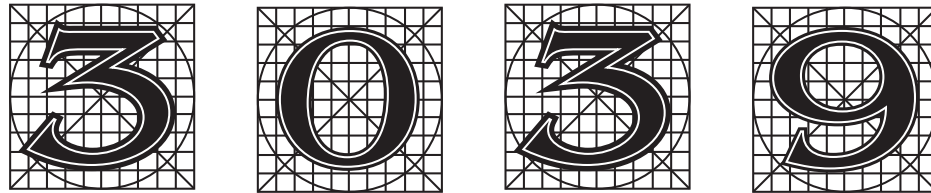




T E C H N I C A L

R E A D O U T



CATALYST GAME LABS

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Special Thanks

To the stalwart crew of Chris Wheeler and Mike Miller, who once more tackled a huge amount of work on this product so I could concentrate on cool projects to come!

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Victor,

Several years ago I passed to you an historical treatise covering the *War of 3039* compiled by General Caradoc Trevena. At that time, General Trevena also sent me a rough draft of a manuscript to act as a companion volume to that work.

An amalgam of the ComStar documents *Technical Readout: 3025* and *Technical Readout: 3026*, the manuscript built off of the great work of Wolfnet and tried to further erase the blatant errors introduced by ComStar. However, the document as generated by General Trevena went much further. The revised Dragoons documents were relatively un-touched in their publications, leaving them as if they had been published in the years 3025 and 3026 respectively. However, as we know, the time period from 3025 until 3039 saw momentous changes in the Inner Sphere. Of particular note was the discovery just before the start of the Fourth Succession Wars of the Helm Memory Core that contained lost Star League technology; the core quickly circulated to all the Great Houses, and they poured resources into unlocking its secrets.

By the launch of the War of 3039, many newly rediscovered technologies were starting to make an appearance, even if they were simply jury-rigged in the field. ComStar, for its own purposes that Trevena delves into in his *War of 3039* treatise, unlocked its vault of hidden Star League designs and provided many of them to House Kurita. And for the first time in centuries, brand new machines of war started coming off production lines.

All of this laid the groundwork for the War of 3039. This is the perspective that General Caradoc attempted to convey with his *Technical Readout: 3039*. With the current events of the Inner Sphere, I believe this document presents an important picture of a time period that is still relevant; the War of 3039 planted the seeds that the Clan Invasion further watered, leading to the current glut of technologies that are wreaking such havoc during the Jihad. What's more, a close examination of some of the personalities noted in this document will reveal important connections to the Jihad; threads that could be critical chinks in numerous factions' armor.

The start of the Jihad and the last desperate years removed this work from my mind. However, despite the centuries-old status of many of these designs, they still represent the most common war machines on the battlefield, despite the numerous upgrade variants of these vehicles and 'Mechs; variants noted by Wolfnet in their *Technical Readout: 3050 Upgrade* and *Technical Readout: 3058 Upgrade* documents. Or even the seeming legion of brand new designs noted in such documents as *Technical Readout: 3055 Upgrade*, *Technical Readout: Project Phoenix*, and so on.

As before, I commend this manuscript to your hands. While it may appear obscure and a relic from an era that seems long lost, I know it will be of worth. As Captain Nikoli so succinctly stated in Wolfnet's *Technical Readout: 3050 Upgrade* document, "Just as knowing an enemy is critical, knowing the genesis of today's technologies can also be important."

—Anastasius Focht
12 November 3073

GAME NOTES

Players can use the *Vehicle and Infantry QSR* rules of the *BattleTech Introductory Rulebook* to easily play most of the vehicles in this product. The complete rules for using vehicles, as well as fighters (both conventional and aerospace), in *BattleTech* game play can be found in *BattleTech Total Warfare*, while the rules for the construction of such units can be found in *BattleTech TechManual*. Additionally, note that some designs were modified from previous publications to make them fully compatible with the construction rules as presented in *TechManual*.

While the primary game stats of most of the BattleMechs listed in *Technical Readout: 3039* are constructed using the *Introductory Rules* as presented in the *Introductory Rulebook* of the *BattleTech Introductory Box Set*, some of the variants mentioned are constructed with weaponry found in *Total Warfare*; the construction rules for said equipment can be found in the *TechManual*.

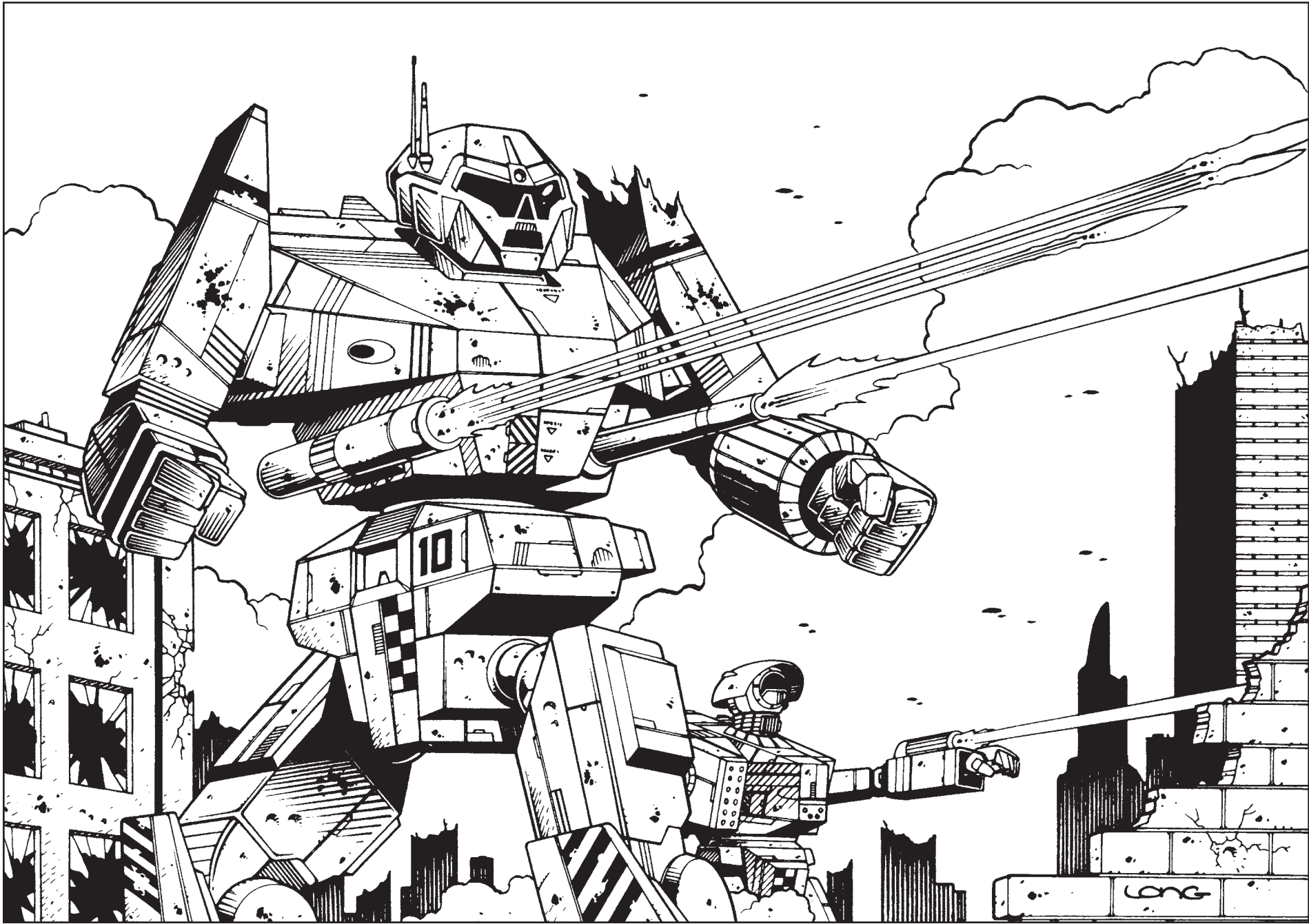
Several units mount weapons and/or equipment not found in *Total Warfare* or *TechManual*, or mount equipment they cannot mount under those rules sets. They are: Swift Wind Scout Car, Mobile HQ, Hi-Scout Drone Carrier, Mobile Long Tom Artillery and *Raven*. The rules governing the use of their weapons and their construction are beyond the Standard Rules presented in *Total Warfare* and *TechManual*. They are covered in the Advanced Rules presented in *BattleTech Tactical Operations*.

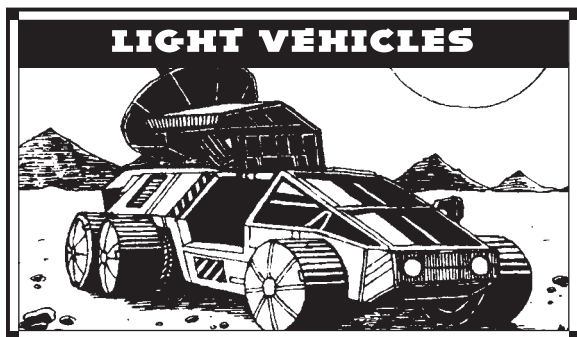
The Battle Value (BV) system provides a numerical rating (a "point system") that represents the damage capabilities and survival potential of every *BattleTech* unit. The Battle Value system can be used by players to aid in the creation of their own balanced scenarios. All Battle Values listed in this book were generated using the Battle Value system as it appears in *TechManual*. If a unit lists a NA under Battle Value, then it falls into the Advanced Rules category, as described above.

