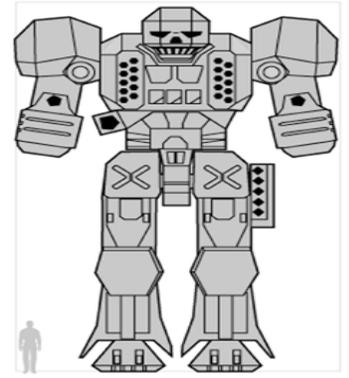


Atlas

Class: Assault
 Tonnage: 100 t
 Tech: Inner Sphere



Legend

The sight of BattleMechs lumbering across the terrain is a familiar one among the worlds of the Inner Sphere. Nevertheless, the sight of an AS7-D Atlas still manages to make even experienced MechWarriors break out in a sweat and brings the bitter taste of bile to their mouths. The Atlas was designed as a last-ditch attempt to ensure the superiority of the Star League's Regular Army over the growing armies of the House Lords. It was an understandable reaction to the Cameron edicts passed from 2751 to 2761 by the High Council, which permitted the five Lords to double the size of their personal armies. General Kerensky himself set down the specifications for the Atlas. He said it should be "a 'Mech as powerful as possible, as impenetrable as possible, and as ugly and foreboding as conceivable, so that fear itself will be our ally."

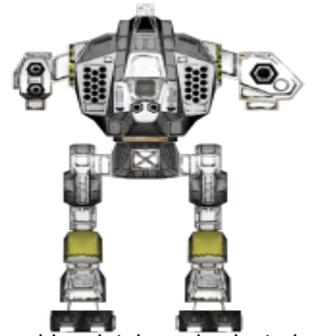
<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
AS7-D 3025	11	63.04	601 Standard BV 1,897	AC 20 (10)	2xMedium	SRM 6 (15) LRM 20 (12)	2xMedium	
AS7-D (Clan) 3050	11	63.04	601 Standard BV 2,273	C Ultra 20 (15)	2xMedium	Streak 6 (15) C LRM 20 (12)	2xMedium	
AS7-K 3050	11	63.04	601 Standard BV 2,239	Gauss (16)	2xER Large	LRM 20 (12)	2xMed Pulse	AMS
AS7-S 3050	15	63.04	601 Standard BV 1,933	AC 20 (15)	2xMedium	LRM 20 (12) SRM 6 (15)	2xMedium 2xStreak 2 (100)	
AS7-S2 3062	16	63.04	601 Standard BV 2,313	Heavy Gauss (16)	2xER Large	LRM 15 (24)		ECM
AS7-K2 3062	10	81.07	626 Ferro BV 2,230	Gauss (16)	2xER Large	2xStreak 6 (30)		
II 3075	14	63.04	641 Ferro BV 2,172	LBX-10 (20)	2xMed Pulse 2xER Large	SRM 6 (15) LRM 20 (12)		
AS7-D-H2 3075	13	63.04	642 Ferro BV 2,343	Gauss (16)	2xMed Pulse ER PPC	SRM 6 (15) LRM 20 (12)		

Capabilities

Ugly and foreboding are two apt descriptions for the Atlas. Though some 'Mechs might be taller and heavier, none have the Atlas' aura. Considerable effort went into making the Atlas' weapons as visible as possible, giving an opposing MechWarrior plenty of opportunity to see that he is outgunned and to decide he is not being paid enough to die. Designers spent an entire year fashioning the head and cockpit to create a perfect merging of function and gruesomeness. The result was a complete success, and so MechWarriors nicknamed the Atlas "Death's Head". The main drawback of the Atlas is its slow speed. Intelligent opponents will retreat before the forbidding machine, hoping either to draw it into tight quarters, such as a city or woods, or sucker it into water or mud. Once there, the Atlas' lack of mobility is compounded. If a company depends on an Atlas for fire support, then a wily enemy will hit and run, hoping to draw the swifter 'Mechs away from the slow Atlas.

Avatar

Class: Heavy OmniMech
 Tonnage: 70 t
 Tech: Inner Sphere



Legend

The Combine victory on Luthien in December of 3051 also won the DCMS numerous damaged Clan OmniMechs, many of which ended up at Luthien Armor Works for technical evaluation. The DCMS also elected to field some of the captured Clan 'Mechs, but soon discovered that units composed of Clan OmniMechs were excessively prone to problems and breakdowns because the DCMS lacked the technological expertise to maintain the complex Clan machines. Within two or three months, most DCMS units equipped with captured OmniMechs reported at least 50 percent of their 'Mechs unavailable for combat because of equipment failures. The DCMS turned to Luthien Armor Works for a solution.

The engineering team chose to rebuild the captured Clan 'Mechs using only those components that the DCMS could maintain and selected several captured Vultures for the first attempt. The engineers kept the Vulture's leg design, but replaced the engine. That change required them to redesign the 'Mech's upper torso to fit the bulkier Inner Sphere engine. The designers also reworked other components, and eventually christened their new 'Mech the Avatar.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
AV1-O 3058	10	81.64	380 Standard BV 1,433	2xMG (400) LBX-10 (20)	2xMedium 2xMed Pulse	2xLRM 10 (60)		
AV1-OA 3058	10	81.64	380 Standard BV 1,481	AC 20 (15)	2xMedium ER Large	2xSRM 6 (30)		JJ
AV1-OB 3058	10	81.64	380 Standard BV 1,566		2xMedium	2xLRM 10 (48) 2xLRM 15 (48)		
AV1-OC 3058	11	81.64	380 Standard BV 1,560	Ultra 5 (40)	2xMedium PPC	2xLRM 10 (24)		JJ
AV1-OD 3060	12	81.64	380 Standard BV 1,475	Light Gauss (16)	2xMedium 2xER Medium	2xMRM 20 (24)		IFF
AV1-OE 3062	16	81.64	380 Standard BV 1,587	Ultra 10 (40)	2xMedium ER Medium ER PPC			BAP ECM
AV1-OE Bulldog 3060	10	81.64	380 Standard BV 1,833	C Gauss (8)	2xMedium C ER Large	C Streak 4 (25) MRM 40 (12)		
AV1-OF 3062	15	81.64	380 Standard BV 1,667	LBX-20 (20)	2xMedium ER PPC			JJ
Avatar 4.10	10	93.66	333 Standard BV 1,606	AC 10 (30)	4xER Medium 2xER Large	2xLRM 10 (36)		
Satyr 4.10	10	105.68	383 Standard BV 1,593	AC 20 (20)	2xER Medium PPC	Streak 2 (50) LRM 5 (24)		
MC1-NMD	13	81.64	378 Standard BV 1,537	Gauss (8)	3xMed Pulse	2xStreak 6 (30)		

Capabilities

The Avatar fills the traditional role played by heavy 'Mechs in the Combine's new OmniMech force. Though slightly slower than its likely Clan opponents, it is better armored and its weapons bays are 25 percent bigger. Though the Inner Sphere weapons it carries are less capable than their Clan counterparts, the Avatar still has a slight firepower advantage over most Clan heavy 'Mechs. The Avatar has two fixed medium lasers, an unusual configuration. The fire control systems of the weapons pod in the first prototypes was prone to short out at inopportune times, and so the designers elected to give the 'Mech a set of hardwired lasers that the pilot could use in self defense if the weapons pod shorted out in combat. The fire control glitch was resolved in the production models, but the fixed lasers were never removed.

Awesome

Class: Assault
Tonnage: 80 t
Tech: Inner Sphere



Legend

The AWS-8Q Awesome is one of the most feared vehicles on the battlefields of the Succession Wars. First built in 2665 by the Technicon Manufacturing Conglomerate under license from Star League, it soon became a popular heavy 'Mech in many regimental assault lances. Based on the design of the STR-2C Striker, the original assault 'Mech, the Awesome soon superseded that aging vehicle as the main heavy assault 'Mech in almost all the Successor States. The STR-2C Striker is almost never seen in front-line 'Mech regiments today. The Awesome is widely used as an initial penetration assault vehicle. Massed Awesome assault lances are sent to destroy a point in the enemy defenses, allowing units that follow to exploit the breach. The Awesome is also used in many defensive situations, where it is usually responsible for the most threatened or important areas of a perimeter.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
AWS-8Q 3025	18	65.02	474 Standard BV 1,605		Small 3xPPC			
AWS-8R 3025	18	65.02	474 Standard BV 1,470		Small Large	2xLRM 15 (16)		
AWS-8T 3025	18	65.02	474 Standard BV 1,593		Small 2xLarge	2xLRM 15 (16)		
AWS-8V 3025	18	65.02	474 Standard BV 1,510		Small Large PPC	LRM 15 (16)		
AWS-9M 3050	18	80.03	490 Standard BV 1,816		Sm Pulse Med Pulse 3xER PPC	2xStreak 2 (100)		
AWS-9Q 3060	19	65.02	490 Standard BV 1,875		Small 4xPPC			ECM

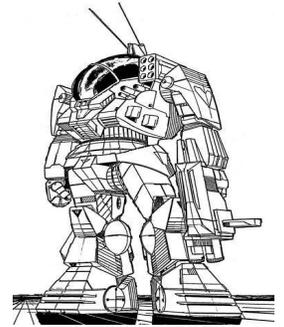
Capabilities

The Awesome is just that. When seen ponderously approaching in battle formation, these 'Mechs strike fear in the hearts of even seasoned MechWarriors. Designed for ranged combat against opposing heavy 'Mechs, the Awesome carries out that assignment well. Its three Kreuss PPCs can heavily damage or destroy many opposing BattleMechs with one salvo (usually fired in a two-out-of-three salvo sequence to reduce heat problems). The left torso small laser and the heavy left-arm battle fist can cause heavy damage at point-blank ranges where the PPC weapons are less effective. The Awesome is also hard to beat in its defensive stance. Its all-around protective armor is stronger than that of almost any other 'Mech, including the BattleMaster. As it can withstand even more punishment that it can mete out, the Awesome is overwhelming in offensive or defensive situations. When massed in their own assault lances with screening recon units and good intelligence about enemy intentions, these 'Mechs are the dominant factor on most battlefields. The assessment by MechWarriors throughout the Successor States is that "the only defense against an Awesome is another Awesome".

To achieve the Awesome's superb offensive and defensive capabilities, maneuverability was sacrificed. With its heavy structure, the Awesome is slow and cannot react to heavy attacks from the rear as well as can BattleMechs with a greater number of weapons. It is also susceptible to damage in its legs, which could easily immobilize it or make it topple. The Awesome is effective when used for the purpose its designers had in mind. If the 'Mech is mishandled or poorly screened from flanking enemy units, however, it will not be able to fight off lighter 'Mechs quickly enough to keep from being surrounded.

Battlemaster

Class: Assault
 Tonnage: 85 t
 Tech: Inner Sphere



Legend

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

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

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
BLR-1D 3025	12	80.01	493 Standard BV 1,522	2xMG (400)	4xMedium PPC			
BLR-1G 3025	9	80.01	459 Standard BV 1,519	2xMG (400)	4xMedium PPC	SRM 6 (30)	2xMedium	
BLR-1S 3025	10	80.01	459 Standard BV 1,510		4xMedium	2xSRM 2 (100) LRM 5 (24) LRM 15 (8)		
BLR-3M 3050	18	80.01	459 Standard BV 1,679	MG (200)	4xMedium ER PPC	SRM 6 (30)	2xMedium	
BLR-3S 3050	11	80.01	444 Standard BV 1,441		4xMed Pulse	SRM 6 (30) LRM 20 (12)	2xMed Pulse	
BLR-4S 3067	13	80.01	512 Ferro BV 2,013	Gauss (24)	2xSm Pulse 4xER Medium 2xMedium	SRM 6 (45)		
BLR-5M 3067	14	80.01	459 Standard BV 1,766	Light Gauss (16)	4xER Medium ER Large		2xER Medium	
Bandit Master	17	80.01	508 Ferro BV 2,765	C Gauss (16)	3xC Large Pulse	C Streak 4 (30)		AMS

Capabilities

The firepower that the BattleMaster can generate in one volley is staggering and more than deadly at close range. The reliable Donal PPC is its main fire weapon, with the laser systems as close support fire. The BattleMaster is one of the few 'Mechs equipped with rear firing weapons in the 1G configuration. It has two Martell medium lasers providing protection from the rear. The 'Mech is also equipped with machine guns against infantry attacks. The bulk of the ammunition for the SRMs and the machine guns is stored in one location, however, which at times results in internal explosions. Even if the BattleMaster loses all its weapons it still has its manipulative hands. In emergencies, it can disengage the Donal PPC in order to have both hands free. Though BattleMasters were not produced in great numbers, their sheer size, armor, and firepower have left many still functional despite the numerous battles they have fought in their nearly 200 years in the field. Further, the 'Mech's basic design has proved to be sound and reliable, with few flaws.

Behemoth

Stone Rhino

Legend

Class: Assault
Tonnage: 100 t
Tech: Clan



Of the many surprises the Clans have sprung on us, the Behemoth is one of the most remarkable. The original design was considered a grand mistake, and is known to historians as Amaris' folly. The Behemoth was the first BattleMech produced by an optimistic project whose objective was to develop a 'Mech capable of withstanding an assault by an entire standard BattleMech company. These machines were to be put into mass production and used to stop General Kerensky from retaking Terra. The prototype is described as a lumbering monstrosity whose leg actuators shut down during its first test run, causing the project to be summarily scrapped.

Apparently the historians were wrong.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
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Stone Rhino 3055	14	61.02	572 Standard BV 3,001	2xC Gauss (32)	C Sm Pulse 2xC Lg Pulse			JJ
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MC1-MSR	14	61.02	524 Standard BV 2,843	2xC Gauss (32) Heavy Gauss (16)	C ER PPC			
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Capabilities

The Behemoth weighs in at a massive 100 tons, comparable to the largest 'Mechs ever manufactured. While such machines bring awesome firepower to the battlefield, ultimately, commanders cannot use them effectively because they cannot afford to lose one. The Behemoth features twin Gauss cannon, a large pulse laser mounted in each arm and an almost superfluous small pulse laser. The arm-mounted weapons feature retractable shock-absorbing cowls covering the barrels which allow the pilot to use the arms as battering rams without damaging the delicate laser assemblies. A small number of these 'Mechs have been sighted in the Smoke Jaguar Clan. No other Clan appears to field this design, but because it is a venerable design, we suspect that the few existing are widely spread throughout the Clans.

Black Hawk

Nova

Legend

Class: Medium OmniMech
Tonnage: 50 t
Tech: Clan



A 'Mech capable of many tasks but excelling at none, the Black Hawk plays a secondary role to heavier and lighter OmniMechs in the Clans' arsenal. Though versatile, powerful and maneuverable, it cannot match the power of heavier 'Mechs or the maneuverability of lighter ones. This 'Mech's versatility is its saving grace. Because it uses neither an endo steel internal structure nor ferro-fibrous armor, it possesses more internal space than some other designs. In addition, the Black hawk's designers left its arms unencumbered, allowing for great flexibility in designing weapon pods. The Black Hawk is deployed thinly but evenly throughout the Clans. It was first spotted with a Clan Wolf attack force, and it is slightly more common among the Wolf Clan than among others. Few Clan Clusters have more than one or two Black Hawks in their ranks.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
Prime 3050	18	100.86	318 Standard BV 2,663			12xC ER Medium		JJ
A 3050	14	100.86	318 Standard BV 2,422		C Med Pulse 2xC ER PPC			JJ AMS
B 3050	14	100.86	318 Standard BV 1,543	2xC MG (400) C Ultra 5 (20)	C ER Small C Lg Pulse			JJ
C 3050	14	100.86	318 Standard BV 1,515	C Gauss (8)	C Sm Pulse	C SRM 4 (25)		JJ
D 3050	14	100.86	318 Standard BV 1,512	C Ultra 5 (40)		C LRM 20 (12)		JJ
S 3050	14	100.86	318 Standard BV 2,120	4xC MG (800)	6xC Med Pulse			JJ BAP AMS

Capabilities

In its primary configuration, the Black Hawk has an unusual appearance and fearsome capabilities. The hexagonal weapon pods on its arms boast six medium lasers each, providing exceptional firepower but generating more heat than many 'Mechs can cope with. Only the Black Hawk's fourteen double heat sinks allow the pilot the freedom to use all of his laser weapons. In its most common variation, Alternate Configuration A, the Black Hawk carries an extended-range particle projection cannon in each arm. This model usually carries a medium pulse laser in its left torso. Alternate Configuration B reflects most MechWarriors' desire for a variety of weapons. This model combines the firepower of a large pulse laser with an Ultra-5 autocannon. It carries two machine guns in the left torso, plus 200 rounds of ammunition.

Occasionally, a powerful Black Hawk sporting a Gauss rifle makes an appearance. Installing such a heavy weapon must make such a 'Mech inherently unstable, taxing its gyros to the maximum. Carrying only an SRM-4 and small pulse laser for secondary armaments, this Black Hawk lacks the versatility that makes the design worthwhile. Hampered by too little ammunition for its primary weapon, this version is rarely used. Alternate Configuration D is so far the only variation seen in the field that carries long-range missiles. Less effective than some designs at long-range fire support and yet not a well-rounded all-purpose design, this version of the Black Hawk appears to be deployed only when more suitable machines are unavailable.

Black Hawk-KU

Class: Heavy
Tonnage: 60 t
Tech: Inner Sphere



Legend

In the aftermath of the battle for Luthien, Draconis Combine troops salvaged several damaged Clan OmniMechs. Prominent Kurita scientists and manufacturers had already begun a crash OmniMech-development program using the spoils of their victory over Clan Smoke Jaguar on Wolcott, but had been unable to replicate any of the captured 'Mechs because the OmniMechs' ferro-fibrous armor and endo-steel skeletons were beyond their technological grasp. The spoils of Luthien, however, provided numerous examples of the Black Hawk, a Clan OmniMech that used standard materials for its internal structure and armor.

