

Ghost (Wheeled AutoMech)

Summary

While it *is* one of the fastest wheeled AutoMechs in combat service (second only to the much smaller *Bug*, in fact), the *Ghost* looks like it was designed more for sport racing than it was for reconnaissance. Its BattleMech form is lithe and graceful, while its wheeled vehicle mode is a sleek, large-wheeled, ground-hugger. One can easily imagine a dozen of these units, in bright colors, tearing up ferrocrete roadways in massive loops—were it not for the fact that much of Syberia’s streets and landing pads are worn and cratered.

As can be imagined, especially when taking the limitations imposed by their conversion mechanisms into account, the *Ghost*’s speed comes with a steep cost in terms of armor and firepower options. Barely resilient enough to survive a single PPC strike, and lacking the mass for much more than one or two beam weapons, these AutoMechs aren’t meant for the front lines. In Syberia’s armed forces—where samples of them can be found on all major sides in the greater conflict—most serve in a reconnaissance capacity, relying mostly on stealth techniques, augmented sensors, and sheer velocity to evade enemy fire.

Of particular note is their unique ability to pour power into their mobility regardless of their current form and operational gear. Where most BattleMechs and combat vehicles see reduced speed when thrown into reverse, the *Ghost* can run or race equally well

forward or backward. This capability can throw any opponent for a loop, and gives this unit a deadly advantage when used at the right times—such as during a close pursuit, or when trying to navigate narrow passages.

Variant Configurations

Although we have dubbed one of the three main variations of this AutoMech as “the racer,” we doubt that the Syberians truly would have used it for such sport. But if they did, their idea of racing was probably more like a demolition derby or a Periphery death-run, given that variant’s potent mix of lasers and rocket tubes. The “stealthier” configuration, by comparison, carries barely more than half as much firepower, relying more on its speed and high-powered ECM for its defense.

But the more unusual versions of the *Ghost* we have seen are what appear to be a retrofit concocted by the JUniCom faction, which arms this little speed demon with little more than a single, low-tech laser and a bunch of armor-piercing spikes. This “scrapper” configuration, as we’ve come to know it, even swaps out the AutoMech’s cooling system with a less sophisticated equivalent, but whether this was done as a cost-control measure or not is hard to say.



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

Fixed Components	Location Critical	Mass
Conversion Gear	RL/LL 2	0
Wheels	RA/RL/LA/LL 4	0

Equipment	Mass
Internal Structure:	4
Conversion Eqpt: Wheeled	6
Engine: 280	16
Walking MP:	7
Running MP:	11
Jumping MP:	0
Safe Thrust:	8
Max Thrust:	12
Heat Sinks (Double): 10 [20]	0
Gyro:	3
Cockpit:	3
Armor Factor: 80	5

Weapons and Ammo	Location Critical	Mass
<i>Racer Configuration</i>		
ER Medium Laser	RA 1	1
Prim. Rocket Launcher 15	CT 2	1
ER Medium Laser	LA 1	1
<i>Scrapper Configuration</i>		
Spikes	RA 1	0.5
Spikes	RT 1	0.5
Spikes	LT 1	0.5
Spikes	LA 1	0.5
Medium Laser	LA 1	1
<i>Stealth Configuration</i>		
ER Medium Laser	RA 1	1
Guardian ECM Suite	CT 2	1.5
Prim. Rocket Launcher 10	LT 1	0.5

	Internal Structure	Armor Value
Head	3	5
Center Torso	12	10
Center Torso (rear)		5
R/L Torso	10	10
R/L Torso (rear)		4
R/L Arms	6	6
R/L Legs	10	10

Notes: No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion), Improved Sensors, Jettison-Capable Weapon (Right Hand), Power Reverse, Protected Actuators

Notable Ghosts:					
Ghost Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Sensor Ghost	Stealth	SpecMech	Vet (1/2)	Special Forces	Assassin/Zephyros
Drag Ender	Racer	ArtilleryMech	Vet (2/3)	Infantry	Assassin/Zephyros
Junker	Scrapper	Explorer	Reg (2/3)	Planetary Surveyor	Assassin/Zephyros*

*This AutoMech mounts standard heat sinks

Glider (Aerofighter AutoMech)

Summary

The *Glider* is an aerofighter AutoMech evidently conceived as a ground-attack unit or fighter/bomber. Small, yet fairly slow in both its BattleMech and fighter modes, most tend to see combat only when partnered with other airborne comrades for cover.

Most examples of this unit type, from what we've seen, specialize in close-range fighting, to the point where we believe their tracking and targeting tech may be particularly near-sighted. Whether this is a deliberate attenuation for the purposes of their typical attack missions, or a flaw in their design, is currently unknown. But given the abundant number of them that rely on limited-reach laser weaponry, we are inclined to suspect the former.

The *Glider's* aerodynamics are optimized for atmospheric combat, which maximizes its fuel efficiency as well as its maneuverability. This is particularly remarkable for a unit that makes use of the Syberian-style rocket impulse systems, which deliver twice the power per ton as comparable Inner Sphere jet thrusters. Even in its BattleMech form, in fact, the *Glider* is a particularly agile jumper, capable of performing brief, mid-air "drifts" that enable it to evade (or exploit) any nearby ground cover.

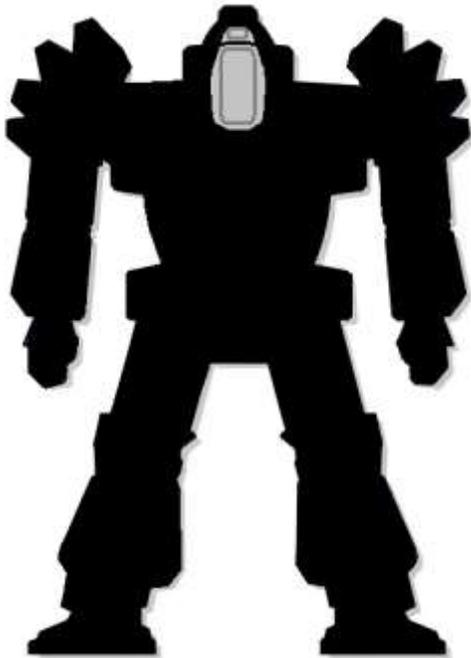
Both the AutoBoP and DemoCon factions make use of the *Glider*, but we suspect the former to be this model's originator, given their greater numbers. (This, however, could also be just

another consequence of the *Seekers'* prominence in the DemoCon ranks.)

Variant Configurations

In addition to a general favoring of energy weapons—lasers, most commonly—a great many *Gliders* devote some of their nine-ton equipment payloads to internalized bomb bays. In fact, of the five most common variants of this AutoMech that we've seen in use, only a couple take to the skies without at least two tons of such ordnance. Even their most potent strafing-optimized configuration, festooned as it is with six extended-range medium lasers, maintains a pair of single-ton bomb bays inside its armored flanks.

Wisely, most fighter-bomber *Gliders* follow a specific tactical procedure when called into action. Launching from prepared runways in fighter mode, with full bomb loads, these units will remain airborne until they have emptied their ordnance—often from as close to ground level as possible, so as to minimize the chances of return fire. Once their bays are emptied, the majority will either return to base, rather than overstay their welcome. But of those that linger, most will execute a hot landing as soon as possible, and rejoin the fight in BattleMech mode—freed, at least for a time, from the danger of suffering a catastrophic internal bomb detonation.



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

Equipment		Mass
Internal Structure:		4
Conversion Eqpt:	Aero	6
Engine:	160	6
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Safe Thrust:	4	
Max Thrust:	6	
Heat Sinks (Double):	10 [20]	0
Gyro:		2
Cockpit:	AutoMech	3
Fuel:	80	0
Structural Integrity:	12	0
Armor Factor:	128	8
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	12	15
Center Torso (rear)		8
R/L Torso	10	12
R/L Torso (rear)		7
R/L Arms	6	11
R/L Legs	10	18

Fixed Components	Location	Critical	Mass
Avionics	RT/LT/HD	3	0
Landing Gear	RT/CT/LT	3	0
4 Double Heat Sinks	2RT/2LT	12	0
2 Jump Rockets	RL/LL	4	2

Weapons and Ammo	Location	Critical	Mass
<i>Striker Configuration</i>			
Snub-Nose PPC	RA	2	6
Bomb Bay (1 ton)	RT	1	1
Bomb Bay (1 ton)	CT	1	1
Bomb Bay (1 ton)	LT	1	1

<i>Dogfighter Configuration</i>			
2 ER Medium Laser	RA	2	2
SRM 4	RT	1	2
SRM 4	LT	1	2
Ammo (SRM 4) 25	LT	1	1
2 ER Medium Laser	RA	2	2

<i>Bombardier Configuration</i>			
ER Medium Laser	RA	1	1
Prim. Rocket Launcher 20	RT	3	1.5
Bomb Bay (2 tons)	RT	2	2
Prim. Rocket Launcher 20	LT	3	1.5
Bomb Bay (2 tons)	LT	2	2
ER Medium Laser	LA	1	1

<i>Strafer Configuration A</i>			
2 ER Medium Lasers	RA	2	2
ER Medium Laser	RT	1	1
Bomb Bay (1 ton)	RT	1	1
Fuel (80)	CT	1	1
ER Medium Laser	LT	1	1
Bomb Bay (1 ton)	LT	1	1
2 ER Medium Lasers	LA	2	2

<i>Strafer Configuration B</i>			
Binary Laser Cannon	RA	4	9

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

Notable Gliders:					
Glider Type	Config.	Function	Skill Grade	Skill Set	Mech/Vehicle Form
Glide Fighter	Dogfighter	ArtilleryMech	Reg (4/5)	Infantry	Crossbow (CRS-6B)/Hiryō
Glide Saber	Strafer (B)	GruntMech	Reg (4/5)	Minimal	Crossbow (CRS-6B)/Hiryō
Hot Glider	Strafer (A)	ArtilleryMech	Vet (2/3)	Infantry	Crossbow (CRS-6B)/Hiryō
Power Glider	Bombardier	ReconMech	Vet (1/2)	Scout	Crossbow (CRS-6B)/Hiryō
Steel Glider	Striker	GruntMech	AbvAvg (3/4)	Minimal	Crossbow (CRS-6B)/Hiryō
Wing Glider	Dogfighter	ArtilleryMech	Reg (4/5)	Infantry	Crossbow (CRS-6B)/Hiryō
Glide Viper	Dogfighter	ArtilleryMech	Vet (2/3)	Infantry	Crossbow (CRS-6B)/Hiryō
Storm Glider	Bombardier	ArtilleryMech	Vet (2/3)	Infantry	Crossbow (CRS-6B)/Hiryō
Tail Glider	Striker	GruntMech	Vet (2/3)	Minimal	Crossbow (CRS-6B)/Hiryō

Grimdark (Bestial AutoMech)

Summary

The *Grimdark* class is the heaviest example of the bestial AutoMechs—so named because these AutoMechs convert from bipedal to quadrupedal forms, as if from a man to a beast. This chassis type is favored by the Dynamic Barony of Grim, which built them with industrial-grade structure and armor components, possibly due to lower quality standards or resource limitations. Since noting these particular machines in our first visit, we've learned of even more bestial-style AutoMechs at large, some of which are even more convincing in their "beast" modes. We theorize these may have been meant to blend into select nature reserves on Syberia, for some reason, or (more likely) that they were created in such a way as to be used for commercial entertainment, before becoming militarized.

Our earlier report assigned a range of identities to the *Grimdark* class that we only learned were different chassis types after the fact. This is a testament to a degree in uniformity the DynaBoG faction has imposed when it comes to equipment and design aesthetics. DynaBoG units all seem to favor spiked protrusions, head-mounted flamers, and physical combat weapons that largely stye as swords or tails. With most lacking in energy weapons to boot (beyond the aforementioned flamers, that is), we surmise from their *Grimdark*s and *Grimshadows* that they are heavily reliant on munitions supply chains to keep their weapons fed, while simultaneously packing intense firepower ideal for quick and decisive combat. DynaBoG's main warfighting

strategy, we suspect, relies heavily on blitz tactics, even though many of their active units operate on the slow side.

Then again, given the characters we've identified in their ranks, "slow" seems to be core to their nature in more ways than one.

Variant Configurations

Given their at least rudimentary resemblance to mechanized dinosaurs, we've named the two main variant forms of the *Grimdark* (and the *Grimshadow*) after the more common terrestrial and xenoterrestrial dino types. Some may visually match these descriptors more than others, though.

The Tyrant configuration of the *Grimdark* is named such more because this is the version we've seen used by the DynaBoG's ever-blustering faction leader—an AutoMech that actually calls itself Grimdark. (Okay, we admit; that's why we gave this chassis type that name.) Like most of its kind, this machine is covered in spikes, and wields a massive vibrosword in its BattleMech form, and carries a pair of heavy autocannon with a criminally small magazine for sustained combat. The Apatos configuration, by comparison, trades in the sword for a lighter retractable blade, and swaps out the twin guns for one even bigger autocannon and a 20-tube LRM. (Frankly, we think this makes the Apatos *Grimdark*s smarter than the Tyrants, but hey, what do we know? "*Grimdark* king!")



Type: **Grimdark**
 Technology Base: Syberian (Experimental)
 Tonnage: 100

Equipment		Mass
Internal Structure:	Imp. Industrial	20
Conversion Eqpt:	Bestial	5
Engine:	200	8.5
Walking MP:	2	
Running MP:	3	
Jumping MP:	0	
Heat Sinks (Standard):	10	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor (Heavy Ind.):	298	19
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	40
Center Torso (rear)		21
R/L Torso	21	26
R/L Torso (rear)		16
R/L Arms	17	30
R/L Legs	21	42

Fixed Components	Location	Critical	Mass
Conversion Equipment	RT/LT	2	0
2 Heat Sinks	RT/LT	2	0

Weapons and Ammo

Tyrant Configuration

	Location	Critical	Mass
Spikes	RA	1	0.5
Spikes	RT	1	0.5
Autocannon/10	RT	7	12
Ammo (AC/10) 10	RT	2	2
CASE	RT	1	0.5
Tail (Standard)	CT(R)	2	6
Spikes	LT	1	0.5
Autocannon/10	LT	7	12
Spikes	LA	1	0.5
Large Vibroblade	LA	4	7
Flamer	HD	1	1

Apatos Configuration

	Location	Critical	Mass
Spikes	RA	1	0.5
Autocannon/20	RT	10	14
Spikes	RL	1	0.5
Tail (Standard)	CT(R)	2	6
LRM 20	LT	5	10
Ammo (AC/20) 10	LT	2	2
Ammo (LRM 20) 12	LT	2	2
CASE	LT	1	0.5
Spikes	LL	1	0.5
Spikes	LA	1	0.5
Retractable Blade	LA	5	5
Flamer	HD	1	1

Notes: Features Advanced Fire Control and the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Battle Fists, Distracting (Monstrous Form), Rugged (2), Cooling System Flaws, Non-Standard Parts, Semi-Quad

Notable Grimdarks:

Grimdark Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Grimdark	Tyrant	CommandMech	Elt (0/1)	Infantry, Officer	Shiro/White Flame
Grim-Slugger	Apatos	ArtilleryMech	Vet (2/3)	Infantry	Shiro/Balius

Grimshadow (Bestial AutoMech)

Summary

Dubbed so because of the way they always seem to operate under the command of *Grimdark*s, the *Grimshadow* is another assault-weight bestial AutoMech type favored by the Dynamic Barony of Grim. Like the *Grimdark*s, these are built using industrial-grade structure and armor components, with the same favoritism toward spikes, flame-spewing, and the use of physical attack weaponry. Twenty tons lighter than their larger cousins—a fact originally overlooked in our earlier surveys—the *Grimshadows* are more lightly armed and armored, but their increased speed has encouraged many to engage in short-run ramming charges that can deliver significant damage.

Curiously, we have spotted at least one *Grimshadow* that sports an all-energy ranged weaponry configuration, bucking the trend toward ballistic- and missile-boats that otherwise seems to dominate the DynaBoG militia. It was, however, through observations of this particular version that we became aware of why they avoid such armaments. In what seems to be an endemic problem, found in both the *Grimshadow* and the *Grimdark* series, the 'Mechs' coolant lines are prone to spontaneous leaks and breakdowns. While such flaws have been a worry of many a MechWarrior throughout the history of

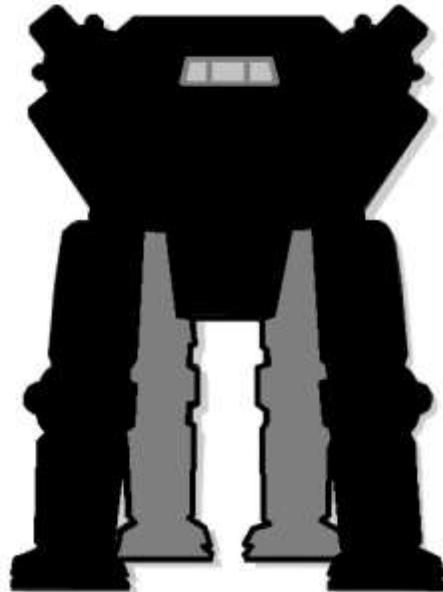
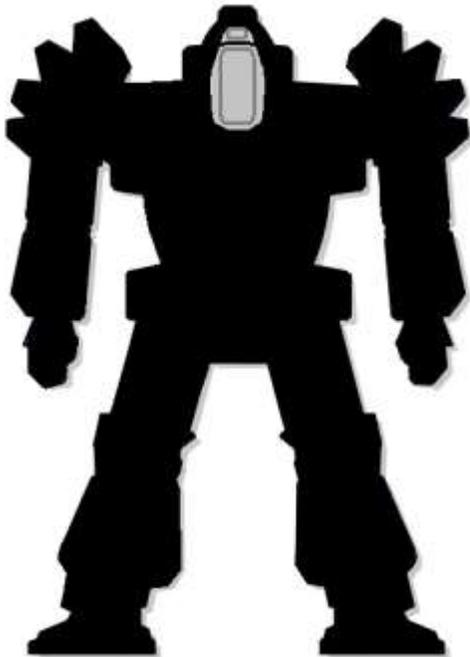
the Succession Wars, a broadly universal philosophy when dealing with an intrinsically bad cooling system has often been to “just take things easy” and not knock the 'Mech around so much.

Unfortunately for the *Grim*s, the idea of “taking things easy” is just not in their tactical databases.

Variant Configurations

As mentioned earlier, one of the *Grimshadow* variants—which we call the Triceros in keeping with the whole dino-'Mech theme we came up with here, and not at all because the shape of its head and shoulder spikes remind us of an *actual* triceratops—is unusual in that it is an energy boat. Sure, it's also studded with ramming spikes, and carries a vibrosword as well as the ubiquitous head—mounted flamethrower, but its main ranged weaponry consists of an archaic binary laser, backed up by a couple medium pulsers.

And then there is the Stegos, which features spikes that are more blade-like in shape than the others. This variant relies on a quartet of Streak SRM launchers for its ranged firepower. Both heat- and ammo-efficient in nature, this configuration may be one of the smartest in the DynaBoGs' arsenal.



Type: **Grimshadow**

Technology Base: Syberian (Experimental)

Tonnage: 80

Equipment

		Mass
Internal Structure:	Imp. Industrial	16
Conversion Eqpt:	Bestial	4
Engine:	240	11.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks (Standard):	10	0
Gyro:		3
Cockpit:	AutoMech	3
Armor Factor (Heavy Ind.):	247	15.5

Internal Structure Armor Value

Head	3	9
Center Torso	25	34
Center Torso (rear)		16
R/L Torso	17	22
R/L Torso (rear)		12
R/L Arms	13	26
R/L Legs	17	34

Fixed Components

	Location	Critical	Mass
Conversion Equipment	RT/LT	2	0
Heat Sink	RT	1	1

Weapons and Ammo

Location Critical Mass

Triceros Configuration

Spikes	RA	1	0.5
Binary Laser Cannon	RA	4	9
Spikes	RT	1	0.5
Medium Pulse Laser	RT	1	2
Tail (Standard)	CT(R)	2	6
Spikes	LT	1	0.5
Medium Pulse Laser	LT	1	2
Spikes	LA	1	0.5
Medium Vibroblade	LA	2	5
Flamer	HD	1	1

Stegos Configuration

Spikes	RA	1	0.5
Medium Vibroblade	LA	2	5
2 Streak SRM 4s	RT	2	6
Spikes	RL	1	0.5
Tail (Spiked)	CT(R)	2	6
2 Streak SRM 4s	LT	2	6
Ammo (Streak SRM 4) 25	LT	1	1
Spikes	LL	1	0.5
Spikes	LA	1	0.5
Flamer	HD	1	1

Notes: Spiked Tail functions as a normal Tail in gameplay; Features Advanced Fire Control and the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Battle Fists, Cowl, Distracting (Monstrous Bestial Mode), Rugged (2), Cooling System Flaws, Non-Standard Parts

Notable Grimshadows:

Grimshadow Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Grim-Slagger	Triceros	ArtilleryMech	Vet (2/3)	Infantry	Ha Otoko/Treburana
Grim-Snarler	Stegos	ArtilleryMech	Vet (2/3)	Infantry	Hatamoto-Suna/Treburana

Grinder (Tracked AutoMech)

Summary

Like the *Dozer*, the slightly heavier *Grinder* AutoMech is a combat engineering unit, built to serve in an industrial capacity while using military-grade framing and armor. With track-driven vehicle modes optimized for working in difficult terrains, whether it's above ground or under it, most of these units appear to fill mining and other excavating roles.

