

INTRODUCTION

A cursory glance at the history of the Federated Suns over the last century shows a nation in flux. The brilliant, if imperialistic, leadership of Hanse Davion during the thirty-first century set the stage for the founding of the short-lived Federated Commonwealth, but that amalgamation lasted barely a generation before collapsing into civil war just before the Jihad.

During the Jihad the Suns suffered alongside every other Inner Sphere nation, its capital under siege and its economy crushed. Its people suffered, but they overcame. Federated Suns forces fought in the Coalition with the rest of the Inner Sphere, and the worlds of that realm that joined the Republic were among the most prosperous. Between the Jihad and the Blackout, only the short Victoria War disrupted the Suns' peace.

And then came the Blackout.

Then came the death of Harrison Davion.

And, as with so much else of the Sphere, then came the war.

Two of the three most recent first princes of the Federated Suns focused on defense, rather than offense. Both Harrison Davion and his mother, Yvonne, stewarded their realm into a guarded peace. The AFFS embraced the light combat team, a mobile defensive combat unit, over the crushing hammer of the regimental combat team. Davion military industry built newer and stronger machines of war, as all realms did, to strengthen their defenses, not project aggression.

But as the above glimpse of history shows, the history of House Davion does not make for quiet borders. After the Blackout, as the Republic and its wishes for peace disappeared behind the Fortress, the Suns' enemies gathered their strength and attacked.

The Draconis Combine fulfilled a longtime goal and claimed the Draconis Reach in 3140. Not content, and riding high on victory after having crushed a Nova Cat rebellion, the Dragon leapt across the border and slew First Prince Caleb Davion on Palmyra, along with the flower of the AFFS. Other regiments decapitated the Draconis March by capturing Robinson and killing Duke Corwin Sandoval.

On the Suns' other border the Capellan Confederation, not content to swallow large chunks of the former Republic prefectures on its border, attacked into the Federated Suns. Long sought-after worlds such as Tikonov and Chesterton fell to the Capellan advance. Victoria, the former heart of an entire commonality, was recovered. CCAF regiments assaulted and captured the march capital New Syrtis and executed Duchess Amanda Hasek.

Julian Davion, newly appointed first prince, is separated from his embattled nation. Davion citizens are struggling to recover their poise. Military industries are rushing equipment to the front. Quartermasters are stockpiling equipment for counteroffensives. The soldiery are girding themselves with the lessons of history; the Suns has been threatened before.

But the Davions' enemies are strong, and concentrated, and see advantage everywhere. It remains to be seen who will emerge victorious. All parties are fighting wars of national obligation, driven by centuries of enmity no longer balanced by the Republic's diplomacy.

—Paladin Janella Lakewood

12 October 3145

GAME NOTES

Technical Readout: 3145 (Federated Suns) 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 (Federated Suns)* 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 (Federated Suns)* 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.



The Fusilier battle armor is a prime example of that most military of boondoggles, the product that meets no glaring demand. Introduced in the early 3120s, it was too heavy and too slow but the AFFS Department of the Quartermaster purchased it anyway. General Motors produced it for a little more than a decade before finding an attractive upgrade option, but the Fusilier remains an odd duck in AFFS battle armor battalions.

CAPABILITIES

As a heavy combat suit the Fusilier is intended to stand in the line of battle with other prominent AFFS battlesuits like the Grenadier and the Hauberk, but where those armors have distinguishing characteristics, the Fusilier has none. It's a bastardized weapon, incorporating parts from the Grenadier and the Sea Fox, but its construction is solid and its performance, if not flashy, is even more solid. The upgrade, deployed after the Blackout, trades the jump booster and Magshot for a plasma rifle and reflective armor.

DEPLOYMENT

A company of Fusiliers was on Demeter, training with the planetary militia, when Warrior House Ijori and the Third Tikonov Guards attacked in 3144. Though the militia survived the initial assault and went to ground, the Fusiliers were too heavy and too slow to be useful to a guerrilla campaign, so they remained behind to protect the militia base at Dormant. Soon a task group from the Tikonov Guards arrived and demanded the fort's surrender. Hoping to give the militia more time to escape and establish wilderness strong points, Captain Edgar Provenance refused.

Led by a pair of *Gùn* OmniMechs and supported by two companies of infantry, the Capellans attacked. The fort's batteries succeeded in destroying all three of the CCAF's supporting Predator tank destroyers before they could close, but the *Gùns* were too fast and slipped over the fort's walls. One, a *Gùn A*, destroyed the turrets from behind, while the other, a *Gùn Prime*, stalked the infantrymen inside the fort's walls. Captain Provenance's men had spent their time wisely, however, and were ready.

Attacking from cover, one platoon of Fusiliers slaughtered nearly a full company of Liao infantry as they entered the fort. The other two platoons played cat and mouse with the Liao 'Mechs, firing their Magshots but doing little damage. A lucky hit took out the PPC of the *Gùn A*, but it had already killed more than a squad of troopers. The arrival of the rest of the infantry and Liao VTOLs sealed the Fusiliers' fate, but they had done their job. The militia's insurgency built a sound foundation during the lull.

Older-model Fusiliers are often preferred by Capellan March Militia units because of the resilience of their stealth armor over the fragile reflective armor, as proven by a raid conducted by a detachment of the New Syrtis CMM in 3139. Striking at a training site on Nihal, the CMM detachment—two squads of Fusiliers riding captured Capellan Shun Transport VTOLs—was composed of half advanced, half original suits. When the team came under fire by a while hiding in a building, the advanced Fusiliers' battlesuits crumpled beneath falling building spars and damage suffered in the building's collapse. The second squad, with less advanced but sturdier armor, was able to accomplish its mission and escape.

