



INTRODUCTION

Even from the clearest, most wholesome dreams, one must always wake up.

The ten years since Exarch Levin enacted Fortress Republic have been some of the most conflict-filled years since the Succession Wars. Without access to the leavening influence of Terra and the Republic government, the Inner Sphere's ancient powers have returned to conquest as their favored policy, as if the golden years of Devlin Stone's Republic had never been. Cut off from Terra, the former Prefectures I-IX have fragmented and been gobbled up by the surrounding states.

In preparation for the inevitable, SIS and RAF intelligence have been building dossiers on notable military figures, orders of battle for known and newly-organized military units and white papers on the probable intentions of the nearby politicians. In this collection of material, organized to identify and demonstrate the use of equipment and materiel in prominent campaigns heavy with the use of mercenaries, Republic officers will find a wealth of situational information.

Though the BattleMech has reigned supreme since its introduction more than 600 years ago, the last century has more than demonstrated the capabilities of other combat arms. The militaries of the Successor States took this lesson to heart shortly after the coming of the Clans, and the trend has only continued since the feverish rearmament of the 3130s and '40s. The haphazard conversion of IndustrialMechs into armed 'MechMODs has given way to reopened factories for full-up BattleMechs. New factories have brought to market new combat vehicles and aerospace fighters, and infantry weapons and battlesuits proliferate as ever.

Of course, the Successor States have been working in secret much longer than we have. And the Clans... who's to say the Clans ever really stopped? Certainly the Sea Foxes have always made their fortune from the sale of arms to all factions. With the recent frenzy to rearm, the Foxes are selling more than ever to more customers than ever.

Mercenaries have been a staple of the battlefield since long before the BattleMech, and the unrest and disquiet of the Blackout brought a resurgence in the mercenary trade that is both startling and disheartening. There is much to admire about the professional soldier—his courage, his determination, and his single-minded discipline to the mission and his word—but not all mercenaries are professional. Some, like the stereotype, are loyal not to their last coin but the highest coin.

As the lifeblood of a realm transfers from the hand of the citizen to the hand of the soldier-for-hire, it's important that the RAF be prepared to face the new equipment these mercenaries are likely to field. Some of it is being sold to them directly; some, they will no doubt claim in salvage or capture in battle; some they will steal, as the less-honorable of that sort always do.

The soldiers of the RAF must be ready.

The Republic demands no less.

—Paladin Janella Lakewood
12 October 3145

GAME NOTES

Technical Readout: 3145 (Mercenaries) covers a wide breadth of units and equipment. To understand how these various units plug into the core *BattleTech* rulebooks, it's useful to cover how the various rulebooks interact.

Standard Rules

The *Total Warfare (TW)* and *TechManual (TM)* rulebooks present the core game and construction rules for *BattleTech (BT)*, otherwise referred to as the standard rules. In addition, to reflect the advancement and proliferation of new technologies, several Advanced Rules items from *Tactical Operations* have been reclassified as Standard Rules items for games set in the Dark Age era.

Advanced Rules

Beyond the standard rules a legion of advanced rules exists, allowing players to expand their games in any direction they desire. In an effort to bring these rules to players in the most logical form possible, the advanced rules are contained in three “staging” core rulebooks, each one staging up and building off of the previous rules set.

Tactical Operations (TO) is the first in the “staging” advanced rulebooks. Its focus is on special situations and advanced terrain during game play, and applies directly to a game as it unfolds on a world in the *BattleTech* universe.

Strategic Operations (SO) is the second “staging” advanced rulebook. It stages a player up to the next logical area of play, focusing on “in a solar system” and multi-game play.

Interstellar Operations (IO) is the third and final “staging” advanced rulebook. Players are staged up to the final level of play, where they can assume the roles of a House lord or Clan Khan and dominate the galaxy.

HOW TO USE THIS TECHNICAL READOUT

Complete rules for using 'Mechs, vehicles, infantry, battle armor, fighters, and DropShips in *BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*; some equipment is detailed in *Tactical Operations*. The rules for using JumpShips and WarShips, as well as their construction rules, can be found in *Strategic Operations*.

The following three definitions are used to clarify the various types of equipment that appear in *Technical Readout: 3145 (Mercenaries)* and are presented in the standard and advanced rulebooks.

Standard: most of these work with *Total Warfare* rules only, but some Advanced rules items may be present, requiring *Tactical Operations* for full effect.

Advanced: Any equipment mass produced “in universe”; must have *Tactical Operations* and/or *Strategic Operations*, in addition to *Total Warfare*, to use.

Experimental Rules: Any equipment not mass produced “in universe” because it is prohibitively expensive, extraordinarily sophisticated, exceedingly difficult to maintain or simply deemed too unreliable or restrictive for widespread deployment; must have *Tactical Operations* and/or *Strategic Operations*, in addition to *Total Warfare*, to use.

Design Quirks

Every unit described in *Technical Readout: 3145 (Mercenaries)* may have one or more listed positive and/or negative Design Quirks (see p. 193, *SO* and p. 204, *TRO: Prototypes*). These quirks are included to give each design a unique flavor. Use of these quirks is optional and should be agreed upon by all players before play begins.

SPECTRE STEALTH BATTLE ARMOR

The Spectre battlesuit was developed and fielded by Protectorate Arms Conglomerate in remarkably fast time. Basing their product on plans for various other battlesuits allowed them to leapfrog many of the initial development obstacles. It has proliferated throughout the Periphery, reaching the Protectorate's Filtvelt allies and the Raven Alliance in large numbers. Mercenaries have spread the Spectre throughout the rest of the Periphery and Inner Sphere.

CAPABILITIES

The Spectre got its name from the excellent Calderon Shield stealth armor that protects it from enemy sensors, though the thin shell fares poorly under fire. The Spectre covers ground quickly, but its mechanical jump booster is not a true replacement for regular jump jets. Magnetic clamps adapted from the Fa Shih battlesuit allow the Spectre to be carried into battle, but while its armament gives it better combat ability than some early stealth suits, it cannot stand up to larger battle armor like the Elemental or Kanazuchi.

DEPLOYMENT

Convention holds large-scale engagements of the Spectre incredibly rare, though the Calderon Protectorate does not always subscribe to convention. When the Taurian-sponsored Clean Kill mercenaries landed covertly Diik in 3105, they evaded detection while carrying out raids for months. Captain Jere MalDonaldo of the Protectorate military built a regiment out of Spectre battlesuits available from the factory. Even though most of the troopers were inexperienced, once the mercenaries were discovered MalDonaldo chose not to fade into the shadows and wait for the Second Taurian Pride to arrive. Instead, he

deployed his troopers throughout the mercenary base. On his signal, they began an assault from cover, slaughtering the command staff and much of the support staff in the first fusillade. As the base defenses reacted, MalDonaldo was killed by a *Locust*, and the death of their charismatic leader broke the *ad hoc* regiment. Scores were killed by Clean Kill BattleMechs before the Taurian Pride arrived. The mercenaries were put to flight, but the Spectres were almost completely wiped out.