Pre-Filled Record Sheets

As detailed under *Record Sheets*, page 9, of the *BattleTech Introductory Rulebook* of the *BattleTech Introductory Box Set*, players can go to www.battlecorps.com/catalog and purchase pre-filled Record Sheet book PDFs such as *Record Sheets: 3039*. Such PDFs enable a player to easily print out pre-filled record sheets as needed, for ease of use.

Record Sheets: Project Phoenix Upgrade contains pre-filled record sheets (i.e. all the necessary game play stats) for the 'Mechs detailed in the *Project Phoenix* section of this product. Furthermore, many additional variant record sheets of those 'Mechs found within *Record Sheets: Project Phoenix Upgrade* are fully covered within *Technical Readout: Project Phoenix*. As noted above concerning some of the variants found within this product, those *Technical Readout: Project Phoenix* variants mount weaponry found in *Total Warfare* and will require that rulebook to use.





Mass: 35 tons

Movement Type: Hover

Power Plant: GM 105 ICE

Cruising Speed: 86 kph

Flank Speed: 129 kph

Armor: ProtecTech 6

Armament:

2 StarStreak Heavy SRM 6 Racks

1 Defiance B3M Medium Laser (Exeter and Red Devil), Diverse Optics Type 2 Medium Laser (Hellespont)

Manufacturer: Exeter Organization, Red Devil Industries, Hellespont Industries

Primary Factory: Keystone (Exeter), Pandora (Red Devil), Sian (Hellespont)

Communications System: Exeter LongScan with ReconLock

Targeting and Tracking System: Salamander Systems CommPhase Unit

Overview

The Pegasus first made its appearance as an inexpensive recon unit during the First Succession War, when that vicious conflict forced the Houses to redirect scout BattleMechs to frontline duty. The Pegasus is unusual amongst scout vehicles for the breadth of its user base. Unlike many nation-specific designs, the Pegasus is used

by virtually every major military organization. This proliferation is due to a successful licensing deal between the original manufacturer, the Exeter Organization, and Red Devil Industries of Pandora, in which Red Devil traded a license to build the reliable Defiance B3M laser (and quite a bit of money) for the license to build the Pegasus. The illegal copies produced by Hellespont Industries of Sian also keep Pegasi plentiful.

Capabilities

Often described as a “Harasser on Steroids,” the Pegasus carries much of the same armament in the form of a pair of turret-mounted SRM 6 racks for its main offensive and defensive armament. In its front is a single medium laser that, though inefficient for its weight on this internal combustion vehicle, allows the Pegasus to operate behind enemy lines even after its missiles run dry.

The Pegasus is reasonably well armored for a hover tank of its size, with six-and-a-half tons of ProtecTech on its frame. Though crews are trained to avoid enemy contact as much as possible, the armor has allowed the tank to survive several lucky large laser hits to any location. Unless hiding from enemy patrols, the Pegasus moves at a respectable top speed of nearly 130 kph.

The main feature of the Pegasus is not its combat systems but its electronics suite. Its targeting system allows the computer to scan and select targets that are the easiest to hit, automatically firing off its laser and missiles unless the human gunner overrides. This is the closest thing to an artificial intelligence that the Inner Sphere has allowed since the Amaris Civil War, as even in modern days many still fear automated systems being turned against them.

Unlike most other reconnaissance units, the Pegasus has no capability to communicate with units in orbit or further away. Units must purchase and install an additional Exeter-built transmitter, called TransBoost, for such abilities. This is a tight-beam microwave system allowing for secure, long-range communications. Many customers complained of the need to purchase separate equipment to give the Pegasus the same capabilities as other scout tanks, to which Exeter responded by offering pre-installed TransBoost units in 3027 (for a nominal fee).

Deployment

Exeter has attempted several times to serve cease-and-desist orders to Hellespont Industries on Sian for reproducing the Pegasus without permission, but both the current and previous Chancellors have blocked diplomatic missives and court actions alike. Hellespont has been selling to the Capellan Confederation at cut rates (with the TransBoost), which explains the blatant protectionism by a realm in desperate need of any and all military equipment.

Red Devil’s production line continued to operate at full capacity for the newly created Federated Commonwealth. However, lack of funds for upkeep or maintenance has begun to take its toll on the production line. Red Devil continued this jury-rigged maintenance policy in the face of the Clan menace; ironically, Pandora would fall to the Jade Falcons in 3064, a mere two years after the facility was finally upgraded.

Scarborough Manufacturing of Al Na’ir also produces a version of the Pegasus, though it lacks the sophisticated electronics—Exeter refused to license these in protest of Scarborough’s avoidance of FWL import taxes.

Variants

Most Pegasi are modified solely to the crew’s tastes, often expanding on the internal compartments for increased comfort or stripping out weaponry for better sensors. Those that remove the weapons believe they are less likely to be fired at since their vehicle is unarmed. A few crews have expressed interest in removing the medium laser and heat sinks for more missiles, but none have been spotted to date.

Notable Crews

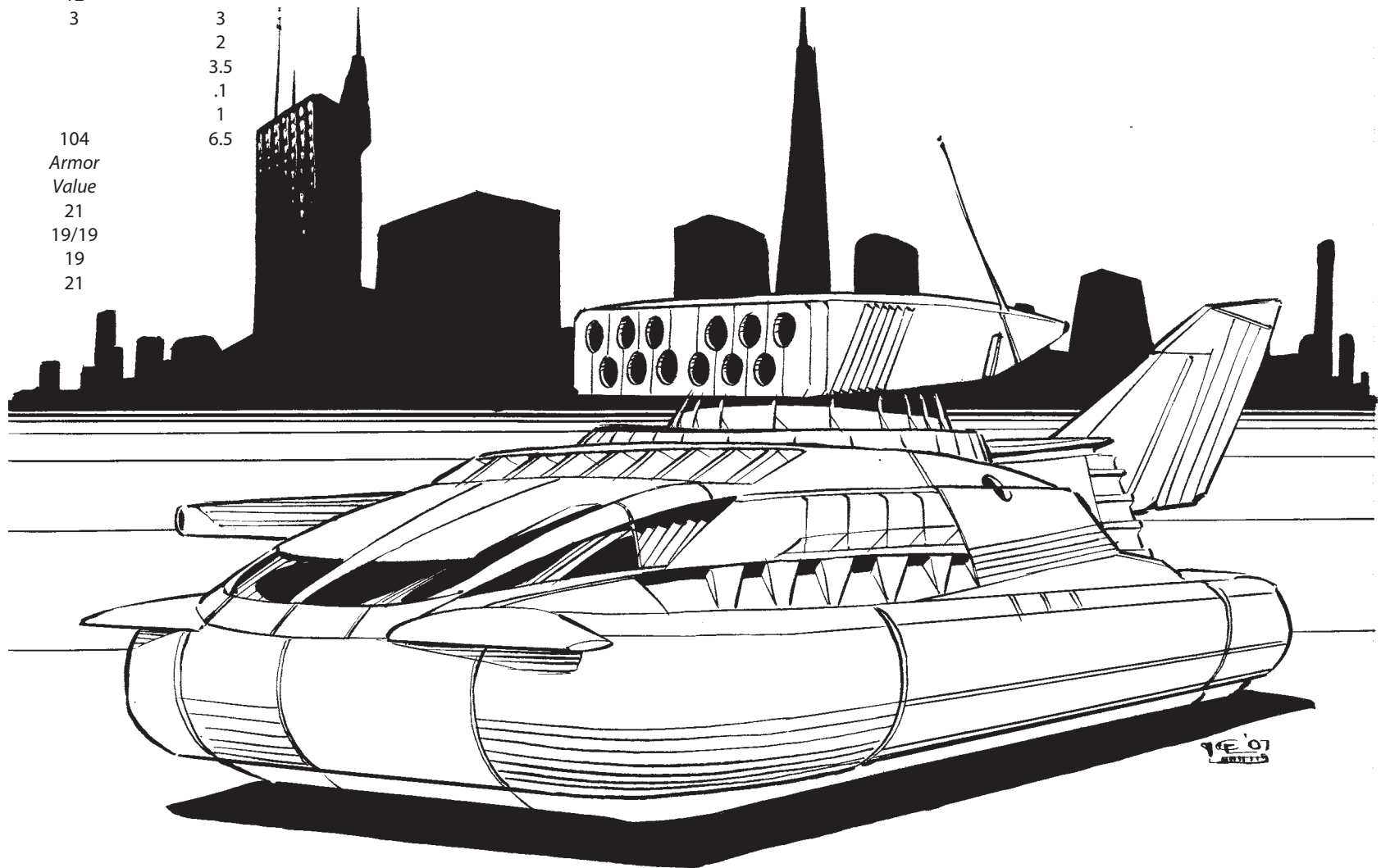
Kenneth Long: Despite losing six crewmembers and three Pegasi in the last six years, Kenneth Long continues to believe that his unarmed Pegasi, all nicknamed “The Dove,” are safe havens because they are unarmed, and that arming The Doves would draw even more attacks. His surviving crewmates, however, think this is folly, as they find themselves being attacked by vehicles that would otherwise be scared to engage the scout tank, such as the Ferret VTOL that was credited with the latest kill of one of the Doves.