NOTABLE UNITS

Ban-zhang Horace Tang: Horace Tang leads a squad of captured Fusilier battlesuits in the infantry battalion of Warrior House Ijori. They managed to salvage the suits on Demeter, and have used them to deadly effect on several formerly Davion worlds. Ijori favors an indirect style of combat, and using captured Davion equipment allows them to effect ambushes and raids with admirable regularity. Tang, who had previously served as a mercenary in Davion service, earned his place in the Capellan warrior house by arriving with a squad of functional Cavalier battlesuits.

Sergeant Heironymo Danner: Sergeant Danner and his squad of Fusilier battlesuits were the survivors of the raid on Nihal in 3139. Upon their return to New Syrtis, they were immediately offered upgrades to the advanced Fusilier suit, but all four troopers refused. When pressed by their CO, who was afraid of offending the noble patron who'd procured the suits, Danner is reported to have said "When someone offers you a shiny new sword, it does no one any good to fall on it." Taking its cue from Danner, the rest of the Fusilier company in the CMM exchanged their Fusiliers for original models.

FUSILIER BATTLE ARMOR

Type: Fusilier

Manufacturer: GM

Primary Factory: Salem

Equipment Rating (Standard): E/X-X-E

Equipment Rating (Upgrade): F/X-X-F

Tech Base (Standard): Inner Sphere

Tech Base (Upgrade): Inner Sphere (Advanced)

Chassis Type: Humanoid

Weight Class: Assault

Maximum Weight: 2,000 kg

Battle Value:

67 (Standard)

73 (Upgrade)

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

Notes: Features the following Design Quirks: Accurate Weapon (Light MG).

Equipment

Chassis:

Slots

Mass

550 kg

Motive System (Standard):

Ground MP:

1

0 kg

Jump MP:

2

250 kg

Motive System (Upgrade):

Ground MP:

1

0 kg

Jump MP:

1

250 kg

Manipulators:

Right Arm:

None

0 kg

Left Arm:

Armored Glove

0 kg

Armor (Standard):

Basic Stealth

3

825 kg

Armor Value:

15 + 1 (Trooper)

Armor (Upgrade):

Reflective

7

825 kg

Armor Value:

15 + 1 (Trooper)

Weapons and Equipment

Standard

Magshot Gauss Rifle (10)

RA

3

175 kg

Light Machine Gun (50)

Body

1

75 kg

Jump Booster

Body

2

125 kg

Upgrade

Plasma Rifle (20)

RA

2

300 kg

Light Machine Gun (50)


Body

1

75 kg



DESTRIER SIEGE VEHICLE



Mass: 200 tons
Movement Type: Tracked
Power Plant: GM SuperLoad 400 XL Fusion
Cruising Speed: 22 kph
Maximum Speed: 32 kph
Armor: Johnston Bastion Plate 530 Hardened with CASE
Armament:
2 Mydron Model L Long Tom Artillery Cannons
2 Bright Blossom Extended Range Medium Lasers
6 GM Light Machine Guns
4 MainFire Point Defense Anti-Missile Systems
Manufacturer: General Motors
Primary Factories: Salem
Communications System: Achernar Electronics HICS-17 with C³ Slave and Guardian ECM Suite
Targeting and Tracking System: Federated Bombard Mk. II

Despite the formation of its light combat teams and its public declarations of defensive doctrine, the adoption of the Destrier Siege Vehicle at the turn of the thirty-second century proved that the AFFS hadn't completely rejected offensive warfare. That it would shortly be embroiled in the Victoria War—where it was the aggressor—demonstrated to the Inner Sphere that the Federated Suns had not forgotten all of Hanse Davion's lessons.

CAPABILITIES

Twice the mass of a conventional assault tank, wrapped in almost forty tons of hardened armor and armed with a pair of turreted Long Tom assault cannons, the Destrier excels at reducing enemy fortifications to dust within minutes of its arrival. Heavy defensive weaponry and thick armor just barely compensate for its slow speed, however.

DEPLOYMENT

Given the relative scarcity of AFFS invasions, the most notable engagement to feature the Destrier came on Spica in 3104. The Eighth Avalon Hussars light combat team, the world's garrison, was attacked by the Third McCarron's Armored Cavalry. Unable to stand against the Third directly, the Eighth planned an ambush with the company of Destriers assigned to it. Using her 'Mechs as bait and her hover tanks as harassers, General Stasi Ivanova led the Capellan vanguard into a valley and destroyed it with concentrated Long Tom fire. As missile artillery began to fall from the Destriers' attached Ballista trailers, the Hussars' 'Mechs counterattacked and drove the Capellans into retreat.

Several times during the Kuritan invasion Destriers and their crews have been sacrificed—voluntarily or not—as forlorn hopes to let battered Davion units escape. Too slow to retreat and too large to be easily evacuated, the Destriers make fine last-line holders. On

Barlow's End, for instance, a platoon of Destriers set itself outside the gates of the Princess Melissa spaceport. As the DCMS advanced, the Second New Ivaarsen Chasseurs withdrew to their DropShips. A small group of lottery-chosen VTOLs and hover tanks remained to designate targets for the Ballistas' Arrow IV missiles, while the Destriers hid themselves among the spaceport buildings. As the lead 'Mechs of Ryuken-roku advanced, the Destriers fired from cover, causing enough confusion that the DropShips could escape. None of the Destrier crews survived to be captured.