Many battlesuit mercenary units have formed and disappeared this century. The mercenary Magen David is one that has endured, primarily because it does not limit itself to any one type of battlesuit. Instead, they purchase across the market. Their Spectre Company led the reconnaissance of Second Try in advance of the Capellan incursion. Captain Xena Fonzarelli personally destroyed Messhorn's power plant by disabling the safety interlocks before shutting off the cooling water. The resulting reactor explosion caught her before she could escape. Elsewhere on Second Try, Lieutenant Andromache de Carbondale captured the planetary governor in a brilliant infiltration of the capitol, escaping the city with her prisoner before the reactor went critical.

Wolf's Dragoons' Gamma Regiment used their Spectre squad in textbook fashion as advance scouts on Mauckport in the recent Combine invasion of the Federated Suns. The planetary militia was so poorly equipped that the squad captured most of the infantry complement before the rest of Gamma arrived on-world. The conquest was quick once Gamma made planetfall, allowing the scouts to move ahead to Mansfield to gather intelligence for the next step of the invasion.

NOTABLE UNITS

Colonel Shmuel Israel Rabin: Colonel Rabin commands the mercenary Magen David. His Infiltrator Mk. II was damaged beyond repair in Capellan service during the invasion of the Republic. He is still getting used to his Spectre, but no one doubts this expert in stealth operations will be far behind the lines, reconnoitering enemy positions on the Magen David's next contract.

Colonial Marshal Lena Rae Jacobs: Marshal Jacobs is an ace MechWarrior, but she prefers to operate in her Spectre battlesuit. Criminal activity on Herotitus has dropped dramatically since she assumed command of the Marshals there. Her perpetual absence from her office irritates the political leadership, but she knows safeguarding an entire planet is not something to monitor through reports and status updates. Instead, she patrols the fringes of the cities with her junior Marshals to ensure none fall prey to lingering organized crime elements leftover since the world joined the Fronc Reaches.

SPECTRE STEALTH BATTLE ARMOR

Type: Spectre

Manufacturer: Protectorate Arms Conglomerate

Primary Factory: Diik

Equipment Rating: E/X-X-F

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Light

Maximum Weight: 750 kg

Battle Value:

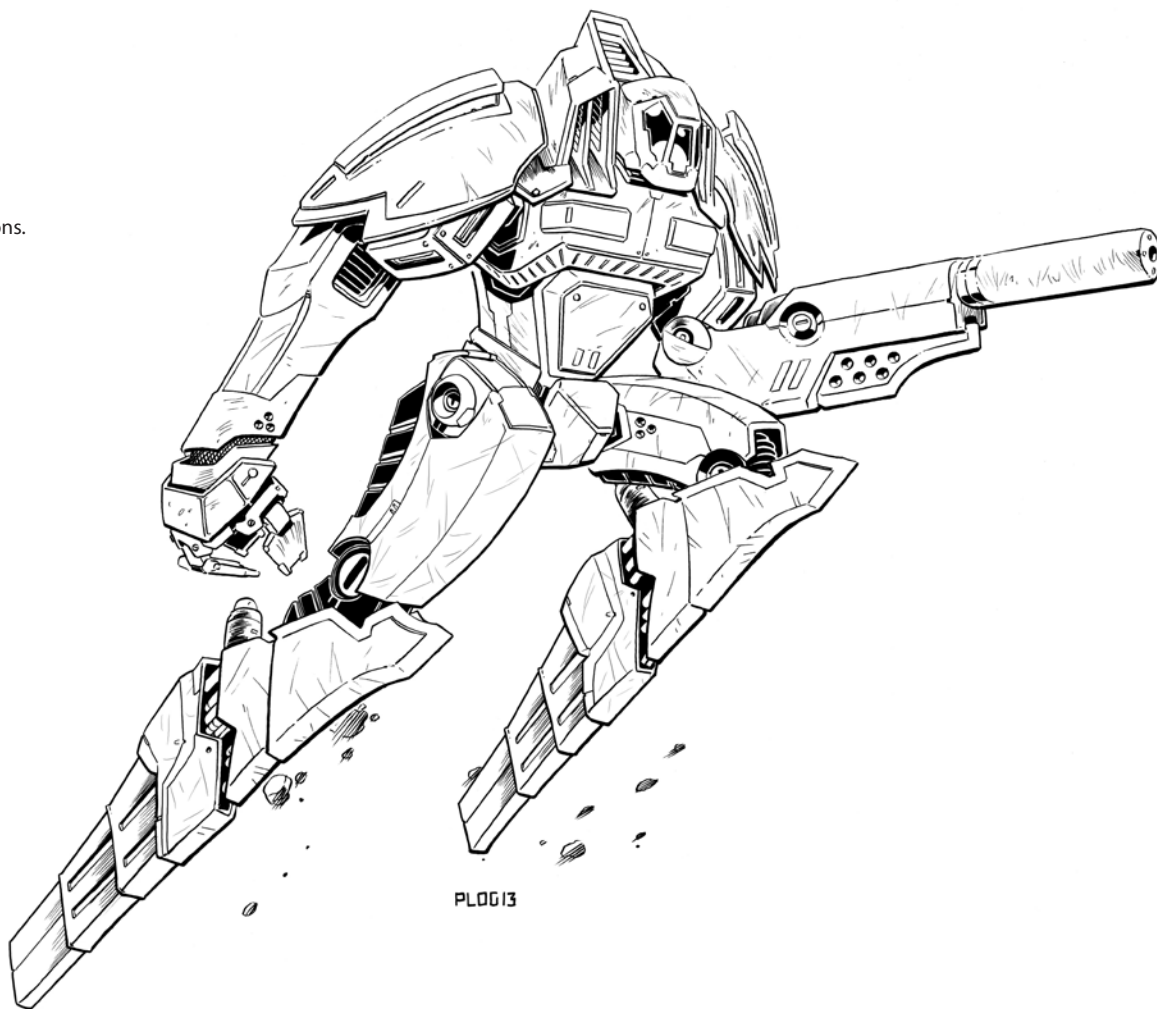
38

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No

Notes: Features the following Design Quirks: Improved Communications.

Equipment	Slots	Mass
Chassis:		100 kg
Motive System:		
Ground MP:	4	60 kg
Jump MP:	1	0 kg
Manipulators:		
Right Arm:	Battle Claw (Vibro)	50 kg
Left Arm:	None	0 kg
Armor:	Improved Stealth 5	360 kg
Armor Value:	6 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Tonnage
David Light Gauss Rifle (20)	LA	1	100 kg
Magnetic Clamps	Body	2	30 kg
Mechanical Jump Booster	—	—	50 kg



GOSSAMER VTOL

Mass: 25 tons

Movement Type: VTOL

Power Plant: Consolidated 135 Fusion

Cruising Speed: 118 kph

Maximum Speed: 183 kph

Armor: Compound FM3 Ferro-Fibrous

Armament:

3 Series 14a Medium Pulse Lasers

Manufacturer: United Outworlders Corporation

Primary Factories: Ramora

Communications System: Outworlds

Advanced 6ai

Targeting and Tracking System: Multi-platform T12d

The Gossamer was introduced in 3123 by the Raven Alliance as a light strike VTOL for use by freebirth and *solahma* warriors. It filled the role of fast response unit to pirate raids on the less-developed worlds of the Alliance that did not warrant a full garrison with DropShip support. The Raven merchant caste saw enough potential in the Gossamer to broker an export agreement with Clan Sea Fox, leaving the Alliance to produce the Gossamer and the Foxes to distribute it. It has proven a wildly successful export in use throughout the Inner Sphere.