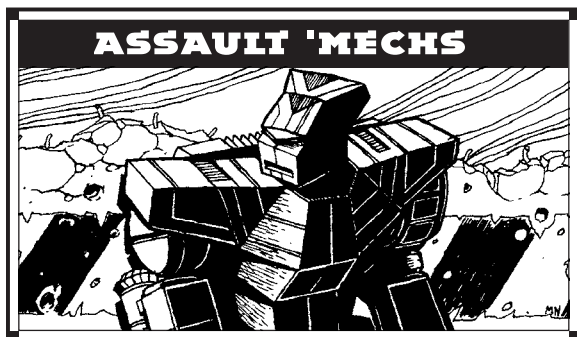
PEGASUS SCOUT HOVER TANK

Type: **Pegasus Scout Tank**
 Technology Base: Inner Sphere
 Movement Type: Hover
 Tonnage: 35
 Battle Value: 640

Weapons and Ammo	Location	Tonnage
2 SRM 6	Turret	6
Medium Laser	Front	1
Ammo (SRM) 15	Body	1
Cargo	Body	.4

Equipment	Mass
Internal Structure:	3.5
Engine:	7
Type:	ICE
Cruising MP:	8
Flank MP:	12
Heat Sinks:	3
Control Equipment:	2
Lift Equipment:	3.5
Power Amplifier:	.1
Turret:	1
Armor Factor:	104
	<i>Armor Value</i>
Front	21
R/L Side	19/19
Rear	19
Turret	21





Mass: 80 tons

Chassis: Technicon Type G

Power Plant: Pitban 240

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Heavy Special

Armament:

3 Kreuss Particle Projection Cannon

1 Diverse Optics Type 10 Small Laser

Manufacturer: Technicon Manufacturing

Primary Factory: Savannah

Communications System: Garrett T19-G

Targeting and Tracking System: Dynatec 2780

Overview

Commissioned in 2665 for the Star League by the Technicon Conglomerate, the *Awesome's* design was based on the aging STR-2C *Striker*. While not as swift as its ancestor, the *Awesome* is an extremely powerful assault 'Mech. It is not uncommon for BattleMechs to retire the field rather than face a formation containing *Awesomes*. Its capabilities and battle record have made the *Awesome* a popular and common assault 'Mech in the armies of the Inner Sphere.

The *Awesome* is most commonly used to assault a fixed position or to breach the line of the enemy. They are also sought after for defensive operations. MechWarriors

piloting the *Awesome* can expect to be in the heaviest combat and to be tasked with obtaining the most critical objectives, or at least with guarding such objectives from the enemy.

Capabilities

The *Awesome's* capabilities rely almost exclusively on its three Kreuss particle projection cannons. Supported by twenty-eight heat sinks, the AWS is capable of sustaining a heavy and steady barrage from its weaponry. With one-and-a-half tons of additional armor compared to the *Striker*, the AWS is better protected than even the *BattleMaster*.

As with every BattleMech, the *Awesome* is not without flaws. While devastating at range, it is less efficient in point-blank combat, where its PPCs have a harder time connecting with the target. It only has a Diverse Optics small laser and its left fist to fall back on in that situation. Its reduced mobility makes it vulnerable to flanking attacks by faster opponents who eagerly seek to get clear of the PPCs. While they face some of the thickest rear armor found on any BattleMech, the lack of rear facing weapons, or of a weapon mount on the *Awesome's* left arm, have given many MechWarriors a fighting chance against it.

When properly deployed by commanders who are aware of the AWS' weaknesses, formations of *Awesomes* (or even those with just a few) are extremely effective and very difficult to stop or defeat.

Deployment

Awesomes can be found in every House military. As the Free Worlds League controls the only surviving manufacturing plants capable of producing the *Awesome*, it also operates the largest amount of *Awesomes* of any of the Great Houses. Within the League, opinions of the 'Mech vary wildly. Many praise its capabilities, whereas others find its limited mobility too great a price to pay for what it can do. Similar attitudes exist with the other Houses, but none of them are in a position to debate the point beyond academics. There are few commanders who are not eager to get their hands on an *Awesome* for their unit.

Variants

As with every BattleMech that relies on energy weapons, the AWS-8Q taxes its heat sinks greatly. As a consequence, the most common and widespread variants of the *Awesome* replace one or more of its PPCs. The AWS-8R replaces the PPCs with a large laser and two LRM 15 racks. Based on the 8R, the 8T removes five heat sinks to add another large laser. Lastly, the 8V replaces the torso-mounted PPCs with a large laser and LRM 15 rack. However, the lasers are no substitute for a PPC, and the addition of LRM launchers add the logistics and endurance issues of ammunition-based weaponry, so variants along these lines are generally considered inferior to the 8Q configuration.

Notable MechWarriors

Lieutenant Giles "The Bangers" Barners: Barners is considered the ace *Awesome* MechWarrior of House Kurita with seventy-one confirmed 'Mech kills. Barners' lance of black-painted *Awesomes* formed the backbone and fist of Brion's Legion's Wernke Battalion. Barners' *Awesomes* fought a rear-guard action on David during the Fourth Succession War, holding off the Twelfth Deneb Light Cavalry long enough for the rest of the Legion to reach the safety of the local ComStar station.

Leftenant Danielle Peterson: As a member of the Chisholm's Raiders, Peterson has a petite build and physical beauty that is atypical of MechWarriors and seemingly at odds with her *Awesome's* appearance. She is highly regarded for her exceptional piloting ability, and the extraordinary agility and performance she displays in her BattleMech have been well documented. Seemingly uninhibited by the *Awesome's* typical lack of maneuverability, Peterson's incredible skills have made her and her *Awesome* ("Pretty Baby") famous in all the Successor States. Several Solaris VII stables have offered her tremendous financial rewards were she to retire and join them, but so far she has publicly maintained that her allegiance to the Federated Suns, and she claims she does not intend to retire until they are done with her.

Type: **Awesome**

Technology Base: Inner Sphere

Tonnage: 80

Battle Value: 1,605

Equipment

Internal Structure:

Engine: 240

Walking MP: 3

Running MP: 5

Jumping MP: 0

Heat Sinks: 28

Gyro: 3

Cockpit: 3

Armor Factor: 240

Mass

8

11.5

*Internal
Structure*

*Armor
Value*

Head 3 9

Center Torso 25 30

Center Torso (rear) 19

R/L Torso 17 24

R/L Torso (rear) 10

R/L Arm 13 24

R/L Leg 17 33

Weapons

and Ammo

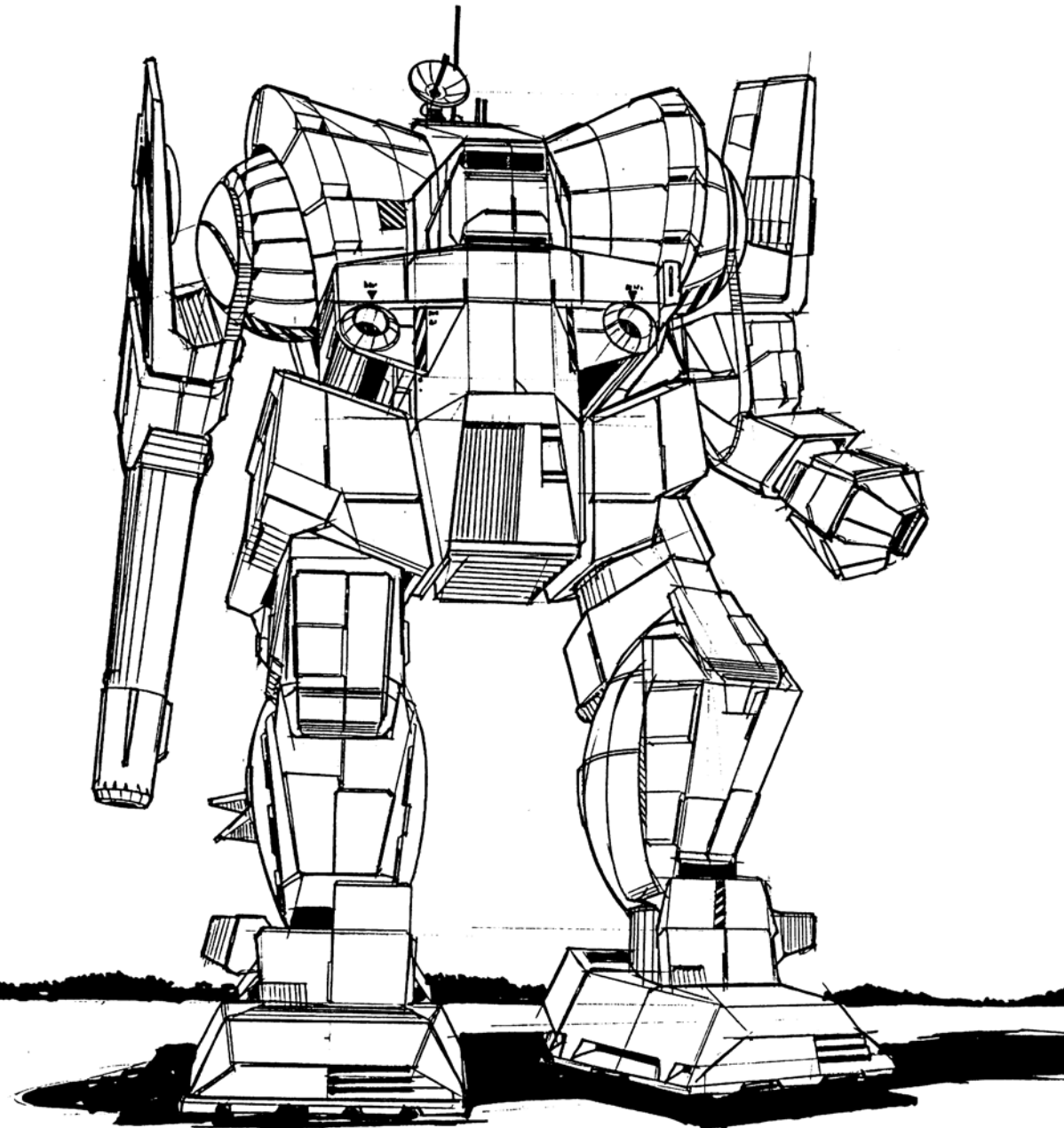
Location Critical Tonnage

PPC RA 3 7

PPC RT 3 7

PPC LT 3 7

Small Laser H 1 .5



LOOSE



Mass: 25 tons

Chassis: Imstar DF/25

Power Plant: Imstar-C 150 Turbine

Armor: Riese Heavy

Armament:

1 Irian Weapon Works Class 2 SRM

2 LongFire LRM 5 Launchers

Manufacturer: Imstar Aerospace

Primary Factory: Amity

Communications System: Lassitor 2JA

Targeting and Tracking System: IMB SYS 3000

Overview

As with the Angel Light Strike Fighter, the Defender Medium Strike Fighter has become a universal standard in middleweight conventional fighters since its debut in the days of the Star League. The Defender was first introduced by Imstar Aerospace of Amity for planetary air garrisons across the Free Worlds League, particularly those with less funding. An aggressive interstellar sale program and the openness of the Star League gave Imstar room to sell these “poor man’s defense” assets across the Inner Sphere, whether it was in the form of actual constructed airframes or specs and licenses to duplicate them.

Capabilities

Powered by reliable Imstar-C air-breathing turbines, the Defender is an inexpensive fighter that achieves excellent airspeed for a conventional craft—enough to overtake (or, if needed, outrun) a Planetlifter or ‘Mechbuster. As an atmospheric fighter, it is also far more adept at in-atmosphere dogfighting than aerospace fighters with the same thrust capabilities, though it remains quite fragile compared to such fighters. This combination of speed and maneuverability with an arsenal of short- and long-ranged missiles makes the Defender an ideal choice for engaging other conventional fighters, VTOLs, or ground targets, while also providing a relatively inexpensive support craft for engaging low-flying aerospace units.

Deployment

Once more owing to a production boom in the Star League era and the subsequent Succession Wars, the Defender became a widespread design. This fighter was produced across the Inner Sphere under a variety of names (but almost always the same performance profile and general configuration) and overtook competitors, even aerospace fighters, simply because it was easy to build with the technology found on the average planet rather than some super-advanced subcontracting factory now blown up or isolated by shortages of JumpShips. House Steiner became one of the biggest users during the later Succession Wars, however, as they deployed both standard and variant models of these strike fighters to many border worlds as part of a token effort to strengthen previously low-priority garrisons.

Variants

During the Second Succession War, Lockheed/CBM of Gibbs introduced a carrier-launched version of the Defender—locally dubbed the Kaiseradler (roughly “Imperial Eagle”)—for use by Lyran air defense forces. This variant reduced its fuel capacity by one ton but added VSTOL capabilities ideal for short runways and carrier landings, and traded its armament for two wing-mounted TharHes Blue SRM 4 racks and a pair of Kicker machine guns. To offset its range disadvantages, this variant was often paired with unmodified Defenders (locally produced as the Steinadler, or “Golden Eagle”).

The Capellan Confederation, meanwhile, came to produce its own Defender variant (the Crane) at Mujika Aerospace Technologies on St. Ives (alongside the venerable Guardian). This model carries a third five-tube LRM launcher in place of the nose-mounted SRM and links all three launchers into a single ammunition bin. The resulting fighter has improved hitting power at long range—enough to endanger most other conventional fighters with even a single volley.

Upgrades

After rediscovering Artemis IV fire-control technology in 3035, engineers in the Free Worlds League developed one of the first lostech upgrades for a conventional fighter by installing the system on their Defenders in 3038, producing the Defender II. This Artemis variant—which would again become a Sphere-wide standard, supplanting the original Defender—drops the nose-mounted SRM in favor of Artemis fire control upgrades for the wing-mounted LRMs. While this slightly reduces its short-range potential, the fighter enhances its effectiveness against more distant targets.

Notable Pilots

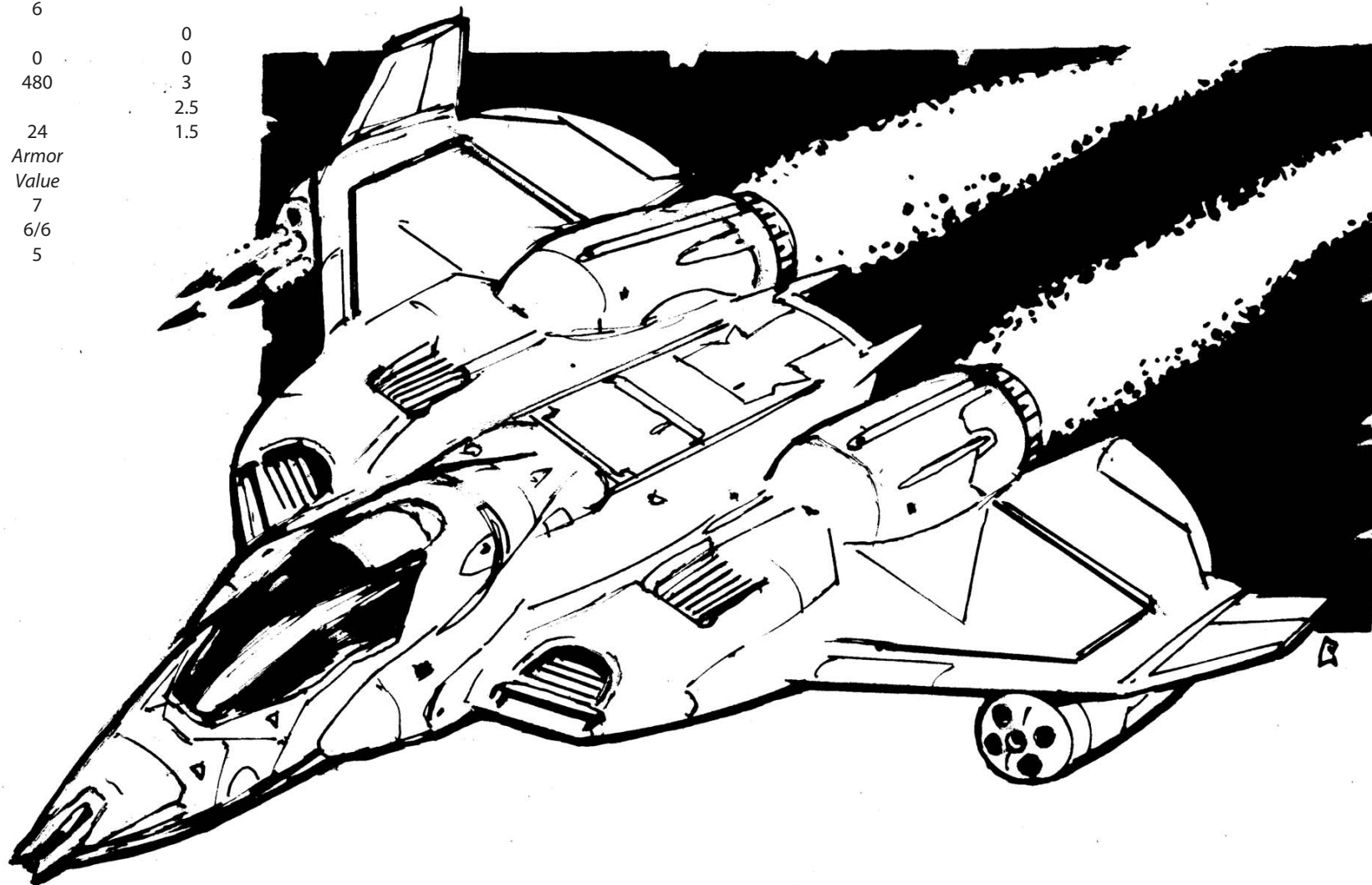
Miguel Tiborovich: As a subcommander in the Second St. Ives Lancers, Tiborovich was a brash and arrogant pilot of a *Trangressor* heavy fighter whose kill record never quite offset his proclivity for back-talking his superiors and challenging his fellow warriors to mock air duels. Rather than cashier him outright, however, Tiborovich’s superiors instead transferred him to a local militia command on Warlock and “promoted” him to a conventional carrier flight command aboard an aging *Lucius Zhao*-class escort carrier, the WCN *Tarnished Blade*. His ego badly bruised, Tiborovich nevertheless developed an affinity for his Crane-variant Defender and even received credit for the assisted kill of two Capellan-backed mercenary fighters who struck at Warlock during a minor raid in 3032.