NOTABLE UNITS

Sergeant Major Alison Vanbrugh: Sergeant Major Vanbrugh commanded the forlorn hope Destriers on Barlow's End. A forty-year veteran of the Chasseurs, she had expected to retire from the service as a Destrier commander, but the Combine invasion changed her plans. Faced with watching the men and women she'd served with—in many cases, trained—swarmed as they loaded the waiting DropShips, she led her platoon into the spaceport and ordered them to "fire until I come around and personally lift your fingers off the triggers." Killed when a Combine *Hitotsume-Kozo* attacked her Destrier with its hatchet, Vanbrugh was on the top of a list of posthumous commendations submitted to the AFFS High Command as soon as the Second reached Sun Prairie.

DESTRIER SIEGE VEHICLE

Type: Destrier Siege Vehicle

Technology Base: Inner Sphere (Advanced)

Movement Type: Tracked

Mass: 200 tons

Battle Value: 2,859

Equipment

Internal Structure:		40
Engine:	400	40
Type:	XL Fusion	
Cruise MP:	2	
Flank MP:	3	
Heat Sinks:	10	0
Control Equipment:		10
Lift Equipment:		0
Power Amplifier:		0
Turret:		4.5
Sponson Turrets:		.5
Armor Factor (Hardened):	296	37
	Armor Value	
Front	60	
Front R/L Side	45/45	
Rear R/L Side	35/35	
Rear	35	
Turret	41	

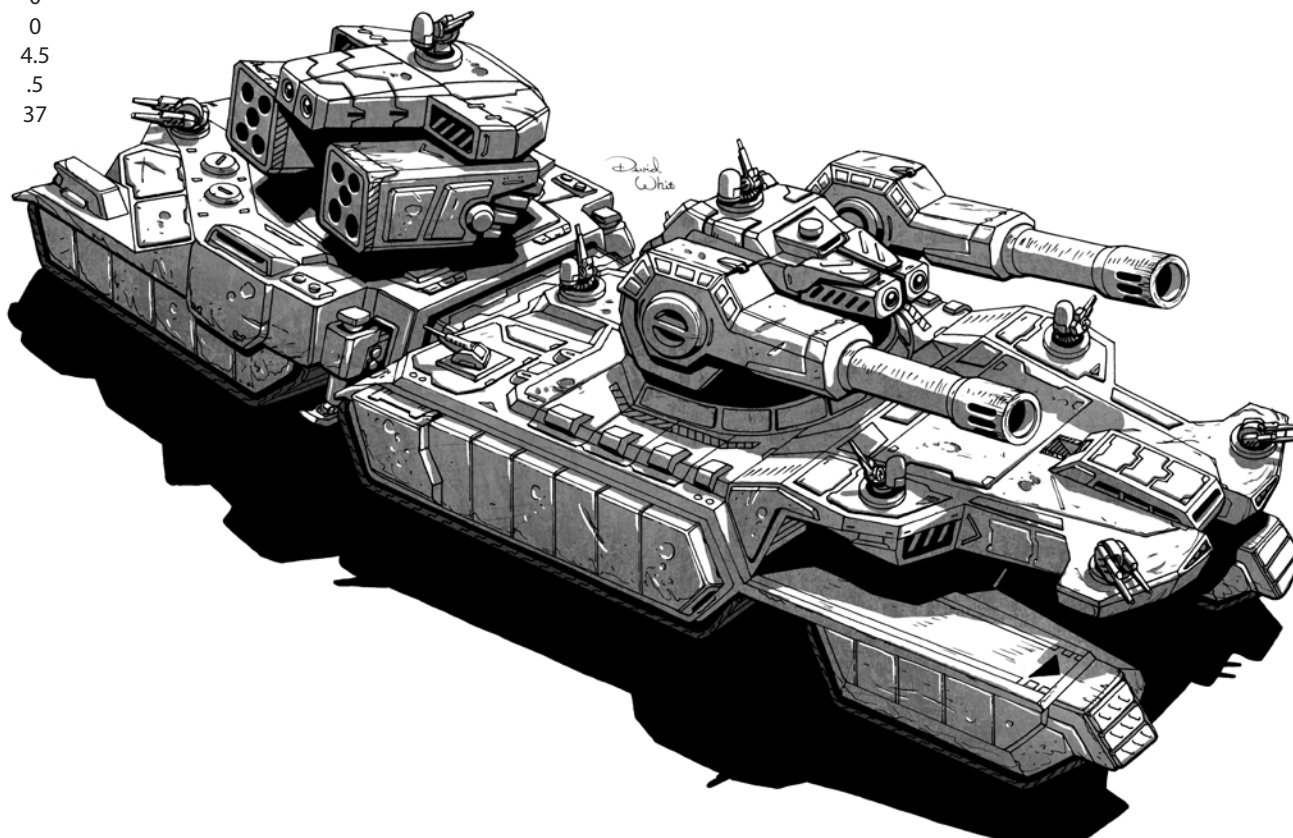
Weapons and Ammo

Weapons and Ammo	Location	Mass
2 Long Tom Cannons	Turret	40
Ammo (Long Tom) 40	Body	8
2 ER Medium Lasers	Turret	2
Anti-Missile System	Turret	.5
Ammo (AMS) 48	Body	4
Anti-Missile System	Right Sponson	.5
2 Light Machine Guns	Right Sponson	1
Anti-Missile System	Left Sponson	.5
2 Light Machine Guns	Left Sponson	1

Weapons and Ammo

Weapons and Ammo	Location	Mass
Ammo (Light MG) 200	Body	1
Infantry Compartment	Body	4
Guardian ECM Suite	Body	1.5
C ³ Slave Unit	Body	1
Communications Equipment	Body	1
CASE	Body	.5
Anti-Missile System	Rear	.5
2 Light Machine Guns	Rear	1
Trailer Hitch	Rear	0

Notes: Features the following Design Quirks: Improved Targeting-Long, Oversized, Poor Performance, Non-Standard Parts.