Engineers at Luthien Armor Works swiftly realized that they could copy this OmniMech, and immediately began converting their primary factory to produce the Black Hawk-KU. The new 'Mech matched the Clan Black Hawk in maneuverability, weapons load, and protection. Because Inner Sphere weapons are heavier than their Clan counterparts, the designers had to upgrade the engine and internal skeleton, adding 20 percent to the 'Mech's overall weight.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
BHKU-O 3058	16	100.86	398 Standard BV 1,731		2xSmall 6xMedium 4xMed Pulse			JJ
BHKU-OA 3058	14	100.86	398 Standard BV 1,770		2xER PPC			JJ AMS
BHKU-OB 3058	14	100.86	398 Standard BV 1,303	Ultra 5 (20)	Lg Pulse			JJ
BHKU-OC 3058	14	100.86	398 Standard BV 1,597	Gauss (8)	Medium			JJ
BHKU-OD 3058	14	100.86	398 Standard BV 1,539		ER Large	LRM 20 (12)		JJ
BHKU-OE 3058	19	100.86	398 Standard BV 1,982		12xER Medium			JJ
BHKU-OF 3058	14	100.86	398 Standard BV 2,209		2xC ER Large	2xC Streak 6 (30)		JJ BAP
Black Hawk 4.10	10	124.91	302 Standard BV 1,368		2xER Small 3xER Medium ER Large	2xSRM 6 (60)	2xER Medium	
Nova 4.10	10	124.91	363 Standard BV 1,609		ER Medium 2xPPC	2xSrtreak 6 (60)	2xER Medium	

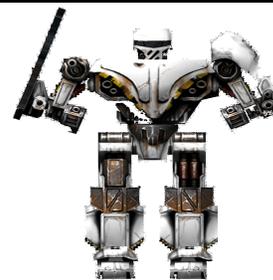
Capabilities

Like most heavy 'Mechs, the Black Hawk-KU is slower than lighter machines and has less impressive firepower than assault 'Mechs. However, the use of OmniMech technology and a solid understanding of its advantages make this 'Mech a flexible and deadly machine. Currently, DCMS troops are testing weapon configurations like those of the Clan Black Hawk. In its primary configuration, the Black Hawk-KU mounts a total of four pulse lasers and six standard lasers in arm pods, plus two smaller lasers in armored blisters on either side of the cockpit. Unlike the Clan configuration, however, the DCMS version can fire all its lasers at once without risking an immediate heat shutdown. The alpha variant is equipped with dual ERPPCs and twin anti-missile systems. The AMS systems allow the 'Mech to survive massed long-range missile fire long enough to silence the missile launcher with accurate PPC fire. While heat build-up can pose problems, the 'Mech can sustain fire for more than a minute before excessive heat shuts it down.

The beta variant also carries long-range weapons, a large pulse laser and an Ultra autocannon. Weight considerations make it impossible to match the Clan Black Hawk, whose beta variant adds two machine guns and an improved small laser, but these short-range weapons do not add appreciably to the 'Mech's offensive firepower. The only variant to suffer from the weight restrictions is the charlie variant. This 'Mech carries a Gauss rifle as lethal as its Clan cousin's; however, its medium laser does not make up for the loss of the Clan version's SRM-4 and improved small pulse laser. The remaining version, the delta variant, carries an improved long-range laser and massive LRM rack whose destructive power matches the Clan version's LB-X autocannon and LRM array.

Black Knight

Class: Heavy
Tonnage: 75 t
Tech: Inner Sphere



Legend

Introduced in 2578 by the Star League Defense Forces, the Black Knight's heavy armor and offensive power make it the ideal command 'Mech for front-line units. At the same time, its impressive arsenal allows the 'Mech to operate effectively on its own. The Black Knight's endo steel II frame provides all the support of a standard skeleton twice its weight. The resulting lighter frame allows the 'Mech to mount a heavier weapons mix and an ample fifteen tons of ferro-fibrous armor, for a total mass of seventy-five tons.

A maximum speed of 65 kph, ample firepower and a Beagle active probe designed to pick up a wide range of information and relay it instantly to the pilot add to this 'Mech's excellent performance in the field. The 'Mech's main weapon is the Magna Hellstar II particle projection cannon, which provides quick and deadly fire. Twin McCorkel large lasers and Maxell medium lasers provide additional firepower. A head-mounted Magna small laser rounds out the weapons system. The Beagle active probe, tied directly to the weapons system, provides an additional advantage. In addition to its ability to pierce standard ECM devices at short range and instantly catalog all military machines, the weapons tie-in allows the Beagle's scanner to ride a low-power laser pulse through any interfering objects. The laser's limited range, however, makes this strategy effective only for analyzing the details of nearby objects. Heat buildup is the most noticeable problem connected with the Black Knight. Even with twenty heat sinks, the 'Mech can still overheat quickly if the pilot is not careful when selecting which weapons to fire.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
BL-6-KNT 2750	14	81.04	413 Standard		Small 4xMedium 2xLarge PPC			BAP
BL-7-KNT 3025	14	81.04	BV 1,551 346 Standard		Small 4xMedium 2xLarge PPC			
BL-9-KNT 3050	16	81.04	BV 1,443 429 Standard		4xMed Pulse 2xLarge Lg Pulse ER PPC			JJ
BL-12-KNT 3062	18	81.04	BV 1,844 413 Standard		4xER Medium 2xLarge ER PPC			JJ
Uglyman	14	93.06	BV 1,883 353 Standard				2xC ER PPC C LBX-20 (20) C LRM 10 (12)	JJ
MC1-CAN	20	81.04	BV 2,857 429 Standard	C LB10-X (20)	4xC Med Pulse 2xC Large Pulse			
			BV 2,230					

Capabilities

To provide the greatest possible protection for the commander, Kong originally built the Knight with a lighter chassis and armor, enabling the BattleMech to carry more armor at less tonnage. When the complex orbital facilities that supplied Kong Interstellar with those advanced building materials were destroyed in 2802, the company had to choose between redesigning the Black Knight or shutting down its assembly lines. The flagging sales of their other BattleMechs, the Ostsol and the Ostscout, gave Kong no real choice but to retool. Fortunately, the company's gamble paid off. The redesigned Black Knight began production in 2809, and demand for the 'Mech almost immediately outstripped production. The BL7-KNT Black Knight supports only 11 tons of armor, slightly under the norm for a 75-ton BattleMech. This minor disadvantage is handsomely offset by the truly impressive amount of firepower the Black Knight makes available to the pilot.

The centerpiece of the Black Knight's arsenal is the Magna Hellstar II particle projection cannon mounted on the outside of the right arm. The positioning of the weapon creates the impression that the Black Knight is wielding an immense sword made of lightning in the hundredths of a second it takes for the weapon to fully discharge. Complementing the Hellstar are two Tronel III large lasers, mounted one each in the left and right torsos. This is the same model large laser as found on the Ostsol, enabling both 'Mechs to share the same repair and replacement parts for these important weapons. For close combat, the Black Knight carries four Tronel II medium lasers, one mounted in each arm and the left and right torsos, and a head-mounted Tronel I small laser. The MechWarrior piloting the Black Knight must manage the 'Mech's weapon use carefully in order to avoid overheating, a constant concern in a unit carrying this much firepower.

Black Lanner

Class: Medium
Tonnage: 55 t
Tech: Clan



Legend

The Black Lanner OmniMech was first sighted with the Jade Falcon Keshik during the Battle of Tukayyid. Fast for its weight class, the Black Lanner acts as a direct fire support 'Mech for light reconnaissance Stars. The majority of the various configurations sighted mount primarily long range weapons, though other configurations equipped mainly with close range weapons have also been spotted.

The most common configuration of the Black Lanner features one rack each of long and short-range missiles as well as extended range lasers. This configuration also contains an ECM suite that can significantly degrade the effectiveness of active Inner Sphere targeting and communications systems such as the newly deployed C3. A second common configuration appears on Black Lanners operating for extended periods of time without any direct support—for example, when a Star is bid down to one or two 'Mechs. With an improved PPC and pulse lasers, this Black Lanner configuration offers less firepower than the primary configuration. Its electronics suite, however, is significantly enhanced with an active probe, ECM, and TAG for long range Arrow IV support.

A third configuration consists of two massive long-range missile launchers, capable of launching forty missiles in a single salvo for devastating firepower. However, this 'Mech carries a relatively small number of rounds it can only keep up a sustained rate of fire for 90 seconds before its ammunition supply is exhausted. A fourth Black Lanner carries what appears to be a Blackhawk arm, equipped with extra heat sinks and six medium lasers. Only one example of this configuration has been seen, a single 'Mech with the Turkina Strikers on Tukayyid. The final variant has appeared in urban and other infantry heavy battlefield environments. Bristling with flamers, machine guns and small bore lasers, this configuration can deliver devastating short range firepower.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
Prime 3058	10	163.79	301 Ferro BV 2,272		2xC ER Medium C ER Large	C SRM 6 (15) C LRM 10 (12)		ECM
A 3058	10	163.79	301 Ferro BV 2,311		2xC Med Pulse C ER PPC			BAP ECM IFF
B 3058	10	163.79	301 Ferro BV 1,965			2xC LRM 20 (18)		
C 3058	13	163.79	301 Ferro BV 2,527		6xC ER Medium	C Streak 6 (15)		
D 3058	10	163.79	301 Ferro BV 1,833	4xC MG (800)	3xC ER Small 2xC Med Pulse	2xC SRM 6 (30)		BAP

Capabilities

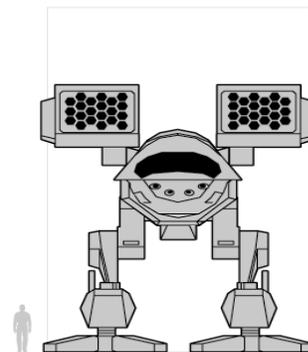
The Black Lanner is currently deployed only with the Jade Falcon Clan. Its deployment scheme derives from the bird for which it is named—a Terran falcon from the Mediterranean region. The lanner was successfully transplanted to a Jade Falcon planet, where it developed a symbiotic hunting relationship with the smaller, indigenous fire falcon. Though the fire falcon was too small to bring down larger prey, it could see animals covering in the ground cover far better than the larger lanner. The fire falcon learned to flush out larger game for the lanner to dispatch then both birds would feed on the carcass. The Black Lanner and Fire Falcon OmniMechs hunt their prey on the battlefield in a similar way. Working in mixed Stars, Fire Falcons scout for hidden enemies and the supporting Black Lanners attack.

Catapult

Class: Heavy
Tonnage: 65 t
Tech: Inner Sphere

Legend

The CPLT-C1 Catapult was produced by Hollis Incorporated in a limited production run between 2561 and 2563 under a special military contract with the Star League. It was officially classified as a close-support vehicle, designed as a second-line defense with strong offensive capabilities. Early models of the Catapult were equipped with no close support weapons, but the most current versions carry four medium lasers for close support. There were several different production runs of the Catapult, and these produced two variations of the 'Mech. Most common of these is a Catapult with two Holly LRM-20s and nearly double the ammunition, but with only two Magna small lasers for defense and close support.



Another version was created by House Kurita technicians, who modified the basic Holly chassis as well as armor placement. The weaponry has also been changed to make the 'Mech more of a close combat system. The Kurita variant has five more heat sinks, two PPC's, twin machine guns, and two medium lasers. Despite this, the Catapult's lack of hands makes it better at fire support than at close-range combat.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
CPLT-A1 3025	7	82.94	380 Standard BV 1,285			2xLRM 15 (32)		JJ
CPLT-C1 3025	7	82.94	317 Standard BV 1,399		4xMedium	2xLRM 15 (16)		JJ
CPLT-C4 3025	7	82.94	317 Standard BV 1,358		2xSmall	2xLRM 20 (24)		JJ
CPLT-K2 3025	10	82.94	349 Standard BV 1,319	2xMG (400)	2xMedium 2xPPC			
CPLT-C3 3050	7	82.94	317 Standard BV 1,368		4xMedium	T-Bolt (15)		JJ
CPLT-K5 3060	12	82.94	395 Standard BV 1,467		2xMed Pulse	2xMRM 30 (32)		JJ BAP
CPLT-C5 3067	12	82.94	398 Standard BV 1,748		4xER Medium	T-Bolt (30)		JJ

Capabilities

The Catapult is equipped with the reliable Holly missile systems, in this case mounting two racks of 15 LRMs each. This gives the Catapult a range of nearly 630 meters, capable of destroying an enemy from a long distance without risking opposing fire. On those occasions when the 'Mech is engaged at close range, it is more than able to defend itself with its four Martell medium lasers. The 'Mech does lack an effective anti-infantry defense system, however, because it was designed as a second-line fire-support system. Also, its lack of manipulative hands is a drawback in close combat situations.

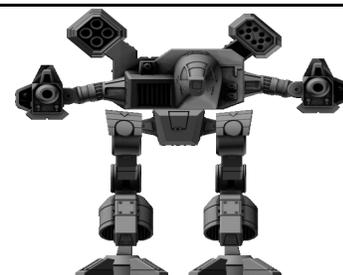
The Anderson Propulsion 21 jump jets have been a problem for the Catapult ever since their installation. If used extensively, the system tends to break its conductive housing. This in turn vents some of the jet exhaust directly into the 'Mechs interior, leading to overheating. In 2566, the Star League Quartermaster Corps ordered a recall, but many units never came in to receive the replacement systems. Some models are therefore equipped with an Anderson Propulsion 25, which does not share the same design difficulties. The 'Mech's emergency pilot escape system is a side-firing escape hatch instead of the very common roof hatch system. This can cause some damage to the MechWarrior, but is generally considered safer overall in an emergency situation.

Cauldron-Born

Ebon-Jaguar

Legend

Class:	Heavy	OmniMech
Tonnage:	65 t	
Tech:	Clan	



First seen during the battle of Luthien, this OmniMech soon earned the name Cauldron Born, after the unstoppable zombies of Irish myth, because of its ability to take immense damage and remain operational. So far, only the First Jaguar Guard Cluster appears to use the Cauldron Born. Because only three machines have been engaged by Inner Sphere warriors, most believe the design is so new that the other Clans have not yet deployed this 'Mech. Clan warriors taken prisoner in the Kado-guchi Valley provided the information on the B and C variants.

Loadouts	Sinks	Speed	Armor	Ballistic	Beam	Missile	Rear	Other
Prime 3058	13	104.08	360 Ferro BV 1,916	C Ultra 5 (40) C Gauss (16)	C ER Medium	C SRM 2 (50) C LRM 10 (24)		
A 3058	13	104.08	360 Ferro BV 2,436	2xC MG (400) C Ultra 20 (15)	C ER Small C Med Pulse C ER Medium 2xC ER Large		2xC ER Medium	
B 3058	13	104.08	360 Ferro BV 2,535		2xC Med Pulse 2xC Lg Pulse 2xC ER PPC			BAP IFF
C 3058	13	104.08	360 Ferro BV 1,831	2xC Ultra 2 (90)		2xC SRM 6 (60) 2xC LRM 15 (32)		
D 3060	13	104.08	360 Ferro BV 2,228	2xC Ultra 10 (40)	2xC ER Medium C ER Large			

Capabilities

The Cauldron Born arsenal is built around a massive Gauss rifle, which occupies the 'Mech's entire right arm. A dual purpose autocannon occupies the left arm. The Cauldron Born carries two tons of ammunition for each of these weapons. An LRM 10 launcher juts above the birdlike 'Mech's left shoulder, while an SRM 2 launcher in an over and under mount fills the machine's right breast. A single ER medium laser is the Cauldron Born's only energy weapon. Alternate configuration A carries a mammoth autocannon in its right torso. Three tons of ammunition ensures the pilot will not run out of close range firepower too early in the fight. ER large lasers and heavy machine guns are mounted in each arm.

The right arm also supports a medium pulse laser, while the left carries an anti infantry flamer. A trio of ER medium lasers sprout from the machine's left torso. Two of these weapons fire into the 'Mech's rear arc. The Cauldron Born B carries an arsenal of energy weapons. Each arm carries an ER PPC and a large pulse laser in side by side mounts. The machine's torso mounts a pair of medium pulse lasers, and an active probe and target acquisition gear allow the pilot to detect hidden enemy units. Alternate configuration C boasts a pair of LRM 15 launchers and a pair of SRM 6 launchers, with two tons of ammo provided for each. A pair of Ultra autocannons allows the Cauldron Born C to place accurate, effective fire on an enemy's position.

Commando

Class: Light
Tonnage: 25 t
Tech: Inner Sphere / Clan



Legend

The Commando COM-2D was designed as an alternative to the more numerous Wasp and Stingers as a reconnaissance 'Mech. While not jump-capable, the Commando has far stronger weapons than either of the more famous scout 'Mechs. Conceived by engineers at Coventry Defense during the last days of the Protectorate of Donegal, the first prototype Commando was tested in 2463 and carried a large laser on the right arm.

Because the sudden heat generated by the laser was breaking down the lubricants in the 'Mech's wrist and hand, the weapon was later replaced with a SRM four-rack. The Commando was commissioned by the Protectorate of Donegal in 2466, and then adopted by the entire Lyran Commonwealth after the Protectorate became part of it. Though the Star League made many attempts to draft the Commando model into its own forces, the Commonwealth managed, through clever stalling and subtle lying, to keep the design to themselves. That has proved a prudent move on the part of the Commonwealth. Being such an old design, the Commando has seen many variants. Some attempts, such as reviving the use of a large laser on the right arm or using an autocannon have led to mixed results. Only one variant is taken seriously by Lyran Commonwealth commanders. Designated COM-3A, the 'Mech carries a six-tube missile system on its right hand and a flamer added to its right arm. Extensive testing of the variant has been done of late, raising the possibility that current Commandos might be so refitted.

