

BATTLETECH

TECHNICAL
READOUT



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Lost Early Clan Vehicles

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TECHNICAL

READOUT

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Introduction

Unfortunately not all of Adept Jared Pascal's reports and observations were correct. Not that we are in any way discrediting his work, but we fear he may have been extremely mistaken on the report involving clan built combat vehicles.

According to Adept Pascal the second il Khan of the Clans, Jerome Winson, in 2842 was the first commission new combat vehicles. This was supposedly due to the fall from favor in the clans vehicles were suffering, being abandoned or scavenged for spare parts. This is not the case though, Adept Pascal had been shown a revised version of clan history. We are not sure at this time why, but now with this "accidental leak" from Clan Diamond Shark we can see that there are still things about the clans we do not know.

The following work is the information that was leaked put into the most comprehensive form to date. This work shows that the clans have the ability if not the drive to build some exceptional combat vehicles. And if my sources are correct we may see some of these sooner than we may want....

--James Shirley
29 May 3075

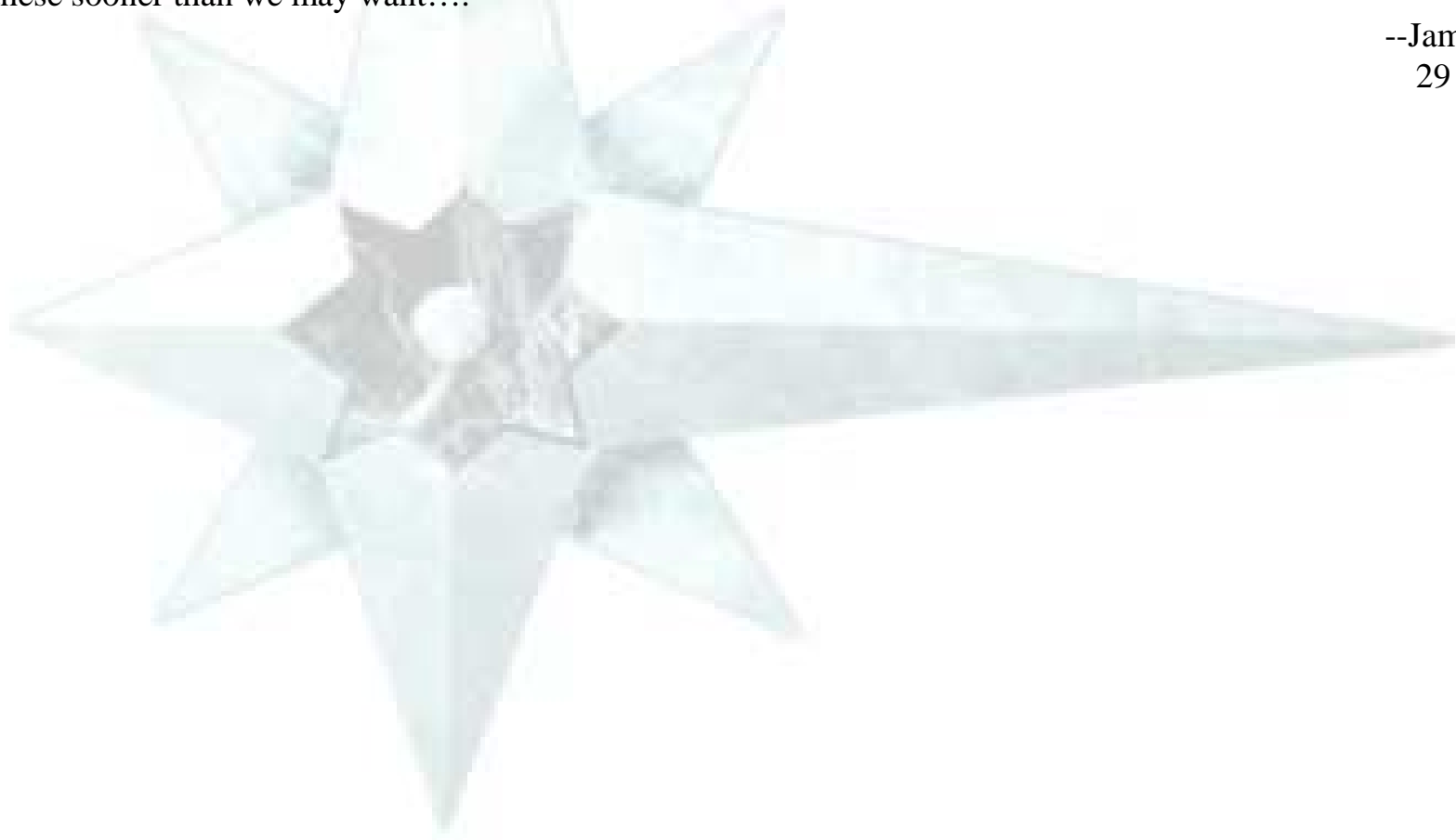


Table of Contents

<u>Page</u>	<u>Unit</u>
4	Gabriel Scout Hovercraft
6	Ripper Jump Infantry VTOL
8	Beagle Scout Hovercraft
10	Thief Scout Tank
12	Maultier
14	Packrat LRPV
16	Rotunda
18	Infantry Support Weapons Carrier "Cavalry Horse"
20	J. Edgar Hover Tank
22	Nightshade
24	Coolant Truck "Snow Ball"
26	Cyrano
28	Karnov UR Transport
30	Hunter Light Support Tank
32	Lightning
34	Striker Light Tank
36	Zephyr
38	Goblin
40	Artic Wind
42	Chaparral
44	Condor
46	Kanga 2
48	Vedette
50	Mobile Hyperpulse Generator Command
52	Mongoose
54	Thor
56	AC/2 Carrier
58	Bulldog
60	Demon
62	SRM Carrier & LRM Carrier
64	Manticore
66	Marksman
68	Hades
70	Magi
72	Burke
74	Padilla Heavy Artillery Tank
76	Von Luckner Heavy Tank
78	Demolisher Mk II
80	Fury
82	Icaza Heavy Support
84	Rhino

<u>Page</u>	<u>Unit</u>
86	Schrek PPC Carrier
88	Steel Horse Heavy Pursuit Tank
90	Swatter Flak Tank
92	Alacorn Heavy Tank
94	Ontos
96	Puma
98	Strum Tigre
100	Big Ben Artillery
102	Hell Fire Main Battle Tank

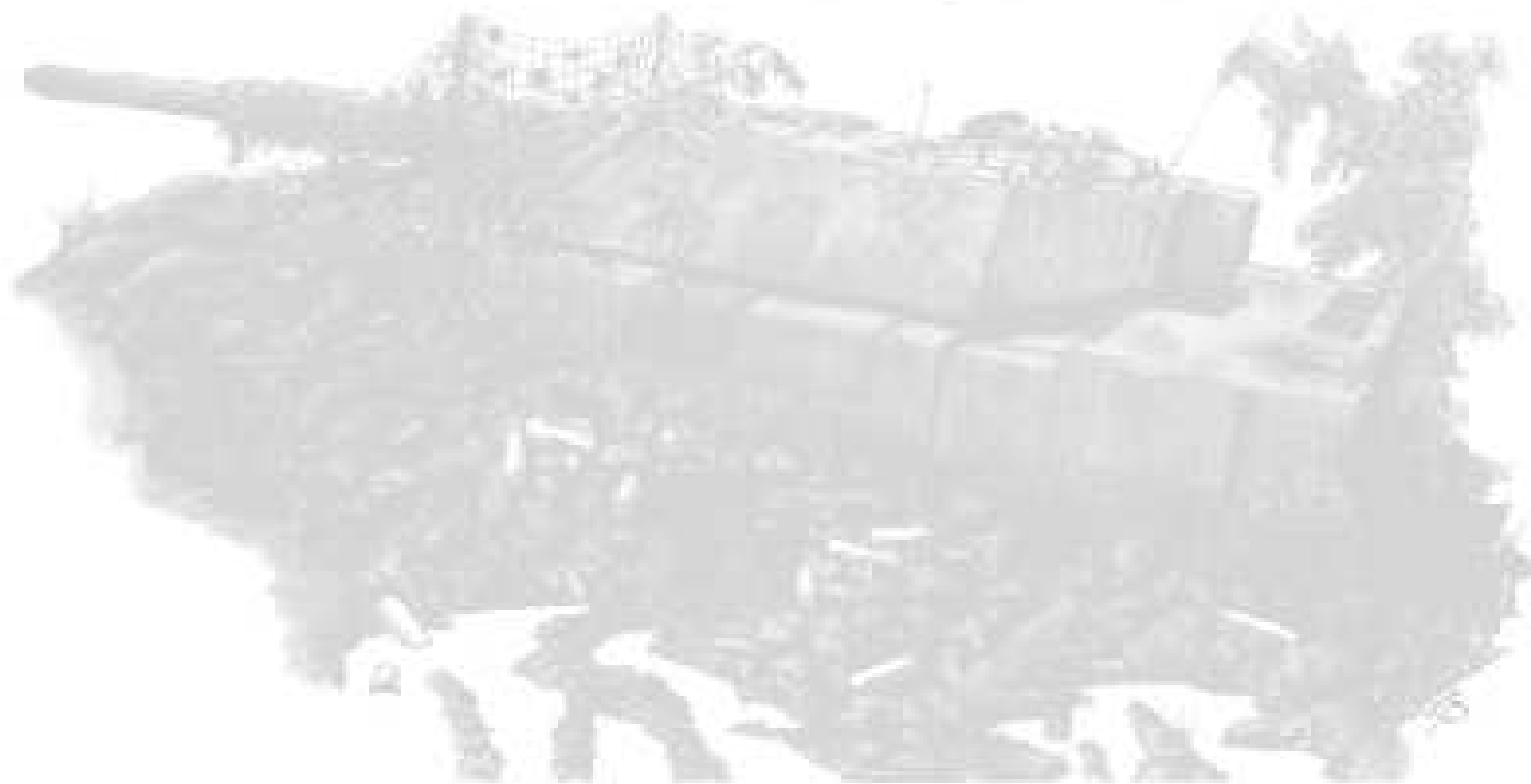
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Special Thanks

To my wife and kids for putting with my gaming.
 To the makers of Classic Battletech for keeping our game alive, to celebrate 25
 years.
 To of the Classic Battletech fan community for being there as a sounding board
 in the forums, while I tried to build my fan Technical Readout.



Gabriel Scout Hovercraft

Type/Model: Gabriel
Tech: Clan / 2830
Config: Hovercraft
Rules: Level 2

Mass: 5 tons
Power Plant: 35 VOX 35 Fusion
Cruise Speed: 162.0 km/h
Maximum Speed: 248.4 km/h
Armor Type: Alpha Compound Plate Ferro-Fibrous
Armament:
1 Series 2a ER Medium Laser
Manufacturer: Various
Location: Terra
Communications System: CBR CommSat
Targeting & Tracking System: Halo 901

Overview

Riding a cushion of air, the fusion-powered Gabriel is easily the Star League's fastest ground vehicle. Lightning speed and excellent maneuverability have made the vehicle the standard scout of the Star League Defense Forces.

As it did for the SLDF the new upgrade Gabriel serves the young clans as a fast scout vehicle.

Capabilities

Though designed for reconnaissance and not combat, the Gabriel does carry a medium laser. The Maxell TR was the original laser installed by the designers for the SLDF, but has been upgraded to one of the clans recently built ER medium lasers.

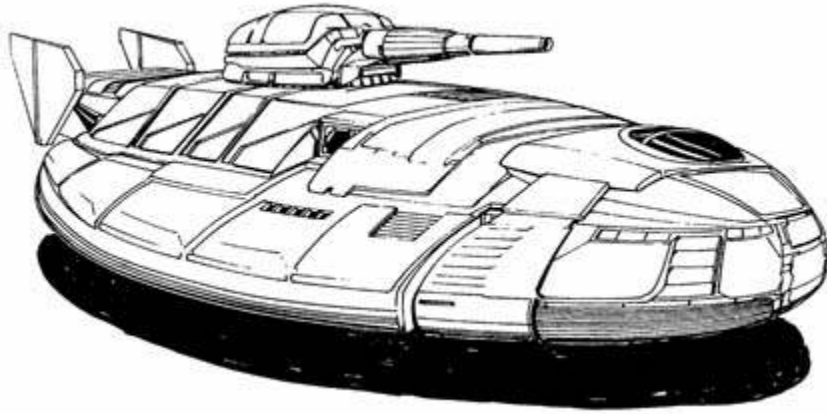
Also the Gabriel has received the clans new lighter Alpha Compound Plate Ferro-Fibrous armor, which is a less bulky version of the old SLDF armor.

Clan scientist saw no need to swap out the tracking or communications system for the newer versions being produced by the clans. The communications pack scrambles the message and bounces it off the nearest satellite. Automatic satellite-tracking gear makes the process of sending and receiving messages quick and accurate. The only drawback is that the craft must slow down to 100 kph to send or receive messages. This slight drawback could more than likely be corrected by a clan built system, but is not worth the cost of replacing and rewiring the hovercraft.

Deployment

The vehicle can be found amongst all the clans in varying numbers. Clan Ice Hellion seems to have a particular interest in this vehicles high speed. The Hell's Horses also have a large number that they use as scouts for their heavy tank stars.

Gabriel Scout Hovercraft



Type/Model: Gabriel

Mass: 5 tons

Construction Options: Fractional Accounting

Equipment:	Items	Mass
Int. Struct.: 5 pts Standard	0	.50
Engine: 35 Fusion	0	1.00
Shielding & Transmission Equipment:	0	.50
Cruise MP: 15		
Flank MP: 23		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	.25
Crew: 1 Members	0	.00
Lift Equipment:	0	.50
Turret Equipment:	0	.10
Armor Factor: 18 pts Ferro-Fibrous	1	1.00

	Internal Structure	Armor Value
Front:	1	5
Left / Right Sides:	1	3/3
Rear:	1	3
Turret:	1	4

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 ER Medium Laser	Turret	5	1	1.00	
1 C.A.S.E. Equipment	Body		0	.00	
Cargo Bay Capacity	Body		1	.15	
TOTALS:	5	3	5.00		
Items & Tons Left:		3	.00		

Calculated Factors:

Total Cost: 197,633 C-Bills

Battle Value: 389

Cost per BV: 508.05

Weapon Value: 34 / 34 (Ratio = .09 / .09)

Damage Factors: SRDmg = 6; MRDmg = 4; LRDmg = 0

Ripper Jump Infantry V.T.O.L.

Type/Model: Ripper

Tech: Clan / 2830

Config: V.T.O.L.

Rules: Level 2

Mass: 10 tons

Power Plant: 100 Omni XL Fusion

Cruise Speed: 162.0 km/h

Maximum Speed: 248.4 km/h

Armor Type: Airframe Pattern 2841 Ferro-Fibrous

Armament:

2 Series 2a ER Medium Lasers

Manufacturer: Aldis Industries

Location: Terra

Communications System: Datacom 100

Targeting & Tracking System: Tarmac Quasar V

Overview

The Ripper grew out of the Star League's need for a VTOL aircraft that could carry a squad of men and equipment into a battle and emerge intact. Design specifications issued in 2680 called for a craft with quick response and reliability, using proven components.

The Ripper normally carries elite infantry units and jump infantry squads, which need quick deployment or retrieval. The Ripper is so fast and maneuverable that the infantry compartment has special acceleration couches to handle the high Gs. The Ripper has fusion power, part of the vehicle's high price tag, and Ferro-Fibrous armor. Though this is not standard for VTOLs, special armor has made the Ripper stable and strong enough to endure the stresses created by eager pilots.

This V.T.O.L. is still favored by the clans that use it as a fast insertion vehicle for infantry.

Capabilities

Though heavily armored for a VTOL, the Ripper cannot survive against the firepower of a 'Mech, or even a well-equipped infantry squad. A small laser can down the craft with two shots.

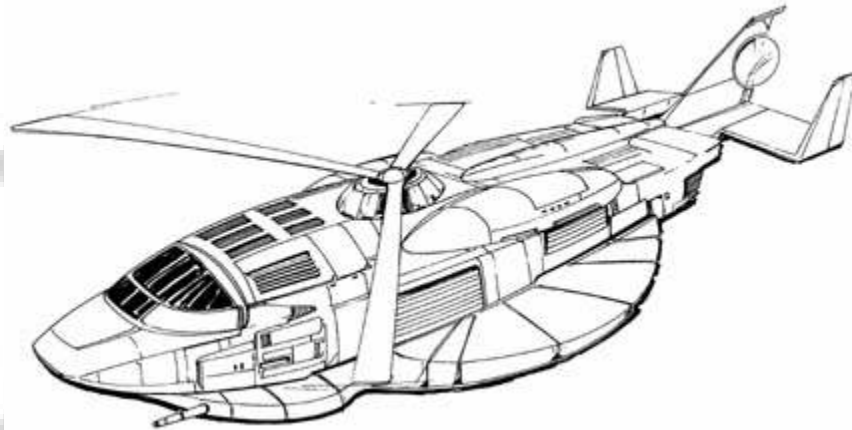
Still used by the early clans this helicopter has been redesigned to carry fast inserting jump infantry only, the pilot no longer has to land his craft in hostile territory for the infantry component to disembark. Which reduces the risk of losing the aircraft from small arms fire on the ground.

The twin Medium lasers have been upgraded to ER mediums. With the inclusion of a XL engine the speed of the V.T.O.L. has been greatly increased, so the craft must only slow slightly to deploy its jump infantry. Exposing it for just a few seconds to ground fire, before returning to full speed. The armor is the only other piece of the vehicle that has been upgraded with recent clan technology.

Deployment

Clan Hell's Horses is the only known clan that deploys this craft in any numbers, and would spend that amount of resources on a vehicle for the safety of its infantry.

Ripper Jump Infantry V.T.O.L.



Type/Model: Ripper

Mass: 10 tons

Equipment:	Items	Mass
Int. Struct.: 5 pts Standard	0	1.00
Engine: 100 XL Fusion	1	1.50
Shielding & Transmission Equipment:	0	1.00
Cruise MP: 15		
Flank MP: 23		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	.50
Crew: 1 Members	0	.00
Rotor Equipment: Main/Tail Rotors	0	1.00
Armor Factor: 38 pts Ferro-Fibrous	1	2.00

	Internal Structure	Armor Value
Front:	1	12
Left / Right Sides:	1	9/9
Rear:	1	6
Rotor:	1	2

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
2 ER Medium Lasers	Front	10	2	2.00	
1 C.A.S.E. Equipment	Body		0	.00	
Jump Infantry Bay	Body		1	1.00	
TOTALS:	10	5	10.00		
Items & Tons Left:		2	.00		

Calculated Factors:

Total Cost: 762,222 C-Bills

Battle Value: 1,549

Cost per BV: 492.07

Weapon Value: 138 / 138 (Ratio = .09 / .09)

Damage Factors: SRDmg = 12; MRDmg = 8; LRDmg = 1

Beagle Scout Hovercraft

Type/Model: Beagle
Tech: Clan / 2830
Config: Hovercraft
Rules: Level 2, Standard design

Mass: 15 tons
Power Plant: 140 Nissan XL Fusion
Cruise Speed: 162.0 km/h
Maximum Speed: 248.4 km/h
Armor Type: Alpha Compound Plate Ferro-Fibrous
Armament:
 1 Tracker Series Active Probe
 1 Series 2a ER Medium Laser
 2 Series 1 ER Small Lasers
Manufacturer: Numall Armored Vehicles
Location: New Earth
Communications System: Essex 88
Targeting & Tracking System: Active Probe/Brim CT-37 Mk. XII

Overview

The development of the Beagle Active Probe gave Battlemechs an even greater advantage over vehicles and infantry. Not only were the other branches overmatched by the 'Mech, they also had nowhere to hide from this sophisticated sensor system. In 2666, the Star League Quartermaster Command authorized a contract with Numall Armored Vehicles for construction of the Beagle Hover-Scout.

The Beagle's main function was to carry the Active Probe into combat to give a tank or hover unit better information.

The Beagle's main function was to carry the Active Probe into combat for the SLDF and the clans were not about to change the roll of this scout hovercraft.

Capabilities

The Beagle carries three and one-half tons of Ferro-Fibrous plating the same amount that the SLDF model carried, even though it is the new clan Alpha Compound Plate Ferro-Fibrous armor it still provides only partial protection.

With its speed its faster speed than the SLDF model, the Beagle is an even more elusive target than it already had been. Allowing it to usually make good its escape even with its light armor. Almost every ground vehicle binary has one Beagle attached as a support vehicle.

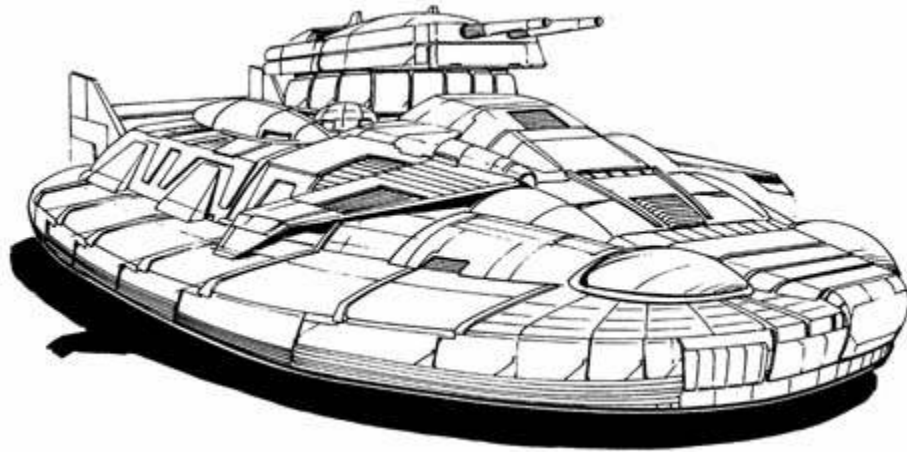
A directional wand housed in the turret still carries the sensors for the Active Probe. The Aberdovey Mk II medium laser that was linked directly to the Active Probe has been upgraded to a clan ER version. The Beagle's second mounted weapon system the Exostar-2C small laser was also upgraded to a clan ER version, with the addition of a second one giving it slightly more fire power.

Although the communications system was not upgraded the targeting and tracking systems was, due to the installation of the clans newer lighter active probe.

Deployment

This useful scout hovercraft can be found amongst all the clans in small numbers. No one clan seems to have a monopoly on this hovercraft.

Beagle Scout Hovercraft



Type/Model: Beagle

Mass: 15 tons

Equipment:	Items	Mass
Int. Struct.: 10 pts Standard	0	1.50
Engine: 140 XL Fusion	1	2.50
Shielding & Transmission Equipment:	0	1.50
Cruise MP: 15		
Flank MP: 23		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	1.00
Crew: 1 Members	0	.00
Lift Equipment:	0	1.50
Turret Equipment:	0	.50
Armor Factor: 63 pts Ferro-Fibrous	1	3.50

	Internal Structure	Armor Value
Front:	2	15
Left / Right Sides:	2	12/12
Rear:	2	10
Turret:	2	14

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 Active Probe	Turret	0	1	1.00	
1 ER Medium Laser	Turret	5	1	1.00	
2 ER Small Lasers	Front	4	2	1.00	
1 C.A.S.E. Equipment	Body		0	.00	
TOTALS:	9	6	15.00		
Items & Tons Left:		2	.00		

Calculated Factors:

Total Cost: 1,352,000 C-Bills

Battle Value: 683

Cost per BV: 1,979.5

Weapon Value: 191 / 191 (Ratio = .28 / .28)

Damage Factors: SRDmg = 12; MRDmg = 4; LRDmg = 0

Thief Scout Tank

Type/Model: Thief Scout Tank

Tech: Clan / 2830

Config: Tracked Vehicle

Rules: Level 2

Mass: 15 tons

Power Plant: 120 VOX XL Fusion

Cruise Speed: 86.4 km/h

Maximum Speed: 129.6 km/h

Armor Type: Alpha Compound Plate Ferro-Fibrous

Armament:

- 1 ICD Type 4 TAG

- 1 Series 2a ER Medium Laser

- 1 Tracker Series Active Probe

- 2 Series 1 ER Small Lasers

Manufacturer: Niles Industriplex Alpha

Location: Niles

Communications System: Q2 Block 7

Targeting & Tracking System: Version Gamma-V TTS

Overview

This light, but heavily armored and armed tank is being produced by the Hell's Horses in several factories. Used as a scout or as a fast attack tank by this vehicle oriented clan, it has earned a number of successes for its short service time. Although a few other clans have shown a small interest in this design, it is still held exclusively by the Horseman.

The Thief is by no means a cheap tank. As always though when it comes to vehicles the Hell's Horses seem to ignore convention and waste resources on a tank.

Capabilities

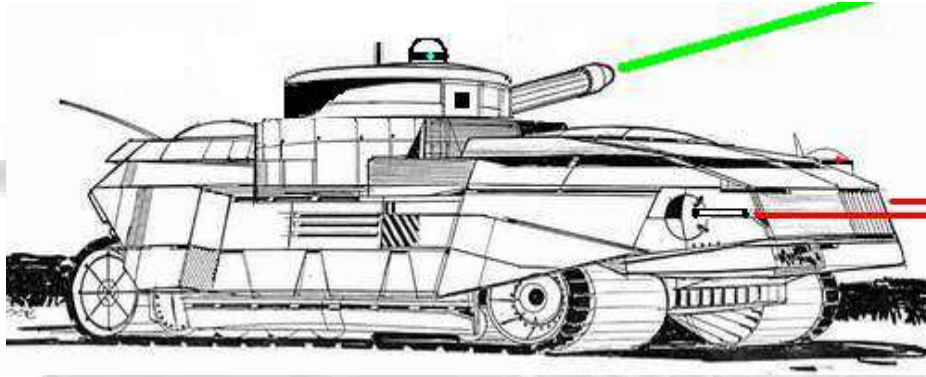
The Thief is extremely fast for a tracked vehicle, and fills the niche scout area usually reserved for hovercraft. The Thief though can carry a lot more armor and can go into terrain that other types of vehicles can not, with only a minor risk of throwing a tread. While on most tanks this is an extreme pain in the ass, the Horsemen have come up with a unique one man tread re-attachment procedure for the one man Thief crew.

The Thief carries two weapon systems a Series 2a ER Medium Laser located in a turret and two Series 1 ER Small Lasers located at the front of the vehicle. Also sporting a ICD Type 4 TAG in the turret so it can spot for vehicles or battlemechs carrying the Arrow missile system or use it to call in help for a covered escape. Mounting a Tracker Series Active Probe in the front for locating hidden enemy units or mapping an unknown area is also another useful feature of this small and tough tank.

Deployment

An exclusively held design by the Hell's Horseman at this time. Although there are small reports indicating that three may have been recently taken as isorla by the Ghost Bears.

Thief Scout Tank



Type/Model: Thief Scout Tank

Mass: 15 tons

Equipment:	Items	Mass
Int. Struct.: 10 pts Standard	0	1.50
Engine: 120 XL Fusion	1	2.00
Shielding & Transmission Equipment:	0	1.00
Cruise MP: 8		
Flank MP: 12		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	1.00
Crew: 1 Members	0	.00
Turret Equipment:	0	.50
Aarmor Factor: 96 pts Ferro-Fibrous	1	5.00

	Internal Structure	Armor Value
Front:	2	26
Left / Right Sides:	2	20/20
Rear:	2	12
Turret:	2	18

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 TAG	Turret	0	1	1.00	
1 ER Medium Laser	Turret	5	1	1.00	
1 Active Probe	Front	0	1	1.00	
2 ER Small Lasers	Front	4	2	1.00	
1 C.A.S.E. Equipment	Body		0	.00	
TOTALS:		9	7	15.00	
Items & Tons Left:			1	.00	

Calculated Factors:

Total Cost: 1,161,500 C-Bills

Battle Value: 457

Cost per BV: 2,541.58

Weapon Value: 283 / 283 (Ratio = .62 / .62)

Damage Factors: SRDmg = 12; MRDmg = 4; LRDmg = 0

Maultier II

Type/Model: Maultier II
Tech: Clan / 2830
Config: Hovercraft
Rules: Level 2, Standard design

Mass: 20 tons
Power Plant: 95 Magma XL Fusion
Cruise Speed: 97.2 km/h
Maximum Speed: 151.2 km/h
Armor Type: Arcadia Compound Delta VII Ferro-Fibrous
Armament:
 1 Pattern J4 Streak SRM 4
 1 Series 2a ER Medium Laser
 2 Type AP40 Machine Guns
Manufacturer: Marshall Light Assembly Station
Location: Arcadia
Communications System: Consolidated 6c
Targeting & Tracking System: Consolidated Type V TTS

Overview

Like its larger cousin the Maxim, this SLDF design can transport an entire platoon of infantry and apparently saw extensive action during the second half of the 26th century.

Well this is an older SLDF design it was resurrected and redesigned with the clans newer technology.

The Maultier II can provide a whole clan star of infantry with fast insertion and a reasonable amount of protection on the modern battlefield. With clan technology this vehicle has become a very reliable infantry insertion method for infantry

Capabilities

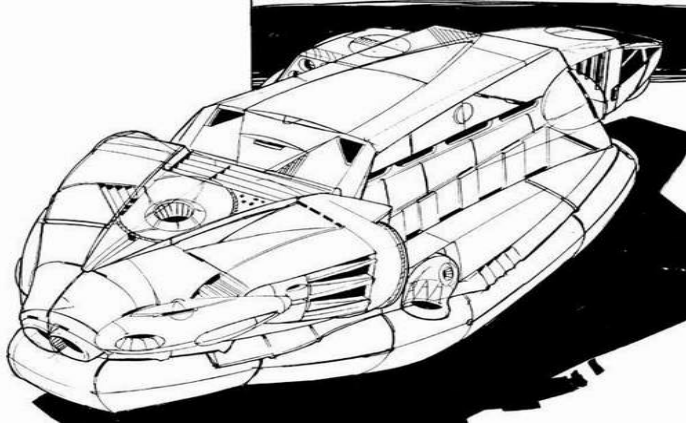
The new version of the Maultier II has gained five tons in weight since its incarnation as a SLDF vehicle. While retaining its same speed curve. .

All the weapons on this vehicle have been designed around the idea of getting onto the battlefield to deliver its cargo of infantry and give them some protection while they are embarking or disembarking.

Deployment

All clans seem to use this vehicle, with each clan having a stock large enough to supply its infantry forces.