A curious feature of the *Grinder's* engineering is the way in which many variants lack turret functionality in their tracked modes, despite technically having all the right components for it. We're not entirely sure what that's about—whether or not it's a flaw in their design or their programming—but the result is a chassis type for which the added flexibility of turret-mounted equipment is seen as optional.

As with the *Dozer* class, *Grinders* aren't speedy in the slightest. In fact, they barely see any change in motive performance before or after switching between modes. But they do have noticeably more robust hulls, complete with enhanced actuator protection and added reinforcements in the legs. These factors make for a sturdier unit and increase their ability to work in places where heavy debris can easily become a problem. Mining *Grinders* can often extricate themselves from cave-ins with little loss in performance.

While the *Grinders* of today are armed for battle—like most AutoMechs, regardless of their original function—virtually all that we have seen still retain at least one piece of heavy industrial equipment.

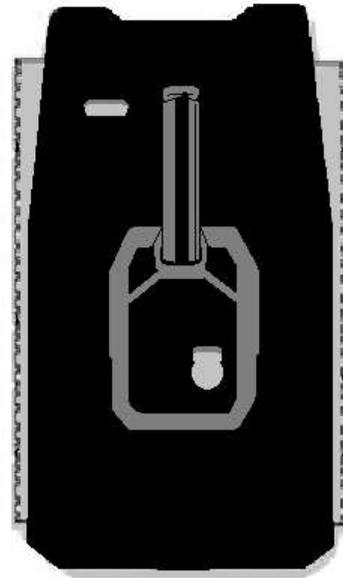
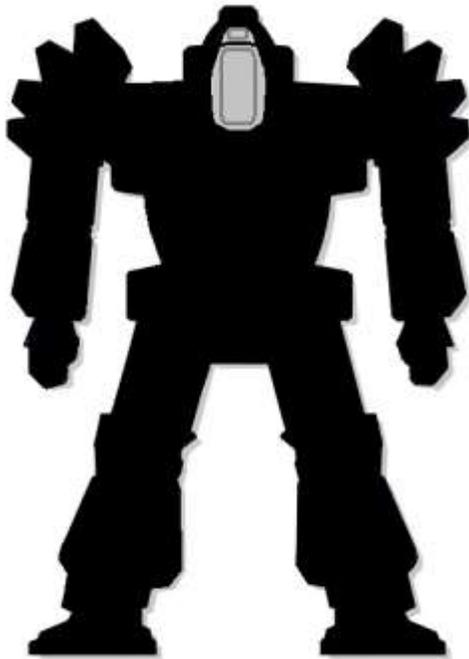
Furthermore, although we have noticed that some do present the same preferential use of their vehicle modes seen with the *Dozer* class, this is more exception than rule for the *Grinder*. We suspect that may have something to do with the fact that the equipment favored by this unit type can be employed regardless of its current form.

Variant Configurations

The three most prominent variations of the *Grinder* demonstrate much of what we described above. Of them, the *Crusher* variant, with its binary laser cannon and armor-rendering claw, may be the most focused on combat, while its vehicle mode is little more than a conventional, earth-pushing bulldozer.

The *Tunneller* configuration, with its trio of laser weapons and half-weight TAG system, retains the use of its mining drill in both its 'Mech and tracked forms. This not only makes it nearly as deadly as the *Crusher*, but these weapons—and the active probe it mounts—have also found use in its industrial duties, by locating buried anomalies and, where necessary, vaporizing or melting them as it goes.

The *Digger* configuration likewise makes use of an active probe for both its combat and engineering work, while carrying a pair of lasers and some SRMs in addition to its heavy backhoe. Unlike the *Crusher* and *Tunneller*, however, the *Digger* also possesses a rotating turret in its vehicle mode, which enables it a degree of flexibility and precision whether it's targeting enemy units, or simply creating a line of trenchworks.



Type: **Grinder**

Technology Base: Syberian (Experimental)

Tonnage: 45

Equipment		Mass	
Internal Structure:		4.5	
Conversion Eqpt:	Tracked	7	
Engine:	180	7	
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Tracked Cruise MP:	4		
Tracked Flank MP:	6		
Heat Sinks (Double):	10 [20]	0	
Gyro:		2	
Cockpit:	AutoMech	3	
Armor Factor:	120	7.5	
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	9	
Center Torso	12	15	
Center Torso (rear)		8	
R/L Torso	11	12	
R/L Torso (rear)		6	
R/L Arms	7	11	
R/L Legs	11	15	

Fixed Components	Location	Critical	Mass
Conversion Equipment	RA/RL/LA/LL	2	0
Tracks	RA/RL/LA/LL	4	0
3 Double Heat Sinks	2RT/1LT	9	0

Weapons and Ammo

Crusher Configuration

Binary Laser Cannon	RA	4	9
Bulldozer	CT	1	2*
Claw	LA	3	3

Digger Configuration

2 Medium Pulse Lasers	RA	2	4
Ammo (SRM 4) 25	RT	1	1
CASE	RT	1	0.5
SRM 4	CT	1	2
Beagle Active Probe	LT	2	1.5
Backhoe	LA	6	5

Tunneller Configuration

Mining Drill	RA	4	3
Beagle Active Probe	LT	2	1.5
2 Medium Lasers	CT	2	2
Large Pulse Laser	LA	2	7
Light TAG	HD	1	0.5

Notes: No turret in Vehicle Mode (Exception: Digger Configuration); Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Tracked 'Mech Conversion), Protected Actuators, Reinforced Legs, Searchlight, Trailer Hitch (Vehicle Mode Only); *Bulldozer can only be used in Vehicle Mode

Notable Grinders:

<i>Grinder Type</i>	<i>Config.</i>	<i>Function</i>	<i>Skill Grade</i>	<i>Skill Set</i>	<i>'Mech/Vehicle Form</i>
Cone Grinder	Tunneller	Miner	AbvAvg (3/5)	Archaeologist	Beowulf/Hetzer (w/ Tracks)
Crush-Grinder	Crusher	ArtilleryMech	Vet (2/3)	Infantry	Beowulf/Mithras
Salvage-Grinder	Digger	Explorer	Vet (2/5)	Planetary Surveyor	Beowulf/Zorya

Gryphid (Bestial AutoMech)

Summary

The *Gryphid* is what happens when a bestial-type convertible AutoMech is produced by a faction that isn't at all interested in emulating the look of monstrous, animalistic, or insectoid creatures of any kind. In fact, the closest thing to a "beastly" look this thing possesses is its tail, but even there the component has a decidedly mechanical look, resembling nothing so much as whip made of thick, segmented, rectangular metal.

Precisely why the *Gryphid* was made the way it was, of course, is lost to the annals of Syberian history. About the only utility of its quadruped mode, after all, lies in its inherent stability, which can nearly offset the effects of gyroscopic damage. But what good is having a form that mitigates a malfunctioning gyro if that very malady prevents you from switching into it? The ability to mount a tail is also a dubious cause for creating an AutoMech like this, so that's not likely to be the case, either.

But while the logic behind this machine's conceptual development can only be guessed at, some features it demonstrates are far less mysterious. Most notable of these is the unique turret-style mounting of its high-speed, extra-heavy autocannon. Although usable only in the *Gryphid's* four-legged mode, this swivel mount allows this slow-moving assault unit to engage opponents from any angle without having to first execute an awkward "horse dance" first. As an automatic part of the unit's conversion process, the quad-

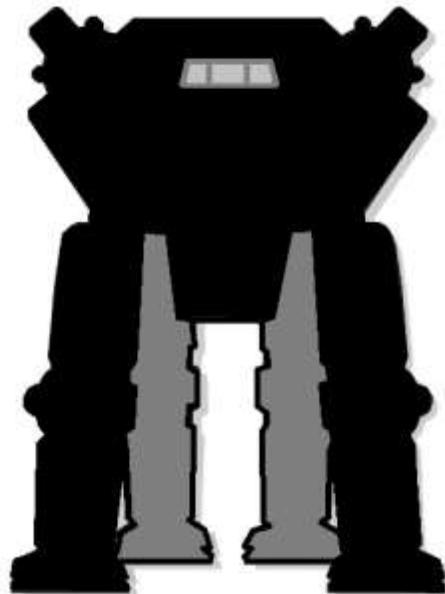
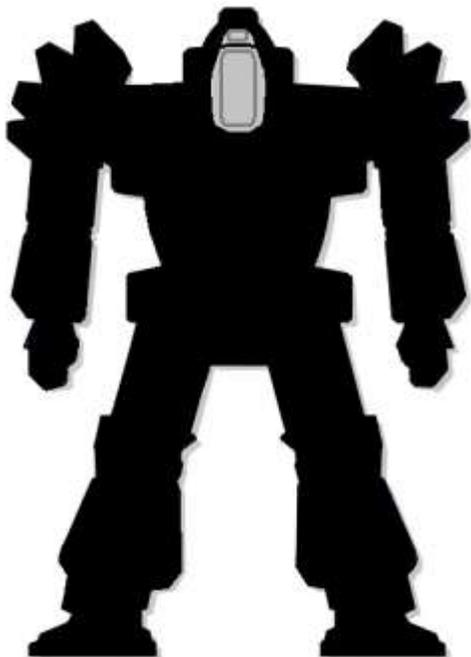
mode's turret re-centers itself when switching back to its biped form. This ensures that the 'Mech's biggest weapon will be ready for immediate use against any enemy bold enough to stand in its way.

Likely in an effort to improve its sluggish mobility, *Gryphids* feature jump jets that can help them negotiate troublesome terrain when time is of the essence. These jets are awkwardly set, however, thanks to the AutoMech's internal layout—so much so, that the entire jump system seems to go offline while the unit is in quadruped form. The deactivation of the jets appears to be as much a part of the *Gryphid's* programming as it is due to internal mechanics. I believe this indicates that this 'Mech's designers tried, but failed, to fix the thrust balance problems, and simply gave up on it in the end.

Yet despite all of the *Gryphid's* quirks and oddities, this AutoMech features some of Syberia's most sophisticated sensory and communications electronics outside of dedicated suites and transmitters. Together with consistently top-rate tactical thinking, these systems give this model a distinctive talent for command duties. (Although, truth be told, some of the machines in this line sound downright *stuffy* when they speak their minds.)

Variant Configurations

So far as we have seen, there are no major variants of the *Gryphid*.



Type: **Gryphid**
 Technology Base: Syberian (Experimental)
 Tonnage: 85

Fixed Components
 Conversion Equipment
 3 Jump Jets

Location	Critical	Mass
RT/LT	2	0
RT/RL/LL	3	3

Equipment		Mass
Internal Structure:		8.5
Conversion Eqpt:	Bestial	4.5
Engine:	255	13
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks (Double):	10 [20]	0
Gyro:		3
Cockpit:	AutoMech	3
Armor Factor:	256	16
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	27	31
Center Torso (rear)		20
R/L Torso	18	21
R/L Torso (rear)		15
R/L Arms	14	27
R/L Legs	18	35

Weapons and Ammo	Location	Critical	Mass
<i>Common Configuration</i>			
2 ER Medium Lasers	RA	2	2
Ammo (Ultra AC/20) 15	RA	3	3
CASE	RT	1	0.5
2 Double Heat Sinks	RT	6	2
Tail (Standard)	CT(R)	2	6
Ultra Autocannon/20	LT	10	15
Quad BattleMech Turret	LT	1	1.5
Double Heat Sink	LA	3	1
2 ER Medium Lasers	LA	2	2
Flamer	HD	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Non-Functional Item (Jump Jets, Quad-mode only) Command BattleMech, Cowl, Improved Communications, Improved Sensors

Notable Gryphids:

Gryphid Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Skylinker-Two	Common	CommandMech	Vet (2/4)	Comms, Officer	Masakari/Goliath-5D
DZS-Beta	Common	CommandMech	Vet (2/4)	Comms, Officer	Masakari/Goliath-5D

G-Turret (Emplacement AutoMech)

Summary

Have I mentioned how silly this “EmplacementMech” stuff is? I have a feeling I did. I also have a feeling I will do so again. Like, right now. The *G-Turret* emplacement AutoMech is a convertible gun battery, and quite possibly one of the most ridiculous ideas the Syberians came up with before they killed themselves off. Even the bestial AutoMechs, whose alternate modes accomplish little more than denying them the use of their hands, make more sense than these! Hell, it doesn’t even make sense that they endowed these things with their fancy faux-sentient AIs; a sensor system and basic fire control computers could do the job these machines fold themselves into!

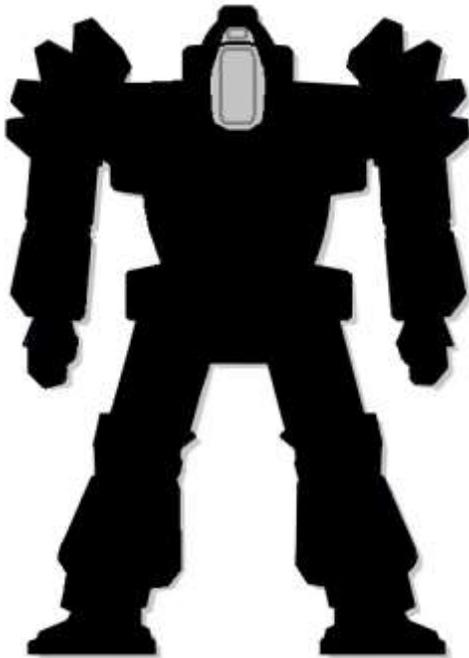
But, nope, the Syberians went all out with these things. Augmented sensors, top-shelf targeting and tracking systems effective as far as the eye can see, and even a light-house beacon for extra measure—all for a unit that could end up spending its entire combat career watching over a single, remote canyon pass. One can’t help but wonder if these AutoMechs can go mad with boredom...

Anyway... Here is an example of the most common direct-fire TurretMech we’ve encountered here.

Variant Configurations

With BattleMech modes that look barely different from their squatter emplacement forms, what you’ll see in the field is generally what you get. If you see one that appears to have a single energy gun with twin lenses? That’s the “Blazer” variant. Single, smoothbore cannon barrel? “Flak” variant. Laser batteries tend to spread their beams and flashers out between the arms and body, but some have particle cannons for a little variety.

And then there’s the one we call the “Watchpost.” You’ll know this one more for its conspicuously small arms the way it scrambles your targeting systems. It also has a high-power Beagle probe, artillery-spotting lasers, and its head is bushy with antennae and at least one satellite dish. Rest assured that once it spots you, every one of its friends—for hundreds of kilometers around—will know *exactly* where you are.



Type: **G-Turret**

Technology Base: Syberian (Experimental)

Tonnage: 50

Equipment

Internal Structure:		Mass	5
Conversion Eqpt:	Emplacement		5
Engine:	250		12.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Emplacement MP:	None		
Heat Sinks (Double):	10 [20]		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	168		10.5
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	9	
Center Torso	16	16	
Center Torso (rear)		15	
R/L Torso	12	13	
R/L Torso (rear)		11	
R/L Arms	8	16	
R/L Legs	12	24	

Fixed Components

Conversion Equipment	RA/RL/LA/LL	4	Critical	Mass	0
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Weapons and Ammo

<i>Blazer Configuration</i>					
Binary Laser Cannon	RA	4	Critical	Mass	9
<i>Laser Battery Configuration</i>					
Large Laser	RA	2			5
Medium Laser	RA	1			1
3 Medium Lasers	LA	3			3

Pulse Battery Configuration

2 Medium Pulse Lasers	RA	2		4
ER Medium Laser	CT	1		1
2 Medium Pulse Lasers	LA	2		4

Flak Gun Configuration

LB 5-X AutoCannon	RA	5		8
Ammo (LB 5-X AC) 20	CT	1		1

Light PPC Configuration

Light PPC	RA	2		3
Light PPC	CT	2		3
Light PPC	LA	2		3

Snub PPC Configuration

ER Medium Laser	RA	1		1
Snub-Nose PPC	CT	2		6
ER Medium Laser	LA	1		1
ER Medium Laser	HD	1		1

Watchpost Configuration

ER Medium Laser	RA	1		1
Beagle Active Probe	RT	2		1.5
Comms Equipment	RT	2		2
TAG	CT	1		1
TAG	CT (R)	1		1
Guardian ECM Suite	LA	2		1.5
ER Medium Laser	LA	1		1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Emplacement 'Mech Conversion), Improved Sensors, Improved Targeting (All), Searchlight, Ubiquitous (Syberia)

Notable G-Turrets:

G-Turret Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
G-Turret	Blazer	GruntMech	Reg (4/5)	Minimal	Blackjack-O/Typhoon Tank*
G-Turret	Laser Battery	GruntMech	Reg (4/5)	Minimal	Blackjack-O/DI Schmitt Tank*
G-Turret	Pulse Battery	GruntMech	Reg (4/5)	Minimal	Blackjack-O/DI Schmitt Tank*
G-Turret	Flak Gun	GruntMech	Reg (4/5)	Minimal	Blackjack-O/Thumper Towed
G-Turret	Light PPC	GruntMech	Reg (4/5)	Minimal	Blackjack-O/Moltke Tank*
G-Turret	Snub PPC	GruntMech	Reg (4/5)	Minimal	Blackjack-O/Typhoon Tank*
G-Turret	Watchpost	GruntMech	Reg (4/5)	Minimal	Blackjack-O/Turhan Tank*

*Turret only

Type T1/T2 Grunt (Humanoid MiniMech)

Summary

The Grunt Drones (T1 and T2) were undiscovered units at the time of our original survey of the Syberian system, and so it came as no small surprise to encounter them operating in the field. While we were aware that the deployment of smaller drones was a common feature of the *Sounder*-class AutoMechs, the drones we initially observed consisted exclusively of three-ton flying craft we have come to identify as the Spybird model type. But these Grunts—along with the Quad- and Thug-type drones we also eventually saw in action—revealed a whole new area of AutoMech design we didn't expect: autonomous robotic battle armor.

Knowing as we do that the settlers of Syberia hailed from the Terran Hegemony somewhere near the peak of the Star League's technological prowess, we never suspected that they would branch as deeply into the realm of battlesuits—after all, the first Power Armor suits were still considered experimental around the time of the Amaris Crisis. And yet, the Syberians not only managed to mature the technology to the level we would not see in the Inner

Sphere until after the Clan Invasion, they managed to automate it to boot, creating AutoSuits, in effect.

But we just call them MiniMechs. It sounds better.

Variant Configurations

The T1 and T2 series Grunts are favored scouts used by the DemoCon and AutoBoP factions, respectively. Although these "AutoSuits" appear to function just like any other AutoMech on their own, and even demonstrate the same tendency to showcase unique personalities, we have noticed hints they are, in fact, electronically tethered to the *Sounders* who deploy them.

It remains unclear at this time whether this "code-bonding" is merely a protocol used to ensure that they remain in synch with their "home 'Mechs" for purposes of navigational direction and covert communications, or if there is some kind of vital layer of their simulated intelligence that can only be managed by the greater computing power inherent to full-sized AutoMechs.



Type: **Type T1/T2 Grunt**

Technology Base: AutoMech (Battlesuit)

Mass: 2,000 kg

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

AToW BAR Values: 10/9/9/8; E/I/C: 8/0/0 (T1a, T2a/b); E/I/C: 0/0/0 (T1b)

T1b Configuration

Small Laser (30)	R. Arm	1	200
Industrial Drill	R. Hand		30
ECM Suite	Body	1	100
Micro Grenade Launcher (40)	L. Arm	1	75
Industrial Drill	L. Hand		30

Equipment

		Slots	Mass
Internal Structure:	Robotic		700
Motive System:			
Ground MP:	2		160
Jump MP:	1		125
Manipulators:			
Right Arm:	Modular Equipment Adaptor	2	0
Left Arm:	Modular Equipment Adaptor	2	0
Armor:	Advanced Standard	5	560
Armor Value:	14 + 1 (CPUs)		

T2a Configuration

Searchlight	R. Arm	1	5
Vibro-Claws	R. Hand		50
Improved Sensors	Body	1	65
Medium Recoilless Rifle (20)	L. Arm	2	250
Vibro-Claws	L. Hand		50

T2b Configuration

Shotgun Microphone	R. Arm	1	5
Vibro-Claws	R. Hand		50
ECM Suite	Body	1	100
Support PPC (15)	L. Arm	2	250
Vibro-Claws	L. Hand		50

Weapons and Ammo

T1a Configuration

	Location	Slots	Mass
Small Laser (30)	R. Arm	1	200
Heavy Vibro-Claws	R. Hand		60
ECM Suite	Body	1	100
Light TAG	L. Arm	1	35
Heavy VibroClaws	L. Hand		60

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)

Notable Grunt Drones:

Grunt Drone Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Black Winder Drone	T2a	Analysis	Vet (2/3)	Intelligence	Hauberk BA/None
Blue Winder Drone	T2b	Communicator	Vet (1/3)	Communications	Hauberk BA/None
Blue Rumbler Drone	T1a	ArtilleryMech	Vet (2/3)	Infantry	Golem BA/None
Red Frenzy Drone	T1b	SpecMech	Vet (1/2)	Special Forces	Golem BA/None

Hammer (Tracked AutoMech)

Summary

The *Hammer* is a tank-style AutoMech that was apparently built to fill a tonnage gap between the fifty-ton *Tanker* and the hundred-ton *Tankus* class. Precisely why such a gap needs to be filled by a unit that's basically just a lighter, weaker *Tankus* is for some really dedicated expert on military-industrial complexes to explain, but there it is.

