



INTRODUCTION

Every report from outside the Fortress shows one thing: the Capellan Confederation is not content to exist—it wishes only to expand.

The history of the Confederation is a history of defeat and derision. The realm of Aleisha Liao, whose foresight led to the Ares Conventions, has always lacked the sheer physical presence of the other Inner Sphere realms and, even in the wake of the Jihad, never was anything but an enemy to the Republic. Daoshen Liao, current chancellor of the Confederation, has driven his armies to conquests his father Sun-Tzu only dreamed of. Since the Blackout and, especially, since the Fortress rose, his Capellan Confederation Armed Forces have reclaimed ancestral worlds lost to the Confederation for centuries.

Chesterton had been a Federated Suns world for so long the Capellans' long-standing claim to the system was almost comical, but in the wake of the Republic's withdrawal into Prefecture X the Confederation flag now flies over that world. Tikonov, a bone of contention between the Confederation and the Federated Suns, and more recently the Republic, is a Capellan world once more. Most of the worlds in that area of space, longtime Suns worlds and founding members of the Republic, are once again shackled beneath the socialist green flag of House Liao.

Farther from the Republic borders, the CCAF succeeded in avenging itself on House Hasek's Capellan March for the slights it endured during the Victoria War early in this century. Victoria itself is reclaimed, and a salient has been driven deeply enough into the march to capture New Syrtis itself.

The Capellan Confederation Armed Forces have proven themselves more adept, more devious and more powerful than any pre-Blackout analysts suspected. Much of this success has come from carefully-hidden production facilities that never quite shut down, but the Liaos have also succored from the factories and stockpiles they've captured on Republic and Federated Suns worlds. The largesse of Victoria, New Syrtis, Tikonov and other worlds now feeds the Capellan war machine.

Republic tacticians should pay careful attention to the adaptation and employment of the Capellans' stealth equipment. Driven by limited resources, the Capellans have always been at the forefront of tactical stealth technology, and with their resources no longer lacking, it can be expected to see these technologies proliferating. In addition, their close ties with the Magistracy of Canopus and the Duchy of Andurien mean Republic soldiers can expect to see influences from those realms' militaries appearing on Republic battlefields, as well.

The Confederation is no longer the plucky underdog it has often appeared. With its traditional enemies weakened, the realm of the Liaos stands at the Republic's gate. After the Clans, the Confederation is likely the Republic's most dangerous adversary.

—Paladin Janella Lakewood
12 October 3145

GAME NOTES

Technical Readout: 3145 (Capellan Confederation) 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 (Capellan Confederation)* 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 (Capellan Confederation)* 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.

AMAZON BATTLE ARMOR

The Amazon is a logical development of the Inner Sphere Standard family of battle armor. Tougher and better armed than even the Longinus, the Amazon is a top contender for the middleweight battle armor crown in the Inner Sphere.

CAPABILITIES

Evolutionary rather than revolutionary, the Amazon does not introduce anything original, but it does push the performance envelope to the maximum possible without using Clan technology. Despite the suit's refinement, its simple, traditional layout makes it easy to learn to operate. Combined with its limited number of official configurations, this allows troopers to more easily concentrate on fighting.

DEPLOYMENT

The first operational deployment of the Amazon emphasized its ability to absorb damage, when a bandit raid in the Bass system was countered by elements of the Magistracy Cavaliers. Two squads of Amazons commanded by Lance Corporal Jon Harvey located an isolated AWS-8Q *Awesome* and began stalking it through the streets of Nortown. Unafraid, the MechWarrior stood his ground within a park, expecting to smash the battlesuits with his trio of particle projection cannon. Even when a suit was struck it kept coming, and the *Awesome* was quickly kneecapped and unable to escape. Deploying their own particle weapons, the battle armor pressed home their attack on the crippled 'Mech, continuously jumping to reduce the effectiveness of the return fire. By the end of the battle, three Amazons were destroyed, but the bandit lay dead in his shattered cockpit.

During a raid on Sirdar in 3110, Capellan Amazons were able to prove their superiority over the Cavalier, the standard trooper battle armor of the AFFS. A light 'Mech lance of Sung's Rangers was ambushed and cut off by a mixed company from the Sirdar CMM. Help swiftly arrived in the form of a triple of *Yùn* aerospace fighters, which dropped their payload of battle armor straight into the fray. Led by *Sao-wei* Zachary Golden, the Amazons overpowered the Cavaliers that were swarming their comrades, fighting them claw-to-claw on the hulls of the Liao 'Mechs. Overwhelmed, the surviving Suns battle armor fell back, followed by the CMM infantry, whose ranks were decimated by blasts from the Amazon's recoilless rifles. Despite their losses, *Sao-wei* Golden's troops joined the Capellan 'Mechs as they counterattacked the enemy armored forces. A pair of Amazons swarmed the Davion commander's *Blackjack*, detonating its Streak ammunition in a fireball that destroyed all three combatants. In the resulting confusion, the remaining Rangers' 'Mechs were able to fight their way free. Only a squad of Amazons managed to follow them, the rest having sacrificed themselves to rescue their fellow soldiers. Once the two sides were clear, the circling *Yùns* threatened to strafe, stopping all thoughts of pursuit by the Militia troops and allowing the Capellan ground forces to escape.

