

Player Options and Additional Information

Colors		Affiliation	Maps	Terrain	Heat Efficiency	Drop Zones	Size	Mech repair bays
1	Dark Blue	Steiner	Big City	City Small Park	Normal 1.0	4	4x4	
2	Bright Red	Kurita	Cantina	Wasteland	Cold 1.5	4	3x3	*
3	Yellow	Davion	Central Park	City Large Park	Normal 1.0	4	4x4	
4	Green	Liao	Coliseum	Enlarged Roman Coliseum	Normal 1.0	4	2x2	*
5	Purple	Marik	Dustbowl	Desert	Hot 0.8	4	4x4	
6	Aqua	Comstar	Factory	Industrial	Normal 1.0	2	2x2	
7	Orange	Tesla	Freezer	Arctic (Flat)	Cold 1.6	4	4x4	
8	Gray	Star League	Frostbite	Arctic (Moderate Hills)	Cool 1.2	4	4x4	
9	Tan	Clan Wolf	Gatorbait	Swampland	Normal 1.0	4	4x4	
10	Camo Green	Clan Jade Falcon	Ghost Highway	Destroyed Town	Normal 1.0	4	4x4	
11	White & Black	Clan Ghost Bear	Grassland	Tropical	Normal 1.0	4	4x4	
12	Dark Red & Yellow	Clan Hell's Horses	Hideaway	Temperate (Base)	Cool 1.1	2	2x2	*
13	Camo Brown	Clan Coyote	Hotplate	Volcano (Lava)	Hot 0.8	4	4x4	
14	Black & Red	Clan Blood Spirit	Innercity	City (No Park)	Normal 1.0	4	4x4	
15	Gray & White	Clan Ice Hellion	Jungle	Tropical	Hot 0.8	2	2x2	
16	Dark Green & Yellow	Clan Goliath Scorpion	Lunacy	Moon Base	Cold 1.7	4	3x3	
17		331st Minisota Tribe	Nazca	Salt Flats	Normal 1.0	4	4x4	
			Palace Gates	Giant Palace	Normal 1.0	2	3x3	
			Peaks	Desert (Large Mesas)	Normal 1.0	4	4x4	
			Reduex	Desert (Moderate Hills)	Normal 1.0	4	3x3	*
			Scarab Stronghold	Temperate (Base)	Normal 1.0	2	2x2	
			Snow Job	Arctic Tall Cliffs	Cool 1.2	2	4x4	
			Storm Canyon	Massive Canyon	Cool 1.2	4	3x3	*
			Timberline	Mountains (Very Hilly)	Normal 1.0	4	4x4	
			Tribe Incursion	Multiple Base (Lunar)	Normal 1.0	3	3x3	*

Components		
LA	Light Amplification	Night Vision for Dark Missions or Fog Missions.
Beagle	Beagle Active Probe	Advanced Radar, increased radar range also detects shutdown Mechs.
E.C.M	Electronic Counter Measures	Reduces enemy radar range and capability of Missile Lock
A.M.S.	Anti Missile System	Automatically shoots down some Incoming Missiles.
Jump Jets	Rocket Boosters	Allows your Mech to jump short distances.

Game Types	
Attrition	Basic "Free For All" every shot hit scores points for damage, kills get you 500 pts plus tonnage bonus.
Destruction	Very low scoring game Kills = 1, Suicides = -1
Capture The Flag	Teams trying to return each others flag to their base. Kills = 250pts Team kills or suicides = -25pts Flag return = 1000pts
Steal The Beacon	Individual player you get 5pts a second for possessing the "Flag" kills and Deaths = 0pts
King of the Hill	Being within 100 meters of the "Hill" gets you 1 pt a second if you are not alone, 5 pts a second if you are alone on the "Hill"
Siege assault	One team attacks base objectives while another defends them. (Only certain maps allowed)
Team King of the Hill	Just like Individual KOTH except you may have up to 4 teams.
Team Attrition	Same rules as individual Attrition except with up to 4 teams.
Team Destruction	Same rules as individual Destruction except with up to 4 teams.
Tribe Incursion	One team against 2 teams with bases. Objective is to wipe the other teams base or dropships out.

CLAN 'MECHS

Commando IIC

IS Refit

Clan Name: Commando IIC
Technology: 3060
Class: Light
Tonnage: 25 t
Armor Factor: 227

Mektek

Top Speed: 153.94 KPH
Internal Armor: Standard
External Armor: Standard
Heat Sinks: 10 (Double)
Jump Jets: None



Legend

Though history does not record the exact chain of events, a number of Commandos are known to have survived the second Exodus to become part of the Clan army organized by Nicholas Kerensky. Admired for their ability to easily destroy most light 'Mech opposition while maintaining their scouting role, these Commandos were produced in large numbers by Clans Smoke Jaguar and Goliath Scorpion. When radically lighter and less bulky construction materials were introduced, Clan Goliath Scorpion upgraded their aging line of Commandos to provide even more firepower for the deadly scout. The resulting design, dubbed the Commando IIC, performed well in the tight, rocky confines of the Scorpions' early holdings on Dagda and Roche. Using the 'Mech in a lightning raid on Clan Hell's Horses' weakly defended Tokasha enclave in 2872, the Scorpions outflanked and destroyed the more numerous defenders and won access to two genetic legacies of the Horses. Eventually overshadowed by the rise of the more powerful OmniMechs, the Commando IIC was relegated to reserve status by most Clans in the late 2800s.

Loadouts

Era

IIC	3060	
Three SRM 4s with 25 rounds each, one SRM 6 with 15 rounds and two ER Medium Lasers.		3xSRM 4 (75) SRM 6 (15) 2xERML

Deployment

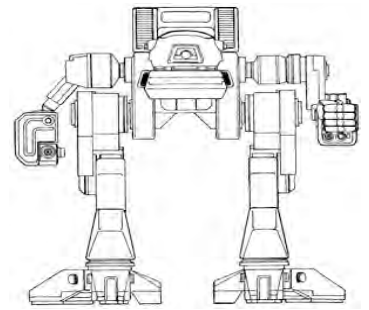
Rare even among the Scorpions, the Commando IIC is often piloted by freeborn soldiers assigned to hunting bandits on the fringes of Clan space. Though criticized by most Scorpion warriors for its plethora of "inelegant" missile weapons, it is admired by those who have handled its responsive controls. Several Commando IIC's were recently sighted among the Scorpions' Thirty-third Grenadiers; the pilots of Sharman's Boxers have nicknamed it the "Sucker Punch".

Uller

OmniMech

Clan Name: Kit Fox
 Technology: 3050
 Class: Light
 Tonnage: 30 t
 Armor Factor: 217

Top Speed: 161.42 KPH
 Internal Armor: Endo Steel
 External Armor: Ferro
 Heat Sinks: 10 (Double)
 Jump Jets: None



Legend

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

Loadouts

Era

Stock	Era	Weapons	Special
One ER Medium Laser, one ER Small Laser, one Ultra AC/5 with 20 rounds, one SRM 6 with 15 rounds, an ECM Suite, an Anti-Missile-System, and 8 single Heat Sinks.		ERML ERSL UAC5 (20) SRM 6 (15)	ECM AMS
Prime	3050	ERLL UAC5 (20) Streak 4 (25) SPL	
A	3050	Gauss (16) 2xERML	
B	3050	UAC10 (20) SRM 6 (15) ERML ERSL	
C	3050	ERLL SPL 2xMG (400)	BAP ECM AMS
D	3050	2xLRM 15 (32) LRM 5 (24) Narc (6)	

Deployment

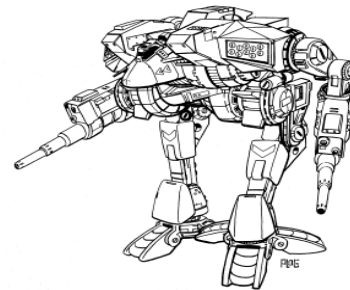
The primary light 'Mech of the Jade Falcons, the Uller has become a familiar sight in the Twycross Command. Because other light 'Mechs are quicker the Uller sees less reconnaissance duty than some other models. It is also uncommon among the other Clans, who appear to prefer speedier 'Mechs for scouting and heavier designs for everything else.

Cougar

OmniMech

Clan Name: Cougar
Technology: 3060
Class: Light
Tonnage: 35 t
Armor Factor: 274

Top Speed: 145.84 KPH
Internal Armor: Endo Steel
External Armor: Ferro
Heat Sinks: 10 (Double)
Jump Jets: 1 Variant



Legend

Following her Clan's Trial of Refusal against Clan Wolf in 3057, Khan Marthe Pryde of Clan Jade Falcon wanted to bring new and deadly OmniMechs to the field of battle. Knowing she had already taxed her Clan to the limit in the conflict with Clan Wolf, she took an unprecedented step. Rather than building a new OmniMech from the ground up she assigned the Jade Falcon scientist caste the job of modifying a proven design into an even deadlier war machine. Beginning with a stock chassis from a Clan Adder (designated Puma by Inner Sphere forces), Clan Jade Falcon scientists managed to field a virtually new design, code-named the Cougar, in roughly half the time normally required to construct and test a new OmniMech.

Loadouts

Era

Stock	3060	2xMPL	
Two Medium Pulse Lasers, two LRM 10s with 12 rounds each, one MG with 200 rounds, Jump Jets, an Active Probe and 10 single Heat Sinks.		2xLRM 10 (24) MG (200)	BAP JJ
Prime	3060	2xLPL	
Two Large Pulse Lasers and two LRM 10's with 12 rounds each.		2xLRM 10 (24)	
A	3060	2xLRM 20 (24)	
Two LRM 20s with 12 rounds each, two ER Medium Lasers and one Small Pulse Laser.		2xERML SPL	
B	3060	2xERPPC	
Two ER PPCs, one ER Medium Laser and 6 additional Heat Sinks.		ERML	
C	3060	Gauss (16)	
One Gauss Rifle with 16 rounds and five ER Medium Lasers.		5xERML	
D	3060	ERLL	
One ER Large Laser, two Streak SRM 4s with 25 rounds each and one Ultra AC/10 with 20 rounds.		2xStreak 4 (50) UAC10 (20)	

Deployment

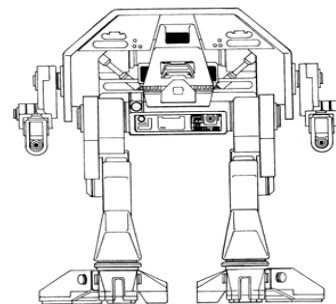
Though the Cougar first appeared among Jade Falcon forces during the battle of Coventry, it has since been seen in other Clan forces, most notably Clan Smoke Jaguar, where it was first spotted on Port Arthur during Operation Bulldog. Because it was built on the original Puma chassis and looks very similar to that 'Mech, many Inner Sphere units mistakenly believed they knew the Cougar's capabilities. Not many lived to learn from their mistakes.

Puma

OmniMech

Clan Name: Adder
 Technology: 3050
 Class: Light
 Tonnage: 35 t
 Armor Factor: 264

Top Speed: 149.18 KPH
 Internal Armor: Endo Steel
 External Armor: Ferro
 Heat Sinks: 10 (Double)
 Jump Jets: 1 Variant



Legend

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 Small Laser in the Puma's center torso is one of the few fixed weapons on an OmniMech.

