The tank is inexpensive to make regardless of the fusion engine and the crews of these vehicles sit a lot safer knowing they aren't sitting on top of a tank full of explosive fuel.

Variants

Strangely enough, Taurian officials may not yet be ready to relinquish control of the Sprite to private industry.
Research and development has suggested replacing the tank's main laser and additional heat sinks to add a bank of three or four LRM5 missile systems. This would make the tank very similar to the Harasser missile platform and severely ammo dependent. As a tracked vehicle, the Sprite would be able to roll into an embedded position and then rain indirect fire upon its opponents on command. There is a great deal of argument about this move, opponents of the idea stating that LRM carriers or even a new generation of LRM carrier would be better suited for the task and the logistics of smaller, faster vehicles in an assault position is problematic due to the limited space available within most dropships. Counter-arguments cite that the tank's good speed will help keep it live longer in battle than a heavier machine and will allow for more options on the battlefield.

Deployment

The Sprite has filled a niche within the Concordat that could not be filled fast enough by Battlemechs. They are also considering passing the new design to a private contractor to make room in its plants for stepped up production on bigger tanks with indirect fire capabilities. Although a large portion of the sales would go directly to the TC military, this would still shift the small, well-designed vehicle to the open market.

Type: **Sprite**
Technology Base: Inner Sphere Tank
Tonnage: 35
BV: 436

Equipment		**Mass**
Internal Structure:		3.50
Engine: 175 Fusion		7.00
Shielding & Transmission:		3.50
Cruising MP:	5	
Flanking MP:	8	
Heat Sinks:	14	4.00
Cockpit:		2.00
Crew: 5		
Turret Equipment:		1.00
Armor Factor:	125 (FF)	7.00

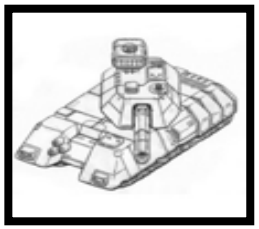
	Internal	*Armor*
Front:	4	30
L/R Side	4	25
Rear	4	15
Turret	4	30

Weapons and Equipment

Component	**Location**	**Items**	**Tonnage**
Large Laser	Turret	1	5
2 Medium Lasers	Turret	2	2


MdeBoer

Cossack



Mass: 75 Tons
Power Plant: XL Fusion 85 Vlar
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Armor: Ferro-Fibrous
Manufacturer: Aldis Industries
Location: Terra

Armament:
1 Ultra AC/20
1 Large Pulse Laser
2 Medium Lasers
1 Anti-Missile System
Communications System: Omicron 5000
Targeting and Tracking System: Omicron VII

Overview

For ages, the Demolisher has been the crown jewel of Aldis Industries. The company has attempted several tank designs in the past and none of them have come close to the raw destructive potential and battlefield sensibility of the Demolisher. The Cossack is Aldis's attempt to replace the aging Demolisher main tank. The Cossack will be a tough sell to the armies of the inner sphere, including Aldis's best customer, the Word of Blake. The Cossack is a tough, stocky heavy tank with a sparse but powerful array of weaponry.

Capabilities

The Cossack uses a great deal of new technology to improve upon the abilities of the old urban slugger, the Demolisher, and in doing so has set the vehicle at a light 75 tons. One of the most important improvements over the Demolisher the Cossack brings to the battlefield is its powerful XL engine allowing the vehicle to move over 60 kilometers per hour in terrain and 70kph on the road.

The Cossack's main gun is a heavy ultra autocannon which is capable of twice the muzzle velocity of one of the Demolisher's main guns at the cost of some dispersion and heat. All of the Demolisher's heat problems have been long fixed in the Demolisher II and the same venting techniques have been used in the Cossack. Adding to the Cossack's short range firepower is an independently-mounted pulse laser which can melt away as much armor as a class 10 autocannon. Pair of medium lasers ensures that even if a gunner cannot keep a decent lock on an enemy with the heavy autocannons extended rate of fire, the machine will still be capable of performing as well as a Demolisher. Rounding out the tank's arsenal is an anti-missile system and very thick jacket of armor to keep it and its crew safe.

Variants

There are a few variants in the works for the Cossack. One removes the medium lasers in favor of two more anti-missile systems and a ton of ammunition for it. This will help keep the expensive tank safe from destructive indirect fire in battle.
The other that is in the research phase would replace the autocannon and turret-mounted medium laser with streak missile systems, which, thanks to the bulky design of the Cossack's turret, would not require much modification.