Maultier II



Type/Model: Maultier II

Mass: 20 tons

Equipment:	Items	Mass
Int. Struct.: 8 pts Standard	0	2.00
Engine: 95 XL Fusion	1	2.67
Shielding & Transmission Equipment:	0	1.33
Cruise MP: 9		
Flank MP: 14		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	1.00
Crew: 2 Members	0	.00
Lift Equipment:	0	2.00
Armor Factor: 58 pts Ferro-Fibrous	1	3.00

	Internal Structure	Armor Value
Front:	2	20
Left / Right Sides:	2	14/14
Rear:	2	10

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 Streak SRM 4	Front	0	25	2	3.00
1 ER Medium Laser	Front	5		1	1.00
1 Machine Gun	Left	0	100	2	.75
1 Machine Gun	Right	0		1	.25
1 C.A.S.E. Equipment	Body			0	.00
Infantry Bay	Body		1	3.00	
TOTALS:		5	9	20.00	
Items & Tons Left:			0	.00	

Calculated Factors:

Total Cost: 1,289,633 C-Bills

Battle Value: 500

Cost per BV: 2,579.27

Weapon Value: 203 / 173 (Ratio = .41 / .35)

Damage Factors: SRDmg = 14; MRDmg = 7; LRDmg = 0

Packrat LRPV

Type/Model: Packrat LRPV

Tech: Clan / 2830

Config: Wheeled Vehicle

Rules: Level 2, Standard design

Mass: 20 tons

Power Plant: 120 Doorman 140 Fusion

Cruise Speed: 75.6 km/h

Maximum Speed: 118.8 km/h

Armor Type: CerPlate Mod 2F Standard

Armament:

1 MPA-14 Mod. 12a Streak SRM 6

1 Series 2a ER Medium Laser

2 Type AP40 Machine Guns

Manufacturer: Robertson Technologies

Location: Terra

Communications System: O/P COMTES

Targeting & Tracking System: O/P 2000JSA

Overview

Robertson Technologies designed the Packrat Long-Range Patrol Vehicle as a mobile system that could travel with little or no support, cross through enemy lines, and create havoc with rear communications and supplies. Powered by fusion reactors to provide unlimited movement, this vehicles proved its worth in SLDF covert operations.

With the change in society brought on by the establishment of the clans one would assume this vehicle would no longer have a use for the clans, but that assumption would be wrong. Refitted by clan technicians and put into service as a clan paramilitary patrol unit, it gives the often brutal clan law enforcement officers another deadly weapon in their arsenals.

Capabilities

The Packrat moves on a series of eight solid rubber tires, each with its own suspension system and support drives. The Packrat also supports a great deal of armor for a vehicle of its size. Fifty-ton tanks support six tons of armor, but the Packrat, only a 20-ton vehicle, supports four tons of protection.

The Packrat's systems are small, which was intended only to give the vehicle time to run from a confrontation. Now though in its new role as a clan paramilitary patrol unit these weapons make it one of the most lethal police cars in the known universe.

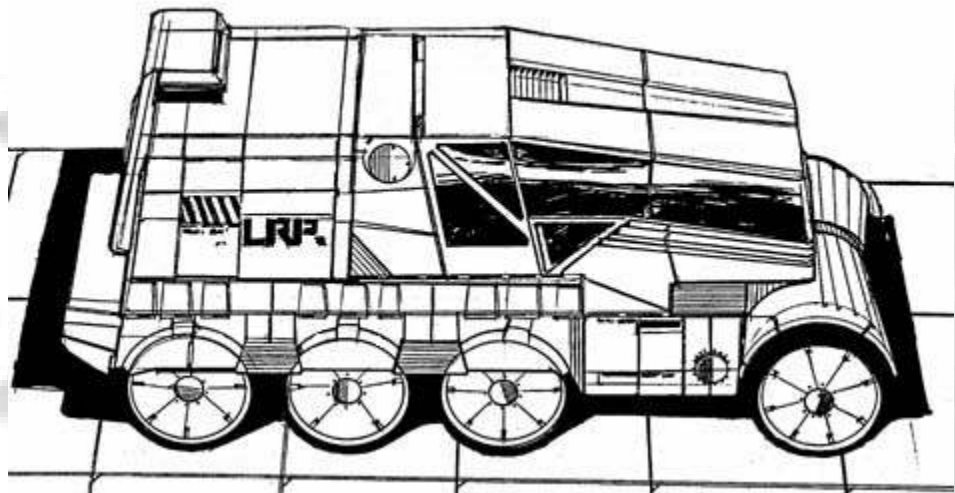
The interior of the Packrat is unlike that of any other vehicle produced before the fall of the Star League. The supplies and repair equipment needed on a long patrol are stored efficiently, now that space is used to store weapons for ten fully equipped personnel. The Packrat was not designed as a troop transport, but it can carry ten clan paramilitary officers. Usually this done for crowd control situations, which are more common in some clans than others.

The O/P communications system is the most powerful transmitter of its size. It allows the Packrat to also work as a base of operations for extended "police actions" conducted by clan paramilitary officers.

Deployment

Although all the clans have a fair amount of these vehicles, the more repressive on the non-warrior caste clans have a larger number. The Jade Falcon and Smoke Jaguar clans seem to have the highest numbers of these vehicles, while the Wolf and Sea Fox clans have the least number of these vehicles. Everyone else falls somewhere in between these four clans.

Packrat LRPV



Type/Model: Packrat LRPV

Mass: 20 tons

Equipment:	Items	Mass
Int. Struct.: 8 pts Standard	0	2.00
Engine: 120 Fusion	0	4.00
Shielding & Transmission Equipment:	0	2.00
Cruise MP: 7		
Flank MP: 11		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	1.00
Crew: 2 Members	0	.00
Armor Factor: 64 pts Standard	0	4.00

	Internal Structure	Armor Value
Front:	2	16
Left / Right Sides:	2	16/16
Rear:	2	16

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 Streak SRM 6	Front	0	15	2	4.00
1 ER Medium Laser	Front	5		1	1.00
1 Machine Gun	Left	0	100	2	.75
1 Machine Gun	Right	0		1	.25
1 C.A.S.E. Equipment	Body			0	.00
Infantry Bay Capacity	Body			1	1.00
<hr/>					
TOTALS:	5	7	20.00		
Items & Tons Left:		2	.00		

Calculated Factors:
Total Cost: 598,950 C-Bills
Battle Value: 511
Cost per BV: 1,172.11
Weapon Value: 247 / 203 (Ratio = .48 / .40)
Damage Factors: SRDmg = 17; MRDmg = 8; LRDmg = 0

Rotunda

Type/Model: Rotunda
Tech: Clan / 2830
Config: Wheeled Vehicle
Rules: Level 2, Standard design

Mass: 20 tons
Power Plant: 160 LTV Fusion
Cruise Speed: 97.2 km/h
Maximum Speed: 151.2 km/h
Armor Type: Mercury Weave Standard
Armament:
 1 Kolibri Delta Series Medium Pulse Laser
 2 Chis Series Small Pulse Lasers
Manufacturer: Buhallin Military Products
Location: Terra
Communications System: SP/2 HAYOT
Targeting & Tracking System: Hanover Sight 3000-A-K-P

Overview

The Rotunda RND-J-111 is essentially a self sufficient home and fighting vehicle for its one-person crew. It can operate for extended periods of time with little maintenance or other support. Its fusion power plant gives it unlimited range, allowing it to fill the role of scouting and recon duty for the Star League on Periphery worlds.

With the change in society brought on by the establishment of the clans one would assume just like the Packrat this vehicle would no longer have a use for the clans, but that assumption would also be wrong. Refitted by clan technicians and put into service as a clan paramilitary patrol unit just like the Packrat, it gives the often brutal clan law enforcement officers one more deadly patrol unit.

Capabilities

The sleek Rotunda often shows up on identification profiles as a civilian ICE transport instead of an armored scout car. Which is useful when trying to sneak up on lower caste gatherings or just patrolling a neighborhood looking for clan subversives. The clans never know what type of sensor may have come home with a un-clan like subversive lower caste member.

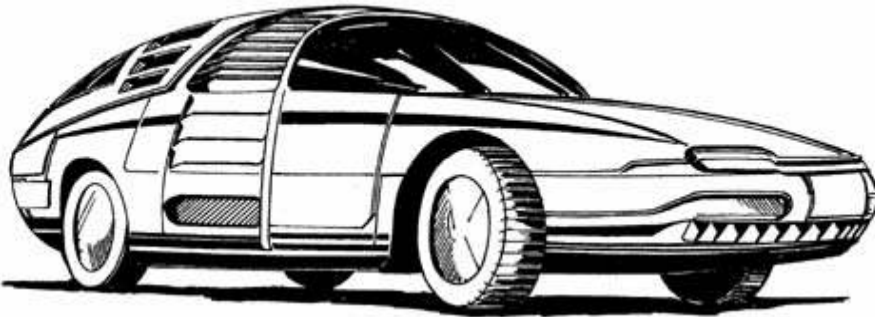
All the weapons on the Rotunda have been replaced. A series of pulse laser are pointed in all directions, which is useful in a crowd control situation.

Another change to the vehicles original design is the prisoner bay that has been added in the back, were the long patrol equipment was once stored by SLDF soldiers. This space can hold up 10 prisoners comfortable and 20 if comfort is not an issue, in clan law enforcement it usually is not.

Deployment

Although all the clans have a fare amount of these vehicles, just like the Packrat. The more repressive on the none warrior caste clans have a larger number. The Jade Falcon and Smoke Jaguar clans seem to have the highest numbers of these vehicles, while the Wolf and Sea Fox clans have the least number of these vehicles. Everyone else falls somewhere in between these four clans.

Rotunda



Type/Model: Rotunda

Mass: 20 tons

Equipment:	Items	Mass
Int. Struct.: 8 pts Standard	0	2.00
Engine: 160 Fusion	0	6.00
Shielding & Transmission Equipment:	0	3.00
Cruise MP: 9		
Flank MP: 14		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	1.00
Crew: 2 Members	0	.00
Armor Factor: 40 pts Standard	0	2.50

	Internal Structure	Armor Value
Front:	2	12
Left / Right Sides:	2	10/10
Rear:	2	8

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 Medium Pulse Laser	Front	4	1	2.00	
1 Small Pulse Laser	Left	2	1	1.00	
1 Small Pulse Laser	Right	2	1	1.00	
1 C.A.S.E. Equipment	Body		0	.00	
Prisoner Bay	Body		1	1.00	
Cargo Bay Capacity	Body		1	.50	
<hr/>					
TOTALS:	8	5	20.00		
Items & Tons Left:		4	.00		

Calculated Factors:

Total Cost: 451,367 C-Bills

Battle Value: 387

Cost per BV: 1,166.32

Weapon Value: 103 / 103 (Ratio = .27 / .27)

Damage Factors: SRDmg = 11; MRDmg = 4; LRDmg = 0

Infantry Support Weapons Carrier

“Cavalry Horse”

Type/Model: Infantry Support Weapons Carrier

Tech: Clan / 2830

Config: Wheeled Vehicle

Rules: Level 2, Standard design

Mass: 25 tons

Power Plant: 55 WorkHorse w. PowerChain Fusion

Cruise Speed: 32.4 km/h

Maximum Speed: 54.0 km/h

Armor Type: CerPlate Mod 2F Standard

Armament:

1 Ultra AC/5

2 Medium Pulse Lasers

Manufacturer: Niles Industriplex Alpha

Location: Niles

Communications System: Build 1685 Tacticom

Targeting & Tracking System: Version Gamma-V TTS

Overview

The I.S.W.C. ,Cavalry Horse, was an attempt by clan Hell's Horses to create a heavy support vehicle for their large contingent of infantry. As an infantry support vehicle the Cavalry Horse has had mixed results.

The mixed results seem to come from the miss use of the vehicle by over eager tank crews, seeking glory in battle. Instead of supporting the infantry like they should, some crews seem to have a death wish and go hunting bigger prey. Unfortunately this leaves the infantry vulnerable to attack by larger units and usually gets the crew

of the Cavalry Horse killed. Their vehicle was never designed to take on more heavily armed and armored tanks in a stand up fight.

Capabilities

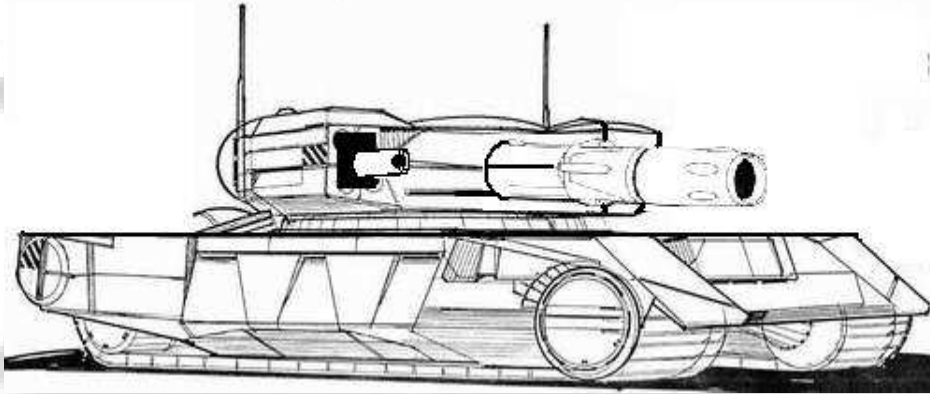
The Cavalry Horse is slow for such a small tank, which would seem to be a weakness for a small vehicle. It would be a weakness except that the Cavalry Horse is well armed with an Ultra AC/5 and 2 Medium Pulse Lasers, which is more than enough firepower if the vehicle is used for its intended infantry support role. Also carrying five tons of armor makes this vehicle a very tough nut to crack for infantry, its intended target.

Many of infantry stars owe their ass to the crews of the Cavalry Horse I.S.W.C. Even more amazing in a clan, is most Hell's Horses infantry are not afraid to admit that these vehicles can make the difference between success and disaster.

Deployment

The Cavalry Horse is built exclusively by the Hell's Horseman, but they are not the only clan to use the design. It has spread through the other clans, especially ones with larger infantry contingents, through trade or battlefield isorla.

Infantry Support Weapons Carrier “Cavalry Horse”



Type/Model: Infantry Support Weapons Carrier
Mass: 25 tons

Equipment:	Items	Mass
Int. Struct.: 15 pts Standard	0	2.50
Engine: 55 Fusion	0	1.50
Shielding & Transmission Equipment:	0	1.00
Cruise MP: 3		
Flank MP: 5		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	1.50
Crew: 2 Members	0	.00
Turret Equipment:	0	1.50
Armor Factor: 80 pts Standard	0	5.00

	Internal Structure	Armor Value
Front:	3	22
Left / Right Sides:	3	16/16
Rear:	3	10
Turret:	3	16

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 Ultra AC/5	Turret	0	20	2	8.00
2 Medium Pulse Lasers	Turret	8		2	4.00
1 C.A.S.E. Equipment	Body			0	.00
TOTALS:		8	4		25.00
Items & Tons Left:				6	.00

Calculated Factors:

Total Cost: 639,188 C-Bills

Battle Value: 434

Cost per BV: 1,472.78

Weapon Value: 314 / 314 (Ratio = .72 / .72)

Damage Factors: SRDmg = 20; MRDmg = 13; LRDmg = 3

J. Edgar Hover Tank

Type/Model: J. Edgar
Tech: Clan / 2830
Config: Hovercraft
Rules: Level 2, Standard design

Mass: 25 tons
Power Plant: 170 Clan Type XL Fusion
Cruise Speed: 129.6 km/h
Maximum Speed: 194.4 km/h
Armor Type: StarSlab/7 Ferro-Fibrous
Armament:
 2 Series 2a ER Medium Lasers
 2 Pattern J4 Streak SRM 4s
 2 Type AP40 Machine Guns
Manufacturer: Alphard Trading Corporation
Location: Alphard
Communications System: Consolidated 6c
Targeting & Tracking System: Consolidated Type V TTS

Overview

The J. Edgar is one of the few vehicles produced by the now-defunct Alphard Trading Corporation. Although the vehicles sold fairly well in early years, the diversification failed as the years passed. Fewer and fewer vehicles were sold, until finally ATC closed down all manufacturing facilities.

Only a few J. Edgar's went with the SLDF when they left the Inner Sphere and even fewer survived the Pentagon Civil Wars. So it is rather strange to see such a rare vehicle getting resources for an upgrade. At the time though the clans were short on all military equipment, so the few remaining J. Edgar's were upgraded and put into service by the fledgling clans. This venerable hover tank slips away into obscurity year by year,

soon it will be gone from all clan arsenals.

Capabilities

The J. Edgar is a sturdy lightweight hovercraft. Though it originally used a fusion engine and was upgraded with an XL fusion engine, this only slightly increased its speed.

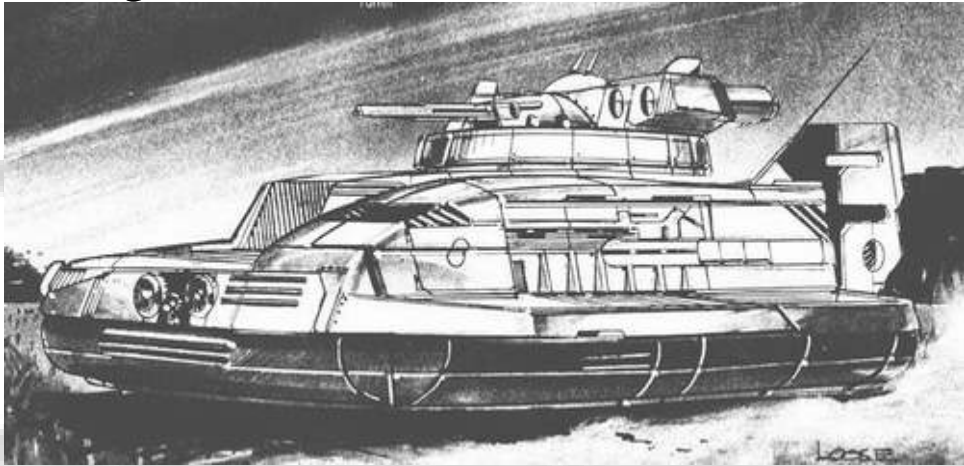
The weapons systems took the heaviest of all upgrades performed to the J. Edgar. The J. Edgar went from one medium laser and two standard SRM 2s, to two Series 2a ER Medium Lasers, two Pattern J4 Streak SRM 4s, and 2 Type AP40 Machine Guns. This upgrade gave the venerable hover tank a much heavier punch than its, old incarnation. Unfortunately this upgrade in weapons did come at the loss in armor, but this was judged acceptable due to the J. Edgar's high speed.

Since all the J. Edgar's electronics were one of a kind being only produced by the vehicles manufacturer, Alphard Trading Corporation, they all had to be replaced. None of its original electronics could work with or keep up with the new weapons and engine.

Deployment

At last count the Clans had less than fifty of these hover tanks still in their toumans. The largest concentration of J. Edgar's is in the Goliath Scorpions touman with a total of twenty three vehicles, and two of these are originals that are located in their Seekers museum.

J. Edgar Hover Tank



Type/Model: J. Edgar

Mass: 25 tons

Equipment:	Items	Mass
Int. Struct.: 15 pts Standard	0	2.50
Engine: 170 XL Fusion	1	3.33
Shielding & Transmission Equipment:	0	1.67
Cruise MP: 12		
Flank MP: 18		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	1.50
Crew: 2 Members	0	.00
Lift Equipment:	0	2.50
Turret Equipment:	0	1.00
Armor Factor: 86 pts Ferro-Fibrous	1	4.50

	Internal Structure	Armor Value
Front:	3	22
Left / Right Sides:	3	18/18
Rear:	3	10
Turret:	3	18

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
2 ER Medium Lasers	Turret	10	2	2.00	
2 Streak SRM 4s	Turret	0 25	3	5.00	
2 Machine Guns	Front	0 100	3	1.00	
1 C.A.S.E. Equipment	Body		0	.00	
TOTALS:	10	10	25.00		
Items & Tons Left:		0	.00		

Calculated Factors:

Total Cost: 2,659,250 C-Bills

Battle Value: 1,152

Cost per BV: 2,308.38

Weapon Value: 603 / 512 (Ratio = .52 / .44)

Damage Factors: SRDmg = 27; MRDmg = 13; LRDmg = 1

Nightshade

Type/Model: Nightshade
Tech: Clan / 2830
Config: V.T.O.L.
Rules: Level 2, Standard design

Mass: 25 tons
Power Plant: 160 Vlar XL Fusion
Cruise Speed: 129.6 km/h
Maximum Speed: 194.4 km/h
Armor Type: Airframe Pattern 2841 Ferro-Fibrous
Armament:
1 Series 6b ER Large Laser
2 Type V "Longbow" LRM 5s w/ Artemis IV
1 Tracker Series ECM Suite
Manufacturer: Yelm Weapons
Location: Terra
Communications System: Johnston VRR
Targeting & Tracking System: Version Kappa-III TTS

Overview

Though the SLDF classified the Nightshade as a combat scout VTOL craft, the Nightshade's main function was to carry the Guardian ECM Suite into combat.

The Guardian emits a broad-band signal that interferes with sensors. This signal projects a "cloak" to a radius of 180 meters, obscuring the reading, preventing the identification and location of friendly units. Forcing enemies units to really on the Mark I Eyeball tracking system.

The Nightshade, designed in 2597, claim to fame is it was the first craft to carry the Guardian system onto the battlefield.

The Ice Hellions decided to make the Nightshade into high speed long range fire support machine, with the added capability of hiding by using

the ECM suite of the original machine. Many Mechwarriors have learned to be wary of these sneaky battlefield fire support V.T.O.L.'s popping up out of no where and more than likely out of their range to return fire.

Capabilities

"As a combat chopper, the Nightshade is mediocre. The massive engine gives the Nightshade excellent acceleration, but at a cost of cargo space." That quote was the first impressions of the Nightshade, now with the improvements to its systems this vehicle has been hard at work erasing the "mediocre" label.

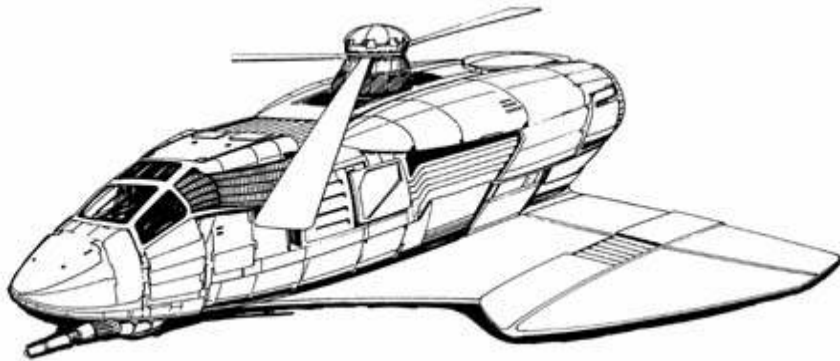
The only weapon on the original Nightshade was a medium laser mounted in the nose of the craft, this was replaced with one Series 6b ER Large Laser. Which just like the medium laser, the new ER large laser was integrated into the pilot's helmet. When the pilot turns his head, the gun swivels with him. Also added were two Type V "Longbow" LRM 5s w/ Artemis IV, giving more fire power at long range.

Nightshade carried only two tons of standard armor plating, this has been upgraded to Airframe Pattern 2841 Ferro-Fibrous. The targeting and tracking system was also upgraded to a clan built, Version Kappa-III TTS.

Deployment

This new incarnation of the Nightshade was just recently introduced by the Ice Hellions, so it is exclusive to their touman.

Nightshade



Type/Model: Nightshade
Mass: 25 tons

Equipment:	Items	Mass
Int. Struct.: 15 pts Standard	0	2.50
Engine: 160 XL Fusion	1	3.00
Shielding & Transmission Equipment:	0	1.50
Cruise MP: 12		
Flank MP: 18		
Heat Sinks: 12 Single	0	2.00
Cockpit & Controls:	0	1.50
Crew: 2 Members	0	.00
Rotor Equipment: Main/Tail Rotors	0	2.50
Armor Factor: 38 pts Ferro-Fibrous	1	2.00

	Internal Structure	Armor Value
Front:	3	12
Left / Right Sides:	3	9/9
Rear:	3	6
Rotor:	3	2

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 ER Large Laser	Front	12	1	4.00	
1 LRM 5 w/ Artemis IV	Right	0	24	2	3.00
1 LRM 5 w/ Artemis IV	Left	0	1	2.00	
1 ECM Suite	Front	0	1	1.00	
1 C.A.S.E. Equipment	Body		0	.00	
TOTALS:	12	7	25.00		
Items & Tons Left:		3	.00		

Calculated Factors:

Total Cost: 3,704,556 C-Bills
 Battle Value: 2,175
 Cost per BV: 1,703.24
 Weapon Value: 223 / 209 (Ratio = .10 / .10)
 Damage Factors: SRDmg = 16; MRDmg = 13; LRDmg = 8

Coolant Truck

“Snow Ball”

Type/Model: Coolant Truck
Tech: Clan / 2588
Config: Wheeled Vehicle
Mass: 30 tons
Power Plant: 70 GM Fusion
Cruise Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Armor Type: Magnum Standard
Armament:
2 Zippo Vehicular Flamers (Vehicle)
Coolant System (10 tons Liquid Nitrogen)
Coolant System (5 tons Liquid Oxygen)
Manufacturer: Upsilon Plant 2J Vehicle Assembly Satellite
Location: Strana Mechty
Communications System: Series D8 CC-25X
Targeting & Tracking System: Sloane 220 Lockover System

Overview

Coolant trucks, better known as "coolers" among Mechwarriors, station themselves close to the battlefield, where they can be hooked up to heated 'Mechs for the purpose of flushing away the excess heat with super-cold liquid nitrogen.

The coolant truck was first developed during the Reunification War, by the SLDF due to the lack of water for cooling on most periphery worlds. After its introduction the coolant truck became a must for all battlemech equipped forces there after.

So it is no wonder this old battlefield work horse would be found among the clans, and in large numbers with their almost single mindedness for battlemech combat.

Capabilities

The standard model found all over the Inner Sphere can still be found among the clans. Some of these “coolers” are now almost 300 yrs old. It carries nine tons of coolant, (seven tons of liquid nitrogen, and two tons of liquid oxygen) in armored tanks kept cold with small recirculation motors, which also stir the tank's contents to prevent dangerous temperatures that might a rupture in one of the tanks.

The new model found amongst the clans (known as Snow Ball), differs in a few ways from its Inner sphere cousins.

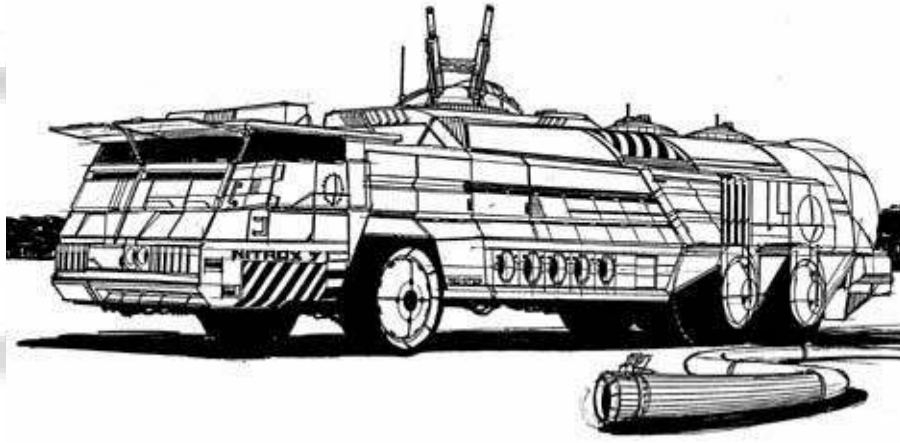
Snow Balls use a standard fusion engine which is smaller than the I.C.E. that was on the SLDF model, lowering its top speed. Also it mounts less armor, but due to the clans fighting style this is not a real problem.

Snow Balls carry fifteen tons of coolant, (ten tons of liquid nitrogen, and five tons of liquid oxygen) in their storage tanks. They also have a much smaller and more efficient recirculation motors, for stirring and cooling the tanks.

Deployment

Snow Balls are built on Strana Mechty by the clans and issued from there to all clans by the clan council through trails when a production run is finished. They are also built by each individual clan and various production facilities all over clan space, but sometimes it is just easier to win a production run from Strana Mechty than waste resources on producing there own.

Coolant Truck “Snow Ball”



Type/Model: Coolant Truck
Mass: 30 tons

Equipment:	Items	Mass
Int. Struct.: 15 pts Standard	0	3.00
Engine: 70 Fusion	0	2.00
Shielding & Transmission Equipment:	0	1.00
Cruise MP: 3		
Flank MP: 5		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	1.50
Crew: 2 Members	0	.00
Turret Equipment:	0	.50
Armor Factor: 72 pts Standard	0	4.50

	Internal Structure	Armor Value
Front:	3	10
Left / Right Sides:	3	20/20
Rear:	3	20
Turret:	3	2

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
2 Flamer (Vehicle)s	Turret	0	20	3	2.00
1 C.A.S.E. Equipment	Body		0	.00	
Coolant System (10 ton Liquid Nitrogen)	Body	1		10.00	
Coolant System (5 ton Liquid Oxygen)	Body	1		5.00	
Mech Connection Hoses	Body		1	.50	
TOTALS:	0	6	30.00		
Items & Tons Left:		5	.00		

Calculated Factors:

Total Cost: 343,275 C-Bills

Battle Value: 78

Cost per BV: 4,400.96

Weapon Value: 7 / 7 (Ratio = .09 / .09)

Damage Factors: SRDmg = 1; MRDmg = 0; LRDmg = 0

Cyrano

Type/Model: Cyrano
Tech: Clan / 2830
Config: V.T.O.L.
Mass: 30 tons
Power Plant: 220 Clan Model XT4 XL Fusion
Cruise Speed: 129.6 km/h
Maximum Speed: 194.4 km/h
Armor Type: Forged Type HH32 with CASE Ferro-Fibrous
Armament:
 2 Series 2a ER Medium Lasers
 2 Type X "Short Bow" LRM 10s w/ Artemis IV
 2 Pattern J2 Streak SRM 2s
Manufacturer: Dark Web Armaments Plant
Location: Strana Mechty
Communications System: JNE Integrated Communications
Targeting & Tracking System: C-12 Mk. III with Artemis IV FCS

Overview

The Cyrano was the heaviest VTOL in the SLDF when they left the Inner Sphere. The Cyrano was the standard gunship of the SLDF, it was originally developed in 2622 to provide inexpensive support for ground troops. The Cyrano excelled as a ground attack V.T.O.L for the SLDF, it also escorted the Ripper and the Nightshade on dangerous missions.

The SLDF took a large number of Cyrano V.T.O.L.s with them on the Exodus, and a large number of them survived the Pentagon Civil Wars hidden in Brian Caches. Most of these surviving Cyrano's ended up in the clan Widowmaker Touman. At first it was fine upgrading the old vehicles, but soon it was realized that newer clan technologies would work better on a total rebuild. So Widowmaker Scientist went to work, and soon produced one of the deadliest clan V.T.O.L.s ever.

