

INTRODUCTION

INCOMING
MESSAGE

SEND

SAVE

CANCEL

DELETE

In the past generation, mankind has seen a revolution in technology. Many expensive necessities like water and food have become considerably cheaper as new technologies—new, at least, to this century—have entered production at large scales. Water filters, JumpShips, and genetically modified crops derived from the Helm Memory Core have greatly eased life in the Inner Sphere since 3030. But one of the greatest impacts of the Helm Core is a subtle one: education.

In the first quarter of this century, even the elite technicians of the Great House armies were akin to witchdoctors when it came to maintaining the most advanced technology of the day. The most advanced items were “black boxes” or “lostech.” Today, their children and grandchildren not only have a fair grasp of the equipment delivered to them, but can also improve upon it. This generation has seen innovation surpassing the military technologies of the first Star League, with more powerful weapons, more capable electronics, and more advanced structures being fielded.

Many of those innovations have not only seen the light of day, but their builders and buyers have put some of them in the limelight to trumpet their ever-improving military hardware.

But not *all* of them.

Some of the latest designs made possible using the latest technologies have been deliberately hidden in the shadows, kept as far as possible from the public eye and the awareness of hostile intelligence agencies. A war machine unknown to the enemy has—at the very least—the element of surprise. Naturally, such military phantoms are of deep interest to competitors and enemy military forces alike.

This publication addresses a number of such “phantoms” identified by Irian Technologies. It is hoped that the concepts presented herein may be duplicated, evaluated, or at least re-implemented on different chassis with facilities and subcontractors available to Irian. Even those unsuitable for production may inspire designs that open new markets to our company.

It should be noted that, because of the secretive nature of these designs, their specifications as presented herein are “best guesses.” In a number of cases, conflicting reports (some found to be counterintelligence misinformation) had to be interpreted by the appropriate Irian engineering departments. Thus, should these units be encountered in the field, they may differ from the specifications in this publication.

—Brooke Lassinger, Irian Technologies, 7 June 3081

HOW TO USE THIS BOOK

The ‘Mechs, combat vehicles, aerospace craft, and battle armor described in *Experimental Technical Readout: Phantoms* provide players with a sampling of the various black-project, disavowed-rumor designs of the Inner Sphere. The designs featured in this book reflect limited-run prototypes and “one-offs” that have yet to reach full factory production—and most likely never will.

The rules for using ‘Mechs, vehicles and fighters in *BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*. However, the experimental nature of these designs also draws upon the Experimental-level rules presented in *Tactical Operations*. Thus, none of the units featured in this volume are considered tournament legal, and their use in introductory games is discouraged. Furthermore, the extreme rarity of these machines is such that none of them should occur in a *BattleTech* campaign as a chance encounter, but the capture or destruction of any one of these prototypes could be potential objective for *BattleTech* scenarios, tracks and role-playing adventures.

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CAT35XT014

STAR LEAGUE ERA



SUCCESSION WARS ERA

CLAN INVASION ERA



CIVIL WAR ERA

JIHAD ERA



DARK AGE ERA



WGT-4NC WIGHT DEZGRA

Field Testing Summation: New WGT-4NC Hybrid Prototype

Producer/Site: Nova Cat / Unknown

Supervising Technician: Unknown

Project Start Date: 3074?

Non-Production Equipment Analysis:

- Null Signature System
- Chameleon Light Polarization Shield
- Watchdog CEWS
- Composite Structure
- Clan Ferro-Fibrous

Overview

In a class named for a stealthy, undead creature from twentieth century mythology, the WGT-4NC *Wight* earns its designation more than any other variant. As one of the stealthiest BattleMechs in production and an unabashed headhunter, it is a BattleMech ideally tasked with “assassinating” command units, but also excels at ravaging poorly defended logistics elements and supply depots behind enemy lines.

The WGT-4NC combines intelligent use of advanced materials, such as a composite frame, ferro-fibrous armor manufactured to Clan specifications, and an Inner Sphere XL fusion engine to ensure it can carry over a quarter of its tonnage as combat payload. These components were selected carefully with an eye for availability: the composite structure came from overlooked advanced civilian aerospace suppliers; the armor from functioning Clan Nova Cat facilities; the engines from DCMS stockpiles; the gyroscopes common three-ton models. Given the small numbers of WGT-4NCs produced, the payload of lasers and electronics were also available in sufficient quantity from Diamond Shark merchants and Nova Cat facilities to meet demand. The only real gambles were the advanced stealth systems, which were produced by Combine contractors (with extensive Nova Cat aid) to Star League specifications.