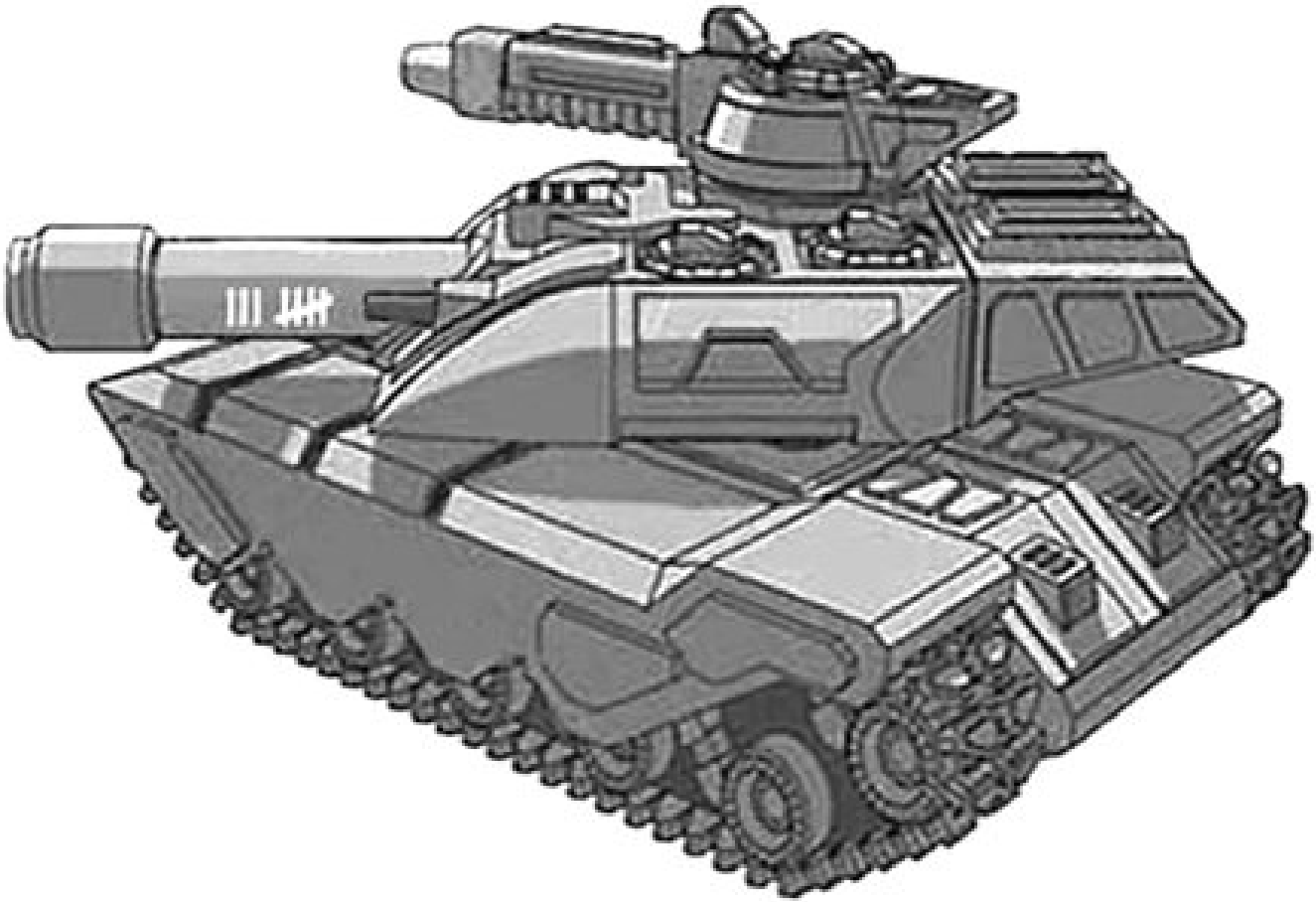
Type: **Cossack**
Technology Base: Inner Sphere Tank
Tonnage: 75
BV: 918

Equipment		**Mass**
Internal Structure:		7.50
Engine: 300 XL Fusion		9.50
Shielding & Transmission:		5.00
Cruising MP:	4	
Flanking MP:	6	
Heat Sinks:	16	6.00
Cockpit:		4.00
Crew: 5		
Turret Equipment:		2.50
Armor Factor:	206 (FF)	11.50

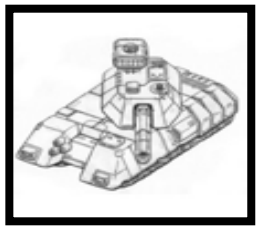
	Internal	*Armor*
Front:	8	50
L/R Side	8	42
Rear	8	22
Turret	8	50

Weapons and Equipment

Component	**Location**	**Items**	**Tonnage**
Ultra AC/20	Turret	1	15
Ammo (UAC) 15	Body	1	3
Large Pulse Laser	Turret	1	7
Medium Laser	Turret	1	1
Anti-Missile System	Turret	1	0.5
Ammo (AMS) 24	Body	1	1
Medium Laser	Front	1	1
CASE	Body	1	0.5



Magella



Mass: 75 Tons
Power Plant: Fusion 225 VOX
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Armor: Ferro-Fibrous
Manufacturer: Unknown
Location: Unknown

Armament:
31,5 tons of podspace available
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

The AFFS after the FCCW was gutted, units were destroyed and the AFFS returned to its pre-clan war strength. But The AFFS decided to make up for what it lost in numbers by using Better technology. But the sexy high tech force composing of Acorns and Challenger X is very expensive and resource draining.

