

**TECHNICAL READOUT:™**

# VEHICLE

A ▸ N ▸ N ▸ E ▸ X



# TABLE OF CONTENTS

<b>INTRODUCTION</b>	4	Lexan Oceanic Series VTOLs	80	Silverfin / Silverback Coastal Cutters	156
<b>WHEELED SUPPORT VEHICLES</b>	6	Cascatelle / Lama-Deux Firefighting VTOLs	82	Atlantia Luxury Yacht	158
Mótuö Chè No. 2 / Flashbang ZZ10000	8	<b>WIGE SUPPORT VEHICLES</b>	84	Ahab Whaler	160
Saturnus V Racer / Blue Nova Convertible	10	Coanda / Quicksilver Personal Sports Craft	86	Meabh Heavy Cruiser	162
Aston-Martin Fiver Series	12	Cormorant Medium Cargo / Fulmar Patrol	88	Kaleen Bay Tanker /	
Bulldog / Pit Bull Medium Trucks	14	Koi / Ryu Heavy Transports	90	Anastaska Maro Seafreighter	164
Mao-Heng Charioteer	16	<b>AIRSHIP SUPPORT VEHICLES</b>	92	Luftenburg Supercarrier	166
Knox / Bailey Armored Cars	18	Meteos Manned Dirigible	94	<b>NAVAL (SUBMARINE)</b>	
Simca Ambulance / Saurer-Bucher Fire Engine	20	Dixon Law Enforcement / Firetender	96	<b>VESSEL SUPPORT VEHICLES</b>	168
Growler / Burro Trucks	22	Corvair Luxury Passenger Airliner	98	Jonah JN-002 Submarine	170
Prairie Schooner Land Train	24	Schatten Surveillance Airship	100	Baleena Passenger Submarine	172
Lesseps / Brunel Dump Trucks	26	Cloud Nine Carrier Airship	102	Seahorse / Verne Cargo Subs	174
<b>TRACKED SUPPORT VEHICLES</b>	28	Dawn Treader Cargo Airship	104	Triton Missile Submarine	176
Rock Rover Rrv Half-Track	30	Eckener EC-1 Tanker Airship	106	Lysander Carrier Submarine	178
White Wolverine Arctic Crawler	32	<b>FIXED WING SUPPORT VEHICLES</b>	108	<b>EXOSKELETONS</b>	180
Ul-Series Construction Vehicles	34	Mosquito IX Radar Plane	110	Ailette Zero-G Engineering Exoskeleton	182
Cellco Ranger / Raptor	36	Zanadu Air Bus	112	Gladiator Combat Exoskeleton	184
Sherpa Armored Truck	38	C-790 Protector High-Speed Medevac	114	Groundhog Exoskeleton	186
Cortez Series N / Magellan Series Four	40	S 2772 / Jetta Coruna 4X Luxury Planes	116	Gorilla / Salrilla Exoskeletons	188
Hesiod Utility Vehicle / Saturn Harvester	42	Comet ACL-800 Airliner	118	Heavyhauler / Powerloader Exoskeletons	190
Corx Mtm	44	KC-9 Air Transport "King Karnov"	120	Tunnel Rat Mining Exoskeletons	192
Elite Series 3 Land Train	46	Longhaul FB-335 Cargo Aircraft	122	Resgate Pa(L) / Krise Pa(L)	194
Galaport Ground Tug	48	Torrent Heavy Bomber	124	Smoothdavid II Pa(L) / Smoothgoliath II Pa(L)	196
<b>HOVER SUPPORT VEHICLES</b>	50	<b>SATELLITE SUPPORT VEHICLES</b>	126	<b>INDUSTRIALMECHS</b>	198
Slipper Lx Hover Sedan	52	D40 / Sneaksat Communications Satellites	128	BT1 Chaffee Servicemech	200
Bayamo Hoverbike / Freedom 900 Hover Jeep	54	Starcomm Seu-193D Satellite	130	GM-3A Pompier Firemech	202
Crimson Streak Hover Racer / CS535 Hover Car	56	Figyel II Science Satellite	132	KIC-3 Harvester Ant Agromech	204
Ina-Du Swamp Skimmer	58	Powersat	134	CTL-3R/2 Cattlemaster "Herder" / "Hunter"	206
Dillinger Police Vehicle	60	Skyward Model XII Warning Satellite	136	CPK-65 Copper Securitymech	208
Deusenberg Vip Luxury Hovercar	62	Cassion Payload Satellite	138	CON-7 Carbine Constructionmech	210
Routemaster Hover Shuttle /		<b>RAIL SUPPORT VEHICLES</b>	140	ED-X4 Crosscut Loggermech	212
Lewis Skimmer Bus	64	Pressurized Train	142	HVR-99 Harvester Agromech	214
Buffalo Bffl Hovertruck	66	Moray Transfer Monorail	144	MR-8C Marco Explorermech	216
<b>VTOL SUPPORT VEHICLES</b>	68	Nolan RML-447C / Levcar RMC-3050	146	BC XXI Buster /	
Sky Eye News Helicopter	70	Adelante Train / TGV Omni Railcar	148	Sc Xv Powerman Haulermechs	218
St. Christopher C1 / C2 Cargo Transports	72	St. Bernard Express Military Train	150	RCL-4 Dig Lord Miningmech	220
Swiftran RTC-215M	74	<b>NAVAL (SURFACE)</b>		ATAE-70 Uni Cargomech	222
Soar VTOL / Peacekeeper Swat Carrier	76	<b>VESSEL SUPPORT VEHICLES</b>	152	SC-V-1 Vampyr Salvagemech	224
Pegasus / Baronet Passenger VTOLs	78	Whitestreak Speedboat / Jetski	154	<b>ARMED AND DANGEROUS</b>	226



# CREDITS

## Design & Writing

Herbert A. Beas II  
Randall N. Bills  
Chris Hartford  
David L. McCulloch  
Ben Rome  
Jason Schmetzer  
Christoffer "Bones" Trossen  
Andreas Zuber

## Additional Writing

Warner Doles  
Peter Smith  
Mike Nelson

## Product Development

Randall N. Bills  
*Assistant Development*  
Herb Beas  
Mike Miller  
Chris Wheeler

## Product Editing

Annalise Raziq

## BattleTech Line Developer

Randall N. Bills

## Production Staff

*Art Direction*  
Randall N. Bills  
*Cover Art*  
Doug Chaffee  
*Cover Design*  
Ray Arrastia  
*Layout*  
Ray Arrastia  
*Illustrations*  
Doug Chaffee

## CATALYST GAME LABS REVISED EDITION

### Product Development

Randall N. Bills  
*Assistant Development*  
Johannes Heidler  
Chris Wheeler

### Additional Writing

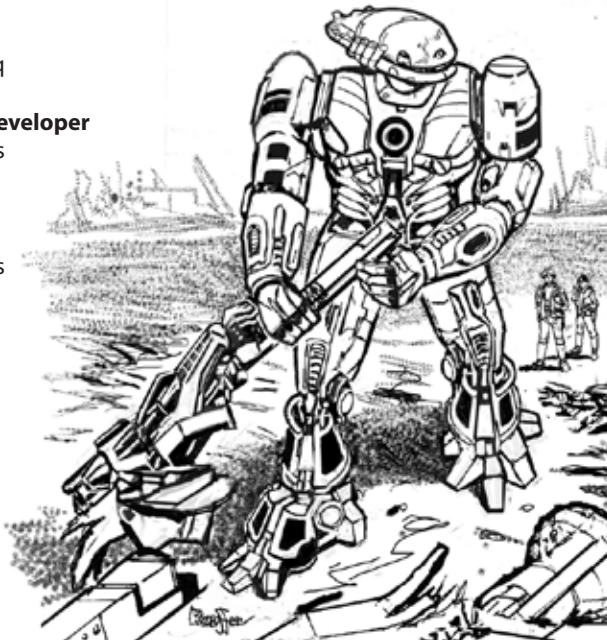
Johannes Heidler  
Chris Wheeler

### BattleTech Line Developer

Herbert Beas

### Production Staff

*Cover Design & Layout*  
Ray Arrastia



## Proofers and Fact Checkers

Joel Bancroft-Connors, Brent Ezell, Joshua Franklin, William Gauthier, Keith Hann, T rence Harris, Johannes Heidler, Mike Miller, Luke Robertson, Lance Scarinci, Chris Wheeler, Patrick Wynne

## Additional Proofing

Stephen A. Frabartolo, Eric Salzman, Matt Wilsbacher

## Special Thanks

Johannes: To Herb, Randall and Joel for the trust and encouragement since I got a foot through the door, Chris (Chunga!) for opening that door, and Chris (Chinless!) for joining me on this wild trip. Thank you all for your unquestioning friendship when I needed it most. And to Tina, for sharing me with this project in all the time I've known you.

Chris: To Herb and Randall, thanks for your faith second time around. To Mike Miller, thanks for the continued Americanese grammar and writing support! And to Jo, whose enthusiasm/insanity over the last 2 years ensured that TROVA would rise from the ashes.

## Dedicated to Doug Chaffee

Doug, your vision shaped so much of our universe. This book was your magnum opus, and the entire revision started as an idea to pay justice to your benchmark. Without fail, your work inspired your peers and will continue to do so for years to come. Thank you so much for all you have given us, you will be missed always.

 2013 The Topps Company Inc. All Rights Reserved. BattleTech Technical Readout: Vehicle Annex Revised, Classic BattleTech, BattleTech, BattleMech, and 'Mech are registered trademarks and/or trademarks of The Topps Company Inc. in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published.

Published by Catalyst Game Labs, an imprint of InMediaRes Productions, LLC  
PMB 202 • 303 91st Ave NE • E502 • Lake Stevens, WA 98258

## FIND US ONLINE:

precentor\_martial@catalystgamelabs.com  
(e-mail address for any BattleTech questions)  
<http://bg.battletech.com> (official BattleTech web pages)  
<http://www.CatalystGameLabs.com> (Catalyst web pages)  
<http://www.battlecorps.com/catalog> (online ordering)

# INTRODUCTION

INCOMING  
MESSAGE

SEND

SAVE

CANCEL

DELETE

**IRTECH INTERNAL DOCUMENT**  
**ATTENTION: CHRIS BLOCHER**  
**DATE: 1 December 3070**

The following document has been prepared in accordance with the divisional reorganization and operations directive memorandum of 14 February 3070. Though the project originated under CEO Sigmund Hughes (I have left each section relatively intact from those origins, providing you with some insight into your divisional heads), this painstakingly researched and compiled document will prove invaluable. As such, I felt it beneficial to use my prerogative to have the compiled electronic document printed for internal IrTech use only.

Per the directives, each section was originally compiled by the specific individuals named within the aforementioned memorandum. Additionally, instead of a synthesis of information regurgitated by a single hand (or committee of hands), each section has been drawn from a wide variety of sources. While slightly filtered, the information has generally been left in the original form in which it first appeared.

Each section attempts to cover as large a swath of exemplar, potentially profitable, merchandise/markets as possible. While IrTech is already operating within the sphere of influence of several of the types of craft noted within the document, many are completely outside the purview of IrTech or any of its subsidiaries, per the directives.

By its nature, this document covers a mere fraction of a fraction of the myriad craft operating throughout the Inner Sphere, Periphery and beyond. It does, however, present a holistic slice of various craft, providing our analysts with enough key information to initiate the critical plans as outlined in the directive memorandum.

If I can be of any further assistance during this continued transitional period, you have only to ask.

—Lucy Tsagarides  
Chief Operating Officer  
Irian Media Interstellar (Charybdis Publishing)

**TO: GENERAL ALBRECHT HOFT**  
**FROM: MAJOR JOHN REDLER**  
**DATE: 21 AUGUST 3084**

General, as requested here is the update on the data dump that we acquired from the source known as “Starling”. Why he forwarded it to us is unknown, as are most of his actions. We are not even certain ‘he’ is indeed a he.

It has taken a number of years to decode and piece together the data, and there are reams more to recover. Irian used some rather heavy encryption on this stuff, which is not surprising given the contents of these files. Starling seems to have shared some of Irian’s dirty laundry. They certainly wouldn’t be pleased to see what we’ve been able to recover. Our analysts are still pouring over the data to see what else can be retrieved.

# INTRODUCTION

Although initially compiled in late 3070, I believe the so-called Technical Readout Vehicle Annex is still relevant today; indeed it may prove to be an interesting counterpart to the military update you're working on. Following their massive losses of the Jihad, IrTech has followed along with the plans that concentrate more on civilian production to pull through instead of rebuilding and expanding their military facilities. That alone lends some credence to the contents of the file.

While the document was recovered more or less whole, I've expanded the introductory sections to update the overall states of the various civilian segments covered within, mentioning specific manufacturers where applicable. The individual files have been left alone, save for any required error corrections. Additionally, my team has compiled an overview of various militarized civilian vehicles that appeared during the Jihad, which I've attached to the end of the file. Although not as effective as their military equivalents, these combat support vehicles certainly shouldn't be overlooked. They could prove to be useful revenue generators for the various manufacturers under The Republic's auspices, and also provide a further line of defense should any of our relationships with the Houses go sour. This appendix is aptly named Armed and Dangerous.

## GAME RULES

The units within this Technical Readout were constructed using the IndustrialMech, Support Vehicle, and Battle Armor construction rules found in *TechManual* and *Tactical Operations*.

### Generic Units And Equipment Rating

The units within this Technical Readout are unique designs specific to their description. However, by the nature of their non-combat application, all units described within may be used to represent generic civilian units, as appropriate to their era and Technology Rating (refer to p. 122, *TechManual*). The Availability Ratings represent specific designs however, so may need to be recalculated if using as generic units (see p. 286, *TechManual*).

### Design Quirks

In addition to the normal gameplay stats provided with each unit's entry, players may find additional notes that describe Design Quirks unique to the design. Design Quirks are an optional Advanced-level game rule, and how the various Quirks affect gameplay may be found in *Strategic Operations* (pp. 193-199) and *Technical Readout: Prototypes* (pp. 204-205).

### Design Quirks Additional Rules

The following Design Quirks are not an option for Support Vehicles: Poor Sealing (on non-Naval vehicles not featuring Environmental Sealing, see p. 205, *TRO Prototypes*), Rumble Seat (see pp. 204-205, *TRO Prototypes*), Searchlight (see p. 196, *Strategic Operations*). The following Design Quirks are not an option for IndustrialMechs: Poor Sealing (on IndustrialMechs not featuring Environmental Sealing, see p. 205, *TRO Prototypes*), Searchlight (see p. 196, *Strategic Operations*), No Ejection System (see p. 198, *Strategic Operations*). The following Design Quirk is not an option for Exoskeletons: Poor Sealing (on Exoskeletons featuring an Inner Sphere chassis without Extended Life Support and at least 1 point of armor, see p. 205, *TRO Prototypes*).