NOTABLE UNITS

Sao-shao Zachary Golden: Large and imposing, *Sao-shao* Golden was almost too big to fit in his battlesuit, but the speed and ferocity of his attacks belied his size. Promoted as a result of the action on Sirdar, Golden rose to command an infantry battalion before his eventual retirement. To the end of his career he still enjoyed suiting up in his Amazon to fight on the front lines. Heavily scarred and decorated with kill markers, Golden's battle armor was a good luck charm for his troops, who redoubled their efforts to ensure it survived another battle.

Ensign Jessica Grey: An ex-member of the Willows, a gladiatorial battle armor team with an illustrious history in the arenas on Hardcore, Grey rejoined the MAF after a stellar rookie season. Having already served her volunteer term in the armored infantry, she used her winnings to buy her commission. As ambitious as she is skilled, Grey pushes her troops hard to meet her demanding standards. Only her unit's combat record has kept dissent in the ranks to a minimum.

AMAZON BATTLE ARMOR

Type: Amazon

Manufacturer: Foxx Infantry Systems

Primary Factory: Royal Foxx

Equipment Rating: E/X-X-F

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value:

63 [MRR]

52 [PPC]

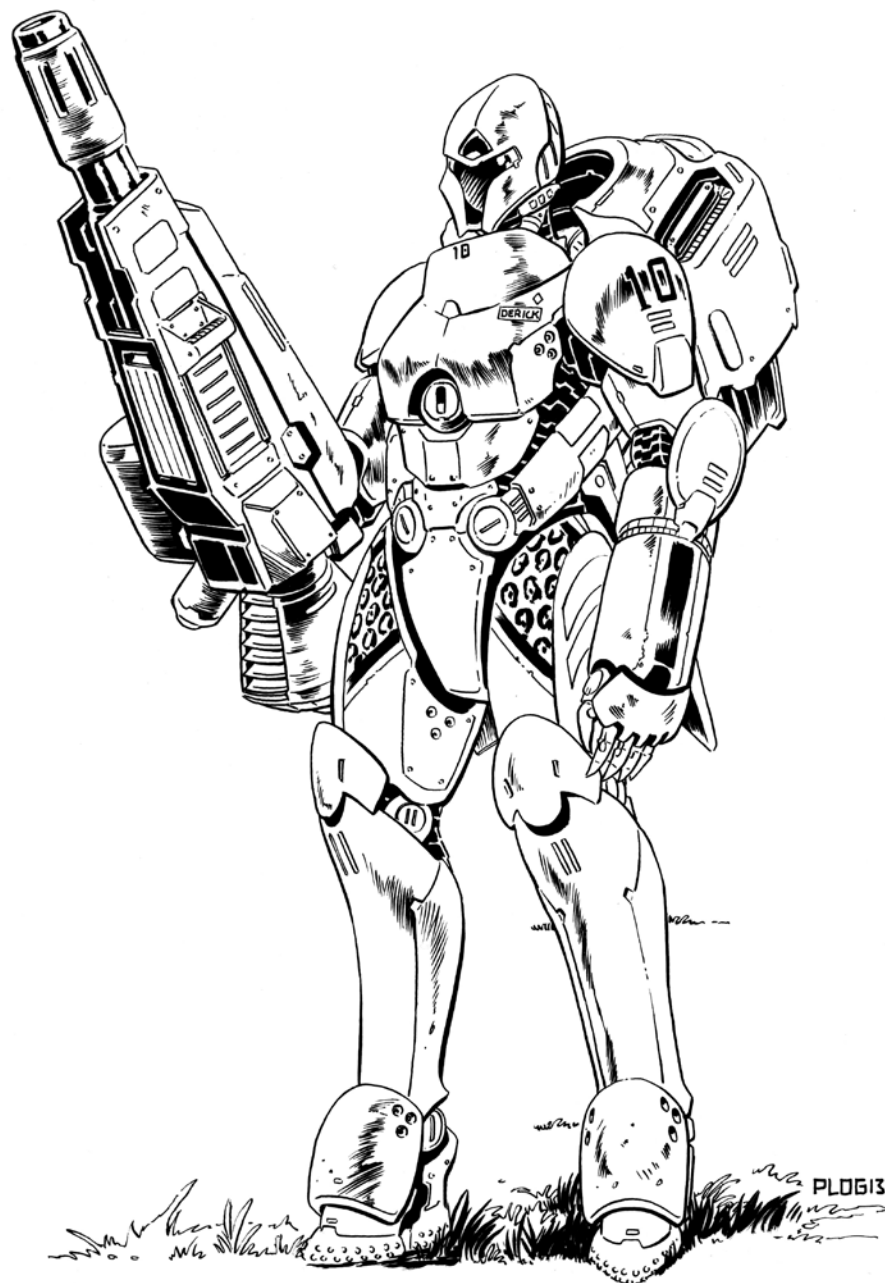
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No

Notes: Features the following Design Quirks: Easy to Pilot.