In fact the Problem with the AVUP for the AFFC was that to make new tanks and upgrade old one was near impossible due to logistics. In late 3067 a request for designs for a new tank was requested by the DQ. RHI was one of many contractors that took up the challenge of making a new omni tank that was heavily armed but inexpensive for house Davion to buy in bulk. RHI already finished an earlier omni tank project the fifty ton Stryker hover tank. Having experience in omni and conventional tanks gave RHI engineers an advantage as the were one of the first to come up with a concept design, though having good favor with the DQ helps.

Capabilities

The Magella is protected by fourteen tons of Ferro Fibrous armor giving is superior protection than most tanks of the similar weight. This is backed up by a CASE system that protects the crew from harm should the engine be hit or the ammunition explode. Finally the heart of the Magella is a Fusion reactor.

The standard fusion reactor was chosen due it is very good performance, its ability to power the gauss rifle and lasers and for its weight. Also by using a standard engine, and not an XL, RHI was able to cut cost dramatically.

Being an omni vehicle the Magella can be configured for many different types of battles, in its most standard configuration it uses its weapons for long range support. Three medium lasers provide backup fire for the tank should something close within LRM range. The tank also features a AMS, to defend against all missile attacks, vehicle crews say it is a must have.

The A variant is a medium to short range fighter featuring SRMs and LBX autocannons. Making it a tank hunter for close city fights.

Deployment

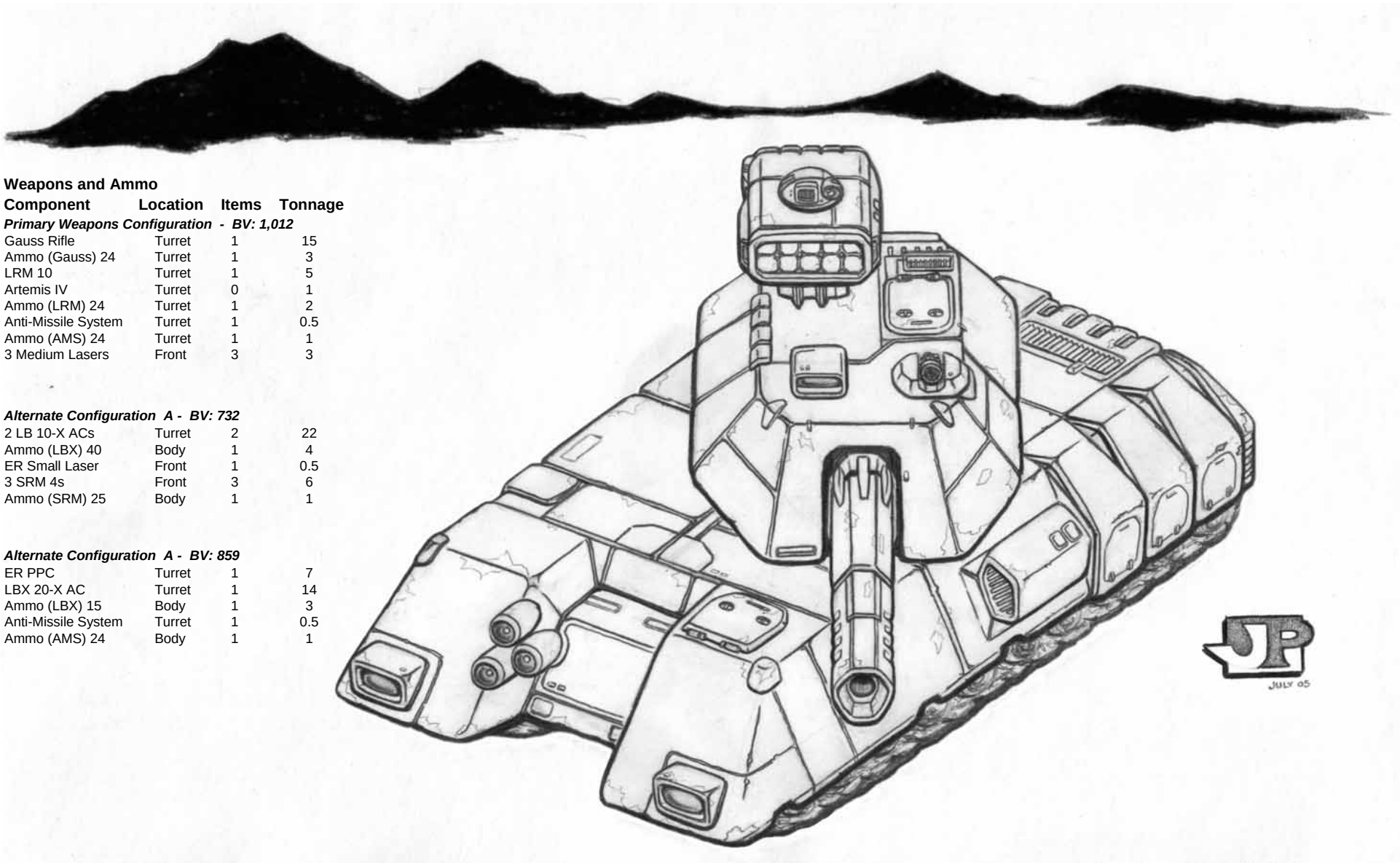
The Magella is being bought in mass qualities by the AFFS for its heavy tank units that were lost in the civil war. In addition Comstar and the SLDF are looking to buy this little tank that can. Though the FWL and Word of Blake has expressed interest in this tank as well.