INCOMING  
MESSAGE

SEND

SAVE

CANCEL

DELETE



# BULLDOG / PIT BULL MEDIUM TRUCKS

The advent of mobile warfare in the first half of the Twentieth Century forced military forces to come up with ways to move supplies along with the combat units. Ever since then, armies across the stars have used everything from horse and carriage to heavy cargo hovercraft to move the beans and bullets. One vehicle that every military has used, however, is the simple cargo truck.

In Taurian space the most common chassis is the Bulldog Medium Truck. Produced prodigiously at PPL's Perdicion facility and at satellite factories across the Concordat, the Bulldog is a civilian logistics vehicle. With a range of 1,000 kilometers, even loaded with over a ton and a half of cargo, the Bulldog is the preferred truck of many local delivery companies and fleets of food and clothing chains. Its simple-yet-sturdy construction requires very little maintenance. The Bulldog requires a driver, but carries seating for three additional people. Because of this capacity, it is a favorite of household moving companies and large-item delivery drivers.

The Taurian Defense Force also uses the military version of the Bulldog, the Pit Bull. Identical in every regard to the Bulldog, the Pit Bull sacrifices a couple hundred kilograms of cargo capacity for a reinforced off-road chassis. The Pit Bull serves in capacities across the Concordat that do not require the services of the full-size Flatbed Truck.

In 3044, a few survivors from the slaughter of Lady Death Trevaline's Tortuga Pirates raided the outlying Taurian world of Althea's Choice. A battalion of local infantry was cut off without supplies when the pirates landed. The unit's commander ordered his logistical section into action. A convoy of Pit Bull trucks, driving at night without lights, traversed the broken terrain between the garrison base and the cut-off battalion. They carried with them a full battalion-load of weaponry to exchange for the battalion's training gear. Although they were forced to detour around serious obstacles, the Pit Bulls got through and gave the infantry battalion a fighting chance. Once the pirates retreated, the survivors of the battalion rode the Pit Bulls back to base.

PPL is very possessive of its products. An attempt in 3054 by competing Vandenberg Mechanized Industries to field a military supply vehicle met with disaster after the prototype was destroyed in testing on New Vandenberg. Although several executives were indicted for industrial espionage, none were ever convicted. In the

uncertainty-filled wake of Thomas Calderon's removal from power, the VMI program was scrapped.

Comparable vehicles exist throughout the Inner Sphere and Periphery. The Lyran Alliance uses a model identical in all respects to the Bulldog. The Norman Utility Truck, produced primarily by the New Earth Trading Company, differs only in aesthetic details; the performance specs of the Norman are virtually identical. Davion RCTs have recently begun fielding a half-track design dubbed "Deuce-and-a-Half," by its users for its cargo capacity. Both the DCMS and the FWLM use a variety of supply vehicles.

## Type: **Bulldog**

Technology Base: Inner Sphere  
 Movement Type: Wheeled (Small)  
 Equipment Rating: B/X-B-A  
 Mass: 3,000 kg

## Equipment

		Mass
Chassis:		468 kg
Engine/Controls:	ICE	450 kg
Cruise MP:	4	
Flank MP:	6	
Heat Sinks:	0	0 kg
Fuel:	1,000 km	45 kg
Turret:		0 kg
Armor Factor (BAR 2):	4	100 kg
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	1	1
R/L Side	1	1/1
Rear	1	1

Weapons and Ammo	Location	Mass
None	—	—

**Crew:** 1 (1 enlisted/non-rated)

**Cargo:**  
 1,617 kg standard

**Notes:** Features 1 crew seat (75 kg), 3 passenger seats (225 kg), 4 handheld searchlights (20 kg, Front). Features the following Design Quirk: Easy to Maintain.

## Type: **Pit Bull**

Technology Base: Inner Sphere  
 Movement Type: Wheeled (Small)  
 Equipment Rating: B/X-E-B  
 Mass: 3,000 kg

## Equipment

		Mass
Chassis:		702 kg
Engine/Controls:	ICE	450 kg
Cruise MP:	4	
Flank MP:	6	
Heat Sinks:	0	0 kg
Fuel:	1,000 km	45 kg
Turret:		0 kg
Armor Factor (BAR 2):	4	100 kg
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	1	1
R/L Side	1	1/1
Rear	1	1

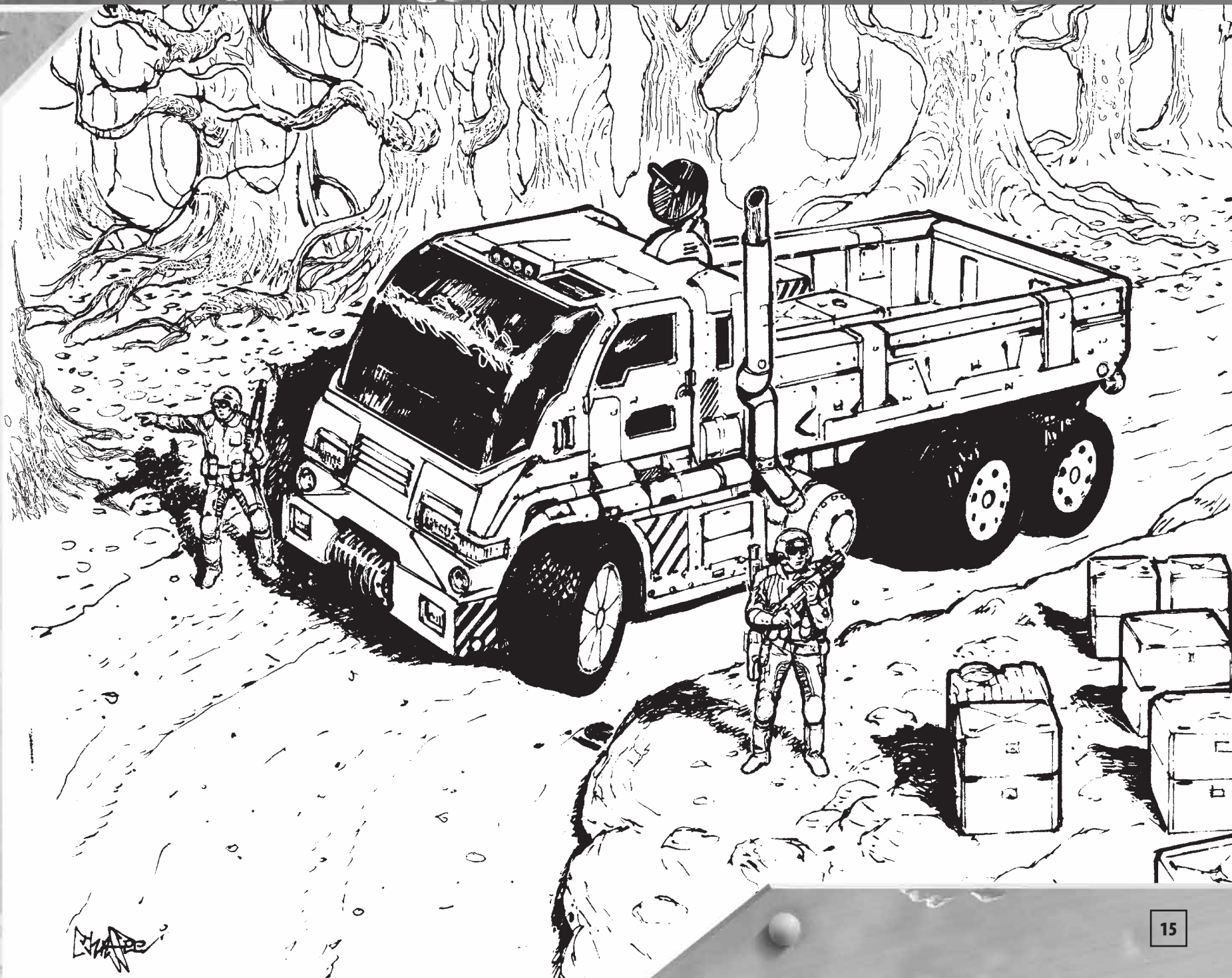
Weapons and Ammo	Location	Mass
None	—	—

**Crew:** 1 (1 enlisted/non-rated)

**Cargo:**  
 1,383 kg standard

**Notes:** Features Off-Road Chassis Modification, 1 crew seat (75 kg), 3 passenger seats (225 kg), 4 handheld searchlights (20 kg, Front). Features the following Design Quirk: Easy to Maintain.

# BULLDOG / PIT BULL MEDIUM TRUCKS





# ELITE SERIES 3 LAND TRAIN

The colonization of a planet can be perilous and when colonists are struggling to survive, war can easily spark over land and water rights. On the world of New Olympia, the Terran Alliance military intervened in both 2196 and 2220 to stop such conflicts. After the fall of the Alliance, war spiraled out of control.

In 2265, in an attempt to put an end to the bloodshed, two of the three warring regions accepted a proposal to join the nascent Marik Commonwealth. However, the ruling d'Andre family of Olympica refused, and with aid from Regulus—at the time warring with the Commonwealth—managed to secure recognition as an independent state, a status they hold to this day.

However, though war ceased to be a way to resolve differences, the three provinces continued to vie for market share—using any means necessary at times—and the independent Olympica constantly took the upper hand. In 2426, with Joseph Stewart as Captain-General and the economy of the entire Free Worlds League sliding towards ruin (along with the war with the Lyran Commonwealth), the two republics of Kasnov and New Greenland forged a new identity—the Republic of Kasnov-Greenland—in the hopes of creating a new economic power block against Olympica. In 2478, to further that goal, Earl Trusa Kefalczyk founded the Turbian Fishing Concern. Though initially a small cannery to compete against Olympica's larger Kondon Fisheries, it would eventually become DuraPaq Solutions, one of the largest manufacturers and shippers of foodstuffs in the FWL.

In 2864, as the leaders of all five Great Houses met on New Earth for peace talks at the end of the Second Succession War, a progressive-thinking Earl Jarv Kefalczyk made the bold move of contacting Duke Solia Zdenekova of Gienah with a business proposition: to combine DuraPaqs' patented packaging systems with Gienah Automotive to create a new standard of shipping vehicles. While the outbreak of war between the Free Worlds League and Lyran Commonwealth in 2869 slowed talks, they still continued, and by the end of the twenty-ninth century, the first in a long series of Gienah-DuraPaq land trains premiered.

Land trains have existed for centuries. Slow but reliable, they are a relatively lowtech means of transporting goods across vast, inhospitable distances between

fledgling, landlocked cities on newly colonized worlds—worlds that cannot afford DropShips to shuttle such materials, do not yet have the means and the infrastructure to build rails, and lack waterways capable of supporting a mass transportation system. As such, dozens of models of such vehicles are available, from as many worlds and manufacturers. However, though the Davion-produced O'Keefre Model II and Kurita-produced Isesaki Roku Royal are similar and both exported to other realms, the quality and performance of the Elite Series across more than a century has ensured its market dominance.

## Type: **Elite Series 3**

Technology Base: Inner Sphere  
Movement Type: Tracked (Large)  
Equipment Rating: D/X-E-D  
Mass: 200 tons

### Equipment

		Mass
Chassis:		60
Engine/Controls:	Fusion	100
Cruise MP:	4	
Flank MP:	6	
Heat Sinks:	0	0
Fuel:		0
Turret:		0
Armor Factor (BAR 6):	157	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	20	32
Front R/L Side	20	25/25
Rear R/L Side	20	25/25
Rear	20	25

### Weapons and Ammo

None — —

**Crew:** 3 (3 enlisted/non-rated)

### Cargo:

2 tons standard 1 Door (Rear)

**Notes:** Features Tractor Chassis Modification, 4 second-class quarters (28 tons), lift hoist (3 tons, Rear), 4 paramedic equipment (1 ton).

## Type: **Elite Series 3T**

Technology Base: Inner Sphere  
Movement Type: Tracked (Medium, Trailer)  
Equipment Rating: D/X-C-B  
Mass: 50 tons

### Equipment

			Mass
Chassis:			7.5
Engine/Controls:			0
Cruise MP:	N/A		
Flank MP:	N/A		
Heat Sinks:	0		0
Fuel:			0
Turret:			0
Armor Factor (BAR 6):	78		3
	<i>Internal Structure</i>	<i>Armor Value</i>	
Front	5	20	
R/L Side	5	20/20	
Rear	5	18	

### Weapons and Ammo

None — —

**Crew:** None

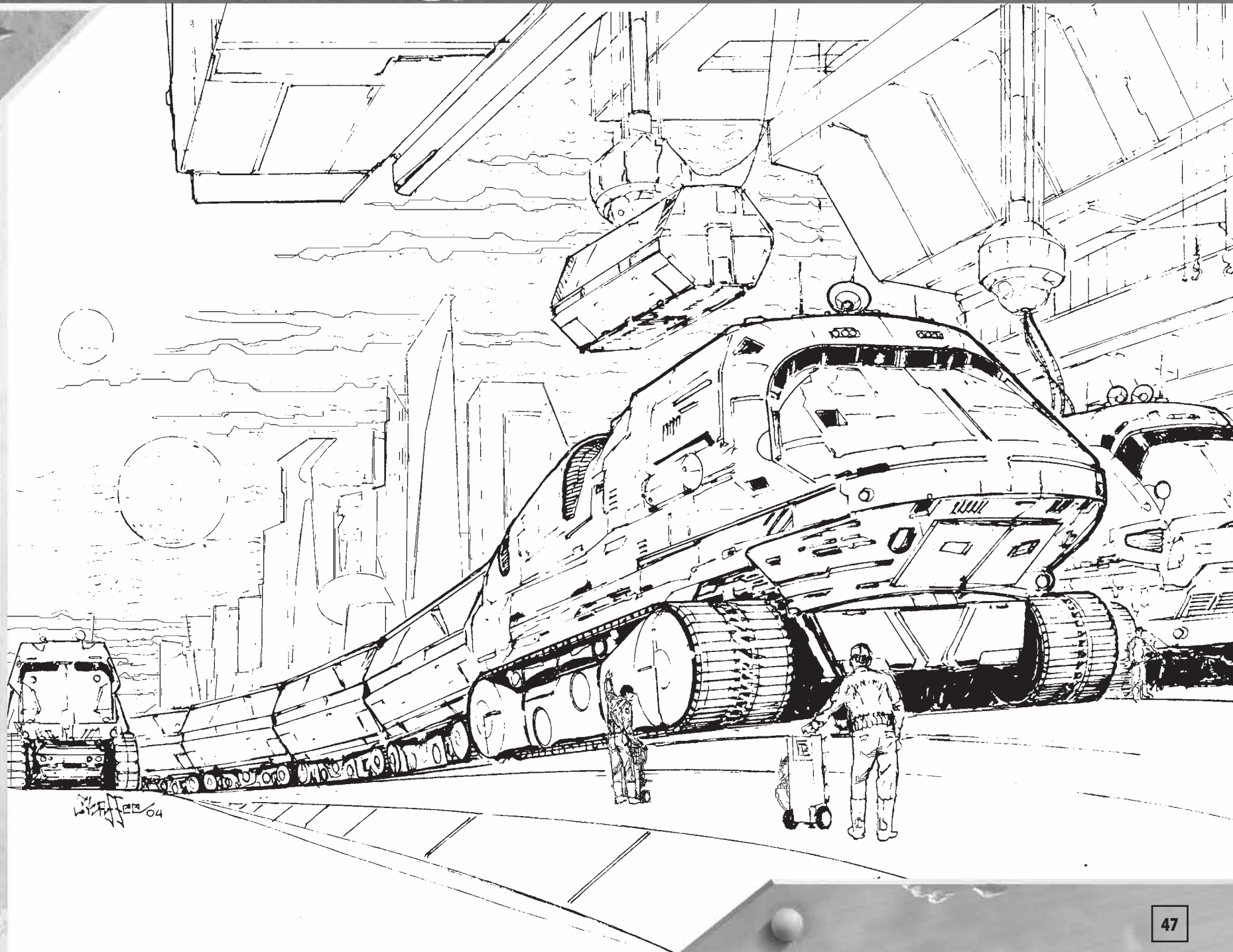
### Cargo:

39.5 tons standard 2 Doors (Right/Left)

**Notes:** Features Tractor and Trailer Chassis Modifications.



# ELITE SERIES 3 LAND TRAIN



# DILLINGER POLICE VEHICLE

The dissolution of the Sarna March captured the media attention of all of the Successor States. They flocked to these embattled worlds and told riveting stories of the dueling nobles, battling mercenaries, and suffering people. What they didn't reveal was the incredible upsurge in criminal activity. The nobles believed they'd been released from the oversight of interstellar governments; the criminals of these worlds thought every day was Christmas.

On Epsilon Eridani the new President, Pierre Benton, saw this groundswell of crime. He knew his Eridani Guards could not hope to battle both petty thieves and daring pirates, so he pushed his police forces to new levels of performance. He demanded that the various counties and palatinates of Epsilon Eridani support their law enforcement. To supplement this, Kressly WarWorks produced and marketed the Dillinger hovercraft.

The main weapon of this hovercraft is its imposing presence; although it masses only forty tons, the structure of this monstrosity was expanded to make it as large as possible. It towers over any other vehicle traffic in any of Epsilon Eridani's cities. Many police forces use these craft as mobile command centers, knowing that criminals will see the bulky craft from a distance and know that the police are taking them seriously.

The façade is not the Dillinger's only weapon. Four heavy machine guns, including one mounted on top in a turret, provide enough suppression fire to quell even the largest riot. Many Dillingers load their guns with rubber bullets, but most almost always have a load of live ammunition carried in the craft's ample cargo hold.

For headquarters duty, the Dillinger carries space enough for over a dozen policemen to gather. Military-grade communications gear provides incorruptible communication and tactical control, and a paramedic station in the rear of the vehicle provides a ready source of medical care. In the rare cases when the Dillinger is called upon for tactical work, it can transport a full platoon of Special Weapons and Tactics troopers in a small compartment in the nose.

The Dillinger is currently deployed, at least in single units, by every significant police force on Epsilon Eridani, and is quickly spreading throughout the Blake Protectorate. Before the current hostilities, many police departments in the Free Worlds League purchased the Dillinger. The largest concentration is found on Irian, where many of the corporate heads use them as super-heavy limousines.

A team of researchers from the Federated Suns was visiting the Kressly factory on Epsilon Eridani when the world entered the Blake Protectorate. Several firms were interested in licensing the Dillinger to help quell unrest left over from the Civil War. The status of these teams is unknown; what is known is that none of them have reported or returned home.

Type: **Dillinger**

Technology Base: Inner Sphere

Movement Type: Hover (Medium)

Equipment Rating: D/X-X-D

Mass: 40 tons

## Equipment

		Mass
Chassis:		15
Engine/Controls:	Fusion	8.5
Cruise MP:	7	
Flank MP:	11	
Heat Sinks:	0	0
Fuel:		0
Turret:		.5
Armor Factor (BAR 10):	31	2
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	4	6
R/L Side	4	6/6
Rear	4	6
Turret	4	7

## Weapons and Ammo

	Location	Mass
Machine Gun	Turret	.5
Machine Gun	Front	.5
Machine Gun	Right	.5
Machine Gun	Left	.5
Ammo (MG) 200	Body	1
Basic Fire Control	Body	.5

**Crew:** 5 (1 officer, 3 enlisted/non-rated, 1 gunner)

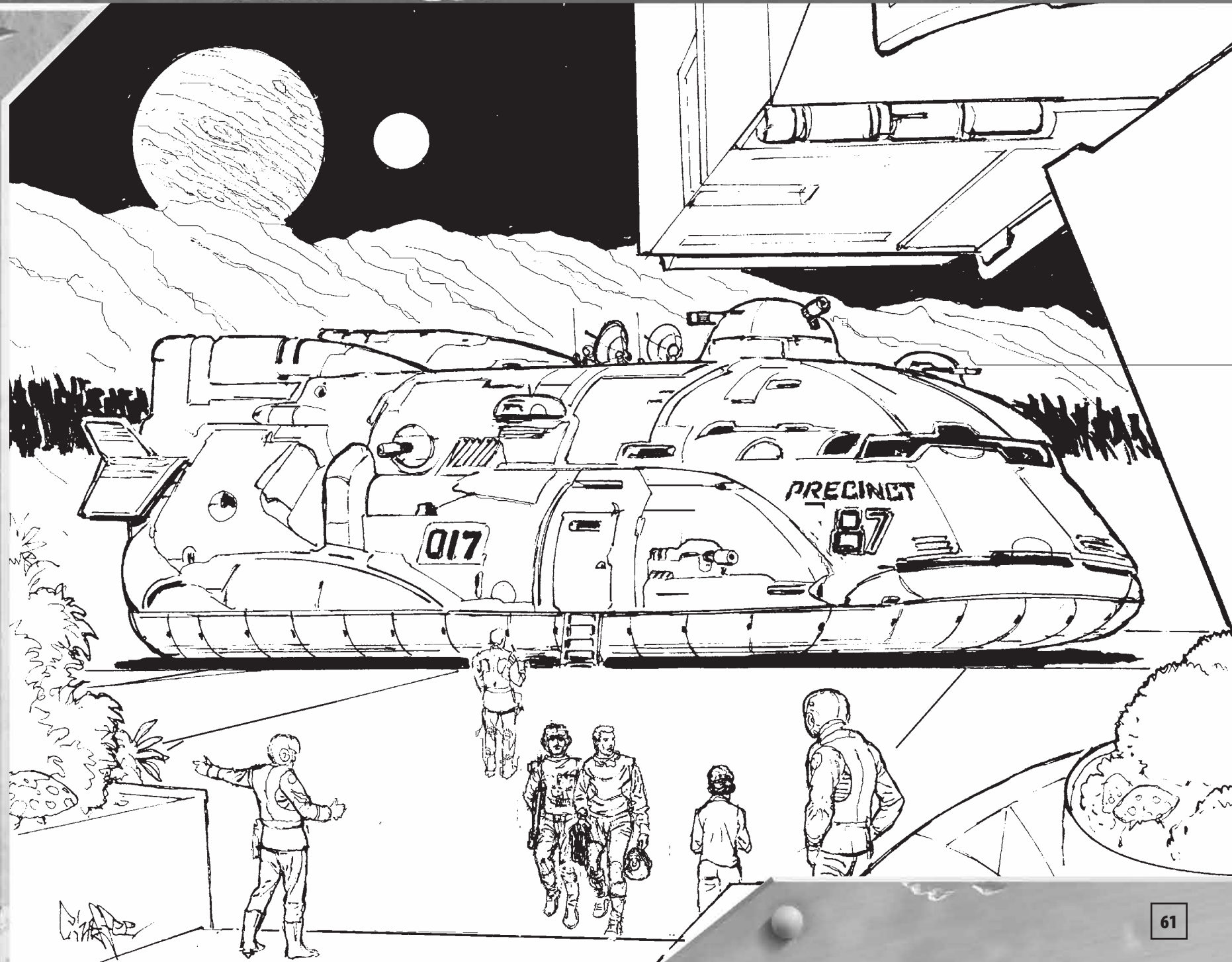
## Cargo:

5.275 tons standard	1 Door (Rear)
3 tons infantry compartment	1 Door (Front)

**Notes:** Features Armored Chassis Modification, communications equipment (1 ton), paramedic equipment (.25 tons), 13 passenger seats (.975 tons). Features the following Design Quirk: Distracting.



# DILLINGER POLICE VEHICLE



# KOI / RYU HEAVY TRANSPORTS

A planet is a big place, even if a DropShip is available for rapid point-to-point transport. Not even a flotilla of DropShips could hope to service the needs of a whole planet. Even if they were not desperately needed to keep the river of interstellar commerce flowing, the operating costs are prohibitive. Instead, worlds have developed other transport strategies better suited to their population size, economic strength, and environmental conditions. For example, the Draconis Combine has seen a rapid growth in the use of large Wing-in-Ground-Effect transports over the previous two decades. Faced with the Clan threat, Coordinator Theodore Kurita introduced reforms that have strengthened the economy to support the rearming of the DCMS. That, in turn, has fueled the modernization of the transport infrastructure.

Seeing an increased demand for fast and economical cargo transports, Wakazashi Enterprises developed a range of WiGEs for the domestic market. Their flagship design is the two-hundred-forty-ton Koi. Its cargo capacity and virtually unlimited range has caused the executives at Pesht Motors (the Combine's primary manufacturer of civilian transports) no small degree of concern. In 3061 a factory fire halted Koi production for three months. Wakazashi executives accused Pesht of sabotage, and an investigation proved that the incident had been a deliberate act of arson. However, no definitive evidence linking Pesht to the incident was uncovered. Relations between the two corporations have since been strained.

The two million-strong Hunters International collective on Tabayama have pressed the Koi into service in their continuing struggle against the whitetail deer. Introduced almost four hundred years ago by a wealthy industrialist, the animal has flourished in the absence of predators. Organized into the collective, the Hunters have been waging war (both figuratively and literally) in defense of Tabayama's precious cropland. The Koi transport has proven a boon to the Collective, allowing them to shift men and equipment rapidly and ship their kills back for processing and export.

Planetary militia and the DCMS have been quick to embrace the potential of the WiGE. To fill a niche market, Wakazashi has introduced an armed version of the Koi known as the Ryu. Providing a heavy lift capability for planetary militia lacking DropShip support, the Ryu's cavernous

cargo bay can be reconfigured quickly to transport a mix of infantry and vehicles, or even a BattleMech. Using the same combination of flotation tanks and powerful pumps as the Koi, the Ryu can open its bay doors while afloat without fear of being swamped. Though armed and relatively well armored, the Ryu is not intended for front line combat duty. Like all WiGEs, it is vulnerable to both ground fire and more nimble conventional aircraft and aerospace fighters. The weapons are not intended for prolonged combat, but are present to support ground units as they embark or disembark from the craft.

**Type: Koi**  
 Technology Base: Inner Sphere  
 Movement Type: WiGE (Large)  
 Equipment Rating: D/X-X-D  
 Mass: 240 tons

<b>Equipment</b>	<b>Mass</b>	
Chassis:		71.5
Engine/Controls:	Fusion	42
Cruise MP:	5	
Flank MP:	8	
Heat Sinks:	0	0
Fuel:		0
Turret:		0
Armor Factor (BAR 6):	78	3
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	24	14
Front R/L Side	24	14/14
Rear R/L Side	24	13/13
Rear	24	10

<b>Weapons and Ammo</b>	<b>Location</b>	<b>Mass</b>
None	—	—

**Crew:** 3 (3 enlisted/non-rated)

**Cargo:**  
 123.5 tons standard      2 Doors (Front/Rear)

**Notes:** Features Amphibious Chassis Modification.

**Type: Ryu**  
 Technology Base: Inner Sphere  
 Movement Type: WiGE (Large)  
 Equipment Rating: D/X-X-D  
 Mass: 240 tons

<b>Equipment</b>	<b>Mass</b>	
Chassis:		71.5
Engine/Controls:	Fusion	42
Cruise MP:	5	
Flank MP:	8	
Heat Sinks:	0	0
Fuel:		0
Turret:		1
Armor Factor (BAR 6):	105	4
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	24	17
Front R/L Side	24	15/15
Rear R/L Side	24	15/15
Rear	24	11
Turret	24	17

<b>Weapons and Ammo</b>	<b>Location</b>	<b>Mass</b>
AC/5	Turret	8
Ammo (AC) 40	Body	2
2 Machine Guns	Front	1
Machine Gun	Right	.5
Machine Gun	Left	.5
Ammo (MG) 200	Body	1
Basic Fire Control	Body	.5