CAPABILITIES

The Gossamer fills the strike role and makes no concessions for any other consideration. Three and a half tons of advanced ferro-fibrous armor provide excellent protection for a VTOL, while three medium pulse lasers provide accurate firepower superior to many older light 'Mechs. The true centerpiece of the Gossamer is its fusion engine, which allows it to undertake sustained operations without refueling.

DEPLOYMENT

The Ravens forbade sale of the Gossamer to the Draconis Combine, but Sea Fox merchants have otherwise been left to identify their own markets, and have done so in the Republic, the Lyran Commonwealth, and the Free Worlds League. Clan Nova Cat also fielded several examples during their ill-fated rebellion against Yori Kurita.

While the Ravens originally intended the Gossamer to be issued to static garrisons, it was not long before the Ravens began taking the nimble VTOLs with them to squelch pirate raids at their source. A particularly illustrative example of the Gossamer in Raven service came in 3128 with the destruction of the pirate band Rezak's Revenge on Trimaldix.

The lead Raven 'Mech Star was ambushed by the Revenge soon after landing. The pirates knocked out two Clan 'Mechs and disorganized the rest before retreating through nearby foothills toward their DropShip. The Raven commander ordered his *solahma* Gossamers to slow the pirates down. The *solahma* pilots located the Revenge and began attacking with abandon, trying to disable as many pirate machines as possible.

Their efforts paid off as the mounting damage slowed the Revenge and allowed the remainder of the Raven Trinary to catch up. In the brief but bloody battle that followed, the pirates were annihilated. All five Gossamers were destroyed, one deliberately crashing into a pirate *Grand Dragon* and earning a brief mention in *The Remembrance*.

Not all uses of the Gossamer end in success. One costly lesson for the RAF came on Ningpo in August 3135. The planetary legate elected to

use a flight of Gossamers in direct support of a militia counterattack against the offloading Capellan invasion force. This was against doctrine, which said to reserve the Gossamers as a reaction force, and the pilots paid the price as they were shot down by Capellan air defenses without accomplishing anything. While Ningpo was almost certain to fall, the waste of the Gossamers sped up defeat significantly.

VARIANTS

There is one variant in production for the Raven Alliance, which replaces the standard engine with an extralight model of the same rating. The armament is changed out for an LB 10-X autocannon with one ton of ammunition. It is assumed these models are used by the Ravens to counter other VTOLs.

NOTABLE UNITS

Point Commander Ivan: Ivan was the sole survivor of his Star on Trimaldix in 3128, and for that he was ostracized by his Clan. Precisely how he made his way to the Republic remains a mystery, but he enlisted in the RAF in 3130 and was soon assigned another Gossamer. He had enthusiastically sought out citizenship and proved his dedication to the Republic in a dozen conflicts after Gray Monday. He found the honorable death that had eluded him in the Clans on Dieron in 3136, fighting against the Draconis Combine.

GOSSAMER VTOL

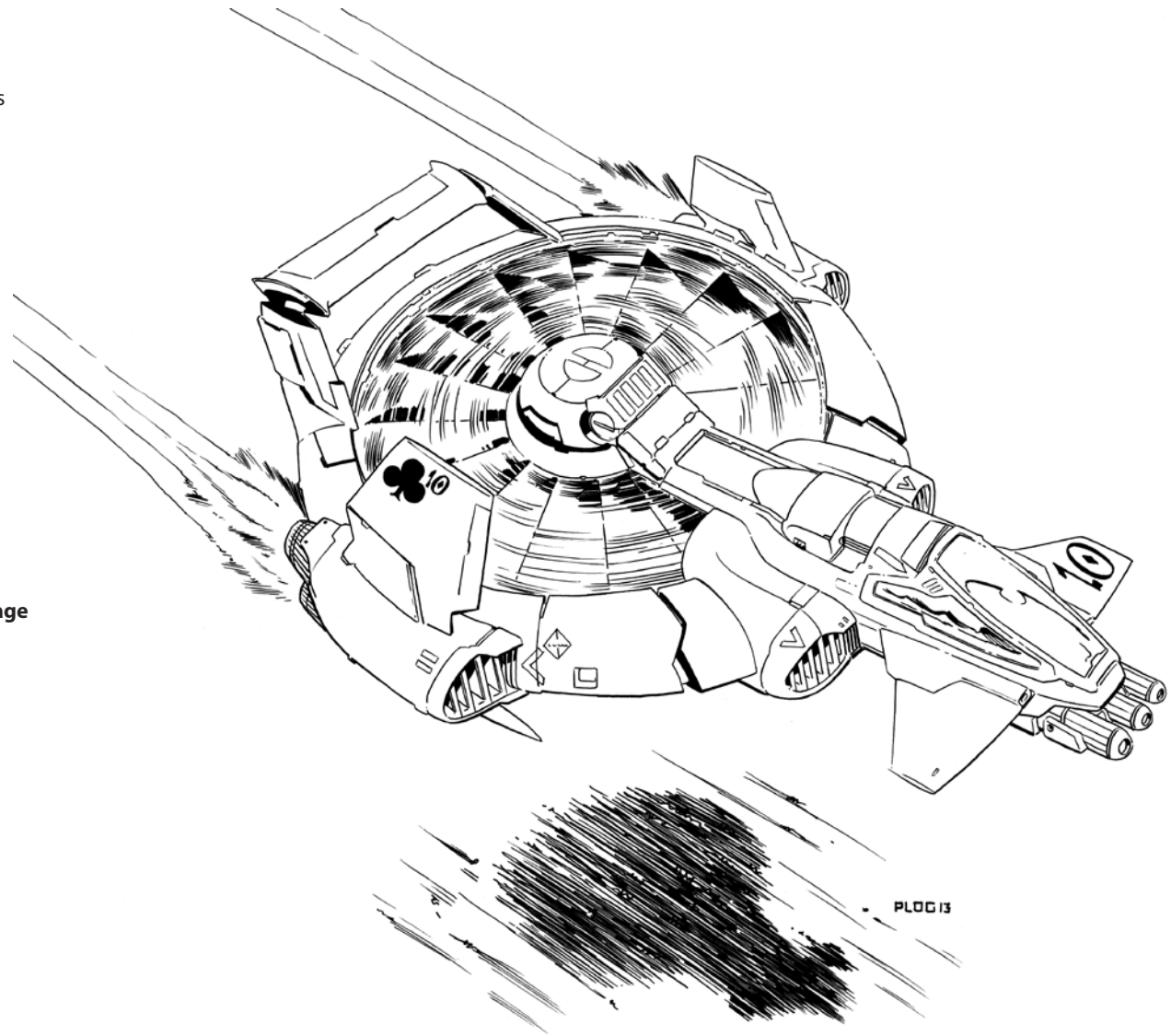
Type: **Gossamer**
 Technology Base: Clan
 Movement Type: VTOL
 Tonnage: 25
 Battle Value: 1,091