The resulting BattleMech has a high ground speed, a 210-meter jump capacity, the ability to survive a brush with almost any weapon (at least once), and mounts enough high-accuracy pulse laser firepower to threaten most commanders outside of their BattleMechs. (Commanders in their 'Mechs tend to require a Star of WGT-4NC *Wights* to ensure quick kills.) Key to these abilities is a combination of stealth systems virtually non-existent over last 300 years: a Null Signature System and Chameleon Light Polarization System—all backed with the new, powerful Watchdog Composite Electronic Warfare System.

The WGT-4NC *Wight* would be a welcome addition to the DCMS, let alone any number of House special forces units. It is extremely good as a raider and an excellent headhunter. Yet, amazingly, it is *not* a House BattleMech. Clan Nova Cat fields it instead for these tasks—tasks generally regarded as *dezgra* by Clan honor standards. The few WGT-4NCs observed to date have only been piloted by disgraced trueborn MechWarriors assigned to high-risk missions.

Type: **Wight Dezgra**

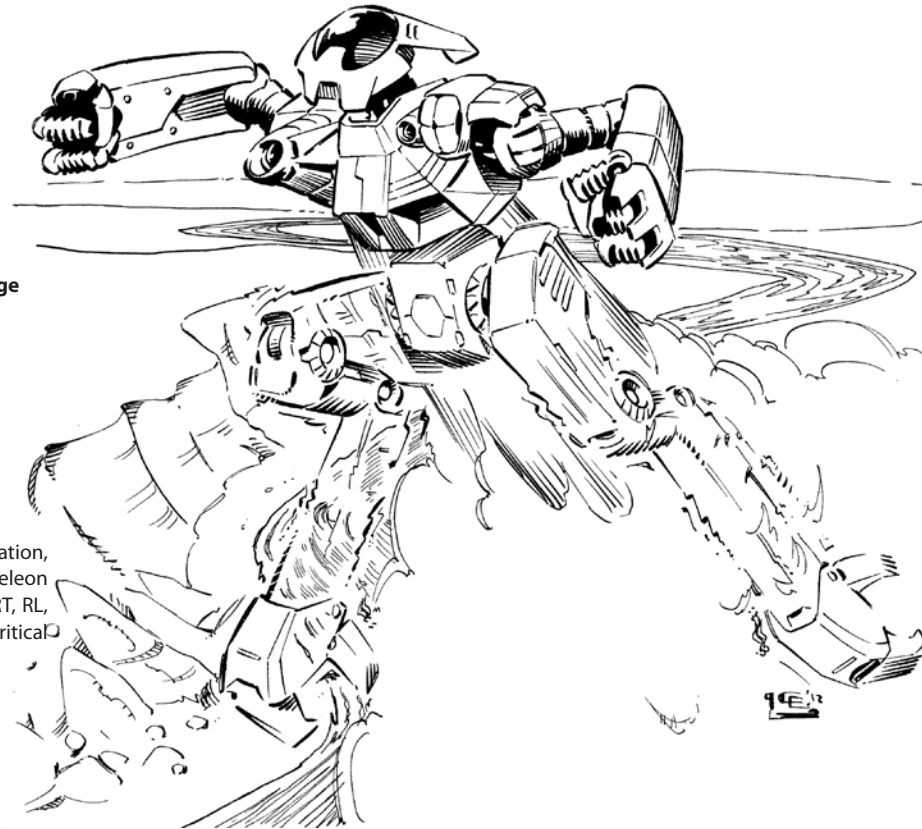
Technology Base: Mixed Inner Sphere (Experimental)

Tonnage: 35

Equipment	Mass	
Internal Structure:	Composite	2
Engine:	280 XL	8
Walking MP:	8	
Running MP:	12	
Jumping MP:	7	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	115 (C)	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	11	15
Center Torso (rear)		5
R/L Torso	8	11
R/L Torso (rear)		5
R/L Arm	6	11
R/L Leg	8	16

Weapons and Ammo	Location	Critical	Tonnage
Large Pulse Laser (C)	RT	2	6
Medium Pulse Laser (C)	LT	1	2
Watchdog CEWS	LT	2	1.5
Chameleon LPS	*	6	—
Null Signature System	**	7	—
Jump Jets	RT	3	1.5
Jump Jet	CT	1	.5
Jump Jets	LT	3	1.5

Notes: Features the following Design Quirks: Bad Reputation, Difficult to Maintain, Distracting, Improved Sensors; *Chameleon Light Polarization Shield occupies 1 critical slot in the RA, RT, RL, LL, LT, and LA locations. **Null-Signature System occupies 1 critical slot in every location except for the head.