Capabilities

The Cyrano gained a XL fusion engine, which did not change the V.T.O.L.s speed at all just lightened its main weight issue. It also had its armor replaced with clan produced Forged Type HH32 with CASE Ferro-Fibrous. It lost some armor in the redesign, but as usual the new clan version compensates for it. It also drops the Beagle Active Probe, clan scientist just did not see the need for an active probe. Only combat can tell if that was a good choice.

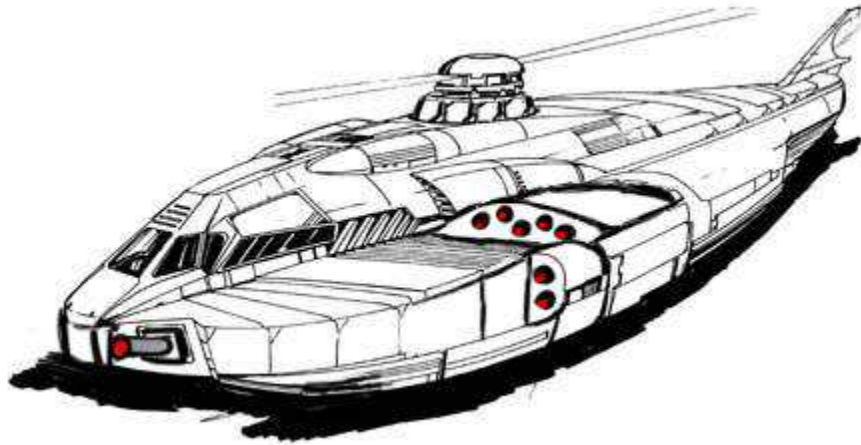
All these weight saving actions have made room for a major weapons change. The Cyrano is missing its name sac front mounted large laser which has been replace by two Series 2a ER Medium Lasers, these match the original laser in range and almost in fire power. As secondary weapons the Cyrano has gained two Type X "Short Bow" LRM 10s w/ Artemis IV and Pattern J2 Streak SRM 2s. This new weapons load makes the Cyrano deadly force on the battlefield.

Deployment

The majority of the new Cyranos are found in clan Widowmaker, although they are also found in small numbers in almost every other clan. The only clan not to have any of these V.T.O.L.s is clan Snow Raven, because of some grudge that they seem to hold against the Widowmakers.

EDITOR'S NOTE: Although the vehicle no longer has its name sac large laser nose the scientist that left the name for nostalgic reasons, that would be lost on most clan warriors

Cyrano



Type/Model: Cyrano

Mass: 30 tons

Equipment:	Items	Mass
Int. Struct.: 15 pts Standard	0	3.00
Engine: 220 XL Fusion	1	5.00
Shielding & Transmission Equipment:	0	2.50
Cruise MP: 12		
Flank MP: 18		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	1.50
Crew: 2 Members	0	.00
Rotor Equipment: Main/Tail Rotors	0	3.00
Armor Factor: 38 pts Ferro-Fibrous	1	2.00

	Internal Structure	Armor Value
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Front:	3	12
Left / Right Sides:	3	9/9
Rear:	3	6
Rotor:	3	2

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
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2 ER Medium Lasers	Front	10	2	2.00	
1 LRM 10 w/ Artemis IV	Right	0	12	2	4.50
1 LRM 10 w/ Artemis IV	Left	0		1	3.50
1 Streak SRM 2	Right	0	50	2	2.00
1 Streak SRM 2	Left	0		1	1.00
1 C.A.S.E. Equipment	Body		0		.00

TOTALS:	10	10	30.00
Items & Tons Left:		1	.00

Calculated Factors:

Total Cost: 5,438,000 C-Bills

Battle Value: 3,164

Cost per BV: 1,718.71

Weapon Value: 389 / 345 (Ratio = .12 / .11)

Damage Factors: SRDmg = 33; MRDmg = 21; LRDmg = 7

Karnov UR Transport

Type/Model: Karnov UR Transport
Tech: Clan / 2830
Config: V.T.O.L.
Mass: 30 tons
Power Plant: 130 Clan Type Fusion
Cruise Speed: 97.2 km/h
Maximum Speed: 151.2 km/h
Armor Type: Mix IIIc Composite Ferro-Fibrous
Armament:
2 Series 1 ER Small Lasers
Manufacturer: Various
Location: Various
Communications System: Series D8 CC-25X
Targeting & Tracking System: Sloane 220 Lockover System

Overview

The Karnov UR Transport is a heavy lift helicopter, used to carry cargo into a battlefields rear area.

The Karnov first entered service in 2093, and was the replacement for the Osprey which was the first military tilt rotor aircraft. The Karnov was originally built by Boeing and Bell Helicopters in a joint effort. This makes the V.T.O.L. and its name one of the oldest pieces of military equipment still in use.

The SLDF took many Karnovs with them when they left the Inner Sphere. Serving well in the colonization of the Pentagon Worlds, and the civil wars that followed.

The civil war showed its flaws all to well. Those two flaws were light armor and no weapons. When a redesign was called for on this old work horse, these two things were addressed by the clan scientist.

Capabilities

The new clan built Karnov is a machine that is carrying one a proud name, while taking it to the next level.

The Karnov now uses a new fusion power plant instead of a I.C.E. type, like the old Karnov. This new power plant is smaller so the Karnov is slower, but the redesign in armor makes up for it.

The Karnov is now carrying Mix IIIc Composite Ferro-Fibrous armor and adding another ton, making the Karnov better protected than it has ever been.

The scientist even went as far as adding weapons for clearing landing zones. It is not a large compliment of weapons consisting of two Series 1 ER Small Lasers, one each mounted on either side of the Karnov. Though it is not much it is better than nothing while landing in a hot LZ or when an LZ is being over run.

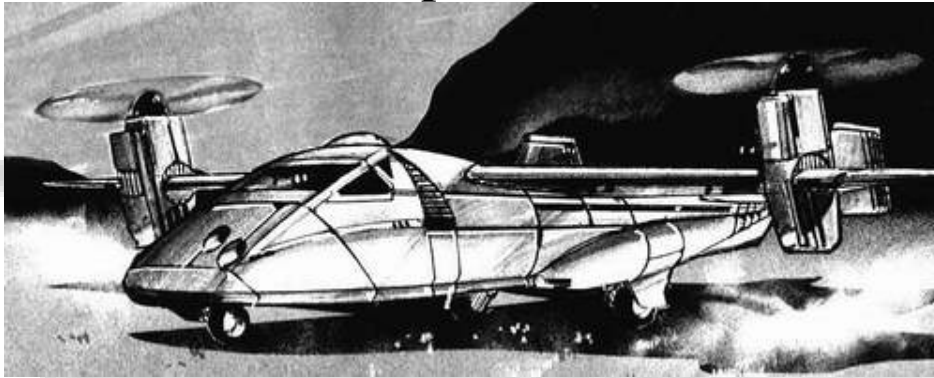
Deployment

The original Karnov can still be found amongst the clans in various numbers. Some of these are more antique museum pieces than combat operational tilt-rotor aircraft.

The new Karnov built by the clans is produced all over clan space, and not any one clan holds a monopoly on the number of these tilt-rotors.

A few refits and variants of this aircraft already exist, this may eventually lead to an altogether new aircraft someday.

Karnov UR Transport



Type/Model: Karnov UR Transport

Mass: 30 tons

Equipment:	Items	Mass
Int. Struct.: 15 pts Standard	0	3.00
Engine: 130 Fusion	0	4.50
Shielding & Transmission Equipment:	0	2.50
Cruise MP: 9		
Flank MP: 14		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	1.50
Crew: 2 Members	0	.00
Rotor Equipment: Main/Tail Rotors	0	3.00
Armor Factor: 48 pts Ferro-Fibrous	1	2.50

	Internal Structure	Armor Value
Front:	3	14
Left / Right Sides:	3	12/12
Rear:	3	8
Rotor:	3	2

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 ER Small Laser	Left	2	1	.50	
1 ER Small Laser	Right	2	1	.50	
1 C.A.S.E. Equipment	Body		0	.00	
Cargo Bay Capacity	Body		1	12.00	

TOTALS:	4	4	30.00		
Items & Tons Left:		7	.00		

Calculated Factors:

Total Cost: 1,095,000 C-Bills

Battle Value: 293

Cost per BV: 3,737.2

Weapon Value: 60 / 60 (Ratio = .20 / .20)

Damage Factors: SRDmg = 6; MRDmg = 0; LRDmg = 0

Hunter Light Support Tank

Type/Model: Hunter Light Support Tank

Tech: Clan / 2830

Config: Tracked Vehicle

Mass: 35 tons

Power Plant: 105 PowerTech Highlift Fusion

Cruise Speed: 32.4 km/h

Maximum Speed: 54.0 km/h

Armor Type: Forging SA722 with CASE Ferro-Fibrous

Armament:

2 Type XV "Crossbow" LRM 15s

2 Type X "Short Bow" LRM 10s

2 Type V "Longbow" LRM 5s

Manufacturer: Refit

Location: Circe

Communications System: Block 7 TRACONM

Targeting & Tracking System: Hunter (3) Dedicated TTS

Overview

The Hunter Light Support Tank was just coming of the assembly lines at Defiance Industries when the Liberation of Terra was finishing. So only the few prototype test models and one production run (500 vehicles) went with the SLDF on the Exodus.

All but fifty of the Hunters were stored in Brian Caches when the decommissioning was taking place for the SLDF in Exile. This turned out to be a fortunate event, because almost all of them survived to be refitted by the fledgling clans. Thus giving them a reliable and relatively cheap missile fire support tank.

Capabilities

The refitted Hunter used by the clans is slower than the models that came on the Exodus with the SLDF. This is a dedicated fire support tank so it was not seen as a drawback by technicians that were in charge of the refit.

The new smaller engine freed up large amounts of space to add a much larger weapons load.

Instead of mounting the single 20 tube LRM rack, it now mounts a number of LRM racks. This consist of six separate missile systems two Type XV "Crossbow" LRM 15s, two Type X "Short Bow" LRM 10s, and Type V "Longbow" LRM 5s each with twenty-four reloads per pair of launchers. The six separate missile systems are mounted in the popular "missile-box" style toward the rear of the vehicle, facing forward. This allows the Hunter to fire over defensive barriers without exposing itself to enemy fire.

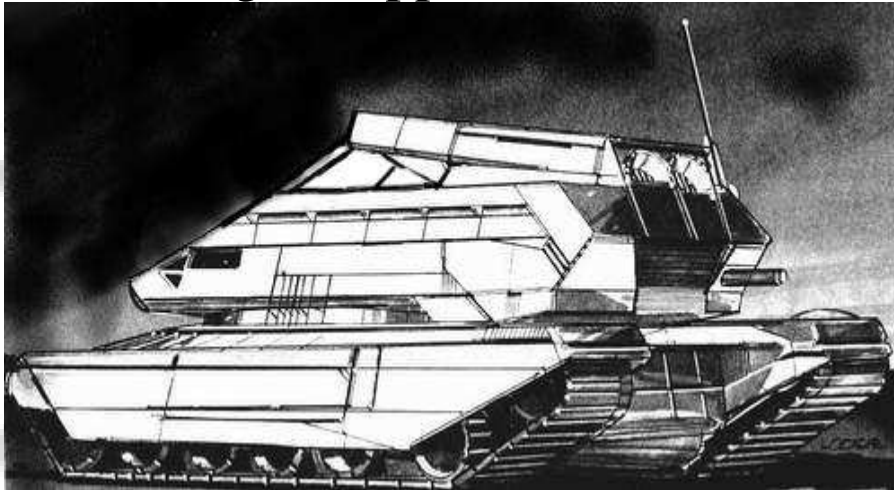
Deployment

Clan Smoke Jaguar fought and won a trail for a large Brian Cache that contained three hundred and seventy five of the Hunters that belonged to the SLDF. Although this would seem out of place for this clan , the logic behind is quite inline with the Smoke Jaguar philosophy. Why waste resources on creating and in their mind wasting a good mech when you could out fit a vehicle for such unfavorable duty as fire support.

The few remaining Hunters are spread throughout the other clans, with the Hell's Horses containing the next largest collection out side the Smoke Jaguars.

All the Hunters outside the Smoke Jaguars are modified in one way or another, but none as radically as the Smoke Jaguars.

Hunter Light Support Tank



Type/Model: Hunter Light Support Tank

Mass: 35 tons

Equipment:	Items	Mass
Int. Struct.: 16 pts Standard	0	3.50
Engine: 105 Fusion	0	3.50
Shielding & Transmission Equipment:	0	2.00
Cruise MP: 3		
Flank MP: 5		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	2.00
Crew: 3 Members	0	.00
Armor Factor: 77 pts Ferro-Fibrous	1	4.00

	Internal Structure	Armor Value
Front:	4	26
Left / Right Sides:	4	20/20
Rear:	4	11

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
2 LRM 15s	Front	0	24	3	10.00
2 LRM 10s	Front	0	24	3	7.00
2 LRM 5s	Front	0	24	3	3.00
1 C.A.S.E. Equipment	Body			0	.00
TOTALS:		0	10	35.00	
Items & Tons Left:			2	.00	

Calculated Factors:

Total Cost: 1,647,000 C-Bills

Battle Value: 836

Cost per BV: 1,970.1

Weapon Value: 541 / 541 (Ratio = .65 / .65)

Damage Factors: SRDmg = 35; MRDmg = 27; LRDmg = 16

Lightning

Type/Model: Lightning
Tech: Clan / 2830
Config: Hovercraft
Rules: Level 2, Standard design

Mass: 35 tons
Power Plant: 280 GM XL Fusion
Cruise Speed: 140.4 km/h
Maximum Speed: 216.0 km/h
Armor Type: Forged Type HH32 with CASE Ferro-Fibrous
Armament:
 2 Series 14a Medium Pulse Lasers
 2 Pattern J4 Streak SRM 4s
 1 Tracker Series Active Probe
Manufacturer: Curtiss Industries
Location: Circe (Refit)
Communications System: Century Model 770
Targeting & Tracking System: Able-Seven Sensor Suite

Overview

The Lightning is a lightweight, high-speed, hover strike craft designed in 2696 by Curtiss Industries under contract for Star League. The Lightning's design gives it a limited but important combat role. Carrying only light armor and weaponry, the Lightning is not well-equipped to engage in protracted fire-fight. The craft's agility and advanced fire-control system allow it to close at high speed, maneuver to a position of advantage, and fires its small but accurate array of short-range weaponry.

In this way, the Lightning can harass enemy forces, especially slow 'Mechs and vehicles. Commanders often organize teams of Lightning's into strike forces, employing them in the initial phases to break up enemy formations and to cause general confusion.

This reference for the Lightning used by the SLDF still is a sound description of how the refitted Lightning is used by the clans.

Capabilities

The original Lightning GM 210 engine gave it a maximum speed of more than 175 kph, but this has been replaced with a GM 280 XL on the refit giving it a top speed of 216 kph. The Lightning gained a half a ton of armor, which is now Forged Type HH32 with CASE Ferro-Fibrous making this little hover tank that much tougher to kill.

The SLDF Lightning was lightly armed with weapons designed for short-range combat, two Raker-IV medium pulse lasers, and two Maxima SRM-4 One Shot SRM launchers. The clan refit is very similar to the original in weapons, two Series 14a Medium Pulse Lasers, and two Pattern J4 Streak SRM 4s with twenty five reloads for the pair of launchers. The SRMs upgrade is the most significant weapons change since the crew now has more than one shot with these weapons.

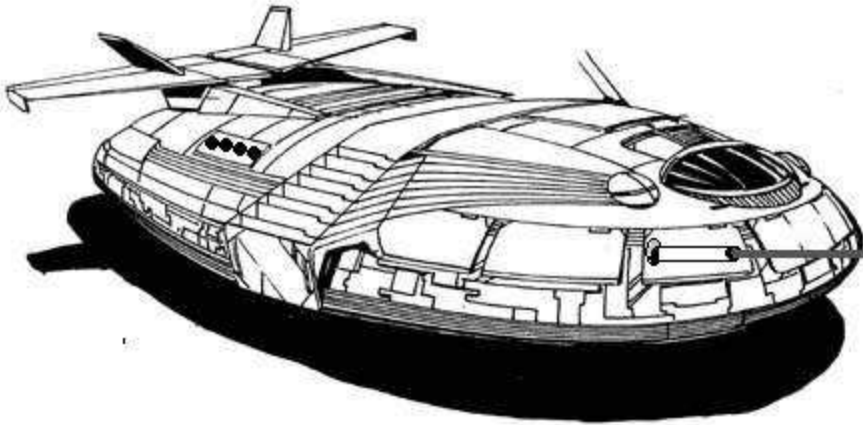
It still contains the communications system that came with them from the Inner Sphere, but the targeting and tracking computer had to be replaced with new clan equipment so change in weapons would not tax the original.

The Lightning now also has a Active Probe used to flush out hidden units during quick cavalry charges.

Deployment

Most of the refitted Lightning's can be found amongst the Hell's Horses and Blood Spirit clans, with each of the other clans containing the remaining Lightning's in various numbers.

Lightning



Type/Model: Lightning
Mass: 35 tons

Equipment:	Items	Mass
Int. Struct.: 16 pts Standard	0	3.50
Engine: 280 XL Fusion	1	8.00
Shielding & Transmission Equipment:	0	4.00
Cruise MP: 13		
Flank MP: 20		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	2.00
Crew: 3 Members	0	.00
Lift Equipment:	0	3.50
Armor Factor: 77 pts Ferro-Fibrous	1	4.00

	Internal Structure	Armor Value
Front:	4	27
Left / Right Sides:	4	19/19
Rear:	4	12

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
2 Medium Pulse Lasers	Front	8	2	4.00	
1 Streak SRM 4	Right	0	25	2	3.00
1 Streak SRM 4	Left	0	1	2.00	
1 Active Probe	Body	0	1	1.00	
1 C.A.S.E. Equipment	Body		0	.00	
TOTALS:	8	8	35.00		
Items & Tons Left:		4	.00		

Calculated Factors:

Total Cost: 5,817,967 C-Bills

Battle Value: 1,277

Cost per BV: 4,555.96

Weapon Value: 518 / 436 (Ratio = .41 / .34)

Damage Factors: SRDmg = 27; MRDmg = 13; LRDmg = 0

Striker Light Tank

Type/Model: Striker
Tech: Clan / 2830
Config: Wheeled Vehicle
Mass: 35 tons
Power Plant: 190 Light Force Fusion
Cruise Speed: 64.8 km/h
Maximum Speed: 97.2 km/h
Armor Type: Forged Type HH32 with CASE Ferro-Fibrous
Armament:
1 MPA-14 Mod. 12a Streak SRM 6
1 Type X "Short Bow" LRM 10 w/ Artemis IV
2 Series 2a Mk. 5 ER Medium Lasers
Manufacturer: Roche QuadPlex Alpha
Location: Roche
Communications System: Block 7 TRACONM
Targeting & Tracking System: Hunter (3) Dedicated TTS

Overview

The Striker Light Tank served the SLDF as a fast cavalry tank. In this roll it earned quite a reputation, amongst armor crews for using fast strikes to bring down larger opponents. So these SLDF armor crewmen made sure several battalions of Strikers accompanied them on the Exodus. Most of these unfortunately were destroyed during the Pentagon Civil War, because of the good combat record with the SLDF all sides had used them almost to extinction.

Yet, this same reputation that almost brought about its extinction made it a worthy candidate for resurrection by the young clans. Only a few of the originals remain most that are now found are the clan reborn model.

Capabilities

The new Striker is a deserving successor to the original. It is better armed, armored, and faster so it performs its original SLDF roll, but does it better for their descendants in the clans.

The Striker now has a 190 rated fusion power plant giving it a maximum speed of 97.2 kph. Plus the introduction of the fusion power plant freed up weight to be used somewhere else.

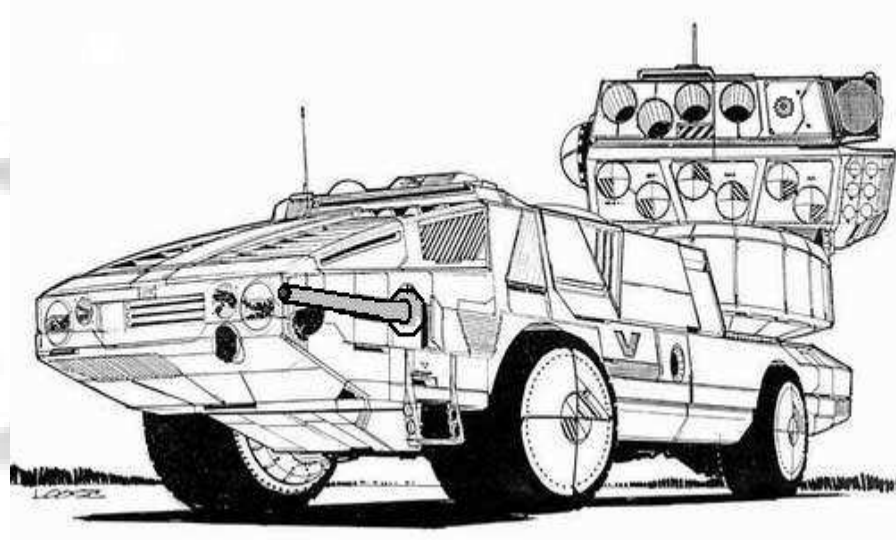
Almost two tons of this freed up weight was used in armor protection. Along with the added tonnage the armor was upgraded to Forged Type HH32 with CASE Ferro-Fibrous giving this light tank amazing all around protection for its size.

The weapons system is still based around two missile systems of different ranges just like the original, but these have been replaced by clan missile systems. The SRM is now a MPA-14 Mod. 12a Streak SRM 6 for better ammunition usage. While the LRM 10 was replaced by a Type X "Short Bow" LRM 10 w/ Artemis IV, giving the LRM launcher much better accuracy. The two clan Series 2a Mk. 5 ER Medium Lasers are completely new, SLDF models had no weapons besides the two missile systems.

Deployment

The clan variant (designed by Wolf technicians) is now being produced by clans Wolf, Hell's Horses, and Steel Viper. These clans hold most of these new Strikers, with a few being traded or taken as battlefield isorla by other clans. An occasional original shows up on the battlefield in clans without production facilities for the new model.

Striker Light Tank



Type/Model: Striker

Mass: 35 tons

Equipment:	Items	Mass
Int. Struct.: 20 pts Standard	0	3.50
Engine: 190 Fusion	0	7.50
Shielding & Transmission Equipment:	0	4.00
Cruise MP: 6		
Flank MP: 9		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	2.00
Crew: 3 Members	0	.00
Turret Equipment:	0	1.00
Armor Factor: 125 pts Ferro-Fibrous	1	6.50

	Internal Structure	Armor Value
Front:	4	36
Left / Right Sides:	4	24/24
Rear:	4	17
Turret:	4	24

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 Streak SRM 6	Turret	0	15	2	4.00
1 LRM 10 w/ Artemis IV	Turret	0	12	2	4.50
1 ER Medium Laser	Front	5	1	1.00	
1 ER Medium Laser	Turret	5	1	1.00	
1 C.A.S.E. Equipment	Body		0	.00	
TOTALS:	10	7	35.00		
Items & Tons Left:		5	.00		

Calculated Factors:

Total Cost: 1,500,867 C-Bills

Battle Value: 865

Cost per BV: 1,735.11

Weapon Value: 925 / 798 (Ratio = 1.07 / .92)

Damage Factors: SRDmg = 29; MRDmg = 17; LRDmg = 4

Zephyr

Type/Model: Zephyr

Tech: Clan / 2830

Config: Hovercraft

Mass: 40 tons

Power Plant: 225 New Kent TYpe 91 XL Fusion

Cruise Speed: 108.0 km/h

Maximum Speed: 162.0 km/h

Armor Type: Forging SA722 with CASE Ferro-Fibrous

Armament:

- 1 Pattern J4 Streak SRM 4

- 1 Series 6b ER Large Laser

- 1 Hellion Class Homing TAG

- 2 Series XII Machine Guns

- 1 Tracker Series Narc Missile Beacon

Manufacturer: Kindraa Sainze Vehicle Facility

Location: New Kent

Communications System: S9R Beta Series Communications

Targeting & Tracking System: Sloane 220 Lockover System

Overview

As originally designed in 2620, the Zephyr was to be a medium duty hover tank with the capability of supporting infantry units and responding quickly to fill gaps in the line.

Clan Fire Mandrill for reasons unknown to them even seemed to have a large amount of this left over SLDF hover tank. At first they we just upgrading them, but with early combat loses these soon dwindled. So instead of taking time and the resources to design whole a new vehicle the Fire Mandrills took the obvious route, producing a modified Zephyr.

Capabilities

The three medium lasers provided the main attack with the short-range missile dealing with lighter targets. Although these were a fine

weapons load out, it still had the main weakness of the weapons system lacking long-range power.

The first thing addressed on the remake of the Zephyr was the lack of long-range fire power. This was done by replacing the 3 medium lasers with one of the new clan Series 6b ER Large Laser, giving this vehicle the range it had always lacked. The new Pattern J4 Streak SRM 4 is good replacement for the original SRM, giving it better range and targeting capabilities from its missiles. The rear facing small laser was removed and replaced with two Series XII Machine Guns and half ton of ammo, these work well in dealing with infantry.

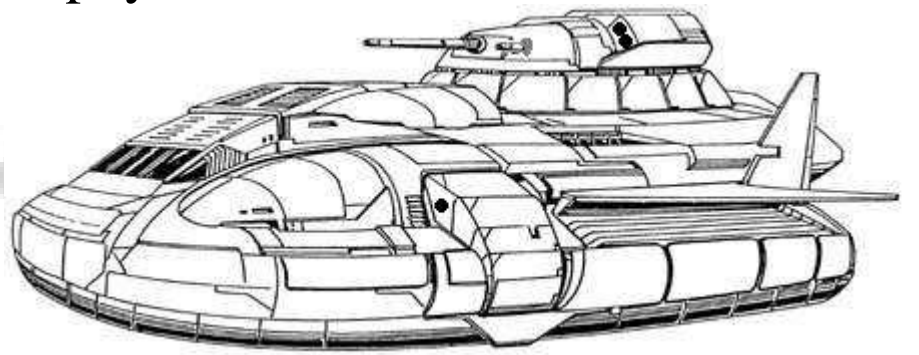
The Fire Mandrill Scientist and technicians decided that the original ECM was not a necessity for the combat roll it would be filling, so it was removed. The new Zephyr carries a TAG in the turret for calling in quick and accurate artillery support. A second new addition is a NARC launcher, giving this vehicle's star mates carrying missiles set to home in on the NARC a better chance at scoring a hit.

With the Zephyrs new weapons load and higher top end speed it should be a formidable force in the young Fire Mandrills armor stars.

Deployment

Kindraa Sainze of the Fire Mandrill produces the Zephyr exclusively for their forces, and very few have been lost to other Kindraa's or clans.

Zephyr



Type/Model: Zephyr
Mass: 40 tons

Equipment:	Items	Mass
Int. Struct.: 20 pts Standard	0	4.00
Engine: 225 XL Fusion	1	5.33
Shielding & Transmission Equipment:	0	2.67
Cruise MP: 10		
Flank MP: 15		
Heat Sinks: 12 Single	0	2.00
Cockpit & Controls:	0	2.00
Crew: 3 Members	0	.00
Lift Equipment:	0	4.00
Turret Equipment:	0	1.00
Armor Factor: 134 pts Ferro-Fibrous	1	7.00

	Internal Structure	Armor Value
Front:	4	35
Left / Right Sides:	4	27/27
Rear:	4	18
Turret:	4	27

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 Streak SRM 4	Turret	0	25	2	3.00
1 ER Large Laser	Turret	12		1	4.00
1 TAG	Turret	0	1		1.00
2 Machine Guns	Rear	0	100	3	1.00
1 Narc Missile Beacon	Front	0	6	2	3.00
1 C.A.S.E. Equipment	Body			0	.00

TOTALS:		12	11		40.00
Items & Tons Left:			2		.00

Calculated Factors:
Total Cost: 5,849,100 C-Bills
Battle Value: 980
Cost per BV: 5,968.47
Weapon Value: 665 / 596 (Ratio = .68 / .61)
Damage Factors: SRDmg = 17; MRDmg = 10; LRDmg = 5

Goblin

Type/Model: Goblin
Tech: Clan / 2830
Config: Tracked Vehicle
Rules: Level 2, Standard design

Mass: 45 tons
Power Plant: 180 Model SF-3 Fusion
Cruise Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Armor Type: Mix IIIc Composite Standard
Armament:
1 Ripper Series A1 ER PPC
2 Type AP40 Machine Guns
1 MPA-14 Mod. 12a Streak SRM 6
Manufacturer: Johnston Industries (Refit)
Location: York
Communications System: Build 1685 Tacticom
Targeting & Tracking System: York Y2-T&T

Overview

The Goblin has always been unique among battle tanks in that it carries a small infantry support unit. The support unit is used either to add extra firepower to the tank's already formidable main gun or to provide it with security when the tank is operating in urban areas.

The design of the Goblin originated in the early 24th century, and was built by Caterpillar Armaments Division. This production continued through the Star League and only stopped when the production plant was destroyed by Amaris forces in North America.

The Goblins that went on the Exodus with SLDF are being refitted by the Blood Spirits, who have the majority of them. Other clans are waiting to see how this refit works in combat before doing it to their own.

Capabilities

The BlazeFire Systems Heavy Laser was the turret-mounted weapon of the Goblin, but has been replaced by the Blood Spirits with a Ripper Series A1 ER PPC. This switch gives the Goblin a much heavier punch and range to its main gun system. The BlazeFire targeting and tracking system has optional link-ups for the rest of the tank's three-man crew, so that one of them can fire if the gunner becomes disabled. The Blood Spirits have been able to reproduce this system for the ER PPC the Goblin now mounts.

The MPA-14 Mod. 12a Streak SRM 6 is also mounted in the turret and is an excellent choice for a secondary weapon with its accuracy and ammo conservation. The SRM is controlled by the TC or the gunner.

The two Type AP40 Machine Guns, one mounted fore and one rear, are controlled by the driver. The to the rear is controlled through a video system.