Type: **Magella**
Technology Base: Inner Sphere Omnitank
Tonnage: 75

Equipment		**Mass**
Internal Structure:		7.50
Engine: 225 Fusion		10.00
Shielding & Transmission:		5.00
Cruising MP:	3	
Flanking MP:	5	
Heat Sinks:	10	0.00
Cockpit:		4.00
Crew: 5		
Turret Equipment (Locked):		2.50
Armor Factor:	251 (FF)	14.00

	Internal	*Armor*
Front:	8	71
L/R Side	8	50
Rear	8	38
Turret	8	42

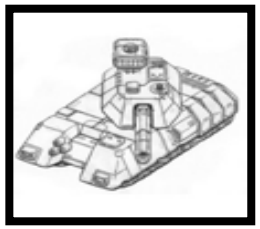
Fixed Component	**Location**	**Items**	**Tonnage**
CASE	Body	1	0.5



Weapons and Ammo

Component	Location	Items	Tonnage
Primary Weapons Configuration - BV: 1,012			
Gauss Rifle	Turret	1	15
Ammo (Gauss) 24	Turret	1	3
LRM 10	Turret	1	5
Artemis IV	Turret	0	1
Ammo (LRM) 24	Turret	1	2
Anti-Missile System	Turret	1	0.5
Ammo (AMS) 24	Turret	1	1
3 Medium Lasers	Front	3	3
Alternate Configuration A - BV: 732			
2 LB 10-X ACs	Turret	2	22
Ammo (LBX) 40	Body	1	4
ER Small Laser	Front	1	0.5
3 SRM 4s	Front	3	6
Ammo (SRM) 25	Body	1	1
Alternate Configuration A - BV: 859			
ER PPC	Turret	1	7
LBX 20-X AC	Turret	1	14
Ammo (LBX) 15	Body	1	3
Anti-Missile System	Turret	1	0.5
Ammo (AMS) 24	Body	1	1

Warlock



Mass: 75 Tons
Power Plant: XL Fusion 300 Vlar
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Armor: Ferro-Fibrous
Manufacturer: Coventry Metal Works
Location: Coventry

Armament:
2 Ultra AC/10s
3 Medium Lasers
1 Anti-Missile System
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

In the wake of the brutal Jade Falcon assault against Coventry, local industries were faced with the formidable task of rebuilding. The Lyran Alliance's second largest local industrial conglomerate, Coventry Metal Works was hard hit during the Falcon attack but began renewed production within months of the battle's conclusion.

While in the rebuilding mode, Coventry Metal Works decided now was the time expand production lines to include conventional armored vehicles. Several designs had been developed earlier but had never made it past the development stage. The first design chosen for full production was intended to fill the gap between the massive Demolisher II and the aging Rommel/Patton tanks. Christened the "Warlock" the new battle tank showed much promise.

Capabilities

Marking Coventry Metal Works first foray into armored vehicle production, the Warlock is a remarkable machine. Weighing in at a respectable 75 tons the Warlock fills the gap between the Rommel/Patton and Demolisher nicely. Making use of new technological advances the Warlock is a well balanced tank design. Powered by a new extra-light fusion engine the Warlock can reach cross county battlefield speeds of 45 kph or over 60 kph on open terrain. Encased in 11 tons of Ferro-Fibrous armor the Warlock is nearly as well protected as the much larger Demolisher II. A cellular ammunition bay protects the vehicle and crew from any explosions.

The central design feature of the Warlock are it's dual Ultra-Class 10 autocannons. Boasting improved range and rate of fire over older autocannons, the new main guns enable the Warlock to put four shells in the air and on target simultaneously with lethal effect.

Providing close-range fire are a trio of medium class lasers. With the use of Battle Armor infantry, the lasers are superior to machine guns for anti-infantry use. Additional defensive measures include an anti-missile system which are proving to be nearly essential on modern combat vehicles.

Deployment

As part of the rebuilding of Coventry, Duke Harrison Bradford presented the first company of Warlocks to the 1st Coventry Jaegers to aid in the planet' defense. After the Jaegers, the Jade Falcon ravaged Coventry Militia was outfitted with units of Warlocks to replace massive battlefield losses.

On the first production has been delivered to the local Coventry forces, the Warlock will be further distributed among Lyran units. The new tanks were well received by the units on Coventry who affectionately dubbed their Warlocks "War Pigs" due to the distinctive dual muzzle of the main gun. The new nickname has caught on and seems to have become "unofficially“ official among Lyran tankers.