Equipment

Internal Structure:		Mass
Engine:	135	2.5
Type:	Fusion	7
Cruise MP:	11	
Flank MP:	17	
Heat Sinks:	12	2
Control Equipment:		1.5
Lift Equipment:		2.5
Power Amplifier:		0
Turret:		0
Armor Factor (Ferro):	67	3.5
	<i>Armor Value</i>	
Front	23	
R/L Side	16/16	
Rear	10	
Rotor	2	

Weapons and Ammo
 3 Medium Pulse Lasers

Location	Tonnage
Front	6



VULTURE MK IV

Mass: 60 tons
Chassis: Eden Mk 72-OM Endo Steel
Power Plant: Type I 300 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Composite Alpha-V1 Ferro-Lamellor
Armament:
25 tons of pod space
Manufacturer: Manufacturing Plant SFF-TU1
Primary Factory: Tukayyid
Communications System: Comset 1
Targeting & Tracking System: J-Track 52

The original *Vulture* has adapted to incorporate new technologies, but has remained fundamentally unchanged since its inception. The large torso pods, angled upward to wring the last meter of range out of any missile, are self-contained, ensuring ammo and loading mechanisms operate reliably under all conditions and fully protecting an inherently vulnerable subsystem. The cockpit, positioned to give the pilot a panoramic view for targeting long-range weapons, appears fragile and exposed, but this is an illusion. The heavily reinforced ferro-glass provides ample protection and is angled to deflect all but the most direct hits. More importantly, the only way an enemy can get a clear shot at the tiny cockpit is to get directly in front of the 'Mech and hold position while aiming.

CAPABILITIES

Though the *Vulture* lacks jump jets, it's surprisingly agile and undaunted by any terrain—which might be expected of a 'Mech

intended to take and hold the high ground. Alternate configurations of the *Vulture* usually involve changing the type and number of missile tubes. Because storage area is limited to the torso pods, there is a direct relationship to the range of the missiles and how many can be carried. To maximize missile capacity the ammunition for any projectile weapons mounted in the *Vulture's* arms must also be stored in the arms, which imposes a limit on available rounds and increases the chance of the MechWarrior finding herself out of ammo and relying on her two center-mounted lasers in a protracted firefight. To prevent this, at least one arm of every *Vulture* configuration mounts an energy weapon.

DEPLOYMENT

Because the flexibility, reliability, and accuracy of its torso-mounted missile racks and the available long-range arm weapons make the *Vulture* an ideal support 'Mech, there isn't a Clan or nation that does not field one or more *Vulture Mk IVs*.

NOTABLE UNITS

Rob Juergens: Former Wolf-in-Exile, former Steel Wolf, last known to be a Wolf Hunter, current whereabouts unknown, Rob Juergens has been stalking battlefields in various incarnations of the *Vulture* longer than many MechWarriors have been alive. Though coolly competent with his *Vulture IV's* ER PPC and autocannon, Juergens favors his short-range missiles, attaining uncanny accuracy at their extreme range. Juergens respects Clan combat traditions, engaging in single combat whenever possible.

Leftenant Winifred Horne: Kaiman's Islanders is a mixed-arms mercenary battalion operating in and around the Rim Commonality, Marian Hegemony, and Magistracy of Canopus. They arrived on Jubka in December 3139, having been hired in response to rumors of an impending raid in force to plunder the treasures in the Tower of Allah Mosque. (That the treasures were religious relics of no commercial value was apparently lost on the pirates.) The Islanders were at the spaceport outside New Medina, awaiting deployment orders when Morrison's Heirs appeared at a pirate point inside Jubka's second moon. A steep ridge separated the city from the spaceport and Winifred Horne took the high ground to act as spotter while Commander Hiram Jessup led the Islanders into New Medina. From the edge of a sheer cliff overlooking the city, Horne, in her *Vulture*, was able to direct the Islanders to intercept the Heirs' incursions. Her exposed position made her an easy target and, once the pirates figured out what she was doing Horne came under fire. Horne did not return fire, creating the impression she could not. Emboldened, two Heirs BattleMechs moved from cover to better target the *Vulture* with their large lasers. The *Crab* fell to her right-side LRM 5s and large pulse laser; the *Lancelot*, savaged by Horne's Ultra AC/10 and remaining LRMs, soon followed.

VULTURE MK IV

Type: **Mad Dog Mk IV**

Inner Sphere Designation: **Vulture Mk IV**

Technology Base: Clan (Advanced)

Tonnage: 60

Battle Value: 2,110

Equipment

	Endo Steel	Mass
Internal Structure:	3	
Engine:	300 XL	9.5

Walking MP:	5
Running MP:	8
Jumping MP:	0

Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor (Lamellor):	201	14.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	30
Center Torso (rear)		10
R/L Torso	14	20
R/L Torso (rear)		8
R/L Arm	10	20
R/L Leg	14	28

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Endo Steel	0
Center Torso	None	2
Right Torso	2 XL Engine	7
	3 Endo Steel	
Left Torso	2 XL Engine	7
	3 Endo Steel	
Right Arm	4 Ferro-Lamellor	4
Left Arm	4 Ferro-Lamellor	4
Right Leg	2 Ferro-Lamellor	0
Left Leg	2 Ferro-Lamellor	0

Notes: Features the following Design Quirks: Stable, Protected Actuators, Non-Standard Parts.

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

ER PPC	RA	2	6
2 SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
2 ER Small Pulse Lasers	CT	2	3
2 SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
LB 5-X AC	LA	4	7
Ammo (LB-X) 20	LA	1	1

Alternate Configuration A

Large Pulse Laser	RA	2	6
2 LRM 5	RT	2	2
Ammo (LRM) 24	RT	1	1
2 ER Small Lasers	CT	2	1
2 LRM 5	RT	2	2
Ammo (LRM) 24	RT	1	1
Ultra AC/10	LA	4	10
Ammo (Ultra) 20	LA	2	2

Battle Value: 2,177

Alternate Configuration B

ER PPC	RA	2	6
Streak LRM 15	RT	3	7
Ammo (Streak) 8	RT	1	1
2 ER Small Lasers	CT	2	1
Streak LRM 15	LT	3	7
Ammo (Streak) 8	LT	1	1
Medium Pulse Laser	LA	2	2