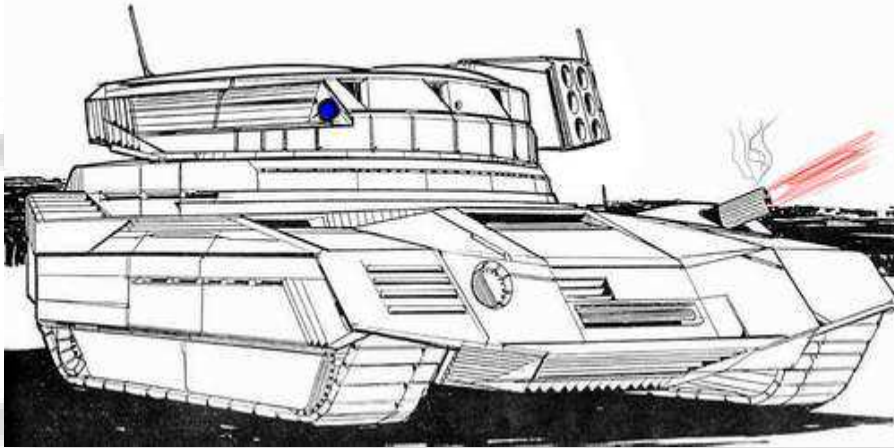
The Goblin has also gained a half ton of armor, but it has kept its standard armor.

The small infantry support unit that it carries has also doubled from one ton of carrying capacity to tow tons. This makes it an even large threat in an urban environment.

Deployment

The new Goblin is refitted by the Blood Spirits and is just now reaching frontline armor stars. No other clan at this time possess any of these new vehicles.

Goblin



Type/Model: Goblin

Mass: 45 tons

Equipment:	Items	Mass
Int. Struct.: 25 pts Standard	0	4.50
Engine: 180 Fusion	0	7.00
Shielding & Transmission Equipment:	0	3.50
Cruise MP: 4		
Flank MP: 6		
Heat Sinks: 15 Single	0	5.00
Cockpit & Controls:	0	2.50
Crew: 3 Members	0	.00
Turret Equipment:	0	1.00
Armor Factor: 136 pts Standard	0	8.50

	Internal Structure	Armor Value
Front:	5	35
Left / Right Sides:	5	30/30
Rear:	5	16
Turret:	5	25

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 ER PPC	Turret	15	1	6.00	
1 Machine Gun	Front	0	100	2	.75
1 Streak SRM 6	Turret	0	15	2	4.00
1 Machine Gun	Rear	0	1	.25	
1 C.A.S.E. Equipment	Body		0	.00	
Infantry Bay Equipment	Body		1	2.00	
TOTALS:	15	7	45.00		
Items & Tons Left:		7	.00		

Calculated Factors:

Total Cost: 1,804,525 C-Bills

Battle Value: 763

Cost per BV: 2,365.04

Weapon Value: 770 / 688 (Ratio = 1.01 / .90)

Damage Factors: SRDmg = 25; MRDmg = 15; LRDmg = 6

Artic Wind

Type/Model: Artic Wind
Tech: Clan / 2830
Config: Hovercraft
Mass: 50 tons
Power Plant: 215 JF XL Fusion XL Fusion
Cruise Speed: 97.2 km/h
Maximum Speed: 151.2 km/h
Armor Type: Ironhold Compound JF Ferro-Fibrous
Armament:
1 Irrlicht Gamma Series Ultra AC/20
2 Series PPS-XIX Medium Pulse Lasers
Manufacturer: Ironhold Auxiliary Production Site #4
Location: Ironhold
Communications System: JF Integrated
Targeting & Tracking System: JF9 TTS

Overview

Clan Ghost Bear created the Artic Wind hovercraft as a heavy attack vehicle, that could rush in and rip any tank or battlemech to shreds in on pass.

Artic Winds have been serving with the touman for 9 months, and proven their worth in many trails against other clans. The Ghost Bear high command is very impressed with the Artic Wind and has ordered that the production be increased as soon as possible.

Capabilities

The Artic Wind has one purpose and that is to kill whatever crosses its path. This killing power comes from the combination of its high speed and main gun.

The main gun of the Artic Wind is the Irrlicht Gamma Series Ultra AC/20, which has been mounted in the turret to give it the best field of fire possible. This weapon as a main gun only has one drawback and that is the

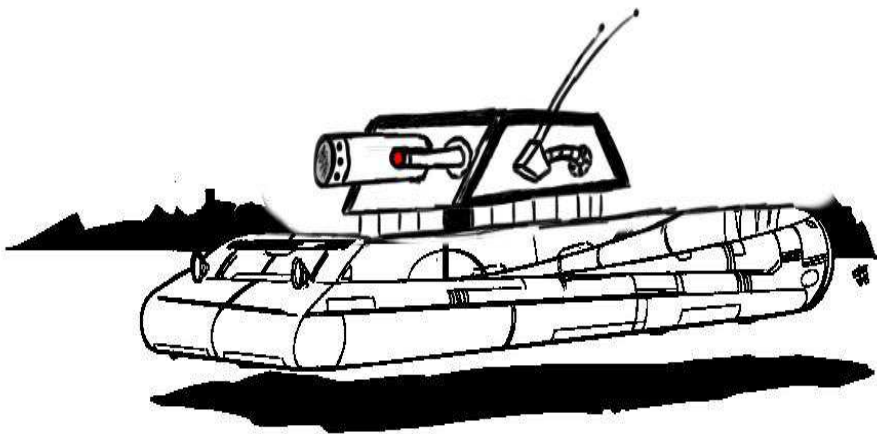
lack of ammunition. To help the UAC/ 20 get over this on flaw two Series PPS-XIX Medium Pulse Lasers for extra firepower. These two rapid fire weapons are a good companion system for the UAC/20 taking advantage of any holes that are opened up by it.

The five and a half tons of Ironhold Compound JF Ferro-Fibrous armor is plenty of protection, when combined with a top speed of 151.2 km/h. This combination of speed and armor makes the Artic Wind is on tough hover tank to knock out in a fight.

Deployment

The Ghost Bears hold all the production of the Artic Wind exclusively and have not yet had to defend it in any trails of possession. Also all currently serving Artic Wind tanks are still in the Ghost Bear Touman, not one has been lost as battlefield isorla.

Artic Wind



Type/Model: Artic Wind
Mass: 50 tons

Equipment:	Items	Mass
Int. Struct.: 25 pts Standard	0	5.00
Engine: 215 XL Fusion	1	6.67
Shielding & Transmission Equipment:	0	3.33
Cruise MP: 9		
Flank MP: 14		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	2.50
Crew: 4 Members	0	.00
Lift Equipment:	0	5.00
Turret Equipment:	0	2.00
Armor Factor: 105 pts Ferro-Fibrous	1	5.50

	Internal Structure	Armor Value
Front:	5	30
Left / Right Sides:	5	21/21
Rear:	5	12
Turret:	5	21

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 Ultra AC/20	Turret	0	20	2	16.00
2 Medium Pulse Lasers	Turret	8		2	4.00
1 C.A.S.E. Equipment	Body			0	.00
TOTALS:		8	6		50.00
Items & Tons Left:			9		.00

Calculated Factors:
Total Cost: 7,783,333 C-Bills
Battle Value: 1,609
Cost per BV: 4,837.37
Weapon Value: 768 / 768 (Ratio = .48 / .48)
Damage Factors: SRDmg = 37; MRDmg = 17; LRDmg = 0

Chaparral

Type/Model: Chaparral
Tech: Clan / 2830
Config: Tracked Vehicle
Mass: 50 tons
Power Plant: 200 DS 53 XL Fusion
Cruise Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Armor Type: Fox Hide Ceramic Plate & CASE Ferro-Fibrous
Armament:
2 Series 2a Mk. 5 ER Medium Lasers
1 Pattern J4 Streak SRM 4
2 AIL Arrow IV Systems
Manufacturer: Sea Fox Refit Site #4
Location: Strana Mechty / Sea Fox Enclave
Communications System: CH2 Series Integrated
Targeting & Tracking System: Series VI Integrated TTS

Overview

The Chaparral is a tracked missile tank introduced in 2611 to serve among mobile units where self-propelled Long Toms and Snipers could not travel. The Chaparral filled its role well and continued to serve with the SLDF until the end of the Star League.

The exiled SLDF had a large number of Chaparral Missile Tanks when they left the Inner Sphere, and a large portion of these survived to be part of the young clans.

Capabilities

The refitted Chaparral, being done by Clan Sea Fox, is not the same missile support tank that went on the Exodus with the SLDF.

The Clan Sea Fox Chaparral's are armed with two Arrow IV surface-to-surface missile systems. They are mounted in a pod behind the cockpit that elevates for firing and lowers afterwards for a low profile. Missiles come in two main varieties, those that home in on signals from TAG and

those that are general area saturation. The Chaparral need not be in the immediate zone of combat, no matter which type of missile it is carrying.

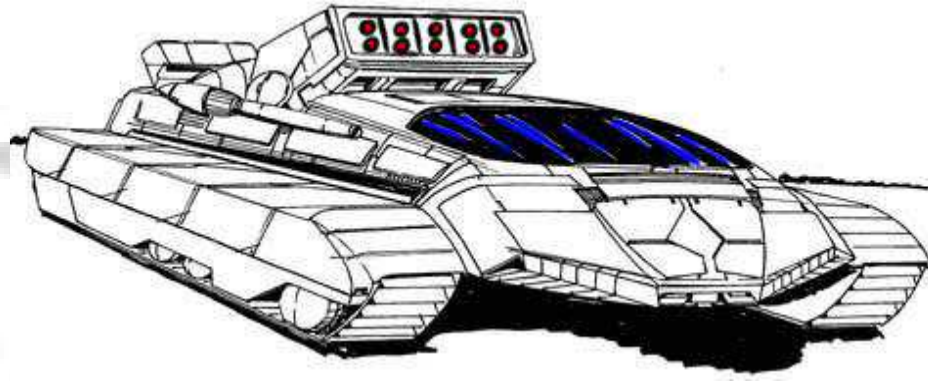
The Chaparral not being in the thick of combat is a good idea, with only two and a half tons of Fox Hide Ceramic Plate & CASE Ferro-Fibrous this vehicle would not stand much of a chance. At least the crew is protected from internal ammo explosions with CASE, because with the type of ammo the Chaparral makes for one big fireworks show.

When an enemy gets too close, the Chaparral has a small array of defensive weapons. This weaponry consists of two Series 2a Mk. 5 ER Medium Lasers mounted on the sides of the hull and a rear-firing Pattern J4 Streak SRM 4. The SRM in the vehicle's rear arc, reflects the fact that the Chaparral fights at close range only in retreat.

Deployment

The Chaparral is found in every clan, in either the new Sea Fox refit (which will soon become a production model) or the original SLDF model. The Sea Foxes will sell or trade this new Chaparral fire support tank to anyone who can meet the asking price.

Chaparral



Type/Model: Chaparral

Mass: 50 tons

Equipment:	Items	Mass
Int. Struct.: 20 pts Standard	0	5.00
Engine: 200 XL Fusion	1	4.50
Shielding & Transmission Equipment:	0	2.50
Cruise MP: 4		
Flank MP: 6		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	2.50
Crew: 4 Members	0	.00
Armor Factor: 48 pts Ferro-Fibrous	1	2.50

	Internal Structure	Armor Value
Front:	5	14
Left / Right Sides:	5	12/12
Rear:	5	10

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 ER Medium Laser	Right	5	1	1.00	
1 ER Medium Laser	Left	5	1	1.00	
1 Streak SRM 4	Rear	0 25	2	3.00	
2 Arrow IV Systems	Front	0 20	3	28.00	
1 C.A.S.E. Equipment	Body		0	.00	
<hr/>					
TOTALS:	10	9	50.00		
Items & Tons Left:		6	.00		

Calculated Factors:

Total Cost: 6,128,500 C-Bills

Battle Value: 785

Cost per BV: 7,807.01

Weapon Value: 539 / 516 (Ratio = .69 / .66)

Damage Factors: SRDmg = 42; MRDmg = 34; LRDmg = 24

Condor

Type/Model: Condor
Tech: Clan / 2830
Config: Hovercraft
Mass: 50 tons
Power Plant: 265 PowerTech Highlift XL Fusion
Cruise Speed: 108.0 km/h
Maximum Speed: 162.0 km/h
Armor Type: Airframe Pattern 2841 Ferro-Fibrous
Armament:
1 Kolibri Delta Series Large Pulse Laser
2 Chis Series Small Pulse Lasers
1 ICD Type 4 TAG
1 Tracker Series Active Probe
2 Type AP40 Machine Guns
3 Pattern J2 Streak SRM 2s
Manufacturer: Cudahy Assembly Plant Delta
Location: Dagda
Communications System: Series D8 CC-25X
Targeting & Tracking System: RCA Instatrac Mark VI

Overview

The Condor was built for the SLDF as a hovercraft that is capable of moving as fast as the speediest 'Mech and have enough firepower to damage a light to medium class mech.

Amazing speed and formidable weaponry made this heavy hover tank an excellent choice for a clan upgrade project. The Goliath Scorpions scientist caste took on the task of refitting existing Condors and putting the new model into production.

Capabilities

With an original flank speed of 119 km/h the Condor was fast, even for a heavy hover tank. The redesigned Condor has a 265 PowerTech Highlift XL Fusion, increasing the flank speed to an unbelievable 162.0 km/h. Thus making one of the fastest heavy hover tanks available to any clan.

The Goliath Scorpions did away with the ammo feed main weapon, an AC/5, in the turret. Replacing it with a more accurate Kolibri Delta Series Large Pulse Laser eliminating the chance of the main gun running out of ammo during combat. Also mounted in the turret is a ICD Type 4 TAG and a Tracker Series Active Probe. Making the Condor never afraid of hidden trouble and always ready to call in heavy fire if the need arises.

For anti-infantry use the Condor has two Chis Series Small Pulse Lasers and two Type AP40 Machine Guns one of each mounted in a sponsen turret on the left and right side.

The Condor has three Pattern J2 Streak SRM 2s mounted in the front. These are used more to clear a path during high speed runs, and do a little damage to enemies while the main gun is busy elsewhere.

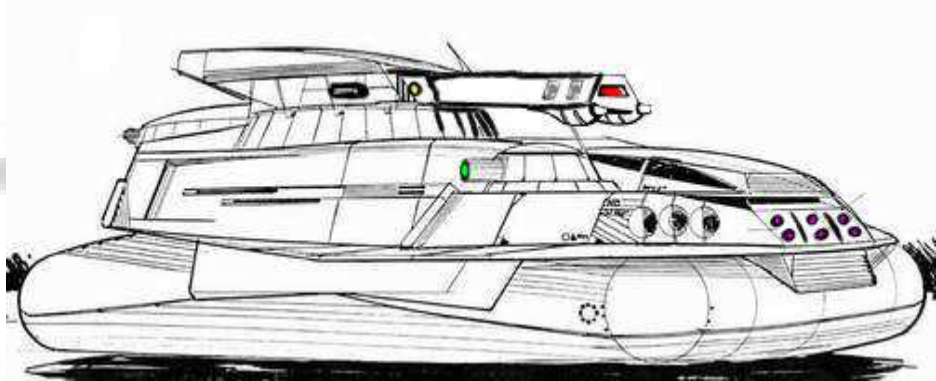
Deployment

About half of the refitted Condors are still in the Goliath Scorpion Touman, the other half have been lost to combat damage or taken as isorla by other clans.

All new Condors are still exclusively property of the Goliath Scorpions.

(Note: All refitted Condors contain the new weapons, but use the old IS TTS's)

Condor



Type/Model: Condor
Mass: 50 tons

Equipment:	Items	Mass
Int. Struct.: 25 pts Standard	0	5.00
Engine: 265 XL Fusion	1	7.00
Shielding & Transmission Equipment:	0	3.50
Cruise MP: 10		
Flank MP: 15		
Heat Sinks: 14 Single	0	4.00
Cockpit & Controls:	0	2.50
Crew: 4 Members	0	.00
Lift Equipment:	0	5.00
Turret Equipment:	0	1.00
Armor Factor: 134 pts Ferro-Fibrous	1	7.00

	Internal Structure	Armor Value
Front:	5	30
Left / Right Sides:	5	30/30
Rear:	5	14
Turret:	5	30

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 Large Pulse Laser	Turret	10	1	6.00	
1 Small Pulse Laser	Left	2	1	1.00	
1 Small Pulse Laser	Right	2	1	1.00	
1 TAG	Turret	0	1	1.00	
1 Active Probe	Turret	0	1	1.00	
1 Machine Gun	Left	0	100	2	.75
1 Machine Gun	Right	0		1	.25
3 Streak SRM 2s	Front	0	50	4	4.00
1 C.A.S.E. Equipment	Body			0	.00

TOTALS:		14	14	50.00	
Items & Tons Left:			1	.00	

Calculated Factors:
Total Cost: 8,955,667 C-Bills
Battle Value: 1,182
Cost per BV: 7,576.71
Weapon Value: 815 / 740 (Ratio = .69 / .63)
Damage Factors: SRDmg = 26; MRDmg = 13; LRDmg = 6

Kanga 2

Type/Model: Kanga 2

Tech: Clan / 2830

Config: Hovercraft

Mass: 50 tons

Power Plant: 165 VOX Fusion

Cruise Speed: 86.4 km/h

Maximum Speed: 129.6 km/h

Jump Jets: 6 Standard Jump Jets

Jump Capacity: 180 meters

Armor Type: Durolex Standard

Armament:

1 Hell's Horses ****Experimental**** Assault Gauss Rifle

2 Series 2a ER Medium Lasers

Manufacturer: Hell's Horses (Refit)

Location: Strana Mechty

Communications System: Stony AIX

Targeting & Tracking System: AL2200

Overview

The Kanga became one of the most successful and strangest vehicles of the Star League's Regular Army. The inclusion of jump jets on a hover tank did improve the tank's abilities, though the vehicle could not hope to rival any BattleMech.

In the Kanga's first 100 years, 27,000 of these useful vehicles have been built at Mitchell Vehicles.

With so many of these unique combat vehicles built for the SLDF it is no wonder it would show up with the young clans. The fact that the clan that would try to refit and improve on it is the Hell's Horses is even less of a surprise.

(Note: By 2841 this program and the companion program of an assault gauss rifle were such failures that both got cancelled and buried by the scientist caste.)

Capabilities

The Hell's Horses ****Experimental**** Assault Gauss Rifle Fitted to the Kanga's was supposed to be the ultimate in ballistic weapons, an assault gauss rifle. After extensive testing the weapon was deemed a failure when used on the Kanga 2. Too little ammo, explosive power surges, and the shortest of range have all been blame for the failure of this weapon by scientist on the project. Although a few scientist and test tankers are pushing the project forward to be tested further on a new with a turret to see if this improves the basic performance as the scientist and techs work out the malfunction issues.

{The AL2200 Computer is part of the sophisticated so-called Artificial Intelligence series developed by Nirasaki Computers Collective on Caph. It automatically handles all routine functions, including gyro-stability during jumps and hover maneuver. The AL2200 can operate the vehicle independently on a preprogrammed mission.

The Kanga's targeting and tracking system is second to none. Manual CDC components are slaved to the AL2200 Computer, allowing the simultaneous targeting of up to four enemy vehicles or installations, even during complicated jump maneuvers or evasive tactics}

Taken from a brochure given out by the SLDF at an annual event for the public explaining the amazing computer system of the Kanga.

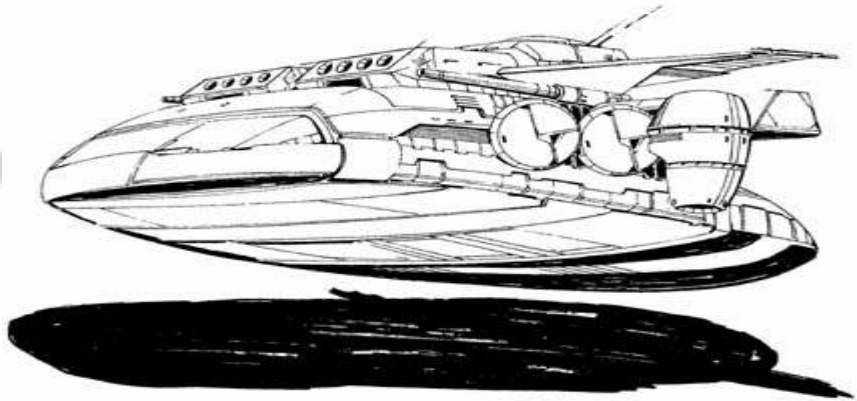
Unfortunately the Hell's Horses scientist didn't realize that the phrase "pain in the ass" was a better description of the system.

The Kanga new or old has been decided to have no capabilities by Hell's Horses armor warriors.

Deployment

The program has been ruled a failure and as soon as all the Kanga's deployed are destroyed they will be extinct on the field of combat. This is possible, because the Hell's Horses had all known Kanga's (nobody else wanted them).

Kanga 2



Type/Model: Kanga 2
Mass: 50 tons

Equipment:	Items	Mass
Int. Struct.: 20 pts Standard	0	5.00
Engine: 165 Fusion	0	6.67
Shielding & Transmission Equipment:	0	3.33
Cruise MP: 8		
Flank MP: 12		
Jump MP: 6		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	2.50
Crew: 4 Members	0	.00
Lift Equipment:	0	5.00
Armor Factor: 56 pts Standard	0	3.50

	Internal Structure	Armor Value
Front:	5	21
Left / Right Sides:	5	13/13
Rear:	5	9

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 Assault Gauss Rifle*	Front	0	12	2	19.00
2 ER Medium Lasers	Front	10		2	2.00
1 C.A.S.E. Equipment	Body			0	.00
6 Standard Jump Jets			1		3.00
<hr/>					
TOTALS:	10	5	50.00		
Items & Tons Left:		10	.00		

Calculated Factors:
Total Cost: 3,810,000 C-Bills
Battle Value: 1,715
Cost per BV: 2,221.57
Weapon Value: 310 / 310 (Ratio = .18 / .18)
Damage Factors: SRDmg = 28; MRDmg = 8; LRDmg = 1

Assault Gauss Rifle Stats (Lost to history by the clans)

Type	Heat	Dmg	Min	Sh	Med	Long	Tons	Crits	Ammo/T	Cost	A/Cost
AGR	2	25	1	1-2	3-4	5-7	16	12	4	500,000	25,000

Vedette

Type/Model: Vedette
Tech: Clan / 2830
Config: Tracked Vehicle
Mass: 50 tons
Power Plant: 250 Clan Type Fusion
Cruise Speed: 54.0 km/h
Maximum Speed: 86.4 km/h
Armor Type: Forged Type HH32 with CASE Ferro-Fibrous
Armament:
2 Type OVR-X LB 5-X ACs
Manufacturer: Tokasha Vehicle Production Site #7
Location: Tokasha
Communications System: CH2 Series Integrated
Targeting & Tracking System: Garret Fib

Overview

The Vedette is one of the only vehicles produced by the New Earth Trading Company. During the end of the Star League the Vedette was just coming into being. Only five prototypes had been built and at the start of the Amaris coup of the Star League. These were deemed of little value by Amaris technicians so they waited out the conflict in a warehouse on New Earth.

When the SLDF was preparing to leave into exile, two of the vehicles were accidentally taken by SLDF supply personal.

After the Operation Klondike the two Vedettes were found by Hell's Horses technicians in a Brian Cache. After a little reworking the Hell's Horses decided to put this cheap and easily produced tank into their touman.

Capabilities

A little reworking by the Hell's Horses technicians roughly translates into a whole new vehicle.

The first little change included adding a 250 Clan Type Fusion engine, replacing the I.C.E that was on the two prototypes found in the Brian Cache.

The second and most dramatic change was in the main weapons system located in the turret. Instead of switching out the prototype's weapon system it was just upgraded from a standard AC/5 to a Type OVR-X LB 5-X AC, but they took it one step farther by adding a second. The two LB-X style AC/5s make the Vedette into a virtual sand blaster.

The Vedette also mounts six tons of Forged Type HH32 with CASE Ferro-Fibrous, which is about standard for a tank of the Vedettes size.

The only draw back of this tank is its lack of secondary weapons. This though was decided to be acceptable, because the Hell's Horses needed a cheap and reliable tank to bulk out their touman.

Deployment

Even though the Vedette is exclusively produced by the Hell's Horses they can be found all through the clans.

Vedette



Type/Model: Vedette
Mass: 50 tons

Equipment:	Items	Mass
Int. Struct.: 25 pts Standard	0	5.00
Engine: 250 Fusion	0	12.50
Shielding & Transmission Equipment:	0	6.50
Cruise MP: 5		
Flank MP: 8		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	2.50
Crew: 4 Members	0	.00
Turret Equipment:	0	1.50
Armor Factor: 112 pts Ferro-Fibrous	1	6.00

	Internal Structure	Armor Value
Front:	5	32
Left / Right Sides:	5	22/22
Rear:	5	14
Turret:	5	22

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
2 LB 5-X ACs	Turret	0	40	3	16.00
1 C.A.S.E. Equipment	Body			0	.00
TOTALS:	0	4	50.00		
Items & Tons Left:		11	.00		

Calculated Factors:
 Total Cost: 2,405,750 C-Bills
 Battle Value: 417
 Cost per BV: 5,769.18
 Weapon Value: 231 / 231 (Ratio = .55 / .55)
 Damage Factors: SRDmg = 8; MRDmg = 7; LRDmg = 5

Mobile Hyperpulse Generator

Type/Model: Mobile Hyperpulse Generator Command

Tech: Clan / 2821

Config: Wheeled Vehicle

Mass: 50 tons

Power Plant: 280 Clan Model XT4 XL Fusion

Cruise Speed: 64.8 km/h

Maximum Speed: 97.2 km/h

Armor Type: ProTech 5 Ferro-Fibrous

Armament:

- 1 Mobile HPG*

- 2 Series IX Machine Guns

- 2 Series 2a ER Medium Lasers

Manufacturer: Strana Mechty Grand Council Facility 1

Location: Strana Mechty

Communications System: Verizon 2 HPG Command Comm

Targeting & Tracking System: Series I GDS

Overview

Mobile headquarters have been the nerve center of military operations since before humans ever stepped into space. They collect reports from every source they can on a battlefield to give a commander the best picture of what is going on.

Capabilities

The standard Mobile HQ had changed little since the 20th century at its first introduction during World War II. The real major change to the Mobile command truck came at the closing of the Star League with the addition of the mobile Hyperpulse generator. This gave a battlefield command the ability to talk to any of his command above or below him within a 50 light year radius.

Deployment

The Mobile Hyperpulse Generator Command is built by the Grand Counsel and a trail is held each year that guarantees at least every Clan can obtain a few of these often overlooked, but valuable combat support units.

Mobile Hyperpulse Generator



Type/Model: Mobile Hyperpulse Generator Command
Mass: 50 tons

Equipment:	Items	Mass
Int. Struct.: 25 pts Standard	0	5.00
Engine: 280 XL Fusion	1	8.00
Shielding & Transmission Equipment:	0	4.00
Cruise MP: 6		
Flank MP: 9		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	2.50
Crew: 4 Members	0	.00
Turret Equipment:	0	1.50
Armor Factor: 134 pts Ferro-Fibrous	1	7.00

	Internal Structure	Armor Value
Front:	5	36
Left / Right Sides:	5	26/26
Rear:	5	20
Turret:	5	26

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 Mobile HPG*	Turret	0	1	12.00	
2 Machine Guns	Front	0 100	3	1.00	
2 ER Medium Lasers	Turret	10	2	2.00	
1 C.A.S.E. Equipment	Body		0	.00	
1 Advanced Mobile HQ	Rear		1	7.00	
TOTALS:		10	9	50.00	
Items & Tons Left:			6	.00	

Calculated Factors:
Total Cost: 6,557,917 C-Bills
Battle Value 2: 765 (old BV = 473)
Cost per BV: 8,572.44
Weapon Value: 477 / 477 (Ratio = .62 / .62)
Damage Factors: SRDmg = 13; MRDmg = 8; LRDmg = 1
BattleForce2: MP: 6W, Armor/Structure: 0 / 5
 Damage PB/M/L: 2/1/-, Overheat: 0
 Class: GM; Point Value: 8
 Specials: hq

Mongoose

Type/Model: Mongoose
Tech: Clan / 2830
Config: Wheeled Vehicle
Mass: 55 tons
Power Plant: 255 PowerTech Highlift XL Fusion
Cruise Speed: 54.0 km/h
Maximum Speed: 86.4 km/h
Armor Type: Alpha Compound Plate Ferro-Fibrous
Armament:
2 Type X "Short Bow" LRM 10s w/ Artemis IV
1 Type DDS "Kingston" ER PPC
2 Series 1-s ER Small Lasers
Manufacturer: Auxiliary Production Site #4
Location: Brim
Communications System: JNE Integrated Communications
Targeting & Tracking System: Brim CT-37 Mk. XII

Overview

The Mongoose owes its existence to the Chevalier wheeled light tank of the SLDF. Several of this light tank came to the clan home worlds along with the Exiled SLDF. After the founding of the clans, Clan Mongoose had the majority of these Chevalier in their armored touman. During Operation Klondike this light tank served well as a scout, but took heavy losses due to its light size mixed with the aggressiveness of clan warriors.

The Clan Mongoose high command after reviewing the combat records of the Chevalier, gave the scientist and technicians caste the directive to build a new vehicle. The directive stated that this new vehicle must have the same strengths of the Chevalier low ammo consumption and high speed for its size, while trying to elevate its main weakness of light armor.

In 2831 the first of the new wheeled tank named the Mongoose

rolled of the assembly line at Auxiliary Production Site #4. The combat performance of this tank to date has been excellent, causing several trails with the Hell's Horse over the design.

Capabilities

The Mongoose gained twenty tons on its cousin giving it a more robust appearance, mostly due to the new Alpha Compound Plate Ferro-Fibrous armor, that increased the protection significantly.

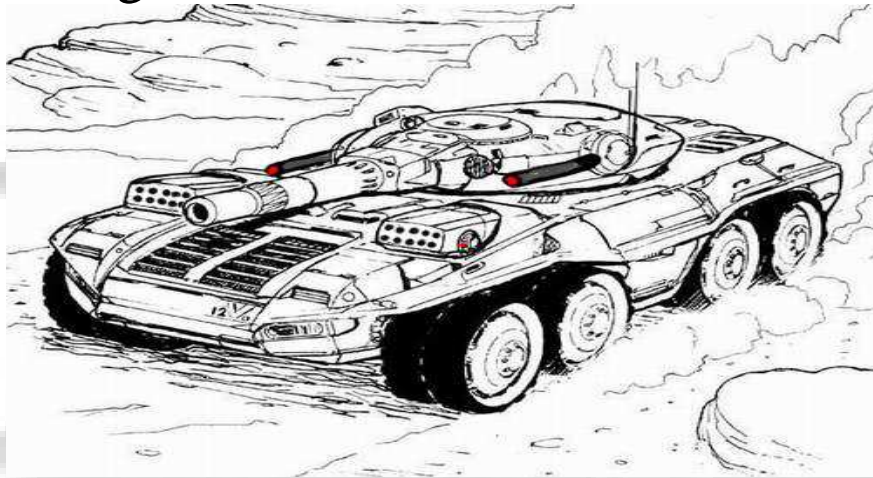
Second, Mongoose scientist added a 255 PowerTech Highlift XL Fusion power plant saving weight for heavier firepower.