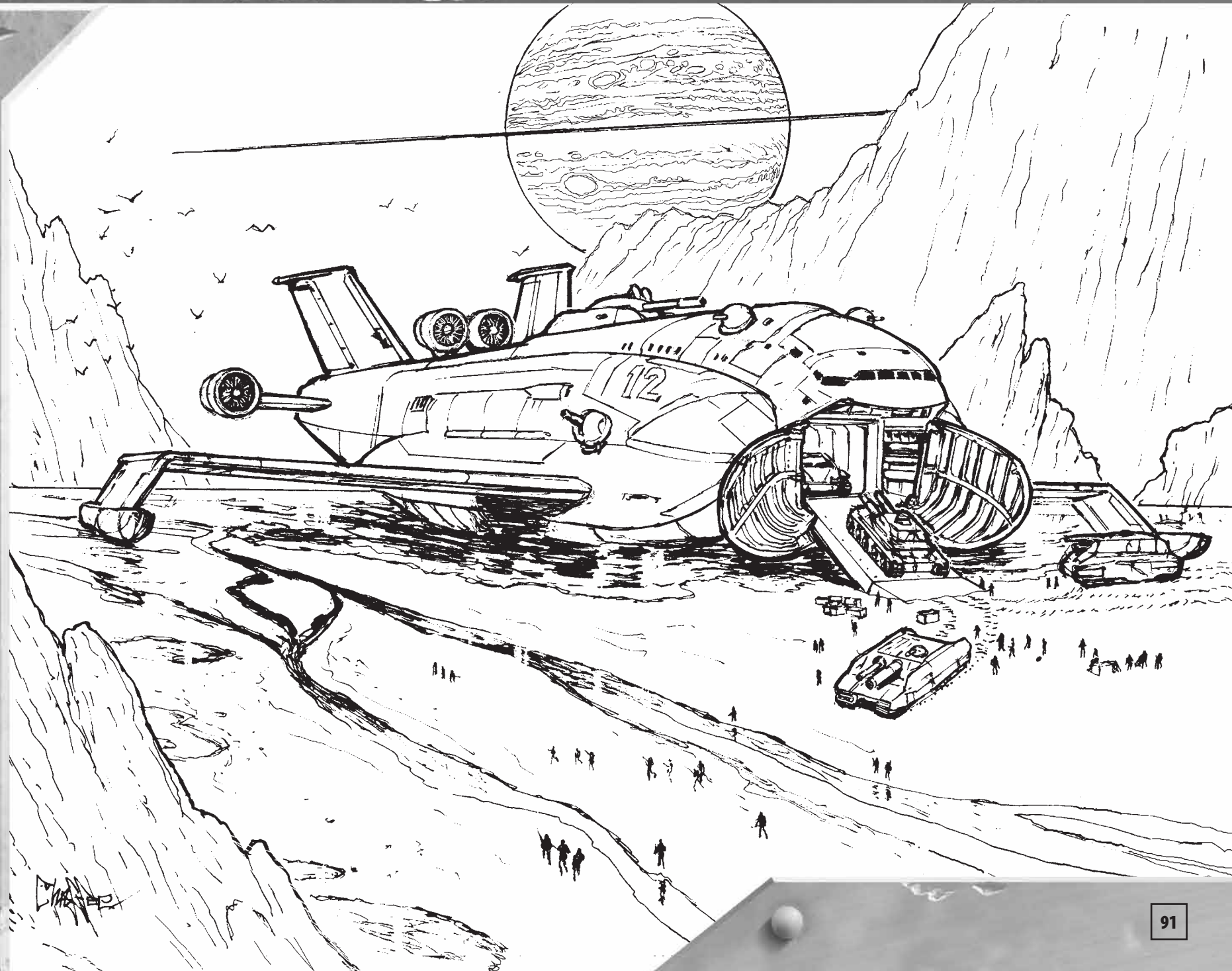
**Crew:** 9 (2 officers, 3 enlisted/non-rated, 4 gunners)

**Cargo:**  
 108 tons standard      2 Doors (Front/Rear)

**Notes:** Features Amphibious Chassis Modification.



# KOI / RYU HEAVY TRANSPORT



# DAWN TREADER CARGO AIRSHIP

Water worlds such as Athenry face many problems that most other “normal” systems do not. Because of the constantly heavy seas and high sulfur content of the water—which made ship hulls more expensive—sustaining valuable offshore platforms was difficult. With easy sea access denied them, the corporations developing Athenry turned to the air.

Airships were a common sight all across the skies of Athenry by the early 2600s, with almost ninety percent of the airborne vessels transporting mining equipment and supplies from offshore and underwater drilling sites to the main DropPort. A small germanium pocket discovered in 2681 made the world even more valuable than its water supply. A target of continuous deep raids from the nearby Federated Suns, the populace learned to hate the Davion sun-and-sword emblem. Pressure on the Combine to place more garrison forces in the system (on top of the standard ‘Mech company and infantry regiment) increased until 2802, when for two weeks, Athenry declared its independence from House Kurita. Not wanting to be deprived of a vital water source—or worse, lose it to the Suns if the Davions decided to attack (Athenry had practically no local militia)—the Combine immediately dispatched the Fourth Sword of Light from nearby Dieron to garrison the world. This cost the entire planetary government its honor, which was redeemed in an elaborate *seppuku* ceremony on May 16, 2802 that put the system back under the Dragon’s rule.

Athenry’s importance declined dramatically when the small germanium mine was depleted in the late 2990s. Apparently, even the Davions didn’t pay much attention after that, as the last germanium raid was in 2999 and the brief but impressive invasion by the Blue Star Irregulars in the War of 3039.

The planetary government has since attempted to turn the system into a tourist destination. Using the assets at hand, Capriole Dynamics was contracted to redesign and rebuild many of the older Provost-class airships—a cavernous cargo hauler with massive ore lifts—into a newer, more cost-efficient design. Removing the older internal combustion engines and fuel cells, Capriole fitted the airship shells with solar power plants to take advantage of the system’s almost constant sunlight. Cutting the cargo capacity by three quarters, the new Dawn Treader-class of airships sports two levels of passenger accommodations and a small VTOL hanger (for private sightseeing tours and emergency medivac). By retaining a cargo bay in the roomy hull, the airship is able to keep operating costs down, much to the delight of the more budget-conscious traveler. By late 3050, Athenry became known across much of the Dieron Prefecture as the “aircruise tour capital” for the average citizen. Even today, a two-week aircruise circuit only costs a family of four 750 K-bills, a steal when compared to similar tours on Eltanin that cost over five times as much.

Type: **Dawn Treader**

Technology Base: Inner Sphere (Advanced)

Movement Type: Airship (Large, Template E)

Equipment Rating: C/X-F-E

Mass: 1,000 tons

Equipment		Mass
Chassis:		345
Engine/Controls:	Electric (Solar)	300
Safe Thrust:	1	
Max Thrust:	2	
Structural Integrity:	20	
Heat Sinks:	0	0
Fuel:		0
Armor Factor (BAR 2):	93	1.5
	<i>Armor Value</i>	
Nose	30	
Wings	21/21	
Aft	21	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
None	—	—	—	—	—	—	—

**Crew:** 6 (1 officer, 5 enlisted/non-rated)

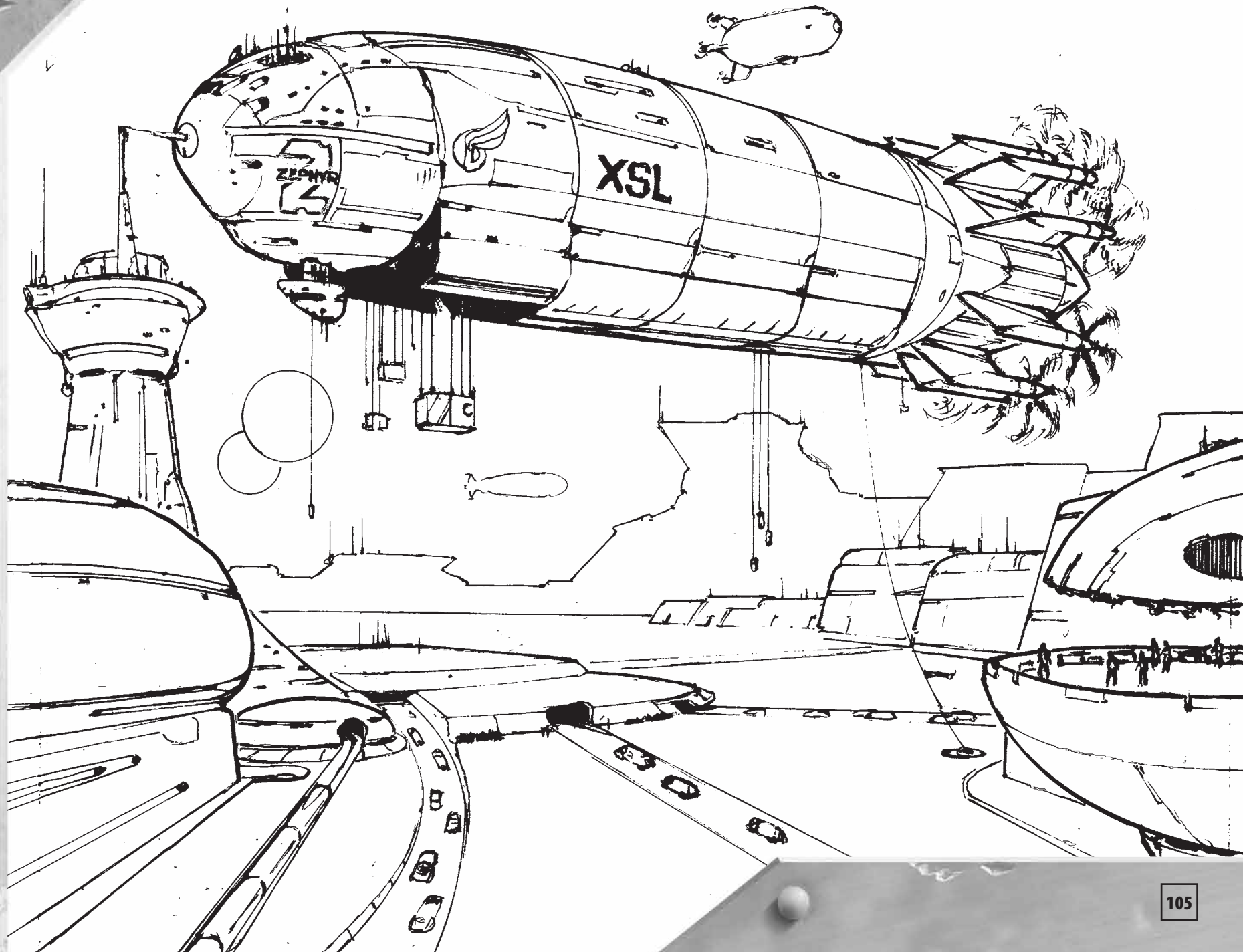
**Cargo:**

Light Vehicle Bay (50 tons)	1 Door (Forward)
96.5 tons standard	4 Doors (FR/FL/AR/AL)

**Notes:** Features 5 first-class quarters (50 tons), 20 second-class quarters (140 tons), 3 lift hoists (9 tons, T2/T3/T7), arresting hoist (3 tons), 10 mounted searchlights (5 tons, 2 Forward/2 FR/2 FL/AR/AL/2 Aft).



# DAWN TREADER CARGO AIRSHIP



# C-790 PROTECTOR HIGH-SPEED MEDEVAC

In holovids across the Inner Sphere the glory given to combat medics is second only to that of the MechWarrior. These brave souls face down enemy fire, treacherous terrain, and exploding BattleMechs to pull injured soldiers to safety. The holovids show them securing their charges, stopping deadly bleeding and making certain the injured hero will survive until he reaches a hospital.

What those holovids ignore is how that soldier gets to the far away hospital.

Wangker AeroSpace debuted the C-790 Protector High-Speed Medevac aircraft late in the 2990s. It was created to provide support to battlefield medical units, bringing injured soldiers from the rear areas of the engagement zone to the relative safety of a full-fledged hospital in urban areas. The C-790 accomplishes this with a combination of speed and accessibility. With a cruising velocity of 900 kph, and burst speeds of Mach 3, the C-790 provides swift transport with low cost and low overhead.

Because it is expected to operate near battlefields, Wangker modified the C-790's powerful wing-mounted jet engines to provide vectored thrust, greatly reducing the runway length needed to takeoff and land. This STOL ability allows the C-790 to reach areas closer to the aid stations, reducing the travel time for wounded soldiers. A large access door in the side of the aircraft allows patients to be loaded via stretcher, rather than being forced through a narrow personnel hatch.

Once onboard, ten separate paramedic stations provide emergency care for the severely wounded. These stations are manned by trained paramedics, and provide the same level of care in the air as the wounded person might receive on the ground. Sixty passenger seats allow the C-790 to transport ten paramedics and almost two platoons' worth of lightly-injured troops. The wide-bodied aircraft provides a surprisingly smooth flight, keeping stress levels low and allowing both passengers and patients to rest.

Although it was designed for the AFFS, the C-790 has sold extremely well to civilian markets. With a ticket price of just over one million C-bills, the aircraft is inexpensive enough to be sold to hospitals, municipalities, and even large corporations. With its STOL ability, the Protector (as the civilian version is called) is popular with both search and rescue units as well as disaster relief.

A number of Protectors were captured by the Capellans during the Fourth Succession War. In 3031 Ceres Metals released a copy, dubbed the Chariot. It differs from the Protector in that it replaces the paramedic bays with a single-theater MASH module. While the Chariot carries a ton less armor protection, it provides a higher level of care for its patients. Wangker AeroSpace had lodged a complaint with the Star League for license evasion, but the fall of that body ended the adjudication there.

Other realms have craft modeled after the Protector as well. The Lyran Alliance maintains a large number of Wangker airframes purchased during the Federated Commonwealth years, but most of these have been converted to simple cargo craft or VIP transports. The Free Worlds and the Draconis Combine each have homegrown designs that match the C-790's performance profile.

Type: **Protector**

Technology Base: Inner Sphere

Movement Type: Fixed Wing (Medium)

Equipment Rating: C/X-D-C

Mass: 90 tons

Equipment		Mass
Chassis:		16
Engine/Controls:	ICE	52.5
Safe Thrust:	5	
Max Thrust:	8	
Structural Integrity:	5	
Heat Sinks:	0	0
Fuel:	460	11.5
Armor Factor (BAR 6):	62	3
	<i>Armor Value</i>	
Nose	20	
Wings	15/15	
Aft	12	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
None	—	—	—	—	—	—	—

**Crew:** 2 (2 enlisted/non-rated)

**Cargo:**

None 2 Doors (LW, Aft)

**Notes:** Features STOL Chassis Modification, 10 paramedic equipment (2.5 tons), 60 passenger seats (4.5 tons).

# C-790 PROTECTOR HIGH-SPEED MEDEVAC





# POWERSAT

In an age of compact fusion power, the PowerSat would appear to be a completely redundant concept. However, the policies of the First Star League (not to mention the devastation of the Succession Wars that followed) have prompted many worlds to resurrect the idea in the modern age.

Following the defeat of the Periphery powers by the newly formed Star League at the end of the twenty-sixth century the victorious Inner Sphere actively pursued a policy of making the conquered territories dependent on the League for vital technologies, such as water purification and power generation. Vital components would be produced only at select locations—often within the Terran Hegemony itself.