Almost certainly a product of the DemoCon faction, within whose territory they are plentiful, *Hammers* have been spotted at numerous Conglomerate-controlled sites on Syberia and beyond. Their presence is particularly extensive on the inward world of Ash, which remains entirely under the DemoCon aegis, but AutoBoP sources tell us that almost all of the Ash-bound *Hammers* are little more than "simple drones." Why this might be the case is unclear, but it appears that more sophisticated AutoMechs—regardless of their factional allegiance—see Syberia's sunward neighbor as a miserable place, akin to a globe-spanning gulag, but for robots. Units posted there are thus little more than slave laborers and their overseers, often as not sent in punishment for some transgression or another.

But I digress.

As battlefield units, *Hammers* are everything one would expect from a heavy tank. They sport thick armor and some of the heaviest guns one can install on a BattleMech, but pay for it with a sluggish mobility. With reinforced legs, forearms, and fists, the AutoMechs are also excellent melee fighters, allowing them to remain deadly even after their magazines run dry, or their enemies get too close for effective fire. Moreover, their redundant tactical sub-computers—a feature usually reserved for command-grade units—help to keep their thoughts just as engaged in the greater

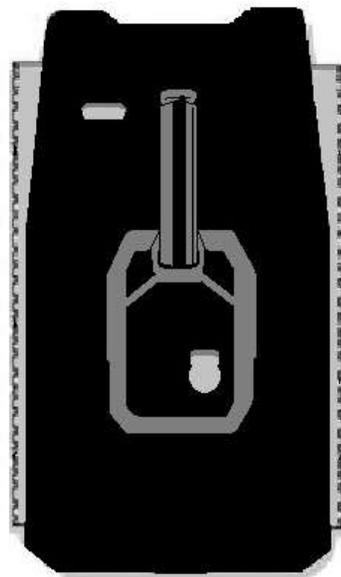
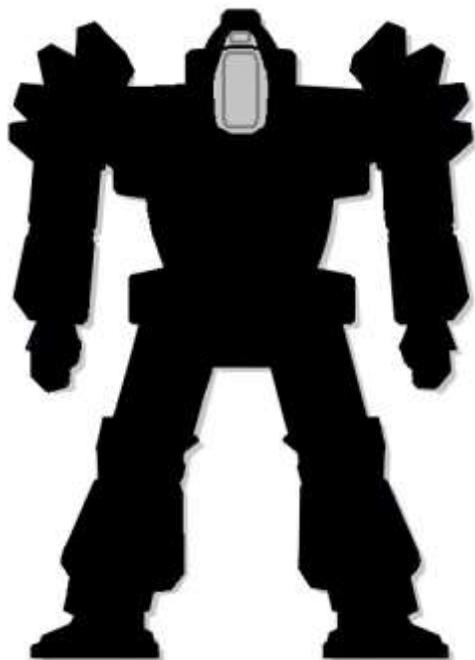
battle even when things get so up close and personal.

Yet the most distinctive thing about the *Hammer* is found not so much in its capabilities as a BattleMech or a combat vehicle, but in its unusual conversion system. Here, it seems, this AutoMech mimics its lighter cousin, the *Tanker*, rather than the larger *Tankus*. Indeed, this feature sets it apart from the vast majority of all conversion-capable units that possess ground vehicle forms, be they tracked, wheeled, or even hover-based. To keep their primary weapons as flexible as possible outside of BattleMech mode, most AutoMechs form their vehicle-mode turrets by locking both arms together with certain centerline segments. But the *Tanker* and the *Hammer* switch things up by locking their left arms into their opposing torso flank, while their right arms serve as the vehicle's starboard shielding.

Variant Configurations

We've noticed two major variations of the *Hammer* so far, each of which specializes in its own optimum range bracket. The shorter ranged Slammer configuration relies on an ultra-heavy assault-grade autocannon as its main gun, while backing them up with pulse lasers. Meanwhile, the Smasher variant has far more reach, as it uses a Gauss rifle for its primary, backed up by an Artemis-enhanced LRM rack and a single extended-range laser.

Interestingly, the DemoCons appear to favor deploying the Smasher variants at their off-world posts, while their *Hammers* on Syberia are a more even mix of both types. We suspect there may be a logistical reason for this arrangement, possibly indicative of some fundamental difference in accessibility to Gauss slugs and Artemis-augmented LRMs, versus autocannon shells.



Type: **Hammer**
 Technology Base: Syberian (Experimental)
 Tonnage: 80

Equipment		Mass
Internal Structure:		8
Conversion Eqpt:	Tracked	12
Engine:	240	11.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Tracked Cruise MP:	3	
Tracked Flank MP:	5	
Heat Sinks (Double):	10 [20]	0
Gyro:		3
Cockpit:	AutoMech	3
Armor Factor:	192	14
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	25	22
Center Torso (rear)		11
R/L Torso	17	21
R/L Torso (rear)		10
R/L Arms	13	24/20
R/L Legs	17	22

Fixed Components

Conversion Gear	RA/RL/LA/LL	4	0
Tracks	RA/RL/LA/LL	4	0
Double Heat Sink	LT	3	0

Weapons and Ammo

<i>Slammer Configuration</i>				
Ultra Autocannon/20	RT	10	15	
Medium Pulse Laser	LT	1	2	
Ammo (Ultra AC/20) 20	LT	4	4	
CASE	LT	1	0.5	
Large Pulse Laser	LA	2	7	
<i>Smasher Configuration</i>				
Gauss Rifle	RT	7	15	
Ammo (Gauss Rifle) 24	RT	3	3	
LRM 10+Artemis IV	LT	2	3	
Ammo (LRM 10) 24	LT	2	2	
CASE	LT	1	0.5	
ER Large Laser	LA	2	5	

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Tracked 'Mech Conversion), Battle Computer, Battle Fists, Reinforced Legs, Searchlight, Abnormal Conversion (Front Right Torso and Right Arm swap places on Firing Arcs/Hit Location Tables used while in vehicle mode)

Notable Hammers:

<i>Hammer Type</i>	<i>Config.</i>	<i>Function</i>	<i>Skill Grade</i>	<i>Skill Set</i>	<i>'Mech/Vehicle Form</i>
Hammer Head	Slammer	ArtilleryMech	Elt (1/2)	Infantry	Kodiak/Carnivore*
Hammer-D Drone	Smasher	GruntMech	Reg (4/5)	Minimal	Charger-1A5/Carnivore*
Quake Bringer	Slammer	ArtilleryMech	Vet (2/3)	Infantry	Kodiak/Carnivore*
Tank Hammer	Smasher	CommandMech	Vet (1/1)	Infantry, Officer	Charger-1A5/Carnivore*

*Remove left main cannon

Hopper (Bestial AutoMech)

Summary

The *Hopper* is, evidently, the InterSect Confederation's idea of a light AutoMech. Built to industrial-grade standards, like all of the ISC's home-grown machines, and with the similar "giant insectoid" visual theme as seen in the more prevalent *Sector* models, the *Hopper* looks downright frail and spindly.

And it is. Where the *Sector*'s are fairly protected with heavy industrial plate armor, the *Hoppers* use thinner, commercial grade sheet metal to save mass for their jump jets. So, it seems that, while the bigger machines might have been properly beefed up for battle, the *Hopper*'s combat mods were "half-assed."

But while its skin is easily punctured by heavy weapons, the *Hopper* doesn't skimp on firepower. Over a quarter of this AutoMech's total mass is available for weapons and mission equipment, and the most common load-out most of that tonnage on a mix of lasers and bladed weapons.

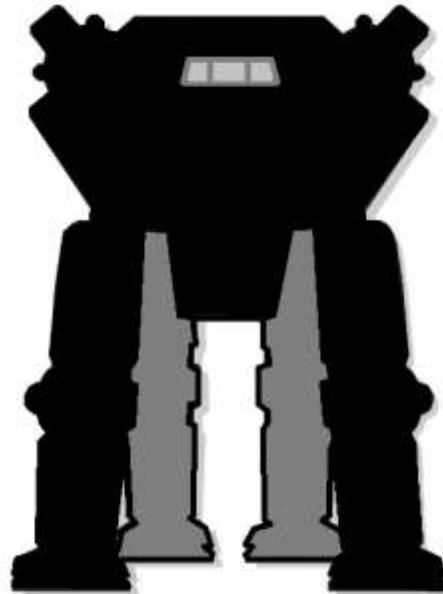
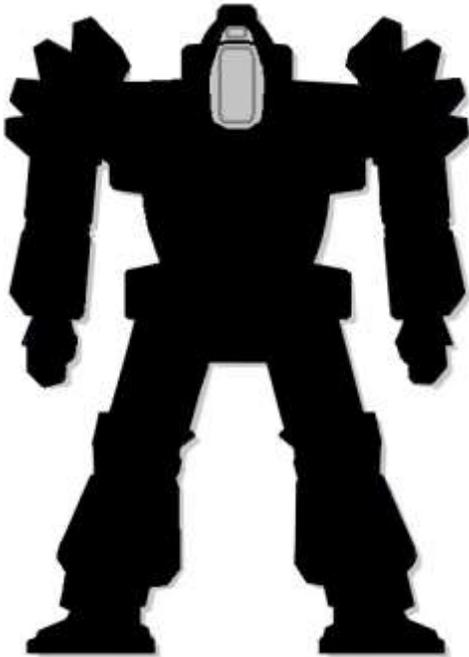
A low profile in its "insect" form, and augmented sensors helps to give the *Hopper* some utility as a recon unit, but its limited ground speed would likely undermine such duties. Most of this AutoMech type instead function as foot soldiers, often working in teams of three or four so they can swarm their foes.

Variant Configurations

The abundance of *Hoppers* deployed by the InterSectConf forces is remarkable in its apparent homogeny. We have, to date, identified only two distinct variant configurations on this AutoMech, both of which rely on the same laser-and-blade core concept.

The Slicer version, as we call it, wields a single vibroblade, but backs it up with three ER medium lasers, a pair of rocket launcher pods, and a head-mounted flamethrower. It lacks the heat capacity to safely use all of these weapons at once, however, so it's not uncommon for units of this type to simply hold back some of their arsenal until their tactical situation is critical.

The other configuration, which we call the Sluicer, is a bit weirder. Although it carries *two* vibroblades, these powered swords are smaller than the Slicer variant's, and they are only backed up by a pair of lasers. The reason we call this the Sluicer (instead of, say, the Shanker, as Vance recommended) is the weird part: its fluid suction system. For reasons that are almost certainly tied to some kind of pre-war functionality the ISC tried to hold onto, this variant maintains a pair of internal tanks rated for up to a ton of fluid content each, both connected to a suction system in the head module. Sluicer-variant *Hopper* have been seen "drinking" everything from swamp water to heat sink coolant in the field. We can only presume that this is part of some salvage or waste-containment protocol that the Confederation had in place prior to Syberia's human extinction.



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

Equipment		Mass
Internal Structure:	Imp. Industrial	8
Conversion Eqpt:	Bestial	2
Engine:	160	6
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks (Standard):	10	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor (Commercial):	96	4
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	12	12
Center Torso (rear)		7
R/L Torso	10	10
R/L Torso (rear)		5
R/L Arms	6	8
R/L Legs	10	11

Fixed Components	Location	Critical	Mass
Conversion Equipment	RT/LT	2	0
4 Jump Jets	RT/2CT/LT	4	2
4 Heat Sinks	2RT/2LT	4	0

Extra Limbs (2) RA/LA 2 2

Weapons and Ammo **Location Critical** **Mass**

Slicer Configuration

ER Medium Laser	RA	1	1
ER Medium Laser	RT	1	1
Prim. Rocket Launcher 15	RT	2	1
ER Medium Laser	LT	1	1
Prim. Rocket Launcher 15	LT	2	1
Medium Vibroblade	LA	2	5
Flamer	HD	1	1

Sluicer Configuration

Light Vibroblade	RA	1	3
ER Medium Laser	RT	1	1
Cargo (1 ton, Fluid)	RT	1	1
ER Medium Laser	LT	1	1
Cargo (1 ton, Fluid)	LT	1	1
Light Vibroblade	LA	1	3
Fluid Suction System	HD	1	1

Notes: Features Advanced Fire Control; Commercial Armor is BAR 5; Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Distracting (Insectoid Quad Form), Improved Sensors, Low Profile, Non-Standard Parts

Notable Hoppers:

Hopper Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Kick Hopper	Sluicer	NinjaMech	Vet (1/2)	Infantry-AntiMech	Spider/Revenant*
Ransacker	Slicer	ArtilleryMech	Reg (4/5)	Infantry	Spider/Revenant*

*Add two more legs.

Hounder (Wheeled AutoMech)

Summary

The *Hounder* is one of four classes we originally grouped under the name *VeeMechs*, believing at first that these machines were all built as variants of a single model. More study not only revealed that this was an error on our part, but it also expanded our understanding of how many AutoMech body types evolved from what were, in essence, some of the Inner Sphere's more popular standbys. As such, it is now our belief that these four models—the *Hounder*, *Jack*, *Streaker*, and *VeeMech*—may have been among the earliest of the convertible wheeled AutoMechs to come into service.

The *Hounder* chassis type is built on the bones of the popular *Wolverine* BattleMech, and nowhere is this more apparent than in its most common weapons configuration. Though it gains five tons in its transition to a bimodal AutoMech, its performance remains unchanged, allowing it to act as both a heavy scout and a brawler. As might be expected, this comes at a significant cost in armor protection and a limited payload, but most of these machines appear to make up for that by carrying some of Syberia's most advanced weaponry.

Hounders are very popular in the AutoBoP faction, but they have also shown up among the ranks of DemoCon and JUniCom armies as well. If our belief that these AutoMechs were indeed among the earliest generation of their kind on Syberia, this would suggest that the Barony of Primus was its originating faction, and that their widespread usage had roots in a more dispersed prewar

production that sold across state lines. It is, of course, also possible that the non-AutoBoP *Hounders* are the result of captures and salvage through the centuries—it's been a long war, after all. But the sheer number of these AutoMechs still wandering about just doesn't seem to jive with that.

Variant Configurations

We've solidly identified at least five popular equipment variations among the vast number of *Hounders* in service today. Of the most popular, one is configured so much like a standard *Wolverine* as to be almost identical in appearance while operating in its 'Mech form. Its biggest difference, in fact—outside of its ability to transform, of course—is that its "pistol" mount carries an extended-range large laser, instead of an autocannon. The next most common variant, meanwhile, drops the SRM and ammo in favor of a sensor-scattering ECM and a light PPC.

Beyond these "commoners," we've also spotted a robotic field medic version, which uses a lift hoist and welder more often than it does its large laser. These units tend to work in concert with other repair 'Mechs, but we've also seen one or two that functioned more like battlefield engineers instead.

There are also two types we call Striker variants, which put most of their weapon mass into a single, powerful energy weapon, and leave the rest to more exotic components like a Narc beacon launcher or a small, internalized cargo bay.



Type: **Hounder**
 Technology Base: Syberian (Experimental)
 Tonnage: 60

Equipment		Mass
Internal Structure:		6
Conversion Eqpt:	Wheeled	9
Engine:	300	19
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Wheeled Cruise MP:	6	
Wheeled Flank MP:	9	
Heat Sinks (Double):	10 [20]	0
Gyro:		3
Cockpit:	AutoMech	3
Armor Factor:	152	9.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	20	20
Center Torso (rear)		7
R/L Torso	14	20
R/L Torso (rear)		6
R/L Arms	10	16
R/L Legs	14	16

Fixed Components	Location	Critical	Mass
Conversion Equipment	RL/LL	2	0
Wheels	RA/RL/LA/LL	4	0

Weapons and Ammo	Location	Critical	Mass
<i>Common Configuration A</i>			
ER Large Laser	RA	2	5
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
CASE	LT	1	0.5
Medium Laser	HD	1	1
<i>Common Configuration B</i>			
Light PPC	RT	2	3
Guardian ECM Suite	LT	2	1.5
ER Medium Laser	LT	1	1
ER Large Laser	LA	2	5
<i>Maintainer Configuration</i>			
Lift Hoist	RA	3	3
Light TAG	LT	1	0.5
Large Laser	LA	2	5
Spot Welder	LA	1	2
<i>Striker Configuration (A)</i>			
Snub-Nose PPC	RA	2	6
Narc Missile Beacon	LT	2	3
Ammo (Narc) 6	LT	1	1
CASE	LT	1	0.5
<i>Striker Configuration (B)</i>			
Binary Laser Cannon	RA	4	9
Cargo (0.5 ton)	LT	1	0.5
Flamer	HD	1	1

Notes: No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion). Extended Torso Twist, Improved Communications, Jettison-Capable Weapon (Right Hand), Protected Actuators, Ubiquitous (Syberia), Trailer Hitch (Vehicle Mode Only)
Credit: Giovanni Blasini, for base chassis design

Notable Hounders:

Hounder Type	Config.	Function	Skill Grade	Skill Set	Mech/Vehicle Form
Chroma-Vee	Striker (A)	SpecMech	Vet (1/2)	Special Forces	Wolverine/Demon
Fire-Vee	Striker (B)	ReconMech	Reg (3/4)	Scout	Wolverine/Demon
Hounder	Common (A)	ReconMech	Vet (1/2)	Scout	Wolverine/Armed Ibx SUV
Mine-Hounder	Maintainer	CraftsMech	Vet (2/4)	Engineer	Wolverine/Striker
Vee-Hoister	Maintainer	DoctorMech	Vet (2/4)	Technician-'Mech	Wolverine/Striker
Vee-Trailer	Common (B)	ArtilleryMech	Vet (2/3)	Infantry	Wolverine/Striker
Tilt-Hounder	Common (A)	ArtilleryMech	Reg (4/5)	Infantry	Wolverine/Armed Ibx SUV
Yard Hounder	Maintainer	DoctorMech	Reg (4/5)	Technician-'Mech	Wolverine/Armed Ibx SUV

Ironfish (Submarine AutoMech)

Summary

The *Ironfish*, like all naval AutoMechs, is a rare sight in the forces of any of Syberia's robotic factions. But then again, as its vehicle mode is that of a submersible craft, staying out of sight is practically its whole thing. Favored by the DemoCon faction, which controls the Cold Sea, the eastern half of the Great Sea, and much of the Southern Sludge, *Ironfishes* are presumed to be active in just about all of Syberia's major seas and waterways, but until one surfaces (or, rarer still, actually comes ashore) their presence can go undetected right up to the moment of their first torpedo strikes.

Given the *Ironfish's* underwater theater of operation, all major segments and joint areas are watertight, and pressure sealed against flooding. Breaches from combat action and accidental collisions are always a danger, of course, but even then, it takes a lot to sink these units thanks to their heavy compartmentalization. All the same, these aquatic AutoMechs feature some of the thickest armor available to their mass bracket.

The necessity of passive and active sonar, in addition to the standard suite of sensors, allows the *Ironfish* to function as an effective deep-sea hunter/killer, whether their target is an enemy carrier or a rogue *AutoShark*. And with underwater maneuvering systems active in either mode, the *Ironfish* can swim like a fish as a boat or a BattleMech.

Variant Configurations

The infrequency with which *Ironfishes* make their presence known has naturally hindered our ability to determine just how varied this particular AutoMech class truly is. We have identified at least two common weapon loads, however.

Of the two, the more popular variant is one which carries a multitude of extended-range lasers equally effective against surface targets and those below the waterline. Short-range torpedo racks in the torso flanks enable this version to engage their maritime enemies with either a single four-warhead head-on attack in their BattleMech mode, or in pairs to each side in submarine form.

The second common variant emphasizes stealth and range over raw firepower, especially when working below the waves. Between its twin five-tube long-range torpedo launchers and a Guardian ECM, this configuration allows the *Ironfish* to engage targets from relative safety even when the enemy is actively searching for them. A standard laser and a pair of twin-SRM launchers gives it some additional firepower to work with when surfaced, but forces them to close in if they wish to engage.