The Mongoose's strength is its lack of high ammo consumption. Mounting one Type DDS "Kingston" ER PPC and two Series 1-s ER Small Lasers in the turret, both systems using no ammo. The Mongoose's only weapons system that uses ammo are the two Type X "Short Bow" LRM 10s w/ Artemis IV mounted in the front. The Artemis IV FCS was added to make every shot from this LRM count, reducing wasted ammo on missed shots.

Deployment

Clan Mongoose is the only clan producing this vehicle at this time, but the Hell's Horses are trying to change this as soon as possible. This vehicle is predominately found in clans Mongoose and Hell's Horses with a few more scattered through out all the other clans.

Mongoose



Type/Model: Mongoose

Mass: 55 tons

Equipment:	Items	Mass
Int. Struct.: 30 pts Standard	0	5.50
Engine: 255 XL Fusion	1	6.50
Shielding & Transmission Equipment:	0	3.50
Cruise MP: 5		
Flank MP: 8		
Heat Sinks: 19 Single	0	9.00
Cockpit & Controls:	0	3.00
Crew: 4 Members	0	.00
Turret Equipment:	0	1.00
Armor Factor: 202 pts Ferro-Fibrous	1	10.50

	Internal Structure	Armor Value
Front:	6	55
Left / Right Sides:	6	40/40
Rear:	6	27
Turret:	6	40

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
2 LRM 10s w/ Artemis IV	Front	0	24	3	9.00
1 ER PPC	Turret	15		1	6.00
2 ER Small Lasers	Turret	4		2	1.00
1 C.A.S.E. Equipment	Body			0	.00
<hr/>					
TOTALS:		19		8	55.00
Items & Tons Left:				8	.00

Calculated Factors:

Total Cost: 6,311,888 C-Bills

Battle Value: 1,244

Cost per BV: 5,073.86

Weapon Value: 1,608 / 1,494 (Ratio = 1.29 / 1.20)

Damage Factors: SRDmg = 33; MRDmg = 22; LRDmg = 13

Thor

Type/Model: Thor
Tech: Clan / 2830
Config: Wheeled Vehicle
Mass: 55 tons
Power Plant: 255 Mk. XII XL Fusion
Cruise Speed: 54.0 km/h
Maximum Speed: 86.4 km/h
Armor Type: Magnum Standard Plate Standard
Armament:
1 Type XV Sniper Artillery
2 Kolibri Delta Series Medium Pulse Lasers
1 Infantry Point Bay (1 ton)
Manufacturer: Cloud Cobra Beta Plant 2F
Location: Babylon
Communications System: Babylon Series Integrated
Targeting & Tracking System: Verizon Babylon 497/6

Overview

To fill the need for quick artillery response on a fluid battlefield, the Star League Defense Forces commissioned a vehicle to carry the Thumper Artillery Piece at speeds of 80 kilometers per hour on flat terrain. The Thor was the design chosen. Production began in 2680 and continues through the Amaris coup.

All the Thor's left with the SLDF were taken with them on the Exodus. With the decommission of 75% of the SLDF after reaching the Pentagon Worlds most Thor's went into Brian Caches, where they stayed until recovered by the clans after Operation Klondike.

Several upgrades have been tried by the clans who received Thor's from these caches, but the one with the most potential is being refitted by the Cloud Cobras.

Capabilities

The Thor refit carries Magnum Standard Plate Standard, instead of the original Ferro-Fibrous of the SLDF Model. With one ton being added giving it more protection than its predecessor.

The Thumper Artillery Piece has been replaced by the heavier clan built Type XV Sniper Artillery Piece, giving the Thor a step up in fire power.

Thor's move and fire, but setting up the firing station requires one minute, taking one minute also for tear down before moving again.

For a secondary weapons the Thor mounts two Kolibri Delta Series Medium Pulse Lasers in a turret connected to a mechanical arm that can be raised and lowered as the need arises.

The standard fusion power plant has also been replaced with a 255 Mk. XII XL Fusion it did not increase the speed, but allowed for the new weapons load out.

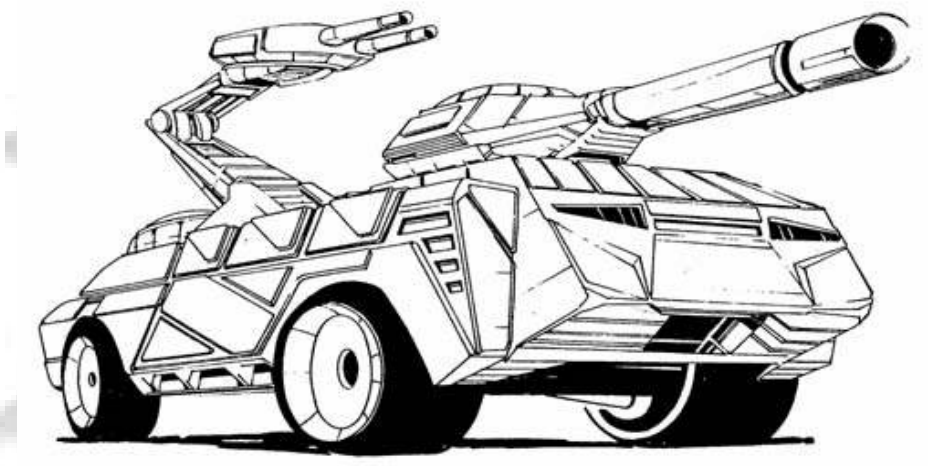
The strangest change is the refitted Thor carries an infantry point for protection against other infantry that may get to close, while the vehicle is in a set firing position.

Deployment

The Thor still exist in its original model all though the clans, and even in various refits done by these clans. The Clan Cloud Cobra refit is the most promising of all these refits and several clans are starting to convert all their

Thors to something similar. Cloud Cobras are planning a production model.

Thor



Type/Model: Thor
Mass: 55 tons

Equipment:	Items	Mass
Int. Struct.: 30 pts Standard	0	5.50
Engine: 255 XL Fusion	1	6.50
Shielding & Transmission Equipment:	0	3.50
Cruise MP: 5		
Flank MP: 8		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	3.00
Crew: 4 Members	0	.00
Turret Equipment:	0	.50
Armor Factor: 144 pts Standard	0	9.00

	Internal Structure	Armor Value
Front:	6	40
Left / Right Sides:	6	30/30
Rear:	6	20
Turret:	6	24

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 Sniper Artillery	Front	0	20	2	22.00
2 Medium Pulse Lasers	Turret	8		2	4.00
1 C.A.S.E. Equipment	Body			0	.00
Infantry Point Bay	Body		1	1	1.00
<hr/>					
TOTALS:		8	6		55.00
Items & Tons Left:			10		.00

Calculated Factors:
Total Cost: 5,609,363 C-Bills
Battle Value: 580
Cost per BV: 9,671.31
Weapon Value: 668 / 668 (Ratio = 1.15 / 1.15)
Damage Factors: SRDmg = 19; MRDmg = 13; LRDmg = 6

AC/2 Carrier

Type/Model: AC/2 Carrier

Tech: Clan / 2830

Config: Tracked Vehicle

Mass: 60 tons

Power Plant: 180 InterComBust I.C.E.

Cruise Speed: 32.4 km/h

Maximum Speed: 54.0 km/h

Armor Type: Slab Plate Standard

Armament:

6 Series GAA-22 Autocannon/2s*

1 Goalkeeper Anti-Missile System

Manufacturer: Kirin Zeta Site #23

Location: Kirin

Communications System: AlTalk Communicator

Targeting & Tracking System: Track Eye

Overview

Ever since the development of the first rapid fire cannon centuries ago, military units have used mobile gun systems to provide cheap and effective fire support. The clans are no exception to this rule.

In 2829 Clan Hell's Horses decided to build a cheap and effective long range fire support vehicle that could find a snipers nest and harass opponents. Within three months the AC/2 Carrier was rolling of a converted, unused, laborer caste tractor production line.

Capabilities

The technicians that were given the task of creating a cheap fire support vehicle, first had to a weapon. That was easy enough they chose the venerable AC/2. Which they reworked with a little clan know how producing a weapon with the same stats as the one they left the Inner Sphere with, except it weighed in at 4 tons. The technicians named it the Series GAA-22 Autocannon/2 and slapped three on each side of the reworked tractor chassis.

The vehicle can hold 180 rounds of ammo, 30 rounds for each weapon, giving it good staying power.

The AC/2 Carrier has an I.C.E. power plant that gives it a top speed of 54.0 Km/h, which is slow on the battlefield. It was deemed acceptable due to the role it is intended to play. It also sports six tons of standard armor to help make up for its lack of speed.

Almost as an after thought the technicians added a Goalkeeper Anti-Missile System and one ton of ammo for added protection.

Deployment

The AC/2 Carrier is only produced and used by the Hell's Horses. No other clan has shown the slightest bit of interest in this vehicle, with some clans going as far as leaving this vehicle on the battlefield in disgust. The Smoke Jaguars and Jade Falcons have been known to go as far as stomping on them with mechs, to truly insult this armor clan.

Known of this bothers the Hell's Horses. They will continue to produce them and use the AC/2 Carrier for fire support as long as the combines arms doctrine dominates their clan whether the others like it or not.

AC/2 Carrier



Type/Model: AC/2 Carrier

Mass: 60 tons

Equipment:	Items	Mass
Int. Struct.: 24 pts Standard	0	6.00
Engine: 180 I.C.E.	0	14.00
Cruise MP: 3		
Flank MP: 5		
Heat Sinks: 0 Single	0	.00
Cockpit & Controls:	0	3.00
Crew: 4 Members	0	.00
Armor Factor: 104 pts Standard	0	6.50

	Internal Structure	Armor Value
Front:	6	28
Left / Right Sides:	6	28/28
Rear:	6	20

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
3 Autocannon/2s*	Left	0	90	4	14.00
1 Anti-Missile System	Front	0	48	2	2.50
3 Autocannon/2s*	Right	0	90	3	14.00
1 C.A.S.E. Equipment	Body			0	.00
TOTALS:		0	9		60.00
Items & Tons Left:			8		.00

Calculated Factors:

Total Cost: 1,268,800 C-Bills

Battle Value: 454

Cost per BV: 2,794.71

Weapon Value: 200 / 200 (Ratio = .44 / .44)

Damage Factors: SRDmg = 9; MRDmg = 9; LRDmg = 6

Bulldog

Type/Model: Bulldog
Tech: Clan / 2830
Config: Tracked Vehicle
Mass: 60 tons
Power Plant: 300 Viper High Output Fusion
Cruise Speed: 54.0 km/h
Maximum Speed: 86.4 km/h
Armor Type: Snake Plate Mod 2F IV Ferro-Fibrous
Armament:
 1 Series 6b ER Large Laser
 2 Pattern J4 Streak SRM 4s
 2 Type AP40 Machine Guns
Manufacturer: Arcadia Refit Motor Pool #1
Location: Arcadia
Communications System: Black Box Mod 3SV
Targeting & Tracking System: Xilex-2000 Mod 2

Overview

The Bulldog was a medium tank, produced by Bulldog Enterprises during the Star League. The Bulldog did not cause much of a stir when it first became available, as there were already so many medium class vehicles on the market. Although the tank mounts formidable weaponry, it does not necessarily out perform any other medium tanks.

Being a cheap and reliable vehicle made it a good choice for the second line SLDF units, so thousands of bulldogs were purchased by the SLDF Quarter Master Corps.

Since most of these vehicles were used by second line troops a large number survived to go the SLDF exodus from the Inner Sphere.

After the founding of the clans the Steel Vipers came into a large number of Bulldogs and began refitting them their second line forces.

Capabilities

The Bulldog was designed to be a jack-of-all-trades rather than a specialist at certain types of missions, mounting only one heavy weapon and a few secondary weapons. This was kept in mind by the Steel Viper technicians refitting the Bulldogs.

The technicians first pulled the I.C.E. power plant and replaced it with a little larger 300 Viper High Output Fusion. This served two purposes the first being Bulldogs would no longer need the power amps for its main weapon and second it would increase the top speed of the tank to 86.4 km/h.

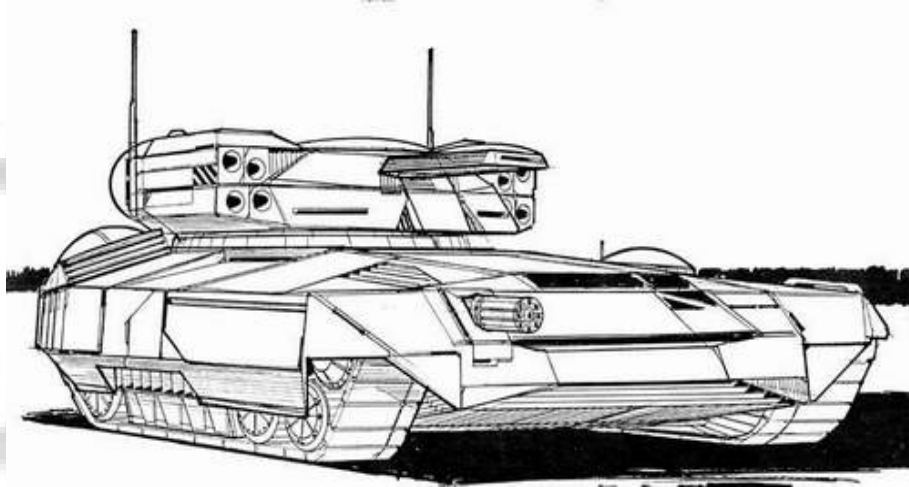
Second they replaced the main turret mounted large laser with an upgrade clan produced Series 6b ER Large Laser, giving much better striking range. The two standard SRM 4s were replaced with two Pattern J4 Streak SRM 4s, which allows for a much lower ammo consumption rate by these two weapons. Also the two front mounted anti-infantry MGs were replaced with lighter clan models.

The technicians also replaced the armor with the more advanced Snake Plate Mod 2F IV Ferro-Fibrous, will adding three more tons of armor giving the refitted Bulldogs a new tougher hide.

Deployment

The Bulldog is mostly found in the Clan Steel Viper Touman. A few are found in other clans, with the majority of these being found in the Clan Jade Falcon.

Bulldog



Type/Model: Bulldog

Mass: 60 tons

Equipment:	Items	Mass
Int. Struct.: 30 pts Standard	0	6.00
Engine: 300 Fusion	0	19.00
Shielding & Transmission Equipment:	0	9.50
Cruise MP: 5		
Flank MP: 8		
Heat Sinks: 12 Single	0	2.00
Cockpit & Controls:	0	3.00
Crew: 4 Members	0	.00
Turret Equipment:	0	1.00
Armor Factor: 182 pts Ferro-Fibrous	1	9.50

	Internal Structure	Armor Value
Front:	6	50
Left / Right Sides:	6	34/34
Rear:	6	30
Turret:	6	34

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 ER Large Laser	Turret	12	1	4.00	
2 Streak SRM 4s	Turret	0 25	3	5.00	
2 Machine Guns	Front	0 100	3	1.00	
1 C.A.S.E. Equipment	Body		0	.00	
TOTALS:		12	8	60.00	
Items & Tons Left:			9	.00	

Calculated Factors:

Total Cost: 3,173,600 C-Bills

Battle Value: 791

Cost per BV: 4,012.14

Weapon Value: 963 / 813 (Ratio = 1.22 / 1.03)

Damage Factors: SRDmg = 24; MRDmg = 13; LRDmg = 5

Demon

Type/Model: Demon
Tech: Clan / 2830
Config: Wheeled Vehicle
Mass: 60 tons
Power Plant: 220 Homer Firebox Type 3 Fusion
Cruise Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Armor Type: PanzerSlab Weave TP4/CASE Ferro-Fibrous
Armament:
1 EMRG "Captain" Series Gauss Rifle
2 Series 2FM ER Medium Lasers
2 MPA-14 Mod. 12a Streak SRM 6s
Manufacturer: Coyote Vehicle Works
Location: Homer
Communications System: TeleCom XI
Targeting & Tracking System: Baltex K600 New Type

Overview

The Demon was the Star League's standard fighting vehicle for engaging 'Mechs after its introduction in 2716. Respectable maneuverability, good armor, and the powerful Gauss Rifle mounted in the turret, made the Demon a match for light and medium 'Mechs.

None as an ambush predator by its SLDF crews the Demon gained quite a reputation for taking down high and mighty mech warriors.

With its fearsome reputation it is no surprise the Demon is being a refitted and new ones being produced by at least one of the clans.

Capabilities

Mounting ten and a half tons of PanzerSlab Weave TP4/CASE Ferro-Fibrous, the refitted and newly produced Demons are well-protected for their class. Armor is concentrated on the front of the vehicle, since most Demons

engaged in a head-on attacks. The sides and turret carry a standard load of armor, but the back is much more lightly protected.

The Demon carries an excellent mix of weapons, the most powerful being a EMRG "Captain" Series Gauss Rifle mounted in a turret giving it a 360 degree field of fire.

For secondary fire power the Demon carries two Series 2FM ER Medium Lasers, one mount on each side of the vehicle facing forward. They also possess a limited ability to turn slightly and fire into the side arcs of the vehicle. It also has two forward mounted MPA-14 Mod. 12a Streak SRM 6s with on ton of ammo between the two weapons, but the streak technology keeps the low ammo amount from being a handicap.

Deployment

The refitted Demon and the new production clan models are being produced in a joint effort by Clans Coyote and Wolf. Clan Coyote is supplying the factory for the new vehicles, while Clan Wolf is supplying a large chunk of the resources for their production. This joint venture is providing both clans with a potent armored vehicle for the toumans. Other clans still retain some SLDF era Demons, with a few upgrades.

Demon



Type/Model: Demon

Mass: 60 tons

Equipment:	Items	Mass
Int. Struct.: 30 pts Standard	0	6.00
Engine: 220 Fusion	0	10.00
Shielding & Transmission Equipment:	0	5.00
Cruise MP: 4		
Flank MP: 6		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	3.00
Crew: 4 Members	0	.00
Turret Equipment:	0	1.50
Armor Factor: 201 pts Ferro-Fibrous	1	10.50

	Internal Structure	Armor Value
Front:	6	62
Left / Right Sides:	6	38/38
Rear:	6	25
Turret:	6	38

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 Gauss Rifle	Turret	0	24	2	15.00
1 ER Medium Laser	Left	5		1	1.00
1 ER Medium Laser	Right	5		1	1.00
2 Streak SRM 6s	Front	0	15	3	7.00
1 C.A.S.E. Equipment	Body			0	.00
TOTALS:		10	8		60.00
Items & Tons Left:			9		.00

Calculated Factors:

Total Cost: 2,666,950 C-Bills

Battle Value: 1,177

Cost per BV: 2,265.89

Weapon Value: 1,844 / 1,601 (Ratio = 1.57 / 1.36)

Damage Factors: SRDmg = 45; MRDmg = 27; LRDmg = 8

SRM Carrier

Type/Model: SRM Carrier
Tech: Clan / 2830
Config: Tracked Vehicle
Mass: 60 tons
Power Plant: 120 Niles Consolidated Fusion
Cruise Speed: 21.6 km/h
Maximum Speed: 32.4 km/h
Armor Type: PanzerSlab Weave TP4/CASE Ferro-Fibrous
Armament:
11 MPA-14 Mod. 12a Streak SRM 6s
1 Goalkeeper Anti-Missile System
Manufacturer: Niles Vehicles Industrial Site #13
Location: Niles
Communications System: Mil-Comm #9
Targeting & Tracking System: Track Eye

LRM Carrier

Type/Model: LRM Carrier
Tech: Clan / 2830
Config: Tracked Vehicle
Mass: 60 tons
Power Plant: 120 Niles Consolidated Fusion
Cruise Speed: 21.6 km/h
Maximum Speed: 32.4 km/h
Armor Type: PanzerSlab Weave TP4/CASE Ferro-Fibrous
Armament:
6 Type 20 "Great Bow" LRM 20s
1 Goalkeeper Anti-Missile System

Manufacturer: Niles Vehicles Industrial Site #13

Location: Niles

Communications System: Mil-Comm #9

Targeting & Tracking System: Track Eye

Overview

Ever since the development of the first rocket centuries ago, military units have used mobile missile systems to provide cheap and effective fire support.

The Long-Range Missile Carrier and the Short-Range Missile Carrier are two typical examples of missile support units. Manufactured for as long as anyone can remember, because ease of production and usage by barely trained crews even the clans cannot ignore this ancient form of fire support vehicles. In almost a thousand years of usage the drawbacks never have changed, slow and very thin-skinned. Once engaged in direct combat, the carrier's life expectancy is measured in seconds.

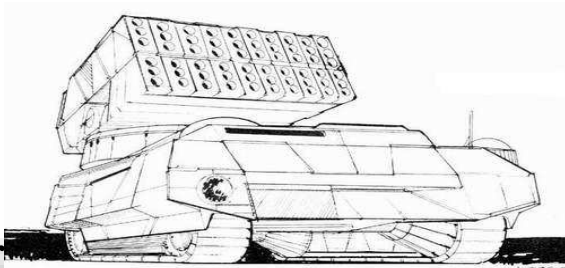
Capabilities

The clan incarnation of these vehicles is produced by the Hell's Horses. When it was decided that they would produce these vehicles, it almost become a competition between the teams of technicians doing the redesign of who could keep the vehicle cost effective and cram the most missile launchers on them. The team that finally won created two vehicles that could launch massive volleys of missiles, before their inevitable destruction. (This vehicle has become a kind of punishment among Hell's Horses armor crews.)

Deployment

These vehicles are spread all through the clans, with the Hell's Horses being the only clan to producing them.

SRM Carrier



Type/Model: SRM Carrier

Mass: 60 tons

Equipment:	Items	Mass
Int. Struct.: 30 pts Standard	0	6.00
Engine: 120 Fusion	0	4.00
Shielding & Transmission Equipment:	0	2.00

Cruise MP: 2

Flank MP: 3

Heat Sinks: 10 Single	0	.00
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Cockpit & Controls:	0	3.00
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Crew: 4 Members	0	.00
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Armor Factor: 48 pts Ferro-Fibrous	1	2.50
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Internal Structure	Armor Value
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Front:	6	14
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Left / Right Sides:	6	10/10
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Rear:	6	6
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Turret:	6	8
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Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
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11 Streak SRM 6s	Front	0	105	12	40.00
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1 Anti-Missile System	Front	0	48	2	2.50
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1 C.A.S.E. Equipment	Body		0	.00	
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TOTALS:	0	15	60.00		
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Items & Tons Left:	2	.00
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Total Cost: 3,955,200 C-Bills

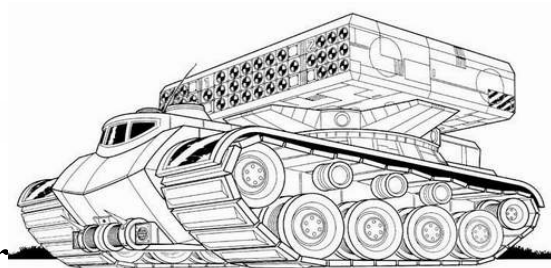
Battle Value: 1,237

Cost per BV: 3,197.41

Weapon Value: 739 / 493 (Ratio = .60 / .40)

Damage Factors: SRDmg = 110; MRDmg = 45; LRDmg = 0

LRM Carrier



Type/Model: LRM Carrier

Mass: 60 tons

Equipment:	Items	Mass
Int. Struct.: 24 pts Standard	0	6.00
Engine: 120 Fusion	0	4.00
Shielding & Transmission Equipment:	0	2.00

Cruise MP: 2

Flank MP: 3

Heat Sinks: 10 Single	0	.00
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Cockpit & Controls:	0	3.00
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Crew: 2 Members	0	.00
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Armor Factor: 48 pts Ferro-Fibrous	1	2.50
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Internal Structure	Armor Value
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Front:	6	18
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Left / Right Sides:	6	11/11
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Rear:	6	8
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Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
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6 LRM 20s	Front	0	60	7	40.00
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1 Anti-Missile System	Front	0	48	2	2.50
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1 C.A.S.E. Equipment	Body		0	.00	
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TOTALS:	0	10	60.00		
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Items & Tons Left:	7	.00
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Total Cost: 4,118,400 C-Bills

Battle Value: 1,370

Cost per BV: 3,006.13

Weapon Value: 552 / 552 (Ratio = .40 / .40)

Damage Factors: SRDmg = 70; MRDmg = 55; LRDmg = 32

Manticore Heavy Tank

Type/Model: Manticore Heavy Tank
Tech: Clan / 2830
Config: Tracked Vehicle
Mass: 60 tons
Power Plant: 240 Clan Model XT4 XL Fusion
Cruise Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Armor Type: Forging OTR17b with CASE Ferro-Fibrous
Armament:
1 Type DDS "Kingston" ER PPC
1 MPA-14 Mod. 12a Streak SRM 6
1 Type XV "Crossbow" LRM 15 w/ Artemis IV
1 Series 2b ER Medium Laser
2 Series XII Machine Guns
Manufacturer: Sheridan LM-TA 8-10
Location: Sheridan
Communications System: Build 1685 Tacticom
Targeting & Tracking System: Garret E5a

Overview

The Manticore is one of the best-designed and most powerful tanks ever created. It was also the first tank mounting a PPC as the main combat weapon .

During the Star League era this vehicle was more commonly seen among the Great House Forces than the SLDF Regulars armor brigades. This was due to the Star League Quarter Master Corps seeing the Manticore as an obsolete design.

When the SLDF force left the Inner Sphere they actually possessed very few Manticores of their own. Most of the Manticores, which was still a small number, that went on the Exodus were brought by House Regulars who had deserted the and joined the SLDF to fight Amaris troops along side

the SLDF. Most of these warriors ended up in Clan Star Adder, and so did their Manticores. Star Adder Scientist decided after seeing this tank in action during the liberation of the Clan Home Worlds it would be a good choice for a production model heavy tank for their clan.

Capabilities

Mounting a large variety of weapon systems, the Manticore is capable of handling almost any combat situation.

The original main weapon, a Parti-Kill PPC, has been replaced by a Type DDS "Kingston" ER PPC. This gives it a much better range on the battlefield. Mounted almost as a backup main weapon is a Type XV "Crossbow" LRM 15 w/ Artemis IV. Its mounted on top of the main turret, just above and behind the particle cannon. A swivel mount gives it an independent 120-degree arc of fire.

The Manticore mounts a MPA-14 Mod. 12a Streak SRM 6 as a secondary weapon on the turret. With accurate targeting and low ammo consumption this system is a good choice for a turret mounted secondary weapon. Another secondary weapon, a Series 2b ER Medium Laser is front mounted to deal with threats when the turret weapons are busy else where.

Almost as an after thought two Series XII Machine Guns are rear firing to deal with infantry that might try to sneak up on the tank.

Deployment

Clan Star Adder is in sole position of all Manticores that have been produced so far, although this situation is bound to change as more are used in combat against other clans, in trials.

Mass: 60 tons

Equipment:	Items	Mass
Int. Struct.: 30 pts Standard	0	6.00
Engine: 240 XL Fusion	1	6.00
Shielding & Transmission Equipment:	0	3.00
Cruise MP: 4		
Flank MP: 6		
Heat Sinks: 20 Single	0	10.00
Cockpit & Controls:	0	3.00
Crew: 4 Members	0	.00
Turret Equipment:	0	1.50
Armor Factor: 230 pts Ferro-Fibrous	1	12.00

	Internal Structure	Armor Value
Front:	6	58
Left / Right Sides:	6	48/48
Rear:	6	28
Turret:	6	48

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 ER PPC	Turret	15	1	6.00	
1 Streak SRM 6	Turret	0	15	2	4.00
1 LRM 15 w/ Artemis IV	Turret	0	16	2	6.50
1 ER Medium Laser	Front	5	1	1.00	
2 Machine Guns	Rear	0	100	3	1.00
1 C.A.S.E. Equipment	Body		0	.00	
TOTALS:		20	11	60.00	
Items & Tons Left:			6	.00	

Total Cost: 8,331,200 C-Bills
Battle Value: 1,241
Cost per BV: 6,713.3
Weapon Value: 2,150 / 1,926 (Ratio = 1.73 / 1.55)
Damage Factors: SRDmg = 41; MRDmg = 27; LRDmg = 11

Marksman

Type/Model: Marksman
Tech: Clan / 2830
Config: Tracked Vehicle
Mass: 65 tons
Power Plant: 130 RFUM Fusion
Cruise Speed: 21.6 km/h
Maximum Speed: 32.4 km/h
Armor Type: Slab Plate
Armament:
1 Type 31 Long Tom Artillery
1 Kolibri Delta Series Large Pulse Laser
Manufacturer: Lum Vehicle Facility Beta
Location: Lum
Communications System: HCFA 3035 2.0
Targeting & Tracking System: ArtFire II CWS

Overview

The Marksman was not a hit with the SLDF as a fire support artillery tank. Pleaged from the beginning with a horrendous reputation among artillery crews the twenty that made it on the Exodus were lucky to be there. Buried in a Brian Cache after the decommissioning of the SLDF troops these tanks were lost until about four years ago.

The Clan Snow Raven scientist and technicians that found these Marksman got permission to tinker and see if they could create a good mobile gun platform for defense of a high value static target.

The refitted Marksman that emerged was a far cry from the twenty that entered the Brian Cache all them years ago. Redesigned and given a new mission only combat will tell if the new Marksman is here to stay.

Capabilities

Considered a mobile artillery piece, with a top speed of 32.4 km/h it barely can be called mobile. The tracks allow the vehicle to enter most terrain. Its inability to outrun enemies, though usually has it defending static targets and giving fire support to frontline units.

With its new roll in defending static targets the armor was reduced and the Ferro-Fibrous was replaced with standard Slab Plate. This move also reduced cost for the Snow Ravens on what amounts to a possible one time refit.

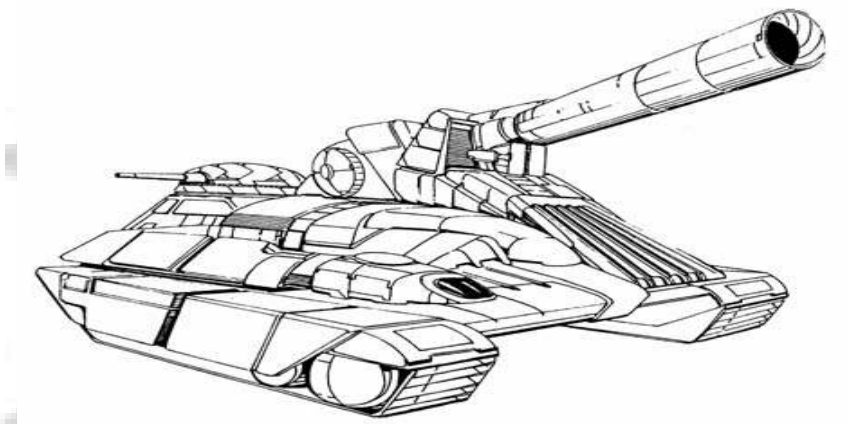
The Sniper Artillery Piece of the original Marksman was replaced with Long Tom Artillery Pieces found in the same Brian Cache. Giving this refit a much loner range and higher damage potential.

