

# AeroMech (Aerofighter AutoMech)

## Summary

Likely conceived as a lighter—and therefore, cheaper—answer to the far more successful DemoCon *Seeker*, the *AeroMech* is one of the AutoBoP faction's more populous units in the field of supersonic flight. On the ground or in the air, *AeroMechs* match the *Seekers* in terms of mobility, but do so at a significant cost in armor and payload. In what seems to be a tactical doctrine, they often make up for this by always operating in paired groups, even for reconnaissance missions, while their DemoCon counterparts are just as apt to fly solo as they are to patrol in three-unit demi-squadrons. The dubious reliability of such strategy may be one reason why the *AeroMechs* remain so outnumbered to this day, as the AutoBoPs appear hard-pressed to keep their fighter production rates high enough to cover yearly losses, let alone compete with the sheer volume of enemy *Seekers*.

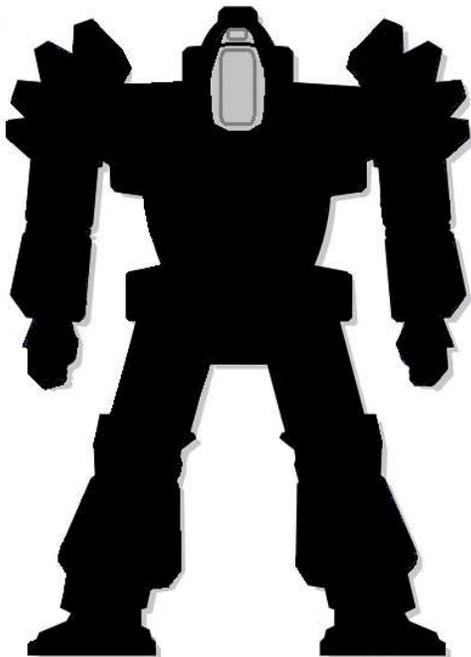
In any case, the *AeroMech* remains a nimble combatant, and a decent enough dogfighter/interceptor to keep opposing air power tied up during pitched fights. When combined with their combat discipline and mindful of their own limits, crafty enough groups of this AutoMech type can thus balance what would ordinarily be a far more lopsided battle.

## Variant Configurations

As with all Syberian units, civilian and military alike, the potential variations over centuries of conflict, refits, and rebuilds can be dizzying. Nevertheless, there are common variations on most AutoMechs and the like, which supports our general view that the AIs of Syberia can only evolve so far.

In the case of the AeroMech, three popular variations have been identified, which we are dubbing the Interceptor, Dogfighter, and Bombardier configurations. Of the three, the Interceptors carry the most fuel and an all-energy weapon payload meant for extended flight and stand-off combat. Dogfighters back a trio of extended-range lasers up with a pair of SRM launchers for more varied and heat-manageable combat options. Finally, the Bombardiers are the most minimally armed for direct combat, instead devoting internal space to bomb bays that can drop a varied range of ordnance on unsuspecting ground-pounders.

The AutoBoP faction, which builds and fields these units almost exclusively, tends to rely on Interceptors for high-atmosphere and orbital combat operations, while Dogfighters are typically seen in air-defense and aerial superiority roles. Bombardiers, meanwhile, naturally fill the ground support role, and often rely on Dogfighters for cover against other airborne units.



Type: **AeroMech**

Technology Base: Syberian (Experimental)

Tonnage: 40

**Equipment**

Internal Structure:		<b>Mass</b>	4
Conversion Eqpt:	Aero		6
Engine:	200		8.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	8		
Safe Thrust:	8		
Max Thrust:	12		
Heat Sinks (Double):	10 [20]		0
Gyro:			2
Cockpit:			3
Fuel:	80		0
Structural Integrity:	12		0
Armor Factor:	96		6

*Internal Structure*    *Armor Value*

Head	3	9
Center Torso	12	10
Center Torso (rear)		7
R/L Torso	10	10
R/L Torso (rear)		5
R/L Arms	6	10
R/L Legs	10	10

**Fixed Components**

Avionics	RT/LT/HD	3	--
Landing Gear	RT/CT/LT	3	--
2 Double Heat Sinks	RA/LA	6	--
4 Jump Rockets	RL/RT/LT/LL	8	4

**Weapons and Ammo**

<i>Interceptor Configuration</i>			
Light PPC	RA	2	3
ER Medium Laser	RT	1	1
Fuel (80)	CT	1	1
ER Medium Laser	LT	1	1
ER Small Laser	LA	1	0.5

*Dogfighter Configuration*

ER Medium Laser	RA	1	1
SRM-2	RT	1	1
Fuel (40)	RT	1	0.5
ER Medium Laser	CT	1	1
SRM-2	LT	1	1
Ammo (SRM) 50	LT	1	1
ER Medium Laser	LA	1	1

*Bombardier Configuration*

Medium Pulse Laser	RA	1	2
Bomb Bay (2 tons)	RT	2	2
Fuel (40)	CT	1	0.5
Bomb Bay (2 tons)	LT	2	2

**Notes:** Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flyer, Jettison-Capable Weapons (Hands), Nimble Jumper

**Notable AeroMechs:**

<i>AeroMech</i> Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Aero-Diver	Interceptor	Analysis	Vet (2/3)	Intelligence	Wasp-1/Rapier
Aero-Fire	Bombardier	NinjaMech	Vet (0/3)	Infantry-AntiMech	Wasp-1/Rapier
Aero-Raider	Interceptor	ArtilleryMech	Vet (2/3)	Infantry	Wasp-1/Shadow Hawk LAM (ASF)
Aero-Shot	Dogfighter	GruntMech	Vet (2/3)	Minimal	Wasp-1/Rapier

# AeroMech-A (Aerofighter AutoMech)

## Summary

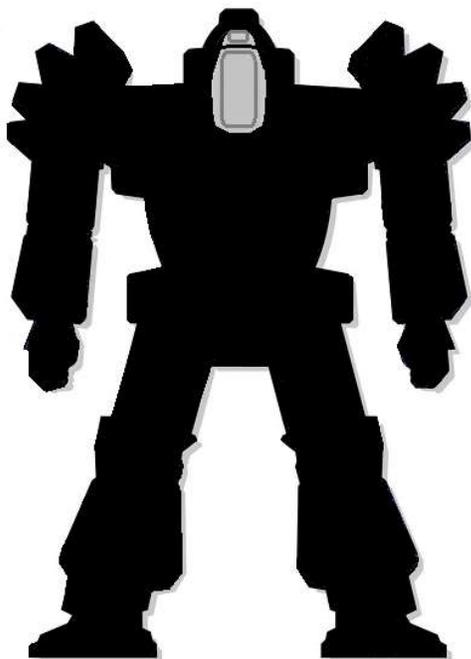
Developed to serve as a command unit for groups of lighter *AeroMechs*, the *AeroMech-A* is seen more rarely in the AutoBoP ranks, and is almost unheard of in all of the other active Syberian factions. While equal in overall mass to the DemoCon *Seeker* class, this model trades ground and air speed for extra armor and a much heavier weapons payload. Unfortunately, this also means that *AeroMech As* can rarely keep up with their own subordinates during long flights, as so they habitually reach the battle area late, and must therefore perform their command duties from afar.

Although the *AeroMech-A* is every bit as stable in atmosphere, and agile as on the ground as its lighter cousins, and is clearly deployed to act as shepherds for those unit types in particular, there is reason to believe that the design of this AutoMech actually derives from that of the much lighter and more common *AutoVee-1*. The primary consideration for this theory, of course, stems from the visual similarities the two unit types have while in their BattleMech forms. Of course, given the way in which so many of Syberia's AutoMechs have a tendency to resemble 'Mechs and

vehicles from the Inner Sphere and the Clans of today, that two distinct models should happen to have such an uncanny resemblance to the same machine probably doesn't really matter so much. Yet, at the same time, the *AeroMech-A* and *AutoVee-1* also happen to be similar in their ground-mode performances, with their only differences being enhancements made possible by the upgrade in mass. This includes, of course, the use of the Syberian-born jump rocket system (which roughly matches the improved jump jets seen back home) for longer and higher leaps, as well as the primary weapon of a standard large laser in the *AutoVee-1* becoming a binary laser cannon in the hands of a *AeroMech-A*. More research into this, if only to satisfy our curiosities about the timeline of AutoMech evolution, would be necessary to confirm if any actual link between these units exists beyond the visual.

## Variant Configurations

We have observed so few *AeroMech-As* in the field to date that it is difficult to determine what changes in payload, if any, exists beyond the Common configuration.



Type: **AeroMech-A**  
 Technology Base: Syberian (Experimental)  
 Tonnage: 50

<b>Equipment</b>		<b>Mass</b>
Internal Structure:		5
Conversion Eqpt:	Aero	7.5
Engine:	200	8.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	6	
Safe Thrust:	6	
Max Thrust:	9	
Heat Sinks (Double):	10 [20]	0
Gyro:		2
Cockpit:	AutoMech	3
Fuel:	80	0
Structural Integrity:	16	0
Armor Factor:	128	8
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	16
Center Torso (rear)		7
R/L Torso	12	15
R/L Torso (rear)		6
R/L Arms	8	13
R/L Legs	12	14

<b>Fixed Components</b>	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
Avionics	RT/LT/HD	3	--
Landing Gear	RT/CT/LT	3	--
2 Double Heat Sinks	RA/LA	6	--
3 Jump Rockets	RL/LT/LL	6	3

<b>Weapons and Ammo</b>	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
<i>Common Configuration</i>			
Binary Laser Cannon	RA	4	9
Prim. Rocket Launcher-15	RT	1	1
Prim. Rocket Launcher-15	LT	1	1
Small Shield	LA	3	2

**Notes:** Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flyer, Command BattleMech, Jettison-Capable Weapons (Hands), Nimble Jumper

### Notable AeroMech-As:

<b>AeroMech-A Type</b>	<b>Config.</b>	<b>Function</b>	<b>Skill Grade</b>	<b>Skill Set</b>	<b>Mech/Vehicle Form</b>
<b>Aero-Bolt</b>	<b>Common</b>	<b>CommandMech</b>	<b>Vet (0/1)</b>	<b>Infantry, Officer</b>	<b>Clint IIC/Phoenix Hawk LAM Mk I (ASF)</b>

# AutoGator (Bestial AutoMech)

## Summary

Alongside the *AutoShark*, the *AutoGator* may be the closest thing to a “feral” AutoMech that exists on Syberia. Rarely seen bearing the colors or insignia of any known faction, and seemingly hostile toward anything other than its own chassis type, this bestial-type AutoMech is not only characterized by its crocodile-like quadruped form, but also its lack of any ranged weapons.

If there are automated factories still producing this model someplace, the AutoMechs we’ve interviewed and the records we’ve obtained to date do not seem to know about them (or very much care). The faction that operated them originally—known alternately as the Xon Quorum, the Xon Empire, or the Five Houses of Xon—may have been among the early baronial powers established on Syberia. Centered on the city of Xon, located on the shores of the Northern Sludge, this state controlled a swath of lands in the Primordic Expanse, specifically between the Northern Sludge and the Great Sea. While roughly equivalent in size, power, and technological sophistication as the Barony of Grim, their position made them a strategic maritime power. So far as we can tell, when the wars erupted on Syberia, Xon started out on the side of the baronial powers, but was discovered to be also in league with the corporate states, effectively playing both sides against each other. When the war went nuclear, Xon and its territories fell to strategic bombardment from both its erstwhile allies.

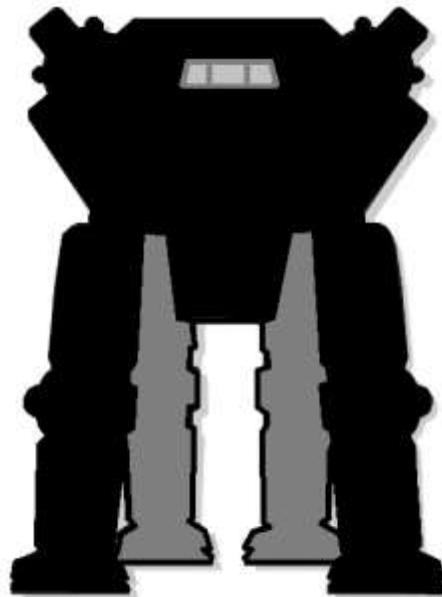
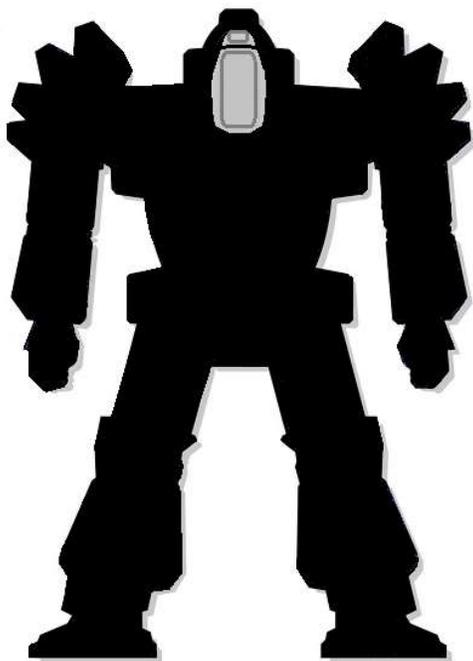
Given this bit of history, and the fact that most *AutoGators* encountered today tend toward the wetter regions and rivers

surrounding the Great Sea and both Northern and Southern Sludges, the possibility exists that any factories responsible for these AutoMechs could be located deep within some overgrown ruins in the old Xon lands, or perhaps even underwater. The underwater factory hypothesis would, of course, also explain why *AutoGators* and *AutoSharks* have overlapping “hunting grounds” today, as the same factories could be responsible for both machines.

Regardless, the function of the *AutoGators* appears to be primarily focused on guard duties and animal control. Their use of a modified industrial structure (capable of aquatic operations, but with no ability to really *swim*), as well as their use of industrial armor and a complete lack of ranged weaponry, suggest their designers sought to make their defenders as cheaply as possible. Alternatively, with their use of exotic physical combat equipment, they could have also been built to serve as cheap gladiatorial entertainment. Either way, it is quite ironic that these machines have managed to outlive their creators by centuries now.

## Variant Configurations

*AutoGators* operate largely in the complete absence of any kind of structured infrastructure that might offer refits and repairs on a regular basis. Indeed, it has been quite rare to encounter a fully intact example of this particular AutoMech type in modern times, let alone one that has been reconfigured in any major way.



Type: **AutoGator**

Technology Base: Syberian (Experimental)

Tonnage: 40

**Equipment**

		<b>Mass</b>
Internal Structure:	Imp. Industrial	8
Conversion Eqpt:	Bestial	2
Engine:	160	6
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks (Standard):	10	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor (Hvy. Industrial):	112	7

*Internal Structure*   *Armor Value*

Head	3	8
Center Torso	12	14
Center Torso (rear)		8
R/L Torso	10	12
R/L Torso (rear)		7
R/L Arms	6	10
R/L Legs	10	12

**Fixed Components**

Conversion Equipment  
4 Heat Sinks

**Location Critical**   **Mass**

RT/LT   2   --  
2RT/2LT   4   --

**Weapons and Ammo**

*Common Configuration*

	<b>Location Critical</b>	<b>Mass</b>
Spikes	RA   1	0.5
Lance	RA   2	2
Spikes	RT   1	0.5
Tail (Standard)	CT (R)   2	6
Spikes	LT   1	0.5
Spikes	LA   1	0.5
Sword	LA   3	2

**Notes:** Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Distracting (Animal Quad Form), Low Profile, Non-Standard Parts

**Notable AutoGators:**

<b>AutoGator Type</b>	<b>Config.</b>	<b>Function</b>	<b>Skill Grade</b>	<b>Skill Set</b>	<b>'Mech/Vehicle Form</b>
AutoGator	Common	GruntMech	Reg (4/5)	Minimal	Komodo/Barghest (Micro)*

\*Unarmed

# AutoGaurd (Non-Convertible AutoMech)

## Summary

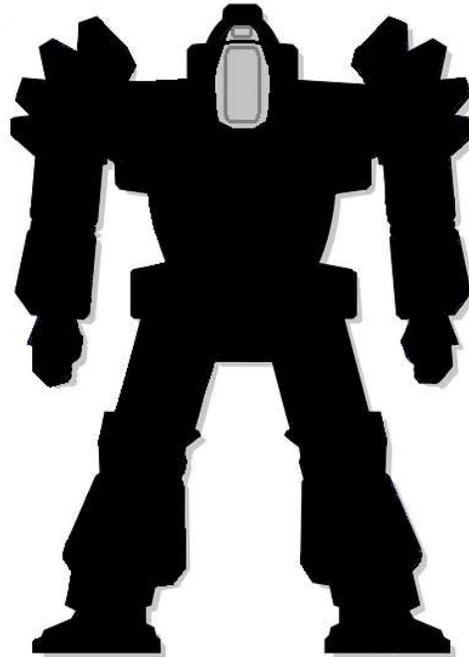
Sporadically encountered today on Syberia, but—according to our AutoBoP sources—far more plentiful among off-world facilities scattered throughout the system, the *AutoGuard* is a general-purpose unit that was produced in multiple factories back in the time of the humans. Fairly unique among AutoMech classes, the *AutoGuard* is one of the few based on a non-transforming BattleMech frame. Given its industrial-grade internal structure and armor, the lack of conversion systems and widespread production would suggest that these machines may have been among Syberia's earliest autonomous constructs. Unfortunately, it appears that none of the *AutoGuards* currently in operation have been online long enough to confirm this.

This discovery, however, clued us into another element of this model that would fit our theory of these being examples of Syberia's early AutoMechs. Unlike most of the other autonomous units we have encountered, which, while not truly sentient, do have a

capacity for learning new skills and improving on existing ones, the *AutoGuards* do not appear to learn *at all*. In fact, these machines may be among the most robot-like of the AutoMechs we have found here, as most appear to perform functions given to them by other units, and none ever seem to form opinions about such duties one way or the other. Even their conversational capabilities appear so limited as to be exceedingly dull.

## Variant Configurations

For such a widely used model—however rarely they now appear among the combat formations of any extant AutoMech faction—*AutoGuards* do not appear keen on modified payloads. Although the odd weapon swap here and there has been observed, for the most part, there seem to be no major variant configurations of this unit type.



Type: **AutoGaurd**  
 Technology Base: Syberian (Experimental)  
 Tonnage: 50

<b>Equipment</b>		<b>Mass</b>
Internal Structure:	Imp. Industrial	10
Conversion Eqpt:	None	0
Engine:	200	8.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks (Standard):	10	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor (Hvy. Industrial):	160	10
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	20
Center Torso (rear)		11
R/L Torso	12	15
R/L Torso (rear)		8
R/L Arms	8	15
R/L Legs	12	24

**Fixed Components**  
 2 Heat Sinks

**Location Critical**    **Mass**  
 RT/LT    1    --

**Weapons and Ammo**  
*Common Configuration*

**Location Critical**    **Mass**

Claws	RA	4	4
SRM 4	RT	1	2
Ammo (SRM) 25	RT	1	1
CASE	RT	1	0.5
Medium Laser	CT	1	1
SRM 4	LT	1	2
Mace	LA	5	5
Medium Laser	HD	1	1

**Notes:** Features the following Design Quirks: Illegal (Syberian Robotics AI), Rugged (2), Ubiquitous (Syberia System), Non-Learner (Unable to improve Skills)

**Notable AutoGuards:**

<i>AutoGuard</i> Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
AutoGaurd	Common	GruntMech	Reg (4/5)	Minimal	Cudgel/NA

# AutoShark (Submarine AutoMech)

## Summary

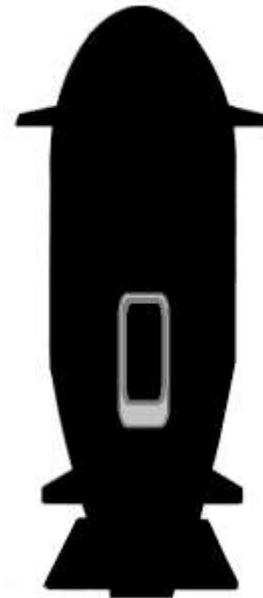
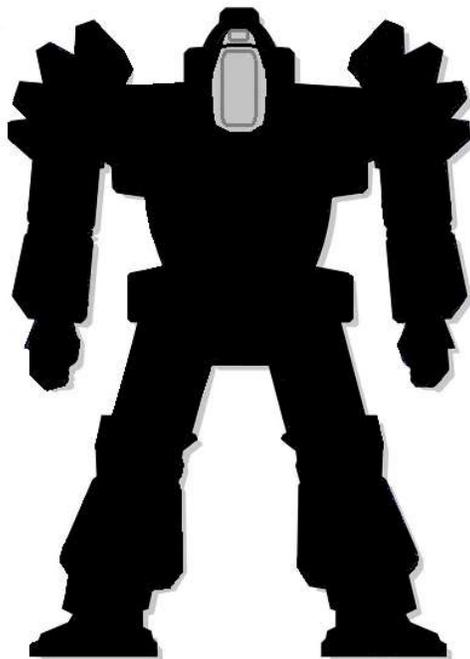
Like the *AutoGator*, the *AutoShark* is essentially a “feral” AutoMech, rarely sporting colors or insignia of any known, active faction. Lurking all but unopposed in Syberia’s murky, shallow seas, these amphibious, submersible AutoMechs are rarely seen in herds smaller than four units at a time, and appear to be automatically hostile to anything that moves that doesn’t look like their own chassis type. Although their non-BattleMech forms sport the bestial look of a bloated, toothy sphere with prehensile fore-claws, these are merely beast-styled variations applied to their hull design. That is not to say that they are harmless, by any stretch; it simply means that, much like the *Cazador* VTOLMech, and the *Swooper* and *Saker* Aerofighter AutoMechs, the *AutoShark* is a vehicle conversion and not a true bestial type.