Loadouts

Era

Stock			
Two Small Pulse Lasers, two LRM 20s with 12 rounds each, Jump Jets and 10 single Heat Sinks.		2xSPL 2xLRM 20 (24)	JJ
Prime	3050	2xERPPC ERSL	BAP
Two ER PPCs, one ER Small Laser, an Active Probe and 1 additional Heat Sink.			
A	3050	3xSPL 2xLRM 20 (48)	
Three Small Pulse Lasers and two LRM 20s with 24 rounds each.			
B	3050	LPL 2xERML UAC5 (20)	SPL
One Large Pulse Laser, two ER Medium Lasers, one Ultra AC/5 with 20 rounds and one Small Pulse Laser.			
C	3050	MPL 2xLRM 15 (64) Narc (6)	SPL
Two LRM 15s with 32 rounds each, one Medium Pulse Laser, one Small Pulse Laser and a Narc Missile Beacon with 6 rounds.			
D	3050	ERLL 2xStreak 2 (200) UAC5 (20)	SPL
One ER Large Laser, two Streak SRM 2s with 100 rounds each, one Ultra AC/5 with 20 rounds and one Small Pulse Laser.			

Deployment

The Puma sees widespread use among all the Clans, though it rarely serves as a reconnaissance 'Mech. Clan Wolf makes the 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.

Wolfhound IIC

IS Refit

Clan Name: Wolfhound IIC
 Technology: 3050
 Class: Light
 Tonnage: 35 t
 Armor Factor: 268

Top Speed: 130.03 KPH
 Internal Armor: Endo Steel
 External Armor: Ferro
 Heat Sinks: 14 (Double)
 Jump Jets: None



Legend

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 Lyrans or Davion units until after the Fourth Succession War. It was almost as if the two mercenary units were doing field test 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.

Loadouts

Era

Stock			
		3xMPL	ECM
		ERLL	AMS
Three Medium Pulse Lasers, one ER Large Laser, one ER Medium Laser (rear mounted), an ECM Suite, an Anti-Missile-System and 14 single Heat Sinks.			
IIC	3050		
		3xMPL	ECM
		ERLL	
		ERML	
Three Medium Pulse Lasers, one ER Large Laser, one ER Medium Laser (rear mounted) and an ECM Suite.			

Deployment

The version presented here is the modified Clan Version of the captured Wolfhound from Phelan Kell of the Kell Hounds. Khan Ulric had this version specially modified for Phelan when he was adopted into Clan Wolf.

Arctic Wolf

Second Line

Clan Name: Arctic Wolf
Technology: 3060
Class: Medium
Tonnage: 40 t
Armor Factor: 375

Top Speed: 133.13 KPH
Internal Armor: Endo Steel
External Armor: Ferro
Heat Sinks: 10 (Double)
Jump Jets: 1 Variant



Legend

In the process of gearing up their production lines on the southern continent of Arc-Royal Clan Wolf-in-Exile has begun producing the Arctic Wolf BattleMech as a dry run for an OmniMech to be based on the same general design. In the meantime, its XL engine, double heat sinks and endo steel chassis promise to make the Arctic Wolf a favorite among the second-line units who will field this 'Mech. Loaded with SRMs, this BattleMech can rapidly close with an enemy and shower it with more than forty missiles. This capability has led Wolf warriors to nickname Arctic Fox pilots "MirvWarriors," a reference to the old strategic Multiple Independent Reentry Vehicles that separated into several missiles for saturation attacks. As with the Pack Hunter, the armor and communications system of this 'Mech come from the Kell Hounds. The design team chose not to incorporate the Artemis fire controls systems for the missile packages on this unit, because the SRM packages will be upgraded to Streak variants when the design is reworked as an OmniMech.

Loadouts

Era

Stock		
Four Streak SRM 4s with 25 rounds each, two Small Pulse Lasers, Jump Jets and 8 single Heat Sinks.		4xStreak 4 (100) 2xSPL JJ
1 (Prime)	3060	6xSRM 6 (90) 2xSRM 4 (50) Narc (6)
Six SRM 6s with 15 rounds each, two SRM 4s with 25 rounds each and one Narc Missile Beacon with 6 rounds.		
2 (A)	3060	4xSRM 6 (60) LPL Narc (6)
Four SRM 6s with 15 rounds each, one Large Pulse Laser and one Narc Missile Beacon with 6 rounds.		

Deployment

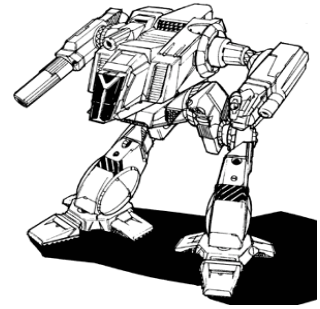
The Arctic Wolf saw combat during Operation Bulldog as part of a second-line support Star appended to the First Wolf Legion for the assault on Bangor and again on Jeronimo. Problems with heat build-up were noted, but only for those warriors who violated the Arctic Wolf's basic tactical doctrine of an engage-and-evade routine.

Shadowcat

OmniMech

Clan Name: Shadowcat
Technology: 3058
Class: Medium
Tonnage: 45 t
Armor Factor: 336

Top Speed: 132.05 KPH
Internal Armor: Endo Steel
External Armor: Ferro
Heat Sinks: 10 (Double)
Jump Jets: All Equipt



Legend

Following sketchy initial reports from the Battle of Luthien, high ranking sources within the DCMS confirmed observations of a new class of OmniMech, tagged the Shadow Cat. The Clans, primarily the Smoke Jaguars and Nova Cats, used this 'Mech extensively on Tukayyid, though Clan Steel Viper forces also used it at Hladno Springs.

Loadouts

Era

Stock			
		Gauss (16) 2xMPL	BAP
One Gauss Rifle with 16 rounds, two Medium Pulse Lasers, two Streak SRM 4s with 25 rounds each, an Active Probe and 10 single Heat Sinks.		2xStreak 4 (50)	JJ
Prime	3058	Gauss (16) 2xERML	BAP
One Gauss Rifle with 16 rounds, two ER Medium Lasers and an Active Probe.			
A	3058	2xERLL Streak 6 (30)	BAP
Two ER Large Lasers, one Streak SRM 6 with 30 rounds, an Active Probe and 3 additional Heat Sinks.			
B	3058	2xERML 2xLRM 15 (64)	BAP ECM
Two ER Medium Lasers, two LRM 15s with 32 rounds each, an ECM Suite and an Active Probe.			

Deployment

To date, confirmed observations place the Shadow Cat only among Clans Nova Cat, Smoke Jaguar and Steel Viper. Initial analysis suggests that the 'Mech serves as a reconnaissance unit, probably teamed with other light or medium 'Mechs or as part of a command Star.

Hellhound

Second Line

Clan Name: Conjuror
Technology: 3055
Class: Medium
Tonnage: 50 t
Armor Factor: 375

Top Speed: 122.08 KPH
Internal Armor: Endo Steel
External Armor: Ferro
Heat Sinks: 10 (Double)
Jump Jets: All Equipt



Legend

Originally produced as a fast 'Mech designed to take a lot of punishment, the Hellhound could generally outrun anything that out-gunned it. Considered only marginally successful in the beginning, the Hellhound built its reputation as one of the best medium 'Mechs in operation.

Loadouts

Era

<u>Stock</u>			
Three Medium Pulse Lasers, one Ultra AC/5 with 20 rounds, one Ultra AC/2 with 45 rounds, one LRM 10 with 24 rounds and 12 single Heat Sinks.		3xMPL UAC5 (20) UAC2 (45) LRM 10 (24)	JJ
1 (Prime)	3055	LPL 2xERML 2xStreak 2 (100)	JJ

Deployment

The Hellhound is used by Clan Jade Falcon, and has become a particularly feared sight in the Federated Commonwealth. The Hellhound demonstrates it's tactical flexibility in all it's assigned tasks, including recent forays as a light 'Mech hunter-killers.

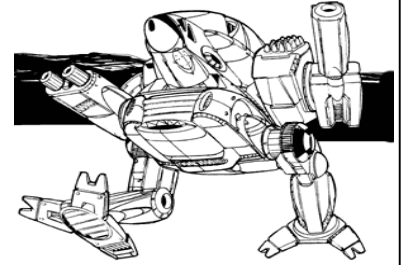
Black Lanner

OmniMech

Clan Name: Black Lanner
 Technology: 3058
 Class: Medium
 Tonnage: 55 t
 Armor Factor: 487

Mektek

Top Speed: 121.93 KPH
 Internal Armor: Endo Steel
 External Armor: Ferro
 Heat Sinks: 10 (Double)
 Jump Jets: None



Legend

The Black Lanner 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.

Loadouts

Era

Stock		ERLL	ECM
One ER Large Laser, two ER Medium Lasers, one SRM 6 with 15 rounds, one LRM 10 with 24 rounds, an ECM Suite and 10 single Heat Sinks		2xERML SRM 6 (15) LRM 10 (24)	
Prime	3058	ERLL	LRM 10 (12) ECM
One ER Large Laser, two ER Medium Lasers, one SRM 6 with 15 rounds, one LRM 10 with 12 rounds and an ECM Suite.		2xERML SRM 6 (15)	
A	3058	ERPPC	BAP ECM
One ER PPC, two Medium Pulse Lasers, an ECM Suite and an Active Probe.		2xMPL	
B	3058	2xLRM 20 (36)	
Two LRM 20s with 18 rounds each.			
C	3058	6xERML	
Six ER Medium Lasers, one Streak SRM 6 with 15 rounds and 3 additional Heat Sinks.		Streak 6 (15)	
D	3058	2xMPL	4xMG (800) BAP
Two Medium Pulse Lasers, three ER Small Lasers, two SRM 6s with 30 rounds each, four MGs with 200 rounds each and an Active Probe.		3xERSL 2xSRM 6 (60)	

Deployment

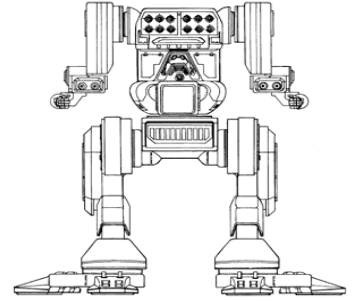
The Black Lanner is currently deployed only with the Jade Falcon Clan. Its deployment scheme derives from the bird for which it is named--a Terran falcon from the Mediterranean region. The lanner was successfully transplanted to a Jade Falcon planet, where it developed a symbiotic hunting relationship with the smaller, indigenous fire falcon. Though the fire falcon was too small to bring down larger prey, it could see animals cowering 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.

Ryoken

OmniMech

Clan Name: Stormcrow
 Technology: 3050
 Class: Medium
 Tonnage: 55 t
 Armor Factor: 405

Top Speed: 126.86 KPH
 Internal Armor: Endo Steel
 External Armor: Ferro
 Heat Sinks: 10 (Double)
 Jump Jets: 1 Variant



Legend

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.