Loadouts	Sinks	Speed	Armor	Ballistic	Beam	Missile	Rear	Other
COM-2D 3025	5	121.97	120 Standard BV 541		Medium	SRM 4 (25) SRM 6 (15)		
COM-3A 3025	5	121.97	89 Standard BV 544		Small Medium	2xSRM 6 (30)		
COM-1B 3025	5	121.97	120 Standard BV 616		Medium Large	SRM 2 (50)		
COM-1D 3025	5	121.97	89 Standard BV 558		Large	SRM 6 (15)		
COM-5S 3050	5	121.97	113 Ferro BV 549		Medium	Streak 2 (50) SRM 6 (45)		
COM-7S 3062	10	121.97	108 Standard BV 653		2xER Medium	2xStreak 2 (100) SRM 4 (50)		
COM-7B 3067		121.97	137 Standard BV 652		2xER Small ER Medium	2xSRM 4 (50)		JJ
IIC (Clan) 3060	10	121.97	137 Standard BV 988		2xC ER Medium	3xC SRM 4 (75) C SRM 6 (15)		

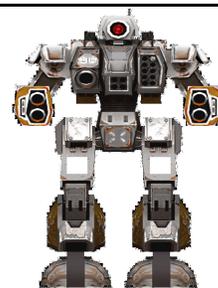
Capabilities

Despite the lightness of its armor, the Commando's ten SRMs allow the 'Mech to fulfill a secondary role as an emergency barrage vehicle. Though it is unusual to combine two missile systems in one 'Mech, it prevents a lucky enemy hit from knocking out all the missile tubes, thus rendering the Commando ineffective. The idea works well. The Commando can lay down a heavy pattern of missile fire directed at one target or split his fire and shoot at two separate targets. This design feature also has its drawbacks. The two different missile systems require two different command systems. The medium laser requires a third command system, all of which require a much larger computer than originally planned. This is one of the reasons that the Commando's weight went up from the original 20 to 25 tons. Despite the difficulties, the various Lyran 'Mech plants, especially the one at Coventry, were producing many Commandos annually.

The Commando keeps a good supply of ammo for its missile systems, carrying 25 rounds for its right-arm launchers in its right torso and carrying 15 rounds in its left torso for the chest's six launchers. Just because the Commando packs firepower comparable to some heavier 'Mechs does not mean it can go toe-to-toe with them. Indeed, because of the Commando's thin armor, pilots must take special care to avoid exposure to enemy fire. The Mechwarrior may instead use the Commando's firepower to let loose with a barrage at a heavier 'Mech, and then run. He has to hope that the enemy will be too busy dealing with the damage suffered by his 'Mech to follow too closely. With its two articulated hands, the Commando can pick up and carry its share of cargo. It can also brawl with a slight edge against light to medium 'Mechs that have no hands, such as the Locust and Ostcut. If 25 tons of moving metal can ever be called stealthy, it is that for which the Commando was designed. Commandos are often dispatched alone or in pairs, assigned either to scout ahead for the enemy, or as the eyes of the retreat, gauging the proximity of pursuers. The 'Mech excels at both.

Cyclops

Class: Assault
Tonnage: 90 t
Tech: Inner Sphere



Legend

Stormvanger Assemblies first placed the CP 10-Z Cyclops into production in 2710. Designed as a heavy assault vehicle for use in assault lances, the Cyclops also proved a favorite among headquarters troops in higher-echelon formations. With its sophisticated holographic Tacticon B-2000 battle computer and its planet-wide communications capability, the heavy 'Mech proved highly useful in this role. Except when the Cyclops is part of an assault lance, tactical doctrine usually places it in the reserve, where it can coordinate and support the overall actions of the other BattleMechs in its command. At regimental level and higher, the commander's Cyclops is usually guarded by a headquarters lance and supporting units. Though individual commanders have occasionally made personal modifications, the present-day Cyclops is virtually identical to the prototype coming off the assembly line in 2710.

Loadouts	Sinks	Speed	Armor	Ballistic	Beam	Missile	Rear	Other
CP-10-Q 3025	7	82.8	540 Standard BV 1,584		3xMedium	SRM 4 (25) 2xLRM 10 (48)		
CP-10-Z 3025	6	82.8	318 Standard BV 1,317	AC 20 (20)	2xMedium	SRM 4 (25) LRM 10 (12)		
CP-11-A 3050	6	82.8	318 Standard BV 1,547	Gauss (16)	2xMedium	SRM 4 (25) LRM 10 (24)		
CP-11-G 3050	11	82.8	565 Ferro BV 1,984	Gauss (16)	2xER Medium	Streak 4 (25) LRM 10 (12)		
CP-12-K 3060	12	82.8	430 Standard BV 1,699	Ultra 10 (20)	2xER Medium	Streak 4 (25) MRM 20 (12)		

Capabilities

The Cyclops was designed primarily as a heavy assault 'Mech, but its sophisticated communications and information network equipment make it equally valuable as a command vehicle. In battlefield situations, the 'Mech is capable of coordinating up to an entire BattleMech regiment with the B-2000 computer on line. It easily maintains planet-wide and orbital communications, too, using the Olmstead 840 tight beam commsystem and satellite assistance. The Cyclops' weaponry is mixed so that it can attack or defend itself against any opponent at any range necessary. The Delta Dart LRM pack is capable of engaging the enemy at extreme range. The Zeus-36 Mark III autocannon can be used in the middle ranges. Finally, the two Diverse Optics Type 20 medium lasers with the Hovertec SRM quad can take on anything that gets nearer. With its diverse weaponry, the Cyclops is somewhat limited in ammunition storage, and its projectile weapons tend to run out quickly in extended battle situations.

For this reason, the Cyclops is usually well-protected when used by high-echelon commanders, who usually employ it to turn the tide of battle or to exploit an enemy weakness. Though the Cyclops' head section is armored as heavily as its internal structure can handle, the armor is somewhat inadequate. In battle situations, most enemy 'Mechs will automatically aim at the head of the Cyclops, knowing any hits or near misses could damage or disable the sophisticated command and control equipment located there, as well as doing the usual damage to the MechWarrior inside. Even with these minor drawbacks, the Cyclops is a formidable weapon to be found in the battle lances of almost every 'Mech regiment in the Successor States.

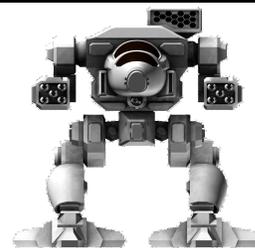
Daishi

Dire Wolf

Legend

Supposedly christened Daishi (Great Death) by a member of the Draconis Combine's criminal underground, this 'Mech seems particularly aptly named. Though the left-shoulder mounted long-range missiles augment the 'Mech's firepower, it is the bundles of lasers, autocannons, and other weapons in the arm pods that make the Daishi most fearsome. Slow but lethal, the Daishi is an assault 'Mech in the purest sense, able to wade through almost any defenses.

The Daishi is a favorite 'Mech among Clan Smoke Jaguar forces, who have used it to break through Kurita defenses time and again. According to dubious but persistent rumors, the Draconis Combine has managed to capture a Daishi intact. How Inner Sphere MechWarriors could seize such a war machine is a mystery, short of the defection of a Clan MechWarrior--an impossible act, from all that we know of these warlike people.



Class: Assault OmniMech
 Tonnage: 100 t
 Tech: Clan

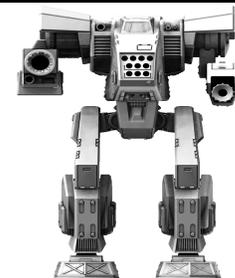
<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
Prime 3050	22	61.02	604 Standard BV 2,712	2xC Ultra 5 (40)	4xC Med Pulse 4xC ER Large	C LRM 10 (12)		
A 3050	21	61.02	604 Standard BV 2,897	C Gauss (24)	3xC Lg Pulse	2xC Streak 6 (30)		AMS
B 3050	15	61.02	604 Standard BV 2,625	C LBX-10 (20) 4xC Ultra 2 (180)	C ER Small 2xC Med Pulse 2xC ER PPC			
W 3050	20	61.02	604 Standard BV 2,951	C Ultra 20 (10) C Gauss (32)	C ER Small C Med Pulse C ER Large	C LRM 20 (12)		
Hohiro 3050	23	61.02	604 Standard BV 3,048	C Gauss (16)	C ER Small 3xC Lg Pulse C ER PPC	C Streak 6 (15)		
Prometheus 3050	23	61.02	604 Standard BV 2,900	C Ultra 20 (10)	3xC Lg Pulse 2xC ER Large	C SRM 6 (15)		
Widowmaker 3050	25	61.02	604 Standard BV 3,041	C Ultra 20 (10)	C ER Small 2xC ER Medium 2xC Lg Pulse 2xC ER PPC			
Cliffjumper	15	61.02	604 Standard BV 2,618	2xC LBX-10 (20)	2xC ER Large	2xC LRM 20 (12)		
MC1-JDH	17	61.02	554 Standard BV 2,556	3xC LBX-20 (30)	2xC ER Large			

Capabilities

The main configuration, by far the most common, features an LRM-10 rack in the left torso. In addition, each arm carries a bundle of death--an Ultra-5 autocannon, two extended-range large lasers, and two medium pulse lasers. Double heat sinks enable it to handle the heat generated by its multiple laser weapons. The most common alternative configuration carries the huge Gauss rifle in its left arm, along with plenty of ammunition. The right arm holds three large pulse lasers. Dual Streak SRM-6 racks replace the long-range missile launcher in the left torso, and an anti-missile system protects the 'Mech against enemy attacks. Configuration B has a turret-like assembly on the left shoulder instead of the missile launcher. This boxy apparatus contains four Ultra-2 autocannons, with a complicated ammunition feed to the shells stored in the torso below. The left arm has a pair of medium pulse lasers and a pair of extended-range particle projection cannons arranged in an X-pattern. Mounted on the right arm is an LB 10-X autocannon.

Dragon

Class: Heavy
Tonnage: 60 t
Tech: Inner Sphere



Legend

In the first years of the Kerensky Protectorate, the lackluster performance of the aging SHD-1R Shadow Hawk against newer designs made apparent the need to replace it. In a major contest, the Luthien Armor Works submitted its Dragon design and promptly lost the contract to the upgraded Shadow Hawk, the 2H. Amazed and angered, the owners of Luthien Armor Works went ahead with production of a slightly less powerful Dragon. This design carried a Class 2 Victory autocannon on its right arm instead of the more powerful Emperor-A. It was this Dragon design that House Kurita privately commissioned in 2754 as the basis for the Combine's private army until the dissolution of Star League.

A major variant on the Dragon design, known as the Grand Dragon, has appeared recently. Inspired by Takashi Kurita's desire for a more powerful 'Mech, Combine engineers have devised changes that make the Dragon an even more fearsome opponent. Replacing the autocannon on the right arm is a Lord's Thunder PPC. Another medium laser takes the space vacated by the autocannon ammo. In an effort to compensate for the extra heat generated, two more heat sinks were added. As the Grand Dragon has yet to be battle-tested, no one is certain of how it will perform with the extra heat burden.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
DRG-1C 3025	9	103.03	412 Standard BV 1,215	AC 2 (45)	Medium	LRM 10 (24)	Medium	
DRG-1N 3025	9	103.03	315 Standard BV 1,125	AC 5 (40)	Medium	LRM 10 (24)	Medium	
DRG-1G Grand Dragon 3025	9	103.03	315 Standard BV 1,300		2xMedium PPC	LRM 10 (24)	Medium	
DRG-5N 3050	9	103.03	315 Standard BV 1,223	Ultra 5 (20)	Medium	LRM 10 (24)		
DRG-5K Grand Dragon 3050	13	121.07	315 Standard BV 1,358		Medium ER PPC	LRM 10 (24)	2xMedium	
DRG-2N Puffing Dragon 3052	10	103.03	282 Standard BV 1,159	Ultra 5 (40)		LRM 10 (24)	Medium	
DRG-7K Grand Dragon 3060	15	133.09	315 Standard BV 1,716		3xER Medium ER PPC	MRM 10 (24)		BAP

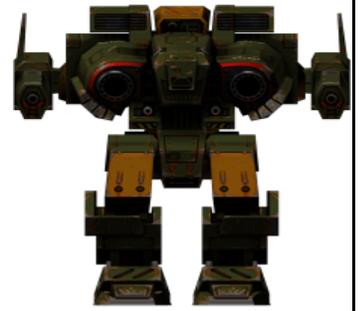
Capabilities

With its high speed and better-than-average firepower, the Dragon is intended as a close assault vehicle. In stagnant battles with little or no movement, Kurita commanders often hold the Dragon in reserve until they discover a weakness in the enemy line. They then further soften this weakness with bombardment, troops, or tanks until a crack in the enemy line appears. At this point, the Dragons are turned loose to rush through the gap and exploit the advantage. The Dragon's design serves this purpose well. The 'Mech's overall squat shape makes it both a small target for weapons and a difficult opponent to knock to the ground in a brawl. The 'Mech's thick-armored torso, especially its back, also gives the Dragon the ability to take punishment when surrounded by the enemy, a common occurrence. Even the normally delicate autocannon is placed within a thick protective sleeve that absorbs some of the shock when the Dragon punches with that arm.

Carrying 24 shots for the LRM system and a whopping 40 rounds for the autocannon, the Dragon is amply supplied for sustained battles without reloading. In the event a Dragon does run low on ammo, the medium left-arm laser ensures that the MechWarrior will always have another weapon to fire. The second laser also buys it the healthy respect of 'Mechs trying to approach from rear. The efficiency of the design has one drawback, however. Some Dragon pilots become so overconfident of their 'Mech that they often risk themselves and their machines unnecessarily by confronting heavier opponents such as a Zeus or a Warhammer. Some extra discipline usually cures surviving warriors of this bad habit. The Dragon also proves itself useful defensively. With its large ammo supply, it can lay down a good pattern of fire and hold a prepared position against approaching 'Mechs. What the Dragon does not have are reliable hip actuators. The military brass disregarded engineering reports calling for a heavier actuator design in favor of a cheaper actuator made on nearby Luthien. As a result, the Dragon can suffer from burned micro-bearings, requiring frequent overhauls of the hip assembly.

Fafnir

Class: Assault
 Tonnage: 100 t
 Tech: Inner Sphere



Legend

The last two decades have been a time of opportunity for Defiance Industries. The technological renaissance has solidified their reputation as the principle 'Mech manufacturer in the Inner Sphere. As such, new BattleMech designs have rolled off the production lines buried in the Myoo Mountains, including the Cobra and Salamander. Brandal Gareth's abortive revolt in 3057 could have cost the company dearly. Instead, the brief conflict brought to light a number of design flaws in the company's new flagship model, the Defiance, the production of which was immediately suspended. Rather than allowing this setback to derail their plans, Defiance immediately began work on a new design, the Fafnir, intended to showcase the company's abilities. Prototypes entered service in late 3061 with full-scale production having commenced in early 3063.

Prototype Fafnirs were deployed to pro-Katherine units throughout the Lyran Alliance, where it has replaced older designs like the Banshee and Zeus. There, the design has found a home among assault units, particularly those assigned to breach enemy lines and fortifications. One such unit is the VS (Valiant Stormer) company of the Third Lyran Guards on Graceland, who were impressed by the Fafnir's performance in initial exercises. Later, in action against the Jade Falcons, they used the Fafnir to good success, though even it's massive firepower was not enough to prevent the Third from being savaged. Pilots throughout the LAAF have given the Fafnir the nickname of "Mugger," because of its combination of simplicity and brutality.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
FNR-5 3063	10	63	620 Standard BV 2,636	2xHeavy Gauss (32)	Med Pulse 2xER Medium			ECM
FNR-5B 3067	14	63	620 Standard BV 2,625	2xGauss (32)	Med Pulse 3xER Medium ER Large			ECM

Capabilities

Borrowing heavily from the Atlas, which is also produced on Hesperus, the Fafnir epitomizes the Lyran philosophy of size and strength rather than finesse. Massing a hundred tons, and with almost twenty tons of armor, the design is impervious to all but the heaviest-or luckiest-of shots. A sophisticated Guardian ECM suite adds to the 'Mechs defenses, hindering the operation of enemy targeting and communication systems. Like the Atlas, the Fafnir has a top speed of only 54 kph, though its fusion plant is twice the mass of the older machine. While this change reduces the design's payload by ten tons, it was argued that this increased its survivability by eliminating engine KOs due to side-torso destruction. It also ensured that sufficient space was available for the design's principle armament, a pair of Hammerfist heavy Gauss rifles. These massive weapons, nicknamed "Thor's Hammer," combine range and firepower to deadly effect and, despite the system's drawbacks, are extremely popular in the LAAF. The greatest criticism leveled at the design is its over-reliance on the Hammerfists, with only a pair of extended range medium lasers and a single pulse laser to defend the 'Mech if it exhausts its ammunition.

Flea

Class: Light
 Tonnage: 20 t
 Tech: Inner Sphere



The Trooper was an early Marik 'Mech design that overheated easily, frequently misfired, and was prone to locking in its ankle and knee joints. Though the basic arrangement of armaments and armor remained unchanged after the Marik engineers got the bugs out, the system itself was so drastically changed that the Trooper name was abandoned in favor of the more descriptive Flea. Since the onset of the Succession Wars, Fleas have been rare, as Earthwerks, Inc. has concentrated on production of heavier 'Mechs. It is believed within our Blessed Order that the lull in the fighting between the Third and Fourth Wars has allowed Earthwerks to accept a contract with the Dragoons to keep them supplied with the light 'mechs necessary for the excellent reconnaissance that is their hallmark.

The faster and slightly more heavily armed and armored FLE-15 has its extra laser and two machine guns camouflaged so that the two models look identical on a computer viewscreen. This sometimes causes enemy recon 'Mech pilots moments of uncertainty as to the strength of their opponents.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
FLE-4 3025	5	123.98	59 Standard BV 436		2xSmall Large		Small	
FLE-15 3025	5	123.98	89 Standard BV 439	2xMG (400)	Small 2xMedium		2xSmall	
FLE-17 3050	5	147.96	89 Standard BV 522		Small 2xMed Pulse		2xSmall	
Fire Ant 3058	5	147.96	73 Standard BV 407	6xMG (1,200)	3xSmall			

Capabilities

Like most light 'Mechs, the flea is a fast-moving, lightly armed and armored vehicle that excels at quick strikes and retreats.

Gladiator

Executioner

Legend

Class: Assault OmniMech
Tonnage: 95 t
Tech: Clan



"What weighs ninety-five tons, can run at more than 80 kilometers per hour, can jump 120 meters, and carries a Gauss rifle?"

"I don't know, but I'm getting out of here."

This bit of low "MechWarrior humor" may never make it to the network holo-coms, but it accurately reflects the Inner Sphere's inability to deal with the Gladiator. Though some Inner Sphere 'Mechs are better armored and others carry more weapons, none can match the Gladiator with a skilled pilot in one-on-one combat. This OmniMech's exceptional maneuverability allows it to position itself better than other large 'Mechs, and its speed lets it swiftly pursue smaller 'Mechs. Such a 'Mech would be a treasure for the dueling warriors on Solaris.