In many respects the League planners succeeded beyond their wildest dreams. When the Star League collapsed, the Periphery worlds were suddenly without access to spare parts that were desperately needed to keep their societies functioning. Though spared the destruction visited upon the worlds that hosted those vital manufacturing plants and stockpiles of components, the Periphery was nonetheless hit badly. Whole worlds became uninhabitable as the large commercial fusion power stations upon which environmental management systems depended began to fail. On Pinard the slide into a pre-industrial society was halted by the ingenuity of Taurian engineers. Their solution was archaic—even crude—and raised serious safety concerns among the public. But it worked. The idea dated back to the brief pre-fusion era of twenty-first century Terra. Solar power was a clean and almost limitless form of energy, but attempts to build ground-based “solar farms” the previous century had proven disappointing. The solar arrays only worked during the day, and even then varied in efficiency with local weather conditions. Putting the solar arrays in orbit solved these issues, but introduced another: how to transmit the collected power. The solution to that was to convert the energy collected by the array into a beam of microwaves aimed at a ground station. These microwaves would be unaffected by weather conditions, while the right orbit (usually a geosynchronous one) would ensure the satellites were always in position to receive solar power. The drawback of such systems was primarily economic, in that by the time the Terran technology was able to construct a mammoth satellite capable of powering a city, the Fusion Age had dawned and fusion engines were substantially less expensive than an equivalent solar power satellite.

The Taurians’ reintroduced solar satellites suffered from similar problems, but this time there was no near-lostech fusion alternative waiting in the wings to replace it. Their perseverance ultimately paid off, and they even deployed small solar satellites like the PowerSat for small colonies in desperate need of power (and communications) due to the ravages of the Succession Wars. However, the Inner Sphere powers remained slow to introduce their own PowerSats, preoccupied as they were with the First Succession War and looting the equipment they needed from a growing number of dead worlds. Only after the continuing destruction of the Second Succession War did the Great Houses look into solar satellite technology. The Capellan Confederation even came to accept the inherent risks posed by high-density microwave power transmission into population centers. The other states chose to limit deployment of such high-density technology to remote industrial use only.

Type: **PowerSat**

Technology Base: Inner Sphere (Advanced)

Movement Type: Satellite (Medium)

Equipment Rating: C/X-D-D

Mass: 45 tons

<b>Equipment</b>		<b>Mass</b>
Chassis:		6.5
Engine/Controls:	Electric (Solar)	22.5
	Station-Keeping Thrust: 0.1G (0.2 Thrust)	
Structural Integrity:	1	
Heat Sinks:	0	0
Armor Factor (BAR 3):	20	.5
	<i>Armor Value</i>	
	Nose	5
	R/L Side	5/5
	Aft	5

<b>Weapons and Ammo</b>	<b>Location</b>	<b>Tonnage</b>	<b>Heat</b>	<b>SRV</b>	<b>MRV</b>	<b>LRV</b>	<b>ERV</b>
None	—	—	—	—	—	—	—

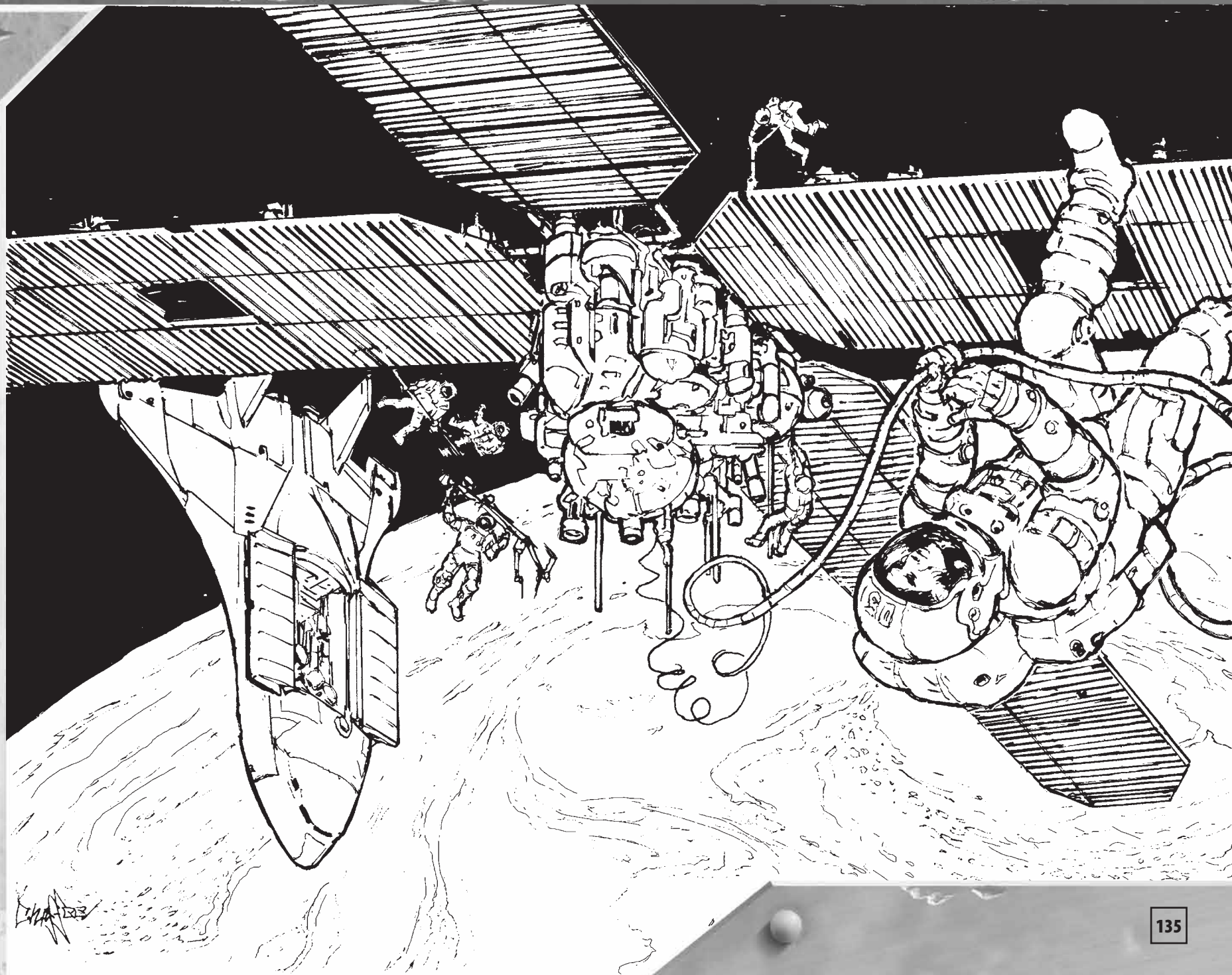
**Crew:** None

**Cargo:**

.5 tons standard

**Notes:** Features low-density PCMT equipment (14 tons), communications equipment (1 ton).

# POWERSAT





# LUFTENBURG SUPERCARRIER

Ever since the ascent of modern space travel and the supremacy of BattleMechs, aerospace fighters and DropShips in the strategic game of interplanetary warfare, the role of wet naval forces has become little more than a sidebar in the annals of military history. But even though the primacy of bluewater forces has waned over the centuries, the persistence of small time seafaring pirates, the occasional use of off-shore and underwater bases, and even the occasional strategic need—not to mention surprise value—of large, mobile, and relatively inconspicuous support units has kept the mighty seagoing capital ship in play even today across the Inner Sphere. Built to make the most of their strategic niche, these vessels often center on aerospace and artillery support, with carriers often dominating the largest of modern naval formations.

Of these potent, yet often overlooked, ships, by far one of the largest carriers known to exist today is the Luftenburg-class, the 100,000-ton floating city built in 2741 by Tatyana Trans-Oceanic Shipyards of Tharkad.

Designed to handle as many as 140 airborne vehicles—including 100 aerospace or conventional fighters, 20 VTOLs, and 20 additional conventional fighters or medium support aircraft—the TNS Luftenburg (and her sister ships) sails under the power of a massive hydrogen fuel cell engine, and boasts an armored hide strong enough to weather almost any attack for minutes on end. Luftenburgs bristle with missile and torpedo launchers for anti-fighter and –submarine defense, backed up by an assortment of lasers in the event any attacker comes within “knife-fighting” range. A pair of Long Tom artillery weapons in the bow even allow Luftenburgs to provide minimal fire support for ground forces.

Operating this vessel, and maintaining security and technical support for both the ship and her cargo of fighters and vehicles, takes a crew complement of almost a thousand sailors, fighter pilots, technicians, and five platoons marines—almost half of which are billeted in the guest quarters, leaving only forty VIP berths. This necessitates substantial personnel support facilities including surgical theaters that can handle up to 22 beds at once, and thousands of tons of consumables for the air wing. A thousand tons of potable water supplies the crew on worlds with polluted/toxic water, and elaborate firefighting systems that feature a dozen high-powered sprayer arrays that dispense various extinguishing agents, the most plentiful being seawater (often enhanced with foam).

The thirteen Luftenburg-class vessels built on Tharkad (and on-site for a dozen other Lyran worlds between 2741 and 2806) represent some of the Inner Sphere’s largest supercarriers in active service today. Their usage declined in the Succession Wars as the means to maintain them grew more and more limited, ultimately leading to the mothballing of the last vessel, the Donegal navy’s DNS Steadfast, in 2920. In 3055, however, the Tharkan navy’s TNS Gerthr became the first Luftenburg to sail again after a lengthy refit made possible by recovered technologies.

While the Luftenburgs may count as the largest of their kind, many aircraft carriers still sail blue-green waters across the Inner Sphere. Lighter and more distinctive examples include the submersible, 30,000-ton Argo-class seen in the Free Worlds League or its Combine-made equivalent, the 26,000-ton Lysander-class, and the 15,000-ton Lucius Zhao-class escort carrier employed by Capellan militia forces even today.

## Type: Luftenburg

Technology Base: Inner Sphere (Advanced)  
 Movement Type: Naval (Large, Template E)  
 Equipment Rating: E/C-F-F  
 Mass: 100,000 tons

Equipment		Mass
Chassis:		21,675
Engine/Controls:	Electric (Fuel Cell)	10,530
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	90	90
Power Amplifiers:		5.5
Fuel:	9,497 km	15,001
Turret:		0
Armor Factor (BAR 10):	5,089	285
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	80	850
Front R/L Side	80	850/850
Rear R/L Side	80	850/850
Rear	80	839

Weapons and Ammo	Location	Mass
6 Large Lasers	Forward	30
2 Long Tom Artillery	Forward	60
2 LRM 20, 3 LRT 10	Forward	35
Ammo (Long Tom) 100	Body	20
Ammo (LRM) 60	Body	10
Ammo (LRT) 120	Body	10
2 Medium Lasers	FR/FL	4
LRM 20, LRT 10	FR/FL	30
Ammo (LRM) 60	Body	10
Ammo (LRT) 96	Body	8
Medium Laser	AR/AL	2
LRM 20, LRT 10	AR/AL	30
Ammo (LRM) 60	Body	10
Ammo (LRT) 96	Body	8
3 Large Lasers	Aft	15
2 LRM 20, 2 LRT 10	Aft	30
Ammo (LRM) 60	Body	10
Ammo (LRT) 96	Body	8
Advanced Fire Control	Body	24

**Crew:** 322 (46 officers, 228 enlisted/non-rated, 48 gunners)

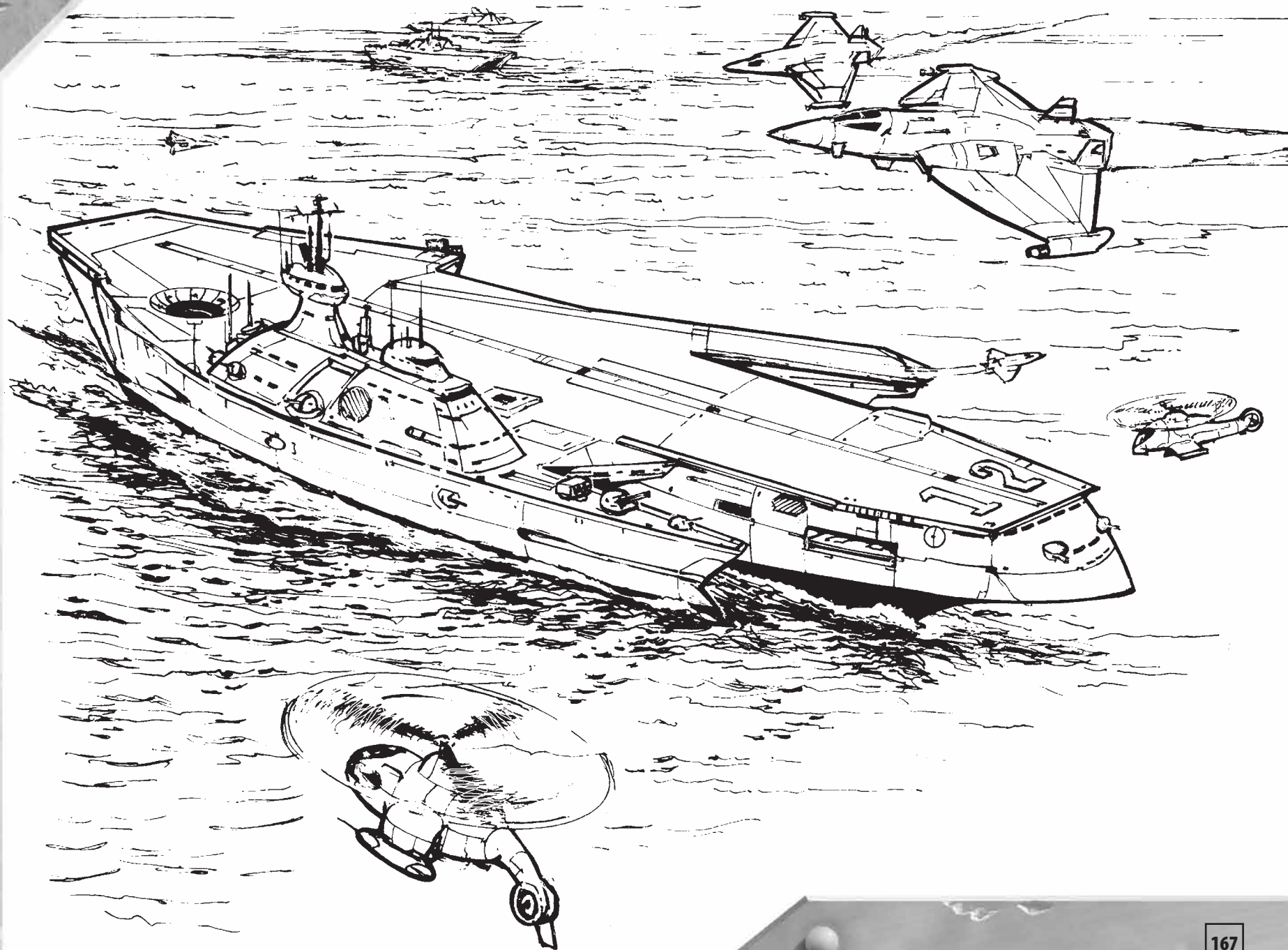
## Cargo:

100 Fighter Bays (15,000 tons)	4 Doors (FR/FL/AR/AL)
20 Heavy Vehicle Bays (2,000 tons)	2 Doors (Aft)
20 Light Vehicle Bays (1,000 tons)	1 Door (Aft)
10,005 tons insulated (11,500 tons)	
1,000.5 tons insulated (1,150 tons)	
8,121.82 tons standard	2 Doors (FR/FL)

**Notes:** Features Armored Chassis Modification, 3 Flight Decks (7,500 tons, T1-T9), 2 MASH equipment (11 theaters, 27 tons), 360 first-class quarters (3,600 tons), 280 second-class quarters (1,960 tons), CASE (4.5 tons), 7 field kitchens (21 tons), 4 lift hoists (12 tons, 2 Forward/AR/AL), minesweeper (3 tons, Forward), communication equipment (14 tons), 140 maritime lifeboats (140 tons), 12 mounted searchlights (6 tons, 4 Forward/FR/FL/AR/AL/4 Aft), 12 Sprayers (.18 tons, 4 Forward/FR/FL/AR/AL/4 Aft). Features the following Design Quirks: Improved Targeting (Long), Obsolete (2806-3055).