Equipment

	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	3	150 kg
Manipulators:		
Right Arm:	None	0 kg
Left Arm:	Battle Claw	15 kg
Armor:	Advanced 5	400 kg
Armor Value:	10 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
Modular Weapon Mount	RA	1 (2)	10 kg
Medium Recoilless Rifle (20)	—	2	250 kg
Support PPC (15)	—	2	250 kg



NISOS ATTACK WiGE

Mass: 35 tons

Movement Type: WiGE

Power Plant: Nissan 200 XL Fusion

Cruising Speed: 97 kph

Maximum Speed: 151 kph

Armor: Hellespont Heavy Ferro-Fibrous

Armament:

1 Ceres Arms Crusher Plasma Rifle

1 Harpoon 6 SRM Launcher

Manufacturer: Quikscell Company

Primary Factories: Ares

Communications System: Endicott Type

6G Maser

Targeting and Tracking System: Dwyerson Mark IV

In classical mythology, Nisos drove the sons of Metion out of Athens and put Aegeus on the throne. On today's battlefield, the WiGE named for him is an interdicator bridging the gap between scout and dragoon. It outperforms comparable units and sets high standards for reconnaissance, making it a favorite in scout and cavalry battalions.

CAPABILITIES

Quikscell built the Nisos to win over advanced recon forces. The commander's station is unusually spacious and comfortable, which significantly reduces fatigue during long sorties. Both the driver and gunner have comprehensive controls with ultramodern ergonomics. All three stations feature personal storage compartments and adjustable five-point restraints.

Despite its ammo-dependent weaponry, the Nisos is designed for extended field operations with minimal maintenance and support. Modular weapons technology enables reconfiguring between variants as if it were an OmniVehicle, at a fraction of the cost.

DEPLOYMENT

In May 3134, elements of Warrior House Dai Da Chi and McCarron's Armored Cavalry clashed with the Principes Guards on Palos. After several days of fighting, the Capellan invasion was in trouble. The bulk of their force was deployed south of the Grael River Delta, an expansive bayou two hundred kilometers south of the planetary capital, Xer. Two companies of heavy and assault 'Mechs under the command of Major Ruth Janson were tying up three times their number and making the Capellans pay dearly for every kilometer of ground gained.

The Bayou was a labyrinth. Seasonal flooding changed the passable terrain on an almost daily basis. Local fauna, quicksand, and hardy undergrowth hampered conventional infantry reconnaissance and days of heavy rain and strong winds kept Capellan aerial recon units grounded. When the weather broke on 17 March, the Capellans launched a costly gambit. A screening force of six VTOLs supported by a flight of conventional fighters moved the bayou followed by a battalion of CCAF 'Mechs.

The Guards deployed along the only passable stretch of terrain in the vicinity and waited. They handed the Capellans nine casualties in the first hour and only gave up two kilometers. The Guards' aerospace fighters sortied from Xer and easily scattered the Capellan air support. When the Guards' fighters withdrew to refuel, the Capellans revealed their plans. A platoon of Nisos split from the main force and made a flanking advance through the marsh. The WiGEs were able to easily bypass the bayou's natural obstacles, and with the defending aerial assets temporarily out of the fight, quickly outmaneuvered the heavier defending forces. The Guards withdrew a lance of their fastest 'Mechs to corral the WiGEs, but

they couldn't keep pace. The Nisos exploited this advantage, striking at the defending 'Mechs from behind and then melting back into the swamp.

Within two hours, the Guards were in disarray and less than half of the defending 'Mechs were in a position to trade blows with the Capellan forces. Major Janson ordered the defending units to withdraw and regroup farther into the bayou. It was a critical mistake. The Nisos stopped their harassing actions and raced towards the far side of the Bayou and the Guards' supply depot. Although the Nisos were unlikely to defeat Janson's sentry forces, she couldn't afford the risk. The withdrawal became a rout as the Guards raced to protect their supplies.

By the end of the day, the Capellans had crossed the Bayou and gained unfettered access to the M7 Expressway. The Guards had been forced to retreat 100 kilometers to the planetary capital. The Capellans conquered Palos three weeks later.

VARIANTS

The support model swaps the standard weapon package for ELRMs and ER medium lasers.