Battle Value: 2,649

Alternate Configuration C

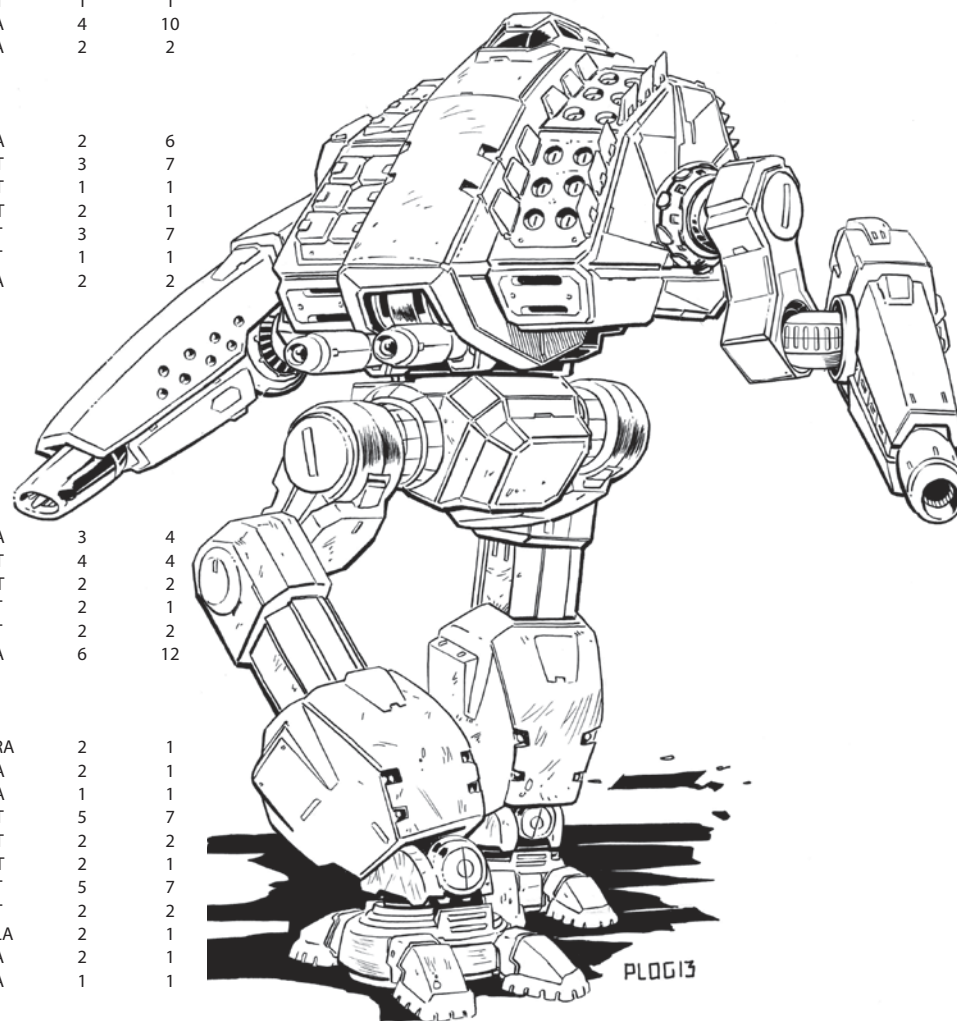
Improved Heavy Large Laser	RA	3	4
Targeting Computer	RT	4	4
2 ER Medium Lasers	CT	2	2
Double Heat Sink	LT	2	1
Ammo (Gauss) 16	LT	2	2
Gauss Rifle	LA	6	12

Battle Value: 2,584

Weapons Configuration D

Improved Heavy Medium Laser	RA	2	1
Double Heat Sink	RA	2	1
Ammo (ATM) 5	RA	1	1
ATM 12	RT	5	7
Ammo (ATM) 10	RT	2	2
2 Micro Pulse Lasers	CT	2	1
ATM 12	LT	5	7
Ammo (ATM) 10	LT	2	2
Improved Heavy Medium Laser	LA	2	1
Double Heat Sink	LA	2	1
Ammo (ATM) 5	LA	1	1

Battle Value: 2,346



HD-2F HOUND

Mass: 70 tons
Chassis: Crucis-H
Power Plant: GM 280
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Valiant Chainmail
Armament:

- 1 Mydron Excel LB-10X Autocannon
- 1 ChisComp 39 Medium Laser
- 1 Holly SRM 4 Launcher
- 2 Johnston Lite Light Particle Projection Cannons

Manufacturer: Coalition Armory Inc.
Primary Factory: Filtvelt
Communications System: Pickering Communications Mark III
Targeting & Tracking System: Dalban HiRez

The *Hound* was among the first advances from RetroTech manufacture to modern BattleMech production for the Filtvelt Coalition. Its reliance on older technologies instead of more advanced components testified to the desire to get it right the first time. The 'Mech's simplicity and effectiveness has kept it rolling off the Coalition Armory lines for nearly half a century. The *Hound* has served the Coalition with humble distinction, much like the pet for which it is named.

CAPABILITIES

The *Hound's* armament enables it to fill the fire support role that the *Warhammer* has occupied for centuries. The *Hound's* success through the years is due to its reliance on older—but proven—technologies; the easy acquisition of

replacement parts also endears the 'Mech to the mercenaries and small nations that employ it. The *Hound* earned its reputation as a “shredder” thanks to the punishing combination of weapons it mounts and the durability that allows it to outlast its opponents.

DEPLOYMENT

One of the *Hound's* first major engagements took place on Broken Wheel in 3101. The Border Lords pirate band had fled the Calderon Protectorate seeking easier prey in the Filtvelt Coalition. The Border Lords landed a mixed battalion of 'Mechs, tanks, and infantry and marauded through Conestoga *en route* to the Quikscell factory. They soon came under fire from elements of the Second Filtvelt Citizens Militia. The Second had a company of *Hounds* backed by Pegasus hover tanks and Light Thunderbolt Carriers recently turned out by the local plant.

The city's tight and twisting thoroughfares hindered the maneuverability of the light and fast pirate 'Mechs but were ideal for the *Hounds*. The *Hound* MechWarriors used their knowledge of the terrain to set up firing lanes and ambushes that whittled down the Border Lords. The frustrated pirates tried to retreat but found themselves cut off. The *Hounds* moved in, slow and steady, against the pinned enemy. They crushed the pirate armor and annihilated the infantry. The Border Lords escaped the world with half their 'Mechs but no booty to show for their losses.

The *Hound* also excels in offensive operations. When the Dominars ventured forth from the Pirates Haven in 3117, their rampage led them to Carvajal. The local militia held out

initially but called for help just before they were exterminated. The mercenary Green Machine was the Calderon Protectorate's closest force. They were too late to save the brave defenders, but their stolid *Hounds* provided powerful and pinpoint fire support as the Dominars were hunted down. The *Hounds* led the assault into the capital city, weathering the pirates' punishing fire and driving them from the residential areas. The final battle took place on the Plains of Ecstasy outside the capital city. Many brave *Hound* MechWarriors gave their lives weathering the dreadful fire of the pirate DropShips. Precision autocannon fire demolished the pirate DropShips' engines and weapons. In the ensuing panic, the pirates were easy pickings.

NOTABLE UNITS

Captain Angus McFarley: Captain McFarley rose to command Third Company of the Green Machine six years before the Blackout. His *Hound* lacks the punch of heavier mercenary 'Mechs, but he makes up for that lack with legendary coolness under fire. When the Machine faltered before a strong Taurian raid in 3137, McFarley stood firm and became the rally point that staved off the rout. His five kills in that battle are etched deep as kill markers on his autocannon housing.