# LUFTENBURG SUPERCARRIER



# MORAY TRANSFER MONORAIL

One of the many religious communities settled on the Free Rasalhague Republic world of Tukayyid is hidden from the eyes of the rest of the planet's inhabitants. Triton hides beneath the waves of the Crucible Sea, allowing its inhabitants a reclusive and peaceful oasis in which to live, pray, and worship as they please. Their only link with the outside world is a single monorail line cut to a coastal city, and only a single train travels along that line: the Moray.

The Moray is a mid-sized monorail train. The fusion-powered locomotive was chosen for its resilience after repeated failures of energized tracks. The corrosive and turbulent Tukayyid seawater repeatedly defeated any insulation the Tritons could invent, and so they settled for a self-contained unit to draw their train. The Moray locomotive is swift and powerful. The angled hull slides through the water with little resistance, and a sheath of armor protects the vehicle from the seawater and the deep-sea pressures.

Although minimally crewed, the Moray is capable of long-term operations. Storms and other aquatic issues have often forced the Moray to hold on the track until the weather passes. For this purpose crew quarters and facilities, including food preparation and medical berths, were included in the locomotive. Sealed compartments provide access to the linked railcars, allowing the facilities of the locomotive to service those passengers as well. In case of disaster, two maritime escape pods are mounted along the flanks of the vehicle.

The passenger cars of the Moray are simple overnight cars, with four four-person compartments. Each compartment has a viewport, allowing the passengers to enjoy the sea life during their passage. In addition to those mounted on the locomotive, each passenger car also carries an escape pod.

Depending on need, there are two types of cargo railcars designed for use with the Moray. A simple bulk-goods car can transport just over ninety tons of equipment, while an insulated car for perishables or fragile items fits just under eighty tons of cargo. These cars are primarily used to transport foodstuffs, although the cargo cars have been known to transport machinery and light equipment. On the outbound trip, the Moray is usually stuffed with seafood and other goods from the sea. Triton is Tukayyid's prime supplier of luxury fish and exotic deep sea products.

During the latter part of the Draconis Combine's "occupation" of the Rasalhague worlds, an attempt was made to militarize the Moray, but the inhabitants of Triton rejected such weapons on a philosophical basis. When the local DCMS commander ignored their philosophies, they resorted to sabotage. The single laser-equipped locomotive was lost when all of its hatches opened while it was in the deepest trench of the Crucible Sea. The fact that the DCMS officer was aboard the train when it was lost was not coincidental.

Few other worlds in the Inner Sphere bother with undersea trains, content instead to use cargo submarines and tunnels. The undersea population of Blue Hole maintains a few light monorails, but their capacity is so light that they're more curiosities than actual cargo vehicles.

Type: **Moray Tractor**  
 Technology Base: Inner Sphere (Advanced)  
 Movement Type: Rail (Medium)  
 Equipment Rating: D/C-E-D  
 Mass: 300 tons

Equipment	Mass	
Chassis:		144
Engine/Controls:	Fusion	48
Cruise MP:	8	
Flank MP:	12	
Heat Sinks:	0	0
Fuel:		0
Turret:		0
Armor Factor (BAR 5):	31	1
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	30	10
R/L Side	30	7/7
Rear	30	7

Weapons and Ammo	Location	Mass
None	—	—

**Crew:** 6 (1 officer, 5 enlisted/non-rated)

**Cargo:**  
 47 tons standard                      2 Doors (Right/Left)

**Notes:** Features Environmental Sealing and Tractor Chassis Modifications, 6 second-class quarters (42 tons), 2 maritime escape pods (14 tons), field kitchen (3 tons), mounted searchlight (.5 tons, Front), 2 paramedic equipment (.5 tons).

Type: **Moray Railcar**  
 Technology Base: Inner Sphere (Advanced)  
 Movement Type: Rail (Medium, Trailer)  
 Equipment Rating: D/C-D-C  
 Mass: 150 tons

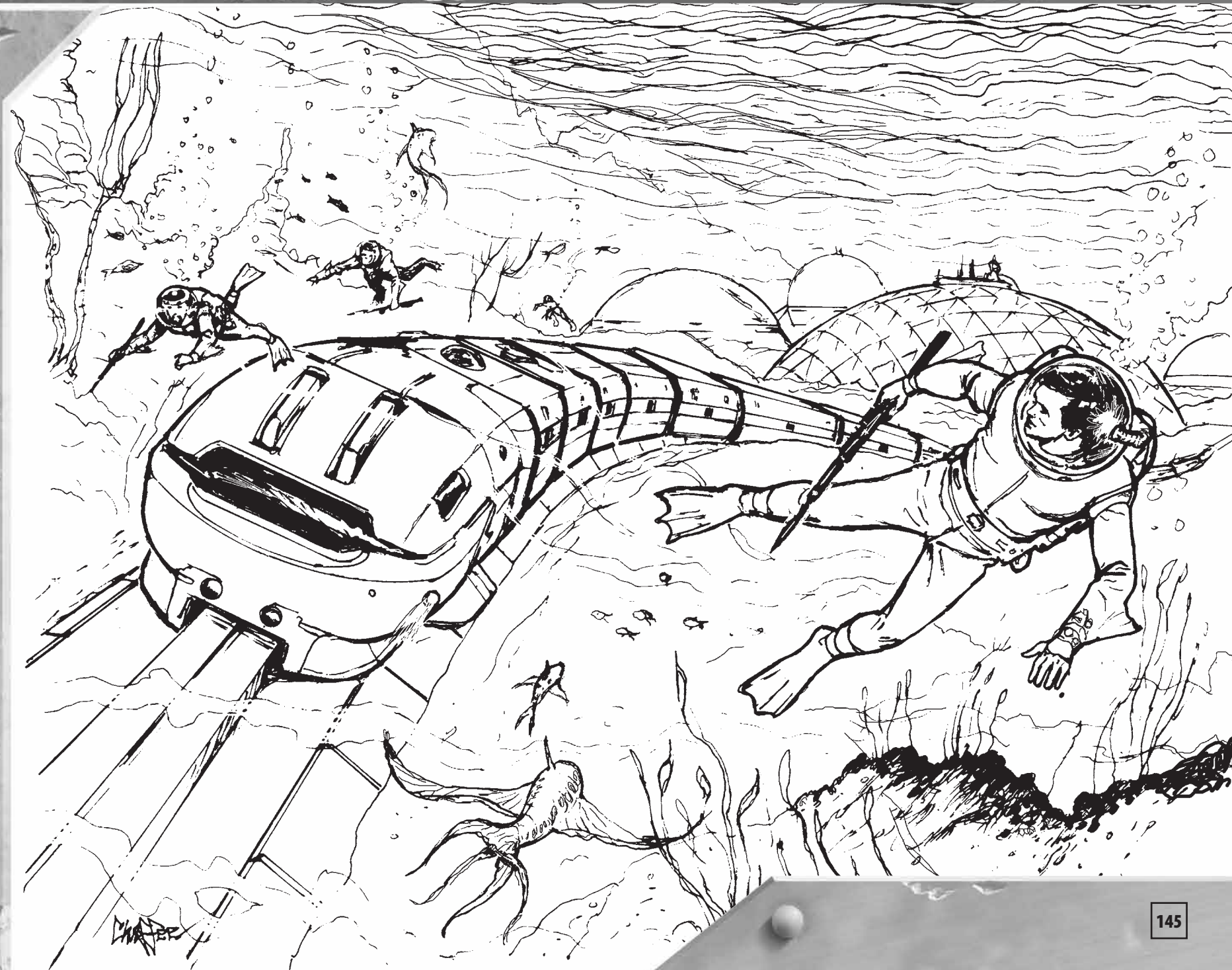
Equipment	Mass	
Chassis:		58
Engine/Controls:		0
Cruise MP:	N/A	
Flank MP:	N/A	
Heat Sinks:	0	0
Fuel:		0
Turret:		0
Armor Factor (BAR 5):	31	1
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	15	8
R/L Side	15	8/8
Rear	15	7

Weapons and Ammo	Location	Mass
None	—	—

**Crew:** None  
**Cargo:**  
 4 tons standard

**Notes:** Features Environmental Sealing, Tractor and Trailer Chassis Modifications, 16 steerage quarters (80 tons), maritime escape pod (7 tons).

# MORAY TRANSFER MONORAIL





# BALEENA PASSENGER SUBMARINE

Not uncommon among the civilized worlds across the Inner Sphere, underwater cities have always maintained a mystique to the average citizen. Expensive to maintain due to the high amount of technology required to maintain the underwater domes and filtration equipment, it is rare in the thirty-first century to see the construction of a new subsurface city. Before war wracked the universe, however, the Star League built several underwater facilities that grew into a sprawling collection of domes and connecting tubes. The most famous is the city of Fiji under the Pacific Ocean, located near the underwater remains of the former Fiji Islands. Made popular in the cult-classic "Dead Awakened" from 2203—a bad murder-mystery that has undergone over one hundred "revisions" over the ensuing centuries—the underwater metroplex still retains much of the pristine landscaping and buildings featured in the movie.

While subsurface environments have many practical uses, one of the chief obstacles is transporting people and goods to and from such sites to surface ports. Recognizing the importance of such a specialized transportation need, Bluefin Technologies developed a cheap submersible frame that could be utilized in a variety of configurations. While the more popular models were passenger-oriented, the plastic polymer sheeting could also be pre-formed to create modular cargo storage to transport heavier goods such as building supplies, large cargo containers, and even small vehicles. The company did so well, in fact, that when Bluefin went public on the Donegal Exchange in 2540, the initial stock doubled in value eighty times over.

Infused with a large amount of stockholder capital, Bluefin began to design and produce larger submarine vessels capable of transporting heavy industrial equipment, large amounts of people, and immense cargo loads. The Baleena-class introduced a dedicated vehicle bay that could support either dry or wet equipment. Several Baleenas in use on Tharkad, for example, retain a smaller luxury sub or surface schooner that can be used to supplement the popular ice cap cruises—for an extra fee, of course. Others use the vehicle bay for additional container space.

Efficient airlock systems allow the Baleena to effect cargo transfers to other deeper-running cargo subs (such as the Rimrunner class that services the mines in the Marianas Trench on Terra) while underwater. Top-loading cargo doors allow the Baleena to easily load and unload straight from a seaside DropPort as well, if the dock site is equipped with the proper cargo loading equipment.

Though primarily a standard cargo and passenger ferry, some Baleenas have been purchased by corporate concerns in the Free Worlds League and Lyran Alliance to be used for more luxurious uses. Reconfigured on the inside, these underwater liners circumnavigate several worlds in million-bill cruises. Rumor has it that Prefect Thames Fogerty on Tchamba actually owns a custom-built Baleena for family excursions, no doubt to the consternation of his taxpayers.

Type: **Baleena**  
 Technology Base: Inner Sphere  
 Movement Type: Naval (Medium)  
 Equipment Rating: C/C-E-D  
 Mass: 200 tons

Equipment		Mass
Chassis:		62.5
Engine/Controls:	Fusion	27.5
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	0	0
Fuel:		0
Turret:		0
Armor Factor (BAR 2):	70	1.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	20	22
R/L Side	20	16/16
Rear	20	16