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

Equipment		Mass
Internal Structure:		5.5
Conversion Eqpt:	Naval (Sub)	8.5
Engine:	220	10
Walking MP:	4	
Running MP:	6	
UMU MP:	4	
Submarine Cruise MP:	4	
Submarine Flank MP:	6	
Heat Sinks (Double):	10 [20]	0
Gyro:		3
Cockpit:	AutoMech	3
Armor Factor:	184	11.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	18	23
Center Torso (rear)		12
R/L Torso	13	16
R/L Torso (rear)		10
R/L Arms	9	18
R/L Legs	13	26

Fixed Components	Location	Critical	Mass
Conversion Equipment	RA/RL/LA/LL	4	0
2 Double Heat Sink	RT/LT	6	0
UMU	2RT/2LT	4	2

Weapons and Ammo

Common Configuration A

	Location	Critical	Mass
ER Large Laser	RA	2	5
SRT 2	RT	1	1
Ammo (SRT 2) 50	RT	1	1
CASE	RT	1	0.5
2 ER Medium Lasers	CT	2	2
SRT 2	LT	1	1
ER Medium Laser	LA	1	1

Common Configuration B

	Location	Critical	Mass
Medium Laser	RA	1	1
LRT 5	RL	1	2
SRM 2	RT	1	1
Ammo (SRM 2) 50	RT	1	1
CASE	RT	1	0.5
Guardian ECM	CT	2	1.5
SRM 2	LT	1	1
Ammo (LRT 5) 24	LT	1	1
CASE	LT	1	0.5
LRT 5	LL	1	2

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Naval Vehicle Conversion). Improved Sensors, Jettison-Capable Weapon (Hands), Protected Actuators

Notable Ironfishes:

Ironfish Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Sixer-Delta	Common (A)	SpecMech	AbvAvg (2/3)	Spec Ops	Crusader-5K/Neptune Sub
Sinker	Common (B)	ReconMech	Reg (3/4)	Scout	Banshee-11X/Neptune Sub
Hydroplane	Common (B)	NinjaMech	Reg (2/5)	Infantry-AntiMech	Banshee-11X/Neptune Sub

Jack (Wheeled AutoMech)

Summary

Of the four body types (five, if one counts the *Sounder*) belonging to what we now jokingly call the “*VeeMech* clade” or “the Greater *VeeMech* class”), the *Jack* is probably the lightest and most eclectic. While its base frame clearly derives from that of the classic *Shadow Hawk*, this model drops weight, rather than gains it, in its translation from a standard, all-aspect BattleMech to a convertible, wheeled AutoMech. What prompted this engineering choice by the unit’s original designers isn’t entirely clear, but one potential explanation may lie in their vehicle forms, which stylistically blend in with both those of both the lighter *Beetle* class and the heavier *Streakers*.

Crafted as they are to resemble common civilian ground cars, most *Jacks*, *Streakers*, and *Beetles* tend to look alike while in their alternate forms—so much so that they can stump even the most sophisticated of onboard sensor systems. And with the sheer volume of each model that remain in service even today, it can be almost impossible to gauge an enemy strike force that stays in vehicle mode until their units have already reached optimal attack range. The profound impact that this type of misdirection tactic offers cannot be overstated.

As with the *Hounder* class, the *Jack* is a common sight among both major factions in the Syberian wars. Once again, a definite

preponderance among the ranks of the AutoBoP has us thinking they may have originated with the baronial states, but there are too many in the DemoCon army to discount the possibility of prewar cross-faction sales.

Variant Configurations

Making things even more interesting is the range of payload configurations we’ve seen *Jacks* using in action, and the extremes to which these variants have gone. While some are basic adaptations of the *Shadow Hawk* theme, others boast jumping capacity the classic ‘Mech could only dream of. Still others take an approach more suited to berserker tactics, with weapon loads that either leave their heat control systems quickly overwhelmed, or which encourage them to engage their enemies at point-blank range. We’ve even seen a fourth group of variants that acts as a maintenance team, with one maintainer variant serving to diagnose its “patient’s” damage and provide cover fire, while the other performs the actual repair work with its range of industrial tools.

Data for eight specific examples of the most noteworthy variations described above is provided here.



Type: **Jack**

Technology Base: Syberian (Experimental)

Tonnage: 50

Equipment

Internal Structure:		Mass	
Conversion Eqpt:	Wheeled	7.5	
Engine:	250	12.5	
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Wheeled Cruise MP:	6		
Wheeled Flank MP:	9		
Heat Sinks (Double):	10 [20]	0	
Gyro:		3	
Cockpit:	AutoMech	3	
Armor Factor:	152	9.5	
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	9	
Center Torso	16	23	
Center Torso (rear)		8	
R/L Torso	12	18	
R/L Torso (rear)		6	
R/L Arms	8	16	
R/L Legs	12	16	

Fixed Components	Location	Critical	Mass
Conversion Gear	RL/LL	2	0
Wheels	RA/RL/LA/LL	4	0

Weapons and Ammo	Location	Critical	Mass
<i>Common Configuration A</i>			
Medium Laser	RA	1	1
LRM 5	RT	1	2
Ammo (LRM 5) 24	RT	1	1
CASE	RT	1	0.5
ER Large Laser	LT	2	5

<i>Common Configuration B</i>			
Light PPC	RA	2	3
Beagle Active Probe	CT	2	1.5
Narc Missile Beacon	LT	2	3
Ammo (Narc) 6	LT	1	1
CASE	LT	1	0.5
Light TAG	HD	1	0.5

<i>Leaper Configuration A</i>			
Medium Pulse Laser	RA	1	2
Jump Jets	RT	2	1
Jump Jet	CT	1	0.5
Jump Jets	LT	2	1
ER Large Laser	LT	1	5

<i>Leaper Configuration B</i>			
Medium Laser	RA	1	1
Jump Jets	RT	2	1
Streak SRM 2	RT	1	1.5
Guardian ECM Suite	RT	2	1.5
Jump Jet	CT	1	0.5
Jump Jets	LT	2	1
Streak SRM 2	LT	1	1.5
Ammo (Streak SRM 2) 50	LT	1	1
CASE	LT	1	0.5

<i>Maintainer Configuration A</i>			
ER Medium Laser	RA	1	1
Beagle Active Probe	CT	2	1.5
Narc Missile Beacon	LT	2	3
Ammo (Narc) 12	LT	2	2
CASE	LT	1	0.5
ER Medium Laser	LA	1	1
ER Small Laser	HD	1	0.5

<i>Maintainer Configuration B</i>			
Spot Welder	RA	1	2
TAG	RT	1	1
Beagle Active Probe	CT	2	1.5
Salvage Arm	LA	2	3
Rivet Gun	LA	1	0.5
Ammo (Rivet Gun) 300	LA	1	1
ER Small Laser	HD	1	0.5

<i>Rampager Configuration A</i>			
3 ER Medium Lasers	RA	3	3
Double Heat Sink	RT	3	1
Beagle Active Probe	CT	2	1.5
Double Heat Sink	LT	3	1
3 ER Medium Lasers	LA	3	3

<i>Rampager Configuration B</i>			
Small Vibroblade	RA	1	3
ER Medium Laser	RA	1	1
Jump Jets	RT	2	1
Jump Jet	CT	1	0.5
Jump Jets	LT	2	1
Small Vibroblade	LA	1	3

Notes: No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Wheeled 'Mech Conversion), Battle Fists, Jettison-Capable Weapon (Right Hand), Rugged (1 Point), Ubiquitous (Syberia)

Credit: Giovanni Blasini for the base design

Notable Jacks:

Jack Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Blank Jack	Common (B)	ArtilleryMech	Reg (3/4)	Infantry	Shadow Hawk/Rotunda
Heat Jack	Rampager (A)	ReconMech	Reg (2/3)	Scout	Shadow Hawk/Rotunda
Lighter Jack	Common (A)	ReconMech	Reg (2/3)	Scout	Shadow Hawk/Rotunda
Luna Jack	Common (A)	NinjaMech	Vet (0/3)	Infantry-AntiMech	Shadow Hawk/Rotunda
Red Jack	Common (B)	ArtilleryMech	Vet (2/3)	Infantry	Shadow Hawk/Rotunda
Speeder Jack	Maintainer (B)	DoctorMech	AbvAvg (3/3)	Tech-'Mech	Shadow Hawk/Rotunda
Swiper Jack	Leaper (A)	ReconMech	Reg (2/3)	Scout	Shadow Hawk/Rotunda
Tracker Jack	Leaper (B)	ReconMech	Reg (2/3)	Scout	Shadow Hawk/Rotunda
Trapspringer-One	Rampager (B)	SpecMech	Elt (0/1)	Infantry-AntiMech	Shadow Hawk/Rotunda
Wheeler Jack	Maintainer (A)	DoctorMech	Vet (0/1)	Tech-'Mech, Officer	Shadow Hawk/Rotunda
Break Ender	Common (B)	ReconMech	Vet (1/2)	Scout	Shadow Hawk/Rotunda
Dead Ender	Common (A)	ArtilleryMech	Vet (2/3)	Infantry	Shadow Hawk/Rotunda
Wild Ender	Rampager (A)	ReconMech	Vet (1/2)	Scout	Shadow Hawk/Rotunda

JetMech (Aerofighter AutoMech)

Summary

The *JetMech* class AutoMech shares much of its functionality, and usage with the *Cyclor*, but is tougher and better armed, thanks to whatever breakthrough enabled the Syberians to break the fifty-five-ton barrier on 'Mech-to-fighter conversions. To be fair, there are a lot of ways the people of Syberia evidently trumped the capabilities of their Star League forebears before they managed to kill themselves, but the Inner Sphere has famously failed to revive LAM tech long enough or well enough to build a truly heavy convertible. And yet, the Syberians apparently managed to do it somewhere in the twenty-ninth century. True, they only got a few designs into production like it—including this one and the *BomberMech*—but the 'Mech aficionados keep telling me that this is a monumental accomplishment.

Better than realistically simulated artificial intelligence at a fraction of the size and complexity though? I guess it depends who you ask.

Anyway, the *JetMech's* mass is twenty tons greater than that of the *Cyclor*, and ten tons heavier than the *Seeker II*. Because of that, the thruster sizes apparently needed to be doubled to achieve the same lift and acceleration. Syberia's rocket tech was up to the task, but with all the other things that go up in weight and cost as you go bigger, the end result is a unit that just can't match those

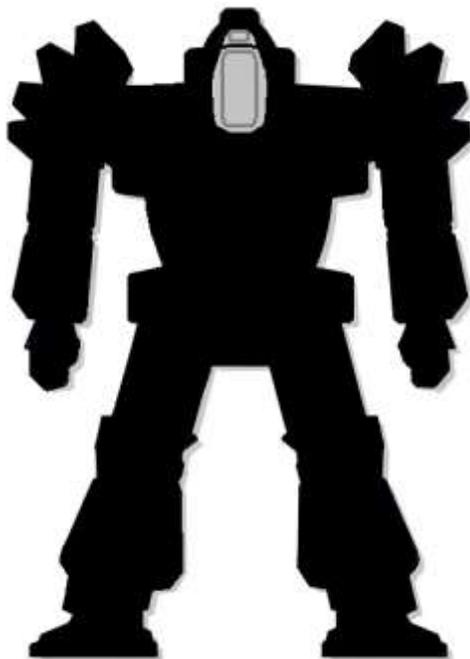
lighter units for speed—either on the ground or in the air.

Still, as it seems they took the *Cyclor's* and *Sweeper's* master-and-drone approach with their AIs when they made the *JetMech*, we're starting to think that the Syberians were considering a new paradigm in how their AutoMech chains of command were meant to work. Could it have been that they were starting to reconsider giving a semblance of free will—however false—to their war machines?

Variant Configurations

The *JetMech* appears to use two specific equipment loads that are, so far as we can tell, differentiated between the master units and the drones. While both make use of a mix of large- and medium-sized lasers, the command-grade *JetMechs* typically mount extended-range versions, while their "code-bonded" drones use the shorter-ranged standard models.

Also, in an obvious effort to try and contain the dangerous levels of heat they can suffer in combat, the master units drop the centerline laser found on the drones, and use the free mass to install an extra double-heat sink in their reactor housing. Despite this modification, these command-grade *JetMechs* can barely keep up with the use of their large lasers alone.



Type: **JetMech**

Technology Base: Syberian (Experimental)

Tonnage: 65

Equipment		Mass
Internal Structure:		6.5
Conversion Eqpt:	Aero	10
Engine:	275	13.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	6	
Safe Thrust:	6	
Max Thrust:	9	
Heat Sinks (Double):	10 [20]	0
Gyro:		3
Cockpit:	AutoMech	3
Fuel:	80	0
Structural Integrity:	21	0
Armor Factor:	160	10
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	21	17
Center Torso (rear)		12
R/L Torso	15	15
R/L Torso (rear)		12
R/L Arms	10	16
R/L Legs	15	18

Fixed Components	Location	Critical	Mass
Avionics	RT/LT/HD	3	0
Landing Gear	RT/CT/LT	3	0
3 Jump Rockets	RL/RT/LL	6	6

Weapons and Ammo

Location Critical Mass

Common Configuration A

ER Medium Laser	RA	1	1
ER Large Laser	RT	2	5
ER Large Laser	LT	2	5
ER Medium Laser	LA	1	1
Double Heat Sink	--	--	1

Common Configuration B

Medium Laser	RA	1	1
Large Laser	RT	2	5
Medium Laser	CT	1	1
Large Laser	LT	2	5
Medium Laser	LA	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flyer, Improved Communications, Nimble Jumper, Code-Bonded (Drone models only; Unit may only operate within 1,000 km of its designated air-command unit)

Notable JetMechs:

JetMech Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
JetMech-D Drone	Common (B)	GruntMech	Vet (2/3)	Minimal	Yao Lien/Stingray
Storm Jet	Common (A)	CommandMech	Vet (2/2)	Infantry, Officer	Yao Lien/Stingray

Leader (Wheeled AutoMech)

Summary

The more we see the *Leader* class AutoMechs in action, the more convinced we are that we couldn't have picked a better name for them. While many of these machines appear under-armed for their mass, their thick armor and command-grade combat computers mesh with their Syberian AIs with astounding clarity. Because their battlefield role requires them to remain close to their subordinate troops, most *Leaders* perform their command duties from the front. As ground-fighters, they often work to counter similar assault-grade units such as the *Tankus*, *Lieutenant*, and *Grimdark* class AutoMechs. But we've also spotted a few that operate more like fire support units and logistics transports.

The *Leader* known as "Primus Optimal" remains at the head of the AutoBoP faction, but we have determined that at least two of its highest ranked sub-commanders are variants on the same chassis. That one of these is a unit known as "Primus Thermal," however, has us somewhat confused as to how their faction handles its rank structure.

(Aside: We believed, rather early on, that the term "Primus" was effectively the AutoBoP military's equivalent to a General of the Armies, but this clearly cannot be the case with more than one so-titled unit in active service. Interviews with other AutoBoP units have failed to clear this up conclusively, but it seems that Primus "Thermal" was commissioned during a brief period when "Optimal" was either crippled or otherwise incapacitated. If so, the elder *Leader's* return to duty did not negate the other's promotion...that, or the event was so unprecedented that even the AutoBoPs themselves aren't sure how to handle it.)

Leader-class AutoMechs appear to be equally prominent in both the AutoBoP and DemoCon armed forces. But while most appear to serve in positions of authority regardless of their

affiliation, none in the DemoCon ranks have yet to attain the near-mythic levels of skill and status given to those who currently dominate the AutoBoP command structure. This of course, is only to be expected, given that the Conglomerate forces' supreme commander is a *Tankus* class that has long clashed with the *Leader*-class known as Primus Optimal.

Variant Configurations

As discussed earlier, many *Leader*-class AutoMechs appear to be under-gunned for a unit that has an impressive, combat equipment capacity of thirty tons. But that is only if one counts the weapons by quantity, rather than power and quality.

The Primus variants, for instance, typically carry only one or two big guns, plus some type of heavy melee weapon for close-in battle.

Transport variants, meanwhile, are even less equipped for fighting, thanks to devoting so much of their payload to storage capacity and the mobility of jump jets to assist in any desperate escapes. (One of those even takes the extra step of installing CASE systems, presumably just in case its cargo happens to be explosive.)

Artillery variants tend to mount matched pairs of heavy-grade missile or ballistic weapons, each with ample magazines and backed up by at least one long-ranged energy gun.

But the Magna variant—named for the most prominent AutoBoP that uses it, a unit known as Magnum Ultra—may be the most comprehensively equipped. Featuring an extended-range laser, an ultra-class autocannon, and a pair of ammo-efficient Streak SRM launchers, it packs the greatest potential for damage output of all the *Leader* configurations we've seen so far.



Type: **Leader**

Technology Base: Syberian (Experimental)

Tonnage: 85

Equipment

Internal Structure:		Mass	8.5
Conversion Eqpt:	Wheeled		13
Engine:	255		13
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:	232		14.5
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	9	
Center Torso	27	31	
Center Torso (rear)		20	
R/L Torso	18	20	
R/L Torso (rear)		16	
R/L Arms	14	20	
R/L Legs	18	30	

Fixed Components

Conversion Gear	Location	Critical	Mass
	RL/LL	2	0
Wheels	RA/RL/LA/LL	4	0

Weapons and Ammo

	Location	Critical	Mass
<i>Prime Configuration A</i>			
Gauss Rifle	RA	7	15
Ammo (Gauss Rifle) 16	RT	2	2
Large Pulse Laser	CT	2	7
Hatchet	LA	6	6
<i>Prime Configuration B</i>			
2 ER PPCs	RA	6	14
2 Double Heat Sinks	RT	6	2
Large Pulse Laser	CT	2	7
2 Double Heat Sinks	LT	6	2
Chainsaw	LA	5	5
<i>Artillery Configuration A</i>			
Light PPC	RA	2	3
LB 10-X AC	RT	6	11
Ammo (LB 10-X) 20	RT	2	2
CASE	RT	1	0.5
LB 10-X AC	LT	6	11
Ammo (LB 10-X) 20	LT	2	2
CASE	LT	1	0.5

Artillery Configuration B

Sword	RA	6	5
LRM 15	RT	3	7
Ammo (LRM 15) 24	RT	3	3
CASE	RT	1	0.5
Guardian ECM	CT	2	1.5
LRM 15	LT	3	7
Double Heat Sink	LT	3	1
ER Large Laser	LA	2	5

Magna Configuration

Ultra AC/5	RA	5	9
Ammo (Ultra AC/5) 40	RA	2	2
Streak SRM 6	RA	2	4.5
Ammo (Streak SRM 6) 30	RT	2	2
CASE	RT	1	0.5
ER Large Laser	CT	2	5
Ammo (Streak SRM 6) 30	LT	2	2
CASE	LT	1	0.5
Streak SRM 6	LA	2	4.5

Transport Configuration A

ER Large Laser	RA	2	5
2 Flamers	RA	2	2
Cargo (7 tons)	RT	7	7
Jump Jet	RT	1	1
CASE	RT	1	0.5
Cargo (7 tons)	LT	7	7
Jump Jet	LT	1	1
CASE	LT	1	0.5
2 Fluid Guns	LA	2	4
Ammo (Fluid Gun) 40	LA	2	2

Transport Configuration B

Snub-Nose PPC	RA	2	6
Beagle Active Probe	RT	2	1.5
Cargo (9 tons)	RT	9	9
Jump Jet	RT	1	1
Jump Jet	CT	1	1
Guardian ECM Suite	LT	2	1.5
Cargo (9 tons)	LT	9	9
Jump Jet	LT	1	1

Notes: No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion), Battle Computer, Battle Fists, Command BattleMech, Jettison-Capable Weapon (Right Hand), Modular Weapons, Rugged (2), Searchlight

Notable Leaders:

Leader Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Magnum Ultra	Magna	CommandMech	Elt (1/1)	Infantry, Officer	Grand Titan/Indra
Primus Optimal	Prime (A)	CommandMech	Sup (0/0)	Analysis, Officer	Grand Titan/HQ Vehicle
Primus Thermal	Prime (B)	CommandMech	Vet (1/2)	Infantry, Officer	Banshee/Coolant Truck
Master Motor	Artillery (B)	CommandMech	Vet (2/1)	Infantry, Officer	Grand Titan/HQ Vehicle
Master Nemesis	Prime (A)	NinjaMech	Vet (3/0)	Infantry	Grand Titan/HQ Vehicle
Master Onslaught	Artillery (A)	CommandMech	Vet (2/1)	Infantry, Officer	Grand Titan/Long Tom MV
October Alpha	Transport (A)	Explorer	Vet (4/2)	Planetary Surveyor	Grand Titan/Coolant Truck
Star Train Alpha	Transport (B)	ReconMech	Vet (2/1)	Scout	Banshee/Pilum Wheeled Tank*

*Remove turret

Lieutenant (Wheeled AutoMech)

Summary

The *Lieutenant*-class AutoMech is, as the name implies, a relative of the *Leader* class in form, if not in function. Although lacking in the enhanced tactical subsystems and communications gear that makes *Leaders* so effective as command units, their visual and mobility profiles—particularly when in vehicular form—betray a similar lineage. *Lieutenant*-class AutoMechs have even been known to tow the same cargo trailer modules periodically used by *Leaders*.

At their most basic, *Lieutenants* serve as support 'Mechs in combat, usually by providing long-range cover fire or plugging holes in defensive formations. All the models of this class we've seen in action to date have also demonstrated a propensity for mounting basic labor equipment in addition to their weaponry, be it in the form of lift hoists or on-board cargo bays for drones, small parts, and ammunition.