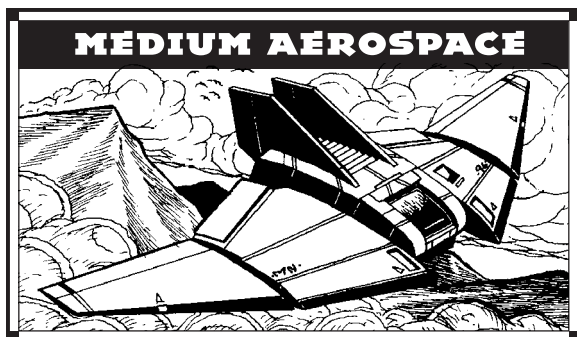
DEFENDER MEDIUM STRIKE FIGHTER

Type: **Medium Strike Fighter ("Defender" Variant)**
 Technology Base: Inner Sphere
 Tonnage: 25
 Battle Value: 259

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
SRM 2	Nose	1	0	3	—	—	—
Ammo (SRM) 50	—	1	—	—	—	—	—
LRM 5	RW	2	0	3	3	3	—
LRM 5	LW	2	0	3	3	3	—
Ammo (LRM) 24	—	1	—	—	—	—	—

Equipment	Mass
Engine:	150
Type:	Turbine
Safe Thrust:	6
Maximum Thrust:	9
Structural Integrity:	6
VSTOL Equipment:	0
Heat Sinks:	0
Fuel:	480
Cockpit:	2.5
Armor Factor:	24
	Armor Value
Nose	7
Wings	6/6
Aft	5





Mass: 65 tons

Chassis: Wakazashi III

Power Plant: Shinobi 260

Armor: Naketsu AeroWeave Standard

Armament:

1 Shigunga Long Range Missile 20-Rack

1 Diverse Optics Type 10 Large Laser

2 Diverse Optics Type 20 Medium Lasers

1 NCK "Thornbush" Short Range Missile Four-Rack

Manufacturer: Wakazashi Enterprises

Primary Factory: Chatham

Communications System: Duotek 100

Targeting and Tracking System: RCA Instatrac Mark XI

Overview

The SL-17 *Shilone* is the primary medium fighter of the Draconis Combine Mustered Soldiery. Produced by Wakazashi Enterprises since the fall of the Star League, the *Shilone* is a large, well-armed and -armored fighter that has earned the respect of the Dragon's enemies through solid performance and reliable service. Called "The Boomerang" by its pilots, the *Shilone* is a fighter whose pilots are proud to fly it.

Although it is only produced within the Combine, the secession of the Free Rasalhague Republic left that nation with a large number of *Shilones*, which have been readily accepted by the Rasalhagian pilots.

Capabilities

Despite its capabilities and the fact that its mass approaches that of a heavy fighter, the *Shilone* is classified as a medium fighter craft. The nose-mounted Shigunga LRM rack and Diverse Optics Type 10 large laser give the fighter real punch at range, while at shorter ranges the wing-mounted Diverse Optics Type 20 medium lasers increase the striking power of the *Shilone's* forward-mounted weapons. To the rear, the *Shilone* can fire its NCK "Thornbush" short-range missile rack to keep opponents at a distance.

Common tactics for *Shilone* squadrons involve large wave assaults, which involve all the *Shilones* targeting their long-range missiles on one target as they close. Against other aerospace fighters this tactic is only somewhat effective, but against large targets like DropShips or orbital habitats, it is devastating. The *Shilones* then follow that up with precision fire from their Type 10 lasers, making a combined assault that few enemies can—or have—stood up to.

Deployment

The *Shilone's* first combat deployment was the infamous assault on Kentares IV during the First Succession War. It was the unexpected presence and firepower of the *Shilones* in the orbital assault force that allowed the Combine invaders to pierce the orbital screen and land troops. Since then, the *Shilone* has taken part in nearly every major aerospace action the Combine (and later the Free Rasalhague Republic) has ever fought.

Variants

Only one variant of the *Shilone* was ever produced, a striker version that replaces the Shigunga battery with a pair of autocannon/2s and a ton of ammunition. Although the damage potential of the *Shilone* is drastically reduced with this variant, the shock value of striking an enemy at extreme range is a powerful force multiplier.

Upgrades

One of the first uses of the rediscovered double-strength heat sinks was on the *Shilone*, which replaces all twenty with new freezers. This change was so minor that Wakazashi didn't bother to change the designator, though it is officially known as the 17R. With the Jihad raging,

Wakazashi has just released the SL-18 *Shilone*. The lasers are upgraded to extended-range models, while the armor is replaced with ferro-aluminum. The biggest change is the use of an extralight engine that frees up enough mass to replace the missile racks with Shigunga multi-missile launchers. Three nose- and one aft-mounted MML-7 racks, with four tons ammunition, make the new SL-18 deadly at any range.

Notable Pilots

Löjtnant Lars Angmarsson: Commander of a flight of *Shilones* responsible for local space around Elected Prince Magnusson's personal *Star Lord*-class JumpShip, the "Norseman," Angmarsson and his wingmen are experts in vacuum flight and spatial interdiction and interception. They routinely train with the massive Aerowing of the First Drakøns 'Mech regiment, a double-strength formation already famous for its skill and tenacity.

Chu-sa Hashiri Nitta: *Chu-sa* Nitta was the leader of a squadron of *Shilone* fighters tasked with stopping a DropShip of escaping *ronin* during the *Ronin* War of 3034. After escaping from a rebel base on Dieron, the *Union*-class DropShip and the pair of *Leopards* escorting it were burning at maximum acceleration for a waiting JumpShip. *Chu-sa* Nitta, a strong proponent and zealous adherent to Theodore Kurita's reforms to the Combine's military, ordered his squadron, based on a local *Olympus*-class station, to full acceleration and began pursuit. Thanks to fortunate timing, their interception geometry enabled the "short-legged" *Shilones* to catch the DropShips just as they were docking with the JumpShip.

Unfortunately for them, the *Shilones* had built up such a massive velocity from the long acceleration that they could not brake before reaching the JumpShip, and thus only had one pass before they overshot. Ordering his squadron to fire on the DropShips, *Chu-sa* Nitta adjusted his course and piloted his 65-ton fighter into the JumpShip's drive section, destroying it. Both of the DropShips already docked were destroyed, while a lucky hit from one of the *Shilones* disabled the remaining *Leopard's* drive. For his heroism, Nitta was posthumously awarded the Bushido Blade.