Loadouts

Era

Stock	Era	Weapons	Special
Four Medium Pulse Lasers, two Streak SRM 6s with 15 rounds each, Jump Jets, an ECM Suite and 10 single Heat Sinks.		4xMPL 2xStreak 6 (30)	ECM JJ
Prime	3050	3xERML 2xERLL	
Three ER Medium Lasers, two ER Large Lasers and 12 additional Heat Sinks.			
A	3050	4xMPL 2xStreak 6 (30) LRM 20 (12)	
Four Medium Pulse Lasers, Two Streak SRM 6s with 30 rounds each and one LRM 20 with 12 rounds.			
B	3050	6xERML UAC20 (10)	
Six ER Medium Lasers, one Huge Ultra AC/20 with 10 rounds and 3 additional Heat Sinks.			
C	3050	2xMPL LPL LB10X (30)	
Two Medium Pulse Lasers, one Large Pulse Laser and one LB 10-X AC with 30 rounds.			
D	3050	2xLRM 20 (72) 2xSRM 2 (200) Narc (12)	
Two LRM 20s with 36 rounds each, two SRM 2s with 100 rounds each and one Narc Missile Beacon with 12 rounds.			

Deployment

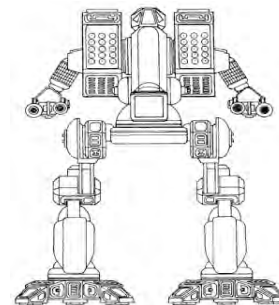
The Ryoken, in several configurations, is one of the most common 'Mechs in the Smoke Jaguar forces. The primary configuration is also common in the other Clans, but the alternates are less widespread. Especially among the Smoke Jaguars, the Ryoken draws so many different assignments that Draconis Combine MechWarriors can expect to battle these OmniMechs in almost any engagement.

Vulture

OmniMech

Clan Name: Mad Dog
 Technology: 3050
 Class: Heavy
 Tonnage: 60 t
 Armor Factor: 488

Top Speed: 115.06 KPH
 Internal Armor: Endo Steel
 External Armor: Reactive
 Heat Sinks: 12 (Double)
 Jump Jets: None



Legend

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.

Loadouts

Era

Stock		2xLPL	BAP
Two Large Pulse Lasers, two LRM 10s with 24 rounds each, two LRM 5s with 24 rounds each, four MGs with 200 rounds each, an Active Probe and 12 single Heat Sinks.		2xLRM 10 (48) 2xLRM 5 (48) 4xMG (800)	
Prime		2xLPL 2xMPL 2xLRM 20 (24)	
A	3050	ERPPC 6xSRM 6 (90) UAC5 (40)	
B	3050	3xMPL LRM 20 (6) 2xStreak 6 (30) 2xERLL	
C	3050	2xGauss (64)	
Two Gauss Rifles with 32 rounds each.			

Deployment

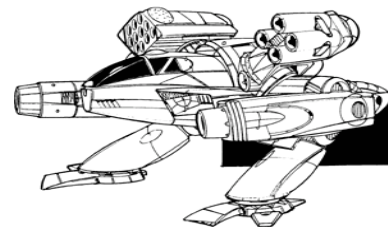
Though seen first in the Draconis Combine and shortly thereafter in the Free Rasalhague Republic, the Vulture has since appeared in the armed forces of all the Clans. Clan Ghost Bear uses it with the greatest frequency, but the Smoke Jaguars also favor the 'Mech. The Vulture is somewhat less common among the other Clan forces.

Cauldron-Born

OmniMech

Clan Name: Ebon Jaguar
 Technology: 3058
 Class: Heavy
 Tonnage: 65 t
 Armor Factor: 505

Top Speed: 110.09 KPH
 Internal Armor: Endo Steel
 External Armor: Ferro
 Heat Sinks: 13 (Double)
 Jump Jets: None



Legend

First seen in the Battle of Luthien, this OmniMech soon earned the name Cauldron-Born, after the unstoppable zombies of Irish myth, because of it's ability to take immense damage and remain operational.

Loadouts

Era

Stock		ERML	Streak 2 (50)
One Gauss Rifle with 16 rounds, one Ultra AC/5 with 46 rounds, one ER Medium Laser, two LRM 10s with 24 rounds each, one Streak SRM 2 with 50 rounds and 13 single Heat Sinks.		UAC5 (46)	Gauss (16)
		2xLRM 10 (48)	
Prime	3058	ERML	SRM 2 (50)
One Gauss Rifle with 16 rounds, one Ultra AC/5 with 40 rounds, one ER Medium Laser, one LRM 10 with 24 rounds and one SRM 2 with 50 rounds.		UAC5 (40)	Gauss (16)
		LRM 10 (24)	
A	3058	2xERLL	2xMG (400)
Two ER Large Lasers, three ER Medium Lasers (one front two rear mounted), one Medium Pulse Laser, one ER Small Laser, two MGs with 200 rounds each and one massive Ultra AC/20 with 15 Rounds.		3xERML	UAC20 (15)
		MPL	ERSL
B	3058	2xERPPC	BAP
Two ER PPCs, two Large Pulse Lasers, two Medium Pulse Lasers and an Active Probe.		2xLPL	
		2xMPL	
C	3058	2xLRM 15 (64)	
Two LRM 15s with 32 rounds each, two SRM 6s with 60 rounds each and two Ultra AC/2s with 90 rounds each.		2xSRM 6 (120)	
		2xUAC2 (180)	

Deployment

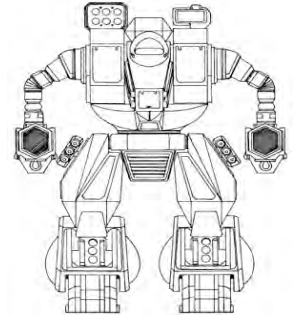
So far, only the First Jaguar Guard Cluster appears to use the Cauldron Born. Because only three machines have been engaged by Inner Sphere warriors, most believe the design is so new that the other Clans have not yet deployed this 'Mech. Clan warriors taken prisoner in the Kado-guchi Valley provided the information on the B and C variants.

Loki

OmniMech

Clan Name: Hellbringer
Technology: 3050
Class: Heavy
Tonnage: 65 t
Armor Factor: 498 Points

Top Speed: 103.93 KPH
Internal Armor: Standard
External Armor: Standard
Heat Sinks: 13 (Double)
Jump Jets: None



Legend

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.

Loadouts

Era

Stock			
Two Ultra AC 5s with 40 rounds each, two ER Medium Lasers, two MGs with 200 rounds each, a Streak SRM 6 with 15 rounds, ECM Suite and 13 single Heat Sinks.		2xUAC5 (40) 2xERML 2xMG (400) Streak 6 (15)	ECM
Prime	3050	2xERPPC 3xERML Streak 6 (15) 2xMG (400)	BAP ECM AMS
A	3050	2xERLL ERML LRM 20 (6) UAC5 (20)	2xMG (400) Narc (6) BAP
B	3050	ERSL Gauss (8) UAC5 (20)	2xSRM 6 (60)

Deployment

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.

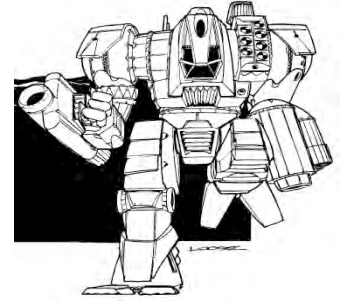
Grizzly

Secondline

Clan Name: Grizzly
 Technology: 3058
 Class: Heavy
 Tonnage: 70 t
 Armor Factor: 526

Mektek

Top Speed: 97.56 KPH
 Internal Armor: Standard
 External Armor: Ferro
 Heat Sinks: 11 (Double)
 Jump Jets: All Equipt



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.

Loadouts

Era

Stock		LPL	Gauss (16)
One Gauss Rifle with 16 rounds, one Large Pulse Laser, one Medium Pulse Laser, two Small Pulse Lasers, one LRM 10 with 24 rounds and 11 single Heat Sinks.		MPL	
		2xSPL	
		LRM 10 (24)	JJ
1 (Prime)	3058	LPL	Gauss (16)
One Gauss Rifle with 16 rounds, one Large Pulse Laser, one Medium Pulse Maser, one Small Pulse Laser, one LRM 10 with 12 rounds.		MPL	LRM 10 (12)
		SPL	JJ

Deployment

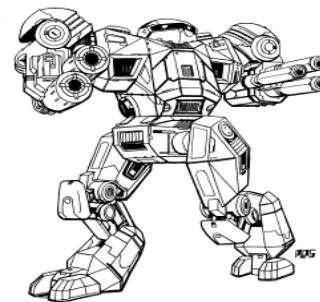
Though the Grizzly has been in service for more than a hundred years, it apparently has never been a popular design. Hundreds of these 'Mechs are still on active duty in Ghost Bear PGCs, even though the Grizzly has not been manufactured since 3013. These numbers are a strong testament to the Grizzly's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

Novacat

OmniMech

Clan Name: Novacat
 Technology: 3060
 Class: Heavy
 Tonnage: 70 t
 Armor Factor: 457

Top Speed: 107.96 KPH
 Internal Armor: Endo Steel
 External Armor: Reactive
 Heat Sinks: 11 (Double)
 Jump Jets: 2 Variants



Legend

Following Clan Nova Cat's defeat at Tukayyid, that Clan began talks with the Draconis Combine. Kahn Severen Leroux at the same time ordered the construction of a new heavy OmniMech. Built to protect the Clan both militarily and spiritually, the design was christened Nova Cat, imbuing it with the spirit of the Clan. In 3059, when the Inner Sphere launched its counterattack on the Smoke Jaguar Occupation Zone, Clan Nova Cat's decision was at hand. The Smoke Jaguars suddenly found themselves facing Clan Nova Cat forces as part of the new Star League Army. At the forefront of the Nova Cat units was their new Nova Cat 'Mech.

Loadouts

Era

Stock			
Five Medium Pulse Lasers, two ER Large Lasers, Jump Jets, an ECM Suite and 17 Single Heat Sinks.		5xMPL 2xERLL	ECM JJ
Prime	3060	3xERLL 2xERPPC	
Three ER Large Lasers, two ER PPCs and 14 additional Heat Sinks.			
A	3060	4xERLL	JJ
Four ER Large Lasers, Jump Jets and 10 additional Heat Sinks.			
B	3060	6xLRM 15 (96) 2xERML	
Six LRM 15s with 16 rounds each, two ER Medium Lasers and 5 additional Heat Sinks			
C	3060	3xUAC5 (120) 2xLPL	
Three Ultra AC/5s with 40 rounds each, two Large Pulse Lasers and 1 additional Heat Sink.			
D	3060	3xERLL LB10X (10)	
Three ER Large Lasers, one LB 10-X AC with 10 rounds and 9 additional Heat Sinks.			