The Gladiator sees common service only with Clan Ghost Bear. The other Clans treat the design as a maverick, using it only for independent actions or in concert with other service branches, such as infantry.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
Prime 3050	19	93.1	507 Ferro BV 2,749	2xC MG (400) C Gauss (16)	2xC ER Large			JJ
A 3050	19	93.1	507 Ferro BV 3,112	2xC MG (400)	4xC ER Medium 3xC Lg Pulse			JJ
B 3050	19	93.1	507 Ferro BV 3,004	C Ultra 20 (15)	C ER Medium C ER PPC			JJ AMS
C 3050	16	93.1	507 Ferro BV 2,768	C Ultra 20 (15)	C ER Small	C LRM 20 (18)		JJ
D 3050	19	93.1	507 Ferro BV 2,698		C ER Small 5xC Sm Pulse 3xC Med Pulse C Lg Pulse	2xC SRM 6 (45)		JJ
Anubis	18	93.1	564 Ferro BV 2,840		2xC Large Pulse	4xC SRM 6 (60)		AMS JJ MASC Narc (12)

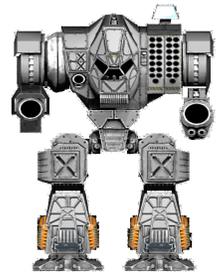
Capabilities

Most Clan MechWarriors who pilot a Gladiator choose the primary configuration because of the exceptional firepower of the Gauss rifle. This weapon combines with the pair of large lasers to deliver harsh punishment to opposing 'Mechs. For extended missions where low ammunition supplies might cause problems, the Clans normally outfit the Gladiator with three large pulse lasers in the left arm and four extended-range medium lasers in the right. The Gladiator's sixteen double heat sinks allow it to use this array of lasers and still keep its heat under control. Somewhat similar in performance to the standard version is Configuration B, which carries the huge Ultra-20 autocannon in the left arm and an extended-range particle projection cannon in the right. An extended-range medium laser and anti-missile system round out this variant's weaponry.

Configuration C, the fire-support version of the Gladiator, is relatively uncommon. Its most distinguishing feature is the enhanced targeting incorporated into its weapons system. The LRM-20 rack has an Artemis IV fire-control system, and the Ultra-20 autocannon links directly to the sophisticated targeting computer. A highly unusual design for the Gladiator has also been spotted on Pinnacle. Configuration D features two SRM-6 launchers affixed to its left arm. The right arm is a triangular pod with a large pulse laser at the top, a row of three medium pulse lasers below it, and a row of five small pulse lasers at the bottom. This configuration has no right hand, of course, and also requires the removal of the lower right arm actuator.

Grizzly

Class: Heavy
 Tonnage: 70 t
 Tech: Clan



Legend

So far observed only in Ghost Bear garrison Clusters, the Grizzly is a multi-role heavy 'Mech that shares design concepts with Clan Ghost Bear's two favorite Omnis, the Vulture and the Gladiator. Though slower than other 'Mechs in its class, the Grizzly makes up for its lack of speed with jump jets and effective long range weapons. Though the Grizzly is a unit with many potential uses, it has thus far failed to find a niche among the Ghost Bear forces, in part because it lacks the focus of its parent designs on a single combat role.

Though the Grizzly has been in service for more than a hundred years, it apparently has never been a popular design. Hundreds of these 'Mechs are still on active duty in Ghost Bear PGCs, even though the Grizzly has not been manufactured since 3013. These numbers are a strong testament to the Grizzly's excellent survivability rate in combat. Current intelligence shows Grizzlys scattered throughout the Ghost Bear occupation zone.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
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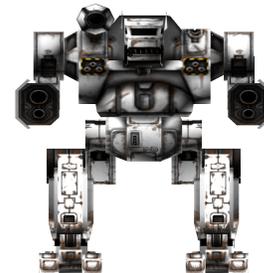
1	11	81.58	411	C Gauss (16)	C Sm Pulse	C LRM 10 (12)		JJ
3058			Standard		C Med Pulse			
		BV	2,219		C Lg Pulse			

Capabilities

Ghost Bear Provisional Garrison Cluster commanders use the Grizzly for roles that other Clans tend to fill with Thors and Lokis. The 'Mech's heavier armor and standard engine give it a much higher survival rate than the Thor and Loki models, which is fortunate because it is difficult to repair. The Grizzly has layers of sloped armor that tend to lodge in place when damaged, and its bulky leg actuators are apparently unique and hard to obtain. The Grizzly is jump capable and mounts a deadly array of weapons, featuring a massive Gauss rifle in the right arm. The 'Mech's left arm sports a trio of pulse lasers similar to but smaller than the array featured in Configuration D of the Gladiator. The 'Mech's long-range firepower is supplemented by a ten pack of long-range missiles in the left torso.

Hauptmann

Class: Assault OmniMech
 Tonnage: 95 t
 Tech: Inner Sphere



Legend

The Hauptmann, the Lyran Alliance's first OmniMech design, is based on captured Clan Daishis. Coventry Metal Works, producer of the Draconis-designed Firestarter OmniMech, took what they learned from producing the Firestarter and applied it to a much larger chassis. Oddly, the Hauptmann lacks an XL engine. There is certainly room in the chassis, and Coventry Metal Works can afford the cost. Rumor has it that Coventry designers cannot make OmniMechs with XL engines; however, it is more likely that they simply wanted to save money.

In a unique move, Archon Katrina Steiner named the new Lyran Alliance OmniMech Hauptmann, to honor all the hauptmanns who command in the Lyran Alliance Armed Forces. The highest officers who consistently see battle, the hauptmanns of the LAAF have long held the greatest respect among enlisted and noncom officers. The first models of the new OmniMech were assigned to hauptmanns in the new Bolan, Skye, Donegal. Coventry and Alarion Jaegers units. The remaining Hauptmanns produced so far have been sent to Skye Rangers units. Several Hauptmanns have been assigned to garrison units on Coventry, with Coventry Metal Works retaining some to protect its main factories.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
HA1-O 3060	17	64.04	586 Standard BV 2,161	LBX-20 (15)	ER Small 2xMed Pulse 2xER Large	2xStreak 2 (100)		ECM
HA1-OA 3060	17	64.04	586 Standard BV 2,299	Gauss (16)	4xER Medium	2xSRM 6 (60)		JJ
HA1-OB 3060	16	64.04	586 Standard BV 2,208	Ultra 20 (15)	3xMed Pulse 2xER PPC			
HA1-OC 3062	13	64.04	586 Standard BV 2,322	Heavy Gauss (16)	ER Small Med Pulse 2xER Medium	LRM 20 (18)		ECM

Capabilities

The Hauptmann's primary configuration is deadly at all ranges, combining paired ER large lasers with medium pulse lasers and the newly developed LB 20-X autocannon. Extremely well-armored, the Prime configuration also carries enough heat sinks to make efficient use of its weapons, as well as the added protection of a Guardian ECM suite. The A configuration is designed for close combat, utilizing hand actuators for punching and jump jets for maneuverability. It carries four ER medium lasers, bought from the Free Worlds League, and two SRM-6 launchers, each augmented with the Artemis IV fire-control system. For long-range weaponry, the A variant carries a Gauss rifle that is more than enough to discourage smaller opponents. The B configuration returns to the all-around approach of the Prime, carrying two ER PPCs for long-range attacks and three medium pulse lasers for closer opponents. It also mounts the frightening new Ultra AC/20, carrying enough ammunition to keep it supplied for some time. Unfortunately, it lacks the heat sinks to support all of its weaponry.

Highlander

Class: Assault
 Tonnage: 90 t
 Tech: Inner Sphere / Clan



Legend

A multiple-purpose assault 'Mech with a variety of capabilities, the ninety-ton Highlander was assigned to nearly every Star League Army unit soon after its introduction in 2592. Though slow-moving with a maximum speed of 54 kph, the Highlander can jump up to ninety meters, easily clearing almost any obstacle. In doing so the 'Mech causes considerable damage to the terrain around its lift-off point. In addition to its jump capability, the Highlander carries fifteen and a half tons of Grumman-3 ferro-fibrous armor and has Cellular Ammunition Storage Equipment, plus an impressive array of weapons. The vehicle's major claim to fame is the "Highlander Burial," a maneuver in which a light 'Mech is literally driven into the earth by the force of the Highlander's landing on top of it.

The Highlander's designers assumed that some pilots would try to use its jump capability to land on another 'Mech, and so they gave the Highlander impressively thick leg armor and a strengthened interior skeleton in its feet and lower legs to absorb the impact of landings. The jump jets were also designed to allow a pilot to automatically redirect the force of his jets to compensate for landing on a moving foe. The 'Mech's primary weapon is the Gauss rifle, which uses a series of magnets to propel the shell through the barrel toward the target. The system requires large amounts of power to magnetize the projectile coils, but produces very little heat. The system is quite heavy, however, as it must be heavily protected. A pair of Holly missile launchers, both long- and short-range, and torso-mounted twin Harmon Starclass medium lasers support the Gauss rifle. The missile launchers provide a mix of firepower at every range, and the medium lasers permit the Highlander to engage in hand-to-hand combat with both hands free. According to its opponents, the Highlander's greatest disadvantage is its need for almost constant ammunition resupply and a lack of significant energy weapons.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
HGN-732 2750	7	61.99	585 Ferro BV 2,230	Gauss (16)	2xMedium	SRM 6 (30) LRM 20 (12)		JJ
HGN-733 3025	7	61.99	553 Standard BV 1,801	AC 10 (20)	2xMedium	SRM 6 (30) LRM 20 (18)		JJ
HGN-734 3060	14	61.99	553 Standard BV 2,153	LBX-20 (15)	Med Pulse 2xER Medium ER Large	2xStreak 6 (30)		JJ
HGN-738 3067	10	61.99	585 Ferro BV 2,407	Heavy Gauss (16)	2xER Medium ER Large	SRM 4 (25) LRM 15 (8)		JJ
IIC (Clan) 3060	12	61.99	550 Ferro BV 2,943	C Gauss (24)	3xC Med Pulse	2xC Streak 6 (30) C LRM 20 (24)		JJ

Capabilities

By the time the Highlander was introduced, the battlefield tactic of Death from Above was well-developed. Designers knew that if they gave a 'Mech jump-capability, some hotshot would attempt to use it by trying to land on another 'Mech. For that reason, the designers provided impressively thick leg armor while strengthening the interior skeleton of the feet and lower legs to absorb the impact of landings. The jump jets were also designed to allow a pilot to automatically redirect the force of his jets to compensate for landing on a moving foe. A "Highlander Burial" is one in which a light 'Mech is crushed and literally driven into the earth by the force of the Highlander's landing. The primary weapon of the Highlander is the Gauss Rifle. An advanced field arm, the Gauss Rifle uses a series of magnets to propel the shell through the barrel toward the target. Though the system requires large amounts of power to magnetize the projectile coils, it produces very little heat. The rifle system must be heavily protected, however, making it quite heavy.

The Gauss Rifle system is perfect for larger 'Mechs and could become the successor to the autocannon on tomorrow's battlefield. Supporting the Gauss Rifle are a pair of Holly missile launchers, both long- and short-range, and torso-mounted twin medium lasers. The missile launchers provide a mix of firepower at every range, and the Harmon Starclass medium lasers permit the Highlander to engage in hand-to-hand combat with both hands free. Opponents of the design point out that the Highlander requires almost constant ammo resupply and that in a prolonged battle, the lack of significant energy weapons severely hampers the 'Mech's ability to stay in the fight. Ammunition storage was deemed sufficient by the Star League Quartermaster Command, however, and orders for Highlanders increased. The 'Mech is equipped with Grumman-3 Ferro-Fibrous Armor, and Cellular Ammunition Storage Equipment shields the shells and missiles in the right and left torso. Very reliable, the CASE system is credited with saving countless 'Mechs and pilots across the Inner Sphere.

Hunchback

Class: Medium
Tonnage: 50 t
Tech: Inner Sphere / Clan



Legend

The HBK-4G Hunchback is a heavy-hitting fighting vehicle. Serving in medium and assault lances of many regiments of the Successor States, it has earned a distinguished fighting record. Designed in early 2572, the Hunchback continues as a popular vehicle both in House Liao and House Kurita regiments. It is also used extensively by House Marik armed forces. The Hunchback is widely known for its streetfighting abilities in the confined spaces of urban battles. With its massive firepower at close range and its two heavy battle fists, it is more than a match for many heavier 'Mechs.

Because of the serious heat buildup associated with use of the Type 20 autocannon, most variations of the Hunchback design have dropped this weapon in favor of smaller weapons systems. Some of these include SRM six-racks, LRM five- and ten-racks, increased numbers of medium lasers, and smaller autocannon. Indeed, a variety of weapons variations exist throughout the Successor States. Eliminating the Type 20 autocannon from the Hunchback makes it almost an entirely new 'Mech. Because of this, many warriors refer to aHunchback with no AC-20 as a "Swayback", as removal of the massive weapon totally alters the 'Mech's torso.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
HBK-4G 3025	7	79.99	317 Standard BV 1,041	AC 20 (10)	Small 2xMedium			
HBK-4H 3025	7	79.99	317 Standard BV 1,067	AC 10 (20)	Small 4xMedium			
HBK-4J 3025	7	79.99	317 Standard BV 1,143		Small 5xMedium	2xLRM 10 (24)		
HBK-4N 3025	7	79.99	317 Standard BV 1,093	AC 5 (20)	Small 4xMedium	2xLRM 5 (48)		
HBK-4P 3025	12	79.99	317 Standard BV 1,139		Small 8xMedium			
HBK-4SP 3025	10	79.99	317 Standard BV 1,043		Small 4xMedium	2xSRM 6 (30)		
HBK-5M 3050	13	79.99	317 Standard BV 1,056	AC 20 (5)	Sm Pulse 2xMedium			
HBK-5N 3050	13	79.99	317 Standard BV 1,041	AC 20 (10)	Small 2xMedium			
HBK-5P 3060	18	79.99	350 Standard BV 1,352		2xMed Pulse 6xER Medium			BAP ECM
HBK-5S 3062	10	79.99	350 Standard BV 1,350	LBX-20 (20)	Small 2xMed Pulse			JJ
IIC (Clan) 3055	12	79.99	188 Standard BV 1,679	2xC Ultra 20 (10)	2xC ER Medium			JJ

Capabilities

The Hunchback is armed for short- to medium-range combat. At medium ranges, its combined armament of two Ichiba 2000 medium lasers and its massive Tomodzuru Type 20 autocannon mount can rip through even the heaviest armor. At close ranges, the powerful autocannon and the Diverse Optics Type 10 small laser make it very dangerous to attack the Hunchback. From a defensive point of view, the Hunchback's armor fits its tonnage class. The medium amount of armor carried plus the immense close-in firepower ensure that it will overcome many other medium 'Mechs. Too many MechWarriors, however, consider the Hunchback a match for heavy 'Mechs, only to find that its armor just does not have the staying power for extended combat with the behemoth heavy models. The 'Mech's maneuverability and heat dispersion are also average for a medium machine. Unfortunately, its large Tomodzuru Type 20 autocannon creates so much heat when fired that a pilot must take great care to avoid buildup.

Deimos

Class: Assault
Tonnage: 85 t
Tech: Clan



Legend

Initially designed by Clan Snow Raven engineers as a breakthrough in BattleMech design philosophies, the Deimos takes its name from the project of the same name which resulted in the first faster-than-light (FTL) drive. To provide ample protection, the Deimos is built upon a space-saving standard internal structure with fifteen and a half tons of Ferro-Fibrous armor. At its heart, a massive 350 XL engine allows for a top speed of just over 70 km/h, making the 'Mech both one of the fastest and most well-armored for its weight. Additionally, while not present on the chassis, the Deimos allows for the installation of jump jets as well as an Active Probe for long-range configurations.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
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MC1-DBL	16	84.78	528 Ferro 2,497	2xC Ultra 5 (40) C Ultra 10 (20)	2xC ER PPC			
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Capabilities

While heralded at first as a modern marvel, a critical design flaw within the Deimos internal structure cropped up during production; this would severely limit the size of weaponry that could be installed, hurting its potential.

Kodiak

Class: Assault
Tonnage: 100 t
Tech: Clan

Legend

The Kodiak is a large, fast moving assault 'Mech that carries impressive medium range firepower. Clan Ghost Bear technicians most likely designed it as the second line equivalent to the popular Gladiator OmniMech, once again demonstrating the Ghost Bears' tendency to stick with the familiar. Trading the MASC and jump jets of the Gladiator for more armor and weaponry, the Kodiak has gained a fearsome reputation in the short time it has been in service. The Kodiak is believed to be unique to Clan Ghost Bear, though one odd report cites a Kodiak operating with a Smoke Jaguar Binary. It is a relatively new design--Inner Sphere troops have thus far seen very few and encountered even fewer. Kodiaks spotted among provisional garrison Clusters always serve as the command vehicle of assault Trinaries and Clusters.



<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
1 3058	20	82.08	554 Standard BV 2,927	C Ultra 20 (10)	8xC ER Medium C ER Large	2xC Streak 6 (30)		
2 3062	20	82.08	554 Standard BV 2,856	C Ultra 20 (10)	4xC ER Medium C ER Large	C Streak 6 (15)		JJ
3 3062	20	82.08	554 Standard BV 2,434	2xC LBX-20 (30)	4xC ER Medium			
Kaintheslayer	18	64.04	604 Standard BV 2,618	3xC LBX-10 (60)	C ER Small 2xC Med Pulse 3xC Large Pulse			
Max K	22	82.08	554 Standard BV 2,592	C Gauss (16)	2xC ER Small 4xC ER Medium 2xC ER Large	C LRM 10 (12)		AMS
Plainsrider	18	64.04	420 Standard BV 2,664	C Gauss (16) 2xC LBX-20 (30)	3xC ER Medium			
MC1-YKR	13	64.04	522 Standard BV 2,747	3xC Ultra 20 (60)	2xC ER Large			

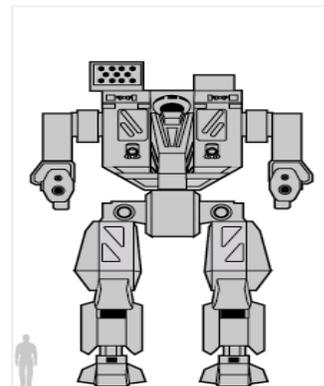
Capabilities

A complete Kodiak has yet to be salvaged from a battlefield, and so a comprehensive study cannot be done. However, certain assumptions about the Kodiak's capabilities can be made based solely on its known weapon load. A devastating Ultra 20 autocannon occupies the entire right side of its torso. Opposite the autocannon is a pair of Streak SRM 6 launchers. Combined, these weapons provide ample close-in firepower but lack the ammunition to fight an extended battle. Because the 'Mech is intended for garrison use close to supply lines, its designers probably regarded this drawback as negligible. The diminutive ammunition load also reflects the Clan mode of war, in which the campaign is decided in a quick, decisive clash on a field of honor rather than in a slugging match dragged out over the course of weeks or months.