SL-17 SHILONE

Type: **Shilone**

Technology Base: Inner Sphere

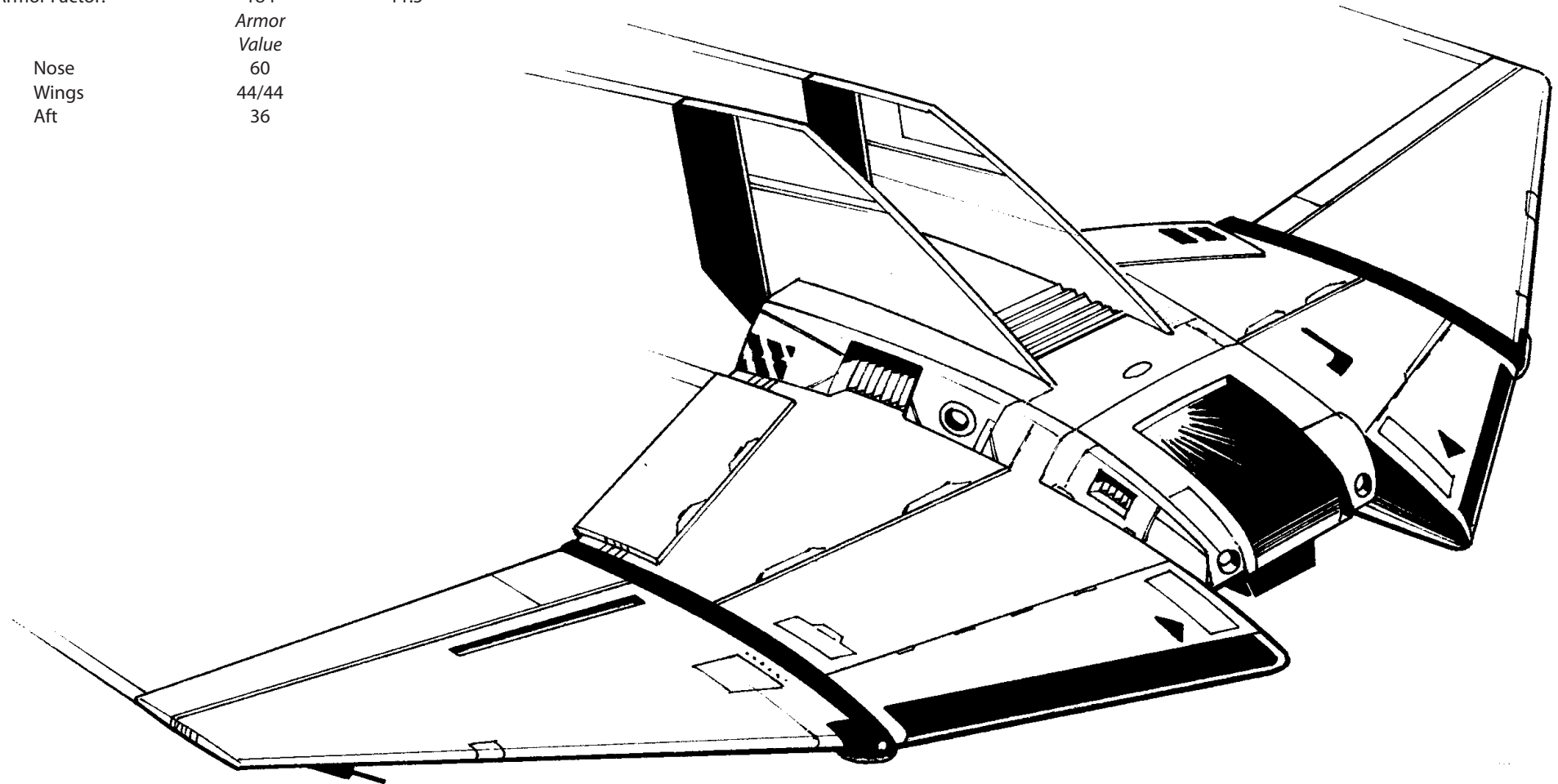
Tonnage: 65

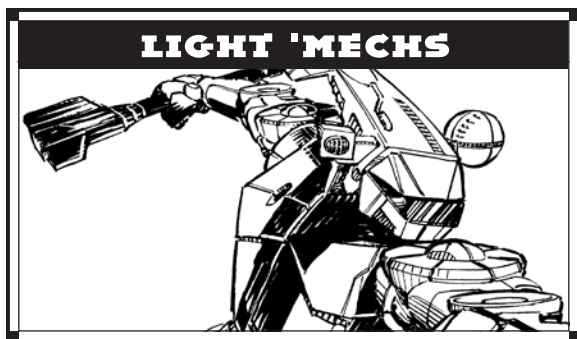
Battle Value: 1,266

Equipment

Engine:	260	Mass	13.5
Safe Thrust:	6		
Maximum Thrust:	9		
Structural Integrity:	6		
Heat Sinks:	20	10	
Fuel:	400	5	
Cockpit:		3	
Armor Factor:	184	11.5	
	<i>Armor</i>		
	<i>Value</i>		
Nose	60		
Wings	44/44		
Aft	36		

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
LRM 20	Nose	10	6	12	12	12	—
Ammo (LRM) 12	—	2					
Large Laser	Nose	8	8	8	8	—	—
Medium Laser	RW	1	3	5	—	—	—
Medium Laser	LW	1	3	5	—	—	—
SRM 4	Rear	2	3	6	—	—	—
Ammo (SRM) 25	—	1					





Mass: 35 tons

Chassis: Arc-Royal KH/3

Power Plant: GM 210

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Medium

Armament:

1 Setanta Large Laser

4 Defiance B3M Medium Lasers

Manufacturer: TharHes Industries

Primary Factory: Tharkad

Communications System: O/P Com-22/H47

Targeting and Tracking System: Digital Scanlok 347

Overview

After the success of designing and producing the *Hatchetman* just years prior, Archon Katrina Steiner ordered the massive Commonwealth military-industrial complex to capitalize on the gains made by Defiance Industries to produce a BattleMech capable of hunting down and defeating the Kuritan light 'Mechs known for embarrassing the top-heavy LCAF.

Taking a page from the successful Desert Knights project, the Kell Hound mercenary group, known for its unwavering loyalty to the current Archon and House Steiner, was selected to test an experimental BattleMech design in early 3028. Unlike the *Hatchetman* produced by Defiance Industries, which had extensive help from a Federated

Suns mercenary-scientist group, the *Wolfhound* was almost entirely of Commonwealth origins, with only the full-head cockpit ejection system needing outside assistance.

Capabilities

The *Wolfhound* contains many features to address extended campaigns. It is armed entirely with energy weapons, meaning the 35-ton 'Mech never needs to retire from the field for re-supply. A single large laser allows it to maul most light 'Mech designs at range, such as its prime foe the *Jenner*, while four medium lasers grant the *Wolfhound* a hefty short-ranged punch. One of the medium lasers is mounted rearward, allowing the *Wolfhound* to return fire against fast units that happen to get into that traditional blind spot. Though the design runs hot with only ten heat sinks, competent MechWarriors simply rotate their weapon usage depending on their current fighting range. When facing *Jenners*, *Wolfhounds* generally stay at range, but close in under the minimum range of the particle projection cannons of opposing *Panthers*.

Like the jointly designed *Hatchetman*, the *Wolfhound* also possesses a full-head ejection system, allowing the MechWarrior to safely eject in a wide variety of hostile environments. Despite requiring the 'Mech to be in a vaguely upright position with the projected flight path free of obstructions, this radical system has already saved countless pilots' lives.

Deployment

Eventually *Wolfhounds* made their way into the ranks of the mercenary brigade of Wolf's Dragoons in addition to the Kell Hounds testing program. These two units went on to test the design through the rigors of the Fourth Succession War, and its performance impressed many observers. They particularly excelled against the Combine's primary light mechs, the *Panthers* and *Jenners*. After the war, the Federated Commonwealth Alliance ordered large numbers of *Wolfhounds* to equip light units in both Alliance militaries. By the War of 3039, the *Wolfhounds* were spread between the two Houses' militaries and their most loyal mercenary units. Unlike many other designs, the *Wolfhounds* took very few casualties during that one-

year engagement, and only a handful made it into Kuritan hands. The Combine was impressed with the machine but was too prideful to copy an "inferior" House's design, so the Combine instead dissected all the 'Mechs in an attempt to counter the *Wolfhound*, leading to the development of the advanced *Wolf Trap* almost a decade later.

Variants

Being such a new design, no factory-produced variants for the *Wolfhound* are known to exist, though there are reports of individual MechWarriors exchanging the rear laser for an extra heat sink, or instead having it repositioned to fire forward.

Notable MechWarriors

Major Daniel Allard: A member of the famous Kell Hounds, Daniel Allard was given the first prototype *Wolfhound* to test pilot while still a captain after the destruction of his *Valkyrie* in 3027. He would later on go on to use this machine to fight in many famous battles before being promoted to operational commander of the unit.

Force Commander Melissa Berret: Despite the heavy fighting of the War of 3039, the sole *Wolfhound* employed by a non-Federated Commonwealth unit (until the Clan Invasion) was not under a Combine banner, but rather in the Free Worlds League. Despite suffering grievous casualties on Marcus at the hands of the Third Crucis Lancers, the Twenty-fifth Marik Militia had a single success during the campaign; a diversionary raid by then-Captain Berret. Her lance drew off several companies of Lancer light BattleMechs in an attempt to ease the pressure on her regiment by engaging in a hit-and-run battle, striking supply depots behind the Lancers' lines. When the Twenty-fifth's DropShips finally arrived, Berret's lance made its way back to the rendezvous, dragging a *Wolfhound* with a breached cockpit along with them. Promoted to fill in the holes made by the many casualties, Force Commander Berret now pilots the 'Mech design, nicknamed "Small Favors," as a morale booster for the devastated unit.