The marksman's only secondary weapon is a Kolibri Delta Series Large Pulse Laser mounted in a small turret mounted to the rear of the vehicle. The high rate of fire of this weapon and its accuracy keeps most infantry and light armor at bay, but is not much protection against a marauding battlemech. If a battlemech gets in close enough to be a threat to this rear line fighter though the battle is not going well for the galaxy deploying this vehicle.

Deployment

All twenty of the Clan Snow Raven are deployed around their capitol city. The Not-Named-Clan and the history involving them has given the Snow Ravens the belief that you can never have enough protection.

Marksman



Type/Model: Marksman

Mass: 65 tons

Equipment:	Items	Mass
Int. Struct.: 35 pts Standard	0	6.50
Engine: 130 Fusion	0	4.50
Shielding & Transmission Equipment:	0	2.50
Cruise MP: 2		
Flank MP: 3		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	3.50
Crew: 5 Members	0	.00
Turret Equipment:	0	1.00
Armor Factor: 96 pts Standard	0	6.00

	Internal Structure	Armor Value
Front:	7	28
Left / Right Sides:	7	18/18
Rear:	7	14
Turret:	7	18

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 Long Tom Artillery	Front	0	25	2	35.00
1 Large Pulse Laser	Turret	10		1	6.00
1 C.A.S.E. Equipment	Body			0	.00

TOTALS:	10	3	65.00		
Items & Tons Left:		15	.00		

Calculated Factors:

Total Cost: 2,398,000 C-Bills

Battle Value: 478

Cost per BV: 5,016.74

Weapon Value: 381 / 381 (Ratio = .80 / .80)

Damage Factors: SRDmg = 22; MRDmg = 21; LRDmg = 18

Hades



Type/Model: Hades
Tech: Clan / 2830
Config: Tracked Vehicle
Mass: 70 tons
Power Plant: 280 Niles Consolidated I.C.E.
Cruise Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Armor Type: PanzerSlab Weave TP4/CASE Ferro-Fibrous
Armament:
1 Irrlicht Gamma Series Ultra AC/10
2 Type AP40 Machine Guns
Manufacturer: Niles Vehicles Industrial Site #13
Location: Niles
Communications System: Mil-Comm #9
Targeting & Tracking System: Track Eye

Overview

A result of the Hell's Horses never ending fascination with armored vehicles and the waste not philosophy of the clans resulted in the Hades MBT.

Using left over parts from other production lines and an used production line at the Niles Vehicles Industrial Site #13, the vehicle technicians, wizards, of Clan Hell's Horses produced a cheap and combat effective heavy MBT. This tank is so basic it would not even seem out of

place on the mid 21st century battlefield, but yet has become a backbone to Hell's Horses armored forces.

The Hades has become affectionately called the "armored slab with a gun duct taped to it", by Horseman tank crews. Even the Mechwarriors who have to fight along side have come to respect this most basic of all heavy tanks. The Hades was built for one purpose only, to kill the enemy.

Capabilities

The power plant is a 280 Niles Consolidated I.C.E. power plant giving the Hades a respectable top speed of 64.8 km/h, for a seventy ton tank. Fuel is not a concern for the Hades with its almost thousand gallon tank and ability to run on even the most unrefined fossil fuels. One of the Horseman from a test crews was quoted as saying, "If I drank enough Jaguar Fusionaires, I could piss in this tank and it would run."

Hades MBTs are protected by twelve and a half tons of PanzerSlab Weave TP4/CASE Ferro-Fibrous armor. This amount of armor is heard of on a seventy ton tank, giving it unprecedented protection for its class.

For a main weapon the Hades mounts a Irrlicht Gamma Series Ultra AC/10 in the turret, with a respectable thirty rounds of ammunition. The Hades one extremely unique feature is it does not use an autoloader for the main gun. The rounds are stored in the CASE compartment at the rear of the turret and hand loaded into the breach by a crew member in the loaders seat.

As an anti-infantry weapon there are two Type AP40 Machine Guns with a half ton of ammo mounted in the front of the tank. These two machine guns are controlled either by the driver, using eyeball sighting, or by the gunner through a video system.

Deployment

Only the Hell's Horses produce and use the Hades MBT at this time. Most other clans here that it is an armored vehicle made of second hand parts and laugh, but when the are confronted by a star of Hades MBTs they stop.

Hades



Type/Model: Hades

Mass: 70 tons

Equipment:	Items	Mass
Int. Struct.: 35 pts Standard	0	7.00
Engine: 280 I.C.E.	0	32.00
Cruise MP: 4		
Flank MP: 6		
Heat Sinks: 0 Single	0	.00
Cockpit & Controls:	0	3.50
Crew: 4 Members	0	.00
Turret Equipment:	0	1.00
Armor Factor: 240 pts Ferro-Fibrous	1	12.50

	Internal Structure	Armor Value
Front:	7	60
Left / Right Sides:	7	50/50
Rear:	7	30
Turret:	7	50

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 Ultra AC/10	Turret	0	30	2	13.00
2 Machine Guns	Front	0	100	3	1.00
1 C.A.S.E. Equipment	Body			0	.00
TOTALS:		0	6		70.00
Items & Tons Left:			13		.00

Calculated Factors:

Total Cost: 1,875,383 C-Bills

Battle Value: 583

Cost per BV: 3,216.78

Weapon Value: 526 / 526 (Ratio = .90 / .90)

Damage Factors: SRDmg = 14; MRDmg = 9; LRDmg = 3

Magi

Type/Model: Magi
Tech: Clan / 2830
Config: Tracked Vehicle
Mass: 70 tons
Power Plant: 280 Type 81 Fusion
Cruise Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Armor Type: PanzerSlab Weave TP4/CASE Ferro-Fibrous
Armament:
2 Series 2a ER Medium Lasers
2 Series IX Machine Guns
1 Irrlicht Gamma Series Ultra AC/20
2 Pattern J4 Streak SRM 4s
Manufacturer: Huntress Assy Site Z4
Location: Huntress
Communications System: Black Box Mod 3SV
Targeting & Tracking System: Hunter (3) Dedicated TTS

Overview

After a scandal and early criticism the Magi really did turn out to be an effective tank for the SLDF.

A large number of Magi were among the vehicles that came with the SLDF on the Exodus and survived to the founding of the clans. The reason for this seems to be that no one among the warring factions on the Pentagon Worlds or the returning Clans knew what the hell to use it for in combat.

The majority of these vehicles fell into Clan Smoke Jaguar hands, how this happened is still a mystery, to everyone even them. For a clan not real fond of vehicles it is amazing they decided to give a refit a try, and they didn't do a half bad job of it. Which is even grudgingly admitted by Clan Hell's Horse, who consider themselves the masters of armored warfare.

Capabilities

This new Magi mounts ten tons of PanzerSlab Weave TP4/CASE Ferro-Fibrous armor, which the Smoke Jaguars win in trials or trade for from the Hell's Horses.

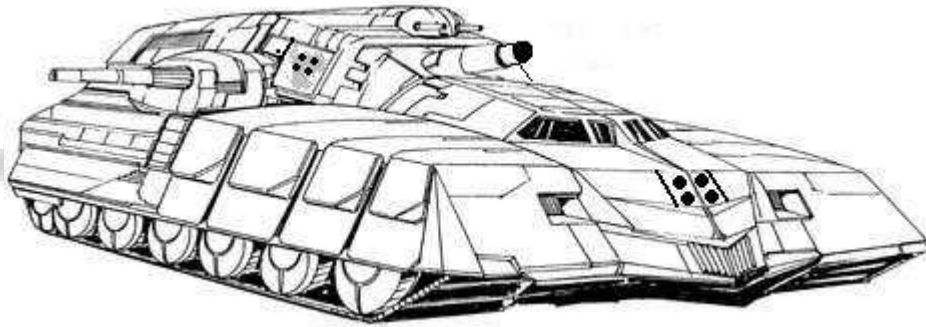
The Magi's main weapon is now a front mounted Irrlicht Gamma Series Ultra AC/20, giving the new Magi the concentrated firepower the original lacked. With the right and left side firing being upgraded to two Series 2a ER Medium Lasers. The Smoke Jaguar technicians managed to rework the new T&T system the Magi can still fire in all three directions at the same time. Also added to this new Magi was a pair of Pattern J4 Streak SRM 4s with one firing to the right and one to the left of the tank.

The twin Series IX Machine Guns normally fire independently of the other weapons, since they mostly used against infantry threats. These weapons are now mounted in a lightly armored small turret, giving them a 360 degree field of fire.

Deployment

The Smoke Jaguars are the only clan at present refitting the Magi, although a rumor is making the rounds that the Hell's Horses may be planning a trial to produce this vehicle. Most refitted Magi are found in Clan Smoke Jaguar, with a few being found in Clan Hell's Horses (acquired through trade). Any found in other clans are still the SLDF model.

Magi



Type/Model: Magi

Mass: 70 tons

Equipment:	Items	Mass
Int. Struct.: 35 pts Standard	0	7.00
Engine: 280 Fusion	0	16.00
Shielding & Transmission Equipment:	0	8.00
Cruise MP: 4		
Flank MP: 6		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	3.50
Crew: 5 Members	0	.00
Turret Equipment:	0	.50
Armor Factor: 192 pts Ferro-Fibrous	1	10.00

	Internal Structure	Armor Value
Front:	7	52
Left / Right Sides:	7	50/50
Rear:	7	30
Turret:	7	10

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 ER Medium Laser	Left	5	1	1.00	
1 ER Medium Laser	Right	5	1	1.00	
2 Machine Guns	Turret	0 100	3	1.00	
1 Ultra AC/20	Front	0 25	2	17.00	
1 Streak SRM 4	Left	0 25	2	3.00	
1 Streak SRM 4	Right	0	1	2.00	
1 C.A.S.E. Equipment	Body		0	.00	
TOTALS:	10	11	70.00		
Items & Tons Left:		8	.00		

Calculated Factors:

Total Cost: 4,502,733 C-Bills

Battle Value: 1,216

Cost per BV: 3,702.91

Weapon Value: 1,613 / 1,449 (Ratio = 1.33 / 1.19)

Damage Factors: SRDmg = 50; MRDmg = 23; LRDmg = 1

Burke

Type/Model: Burke
Tech: Clan / 2830
Config: Tracked Vehicle
Mass: 75 tons
Power Plant: 225 Homer GM Fusion
Cruise Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Armor Type: Homer Forge 17k with CASE Ferro-Fibrous
Armament:
1 Type X "Short Bow" LRM 10 w/ Artemis IV
2 Ripper Series A1 ER PPCs
Manufacturer: Homer VPlant #66
Location: Homer
Communications System: Khan Series (Type 1)
Targeting & Tracking System: Verizon Homer 497/6

Overview

Even in the Star League days the brashest battlemech commanders were wary of the Burke and its capability to destroy a battlemech. This made it an early target in battle, because a well placed group of them could mess up even the best laid plans.

So when supplies were being acquired for the Exodus many of the surviving Burkes went with the SLDF. Some were sent to Brian Caches where they stayed, others fought in the Pentagon Wars, and some went with Nicholas's second Exodus. As a testament to the toughness of this tank many of these tanks fought and survived through it all, to become part of the clans.

Clan Cloud Cobra is in position of the majority of these surviving Burkes and has recently debuted a refitted version of this tank.

Capabilities

The SLDF Burke could outshoot many battlemechs of the same weight class and this has not changed in the refit.

The bulk of the original's firepower came from three Chalker Model 25 PPCs. These have now been replaced with two Ripper Series A1 ER PPCs, giving the Burke the same damage, with better range. As a secondary weapon Burke's carry a front mounted Type X "Short Bow" LRM 10 w/ Artemis IV, giving it another weapon that can hit at long range.

The bulk of the Burke's firepower can hit most light and medium battlemechs before they can fire back with significant fire power to do much damage.

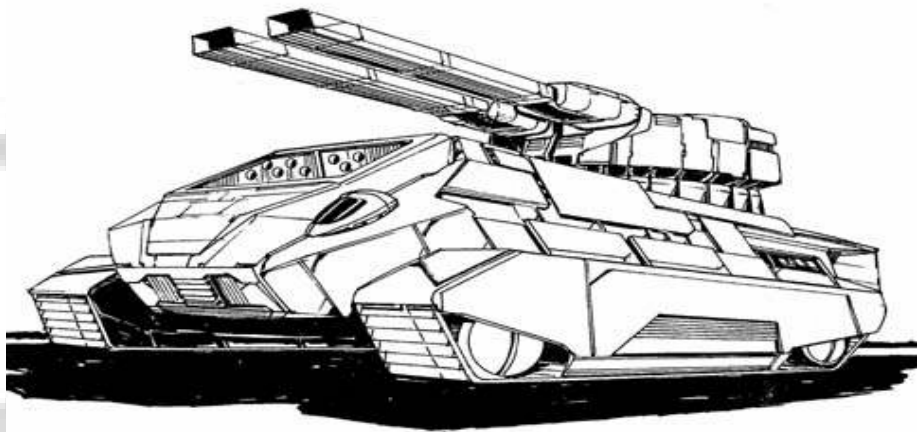
The Burke's poor maneuverability has been addressed on the refit, but even with the new engine its top speed is only 54.0 km/h. This can be a real handicap when the fighting gets in close allowing faster battlemechs and tanks to get behind it, hitting its lighter rear armor.

As a long range fighter though this refitted Burke has few equals in its weight class whether tank or battlemech.

Deployment

The refitted Burke can be found all through Clan Cloud Cobra enclaves in garrison forces defending important sites that may come under threat of Trial of Possession. A few other clans, have begun to convert their few Burkes to this model or something similar.

Burke



Type/Model: Burke
Mass: 75 tons

Equipment:	Items	Mass
Int. Struct.: 40 pts Standard	0	7.50
Engine: 225 Fusion	0	10.00
Shielding & Transmission Equipment:	0	5.00
Cruise MP: 3		
Flank MP: 5		
Heat Sinks: 30 Single	0	20.00
Cockpit & Controls:	0	4.00
Crew: 3 Members	0	.00
Turret Equipment:	0	1.50
Armor Factor: 182 pts Ferro-Fibrous	1	9.50

	Internal Structure	Armor Value
Front:	8	50
Left / Right Sides:	8	36/36
Rear:	8	24
Turret:	8	36

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 LRM 10 w/ Artemis IV	Front	0	24	2	5.50
2 ER PPCs	Turret	30	2	12.00	
1 C.A.S.E. Equipment	Body		0	.00	
<hr/>					
TOTALS:	30	5	75.00		
Items & Tons Left:		15	.00		

Calculated Factors:
Total Cost: 4,283,125 C-Bills
Battle Value: 1,177
Cost per BV: 3,639.02
Weapon Value: 1,445 / 1,400 (Ratio = 1.23 / 1.19)
Damage Factors: SRDmg = 34; MRDmg = 27; LRDmg = 16

Padilla Heavy Artillery Tank

Type/Model: Padilla Heavy Artillery Tank

Tech: Clan / 2830

Config: Tracked Vehicle

Mass: 75 tons

Power Plant: 375 Ragusson XL Fusion

Cruise Speed: 54.0 km/h

Maximum Speed: 86.4 km/h

Armor Type: York Slab Plate Standard

Armament:

- 1 Katyusha Arrow IV System

- 2 Series 2a ER Medium Lasers

- 2 Goalkeeper Anti-Missile Systems

Manufacturer: York Refit Yard #3

Location: York

Communications System: York Y2-Com

Targeting & Tracking System: York Y2-T&T

Overview

Padilla's are rare among the clans, even though they were a favorite artillery tank of the SLDF. Possessing a long battle history, from the Liberation of Terra to Operation Klondike, there are just 101 Padillas left in clan space. The one hundred combat ready Padillas are the property of Clan Blood Spirit, and they have recently began a refit program for this superb artillery tank.

Capabilities

“Padilla's should be teamed with light, TAG-equipped, battlemechs or tanks who can spot for the them, so they can rain in accurate missile fire from behind friendly lines.”

This quote from a SLDF Tactical Primer still holds true for the refit, being performed on the Padilla.

The 375 Ragusson XL Fusion engines are being left in the refit for the most part, only a few needed new clan built XL Fusion power plants installed.

The biggest change has been in armor. The Padilla no longer carries a weak five and a half tons of armor, instead it now carries nine and a half tons of York Slab Plate Standard. This coupled with the Padillas speed makes it one of the safest artillery tanks in the clans.

The original Padillas medium pulse lasers have been replaced by two clan model, Series 2a ER Medium Lasers. Although they do not have the same rapid fire capability of the pulse model the increased range was deemed to be more useful when making an escape, if its fire position is over run.

The most interesting change was the twin Goalkeeper AMS, one mounted on each side of the tank. With limited ammo they do not last long, but when a LRM carrying vehicle does get a chance to get in barrage not many missile survive to get through the wall of bullets these two AMS's throw up.

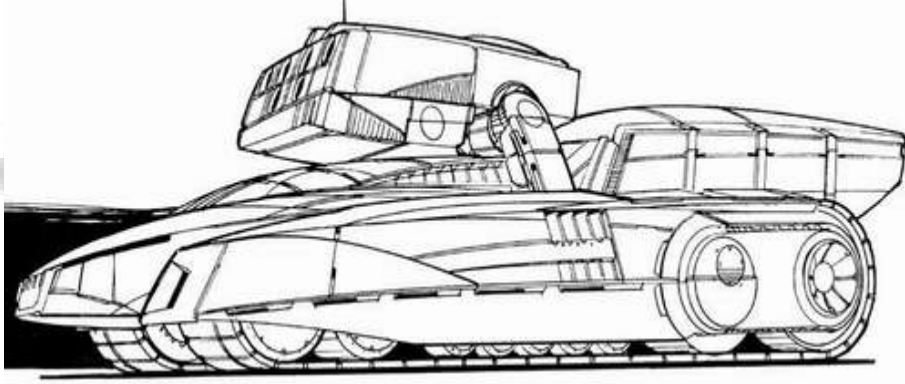
The Padilla refit maybe the ultimate in clan artillery tanks being used at this time.

Deployment

As stated before all one hundred combat operational Padillas are in the posession of Clan Blood Spirit, with about eighty of these being the new refitted Padilla. The rest will soon be rotated in for refit, at York Refit Yard #3.

The one Padilla that is not in possession by the Blood Spirits was won in a Trial of Possession by Clan Goliath Scorpion, why they did this is unknown.

Padilla Heavy Artillery Tank



Type/Model: Padilla Heavy Artillery Tank

Mass: 75 tons

Equipment:	Items	Mass
Int. Struct.: 40 pts Standard	0	7.50
Engine: 375 XL Fusion	1	19.50
Shielding & Transmission Equipment:	0	10.00
Cruise MP: 5		
Flank MP: 8		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	4.00
Crew: 5 Members	0	.00
Turret Equipment:	0	1.50
Armor Factor: 152 pts Standard	0	9.50

	Internal Structure	Armor Value
Front:	8	42
Left / Right Sides:	8	30/30
Rear:	8	20
Turret:	8	30

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 Arrow IV System	Turret	0	30	2	18.00
2 ER Medium Lasers	Front	10		2	2.00
1 Anti-Missile System	Left	0	24	2	1.50
1 Anti-Missile System	Right	0	24	1	1.50
1 C.A.S.E. Equipment	Body		0		.00
TOTALS:	10	8	75.00		
Items & Tons Left:		12	.00		

Calculated Factors:

Total Cost: 15,122,625 C-Bills

Battle Value: 974

Cost per BV: 15,526.31

Weapon Value: 944 / 944 (Ratio = .97 / .97)

Damage Factors: SRDmg = 24; MRDmg = 19; LRDmg = 12

Von Luckner Heavy Tank

Type/Model: Von Luckner Heavy Tank
Tech: Clan / 2830
Config: Tracked Vehicle
Mass: 75 tons
Power Plant: 225 Niles Consolidated XL Fusion
Cruise Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Armor Type: PanzerSlab Weave TP4/CASE Ferro-Fibrous
Armament:
1 EMRG "Captain" Series Gauss Rifle
2 MPA-14 Mod. 12a Streak SRM 6s
1 Pattern J4 Streak SRM 4
1 Type 20 "Great Bow" LRM 20 w/ Artemis IV
2 Type AP40 Machine Guns
2 Series 2a Mk. 5 ER Medium Lasers
Manufacturer: Tiber Site #4
Location: Tiber

Overview

Designed after the Reunification War, for the SLDF asked for a new heavy tank design. It got the Von Luckner, a 75 ton fusion driven monster able to rip smaller tanks and battlemechs to shreds.

With a history spanning the whole Star League time period thousands of Von Luckners were produced, for the SLDF. Many of these survived the wars of the Star League and even more fighting during the SLDF in Exiles early history to become part of the clans.

Capabilities

Even though the new Von Luckner is a clan refit, this vehicle may as well be a brand new design.

The refitted machine now has a 225 Niles Consolidated XL Fusion power plant, keeping its top speed of 54.0 km/h. This allowed for technicians

to add a even more armor, the Von Luckner now sports seventeen and a half tons of PanzerSlab Weave TP4/CASE Ferro-Fibrous. Making it the clans most heavily armored tank.

The turret of the tank contains most its fearsome firepower. The main gun is a EMRG "Captain" Series Gauss Rifle with twenty four rounds of ammunition. Seconadary turret weapons consist of two MPA-14 Mod. 12a Streak SRM 6s, one Pattern J4 Streak SRM 4, and two Series 2a Mk. 5 ER Medium Lasers. Both Streak SRM systems have one ton of ammunition, but since they are streak this is not an issue.

On the rear of the tank is a Type 20 "Great Bow" LRM 20 w/ Artemis IV mounted high on the tank's rear. This system is a small turret mount, as it can be rotated to a certain extent. The Artemis IV FCS gives this system a much improved missile spread when hitting a target, allowing for better use of ammunition.

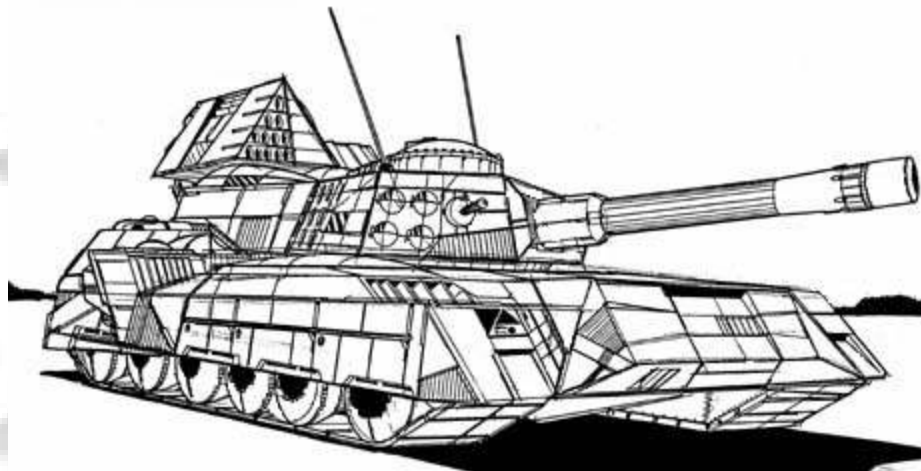
As almost an after thought two rear firing Type AP40 Machine Guns were added to protect against sneaky infantry that may get behind the tank.

Deployment

All clans field varying numbers of Von Luckners. The refit was designed and first built by Clan Hell's Horses, who possess the largest number of Von Luckners in any clan touman.

The Hell's Horses use their expertise in vehicle upgrades as trade to other clans with Von Luckners, for a "fee" they will upgrade a clans Von Luckners to a Hell's Horse model. A few have taken the offer.

Von Luckner Heavy Tank



Type/Model: Von Luckner Heavy Tank

Mass: 75 tons

Equipment:	Items	Mass
Int. Struct.: 40 pts Standard	0	7.50
Engine: 225 XL Fusion	1	5.00
Shielding & Transmission Equipment:	0	2.50
Cruise MP: 3		
Flank MP: 5		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	4.00
Crew: 5 Members	0	.00
Turret Equipment:	0	2.50
Armor Factor: 336 pts Ferro-Fibrous	1	17.50

	Internal Structure	Armor Value
Front:	8	85
Left / Right Sides:	8	70/70
Rear:	8	41
Turret:	8	70

Weapons and Equipment Loc Heat Ammo Items Mass

1 Gauss Rifle	Turret	0	24	2	15.00
2 Streak SRM 6s	Turret	0	15	3	7.00
1 Streak SRM 4	Turret	0	25	2	3.00
1 LRM 20 w/ Artemis IV	Rear	0	12	2	8.00
2 Machine Guns	Rear	0	100	3	1.00
2 ER Medium Lasers	Turret	10		2	2.00
1 C.A.S.E. Equipment	Body			0	.00

TOTALS: 10 16 75.00

Items & Tons Left: 4 .00

Calculated Factors:

Total Cost: 11,315,500 C-Bills

Battle Value: 1,511

Cost per BV: 7,488.75

Weapon Value: 3,581 / 3,022 (Ratio = 2.37 / 2.00)

Damage Factors: SRDmg = 67; MRDmg = 40; LRDmg = 14

Demolisher Mk II

Type/Model: Demolisher Heavy Tank
Tech: Clan / 2830
Config: Tracked Vehicle
Mass: 80 tons
Power Plant: 240 Niles Consolidated XL Fusion
Cruise Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Armor Type: PanzerSlab Weave TP4/CASE Ferro-Fibrous
Armament:
3 233mm ChemJet Gun Ultra AC/20s
Manufacturer: Kirin Zeta Site #13 & Lum Vehicle Facility Beta
Location: Kirin & Lum
Communications System: Mil-Comm #9
Targeting & Tracking System: Track Eye Mod.2

Overview

The SLDF Quarter Master Corps had just purchased the first run of twelve hundred Demolisher Mk II for use by SLDF Armor Brigades, replacing the aging four treaded original version or “Devastator“, when word of the Amaris coup reached the SLDF fighting in the Periphery. During the fighting that followed to retake Terra from Amaris only about two hundred Demolisher Mk IIs actually saw combat, out of this number only three were complete combat losses.

The SLDF took all these early production model Demolisher Mk IIs, and even a few four treaded original version or “Devastator“, went on the Exodus. A testament to the Demolisher Mk II is even with all the strife that plagued the history of the SLDF in Exile, almost all these vehicles survived to become part of the clans.

When Clan Snow Raven was looking at upgrading an existing tank for use in their galaxies, the Demolisher was an obvious choice for two reasons. The first reason is that some how the Snow Ravens had acquired 790 of this heavy tank in its touman and the second reason was the fearsome

reputation this tank had amongst armor crews who had used or faced it in combat.

The first hurdle that the Snow Raven scientist and technicians had to over come was their lack of knowledge when it came to vehicles. They resolved this by getting permission from the Warrior Council to contact the Clan Hell’s Horses, with a deal that would benefit both clans. It was also a deal that the Clan Snow Raven’s knew the Horseman would not be able to pass up. The Snow Ravens agreed to give 300 of the refitted tanks to them and rights to produce the model in exchange for their “expertise” in refitting and designing vehicles. (Note: There may have been other concessions form both clans, but they are unknown to anyone else at this time.)

Capabilities

The Demolisher Mk II was designed to destroy anything that gets in its way, whether it be a tank or a battlemech. The new Demolisher Mk II refit and the new production models are keeping this design philosophy alive in them.

The refit keeps its same speed profile, but replaced the power plant with a 240 Niles Consolidated XL Fusion. This averted a tremendous amount of weight that could be used else where.

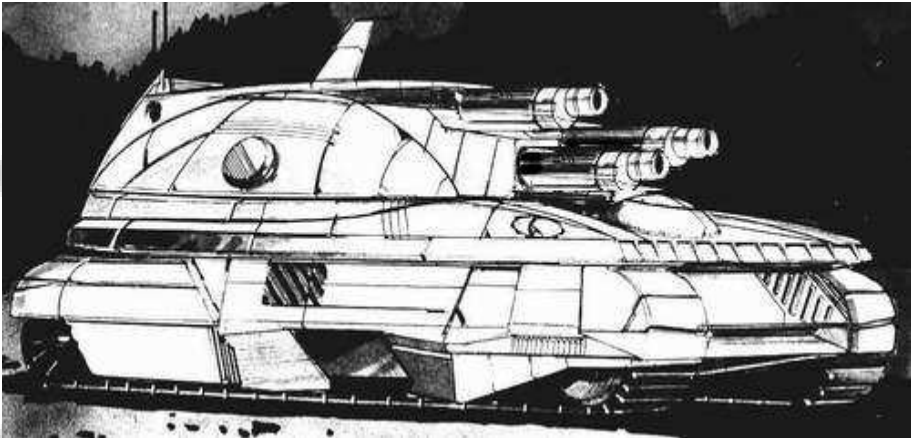
The Demolisher Mk II also carries the same amount of armor as the version used by the SLDF. This is deceiving though, because the standard armor has been replaced by PanzerSlab Weave TP4/CASE Ferro-Fibrous, produced by the Hell’s Horses.

The scariest change to the Demolisher has been the new weapons load that it now carries in its turret. This consist of three 233mm ChemJet Gun Ultra AC/20s, this model is the largest bore UAC/20. It was exclusively produced by the Hell’s Horses, but is now also in production by the Snow Ravens. These nightmare weapons only needs to release one volley at double rate on unsuspecting mechwarriors and so much for the “Kings of the Battlefield”.