Above each hand is a clawlike array of four extended range medium lasers, which give the Kodiak impressive hitting power even if it runs out of ammunition. Supplementing these weapons is a single ER large laser mounted in the torso directly beneath the engine. Likely added as an afterthought, this weapon gives the 'Mech a single long range weapon with which to harass a closing enemy, but it generates too much heat to be used in conjunction with the other weapons once the target is within 250 meters.

Loki
Hellbringer
Legend

Class: Heavy
Tonnage: 65 t
Tech: Clan



The Loki is one of the Clans' most easily recognized designs, with hexagonal openings in its huge Marauder-like arms. It also has an unusual standard configuration, with a missile rack on one shoulder and a beacon system on the other. Named the Loki by an obscure minor officer in the Armed Forces of the Federated Commonwealth, the 'Mech lives up to his description of its "utterly mad configuration," not only in the version he saw, but in all the others as well. Though the combinations of weapons may appear crazy, not a single Inner Sphere 'Mech could stand up to the Loki when it appeared among Clan attacking forces. The Loki is a favorite 'Mech of Clan Jade Falcon, though it appears in the other Clan forces in smaller numbers. It has been seen on all types of missions except for reconnaissance, and always proves to be the equal of two or more Inner Sphere 'Mechs.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
Prime 3050	18	103.93	252 Standard BV 2,604	2xC MG (400)	3xC ER Medium 2xC ER PPC	C Streak 6 (15)		BAP ECM AMS
A 3050	13	103.93	252 Standard BV 1,948	2xC MG (400) C Ultra 5 (20)	C ER Medium 2xC ER Large	C LRM 20 (6)		BAP C Narc (6)
B 3050	13	103.93	252 Standard BV 1,602	C Ultra 5 (20) C Gauss (8)	C ER Small	2xC SRM 6 (60)		
C 3067	13	103.93	252 Standard BV 2,024	C LBX-20 (15)	2xC ER Small 2xC ER Medium C ER Large	C LRM 15 (24)		
Hellbringer 4.10	13	82.98	436 Ferro BV 1,566		2xSmall 2xMedium 2xLarge 2xPPC	Streak 4 (25)		
Loki 4.10	10	82.98	436 Ferro BV 1,290	2xAC 10 (40)	2xER Small 2xER Medium	SRM 4 (25)		
Mischief 4.10	10	82.98	412 Standard BV 1,468	AC 5 (20) Light Gauss (16)	2xSmall 3xMedium PPC	Streak 2 (50)		

Capabilities

The primary model of the Loki is an electronic marvel. It sports Guardian electronic countermeasures, a Beagle active probe, and a sophisticated targeting computer. Its blend of weapons systems is a sound combination of anti-'Mech and anti-personnel, long-range and short-range, and efficient ammunition use. However, the design cannot handle the massive amounts of heat generated by all these systems. Therefore, the MechWarrior must be cautious in his choice of targets so that the cockpit heat levels do not rise too high. The most common alternative version of the Loki is used primarily for fire-support. Its long-range missile launcher and Narc missile beacon allow it to do significant damage before the enemy can even fire. At closer ranges, this version of the Loki can still deal out severe punishment with its autocannon and large lasers.

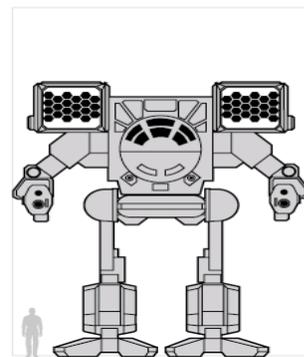
One of the most unusual features of this design is the triple pintle-mounted machine gun perched atop the missile launcher. This mount features a broad field of fire that keeps brash infantrymen well away from the Loki. Featuring double Artemis fire-control systems for the side-by-side SRM-6 launchers on its shoulders, the Loki B can cripple an enemy with one volley at close range. With a Gauss rifle on one arm and an LB 5-X autocannon on the other, this 'Mech is one of the most formidable opponents the Clans have deployed.

Mad Cat

Timber Wolf

Legend

Class: Heavy
 Tonnage: 75 t
 Tech: Clan
 OmniMech



The Inner Sphere's first brush with an OmniMech was with a Mad Cat on The Rock, Oberon Confederation, 13 August 3049. It was from a broadcast by a member of the Kell Hounds mercenary unit that Our Blessed Order learned of these machines and their mysterious masters. ComStar named this design the Mad Cat because its hunched-over torso is common to both the Marauder and Catapult. The Mad Cat is an exceptional combination of an XL Class engine, Endo Steel internal structure, Ferro-Fibrous armor, and double heat sinks. The Mad Cat is the favorite 'Mech of the Wolf Clan. It can claim a large share of the credit for the Wolves' great successes and there is no apparent explanation why it appears in only moderate numbers with the other Clans.

Loadouts	Sinks	Speed	Armor	Ballistic	Beam	Missile	Rear	Other
Prime 3050	17	100.04	450 Ferro BV 2,737	2xC MG (400)	C Med Pulse 2xC ER Medium 2xC ER Large	2xC LRM 20 (12)		
A 3050	20	100.04	450 Ferro BV 2,854		C ER Small 3xC Med Pulse 2xC ER PPC	C Streak 6 (15)		
B 3050	15	100.04	450 Ferro BV 2,210	C Gauss (8)	C Sm Pulse C Lg Pulse	C SRM 4 (50) C LRM 10 (24)		
C 3050	15	100.04	450 Ferro BV 2,564	C Ultra 5 (20)	C ER Medium 2xC ER Large	2xC LRM 15 (16)		AMS
D 3050	15	100.04	450 Ferro BV 2,697		C ER Small 2xC ER PPC	2xC Streak 6 (30)	2xC Streak 6 (30)	
S 3050	16	100.04	450 Ferro BV 2,462	2xC MG (400)	C ER Small 2xC Med Pulse C Lg Pulse	4xC SRM 6 (60)		JJ
Pryde 3050	16	100.04	450 Ferro BV 2,900		C ER Small 2xC ER Medium 2xC ER Large	2xC LRM 20 (12)		JJ
Mad Cat 4.10	10	85.03	425 Standard BV 1,540	AC 20 (20)	2xER Small ER Large	2xLRM 15 (32)		
Timberwolf 4.10	12	85.03	449 Standard BV 1,425	2xAC 5 (80)	4xMedium	2xLRM 10 (24)		
Zanin Neko 4.10	10	85.03	461 Standard BV 1,617	AC 10 (30)	2xER Medium ER PPC	2xStreak 4 (50) LRM 15 (16)		

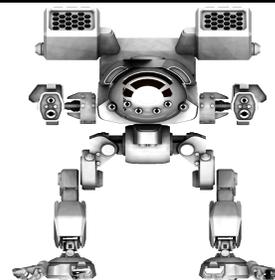
Capabilities

The most common configuration of the Mad Cat carries impressive firepower, starting with double LRM-20 racks on the shoulders. The weapons pods on the arms each contain an extended-range large laser and extended-range medium laser. The Mad Cat also incorporates pulse technology, with a medium pulse laser in its left torso. Two machine guns round out its weapon array. Alternate Configuration A carries a short-range missile launcher on its right shoulder instead of LRM's, and a box-mount package of three medium pulse lasers in the left shoulder. It also features a particle projection cannon in each arm, with a small laser in the center torso. Somewhat less common is a version that mounts a Gauss Rifle in its right arm. Its left arm carries a large pulse laser and a small pulse laser.

The version B Mad Cat makes use of the Artemis IV fire-control system for the LRM-10 rack on its left shoulder and the SRM-4 on its right shoulder. The Mad Cat C also concentrates more firepower in its arm weapons pods. Its right arm carries the Ultra-5 autocannon, while the left has two extended-range large lasers. These leave enough pod weight for an LRM-15 launcher on each shoulder and an anti-missile system in the left torso. Though rarely seen, Configuration D of the Mad Cat carries an especially unusual array of weapons. Apparently designed to fight in the enemy's midst, this version has double Streak SRM-6 launchers mounted on each shoulder, one pointing forward, and the other to the rear. Each arm packs the devastating firepower of an extended-range particle projection cannon, and the center torso holds an extended-range small laser.

Mad Cat MKII

Class: Assault
Tonnage: 90 t
Tech: Clan



Legend

Though the decade of war during the 3050s was far more devastating to the Inner Sphere, the Clans still felt the sting of battlefield losses, especially those like the Wolves and the Jade Falcons that once were the strongest and most feared. The home Clans were no better off however, as the events of the past several years have proven. Always on the lookout for a way to increase their profits, the leaders of Clan Diamond Shark found one way at the beginning of this decade. Taking a cue from the success they were having with their Ha Otoko, they began development on yet another standard BattleMech that they could sell to their fellow Clans. By basing their new design upon an existing BattleMech, the Diamond Shark engineers cut their development time sharply, putting the Mad Cat Mk II into full-scale production in less than fifteen months.

While the Mad Cat Mk II has now been in production for more than half a decade, very few Clans are actually fielding this conventional BattleMech. Clans Wolf and Jade Falcon, both obvious candidates for sales, have purchased none; neither has Clan Ice Hellion or even Clan Steel Viper (though all field a few won through various Trials). Only Clan Nova Cat fields any significant number. Surprisingly, quite a few have turned up in service within both the Draconis Combine and the former Federated Commonwealth states, particularly during the final battles on Proserpina. Although no one has yet been able to confirm this, it appears that the Diamond Sharks are now willing to sell unmodified Clan equipment to the Inner Sphere, at least on a limited basis. This would explain why the Clan chose the Mad Cat designation rather than Timber Wolf. If this were true, it would signal a significant shift in attitudes within Clan Diamond Shark. Certainly the fact that the Clan chose to use supplies of outmoded weapons in arming this BattleMech lends credence to this theory.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
1 3062	14	83.02	491 Ferro BV 3,138	2xC Gauss (32)	4xC ER Medium	2xC LRM 10 (24)		JJ
2 3062	26	83.02	491 Ferro BV 3,066		4xC ER Medium 2xC ER PPC	2xC LRM 15 (32)		JJ
Red Grave	16	63	558 Ferro BV 2,761	2xC LBX-10 (40)	2xC ER Large	2xC LRM 15 (16)		AMS JJ
Wolfwood	20	83.02	491 Ferro BV 3,312		4xC ER Medium 2xC ER PPC	2xC LRM 15 (16)		JJ

Capabilities

Though bearing a remarkable outward resemblance to the Timber Wolf, this BattleMech is a new and powerful creation. Carrying thirteen tons of ferro-fibrous armor, the Mad Cat Mk II is an incredibly resilient design. More than that, it is also speedy and nimble for an Assault-class BattleMech; it tops out at a fast 65 kph, while its jump jets let it rocket over all but the roughest of terrain. Still, while it is a definite asset, the 'Mech's agility is not its strongest point. A pair of arm-mounted Gauss rifles supported by its torso-mounted LRM racks gives the Mad Cat Mk II complete command over the battlefield. Though there are BattleMechs that can deliver a more powerful barrage, few can keep up the steady volume of fire that this 'Mech can put forth, at least without running the risk of redlining and reactor shutdown.

While the Mad Cat Mk II can pick apart its enemies at range, it actually performs best within 450 meters-still considered mid-range for most modern battlefield engagements. There the 'Mech's pilot can also make use of the paired extended-range lasers in each torso, making short work of whoever is foolish enough to stray so close. Interestingly, the Clan's technicians chose to equip this BattleMech with weapons from its oldest Brian Caches. Though the 'Mech's performance is not affected by this decision, the designers did have to make several adjustments to the chassis, such as the addition of venting ports above the arm-mounted Gauss rifles.

Masakari

Warhawk

Legend

Class:	Assault	OmniMech
Tonnage:	85 t	
Tech:	Clan	



Easily identified by its squat torso, jutting head and broad chest, the Masakari has become notorious among Inner Sphere MechWarriors for its deadly accuracy. The 'Mech carries an advanced targeting computer, which apparently comes as standard equipment in all configurations. Though the computer must be modified for different weapons arrays, the basic computing boards appear to be built into the OmniMech's frame. The Masakari appears most frequently with the Smoke Jaguars, who often pair it with the Dashi. It is also reasonably common among Clan Ghost Bear forces and has been seen on occasion with the Jade Falcons.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
Prime 3050	25	83.05	510 Ferro BV 3,021		4xC ER PPC	C LRM 10 (12)		
A 3050	24	83.05	510 Ferro BV 2,219	C LBX-10 (20)	2xC ER Large	C Streak 6 (15) C LRM 15 (8)		
B 3050	24	83.05	510 Ferro BV 2,131	C Gauss (16)	C ER Small 3xC ER Medium	2xC SRM 6 (75)		C Narc (6)
C 3050	28	83.05	510 Ferro BV 2,650		C ER Small 2xC Lg Pulse 2xC ER PPC			

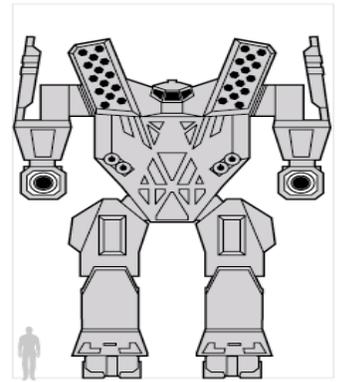
Capabilities

The most familiar configuration of the Masakari carries two PPCs in each arm and a potent long-range missile launcher on its left shoulder. With the enhanced accuracy provided by the targeting computer, this model can destroy smaller 'Mechs with a single blast. Alternate Configuration A carries a more diverse weapons array and can therefore perform more varied roles. The missile arrangement is a bit unusual, with a Streak SRM-6 launcher tucked into the left arm and an LRM-15 rack in the Masakaris right torso. It also carries an LB 10-X autocannon on its right arm and two extended-range large lasers on its left arm. This version has one other advantage over the primary model-it does not generate quite so much heat.

Alternate Configuration B is one of the most unusual designs so far spotted in the Clans' arsenal. This variant carries a mammoth Gauss rifle in its left arm, plus a triangular formation of extended-range medium lasers in its right arm. This design also features the Narc missile beacon and a pair of SRM-6 launchers perched side by side in the right torso. Rarely seen, probably because of heat problems, is a Masakari configuration based entirely on laser weapons, PPCs and a flamer. This machine proves valuable on extended missions because it needs no ammunition reloads and has redundant weapons systems. The sheer amount of energy weapons, however, makes this 'Mech prone to heat build-up that even its double heat sinks cannot easily handle.

Mauler

Class: Assault
 Tonnage: 90t
 Tech: Inner Sphere



Legend

The Mauler is the Federated Commonwealth codename for a Kurita assault 'Mech just beginning testing at the proving grounds of Luthien Armor Works. The Draconis Combine has high security surrounding this project, and all information is a combination of unconfirmed reports, speculation, and analysis. Not even Our Blessed Order knows the official Kurita designation for this design. Best intelligence expects the design to be slow but advanced, using an extra-light engine, Ferro-Fibrous armor, and double heat sinks. Several prototypes have been seen, but only in glimpses. Only once has ComStar been able to obtain a photograph for detailed study. This particular model employs double Victory Nickel Alloy Extended-Range Large Lasers, one in each arm. It also has four Imperator Smoothie-2 Autocannon in the torso, two on each side. Each side of the torso also appears to have a Shigunga Long Range Missile 15-Rack, doubtless also with Cellular Ammunition Storage Equipment for the missile reloads.

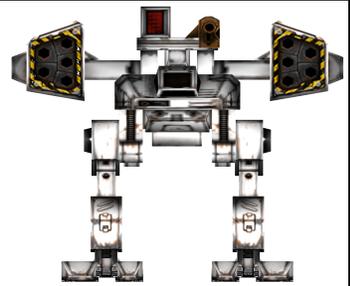
<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
MAL-1R 3050	11	60.01	434 Ferro BV 1,470	4xAC 2 (180)	2xER Large	2xLRM 15 (32)		
MAL-3R 3060	10	60.01	603 Ferro BV 1,889	2xLBX-10 (40)	Small	2xLRM 15 (32)		BAP
Dark Star	19	80.03	565 Ferro BV 2,819	C Gauss (16)	C Large Pulse C ER Large	2xC LRM 20 (12)		AMS
Reddog	12	80.03	530 Ferro BV 2,846	2xC Gauss (16)	2xC Large Pulse	2xC Streak 6 (30)		

Capabilities

Because it was built to engage targets at extremely long ranges, the resulting design 'Mech was armed solely with long range weaponry. While this left the Mauler vulnerable to rushing by 'Mechs armed with short range weaponry, a skilled MechWarrior can use the range advantage offered to minimize damage to the Mauler while simultaneously causing as much damage as possible to enemy combatants. The 'Mech is particularly unsuited to urban combat where its long range weaponry has substantial difficulty in targeting enemy units. These weaknesses can be partially overcome by operating the Mauler in mixed lances with at least one other 'Mech capable of providing overwhelming close range firepower.

Owens

Class: Light
 Tonnage: 35 t
 Tech: Inner Sphere



Legend

After analyzing the results of the Raptor's manufacturing and operational tests, the DCMS authorized production of a full line of Inner Sphere OmniMechs. The first Omni off the line was a simple copy of the Clan Black Hawk. The second was an improved version of the Jenner, which the DCMS christened the Owens. Unlike many Kurita 'Mechs, whose names come from their appearance, the Owens takes its name from its primary mission: the traditional cavalry role of screening and reconnaissance. The name comes from a Terran drinking song titled Gray Owens, a tune traditionally associated with cavalry units. It is interesting to note that the Draconis Combine, whose culture derives from the Oriental societies of Earth, found inspiration for the name of its new light OmniMech in a Western ditty.