CH11-NG GUNSMITH

Mass: 25 tons
Chassis: Jalastar Mk.V-CH7 Endo Steel
Power Plant: PlasmaStar 250 XXL
Cruising Speed: 108 kph
Maximum Speed: 162 kph, 216 kph with MASC
Jump Jets: None
Jump Capacity: None
Armor: StarGuard Reflec
Armament:
4 Martell-X Medium X-Pulse Lasers
Manufacturer: Jalastar Aerospace
Primary Factory: Panpour
Communications System: Telestar Model R4-11Y
Targeting & Tracking System: Jalastar TargiTrack 753

The *Gunsmith* began deployment with the AFFS just prior to the Blackout, and in the war-ridden wake of that event no procurement officer was willing to even look again at the contract. To the 'Mech's credit, however, it has performed sterling service, though there are quiet rumblings about its high cost.

CAPABILITIES

The *Gunsmith* is an excellent raider and pursuit 'Mech. Fast, well-armored for its weight and heavily armed, its only real weakness is a slight heat burden that can sometimes force unskilled MechWarriors to overuse the *Gunsmith's* MASC system.

DEPLOYMENT

Gunsmiths have earned a fearsome reputation during the invasions. Assigned to already-aggressive MechWarriors, the sense of outrage most Davion pilots are feeling only heightens

their combat ferocity, as illustrated by the Davion Light Guards on Brookeland.

After losing most of a strike lance to an ambush by Shillelagh tanks, the Light Guards' decided to strike back. Already on their back foot on Brookeland, the Guards sent Lieutenant Vasily Arbotov's lance of *Gunsmiths* on an extended raiding mission. Arbotov, who'd been orphaned by an earlier Combine strike on Dobson, needed little inspiration to take his lance out against long odds.

For the next two weeks Arbotov's lance struck behind the Eleventh Ghost's lines, hitting isolated outposts and supply convoys. When there was time his lance called in air strikes from the Light Guards' aerospace contingent. Within ten days almost a full battalion of Ghosts were dedicated to hunting his lance down, but the *Gunsmiths* were adept at luring away the Ghosts' fastest pursuit units and ambushing them. By the time the three remaining *Gunsmiths* returned to the Light Guards' lines, they had destroyed seven Ghost BattleMechs, six tanks, nineteen battle-suits and uncounted tons of munitions, supplies and logistical transport.

In the early days of the combat on Robinson, *Gunsmiths* were instrumental in saving the life of Davion Captain Dairmad Chaines when his company was overrun by a company of the Seventh Sword of Light. The Twentieth Avalon Hussars company was shattered by close-combat with Swordsman *Rokurokubi*, but the reaction lance—four *Gunsmiths*—was able to get there in time to keep the Combine from capturing the young officer. The *Gunsmiths* concentrated their fire on each *Rokurokubi* in turn, destroying one and driving the rest off as the slower Hussars responded to the weakened line.

NOTABLE UNITS

Sergeant Violet Simmons: Sergeant Simmons is one of the special operations company known as the Foxhunt. Foxhunt MechWarriors are specially-trained in long-range 'Mech tactics, and deployed on enemy worlds to strike targets too small for a full raid but too large for infiltrators. After the fall of Taygeta, Simmons was inserted on that world to destroy a Maskirovka interrogation team. This team, known to travel in a specially-marked black wheeled APC, had been breaking AFFS resistance cells for months. Sergeant Simmons, disregarding the pair of hover tanks escorting the APC, kicked the vehicle to pieces then turned her lasers on the remains. Once that task was done, she destroyed the escorts and announced her victory to the people of Taygeta, formenting at least a dozen independent resistance groups.

Subaltern Nicholas Crusado: Assigned as a replacement to the Davion Light Guards, Crusado was given his *Gunsmith* and assigned to Lieutenant Arbotov's lance. As the only other officer in the lance, he has been on the receiving end of a lot of flak; Arbotov's MechWarriors don't know whether or not Crusado has been assigned to replace Arbotov because the skilled lieutenant is about to be promoted, or whether or not he's a spy from regiment to rein the ambitious officer in. For himself, Crusado is simply trying to learn all he can from Arbotov. If he's part of any kind of plan, he has not been made aware of it.

CH11-NG GUNSMITH

Type: **Gunsmith**

Technology Base: Inner Sphere (Advanced)