NOTABLE UNITS

Sang-wei Braxton Xu: Xu commanded the Nisos platoon on Palos. He was awarded the Liao Sunburst of Gallantry for his actions. A student of daring tactics, Xu saw action throughout the Capellan invasion of the Republic. He lost his left arm below the elbow on St. Andre, but recovered and participated in the final battle for New Aragon, where he was credited with one kill and three assists.

NISOS ATTACK WIGE

Type: **Nisos**

Technology Base: Inner Sphere

Movement Type: WiGE

Tonnage: 35

Battle Value: 1,090

Equipment

Internal Structure:

Engine:

Type: XL Fusion

Cruise MP: 9

Flank MP: 14

Heat Sinks: 10

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor (Heavy Ferro): 119

Armor

Value

Front 28

R/L Side 22/22

Rear 22

Turret 25

Weapons and Ammo

Plasma Rifle Turret

Ammo (Plasma) 20 Body

SRM 6 Turret

Ammo (SRM) 15 Body

Mass

3.5

7

0

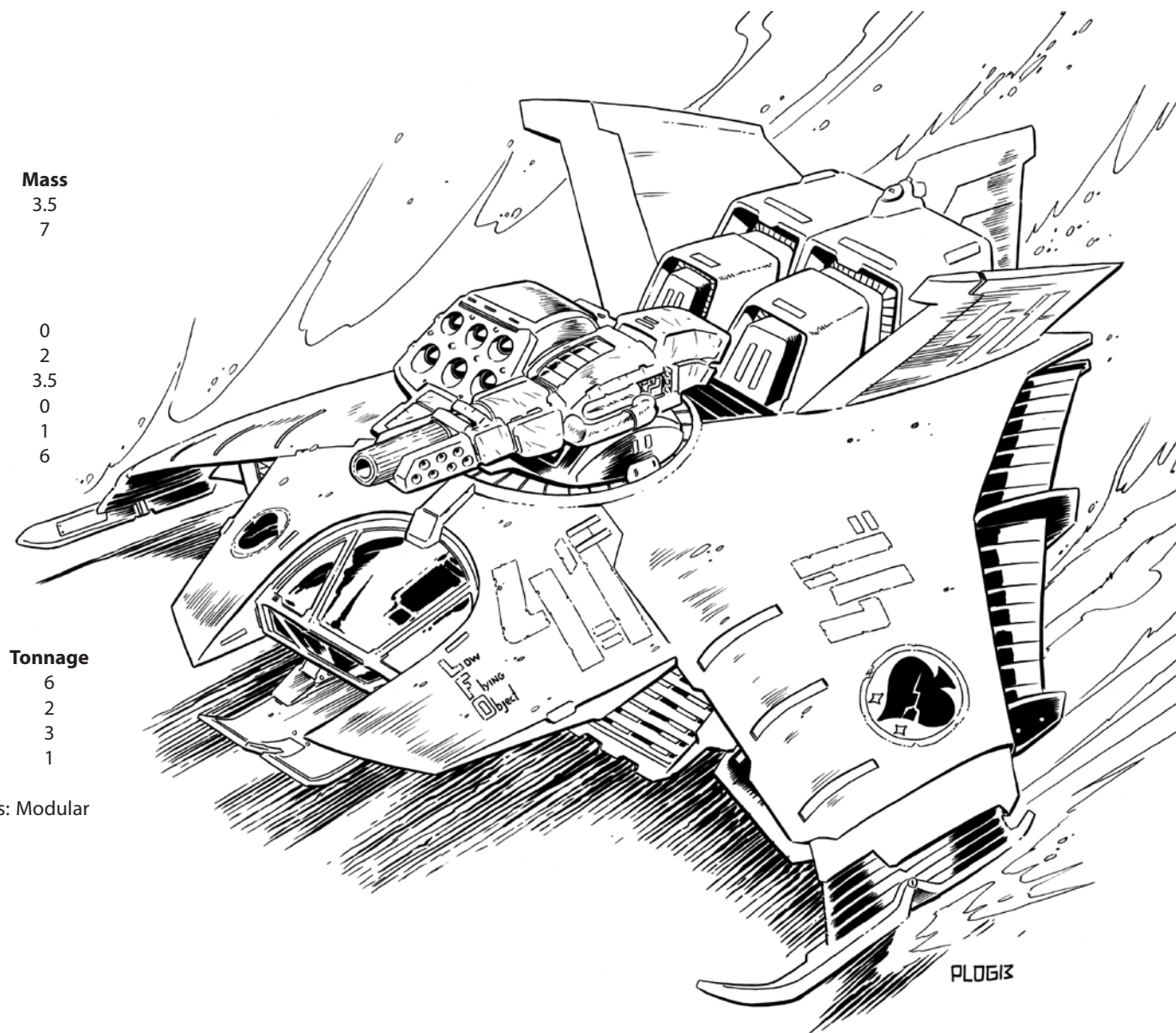
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3.5

0

1

6



Notes: Features the following Design Quirks: Modular Weapons, Easy to Maintain.