Not that one would tell by their behavior. Fortunately, their

overall threat is limited by one simple thing—two, if one considers the fact that they’re basically never encountered more than five kilometers inland—and that is, just like their *AutoGator* “cousins,” they lack ranged weaponry of any consequence.

## Variant Configurations

*AutoSharks*, like *AutoGators*, are rarely encountered with alternative weapons loads in the wild. Unlike *AutoGators*, however, more tend to be in excellent to fair condition, which is to be expected as these submersible AutoMechs wouldn’t last long in their “natural” environment once after their first armor breach. (Numerous wrecks on Syberia’s sea floors have, in fact, been identified as sunken *AutoSharks*, some of which have even been found that continue to operate on some level, their fusion plants and CPUs not yet expired. It’s rather creepy, to be honest.)



Type: **AutoShark**

Technology Base: Syberian (Experimental)

Tonnage: 50

**Equipment**

Internal Structure:		<b>Mass</b>	5
Conversion Eqpt:	Naval (Sub)		7.5
Engine:	200		8.5
Walking MP:	4		
Running MP:	6		
UMU MP:	4		
Submarine Cruise MP:	4		
Submarine Flank MP:	6		
Heat Sinks (Standard):	10		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	120		7.5
	<i>Internal</i>	<i>Armor</i>	
	<i>Structure</i>	<i>Value</i>	
Head	3		8
Center Torso	12		14
Center Torso (rear)			8
R/L Torso	10		12
R/L Torso (rear)			7
R/L Arms	6		12
R/L Legs	10		14

**Fixed Components**

Conversion Equipment	RL/LL	2	--
2 Heat Sinks	RT/LT	2	--
4 UMUs	2RT/2LT	4	2

**Weapons and Ammo**

*Common Configuration*

	<b>Location Critical</b>	<b>Mass</b>	
Spikes	RA	1	0.5
Wrecking Ball	RA	4	5
Spikes	RT	1	0.5
Lift Hoist	RT	3	3
Spikes	RL	1	0.5
Spikes	CT	1	0.5
Spikes	LT	1	0.5
Lift Hoist	LT	3	3
Spikes	LL	1	0.5
Spikes	LA	1	0.5

**Notes:** No turret in vehicle mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, Naval/'Mech Conversion), Distracting (Animalistic Vehicle Form), Protected Actuators, Searchlight

**Notable AutoSharks:**

<b>AutoShark Type</b>	<b>Config.</b>	<b>Function</b>	<b>Skill Grade</b>	<b>Skill Set</b>	<b>'Mech/Vehicle Form</b>
AutoShark	Common	GruntMech	Reg (4/5)	Minimal	Hauberk BA (28mm)/Octopus DS (Micro)**
PiranhaShark	Common*	GruntMech	Vet (3/4)	Minimal	Hauberk BA (28mm)/Octopus DS (Micro)**

\*This AutoShark switches the Common configuration's Wrecking Ball to the left arm.

\*\*For 'Mech mode, use 28mm-scale Hauberks; For Vehicle mode, use Micro-scale Octopus DS, but omit all but two "arms."

# AutoVee-1/-2 (Aerofighter/Wheeled AutoMech)

## Summary

It may seem a bit strange to combine two AutoMechs with very different alternate modes into a single entry, but the *AutoVees* are an interesting pair of twin designs that are best reviewed as one. The reason for this lies mainly in their appearance and overall equipment similarities, which conspire to result in two machines of equal weight, performance, and armor distribution, on chassis types that look almost identical as long as they remain in BattleMech mode. Even their head structures and color schemes tend to be identical across dozens—if not hundreds—of these units. Making distinctions by personalities is even harder, as any personas expressed seem almost bland and generic; indeed, the vast majority of those we have heard speaking even had matching voices, vocabularies, and cadences.

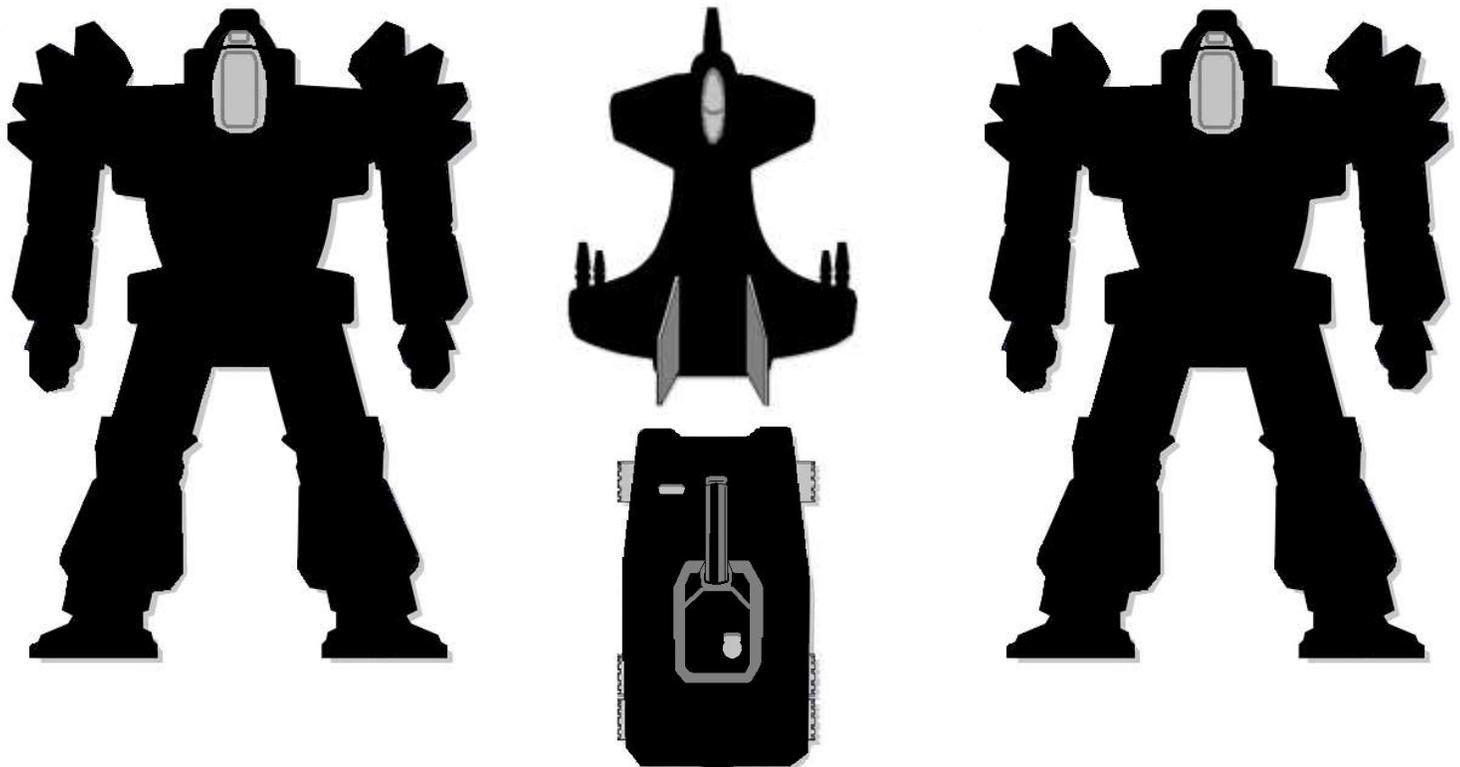
It takes a closer visual inspection to tell the two models apart in 'Mech mode, but it is possible, and all boils down to their alternate modes. For the *AutoVee-1*, which converts into an aerofighter, bits of their wings and air flaps can be spotted, mostly jutting out from their rear flanks, while the *AutoVee-2s* will lack these surfaces and instead have wheels partially visible behind their shoulders and

lower legs. Armament-wise, the *AutoVee-2s* also possess a small forearm laser that the *-1s* lack.

*AutoVees* of both types turn up in both of the main Syberia factions, but are markedly absent from the ranks of the bestial-dominant ones like the DynaBoG, InterSectCon, AxiMaL and PresiDom. While their greatest numbers may be found in DemoCon ranks—suggesting a current or long-lasting DemoCon capture of their primary factories at some point in the past—their second most common affiliation appears to be none at all. By this we mean that there appear to be more “stray” *AutoVees* out here than there are affiliated with the AutoBoP.

## Variant Configurations

Even though *AutoVees* are not so common among them, variants using more advanced weaponry than the basic models have been found among the ranks of the AutoBoP army. Curiously, while these variants are technically superior to the more common models, the upgrades tend to *reduce* their destructive potential, with little general benefit in terms of range, reliability, or heat control.



Type: **AutoVee-1**  
 Technology Base: Syberian (Experimental)  
 Tonnage: 35

Equipment		Mass
Internal Structure:		3.5
Conversion Eqpt:	Aero	5.5
Engine:	140	5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Safe Thrust:	4	
Max Thrust:	6	
Heat Sinks (Standard):	10	0
Gyro:		2
Cockpit:	AutoMech	3
Fuel:	80	0
Structural Integrity:	11	0
Armor Factor:	112	7
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	11	12
Center Torso (rear)		9
R/L Torso	8	10
R/L Torso (rear)		6
R/L Arms	6	11
R/L Legs	8	14

Fixed Components	Location	Critical	Mass
Avionics	RT/LT/HD	3	--
Landing Gear	RT/CT/LT	3	--
5 Heat Sinks	2RA/3LA	5	--
4 Jump Jets	2RT/2LT	4	2

Weapons and Ammo	Location	Critical	Mass
<i>AutoVee-1 Configuration</i>			
Large Laser	RA	2	5
Fuel (80)	LT	1	1
Medium Laser	LA	1	1

<i>AutoVee-1A Configuration</i>			
Light PPC	RA	2	3
Fuel (80)	LT	1	1
Light PPC	LA	2	3

**Notes:** Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flyer, Ubiquitous (Syberia)

Type: **AutoVee-2**  
 Technology Base: Syberian (Experimental)  
 Tonnage: 35

Equipment		Mass
Internal Structure:		3.5
Conversion Eqpt:	Wheeled	5.5
Engine:	140	5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Wheeled Cruise MP:	5	
Wheeled Flank MP:	8	
Heat Sinks (Standard):	10	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor:	112	7
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	11	12
Center Torso (rear)		9
R/L Torso	8	10
R/L Torso (rear)		6
R/L Arms	6	11
R/L Legs	8	14

Fixed Components	Location	Critical	Mass
Conversion Equipment	RL/LL	2	--
Wheels	RA/RL/LA/LL	4	--
5 Heat Sinks	2RA/3LA	5	--
4 Jump Jets	2RT/2LT	4	2

Weapons and Ammo	Location	Critical	Mass
<i>AutoVee-2 Configuration</i>			
Large Laser	RA	2	5
2 Medium Laser	LA	2	2

<i>AutoVee-2A Configuration</i>			
Large Pulse Laser	LA	2	7

**Notes:** No turret in vehicle mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion), Ubiquitous (Syberia)

### Notable AutoVees:

AutoVee Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
AutoVee-1	AutoVee-1	GruntMech	Reg (4/5)	Minimal	Clint IIC/Niso WiGE
AutoVee-2	AutoVee-2	GruntMech	Reg (4/5)	Minimal	Clint IIC/Zibler*
<b>Burster</b>	<b>AutoVee-1</b>	<b>ReconMech</b>	<b>Vet (3/2)</b>	<b>Scout</b>	<b>Clint IIC/Tatsu ASF</b>
<b>Draker</b>	<b>AutoVee-1A</b>	<b>ReconMech</b>	<b>Vet (3/2)</b>	<b>Scout</b>	<b>Clint IIC/Tatsu ASF</b>
<b>Speedway</b>	<b>AutoVee-2A</b>	<b>ArtilleryMech</b>	<b>Vet (4/3)</b>	<b>Infantry</b>	<b>Clint IIC/Zibler*</b>

\*The vehicle form of this AutoMech resembles a turretless version of the listed vehicle type, with four wheels.

# Battery (Wheeled AutoMech)

## Summary

The *Battery* is a 'Mech that can be best described as a mobile gun turret. Evidently built for urban combat in general—and specifically used in conjunction with some of Syberia's super-massive, autonomous mobile structures—these AutoMechs cram an abundance of weaponry for their size, often pairing long-ranged light autocannon with clusters of extended mid-range lasers. While comparatively slow in BattleMech mode, their use of a wheeled-type vehicular form provides them with a much-improved ground speed on paved surfaces.

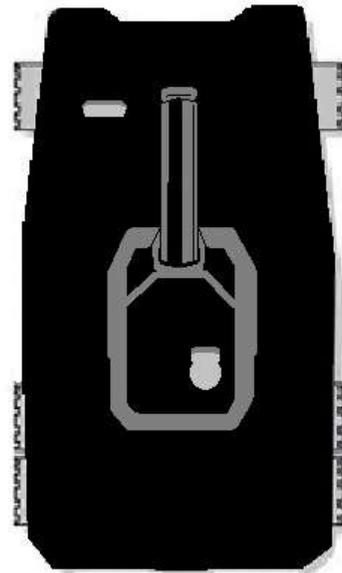
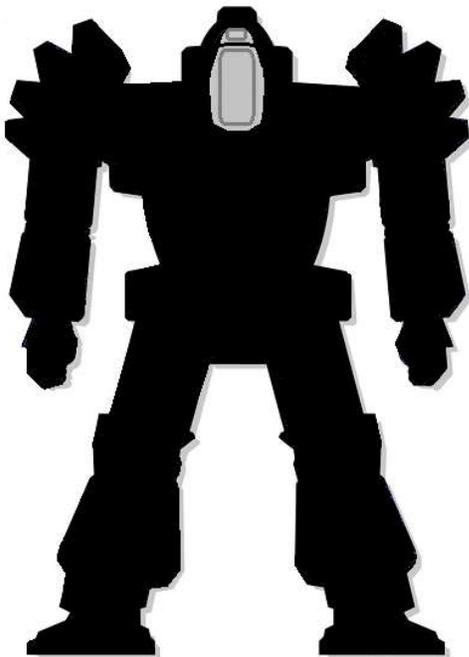
Hyper-extending arm actuators enable *Batterys* to better deal with threats in confined spaces, cutting down on the need for power-turning or pivoting under fire, and a remarkable combination of weapon mount ejectors and multi-function port connectors gives them refit capabilities nearly on par with true OmniMechs. As a result, *Batterys* can often replace most or all of their weapons in the time it takes their DoctorMechs to patch up any damaged armor they've suffered in battle.

We have noticed, however, that their targeting accuracy seems to be attenuated do deal with threats at greater distances than one

might typically expect of an urban defense unit. This has led us to believe that the dominant tactical doctrine for these machines is likely to use them as anti-air platforms, or outer-city pickets meant to preemptively harry incoming foes. Combined with their improved ground mobility on prepared surfaces, and their preferential use as mobile-structure defense units, this makes them most ideally suited to serve as fast-reaction 'Mechs and first responders.

## Variant Configurations

Interestingly enough, despite their remarkable flexibility in payload potential, we have witnessed no significant specific variant configurations on the *Battery* models seen to date. This could, perhaps, be a consequence of reduced weapons availability in their operational areas. The titanic mobile structures of Syberia, after all, rarely maneuver far from rear-line stations, and thus rarely require the kind of firepower that can be more practically deployed with front-line troops. Whether this supposition is true or not, of course, is anyone's guess at this point.



Type: **Battery**  
 Technology Base: Syberian (Experimental)  
 Tonnage: 55

<b>Equipment</b>		<b>Mass</b>
Internal Structure:		5.5
Conversion Eqpt:	Wheeled	8.5
Engine:	165	6
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Wheeled Cruise MP:	4	
Wheeled Flank MP:	6	
Heat Sinks (Double):	10 [20]	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor:	160	10
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	18	20
Center Torso (rear)		11
R/L Torso	13	16
R/L Torso (rear)		8
R/L Arms	9	16
R/L Legs	13	20

<b>Fixed Components</b>	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
Conversion Gear	RA/RL/LA/LL	4	--
Wheels	RA/RL/LA/LL	4	--
4 Double Heat Sinks	2RT/2LT	12	--

<b>Weapons and Ammo</b>	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
<i>Common Configuration</i>			
Ultra AC/2	RA	3	7
ER Medium Laser	RA	1	1
Ammo (Ultra AC/2) 45	RT	1	1
ER Medium Laser	CT	1	1
ER Medium Laser	LT	1	1
Ultra AC/2	LA	3	7
Ammo (Ultra AC/2) 45	LA	1	1
ER Medium Laser	HD	1	1

**Notes:** Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion), Hyper-Extending Actuators, Improved Targeting (Long), Jettison-Capable Weapons (All), Modular Weapons.

<b>Notable Batterys:</b>					
<b>Battery Type</b>	<b>Config.</b>	<b>Function</b>	<b>Skill Grade</b>	<b>Skill Set</b>	<b>'Mech/Vehicle Form</b>
(MC) Metro-Battery	Common	ArtilleryMech	Vet (3/2)	Infantry	Enforcer III/Turhan Tank
(TTP) Titano-Ray	Common	ArtilleryMech	Vet (3/2)	Infantry	Enforcer III/Turhan Tank

# Beetle (Wheeled AutoMech)

## Summary

The *Beetle* class is an example of a “ground scout” model, primarily used for eyes-on recon and message courier duty, with good ground speeds and a five-ton max weapons load. The AutoBoP forces appear to have exclusive access to this chassis type, as nearly all positively identified *Beetles* have been sighted in their ranks. In 'Mech form, most *Beetles* strongly resemble the Lyran-made *Commando*, with subtle cosmetic differences likely incorporated for ease of passive identification and differentiation. But their wheeled vehicular modes often differ greatly across distinct classes in functionality that we have designated as “Common,” “Striker,” and “Communicator.” More on this later, but suffice to say, some give away their very purpose on the battlefield when they're not using their BattleMech mode.

Oddly enough, though, many of the notable *Beetles* we've observed tend to possess skills or personalities that are rather consistent with their configurations. Likely a result of some randomized aspect in Syberian personality AIs, we have witnessed some Common-style *Beetles* performing reconnaissance duties, while others act more like foot soldiers, while some Striker-style *Beetles* have been acting more like pathfinders than the fire support units they're supposed to be.

Regardless of their forms, functions, and personas, *Beetles* comprise a significant portion of the AutoBoP armed forces, with sheer numbers that could give the DemoCons' *Seeker*-class FighterMechs competition. That many individual *Beetles* seem to show little wear despite centuries of conflict is a good indicator that the factories producing this chassis are fully operational and possibly running off an abundance of surplus parts for repair. That

such an overwhelming majority of these ubiquitous machines fight under baronial colors also shows that any such factories lie wholly under AutoBoP control as of the time of this writing.

## Variant Configurations

As noted earlier, we have identified several distinct variant loadouts of the *Beetle* class, many of which only tend to become more apparent when the unit is operating in its vehicular mode. The most common are laser boats, carrying more firepower in energy weapons than anything else. In vehicle mode, the majority of these common versions take a form reminiscent of civilian sedans and sports cars. Those “commoners” that don't take such forms, we believe, may be post-factory refits of the other variant types.

Striker-variant *Beetles*, as we've defined them, split their weaponry evenly between light or medium lasers and multi-tube rocket launchers. In their vehicle modes, these AutoMechs always take on a military appearance that resembles the Inner Sphere's lightest wheeled missile carriers.

The Communicator variants, of course, are the most obvious both in form and function. With more than half of their payloads given over to battlefield comm systems, these *Beetles* often sport only light energy weapons at best, if any at all. And their vehicle forms, with their prominent radio dishes, are highly evocative of the Inner Sphere's venerable Swift Wind scout car.

There are, of course, exceptions to these sweeping generalizations, but those we've observed appear to be one-offs or customizations.