Tonnage: 25

Battle Value: 1,465

Equipment

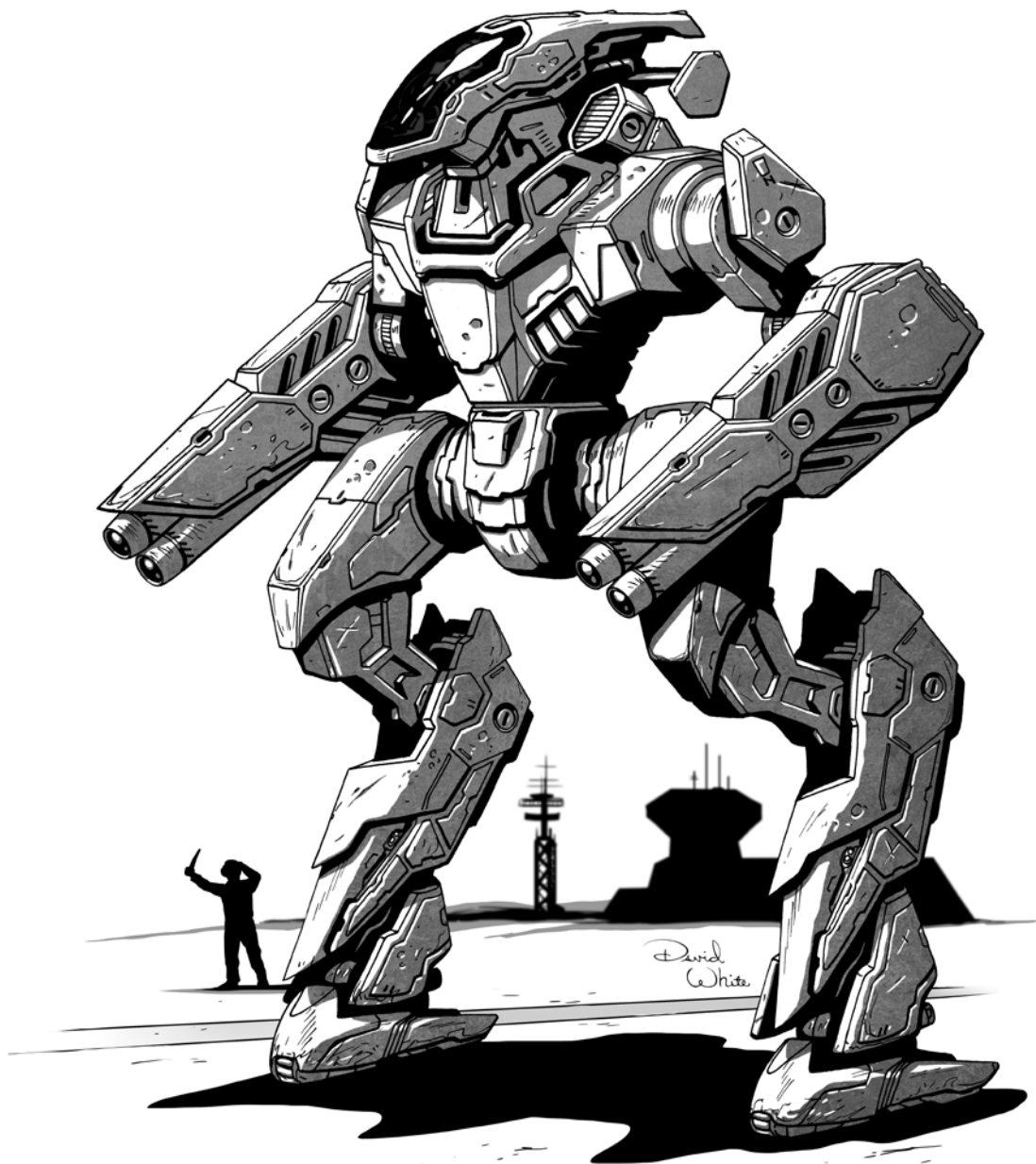
		Mass
Internal Structure:	Endo Steel	1.5
Engine:	250 XXL	4.5
Walking MP:	10	
Running MP:	15 (20)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		1.5
Cockpit:		3
Armor Factor (Reflective):	88	5.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	8	12
Center Torso (rear)		3
R/L Torso	6	10
R/L Torso (rear)		2
R/L Arm	4	8
R/L Leg	6	12

Weapons and Ammo Location Critical Tonnage

2 Medium X-Pulse Lasers	RA	2	4
MASC	LT	1	1
2 Medium X-Pulse Lasers	LA	2	4

Notes: Features Full Head Ejection System.



CN11-O CENTURION

Mass: 50 tons
Chassis: Corean Model OM77 Endo Steel
Power Plant: Magna 250 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: StarGuard III
Armament:
 24 tons of pod space available
Manufacturer: Corean Enterprises
Primary Factory: New Avalon
Communications System: Corean Transband-J9
Targeting & Tracking System: Corean FlexTech

Corean's *Centurion* BattleMech has been a staple of the Federated Suns' military for centuries and has seen countless upgrades and customizations. It influenced the design of many of the Suns' most effective 'Mechs, including the advanced *Legionnaire*, and was a natural candidate to be redone as an OmniMech when Corean was looking to expand its market share in the second decade of the thirty-second century.

CAPABILITIES

The *Centurion's* configurations match the most common variants the 'Mech has carried over the years, offering MechWarriors their choice of roles to fill. Each of them combines both long and short range weaponry to fulfill the *Centurion's* traditional role as a utility BattleMech. If there is a deficiency, it is that only two of the *Centurion's* configurations mount jump jets—an increasingly-needful tactical tool on the modern battlefield.

DEPLOYMENT

The Morrill Draconis March Militia has suffered a number of spoiling raids from the Combine, often from Wolf's Dragoons striker battalions, who keep them constantly on the defensive to make it impossible for them to launch a counterattack into the Palmyra salient. Replacement machines rushed forward from the Crucis March have actually led to a higher-than-normal percentage of *Centurions*, often serving next to the venerable fixed-configuration machines. During a recent raid by the Black Cats Battalion, the mix of *Centurions* served the Morrills well.