HD-2F HOUND

Type: **Hound**

Technology Base: Inner Sphere

Tonnage: 70

Battle Value: 1,389

Equipment

Internal Structure:

Engine: 280 7 16

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 15 5

Gyro: 3

Cockpit: 3

Armor Factor: 208 13

*Internal
Structure* *Armor
Value*

Head 3 9

Center Torso 22 30

Center Torso (rear) 13

R/L Torso 15 20

R/L Torso (rear) 10

R/L Arm 11 22

R/L Leg 15 26

Weapons and Ammo Location Critical Tonnage

2 Light PPC RA 4 6

Medium Laser RT 1 1

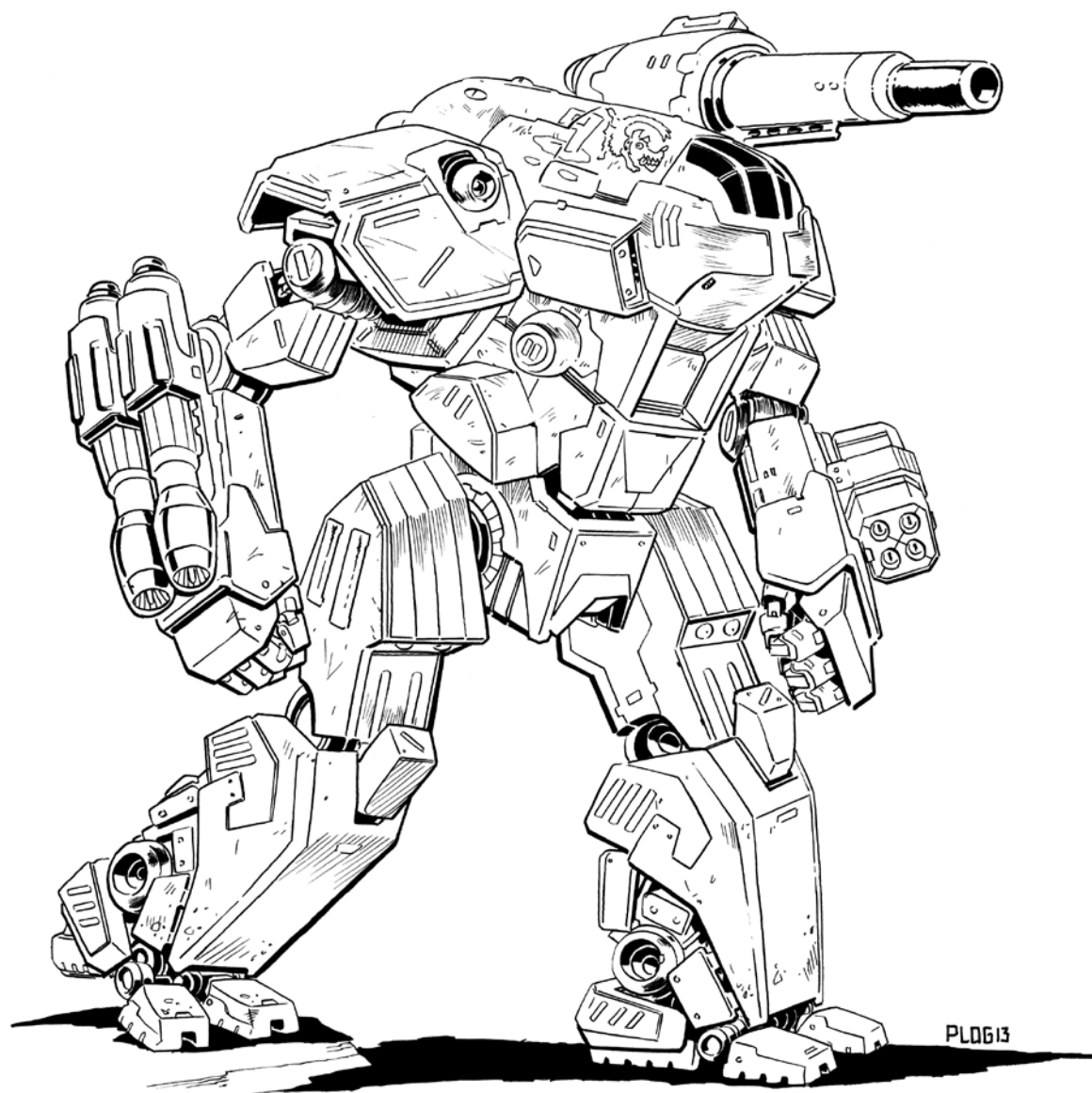
LB 10-X AC LT 6 11

Ammo (LB-X) 20 LT 2 2

Ammo (SRM) 25 LT 1 1

SRM 4 LA 1 2

Notes: Features the following Design Quirks: Accurate
Weapon (LB 10-X Autocannon).



PL0613

HIPPOGRIFF PROTOMECH

Mass: 8 tons
Chassis: ProtoMech HIP
Power Plant: 40 Fusion
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Hraban MicroLeapers with Partial Wing
Jump Capacity: 150 meters
Armor: ProtoMech Standard P-6Q
Armament:
2 Type II Compact LRM 2 Launchers
Manufacturer: Snow Raven Industrial Complex Alpha
Primary Factory: Dante
Communications System: Build 1919 Micro
Targeting and Tracking System: Proto-Enhanced, Model 8

The *Hippogriff* is designed around partial wing technology, making it one of the most mobile ProtoMechs ever built. The Ravens' need for additional troops and the availability of a dedicated DropShip, the *Arcadia*, drove the decision to restart the ProtoMech program in the 3080s. Special care was invested in the *Hippogriff's* unique abilities as it was the first entirely new ProtoMech developed by the Raven Alliance.

CAPABILITIES

The *Hippogriff* joins a Raven ProtoMech mainstay, the *Gorgon*, in the heavy 8-ton weight bracket, and features similar weaponry, but the similarities end there. Where the *Gorgon* features a large weapon, the *Hippogriff* relies on two very small launchers with atypically deep ammunition bins. Its main features are the improved jump jets and the feathered partial wing that enables it to leap huge distances. Coupled with solid armor, a *Hippogriff*

keeping its range to supply light but constant covering fire is more likely to survive engagements than other ProtoMechs.

DEPLOYMENT

Even piloting a quasi-totem *Hippogriff*, ProtoMech pilots mostly find themselves relegated to garrison duty, freeing up BattleMech assets for more prestigious missions.

Gamma Galaxy, traditionally the heaviest ProtoMech user, was quick to experiment with the *Hippogriff* upon its first delivery in 3110. They were pleased to receive a long-ranged support unit that could keep up with dedicated infighters. Its first deployment was with a detachment from the Third Raven Auxiliaries guarding Milligan's World against a reconnaissance force of the ManMangler mercenary command in the apparent employ of House Kurita. A mixed company of hover APCs and light 'Mechs was intercepted by a Binary of *Rocs*, *Chysaor* 2s and *Hippogriffs* on the Doone Plains. The *Rocs* tied up the 'Mechs while the *Hippogriffs* bombarded the APCs, forcing them to unload their infantry, which was promptly pinned down by the *Chysaors*. The ProtoMechs outjumped the ManManglers and forced their remnants into retreat after losing most of their infantry and two 'Mechs.

Clan Hell's Horses soon traded for a large number of *Hippogriffs*, appreciating the equine aspects to its avian design. It was deployed with other heavy ProtoMechs when the Twenty-first Mechanized Assault Cluster repelled a Clan Wolf probing attack on Harvest in 3118. Next to heavily armed ProtoMechs, and pitched against BattleMechs, it performed poorly. The *Hippogriff* could not inflict enough damage on the advancing BattleMechs and by the time the Horses realized their mistake, there was no time to redeploy.