Some additional quirks we've also noticed in the *Lieutenant* class include a unique style of forward vehicle plating that, upon converting into BattleMech mode, forms a broad shield for the back of the unit's head module. Combined with hand actuators optimized for physical combat, chassis-wide semi-modular architecture, and a generally high tolerance for the effects of long-term field deployment, it feels quite possible that many of these machines may have descended from units with more gladiatorial origins. As if to bear out this theory, we've noticed that many *Lieutenant*-class AutoMechs are prone toward developing belligerent personalities more in line with the likes of DynaBoG units, rather than the more disciplined AutoBoPs.

The baronial factions appear to be the most dominant user of

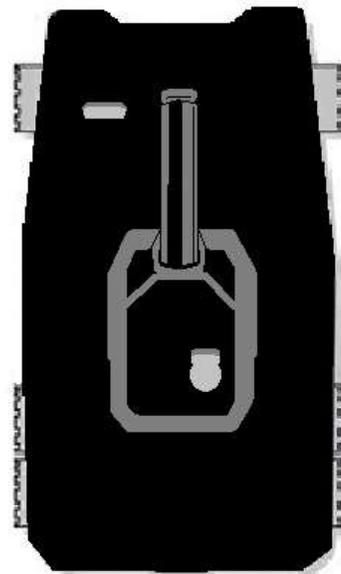
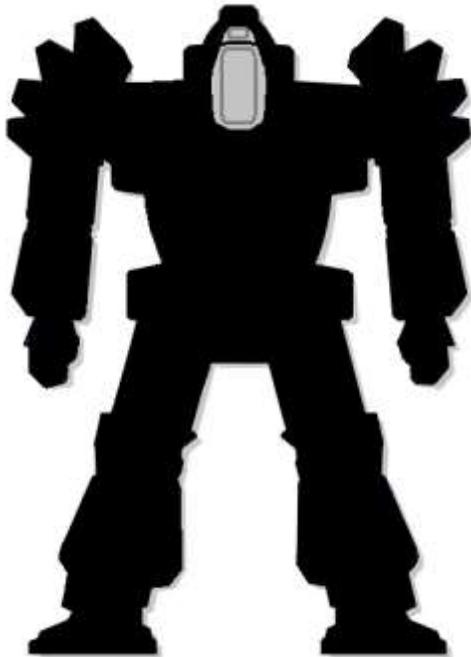
Lieutenant AutoMechs, but the likelihood of DemoCon and JUniCom cannot be discounted, given their overall utility.

Variant Configurations

Two major variations of the *Lieutenant* have been noted in the field so far. The most common one is a basic Support variant, which maintains a five-ton cargo bay in addition to a pair each of ultra-autocannons and twin-pack SRMs.

The second variant, which we call the Artillery configuration, is an absolute brute by comparison. With twin, Artemis-enhanced LRM racks, a binary laser cannon, and an extended-range small laser for good measure, it can lay down solid fire at all ranges—but not without serious risks of overheating. (In case I forgot to mention, *Lieutenants* seem to use standard heat sinks exclusively.) But there is method to this madness, you see, as this design features a rare sight among Syberia's AutoMechs: triple-strength myomer.

It's unknown when, how, or why Syberia's colonists unlocked a stable, military-grade version of TSM, but our best guess is that it stemmed from work on their superheavy AutoMechs. Whatever the case, the Artillery-variant *Lieutenants* are among the very few known to use the stuff, and their high-heat arsenal is almost certainly intended to allow them to engage it almost at will. While such equipment doesn't directly augment the lift hoists this configuration mounts, the fact that it also sports a four-ton shield supports the notion that these AutoMechs evolved from prewar gladiator units.



Type: **Lieutenant**
 Technology Base: Syberian (Experimental)
 Tonnage: 80

Equipment		Mass
Internal Structure:		8
Conversion Eqpt:	Wheeled	12
Engine:	240	11.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Wheeled Cruise MP:	4	
Wheeled Flank MP:	6	
Heat Sinks (Standard):	10	0
Gyro:		3
Cockpit:	AutoMech	3
Armor Factor:	184	11.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	25	28
Center Torso (rear)		13
R/L Torso	17	18
R/L Torso (rear)		10
R/L Arms	13	16
R/L Legs	17	23

Fixed Components	Location	Critical	Mass
Conversion Gear	RL/LL	2	0
Wheels	RA/RL/LA/LL	4	0
Heat Sink	RT	1	0

Weapons and Ammo **Location Critical** **Mass**

Artillery Configuration

Binary Laser Cannon	RA	4	9
LRM 10+Artemis IV	RT	3	6
Ammo (LRM 10) 24	RT	2	2
CASE	RT	1	0.5
Lift Hoist	CT (R)	3	3
LRM 10+Artemis IV	LT	3	6
Triple Strength Myomer	LT	6	0
Medium Shield	LA	5	4*
ER Small Laser	HD	1	0.5

Support Configuration

Ultra Autocannon/5	RA	5	9
SRM 2	RA	1	2
Ammo (Ultra AC/5) 20	RT	1	1
Ammo (SRM 2) 50	RT	1	1
CASE	RT	1	0.5
Cargo (5 tons)	LT	5	5
Ammo (Ultra AC/5) 20	LT	1	1
CASE	LT	1	0.5
Ultra Autocannon/5	LA	5	9
SRM 2	LA	1	2

Notes: No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion), Battle Fists, Cowl, Jettison-Capable Weapon (Right Hand), Modular Weapons, Rugged (2), Searchlight; *Medium Shield reduces this unit's Walk/Cruise MPs by 1.

Notable Lieutenants:

Lieutenant Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Huffa Minor	Artillery	CraftsMech	Vet (2/5)	Engineer	Titan II/Shoden
Pippa Minor	Support	ArtilleryMech	Vet (2/3)	Infantry	Titan II/Shoden*

*Remove Turret

Lifter (Wheeled AutoMech)

Summary

The *Lifter* is another in a series of battlefield engineering AutoMechs, units whose primary functions—at least when in vehicle form—are geared toward labor and non-combat support, but which are built to military specs, rather than those of commercial industry. While most in service today do carry at least one weapon, the remainder of their equipment is invariably dedicated to work best done behind the front lines.

The *Lifter* weighs in at seventy-five tons, which puts it at the top of the heavy weight class, and yet it cuts a remarkably slender profile reminiscent of the Inner Sphere *Grasshopper*. While built for rough use, with actuators well protected against foreign debris, and an efficient design that helps reduce the need for general maintenance, this AutoMech's armor is rather light for its size. Such protection most certainly shields the unit's internals from the typical bangs and tumbles of its daily labors, but can be breached in just one or two hits from heavier weapons.

Curiously enough, *Lifters* come equipped with sophisticated communications and combined logistical/tactical sub-processing systems that combine to make them ideal command-grade units. Among fellow engineering 'Mechs, it is not uncommon to see the *Lifter* acting as the team's leader or chief tech. Some even serve a similar function on the battlefield, typically coordinating troop movements and directing squads of lighter, more battleworthy AutoMechs as part of a headquarters group.

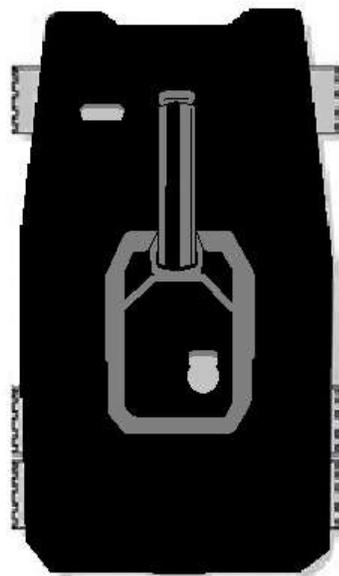
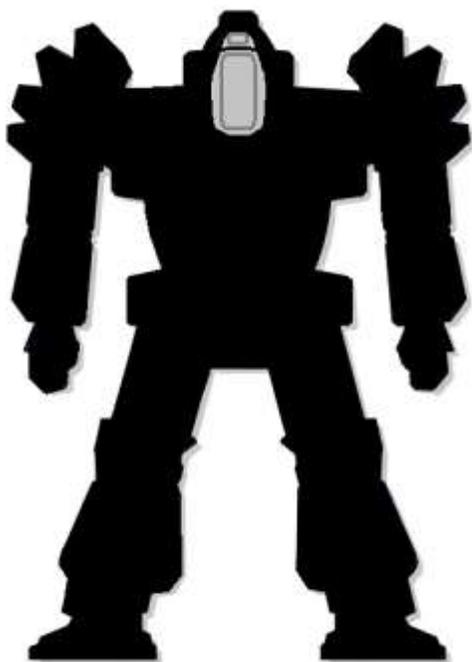
Lifters have shown up among the AutoBoP, DemoCon, and JUniCom forces in varying numbers, but they are most prominent among the baronial factions.

Variants Configurations

The two most common *Lifter* variants are readily identifiable by their non-military equipment features, as well as their electronic signatures (or lack thereof).

The Crane configuration—so known for the dual lift hoists mounted in its left arm—carries a host of electronic warfare equipment that includes not only a Beagle active probe and Guardian ECM, but also six tons' worth of extra comms gear that enable it to combat enemy EW gear, relay data via satellite, and tap into friendly remote sensors.

The Fire Control configuration, as one might easily guess, is configured for firefighting and rescue operations. The twin fluid guns in its left arm are typically loaded with anti-incendiary foam or a compound the locals call "liquid sand," while a retractable, hundred-meter ladder folds up along its right. (We'll not linger on the fact that this ladder is little more than a reminder of the human lives this model was once meant to save.) Fully ten tons of this variant is given over to cargo bays, which can store anything from additional firefighting supplies and medical gear, to repair components and an assortment of MiniMechs or ultralight drones.



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

Fixed Components	Location Critical	Mass
Conversion Gear	RA/RL/LA/LL 4	0
Wheels	RA/RL/LA/LL 4	0

Equipment		Mass
Internal Structure:		7.5
Conversion Eqpt:	Wheeled	11.5
Engine:	300	19
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Wheeled Cruise MP:	5	
Wheeled Flank MP:	8	
Heat Sinks (Double):	10 [20]	0
Gyro:		3
Cockpit:	AutoMech	3
Armor Factor:	144	9
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	23	15
Center Torso (rear)		10
R/L Torso	16	14
R/L Torso (rear)		8
R/L Arms	12	15
R/L Legs	16	18

Weapons and Ammo	Location Critical	Mass
<i>Crane Configuration</i>		
Large Pulse Laser	RA 2	7
Beagle Active Probe	RT 2	1.5
Guardian ECM Suite	CT 2	1.5
Communications Equipment	LT 6	6
2 Lift Hoists	LA 6	6
<i>Fire Control Configuration</i>		
ER Large Laser	RA 2	5
Ladder (100m)	RA 1	0.5
Cargo (5 tons)	RT 5	5
Cargo (5 tons)	LT 5	5
2 Fluid Guns	LA 2	4
Ammo (Fluid Gun) 40	LA 2	2
Small Laser	HD 1	0.5

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion). Command BattleMech, Improved Communications, Protected Actuators, Rugged (1), Searchlight, Trailer Hitch (Vehicle Mode Only); Jettison-Capable Weapon (Right Hand)

Notable *Lifters*:

Lifter Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Fire Crane	Fire Control	ArtilleryMech	Vet (2/3)	Infantry	Grasshopper/Coolant Truck
Grapple Crane	Crane	CraftMech	Vet (1/5)	Engineer	Grasshopper/JI-100
Hauler Crane	Crane	LaborMech	Reg (5/7)	Tech-Civilian	Grasshopper/JI-100
Spot Lifter-P	Fire Control	CommandMech	Vet (1/2)	Infantry, Officer	Grasshopper/Coolant Truck
Hook-Lifter	Crane	DoctorMech	Elt (0/4)	Tech-'Mech, Engineer	Grasshopper/JI-100

Mariner (Naval AutoMech)

Summary

The *Mariner* AutoMech is an odd duck.

Okay, maybe that was a lousy pun. But, I mean, how many of these weird water-going convertible AutoMech types do you see that just bob on the water all day, you know? Well, so far, it looks like, just this one. Sure, the *Coaster* also spends much of its time on the water, but it's actually a hovercraft, so it doesn't count. And the submarine types rarely lurk on the surface for very long on average. But this one, which we're calling the *Mariner* class? It just...floats out there.

And, knowing that it's actually a folded-up BattleMech somehow just makes it *weird* to me.

As a 'Mech, the *Mariner* looks just plain ungainly, especially compared to its more humanoid-shaped contemporaries. On the water, it looks like even less of a big deal, but in fact, this guy tips the scales at ninety tons, over a third of which is combat gear—mostly meant to watch the skies. But you wouldn't necessarily think so while it's out there, looking like a patrol boat, especially if you see it escorting one of those bigger, non-convertible AutoMech ships. I guess that's why I liken it to a duck—or maybe, more like a decoy duck, which looks so unassuming and helpless to hunters and prey alike. Until one gets into range, that is.

Whether in or out of its boat mode, the *Mariner* isn't known for its speed, and it's often lucky if it can get much past fifty kilometers an hour. It boasts thick armor, including actuators that are well sealed and protected from debris and barnacles alike (or whatever Syberia's barnacle-equivalent might be), as well as the natural compartmentalization that makes it harder to sink than a typical

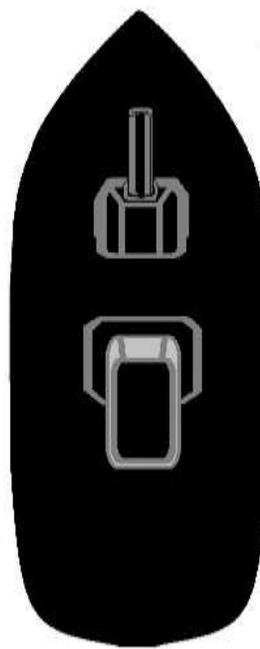
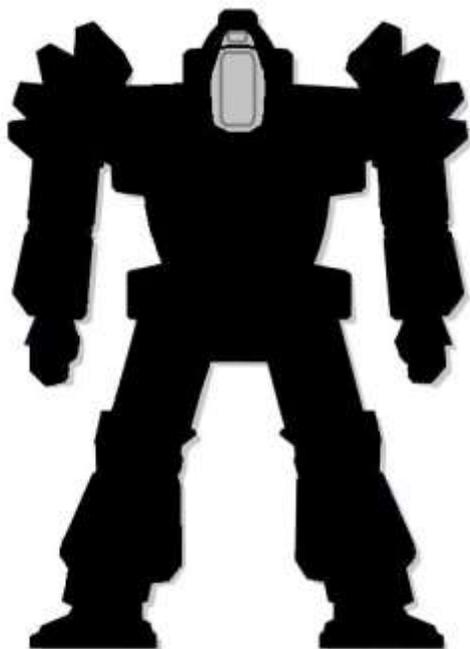
watercraft. So, it's basically a floating assault tank. But while it also has the sonar capabilities and sensors to deal with other maritime threats, this AutoMech's real specialty is anti-aircraft work.

That the AutoBoP faction has more of these units than the DemoCons, who have historically controlled over half of Syberia's meager seas and waterways, is fascinating. Our guess is that the factories and ports responsible for producing and servicing new *Mariners* were captured by the AutoBoPs for much of the past few centuries, during which time, the baronies pumped out as many of these craft as they could reasonably produce. Given their edge in submarine 'Mechs, the DemoCons probably didn't prioritize the factories' recapture, and simply leaned into boats that could fight as well below the waves as they could upon them.

Variant Configurations

The most common loadout we've seen on a *Mariner* has been centered on a pair each of LRM racks and extended-range large lasers. This variant, while quite effective at both littoral combat and anti-air work, also carries a pair of large short-range torpedo racks for targets below the waterline.

The Sniper configuration takes a lower-heat approach to its role by comparison, with only a single ER laser, backed up by a pair of ultra autocannon. While somewhat weaker in overall firepower, this version is at least capable of launching everything it has at its enemies without instantly overtaxing its cooling systems.



Type: **Mariner**
 Technology Base: Syberian (Experimental)
 Tonnage: 90

Equipment		Mass
Internal Structure:		9
Conversion Eqpt:	Naval	13.5
Engine:	270	14.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Cruise MP:	3	
Flank MP:	5	
Heat Sinks (Double):	10 [20]	0
Gyro:		3
Cockpit:	AutoMech	3
Armor Factor:	240	15
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	29	31
Center Torso (rear)		16
R/L Torso	19	25
R/L Torso (rear)		14
R/L Arms	15	25
R/L Legs	19	28

Fixed Components	Location	Critical	Mass
Conversion Equipment	RA/RL/LA/LL	4	0
Floats	RT/RL/LT/LL	4	0

Weapons and Ammo

Common Configuration

	Location	Critical	Mass
ER Large Laser	RA	2	5
LRM 10	RA	2	5
SRT 6	RT	2	3
Ammo (LRM 10) 36	RT	3	3
CASE	RT	1	0.5
SRT 6	LT	2	3
Ammo (SRT 6) 30	LT	2	2
CASE	LT	1	0.5
ER Large Laser	LA	2	5
LRM 10	LA	2	5

Sniper Configuration

	Location	Critical	Mass
Ultra Autocannon/5	RA	5	9
Ammo (Ultra AC/5) 40	RA	2	2
SRT 2	RT	1	1
Ammo (SRT 2) 50	RT	1	1
CASE	RT	1	0.5
ER Large Laser	CT	2	5
SRT 2	LT	1	1
CASE	LT	1	0.5
Ultra Autocannon/5	LA	5	9
Ammo (Ultra AC/5) 40	LA	2	2

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Naval/BattleMech conversion), Anti-Aircraft Targeting, Improved Sensors, Protected Actuators, Searchlight

Notable Mariners:

Mariner Type	Config.	Function	Skill Grade	Skill Set	Mech/Vehicle Form
Depth Charger	Common	ArtilleryMech	AbvAvg (3/4)	Infantry	Bandersnatch/Sea Skimmer*
Dock Watcher	Common	ArtilleryMech	Reg (4/5)	Infantry	Bandersnatch/Sea Skimmer*
Thunder Boat	Sniper	ArtilleryMech	Reg (4/5)	Infantry	Bandersnatch/Sea Skimmer*

*Remove hydrofoil fins

Mesothelae (Bestial AutoMech)

Summary

The *Mesothelae* class is one of two main trooper designs used by the PresiDom's military. With a marked family resemblance to its counterpart, the *Skorpios*, it shares much of the same chassis and architecture, but has a visual aesthetic that is far more arachnoid than arthropodal.

Like many of the insectoid bestial-conversion AutoMechs, the *Mesothelae* features extra limbs that are more decorative than functional. These spindly things cannot support the unit's weight, and can't bear any significant weight, but they can flex a bit to complete the whole "buggy" look, and their mere presence can help soak damage from enemy fire as incoming missiles, shells, and beams often hit them instead of the body segments they're attached to. On the *Mesothelae*, these cosmetic limbs also feature a curious bit of fiber-optic light channeling and flexible tubing that, when hooked up properly to a weapon's exhaust vents, can make it appear as if weapons mounted in the AutoMech's torso are firing instead from the limb-tips. Both of the major variants of this unit make great use of this visual gimmick by linking their machine guns to these false legs.

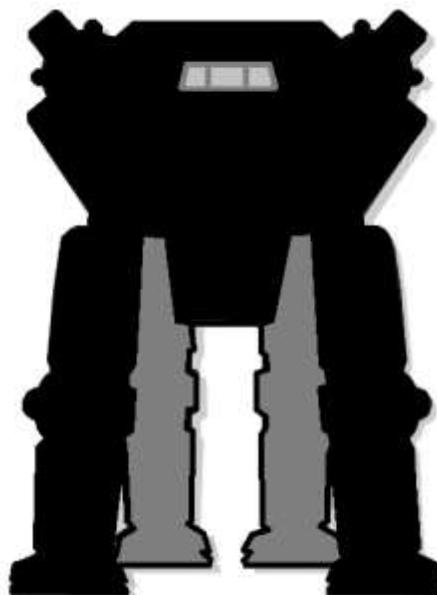
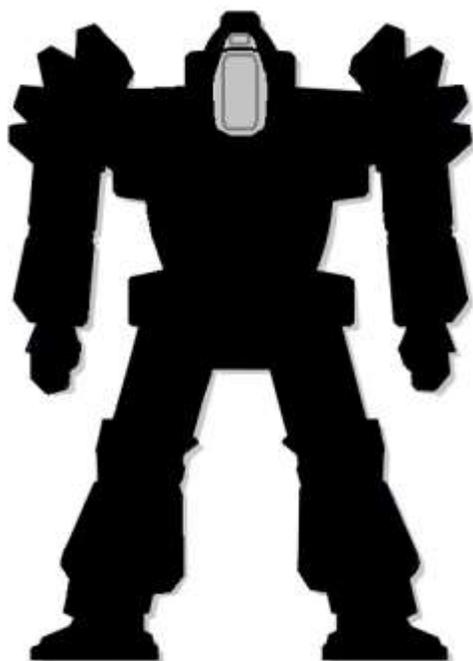
While they are not primarily meant for recon operations, given their limited ground speed and heavy armor, *Mesothelae*s possess some of the best communications and sensor systems the

Syberians could make short of Beagle and Guardian technologies. This enables them to detect many hidden threats at close range, counter some of the more powerful electronics warfare tactics commonly used in battle, and even establish satellite uplinks when possible. These AutoMechs are thus more difficult to surprise or ambush than most others.