Weapons and Ammo	Location	Mass
None	—	—

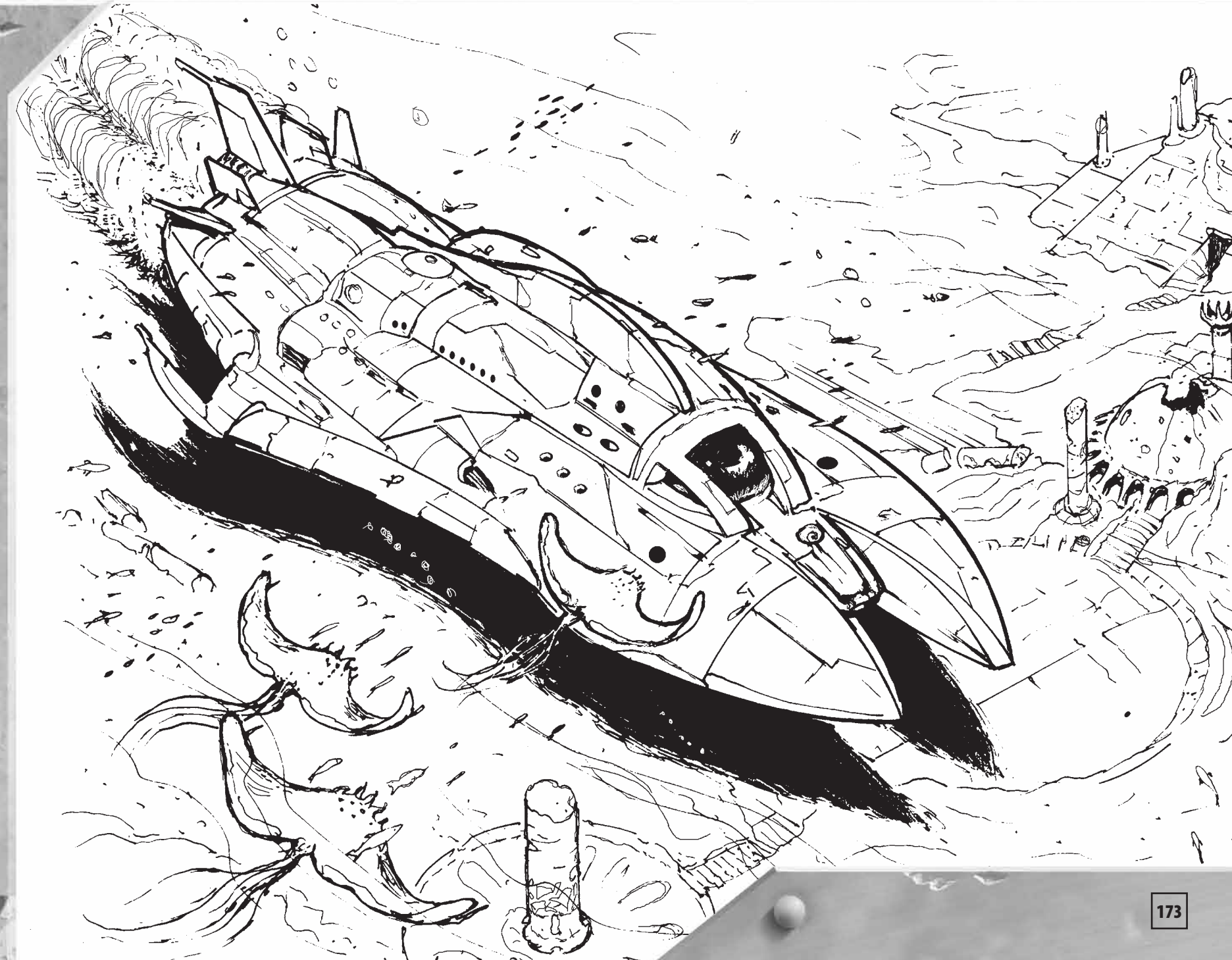
**Crew:** 5 (1 officer, 4 enlisted/non-rated)

**Cargo:**

Light Vehicle Bay (50 tons)	1 Door (Front)
4 Containers (40 tons)	2 Doors (Right/Left)
3 tons standard	1 Door (Rear)

**Notes:** Features Submersible Chassis Modification, 2 steering quarters (10 tons), 3 maritime lifeboats (3 tons), 2 mounted searchlights (1 ton, Front), 20 passenger seats (1.5 tons).

# **BALEENA PASSENGER SUBMARINE**





# SMOOTHDAVID II PA(L) / SMOOTHGOLIATH II PA(L)

In the early 3050s, jealous police forces everywhere focused on the increasing number of infantry units getting equipped with modern battle armor. Those suits offered the kind of protection and increased strength response teams and riot detachments had always dreamed of. Alas, those metal wonders still stayed far out of reach—too costly, too rare and thus supplied only to the armies of the Successor States. With new models appearing and battle armor seeing more widespread use about a decade later, the availability issue somewhat faded, and several prestigious security organizations immediately began to evaluate possible investments.

However, field tests quickly uncovered major problems that rendered battle armor nearly useless in everyday police duties. Basically, they were too heavy and ungainly, and often overarmed. Police officers found themselves trapped in stairways, stuck in doorframes and generally complained about hindered fields of vision. Hand-to-hand combat usually ended with a suspect pulped instead of knocked out or, on rare occasions, the armored officer lying on his back, playing turtle. The mounted standard weapons proved too powerful as well, while using conventional handguns somewhat missed the point—especially on those suits without precise hand-actuators. In short, besides prestige, there was no apparent reason for police forces to use battle armor. Only Lohengrin filed a rather large letter of demand for “anti-terrorist crowd control” purposes. It was promptly and unanimously rejected by the Estates General on the grounds of Lohengrin’s controversial past in exactly such activities.

Relief arrived in autumn of 3064 in the form of TharHes Industries, which finally heeded the call and bridged the gap between robotic industrial exoskeletons and their flexible battlefield brethren. Drawing heavily from prototype techniques field-tested on Solaris VII, the Smoothdavid proved to be an instant success—despite a designation that hopefully cost the responsible PR office their jobs.

What made the Smoothdavid such a hit with governmental customers was its open construction. A lightweight frame comes with so-called “Snap-On” hardpoints on all the right spots. Additional gear and gadgets like armor vests, manipulator gloves or filtering breathers are thus easily attachable in the nick of time. (TharHes initially delivered a fully equipped version called the Smoothgoliath, as well). And the thing looks good too, making it a favorite in junior high schoolyards and recruitment holovids.

Now that the ice was broken—technologically—several other suppliers started to show up over the following years with similar products. Some were cheap copies, but some rivaled the original in quality and performance. TharHes itself landed a product-placement deal par excellence when they were allowed to outfit the 3067 Whitting Conference guards with Smoothdavids. Doing a splendid job of keeping the assembly of Lords and Ladies safe from protesters and assassins, they still ultimately failed as the unimaginable happened. A few kilos of armor simply do not protect from orbital strikes.

**Type:** Smoothdavid II / Smoothgoliath II

**Manufacturer:** TharHes Industries

**Primary Factory:** Tharkad

**Equipment Rating:** E/X-X-E

**Tech Base:** Inner Sphere

**Chassis Type:** Humanoid

**Weight Class:** PA(L)

**Maximum Weight:** 400 kg

**Swarm/Leg Attack/Mechanized/AP:** Yes/Yes/Yes/Yes

**Notes:** None.

Equipment	Slots	Mass
Chassis:		80 kg
Motive System:		
Ground MP:	3	50 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	Armored Glove	0 kg
Left Arm:	Armored Glove	0 kg
Armor (Smoothdavid II):	Standard	50 kg
Armor Value:	1 + 1 (Trooper)	
Armor (Smoothgoliath II):	Standard	100 kg
Armor Value:	2 + 1 (Trooper)	

Weapons and Equipment Location	Capacity	Slots	Mass
<i>Smoothdavid II</i>			
Anti-Personnel Weapon Mount	RA	1	5 kg
Anti-Personnel Weapon Mount	LA	1	5 kg
Searchlight	Body	1	5 kg
Mission Equipment	Body	1	205 kg

<i>Smoothgoliath II</i>			
Cutting Torch	RA	1	5 kg
Heat Sensor	LA	1	20 kg
Searchlight	Body	1	5 kg
Mission Equipment	Body	1	140 kg

# SMOOTHDAVID II PA(L) / SMOOTHGOLIATH II PA(L)





# ED-X4 CROSSCUT LOGGERMECH

**Mass:** 30 tons

**Chassis:** Eden Quad Multi-Flex

**Power Plant:** GM 60 Turbine (typical)

**Cruising Speed:** 32 kph

**Maximum Speed:** 54 kph

**Jump Jets:** None

**Jump Capacity:** None

**Armor:** Durallex Industrial Light (typical)

**Equipment:**

1 Chainsaw (various manufacturers)

1 Bluth Kargo Klamp Lift Hoist (typical)

**Manufacturer:** Numerous

**Primary Factory:** Various (Terra, Kathil, New Avalon, Skye, and so on)

**Communications System:** Doering Hi-Def Mk II (typical)

**Targeting and Tracking System:** None

## Overview

LoggerMechs like the *Crosscut* dominate commercial forestry in woodlands across the Inner Sphere, being one of the few vehicles capable of operating effectively in the combination of rugged terrain and the close confines of massive trees. Indeed, the use of crude forestry walkers predates modern 'Mechs by several centuries, with multi-legged versions having been in experimental use since the early twenty-first century.

## Capabilities

Designed to both fell trees and to transport them to a central point for processing, the *Crosscut* is a hybrid design built for small-scale independent operations rather than the lumber—farming concerns of some worlds that field dedicated felling and transportation vehicles. Initially designed by the Eden Corporation of Terra during the Star League, the *Crosscut* was licensed throughout the Inner Sphere and this prevalence allowed the design to survive Eden's demise in the Amaris Coup and the war that followed.

Though many BattleMech pilots deride IndustrialMechs and their operators, the *Crosscut* and its siblings require considerable pilot skill and those who master them have proven to be competent MechWarriors. Indeed, some regional training academies in the Free Worlds League use the *Crosscut* as a training and familiarization platform before graduating cadet-pilots to dedicated BattleMech trainers like the *Chameleon*.

Furthermore, some worlds have employed *Crosscuts* in a military role, either using their chainsaws as unwieldy weapons or jury-rigging weaponry to the arms and torso. Despite this, the slow and lumbering 'Mech is not well protected—its four tons of armor are a mid-grade industrial composite, designed to protect the chassis and drive train from the bumps and scrapes associated with logging rather than defending against hostile action.

## Deployment

At least two dozen factories across the Inner Sphere produce the *Crosscut* today, each following the original plans closely, though utilizing local components and adding unique (but often cosmetic) touches. The only significant modification to the Star League version is the replacement of the original fusion power plant (found on a few very old *Crosscuts* that have escaped military scavenger operations during the Succession Wars) with an IC engine. That the design has remained effective and popular despite this change is a testament to its design and versatility.

## Variants

The *Crosscut's* chainsaw-and-lift-hoist configuration has changed little over the years, being ideally suited to forestry operations. Occasionally two-saw variants have appeared, but for the most part these are custom orders for pilots or companies who favor the additional efficiency of two cutting blades. In addition to forestry work, some *Crosscut* variants have been used as part of demolition teams, usually trading the lift hoist and some armor in favor of twin dual saws that can cut through ferrocrete and girders as easily as the standard *Crosscut* fells trees.

Type: **Crosscut**

Technology Base: Inner Sphere

Tonnage: 30

Equipment Rating: D/X-D-D

## Equipment

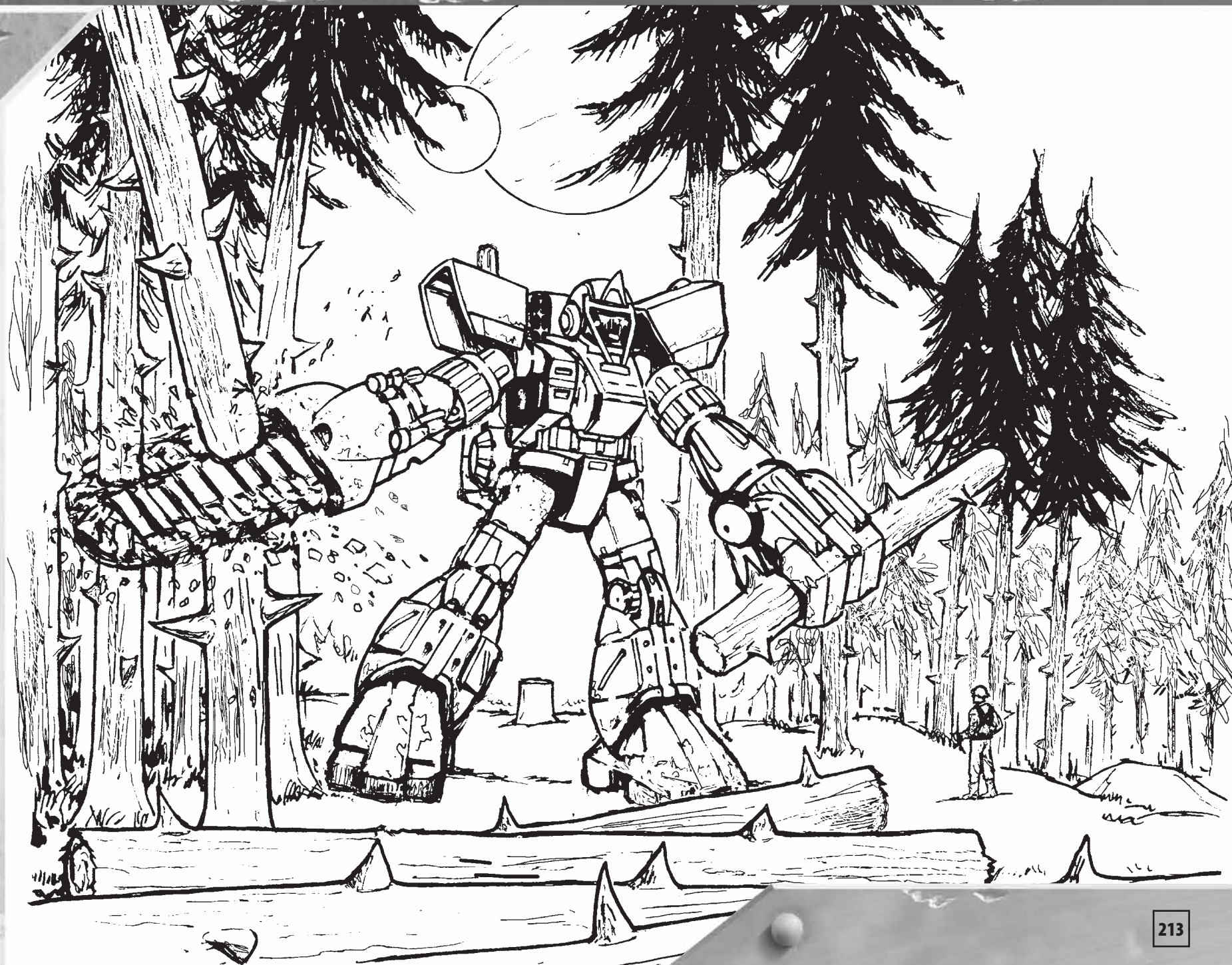
		Mass
Internal Structure:	IndustrialMech	6
Engine:	90 ICE	6
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	0	0
Gyro:		1
Cockpit (Industrial):		3
Armor Factor (Industrial):	42	4
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	4
Center Torso	10	5
Center Torso (rear)		3
R/L Torso	7	5
R/L Torso (rear)		3
R/L Arm	5	3
R/L Leg	7	4

## Weapons and Ammo Location Critical Tonnage

Weapons and Ammo	Location	Critical	Tonnage
Chainsaw	RA	5	5
Lift Hoist	RT (R)	3	3
Cargo Bay	CT	2	2

**Notes:** Features the following Design Quirks: Easy to Maintain, Hard to Pilot.

# ED-X4 CROSSCUT LOGGERMECH



# ARMED AND DANGEROUS

*[As I sit down to review this epilogue I cannot shake the feeling that future generations will view the 31st century for what it was: the nadir of humanity. Yes, the fall of the original Star League confronted the Inner Sphere with total war, but so did the Jihad. Yes, the early Succession Wars witnessed mass invasions and displacement, but so did the scourge of the Clans' appearance. And it has all just happened within the last 40 years. Let us have hope that Stone has the vision to lead us into more lasting, peaceful times. This final section deals with the inevitability and reality of war. -JR]*

## **Of War and Peace**

As previously discussed in this collected document, the Jihad had a huge impact on civilian machinery production. Various military upgrades or refits go hand in hand with accelerated industrial development and output in times of war: IndustrialMechs have featured ad hoc armed conversions since the early days of BattleMech warfare. Exoskeletons are in their construction essentially already battle armor. Modern tanks are derived directly from units that are now considered armed support vehicles. History has repeated itself, and the following passages feature designs that were of recent relevance or timeless quality.