MS-1A MORTIS

Type: **Mortis**

Technology Base: Inner Sphere (Advanced)

Tonnage: 75

Battle Value: 1,984

Equipment

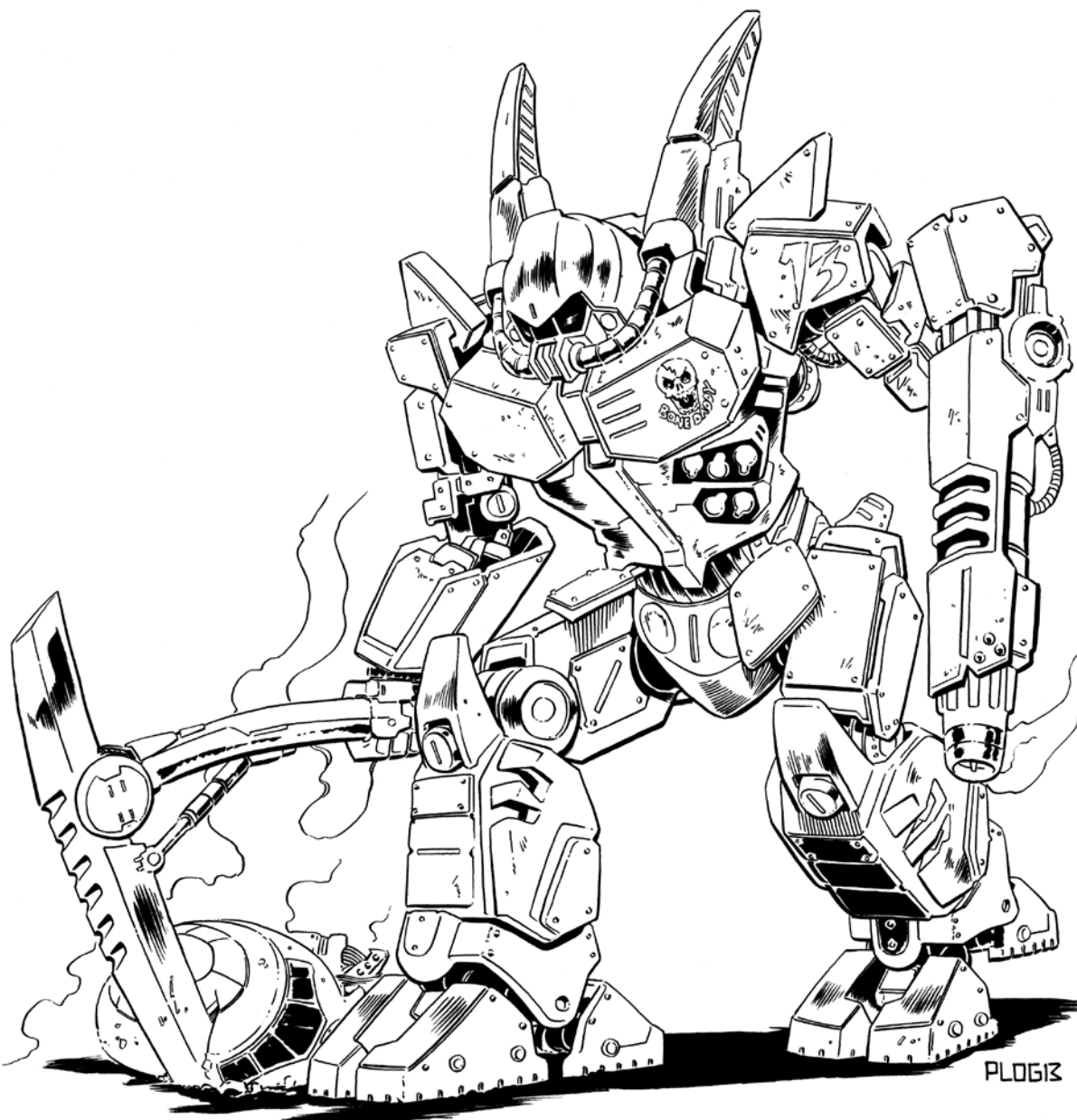
		Mass
Internal Structure:	Endo Steel	4
Engine:	375 XL	19.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	11 [22]	1
Gyro:		4
Cockpit:		3
Armor Factor:	208	13

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	33
Center Torso (rear)		10
R/L Torso	16	25
R/L Torso (rear)		7
R/L Arm	12	21
R/L Leg	16	25

Weapons and Ammo Location Critical Tonnage

Hatchet	RA	5	5
Actuator Enhancement System	RA	3	2.5
MML 5	RT	3	3
Ammo (MML) 48/40	RT	2	2
Rocket Launcher 10	CT	1	.5
Heavy PPC	LA	4	10
Actuator Enhancement System	LA	3	2.5
Jump Jets	RT	2	2
Jump Jet	CT	1	1
Jump Jets	LT	2	2

Notes: Features the following Design Quirks: Distracting.