Variant Configurations

The *Mesothelae*'s Attack variant is a straightforward combat unit. Its loadout combines an array of machine guns in its torsos for point-blank "critseeking" with an arm-mounted heavy autocannon for ranged armor-smashing. This all-ballistic configuration runs quite cool, but limits the AutoMech's operational endurance, a flaw found with several other PresiDom units.

The somewhat less common Stealth version of this AutoMech drops the Attack variant's heavy autocannon and swaps it out in favor of a pair of large lasers and Star League-grade electronics that seriously magnify their onboard sensors and comm systems. The use of energy weapons as its primary offense can easily overload this unit's heat sinks, so most *Mesothelae*s with this configuration tend to hold one laser in reserve, staggering their fire unless (and until) they have no choice but to unleash their full fusillade.



Type: **Mesothelae**
 Technology Base: Syberian (Experimental)
 Tonnage: 60

Equipment		Mass
Internal Structure:		6
Conversion Eqpt:	Bestial	3
Engine:	240	11.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks (Standard):	10	0
Gyro:		3
Cockpit:	AutoMech	3
Armor Factor:	168	10.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	20	23
Center Torso (rear)		8
R/L Torso	14	19
R/L Torso (rear)		5
R/L Arms	10	20
R/L Legs	14	20

Fixed Components	Location	Critical	Mass
Conversion Equipment	RT/LT	2	0
Heat Sink	RT	1	0
Extra Limbs (4)	2RT/2LT	4	4

Weapons and Ammo

Stealth Configuration

	Location	Critical	Mass
Large Laser	RA	2	5
4 Machine Guns	RT	4	2
Guardian ECM Suite	RT	2	1.5
Ammo (MG) 100	RT	1	0.5
CASE	RT	1	0.5
4 Machine Guns	LT	4	2
Beagle Active Probe	LT	2	1.5
Ammo (MG) 100	LT	1	0.5
CASE	LT	1	0.5
Large Laser	LA	2	5

Attack Configuration

	Location	Critical	Mass
Autocannon/10	RA	7	12
4 Machine Guns	RT	4	2
Ammo (AC/10) 20	RT	2	2
4 Machine Guns	LT	4	2
Ammo (MG) 200	LT	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Distracting (Animalistic Quad Form), Improved Communications, Improved Sensors, Non-Standard Parts

Credit: Glitterboy2098

Notable Mesothelae:

Recluse Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Arachnika	Stealth	ReconMech	Vet (1/2)	Scout	Venom/Tarantula*
Torrentus	Attack	ReconMech	Elt (0/0)	Scout, Officer	Venom/Tarantula*

*Add four more legs.

Minnow (Submarine AutoMech)

Summary

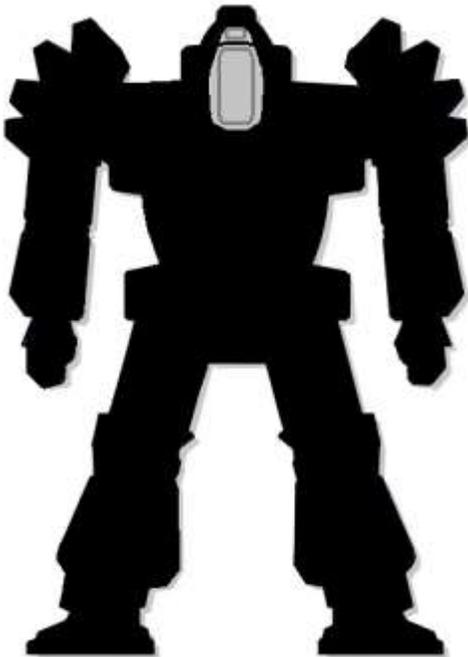
The *Minnow* is the smallest submersible AutoMech type we are presently aware of. It's also the fastest of Syberia's autonomous watercraft—at least so long as we discount the hovercraft. For its mass, this AutoMech is fairly well designed. Its submarine propulsion translates its ground mobility seamlessly, enabling it to reach speeds approaching ninety kph underwater. I can't think of many Inner Sphere subs that can move that fast beneath the waves. At least, none that are also expected to see combat, but then again, I'm not an expert on such things, really. I *have* seen the kind of aquatic BattleMechs they build back home, though, and I must say that the Syberians got them beat.

The *Minnow* is about as tough as it is sleek. In addition to the sinking-resistant compartmentalization that comes part and parcel with being a BattleMech in vehicle drag, its armor thickness is optimized about its most vital core systems. Blow off this thing's legs and arms, and it'll still sail just as fast, as long as its body remains unbreached. Mind you, such breaches would still come easily enough, given most of the heavier weaponry seen routinely in the Syberian arsenals, but one can only make a shell so thick at this AutoMech's weight.

If I had to guess, though, the *Minnow* isn't really meant for combat anyway. Not primarily, at any rate. After all its basic components, this unit has only six tons left for equipment, and of the two main variants we've seen in service, both spend only half their payload on ranged energy weapons. The rest is spent on equipment that can either manipulate its immediate environment or chop away at it. Given this preference and the *Minnow's* speed, I suspect that it was actually meant to function as an explorer/scout or as a rescue vehicle for other sunken units.

Variant Configurations

As I mentioned earlier, the two main variations we've seen of the *Minnow* spend only three tons on weapons: one pulse and one extended-reach medium laser. These guns are even mounted in the same physical locations. But where the most common version carries a hatchet, the other configuration has a salvage arm in its place for more technical work. We call that one the Maintainer variant, though personally, I prefer "handyman."



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

Equipment		Mass
Internal Structure:		4
Conversion Eqpt:	Naval (Sub)	6
Engine:	200	8.5
Walking MP:	5	
Running MP:	8	
UMU MP:	5	
Submarine Cruise MP:	5	
Submarine Flank MP:	8	
Heat Sinks (Double):	10 [20]	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor:	126	8
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	12	14
Center Torso (rear)		9
R/L Torso	10	12
R/L Torso (rear)		8
R/L Arms	6	12
R/L Legs	10	15

Fixed Components	Location Critical	Mass
Conversion Equipment	RL/LL 2	0
2 Double Heat Sinks	RT/LT 6	0
5 UMUs	2RT/CT/2LT 5	2.5

Weapons and Ammo	Location Critical	Mass
<i>Common Configuration</i>		
Medium Pulse Laser	RA 1	2
Hatchet	LA 3	3
ER Medium Laser	LA 1	1
<i>Maintainer Configuration</i>		
Medium Pulse Laser	RA 1	2
Salvage Arm	LA 2	3
ER Medium Laser	LA 1	1

Notes: No turret in vehicle mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, Naval/Mech Conversion), Improved Sensors, Searchlight

Notable Minnows:					
<i>Minnows Type</i>	<i>Config.</i>	<i>Function</i>	<i>Skill Grade</i>	<i>Skill Set</i>	<i>'Mech/Vehicle Form</i>
Nautilia	Maintainer	ReconMech	Vet (2/3)	Scout	Vixen/Cizin*
Wave Diver	Common	ArtilleryMech	Vet (2/3)	Infantry	Vixen/Cizin*

MiniMug (Hover AutoMech)

Summary

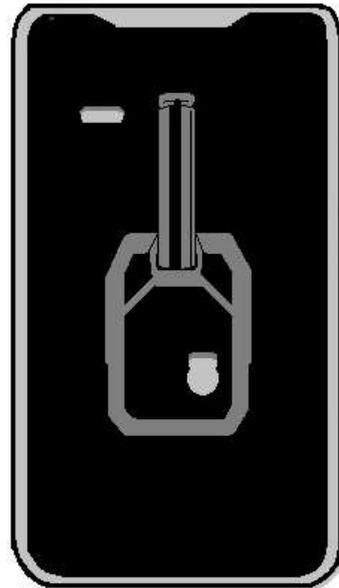
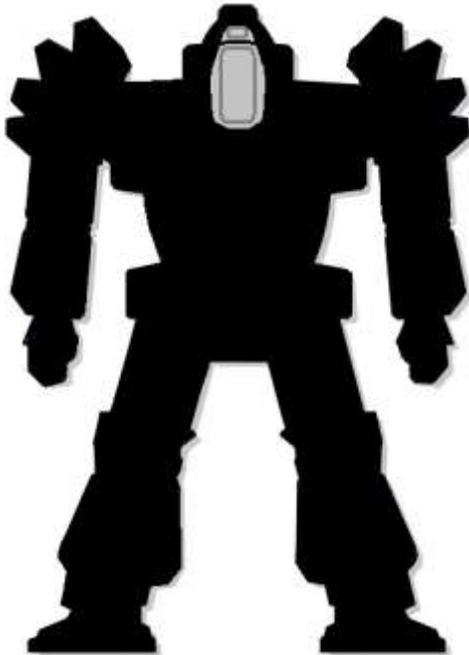
Why? Just... Why? It's practically a ProtoMech! Seriously, though, we think this one may have been intended as a light labor unit and passenger transport for long dead human operators. Its use of commercial armor and the efforts put toward keeping its form as compact as possible—as opposed to the much bigger-looking, but same-weight *Bi-Wheeler* model—suggests that the big priority here was to make an AutoMech that was more human-friendly somehow. Standing at just over four meters, the *MiniMug*, as we've come to call it, looks like what might happen if 'Mechs could breed and have children. Its industrial frame is so small, and its vital components so tightly packed, that it almost looks like it carries its hover-vehicle form on its back like a turtle shell or infantry backpack.

Whatever these ultra-light, autonomous WorkMechs were meant to do originally is a moot point today, of course. With only a

single ton devoted to weapons and equipment, most of those we've seen are armed with just a single medium laser. As this kind of firepower only enables them to pose the most serious threat to the various MiniMechs and ultralight drones observed to date, we suspect that the JUniCom faction armed them with an eye toward anti-infantry work and indoor security. Or perhaps, given the general inefficiencies of JUniCom technologies overall, they simply exist to serve in the same niche as those suit-scale drones their in-system neighbors take for granted.

Variant Configurations

We've not noted any alternative versions of the *MiniMug* to date. Granted, we haven't really looked too hard, but its options are just *that* limited.



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

Equipment		Mass
Internal Structure:	Imp. Industrial	3
Conversion Eqpt:	Hover	2.5
Engine:	90	3
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Hover Cruise MP:	8	
Hover Flank MP:	12	
Heat Sinks (Standard):	10	0
Gyro:		1
Cockpit:	AutoMech	3
Armor Factor (Commercial):	36	1.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	3
Center Torso	5	5
Center Torso (rear)		2
R/L Torso	4	4
R/L Torso (rear)		2
R/L Arms	2	3
R/L Legs	3	4

Fixed Components	Location Critical	Mass
Conversion Gear	RL/LL 2	0
Hover Fans	RA/RL/LA/LL 4	0
7 Heat Sinks	3RT/CT/3LT 7	0

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

Notes: No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Hover Vehicle Conversion), Compact 'Mech, Easy to Maintain, Extended Torso Twist, Full-Head Ejection System, Modular Weapons, Poor Performance, Non-Standard Parts

Notable MiniMugs:					
MiniMug Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Scrap Iron	Common	ReconMech	Grn (4/5)	Scout	Siren ProtoMech/Savannah Master

Mistress (Wheeled AutoMech)

Summary

The *Mistress*-class AutoMech is the kind of unit that you can just see having a home in the Succession Wars-era Inner Sphere. Even though its BattleMech form is more reminiscent of the Clan-made *Kodiak*, it just has that kind of look that reminds me of some those late-thirtieth century downgrades of first Star League machines. You know, the kind that look *huge*, but carry only three or four weapons because they had to use the clunkier stuff they could still make, instead of the sublime stuff made centuries earlier. Or maybe it's just me.

Anyway, this AutoMech is a real tank, and I'm not just talking about its vehicle form, which *is* one. It looks big and tough, and it is armored that way. With the exception of its head module and rearward flanks, it can soak a hit from the biggest guns in the Syberian arsenals without a breach. And with the extra-wide actuation of its midsection, its nearly impossible to find an attack angle on this thing that it can't hit you back from. *Hard*.

The *Mistress* is another one of those Syberian machines that appear to be fielded as master-and-drone troopers, as seen with the *Cycler*, the *JetMech*, and the *Sweeper*. Only about one in thirty of these AutoMechs comes off the assembly line with a full personality, while the rest are silent and obedient mechanoids waiting to be "code-bonded." What's particularly interesting in this arrangement is how all of the "master" units receive feminine

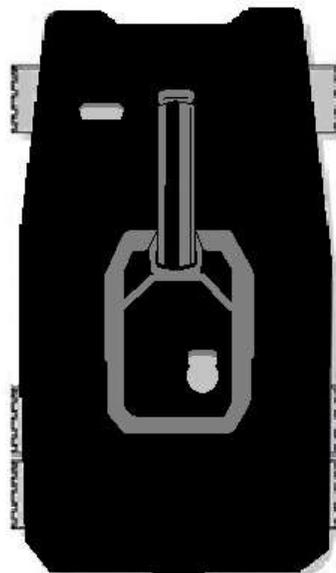
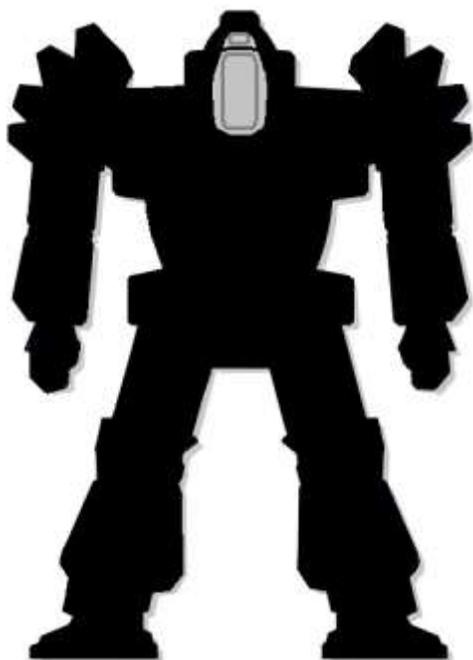
voiceprints. We've seriously not found—or rather, *heard*—any that possess masculine or robo-neutral speech types. It is for this reason, more than any other, that we decided to name this class the *Mistress* (and definitely *not* because one of our team has some kind of fetish).

The *Mistress* is produced off-world—on Tumult, we think—exclusively by the DemoCon faction. It is there that most of these AutoMechs see action, often paired up with yet another of the master-and-drone units, the *Vespidae*, for air support.

Variant Configurations

Mistress-class AutoMechs come in two nearly identical configurations. (This seems particularly weird, given that their engineering is clearly semi-modular, allowing for easy field refits and customizations.) Each carries a pair of ammo-saving Streak SRM launchers, but where one sports an ER PPC as its main energy weapon, the other uses a large pulse laser instead. Though we suspected that the particle guns went to the commanders, and the pulsers went to the more drone-like types, further observation has shown that this weaponry difference is not tied to the unit's personality (or lack thereof).

I'm sure there's a joke in there, about feminine prerogatives and such, but I feel like it's beneath me.



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

Fixed Components	Location Critical	Mass
Conversion Equipment	RA/RL/LA/LL 4	0
Tracks	RA/RL/LA/LL 4	0

Equipment		Mass
Internal Structure:		6.5
Conversion Eqpt:	Wheeled	10
Engine:	260	13.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Wheeled Cruise MP:	5	
Wheeled Flank MP:	8	
Heat Sinks (Double):	10 [20]	0
Gyro:		3
Cockpit:	AutoMech	3
Armor Factor:	208	13
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	21	22
Center Torso (rear)		17
R/L Torso	15	17
R/L Torso (rear)		13
R/L Arms	10	20
R/L Legs	15	30

Weapons and Ammo	Location Critical	Mass
<i>Common Configuration A</i>		
ER PPC	RA	3 7
Streak SRM 4	RT	1 3
Ammo (Streak SRM 4) 25	RT	1 1
CASE	RT	1 0.5
Streak SRM 4	LT	1 3
Ammo (Streak SRM 4) 25	LT	1 1
CASE	LT	1 0.5
<i>Common Configuration B</i>		
Large Pulse Laser	RA	2 7
Streak SRM 4	RT	1 3
Ammo (Streak SRM 4) 25	RT	1 1
CASE	RT	1 0.5
Streak SRM 4	LT	1 3
Ammo (Streak SRM 4) 25	LT	1 1
CASE	LT	1 0.5

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Tracked Vehicle Conversion), Extended Torso Twist, Improved Communications, Modular Weapons

Notable Mistresses:

Mistress Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Mistress-D Drone	Common (B)	GruntMech	Reg (4/5)	Minimal	Kodiak II/Bolla
Strike Mistress	Common (A)	CommandMech	Elt (0/1)	Infantry, Officer	Kodiak II/Bolla

Type M Mite (Quad MiniMech)

Summary

At just under half a ton in total mass, the Type M Mite quadruped drone is the lightest of the four-legged battlesuit-adjacent units we've seen so far among the Syberian AutoMech factions. In fact, it may be lightest AutoMech of all, even when counting the non-'Mech-like ultralight drones we've observed to date.

As might be imagined, the Mite is pretty speedy. Skittering along at over fifty kilometers per hour, it can handle any terrain a human infantryman can manage, and it is not uncommon for these things to be found "infesting" the various abandoned structures that make up most Syberian ruins. That they carry a suit-scaled small laser to boot is enough to make one wonder how many of their creators these drones they've killed, but asking them is ill-advised. That's not just because they are as likely to fire upon a human as not, mind you; these things don't really talk, as such.

Mite-class MiniMechs possess the simplest form of the Syberian-developed autonomous intelligence systems we've seen to date, and are completely dependent on "code-bonded" masters to direct their actions and duties. Seemingly incapable of any sort of initiative, and lacking in any sort of self-preservation protocols, many will barely even react to threats in their vicinity unless specifically ordered to do so. Otherwise, they simply go about their business, whatever that may be.

Given their mobility and size, Mites make for good—if disposable—scouts. With only limited memory capacity, however, they will usually relay their observations immediately, rather than record them for later recall. This tends to make them so easy to detect that any advantages in size and speed are practically negated. It is doubtless that this is why the Type M has largely been supplanted by other drone types, and why they are only sent on recon missions after all other options have been exhausted.

These days, only the PresiDom sub-faction of the DemoCon alliance makes significant use of Mites. Among them, most of these mini-drones just appear to serve as pets or companions, following their code-bonded masters like faithful pups and clearing out debris or the odd vermin using their lasers. Disarmed Mites have even been known to act as light-bearers, illuminating dark areas and acting as visual beacons for artillery or target practice.

Variant Configurations

The only Mite configuration worth serious consideration is the standard one, armed with its single small laser and barely armored well enough to survive a burst of machine gun fire. All other variations seen to date have been nigh-irrelevant, disarmed versions like the aforementioned "light-bearers" that are scarcely worth evaluating.



Type: **Type M Mite**

Technology Base: AutoMech (Battlesuit)

Mass: 500 kg

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

AToW BAR Values: 4/5/6/5; E/I/C: 0/0/0

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), Non-Learner (Unable to improve Skills)

Credit: Glitterboy2098

Equipment		Slots	Mass
Internal Structure:	Robotic (Quad)		100
Motive System:			
Ground MP:	5		90
Manipulators:	None		0
Armor:	Basic Standard		100
Armor Value:	2 + 1 (CPUs)		

Weapons and Ammo	Location	Slots	Mass
<i>M1 Configuration</i>			
Small Laser	Body	1	200

Notable Mite Drones:

Mite Drone Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Mite Drone	M1	GruntMech	Reg (4/5)	Minimal	Sloth BA/None

MonoWheeler (Wheeled AutoMech)

Summary

In its vehicular form, the *MonoWheeler* appears to be a sleeker form of the JUniCom faction's *Bi-Wheelers*—at a glance. But further analysis—and the discovery of some remarkably unique capabilities—quickly disabused us of that notion.

To start with the basics: the *MonoWheeler* is a light AutoMech that's been engineered to convert into a large, motorcycle-like wheeled vehicle. In both its vehicle and BattleMech modes, it has a narrow profile that helps it maneuver in tight spaces, and its vehicle form is compact enough to share bay space inside a DropShip. Its supercharged reactor provides enough power to achieve speeds past a hundred clicks per hour, regardless of the unit's operating mode, which puts it easily among the fastest ground units in the Syberia system. The *MonoWheeler's* armor is light, of course, but its firepower capacity is respectable for its size, making a swarm of these machines a dire threat indeed.

But the real surprise with this AutoMech comes from its peculiar ability to use its wheeled motive systems even while operating in 'Mech mode. By essentially performing a partial transformation—similar, if only thematically, to the AirMech mode of historical LAMs—this unit can lock its legs together and engage their main drive wheel while remaining otherwise upright and in BattleMech form. This unusual semi-conversion grants the *MonoWheeler* the speed of its motorcycle form without fully sacrificing the flexibility unique to BattleMechs...