The *Hippogriff* was rejected as an alternative to the superheavy *Svartalfa* and was redeployed to support Hell's Horses *solahma* units.

The Raven Alliance experienced its own brief failure when attempting to use the *Hippogriff* in S-Teams. The ProtoMech proved sensationally incapable in engagements against pirates in the void of space or airless moons. With its partial wing useless, its jump capability was reduced to average and its ground speed remained sluggish.

Recently, the *Hippogriff* saw offensive deployment in Beta Galaxy's campaign to capture Sterlington and Kirbyville in May 3144. On Sterlington, the Ninth Raven Wing Cluster deployed Elementals and Afreetes against dug-in elements of the Third Periphery Guard. The battle armor was supported only by *Hippogriffs*. With their partial wings ensuring great flight control, the ProtoMechs deployed at high altitude. The *Hippogriffs* swooped down like their namesake, creating panic and causing the Guards to flee right into the arms of 'Mech elements which had deployed in a second wave. The extremely successful use as a shock weapon has greatly elevated the prestige of the *Hippogriff* in the Raven Alliance military.

NOTABLE UNITS

Star Colonel Francesca: Francesca of the Sixth Raven Regulars, Delta Galaxy, is the Inner Sphere's only ProtoMech Star Colonel. She defeated Star Colonel Porter Rodriguez in his *Stinger* IIC while piloting a powerful *Gorgon* 3, but switched to the *Hippogriff* after taking up her duties. She cited the new ride's superior mobility as making it a better command unit, though its survivability and inspiring appearance are likely overriding factors.

HIPPOGRIFF PROTOMECH

Type: **Hippogriff**

Technology Base: Clan (Advanced)

Tonnage: 8

Battle Value: 231

Equipment

Internal Structure:

800 kg

Engine:

40

1,000 kg

Walking MP:

3

Running MP:

5

Jumping MP:

5*

1,000 kg

Heat Sinks:

0

0 kg

Cockpit:

500 kg

Armor Factor:

30

1,500 kg

*Internal
Structure*

*Armor
Value*

Head

2

2

Torso

8

10

R/L Arm

2/2

4/4

Legs

5

10

Weapons and Ammo

Location

Mass

LRM 2

RA

400 kg

Ammo (LRM 2) 24

—

400 kg

LRM 2

LA

400 kg

Ammo (LRM 2) 24

—

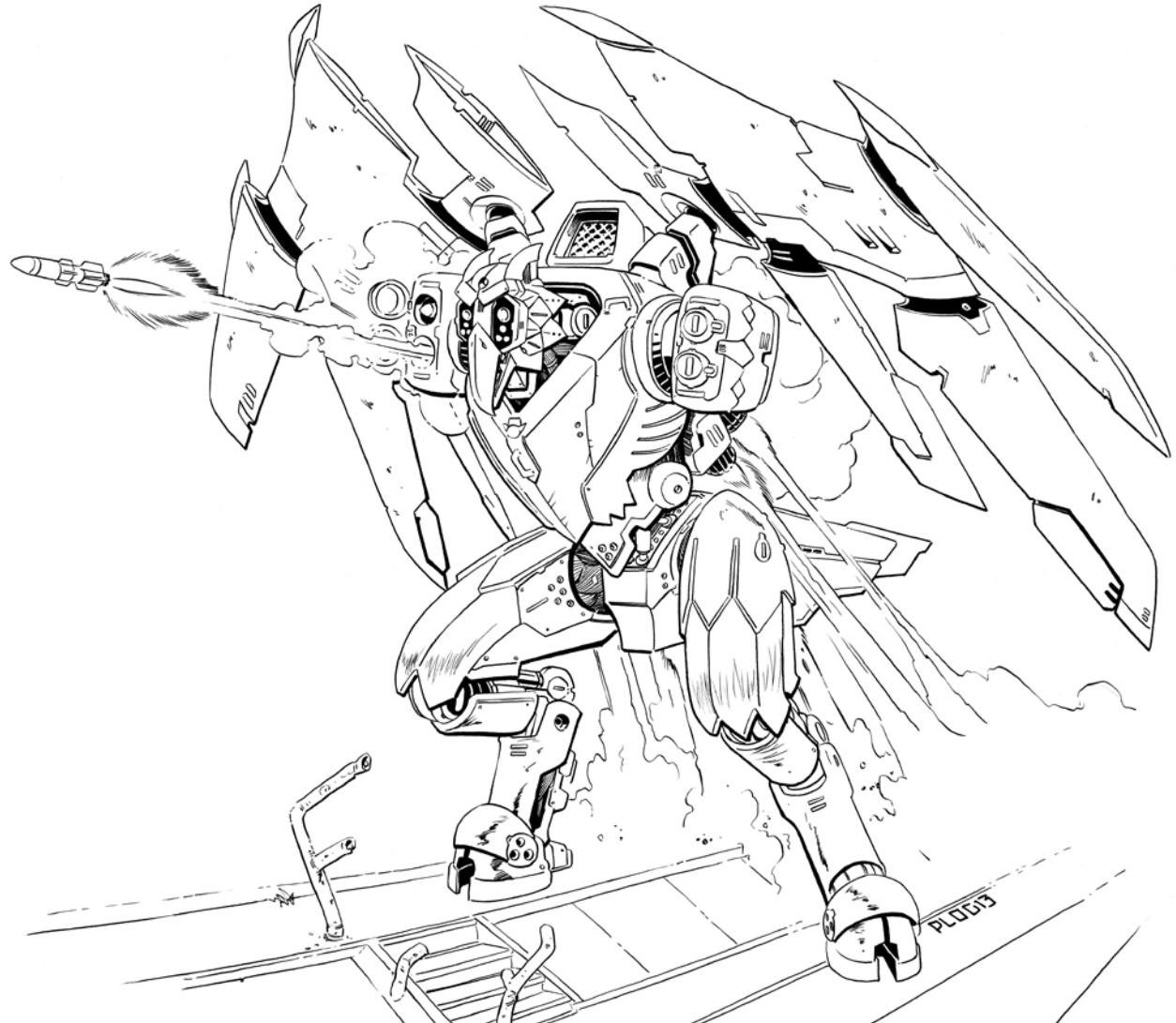
400 kg

ProtoMech Partial Wing

T

1,600 kg

Notes: *Partial Wing adds +2 Jump MP per turn in Standard atmosphere. See p. 295, *TO*, for additional rules. Features the following Design Quirk: Distracting.



CONDOTTIERE ASSAULT CRAFT

In an earlier age, JumpShips—sometimes even DropShips—were virtually ignored in battle due to a solemn code of conduct. This changed with the rise of WarShips; spacefaring vessels became legal targets. Though fleets of WarShips are a distant memory, the taboo remains broken. Victims of this new space age are mostly civilian companies and mercenaries. Mercenaries—and many others—are constantly on the lookout for cost-effective solutions to this dilemma. According to Nimakachi's public relations department, the *Condottiere* Assault Craft is that solution.