The DCMS began deploying the Owens in 3056. Most front-line regiments currently have at least a lance of these versatile machines, and many have an entire company of Owenses. Some Owens are reportedly being tested by the armies of the other Successor States, but none have yet appeared in great numbers.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
OW-1 3058	5	162.14	222 Standard BV 930		2xSmall Medium	2xLRM 5 (48)		BAP ECM IFF
OW-1A 3058	5	162.14	222 Standard BV 773	2xMG (400)	Sm Pulse	2xStreak 2 (100)		BAP ECM IFF
OW-1B 3058	5	162.14	222 Standard BV 849		4xSmall	SRM 6 (30)		BAP ECM IFF
OW-1C 3058	5	162.14	222 Standard BV 1,049		2xMedium Large			BAP ECM IFF
OW-1D 3058	5	162.14	222 Standard BV 741			SRM 4 (25)		BAP ECM IFF Narc (6)
OW-1E 3060	5	162.14	222 Standard BV 919		Medium Med Pulse	MRM 10 (24)		BAP ECM IFF
OW-1F 3060	5	162.14	222 Standard BV 1,300		3xC ER Medium	MRM 10 (24)		BAP ECM IFF
Sumo	10	174.17	222 Standard BV 1,134		C ER Small C ER Medium		C Streak 4 (25)	AMS BAP ECM
Kotori 4.10	10	168.16	206 Ferro BV 1,114		ER Small ER PPC	2xLRM 5 (24)		
Owens 4.10	10	168.16	220 Standard BV 1,098		4xER Small 2xER Medium	2xSRM 6 (30)		

Capabilities

The Owens represents design modifications and other changes based on reports of the experiences of DCMS troops operating the Raptor. The modular weapon containers were standardized and perfected for the Owens so that the weapons could operate with all future OmniMech designs. An interesting feature of the Owens is the amount of electronics it carries; the 'Mech has internal C3 networks, Beagle active probes, and TAG gear. This array indicates that the DCMS sees the Owens primarily as a recon 'Mech capable of finding and fixing the enemy with indirect fire from supporting elements while the main body moves against the enemy's flank.

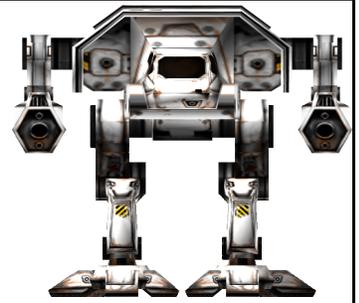
The primary configuration uses small and medium lasers for self-defense, while LRM racks on the 'Mech's arms offer suppressive fire in indirect support of other units in the lance or company. Most of the other configurations carry assorted short-range weapons of incredible accuracy, though one version also mounts a heavy laser. The Owens rarely engages and destroys the enemy directly; instead, it uses its targeting and communications systems to assist heavier units in performing that task.

Puma

Adder

Legend

Class:	Light	OmniMech
Tonnage:	35 t	
Tech:	Clan	



Inner Sphere MechWarriors nicknamed this 'Mech the Puma as a tribute to its ferocity. Though light and fast enough for scouting missions, the Puma can stand up to many Inner Sphere medium 'Mechs. It packs exceptional firepower for a light 'Mech, and many MechWarriors in the Successor States got a nasty surprise the first time they faced it in battle. The flamer in the Puma's center torso is one of the few fixed weapons on an OmniMech. The Puma sees widespread use among all the Clans, though it rarely serves as a reconnaissance 'Mech. Clan Wolf makes greater use of the Puma than the other Clans do, often assigning it to scouting missions. As a fire-support 'Mech, it serves with Stars of all compositions.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
Prime 3050	14	125.14	222 Ferro BV 1,816			C ER Small 2xC ER PPC		
A 3050	10	125.14	222 Ferro BV 1,451			C ER Small 2xC Sm Pulse		2xC LRM 20 (24)
B 3050	10	125.14	222 Ferro BV 1,393	C Ultra 5 (20)		C ER Small 2xC ER Medium C Lg Pulse		
C 3050	10	125.14	222 Ferro BV 1,387			C ER Small C Med Pulse		2xC LRM 15 (32) C Narc (6)
D 3050	10	125.14	222 Ferro BV 1,270	C Ultra 5 (20)		C ER Small C ER Large		2xC Streak 2 (100)

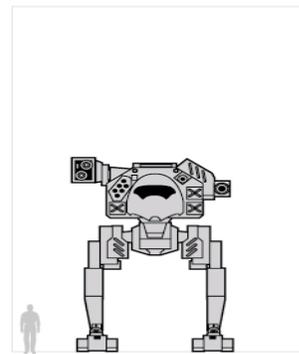
Capabilities

When a Puma pilot expects heavy combat, he uses the 'Mechs most common configuration--double particle projection cannons, one in each arm. The PPCs deliver heavy damage, and the advanced targeting computer gives them devastating accuracy. Alternate Configuration A turns the Puma into a fire-support 'Mech. The double LRM-20 racks on the arms can deliver enormous damage from afar, softening up the enemy for the Puma's Starmates. To deal with enemies that get too close, this design mounts a small pulse laser in each of the right and left torsos. Alternate Configuration B features more varied weapons, and is used when the 'Mech may need to play several battlefield roles. Like the Primary configuration, this version probably gives its pilots problems with heat buildup. A careful pilot, however, can take maximum advantage of this configuration's immense firepower and versatility. One arm mounts a large pulse laser, the other an LB 5-X autocannon. Extended-range medium lasers in the right and left torsos round out the weapons array.

Configuration C appears most often when several Pumas are used together. In these cases, all are equipped with Narc missiles, and a single Puma-C carries the Narc beacon for them all. As a trade-off, this configuration must downgrade its missile launchers to LRM-15s. This version also carries a medium pulse laser in its left torso rather than the small lasers carried by Configuration B. Alternate Configuration D appears to be a variation on the Puma-B, and it has so far appeared rarely. This configuration features the Ultra-5 autocannon, an extended-range large laser, and carries Streak missile launchers rather than lasers in its right and left torsos.

Raven

Class: Light
Tonnage: 35 t
Tech: Inner Sphere



Legend

Two decades ago, the Raven was a House Liao experimental attempt to produce a 'Mech that could provide a battalion or regiment with sophisticated electronic-warfare capabilities. The equipment was not a complete success, both because it was too heavy and because it was not sophisticated enough to turn the tide of a battle. Recovered technology has changed all that. Produced only by Hellespont Industries on Sian, the Raven is striding off the assembly line bristling with the most advanced electronics ever seen in the Inner Sphere. The key to making it all work are the lighter materials and equipment now available. The Hermes 210 XL engine saved enough mass to equip the Raven with even more electronic gear than planned in 3025.

The Guardian Electronic Counter-Measures help shield the Raven and the rest of its unit from enemy sensors. The Beagle Probe, which meshes especially well with the Apple Churchill 2000 targeting system, locates even hidden enemy units. Once it locates the enemy, The Raven can bombard him to rubble in two ways. The target-acquisition gear, hooked directly to the Beagle probe, spots the enemy accurately for friendly fire from the Arrow IV artillery missile. Besides this, the Apple Churchill Guiding Light Narc Beacon provides a magnet for direct fire missiles, from the Raven and the rest of its unit. The economy of weight allows Hellespont Industries to make the Raven better-protected as well. An additional half-ton of armor protects the front torso and arms, and Cellular Ammunition Storage Equipment shields the missile reloads against an internal explosion.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
RVN-1X 3050	6	100.01	128 Standard BV 681		2xMedium	SRM 6 (15)		BAP ECM
RVN-3L 3050	6	120.02	166 Ferro BV 711		2xMedium	SRM 6 (15)		BAP ECM IFF Narc (12)
RVN-4L 3063	10	120.02	224 Standard BV 808		2xER Medium	SRM 6 (15)		BAP ECM IFF Narc (12)

Capabilities

The Raven is a technological marvel and employs a large number of advanced electronic warfare systems, possibly making it the most advanced light 'Mech on the field, at least in detection and targeting equipment. It was first built by the Capellan Confederation as an electronics test bed unit that was pushed into combat during the Fourth Succession War, when the Federated Suns made a concentrated effort to destroy the Liao state. Since that time rediscovered Star League technology has allowed the Raven to reach its full potential. The Raven has a maximum speed of 97.2 km/h, which is respectable for a 'Mech of its weight class. It is armored with four and a half tons of Ferro-Fibrous armor, giving it good protection. To further its survivability, it is outfitted with CASE to protect against any ammunition explosions.

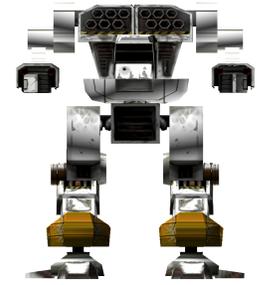
The 'Mech is also powered by an XL Engine and carries some of the most advanced electronics warfare equipment in the Inner Sphere. The Raven carries a small weapons array that is nevertheless respectable for its size. The primary weapon on board the Raven is a pair of Ceres Arms Medium Lasers. These are backed up by a Harpoon-6 SRM-6 to finish off any enemy units that it does engage. Generally, the Raven is kept out of direct firefights though, as it is more valuable as a recon or electronics warfare asset than as a front line combat 'Mech.

Ryoken

Stromcrow

Legend

Class: Medium OmniMech
 Tonnage: 55 t
 Tech: Clan



A menacing 'Mech whose characteristic configuration features arms that end in double-barreled large lasers, the Ryoken has earned respect and fear throughout the Successor States—especially in the Draconis Combine, where it first appeared. The Ryoken is versatile, efficient, and deadly, with an extra-light engine, endo steel internal structure, ferro-fibrous armor, and double heat sinks. In all of its configurations, the Ryoken can deliver massive firepower for a medium 'Mech. The Ryoken, in several configurations, is one of the most common 'Mechs in the Smoke Jaguar forces. The primary configuration is also common in the other Clans, but the alternates are less widespread. Especially among the Smoke Jaguars, the Ryoken draws so many different assignments that Draconis Combine MechWarriors can expect to battle these OmniMechs in almost any engagement.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
Prime 3050	22	126.86	356 Ferro BV 2,073		3xC ER Medium 2xC ER Large			
A 3050	10	126.86	356 Ferro BV 2,319		4xC Med Pulse	2xC Streak 6 (30) C LRM 20 (12)		
B 3050	13	126.86	356 Ferro BV 2,281	C Ultra 20 (10)	6xC ER Medium			
C 3050	10	126.86	356 Ferro BV 1,881	C LBX-10 (30)	2xC Med Pulse C Lg Pulse			
D 3050	10	126.86	356 Ferro BV 1,863			2xC SRM 2 (100) 2xC LRM 20 (36)		C Narc (12)
MC1-DMT	11	126.86	356 Ferro BV 1,669			6xC SRM 6 (90)		C Narc (12) JJ

Capabilities

The armies of the Inner Sphere were totally unprepared to face a 'Mech equipped with extended-range large and medium lasers on each arm and enough heat sinks to let the pilot use them. These lasers, plus an extended-range medium laser mounted in the 'Mech's head, can devastate a foe in moments. Because of its speed and firepower, this configuration of the Ryoken commands the respect of every armed force in the Successor States. A common alternate, Configuration A, carries a giant LRM-20 rack on its right arm to soften up the enemy from a distance. It also sports four medium pulse lasers that can cause great damage quickly, plus ammunition-efficient Streak missiles mounted in its right and left torsos.

Alternate Configuration B features a massive Ultra-20 autocannon on its left arm. This version shares the Black Hawk's distinctive hexagonal arrangement of six extended-range medium lasers in its right arm. Alternate Configuration C, thus far seen only among the Ghost Bears, features an LB 10-X autocannon on its left arm and a large pulse laser on the right. This C model also carries medium pulse lasers in its right and left torsos. Alternate Configuration D is a mobile missile platform, with a Narc beacon that gives its impressive array of missile launchers greater accuracy. Not only does it carry a massive LRM-20 launcher and plenty of reloads on each arm, but its left torso also supports two SRM-2 racks. This triangular firing platform allows multiple targeting in an unusual mounting not seen in any Inner Sphere 'Mechs.

Sunder

Class: Assault OmniMech
Tonnage: 90 t
Tech: Inner Sphere



Legend

Like the Avatar, the Sunder was an attempt to re-engineer captured Clan equipment to make it compatible with Inner Sphere technology. The Sunder used captured Loki and Thor chassis as its basis. Unfortunately, this 'Mech's development process was plagued with false starts and technological failures. The first problem to crop up involved the chassis design and weight allocation - the Sunder was intended to carry twenty more tons of equipment than the Clan Loki and Thor OmniMechs on which it was based. The engineers at Luthien Armor Works believed they could easily add this extra weight, and it is true that the additional stress did not cause catastrophic failures in the skeleton. However, the Sunder's actuators wore out at an alarming rate and had to be replaced with larger and more robust versions.

The upper torso was redesigned to accept a bulkier Inner Sphere engine. This change meant rearranging the 'Mech's internal spaces, and so the designers moved the torso weapons bay above the cockpit. This reconfiguration posed no problems when the weapon pods were loaded with energy weapons, but firing missiles sprayed caustic gasses all over the cockpit canopy and sensor arrays. The engineers eventually fixed the problem, but the delays made the Sunder one of the last DCMS OmniMechs to be authorized for full-scale production.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
SD1-O 3058	15	82.8	524 Standard BV 1,752	AC 20 (10)	2xMedium 2xLarge	3xSRM 4 (75)		
SD1-OA 3058	15	82.8	524 Standard BV 2,009	Gauss (16)	2xMed Pulse ER PPC	3xLRM 5 (72)		
SD1-OC 3058	15	82.8	524 Standard BV 1,754		Medium	2xStreak 4 (50) MRM 30 (16) MRM 40 (18)		BAP
SD1-OD 3058	15	82.8	524 Standard BV 1,947	LBX-20 (10)	2xPPC			JJ
SD1-OD-DR 3058	15	82.8	524 Standard BV 2,462	C LBX-10 (20)	4xC ER Medium 2xC Lg Pulse	2xC Streak 6 (30)		
Bug	22	82.8	524 Standard BV 2,721		2xC ER Small 2xC ER PPC	4xC Streak 6 (60)		
Denkou 4.10	16	82.8	542 Standard BV 1,807	AC 5 (40)	ER Small 3xPPC	LRM 5 (24)		
Sunder 4.10	14	82.8	557 Standard BV 1,729	AC 5 (40) AC 20 (20)	2xER Small 2xMedium 2xER Medium	LRM 10 (12)		

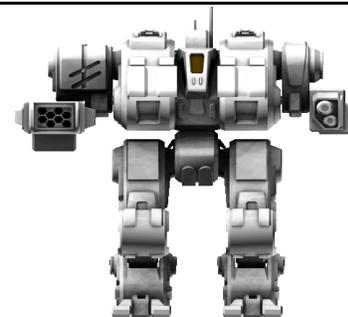
Capabilities

When compared to other Inner Sphere assault 'Mechs, the Sunder is an extremely capable machine. However, the inferior quality of its Inner Sphere weapons technology makes it no real match for the Clan Masakari and Gladiator assault 'Mechs. The Sunder's bay can accept an equivalent weapon load, but Inner Sphere weapons tend to be bulkier and less efficient than their Clan equivalents. One configuration of the Sunder, intended to serve as a company command vehicle in a C3 network, is equipped with two C3 master units - one for the company commander's lance and the other to coordinate the activities of the remaining two lances. The prevalence of C3 systems in other DCMS OmniMechs offers a real hope that the Draconis Combine's technological innovation may turn the balance of power back to the Inner Sphere when the conflict with the Clans resumes.

The SD1-OC configuration of the Sunder takes advantage of the new DCMS missile systems to deliver withering firepower at close and medium ranges. For maximum efficiency this weapon load should be used in a C3 network that includes one or two faster 'Mechs, such as Owenses or Striders. The SD1-OC relies on ballistic and missile weapons, but carries an ample supply of ammunition. The Sunder is being deployed with DCMS assault lances along the border with the Clan occupied zones.

Thanatos

Class: Heavy
 Tonnage: 75 t
 Tech: Inner Sphere



Legend

When the Draconis Combine debuted their OmniMech designs more than a decade ago, military manufacturers throughout the Inner Sphere scrambled to either begin designing their own or else license the existing designs from the Combine. While other companies paid the price of impetuosity with hefty licensing or R&D costs, StarCorps instead concentrated their efforts on producing as many standard BattleMechs as they could for the time being-after all, following the Clan War, it was definitely a seller's market. When Omni technology became more prevalent and better understood, StarCorps jumped into the market with a licensing agreement with the Combine and Luthien Armor Works.

By 3060, they were producing Black Hawk KUs, Avatars and Sunders on four different worlds in the F-C and the St. Ives Compact, giving them the technological know-how to eventually design their own Omni-tech 'Mechs and vehicles. Soon they began preliminary work on the OmniMech Thanatos and the OmniVehicle Manteuffel. Unfortunately, by the time the Thanatos was ready for trials, neither the LAAF nor the AFFC were interested in a new OmniMech design. With the licensing agreements running out in 3065, StarCorps had to do something, having already spent the resources on a 'Mech they thought would be approved with no difficulty. So, like Achernar and Robinson Standard with their Argus, StarCorps revamped the Thanatos into a standard BattleMech-a move that won them contracts that would take them from 3061 into the next decade.

The Thanatos has slowly been replacing the oldest Quickdraws still in service with the LAAF and AFFS, making its way to units like the First Federated Suns Armored Cavalry and the Alliance Jaegers. StarCorps does not sell only to house militaries, though. Mercenary units from the huge Eridani Light Horse to the relatively small Black Angus Boys have also purchased these capable BattleMechs.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
TNS-4S 3062	16	105.08	413 Standard BV 1,786		Med Pulse 2xER Medium ER Large	MRM 20 (24)		BAP ECM JJ

Capabilities

Taking a cue from the Clan Thor, the Thanatos not only copies the Thor's performance capabilities but also many of its physical features. It is fast and maneuverable for a heavy BattleMech, topping out at 86 kph and mounting jump jets. Furthermore, its internal components and electronics systems are heavily reinforced and stabilized, giving it the ability to transverse rough terrain and weather even the worst falls with almost no loss in capability. That additional strengthening is necessary, as the Thanatos is often called on to take the fight to the enemy. It carries an MRM-20 launcher and a variety of laser weapons, designed to strike the biggest punch possible.