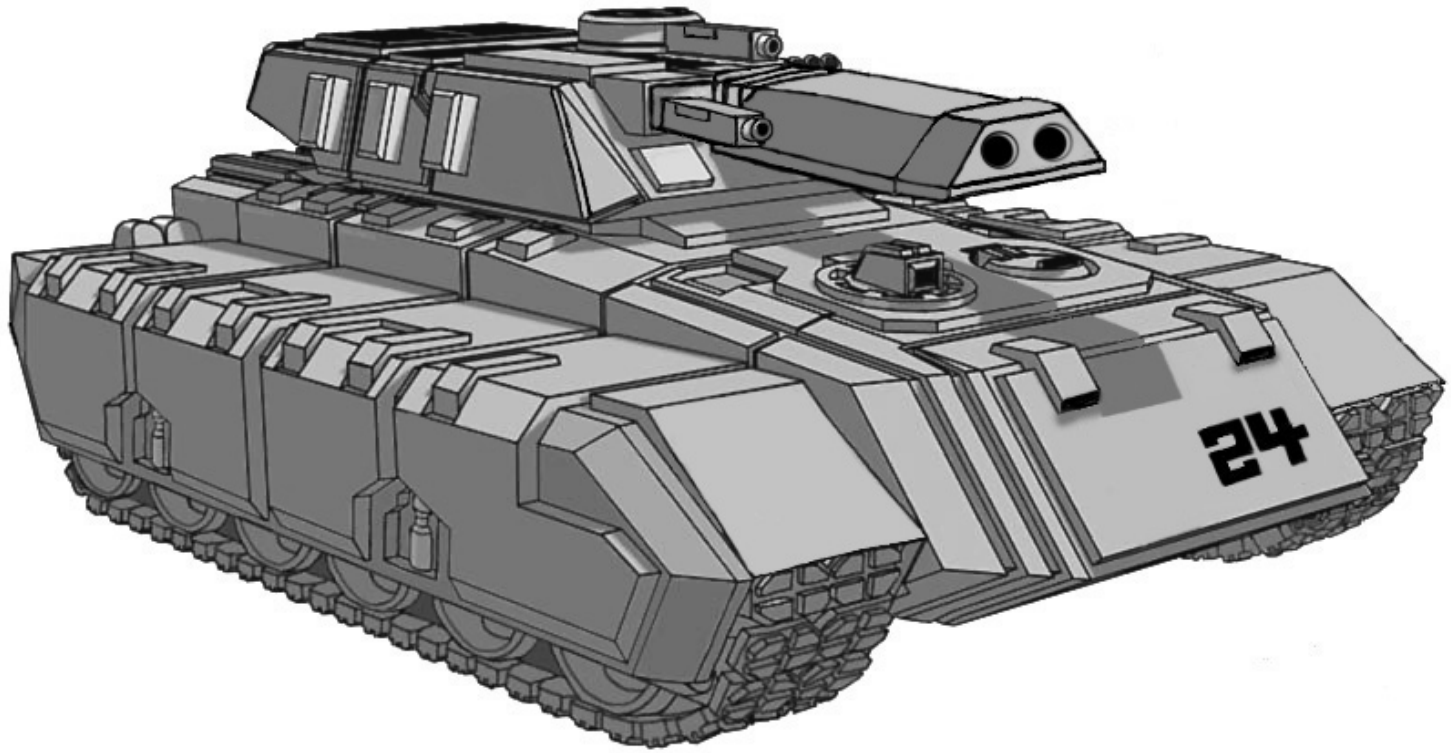
Type: **Warlock**
Technology Base: Inner Sphere Tank
Tonnage: 75
BV: 1,101

Equipment		**Mass**
Internal Structure:		7.50
Engine: 300 XL Fusion		9.50
Shielding & Transmission:		5.00
Cruising MP:	4	
Flanking MP:	6	
Heat Sinks:	10	0.00
Cockpit:		4.00
Crew: 5		
Turret Equipment:		3.00
Armor Factor:	197 (FF)	11.00

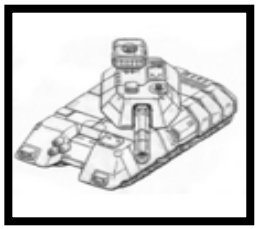
	Internal	*Armor*
Front:	8	52
L/R Side	8	40
Rear	8	25
Turret	8	40

Weapons and Equipment

Component	**Location**	**Items**	**Tonnage**
2 Ultra AC/10s	Turret	2	26
Ammo (UAC) 40	Body	1	4
2 Medium Lasers	Turret	2	2
Medium Laser	Front	1	1
Anti-Missile System	Front	1	0.5
Ammo (AMS) 24	Body	1	1


24

Apocalypse



Mass: 90 Tons
Power Plant: XL Fusion 180 Clan Type
Cruising Speed: 21.6 kph
Maximum Speed: 32.4 kph
Armor: Forging ZK11 Ferro-Fibrous
Manufacturer: Various
Location: Various

Armament:
4 Arrow IV Systems
2 Series 2a ER Medium Lasers
2 Goalkeeper Anti-Missile Systems
Communications System: TJ6 "Bell" Integrated
Targeting and Tracking System: Series VI TTS

Overview

Clan Diamond Shark heard of the effectiveness of the old Huitzilopochtli artillery unit during the Coventry campaign of 3058. They did however saw room for improvement. By 3065 they decided to make a new fire support tank based upon the Huey, to increase the Clans vehicle sales. The vehicle was named the Apocalypse tank after the amount of effective firepower it could project.