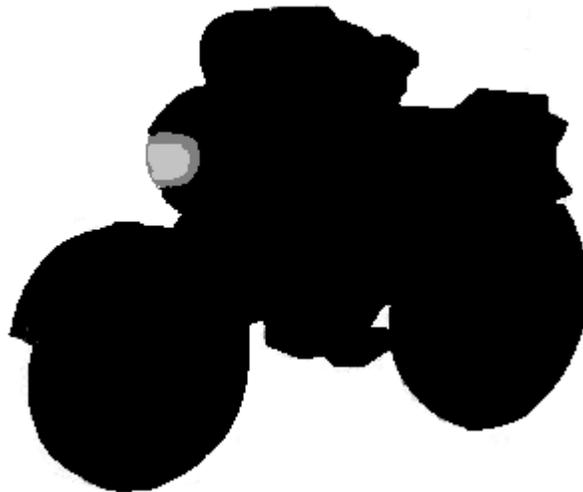
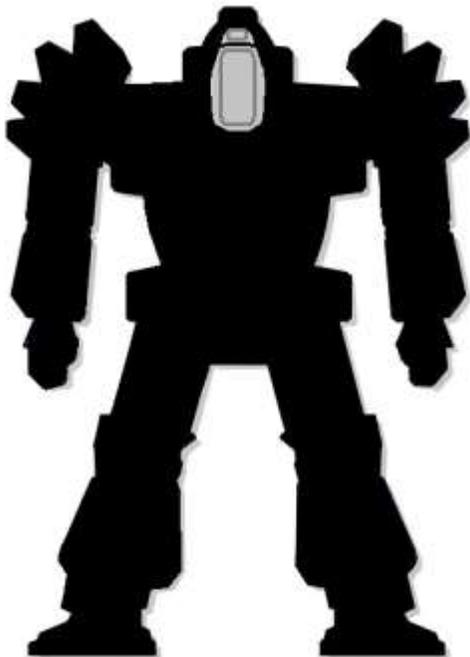
But this trick *does* come at a cost. By effectively becoming a

BattleMech torso riding on a 'Mech-scaled unicycle, the *MonoWheeler's* gyros are taxed to their limits to prevent falling at any speed, and even minor damage to the leg actuators will disable the entire system. Moreover, the unit becomes markedly less adept at handling uneven and unstable terrain without compromising its stability entirely. Because of these factors, *MonoWheelers* almost never use this hybrid mobility outside of urban environments and flatlands. For woodlands, badlands, marshes, and the like, only the traction or their legs will do.

Variant Configurations

The only *MonoWheeler* equipment configuration we've confirmed is one which places a medium laser and a flamer in each of the AutoMech's arms. No other major variants have become apparent to date.

It bears recognition that the *MonoWheeler* is yet another AutoMech type that has seems to have been programmed around the philosophy of "code-bonded" formation-building. For every two dozen of these units in service, only one tends to demonstrate any form of "personal initiative," and acts as the master of its more drone-like counterparts. While this would be generally good news for anyone who finds themselves on the wrong end of a *MonoWheeler's* guns—what with the drones typically being dumber and less adaptive than the masters—such a boon is generally mitigated by the tendency for these things to show up in swarms.



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

Equipment		Mass
Internal Structure:		2.5
Conversion Eqpt:	Wheeled	4
Engine:	125	4
Walking MP:	5	
Running MP:	8 (10)	
Jumping MP:	0	
Wheeled Cruise MP:	6	
Wheeled Flank MP:	9 (12)	
Heat Sinks (Standard):	10	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor:	80	5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	8	10
Center Torso (rear)		5
R/L Torso	6	8
R/L Torso (rear)		4
R/L Arms	4	8
R/L Legs	6	8

Fixed Components	Location	Critical	Mass
Conversion Equipment	RL/LL	2	0
Wheels	RA/RL/LA/LL	4	0
Supercharger	CT	1	0.5
5 Heat Sinks	2 RT/CT/2 LT	5	0

Weapons and Ammo	Location	Critical	Mass
<i>Common</i>			
ER Medium Laser	RA	1	1
Flamer	RA	1	1
ER Medium Laser	LA	1	1
Flamer	LA	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), Compact, Narrow Profile, Peculiar Mobility (May use wheeled movement in 'Mech mode, with +2 Piloting Skill modifier), Searchlight

Notable MonoWheeler's:

MonoWheeler Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Motothrust	Common	CommandMech	Vet (2/2)	Scout, Officer	Falcon/Inverted Cavalry*
MonoWheeler-D Drone	Common	GruntMech	Reg (4/5)	Minimal	Falcon/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 "ringed tail rotor" mounted in the nose area. (These "tail rotors" act as the vehicle form's wheels.)

M-Turret (Emplacement AutoMech)

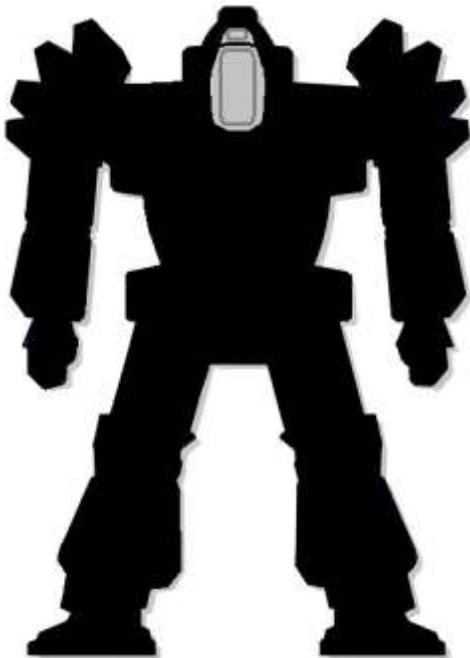
Summary

The M-Turret emplacement AutoMech is a convertible missile battery, and quite possibly one of the most ridiculous ideas the Syberians came up with before they killed themselves off (alongside the G-Turret, naturally). Even the bestial AutoMechs, whose alternate modes accomplish little more than denying them the use of their hands, make more sense than these. Hell, it still mystifies me that they endowed these things with their fancy faux-sentient AIs when a sensor system and basic fire control computers can do the job these machines fold themselves into!

As with the *G-Turrets*—and yes, I freely admit that I am basically just repeating my entry on *those* nearly verbatim—the Syberians went all out with these things. The best sensors, top-shelf targeting and tracking systems, and even the silly light-house beacon—all for units that may spend their whole existence watching over a single position that may not even be worth the charred land it stands on. I said I would repeat my impression that these EmplacementMechs were a silly idea, and here I am, delivering on that promise.

Frankly, the only one of these machines that makes a lick of sense are those monstrous *Fortress*-class superheavies. Those suckers, at least, can actually put the fear of God into just about any AutoMech sent their way. But these guys...?

Anyway... Here is another example of the Syberians' vaunted TurretMechs.



Variant Configurations

About the biggest advantage these missile-based AutoMechs have over their gun-based brethren is that you can actually encounter one and remain unsure what you're facing until it opens fire. I mean, you *could* sit back and count the missile ports, I guess, but odds are you will be under fire before you've finished. Still, here are some pointers:

If they fire more than one volley of a bunch of missiles at you, check your distance. At close range, you'd be facing about two dozen SRMs; at long, you're dealing with thirty LRMs. If, instead of either, you get pummeled by several waves of missiles before you get too close, only to see the TurretMech get up and walk away while your ears are still ringing, then congratulations! You just survived taking about 240 unguided rockets to the face!

But, like the *G-Turrets*, the *M-Turrets* have one configuration that gets a bit more sophisticated with all kinds of electronics warfare gear. You'll know them by the fact that they look more like a G-Turret, with only a single tube per arm, and may zap you with a laser bolt or two while you're dealing with their ECM noise. These Picket variants use Narcs instead of conventional missile ordnance, and since they're also going to be blabbing your position to every friend of theirs in their broadcast range, you can bet that those Narcs will help make the incoming artillery and missile fire *extra* precise.

These damned, stupid, annoying-as-hell things, I tell you...



Type: **M-Turret**
 Technology Base: Syberian (Experimental)
 Tonnage: 60

Equipment		Mass
Internal Structure:		6
Conversion Eqpt:	Emplacement	6
Engine:	240	11.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Emplacement MP:	None	
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	20	20
Center Torso (rear)		19
R/L Torso	14	18
R/L Torso (rear)		18
R/L Arms	10	20
R/L Legs	14	20

Fixed Components	Location	Critical	Mass
Conversion Equipment	RA/RL/LA/LL	4	0
Double Heat Sink	RT	3	0

Weapons and Ammo	Location	Critical	Mass
<i>SRM Battery Configuration</i>			
2 SRM 6s	RA	4	6
Ammo (SRM 6) 45	RT	3	3
Ammo (SRM 6) 45	LT	3	3
2 SRM 6s	LA	2	6

LRM Battery Configuration

LRM 15	RA	3	7
Ammo (LRM 15) 16	RT	2	2
Ammo (LRM 15) 16	LT	2	2
LRM 15	LA	3	7

Rocket Battery Configuration

3 Prim. Rocket Launcher 20s	RA	9	4.5
3 Prim. Rocket Launcher 20s	RT	9	4.5
3 Prim. Rocket Launcher 20s	LT	9	4.5
3 Prim. Rocket Launcher 20s	LA	9	4.5

Picket Configuration

Narc Missile Launcher	RA	2	3
Ammo (Narc) 12	RA	2	2
Beagle Active Probe	RT	2	1.5
Comms Equipment	RT	2	2
TAG	CT	1	1
TAG	CT (R)	1	1
Guardian ECM Suite	LA	2	1.5
Narc Missile Launcher	LA	2	3
Ammo (Narc) 12	LA	2	2
ER Medium Laser	HD	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Emplacement 'Mech Conversion), Improved Sensors, Improved Targeting (All), Searchlight

Notable M-Turrets:

M-Turret Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
M-Turret	SRM Battery	GruntMech	Reg (4/5)	Minimal	Bombardier/Striker Tank*
M-Turret	LRM Battery	GruntMech	Reg (4/5)	Minimal	Bombardier/LRM Carrier*
M-Turret	Rocket Battery	GruntMech	Reg (4/5)	Minimal	Bombardier/Heavy LRM*
M-Turret	Picket	GruntMech	Reg (4/5)	Minimal	Bombardier/Cizin*

*Turret only

Orbiter (Aerofighter AutoMech)

Summary

The *Orbiter* is an aerofighter AutoMech that is, for whatever reason, primarily intended for long-term use in high planetary orbit (hence our name for it, of course). Like all aerospace fighter craft—and, by extension, the BattleMechs that mimic them—this unit lacks the fuel expansion systems that make long-range space travel practical, and so it rarely ventures much farther than a planet's mesosphere. For most missions, the *Orbiter* will climb to such altitudes in its fighter form, and then, upon reaching a good position, its active thrusters disengage, and the unit just...hangs around up there, like a comm satellite.

As a convertible fighter, the *Orbiter* could charitably be considered adequate in terms of speed, armor, and firepower. This is largely achieved by virtue of Syberia's unique rocket-thruster technology, as its 'Mech form is far more limited in its mobility and effectiveness. Because of this, and the solitary nature in which these units appear to work, we have abandoned our initial theories that this AutoMech was meant to serve as a lurking, high-altitude "ready responder."

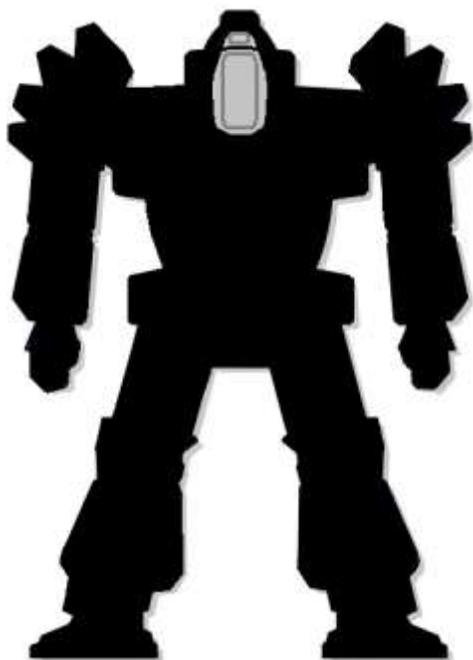
Further analysis of this model eventually uncovered its sophisticated sensors and communications array, as well as the presence of a high-resolution imager in its typical payload. It was only then that we realized the *Orbiter* wasn't merely lingering

above its world, but actively observing it, and relaying messages and strategic data to its allies. For all intents and purposes, this AutoMech's *modus operandi* is to *become* a spy satellite once it's deployed. This unique function might be an adaptation to the gradual failure of Syberia's original, standard comm-sats and such over the years. Or maybe, it was the rise of units like the *Orbiter* that caused the original networks' breakdown.

Most of the *Orbiter* AutoMechs we've identified to date have sported the colors of the DemoCon faction. The baronial factions appear to have their own pseudo-satellite unit with their lighter and faster *Scout*-class. As both are deployed and dispersed in similar numbers, we imagine that periodic one-on-one dogfights erupt almost any time such rival units come close enough to one another.

Variant Configurations

We've seen no significant variations to date to the basic *Orbiter* design, which centers its equipment on an array of imagers, defended by extended-range lasers. But we believe it to be more than likely that alternate configurations may exist that are based around other systems normally deployed via conventional satellites.



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

Equipment		Mass
Internal Structure:		4
Conversion Eqpt:	Aero	6
Engine:	160	6
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:	12	0
Armor Factor:	96	6

	<i>Internal Structure</i>	<i>Armor Value</i>
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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
 Landing Gear
 4 Double Heat Sinks
 3 Jump Rockets

Location Critical **Mass**

RT/LT/HD	3	0
RT/CT/LT	3	0
2RA/2LA	12	0
RL/RT/LL	6	3

Weapons and Ammo

Observer Configuration

	Location Critical	Mass
ER Large Laser	RA 2	5
Fuel (40)	CT 1	0.5
High-Res Imager (Satellite)	LT 1	2.5*
2 ER Medium Lasers	LA 2	2

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flyer, Improved Communications, Improved Sensors, Jettison-Capable Weapons (Hands); *Satellite sensors are only usable in aerofighter form.

Notable Orbiters:

<i>Orbiter Type</i>	<i>Config.</i>	<i>Function</i>	<i>Skill Grade</i>	<i>Skill Set</i>	<i>'Mech/Vehicle Form</i>
Brute Blaster	Observer	ReconMech	Vet (2/3)	Scout	Arbalest/Slayer

Panthera (Bestial AutoMech)

Summary

The *Panthera* class AutoMech is the AxiMaL faction's standard trooper, with a mix of speed and firepower. This class is typically given cosmetics replicating Terran tigers, lions, panthers—or even dire wolves for a change of pace. Some of these simulated “furry hides” sport colors and patterns never seen in nature, but it's all the same to the 'Mechs that bear them. Despite being ten tons heavier (and a bit larger) than the swift-footed *Cynofelis*, the visual similarities between the two classes had us briefly believing that they were one and the same until we finally saw them side by side.

The *Panthera*, for its part, has a pretty good stride, topping off just shy of a hundred kilometers per hour, with no supercharger. It boasts over twice as much armor as the smaller *Cynofelis*, as well as an eight-ton payload capacity for weapons and equipment. Like its lighter cousin, the *Panthera* has a low profile in its quadruped form, but its greater bulk remains evident in comparison, underscoring the limits of Syberian engineering.

The AxiMaL sub-faction deploys many of these AutoMechs in the field, and has even shared them with their other allies in the AutoBoP faction, but such export units often lack the exotic faux-flesh coverings used in the environs of Axilum. A significant

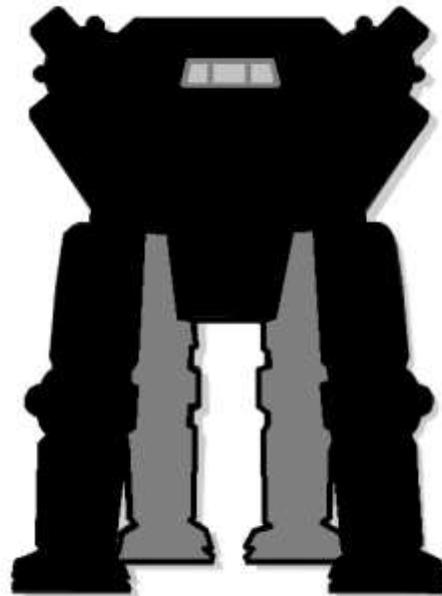
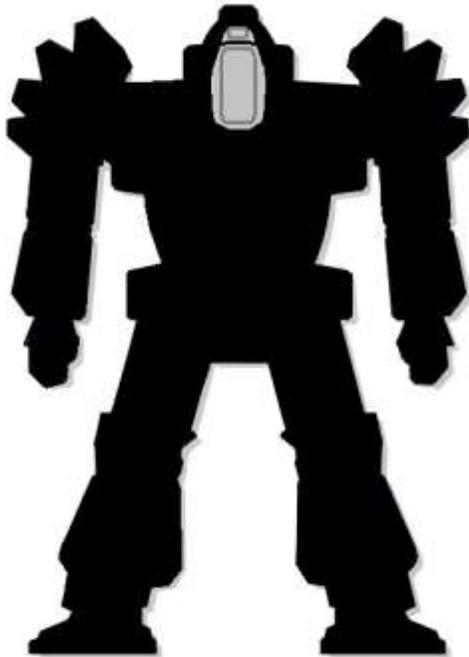
number of these units—likewise lacking in simulated hides—have also appeared in the ranks of the PresiDom and DemoCon armies, but we're not sure if these are the result of reprogrammed captures or a PresiDom product line that deliberately copies the AxiMaL originals.

Variant Configurations

All of the common variations we've seen for the *Panthera* class appear to be laser boats, with extended-range beam weapons being favored over standard or pulse varieties. Because this AutoMech uses standard heat sinks, however, many of these units run a significant risk of overheating in heavy combat.

These common variants also make universal use of a reduced-size tail that retains some potency as a combat weapon—unlike those used by the *Cynofelis*.

The most apparent deviations from the standard *Panthera*, therefore, tends to be only skin (or plating) deep. Differentiations in colors and styles run through a broad range of terrestrial and extraterrestrial “great cats,” as well as more canine or lupine varieties.



Type: **Panthera**

Technology Base: Syberian (Experimental)

Tonnage: 30

Equipment

Internal Structure:		Mass	3
Conversion Eqpt:	Bestial	1.5	
Engine:	180	7	
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Heat Sinks (Standard):	10	0	
Gyro:		2	
Cockpit:	AutoMech	3	
Armor Factor:	88	5.5	
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	5	
Center Torso	10	12	
Center Torso (rear)		5	
R/L Torso	7	10	
R/L Torso (rear)		4	
R/L Arms	5	8	
R/L Legs	7	11	

Fixed Components

Conversion Equipment	RT/LT	2	0
3 Heat Sinks	1RT/2LT	3	0

Weapons and Ammo

Common Configuration A

ER Large Laser	RA	2	5
Chain Whip	CT (R)*	2	3

Common Configuration B

ER Small Laser	RA	1	0.5
Sword	RA	2	2
ER Medium Laser	RT	1	1
Chain Whip	CT (R)*	2	3
ER Medium Laser	LT	1	1
ER Small Laser	LA	1	0.5

Common Configuration C

Medium Pulse Laser	RA	1	2
Chain Whip	CT (R)*	2	3
Medium Pulse Laser	LA	1	2
TAG	HD	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Distracting (Animalistic Quad Form), Low Profile, Non-Standard Parts; *The torso-mounted Chain Whip functions as a Tail, but delivers only 4 points of damage on a successful strike.

Credit: Glitterboy2098

Notable Pantheras:

<i>Panthera</i> Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Panthera	Common (A)	NinjaMech	Vet (0/3)	Infantry-AntiMech	Wolfhound/Antlion
Puma	Common (C)	ArtilleryMech	Vet (2/3)	Infantry	Wolfhound/Antlion
Wolfram	Common (B)	ArtilleryMech	AbvAvg (3/4)	Infantry	Wolfhound/Sarath
Razerking	Common (B)	CommandMech	Vet (0/1)	Infantry, Officer	Wolfhound/Antlion
Smasherking	Common (B)	GruntMech	Vet (2/3)	Minimal	Wolfhound/Antlion

Type P Pouncer (Quad MiniMech)

Summary

The Type P Pouncer quadruped drone is one of the lightest combat “MiniMech” units we’ve seen among the Syberian AutoMech factions today. Twice as heavy as the smaller Type M Mite, this model sports a form that typically resembles a robotic cat (or dog) in its visual style, while still bearing enough armor and mobility to potentially survive a direct hit from some of the largest weapons found in the Syberian arsenal.

Although most of the Pouncers we’ve seen so far are armed for battle, the presence of superior grade sensors and radio equipment indicate that their true function is reconnaissance. They are also among the cleverest of the “code-bonded” drones we’ve seen in action, demonstrating a degree of autonomy that makes on doubt where their masters’ directives end and theirs begin.