As the Dragoons advanced toward a replenishment depot, each 'Mech company of the Morrill DMM attacked from its flank. Every *Centurion* in the unit was paired with a *Centurion* OmniMech, and in between attacks, while the Dragoons' attention was held by the DMM's conventional forces, the OmniMech would swap out configurations. The next day's attacks, with different weapons, tricked the Dragoons into believing the Morrill DMM had been heavily reinforced. Though they destroyed the replenishment depot, they retreated directly off-world instead of attacking their secondary targets.

NOTABLE UNITS

Captain Ariadne Davion-Leigh: Captain Davion-Leigh commands a company of the Fifth Periphery Guards on Vandalia. She is a distant relative of the ruling line, but her family is from June and she is a staunch Periphery March supporter. Her *Centurion E* is commonly found away from its company, farther forward with the scouts than her battalion commander might like. She has been outspoken in her regiment recently, however, as she believes the

Combine is likely to turn away from New Avalon and attack into the Periphery March to cut off the capital's line of supply.

Major Nicole Trenton: Commander of the mercenary Ninety-second Hessian Guards, Major Trenton pilots the only BattleMech in the company. Her *Centurion* is rarely seen in the same configuration two skirmishes in a row, which has led ISF reports to suspect the Guards have at least four *Centurions*. The rest of the Guards are built around hovortanks and armored infantry, making them a premier fast-reaction battalion. Under contract to the AFFS, the Guards have been shuttling between Draconis March worlds, doing last-minute readiness drills with local militias under threat of Combine attack.

Type: **Centurion**
 Technology Base: Inner Sphere
 Tonnage: 50
 Battle Value: 1,236

Equipment	Mass	
Internal Structure:	Endo Steel	2.5
Engine:	250 XL	6.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (Compact):		4.5
Cockpit:		3
Armor Factor:	152	9.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	16	21
Center Torso (rear)		6
R/L Torso	12	16
R/L Torso (rear)		6
R/L Arm	8	16
R/L Leg	12	20

CN11-O CENTURION

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Endo Steel	0
Center Torso	None	4
Right Torso	3 Engine	8
	1 Endo Steel	
Left Torso	3 Engine	6
	3 Endo Steel	
Right Arm	2 Endo Steel	6
Left Arm	3 Endo Steel	5
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

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

Weapons and Ammo

Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>		
LB 10-X AC	RA 6	11
Ammo (LB-X) 20	RT 2	2
Ammo (LRM) 24	RT 2	2
CASE II	RT 1	1
ER Medium Laser	CT 1	1
ER Medium Laser	CT/R 1	1
LRM 10	LT 2	5
Artemis IV FCS	LT 1	1

Configuration A

Rotary AC/5	RA 6	10
Ammo (RAC) 60	RT 3	3
Ammo (MML) 26/22	RT 2	2
CASE II	RT 1	1
ER Medium Laser	CT 1	1
MML 9	LT 5	6
Artemis IV FCS	LT 1	1
Battle Value: 1,398		

Configuration B

Heavy PPC	RA 4	10
Double Heat Sink	RA 3	1
Guardian ECM Suite	RT 2	1.5
Ammo (MML) 34/28	RT 2	2
CASE II	RT 1	1
Targeting Computer	CT 3	3
MML 7	LT 4	4.5
Artemis IV FCS	LT 1	1
Battle Value: 1,430		

Configuration C

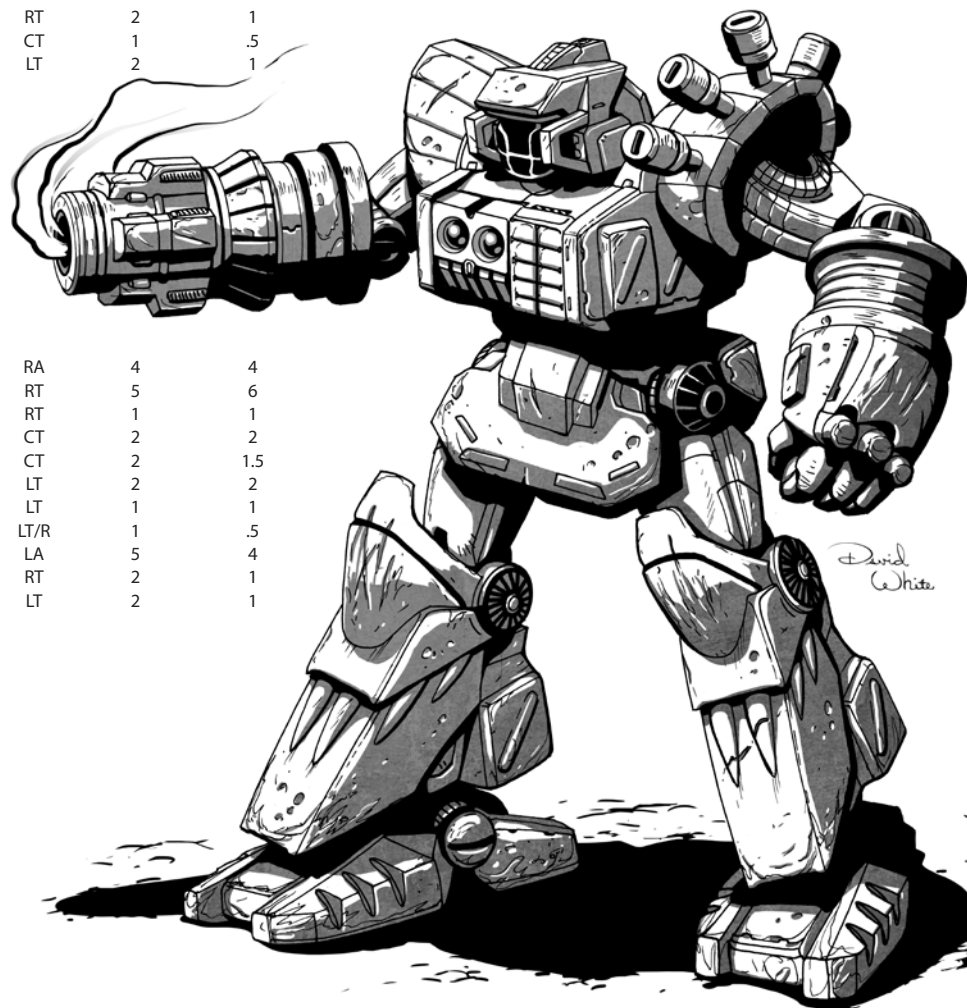
Plasma Rifle	RA 2	6
Ammo (Plasma) 20	RA 2	2
Ammo (LRM) 24	RT 2	2
Guardian ECM Suite	RT 2	1.5
CASE II	RT 1	1
ER Medium Laser	CT 1	1
ER Medium Laser	CT/R 1	1
C³ Slave Unit	CT 1	1
LRM 10	LT 2	5
Artemis IV FCS	LT 1	1
Jump Jets	RT 2	1
Jump Jet	CT 1	.5
Jump Jets	LT 2	1
Battle Value: 1,628		