Deployment

All refitted Demolisher Mk II and new models are in the toumans of the Clan Snow Raven or Clan Hell’s Horses.(Note: There are three known “Devastators” among the clans. Two were gifted by the Snow Ravens to the Hell’s Horses and one belongs to the Goliath Scorpions, none are combat ready. {Stats and pic of this vehicle are included at the end of this TRO for historical reference.})

Demolisher Mk II



Type/Model: Demolisher Mk II Heavy Tank
Mass: 80 tons

Equipment:	Items	Mass
Int. Struct.: 40 pts Standard	0	8.00
Engine: 240 XL Fusion	1	6.00
Shielding & Transmission Equipment:	0	3.00
Cruise MP: 3		
Flank MP: 5		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	4.00
Crew: 4 Members	0	.00
Turret Equipment:	0	4.00
Armor Factor: 192 pts Ferro-Fibrous	1	10.00

	Internal Structure	Armor Value
Front:	8	50
Left / Right Sides:	8	40/40
Rear:	8	22
Turret:	8	40

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
3 Ultra AC/20s	Turret	0	45	4	45.00
1 C.A.S.E. Equipment	Body			0	.00
TOTALS:		0	6	80.00	
Items & Tons Left:			15	.00	

Calculated Factors:
Total Cost: 12,834,000 C-Bills
Battle Value: 1,530
Cost per BV: 8,388.24
Weapon Value: 1,364 / 1,364 (Ratio = .89 / .89)
Damage Factors: SRDmg = 71; MRDmg = 29; LRDmg = 0

Fury

Type/Model: Fury
Tech: Clan / 2830
Config: Tracked Vehicle
Mass: 80 tons
Power Plant: 320 Pitban Fusion
Cruise Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Armor Type: PyroTec ArmorSlab Standard
Armament:
1 Clan Mk. XVII ER PPC
1 Type XX "Great Bow" LRM 20
2 Series IX Machine Guns
Manufacturer: Huntress Assy Site Z4
Location: Huntress
Communications System: HIV-13
Targeting & Tracking System: Quadrant XD

Overview

The Fury was designed in 2637 as a command vehicle for SLDF armor and infantry units. Equipped with the advanced Nirasaki-400C Command Computer, so that SLDF commanders could keep up with a fast moving battlefield. Although it was a well designed tank, the fact that it was a command vehicle made it a target for all the SLDF enemies at the end of the Star League Era. So only a four hundred made it on the Exodus with the SLDF and during the Pentagon Civil War all but the one hundred and fifty in Brian Caches were destroyed.

These few survivors made it into Clan Smoke Jagaur Touman. They barely new what to do with them so the were given a quick refit, with whatever was handy, and sent out to second line garrison forces.

Capabilities

First the advanced Nirasaki-400C Command Computer was

removed, because it was a waste to let such technology be used by second line trinarys. Also Smoke Jagaur scientist wanted them for study, because of its early EI capabilities.

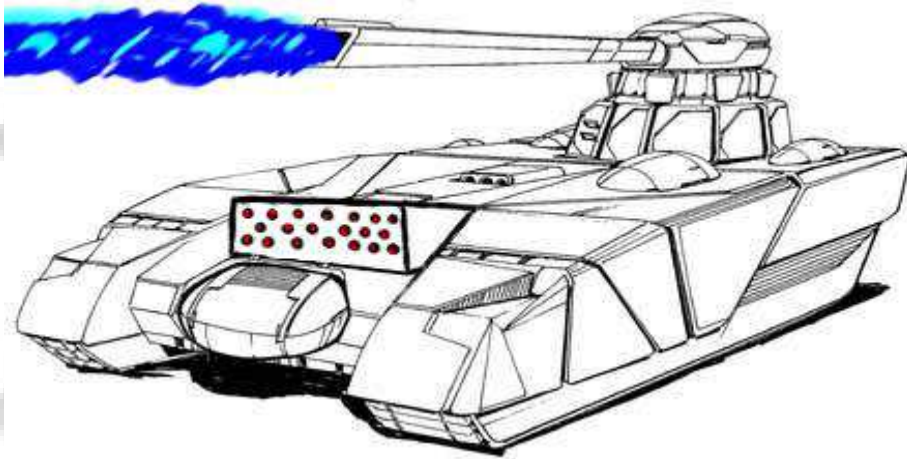
The power plant, communications system, and targeting & tracking computer system are the same ones that were on the SLDF model. Clan Smoke Jaguar Blood Named Warriors saw no need for the technicians to replace these, with newer models.

The turret mounted Gauss rifle was replaced with a stock of Type Mk. XVII ER PPCs, that had recently been won in a Trial of Possession from Clan Ice Hellion. As a backup weapon the Fury now mounts a Type XX "Great Bow" LRM 20 in the front of the vehicle, it only has six salvos for this LRM. The technicians doing the refit were a little more sympathetic to the crews of this vehicle and added two Series IX Machine Guns. One facing forward with the other rear facing, to use against infantry.

Deployment

The refitted Fury was sent to Smoke Jagaur second line garrisons protecting their small number of clan space holdings. The Smoke Jagaur's possess all, but three of the Fury's. Three were won in a Trial of Possession by the Hell's Horses, they took only none refitted vehicles that still contained their advanced Nirasaki-400C Command Computer. No one knows the reasoning behind this move by the Horsemen.

Fury



Type/Model: Fury

Mass: 80 tons

Equipment:	Items	Mass
Int. Struct.: 40 pts Standard	0	8.00
Engine: 320 Fusion	0	22.50
Shielding & Transmission Equipment:	0	11.50
Cruise MP: 4		
Flank MP: 6		
Heat Sinks: 15 Single	0	5.00
Cockpit & Controls:	0	4.00
Crew: 4 Members	0	.00
Turret Equipment:	0	1.00
Armor Factor: 240 pts Standard	0	15.00

	Internal Structure	Armor Value
Front:	8	60
Left / Right Sides:	8	40/40
Rear:	8	40
Turret:	8	60

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 ER PPC	Turret	15	1	6.00	
1 LRM 20	Front	0	6	2	6.00
1 Machine Gun	Front	0	100	2	.75
1 Machine Gun	Rear	0	1		.25
1 C.A.S.E. Equipment	Body		0		.00
TOTALS:		15	6	80.00	
Items & Tons Left:			15	.00	

Calculated Factors:

Total Cost: 4,737,900 C-Bills

Battle Value: 997

Cost per BV: 4,752.16

Weapon Value: 1,505 / 1,505 (Ratio = 1.51 / 1.51)

Damage Factors: SRDmg = 27; MRDmg = 20; LRDmg = 12

Icaza Heavy Support

Type/Model: Icaza Heavy Support

Tech: Clan / 2830

Config: Wheeled Vehicle

Mass: 80 tons

Power Plant: 300 PowerTech Highlift XL Fusion

Cruise Speed: 43.2 km/h

Maximum Speed: 64.8 km/h

Armor Type: Mix IIIc Composite Ferro-Fibrous

Armament:

- 1 Irrlicht Gamma Series Ultra AC/20

- 1 Irrlicht Gamma Series LB 10-X AC

- 1 Series 14a Medium Pulse Laser

- 1 Mk. 46 Type II LRM 10 w/ Artemis IV

- 2 Infantry Points Bay (2 ton)

Manufacturer: Gatekeeper Production Site #02

Location: Gatekeeper

Communications System: Falcon "Scream" Cell/01

Targeting & Tracking System: Series XXXII Multitrack

Overview

Carl Icaza was the meanest, or toughest depending who you ask, infantry commander that ever served in the SLDF and Clan Jade Falcon. So as a tribute to him, Clan Jade Falcon Blood Named Warriors decided to name a new combat infantry vehicle after him.

Clan technicians and scientist were given one overriding design specification for this new vehicle, it must be as stubborn and tough to destroy as the Founding Jade Falcon Father of the name it will bear. So far, all combat reports from the few in service say it is living up to this design specification.

With its heavy armor and firepower, even Jade Falcon Mechwarriors are glad to see and approaching star of Icaza's.

Capabilities

The Icaza carries the more expensive 300 PowerTech Highlift XL Fusion power plant, giving it a top speed of 64.8 km/h. This would seem out place on a Jade Falcon vehicle, until one thinks about the fact it was named after a Clan Founder.

The Icaza mounts thirteen tons of Mix IIIc Composite Ferro-Fibrous armor. This is a tremendous amount for a wheeled tank even at eighty tons.

The Icaza carries its two main weapons in a turret mounted towards the rear of the vehicle. The Irrlicht Gamma Series UAC/20 and the Irrlicht Gamma Series LB 10-X AC work well together, making up for the short comings of each weapons system. As a secondary weapon in the turret, plus some lone range punch, the Icaza mounts a Mk. 46 Type II LRM 10 w/Artemis FCS. The LRM only carries ten salvos, so the Artemis FCS helps makes every salvo count.

As a front mounted weapon the Icaza carries a Series 14a Medium Pulse Laser, its used to clear objects when on the move or for covering fire while its cargo of infantry are dismounting.

The most interesting feature of the Icaza is the two points (10 infantrymen) it carries. Most vehicles in this weight class do not have their own infantry support on hand. These infantry are in a mid-mounted infantry bay just behing the drive and commanders compartment.

Deployment

Icaza's are the exclusive property of Clan Jade Falcon, and even though it is a vehicle they seem very willing to fight to keep it that way.

Icaza Heavy Support



Type/Model: Icaza Heavy Support

Mass: 80 tons

Equipment:	Items	Mass
Int. Struct.: 40 pts Standard	0	8.00
Engine: 300 XL Fusion	1	9.50
Shielding & Transmission Equipment:	0	5.00
Cruise MP: 4		
Flank MP: 6		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	4.00
Crew: 3 Members	0	.00
Turret Equipment:	0	3.00
Armor Factor: 250 pts Ferro-Fibrous	1	13.00

	Internal Structure	Armor Value
Front:	8	70
Left / Right Sides:	8	50/50
Rear:	8	30
Turret:	8	50

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 Ultra AC/20	Turret	0	25	2	17.00
1 LB 10-X AC	Turret	0	20	2	12.00
1 Medium Pulse Laser	Front	4		1	2.00
1 LRM 10 w/ Artemis IV	Turret	0	12	2	4.50
1 C.A.S.E. Equipment	Body			0	.00
Infantry Point Bay	Body		1	2.00	
TOTALS:	4	10	80.00		
Items & Tons Left:		11	.00		

Calculated Factors:

Total Cost: 11,436,600 C-Bills

Battle Value: 1,295

Cost per BV: 8,831.35

Weapon Value: 1,989 / 1,920 (Ratio = 1.54 / 1.48)

Damage Factors: SRDmg = 46; MRDmg = 25; LRDmg = 6

Rhino

Type/Model: Rhino
Tech: Clan / 2832
Config: Tracked Vehicle
Mass: 80 tons
Power Plant: 240 Pitban Fusion
Cruise Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Armor Type: Forging OTR17b with CASE Ferro-Fibrous
Armament:
3 Type XXVI "Great Bow" LRM 20s w/ Artemis IV
2 Series 2a Mk. 5 ER Medium Lasers
1 Type X "Short Bow" LRM 10 w/ Artemis IV
2 Type AP40 Machine Guns
Manufacturer: Widowmaker Auxiliary Refit Site Bravo
Location: Dagda
Communications System: Trannel GL5
Targeting & Tracking System: Version Gamma-V TTS

Overview

The Rhino was originally designed in 2667 as a powerful LRM tank for the SLDF armored brigades.

In the SLDF model most thoughts of crew comfort were secondary, in the minds of the tank designers. All this is still true for the technicians doing the refit for the clans. Most clan tankers overlook this after a few battles, because being alive seems to trump comfort in most tread heads minds.

It is the toughness of the Rhinos that has kept them in the clan toumans today, almost two hundred years later after its first introduction into the SLDF. Toughness is also the major reason why Rhinos have been chosen by Clan Widowmaker technicians, to receive a refit.

Capabilities

The Rhino with its heavy armor and ability to launch a seventy missile salvo makes it an impressive defensive line holder.

The Rhino is not the fastest tank on the battlefield and was never meant to be, it was built to hold ground. For this reason the Clan Widowmaker left the standard fusion engine it had in its SLDF days in and moved to its armor. All the original standard armor was replaced with Forging OTR17b Ferro-Fibrous w/ CASE, this switch lost the Rhino two tons of armor and still gained protection.

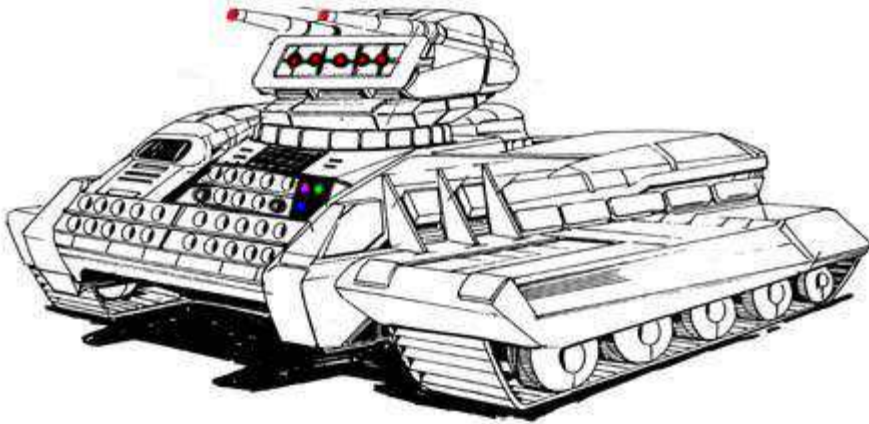
The Rhino is now packing three Type XXVI "Great Bow" LRM 20s w/ Artemis IV FCS and a Type X "Short Bow" LRM w/ Artemis IV FCS. Giving the Rhino an impressive and accurate spread of seventy missiles. Which can be devastating to all light and medium mechs and even worry some heavy or assault mechs.

Almost as an after thought the two turret mounted medium lasers were replaced with clan built Series 2a Mk. 5 ER Medium Lasers. These are used by Rhino crews for close in protection.

Deployment

Clan Widowmaker has most of these vehicles in their sole possession, but due to trials and trading this is slowly changing. The biggest threat at the moment is coming from the Hell's Horses who are planning a Trial of Possession, for the right to produce this new Rhino in one of the factories. At this moment it is unknown how much of a fight the Widowmakers will put up to stop this threat.

Rhino



Type/Model: Rhino

Mass: 80 tons

Equipment:	Items	Mass
Int. Struct.: 40 pts Standard	0	8.00
Engine: 240 Fusion	0	11.50
Shielding & Transmission Equipment:	0	6.00
Cruise MP: 3		
Flank MP: 5		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	4.00
Crew: 4 Members	0	.00
Turret Equipment:	0	1.00
Armor Factor: 288 pts Ferro-Fibrous	1	15.00

	Internal Structure	Armor Value
Front:	8	68
Left / Right Sides:	8	60/60
Rear:	8	40
Turret:	8	60

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
3 LRM 20s w/ Artemis IV	Front	0	48	4	26.00
2 ER Medium Lasers	Turret	10	2	2	2.00
1 LRM 10 w/ Artemis IV	Turret	0	24	2	5.50
2 Machine Guns	Rear	0	100	3	1.00
1 C.A.S.E. Equipment	Body		0		.00
TOTALS:	10	12	80.00		
Items & Tons Left:		9	.00		

Calculated Factors:

Total Cost: 6,795,900 C-Bills

Battle Value: 1,684

Cost per BV: 4,035.57

Weapon Value: 3,280 / 2,855 (Ratio = 1.95 / 1.70)

Damage Factors: SRDmg = 62; MRDmg = 46; LRDmg = 23

Schrek PPC Carrier

Type/Model: Schrek PPC Carrier

Tech: Clan / 2830

Config: Tracked Vehicle

Mass: 80 tons

Power Plant: 240 Barcella Nissan Titan Type II Fusion

Cruise Speed: 32.4 km/h

Maximum Speed: 54.0 km/h

Armor Type: PanzerSlab Weave TP4/CASE Ferro-Fibrous

Armament:

2 Ripper Series A1 ER PPCs

1 MPA-14 Mod. 12a Streak SRM 6

Manufacturer: Kirin Beta Site #6 (HH) / Barcella Nissan Plant (SF)

Location: Kirin (HH) / Barcella (SF)

Communications System: Mil-Comm #9

Targeting & Tracking System: Track Eye Mod.2

Overview

As a long range fire support tank nothing has ever matched the Schrek, since the first few entered the SLDF in the closing days of the Liberation of Terra. All the Schreks PPC Carriers that came with the SLDF on the Exodus, were taken by the SLDF from Aldis warehouses located on Terra. This amounted to eleven hundred total Schreks, from the first production run, leaving on the Exodus with the SLDF.

After the early troubles that befell the Star League in Exile and Clan's Operation Klondike five hundred were left to the young Clans.

Recently the Hell's Horses were approached by the Sea Foxes with a business deal concerning this venerable heavy tank. Specifics are unknown about the deal at this time, but within six months both Clans were producing an updated Schrek, while refitting all existing tanks.

Capabilities

The new Schrek and its refitted cousins mount a 240 Barcella Nissan Titan Type II Fusion, keeping its top speed at a respectable 54.0 km/h.

One of the major changes to the Schrek is the replacement of the seven and a half tons of standard plate armor. This was replaced with thirteen tons of PanzerSlab Weave TP4/CASE Ferro-Fibrous, considerably increasing the protection of this tank.

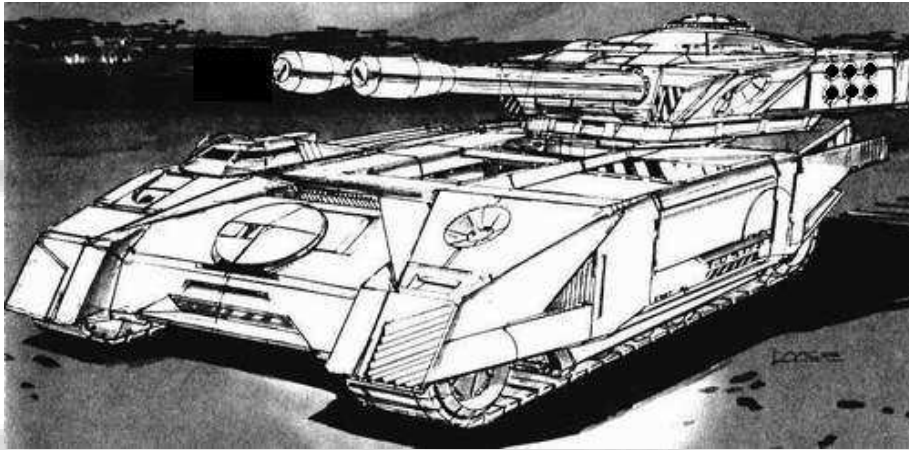
Schreks traded in their original three standard PPCs for two Ripper Series A1 ER PPCs. Giving the Schrek the same striking power that was so feared, but adding to the range at which it can reach out with this heavy firepower.

A new addition to the Schrek is the MPA-14 Mod. 12a Streak SRM 6 now located in its turret. This allows the tank to get a second shot at close range targets or a better chance by firing and fleeing from a bad situation. (Note: The Hell's Horses may be planning on trying a variant with an XL Fusion engine, but the truth of this rumor is unknown at this time.)

Deployment

Currently all the Hell's Horses refitted and new Schreks are still in their possession. They seem to be unwilling to part with any of these tanks, which is no real surprise. The Sea Foxes on the other hand are keeping all their refits and only a few from each production run. They seem to be willing to trade these vehicles with just about any clan.

Schrek PPC Carrier



Type/Model: Schrek PPC Carrier

Mass: 80 tons

Equipment:	Items	Mass
Int. Struct.: 40 pts Standard	0	8.00
Engine: 240 Fusion	0	11.50
Shielding & Transmission Equipment:	0	6.00
Cruise MP: 3		
Flank MP: 5		
Heat Sinks: 30 Single	0	20.00
Cockpit & Controls:	0	4.00
Crew: 6 Members	0	.00
Turret Equipment:	0	1.50
Armor Factor: 250 pts Ferro-Fibrous	1	13.00

	Internal Structure	Armor Value
Front:	8	70
Left / Right Sides:	8	50/50
Rear:	8	30
Turret:	8	50

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
2 ER PPCs	Turret	30	2	12.00	
1 Streak SRM 6	Turret	0	15	2	4.00
1 C.A.S.E. Equipment	Body		0	.00	
TOTALS:		30	5	80.00	
Items & Tons Left:			16	.00	

Calculated Factors:

Total Cost: 4,556,700 C-Bills

Battle Value: 1,217

Cost per BV: 3,744.21

Weapon Value: 1,948 / 1,822 (Ratio = 1.60 / 1.50)

Damage Factors: SRDmg = 38; MRDmg = 26; LRDmg = 12

Steel Horse Heavy Pursuit Tank

Type/Model: Steel Horse Heavy Pursuit Tank
Tech: Clan / 2830
Config: Wheeled Vehicle
Mass: 80 tons
Power Plant: 380 Niles Consolidated XL Fusion
Cruise Speed: 54.0 km/h
Maximum Speed: 86.4 km/h
Armor Type: PanzerSlab Weave TP4/CASE Ferro-Fibrous
Armament:
2 Type DL Ultra AC/10s
Manufacturer: Kirin Vehicles Proving Grounds
Location: Kirin
Communications System: Mil-Comm #9
Targeting & Tracking System: Track Eye Mod.2

Overview

At this time the Steel Horse Heavy Pursuit Tank has just completed testing at the Kirin Vehicles Proving Grounds. The Steel Horse proved very successful in all its test, but only combat will prove its true worth. The Steel Horse should be entering production within a month.

.Capabilities

The Steel Horse Heavy Pursuit Tank is built to be extremely fast for a eighty ton vehicle and it fulfills this design specification by using a 380 Niles Consolidated XL Fusion. With this large and expensive power plant the vehicle has a top speed of 86.4 km/h.

The Steel Horse also carries eleven tons of PanzerSlab Weave TP4/CASE Ferro-Fibrous. This mixed with its speed makes it a very tough vehicle on the battlefield to destroy.

The only weapons it carries are two turret mounted Type DL Ultra AC/10s, with five tons of ammunition protected by CASE.

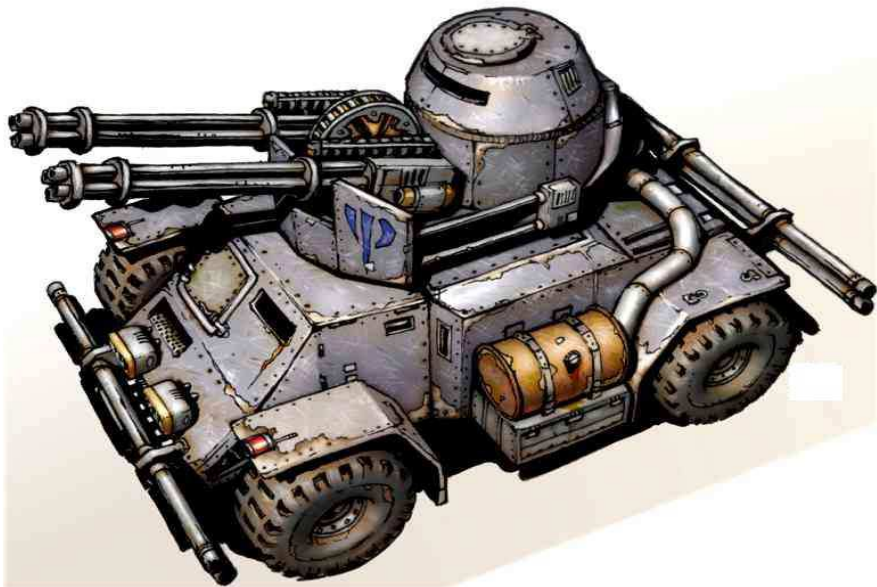
The maneuver that was most favored by the testing crews on the Steel Horse, was to rush in on wounded battlemechs and open up at point blank range with its heavy double-rate autocannons

Deployment

There are only four Steel Horse Heavy Pursuit Tanks deployed with combat units, this should change within the next three to five months as the first production models come online.

(Note: One of the prototypes carries two class 20 UACs and is slightly slower than the production model. Whether this variant will ever see production is unknown.)

Steel Horse Heavy Pursuit Tank



Type/Model: Steel Horse Heavy Pursuit Tank
Mass: 80 tons

Equipment:	Items	Mass
Int. Struct.: 40 pts Standard	0	8.00
Engine: 380 XL Fusion	1	20.50
Shielding & Transmission Equipment:	0	10.50
Cruise MP: 5		
Flank MP: 8		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	4.00
Crew: 3 Members	0	.00
Turret Equipment:	0	2.00
Armor Factor: 211 pts Ferro-Fibrous	1	11.00

	Internal Structure	Armor Value
Front:	8	48
Left / Right Sides:	8	44/44
Rear:	8	31
Turret:	8	44

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
2 Ultra AC/10s	Turret	0	40	3	24.00
1 C.A.S.E. Equipment	Body			0	.00
TOTALS:		0	5		80.00
Items & Tons Left:			16		.00

Calculated Factors:
Total Cost: 12,872,533 C-Bills
Battle Value: 931
Cost per BV: 13,826.57
Weapon Value: 901 / 901 (Ratio = .97 / .97)
Damage Factors: SRDmg = 25; MRDmg = 18; LRDmg = 7

Swatter Flak Tank

Type/Model: Swatter Flak Tank
Tech: Clan / 2830
Config: Tracked Vehicle
Mass: 90 tons
Power Plant: 270 Barcella Nissan Titan Type II XL Fusion
Cruise Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Armor Type: Forging OTR17b with CASE Ferro-Fibrous
Armament:
2 Type OVR-X LB 5-X ACs
2 Type V "Longbow" LRM 5s w/ Artemis IV
2 CRG Gauss Rifles
1 FAC COMNET Computer (1.5 tons)
Manufacturer: Lum Vehicle Facility Beta
Location: Lum
Communications System: TeleCom XI
Targeting & Tracking System: Garret FLY Tracker XVII

Overview

Clan Snow Raven revamped an old SLDF anti-aircraft tank, the Sagger, as the base platform for their new Swatter Flak Tank. Although they did it with a twist not only can this tank knock out strafing aerospace fighters, it also can worry an unlucky battlemech.

The real secret of the Swatter is its FAC COMNET Equipment, which is used by the Forward Air Controller (FAC) to call in extremely accurate strafing runs from Snow Raven aerospace fighters.

The Swatter Flak Tank has proved a formidable opponent for aerospace fighters and battlemechs alike, do to its combination of heavy fire power and heavy armor.

Capabilities

The Swatter is of average speed at 54.0 km/h, for a ninety ton tank. It has an expensive 270 Barcella Nissan Titan Type II XL Fusion power plant. Which the Snow Ravens are getting a trade deal from the Sea Fox Clan.

The Forging OTR17b with CASE Ferro-Fibrous provides the Swatter with a good level of armor protection for a heavy tank. Plus, the CASE helps kept the crew safe in the event of an ammunition explosion. This is important in a tank carrying so much ammunition.

Swatters carry three sets of twin weapons systems in the turret. These consist of two Type OVR-X LB 5-X ACs, two Type V "Longbow" LRM 5s w/ Artemis IV, and two CRG Gauss Rifles. This heavy mix of weapons can take on any opponent whether on the ground or in the air.

The most interesting piece of equipment is the experimental FAC COMNET Computer. This new system allows a FAC to get into the middle of the battlefield, from safety. Then feed accurate information to fighters circling and waiting for a call for a strafing or bombing run. It also is effective when getting fire support from a nearby VTOL. Thus allowing for very precise fire support from the armored units skyward buddies.

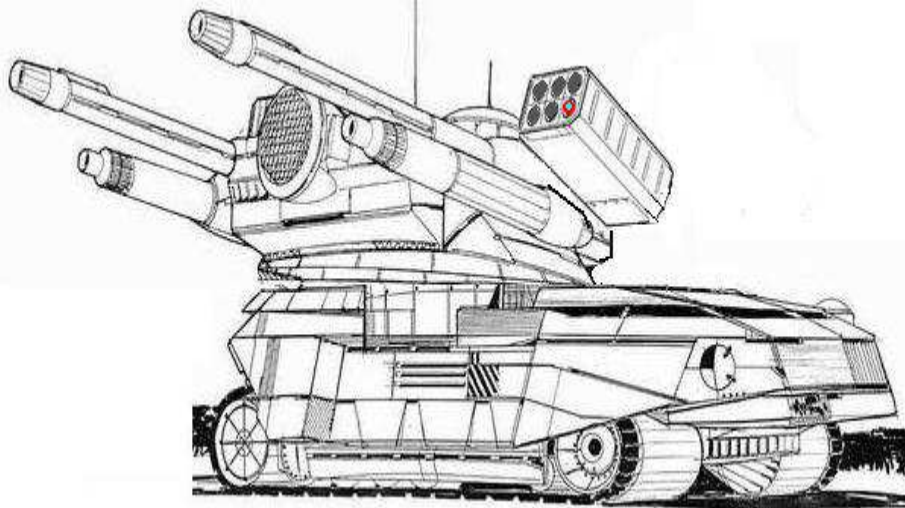
Deployment

The Snow Ravens usually assign one Swatter Flak Tank to each vehicle trinary. Giving them the ability to call in fire support for themselves and the battlemechs they are fighting along side.

They can also be found at airfields as a mobile anti-aircraft platform, and defense against ground bound threats.

Most Clans seem to have acquired a few of these tanks, but the majority are in the Snow Raven and Cloud Cobra Toman.

Swatter Flak Tank



Type/Model: Swatter Flak Tank

Mass: 90 tons

Equipment:	Items	Mass
Int. Struct.: 45 pts Standard	0	9.00
Engine: 270 XL Fusion	1	7.50
Shielding & Transmission Equipment:	0	4.00
Cruise MP: 3		
Flank MP: 5		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	4.50
Crew: 4 Members	0	.00
Turret Equipment:	0	4.50
Armor Factor: 211 pts Ferro-Fibrous	1	11.00

	Internal Structure	Armor Value
Front:	9	50
Left / Right Sides:	9	42/42
Rear:	9	35
Turret:	9	42

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
2 LB 5-X ACs	Turret	0	40	3	16.00
2 LRM 5s w/ Artemis IV	Turret	0	24	3	5.00
2 Gauss Rifles	Turret	0	24	3	27.00
1 C.A.S.E. Equipment	Body		0		.00
FAC COMNET Computer	Body			1	1.50
TOTALS:		0	12	90.00	
Items & Tons Left:			11	.00	

Calculated Factors:

Total Cost: 15,970,450 C-Bills

Battle Value: 1,314

Cost per BV: 12,154.07

Weapon Value: 1,608 / 1,558 (Ratio = 1.22 / 1.19)

Damage Factors: SRDmg = 42; MRDmg = 35; LRDmg = 22

Rules Note: The FAC COMNET Computer is only good when calling for a strafing or bombing run from an aerospace fighter or VTOL. It gives a +2 to the Strafing or bombing aerospace fighter and any VTOL that was within 12 hexes and designated by the Swatter during the movement phase of the turn.

Alacorn Heavy Tank

Type/Model: Alacorn Heavy Tank

Tech: Clan / 2830

Config: Tracked Vehicle

Mass: 95 tons

Power Plant: 285 Adder Coil XL Fusion

Cruise Speed: 32.4 km/h

Maximum Speed: 54.0 km/h

Armor Type: Sheridan Slab Composite Ferro-Fibrous

Armament:

3 EMRG "Captain" Series Gauss Rifles

1 Ripper Series A1 ER PPC

Manufacturer: Sheridan Track Plant #01

Location: Sheridan

Communications System: Snake "Charmer" TAC/COM XII

Targeting & Tracking System: Sloane 220 Lockover System

Overview

The hundreds Alacorn that came on the Exodus with General Kerensky were almost made extinct during the Pentigon Civil Wars and Operation Klondike. Only seventeen Alacorns survived to become part of the early Clans; one in Clan Goliath Scorpion, five in Clan Hell's Horses, and eleven in Clan Star Adder.