Deployment

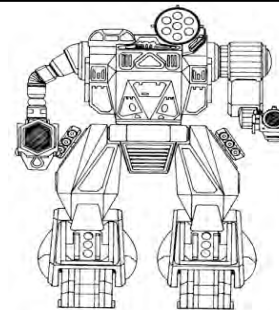
The Nova Cat was first produced on the Nova Cat capital of Barcella, in Clan space. In early 3059, production began in the new Irece Alpha plant in the Inner Sphere. First seeing service with Clan Nova Cat during Operation Bulldog, several Nova Cats were seized by the Smoke Jaguars when they captured a malfunctioning Nova Cat DropShip. Sources in the Periphery persistently report an odd-looking 'Mech resembling the Nova Cat. It is possible that one or more of these machines may have become part of the arsenals of other Clans that accepted Smoke Jaguar refugees.

Thor

OmniMech

Clan Name: Summoner
 Technology: 3050
 Class: Heavy
 Tonnage: 70 t
 Armor Factor: 522

Top Speed: 91.04 KPH
 Internal Armor: Standard
 External Armor: Ferro
 Heat Sinks: 14 (Double)
 Jump Jets: All Equipt



Legend

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 maybe less powerful than some and less quick than others, it successfully blends heavy firepower and maneuverability.

Loadouts

Era

Stock		ERPPC	LRM 15 (24)	
One ER PPC, one Ultra AC/10 with 20 rounds, two Medium Pulse Lasers, two MGs with 200 rounds each, one LRM 15 with 24 rounds, and 20 single Heat Sinks.		UAC10 (20)		JJ
		2xMPL		
		2xMG (400)		
Prime	3050	ERPPC		
One ER PPC, one LB 10-X AC with 10 rounds and one LRM 15 with 16 rounds.		LB10X (10)		JJ
		LRM 15 (16)		
A	3050	Gauss (8)		
One Gauss Rifle with 8 rounds, one Large Pulse Laser and one SRM 6 with 30 rounds.		LPL		JJ
		SRM 6 (30)		
B	3050	2xLRM 20 (48)		AMS
Two LRM 20s with 24 rounds each, two SRM 4s with 50 rounds each, one Narc Missile Beacon with 6 rounds and an Anti-Missile-System.		2xSRM 4 (100)		JJ
		Narc (6)		
C	3050	ERLL	ERSL	
One Huge Ultra AC/20 with 10 rounds, a Streak SRM 6 with 15 rounds, an ER Large Laser and an ER Small Laser.		UAC20 (10)		JJ
		Streak 6 (15)		
D	3050	2xERLL		AMS
Two ER Large Lasers, two ER Medium Lasers, two MGs with 200 rounds each, an Anti-Missile-System and 6 additional Heat Sinks.		2xERML		JJ
		2xMG (400)		
M	3050	ERPPC	Streak 6 (30)	
The personal configuration of Star Colonel Nicolai Malthus. One ER PPC, one ER Small Laser, one LB 10-X AC with 10 rounds, and a Streak SRM 6 with 30 rounds.		ERSL		JJ
		LB10X (10)		

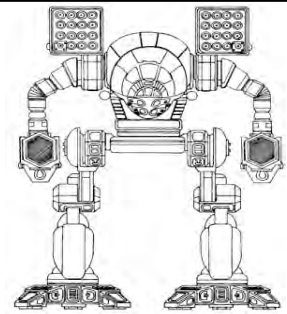
Deployment

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.

Mad Cat

Clan Name: Timber Wolf
 Technology: 3050
 Class: Heavy
 Tonnage: 75 t
 Armor Factor: 596

Top Speed: 105.05 KPH
 Internal Armor: Endo Steel
 External Armor: Ferro
 Heat Sinks: 15 (Double)
 Jump Jets: 1 Variant



Legend

The Inner Sphere's first brush with an OmniMech was with a Mad Cat on The Rock, Oberon Confederation, 3 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.

Loadouts

Era

Stock		2xERLL	2xMG (400)
Two ER Large Lasers, two LRM 10s with 24 rounds each, two Medium Pulse Lasers, two MGs with 200 rounds each and 17 single Heat Sinks.		2xLRM 10 (48)	2xMPL
Prime	3050	2xERLL	MPL
Two ER Large Lasers, two LRM 20s with 12 rounds each, two ER Medium Lasers, two MGs with 200 rounds each, one Medium Pulse Laser and 2 additional Heat Sinks.		2xERML	2xMG (400)
		2xLRM 20 (24)	
A	3050	3xMPL	ERSL
Two ER PPCs, three Medium Pulse Lasers, one ER Small Laser, one Streak SRM 6 with 15 rounds and 5 additional Heat Sinks.		2xERPPC	Streak 6 (15)
B	3050	LPL	Gauss (8)
One Gauss Rifle with 8 rounds, one Large Pulse Laser, one Small Pulse Laser, one LRM 10 with 12 rounds and one SRM 4 with 25 rounds.		SPL	SRM 4 (25)
		LRM 10 (12)	
C	3050	2xERLL	ERML
Two ER Large Lasers, two LRM 15s with 16 rounds each, one Ultra AC/5 with 20 rounds, an ER Medium Laser and an Anti-Missile-System.		2xLRM 15 (32)	AMS
		UAC5 (20)	
D	3050	2xERPPC	
Two ER PPCs, one ER Small Laser and 4 Streak SRM 6s (two front and two rear mounted) with 45 rounds each.		ERSL	
		4xStreak 6 (180)	
Pryde	3050	2xERLL	
The personal configuration of Star Colonel Aidan Pryde. Two ER Large Lasers, two LRM 20s with 12 rounds each, two ER Medium Lasers, one ER Small Laser, 1 additional Heat Sink and Jump Jets!		2xLRM 20 (24)	
		2xERML	
		ERSL	JJ

Deployment

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.

Deimos

Second Line

Clan Name: Deimos
Technology: 3067
Class: Assault
Tonnage: 85 t
Armor Factor: 635

Mektek

Top Speed: 89.78 KPH
Internal Armor: Endo Steel
External Armor: Reactive
Heat Sinks: 17 Single
Jump Jets: None



Legend

Along with the Arctic Wolf and the Pack Hunter the Deimos is a brand new design from Clan Wolf in Exile. Featuring Reactive Armor and an Anti-Missile-System this 'Mech can stay in the heat of battle for extended periods of time with little worries about incoming missile barrages.

Loadouts

Era

Stock

Six Ultra AC/2s with 45 rounds each, two ER Medium Lasers, two LRM 15s with 16 rounds each and an Anti-Missile-System.

6xUAC2 (180)
2xERML
2xLRM 15 (32)

AMS

Deployment

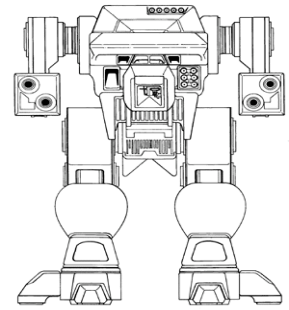
The Deimos is so new that it has yet to see actual combat, other than minor skirmishes defending the CWIE's home world. Designed primarily as a long range fire support 'Mech, the Deimos excels as a base defender.

Masakari

OmniMech

Clan Name: Warhawk
 Technology: 3050
 Class: Assault
 Tonnage: 85 t
 Armor Factor: 549

Top Speed: 89.06 KPH
 Internal Armor: Standard
 External Armor: Ferro
 Heat Sinks: 20 (Double)
 Jump Jets: None



Legend

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.

Loadouts

Era

Loadout	Era	Weapons
Stock		2xUAC2 (90) 2xERML Gauss (16) 2xLRM 10 (48)
Two Ultra AC/2s with 45 rounds each, two ER Medium Lasers, one Gauss Rifle with 16 rounds, two LRM 10s with 24 rounds each and 15 single Heat Sinks.		
Prime	3050	4xERPPC LRM 10 (12)
Four ER PPCs and one LRM 10 with 12 rounds.		
A		2xERLL LRM 15 (8) LB10X (20) Streak 6 (15)
Two ER Large Lasers, one LB 10-X AC with 20 rounds, one Streak SRM 6 with 15 rounds and one LRM 15 with 8 rounds.		
B	3050	3xERML ERSL Gauss (16) 2xSRM 6 (150) Narc (6)
One Gauss Rifle with 16 rounds, three ER Medium lasers, two SRM 6s with 75 rounds each, a Narc Missile Beacon with 6 rounds and one ER Small Laser.		
C	3050	2xERPPC 2xLPL SPL
Two ER PPCs, two Large Pulse Lasers, one Small Pulse Laser and 3 additional Heat Sinks.		

Deployment

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.

Highlander IIC

IS Refit

Clan Name: Highlander IIC
 Technology: 3060
 Class: Assault
 Tonnage: 90 t
 Armor Factor: 562

Top Speed: 77 KPH
 Internal Armor: Standard
 External Armor: Standard
 Heat Sinks: 12 (Double)
 Jump Jets: All Equipt



Legend

One of the most successful designs of the Star League era, thousands of Highlanders traveled away from the Inner Sphere with Aleksander Kerensky and the Exodus Fleet. Though a large percentage of those were mothballed in Brian Caches, many later served in the toumans of the nascent Clans. As each Clan grew, they took more equipment from the caches to fill their expanding ranks, including the venerable Highlander. The Highlander initially served as the mobile-assault backbone of many Clan militaries. Even after the emergence of new Clan designs, cornerstone BattleMechs like the Highlander continued to serve faithfully. Now new Highlanders have been produced in more than a century, however, though an occasional few are upgraded from those left in the oldest Brian Caches.

Loadouts

Era

IIC	3060	3xMPL	LRM 20 (24)
Three Medium Pulse Lasers, two Streak SRM 6s with 15 rounds each, one Gauss Rifle with 24 rounds and one LRM 20 with 24 rounds.		2xStreak 6 (30)	JJ
		Gauss (24)	

Deployment

Though every Clan fields this 'Mech in second-line Galaxies, Clan Star Adder deploys the most, largely due to the recent absorption of Clan Burrock and its forces. Some Highlanders serve as command 'Mechs in a few Adder front-line units, notably the Fifth Assault and 73rd Cavaliers Clusters.

Clans Blood Spirit and Wolf also field a significant number of Highlanders, mostly to recoup the heavy losses each Clan recently incurred. Clan Blood Spirit salvaged several from the battlefields of the Absorption War, while Clan Wolf opened one of their last remaining Brian Caches to recommission several Stars' worth. Recent information also indicates that Wolf's Dragoons had several Highlanders when they traveled to the Inner Sphere.

Mad Cat MKII

Second Line

Clan Name: Mad Cat MKII
Technology: 3067
Class: Assault
Tonnage: 90 t
Armor Factor: 695

Top Speed: 88.02 KPH
Internal Armor: Endo Steel
External Armor: Reflective
Heat Sinks: 14 (Double)
Jump Jets: All Equipt



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.

Loadouts

Era

Stock			
		4xUAC5 (200)	
		4xERSL	
Four Ultra AC/5s with 40 rounds each, four ER Small Lasers, two LRM 15s with 16 rounds each, two MGs with 200 rounds each and 17 single Heat Sinks.		2xLRM 15 (32)	
		2xMG (400)	JJ
1 (Prime)	3067	2xGauss (64)	
Two Gauss Rifles with 32 rounds each, four ER Medium Lasers and two LRM 10s with 24 rounds each.		4xERML	
		2xLRM 10 (48)	JJ

Deployment

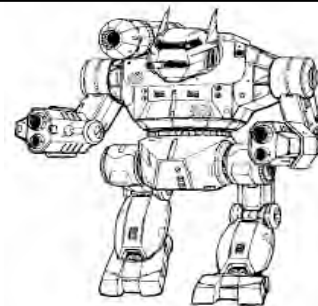
While the Mad Cat Mk II has now been in production for more than half a decade, very few Clans are actually fielding this conventional BattleMech. Clans Wolf and Jade Falcon, both obvious candidates for sales, have purchased none; neither has Clan Ice Hellion or even Clan Steel Viper (though all field 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.