Configuration D—Advanced

Hatchet	RA 4	4
MML 9	RT 5	6
Artemis IV FCS	RT 1	1
2 ER Medium Lasers	CT 2	2
Beagle Active Probe	CT 2	1.5
Ammo (MML) 26/22	LT 2	2
CASE II	LT 1	1
ER Small Laser	LT/R 1	.5
Medium Shield	LA 5	4
Jump Jets	RT 2	1
Jump Jets	LT 2	1
Battle Value: 1,177		

Configuration E—Advanced

Gauss Rifle	RA 7	15
Ammo (Gauss) 16	RT 2	2
2 ER Medium Lasers	CT 2	2
Boosted C³ Slave Unit	CT 2	3
Angel ECM Suite	LT 2	2
Battle Value: 1,515		



RDL-01C RONDEL

Mass: 55 tons
Frame: Greenock Ltd. Model 3
Power Plant: VOX 330 XL
Armor: Wangker Solarion Reflective
Armament:

- 1 Mydron Tornado Rotary Class 5 Autocannon
- 6 Diverse Optics Extended Range Medium Lasers

Manufacturer: Greenock Aero Manufacturing, Ltd.

Primary Factory: Firgrove

Communications System: Rander 100B

Targeting & Tracking System: Jalastar TargiTrack 777

Introduced a little more than a decade before the Victoria War, the *Rondel* slowly built a reputation as a workhorse middleweight aerospace fighter. Low production kept it from supplanting more common airframes like the *Corsair* or the *Lightning*, but in the Capellan March especially, pilots assigned to *Rondels* often attempted to keep them their entire careers.

CAPABILITIES

The *Rondel* performs equally well in space or in the atmosphere. Its wing-mounted lasers provide powerful strafing capabilities, while its acceleration allows it a heavy bomb load. As an interceptor the *Rondel* competes favorably with its nearest competitors, but the Tornado cannon lacks the knockout punch of a heavier fighter's main weapon.

DEPLOYMENT

Greenock's relative obscurity meant that the *Rondel's* early sales were to mainly mercenary and planetary militia wings, but an initial

order by the Capellan March Militia in 3112 brought increased production and prominence. Its prominence in the Capellan March meant that *Rondels* factored in many aerospace actions of the Capellan invasion.

In late 3144 the Capellan Dynasty Guards struck at Avigait, intent on destroying the First Syrtis Fusiliers. Supporting the Fusiliers was a mercenary aerospace wing called Halsey's White Hammers. The White Hammers specialized in ground attack missions, with two squadrons of *Rondels* covered by an interceptor squadron of *Stingrays*. As the Dynasty Guards attacked, both attack squadrons flew sortie after sortie against the Capellan advance, heavily-laden with bombs. After the third strike the *Rondels* lingered to strafe with their lasers, hoping to identify the Capellan subunit commanders.

The Capellan air defense 'Mechs were frustrated when their PPCs and plasma weapons failed to bring down the *Rondels*, and the White Hammers were well-trained to avoid the emissions of autocannon-armed Partisan tanks. By the time LRM-equipped 'Mechs joined the fray, the *Rondels* had extended and escaped to reload their bomb bays. One more bomb run was enough to convince Major Halsey his fighters were outmatched, and the White Hammers moved to harassing the Guards' rear.

During the retreat from Avigait the White Hammers were forced to defend their own carriers, a trio of hired *Leopard CV* DropShips. While the Guards' aerospace contingent pursued them, the *Stingray* squadron flew interdiction missions, trying to keep Capellan fighters away from the DropShips. The two *Rondel* squadrons, with little training in air-to-air missions, attacked the pursuing DropShips.

Using simple mass-fire tactics, eleven of twelve *Rondels* jammed their Tornados with maximum-rate barrages against a Capellan *Union*. Forced to fight their way back through the screen with only their medium lasers, four of the *Rondels* were lost before the Guards fighters turned back for Avigait.

NOTABLE UNITS

Major Thomas Halsey: Before founding his own mercenary aerospace wing Thomas Halsey served with the First Federated Suns Armored Cavalry, where he was one of the few *Rondel* pilots to earn ace's wings against the Capellan Confederation. As a leader Halsey is only middling, but his strengths as a tactician are almost unmatched. A strong student of military history, he often uses tactics like the mass-fire barrage he displayed at Avigait to surprise his opponents. This trait has kept the White Hammers alive more than once.