PL0613

TNZ-N3 TIAN-ZONG

Mass: 75 tons
Chassis: Hellespont Type TZ Endo Composite
Power Plant: Rawlings 300 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Hellespont Lite II Stealth
Armament:
2 Mydron Concussor Gauss Rifles
2 Ceres Arms Striker Light
Particle Projection Cannons
Manufacturer: Hellespont 'Mech Works
Primary Factory: Sian
Communications System: Ceres Metals
Model 777 with Angel ECM Suite
Targeting & Tracking System: Radcom TXXII

Originally intended as a mobile fire support platform for the shadow lances, the *Tian-zong*, or celestial general, far exceeds its intended role. Deadly at all ranges and well-known for its exceptional electronics and command suite, the *Tian-zong* is the Capellan Confederation's premier command 'Mech.

CAPABILITIES

Heavily armed, solidly armored and aided by a sophisticated command and control suite, the stealthy *Tian-zong* can close with enemy forces and deliver a massive, punishing barrage with little fear of reprisal. Its paired Gauss rifles and light PPCs deliver deadly, accurate fire yet barely tax its heat exchangers. Furthermore, its advanced electronics allows it to easily coordinate battalion-level operations, making it the preferred choice of elite regiments.

DEPLOYMENT

During the siege of Victoria by AFFS forces, Warrior House Kamata used the *Tian-zong*'s

stealth and command abilities to great effect. Timing their attack to coincide with a poorly concealed unit rotation between battered elements of the Sixth Syrtis Fusiliers LCT and the reconstituted Forty-second Avalon Hussars LCT, the elite Warrior House maneuvered two companies of shadow lances between a break in the lines. Comprised principally of *Tian-zongs*, they used stolen encryption keys to pass behind enemy lines. Then, catching the AFFS regiments mid-rotation, they tore into their flanks with abandon. The result was pandemonium. Their first combined volley felled a full company of 'Mechs, while the second volley disabled or destroyed another dozen.

With the sudden loss of so many 'Mechs, both regiments broke and ran. However, they quickly realized their error and regrouped for a counterattack. By then, Warrior House Kamata had smartly withdrawn back behind the cover of their lines.

On Arboris, elements of the First MAC used the *Tian-zong* to significantly delay a company of Hastati Sentinels. Commanding a single shadow lance and a platoon of light tanks, *Sang-wei* Clara Parks was charged with securing the planet in advance of follow-on forces. However, on landing she learned that the Hastati Sentinels were already reinforcing Arboris for operations against the Confederation.

Hunted, outgunned and outnumbered, *Sang-wei* Clara Parks used convenient weather to close with and repeatedly ambush the Sentinels' patrols. Each time, she and her lance engaged at differing ranges to throw them off-guard. Emboldened by her victories and repeated snubbing of the Sentinels' best warriors, she brazenly engaged in a duel with a RAF *Peacekeeper* assault 'Mech.

Very soon into the duel Parks realized she was outmatched. Luckily, her stealth armor

made it hard for the *Peacekeeper*'s pilot to target her lighter 'Mech, and she was able to withstand several volleys without taking significant damage. Nevertheless, Parks saw her armor was failing. After a particularly brutal exchange she attempted to withdraw by ducking into a squall but soon realized that the *Peacekeeper* made no move to stop her. She approached the motionless assault 'Mech only to find that her last Gauss slug had shattered the *Peacekeeper*'s cockpit.

Within weeks additional Capellan troops arrived and the battle for Arboris began in earnest. *Sang-wei* Parks eventually claimed the *Peacekeeper* for House Liao.

VARIANTS

There are two major variants of the *Tian-zong*. The first replaces the light PPCs with extended-range lasers and heat sinks while the second exchanges the Gauss rifles for light versions and ER large lasers.

NOTABLE UNITS

***Sang-wei* Clara Parks:** A descendant of *Sang-shao* Elaine "Blaze" Parks, commander of the First MAC during the recapture of St. Ives, Clara Parks has struggled to measure up to her grandmother's legend. Naming her *Tian-zong* Blaze in honor of her grandmother, *Sang-wei* Parks has racked up an impressive kill score fighting border skirmishes with the RAF and Oriente Protectorate. However, despite her latest exploits on Arboris, her willingness to risk those under her command for what appears to be personal glorification has garnered the attention of the Maskirovka.