Type: **Beetle**  
 Technology Base: Syberian (Experimental)  
 Tonnage: 35

<b>Equipment</b>		<b>Mass</b>
Internal Structure:		3.5
Conversion Eqpt:	Wheeled	5.5
Engine:	210	9
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Wheeled Cruise MP:	7	
Wheeled Flank MP:	11	
Heat Sinks (Double):	10 [20]	0
Gyro:		3
Cockpit:	AutoMech	3
Armor Factor:	96	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	11	12
Center Torso (rear)		7
R/L Torso	8	10
R/L Torso (rear)		5
R/L Arms	6	9
R/L Legs	8	10

<b>Fixed Components</b>	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
Conversion Gear	RL/LL	2	--
Wheels	RA/RL/LA/LL	4	--
2 Double Heat Sinks	RT/LT	6	--

<b>Weapons and Ammo</b>	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
<i>Common Configuration A</i>			
ER Large Laser	RA	2	5

<i>Common Configuration B</i>			
Medium Laser	RA	1	1
Small Laser	RA	1	0.5
Streak SRM 2	RT	1	1.5
Ammo (SRM) 50	RT	1	1
Medium Laser	LA	1	1

<i>Striker Configuration A</i>			
Primitive Rocket Launcher-15	RA	2	1
Medium Pulse Laser	RA	1	2
Primitive Rocket Launcher-15	LA	2	1
Medium Laser	LA	1	1

<i>Striker Configuration B</i>			
Primitive Rocket Launcher-10	RA	2	0.5
Medium Laser	RA	1	1
Jump Jets	RT	2	1
Primitive Rocket Launcher-10	LA	2	0.5
Medium Laser	LA	1	1
Jump Jets	LT	2	1

<i>Communicator Configuration A</i>			
Small Laser	RA	1	0.5
Communications Equipment	RT	3	3
Beagle Active Probe	LT	2	1.5

<i>Communicator Configuration B</i>			
Communications Equipment	RT	3	3
Medium Pulse Laser	LA	1	2

**Notes:** No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion), Compact 'Mech, Improved Sensors, Modular Weapons, Ubiquitous (Syberia), Jettison-Capable Weapons (Hands).

### Notable Beetles:

Beetle Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Beach Beetle	Comms (A)	Explorer	AbAvg (6/3)	Planet Surveyor	Commando/Armed Ibex SUV
Beetle Bee	Common (A)	ReconMech	Vet (2/1)	Scout	Commando/Rotunda
Beetle Charger	Common (A)	ArtilleryMech	Vet (3/2)	Infantry	Commando/Rotunda
Beetle Gear	Striker (B)	SpecMech	Vet (2/1)	Special Forces	Commando/Light SRM
Beetle Jumper	Common (B)	ArtilleryMech	Vet (3/2)	Infantry	Commando/Rotunda
Beetle Swerver	Striker (A)	Explorer	Reg (7/4)	Planet Surveyor	Commando/Light SRM
Beetle Tailer	Common (A)	ReconMech	Grn (5/4)	Scout	Commando/Rotunda
Beetle Wheeler	Common (*)	NinjaMech	Vet (3/0)	Infantry-AntiMech	Commando/Cizin*
Metro-Scamp	Common (B)	ReconMech	Reg (3/2)	Scout	Commando/Swift Wind
Sandstorm-One	Comms (B)	ReconMech	Reg (3/2)	Scout	Commando/Swift Wind
<b>Titano-Tender</b>	<b>Comms (A)</b>	<b>ReconMech</b>	<b>Reg (3/2)</b>	<b>Scout</b>	<b>Commando/Swift Wind</b>

\*This AutoMech mounts a peculiar weapon load: 1 Narc Missile Beacon launcher (RA, w/ 2t Ammo), and 1 Spot Welder (LA); its vehicle mode resembles a Cizin with four wheels and no turret

# Beetle II (Hover AutoMech)

## Summary

Although it looks markedly different in its BattleMech mode, careful study has shown that the *Beetle II* class AutoMech is a virtual component-for-component conversion of the standard *Beetle*'s wheel-driven design into one that uses hover-lifters instead. With this simple alteration, the unit's ground speed is increased by some fifteen percent in its vehicular mode, and allows it to coast equally well over water and land alike. Not surprisingly, this makes for an even more effective reconnaissance and courier trooper when time and speed are of the utmost importance.

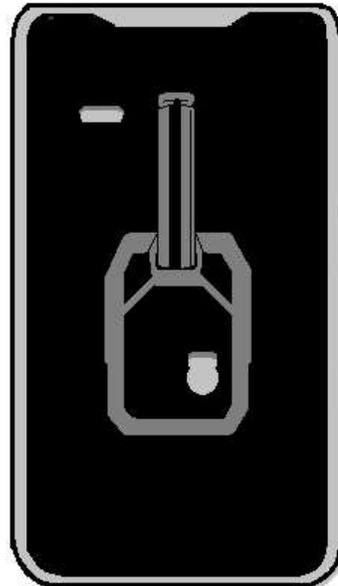
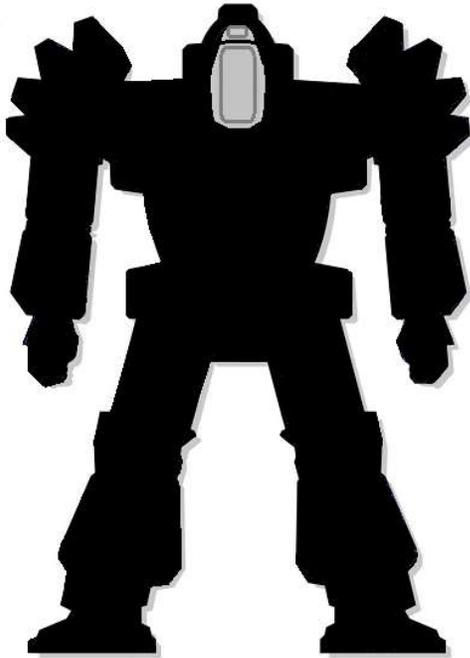
These benefits are, however, rather limited in the grander scheme. Cluttered terrain, for example, can effectively negate the *Beetle II*'s added mobility by limiting its maneuvering options, for instance, forcing the AutoMech to either switch back to its BattleMech form if it wishes to pass through even lightly wooded or modestly urbanized environments. And while crossing swamp lands and water without a loss of speed or handling are perks, to be sure, such regions are relatively rare on Syberia. This may explain why

the *Beetle II* has, thus far, failed to supplant its wheeled forebears.

Alternate theories behind this AutoMech's dramatically low popularity and use, when compared to those of the wheeled versions, are also possible. For starters, despite the similar components and structural design, it could very well be that *Beetle II*s are simply not built in the same facilities that produce the *Beetle*. Another possibility is that there is some inherent, but non-obvious, flaw endemic to these HoverMechs, something that has led the AutoBoP faction into favoring the slower *Beetles* instead. A third explanation we've come up with posits that the *Beetle II* was, in fact, only in the experimental stage when humanity was wiped out here, and so its production has always been stunted over the centuries since.

## Variant Configurations

We have seen no noteworthy variants on this AutoMech class. Given its limited production and deployment, this comes as no surprise.



Type: **Beetle II**

Technology Base: Syberian (Experimental)

Tonnage: 35

### Equipment

		Mass
Internal Structure:		3.5
Conversion Eqpt:	Hover	5.5
Engine:	210	9
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Hover Cruise MP:	8	
Hover Flank MP:	12	
Heat Sinks (Double):	10 [20]	0
Gyro:		3
Cockpit:	AutoMech	3
Armor Factor:	96	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	11	12
Center Torso (rear)		7
R/L Torso	8	10
R/L Torso (rear)		5
R/L Arms	6	9
R/L Legs	8	10

### Fixed Components

	Location	Critical	Mass
Conversion Gear	RL/LL	2	--
Hover Fans	RA/RL/LA/LL	4	--
2 Double Heat Sinks	RT/LT	6	--

### Weapons and Ammo

	Location	Critical	Mass
<i>Common Configuration</i>			
ER Large Laser	RA	2	5

**Notes:** No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Hover Vehicle Conversion), Compact 'Mech, Improved Sensors, Modular Weapons, Jettison-Capable Weapons (Hands).

### Notable *Beetle IIs*:

<i>Beetle II</i> Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
<b>Blurry Beetle</b>	<b>Common</b>	<b>ReconMech</b>	<b>Elit (0/1)</b>	<b>Scout</b>	<b>Hermes II/Cizin*</b>

\*Remove turret

# Bike Drone (Wheeled Ultralight)

## Summary

The Bike type recon drone is possibly the simplest of the remote drones used in conjunction with *Sounder* class AutoMechs and the like, and may be even older in design than the outdated *Dancer* and *Tankette* drones. Arguably the smallest and lightest of all Syberia's autonomous machines—on or off the planet—they are powered by fuel cells rather than fusion, and are built for operation in almost any environment, including underwater.

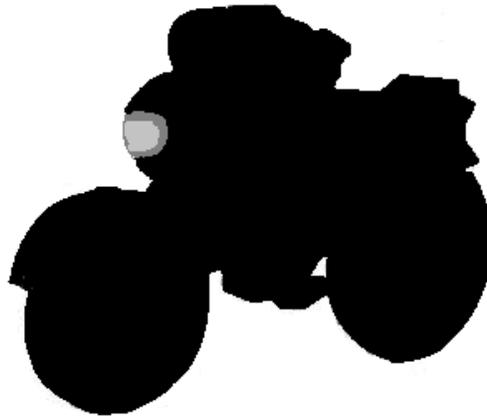
They are also the dumbest of all the Syberian AutoMechs, to the point where it is arguable that they are little more than mobile, remote commanded sensor packs. Bike drones do not speak as such, and demonstrate no discernible personalities, simply performing the tasks given to them, which amounts to rolling into and out of tight spots, recording their findings, and reporting back by digital signal. Although anti-personal weaponry is a standard part of their design, the lack of armor resilience they possess

emphasizes their non-combat functionality. More space is instead devoted to a camera suite and rudimentary sensors, aided by a single claw-like manipulator just strong enough to pick up and handle small objects before depositing them into its onboard cargo bay.

Once or twice, we have seen other AutoMechs refer to them by names, but this seems more like an affectation on the more sophisticated AIs' part, akin to bestowing a name on a pet.

## Variant Configurations

The Bike drone is used so infrequently and is so limited in its utility, that we don't know of any variant versions. Truth be told, we're not even certain this unit type is still in production by this point. It's quite possible that the ones we have seen to date are among the last in existence.



Type: **Bike Drone**

Movement Type: Wheeled (Small)

Equipment Rating: E/X-X-X/D

Mass: 1.5 tons

**Equipment**

Chassis:

Engine/Controls:

Type

Safe Thrust

Max Thrust

Fuel (Fuel Cell):

Armor Factor (BAR 3):

Front:

R/L Side:

Rear:

Robotic

Fuel Cell

6

9

300km

7

*Internal  
Structure*

1

1/1

1

**Mass**

355kg

150kg

9kg

133kg

*Armor  
Value*

2

2/2

1

**Weapons and Ammo**  
*Common Configuration*

Advanced Fire Control System

Recon Camera

Manipulator

Handheld Searchlight

Support Machine Gun (400)

Cargo (274kg)

**Location**

Body

Front

Front

Front

Front

Body

**Slots**

0

1

1

0

1

1

**Mass**

5kg

500kg

10kg

5kg

59kg

274kg

**Crew:** None

**Cargo:** 274kg

**Notes:** Features Amphibious, Bicycle, Enviro-Sealed, Off-Road, and Ultralight chassis modifications. Features the following Design Quirks: Illegal (Syberian Robotics AI), Code-Bonded (Unit may only operate within 100 km of its designated command unit), Non-Learner (Unable to improve Skills)

**Notable Bike Drones:**

Bike Drone Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Scout Bike Drone	Common	Communicator	Reg (4/6)	Communications	NA/Minigun Cycle
Bikescout Drone	Common	ReconMech	Reg (4/5)	Scout	NA/Minigun Cycle

# Biplaner (Aerofighter AutoMech)

## Summary

Since the time of the original Land-Air 'Mech, it has been natural to assume that all convertible 'Mech-Fighter hybrids would fly using thruster jets exclusively. That the Syberians have since introduced us rotor-flight systems with their VTOLMechs shook this up, of course, but even then, we just weren't prepared for *Biplaner*. In fact, we thought that these AutoMechs *were* VTOL-converters at first—until they changed forms and we realized that what we took to be collapsible rotors were actually nose-mounted propellers on fixed-wing flyers. That's right; these AutoMechs transform into *propeller-driven* fighters.

We're not quite sure why these machines were developed. Their turbo-prop "jump jets" can't cope with high speeds or high altitudes, and can't even function in space. Some of those we've seen are surprisingly nimble in flight, and are modestly capable of performing some basic ground attack missions. But we've also met one that looked so rickety, we weren't sure how much longer it could even stay in the air!

While we haven't been able to discover why these AutoMechs were created, we have learned that most of them are *old*. Considering many borrow aesthetics straight out of Terra's first global wars, we wouldn't be surprised if they started out as nostalgia-born recreational creations. But what *is* surprising is that most other AutoMechs consider these units old and outdated as well, even as they revere them as "old Aces". (Personally, I think someone was just having fun with their programming.)

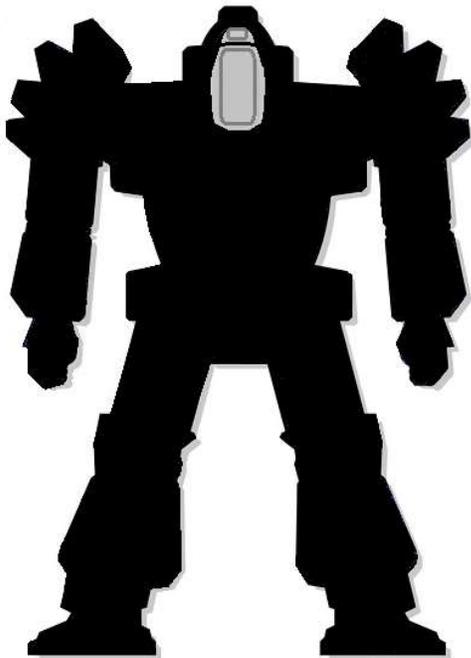
Most *Biplaners* resemble one named Sacker, a DemoCon AutoMech whose vehicle form, I'm told, resembles a WWI "Albatross" biplane fighter. Sacker was the one we thought was going to crash as it pattered about in the sky over us, driven by a single turbo-prop. (Again, why anyone would think this a good idea

for a combat unit, is beyond me, but there are some perks. Other jet- and rocket-based FighterMechs require reaction mass and a minimum 1.5-gee acceleration rate for stable flight. But apparently, prop-flyers can get airborne with as little as 1 gee's thrust, provided endlessly to their props by the 'Mech's own reactor. This enables them to carry more armor and equipment, theoretically, but at the expense of flight speed, a limited altitude, and the need for sufficient air to keep them aloft. I doubt that would work with a LAM back home!)

Given its ultra-light weight—the *Biplaner* weighs all of fifteen tons—and the use of what seems to be simple sheet-aluminum "armor," what wasn't shocking about Sacker was just how weak this unit is compared to others. Besides a pitiful speed, both in the air and on the ground (it makes an *UrbanMech* look fast!), its weaponry is consisted of just two machine guns and two small lasers. (I think there are battlesuits better armed and armored than this one!) But while others in its own faction regarded Sacker and its fellow *Biplaners* as outdated, the AutoMech refused to admit it. Even mentioning its age sent Sacker on a rant about what it used to do in the "good ole days." It even punched one of its fellow DemoCons for being less than respectful during our interview—barely scratching its comrade's paint job in the process—before converting and flying off in a huff.

## Variant Configurations

We initially identified two variants of this FighterMech class, but have recently confirmed two others. In addition to Sacker's "air superiority" configuration (snicker), we've seen a dedicated bomber version, and a multi-role "switch" variant that mixes machine guns and grenade launchers. An AutoBoP-affiliated *Biplaner* was then seen which sports a light PPC, for far greater engagement reach.



Type: **Biplaner**  
 Technology Base: Syberian (Experimental)  
 Tonnage: 15

<b>Equipment</b>		<b>Mass</b>
Internal Structure:		1.5
Conversion Eqpt:	Aero	2.5
Engine:	15	0.5
Walking MP:	1	
Running MP:	2	
Jumping MP:	1	
Safe Thrust:	1	
Max Thrust:	2	
Heat Sinks (Standard):	10	0
Gyro:		1
Cockpit:	AutoMech	3
Armor Factor (Commercial):	55	2

*Internal Armor*

	<i>Structure</i>	<i>Value</i>
Head	3	9
Center Torso	5	6
Center Torso (rear)		4
R/L Torso	4	5
R/L Torso (rear)		3
R/L Arms	2	4
R/L Legs	3	6

<b>Fixed Components</b>	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
Avionics	RT/LT/HD	3	--
Landing Gear	RT/CT/LT	3	--
Jump Jet (Turbo-Prop)	CT	1	0.5
10 Heat Sinks	5 RT/5 LT	8	--

<b>Weapons and Ammo</b>	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
<i>Bomber Configuration</i>			
Bomb Bay (2 ton)	RT	2	2
Bomb Bay (2 ton)	LT	2	2

*Dogfighter Configuration*

Machine Gun	RA	1	0.5
Ammo (MG) 100	RA	1	0.5
Small Laser	RA	1	0.5
Recon Camera	RT	1	0.5
Recon Camera	LT	1	0.5
Machine Gun	LA	1	0.5
Ammo (MG) 100	LA	1	0.5
Small Laser	RA	1	0.5

*Switcher Configuration*

Machine Gun	RA	1	0.5
Small Laser	RA	1	0.5
Recon Camera	RT	1	0.5
Vehicular Grenade Launcher	RT	1	0.5
Vehicular Grenade Launcher	LT	1	0.5
Ammo (MG) 100	LT	1	0.5
Machine Gun	LA	1	0.5
Small Laser	LA	1	0.5

*Zapper Configuration*

Light PPC	RA	2	3
2 Small Lasers	LA	2	1

**Notes:** Features the following Design Quirks: Illegal (Syberian Robotics AI, Turbo-Prop "Jump Jet"), Atmospheric Flyer, Bad Reputation, Difficult to Maintain, Distracting (Archaic Appearance), Non-Standard Parts, Prop-Flyer, Obsolete (From the Start!)  
**Credit:** FedComGirl for original design and fluff

**Notable Biplaners:**

<b>Biplaner Type</b>	<b>Config.</b>	<b>Function</b>	<b>Skill Grade</b>	<b>Skill Set</b>	<b>'Mech/Vehicle Form</b>
<b>Electrode</b>	<b>Zapper</b>	<b>NinjaMech</b>	<b>AbvAv (1/2)</b>	<b>Infantry-AntiMech</b>	<b>Incubus II/Pacair Hammerfist*</b>
<b>Sacker</b>	<b>Dogfighter**</b>	<b>ReconMech</b>	<b>Vet (1/1)</b>	<b>Scout</b>	<b>Incubus II/A2 Thunderbird*</b>
<b>Diver</b>	<b>Bomber</b>	<b>ArtilleryMech</b>	<b>Reg (2/3)</b>	<b>Infantry</b>	<b>Incubus II/A2 Thunderbird*</b>
<b>Blue Top</b>	<b>Switcher</b>	<b>ReconMech</b>	<b>Reg (2/3)</b>	<b>Scout</b>	<b>Incubus II/A2 Thunderbird*</b>

\*This is a Crimson Skies miniature (TM Microsoft)

\*\*The small lasers on this unit have regressed to primitive prototype quality (+50% heat each, round up)

# Bi-Wheeler (Wheeled AutoMech)

## Summary

Wondering who thought some of these AutoMechs were a good idea is a fool's errand sometimes, we know that. But every now and then, we just want to scream that question to the heavens anyway. Case in point: The machines of the Joint Unifications Committee. Centered on the northern badlands of Junc—the Syberia system's blazing hot, but metals-rich, innermost planet—the JUniCom is technically unaffiliated in the ongoing Syberian conflicts, but demonstrates markedly greater tolerance toward the AutoBoP and DynaCon factions than any of the others.

(In fact, their meager aerospace defenses took a few shots at us when we swung by that planet, and only stopped when our AutoBoP escort—a *Scout*-class AutoMech named Astro-Scout—identified itself to them, and said we were with it. A strange bit of baby-talk soon followed, which Astro-Scout simply advised us to repeat back to the locals. Apparently, this was part of some greeting process that logged us into their network as non-hostiles and potential customers, which was nice, but made our comm techs feel silly.)

Anyway, the JUniCom must have been some kind of mining, scrapping, harvesting, and recycling organization pre-war, and so most of their machines are built using industrial standards, similar to those used by the DynaBog and InterSectCon. That made sense, given that Junc's main settlements look like little more than sprawling, well-organized scrapyards, surrounded by an array of dusty (and rusty) foundries, warehouses, and assembly centers. The AutoMechs have clearly kept on maintaining this stuff all these

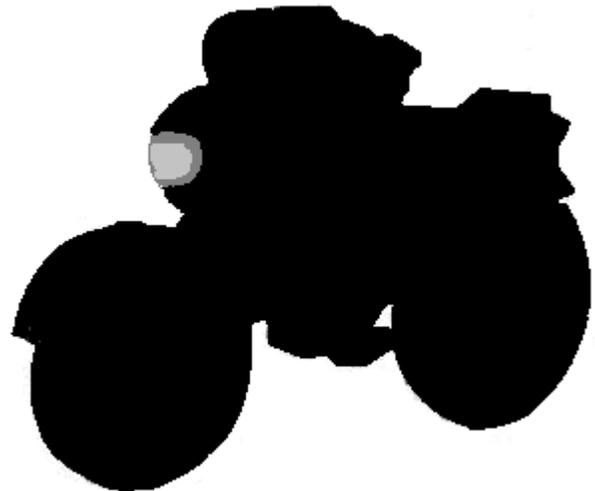
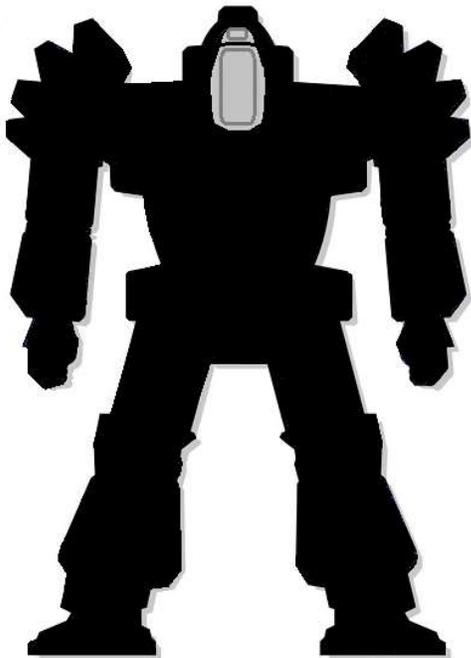
years, but not without an awful lot of improvisation not seen by any of the other groups. Indeed, it seems that JUniCom repair and maintenance protocols come with a broad range of “tolerances and substitutions” that allow for the mixing and matching of parts that, quite frankly, aren't meant to go together. The result: A range of AutoMechs and equipment that look almost thrown together, and which even more easily fly apart under stress—but which manage to work perfectly fine in all other aspects.