Capabilities

The tonnage was raised with 5 tons, the ICE engine was replaced with a extra light fusion engine and ferro-fibrous armor was added. All the weapons were removed, to free up space for four new O-type Arrow IV launchers with 40 rounds of ammunition. The turret was armed with two extended range medium lasers and two anti-missile systems with three tons of ammo, to protect the vehicle against vehicle hunters for prolonged periods of time.

It has been reported that continuous firing of the four launchers can put to much stress on the internal structure, causing the tank to slowly tear itself apart.

Battle History

During an test they used a star consisting of two Icestorms and three normal Apocalypse tanks. The opening salvos from the Apocalypse tanks destroyed and immobilized most of the defenders.

The Icestorms then quickly outflanked and outgunned the remaining enemy units with homing Arrow IV fire support. In the end the enemy defenders were completely destroyed by the combined efforts of the star.

Variants

There is an ATM variant of the Apocalypse. It replaced all the weapons except the AMS defenses with five ATM-12 launchers, one of which is located in the turret. The ATM launchers have 14 tons of ATM ammunition available. The remaining tonnage was used to enhance the armor protection and increase the maximum speed to 54 km/h.

Deployment

The resent conflicts among the Clans gave Clan Diamond Shark enough opportunity to sell it. The Apocalypse tank is mostly seen in resource rich and in vehicle intense Clans. Few of the new tanks have been reported stolen, the Dark Caste is suspected of the theft.

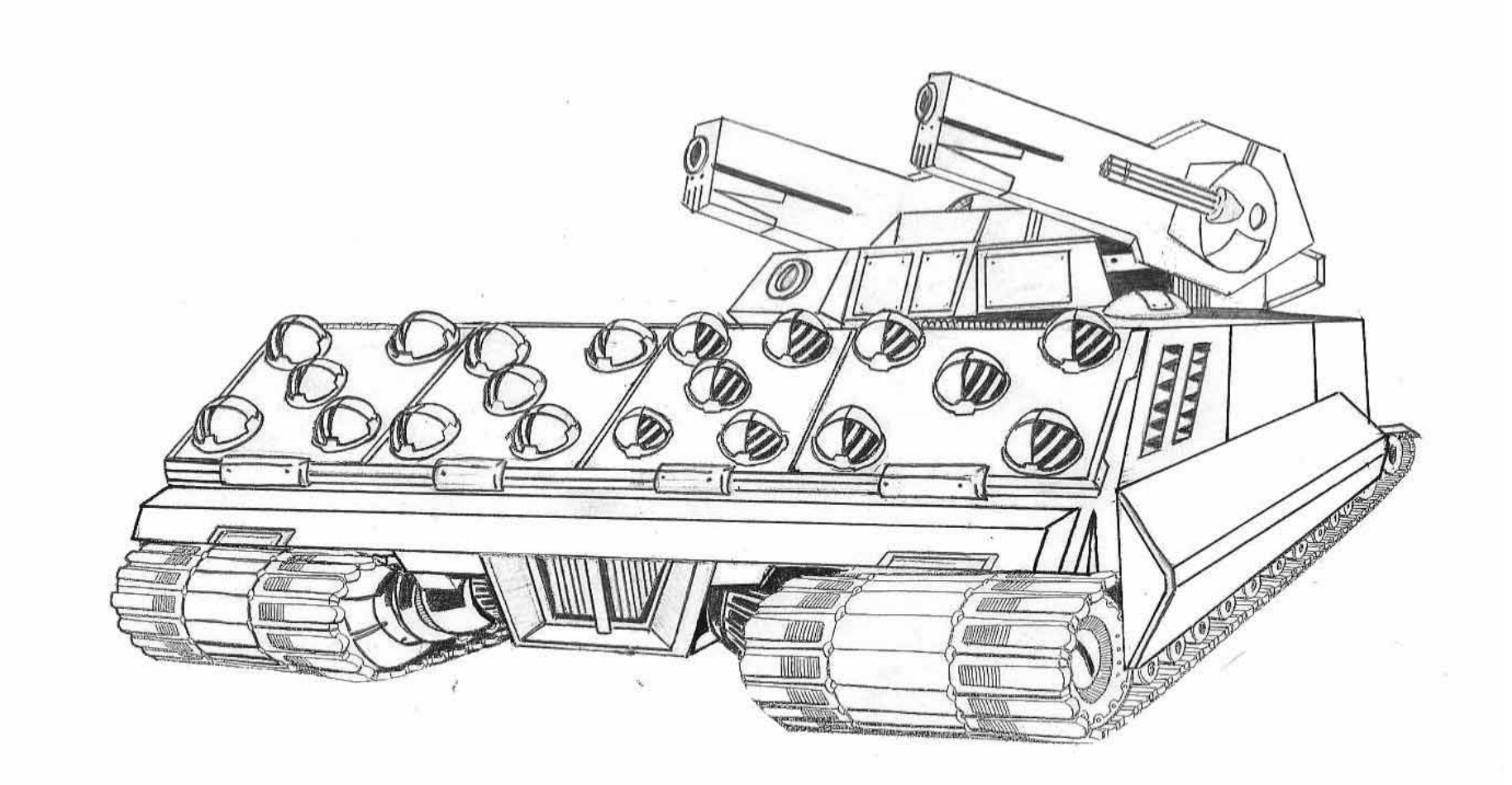
Type: **Apocalypse**
Technology Base: Clan Tank
Tonnage: 90
BV: 1,090