EXPERIMENTAL

SM1 TELOS

Field Testing Summation: Custom SM1 Rebuild

Producer/Site: LAW-Barcella / Irece

Supervising Technician: Senior Engineer Andrew Hackard

Project Start Date: 3077

Non-Production Equipment Analysis:

Inner Sphere Design Specs

Extended LRM

Vehicular Stealth Armor

Overview

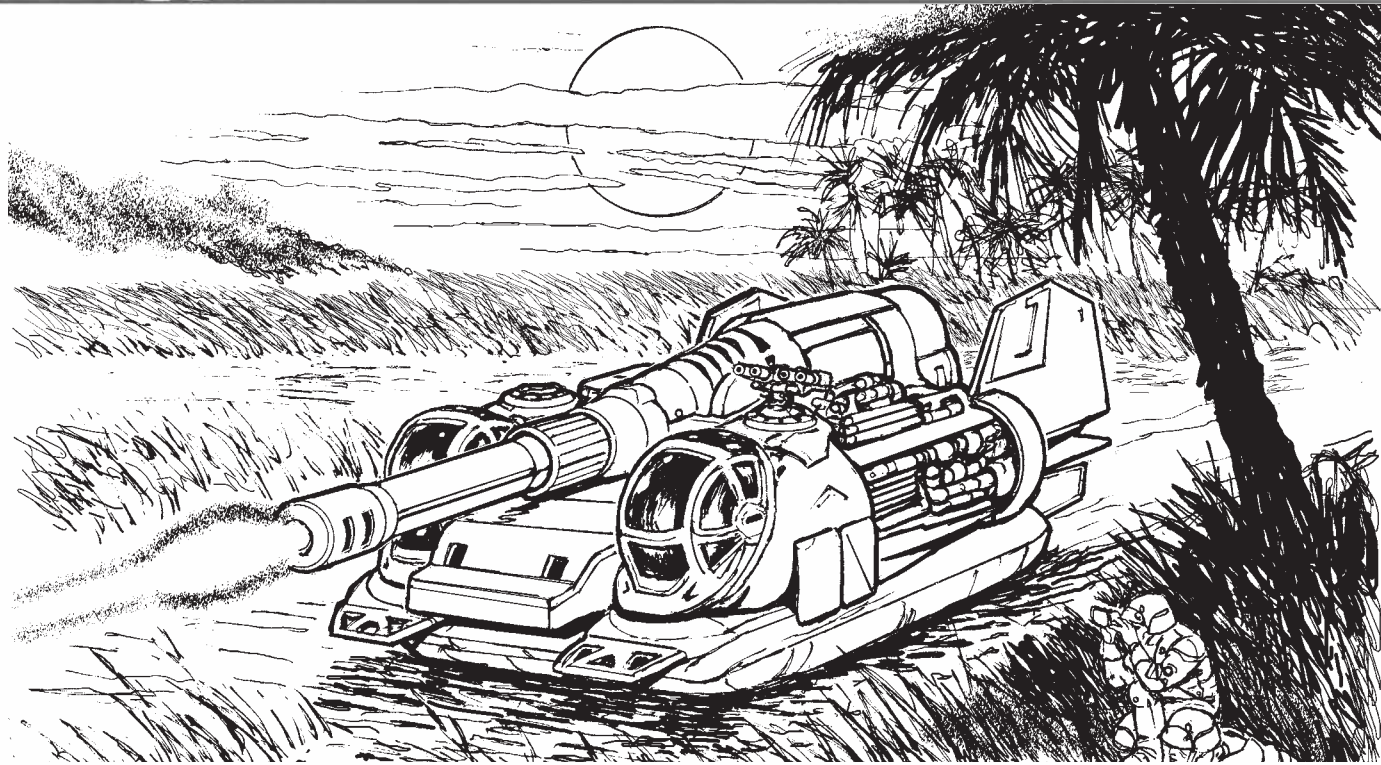
The SM1 Telos (named for the supplier of its ELRMs) is a not simply a re-fit of the existing SM1 Tank Destroyer, but a complete ground-up rebuild using Spheroid technologies. The Nova Cats apparently intended to produce a star of SM1 Teloses to examine both the Inner Sphere-developed ELRM system and how well they would perform on a fast vehicle like the SM1. The possibilities of such extremely long-ranged weapons on a high-mobility platform looked extremely intriguing in simulations, enough to change a brute-force, close-ranged platform like the SM1 into a long-ranged

The requirements for Inner Sphere-produced systems—likely to ensure greater access to parts the Cats have difficulty producing en masse—caught the attention of the DCMS, which became intrigued. Imposing themselves on the project in exchange for parts access, the DCMS officials did not share the Nova Cats' mores about *zellbrigen* and insisted on "bastardizing" the design with new stealth armor. The Cats ultimately abandoned the project to Luthien Armor Works, grudgingly producing some chasses for the DCMS to finish outfitting. Since then, the DCMS has been eagerly testing lances of the SM1 Teloses in the advance to Terra.