Leftenant Adrian Franke: Leftenant Franke is a flight leader in the 463rd Independent Aerospace Wing, which was based on New Syrtis when the Capellan invasion arrived. The 463rd was assigned as escort for the *New Syrtis*, the corvette defending the march capital, but they couldn't keep the strong Capellan attack from destroying the WarShip. Shot out of his *Dagger*, Franke returned to the sky in a refurbished *Rondel*. He shot down two Liao *Transits* before running out of Tornado ammunition. With only his lasers, he was unable to outfight a Capellan *Troika* and was shot down two weeks before New Syrtis capitulated.

RDL-01C RONDEL

Type: **Rondel**

Technology Base: Inner Sphere (Advanced)

Tonnage: 55

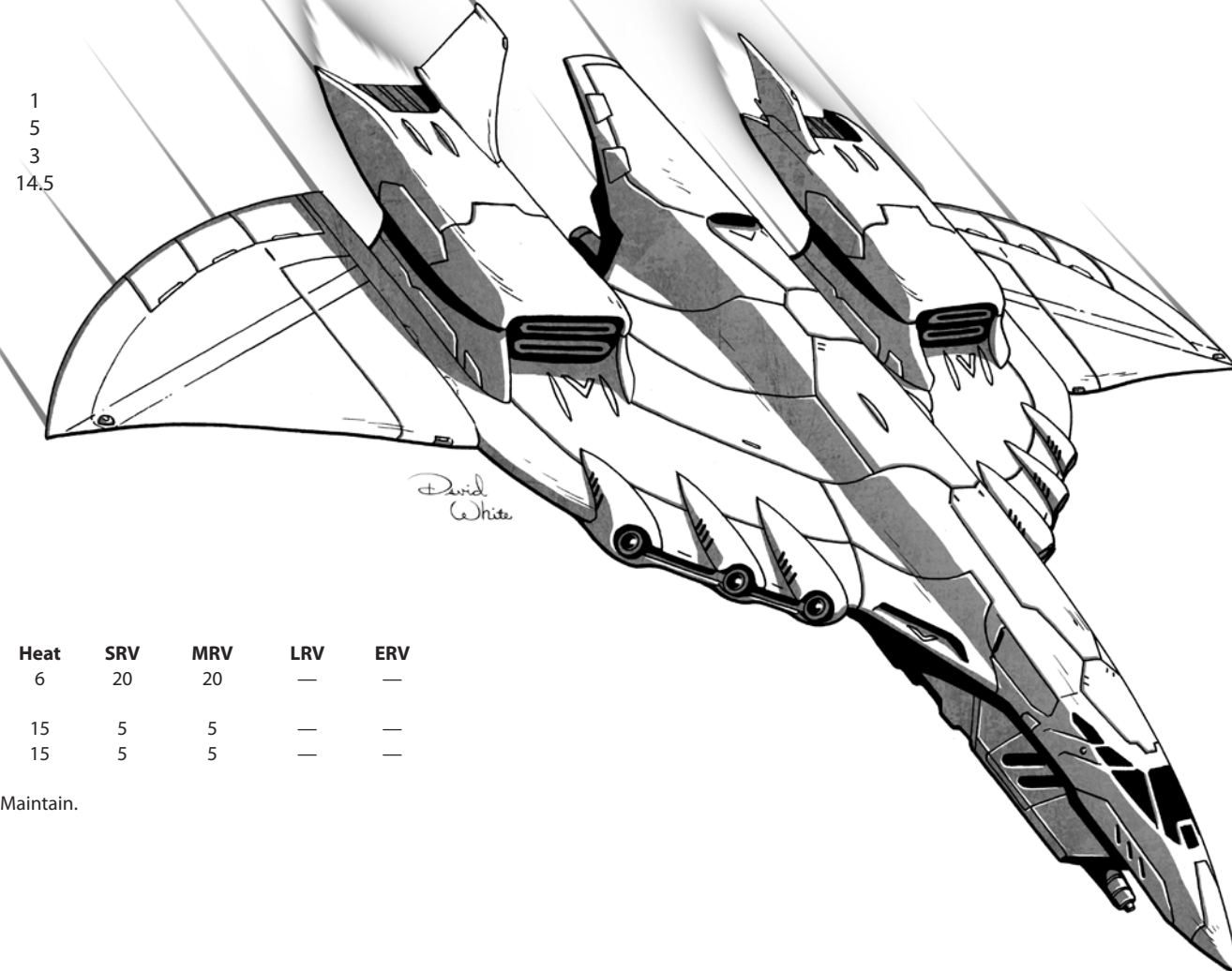
Battle Value: 2,274

Equipment

Engine:	330 XL
Safe Thrust:	8
Maximum Thrust:	12
Structural Integrity:	8
Heat Sinks:	11 [22]
Fuel:	400
Cockpit:	
Armor Factor (Reflec):	232
	<i>Armor</i>
	<i>Value</i>
Nose	71
Wings	54/54
Aft	53

Mass

12.5



Weapons and Ammo	Location	Mass	Heat	SRV	MRV	LRV	ERV
Rotary AC/5	Nose	10	6	20	20	—	—
Ammo (RAC) 60	—	3					
3 ER Medium Lasers	RW	3	15	5	5	—	—
3 ER Medium Lasers	LW	3	15	5	5	—	—

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