The Star Adders were in need of armored vehicles after Operation Klondike. They chose the Alacorn due to its battle record, even though it suffered high combat losses. Clan Star Adder scientist knew the high combat losses of the Alacorn were not due to any flaws in its design, it was from the fear factor associated with this tank.

Meeting the new Alacorn in combat can end in disaster for any other armored vehicle or battlemech, that is unaware of its weapons load.

Capabilities

A 285 Adder Coil XL Fusion engine makes the Alacorn fast enough to keep up with most assault 'Mechs, and saves enough weight to mount substantial weapons systems and armor.

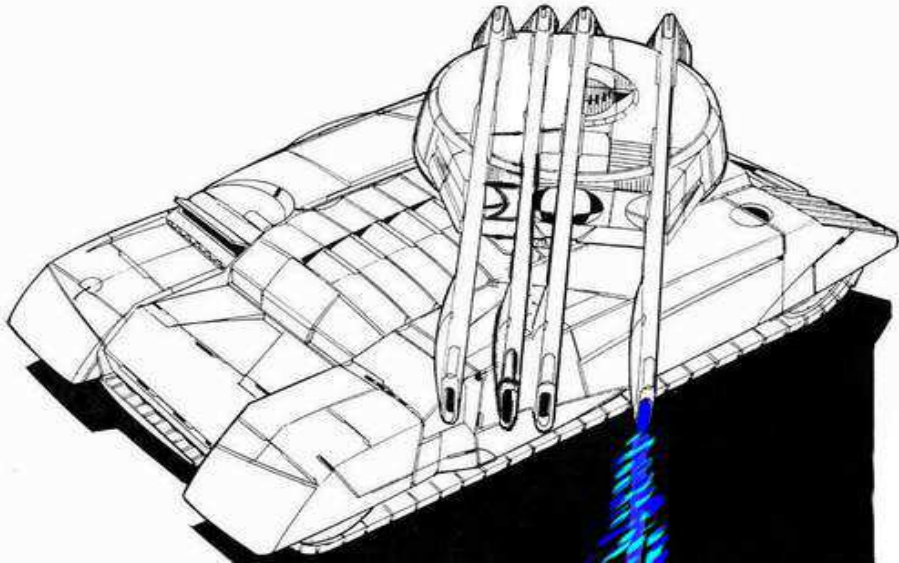
Thirteen tons of armor cover the original Alacorn's chassis, providing the tank with excellent armor protection. The Alacorn is now protected by eleven tons of Clan Star Adder produced Sheridan Slab Composite Ferro-Fibrous. Giving the tank the same protection as the original at two tons less armor.

The real change in the Star Adder built Alacorn's weapons load mounted in the turret. The turret has three clan EMRG "Captain" Series Gauss Rifles, which weigh way less than the SLDF models saving a few tons to add a new surprise. The new surprise is the addition of a Ripper Series A1 ER PPC to the turret. This extra weapon has been a real surprise to unknowing mechwarrriors and allows the Alacorn a heavy weapon even if it runs out of ammunition.

Deployment

Alacorns are deployed with all Clan Star Adder armored forces and second line garrison units throughout Clan space. A few of these tanks can also be found among Clan Hell's Horses and Clan Sea Fox, all have been acquired through trade.

Alacorn Heavy Tank



Type/Model: Alacorn Heavy Tank

Mass: 95 tons

Equipment:	Items	Mass
Int. Struct.: 50 pts Standard	0	9.50
Engine: 285 XL Fusion	1	8.50
Shielding & Transmission Equipment:	0	4.50
Cruise MP: 3		
Flank MP: 5		
Heat Sinks: 15 Single	0	5.00
Cockpit & Controls:	0	5.00
Crew: 4 Members	0	.00
Turret Equipment:	0	4.50
Armor Factor: 211 pts Ferro-Fibrous	1	11.00

	Internal Structure	Armor Value
Front:	10	64
Left / Right Sides:	10	42/42
Rear:	10	28
Turret:	10	35

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
3 Gauss Rifles	Turret	0	40	4	41.00
1 ER PPC	Turret	15		1	6.00
1 C.A.S.E. Equipment	Body			0	.00
TOTALS:	15	7	95.00		
Items & Tons Left:		17	.00		

Calculated Factors:

Total Cost: 17,486,625 C-Bills

Battle Value: 1,767

Cost per BV: 9,896.22

Weapon Value: 2,131 / 2,131 (Ratio = 1.21 / 1.21)

Damage Factors: SRDmg = 53; MRDmg = 43; LRDmg = 27

Ontos

Type/Model: Ontos
Tech: Clan / 2830
Config: Tracked Vehicle
Mass: 95 tons
Power Plant: 285 Barcella Nissan Titan Type II Fusion
Cruise Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Armor Type: PanzerSlab Weave TP4/CASE Ferro-Fibrous
Armament:
8 Kolibri Omega Series Medium Pulse Lasers
1 Pattern JX Streak SRM 4
Manufacturer: Roche Tank Arsenal #001
Location: Roche
Communications System: EasyTalk-2
Targeting & Tracking System: Track Eye Mod.2 TTS Heavy Load

Overview

The Ontos, which means "the thing" in Greek, is a copy of an obscure 20th-century vehicle that saw limited use. When it was resurrected as a tank for the SLDF it was main stay in their armor brigades. Hundreds of these vehicles went on the Exodus with the SLDF into the unknown. The Ontos fought well through the turbulent early years in the Pentagon Worlds and survived in large numbers to join the young Clans.

Clan Goliath Scorpion had a large number of these surviving Ontos in the Touman. So when they decided to start refitting of armored vehicles the Ontos was on the top of the list. They first contacted the Hell's Horses for their expertise in vehicle upgrading, also they had a large number of these vehicles which had not been refitted yet. Second they contacted the Sea Foxes for a some kind of trade contract, to get what they would need for the refit. By 2833 almost all the Clan Goliath Scorpions Ontos had been upgraded and several of the other two Clan's Ontos refits were completed. It

is unknown at this time whether any of the Clans involved will create a production model of this Ontos.

Capabilities

The Ontos is an upclose and in your face assault tank. At this roll it excels beyond the refit technicians wildest dreams.

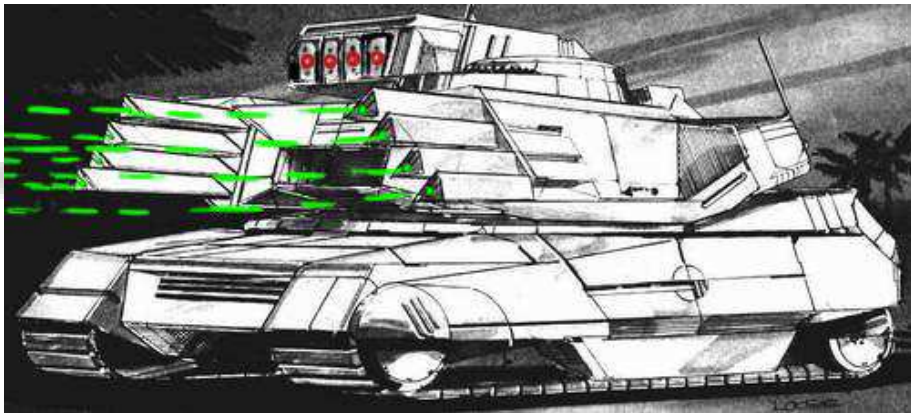
The Ontos is carrying twelve and a half tons of the Clan Hell's Horses produced PanzerSlab Weave TP4/CASE Ferro-Fibrous armor, with almost five tons of this armor on the front for charging into an enemy to bring its weapons to bare.

The primary weapons system of the Ontos are eight turret mounted Kolibri Omega Series Medium Pulse Lasers. This gives the Ontos massive amounts of accurate and deadly fire power at close range. The secondary weapon of the original Ontos was a LRM launcher, but the technicians from the three Clans involved in the refit decided to replace it with a more accurate medium range weapon. The weapon they chose was the Pattern JX Streak SRM 4 for its accuracy and low ammunition consumption rate.

Deployment

All three of the Clans involved in the refit of the Ontos deploy these tanks in combat units and in second line garrison forces. No other Clan seems to have any of these newly refitted Ontos, with the Sea Foxes involved this seems rather strange. The conclusion amongst Clans not involved in the refit assume that some restriction in the deal must keep the Sea Foxes from trading these refitted tanks.

Ontos



Type/Model:

Mass: 95 tons

Equipment:	Items	Mass
Int. Struct.: 50 pts Standard	0	9.50
Engine: 285 Fusion	0	16.50
Shielding & Transmission Equipment:	0	8.50
Cruise MP: 3		
Flank MP: 5		
Heat Sinks: 32 Single	0	22.00
Cockpit & Controls:	0	5.00
Crew: 5 Members	0	.00
Turret Equipment:	0	2.00
Armor Factor: 240 pts Ferro-Fibrous	1	12

	Internal Structure	Armor Value
Front:	10	70
Left / Right Sides:	10	45/45
Rear:	10	35
Turret:	10	45

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
8 Medium Pulse Lasers	Turret	32	8	16.00	
1 Streak SRM 4	Turret	0 25	2	3.00	
1 C.A.S.E. Equipment	Body		0	.00	
TOTALS:	32	11	95.00		
Items & Tons Left:		13	.00		

Calculated Factors:

Total Cost: 5,709,600 C-Bills

Battle Value: 1,231

Cost per BV: 4,638.18

Weapon Value: 3,077 / 2,993 (Ratio = 2.50 / 2.43)

Damage Factors: SRDmg = 61; MRDmg = 33; LRDmg = 0

PUMA

Type/Model: Puma
Tech: Clan / 2830
Config: Tracked Vehicle
Mass: 95 tons
Power Plant: 190 Barcella Nissan Titan Type II XL Fusion
Cruise Speed: 21.6 km/h
Maximum Speed: 32.4 km/h
Armor Type: PanzerSlab Weave TP4/CASE Ferro-Fibrous
Armament:
2 Type XV "Crossbow" LRM 15s
1 Ripper Series A1 ER PPC
2 Irrlicht Gamma Series Ultra AC/20s
2 Pattern J4 Streak SRM 4s
2 Type AP40 Machine Guns
Manufacturer: Kirin Beta Site #6 (HH) / Barcella Nissan Plant (SF)
Location: Kirin (HH) / Barcella (SF)
Communications System: Motorola KRAZ
Targeting & Tracking System: Motorola K9 TTS

Overview

The Puma is another SLDF tank that survived long enough to become part of the armor units of the early Clans. It is being reborn in a new production model being built in a joint deal by Clans Hell's Horses and Sea Fox. This deal gives both Clans another heavy hitting modernized tank.

Even though several of these deals have been struck between these two Clans this one got off to a rather rough start. All the friction came from the two different design ideas put forward by the scientist and technicians from the two Clans. The Hell's Horses wanted a heavy hitting tank that could get in and mix it up, while the Sea Foxes wanted a long range stand off fighter. So to settle the problem a prototype refit of each still was built on old SLDF Puma chassis and put through a grueling set of test, with the final

test being a duel between the two Puma variants. The Hell's Horses won, it also helped that the Horemens Treadheads are much more skilled in armored warfare.

At this time only the mix it up heavy hitter is being produced, but rumors have it that a small production run of the long range stand off fighters may be built to be used as support for the heavy hitter.

Capabilities

The Puma is painfully slow with a top speed of only 32.4 km/h, it is not going to be running from an enemy. This slowness comes from the 190 Barcella Nissan Titan Type II XL Fusion that has been mounted in the refit. It also has the benefit of saving huge amounts of weight for weapons and armor.

The Puma now carries fourteen and a half tons of PanzerSlab Weave TP4/CASE Ferro-Fibrous spread across its chassis. Almost five tons of this is in the front of the tank alone, making this a hard nose to break.

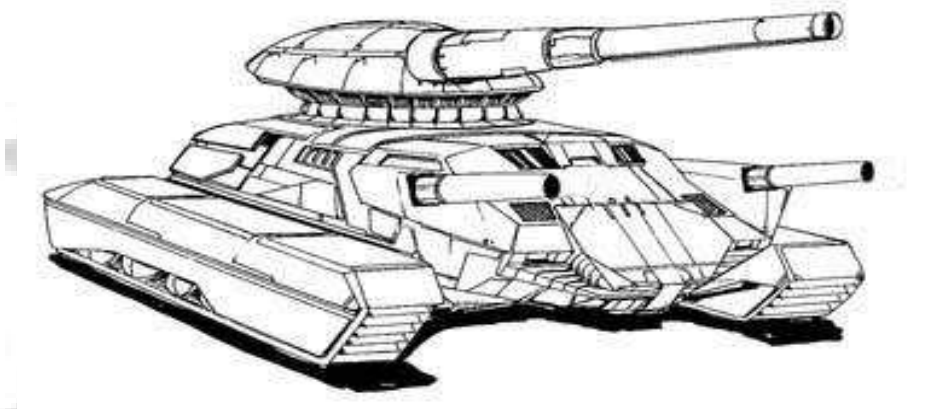
The Puma's turret mounts a Ripper Series A1 ER PPC, which works well at long and short ranges. The Puma for long-range striking power mounts twin Type XV "Crossbow" LRM 15s, one on each side protected by hinged doors. The racks pivot, allowing the missiles to fire directly forward or to the sides, this arrangement from the SLDF Puma was left alone.

The front of the Puma mounts two sets of weapons systems. The first is a pair of two Pattern J4 Streak SRM 4s, these are accurate and conserve ammunition. The second is a pair of Irrlicht Gamma Series Ultra AC/20s, these monstrous weapons only have one purpose and this is to down what ever crosses the Puma's path.

Deployment

These new Puma's are only found in the Sea Fox and Hell's Horses Clans at the current time (frontline trinaries are just now receiving them), it is unknown if these tanks will ever be traded to other Clans.

PUMA



Type/Model: Puma
Mass: 95 tons

Equipment:	Items	Mass
Int. Struct.: 50 pts Standard	0	9.50
Engine: 190 XL Fusion	1	4.00
Shielding & Transmission Equipment:	0	2.00
Cruise MP: 2		
Flank MP: 3		
Heat Sinks: 15 Single	0	5.00
Cockpit & Controls:	0	5.00
Crew: 7 Members	0	.00
Turret Equipment:	0	1.00
Armor Factor: 278 pts Ferro-Fibrous	1	14.50

	Internal Structure	Armor Value
Front:	10	72
Left / Right Sides:	10	56/56
Rear:	10	38
Turret:	10	56

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 LRM 15	Left	0	8	2	4.50
1 LRM 15	Right	0	16	1	5.50
1 ER PPC	Turret	15		1	6.00
2 Ultra AC/20s	Front	0	40	3	32.00
2 Streak SRM 4s	Front	0	25	3	5.00
2 Machine Guns	Rear	0	100	3	1.00
1 C.A.S.E. Equipment	Body			0	.00

TOTALS:	15	15	95.00		
Items & Tons Left:		9	.00		

Calculated Factors:
Total Cost: 14,464,775 C-Bills
Battle Value: 1,753
Cost per BV: 8,251.44
Weapon Value: 2,909 / 2,759 (Ratio = 1.66 / 1.57)
Damage Factors: SRDmg = 93; MRDmg = 49; LRDmg = 14

StrumTigre

Type/Model: Strum Tigre
Tech: Clan / 2829
Config: Tracked Vehicle
Mass: 100 tons
Power Plant: 200 Kirin Vehicle I.C.E.
Cruise Speed: 21.6 km/h
Maximum Speed: 32.4 km/h
Armor Type: PanzerSlab Solid Standard
Armament:
1 H.A.A.C. 50 Concept Type XVI
1 MPA-14 Mod. 12a Streak SRM 6
1 ECM Type/9 Motorola Suite
1 Goalkeeper Anti-Missile System
Manufacturer: Kirin Vehicles Proving Grounds
Location: Kirin
Communications System: Motorola KRAZ
Targeting & Tracking System: Motorola K9 TTS

Overview

At this time the StrumTigre Assault Tank will soon be entering its last phase of testing at the Kirin Vehicles Proving Grounds. The Strum Tigre prototypes and the new weapons concept they are carrying are testing well, but only combat will prove its true worth.

Capabilities

The StrumTigre Assault Tank is slow even for its size, due to the use of a 200 Kirin Vehicle I.C.E. This small and low cost, but reliable ICE power plant only gives the Strum Tigre a top speed of 32.4 km/h, but in a tank built specifically for a slow frontal approach this was deemed acceptable.

The StrumTigre also carries thirty-five and a half tons of PanzerSlab Solid Standard. Almost all this armor is located on the tanks front making it almost damn near impossible to destroy vehicle during a frontal assault of any type.

For a main weapon the Strum Tigre carries a front mounted H.A.A.C. 50 Concept Type XVI, with six tons of ammunition protected by CASE.

As a secondary weapon it carries a MPA-14 Mod. 12a Streak SRM 6, with on ton of ammunition. This is placed forward also, along side the main gun.

The Strum Tigre carries two defensive weapons for its chosen fighting style as an ambush predator and frontal assault power house. The first is a ECM Type/9 Motorola Suite to keep it hidden will it waits fro its prey. The second is a Goalkeeper Anti-Missile System, which it uses will making its trade mark frontal assaults.

The maneuver that was most favored by the testing crews on the Strum Tigre, was to rush out of a hidden position catching battlemechs of guard and open up at point blank range with the new H.A.A.C. 50 Concept Type XVI.

Deployment

The Strum Tigre should be entering production within the next year, if all testing continues to go well. Clan Hell's Horses considers its design of the Strum Tigre to be the definitive "Tracked assault gun."

(Note: This new weapon, the H.A.A.C. 50 Concept Type XVI, if all goes well in test may be the last word in the evolution of autocannons.)

StrumTigre



Type/Model: StrumTigre
Mass: 100 tons

Equipment:	Items	Mass
Int. Struct.: 40 pts Standard	0	10.00
Engine: 200 I.C.E.	0	17.00
Cruise MP: 2		
Flank MP: 3		
Heat Sinks: 0 Single	0	.00
Cockpit & Controls:	0	5.00
Crew: 3 Members	0	.00
Armor Factor: 568 pts Standard	0	35.50

	Internal Structure	Armor Value
Front:	10	200
Left / Right Sides:	10	150/150
Rear:	10	68

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 HAAC 50	Front	0	18	2	26.00
1 Streak SRM 6	Front	0	15	2	4.00
1 ECM Suite	Rear	0	1	1	1.00
1 Anti-Missile System	Front	0	24	2	1.50
1 C.A.S.E. Equipment	Body			0	.00
TOTALS:		0	7	100.00	
Items & Tons Left:			18	.00	

Calculated Factors:
Total Cost: 3,488,667 C-Bills
Battle Value 2: 2,197 (old BV = 1,175)
Cost per BV: 1,587.92
Weapon Value: 1,431 / 1,259 (Ratio = .65 / .57)
Damage Factors: SRDmg = 42; MRDmg = 7; LRDmg = 0
BattleForce2: MP: 2T, Armor/Structure: 0 / 20
Damage PB/M/L: 7/6/-, Overheat: 0
Class: GA; Point Value: 22
Specials: ecm

HAAC 50 Stats (Lost to history by the clans)

Type	Heat	Dmg	Min	Sh	Med	Long	Tons	Crits	Ammo/T	Cost	A/Cost
HAAC 50	30	50	0	1-2	3-4	5-8	20	15	3	290,000	15,000

Big Ben Artillery

Type/Model: Big Ben Artillery
Tech: Clan / 2811
Config: Tracked Vehicle
Mass: 100 tons
Power Plant: 200 Kirin Vehicle Fusion
Cruise Speed: 21.6 km/h
Maximum Speed: 32.4 km/h
Armor Type: Eden Krupp Armor-Plate Standard
Armament:
1 Krupp Type VII Big Ben Artillery
2 McArthur Anti-Missile Systems
2 CAT Cargo Lift Hoists
Manufacturer: Eden Krupp Armaments Plant
Location: Eden
Communications System: Eden Krupp-COMM 500
Targeting & Tracking System: Eden Gamma-V TTS

Overview

The Big Ben Artillery was attempt to create the ultimate in mobile artillery for the SLDF in Exile, replacing the more cumbersome Mobile Long Tom. Unlike the MLT which uses a series of tracked vehicles working together to move and position the artillery, the BBA is a single self contained unit.

Manufactured originally for the SLDF in Exile, several fell into the hands of Clan troops after operation Klondike. .

Capabilities

The BBA system operates as a single tracked transport carrying the artillery piece itself, fire control systems, and a small amount ammunition.

The major draw back of this weapons system is the slow reloading time due to the single shot manual loading. Unfortunately the scientist who worked on this project could never over come the hurdles involved in the design of an auto loader of this size.

The massive BBA travels slowly, but its endurance is almost unlimited thanks to the 200 Eden GM Fusion power plant installed. The sheer mass of the BBA will damage any regular roads and a BBA almost always travels across unpaved terrain, as long as the ground stays solid it can avoid being stuck.

The BBA is built for long-range battles and was weak at close quarters. Thus, units such as tanks and infantry most likely were found defending the unit. The only second weapons carried is a pair of McArthur Anti-Missile Systems for close defense, these are hardly enough to take on an armed enemy.

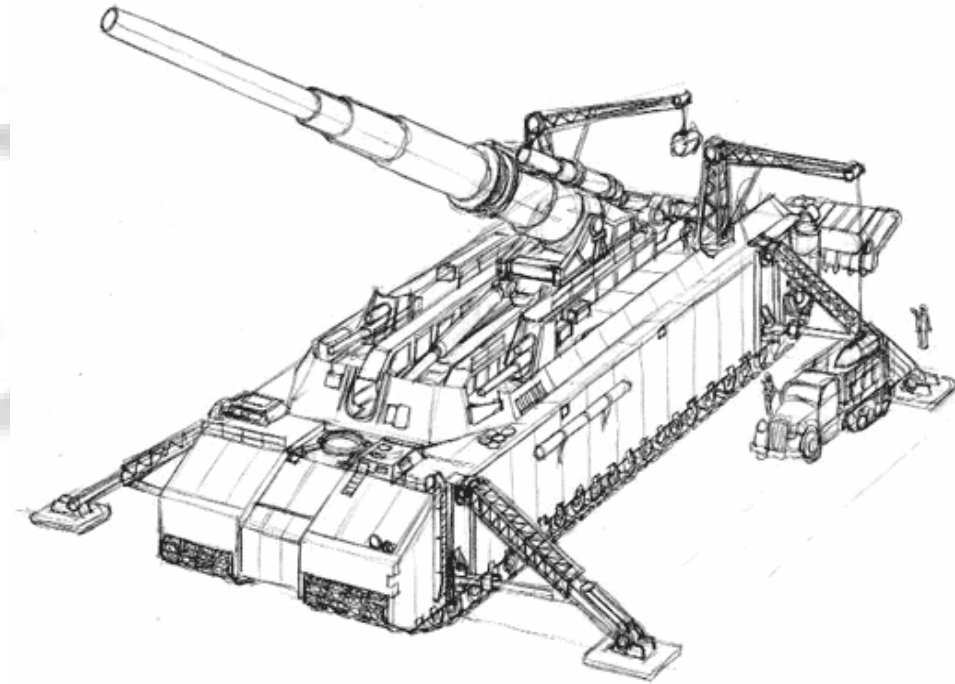
Like all artillery the greatest threat is not ground forces but aerospace fighters. To help with this a anti-aircraft capable unit must have been stationed with this unit.

Deployment

After operation Klondike these artillery weapons are almost never mentioned again, most assume this is in some way means they have a connection to the Not-Named Clan (Clan Wolverine).

(Note: According to Clan Diamond Shark contact the Hell's Horses are in possession of at least 10 of the originals and maybe constructing prototypes of a new version of the chassis and a production model of the Big Ben Artillery piece. Whether this new variant, the originals or the massive artillery piece will ever see production is unknown at this time.)

Big Ben Artillery



Type/Model: Big Ben Artillery

Mass: 100 tons

Equipment:	Items	Mass
Int. Struct.: 40 pts Standard	0	10.00
Engine: 200 Fusion	0	8.50
Shielding & Transmission Equipment:	0	4.50
Cruise MP: 2		
Flank MP: 3		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	5.00
Crew: 7 Members	0	.00
Armor Factor: 184 pts Standard	0	11.50

	Internal Structure	Armor Value
Front:	10	50
Left / Right Sides:	10	50/50
Rear:	10	34

Weapons and Equipment	Loc	Heat	Ammo	Items	Mass
1 Big Ben Artillery*	Front	0	4	2	42.00
2 Cargo Lift Hoists	Rear	0		2	6.00
2 Anti-Missile Systems	Front	0	72	3	4.00
1 C.A.S.E. Equipment	Body			0	.00
Stabilization Equipment & Legs	Body			1	8.00
TOTALS:		0	8		99.50
Items & Tons Left:				17	.50

Calculated Factors:

Total Cost: 5,528,667 C-Bills

Battle Value 2: 4,145 (old BV = 3,759)

Cost per BV: 1,333.82

Weapon Value: 2,316 / 2,316 (Ratio = .56 / .56)

Damage Factors: SRDmg = 83; MRDmg = 83; LRDmg = 83

BattleForce2: MP: 2T, Armor/Structure: 0 / 7

Damage PB/M/L: 5/4/8, Overheat: 0

Class: GA; Point Value: 41

Rules Note: Big Ben takes 2 full turns to load. Ammo must be lifted from the cargo hold or the ammo tender using the lift hoist and loaded into the rear breach.

Hell Fire Main Battle Tank

Type/Model: Hell Fire Main Battle Tank
Tech: Clan / 2830
Config: Tracked Vehicle
Mass: 100 tons
Power Plant: 200 Kirin Vehicle XL Fusion
Cruise Speed: 21.6 km/h
Maximum Speed: 32.4 km/h
Armor Type: PanzerSlab Weave TP4/CASE Ferro-Fibrous
Armament:
2 Hell's Horses **Experimental** Assault Gauss Rifle
2 Mk. 44 LRM 10s w/ Artemis IV
2 Pattern J4 Streak SRM 4s
2 Series PPS-VIII Medium Pulse Lasers
Manufacturer: Kirin Beta Site #6 (HH) / Barcella Nissan Plant (SF) / Lum
Vehicle Facility Beta (SR)
Location: Kirin (HH) / Barcella (SF) / Lum (SR)
Communications System: Various Systems depending on Clan
Targeting & Tracking System: Various Systems depending on Clan

Overview

As the most expensive and powerful vehicle, the young Clan Hell's Horses fielded the Hell Fire MBT had a commanding influence on the battlefield. Although most clans would never admit, each one had a healthy respect when facing this monster in its preferred roles.

Capabilities

The Hell Fire MBT is slow, from the use of the small 200 Kirin Vehicle XL Fusion. This was not seen as a severe handicap for this vehicle though, built for long slow grinding frontal assaults or as a superb defense unit for valuable targets. Also for protection it mounts sixteen tons of PanzerSlab Weave TP4/CASE Ferro-Fibrous, giving a very tough hide.

The Hell's Horses **Experimental** Assault Gauss Rifle fitted to the Kanga's was supposed to be the ultimate in ballistic weapons. After extensive testing the weapon was deemed a failure along with the Kanga, but a few scientist and test tankers saw potential in the new weapon.

As the scientist and techs worked on the malfunction issues, the clan tankers pushed for the Assault Gauss Rifle to be fitted into a vehicle with a turret. Giving the weapon 360-degree field of fire allowing it to engage any enemy unit within range on the battlefield.

Once the explosive power surge problem was overcome that left the low ammo capacity and short range problems, however that was deemed acceptable. So the AGR was added to the Hell Fire MBT for testing, which it passed easily in the new mount on a turreted vehicle.

It was soon discovered that a second AGR could be mounted along side the first in the turret.

For secondary weapons the Hell Fire mounts 2 Mk. 44 LRM 10s w/ Artemis IV in the turret and 2 Pattern J4 Streak SRM 4s in the front armor slope. On each side of the tank are a Series PPS-VIII Medium Pulse Laser mounted in semi-turret giving them a 180-degrees of fire.

Deployment

All three of the Clans involved in the testing and production of the Hell Fire are deploying in second line garrison forces. No other clan except for the Hell's Horses are placing these tanks in frontline combat units. Similar to the Ontos refit some restriction in the deal seems to be keeping the Sea Foxes from trading these refitted tanks, to other clans.

(Note: According to my Clan Diamond Shark contact the Hell's Horses are constructing prototypes of the AGR whether it will ever see production is unknown at this time.)

Hell Fire Main Battle Tank



Type/Model: Hell Fire Main Battle Tank

Mass: 100 tons

Equipment:	Items	Mass
Int. Struct.: 50 pts Standard	0	10.00
Engine: 200 XL Fusion	1	4.50
Shielding & Transmission Equipment:	0	2.50
Cruise MP: 2		
Flank MP: 3		
Heat Sinks: 10 Single	0	.00
Cockpit & Controls:	0	5.00
Crew: 7 Members	0	.00
Turret Equipment:	0	4.00
Armor Factor: 307 pts Ferro-Fibrous	1	16.00

	Internal Structure	Armor Value
Front:	10	88
Left / Right Sides:	10	60/60
Rear:	10	39
Turret:	10	60

Weapons and Equipment Loc Heat Ammo Items Mass

1 Assault Gauss Rifle*	Turret	0	16	2	20.00
1 Assault Gauss Rifle*	Turret	0	16	1	20.00
1 LRM 10 w/ Artemis IV	Turret	0	12	2	4.50
1 LRM 10 w/ Artemis IV	Turret	0	12	1	4.50
2 Streak SRM 4s	Front	0	25	3	5.00
1 Medium Pulse Laser	Right	4		1	2.00
1 Medium Pulse Laser	Left	4		1	2.00
1 C.A.S.E. Equipment	Body			0	.00

TOTALS: 8 13 100.00
Items & Tons Left: 12 .00

Calculated Factors:

Total Cost: 15,894,667 C-Bills

Battle Value 2: 2,058 (old BV = 1,478)

Cost per BV: 7,723.36

Weapon Value: 2,290 / 2,009 (Ratio = 1.11 / .98)

Damage Factors: SRDmg = 72; MRDmg = 24; LRDmg = 6

BattleForce2: MP: 2T, Armor/Structure: 0 / 12

Damage PB/M/L: 8/10/2, Overheat: 0

Class: GA; Point Value: 21

Specials: if

Assault Gauss Rifle Stats (Lost to history by the clans)

Type	Heat	Dmg	Min	Sh	Med	Long	Tons	Crits	Ammo	Cost	A/Cost
AGR	2	25	1	1-2	3-4	5-7	16	12	4	500,000	25,000