CAPABILITIES

The *Condottiere* attempts to fill the gap between aerospace fighters and DropShips. In nearly every aspect they are cheaper and easier to maintain, including a vastly shorter crew instruction time due to largely automated controls and easy handling. These small craft retain the capability to operate independently during transfers from jump points to planets. Filled to the brim with a diverse weapon array, a *Condottiere* can easily be deployed in different roles, from flight escort to blockade runner and, after extensive crew training, as close-air support for ground operations.

DEPLOYMENT

The *Condottiere* can be found almost everywhere in the Inner Sphere. Many are fielded by regimental-sized mercenary commands like Wolf's Dragoons. All of these units are large enough to justify the upkeep of their own dedicated aerospace organizations.

A substantial number of *Condottieres* can also be found on the rosters of smaller mercenary outfits, sometimes even in the service of small-time enterprises and single DropShips. This is due to clever marketing rarely seen with military hardware: Nimakachi offers several leases, both long-term and short.

Obviously, not all customers are enthusiastic about such a business arrangement, despite—or maybe because of—Nimakachi including mutual non-aggression clauses in their contracts. This practice leads to awkward moments, for example during a Combine raid on Benedict in late 3139.

A Draconis Combine Admiralty *Union* had just uncoupled from its JumpShip and fallen into formation with its *Condottiere* escort when another JumpShip, carrying a Federated Suns *Seeker*, materialized nearby. The faster DropShip immediately drove hard toward the planet, the leased Combine *Condottiere* in pursuit.

Several days later, Benedict's defense coordinator launched two *Condottieres*, also on lease, with orders to intercept enemy forces. Radar records stand jury to the absurd situation that unfolded: both *Condottiere* groups crossed paths mid-flight, ignored each other, and continued to engage their respective DropShip targets. The battle ended with two heavily damaged DropShips unable to make planetfall and three crippled *Condottieres* thanks to aerospace fighters scrambled from Benedict's surface and the *Union's* fighter bays.

While the *Condottiere's* performance never stood in question, Nimakachi took this event as incentive to reform their marketing.

NOTABLE UNITS

Stella Nera: One of the oldest *Condottieres* still in service, it is now privately owned by Tamara Gioia, a former DropShip captain. Tamara uses her craft not for combat, but as a flight school for eager spacer cadets who can't afford to attend a proper aerospace academy. Stella Nera is still outfitted with her full weapons loadout, "just to guarantee timely payments." Because of this, government authorities watch her activities with close scrutiny, and more than one planet has issued arrest warrants against Tamara Gioia.

Mauna Kea Escort Command: This small mercenary unit is led by Captain-General Warkowitz. Known for his rather unpredictable behavior, Warkowitz manages to keep together a band of aerospace specialists experienced in small craft operations. He currently employs four *Condottieres*, one of them heavily modified to carry one soldier in battle armor for extravehicular activities. Warkowitz's outfit has seen action all over the Inner Sphere, in such famous battles as the "Great Space War" over Mara or the Kamenz Wild Hunt, where they tracked down a pirated JumpShip over several months. Rumor has it their thankful employer—leather magnate Henri Kramer—personally paid for an extensive refitting of the living quarters aboard all vessels.

CONDOTTIERE ASSAULT CRAFT

Type: Military Aerodyne
Use: Assault Craft
Tech: Inner Sphere
Introduced: 3093
Mass: 150 tons
Battle Value: 2,054

Dimensions

Length: 16 meters
Width: 22 meters

Fuel: 9 tons (720 points)
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 11 (22)
Structural Integrity: 5

Armor

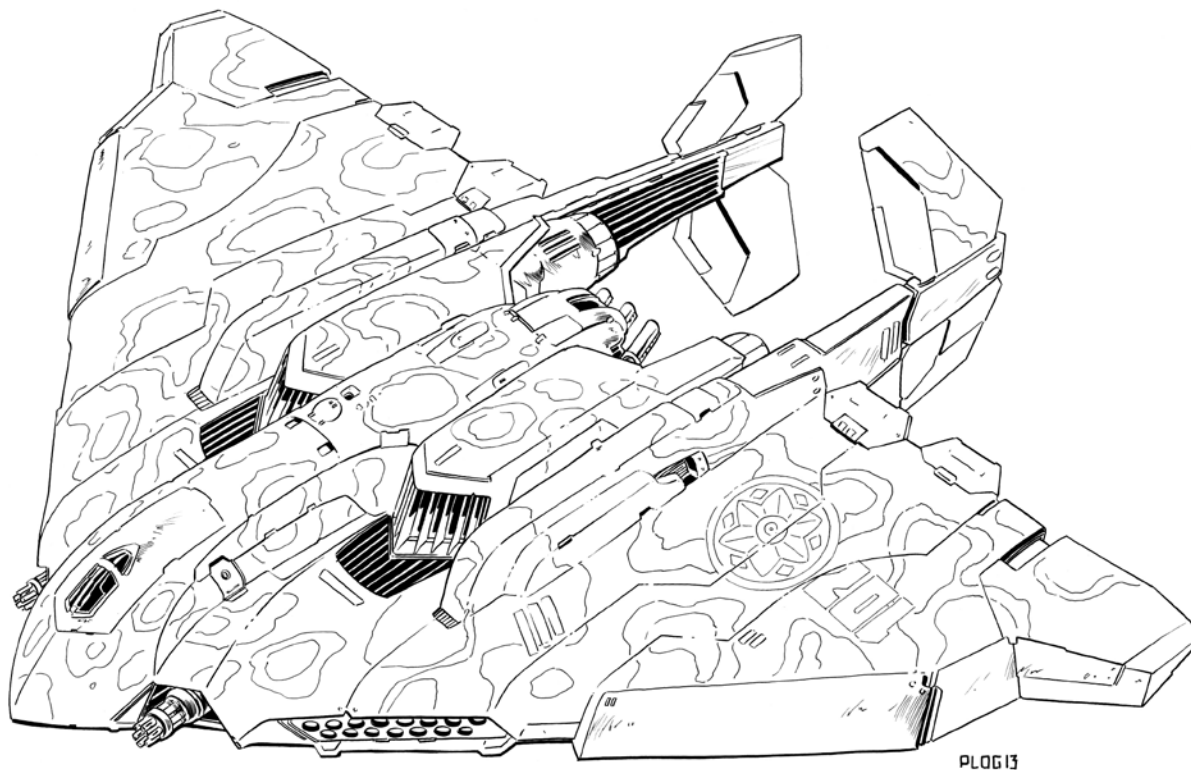
Nose: 124
Wings: 92
Aft: 61

Cargo

Bay 1: Cargo (1 ton) 1 Door

Crew: 1 Officer, 2 enlisted/non-rated, 2 gunners

Notes: Equipped with 19.5 tons of Ferro-aluminum armor. All crew quarters assigned as Steerage-class (5 tons per crewman). Features the following Design Quirks: Easy to Pilot, Cramped Cockpit.



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
2 Rotary AC/5	Nose	20	12	20	20	—	—
Ammo (RAC) 120	—	6	—	—	—	—	—
LRM 15 + Artemis IV	RW	8	5	12	12	12	—
LRM 15 + Artemis IV	LW	8	5	12	12	12	—
Ammo (LRM) 32	—	4	—	—	—	—	—
3 ER Medium Lasers	Aft	3	5	5	5	—	—