Though rebuilt to Inner Sphere specs rather than Clan, the SM1 Telos is a straightforward modification: the giant Clan ultra autocannon is replaced by a 15-tube extended-range LRM, and repurposes the bountiful six-ton magazine to that weapon, allowing the Telos to deliver up to five minutes of uninterrupted fire. There were some compromises: the infantry-disintegrating quadruple light machine gun turret was replaced with a single, conventional bow-mounted machine gun, while armor protection fell noticeably. On the other hand, the DCMS was able to ensure all components were built domestically within the Draconis Combine.

In hover-friendly terrain, the SM1 Telos has been terrifying. It is moderately challenged against targets at ranges where few weapons can even reach, and its stealth armor compounds the difficulty of return fire. In battles on North America's western plains, the Telos lived up to every expectation. They out-ranged and outmaneuvered even the vaunted Manei Domini "super 'Mechs," but there was one fatal flaw in field trials due to its hurried deployment. The improvised, Combine-built civilian-grade climate control units kept crews comfortable under normal operating conditions, but they were completely inadequate in stopping the horrific fallout from the Word's "salted" weapons from killing the crews.

While it has been well-received by field test crews, critics in the Combine officer corps note that the SM1 Telos could carry a light artillery piece for even greater range.



Type: **SM1 Telos**
 Technology Base: Inner Sphere (Experimental)
 Movement Type: Hover
 Tonnage: 50

Equipment	Mass
Internal Structure:	5
Engine:	10
Type:	Fusion
Cruise MP:	8
Flank MP:	12
Heat Sinks:	10
Control Equipment:	2.5
Lift Equipment:	5
Power Amplifier:	0

Turret:	0
Armor Factor (Stealth):	120
	7.5
	<i>Armor Value</i>
Front	43
R/L Side	29/29
Rear	19

Weapons and Ammo	Location	Tonnage
Extended LRM 15	Front	12
Ammo (ELRM) 30	Body	5
Machine Gun	Front	.5
Ammo (MG) 100	Body	.5
Guardian ECM Suite	Body	1.5
CASE	Body	.5

Notes: Features the following Design Quirks: Poor Sealing, Rumble Seat

XF-78 DEATHSTALKER

Field Testing Summation: Custom Deathstalker Refit

Producer/Site: Andurien Aerotech / Andurien

Supervising Technician: Various

Project Start Date: 3068?

Non-Production Equipment Analysis:

- Stealth Armor
- Improved Heavy Gauss Rifle
- X-Pulse Lasers, Large
- CASE II

Overview

Chandrasekhar Kurita's 3075 overview of the military state-of-the-art included an assessment of the F-77 *Deathstalker*. This capable fighter had been developed during the First Star League but failed to win a contract. Andurien Aerotech resumed production of the F-77 in 3071. It was a good fighter for the Duchy of Andurien: By the late thirty-first century, even given the domestic industrial limitations of the Duchy of Andurien, the F-77 (Star League or Andurien version) was not challenging to construct. However, it was only deployed in inexplicably small quantities.

Several intelligence reports have clarified the reasons behind the minimal production, though only after being helpfully redirected by public announcements from the Duchy. It appears Andurien Aerotech had never intended to build the ancient F-77, but instead use the capable airframe with domestically produced copies of Clan weaponry. By the project's start in 3068, the Inner Sphere had been attempting to reproduce Clan technology for almost twenty years and astronomically expensive samples were emerging from Inner Sphere vendors. The Duchy solicited bids for new heavy fighters with Clan-tech weaponry; Andurien Aerotech won because it could revive the *Deathstalker* inexpensively compared to a truly new fighter.