WLF-1 WOLFHOUND

LIGHT 'MECHS

227

Type: **Wolfhound**

Technology Base: Inner Sphere

Tonnage: 35

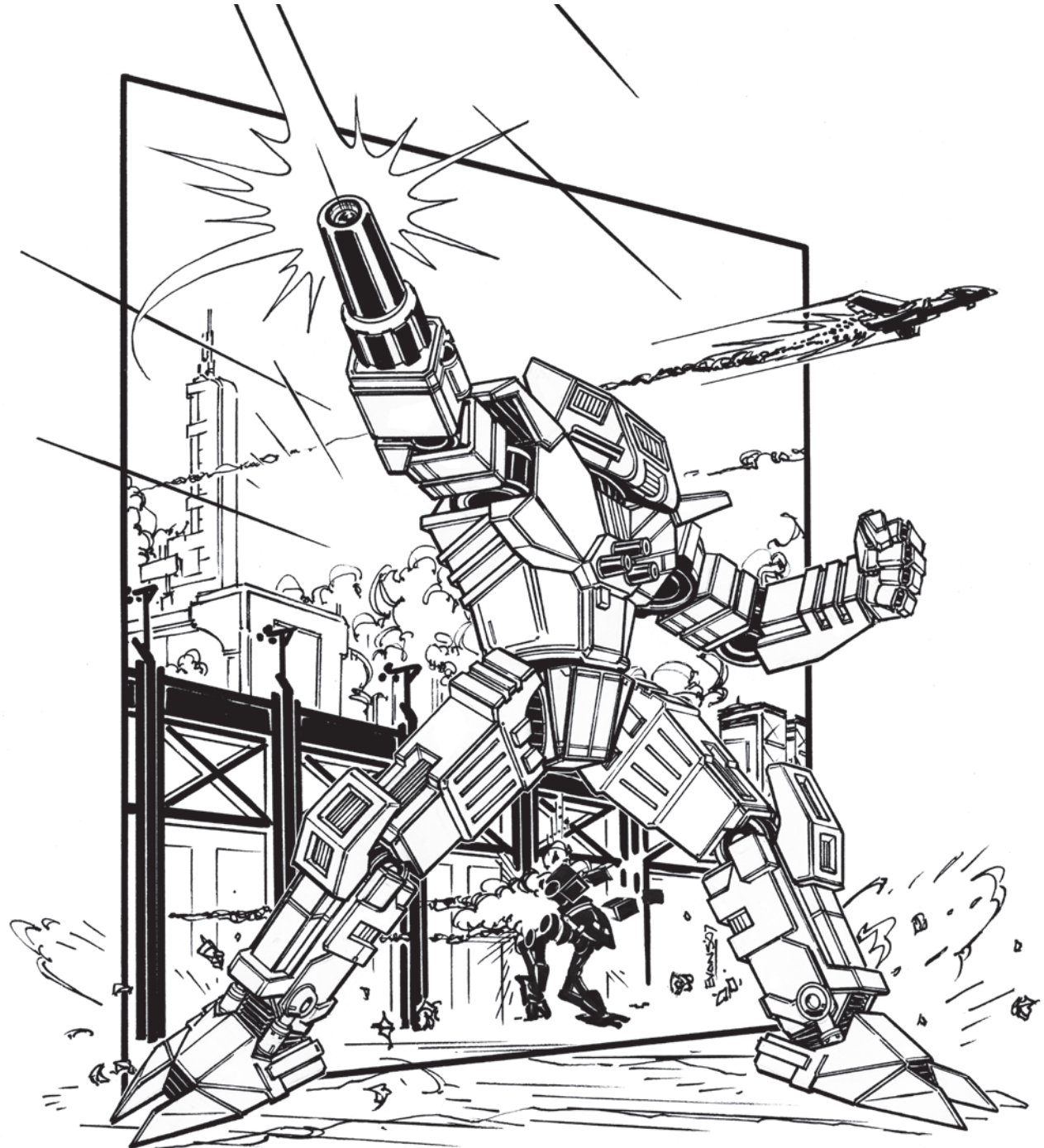
Battle Value: 932

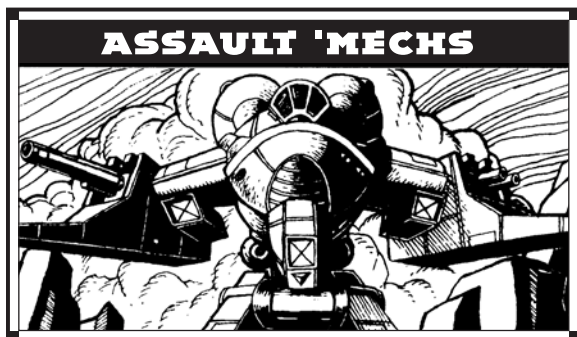
Equipment

		Mass
Internal Structure:		3.5
Engine:	210	9
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	120	7.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	11	16
Center Torso (rear)		6
R/L Torso	8	11
R/L Torso (rear)		5
R/L Arm	6	12
R/L Leg	8	16

Weapons

and Ammo	Location	Critical	Tonnage
Large Laser	RA	2	5
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Medium Laser	CT	1	1
Medium Laser	CT (R)	1	1





Mass: 80 tons

Chassis: Earthwerks VOL

Power Plant: Pitban 320

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Heavy Special

Armament:

2 Donal PPCs

2 Holly Short-Range Missile 4 Racks

Manufacturer: Earthwerks Incorporated

Primary Factory: Keystone

Communications System: Colmax-025

Targeting and Tracking System: Instatrac Mark XV

Overview

Originally created exclusively for the Star League Defense Force, the *Thug* was designed by the Maltex Corporation to compete with and replace the aging *Warhammer*. Designers attempted to retain the strongest points of the older machine while avoiding its pitfalls. It was well received when unveiled in 2572, and to keep up with demand, Maltex licensed Earthwerks Inc. to run a separate production line.

Capabilities

Since it was intended to be a replacement for the *Warhammer*, the *Thug* has very similar weapons and capabilities. A pair of particle projection cannons cooled by nineteen heat sinks allows the design to remain relatively cool while bombarding the enemy from range. When enemies

attempt to close underneath the cannons' minimum range, the design retaliates with a pair of Holly SRM 4 racks. The *Thug's* devastating physical attacks make it even more fearsome. The one drawback of this configuration is that the secondary weapons are ammunition based, and if a lucky blow hits the bays, the BattleMech would at best be crippled. [EDITOR'S NOTE: The original 11E had more advanced ammunition bays, vastly safer than the standard ones seen up until the Clan Invasion.]

The largest selling points for a *Thug*, even a downgraded one, was that it carried almost fifty percent more armor than the *Warhammer* and had operating hand actuators, a feature that iconic frontline BattleMechs like the *Warhammer* and *Marauder* lacked. For units designed for raiding, which would become an absolute necessity during the latter half of the Succession Wars, these were more important than anything else to 'Mechs assigned to such missions.

Deployment

The *Thug*, despite being formidable, was never able to replace the *Warhammer*. The Succession Wars destroyed Maltex's single production line, leaving Earthwerks' Keystone line to produce about a dozen *Thugs* a year until the technological renaissance would allow the line to go back to the original 11E variant.

Ironically, it was the *Warhammer* that allowed the *Thug* to survive the Succession Wars. The original Tiegart PPCs were no longer available for the *Thug*, so Earthwerks began extensively modifying the design to utilize the massive *Warhammer* spare part stockpiles. Once these field refits could be done successfully, Earthwerks retooled their line to produce the new assault machines with Donal PPCs, which sustained *Thug* production and enabled existing machines to be repaired and rebuilt more easily.

Elements of Hansen's Roughriders raided Delacruz in 3038 when the mercenary unit was loaned out to the Federated Suns side of the newly formed Commonwealth. The mission started off badly when one of their MechWarriors deserted to have a duel with a MechWarrior from the famous Sorenson's Sabres and subsequently lost her life. However, the Roughriders had a pair of *Thugs*, and these two 'Mechs were credited with single-handedly holding off an entire company of

defending Kurita units while the rest of the raiders emptied a supply warehouse of spare parts and ammunition. The Roughriders razed the facility and successfully retreated off-world.

Variants

Unwilling to tamper with success, Earthwerks produced no variants of the 10E *Thug* until well after the War of 3039.

Notable MechWarriors

Busosenshi Kari Kakashi: A member of the Eleventh Ghost Regiment, Kakashi saw heavy fighting on Matar during the War of 3039. While on the defensive in the tri-cities, Kakashi became isolated during a push by the First Kestrel Grenadiers to take the urban sprawl. Moving block by block, avoiding enemy units as best she could, her *Thug's* armor was slowly whittled away by the occasional enemy stumbling into her line of fire. Her armor stripped, missile bays empty, and running hot, Kakashi believed herself dead when surrounded by a lance of relatively fresh heavy BattleMechs. Fortunately, her company mates made a last minute intervention with their Star League-era *Highlanders*, leaping out from behind buildings and landing on two of her attackers, crushing them immediately. As the other two Grenadiers withdrew, they found their retreat cut off by other *Thugs* and *King Crabs*. This chase and rescue would later be considered the offensive push that led to the First Grenadiers pulling out of the city. Now *Chu-i*, Kakashi believes she would not have made it out alive if she had been in any other class of BattleMech.

MechWarrior Sonnie Berkinshire: A member of the Third Ceti Hussars, Berkinshire was able to salvage a Kuritan *Thug* during the fighting on Rochester. He is still rebuilding it, using whatever experimental advanced technologies he can acquire in an attempt to recreate the Star League-era version.

THG-10E THUG

Type: **Thug**

Technology Base: Inner Sphere

Tonnage: 80

Battle Value: 1,501

Equipment

Internal Structure:

Engine: 320

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 19

Gyro: 4

Cockpit: 3

Armor Factor: 232

Mass

8

22.5

9

4

3

14.5

Internal Structure

Armor Value

Head 3 9

Center Torso 25 33

Center Torso (rear) 10

R/L Torso 17 24

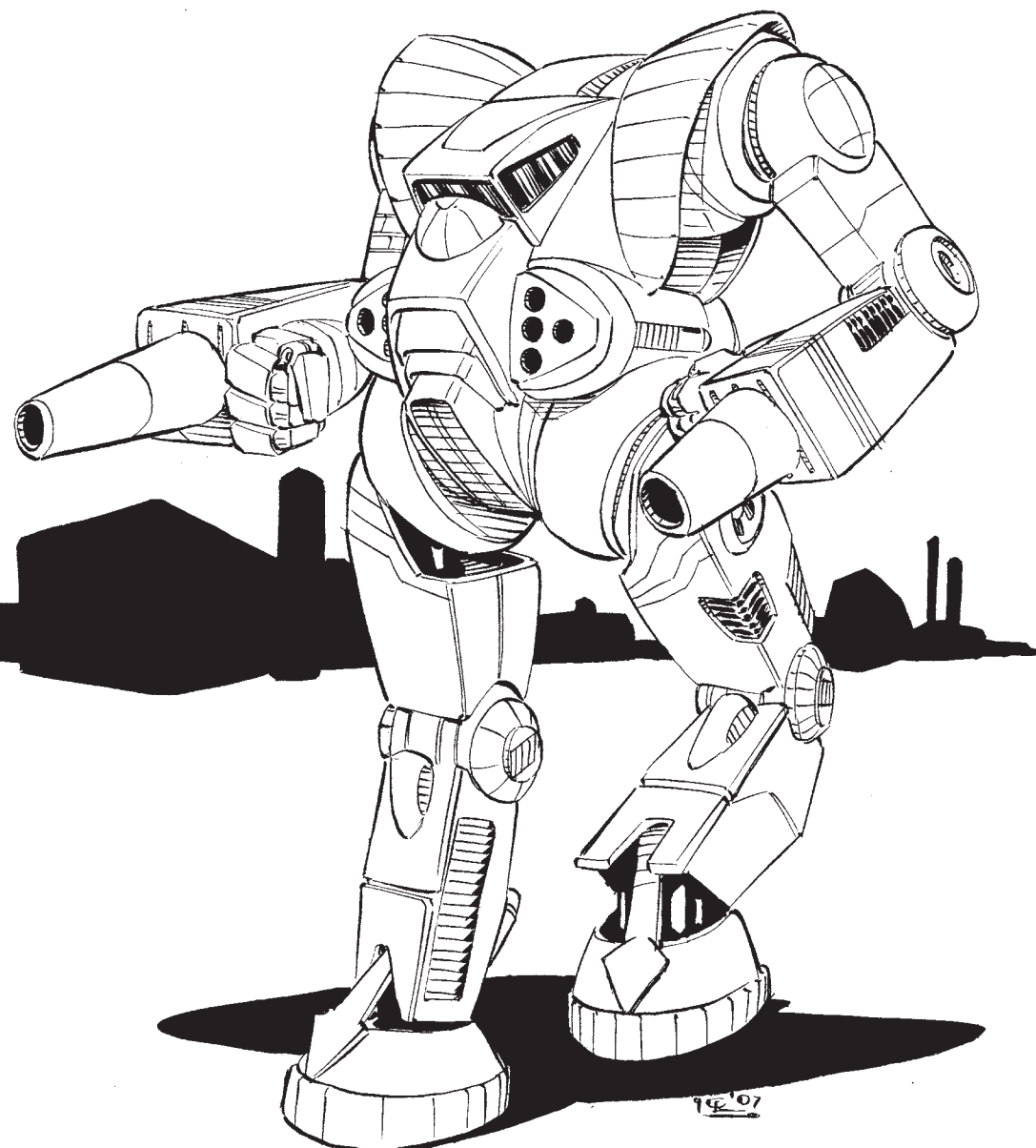
R/L Torso (rear) 8

R/L Arm 13 25

R/L Leg 17 33

Weapons and Ammo

	Location	Critical	Tonnage
PPC	RA	3	7
PPC	LA	3	7
SRM 4	RT	1	2
SRM 4	LT	1	2
Ammo (SRM) 25	RT	1	1



PROJECT PHOENIX

When General Trevena first delivered his manuscript, the BattleMechs found within this section were organized with the rest of the 'Mechs from section three. However, I've taken the liberty of slightly re-organizing this document, as I believe it is important to present the following machines in their own section. I hope the General does not mind my temerity.

The chicken or the egg—which came first? A philosophical debate begun with the ancients. But the trite question is once more relevant in this case. Giovanni Estrella De la Sangre. Word of Blake. Which came first? Or, as so many believe—including myself—are they intrinsically linked? With the Jihad raging, we cannot know. Perhaps when the fires burn down we can sift through the ashes.

Regardless of the connections or who holds ultimate responsibility for its genesis, in the 3060s Giovanni used Vicore Industries to promote a bold, new concept: Project Phoenix. As the FedCom Civil War raged across a thousand light years and hundreds of worlds (as well as numerous other large-scale border disputes), the desire for war materials was insatiable. While the giants of IrTech, DefHes, and others continued to pioneer new designs, the demand usually outstripped production.

The plan was simple in concept. The seed was planted on the world of Outreach. Prince Hanse Davion and Captain-General Thomas Marik sealed a deal for the Free Worlds League to provide field upgrade kits during the Clan Invasion; bundles of new technology supplied by House Marik to troops from other Houses on the Clan front, material that could be fitted onto a design in the field without the need for a full production facility. While such kits were astoundingly successful (the concept remains in use today), the bold, new Project Phoenix concept took it a step further. Take an ancient machine from the field and refurbish it from the ground up, incorporating the latest technologies.

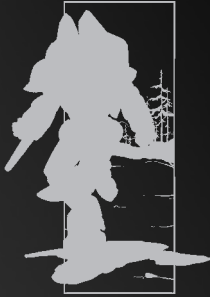
That process, obviously, isn't something new—it's been done for millennia, as this often is a cheaper route to technological relevance (something bean counters love to hear). Yet the unlocking of the Helm Memory Core created a culture of techno-lust that allowed Giovanni's marketing brilliance to come to the fore. He took the time to re-cast the image of these ancient 'Mechs, re-working armor and weaponry placement. The powerful designs, with their heavily modified silhouettes, satiated both the demand for more war materials and the "only the newest will do" mentality.

Giovanni became a one-man snake-oil salesman, traveling the Inner Sphere and hawking the concept repeatedly to numerous factories. Demonstrating his marketing prowess, he first struck the smaller 'Mech manufacturers, giving them a leg up on the true interstellar corporations. With that momentum he then approached those same giants and began making sales as well.

Now what does all this have to do with 3039, a time decades before this transformation began? For a student of history, these designs are crucial, as they've formed the backbone of most House militaries for centuries. However, a modern-day soldier will more often than not find a Project Phoenix 'Mech marching towards him across the battlefield. As such, I've purposefully included the modern silhouette for each of these BattleMechs. Additionally, I would strongly recommend that any military man study ComStar's Technical Readout: Project Phoenix so they will be well versed in what they might encounter on the modern battlefield.

—Anastsius Focht

PXH-1 PHOENIX HAWK



"Page 24 of *Technical Readout: Project Phoenix* reveals this legend's frightening new facelift, the result of years of testing and refinement of the *Phoenix Hawk*."

Mass: 45 tons

Chassis: Earthwerks PXH

Power Plant: GM 270

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: Rawlings 45

Jump Capacity: 180 meters

Armor: Durallex Light

Armament:

1 Harmon Large Laser

2 Harmon Medium Lasers

2 M100 Machine Guns

Manufacturer: Earthwerks Incorporated,

Coventry Metal Works, Achernar BattleMechs,

Gorton, Kingsley, and Thorpe Enterprises

Primary Factory: Keystone (Earthwerks),

Coventry (CMW), New Avalon (Achernar),

New Oslo (GKT)

Communications System: Neil 6000

Targeting and Tracking System: Octagon Tartrac System C

Overview

The *Phoenix Hawk* is a relic of the Star League era, produced during that time in great numbers. A staple of recon lances almost since its prototype, the basic PXH model has been in standard service of every House military since the fall of the Star League and is still produced (or being reintroduced) in almost every Successor State. It is almost considered the meterstick by which other BattleMechs are rated, and in reconnaissance circles, it *is* the meterstick.

Capabilities

Built around a strengthened *Wasp* chassis, the *Phoenix Hawk* is designed to operate in concert with its lighter cousins like the *Wasp* and *Stinger*. It follows the same basic design philosophy, with similar weaponry and movement profiles, and armor more suited to short actions than brawls. The Harmon large laser gives it the firepower to threaten other 'Mechs, supported by pairs of lighter lasers and machine guns. Massive Rawlings jump jets mounted behind the PXH's shoulders give it an impressive 180-meter jump radius, almost unprecedented for a 'Mech of its mass.

If the *Phoenix Hawk* has weaknesses, they are faults common to nearly all 'Mechs: not enough armor and heat sinks. Many PXHs have been lost by green MechWarriors who are too trusting in their armor or who allow their heat burden to climb too high. An experienced pilot who knows the 'Mech, however, is often deadly.

Deployment

The *Phoenix Hawk*, in one incarnation or another, appears in almost every 'Mech unit in the Inner Sphere, although it is most common in the regiments of the Free Worlds League. It is no stranger, however, to the militaries of the Periphery or even pirate bands, a legacy of its long service life and longevity in battle.

Variants

With so many chassis in existence, variants are found everywhere, but several main configurations appear in the various Successor State militaries. House Davion's PXH-1D removes the machine guns and their ammunition for another pair of heat sinks; House Kurita's PXH-1K removes the jump jets to add armor and heat sinks, and replaces the machine guns with a small laser.

Notable MechWarriors

Tai-i David Kellam: Commander of a strike company in House Kurita's Night Stalkers, Kellam (with his *Phoenix Hawk* "*The Knife*") is a man strangely suited to command. He earned his position on his merits alone by being the MechWarrior in the Night Stalkers with the most kills. After the heavy fighting of the War of 3039 he was placed in charge of a company due to a lack of qualified officers.

The *Tai-i* does not socialize with his men and barely speaks to them outside of combat. Rumors of his lethality have been confirmed; during the lull between the Fourth War and the *Ronin* War of 3034, Kellam killed three other officers in duels after being snubbed in the required social convocations of the DCMS. His tenacity in battle, however, soon excused his surly behavior.

Type: **Phoenix Hawk**

Technology Base: Inner Sphere

Tonnage: 45

Battle Value: 1,041

Equipment

		Mass
Internal Structure:		4.5
Engine:	270	14.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	128	8
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	6
Center Torso	14	23
Center Torso (rear)		5
R/L Torso	11	18
R/L Torso (rear)		4
R/L Arm	7	10
R/L Leg	11	15

Weapons

and Ammo	Location	Critical	Tonnage
Large Laser	RA	2	5
Medium Laser	RA	1	1
Machine Gun	RA	1	.5
Medium Laser	LA	1	1
Machine Gun	LA	1	.5
Ammo (MG) 200	CT	1	1
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5