Equipment		**Mass**
Internal Structure:		9.00
Engine: 180 XL Fusion		3.50
Shielding & Transmission:		2.00
Cruising MP:	2	
Flanking MP:	3	
Heat Sinks:	10	0.00
Cockpit:		4.50
Crew: 6		
Turret Equipment:		0.50
Armor Factor:	163 (FF)	8.50

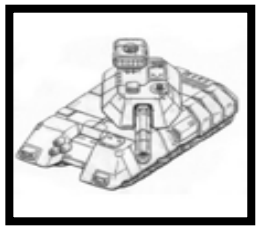
	Internal	*Armor*
Front:	9	46
L/R Side	9	35
Rear	9	22
Rotor	9	25

Weapons and Equipment

Component	**Location**	**Items**	**Tonnage**
4 Arrow IVs	Front	4	48
Ammo (Arrow) 40	Body	1	8
2 ER Med. Lasers	Turret	2	2
2 Anti-Missile Sys.	Turret	2	1
Ammo (AMS) 72	Body	1	4
CASE	Body	0	0



Heavy Gauss Carrier



Mass: 100 Tons
Power Plant: Fusion 300 Nissan
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Armor: StarGuard 2F Ferro-Fibrous
Manufacturer: Vicore Industries
Location: Unknown

Armament:
2 Defiance Hammerfist Heavy Gauss Rifles
Communications System: ViCon Model 15
Targeting and Tracking System: LADAR-Loc 12

Overview

Vicore Industries have uncovered an encoded report from an obscure addendum to the original Helms Deep Memory Core. It seemed that the old Star League was researching enlarged gauss rifles, very similar to the heavy gauss rifles in use today.

Included in the file was a technical schematic of a test-platform for using this weapon system. Vicore Industries contacted the Lyran Alliance in early 3065 and offered a cooperative contract. Katrina Steiner-Davion accepted the contract, which stats that Vicore Industries will supply the chassis and her nation will pay for them with heavy gauss rifles.

Capabilities

At first glance an enemy would think that the heavy gauss carrier has a turret, however the combined barrel is fixed in position by advanced recoil-compensation equipment. Even with the memory core data it took the company some time to create a reliable production model. The first model tore the entire cannon assembly off when it alpha strikes. The second model tipped over backwards at an alpha strike, this was caused by the relative high and rearward position of the cannon assembly. This problem was solved by moving heavy components to the front of the vehicle.

Deployment

The production of the heavy gauss carrier has not stopped after Katrina has been overthrown. Most of the Lyran carriers have been given to the Royal Guard. So far no one knows to whom Vicore Industries has sold its own heavy gauss carriers; some speculate that Vicore Industries are keeping them for their own security force.

Notable Rumor

ROM uncovered a transcript that might have something to do with the new carrier: Dear Sirs,

We have not had the pleasure to meet as of yet. I am sure that by the end of this Letter of Introduction you may wish for a meeting for a more discreet discussion. This letter and all of its contents will self-destruct within the next few moments. Nothing can prevent it. Consider the contents as a glimpse of an interesting vehicle your Military may be interested in.

I recently attended a minor scientific conference on a capitol world of a nation currently at odds with yours. As a retired Col. I'm now more intrigued with the hunt for knowledge then the "hunt for man". A researcher was discussing the ‘Conditions of Polymetricoatings of Hypersonic Projectiles related to Recoil Effects of Star League Weapons Systems‘ .
A very dry but interesting little side discussion soon allowed me access to this researchers work. It appears he has discovered an encoded report from an obscure addendum to the Original Helms Deep Memory Core. He became fascinated with what might be uncovered, he eventually broke the encryption code. I just love 'single mindedness'.
Unfortunately the poor fellow became so excited during his discussion with me, he suffered a massive heart attack. Para-Medics were unable to revive the poor fellow.

Take a quick look at the schematics and stats for this intriguing vehicle. I've purposely left out certain aspects that seem sensitive and highly unbelievable as it relates to today's current Military Technology. More for us to discuss at a later time. If you are intrigued by this potential knowledge please use the following dead drop to leave a message.

Thank you for your time.