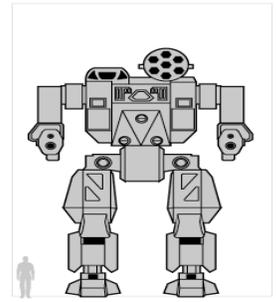
It also mounts an ECM suite, giving Thanatos pilots the additional duty of closing within critical ranges of an enemy force to disrupt their communications and tracking systems. The Thanatos functions best in heavy cavalry units, where its lance and company mates share a similar speed profile. They can be seen operating alongside Arguses, Barghests, Falconers and Rakshasas in the two major militaries it serves, complementing these 'Mechs with its intense short-range firepower and incredible sturdiness.

Thor

Summoner

Legend

Class: Heavy
 Tonnage: 70t
 Tech: Clan
 OmniMech



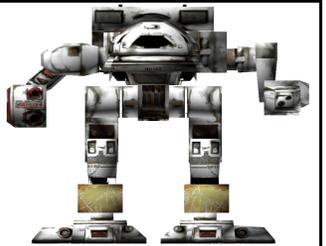
In all of its configurations, the Thor's main advantages over other heavier 'Mechs are its mobility and its ability to fire all its weapons with little worry about heat buildup. Apparently borrowing concepts from the Warhammer, Marauder and Victor, the Thor is an excellent all-around 'Mech. While the Thor may be less powerful than some and less quick than others, it successfully blends heavy firepower and maneuverability. The Thor is the heaviest design in general use among the Jade Falcons. It appears much more often among the Falcons than the other Clans, and the Falcons also use it differently. Other Clans use it as mobile support for assault 'Mechs, while the Jade Falcons use it as a quick-striking hammer to follow up a rapid advance.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
Prime 3050	14	103.07	361 Ferro BV 2,298	C LBX-10 (10)	C ER PPC	C LRM 15 (16)		JJ
A 3050	14	103.07	361 Ferro BV 2,145	C Gauss (8)	C Lg Pulse	C SRM 6 (30)		JJ
B 3050	14	103.07	361 Ferro BV 2,223			2xC SRM 4 (50) 2xC LRM 20 (24)		AMS JJ C Narc (6)
C 3050	14	103.07	361 Ferro BV 2,379	C Ultra 20 (10)	C ER Small C ER Large	C Streak 6 (15)		JJ
D 3050	22	103.07	361 Ferro BV 2,391	2xC MG (400)	2xC ER Medium 2xC ER Large			AMS ECM JJ
Malthus 3050	14	103.07	361 Ferro BV 2,251	C LBX-10 (10)	C ER Small C ER PPC	C Streak 6 (30)		JJ
Pharaoh	20	97.06	430 Ferro BV 3,032	2xC MG (400)	2xC ER Small 2xC Med Pulse 2xC ER PPC	C SRM 6 (15)		AMS JJ
Summoner 4.10	10	85.03	456 Ferro BV 1,401	2xAC 5 (60)	4xER Small 2xLarge	LRM 10 (12)		
Thor 4.10	16	85.03	410 Standard BV 1,700		2xER Small ER Medium Large 2xER PPC	LRM 15 (16)		

Capabilities

The huge Thor, which stands at least a meter taller than most other 'Mechs, appears most often in a configuration remarkable for its lack of lasers. Its mix of weapons, however, combines with the 'Mech's maneuverability to make it a deadly foe. This model carries a long-range missile launcher in its left torso, a PPC on one arm, and a heavy autocannon on the other. The most common variant, Alternate Configuration A, carries a powerful Gauss rifle on its left arm. With the SRM-6 in its left torso and the large pulse laser on its right arm, this model can cause immense damage with barely a blip from the heat gauge. The Thor A is renowned as an infighter. Though it never ventures too far from logistical support, the Thor B is becoming more common among Clan forces. The combination of this configuration's Narc missile beacon with an unusually large array of missile launchers enables this model to do enormous damage, as well as providing targeting information for its Starmates equipped with Narc missiles. Though it carries sufficient reloads for all of its launchers, the Thor B is poorly equipped to fight multiple engagements because it lacks other weapons when its missiles run out.

Alternate Configuration C carries a massive Ultra-20 autocannon, one of the most fearsome weapons known. Though it also carries extra shells for this weapon, the Thor C can suffer ammunition shortages in a prolonged engagement. Its other weapons include an SRM-6 in its left torso and a pair of extended-range lasers-one large, one small-on its right arm. Alternate Configuration D is used for missions far from logistical support. Relying heavily on lasers, it also carries a sophisticated targeting computer to get the most out of its weapons. The extended-range lasers and the dual anti-missile system allow this Thor to keep its distance should it run into more than it can handle. Two machine guns mounted in each of the 'Mech's right and left torsos enable it to take on persistent opponents at close range if necessary.

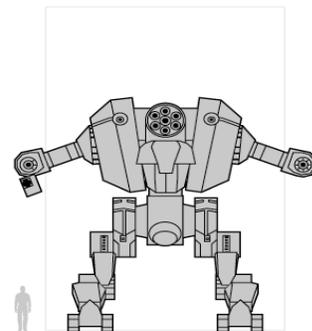
Uller Kit fox Legend	Class: Tonnage: Tech:	Light 30 t Clan	OmniMech					
<p>The Uller, named for the Norse god of archery, is an exceptionally versatile light 'Mech. In its main configuration, the Uller carries a mix of weapons that gives it striking power at all ranges while avoiding the problems associated with reliance on a single weapons system. Reasonably fast and well armored for its size, this design can hold its own against many of the Inner Sphere's medium 'Mechs. The primary light 'Mech of the Jade Falcons, the Uller has become a familiar sight in the Twycross Command. Because other light 'Mechs are quicker the Uller sees less reconnaissance duty than some other models. It is also uncommon among the other Clans, who appear to prefer speedier 'Mechs for scouting and heavier designs for everything else.</p>								
Loadouts	Sinks	Speed	Armor	Ballistic	Beam	Missile	Rear	Other
Prime 3050	10	121.39	146 Ferro BV 1,136	C Ultra 5 (20)	C Sm Pulse C ER Large	C Streak 4 (25)		
A 3050	10	121.39	146 Ferro BV 1,313	C Gauss (16)	2xC ER Medium			
B 3050	10	121.39	146 Ferro BV 1,090	C Ultra 10 (20)	C ER Small C ER Medium	C SRM 6 (15)		
C 3050	12	121.39	146 Ferro BV 1,165	2xC MG (400)	C Sm Pulse C ER Large			AMS BAP ECM IFF JJ
D 3050	10	121.39	146 Ferro BV 1,145			C LRM 5 (24) 2xC LRM 15 (32)		C Narc (6)
S 3050	10	121.39	146 Ferro BV 1,345	2xC MG (400)	C Sm Pulse C Med Pulse C Lg Pulse	C Streak 4 (25)		JJ
W 3050	10	121.39	146 Ferro BV 1,434		2xC Med Pulse 2xC Large Pulse			
Capabilities								
<p>In its primary configuration, the Uller combines four of the Clans' most advanced weapons. Its main firepower comes from the LB 5-X autocannon in its right arm and the extended-range large laser in its left. A small pulse laser and Streak SRM 4 add to the Uller's punch at close range. This design keeps heat buildup in check, economizes on missile loads to avoid running out of ammunition, and provides sting at varying ranges. Though the Successor States have come to expect surprises from the Clans, the Uller still caught the Federated Commonwealth off guard the first time it appeared in Alternate Configuration A. No one expected a light 'Mech to carry such a powerful and bulky weapon as a Gauss rifle. This weapon can cripple an opposing light 'Mech with a single shot. Though this configuration also contains two extended-range medium lasers, it lacks the versatility of the primary configuration and so appears far less often on the battlefield.</p>								
<p>Alternate Configuration B is similar in appearance and performance to the primary configuration, but with a few significant differences. It carries an SRM-6 in place of the Streak SRM-4, a larger autocannon, and two extended-range lasers, surprising Inner Sphere MechWarriors who faced it believing they knew this 'Mechs capabilities. Because Configuration B is so similar in appearance to the primary version, we cannot be certain how frequently the B variant is used. Configuration C is a specialized machine, designed for densely populated areas. Its sophisticated electronics allow it to spot a hidden enemy, call in devastating missile artillery, and jam enemy tracking computers all at the same time. Its double machine guns and double A-pods are effective against enemy infantry who get too close, and its exceptional triple anti-missile system can swat down incoming missiles from several enemy 'Mechs simultaneously. This version of the Uller carries only two offensive weapons: an extended-range large laser and a small pulse laser.</p>								
<p>The Uller sometimes acts as long-range fire support in Alternate Configuration D. Sporting three long-range missile launchers and a Narc missile beacon for enhanced accuracy, the Uller can lend its Starmates some sting from afar. The obvious drawbacks to this design are its reliance on limited ammunition and its inability to deal with an enemy at close range.</p>								

Uziel

Class: Medium
Tonnage: 50 t
Tech: Inner Sphere

Legend

Defiance Industries has long been one of the primary driving forces behind advancements in military technology, and not only within the Lyran State. The corporation's plants on Hesperus II are probably the most famous in the Inner Sphere, but its facilities on Furillo, though unable to produce the sheer volumes of equipment that the Hesperus plants do, are no less capable. Furillo's general manager, Duke Thelonus Gracchi, felt nonetheless that even within Defiance his divisions were considered second-rate. In an effort to boost Defiance-Furillo's image and increase morale among his thousands of employees, he commissioned the Uziel and personally sold the new 'Mech to units within both the LAAF and the AFFC.



Like just about every other BattleMech debuted during the Civil War, the Uziel has found its way into dozens of different units, most of whom would never have requested or received any in the first place. Quite a few have also found their way into the Lyran Regulars regiments, though that is more by accident than by intention. Defiance produces one variant, a configuration based on their original prototype that bears little resemblance to the primary model. The 2S mounts paired standard PPCs and machine guns along with a Beagle Active Probe and the Harvester SRM pack. It is only produced in limited quantities, but does give potential customers the option of buying a powerful reconnaissance 'Mech.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
UZL-2S 3062	10	125.1	249 Standard BV 1,352	2xMG (400)	2xPPC	SRM 6 (15)		BAP JJ
UZL-3S 3062	11	125.1	249 Standard BV 1,186	Ultra 2 (45)	2xER Small ER Medium Lg Pulse	SRM 6 (15)		JJ

Capabilities

The Uziel is not a groundbreaking BattleMech design, especially when compared with some of the new designs to come out of Hesperus II. It does, however, incorporate several newly developed weapon systems into an effective combat package. The main production version is designed for 'Mech units that specialize in harassment. Its LB 2-X autocannon gives it the ability to reach out and damage an enemy from extreme ranges. Though the weapon does relatively little damage, it is ideal for hit-and-fade tactics, arresting the enemy's attention and either driving them into a trap or simply harassing them from afar. The Uziel, however, is not primarily a ranged-attack 'Mech. It mounts a battery of various-class lasers as well as an SRM 6 launcher, giving it a short-range barrage that is tough to beat in an Inner Sphere 'Mech of its size.

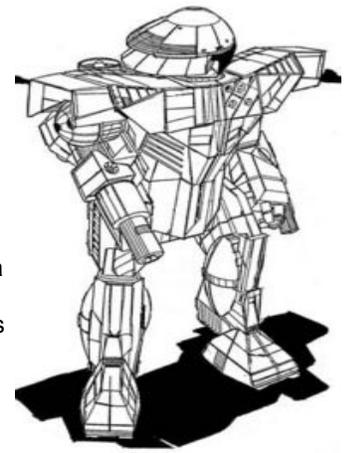
Though the Furillo plant and its Uziel are still looked down upon by many within both the LAAF and Defiance, the 'Mech was in great demand during the Fifteenth Battle for Hesperus. With Furillo just two jumps away, forces on both sides of the fight clamored for reinforcements while Defiance's board of directors demanded that Gracchi send as many new 'Mechs as possible to aid in the defense of his sister divisions. More than one newscast from the planet prominently featured the Uziel standing guard in front of Defiance's mountain entrances, so while the company as a whole is still spending most of their resources on Hesperus II, the Furillo plant has been buried in orders for their new 'Mech.

Victor

Class: Assault
Tonnage: 80 t
Tech: Inner Sphere

Legend

The VTR 9B Victor was originally built under a defense contract with the Star League in 2510. Defined as a heavy BattleMech, it was used as a strong support 'Mech with jump capabilities. Earlier models carried a sophisticated array of anti-infantry weaponry systems, later discarded due to the overheating problems common for a heavily armed 'Mech. Also technicians felt that this heavy-support 'Mech would not engage infantry, and so the flamer and machine gun systems were removed. The Victor was originally outfitted with a Standus 20 tracking system, but it was removed from all but the first-run prototypes due to its tendency to project targets that did not exist. HildCo Interplanetary produced the 'Mech out of three plants whose facilities were destroyed during the First Succession War. Most of the firm's records fell into the hands of House Kurita, however. Thus, the total number of Victors produced has been determined to be nearly 1000. Many were lost during Kerensky's exodus from the Star League, and still more were lost during the First Succession War.



Several of the earlier Victor Class 'Mechs have surfaced in recent years, mostly in the form of the VTR 9A, which supports slightly less torso armor in exchange for twin flamers and a machine gun mount. A modified Victor supporting a Holly SRM 6-rack also appeared within the Lyran Commonwealth.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
VTR-9A 3025	8	82.01	264 Standard BV 1,236	MG (200) AC 20 (15)	2xSmall 2xMedium	SRM 4 (25)		JJ
VTR-9A1 3025	8	82.01	313 Standard BV 1,302	2xMG (400) AC 20 (15)	2xMedium	SRM 4 (25)		JJ
VTR-9B 3025	8	82.01	361 Standard BV 1,378	AC 20 (15)	2xMedium	SRM 4 (25)		JJ
VTR-9S 3025	8	82.01	329 Standard BV 1,360	AC 20 (15)	2xMedium	SRM 6 (15)		JJ
VTR-9K 3050	8	82.01	393 Standard BV 1,717	Gauss (16)	2xMed Pulse	SRM 4 (25)		JJ
VTR-9B (Clan) 3050	8	82.01	361 Standard BV 1,950	C Gauss (24)	2xC ER Medium	C Streak 4 (25)		JJ
VTR-10D 3060	12	82.01	410 Standard BV 1,894	Ultra 20 (30)	2xER Medium	Streak 4 (25)		JJ
VTR-10L 3067	10	82.01	490 Standard BV 2,139	Gauss (24)	3xER Medium	SRM 6 (15)		ECM JJ

Capabilities

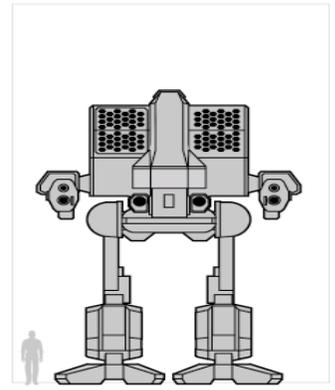
Unlike heavy 'Mechs, the Victor has a jump capability. It is equipped with the HildCo Model 12 jump jets, providing it with the ability of full jump as well as all related forms of attack. As most MechWarriors do not expect a heavy 'Mech to be able to jump when they encounter a Victor, that can spell their doom. The Pontiac 100 autocannon provides the Victor with medium-range capability as well as the power to inflict a great deal of damage. Although some models have reported some ammunition feed problems, this does not appear to be a common problem. The Victor's left arm sports the mainstay of its close-range weapons, the twin Sorenstein V medium lasers. These lasers are supplemented by the Holly short-range missile rack, intended for close-range fire support.

Vulture

Maddog

Legend

Class: Heavy
Tonnage: 60 t
Tech: Clan
OmniMech



With its hunched shoulders and protruding head looking so much like a vulture that it earned its nickname in two places at the same time, this 'Mech has one of the most distinctive looks of any. Tagged the Vulture by the Free Rasalhague Republic at the same time the Draconis Combine was labeling it the Hagetaga, which means the same thing, this 'Mech's bird legs enhance the comparison. This appearance is so striking that it must have been intentional. The huge twin missile racks on its shoulders give the 'Mech its hunched look, but the overall appearance is changed little when most other weapons pods are installed. Though seen first in the Draconis Combine and shortly thereafter in the Free Rasalhague Republic, the Vulture has since appeared in the armed forces of all the Clans. Clan Ghost Bear uses it with the greatest frequency, but the Smoke Jaguars also favor the 'Mech. The Vulture is somewhat less common among the other Clan forces.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
Prime 3050	12	105.05	321 Ferro BV 2,351			2xC Med Pulse 2xC Lg Pulse		2xC LRM 20 (12)
A 3050	12	105.05	321 Ferro BV 1,880	C Ultra 5 (40)	C ER PPC			6xC SRM 6 (90)
B 3050	12	105.05	321 Ferro BV 2,261		3xC Med Pulse 2xC ER Large			2xC Streak 6 (30) C LRM 20 (12)
C 3050	12	105.05	321 Ferro BV 1,892	2xC Gauss (32)				
MKII 3132	14	105.05	321 Ferro BV 2,484		2xC Med Pulse 4xC ER Medium			4xC LRM 15 (32)
Maddog 4.10	10	85.03	345 Standard BV 1,385		4xER Small 2xPPC			2xLRM 15 (32)
Vulture 4.10	10	85.03	310 Standard BV 1,457		2xER Small 2xER Medium 2xLarge			2xLRM 20 (12)

Capabilities

In its primary configuration, the Vulture serves mostly as a fire-support 'Mech. Many Inner Sphere MechWarriors have commented on the sense of foreboding they felt at seeing a Vulture perched on a ridge, firing its missiles on the raging battle below as if waiting for its victims to die before swooping down for the carrion. The Vulture's twin LRM-20 racks can certainly hasten along the enemy's death, and it frequently uses its laser weapons to administer the coup de grace to wounded foes. Alternate Configuration A looks similar to the primary setup, but is different in function. Three SRM-6 launchers replace the LRM rack on each shoulder, giving this version of the Vulture immense muscle at short range. The autocannon and PPC in the arms can keep the enemy busy until the Vulture can bring its missiles to bear.