TNZ-N3 TIAN-ZONG

Type: **Tian-zong**

Technology Base: Inner Sphere

Tonnage: 75

Battle Value: 2,072

Equipment

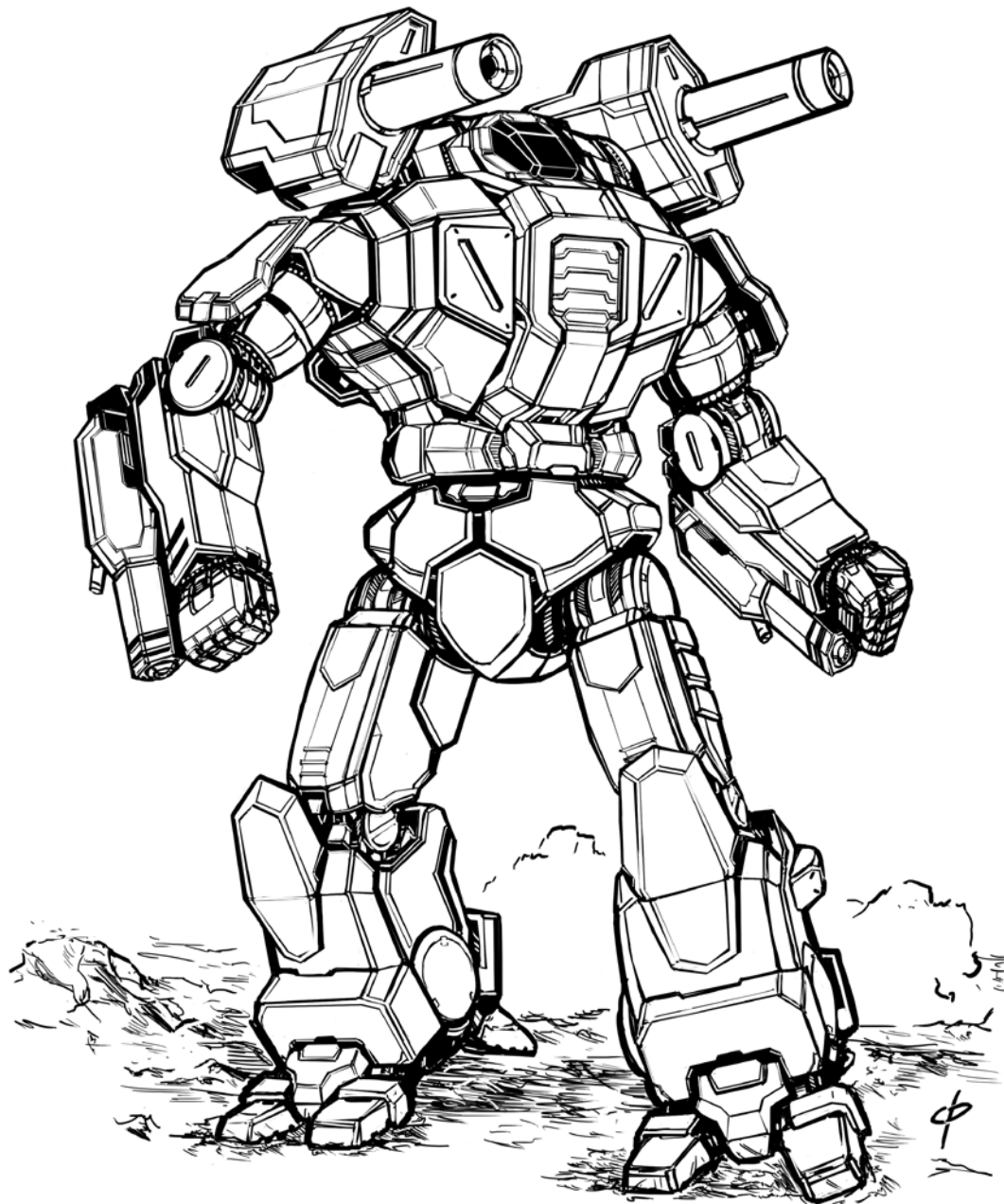
		Mass
Internal Structure:	Endo-Composite	6
Engine:	300 XL	9.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit (Small):		2
Armor Factor (Stealth):	216	13.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	34
Center Torso (rear)		9
R/L Torso	16	24
R/L Torso (rear)		8
R/L Arm	12	24
R/L Leg	16	26

Weapons and Ammo Location Critical Tonnage

Light PPC	RA	2	3
Ammo (Gauss) 8	RA	1	1
Gauss Rifle	RT	7	15
Ammo (Gauss) 8	H	1	1
Angel ECM Suite	CT	2	2
Gauss Rifle	LT	7	15
Ammo (Gauss) 8	LA	1	1
Light PPC	LA	2	3

Notes: Features the following Design Quirks: Command BattleMech.



The CCAF has long been recognized for adopting innovative weapons and tactics much more quickly than other nations might, but in the specialized *Zhen Niao*—poisonfeather bird—it might have overstepped even its own doctrine. Intended an electronic warfare and interdiction vessel, the small craft has quickly become one of the most targeted of Capellan space vessels.