Anyway, their lightest native unit type, the fifteen-ton *Bi-Wheeler*, resembles nothing so much as an oversized, unmanned motorcycle when in its vehicular mode, but with strange, spiky and misshapen variations of appearance that can only come from generations of the kind of recycling and repair work you'd find in the poorest parts of the Periphery. And the JUniCom use *these* as their front-line soldiers. *Why!?*

## Variant Configurations

Leaving aside the visual distinctions between individual Bi-Wheelers that are distinctly cosmetic in nature, we've managed to note three particular payload configurations among this model. Two are combat variations, and the third is more of a repair unit.

Of the combat versions, one is clearly armed for anti-armor work, with a single medium laser backed up by a pair of rocket launcher racks. The other, equipped with little more than a pair of machine guns, is clearly built for anti-infantry, and thus likely is a holdover from the days when humans actively fought alongside (and against) AutoMechs in the field.



Type: **Bi-Wheeler**  
 Technology Base: Syberian (Experimental)  
 Tonnage: 15

<b>Equipment</b>		<b>Mass</b>
Internal Structure:	Imp. Industrial	3
Conversion Eqpt:	Wheeled	2.5
Engine:	60	1.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Wheeled Cruise MP:	5	
Wheeled Flank MP:	8	
Heat Sinks (Standard):	10	0
Gyro:		1
Cockpit:	AutoMech	3
Armor Factor (Heavy Industrial):	32	2
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	3
Center Torso	5	5
Center Torso (rear)		2
R/L Torso	4	3
R/L Torso (rear)		2
R/L Arms	2	3
R/L Legs	3	3

<b>Fixed Components</b>	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
Conversion Equipment	RL/LL	2	--
Wheels	RA/RL/LA/LL	4	--
8 Heat Sinks	4 RT/4 LT	8	--

**Weapons and Ammo**

	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
<i>Combat Configuration A</i>			
Medium Laser	RA	1	1
Prim. Rocket Launcher-10	RT	1	0.5
Prim. Rocket Launcher-10	LT	1	0.5

<i>Combat Configuration B</i>			
Machine Gun	RA	1	0.5
Ammo (MG) 100	CT	1	0.5
Machine Gun	LA	1	0.5
Mounted Searchlight	HD	1	0.5

<i>Scrapper Configuration</i>			
Rivet Gun	RA	1	0.5
Ammo (Rivets) 150	RA	1	0.5
Spot Welder	LA	2	1

**Notes:** No turret in Vehicle Mode; Features Advanced Fire Control and the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion), Easy to Maintain, Extended Torso Twist, Full-Head Ejection System, Modular Weapons, Poor Performance, Non-Standard Parts, Ubiquitous (Junc)

**Notable *Bi-Wheelers*:**

<i>Bi-Wheeler</i> Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Ash Three	Scrapper	DoctorMech	Reg (4/3)	Technician-'Mech	Ebony/Inverted Cavalry*
Re-Cycler	Combat (B)	ReconMech	Reg (2/3)	Scout	Ebony/Inverted Cavalry*
Trash Heaper	Combat (A)	ReconMech	Reg (2/3)	Scout	Ebony/Inverted Cavalry*

\*The vehicle form of this AutoMech is that of a motorcycle that resembles an inverted Cavalry Helicopter with its main rotor removed, and a second "tail rotor" mounted in the nose area. (These "tail rotors" act as the vehicle form's wheels.)

# Bicephalus (Bestial AutoMech)

## Summary

The *Bicephalus* is a bestial-type AutoMech that's been given a two-headed serpentine form with a tail that's strangely forked. It is unclear whether or not this look is something inspired by a creature that actually once existed in Syberia's own near-extinct animal kingdom, or if it is little more than a fanciful monster born of good old human imagination.

In either case, the peculiar quad form used by this machine is entirely cosmetic in nature, with the dual heads little more than gimmicks of extended metal, wire, and commercial-grade myomer bundles sprouting from a base that houses the actual control and sensory mechanisms. Head-mounted weapons, when we have seen any, appear to select one of the "false" heads to serve as their conduits if they are light enough (such as flamers, which need little more than hose extensions for the proper effect), or they are simply mounted at the head itself, typically between what would be the 'Mech's clavicles, if it had any. As for the tail: despite its forked appearance, we've found it functionally no different than the other tail components we've seen in use on other bestial AutoMechs to date. It's simply split into two equal halves that automatically come together when used for slamming attacks.

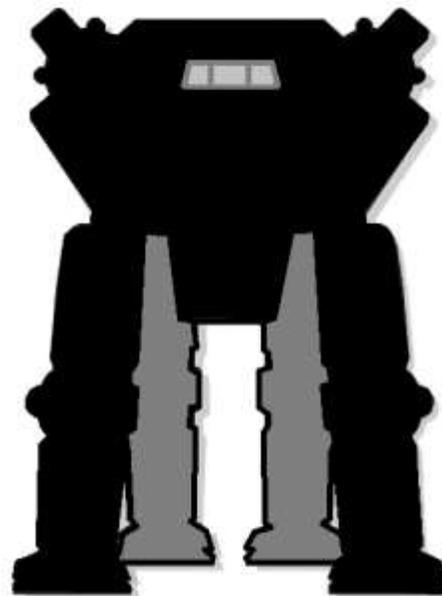
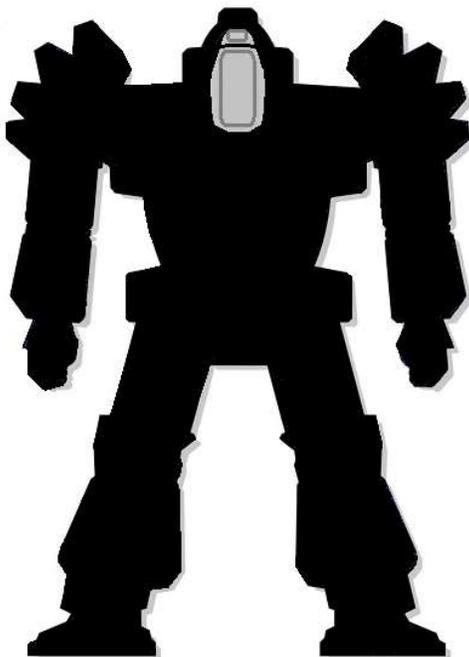
What's more remarkable is how the Syberian engineers who designed this AutoMech (and, indeed, a great many of the bestial 'Mechs we've seen) did so in such a way as to make them appear smaller and lighter than they truly are. Where Inner Sphere and Clan standards alike tend to keep most BattleMechs with the same general dimensions—give or take a meter or two—the *Bicephalus* and many other bestial AutoMechs like them are nearly small enough to pass for the Clans' ill-fated ProtoMechs. Considering they have done so with machines meant to change significantly between operational forms, this kind of engineering is an art form I think a lot of manufacturers back home would likely kill for.

The reason for making smaller-looking bestial AutoMechs, we learned from the AxiMaL faction, largely stemmed from a desire to avoid unduly disrupting the delicate controlled environments inside their old eco-domes. But while that might have worked for Axilum's preservationists, the same reasoning comes off as far more dubious among the PresiDom faction that fields more fanciful bestial 'Mechs in the absence of any apparent conservatory efforts. Units like the *Bicephalus*, we feel, were more likely built for pure commercial entertainment. That they wound up armed for warfare alongside the more practical AutoMechs used elsewhere merely shows how desperate the wars became in the waning days of Syberia's human populace.

## Variant Configurations

We have seen only two common variant payloads of the *Bicephalus* in the field, both of which suffer from the impractical use of a tail specifically developed and hardened for use in physical combat. With very little mass left for ranged weaponry, both *Bicephalus* variants rely exclusively on energy weapons for such capability. In the case of the first common variant, all of the available tonnage left has gone into a single large laser for maximum reach and hitting power.

The second common variant, meanwhile, uses lighter pulse lasers for greater accuracy at much shorter effective ranges. That this variant also features a head-mounted flamer that shoots through one of the machine's false dragon heads in quadruped mode (as we alluded to earlier) shows that, even when they found themselves arming entertainment 'Mechs for war, the PresiDom's engineers still kept their fanciful theatrics in mind.



Type: **Bicephalus**  
 Technology Base: Syberian (Experimental)  
 Tonnage: 35

Equipment		Mass
Internal Structure:		3.5
Conversion Eqpt:	Bestial	2
Engine:	175	7
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks (Standard):	10	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor:	104	6.5

	Internal Structure	Armor Value
Head	3	8
Center Torso	11	12
Center Torso (rear)		8
R/L Torso	8	10
R/L Torso (rear)		6
R/L Arms	6	10
R/L Legs	8	12

Fixed Components	Location	Critical	Mass
Conversion Equipment	RT/LT	2	--
3 Heat Sinks	2RT/1LT	3	--

Weapons and Ammo	Location	Critical	Mass
<i>Common Configuration A</i>			
Large Laser	RT	2	5
Tail (Forked)	CT (R)	2	6
<i>Common Configuration B</i>			
Medium Pulse Laser	RT	1	2
Tail (Forked)	CT (R)	2	6
Medium Pulse Laser	LT	1	2
Flamer	HD	1	1

**Notes:** Forked Tail functions as a normal Tail in gameplay. Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Compact (Quad Form only), Distracting (Monstrous Quad Form only), Low Profile, Non-Standard Parts, Semi-Quad

Notable <i>Bicephalus</i> s:					
<i>Bicephalus</i> Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Consuminator	Common (A)	CommandMech	Reg (2/3)	Infantry, Officer	Kyudo/Delphyne*
Incinerator	Common (B)	ArtilleryMech	Reg (4/5)	Scout	Kyudo/Delphyne*

\*Modified with an extra head and a forked tail

# BomberMech (Aerofighter AutoMech)

## Summary

The existence of the *BomberMech* is a sobering reminder of the fate that befell the humans of Syberia. Though few in number today, the AutoBoP factions tell us that these truly heavy aerofighter 'Mechs—twenty tons more massive than any LAM possible using Inner Sphere tech—were once almost as numerous as the *Seeker*. In those days, the *BomberMech* served all sides as one of the most popular strategic bomber units.

Each *BomberMech*, apparently, was programmed for the utmost levels of fearlessness and fanatic loyalty. Where human-crewed units might balk at the order to carpet-bomb an enemy with Infernos ordnance, these AutoMechs would do so without question or hesitation. For this reason, *BomberMechs* were already infamous long before the Syberian wars went nuclear. Whole battalions were deployed specifically to hunt these units and others like them wherever they were found, be it on the ground, on the decks of carriers, within the bays of DropShips, or in the skies and space above.

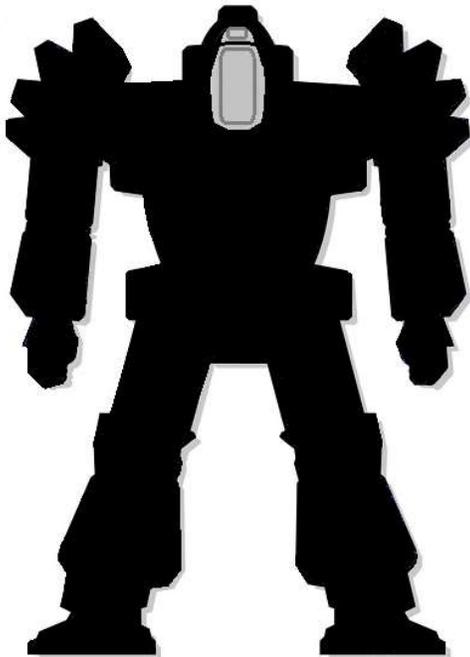
Preferential targeting of *BomberMechs* continued well after the humans of Syberia perished, but factory production managed to survive for at least a century and a half more before their numbers

truly began to thin out. Today, it is believed, only one well-protected site is thought to be making or maintaining these terrifying symbols of human extinction—somewhere among the holdings of the DemoCon faction.

The *BomberMech* is immense-looking, thanks in no small part to the space needed for its twin ten-ton internal bomb bays, extended fuel tanks, and thick armor. The result is an AutoMech unit that's just about as tough as it looks. But all that enhanced size and heavy armor comes at a severe price in speed. Naturally, that last factor only hastened the *BomberMech's* decline in numbers, even as all sides attempted to mitigate the threat to their own units by assigning them bodyguard units and escorts whenever they took to the field.

## Variant Configurations

Being effectively an endangered species by AutoMech standards, there are exceedingly few *BomberMechs* at large these days. As a result, we've found it virtually impossible to determine what variant configurations may exist beyond their common (strategic) payloads.



Type: **BomberMech**

Technology Base: Syberian (Experimental)

Tonnage: 75

**Equipment**

		<b>Mass</b>
Internal Structure:		7.5
Conversion Eqpt:	Aero	11.5
Engine:	225	10
Walking MP:	3	
Running MP:	5	
Jumping MP:	4	
Safe Thrust:	4	
Max Thrust:	6	
Heat Sinks (Double):	10 [20]	0
Gyro:		3
Cockpit:	AutoMech	3
Fuel:	240	2
Structural Integrity:	18	0
Armor Factor:	216	14

Internal Structure	Armor Value
--------------------	-------------

Head	3	9
Center Torso	23	23
Center Torso (rear)		16
R/L Torso	16	20
R/L Torso (rear)		12
R/L Arms	12	22
R/L Legs	16	30

**Fixed Components**

	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
Avionics	RT/LT/HD	3	--
Landing Gear	RT/CT/LT	3	--
2 Fuel Tanks	RT/LT	2	--
2 Jump Rockets	RL/LL	4	4
Double Heat Sink	RA	3	--

**Weapons and Ammo**

	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
<i>Strategic Configuration</i>			
2 Prim. Rocket Launcher-20s	RA	6	3
2 ER Medium Lasers	RT	2	2
Bomb Bay (5 tons)	RT	5	5
2 ER Medium Lasers	LT	2	2
Bomb Bay (5 tons)	LT	5	5
2 Prim. Rocket Launcher-20s	LA	6	3

**Notes:** Features the following Design Quirks: Illegal (Syberian Robotics AI, Mech/Heavy Fighter Conversion), Atmospheric Flyer, Improved Communications, Oversized

**Notable BomberMechs:**

<b>BomberMech Type</b>	<b>Config.</b>	<b>Function</b>	<b>Skill Grade</b>	<b>Skill Set</b>	<b>'Mech/Vehicle Form</b>
Big Lug	Strategic	CommandMech	Vet (1/1)	Infantry, Officer	Scylla/Anhur Transport

# Brawler (Tracked AutoMech)

## Summary

A heavy tank AutoMech, the *Brawler* occupies a middle ground between the *Tanker* and *Tankus* class tracked-vehicle converters we've seen in operation on Syberia. Curiously, despite there being no evidence whatsoever of an encounter with Clan forces in Syberian history, the *Brawler's* BattleMech mode bears an eerie similarity to the *Pulverizer* of early-Clan infamy. While coincidence seems unlikely, there are simply no better explanations available at present.

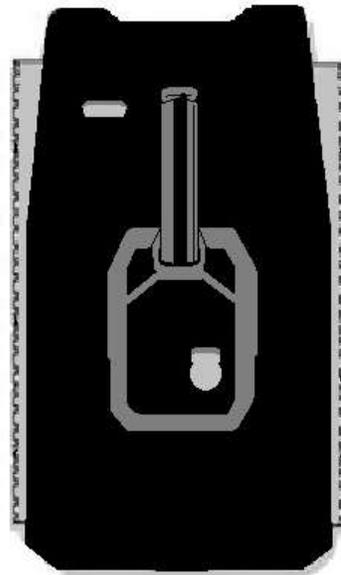
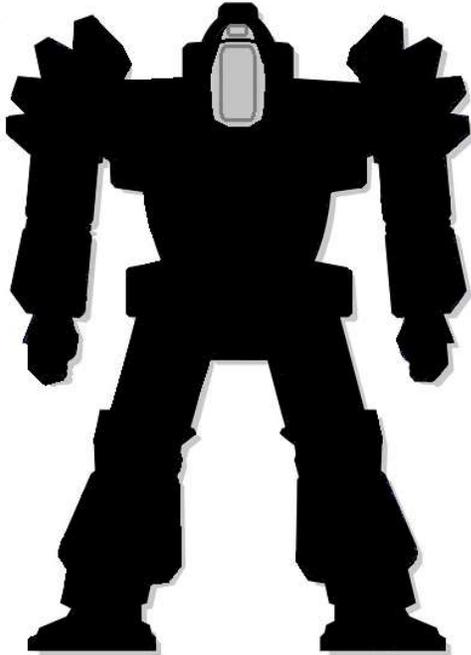
Looks aside, the *Brawler* is pretty basic in terms of both maneuverability and armor. Most rely on a single autocannon, backed up by a laser or two and some SRMs. An observed favoritism toward late Star League weaponry tells us that they weren't meant as throwaway units, nor did their builders necessarily skimp on expenses. But they didn't seek to excel, either. This, and the fact that the most noteworthy samples of their kind always appear to be part of a greater formation, has us thinking that the *Brawler* is primarily meant for general defense and support. They could also serve as main line troopers, of course, but the AutoMech armies we've seen who use these models appear content to tie

them up as components in a larger team. Indeed, we've noticed that *Brawler* encounters are a virtual certainty when one is in the operational proximity of the few automated mobile structures we've found on Syberia—regardless of the structures' affiliation and primary purpose. Whether this was a consequence of their specific design and programming, or mere coincidence, is debatable.

What is remarkable is how it appears that the *Brawler's* basic engineering puts an intrinsic emphasis on physical combat prowess. With hand actuators optimized for the brutal art of punching and slamming opponents, and legs that are reinforced for the strain of kicks and rough ground landings, it is these features that prompted us to give this AutoMech type its name.

## Variant Configurations

Both of the most popular weapon loads we've observed with the *Brawler* have centered on a single autocannon, backed up by a short-range missile rack. Beyond this, the occasional mounting of a physical attack weapon—often one with some degree of industrial purpose—provides a nasty surprise for close combat.



Type: **Brawler**

Technology Base: Syberian (Experimental)

Tonnage: 65

**Equipment**

Internal Structure:		<b>Mass</b>	6.5
Conversion Eqpt:	Tracked		10
Engine:	260		13.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Tracked Cruise MP:	4		
Tracked Flank MP:	6		
Heat Sinks (Double):	10 [20]		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	160		10
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3		9
Center Torso	21		19
Center Torso (rear)			10
R/L Torso	15		15
R/L Torso (rear)			8
R/L Arms	10		16
R/L Legs	15		22

**Fixed Components**

Conversion Gear	RA/RL/LA/LL	4	--
Tracks	RA/RL/LA/LL	4	--

**Weapons and Ammo**

<i>Slammer Configuration</i>		<b>Location Critical</b>	<b>Mass</b>
Ultra Autocannon/5	RA	5	9
Ammo (Ultra AC/5) 20	RA	1	1
Ammo (Streak SRM 2) 50	RT	1	1
CASE	RT	1	0.5
Streak SRM 2	LT	1	1.5
ER Medium Laser	LA	1	1
Chainsaw	LA	5	5
<i>Brute Configuration</i>			
LB 10-X Autocannon	RA	6	11
2 ER Medium Lasers	CT (R)	2	2
Streak SRM 6	LA	2	3
Ammo (LB 10-X) 20	LA	2	2
Ammo (Streak SRM 6) 15	LA	1	1

**Notes:** Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Tracked 'Mech Conversion), Battle Fists, Reinforced Legs, Trailer Hitch (Vehicle Mode only)

**Notable Brawlers:**

<b>Brawler Type</b>	<b>Config.</b>	<b>Function</b>	<b>Skill Grade</b>	<b>Skill Set</b>	<b>'Mech/Vehicle Form</b>
<b>(MC) Metro-Slammer</b>	<b>Slammer</b>	<b>ArtilleryMech</b>	<b>Elt (1/2)</b>	<b>Infantry</b>	<b>Pulverizer/Manticore</b>
<b>Brute Brawler</b>	<b>Brute</b>	<b>ArtilleryMech</b>	<b>Elt (1/2)</b>	<b>Infantry</b>	<b>Pulverizer/Manticore</b>
<b>(TTP) Titano-Brawler</b>	<b>Brute</b>	<b>ArtilleryMech</b>	<b>Reg (4/5)</b>	<b>Infantry</b>	<b>Pulverizer/Manticore</b>

# Bug (Wheeled AutoMech)

## Summary

Even smaller than the popular *Beetle* class, the *Bug* is another “ground scout” model, meant for recon and courier duty almost exclusively. With a nearly unmatched ground speed in its alternate mode—only the *Cynofelis* seems to be faster—this AutoMech model can bolt across, through, or away from a battlefield while most of the other combatants are still trying to process what just happened.