However, industrial production of the Clan weapons proved nearly impossible and it was not possible to buy sufficient weapons from the Diamond Sharks. F-77 production was a stopgap measure meant to keep Andurien Aerotech's Andurien line operating and maintain the ranks of the Duchy's aerospace forces until Aerotech could resolve endless technical delays with the F-78 *Deathstalker*. By about 3075, the F-78 program had been overhauled in both design and management several times and was greatly over budget. The Duchy only appeared to continue funding it because of the Jihad and politicians with deeply entrenched interests in the contract and company.

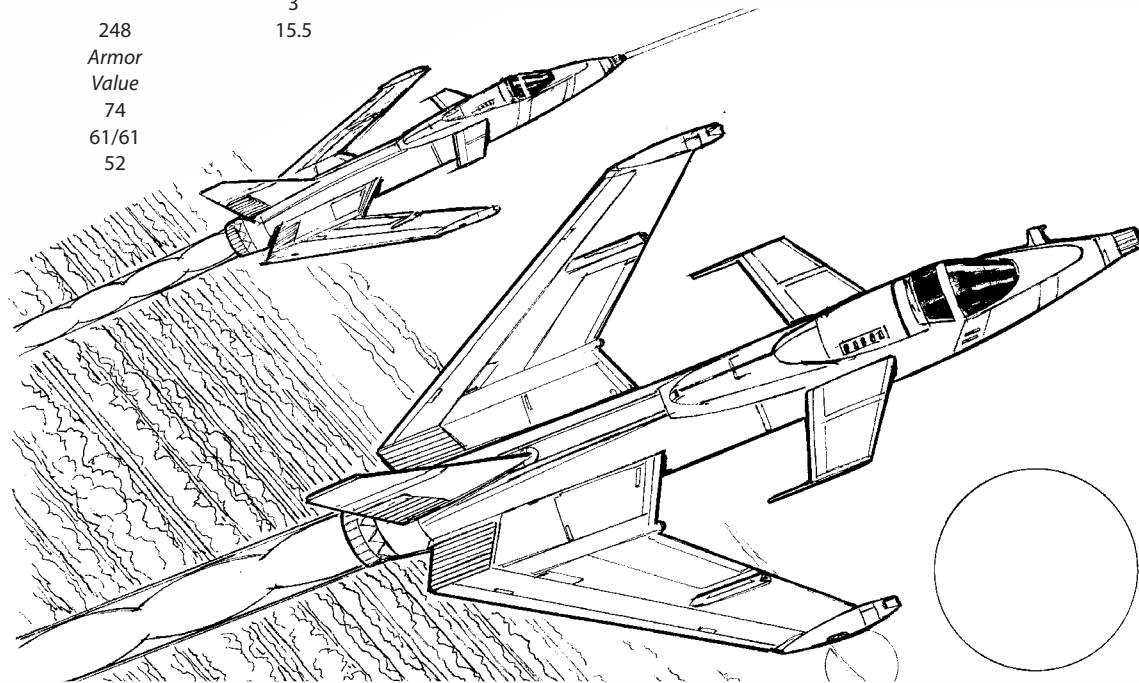
The XF-78 prototypes announced to the media, though, might be worth the wait. If they are real, as confirmed sightings of XF-78s are rarer than F-77 squadrons. The XF-78 reportedly uses a locally built 240 XL fusion engine to save mass for larger fuel tanks. It also has much heavier armor with stealthy lines and an array of heavier, if less numerous, weapons. The main gun is reported as a "high velocity heavy Gauss rifle" with "enhanced CASE" protection. The quadruple large lasers of the F-77 have been replaced by twin X-pulse large lasers. Overall, the XF-78 seems oriented for raiding and DropShip hunting, perhaps intercepting any Regular "Scouring Squadrons" that approach Andurien worlds.

Type: **XF-78 Deathstalker**

Technology Base: Inner Sphere (Experimental)

Tonnage: 80

Equipment		Mass
Engine:	240 XL	6
Safe Thrust:	5	
Maximum Thrust:	8	
Structural Integrity:	8	
Heat Sinks:	18 [36]	8
Fuel:	640	8
Cockpit:		3
Armor Factor (Stealth):	248	15.5
	<i>Armor Value</i>	
Nose	74	
Wings	61/61	
Aft	52	



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Improved Heavy Gauss Rifle	Nose	20	2	22	22	22	—
Ammo (IHGR) 12	—	3					
Guardian ECM Suite	Nose	1.5					
Large X-Pulse Laser	RW	7	14	9	9	—	—
Large X-Pulse Laser	LW	7	14	9	9	—	—
CASE II	—	1					

Notes: Features the following Design Quirks: Atmospheric Flyer.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Wight WGT-4NC Dezgra**