An interesting trend of the late Jihad was the Inner Sphere-wide RetroTech movement which saw exhausted manufacturers and new start ups return to the roots of BattleMech manufacture, producing low-tech solutions that were outdated 500 years ago. This was in direct competition to armed IndustrialMechs and as the conflict neared its end, the Coalition members who would go on to shape the Republic of the Sphere were deeply concerned by both trends. The RetroTech trend compensated for a loss of technology, ability and resources, but IndustrialMechs were found to be a viable alternative. This has interrupted the age-old status quo of armed IndustrialMechs not coming to fruition due to economic concerns: any investment in 'Mechs would either be directed into BattleMechs or diverted into conventional arms.

While generally discontinued in all realms this side of the Periphery States and the states of the former Free Worlds League, the RetroTech movement has thus unfortunately cast a different view on the IndustrialMech. Bristol Salvage Works' licensed *Dig Lord* and Curtiss Hydroponics' new armed ConstructionMech are two announced projects which herald a grey zone of warfare.

The recent transition of the *Sarissa*, a truly ancient and obsolete BattleMech, to a new life as a dangerous but fully-compliant Corporate SecurityMech showcases another incentive of transferring combat units to what is ostensibly the civilian sector. Legal regulations on construction are restrictive, but when met will open truly gigantic markets.

All these dynamics pose new challenges for the Republic of the Sphere to meet, in the pursuit of a new enlightened Inner Sphere.

*[An immediate recommendation filed with the Intelligence Secretariat is widely publicizing Achnernar's fate (covered on p. 198). That particular factory's story is laden with symbolism. The erstwhile IndustrialMech plant was destroyed only after making itself an active target by starting military production, a lesson that should serve as a warning to others. -JR]*



## The SecurityMech Treaties

—excerpt of “Universal Legal Documents and You, 3083 edition” (Atreus Press)

One of the few pieces of interstellar legislation to survive from the first Star League is the SecurityMech Treaty of 2613, which evolved from a loose set of classifications laid down by the 'Mech industry itself to limit the proliferation of armed IndustrialMechs. 'Mechs constructed according to the provisions of the SecurityMech Treaty are universally deemed to be suitable for use by police forces, without the usual stringent legal requirements on military equipment.

This treaty states that SecurityMechs must be built with an IndustrialMech chassis, and also limits their size to a maximum of 50 tons—though few civilian SecurityMechs exceed 30 tons. 10-15 ton 'Mechs are considered light SecurityMechs, 20-25 ton 'Mechs are considered medium, while 30-35 ton 'Mechs are considered the heavy class. Only Corporate SecurityMechs may be built at 40-50 tons in the equivalent of the assault-class.

Ranged weapons are typically limited to a maximum of 2 tons each, though other equipment can be carried as required. Some types of weapons and equipment have been specifically banned in addenda to the treaty over the years, due to common notions of humane weaponry. Energy-based flamers, for example, were unknown outside of the worst tyrannies or warzones. Vehicular flamers were somewhat more common due to the availability of non-lethal payloads.

Physical weapons have yet to appear on SecurityMechs for lack of need, as they are specialized anti-armor weapons, ill-suited for common SecurityMech duties. The ancient retractable blade sometimes turns up in “dual-use” SecurityMechs that see peacetime use as agricultural machines.

During the second Star League, addenda to the treaty formerly banned the use of A-pods in 3059, while both M-pods and rocket launchers were banned in 3064. Another addendum in 3067 actually added the still-experimental BattleMech Taser to the allowed weapons list, despite its tonnage. Given the rise in IndustrialMech production and usage, it was deemed a “safe” way for civilian forces to apprehend mis-users of such 'Mechs. The most recent addendum in 3082—under the aegis of the Republic of the Sphere—formally banned B-pods and Variable Speed Pulse Lasers.

To prevent undue risk to life and property, most SecurityMechs further dilute their armaments by using non-lethal ammunition; tear-gas and smoke rounds are common, along with the use of rubber bullets. Sprayers, vehicle flamers and fluid guns also come into their own, using a mixture of water or foam to subdue a violent crowd if necessary, as well as providing back-up fire-fighting capabilities.

A subset of the main treaty is the provision for Corporate SecurityMechs. Intended for deployment in forces defending industrial facilities critical to national defense, the Corporate class may be built as assault SecurityMechs. These abide the list of restricted weaponry noted above, but the weight limit on ranged weapons is increased to 9 tons. Corporate SecurityMechs also carry the full restricted legalities of the weaponry they carry, but industrial corporations may apply to utilize them in their security forces without having to fulfill further parameters usually involved in employing BattleMechs or mercenaries. Corporate Security units count the SDT-1A *Spindrift* and the impressive new MN2-A *Sarissa* amongst their number.

*[Alas, a questionable side effect of this Corporate SecurityMech clause is certain producers securing this label for products which would otherwise clearly be military MilitiaMechs. While the Sarissa's rebirth meant one less questionable RetroTech production line, Meridian Manufacturing's Arbiter has also been licensed as a Corporate SecurityMech while clearly intended for marketing to militias.*

*Of course, the SecurityMech Treaties were always something of a paper tiger. The state of a realm's armaments always depends on its ruler and the corresponding will to reinforce peace. And “peace” has always been a matter of interpretation. So the treaties join the ranks of history's normative regulations that have been subject to abuse leading up to wanton abandonment. The excerpt of a publication hailing from Atreus was deliberately chosen; the scramble to militarize civilian hardware, in complete disregard of all multilateral agreements, has become prevalent in the states of the former Free Worlds League more than anywhere else in the Inner Sphere.*

*Nevertheless, the SecurityMech Treaties represent a framework at least on the level of interstellar trade and a guideline for planetary best-practice that is generally followed in times of peace. —JR]*

# ARMED AND DANGEROUS

## SECURITYMECHS

Also commonly known as PoliceMechs or RiotMechs, these are IndustrialMechs built from the ground up as armed units for use by Police and Corporate security units.

**CTL-3R3 CattleMaster SecurityMech:** Rastaban created a SecurityMech version of the *CattleMaster* to help plug the gaps created by Word's occupation of Coventry's *Peacekeeper* lines. The CTL-3R3 mounts a fuel cell engine, and upgrades the armor to heavy industrial composite. The right arm machine guns are retained, but an LRM 5 is added to the right torso, while a medium laser is mounted on the left arm.

**PK-6 Peacekeeper SecurityMech:** The *Copper* is the standard by which all other SecurityMechs are measured, yet officially it is an offshoot of the *Peacekeeper* series, developed as a SecurityMech variant of the *Commando*. The *Peacekeeper* was introduced within a decade of the multilateral ratification of the first SecurityMech Treaty, and it pushed the boundaries of the new regulations. The fusion-powered design featured heavy armor, environmental sealing and weaponry that rivaled the *Commando*, only suffering a reduction in speed. Yet the market itself dictated that this "gold-standard" SecurityMech became a paper tiger, too powerful for genuine police work, but too weak for line duty. The downgraded "copper-standard" model has become the real flagship in the centuries since.

**PM-6 Peacemaker PoliceMech:** The *Peacemaker* PoliceMech is a recent revolutionary upgrade to the *Peacekeeper* series. IrTech decided to revisit the original fusion-powered *Peacekeeper* design, licensed from CMW as a for-sale companion to their own exclusive *Inquisitor* SecurityMech. Using the *Peacekeeper* as a basis for their new 'Mech was a calculated risk. As the 'Mech bears more than a passing resemblance to its forbears, the market acceptance of the *Peacemaker* was likely to be high, off-setting any problems with the association with CMW. This was an important factor, as the biggest gamble was using the still experimental BattleMech Taser, ratified under the 3067 addendum of the SecurityMech Treaty with IrTech lobbying. In production late that year, the largest concentration was soon found in Atreus' police force.

*[The Peacemaker marks a watershed in SecurityMech history. The ability to simply shut down an enemy BattleMech with which it could otherwise never compete will surely dictate design philosophy henceforth. Numerous other manufacturers across the Inner Sphere have taken a renewed interest in the BattleMech Taser, with respect to them fitting it to their own SecurityMechs, and we believe it will finally attain full production status later this year. Thankfully IrTech's Peacemaker lines survived the devastation of the Irian facility and continue to serve the Republic well. -JR]*

## MILITIA MECHS

Aside from notable exceptions such as the Periphery's *Quasit*, MilitiaMechs are a phenomenon of current times. These are essentially BattleMech-lites, in direct competition with RetroTech 'Mechs. Though cheaper and easier to build, they cannot stand up

to a true BattleMech for any length of time. In the Star League era, no contract would be awarded to mere armed civilian machines, while during the Succession Wars most IndustrialMech production ceased in favor of maintaining BattleMech lines.

This changed in the 31st century. The *Grommet* and the *Uni* were both IndustrialMechs rebuilt in their factories to specific contracts for planetary militias. Free to buy military material but lacking the funds of line units, they present a market first activated following the dissemination of the Helm Core in the mid-3030s. The War of 3039 saw things come to a head during the desperate defense of Donegal II. After Pike IV, this was the second battle of the war which featured a heavy deployment of armed IndustrialMechs. In a markedly different outcome the MilitiaMechs contributed to eventual success, where simple MOD refits had previously failed spectacularly.

The following is a brief line-up of the last few decades.

**LAW-QM-series Shugosha Q-Mech:** When Clan Smoke Jaguar attacked Luthien in January 3052, they faced the Otomo along the shores of Basin Lake, backed up by a very specialized type of MilitiaMech. Techs had prepared a large number of *Shugosha* LoaderMechs—LAW's fusion-powered *Patron* LoaderMech spin-off—by adding basic weaponry, remote operating systems and sometimes even booby traps. The finishing touches were the cosmetic modifications that made the little machines reminiscent of *Thunderbolts* and *Archers*. Despite lacking a proper FCS and armor, their psychological impact played a decisive role in the Otomo's victory. LAW was awarded a contract for a limited run for second-line service, though factory-built models lacked the cosmetic additions. The RAF Procurement Division has ordered evaluation units, now produced at Nykvarn, for tests with the *Celerity* inherited from the Com Guards. Drone networks may feature heavily in the future of the RAF, also allowing for conversion of some of the WoB's robotic units.

**JAW-67 Jabberwocky MilitiaMech:** With only its *Javelin* BattleMech line surviving relatively undamaged in the wake of the Taurian Concordat's devastating raid in 3076, Jalastar looked at all angles to help provide revenue to repair the heavy damage to its facilities, and to feed the Suns' voracious need for 'Mechs. Sold as both a factory built model or as a refit kit, the *Jabberwocky* MilitiaMech drops all of the JAW-66's equipment—barring the integral Industrial TSM, environmental sealing and searchlight—for basic weaponry and increased armor protection. While the *Jabberwocky* immediately turned anachronistic after the Jihad's end, we are aware of an ongoing appeal by Jalastar to have the JAW-67 reclassified as a Corporate SecurityMech.

**LM5/M Lumberjack MilitiaMech:** Following on from the success of the LM4/P *Lumberjack*, Rastaban produced a fully-fledged MilitiaMech based on the *Lumberjack's* frame. Dropping any pretense of being a WorkMech, the LM5/M mounts a fusion engine to free up more space. Its respectable laser and missile armament is linked to an advanced fire control system, while its heavy military grade armor keeps the unit well protected. Jump jets were added

to help improve maneuverability, although Rastaban skimped on upgrading the cooling systems. The *Lumberjack* MilitiaMech was discontinued following the end of the Jihad, allowing Rastaban to concentrate on its core WorkMech business.

**ATAE-70M Uni MilitiaMech:** By virtue of being one of the first heavily armed IndustrialMechs since the *Grommet*, the *Uni* defines current MilitiaMechs. It was commissioned by the Donegal March Militia in 3053 and quickly exported to others, particularly those in the Periphery March. Despite its unchanged armor and engine—which would usually mark it as a MOD—the environmental sealing, and heavy weaponry slaved to a combat-grade targeting system make this a benchmark unit. The *Uni's* basic design proved prophetic as its autocannons were able to adapt to advanced munitions introduced in the decades since its deployment, keeping it viable as a battlefield support unit.

**D90M Grommet MilitiaMech:** The local pride and stubbornness of the citizens on the sparsely populated, but extremely wealthy, agrarian world of Donegal II generated what would be a unique occurrence in the era of the Succession Wars. A complete lack of off-planet support caused local the local farmers who volunteered for the "militia" to commission the D90 *Grommet* MilitiaMech. It was an over-ambitious project which mounted large weapons next to industrial equipment which could be dismounted in times of conflict. While the end result was huge and clunky, it was of much higher quality than the usual field conversions of IndustrialMechs. Having to face two battalions of a non-existent command piloting non-existent 'Mechs, the *Ryoken-go* were in for a rude surprise during their failed assault of the planet in 3039. Although casualties were high, the survivors were living testaments to the success of the MilitiaMech concept.

**SC-V-M Scavenger MilitiaMech:** The *Scavenger* was the largest unit built by the Magistracy of Canopus during the Succession Wars. A MilitiaMech variant was inevitable, despite combining the speed of a heavy with the weaponry and armor of a light 'Mech. On a strategic level, the *Scavenger* was always much more important as a SalvageMech and thus the MilitiaMech remained rare.

## "MODS"

This most basic type of armed IndustrialMechs usually consists of ad hoc weapon refits. Modern targeting systems will add the suffix "MOD" to any identified IndustrialMech sporting weapons, turning the term into a common colloquialism for non-factory upgrades.

The use of MODs has been sporadic over the centuries. While the Succession Wars' technological decay transformed even IndustrialMechs into assets, they were also the first to go when BattleMech attrition required their dissection for spare parts. Indeed, the IndustrialMech's potential to be modified is a bigger military factor than the questionable outcomes seem to justify. Their impact is a strategic rather than tactical one.