Hauptmann IIC

IS Refit

Clan Name: Hauptmann IIC
Technology: 3067
Class: Assault
Tonnage: 95 t
Armor Factor: 668

Top Speed: 64.04 KPH
Internal Armor: Standard
External Armor: Standard
Heat Sinks: 20 Single
Jump Jets: None
IS Refit



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.

Loadouts

Era

Stock

Two Large Pulse Lasers, two Medium Pulse Lasers, two Streak SRM 2s with 50 rounds each, one ER Small Laser, one huge Ultra AC/20 with 15 rounds and an ECM Suite.

2xLPL ERSL ECM
2xMPL
2xStreak 2 (100)
UAC20 (15)

Deployment

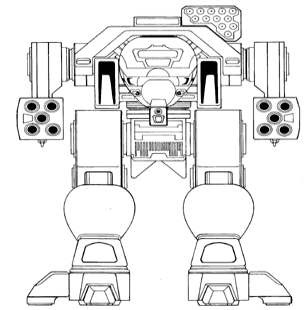
During the battle of Coventry one Hauptmann was captured by Clan Jade Falcon intact. Little is known about the specifics of the operation or what it was to be used for. What we do know is that this particular 'Mech is only slightly modified. It is speculated that the Jade Falcon forces only acquired the Hauptmann, and other salvaged Inner Sphere 'mechs, to pose as Lyran Alliance MechWarriors for an ambush. But before it could be used Khan Martha Pryde withdrew her forces from Coventry after being granted hegira leaving behind this particular Hauptmann.

Daishi

OmniMech

Clan Name: Direwolf
 Technology: 3050
 Class: Assault
 Tonnage: 100 t
 Armor Factor: 712

Top Speed: 66.02 KPH
 Internal Armor: Standard
 External Armor: Standard
 Heat Sinks: 15 (Double)
 Jump Jets: None



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 defense.

Loadouts

Era

Loadout	Era	Weapons	AMS
Stock		3xLPL Gauss (16) 2xStreak 6 (30)	AMS
Three Large Pulse Lasers, one Gauss Rifle with 16 rounds, two Streak SRM 6s with 15 rounds each, an Anti-Missile-System and 21 single Heat Sinks.			
Prime	3050	4xERLL 4xMPL 2xUAC5 (80) LRM 10 (12)	
Four ER Large Lasers, four Medium Pulse Lasers, two Ultra AC/5s with 40 rounds each, one LRM 10 with 12 rounds and 7 additional Heat Sinks.			
A	3050	3xLPL Gauss (24) 2xStreak 6 (60)	AMS
Three Large Pulse Lasers, one Gauss Rifle with 24 rounds, two Streak SRM 6s with 30 rounds each, an Anti-Missile-System and 6 Additional Heat Sinks.			
B	3050	2xERPPC LB10X (20) 2xMPL 4xUAC2 (360) ERSL	
Two ER PPCs, one LB 10-X AC with 20 rounds, two Medium Pulse Lasers, four Ultra AC/2s with 90 rounds each and one ER Small Laser.			
Widow Maker	3050	2xERPPC ERSL 2xLPL 2xERML UAC20 (10)	
The personal configuration of Khan Natasha Kerensky. Two ER PPCs, two Large Pulse Lasers, two ER Medium Lasers, one ER Small Laser and a huge Ultra AC/20 with 10 rounds and 10 additional Heat Sinks!			

Deployment

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, sort of the defection of a Clan MechWarrior - an impossible act, from all that we know of these warlike people.

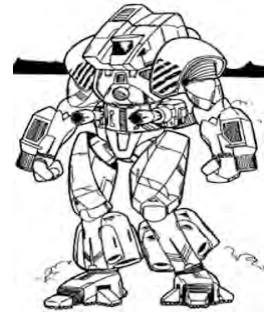
IS `MECHS

Brigand

Technology: 3067
Class: Light
Tonnage: 25 t
Armor Factor: 243

Mektek

Top Speed: 153.94 KPH
Internal Armor: Standard
External Armor: Ferro
Heat Sinks: 10 (Double)
Jump Jets: 2 Variants



Legend

Lean and mean, this BattleMech is cobbled together by the pirates of Haven Star Cluster using a basic design, locally produced armor, and a great deal of contraband. The LDT designation is accepted as the initials of "Lady Death" Trevaline, pirate queen of the Star Cluster and the admitted driving force behind this project. Authorities are currently at odds over which are the worse implications -- that the 'Mech design demonstrates a threat as is, or that the pirates are getting organized enough to put together any machine at all.

Loadouts

Era

Stock			
		2xMPL 2xML	
Two Medium Pulse Lasers, two Medium Lasers and 10 single Heat Sinks.			
LDT-1	3067	2xMPL 2xERML	JJ
Two Medium Pulse Lasers, two ER Medium Lasers, Jump Jets and 10 Double Heat Sinks.			
LDT-X1	3067	4xML 2xERML	JJ
Four Medium Lasers, two ER Medium Lasers, Jump Jets and 10 Double Heat Sinks.			

Deployment

This much is known about the Brigand only because the Taurian Concordat has managed to salvage three and destroy two others in the last two years. Outside of these, all such 'Mechs and their major parts remain in the hands of various pirate bands. While most can be found with the Haven pirates, a few other Brigands have been sighted with Vance Rezak's band, the Tortuga Fusiliers, Shen-sè Tian, and the Marcadia Brothers.

Commando

Mektek

Technology: 3025
 Class: Light
 Tonnage: 25 t
 Armor Factor: 227

Top Speed: 153.94 KPH
 Internal Armor: Standard
 External Armor: Standard
 Heat Sinks: 10
 Jump Jets: None



Legend

The Commando was designed as a reconnaissance 'Mech, offering a strong alternative to the Wasp and Stinger. While not jump-capable, the Commando has more powerful weapons than either of the better-known scout 'Mechs. Conceived by the engineers at Coventry Defense, the first prototype Commando was tested in 2483 and carried a large laser on the right arm. Because the abrupt heat generated by the laser consistently broke down the lubricants in the 'Mech's wrist and hand, the weapon was later replaced with an SRM-4 rack. After the test runs proved its battle-worthiness, the Commando was commissioned by the Lyran Commonwealth in 2486. 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 itself. That has proved to be a prudent move on the part of the Commonwealth.

Loadouts

Era

<u>Stock</u>		
Two Medium Lasers, one SRM 6 with 30 rounds and 5 single Heat Sinks.		2xML SRM 6 (30)
COM-2D	3025	ML SRM 6 (15) SRM 4 (25)
One Medium Laser, one SRM 6 with 15 rounds, one SRM 4 with 25 rounds and 10 single Heat Sinks.		
COM-3A	3025	ML 2xSRM 6 (30) SL
One Medium Laser, two SRM 6s with 15 rounds each, one Small Laser and 10 Single Heat Sinks.		
COM-5S	3050	ML SRM 6 (30) Streak 2 (50)
One Medium Laser, one SRM 6 with 30 rounds, one Streak SRM 2 with 50 rounds and 10 single Heat Sinks.		

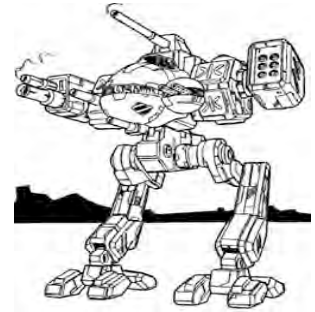
Deployment

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 Ostcout. 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.

Osiris

Technology: 3067
 Class: Light
 Tonnage: 30 t
 Armor Factor: 289

Top Speed: 150.05 KPH
 Internal Armor: Endo Steel
 External Armor: Ferro
 Heat Sinks: 10 (Double)
 Jump Jets: All Equipt



Legend

While Achernar BattleMechs has long been a primary supplier to the AFFS, they had become something of a "one-trick pony," concentrating all of their energies for decades on building their two primary designs--the Enforcer and the Dervish (in addition to limited runs of several Star League-era designs). As a result, Achernar stagnated as a business. Even their update to the venerable Enforcer did little to boost their market value as the AFFS Department of the Quartermaster forced them into a license deal with Kallon Industries on Talon. That all changed in early 3063. When Paul LeBeau became CEO of Achernar in 3058, he made a promise to his stockholders that the company would increase its profits threefold over the course of the next decade. He immediately began to assemble a complete R&D staff and instructed them to delve into every military-applicable technology advance possible. The Enforcer III was Achernar's first step into LeBeau's "New Era," but it wasn't nearly

enough. Orders for older designs had steadily decreased as more new 'Mech designs were debuted, and LeBeau was anxious to fill those gaps. Though his own R&D team was already working on their own new design, it wouldn't be ready for some time so he went to an outside source--Fredonian Industrial Technologies. Gittleman and Abzug were veterans of the Clan War. They came to F.I.T. with the intention of designing a new generation of BattleMechs for the Inner Sphere capable of credibly dealing with the Clan threat. Recognizing a major requirement for light 'Mechs to fill scout and harasser roles, they designed the Osiris to fill exactly that role.

Loadouts

Era

<u>Stock</u>			
Two Medium Pulse Lasers, one Small Pulse Laser, one Streak SRM 2 with 50 rounds, one Narc Missile Beacon with 12 rounds, an Anti-Missile-System and 11 single Heat Sinks.		2xMPL SPL Streak 2 (50) Narc (12)	AMS JJ
OSR-3D	3067	5xERML SRM 6 (15) MG (200)	JJ
Five ER Medium Lasers, One SRM 6 with 15 rounds, one MG with 200 rounds and 10 double Heat Sinks.			
OSR-4D	3068	5xERML 1xMPL	JJ
Five ER Medium Lasers, One Medium Pulse Laser and 10 double Heat Sinks.			

Deployment

Since first debuting in February of 3063, the Osiris has found its way to every corner of both the Federated Suns and the Lyran Alliance--though the majority of those manufactured in the four years since have remained within the Crucis March. During the grand assault on New Avalon, these 'Mechs were assigned to combat units on the front lines as fast as they could be put into operation, often before the final touches could be made.

Owens

OmniMech

Technology: 3058
 Class: Light
 Tonnage: 35 t
 Armor Factor: 267

Top Speed: 144.11 KPH
 Internal Armor: Standard
 External Armor: Standard
 Heat Sinks: 10
 Jump Jets: None



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.