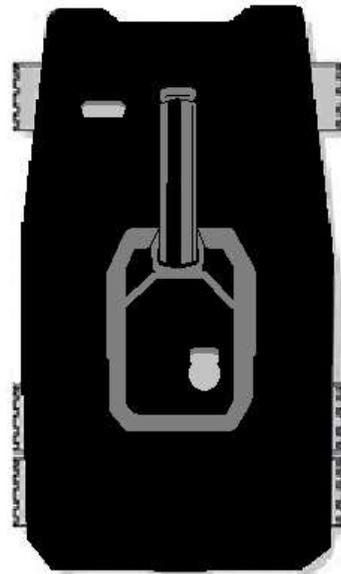
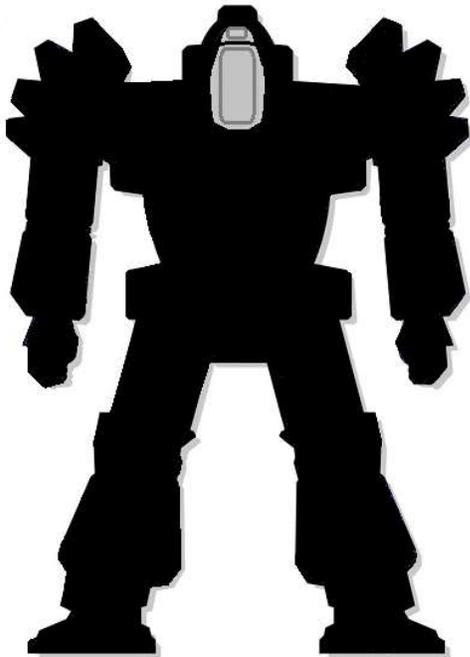
The *Bug* class is built to be as physically small as possible, so much so that two of these AutoMechs could be stuffed into a single standard 'Mech cubicle, with more than enough space to spare for dedicated tech teams to work on both of them at once. A standard, old-model *Seeker*-class DropShip could conceivably haul a whole regiment of *Bugs* by itself.

Of course, between the speed and the size, it's only natural that the *Bug* is barely armed or armored enough for any kind of battle. A single hit by a large laser or PPC could dismember or disable one outright, while their one-ton payload for weaponry

leaves few options better than a medium laser to shoot back with. Once upon a time, this class might have been meant to serve in an anti-infantry role, or perhaps as a hunter of the MiniMech and ultralight drones that some other AutoMechs are known to deploy. But today, it seems, the factions which still make use of this chassis type as “see-and-flee” recon units, meant to do as little fighting as possible.

## Variant Configurations

The most common variations on the basic *Bug* tend to carry laser weapons for close defense, anti-drone work, or minor harassing fire. We've also noticed a couple of dedicated spotter/sensor variants that are used either to keep an eye on enemy movements through remote sensors, or to spot for artillery and homing munitions. *Bugs* that take up monitor duties or function as comm relays have also been noticed in the field, often working in tandem with the aforementioned spotters.



Type: **Bug**

Technology Base: Syberian (Experimental)

Tonnage: 20

**Equipment**

		<b>Mass</b>
Internal Structure:		2
Conversion Eqpt:	Wheeled	3
Engine:	160	6
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Wheeled Cruise MP:	9	
Wheeled Flank MP:	14	
Heat Sinks (Standard):	10	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor:	48	3
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	6
Center Torso	6	8
Center Torso (rear)		2
R/L Torso	5	6
R/L Torso (rear)		2
R/L Arms	3	3
R/L Legs	4	5

**Fixed Components**

	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
Conversion Gear	RL/LL	2	--
Wheels	RA/RL/LA/LL	4	--
4 Heat Sinks	2 RT/2 LT	4	--

**Weapons and Ammo**

	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
<i>Common Configuration A</i>			
Medium Laser	LA	1	1
<i>Common Configuration B</i>			
Small Laser	RA	1	0.5
Small Laser	LA	1	0.5
<i>Spotter Configuration A</i>			
Light TAG	RA	1	0.5
Mounted Searchlight	CT	1	0.5
<i>Spotter Configuration B</i>			
Remote Sensor Dispenser	RA	1	0.5
Ammo (Sensors) 30	RA	1	0.5
<i>Monitor Configuration</i>			
Communications Equipment	CT	1	1

**Notes:** No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion), Compact 'Mech, Improved Sensors, Jettison-Capable Weapons (Hands).

**Notable Bugs:**

<b>Bug Type</b>	<b>Config.</b>	<b>Function</b>	<b>Skill Grade</b>	<b>Skill Set</b>	<b>'Mech/Vehicle Form</b>
Chaser Bug	Common (B)	ReconMech	Vet (1/2)	Scout	Koshi/Skulker
Golden Bug	Common (A)	ReconMech	Vet (1/2)	Scout	Koshi/Skulker
Light Bug	Spotter (A)	ReconMech	Reg (2/3)	Scout	Koshi/Skulker
Road Bug	Monitor	ReconMech	Reg (2/3)	Scout	Koshi/Skulker
Roller Bug	Spotter (B)	ReconMech	Vet (1/2)	Scout	Koshi/Skulker
Bout Runner	Common (A)	ReconMech	Reg (2/3)	Scout	Koshi/Skulker
Muck Runner	Common (B)	ReconMech	Reg (2/3)	Scout	Koshi/Skulker

# Buster (Wheeled AutoMech)

## Summary

Originally taken to be a variation on the *Hounder* or *VeeMech* theme, the *Buster* is, in fact, a larger cousin of the two. At seventy-five tons in total mass, with over a third of that devoted to firepower, and covered in armor tough enough to soak heavy autocannon fire without a breach, the *Buster* is a tank, pure and simple. Unlike most of the other models in the greater *VeeMech* "family," the *Buster's* vehicle mode sports a functional turret that gives the majority of its weapons a full 360-degrees of fire, and it comes as no surprise that this is where its largest guns are always kept.

Although the *Buster* is relatively uncommon—which we take as a sign that either production is limited or has ceased altogether since the start of the Syberian wars—we have noticed that all of them tend to carry late- and post- Star League-era tech from Gauss Rifles to extended-reach medium lasers. This would likely put them among the later generations of Syberia's AutoMech models, and their distribution exclusively among the AutoBoP faction suggests that it was one of the baronial states who designed it.

The *Buster* is a sluggish foot soldier, so it is normally used in a supporting role, or as the anchor of an assault formation. It can barely keep up with typical ground formations without assuming its vehicle mode for most of the march. And yet, we have also seen this model deployed as an urban combat and security unit,

equivalent to the SWAT-style forces seen among the more highly populated worlds of the Inner Sphere.

We've noticed that most *Busters* tend to have gruff, serious, and even officious personality traits, regardless of their duties. Even the least differentiated and lowest ranked among them, in fact, tend to affect a "command voice" reminiscent of a police sergeant or MP that brooks no dissent unless they are countermanded by an AI further up in the local hierarchy. This could indicate that the *Buster* was built specifically for squad leadership roles, with hardware programming that is far more rigidly set than most of Syberia's autonomous units receive. However, given their apparent lack of the kind of integrated and specialized comm suites one might find on command units, this is little more than a wild guess on our part.

## Variant Configurations

The most common configuration we've seen for the *Buster* is the one we call the "Wrecker" as it carries more than enough firepower and ammo for sustained battle at nearly any range. The less destructive version, which we call the "Reacher" variant for its use of rear-facing lift hoists, devotes more of its payload to electronic warfare and appears to operate mostly as a cross between an urban defense platform and a field recovery vehicle.



Type: **Buster**  
 Technology Base: Syberian (Experimental)  
 Tonnage: 75

<b>Equipment</b>		<b>Mass</b>
Internal Structure:		7.5
Conversion Eqpt:	Wheeled	11.5
Engine:	225	10
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Wheeled Cruise MP:	4	
Wheeled Flank MP:	6	
Heat Sinks (Double):	10 [20]	0
Gyro:		3
Cockpit:	AutoMech	3
Armor Factor:	200	12.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	23	25
Center Torso (rear)		14
R/L Torso	16	20
R/L Torso (rear)		8
R/L Arms	12	20
R/L Legs	16	28

<b>Fixed Components</b>	<b>Location Critical</b>	<b>Mass</b>
Conversion Equipment	RA/RL/LA/LL 4	--
Wheels	RA/RL/LA/LL 4	--
Double Heat Sink	RT 3	--

**Weapons and Ammo**

*Wrecker Configuration*

	<b>Location Critical</b>	<b>Mass</b>
Gauss Rifle	RA 7	15
Ammo (Gauss) 16	RT 2	2
Light PPC	RT 2	3
2 ER Medium Lasers	CT 2	2
Ammo (SRM) 15	LT 1	1
CASE	LT 1	0.5
SRM-6	LA 2	3
ER Medium Laser	LA 1	1

*Reacher Configuration*

Gauss Rifle	RA 7	15
Ammo (Gauss) 16	RT 2	2
Lift Hoist	RT (R) 3	3
Guardian ECM Suite	CT 2	1.5
Lift Hoist	LT (R) 3	3
2 ER Medium Lasers	LA 2	2
TAG	HD 1	1

**Notes:** Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion). Jettison-Capable Weapon (Right Arm), Protected Actuators, Rugged (2), Trailer Hitch (Vehicle Mode Only)

**Credit:** Luciora, for visual design.

**Notable Busters:**

<b>Buster Type</b>	<b>Config.</b>	<b>Function</b>	<b>Skill Grade</b>	<b>Skill Set</b>	<b>'Mech/Vehicle Form</b>
Long Reacher	Reacher	ForeMech	Grn (5/6)	Manager	Shadow Hawk/Typhoon
Road Wrecker	Wrecker	ArtilleryMech	Eit (0/0)	Infantry	Shadow Hawk/Typhoon

# Cazador (VTOL AutoMech)

## Summary

The *Cazador* VTOLMech is a curiosity that we have yet to fully unravel. Unlike most VTOLs, its flight system is more like that of an ornithopter than a rotor-based or vectored thrust design, but its functionality is the same regardless. But as it is deliberately meant to resemble a gigantic flying insect, this type of mobility is key to its more-or-less convincing appearance.

Even with their non-bestial AutoMechs, the concealment efforts taken by the AxiMaL group, who established the forces that still bear their name today, are much more sophisticated than those of the DynaBoG. Where a comparable DynaBoG flying unit—such as the *Swooper*—might achieve a basic resemblance to a Pteranodon, such appearances are often limited to the silhouette only. Not so the units made by the AxiMaLs (and PresiDoms). The *Cazador* is a prime example of this, with its convincing outer shell and cosmetic arm structures that look so much like a hugely upscaled version of the real thing. Efforts to make such units as these as low-profile and compact as possible abound as well, which is also apparent in this particular AutoMech. That all of this engineering was done just to try and minimize the shock to resident fauna is simply amazing, despite its needless difficulty to keep up.

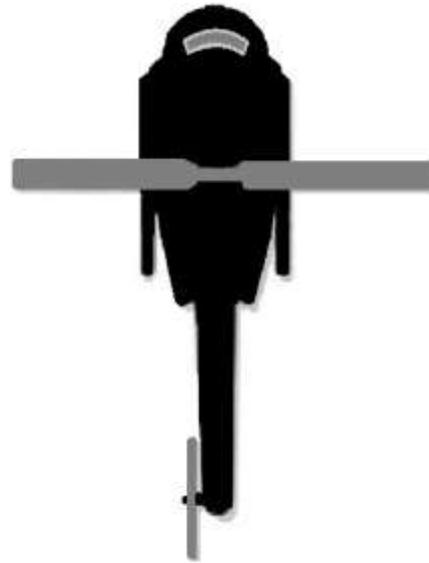
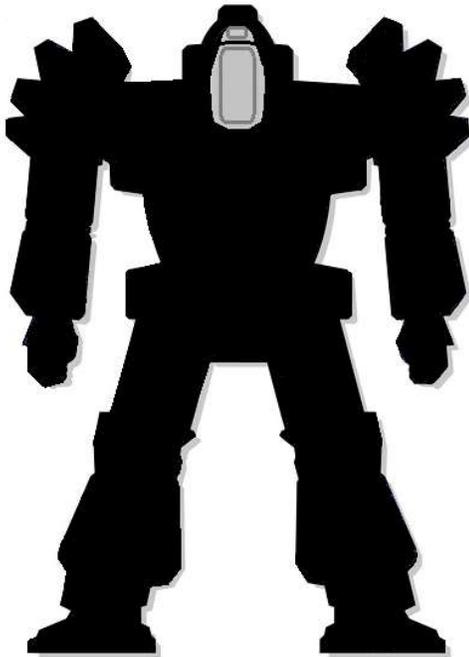
That all being said, the *Cazador* does have some oddities to it beyond its appearances. Most curious is that, as our records

research has clearly determined, this AutoMech was built as a rapid air-response unit specifically for the Axilon biodome, and thus these giant, wasp-like machines are often seen patrolling the airspace of the southern regions around the biodome ruins, the remains of Paradiso and Polivos, and the southwestern shores of the Southern Sludge. But their biggest active users of this model today are the forces of the PresiDom faction, rather than the originating AxiMaLs.

Furthermore, the *Cazador's* AI is known to be somewhat simple-minded compared to most other AutoMechs, and most are prone to quirky behavior. This is apparent in their behavior regardless of faction, so we believe these limitations to be endemic to the design itself. If so, the *Cazador* is fortunate to have its impressive mobility and relatively low resource cost going for it. Without this combination of utility and cheapness encouraging their production in large numbers, we believe this model's alarming rate of attrition when facing heavier opponents would surely render it extinct in just a decade or so.

## Variant Configurations

Despite their notoriously high rate of attrition—or perhaps because of it—we have seen no significant variant configurations of the *Cazador* chassis type.



Type: **Cazador**  
 Technology Base: Syberian (Experimental)  
 Tonnage: 25

<b>Equipment</b>		<b>Mass</b>
Internal Structure:		2.5
Conversion Eqpt:	VTOL	4
Engine:	125	4
Walking MP:	5	
Running MP:	8	
VTOL MP ('Mech):	5	
VTOL Cruise MP:	8	
VTOL Flank MP:	12	
Heat Sinks (Standard):	10	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor:	56	3.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	5
Center Torso	8	7
Center Torso (rear)		2
R/L Torso	6	6
R/L Torso (rear)		2
R/L Arms	4	6
R/L Legs	6	7

<b>Fixed Components</b>	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
Conversion Gear	RA/RL/LA/LL	4	--
Rotors	2RT/3LT	5	5
5 Heat Sinks	3RT/2LT	5	--

<b>Weapons and Ammo</b>	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
<i>Common Configuration</i>			
Medium Laser	RA	1	1

**Notes:** Features the following Design Quirks: Distracting (Insectoid VTOL form), Exposed Actuators, Illegal (Syberian Robotics AI, BattleMech/VTOL Vehicle Conversion), Jettison-Capable Weapon (Right Hand), Low Profile, Non-Standard Parts, VTOL Rotor Arrangement (Dual Rotor).

**Credit:** Glitterboy2098

**Notable Cazadors:**

<b>Cazador Type</b>	<b>Config.</b>	<b>Function</b>	<b>Skill Grade</b>	<b>Skill Set</b>	<b>'Mech/Vehicle Form</b>
Wisp	Common	ReconMech	Reg (3/4)	Scout	Prim. Wasp/Donar Helicopter

# Type H Charger (Quad MiniMech)

## Summary

The Type H Charger is a heavy, quadrupedal, battlesuit-scale drone fielded rarely among the Syberian AutoMech factions...

Wait. Let me back up for a moment here.

To be frank, “drone” may be an incorrect term here, because robotic units like this one are, in fact, driven by a scaled-down version of the same AI systems seen in Syberia’s other AutoMechs. So, we have decided to call these automated, suit-sized units “MiniMechs” for now, even though they are often carried, deployed, and in some ways reliant on, the same cargo-transporting units that can launch other ultralights. Ultimately capable of autonomous function and decision-making, the most drone-like thing about these MiniMechs lies in their need to stay relatively close to a “parent” command unit (which is almost always the one that carries them). We suspect this requirement may be due to a need for periodic code updates, perhaps for processes that are either too large or complex to store directly in their smaller control centers. But even if that’s so, such communication is clearly not a contiguous requirement, as the use of ECM suites and the like does not leave a MiniMech paralyzed in the field.

MiniMechs are too small for conversion systems, and—as noted above—are typically carried into battle by larger units with the cargo space to do so, much like the other ultralight drones we have seen. That being said, the Charger type appears to be a heavier

upgrade (or perhaps a progenitor) to the much more common Pouncer types, as both MiniMechs share certain similarities in their chassis aesthetics.

By which I mean the Charger and the Pouncer both resemble nothing so much as large, robotic, felines.

Given its typical weapons load consists of a pair of machine guns and some form of electronic warfare system, we think the Charger was originally built to serve in an anti-infantry reconnaissance role. But as it also boasts some of the heaviest armor we’ve seen on a MiniMech (save for the heavier Stomper and Thug types), it’s just as likely that these units were meant to serve in more of a marine capacity, on board ships and inside structures.

Whatever the case, Charger MiniMechs appear to have been supplanted by a range of other units that are either more capable or just easier to come by.

## Variant Configurations

As has been noted, Chargers tend to vary only in their choice of electronic warfare systems. The more common version sports a lightweight version of the Beagle probe, with an added pair of one-shot rocket tubes that may have been intended more for dropping signal smoke and flares than any other combat ordnance. The other common version, in comparison, uses an ECM suite and a basic form of active camouflage to vanish from sight.



Type: **Type H Charger**

Technology Base: AutoMech (Battlesuit)  
 Mass: 1,500 kg  
 Swarm/Leg Attack/Mechanized/AP: No/No/No/No  
 AToW BAR Values: 9/8/8/8; E/I/C: 0/0/0

*H2 Configuration*

Machine Gun (50)	Body	1	100
ECM Suite	Body	1	100
Camo System	Body	2	200
Machine Gun (50)	Body	1	100

**Equipment**

		Slots	Mass
Internal Structure:	Robotic (Quad)		400
Motive System:			
Ground MP:	4		160
Manipulators:	None		0
Armor:	Advanced Standard	5	440
Armor Value:	11 + 1 (CPUs)		

**Notes:** Clan chassis weight used to reflect additional robotic systems. "Trooper" point replaced by "CPUs" to represent the Syberian robotics systems. Features the following Design Quirks: Illegal (Syberian Robotics AI, Robotic Battle Armor), Code-Bonded (Unit may only operate within 100 km of its designated command unit)

**Weapons and Ammo**

	Location	Slots	Mass
<i>H1 Configuration</i>			
Machine Gun (50)	Body	1	100
Active Probe	Body	2	250
Machine Gun (50)	Body	1	100
Rocket Launcher-2 (OS)	Body	2	50

**Notable Charger Drones:**

Charger Drone Type	Config.	Function	Skill Grade	Skill Set	Mech/Vehicle Form
Chomper Drone	H1	ReconMech	Vet (2/2)	Scout	Fenrir BA/None
Night Charger Drone	H2	NinjaMech	Vet (1/2)	Infantry-AntiMech	Fenrir BA/None

# Chopper (VTOL AutoMech)

## Summary

Of all the most widely used ground support units in the armies of the Inner Sphere and the Clans, VTOLs are almost usually seen as the flimsiest (after conventional infantry, anyway). Their biggest weaknesses in general lie in their limited weight capabilities, and in the fragile rotors and lifting fans used to lift them, which tend to be disproportionately large and exposed. Centuries of war have thus proven that the VTOL—be it a helicopter or a vectored-thrust tilt-wing craft—must therefore rely on speed and distance to survive on the modern battlefield.

In developing their convertible “VTOLMechs,” it would seem the Syberians found a way to give such vehicles the very resilience they’ve always lacked.