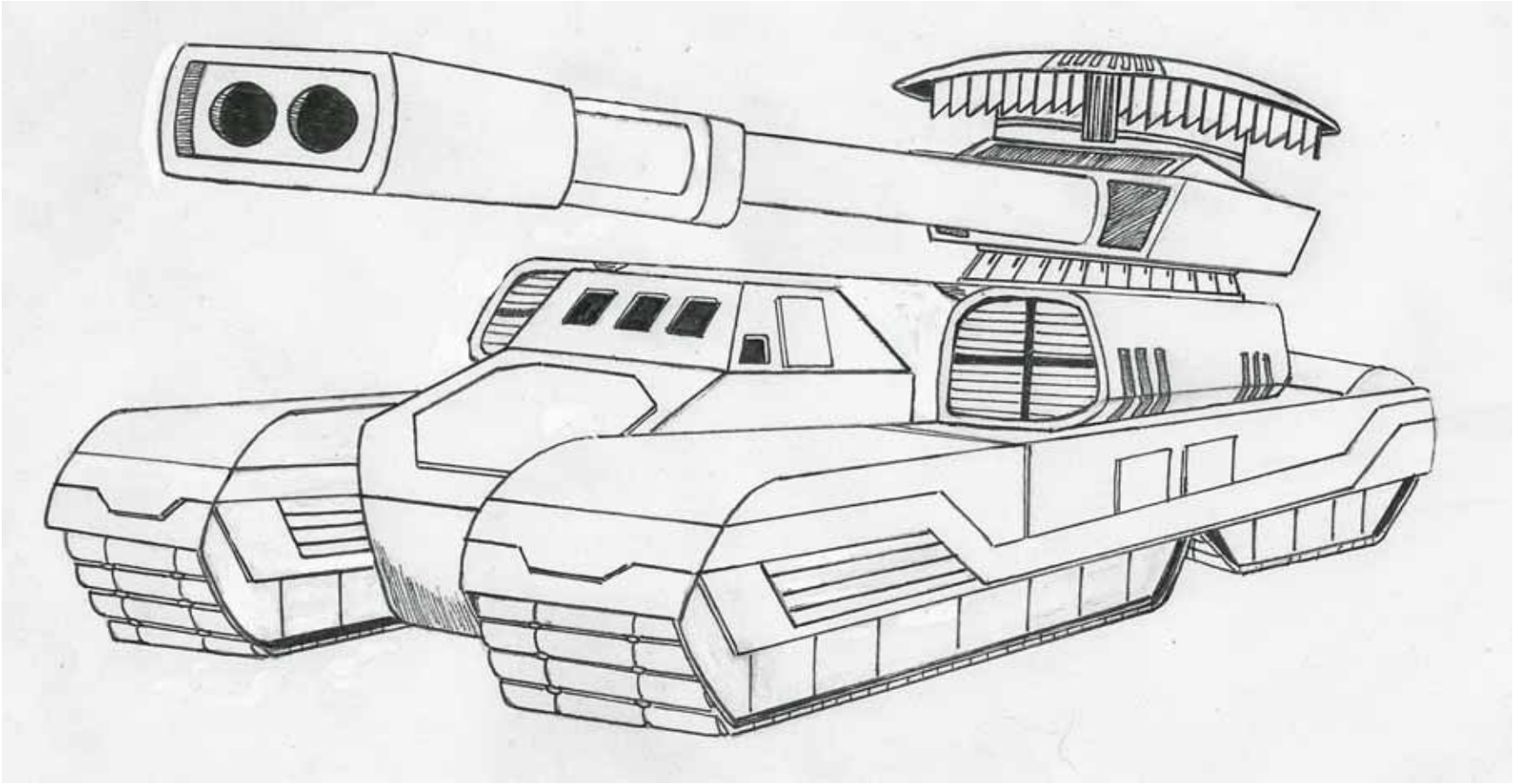
Type: **Heavy Gauss Carrier**
Technology Base: Inner Sphere Tank
Tonnage: 100
BV: 1,210

Equipment		**Mass**
Internal Structure:		10.00
Engine: 300 Fusion		19.00
Shielding & Transmission:		9.50
Cruising MP:	3	
Flanking MP:	5	
Heat Sinks:	10	0.00
Cockpit:		5.00
Crew: 7		
Armor Factor:	251 (FF)	14.00

	Internal	*Armor*
Front:	10	91
L/R Side	10	60
Rear	10	40

Weapons and Equipment

Component	**Location**	**Items**	**Tonnage**
2 Hvy. Gauss Rifles	Front	2	36
Ammo (HGR) 24	Body	1	6
CASE	Body	1	0.5



About: Lords of the Battlefield

Brief intro of section here…….

Commanding The Battlefield

Back page fluff here.....

Classic Battletech Technical Readout: Lords of the Battlefield

Provides descriptions, game statistics and illustrations of fan made ‘Mechs, vehicle and battlearmor designs. The designs came from multiple era’s and only use Clan and Inner Sphere level 2 technology.

FOR USE WITH

Classic Battletech