Loadouts

Era

Stock		ML	ECM
One Medium Laser, one Small Laser, two SRM 6s with 15 rounds each, an ECM Suite.		SL 2xSRM 6 (30)	
OW-1	3058	2xSL ML 2xLRM 5 (48)	BAP ECM
Two Small Lasers, two LRM 5s with 24 rounds each, one Medium Laser, an Active Probe and an ECM Suite.			
OW-1A	3058	2xMG (400) 2xStreak 2 (100) SL	BAP ECM
Two MGs with 200 rounds each, two Streak SRM 2s with 50 rounds each, one Small Laser an Active Probe and an ECM Suite.			
OW-1B	3058	4xSL SRM 6 (15)	BAP ECM
Four Small Lasers, one SRM 6 with 15 rounds, an Active Probe and an ECM Suite.			
OW-1C	3058	2xML LL	BAP ECM
Two Medium lasers, one Large Laser, an Active Probe and an ECM Suite.			
OW-1D	3058	SRM 4 (25) Narc (6)	BAP ECM
One SRM 4 with 25 rounds, one Narc Missile Beacon with 6 rounds, an Active Probe and an ECM Suite.			

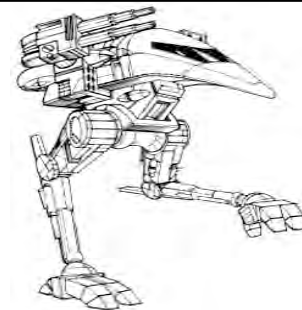
Deployment

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.

Raven

Technology: 3050
 Class: Light
 Tonnage: 35 t
 Armor Factor: 250

Top Speed: 140.04 KPH
 Internal Armor: Standard
 External Armor: Standard
 Jump Jets: None



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.

Loadouts

Era

<u>Stock</u>			
Two Medium lasers, one SRM 6 with 15 rounds, one LRM 5 with 24 rounds, one Narc Missile Beacon with 12 rounds, an Active Probe, an ECM Suite, an Anti-Missile-System and 7 single Heat Sinks..		2xML SRM 6 (15) LRM 5 (24) Narc (12)	BAP ECM AMS
RVN-3L	3050	2xML SRM 6 (15) Narc (12)	BAP ECM
Two Medium lasers, one SRM 6 with 15 rounds, one Narc Missile Beacon with 12 rounds, an Active Probe, an ECM Suite and 11 single Heat Sinks..			
RVN-4L	3050	2xERML SRM 6 (15) Narc (12)	BAP ECM
Two ER Medium lasers, one SRM 6 with 15 rounds, one Narc Missile Beacon with 12 rounds, an Active Probe, an ECM Suite and 10 double Heat Sinks..			

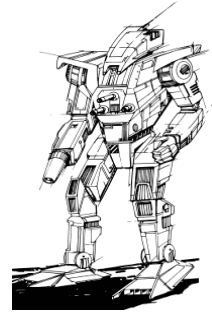
Deployment

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.

Wolfhound

Technology: 3025
Class: Light
Tonnage: 35 t
Armor Factor: 268

Top Speed: 130.03 KPH
Internal Armor: Endo Steel
External Armor: Ferro
Jump Jets: None



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.

Loadouts

Era

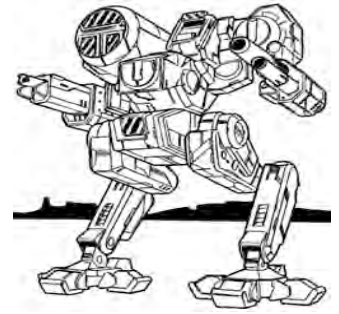
<u>WLF-1</u>	3025	4xML LL
Four Medium Lasers (three front one rear mounted), one Large Laser and 11 single Heat Sinks.		
<u>WLF-2</u>	3050	4xML ERLL
Four Medium Lasers (three front one rear mounted), one ER Large Laser and 10 double Heat Sinks.		

Deployment

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.

Chimera

Technology:	3067	Top Speed:	132.05 KPH
Class:	Medium	Internal Armor:	Endo Steel
Tonnage:	40 t	External Armor:	Standard
Armor Factor:	315	Heat Sinks:	10 (Double)
		Jump Jets:	All Equipt



Legend

Prior to the launching of Operations Bulldog and Serpent, relations between the Federated Commonwealth and the Draconis Combine were at an all-time high. As a show of mutual support in the face of the coming campaign, the two governments worked side-by-side to develop a new BattleMech that would showcase technological developments made by both, in much the same way they did with the Gunslinger years earlier. The preliminary design and logistics work took some time. At the behest of Archon Katherine Steiner-Davion, the Lyran Alliance was added to the project. When she later took control of the Federated Commonwealth, however, Lyran concerns and engineers quickly began to dominate the entire process. The product of the effort between the nations soon became something quite different from the joint effort that was initially conceived. With so many resources already invested in the project by all concerned, however, there was no choice but to allow the Chimera to continue forward into full-scale production.

Loadouts

Era

<u>Stock</u>			
Two Medium Pulse Lasers, one ER Large Laser, four LRM 5s with 24 rounds each, an Active Probe and 14 single Heat Sinks.		2xMPL ERLL 4xLRM 5 (96)	BAP JJ
CMA-1S	3067	ERML ERLL MRM 20 (24)	MG (200) JJ
One ER Medium Laser, one ER Large Laser, one MRM 20 with 24 rounds and one MG with 200 rounds.			
CMA-C	3067	ERML ERLL MRM 20 (12)	 JJ
One ER Medium Laser, one ER Large Laser and one MRM 20 with 12 rounds.			

Deployment

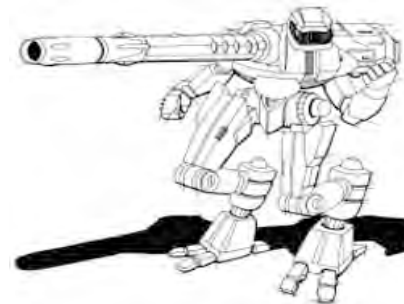
The Chimera entered service in 3063 with the Alarion Jaegers, the Tenth Deneb Light Cavalry and the Third Robinson Rangers, all units loyal to Archon Katherine. With the full run from the Brigadier plant and half of the Independence runs going to Katherine's units, Coordinator Kurita made the preemptive move to license production on Epsilon E, giving units who hadn't pledged absolute loyalty to Katherine the opportunity to also purchase these new 'Mechs.

Hollander II

Technology: 3062
Class: Medium
Tonnage: 45 t
Armor Factor: 406

Top Speed: 136.26 KPH
Internal Armor: Endo Steel
External Armor: Ferro
Heat Sinks: 10
Jump Jets: None

Mektek



Legend

Faced with the superior range and firepower of the Clan invaders, the Steiner military wanted a light, fast 'Mech with superior long-range firepower. Many design firms offered plans featuring LRM racks and PPC's, but the contract went to Coventry Metal Works. Their design, tagged the BZK-F3 Hollander, eliminated the heat buildup inherent in LRMs by mounting the massive Poland Main Model A Gauss cannon in the 'Mech's right torso. This unorthodox design would provide unprecedented firepower in a light 'Mech, enough to take down other light 'Mechs in one shot.

Loadouts

Era

Stock

Three Medium Pulse Lasers, two Small Pulse Lasers, one Gauss Rifle with 16 rounds and 12 single Heat Sinks.

3xMPL

2xSPL

Gauss (16)

BZK-F7

One Massive Heavy Gauss Rifle with 16 rounds.

HGR (16)

Deployment

All of the Hollanders currently produced by Coventry Metal Works are being sent to the Pasig Operations Area along the Jade Falcon front. Units receiving Hollanders include the Seventeenth Skye Rangers stationed on Barcelona and the First Kearney Highlanders on Mogyorod. Commonwealth commanders have high hopes the design will compete favorably with the Jade Falcons' Uller OmniMech.

Hunchback

Technology: 3025
 Class: Medium
 Tonnage: 50t
 Armor Factor: 406

Top Speed: 116.06 KPH
 Internal Armor: Standard
 External Armor: Standard
 Jump Jets: None



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.

Loadouts

	<u>Era</u>		
Stock		4xML	ECM
Four Medium Lasers, one AC/10 with 20 rounds, an ECM Suite and 10 Single Heat Sinks.		AC10 (20)	
HBK-4G	3025	2xML	SL
Two Medium Lasers, one Small Laser, one AC/20 with 10 rounds and 13 single Heat Sinks.		AC20 (10)	
HBK-4H	3025	4xML	SL
Four Medium Lasers, one Small Laser, one AC/10 with 20 rounds and 13 single Heat Sinks.		AC10 (20)	
HBK-4J	3025	5xML	SL
Five Medium Lasers, two LRM 10s with 24 rounds each, one Small Laser and 13 single Heat Sinks.		2xLRM 10 (48)	
HBK-4N	3025	4xML	SL
Four Medium Lasers, two LRM 5s with 24 rounds each, one Small Laser, one AC/5 with 20 rounds and 13 single Heat Sinks.		2xLRM 5 (48) AC5 (20)	
HBK-4P	3025	8xML	SL
Eight Medium Lasers, one Small Laser and 23 single Heat Sinks.			
HBK-4SP	3025	4xML	SL
Four Medium Lasers, two SRM 6s with 30 rounds each, one Small Laser and 19 single Heat Sinks.		2xSRM 6 (60)	
HBK-5M	3050	2xML	SPL
Two Medium Lasers, one Small Pulse Laser, one AC/20 with 5 rounds and 13 double Heat Sinks.		AC20 (5)	
HBK-5N	3050	2xML	SL
Two Medium Lasers, one Small Laser, one AC/20 with 10 rounds and 13 double Heat Sinks.		AC20 (10)	

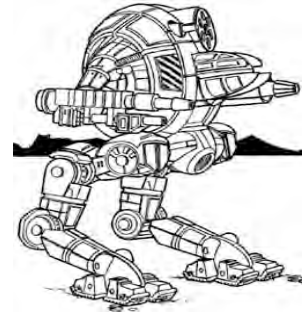
Deployment

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.

Uziel

Technology: 3067
 Class: Medium
 Tonnage: 50 t
 Armor Factor: 368

Top Speed: 125.1 KPH
 Internal Armor: Endo Steel
 External Armor: Standard
 Heat Sinks: 10 (Double)
 Jump Jets: All Equipt



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 Thelonius 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.

Loadouts

Era

<u>Stock</u>		PPC	2xSPL	
One PPC, one Ultra AC/5 with 40 rounds, two Small Pulse Lasers, one LRM 10 with 24 rounds two MGs with 200 rounds each and 10 single Heat Sinks.		UAC5 (40)	LRM 10 (24)	JJ
UZL-2S	3067	2xPPC		BAP
Two PPCs, one SRM 6 with 15 rounds, two MGs one with 200 rounds one with 100 rounds, an Active Probe and 10 double Heat Sinks.		SRM 6 (15)	2xMG (300)	JJ
UZL-3S	3067	ERML	2xERSL	
Two ER Small Lasers, one ER Medium Laser, one Large Pulse Laser, one AC/2 with 45 rounds, one SRM 6 with 15 rounds and 1 additional Heat Sink.		LPL	AC2 (45)	JJ
		SRM 6 (15)		

Deployment

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.