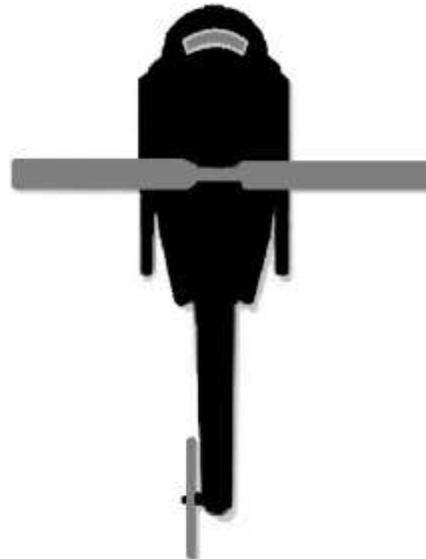
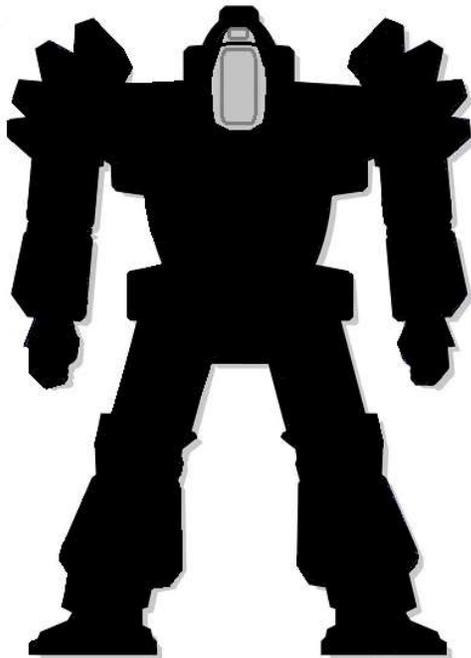
As one such airborne attack unit, the *Chopper* AutoMech is a prime example of how transformative this development can be. By BattleMech standards, this unit is sluggish for its weight class, but it makes up for that with thick armor and an impressive weapons load. In its VTOL form, its rotor system is fantastically sturdy, capable of soaking damage that would instantly down any craft like it back in the Inner Sphere.

The common loadout for this AutoMech type centers on a

quartet of lasers and a Beagle-equivalent active probe for spotting hidden units. A five-ton vibroblade, usable only in BattleMech mode, provides a savage edge—no pun intended—in close combat, whether it is activated for maximum damage, or de-powered for finesse. Combined with the *Chopper’s* impressive armor, these features make it an ideal brawler when it needs to be.

## Variant Configurations

We’ve identified no significant variations in weaponry and equipment used by the *Chopper* units witnessed to date. But what we *have* noticed is a curious occurrence of cosmetic variation beyond mere colors and detailing, at least when operating in their helicopter modes. In their VTOL forms, most *Choppers* take on an appearance evocative of the Clan-made Balac (which, it need not be said, is a design the Syberians have never encountered). But others, it seems, favor the look of the Cyrano of First Star League fame. The differences, we think, are an indicative of differing factories of origin; more of the AutoBoP-aligned factions field Cyrano-style *Choppers* than do the DemoCons, who favor those of the Balac-like format.



Type: **Chopper**  
 Technology Base: Syberian (Experimental)  
 Tonnage: 50

<b>Equipment</b>		<b>Mass</b>
Internal Structure:		5
Conversion Eqpt:	VTOL	7.5
Engine:	200	8.5
Walking MP:	4	
Running MP:	6	
VTOL MP ('Mech):	4	
VTOL Cruise MP:	6	
VTOL Flank MP:	9	
Heat Sinks (Double):	10 [20]	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor:	168	10.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	19
Center Torso (rear)		12
R/L Torso	12	15
R/L Torso (rear)		9
R/L Arms	8	16
R/L Legs	12	24

<b>Fixed Components</b>	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
Conversion Gear	RA/RL/LA/LL	4	--
Rotors	2RT/2LT	4	4
2 Double Heat Sinks	2RT/2LT	6	--

<b>Weapons and Ammo</b>	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
<i>Common Configuration</i>			
ER Medium Laser	RA	1	1
ER Small Laser	RA	1	0.5
Medium Vibroblade	RA	2	5
Beagle Active Probe	CT	2	1.5
ER Medium Laser	LA	1	1
ER Small Laser	LA	1	0.5

**Notes:** Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/VTOL Vehicle Conversion), Battle Fists, Jettison-Capable Weapon (Right Hand).

### Notable Rotors:

Rotor Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Trapspringer-Two	Common	CommandMech	Elt (0/0)	Spec Ops, Officer	Cuirass/Cyrano VTOL
Battle Chopper	Common	ArtilleryMech	AbvAvg (3/4)	Infantry	Cuirass/Balac Strike VTOL
Drop Chopper	Common	ReconMech	Reg (3/4)	Scout	Cuirass/Balac Strike VTOL

# Coaster (Hover AutoMech)

## Summary

Although the AutoBoP faction—which deploys it almost exclusively—prefers to use the *Coaster* as a shallow-water naval craft, this AutoMech is actually designed to convert into a hoversuit. As one of just a few models of this type, the *Coaster* enjoys the benefits of a hovercraft's speed while in its vehicular mode, but with the enhanced durability of a BattleMech—albeit one of limited mass. Because hovers work best when there's minimal ground clutter, most such units typically excel in open terrain regions such as deserts, badlands, and grassy steppes, all of which can be found in abundance, especially on worlds like post-apocalyptic Syberia. But they're also great on watery surfaces—as long as they can keep moving, that is.

It was, of course, some surprise to us that there were any convertible, aquatic-mode AutoMechs on Syberia at all. Autonomous ships to help such units cross the planet's small seas like ferries, maybe, but for some reason we just didn't imagine 'Mech forms dedicated to such environs. Not until we encountered the *Coasters*, that was. And so it was through the discovery of these odd shoreline patrol units that we eventually learned of a whole ecosystem of surface and submersible AutoMechs that included the likes of the *AutoShark*, *Ironfish*, and the *Minnow*.

Unlike truly flight-capable AutoMechs, which make use of high-power thrusters and rotors that remain at least partially

operational in BattleMech mode, HoverMechs like the *Coaster* rarely demonstrate any special mobility advantages in their 'Mech forms beyond the basics of walking and running. The lifting capabilities of hover fans and air skirts simply cannot compete with the radical changes in the unit's center of gravity when it assumes a form with such vertical weight distribution. The installation of jump jets may easily offset this, but we've yet to encounter any HoverMechs that deploy such systems.

Likely due to their preferred environs, *Coasters* come equipped with enhanced sensory capabilities that include limited-range sonar as well as high-intensity, close-range surface radar. Combined with their high mobility in hovercraft mode, this makes them excellent shore patrol craft. It also helps when they assume BattleMech mode in some of Syberia's more swampy river basins, where foliage and murkier waters might conceal ambushers at every turn.

## Variant Configurations

While we have noticed features of the *Coaster's* engineering that would allow for rapid reconfigurations in the field, the rarity of these units has left us with no clearly confirmed variations on what appears to be their most common payload: a pair of high-efficiency Streak SRM packs, with CASE-protected magazines.



Type: **Coaster**

Technology Base: Syberian (Experimental)

Tonnage: 55

**Equipment**

Internal Structure:		<b>Mass</b>	5.5
Conversion Eqpt:	Hover		8.5
Engine:	275		15.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Hover Cruise MP:	7		
Hover Flank MP:	11		
Heat Sinks (Double):	10 [20]		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	120		7.5

	<i>Internal</i>	<i>Armor</i>
	<i>Structure</i>	<i>Value</i>

Head	3	9
Center Torso	18	15
Center Torso (rear)		8
R/L Torso	13	12
R/L Torso (rear)		6
R/L Arms	9	12
R/L Legs	13	14

**Fixed Components**

Conversion Gear	RA/RL/LA/LL	4	--
Hover Fans	RA/RL/LA/LL	4	--

**Weapons and Ammo**

*Common Configuration*

Streak SRM-6	RA	2	4.5
Ammo (Streak SRM-6) 15	RA	1	1
CASE	RT	1	0.5
CASE	LT	1	0.5
Streak SRM-6	LA	2	4.5
Ammo (Streak SRM-6) 15	LA	1	1

**Notes:** Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Hover Vehicle Conversion), Improved Sensors, Modular Weapons, Jettison-Capable Weapons (Hands).

**Notable Coasters:**

Coaster Type	Config.	Function	Skill Grade	Skill Set	Mech/Vehicle Form
Coast Diver	Common	ArtilleryMech	Reg (4/5)	Infantry	Axman-2N/Maxim Hovertank
Sea Coaster	Common	ReconMech	Elt (0/1)	Scout	Axman-2N/Maxim Hovertank

# Compactor (Wheeled AutoMech)

## Summary

The *Compactor* AutoMech. What to say about this one? Heavy and slow, but well protected for an industrial-grade machine, this would make for a fine defensive line unit...if so much of it wasn't centered on the collection and disposal of junk.

That's right, this fine piece of JUniCom engineering is basically an autonomous, transforming, garbage truck.

In all fairness, this mission was not likely what the *Compactor's* creators had in mind when they developed it. Built around an improved industrial chassis, and equipped with both a lift hoist, and a pair of multi-ton storage bays on tiltable beds, this AutoMech's original role was likely that of a salvage and recovery vehicle for heavy equipment that could also be employed as a general-purpose bulk cargo hauler. With heavy duty usage in mind—undoubtedly due to the numerous exotic environments most off-world robots were expected to handle—it is well protected by reinforced industrial plate that is easily as effective and penetration-resistant as any *BattleMech's* armor. Even its major joints have been proofed against flying debris, foreign contaminants, and shrapnel. All of this makes for a rugged and robust working machine.

Those features alone would easily explain why the design was reworked for combat duty at some point with battlefield-grade target-tracking systems installed, while a fair portion of its mass was redistributed to weaponry. But where things get weird is that this AutoMech—like many of those in the JUniCom faction—seems more content to haul scrap metals and other salvage about

than it is to engage in battle at all. It is almost as if the JUniComs, perhaps in their efforts to maintain neutrality in the widening Syberian conflicts, only started arming their units begrudgingly, and wrote this same reluctance to fight into their AIs as well.

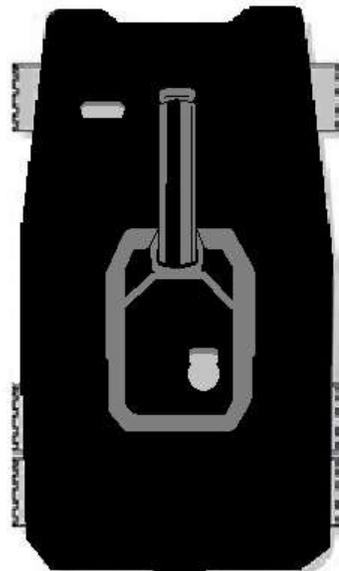
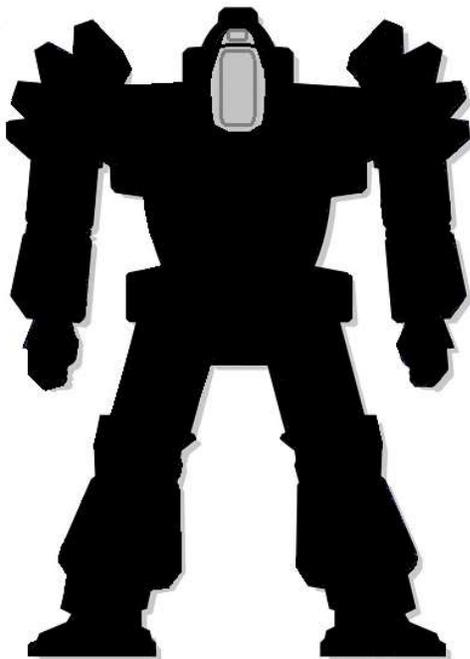
And so, we have another class of convertible heavy AutoMechs here that are happier collecting junk than they are to take up arms in any fashion. In fact, the *Compactor* known by the name *Wrecker Prime* is a supremely grimy, oil-stained paragon of this philosophy; the effective leader of the JUniCom army in rank, this unit is known to sing silly songs—aloud, yet to itself—when hauling or dragging debris around the airless world it calls home.

Even if said debris happens to be the remains of fellow AutoMechs!

## Variant Configurations

As with most JUniCom units, the paradoxical ease of maintenance, combined with the tendency to use any old scrap for parts in a pinch, has given the *Compactor* a range of variants that merely *look* different from one another on the surface, while remaining functionally identical. That even their heads can be easily swapped—thanks to their own form of the Inner Sphere's full-head ejector systems—means that most *Compactors*, no matter how wrecked, can often be rebuilt to JUniCom specs with alarming regularity.

Which is one more way in which the *Compactor* is just plain weird, because despite all of that, we've yet to confirm any real variants among them at all.



Type: **Compactor**  
 Technology Base: Syberian (Experimental)  
 Tonnage: 65

<b>Equipment</b>		<b>Mass</b>
Internal Structure:	Imp. Industrial	13
Conversion Eqpt:	Wheeled	10
Engine:	130	4.5
Walking MP:	2	
Running MP:	3	
Jumping MP:	0	
Wheeled Cruise MP:	3	
Wheeled Flank MP:	5	
Heat Sinks (Standard):	10	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor (Heavy Industrial):	200	11.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	21	22
Center Torso (rear)		13
R/L Torso	15	18
R/L Torso (rear)		9
R/L Arms	10	18
R/L Legs	15	25

<b>Fixed Components</b>	<b>Location Critical</b>	<b>Mass</b>
Conversion Equipment	RL/LL 2	--
Wheels	RA/RL/LA/LL 4	--
5 Heat Sinks	2RT/CT/2LT 5	--

<b>Weapons and Ammo</b>	<b>Location Critical</b>	<b>Mass</b>
<i>Scrounger Configuration</i>		
Hatchet	RA 5	5
Medium Laser	RA 1	1
Lift Hoist	RT 3	3
Cargo (4 tons)	RT 4	4
Dumper	RT 1	0.5
Cargo (4 tons)	LT 4	4
Dumper	LT 1	0.5
Ammo (SRM-2) 50	LT 1	1
Medium Laser	LA 1	1
SRM-2	HD 1	1

**Notes:** No turret in Vehicle Mode; Features Advanced Fire Control and the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion), Jettison-Capable Weapon (Right Arm), Easy to Maintain, Extended Torso Twist, Full-Head Ejection System, Protected Actuators, Poor Performance, Non-Standard Parts, Trailer Hitch (Vehicle Mode Only)

**Notable Compactors:**

<b>Compactor Type</b>	<b>Config.</b>	<b>Function</b>	<b>Skill Grade</b>	<b>Skill Set</b>	<b>'Mech/Vehicle Form</b>
Wrecker Prime	Scrounger	CommandMech	Vet (2/3)	Merchant, Officer	Axman-1N/HQ Vehicle*

\*Shortened

# Crocodillo (Bestial AutoMech)

## Summary

Much like the *Bicephalus* models it is often paired with in the field, the *Crocodillo* is a bestial AutoMech type clearly developed to resemble some of the more monstrous creatures that may or may not have existed on Syberia prior to the extinction of its human inhabitants. Although favored more by the PresiDom faction, some models of this unit have also shown up in the ranks of their DemoCon partners. On the DemoCon *Crocodillos*, we've spotted mounting points along the design's chassis, typically at the edge of joints or between major armor plates, that we have identified as soft anchor points. As this is a hallmark of those machines designed to mount some form of rubbery, polymer "pseudo-hide," we feel confident that these DemoCon units originated in PresiDom factories. Most PresiDom *Crocodillos*, meanwhile, have sported synthetic skins that appear alternately as either reptilian scales or flexible banding. Combined with their typically hind-heavy quadruped forms, the result is something that so much resembles the crocodillos found on some worlds back home that we could hardly call them anything else.

Possibly developed from the same core specs as the *Bicephalus*, the *Crocodillo*'s quad form is remarkably small and compact when compared to its BattleMech-mode silhouette. Moreover, a curious feature of their conversion process—one we also noted on other bestial-types like the *Bicephalus* and the *Grimdark*—appears to shift the machine's center of gravity backwards as it switches from biped to four-legged mobility. The primary benefit of this is the way in which it enables such AutoMechs to achieve a greater stability when executing forward-facing physical attacks. Although the result is not quite the same

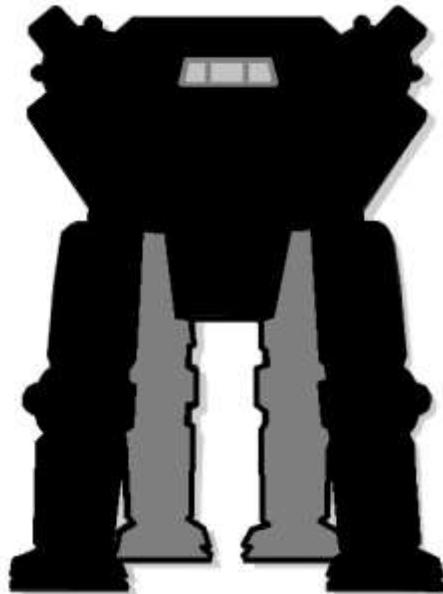
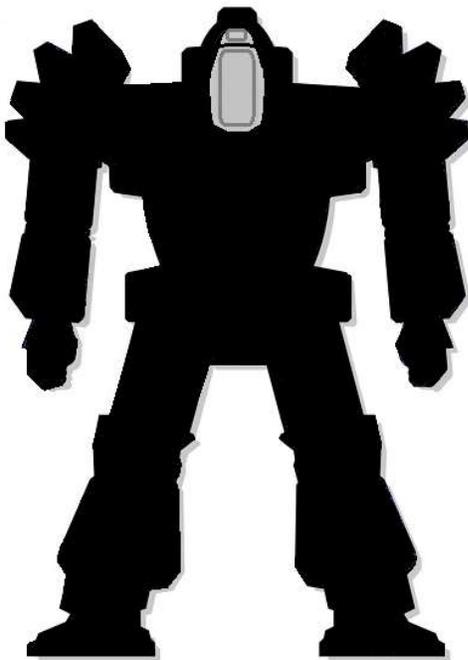
as simply rising up to punch like a humanoid, this capability does give the bestial form what we have been calling a "semi-quad mode."

The actual benefits of these semi-quad AutoMechs have over more conventional quadrupeds might seem somewhat iffy, at best. But in the *Crocodillo*'s case, it seems as though its Syberian designers chose to lean into it (no pun intended) when they adapted them for combat. By replacing the typical hand actuators with battle-ready claws—and often adding an equally effective tail weapon to the mix as well—most of these machines can act as utterly savage 'Mech shredders once they reach melee range. We believe they can also make for good engineering and demolition units for the same reasons, but find it unlikely that this was what the PresiDom faction was going for at the time.

Unsurprisingly, most *Crocodillos* tend to be deployed as close-in brawler units, relying on friendly cover fire or thick terrain clutter to close in with their intended targets.

## Variant Configurations

Leaving aside the cosmetic distinctions of their pseudo-hide coverings (if any), we've identified only two major *Crocodillo* configurations in the field. Where both make use of claws, the ones that mount tails are the most undergunned, with only a single pulse laser and flamer available to deal with anything that manages to keep away from them. The tailless versions, by comparison, commonly sport at least one long-range energy weapon—typically a large laser—backed up by paired medium- and short-ranged beams and flamers.



Type: **Crocodillo**  
 Technology Base: Syberian (Experimental)  
 Tonnage: 45

<b>Equipment</b>		<b>Mass</b>
Internal Structure:		4.5
Conversion Eqpt:	Bestial	2.5
Engine:	225	10
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks (Standard):	10	0
Gyro:		3
Cockpit:	AutoMech	3
Armor Factor:	112	7
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	6
Center Torso	14	12
Center Torso (rear)		6
R/L Torso	11	10
R/L Torso (rear)		5
R/L Arms	7	14
R/L Legs	11	15

<b>Fixed Components</b>		<b>Location</b>	<b>Critical</b>	<b>Mass</b>
Conversion Equipment		RT/LT	2	--
Heat Sink		RT	1	--

<b>Weapons and Ammo</b>		<b>Location</b>	<b>Critical</b>	<b>Mass</b>
<i>Blotter Configuration</i>				
Claw		RA	3	3
ER Large Laser		RA	2	5
Medium Laser		RT	1	1
Flamer		RT	1	1
Medium Laser		LT	1	1
Flamer		LT	1	1
Claw		LA	3	3

<b>Weapons and Ammo</b>		<b>Location</b>	<b>Critical</b>	<b>Mass</b>
<i>Shredder Configuration</i>				
Claw		RA	3	3
Medium Pulse Laser		RA	1	2
Tail		CT (R)	2	6
Claw		LA	3	3
Flamer		HD	1	1

**Notes:** Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Compact (Quad Mode only), Distracting (Monstrous Quad Form), Low Profile, Non-Standard Parts, Semi-Quad

### Notable Crocodillos:

<b>Crocodillo Type</b>	<b>Config.</b>	<b>Function</b>	<b>Skill Grade</b>	<b>Skill Set</b>	<b>'Mech/Vehicle Form</b>
Blotinator	Blotter	ArtilleryMech	Vet (2/3)	Infantry	Lineholder/Barghest (Micro)
Shredator	Shredder	NinjaMech	Vet (1/2)	Infantry-AntiMech	Lineholder/Barghest (Micro)*
Cruncher	Shredder	ArtilleryMech	Vet (2/3)	Infantry	Lineholder/Barghest (Micro)*

\*This unit has a tail in Quad Mode

# Cyclor-C/D (Aerofighter AutoMech/Drone Fighter)

## Summary

The origins of the *Cyclor-C* AutoMech and its fighter-mode drone companions (*Cyclor-Ds*) is, frankly, a mystery. The current working theory is that they—and the *Sweeper-C/D* units we often see them acting in concert with—were part of a late-stage experimental project for new centralized command system the DemoCon faction was working on just before its human masters perished. An equally possible alternative is that they are a remnant of some other faction the DemoCons conquered and sublimated somewhere along the way. Whatever the case, these units are a curious variation on the other known commander-and-drone technologies we've witnessed in the likes among the likes of the "greater *VeeMech* group" and their ultra-light companions. Key to this difference lies in the fact that the *Cyclors* and *Sweepers* share the same framework as one another, resulting in an array of clone machines that all operate with a unified "mind," led by a single unit that is nigh impossible to pick out from the rest of its crowd.