A hybrid between the first two configurations, Alternate Configuration B incorporates several refinements, including Streak technology for its two SRM-6 racks and an Artemis IV fire-control system for its single LRM-20 launcher. This variant also carries three medium pulse lasers in its right arm and two extended-range large lasers in its left arm. So different in appearance from its counterparts that Inner Sphere MechWarriors originally thought it was a separate 'Mech, Alternate Configuration C of the Vulture does not even look like a vulture. In place of missile racks and lasers, the Vulture C carries two powerful Gauss Rifles. So bulky are these weapons that this model must carry the ammunition in its puny arms. Weight restrictions prevent the model C from carrying any other weapons. Only by careful study of battle vids did strategists identify the leg and torso structure of this design as a Vulture.

Wolfhound

Class: Light
Tonnage: 35 t
Tech: Inner Sphere / Clan



Legend

The Wolfhound first appeared as property of the Kell Hounds mercenary unit in 3028. It is manufactured exclusively in the Lyran Commonwealth, where it was not licensed-not even as an experimental design-until early that year. Since then, either Morgan Kell or TharHes Industries has been willing to share this design with Wolf's Dragoons. As Comstar has been unable to pinpoint when the first Wolfhound came into Dragoon possession, speculation has been intense regarding whether or not Colonel Wolf may have violated the technology clause of his Draconis Combine contract. The Wolfhound carries more armor than most light 'Mechs. It was designed to be a Lyran response to Kurita's panthers, though Katrina Steiner's delay in approving it indicates that it was not intended to beef up the Lyran military for the Fourth Succession War. The most ingenious detail about the design is that it is equipped exclusively with energy weapons, which enables it to carry less weight and remain in the field longer than 'Mechs that need to return to base to reload.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
WLF-1 3028	11	120.02	236 Standard BV 949		3xMedium Large		Medium	
WLF-2 3050	11	120.02	236 Standard BV 1,061		3xMedium ER Large		Medium	
WLF-3S 3062	12	120.02	236 Standard BV 1,176		3xER Medium ER PPC		ER Small	
IIC (Clan) 3050	14	120.02	244 Ferro BV 1,579		3xC Med Pulse C ER Large		C ER Medium	ECM
Hide & Seek	11	140.04	244 Ferro BV 1,609		4xC ER Small C Large Pulse	C SRM 4 (25)		Flare (10)

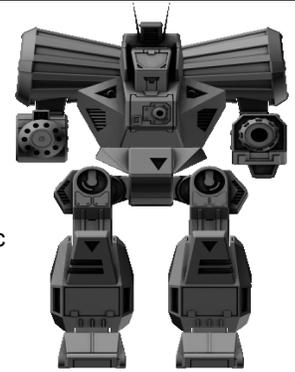
Capabilities

Both the Kell Hounds and Wolf's Dragoons have had great success with the Wolfhound. Though produced by one of the most respected BattleMech factories in Steiner space, this design was not approved for use by Lyran or Davion units until after the Fourth Succession War. It was almost as if the two mercenary units were doing field tests for Katrina Steiner. If the Fourth Succession War was a test for the 'Mech, the Wolfhound passed with flying colors, defeating Kurita Panthers on numerous occasions.

The Federated Commonwealth has since reacted with enthusiasm, ordering major increases in production. The Tharkad factory has, however, slowed in the last six months to allow retooling to fit the Wolfhound with recovered technology. Though it retains the Defiance B3M Medium Lasers, a Cyclops XII Extended-Range Large Laser replaces the Setanta Heavy Laser. Perhaps the most significant change in the new WLF-2 model is the use of double heat sinks. Though most light 'Mechs have little problem with heat, the Wolfhound's reliance on laser weapons made it more vulnerable than most. Star League technology provided the answer in double heat sinks, which the Wolfhound is the lightest 'Mech to employ.

Zeus

Class: Assault
Tonnage: 80 t
Tech: Inner Sphere



Legend

The heavy 'Mech ZEU-6S Zeus is the Lyran Commonwealth's pride and joy. The initial design ideas were first put to paper just after the start of the war with the Draconis Combine in 2407. Three years later, when enemy forces were threatening Hesperus II, two Zeus prototypes were already lumbering across test terrains. The speed with which the Zeus was brought from idea to reality astounded even the most optimistic generals. The Zeus also had the best field test a new 'Mech could hope for. When Kurita forces assaulted Hesperus II, the two Zeus prototypes were there, aiding in the defense of the vital BattleMech factories. These prototypes carried PPCs on their left arms. After the battle, the pilots reported that the PPC was extremely erratic and unreliable.

Further research revealed that the PPC's insufficient shielding created wild magnetic interactions between it and the 'Mech's engine. The designers thus decided to drop the PPC in favor of the simpler autocannon to ensure quick delivery of the 'Mech to the front. The autocannon gave the Zeus less punch but the same range as the PPC. The Defiance factories on Hesperus II are the only ones currently producing the Zeus, which first came off the production lines in 2411. A major upgrading of the Zeus is in the works, now that the Steiner engineers have solved the problem that originally led to the PPC being replaced by the autocannon. New arm assemblies containing the Lightning Strike PPC and an extra heat sink are about ready for Commonwealth-wide distribution. A second heat sink will also fill the void in the left torso that once held autocannon shells.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
ZEU-6S 3025	18	80.03	364 Standard BV 1,348	AC 5 (20)	Medium Large	LRM 15 (8)	Medium	
ZEU-6T 3025	18	80.03	364 Standard BV 1,436		Medium Large PPC	LRM 15 (8)	Medium	
ZEU-9S 3050	18	80.03	414 Ferro BV 1,639		Med Pulse ER Large ER PPC	LRM 15 (8)	Med Pulse	
ZEU-9T 3062	18	80.03	510 Ferro BV 1,821		ER Medium 2xMed Pulse ER Large ER PPC	LRM 15 (24)		
ZEU-X 3132	18	100.04	297 Reactive BV 1,964	LBX-20 (15)	2xC ER Medium	MRM 30 (16)		BAP
ZEU-X2 3132	18	100.04	471 Ferro BV 1,850	Ultra 20 (15)	2xMed X-Pulse	MRM 30 (16)		

Capabilities

The Zeus was designed to engage enemy 'Mechs with its long-range weapons while the enemy force is still no more than an approaching blot in the distance. It was created in response to requests by Commonwealth commanders for a heavy 'Mech that could perform hit-and-run tactics. The combination of long-range missiles, autocannon, and large laser works well to perform this task. The Coventry Starfire, which has 15 launchers, is an excellent, proven missile system used in several other 'Mech designs. In the Zeus, however, the tolerance of the Starfire missile system was stretched to the limits. Designers placed the 'Mech's missile tubes around and set back from a large central core. Though its appearance is odd, the design is a clever attempt to protect the missile system while still allowing the Zeus a formidable punch. That central core serves no purpose except as a bludgeon for punching, much like a fist on other 'Mechs. The missiles, being set back and away from the impact point, are safe beneath the armor of the forearm.

The drawback of this arrangement is that the missile-loading system is complicated and prone to breakdown if not serviced regularly. Another problem is that the Zeus can only carry eight reloads for its missile system. More than once, a Zeus pilot has pressed the trigger, only to hear a silence louder than any reassuring whoosh of missiles launching. The large laser is another adaptation. Finding themselves without enough room for the standard laser design, the Zeus engineers decided to create a more compact large laser. As the engineers at Hesperus II are among the few teams who can still use fiber optics, they managed to totally dispense with the bulky rifle-like barrel of other large lasers. On the Zeus, the large laser is tucked quite comfortably beneath the left arm. Even though the Zeus functions mostly as a stand-off weapon, it has no problem closing and grappling with an enemy. Excellent armor protection, especially around the chest and legs, is more than enough to withstand all but the heaviest fire. Strong, heavily armored legs also make the Zeus a feared kicker, while the loaded left arm is very effective in dispatching unfortunate 'Mechs with its punches.

Hankyu

Arctic Cheetah

(Osiris Chasis)

Class:

Light

OmniMech

Tonnage:

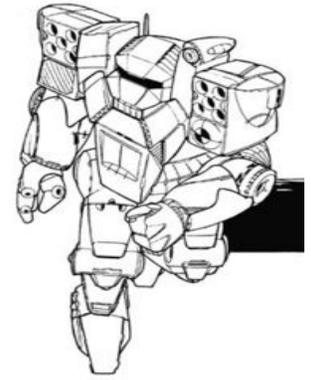
30 t

Tech:

Clan

Legend

The Hankyu, or "Short Bow," made its first appearance in the Inner Sphere during the Battle of Luthien. Apparently the Smoke Jaguars' attempt to create a fast scout 'Mech, the Hankyu has somewhat lighter armor than that of comparable Inner Sphere designs, but its speed makes it a difficult target to hit. Clan Smoke Jaguar is the primary user of the Hankyu, though the Nova Cats and Steel Vipers are also rumored to employ the design.



<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
Prime 3058	10	165.06	148 Ferro BV 1,395			C ER Small 2xC ER Medium		BAP IFF JJ
A 3058	10	165.06	148 Ferro BV 1,178			C Small Pulse C ER Small		JJ
B 3058	10	165.06	148 Ferro BV 1,176	C Ultra 2 (45)		C ER Small C Med Pulse C ER Medium		JJ
C 3058	10	165.06	148 Ferro BV 1,854			C ER Small 2xC Med Pulse 4xC ER Medium		BAP JJ
D 3058	10	165.06	148 Ferro BV 1,141			C ER Small	2xC LRM 10 (48)	JJ

Capabilities

The Hankyu's several different configurations enable it to carry a wide variety of weapons and electronics. All variants carry an anti infantry flamer. In its primary configuration the Hankyu mounts an LRM 5 pack on each arm. CASE protected storage bins in the machine's torso hold ammunition for these weapons. Extended range medium lasers in each wrist and the standard flamer complete the weapons array. In addition to its impressive firepower, the primary configuration also boasts an active probe system, target-acquisition gear, and a full ECM suite. Alternate configuration A replaces the long range missile systems with Streak SRM 6 packs. A single, small pulse laser provides precision fire and the flamer completes the weapon load in this close combat version.

Alternate configuration B boasts a diverse mix of long and short range weapons. A multibarrel LB 2 X autocannon sprouts from the machine's right hand, backed up by the flared muzzle of the standard flamer. A pair of medium lasers hang below the left wrist. Alternate configuration C modifies the Hankyu for extended scouting missions. This configuration features two extended range medium lasers in each wrist, and a medium pulse laser in both the right and left torso. The left torso also houses the standard flamer. An active probe allows the pilot to spot hidden or shutdown 'Mechs at a safe distance.

Hellion

(Uller Chassis)

Class:

Light

OmniMech

Tonnage:

30 t

Tech:

Clan

Legend

The Hellion is the direct result of Clan Ice Hellion's philosophy of swift warfare. Using a heavier version of the Mist Lynx chassis, the Ice Hellions have created an effective blend of speed, armor and firepower. A fast and capable fighter, the Hellion can enter a battlefield, approach and strike a target before being touched. The Hellion is popular among the Ice Hellions, appearing in nearly every light Star. In other Clans it is far less common, but appears periodically among the Toumans of all the homeworld Clans. A surprising number have surfaced in the Clan OZs, however, undoubtedly owing to the loss of an entire Hellion shipment from Hector to the Diamond Sharks.



Loadouts

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
Prime 3059	10	146.41	188 Ferro BV 1,883		4xC ER Medium	3xC Streak 2 (150) C LRM 10 (12)		
A 3059	10	146.41	188 Ferro BV 1,543		C ER Medium	3xC LRM 10 (36)		

Capabilities

The Hellion was designed to balance speed and firepower on the battlefield. Though slower than heavier models such as the Ice Ferret and Viper, it supports more pod space than either of them. The 'Mech can also outpace lighter models that can mount a larger weapons array, especially when its myomer acceleration signal circuitry (MASC) is engaged. With both long- and short-range punch, the primary configuration can hold its own on any ground. The four medium lasers and trio of Streak 2-packs also make it a potent headhunter 'Mech. Responding to the diversity of Inner Sphere tactics, Ice Hellion commanders designed the Alpha variant to function as a mobile harassment platform. Its three LRM 10-packs become devastating when paired with Narc-equipped 'Mechs.

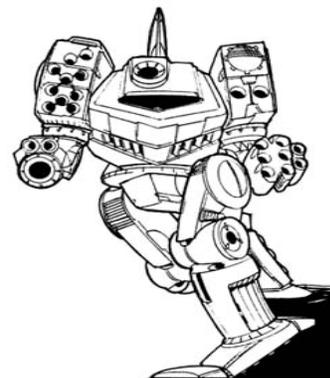
Paying little heed to safety, the Hellion B has been outfitted with as many heavy lasers as possible to provide a knock-out punch to enemy 'Mechs. Though additional heat sinks were added, a pilot who fires all of his heavy lasers at once will have more to worry about than a little static across his monitors. Far more heat-efficient and just as deadly is the Hellion C, combining one of Clan Coyote's ATM systems with a battery of lasers tied into a targeting computer. This new variant is already a highly regarded headhunter.

Nobori-Nin

Huntsman (Uziel Chasis)

Legend

Class:	Medium	OmniMech
Tonnage:	50 t	
Tech:	Clan	



The first Nobori-nin, or "Banner bearer," appeared during the Battle of Luthien in the colors of the 119th Nova Cat Striker Cluster. The single finlike projection sprouting from its back gave this humanoid 'Mech its name. Apparently it reminded a DCMS intelligence officer of the banner samurai sometimes wore on their backs in feudal Japan. This design is known as the Huntsman among the Clans. It exemplifies the OmniMech concept, as it fills a variety of roles depending on its pod configuration. Since the Battle of Luthien, the Nobori-nin has been spotted in striker Clusters all along the Draconis Combine border. It is seen more often among Nova Cat units than any other, but is uncommon even among them. This indicates that the design is either new or that its use carries some sort of inherent dishonor.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
Prime 3058	12	107.06	335 Ferro	C Ultra 2 (45)	C ER Small 4xC ER Medium	C Streak 6 (15) C LRM 10 (12)		AMS BAP IFF JJ
A 3058	12	107.06	335 Ferro BV 2,064	C Ultra 2 (45)	2xC Large Pulse	C LRM 10 (12)		JJ
B 3058	10	107.06	335 Ferro BV 2,156	2xC MG (400) C LB10-X (20)	2xC Med Pulse C ER PPC			JJ
C 3058	10	107.06	335 Ferro BV 2,207	C Ultra 5 (40)	2xC ER Small C ER Medium	C Streak 4 (25) C LRM 15 (8) C LRM 20 (6)		JJ

Capabilities

In its primary configuration, the Nobori-nin makes a superb prolonged combat 'Mech. The right arm mounts an AC 5 Ultra autocannon, the left a Streak SRM 6. Each arm also holds a pair of medium lasers. An LRM-10 slaved to an Artemis IV fire control system provides the Nobori-nin with accurate long range fire capability. An anti missile system and A-pods provide close defense, and an active probe/TAG combination provides the pilot with his electronic eyes. A standard flamer rounds out the primary weapons array.

Alternate configuration A mounts a large pulse laser in each arm. The right arm also supports an LB 2-X autocannon, the left an LRM-10 system. Apparently, the Nobori-nin A's LRM launcher uses the same technology as the LRM-20 found on the Atlas. A rapid cycle ammo feed allows the weapon to fire five missiles through each tube in the same amount of time normal missile launchers require to cycle once. Two additional double heat sinks help dissipate the great heat generated by these weapons. The Nobori-nin B, designed for sudden raids and rapid strike operations, mounts an extended range particle cannon in its right arm backed up by a pair of medium pulse lasers. The left arm supports an LB 10-X autocannon. Two tons of ammunition stored in the left torso provide enough ammunition for a fast strike.

The B variant's anti infantry weapons include two 11 mm rotary machine guns. The C variant seems to have been intended for long range fire support. It mounts an LRM 20 in its right torso, an LRM 15 in its left. One ER medium laser, an ER small laser and an AC-5 Ultra provide more accurate fire. A Streak SRM-4 provides heavy striking power, while a flamer handles close in defense.

Warhammer IIC

(Victor Chassis)

Class: Assault
Tonnage: 80 t
Tech: Clan



Legend

The Warhammer was originally designed as an assault 'Mech. Years later the Warhammer would be eclipsed by heavier 'Mechs, but it still retains its reputation as one of the most powerful weapon platforms at a commander's disposal. The Warhammer's winning combination of speed and firepower has kept it in the arsenal of every Successor Lord. Because its frame is strong enough to take many common modifications without losing fighting capacity, countless common variants of the original design appear on battlefields. The Clans have wisely maintained and built on this solid foundation.

<u>Loadouts</u>	<u>Sinks</u>	<u>Speed</u>	<u>Armor</u>	<u>Ballistic</u>	<u>Beam</u>	<u>Missile</u>	<u>Rear</u>	<u>Other</u>
1 3055	20	82.01	451 Ferro BV 2,570		5xC Med Pulse 2xC ER PPC	C SRM 6 (15)		
2 3055	20	82.01	451 Ferro BV 2,482		2xC ER PPC	C SRM 6 (15) 2xC LRM 15 (24)		
7 3062	23	82.01	451 Ferro BV 2,341		C ER Small 4xC ER Large	2xC SRM 6 (30)		

Capabilities

The Clans' technological expertise transformed the Warhammer into a true assault 'Mech, adding ten tons of weight but retaining its speed and firepower. Unlike most of Clan technology, however, there is nothing unique on the Warhammer. Everything on it can be matched by the Inner Sphere; the catch is that the Clans have fit it all into one 'Mech, a feat that currently eludes inner Sphere manufacturers. The result of this design expertise is a very powerful and dangerous 'Mech, capable of holding its own on any battlefield in the Inner Sphere. Clan PPCs inflict a massive 50 percent more damage than the comparable Successor State versions. Firepower added to extraordinarily accurate Streak SRM launchers, backed up by five medium pulse lasers, overwhelm any 'Mech opponent of equal or lesser tonnage.

Any of the Successor Houses would have been ruined by the staggering losses the Com Guards inflicted on the Clans during the fighting on Tukayyid. Now the Inner Sphere wonders how long it will take the Clans to replace their depleted materiel. While OmniMechs are the leading edge of the Clan military and showed the greatest loss in the invasion, the existence of large numbers of efficient second-line machines such as the Warhammer continues to pose a considerable threat.