Bushwacker

Technology:	3058	Top Speed:	126.86 KPH
Class:	Medium	Internal Armor:	Standard
Tonnage:	55 t	External Armor:	Ferro
Armor Factor:	449	Heat Sinks:	10 (Double)
		Jump Jets:	None



Legend

The prototype Bushwacker was under construction at the start of the Clan invasion. An ambitious, unorthodox design, the Bushwacker featured a long, narrow upper torso designed to present a minimal target profile to enemy units. This unconventional configuration resulted in an extremely complex interior layout, with the 'Mech's fusion engine, sensors and communications suites crowded together. Unfortunately, the engine shielding proved insufficient to insulate the sensors and communications suites from the engine's radiation, and the Bushwacker experienced frequent targeting and sensor system failures. Attempts to increase the engine shielding made the 'Mech too heavy and cumbersome for battle use. Though the Bushwacker program seemed destined for cancellation, many observers praised the innovative design as a daring work of BattleMech engineering. It was the Clan

invasion that saved the Bushwacker from the scrap pile. A raid on a Jade Falcon base on Twycross yielded a vast haul of technical specifications and schematics for various Clan BattleMechs. The Bushwacker design team was given the specs for the Clan Vulture. Using these documents as a guide, the Bushwacker team was able to reconfigure the 'Mech's interior spaces and eliminate the electronic interference.

Loadouts

Era

Stock		2xML	ERLL
Two Medium Lasers, one ER Large Laser, one AC/10 with 20 rounds, two LRM 5s with 24 rounds each, two MGs with 200 rounds each and 11 single Heat Sinks.		AC10 (20)	2xLRM 5 (48)
		2xMG (400)	
BWS-X1	3058	ERLL	2xMG (400)
One ER Large Laser, two LRM 5s with 24 rounds each, one AC/10 with 10 rounds, two MGs with 200 rounds each and 1 additional Heat Sink.		AC10 (10)	
		2xLRM 5 (48)	

Deployment

The Bushwacker was put into full scale production in 3053, though many Federated Commonwealth units received pre-production models during the Clan invasion. The Bushwacker commonly replaced units lost from medium 'Mech lances on the Clan border. As a result, most of the Bushwackers in service belong to units of the Lyran Alliance, with only a handful serving in the remainder of the Federated Commonwealth.

Dragon

Technology: 3025
 Class: Heavy
 Tonnage: 60 t
 Armor Factor: 425

Top Speed: 115.06 KPH
 Internal Armor: Standard
 External Armor: Standard
 Heat Sinks: 10 (Single)
 Jump Jets: None



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 Imperator-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.

Loadouts

Era

<u>Stock</u>			
Three Medium Lasers, One ER PPC, one LRM 10 with 24 rounds and 13 single Heat Sinks.			3xML ERPPC LRM 10 (24)
DRG-1C	3025		2xML AC2 (45) LRM 10 (24)
DRG-1G	3025	Grand Dragon	3xML PPC LRM 10 (24)
One Medium Laser, one Ultra AC/5 with 20 rounds and one LRM 10 with 24 rounds.	3050		ML UAC5 (20) LRM 10 (24)
DRG-1N	3025		2xML AC5 (40) LRM 10 (24)

Deployment

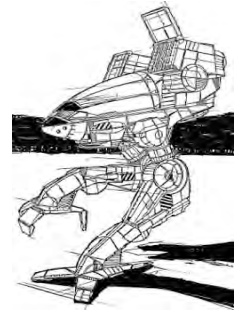
With its high speed and better-than-average firepower, the Dragon is intended as a close assault vehicle. In stagnant battles with little or no movement, Kurita commanders often hold the Dragon in reserve until they discover a weakness in the enemy line. They then further soften this weakness with bombardment, 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.

Catapult

Technology: 2750
 Class: Heavy
 Tonnage: 65 t
 Armor Factor: 424

Top Speed: 117.86 KPH
 Internal Armor: Standard
 External Armor: Reactive
 Heat Sinks: 10
 Jump Jets: 4 Variants



Legend

The CPTL-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. The Catapult, which is used mainly in the Capellan Confederation, does exist in other Successor State militaries in small numbers. It is unlikely that non-Liao Catapults will be earmarked to receive new technology, but the Capellans are planning a major field refit that will mandate new tactics on the part of Capellan commanders. Recovered technology allows Capellan Techs to improve further on the Catapult's excellent capabilities as a long-range support 'Mech.

Loadouts

Era

<u>Stock</u>			
Two Large Lasers, two LRM 20s with 12 rounds each an Active Probe, Jump Jets and 11 single Heat Sinks.		2xLL 2xLRM 20 (24)	BAP JJ
CPLT-A1	3025	2xLRM 15 (64)	JJ
Two LRM 15s with 32 rounds each, Jump Jets and 5 additional Heat Sinks.			
CPLT-C1	2750	4xML 2xLRM 15 (32)	JJ
Four Medium lasers, two LRM 15s with 16 rounds each, Jump Jets and 5 additional Heat Sinks.			
CPLT-C4	3025	2xSL 2xLRM 20 (48)	JJ
Two Small Lasers, two LRM 20s with 24 rounds each and Jump Jets.			
CPLT-K2	3025	2xML 2xPPC 2xMG (400)	
Two Medium lasers, two PPCs, two MGs with 200 rounds each and 10 additional Heat Sinks.			

Deployment

Capellan military strategists are beginning to redeploy 'Mechs to combine one, two, or even three Catapults in the same headquarters unit with a Raven. The Raven can then sneak into a combat area and pinpoint its enemy, taking full advantage of its advanced electronics to rain in incredible destruction from the faraway Catapults.

Black Knight

Technology: 2750
 Class: Heavy
 Tonnage: 75 t
 Armor Factor: 517

Top Speed: 99.07 KPH
 Internal Armor: Standard
 External Armor: Standard
 Jump Jets: None



Legend

The Star League Army introduced the Black Knight into service in 2578. The Black Knight's heavy armor and offensive power make it the ideal command 'Mech for front-line units. At the same time, the arsenal of weapons allows the 'Mech to operate effectively on its own. The communication system employs the latest technology to link the Black Knight with orbital satellites. The new Beagle Active Probe furthers the performance by picking up a much wider range of information and relaying it instantly to the pilot. The Beagle Probe can pierce standard ECM devices at short range and provide instant cataloguing of all military machines.

Loadouts

Era

<u>Stock</u>				
Two Large Lasers, four Medium Lasers, one PPC, one Small Laser and 22 Single Heat Sinks.			SL	
BL-6-KNT	2750	2xLL 4xML PPC	SL	BAP
Two Large Lasers, four Medium Lasers, one PPC, one Small Laser, an Active Probe and 20 Single Heat Sinks.				
BL-7-KNT	3025	2xLL 4xML PPC	SL	
Two Large Lasers, four Medium Lasers, one PPC, one Small Laser and 20 Single Heat Sinks.				
BL-9-KNT	3050	2xLL 4xMPL ERPPC	LPL	
Two Large Lasers, four Medium Pulse Lasers, one Large Pulse Laser, one ER PPC and 15 Double Heat Sinks.				

Deployment

Despite its use of double heat sinks, the revamped Black Knight remains prone to overheating. To avoid this hazard, MechWarriors are advised to use the Black Knight's weapons only at the ranges for which they are designed. The Black Knight proved tremendously successful on the battlegrounds of Tukayid, able to wear down the enemy at long range with its ER PPC and large lasers until it could close to administer the coup de grace with its pulse lasers and hatchet. After the ComStar reformation, Word of Blake dissenters took several of these 'Mechs into the Free Worlds League.

Thanatos

Technology: 3067
Class: Heavy
Tonnage: 75 t
Armor Factor: 471

Top Speed: 87.05 KPH
Internal Armor: Endo Steel
External Armor: Ferro
Jump Jets: All Equipt



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.

Loadouts

Era

Stock	2xML	MPL	
Two Medium Lasers, two Large Pulse Lasers, one Medium Pulse Laser, two LRM 10s with 12 rounds each and 20 single Heat Sinks.	2xLPL		
	2xLRM 10 (24)		JJ

Deployment

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.

Awesome

Technology: 2750
 Class: Assault
 Tonnage: 80 t
 Armor Factor: 521

Top Speed: 85.03 KPH
 Internal Armor: Standard
 External Armor: Standard
 Jump Jets: None



Legend

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

Loadouts

Era

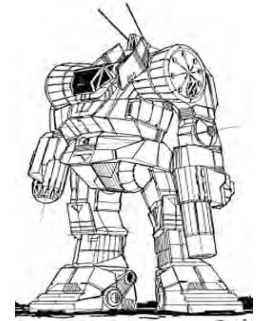
<u>Stock</u>			
Three ER PPCs, one Ultra AC/5 with 40 rounds, one Small Pulse Laser, one LRM 5 with 24 rounds, an Anti-Missile-System and 28 single Heat Sinks.		3xERPPC UAC5 (40) LRM 5 (24) SPL	AMS
AWS-8Q Three PPCs one Small laser and 28 single Heat Sinks.	2750	3xPPC SL	
AWS-8R Two LRM 15s with 16 rounds each one Large Laser one Small Laser and 28 single Heat Sinks.	3025	2xLRM 15 (32) LL SL	
AWS-8T Two LRM 15s with 16 rounds each two Large Laser one Small Laser and 23 single Heat Sinks.	3025	2xLRM 15 (32) 2xLL SL	
AWS-8V One PPC, one Large Laser, one Small Laser, one LRM 15 with 18 rounds and 28 single Heat Sinks.	3025	PPC LL SL	LRM 15 (18)
AWS-9M Three ER PPCs, two Streak SRM 2s with 50 rounds each, one Medium Pulse Laser, one Small Pulse Laser and 20 double Heat Sinks.	3050	3xERPPC 2xStreak 2 (100) MPL	SPL

Deployment

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. 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. 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.

Zeus

Technology:	3025	Top Speed:	85.03 KPH
Class:	Assault	Internal Armor:	Standard
Tonnage:	80 t	External Armor:	Ferro
Armor Factor:	505	Jump Jets:	None



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.

Loadouts

Era

<u>Stock</u>			AMS
Four Medium Pulse Lasers (three front one rear mounted), one ER PPC, one ER Large Laser, one LRM 15 with 16 rounds, an Anti-Missile-System and 22 single Heat Sinks.		4xMPL ERLL ERPPC LRM 15 (16)	
ZEU-6S	3025	2xML LL AC5 (20) LRM 15 (8)	
Two Medium Lasers (one front one rear mounted), one Large Laser, one AC/5 with 20 rounds, one LRM 15 with 8 rounds and 18 single Heat Sinks.		2xML LRM 15 (8)	
ZEU-6T	3025	2xML LL PPC	LRM 15 (8)
Two Medium Lasers (one front one rear mounted), one Large Laser, one PPC, one LRM 15 with 8 rounds and 19 single Heat Sinks.		2xMPL ERLL ERPPC LRM 15 (8)	
ZEU-9S	3050	2xMPL ERLL ERML	
Two Medium Pulse Lasers (one front one rear mounted), one ER Large Laser, one ER PPC, one LRM 15 with 8 rounds and 17 double Heat Sinks.		2xMPL ERLL	
ZEU-9T	3050	ERPPC LRM 15 (16)	
Two Medium Pulse Lasers, one ER Medium Laser, one ER Large Laser, one ER PPC, one LRM 15 with 16 rounds and 17 double Heat Sinks.			