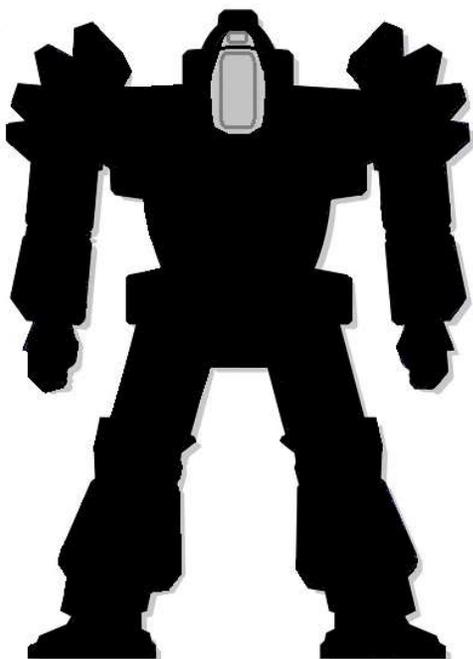
This convergence in design specs is particularly pronounced with the *Sweeper* series, but a strange fault in manufacturing—which heavily supports the "experimental project" theory noted above—has left the *Cyclor-Cs* and *Cyclor-Ds* do have *one* key differentiation between them (beyond mere payload variations, that is). For some systemic reason, the latter models *cannot* convert out of their fighter modes.

Automated manufacturing may be replenishing their ranks,

and the various technical support AutoMechs in the DemoCon ranks may be capable of affecting repairs on all other units, but it seems that a flaw in the construction process along the *Cyclor-Ds'* line has resulted in the drone units rolling off their lines in permanent fighter mode, while every core spec and diagnostic insists that nothing at all is wrong with them. Wreckage of downed drones has clearly proven the fact *Cyclor-Ds* possess the same BattleMech components and the basic means to transform as their command counterparts, but something inherent to their engineering interferes with the process. As a result, *Cyclor-Ds* are always encountered in fighter mode, but the *Cs* can engage their enemies in the skies or on the ground as they please.

## Variant Configurations

In addition to the obvious flaws and limitations of the *Cyclor-Ds* when compared to the capabilities of the *Cyclor-Cs*, we have also noticed that the two versions differ in weaponry as well. The *Cs'* payloads center their destructive potential on an extended-range laser backed up by four medium-sized rocket pods and a retractable blade, while the *Ds'* use of just two standard large lasers. The use of less advanced primary weapons and deletion of a melee blade on the "broken" D variant could be a sign that the DemoCons simply adapted to its handicap, opting for the cheaper solution of less sophisticated weapons, rather than trying to solve a failure that their human creators never managed to.



Type: **Cyclor-C/D**  
 Technology Base: Syberian (Experimental)  
 Tonnage: 45

Equipment		Mass
Internal Structure:		4.5
Conversion Eqpt:	Aero	7
Engine:	200	8.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	8	
Safe Thrust:	8	
Max Thrust:	12	
Heat Sinks (Double):	10 [20]	0
Gyro:		2
Cockpit:	AutoMech	3
Fuel:	80	0
Structural Integrity:	14	0
Armor Factor:	96	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	14	10
Center Torso (rear)		7
R/L Torso	11	10
R/L Torso (rear)		5
R/L Arms	7	10
R/L Legs	11	10

Fixed Components	Location	Critical	Mass
Avionics	RT/LT/HD	3	--
Landing Gear	RT/CT/LT	3	--
2 Double Heat Sinks	RT/LT	6	--
4 Jump Rockets	RL/RT/LT/LL	8	4

Weapons and Ammo	Location	Critical	Mass
<i>Cyclor-C Configuration</i>			
Small Vibroblade	RA	3	3
2 Prim. Rocket Launcher 10s	RT	2	1
2 Prim. Rocket Launcher 10s	LT	2	1
ER Large Laser	LA	2	5
<i>Cyclor-D Configuration</i>			
Large Laser	RA	2	5
Large Laser	LA	2	5

**Notes:** Features the following Design Quirks: Illegal (Syberian Robotics AI), Nonfunctional Item (Conversion System, -D model only), Atmospheric Flyer, Improved Communications (-C model only), Jettison-Capable Weapons (Hands), Nimble Jumper, Code-Bonded (-D model only; Unit may only operate within 1,000 km of its designated air-command unit)

### Notable Cyclers:

Cyclor Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Cyclone Alpha	Cyclor-C	CommandMech	Vet (1/2)	Infantry, Officer	No-Dashi/Jagatai
Cyclone Drone	Cyclor-D	GruntMech	Reg (4/5)	Minimal	None/Jagatai
Funnel	Cyclor-C	CraftsMech	Vet (2/3)	Engineer	No-Dashi/Jagatai

# Cynofelis (Bestial AutoMech)

## Summary

The *Cynofelis* is the AxiMaL faction's scout and fast response chassis, and is quite possibly the fastest ground-mobile AutoMech still in use by the Syberian factions. Only twenty tons in mass, and modeled to present the smallest silhouette possible in either mode, it can easily be mistaken for a ProtoMech. Styled to mimic some of the Inner Sphere's big cats, including terrestrial cheetahs, leopards, jaguars, and pumas—their typical pseudo-hide cosmetics include whiskers, claws, and tails—all of which appear particularly authentic, but are far too flimsy to provide any practical advantages in combat.

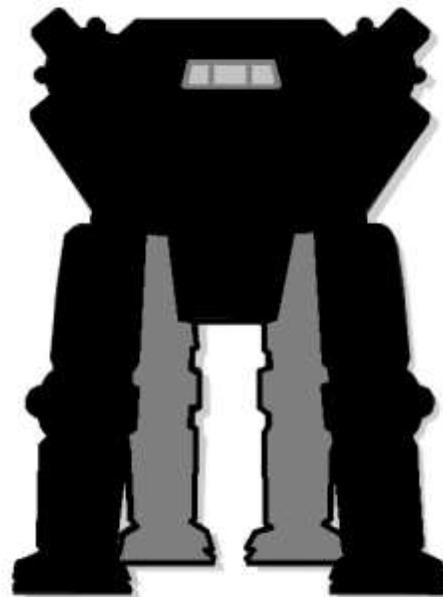
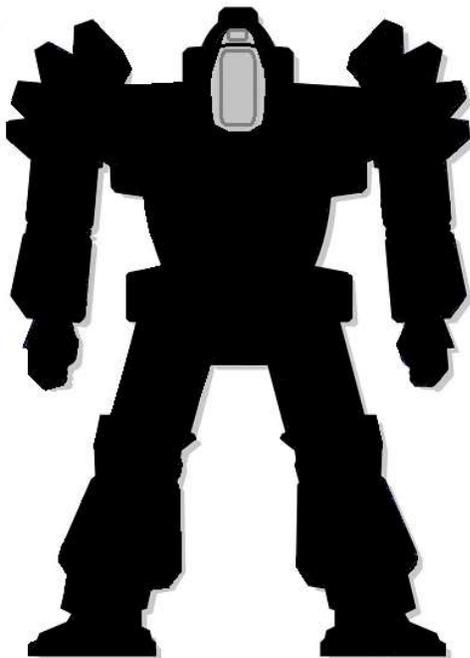
To achieve both their minimized size and remarkable land speeds that readily exceed 190 kilometers per hour, *Cynofelis* AutoMechs possess limited armor and firepower. Even mid-sized lasers and lighter autocannons can pierce their armor in a single

shot, while their own armament may barely even scratch most larger units.

*Cynofelises* are frequently found responding to hostile incursions around Axilum, where they help guide the heavier and slower defenders following behind them. When deployed as independent scouts and couriers, though, this AutoMech type is far more apt to flee than fight without backup.

## Variant Configurations

To date, we've observed no significant variations on the payload or capabilities of the *Cynofelis*. The *Panthera*-class, given its strikingly similar appearance, was initially thought to be a *Cynofelis* variant, before further analysis revealed it to be a completely different (and heavier) chassis type.



Type: **Cynofelis**  
 Technology Base: Syberian (Experimental)  
 Tonnage: 20

<b>Equipment</b>		<b>Mass</b>
Internal Structure:		2
Conversion Eqpt:	Bestial	1
Engine:	180	7
Walking MP:	9	
Running MP:	14 (18)	
Jumping MP:	0	
Heat Sinks (Standard):	10	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor:	32	2
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	4
Center Torso	6	4
Center Torso (rear)		2
R/L Torso	5	3
R/L Torso (rear)		2
R/L Arms	3	3
R/L Legs	4	3

**Fixed Components**  
 Conversion Equipment  
 3 Heat Sinks

	<b>Location Critical</b>	<b>Mass</b>
RT/LT	2	--
2RT/1LT	3	--

**Weapons and Ammo**  
*Common Configuration*  
 Medium Pulse Laser  
 Supercharger

	<b>Location Critical</b>	<b>Mass</b>
RA	1	2
CT	1	1

**Notes:** Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Compact, Distracting (Animalistic Form), Low Profile, Non-Standard Parts

**Credit:** Glitterboy2098

### Notable Cynofelises:

<b>Cynofelis Type</b>	<b>Config.</b>	<b>Function</b>	<b>Skill Grade</b>	<b>Skill Set</b>	<b>'Mech/Vehicle Form</b>
Cynofelis	Common	ReconMech	Vet (1/2)	Scout	Procyon (Biped)/Procyon (Quad)

# Dancer Recon Drone (Aerial Ultralight)

## Summary

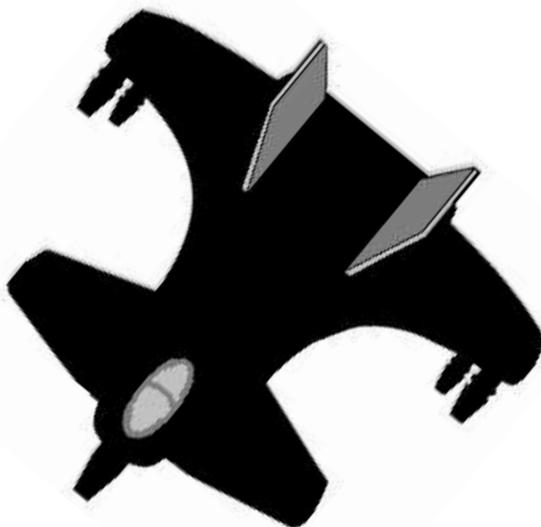
The Dancer type recon drone is likely an early model remote drone intended for use with *Sounder* class AutoMechs. Possibly introduced at or about the same time as the Tankette type ultralight drone, given their relative frequency, the Dancer uses a recon camera and a pair of man-portable TAG laser systems to scout out enemy positions, and paint them for missile and artillery attacks. While also armed with a pair of heavy SRM launchers, these weapons are mostly use in a defensive nature, or—with the use of colored smoke rounds—as a supplemental way to mark locations.

While generally effective for its role, the Dancer drone's limited fuel and light polymer armor limits its endurance and survivability. As a result, very few of these ultralights have lasted long enough to improve their skills and earn the respect of their teammates. Those that do have demonstrated their mastery of the

first rule of the master scout: never let anyone know you're there.

## Variant Configurations

The only Dancer variant that we've found worth mentioning is one that swaps the two Light TAG systems (and slightly reduces the unit's fuel capacity) in favor of a pair of support lasers. This version typically acts as either an escort for the more common TAG version or as a hunter of other ultralight flight drones. The increase in firepower is dubious, however, as the unit still doesn't have the armor to survive more than a single hit from small arms fire.



Type: **Dancer Recon Drone**  
 Movement Type: Fixed Wing (Small)  
 Equipment Rating: E/X-X-X/D  
 Mass: 2 tons

**Equipment**

Chassis:		<b>Mass</b>	320kg
Engine/Controls:	Robotic		200kg
Type	Fusion		
Safe Thrust	4		
Max Thrust	6		
Structural Integrity:	4		
Fuel:	50	750kg*	
Armor Factor (BAR 2):	5	65kg	
	<i>Armor</i>		
	<i>Value</i>		
Nose:	2		
R/L Wing:	1/1		
Aft:	1		

**Weapons and Ammo**

	Location	Slots	Mass
<i>Spotter Configuration</i>			
Basic Fire Control	—	0	4kg
Recon Camera	Nose	1	500kg
2 Man-Portable TAG (80)	Nose	2	48kg
Heavy SRM Launcher (2)	R. Wing	1	56kg
Heavy SRM Launcher (2)	L. Wing	1	56kg

*Hunter Configuration*

Basic Fire Control	—	0	10kg
Recon Camera	Nose	1	500kg
2 Support Lasers	Nose	2	144kg
Heavy SRM Launcher (2)	R. Wing	1	56kg
Heavy SRM Launcher (2)	L. Wing	1	56kg

**Crew:** None

**Cargo:** 1kg (Spotter), 4kg (Hunter)

**Notes:** Features VSTOL chassis modifications. Features the following Design Quirks: Illegal (Syberian Robotics AI), Code-Bonded (Unit may only operate within 100 km of its designated command unit); \*Reduce to 43 fuel points, at 645kg, for the Hunter Configuration

**Credit:** RifleMech for Original Design and Fluff

**Notable Dancers:**

Dancer Type	Config.	Function	Skill Grade	Skill Set	*Mech/Vehicle Form
Rain Dancer Drone	Scrambler (A)	ReconMech	Vet (1/2)	Scout	NA/Sai (Micro)
Sky Dancer Drone	Common (B)	ReconMech	Reg (2/3)	Scout	NA/Sai (Micro)

# Deconstructor (Non-Convertible AutoMech)

## Summary

As one of just a few super-heavy AutoMechs known to exist on Syberia, the *Deconstructor* class is nothing short of a titan unto itself. Although other superheavies, like the *Fortress* class, have also been sighted in the ranks of the two major Syberian power blocs, the *Deconstructor* is remarkable in that it is a non-convertible design, devoted exclusively to mobile combat. But the particularly confusing part, to us, is how much this model looks less like a single, unified machine, and more like an unholy combination of smaller 'Mechs. In fact, one particularly notorious *Deconstructor*—known specifically as *Destroyer*—resembles nothing so much as five *UrbanMechs* merged into a composite of domed heads, legs, and gun muzzles.

And, damn me for saying this, but it pulls that look off *gloriously!*

Eighty tons of weaponry and ammunition—over half the 'Mech's total weight—are available to this monstrosity of a chassis, which is also roomy enough to encapsulate all of it. And this is all while maintaining average assault 'Mech mobility *and* armor thick enough to shrug off multiple direct hits from heavy artillery. As a non-convertible AutoMech, the *Deconstructor* can take advantage of weight saving tech such as extralight fusion engines and endo-steel structure—bulky equipment that would render the design

unable to change between forms in combat.

Fortunately, these superheavy *Deconstructors*—much like their convertible counterparts of the *Fortress*-class chassis—are an exceedingly rare sight on the battlefield. This could be suggestive of their immense resource costs to build and maintain, or simply a result of the same kind of preferential targeting that has nearly exterminated the *BomberMech*. Coupled with their great bulk and sluggish mobility, this has led to most of them being held in reserve, where they can either defend vital objectives—often by the sheer deterrence of their presence—or act as artillery support.

## Variant Configurations

*Deconstructors* are so rare and so distinctive that it seems each one is a customized model unto itself. Nevertheless, we've identified four payload configurations of particular note, from the devastating DemoCon gun batteries known as *Destroyer* and *Brutalizer*, to the AutoBoPs' more protective *Defender* and *Dominator*. In addition to their sheer firepower and throw weight, each of these superheavy machines boasts a personality nearly as big as their bodies, with digitized voices that bellow across the field to deafening effect, even if they are merely commenting on the weather.



Type: **Deconstructor**

Technology Base: Syberian (Experimental)  
 Tonnage: 150

**Equipment**

		<b>Mass</b>
Internal Structure:	Superheavy Endo	15
Conversion Eqpt:	None	0
Engine:	300 XL	9.5
Walking MP:	2	
Running MP:	3	
Jumping MP:	0	
Heat Sinks (Double):	18 [36]	8
Gyro:	Superheavy	6
Cockpit:	AutoMech	3
Armor Factor:	456	28.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	4	12
Center Torso	45	58
Center Torso (rear)		30
R/L Torso	32	44
R/L Torso (rear)		20
R/L Arms	25	50
R/L Legs	32	64

**Fixed Components**

	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
Endo Steel	RT/CT/LT	7	--
	2RL/2LL		
6 Double Heat Sinks	3LT/3RT	12	--

**Weapons and Ammo**

*Brutalizer Configuration*

	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
Arrow IV Launcher	RA	8	15
Ammo (Arrow) 10	RA	1	2
Ultra Autocannon/20	RT	5	15
3 ER PPCs	CT	6	21
Ultra Autocannon/20	LT	5	15
Ammo (UAC/20) 50	LA	5	10
2 Flamers	LA	2	2

*Defender Configuration*

4 Large Pulse Lasers	RA	4	28
Ammo (Fluid) 40	RT	1	2
Gauss Rifle	RT	4	15
2 Fluid Guns	CT	2	2
Ammo (Gauss) 48	CT	3	6
Gauss Rifle	LT	4	15
Ammo (Fluid) 40	LT	1	2
2 ER Large Lasers	LA	2	10

*Destroyer Configuration*

Long Tom Artillery Cannon	RA	8	20
ER Large Laser	RA	1	5
Gauss Rifle	RT	4	15
Ammo (LTAC) 20	CT	2	4
ER Large Laser	CT	1	5
PPC	CT (R)	2	7
Gauss Rifle	LT	4	15
Ammo (Gauss) 32	LA	2	4
ER Large Laser	LA	1	5

*Dominator Configuration*

Binary Laser Cannon	RA	2	9
Large Pulse Laser	RA	1	7
Ammo (LRM 20) 24	RA	2	2
Double Heat Sink	RA	2	1
Binary Laser Cannon	RT	2	9
LRM 20	RT	3	10
3 Double Heat Sinks	CT	6	3
Binary Laser Cannon	LT	2	9
LRM 20	LT	3	10
Binary Laser Cannon	LA	2	9
Large Pulse Laser	LA	1	7
Ammo (LRM 20) 24	LA	2	2
Double Heat Sink	LA	2	1

**Notes:** Features the following Design Quirks: Illegal (Syberian Robotics AI), Difficult to Maintain, Distracting (Multi-Mech Composite appearance), Improved Communications, Improved Sensors, Improved Targeting (All), Multi-Trac, Non-Standard Parts, Oversized, Protected Actuators, Rugged (2), Searchlight  
**Credit:** Jason Coffey, for the awesome miniature

**Notable Deconstructors:**

<b>Deconstructor Type</b>	<b>Config.</b>	<b>Function</b>	<b>Skill Grade</b>	<b>Skill Set</b>	<b>*Mech/Vehicle Form</b>
<b>Defender</b>	<b>Defender</b>	<b>ArtilleryMech</b>	<b>Vet (1/2)</b>	<b>Infantry</b>	<b>5 UrbanMechs*/NA</b>
<b>Supremis</b>	<b>Dominator</b>	<b>ArtilleryMech</b>	<b>Vet (1/2)</b>	<b>Infantry</b>	<b>5 UrbanMechs*/NA</b>
<b>Destroyer</b>	<b>Destroyer</b>	<b>ArtilleryMech</b>	<b>Elt (0/1)</b>	<b>Infantry</b>	<b>5 UrbanMechs*/NA</b>
<b>Brute Maximus</b>	<b>Brutalizer</b>	<b>ArtilleryMech</b>	<b>Elt (0/1)</b>	<b>Infantry</b>	<b>5 UrbanMechs*/NA</b>

\*An unholy combination, with 1 central UrbanMech, and 1 additional UrbanMech combined as appropriate for each limb.

# Deltan (Aerofighter AutoMech)

## Summary

The *Deltan* class AutoMech is the primary aerofighter unit used by the JUniCom faction of the Syberian system's innermost world. But while it is a common sight in the airless skies and orbital space over Junc, how such a machine achieved such prominence is a complete mystery, given its many, *many* deficiencies.

Built with all the hallmarks of JUniCom engineering, the *Deltan* is a paradoxical combination of irregular components and industrial-grade architecture, mated with a clever modularity that makes maintenance surprisingly easy. If one lacks the right parts—as tends to happen all too often—it can simply make do with alternatives after a minimum degree of adjustment. The results won't be pretty, of course, but JUniCom AutoMechs consider functionality far more attractive than any visual aesthetic. And, with the added survivability of the same full-head ejection system that's become a faction-wide standard, many *Deltans* appear so ambivalent about their appearance of their chassis that they don't even bother with paint and detailing, as they know full well they are always one bad landing away from a total body replacement.