CAPABILITIES

Despite carrying lasers for defense, the *Zhen Niao* is a noncombatant. Its purpose is to act as a mobile observation satellite, carrying its electronics in random powered orbits to throw off the usual satellite-hunting tactics of enemy aerospace fighters. Because assigning it escorts would mark it as a military target, most *Zhen Niao*s endeavor to fly like commercial intrasystem craft.

DEPLOYMENT

The *Zhen Niao* is commonly assigned to both overt and covert missions, though its pilots prefer to function near CCAF support, for obvious reasons. Its fuel is only really useful for orbital missions near a larger tender or ground base, and its electronic warfare capabilities make it a prime target.

During the invasion of the Federated Suns, two *Zhen Niao*s assigned to work with the First Liao Hussars were assigned overwatch duties while the Hussars attacked on the ground. The craft performed admirably in their first two campaigns, using their imaging equipment to downlink realtime intelligence to the Hussars' mobile headquarters. It wasn't until the third campaign that the Davion defenders were ready for them.

The pair of *Zhen Niao*s deployed from a Capellan DropShip and entered competing orbits to get first-scans of the planet's surface. As they completed their ball-of-twine orbits, Davion aerospace fighters rose to meet them. Their cover blown, the two *Zhen Niao*s fled, using their space mine dispensers to lay minefields behind them and counting on their Guardian ECM suites to protect them. Only one of the small craft escaped.

In hindsight, RAF intelligence has been able to identify a number of *Zhen Niao* craft operating covertly from Capellan merchant vessels prior to their assault into the Republic in 3112 during the so-called Warrior House Offensive. These vessels undoubtedly surveyed a number of planets from orbit in advance of the offensive, offering the Capellan warrior houses the edge they needed to cut so great a swath through Republic lines.

NOTABLE UNITS

Yi-si-ben-bing Athena Crane: Crane and her *Zhen Niao*, *Vicar*, are assigned to the Red Lancers on Sian, but often drops out of sight for long periods of time. RAF intelligence believes that Crane is often tasked with critical surveillance missions for the Death Commandos or even the Maskirovka, as evidenced by data placing her over Tikonov in 3144.

A *Zhen Niao* matching *Vicar*'s emissions profile was recorded in orbit two weeks prior to the Capellan assault, though Duke Aaron Sandoval's forces did not recognize it. The data confirm that *Vicar* remained in orbit for almost an entire week, with only rare stops at a succession of Capellan merchant DropShips in orbit, where Crane must've refueled and reloaded her

space mine dispensers under the guise of acting as an intrasystem customs craft.

When the invasion began, a series of space mine attacks crippled key monitoring satellites in orbit; RAF analysts theorize that Crane figured her mine deployments perfectly and allowed Tikonov's gravity to do the rest. Since the conclusion of fighting, *Vicar* has again been seen on the Red Lancers' tarmac, though Crane herself is conspicuously absent.

Master Banner Geoffrey Rose: Geoffrey Rose and *Fiona* are one of the still-rare *Zhen Niao*s in the Andurien Defense Forces. Deployed with—but not part of—the Seventh Andurien Rangers on Xanthe III, Rose and *Fiona* are assigned to help that still-forming unit learn proper strategic planning. During battalion-scale exercises, Rose routinely downlinks to one of the battalion's headquarters and provides realtime data from orbit, a task for which he gained considerable experience during the incursions against the Confederation in 3104, when he and his crew captured *Fiona* from the Confederation. Political changes have brought the *Zhen Niao* into regular service with the ADF, but Rose is likely to retire before too many "Cappie" influences pollute the military he's served his whole life.

ZHEN NIAO

Type: Military Aerodyne
Use: Assault Craft
Tech: Inner Sphere (Advanced)
Introduced: 3092
Mass: 140 tons
Battle Value: 1,148

Dimensions

Length: 21 meters
Width: 19 meters

Fuel: 24 tons (1,920 points)
Safe Thrust: 5
Maximum Thrust: 8
Heat Sinks: 5 (10)
Structural Integrity: 8

Armor

Nose: 84
Wings: 61
Aft: 41

Cargo

Bay 1: Cargo (3 tons) 1 Door

Crew: 1 officer, 2 enlisted/non-rated,
 1 gunner

Notes: Equipped with 12 tons of Ferro-aluminum armor. All crew quarters assigned as Steerage-class (5 tons per crewman). Features the following Design Quirks: Improved Communications



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Beagle Active Probe	Nose	1.5					
2 ER Medium Lasers	Aft	2	5	5	5	—	—
Hyperspectral Imager	Aft	7.5					
Guardian ECM Suite	Aft	1.5					
Space Mine Dispenser	Aft	10					