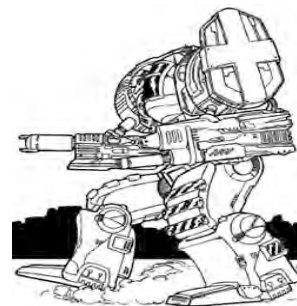
Deployment

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.

Templar

OmniMech

Technology:	3060	Top Speed:	89.03 KPH
Class:	Assault	Internal Armor:	Endo Steel
Tonnage:	85 t	External Armor:	Standard
Armor Factor:	542	Heat Sinks:	14 (Double)
		Jump Jets:	4 Variants



Legend

Many within the Federated Commonwealth High Command voiced criticism toward the Department of the Quartermaster's policy of concentrating mainly on upgrading the AFFC's conventional BattleMech forces. When the DQ continued to dismiss these arguments, Field Marshal Duke George Hasek decided to take matters into his own hands and personally commissioned Kallon Industries to design and build an assault-class OmniMech, initially financing this project with his own family's fortune.

Loadouts

Era

Stock			
Six Medium Pulse Lasers (four front two rear mounted), one PPC, one AC/20 with 15 rounds, one SRM 4 with 25 rounds, two MGs with 200 rounds each, Jump Jets, an Anti-Missile-System and 25 single Heat Sinks.		6xMPL PPC AC20 (15) SRM 4 (25) 2xMG (400)	AMS JJ
TLR1-O	3060	2xERML LPL MPL Gauss (16)	Streak 4 (25)
Two ER Medium lasers, one Large Pulse Laser, one Medium Pulse Laser, one Gauss Rifle with 16 rounds and one Streak SRM 4 with 25 rounds.			
TLR1-OA	3060	ERPPC UAC10 (30) Streak 6 (15)	ECM JJ
One ER PPC, one Ultra AC/10 with 30 rounds, one Streak SRM 6 with 15 rounds, an ECM Suite and Jump Jets.			
TLR1-OC	3060	5xMPL ERPPC LB20X (15)	ERML JJ
Five Medium Pulse Lasers, one ER Medium Laser, one ER PPC, one LB 20-X AC with 15 rounds and Jump Jets.			
Grayson	3060	4xERML 2xAC5 (120) 2xStreak 4 (25)	JJ
Four ER Medium Lasers, two AC/5s with 60 rounds each, two Streak SRM 4s with 25 rounds each and Jump jets.			

Deployment

The first Templars off of Kallon's lines were routed to the Syrtis Fusiliers, though machines from later runs have found their way to units like the Federated Suns Armored Cavalry and the Davion Assault Guards. Throughout the war, Duke Hasek's people routed these powerful new 'Mechs only to units opposing the Archon. Of course, the Twentieth Avalon Hussars received quite a few during their defense of Talon, but even that wasn't enough to secure their victory.

Cyclops

Technology: 2750
Class: Assault
Tonnage: 90 t
Armor Factor: 628

Mektek

Top Speed: 82.8 KPH
Internal Armor: Standard
External Armor: Ferro
Heat Sinks: 12
Jump Jets: None



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

Era

Stock		3xMPL	2xML
Three Medium Pulse Lasers, two Medium Lasers, one Gauss Rifle with 16 rounds, one SRM 4 with 25 rounds, one LRM 10 with 24 rounds and 16 single Heat Sinks.		Gauss (16)	SRM 4 (25) LRM 10 (24)
CP-10-Q	3025	3xML	
Three Medium Lasers, two LRM 10s with 36 rounds each, one SRM 4 with 25 rounds and 2 additional Heat Sinks.		2xLRM 10 (72)	SRM 4 (25)
CP-10-Z	3025	2xML	LRM 10 (12)
Two Medium Lasers, one AC/20 with 20 rounds, one SRM 4 with 25 rounds and one LRM 10 with 12 rounds.		AC20 (20)	SRM 4 (25)
CP-11-A	3050	2xML	LRM 10 (24)
Two Medium Lasers, one Gauss Rifle with 16 rounds, one SRM 4 with 25 rounds and one LRM 10 with 24 rounds.		Gauss (16)	SRM 4 (25)
CP-11-C	3050	2xML	
Two Medium Lasers, one Gauss Rifle with 16 rounds and one SRM 4 with 25 rounds.		Gauss (16)	SRM 4 (25)

Deployment

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.

Highlander

Technology:	2750	Top Speed:	77 KPH
Class:	Assault	Internal Armor:	Standard
Tonnage:	90 t	External Armor:	Standard
Armor Factor:	562	Heat Sinks:	12
		Jump Jets:	All Equipt



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 77 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. 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.

Loadouts

Era

Stock		4xMPL	AMS
One Gauss Rifle with 16 rounds, four Medium Pulse Lasers, two SRM 6s with 30 rounds each, an Anti-Missile-System and 17 single Heat Sinks.		2xSRM 6 (60) Gauss (16)	JJ
HGN-732	2750	2xML	LRM 20 (12)
One Gauss Rifle with 16 rounds, two Medium Lasers, one SRM 6 with 30 rounds and one LRM 20 with 12 rounds.		SRM 6 (30) Gauss (16)	JJ
HGN-733	3025	2xML	LRM 20 (18)
One AC/10 with 20 rounds, two Medium Lasers, one SRM 6 with 30 rounds, one LRM 20 with 18 rounds and 1 additional Heat Sinks.		SRM 6 (30) AC10 (20)	JJ

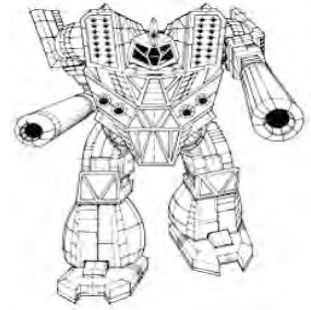
Deployment

The Highlander was originally introduced in 2592 as a dedicated city/installation defender. Its wide range of weapons and powerful jump jets enabled it to cover virtually any contingency for fighting in a typical Inner Sphere city with low buildings, winding streets and dead-end alleyways. Because of its variety of weapons, however, commanders began assigning the 'Mech to more active units and using it to break through enemy lines and wreak havoc along the front. Modern-day Highlanders often serve in mobile fire lances alongside BattleMechs such as the Catapult, Grasshopper and Exterminator..

Mauler

Technology: 3062
Class: Assault
Tonnage: 90 t
Armor Factor: 560

Top Speed: 75.02 KPH
Internal Armor: Standard
External Armor: Ferro
Heat Sinks: 11 (Double)
Jump Jets: None



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.

Loadouts

Era

Stock

Two Gauss Rifles with 16 rounds each, two Streak SRM 4s with 25 rounds each, six LRM 5s with 24 rounds each and 11 single Heat Sinks.

2xGauss (32)
2xStreak 4 (50)
6xLRM 5 (144)

MAL-1R

3062

Four AC/2s with 45 rounds each, two ER Large Lasers and two LRM 15s with 16 rounds each.

4xAC2 (180)
2xERLL
2xLRM 15 (32)

Deployment

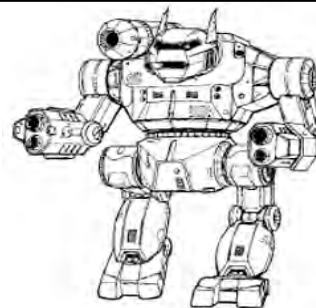
This particular model employs double Victory Nickel Alloy Extended-Range Large Lasers, one in each arm. It also has four Imperator Smoothie-2 Autocannon in the torso, two on each side. Each side of the torso also appears to have a Shigunga Long Range Missile 15-Rack, doubtless also with Cellular Ammunition Storage Equipment for the missile reloads.

Hauptmann

OmniMech

Technology: 3060
 Class: Assault
 Tonnage: 95 t
 Armor Factor: 668

Top Speed: 64.04 KPH
 Internal Armor: Standard
 External Armor: Standard
 Heat Sinks: 13 (Double)
 Jump Jets: 1 Variant



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.

Loadouts

Era

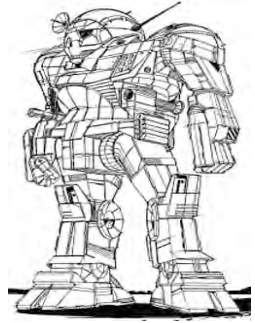
HA1-O	3060	2xMPL	ERSL	ECM
Two Medium Pulse Lasers, two ER Large Lasers, two Streak SRM 2s with 50 rounds each, one LB 20-X AC with 15 rounds, one ER Small Laser an ECM Suite and 4 additional Heat Sinks.		2xERLL		
		2xStreak 2 (100)		
		LB20X (15)		
HA1-OA	3060	4xERML		
Four ER Medium Lasers, two SRM 6s with 30 rounds each, one Gauss Rifle with 16 rounds, Jump Jets and 4 additional Heat Sinks.		2xSRM 6 (60)		
		Gauss (16)		JJ
HA1-OB	3060	3xMPL		
Three Medium Pulse Lasers, two ER PPCs, one Huge Ultra AC/20 with 15 rounds and 3 additional Heat Sinks.		2xERPPC		
		UAC20 (15)		
HA1-OC	3060	2xERML	ERSL	ECM
Two ER Medium Lasers, one Large Pulse Laser, one ER Small Laser, one LRM 20 with 12 rounds, one Massive Heavy Gauss Rifle with 16 rounds and an ECM Suite.		LPL		
		LRM 20 (12)		
		HGR (16)		

Deployment

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.

Atlas

Technology:	2750	Top Speed:	69.05 KPH
Class:	Assault	Internal Armor:	Standard
Tonnage:	100 t	External Armor:	Standard
Armor Factor:	840	Heat Sinks	20
		Jump Jets:	None



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."

Loadouts

Era

<u>Stock</u>			
Four Medium Lasers, one AC/20 with 10 rounds, two Streak SRM 2s with 50 rounds each, one SRM 6 with 15 rounds, one LRM 20 with 12 rounds and 17 single Heat Sinks.		4xML AC20 (10) 2xStreak 2 (100) SRM 6 (15)	LRM 20 (12)
AS7-D	2750	4xML AC20 (10) SRM 6 (15)	LRM 20 (12)
Four Medium Lasers (two front two rear mounted), one AC/20 with 10 rounds, one SRM 6 with 15 rounds and one LRM 20 with 12 rounds.			
AS7-K	3050	2xMPL 2xERLL Gauss (16) LRM 20 (12)	AMS
Two Medium Pulse Lasers (rear mounted), two ER Large Lasers, one Gauss Rifle with 16 rounds, one LRM 20 with 12 rounds and an Anti-Missile-System.			
AS7-S	3050	4xML AC20 (15) 2xStreak 2 (100) SRM 6 (15) LRM 20 (12)	
Four Medium Lasers (two front two rear mounted), one AC/20 with 15 rounds, two Streak SRM 2s with 50 rounds each (rear mounted), one SRM 6 with 15 rounds, one LRM 20 with 12 rounds and 10 additional Heat Sinks.			

Deployment

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.