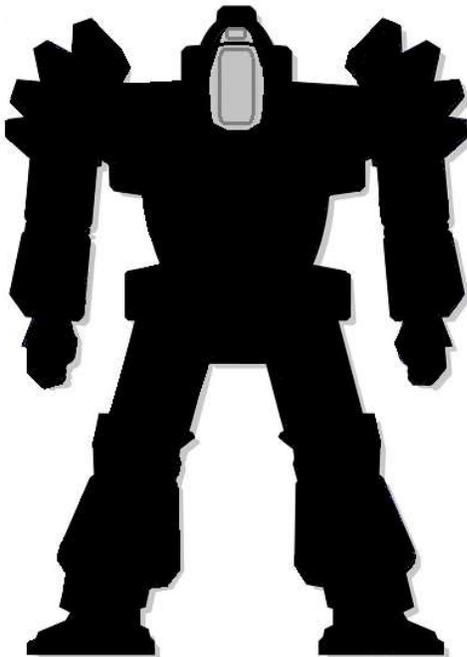
Regardless of how their onboard intelligences *feel* about themselves, however, the fact remains that the *Deltan* is an all-around inferior unit when compared to nearly every other Syberian-based aerofighter 'Mech in current use. Built light, but

underpowered, they can barely achieve ground speeds much better than sixty kilometers per hour, or airborne accelerations better than three Gs at maximum burn. Worse yet, it takes their power plants longer than usual to reach their maximum output, and poor aerodynamics prevents them from achieving stable flight inside an atmosphere of any significant density. Combined with the less-than-optimal protection of industrial plating, and questionable choices in armament, all of these factors make them a poor match for the *Glider* and *Saker* models seen on Syberia, despite their similarities in mass and engine performance. And in the Inner Sphere, I would wager that even the most desperate of Periphery states would pass on units like these.

But to the JUniCom? Well, none of that really seems to matter, because they can crank these things out by the squadron any time they like.

## Variant Configurations

As is their wont, the JUniCom really don't seem to have a standard configuration when it comes to the *Deltan*, but their most common payloads seem to center on an internal bomb bay, and the biggest energy weapon they can cram in to back it up. Since they usually have only four tons in total to work with, the results tend to be about as impressive as one might expect.



Type: **Deltan**  
 Technology Base: Syberian (Experimental)  
 Tonnage: 30

<b>Equipment</b>		<b>Mass</b>
Internal Structure:	Imp. Industrial	6
Conversion Eqpt:	Aero	4.5
Engine:	120	4
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Safe Thrust:	4	
Max Thrust:	6	
Heat Sinks (Standard):	10	0
Gyro:		2
Cockpit:	AutoMech	3
Fuel:	80	0
Structural Integrity:	10	0
Armor Factor (Heavy Industrial):	72	4.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	7
Center Torso	10	10
Center Torso (rear)		3
R/L Torso	7	9
R/L Torso (rear)		2
R/L Arms	5	7
R/L Legs	7	8

<b>Fixed Components</b>	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
Avionics	RT/LT/HD	3	--
Landing Gear	RT/CT/LT	3	--
6 Heat Sinks	2LT/2RL/2LL	6	--
4 Jump Jets	2RT/2LT	4	2

<b>Weapons and Ammo</b>	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
<i>Common Configuration</i>			
Light PPC	RA	2	3
Bomb Bay (1 ton)	CT	1	1

**Notes:** Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flight Instability, Easy to Maintain, Extended Torso Twist, Full-Head Ejection System, Modular Weapons, Poor Performance, Non-Standard Parts

**Notable Deltans:**

<i>Deltan</i> Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Nine Cell	Common	Communicator	Vet (1/2)	Scout	Panther/Thunderbird Fighter

# Dozer (Wheeled AutoMech)

## Summary

The *Dozer* is fascinating if only because its primary function is distinctly industrial in nature, despite being built with military-grade equipment. In essence, this AutoMech is a dedicated battlefield engineering vehicle, with weaponry added mainly for defensive purposes.

Speed is not of paramount concern for most support units so long as they have the equipment and muscle to accomplish their designated tasks. The *Dozer* is no exception to this mindset, between its plodding gait in BattleMech mode, and its barely-average land speed in the more road-friendly vehicle mode. Extra care in its actuator points help to keep most of this machine's joints free from loose debris, while a modest level of military-grade armor plating helps mitigate damage from collisions and enemy fire alike.

The *Dozer's* typical duties can run the gamut from terrain modification and demolition, to construction and the transportation of materials. As a result, units in this class tend to devote much of their fifteen-ton payload capacity to one or more pieces of heavy industrial equipment. Because most need to assume their vehicular modes in order to use such gear properly, it's not uncommon to encounter *Dozers* that prefer to stay in their wheeled forms more often than other AutoMechs, lest their conversion systems be disabled while in 'Mech mode. Just imagine being so devoted to your work that you bolted tools to your body and spent

every minute of your life worrying that one of those bolts might come loose!

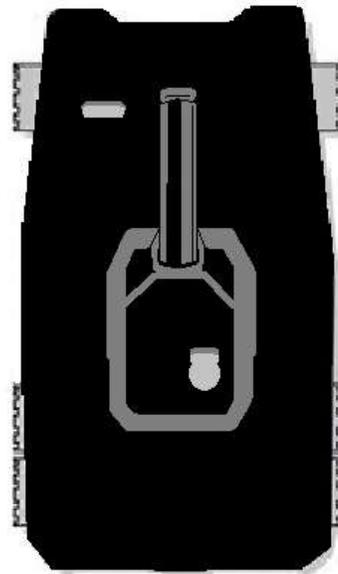
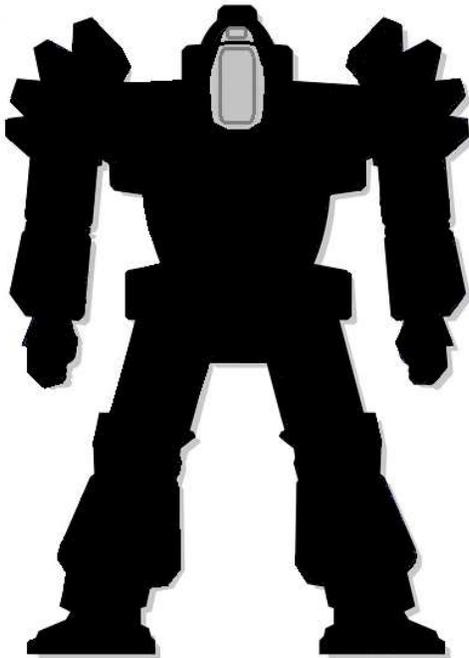
(Wait. Did I just describe those bionic nuts the Word of Blake used back in the Jihad?)

Now, in the interests of thoroughness, there *are* *Dozers* in the field that have been fully weaponized for battle. But these units tend to be few and far between when compared to the rest of their type—regardless of their factional alignment.

## Variant Configurations

As I noted above, most *Dozers* seem to be configured for industrial and engineering support duties. We have identified some that appear to focus on the clearing and recovery of salvage, which we dubbed the "Scrapper" configuration, while others are more about the hauling of everything from debris and building materials to chemicals and fuels—the "Hauler" and "Hoser" variants, respectively.

While most of these *Dozers* tend to deploy in teams with other, similarly geared AutoMechs, the fully militarized versions, which we call "Wreckers," appear far less frequently, and almost never as part of an engineering team. Typically armed with a spread of weapons lighter than those found on a more dedicated tank, these units are instead paired up with larger comrades to reinforce their side's soldiery.



Type: **Dozer**  
 Technology Base: Syberian (Experimental)  
 Tonnage: 40

<b>Equipment</b>		<b>Mass</b>
Internal Structure:		4
Conversion Eqpt:	Wheeled	6
Engine:	120	4
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Wheeled Cruise MP:	4	
Wheeled Flank MP:	6	
Heat Sinks (Standard):	10	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor:	96	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	6
Center Torso	12	12
Center Torso (rear)		6
R/L Torso	10	10
R/L Torso (rear)		4
R/L Arms	6	10
R/L Legs	10	12

<b>Fixed Components</b>	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
Conversion Equipment	RL/LL	2	--
Wheels	RA/RL/LA/LL	4	--
6 Heat Sinks	3RT/3LT	6	--

<b>Weapons and Ammo</b>	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
<i>Scrapper Configuration</i>			
PPC	RA	3	7
Medium Laser	RA	1	1
Bulldozer*	CT	1	2
2 Medium Lasers	LA	2	2
Salvage Arm	LA	2	3

<i>Hauler Configuration</i>			
Dumper	RT	1	0.5
Cargo (5 tons)	RT	5	5
Dumper	LT	1	0.5
Cargo (5 tons)	LT	5	5
Light PPC	LA	2	3
TAG	HD	1	1

<i>Hoser Configuration</i>			
2 Medium Pulse Lasers	RA	2	4
Cargo (4.55 tons, Fluid)	RT	5	5
2 Flamers	CT	2	2
Ammo (Fluid) 40	LT	2	2
Fluid Gun	LA	2	2

<i>Wrecker Configuration</i>			
Ultra AC/5	RA	5	9
Ammo (Ultra AC/5) 20	RA	1	1
Medium Laser	RT	1	1
2 Small Lasers	CT	2	1
Ammo (SRM 2) 50	LT	1	1
SRM 2	LA	1	1
Medium Laser	LA	1	1

**Notes:** No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion). Jettison-Capable Weapon (Right Hand), Protected Actuators, Trailer Hitch (Vehicle Mode Only); \*Bulldozer can only be used in Vehicle Mode.

**Credit:** Luciora (for inspiring the Wrecker configuration)

### Notable Dozers:

Dozer Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Bug-Loader	Hauler	LaborMech	Reg (5/7)	Tech-Civilian	Apollo/Flatbed Truck
Dump Filler	Hauler	LaborMech	Vet (4/6)	Tech-Civilian	Apollo/Prime Mover
Mixer-Q	Hoser	Analyst	Vet (2/3)	Scientist	Apollo/Coolant Truck
Path Dozer	Wrecker	ArtilleryMech	Elt (0/0)	Infantry	Apollo/Ground Scout
Scooper	Scrapper	ArtilleryMech	Elt (1/2)	Infantry	Apollo/Turhan
Cargo-Dozer	Hauler	LaborMech	Vet (3/5)	Tech-Civilian	Apollo/Prime Mover
Mix-Dozer	Hoser	Analyst	Vet (2/3)	Scientist	Apollo/Coolant Truck
Scrap-Dozer	Scrapper	CraftsMech	Vet (0/3)	Engineer, Officer	Apollo/Turhan

# Flybee Recon Drone (VTOL Ultralight)

## Summary

Although supplanted in many Syberian drone-deployment forces by the much faster Spybird, the Flybee ultralight is a viable alternative for recon drones when cargo space is at a premium. It is likely because of this that they are heavily favored by the *Scoprios* AutoMechs found within the PresiDom army.

Classified technically as a VTOL, the Flybee mechanically functions more like an ornithopter in flight, and thus resembles a radically scaled-down version of the *Cazador* AutoMech's vehicular mode. And because it is so small when compared to most AutoMechs, this ultralight drone ends up looking even more convincingly like a big insect than a real piece of battlefield hardware.

Like the Bike Drone and the Mite, Flybees use an intelligence system far less sophisticated than the ones found in almost every other AutoMech in the Syberia system. Effectively incapable of progressive learning, and completely void of personality, these units are exceptionally reliant on commands sent from their "parent" unit. This leaves them barely one step removed from remote-controlled drones, though they can still perform conduct basic surveillance and search-and-destroy tasks with a minimal amount of external direction.

As to the Flybee's primary mission type, we can only guess at the Syberians' intent. Armed with a pair of infantry-scaled semi-portable particle guns, while featuring a pair of manipulator claws and a cargo bay with more than a half-ton capacity, it is possible that these units were meant to hunt and capture humans or large fauna. While the first possibility might seem somewhat horrific, it would not be unreasonable to assume that such missions once may have been common before the Syberian peoples died out. The second option, of course, would also make sense, given the Flybee's apparent PresiDom origins. Many records we have found suggest that the PresiDom were fond of what they called "high stakes safaris," in which deadly fauna—natural or simulated—would be set loose within an area to be hunted down by wealthy "adventurers."

## Variant Configurations

Flybee drones are rarely deployed, and almost never seen outside of PresiDom territories. Because of this, we've yet to identify any significant variations of these ultralights from the baselines described here.





# Fortress (Emplacement AutoMech)

## Summary

The super-massive EmplacementMech we have identified as the *Fortress* class is the biggest AutoMech we have seen on Syberia. That this 200-ton monstrosity can transform and walk at all nearly defies explanation, and of those that do, they appear lucky if they can top twenty kilometers per hour at their fastest, most earth-punishing lumber.

Although it outmasses the colossal *Deconstructor* class by fifty tons, the technical limitations of its convertible systems forced the *Fortress's* engineers to compromise on its mobility by installing the smallest standard-type fusion reactor they could. Only by doing so could they possibly free up enough weight to provide this walking leviathan with the kind of firepower and protection it so richly deserves. The result? A metallic hyper-titan with just twenty-five percent more armor, one-third of the mobility, and a mere *seven* tons more weapon space than its nearest contemporary competitor.

Back home, this would make the *Fortress* AutoMech a living example of just how steep the diminishing returns can be for the good old-fashioned “bigger is better” ‘Mech design crowd. But for Syberia, it’s just another reminder that the AutoMechs’ creators were willing to bring just about *anything* to life, regardless of cost or practicality.

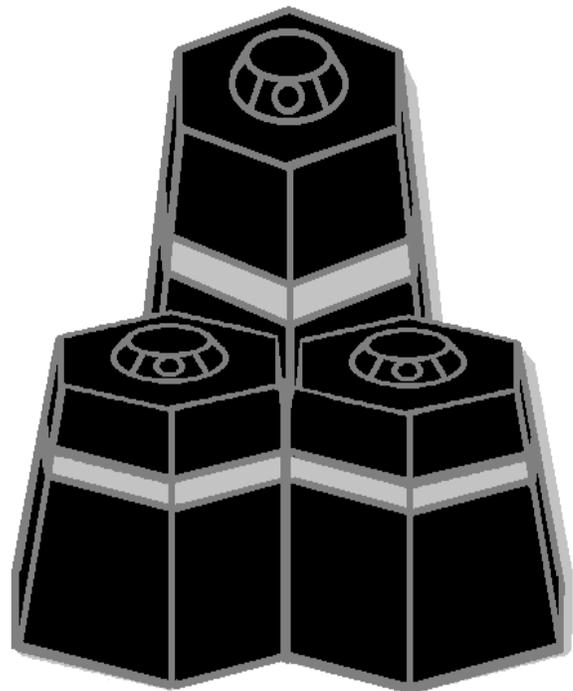
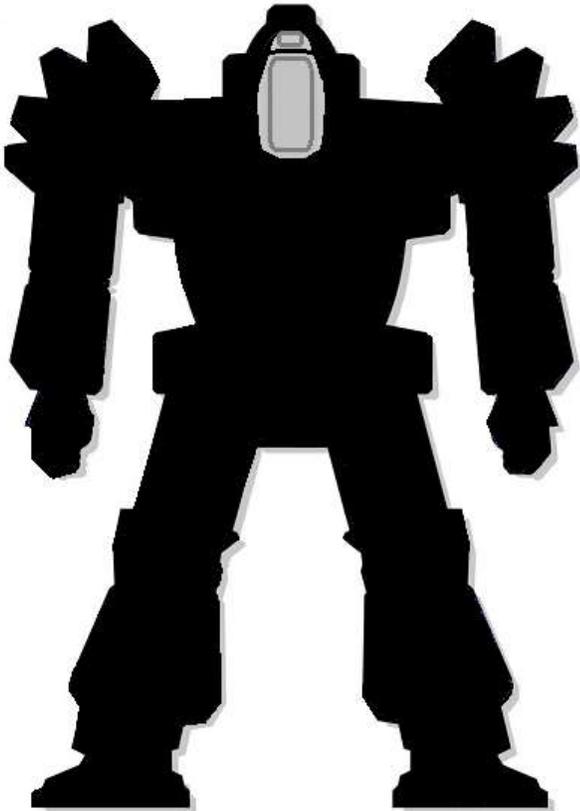
As BattleMechs go, the *Fortress* is more of a defensive deterrent than a front-line combatant. Thick armor protects all

sides of this monstrosity well enough to withstand multiple Gauss rifle hits before the attacker can even hope to see its innards (head module excluded, of course), while batteries of long-distance weaponry promise a devastating punishment for those who try and test that. Meanwhile, an impressive array of secondary tactical computers, sensors, and communications suites make this machine a one-‘Mech command hub, capable of analyzing and adapting to most battlefield threats in ways most other AutoMechs can only dream of approximating—that is, if they *could* dream.

In stationary emplacement mode, the *Fortress* practically remains as deadly as it does when mobile. Many, in fact, have become permanent bases over the centuries of Syberian conflicts, their conversion systems either rendered inert, or scavenged for parts to keep more viable units running.

## Variant Configurations

Although their deployment is rare indeed, we have been able to ascertain at least three main payload variations of the *Fortress* class. Where the base version relies mainly on Gauss rifles and PPCs to keep enemies at bay, the assault variant centers its most destructive potential on a pair of Long Tom artillery cannons. A third configuration—which we call the guardian variant—embraces missiles and lasers as its primary armaments, while also sporting an Arrow IV missile launcher for close artillery support.



Type: **Fortress**  
 Technology Base: Syberian (Experimental)  
 Tonnage: 200

<b>Equipment</b>		<b>Mass</b>
Internal Structure:	Superheavy	40
Conversion Eqpt:	Emplacement	20
Engine:	200	8.5
Walking MP:	1	
Running MP:	2	
Jumping MP:	0	
Emplacement MP:	None	
Heat Sinks (Double):	10 [20]	0
Gyro:	Superheavy	4
Cockpit:	AutoMech	3
Armor Factor:	600	37.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	4	12
Center Torso	60	60
Center Torso (rear)		60
R/L Torso	42	50
R/L Torso (rear)		34
R/L Arms	33	66
R/L Legs	42	84

<b>Fixed Components</b>	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
Conversion Equipment	RA/RL/LA/LL	4	--
2 Double Heat Sinks	RT/LT	4	--

<b>Weapons and Ammo</b>	<b>Location</b>	<b>Critical</b>	<b>Mass</b>
<i>Base Configuration</i>			
ER PPC	RA	2	7
2 Double Heat Sinks	RA	4	2
Gauss Rifle	RT	4	15
Ammo (Gauss Rifle) 32	RT	2	4
Double Heat Sink	RT	4	2
Gauss Rifle	CT (R)	4	15
Ammo (Gauss Rifle) 8	CT	1	1
Double Heat Sink	CT	2	1
2 ER Medium Lasers	RL	1	2
Gauss Rifle	LT	4	15
Ammo (Gauss Rifle) 32	LT	2	4

2 Double Heat Sinks	LT	4	2
2 ER Medium Lasers	LL	1	2
2 ER PPCs	LA	4	14
Double Heat Sink	LA	2	1

<i>Assault Configuration</i>			
2 ER PPC	RA	4	14
Double Heat Sink	RA	2	1
Long Tom Artillery Cannon	RT	8	20
Ammo (LTAC) 20	RT	2	4
3 Double Heat Sinks	CT	6	3
2 Medium Pulse Lasers	RL	1	4
Long Tom Artillery Cannon	LT	8	20
Ammo (LTAC) 20	LT	2	4
2 Medium Pulse Lasers	LL	1	4
2 ER PPCs	LA	4	14
Double Heat Sink	LA	2	1

<i>Guardian Configuration</i>			
4 Snub-Nose PPCs	RA	4	24
Double Heat Sink	RA	2	1
LRM 15	RT	2	7
Ammo (LRM-15) 32	RT	2	4
CASE	RT	1	0.5
Double Heat Sink	RT	2	1
2 ER Large Lasers	CT	2	10
2 Double Heat Sinks	CT	4	2
2 ER Medium Lasers	RL	1	2
LRM-15	LT	2	7
Ammo (Arrow IV) 20	LT	2	4
2 Double Heat Sinks	LT	4	2
CASE	LT	1	0.5
2 ER Medium Lasers	LL	1	2
Arrow IV Missile Launcher	LA	8	15
ER Large Laser	HD (R)	1	5

**Notes:** Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Emplacement 'Mech Conversion), Command BattleMech, Difficult to Maintain, Distracting (Massive!), Improved Communications, Improved Sensors, Improved Targeting (All), Multi-Trac, Non-Standard Parts, Oversized, Poor Performance, Protected Actuators, Rugged (2), Searchlight  
**Credit:** Wrangler, for configuration concepts

<b>Notable Fortresses:</b>					
<b>Fortress Type</b>	<b>Config.</b>	<b>Function</b>	<b>Skill Grade</b>	<b>Skill Set</b>	<b>'Mech/Vehicle Form</b>
<b>Maxim Fortifica</b>	<b>Base</b>	<b>CommandMech</b>	<b>Elt (0/4)</b>	<b>Engineer, Officer</b>	<b>Jupiter/Buildings (3)*</b>
<b>Sentinel Omega</b>	<b>Guardian</b>	<b>ArtilleryMech</b>	<b>Elt (1/2)</b>	<b>Infantry</b>	<b>Mackie/Buildings (3)*</b>
<b>Juggernaut Scorpia</b>	<b>Assault</b>	<b>CommandMech</b>	<b>Elt (0/1)</b>	<b>Infantry, Officer</b>	<b>Jupiter/Buildings (3)*</b>

\*Central hex = 2 levels tall (plus Schrek PPC Turret); forward-side hexes = 1 level tall (plus Nuberu Turret), each.