Movement Points: **8** Tonnage: **35**
 Walking: **8** Tech Base: **Mixed Tech (I.S.)**
 Running: **12** (Experimental)
 Jumping: **7** Era: **Jihad**

Weapons & Equipment Inventory (hexes)

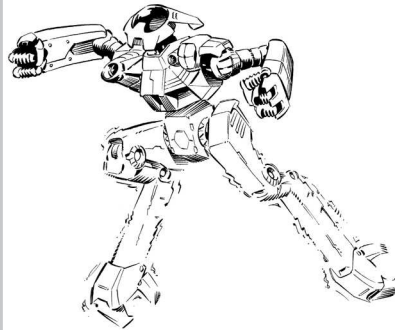
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser (Clan)	RT	10	10 [P]	—	6	14	20
1	Medium Pulse Laser (Clan)	LT	4	7 [P]	—	4	8	12
1	Watchdog CEWS (Clan)	LT	—	[E]	—	—	—	4

WARRIOR DATA

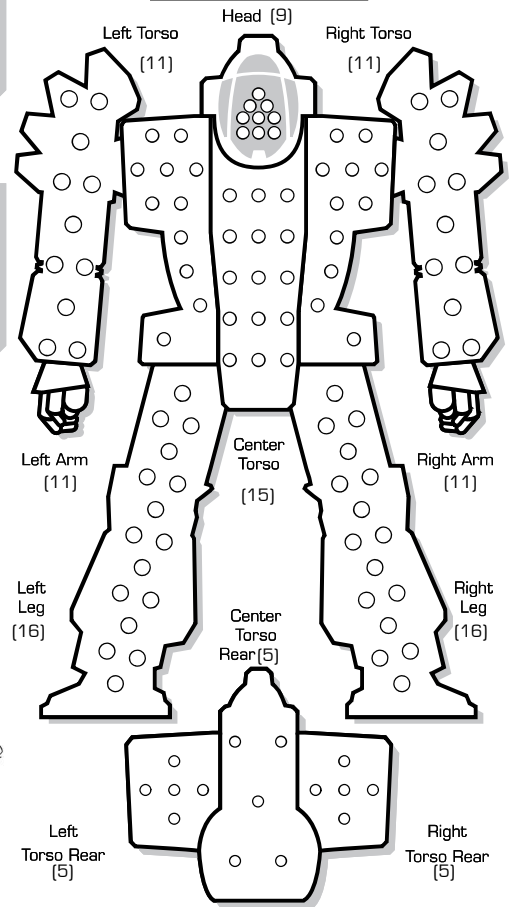
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Null Signature System
- Chameleon Light Polarization Shield
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

- Medium Pulse Laser (Clan)
- Watchdog CEWS (Clan)
- Watchdog CEWS (Clan)
- Null Signature System
- Chameleon Light Polarization Shield
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null Signature System
- Chameleon Light Polarization Shield

Head

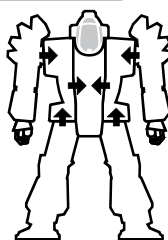
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Null Signature System

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Null Signature System
- Chameleon Light Polarization Shield
- Roll Again
- Roll Again
- Roll Again

Right Torso

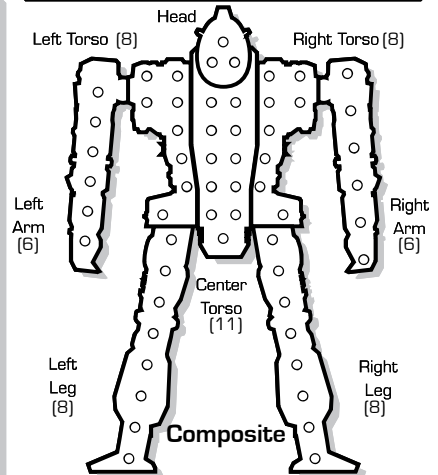
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

- Large Pulse Laser (Clan)
- Large Pulse Laser (Clan)
- Ferro-Fibrous
- Null Signature System
- Chameleon Light Polarization Shield
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null Signature System
- Chameleon Light Polarization Shield

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow	Heat Scale
○	30*
○	29
○	28*
○	27
○	26*
○	25*
○	24*
○	23*
○	22*
○	21
○	20*
○	19*
○	18*
○	17*
○	16
○	15*
○	14*
○	13*
○	12
○	11
○	10*
○	9
○	8*
○	7
○	6
○	5*
○	4
○	3
○	2
○	1
○	0