Pouncers are among the drone types most commonly fielded by *Sounder*-class units, alongside Spybird ultralights and the T1/T2 Grunt MiniMechs. When deployed for reconnaissance or tracking, Pouncers are typically solo operatives, but when used defensively,

they tend to operate in concert with all of the other drones deployed from their master AutoMech, and will frequently gang up on any target deemed an immediate threat to said host unit.

Variant Configurations

We’ve seen only about two dozen Pouncers in active service so far, but from what we can tell, both rely on self-propelled ordnance launchers as their primary armament. In the most common case, which we lazily dubbed the P1, the weapons of choice are a pair of SRM twin-packs, with a total of five volleys between them. The P2, meanwhile, uses a pair of recoilless rifles instead, with enough munitions for more than three minutes of sustained fire. In both cases, the nature of their ammo can vary with their mission, ranging from high-explosives and incendiaries for anti-armor work and defoliation, to smoke shells and flares for concealment and signaling.



Type: **Type P1/P2 Pouncer**

Technology Base: AutoMech (Battlesuit)

Mass: 1,000 kg

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

AToW BAR Values: 9/7/7/7; E/I/C: 0/0/0

Equipment

		Slots	Mass
Internal Structure:	Robotic (Quad)		250
Motive System:			
Ground MP:	5		80
Manipulators:	None		0
Armor:	Advanced Standard	5	320
Armor Value:	8 + 1 (CPUs)		

Weapons and Ammo

	Location	Slots	Mass
<i>P1 Configuration</i>			
SRM 2 (2)	Body	3	160
SRM 2 (3)	Body	3	180

P2 Configuration

Light Recoilless Rifle (20)	Body	2	175
Light Recoilless Rifle (20)	Body	2	175

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), Improved Sensors, Improved Communications, Code-Bonded (Unit may only operate within 100 km of its designated command unit)

Notable Pouncer Drones:					
Pouncer Drone Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Nocturna Drone	M1	NinjaMech	Reg (2/3)	Infantry-AntiMech	Rottweiler BA/None
Tabby Drone	M1	ArtilleryMech	Vet (2/3)	Infantry	Rottweiler BA/None
Glimmer Drone	M2	DoctorMech	Vet (2/4)	Technician-Mech	Rottweiler BA/None
Howler Drone	M1	ArtilleryMech	Vet (2/3)	Infantry	Rottweiler BA/None
Ravager Drone	M1	ReconMech	Elt (0/1)	Scout	Rottweiler BA/None

Rattus (Bestial AutoMech)

Summary

An ultra-light recon-patrol unit, the *Rattus* class AxiMaL AutoMech is a common sight both within the Axilum bio-dome remains and on the borders of AxiMaL territory. In the times before the Syberian holocaust, this unit was primarily used to deploy the remote sensors that helped its masters observe the complex ecosystem they'd created and pledged to defend, while also keeping watch outside the facilities for trespassers and other potential threats.

Meant to operate as stealthy as possible, the *Rattus* was built with a compact frame so small that it could easily be mistaken for a ProtoMech or heavy battlesuit, with a faux-flesh covered quadruped form designed to take after various forms of Rodentia and other small mammalians.

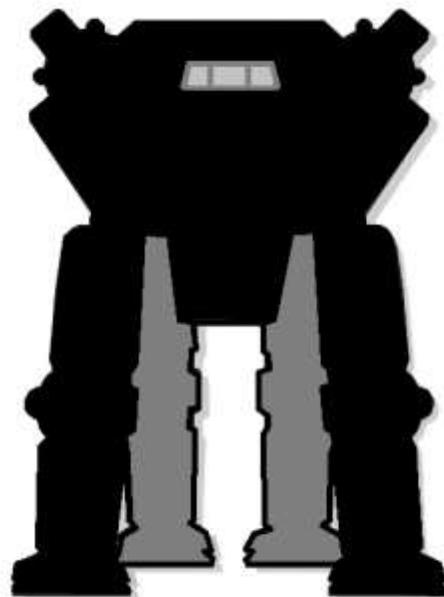
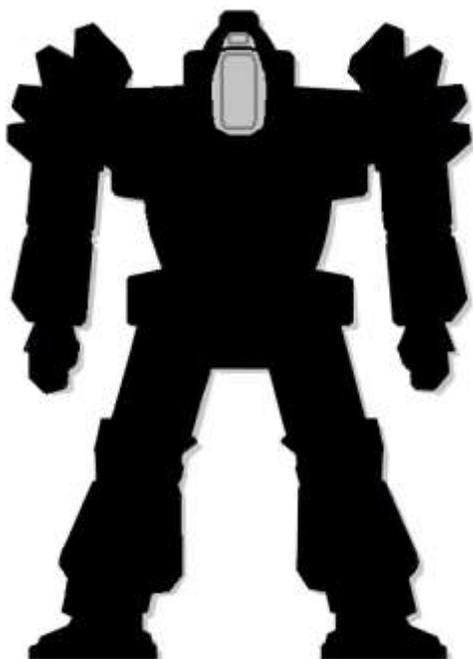
As war spread across Syberia, the Axilum Dome became increasingly imperiled by DemoCon forces and their allies in the Inter-Sect Confederation and Presidential Domains, and so the AxiMaL group began to arm its various bestial AutoMechs for the inevitability of combat while seeking support from the baronial states. The *Rattus*—originally equipped with minimal anti-personnel weaponry, commercial-grade armor, and a host of

communications gear—was upgraded for battle against other AutoMechs. In addition to a more advanced sensor array and communications package, a Guardian ECM suite was installed to help the unit hide from hostile radar. Military-grade armor reinforced its simulated hide, and more advanced firepower was added to help it fight whatever it couldn't flee.

Although the modern *Rattus* would still be hard-pressed to survive an encounter with anything much bigger than a MiniMech or ultralight drone, it remains a sophisticated and effective patrol unit. Most *Rattus* AIs quickly learn to rely on their tiny size, deployable sensors, and cautious tactics to evade battle until stronger allies can reach the scene.

Variant Configurations

We believe there to be no definitive variations to the *Rattus* beyond the specs outlined here. Given that most AutoMech variants tend to arise out of ad hoc field repairs, the fact of the matter is that this unit is generally too light and easily destroyed to “earn” such refits. In lieu of any established alternate loadouts, it seems that the AxiMaL faction simply replaces any lost or critically damaged *Rattuses* with identical models.



Type: **Rattus**

Technology Base: Syberian (Experimental)

Tonnage: 15

Equipment

		Mass
Internal Structure:		1.5
Conversion Eqpt:	Bestial	1
Engine:	75	2
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks (Standard):	10	0
Gyro:		1
Cockpit:	AutoMech	3
Armor Factor:	48	3
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	5
Center Torso	5	7
Center Torso (rear)		2
R/L Torso	4	4/6
R/L Torso (rear)		2
R/L Arms	2	4
R/L Legs	3	6

Fixed Components

	Location Critical	Mass
Conversion Equipment	RT/LT 2	0
7 Heat Sinks	4RT/1CT/2LT 7	0

Weapons and Ammo

	Location Critical	Mass
<i>Common Configuration A</i>		
Medium Laser	RA 1	1
Guardian ECM Suite	RT 2	1.5
Remote Sensor Dispenser	LT 1	0.5
Ammo (Sensors) 30	LT 1	0.5

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

Credit: Glitterboy2098

Notable *Rattuses*:

<i>Rattus</i> Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Rattus	Common	ReconMech	Vet (0/3)	Scout	Satyr/Barghest (Micro)*

*Weapons removed.

Reclaimer (Tracked AutoMech)

Summary

The *Reclaimer*-class AutoMech is another unit type that originates with and is largely commanded by the semi-neutral JUniCom faction. Like many of that group's home-grown units, its construction is largely industrial in nature, with a broad range of parts tolerances and "permissible substitutions" built into their design specs from the very start. Most, therefore, sport obvious imperfections thanks to centuries of ad-hoc repairs and maintenance, but what makes them most unique in this regard is the fact that these machines—far more often than not—represent the JUniCom's primary technical support apparatus.

In other words, these autonomous FrankenMechs are the ones that keep all the *other* autonomous FrankenMechs of the JUniCom faction operational. What's more, their underlying programming in most cases includes what amounts to a robotic version of the Hippocratic Oath, wherein they will rescue, repair, and service almost any AutoMech unit they can, regardless of its faction allegiance. Literally incapable of playing favorites, *Reclaimers* deliver the same quality of care to every AutoMech they repair—be they enemy, neutral, or their own kind.

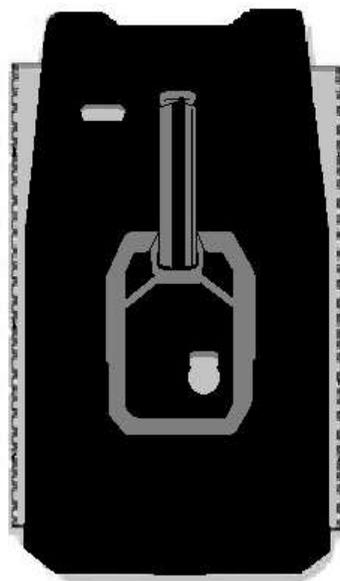
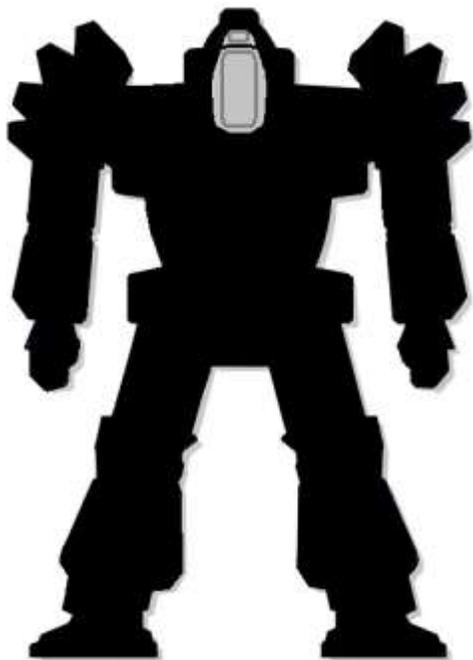
Like most JUniCom-made AutoMechs, the *Reclaimer* class suffers from the limitations of its industrial design and are not

idealized for combat. This even extends to their targeting and tracking systems, which are inferior to those of military make. But then again, given this model's predilection for repairing all comers, being a poor shot with their weapons is probably not seen as a deficiency at all.

Variants Configurations

Most *Reclaimers*, regardless of their outward appearance, tend to fall into two types: Scrapppers and Slaggers. In addition to arm-mounted spot welders, both come equipped with a unique pair of rear-facing lift hoists that have somehow been fitted with sophisticated Salvage Arm manipulators. These hybrid hoists give the *Reclaimers* the unique ability to conduct basic repairs, reloads, and maintenance on any "patients" parked directly behind them.

Beyond these shared features, the Slaggers are the most dangerous variants in combat, as they possess a battery of four lasers, backed by a six-tube SRM launcher. The Scrapppers, meanwhile, are armed more for close-quarters melee combat, with a hatchet held in one arm and a shield attached to the other.



Type: **Reclaimer**
 Technology Base: Syberian (Experimental)
 Tonnage: 80

Equipment		Mass
Internal Structure:	Imp. Industrial	16
Conversion Eqpt:	Tracked	12
Engine:	240	11.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Tracked Cruise MP:	4	
Tracked Flank MP:	6	
Heat Sinks (Standard):	10	0
Gyro:		3
Cockpit:	AutoMech	3
Armor Factor (Heavy Ind.):	168	10.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	25	20
Center Torso (rear)		11
R/L Torso	17	15
R/L Torso (rear)		10
R/L Arms	13	19
R/L Legs	17	20

Fixed Components	Location	Critical	Mass
Conversion Equipment	RL/LL	2	0
Tracks	RA/RL/LA/LL	4	0
Heat Sink	CT	1	0

Weapons and Ammo

Scrapper Configuration

	Location	Critical	Mass
Hatchet	RA	6	6
Medium Laser	RT	1	1
Lift Hoist	RT (R)	3	3
Salvage Arm*	RT (R)	2	3
Medium Laser	LT	1	1
Lift Hoist	LT (R)	3	3
Salvage Arm*	LT (R)	2	3
Spot Welder	LA	1	2
Small Shield	LA	3	2

Slagger Configuration

	Location	Critical	Mass
Spikes	RA	1	0.5
Rivet Gun	RA	1	0.5
Ammo (SRM 6) 15	RA	1	1
Ammo (Rivet Gun) 300	RA	1	1
SRM 6	RT	2	3
Lift Hoist	RT (R)	3	3
Salvage Arm*	RT (R)	2	3
CASE	RT	1	0.5
4 Medium Lasers	LT	4	4
Lift Hoist	LT (R)	3	3
Salvage Arm*	LT (R)	2	3
Spikes	LA	1	0.5
Spot Welder	LA	2	1

Notes: No turret in Vehicle Mode; Features Basic Fire Control and the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Tracked Vehicle Conversion, Torso-mounted Salvage Arms), Easy to Maintain, Extended Torso Twist, Full-Head Ejection System, Modular Weapons, Poor Performance, Non-Standard Parts; *These torso-mounted Salvage Arms are integrated into the Lift Hoists in their respective locations, and can be used to service adjacent units within their appropriate firing arc.

Notable Reclaimers:

Reclaimer Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Trasher	Scrapper	DoctorMech	AbAv (3/5)	Technician-'Mech	Hunchback IIC/Savior RV
Waster	Slagger	DoctorMech	Reg (4/6)	Technician-'Mech	Hunchback IIC/Savior RV

Rhinokeros (Bestial AutoMech)

Summary

Disguised to resemble a host of large terrestrial quadrupeds like elephants, mastodons, and rhinoceros, the *Rhinokeros* is a heavy battlefield support unit that blends heavy armor and firepower with potent electronics systems. Developed and deployed initially by the AxiMaL faction, this AutoMech is slow but steady, but optimal for anchoring an assault group, providing cover fire, and/or coordinating a determined defense from just behind the front lines.

While both the AxiMaL and PresiDom battle groups currently make use of *Rhinokeros*, the larger number of these units in the vicinity of Axilum and a rare glimpse of their factory in action has solidly confirmed the design's origins. Moreover, where the AxiMaL units continue to make use of synthetic pseudo-hide armor coverings, the *Rhinos* fielded with PresiDom and DemoCon insignia typically eschew that affectation, and thus embrace a far more robotic appearance. This aesthetic, more than anything else, has us thinking that the PresiDom is fielding copies based on the AxiMaL unit, rather than converted salvage.

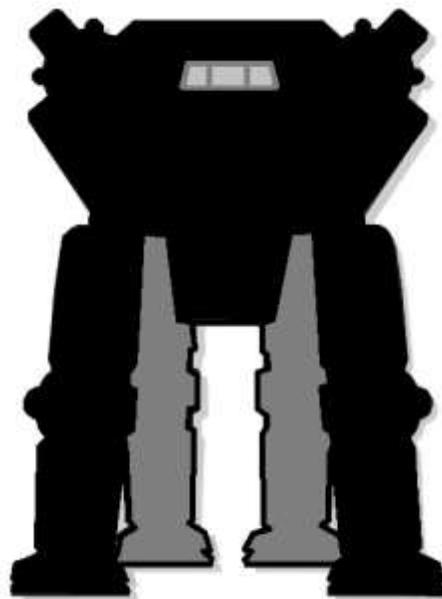
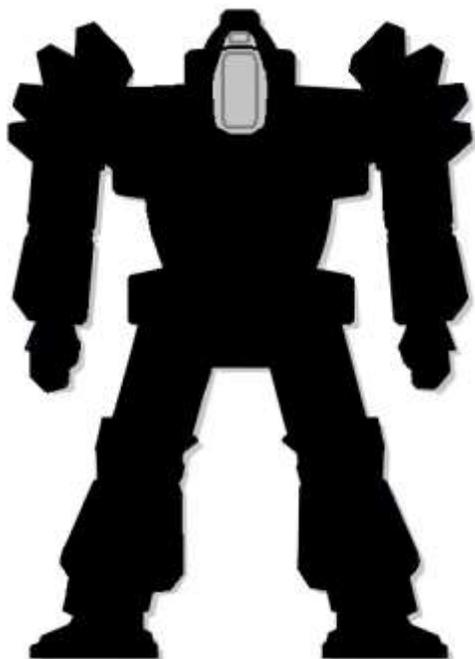
Variant Configurations

With over a third of its mass devoted to payload, the *Rhinokeros* offers a broad range of variant potential. Of the three

major alternate configurations we've identified so far, the AxiMaLs favor the most common one, which carries twin Ultra-class autocannons and four tons' worth of expanded communications gear. Most of these units tend to serve as lance commanders or company sub-commanders in the field.

The Slammer configuration, typically deployed by the PresiDom, is an ambush specialist which makes use of a Guardian ECM Suite to evade hostile detection until the last possible moment. At that point, it lashes out with an array of energy weapons (and a volley of unguided rockets, when possible) to try and take down enemies in a single strike. The only thing keeping this variant from being even more powerful than it is, is the need for additional heat sinks to keep it cool.

The Rampager configuration is the rarest of the three main *Rhinokeros* variations, but can be easily confused for the Slammer thanks to its own mix of lasers and particle cannons. (It even goes so far as to sport a vibroblade similar to that carried by the Slammer version.) Lacking the fancy electronics, and extra sinks, its heaviest weapon is a heavy LB-X autocannon, which can be used against AutoMechs in the air as easily as those on the ground. *Rhinos* with this load-out, found more often in the PresiDom army, commonly serve as basic soldiers.



Type: **Rhinokeros**

Technology Base: Syberian (Experimental)

Tonnage: 60

Equipment		Mass
Internal Structure:		6
Conversion Eqpt:	Bestial	3
Engine:	240	11.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks (Standard):	10	0
Gyro:		3
Cockpit:	AutoMech	3
Armor Factor:	128	8
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	20	18
Center Torso (rear)		5
R/L Torso	14	14
R/L Torso (rear)		4
R/L Arms	10	14
R/L Legs	14	16

Fixed Components	Location	Critical	Mass
Conversion Equipment	RT/LT	2	0
Heat Sink	RL	1	0
Spikes	HD	1	0.5

Weapons and Ammo	Location	Critical	Mass
<i>Common Configuration</i>			
Ultra Autocannon/5	RA	5	9
Ammo (Ultra AC/5) 20	RA	1	1
CASE	RT	1	0.5
Communications Equipment	LT	4	4
CASE	LT	1	0.5
Ultra Autocannon/5	LA	5	9
Ammo (Ultra AC/5) 20	LA	1	1

Slammer Configuration

ER PPC	RA	3	7
2 Heat Sinks	RA	2	2
Prim. Rocket Launcher 20	RT	3	1.5
Medium Pulse Laser	RT	1	2
Heat Sink	RL	1	1
Medium Laser	CT	1	1
Guardian ECM Suite	LT	2	1.5
Medium Pulse Laser	LT	1	2
Small Vibroblade	LA	3	3
2 Heat Sinks	LA	2	2
2 Heat Sinks	LL	2	2

Rampager Configuration

Small Vibroblade	RA	3	3
Light PPC	RT	2	3
ER Medium Laser	RT	1	1
Light PPC	LT	2	3
ER Medium Laser	LT	1	1
LB 10-X Autocannon	LA	6	11
Ammo (LB 10-X) 20	LA	2	2
Heat Sink	LL	1	1

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

Credit: Glitterboy2098

Notable Recluses:

Recluse Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Rhinokeros	Common	CommandMech	Vet (1/2)	Analyst, Officer	Crossbow Prime/Blue Flame
Ragerking	Rampager	GruntMech	Vet (2/3)	Minimal	Crossbow Prime/Blue Flame
Slammerking	Slammer	ArtilleryMech	Vet (1/2)	Infantry	Crossbow Prime/Blue Flame

Rotor (VTOL AutoMech)

Summary

The *Rotor* VTOLMech is an airborne scout and light fire support unit employed mostly by Syberia's baronial factions. Particularly optimized for its vehicular mode, it can reach up to 150 kilometers per hour in level flight in that form, with vertical climb rates just over eight meters per hour. This kind of speed and maneuverability makes it a hard target for most ground-based units to catch or hit, especially in environments where this AutoMech can find adequate covering terrain.

As with any combat unit, the *Rotor's* performance comes at a cost in both armor and armament capacity that leaves the AutoMech ill-suited for stand-up fights. Thus, most fire-support missions undertaken by this machine tend toward hit-and-fade tactics. This is aided by a transformation pattern that allows many of its weapons the freedom of an unrestricted firing arc while the *Rotor* is in its helicopter mode, owing to a ventral turret formed by the 'Mech's arms.

Unfortunately for most *Rotors*, hit-and-run combat is not quite as effective a strategy when the unit is in its BattleMech form. While its rotors retain much of their power in 'Mech mode, the sheer drag and offset weight distribution drastically reduces their effective top speeds by more than half. Things can get even worse for *Rotors* on foot, where the 'Mech's mobility drops as low as most battlefield units twice its size or more. For these reasons, smart

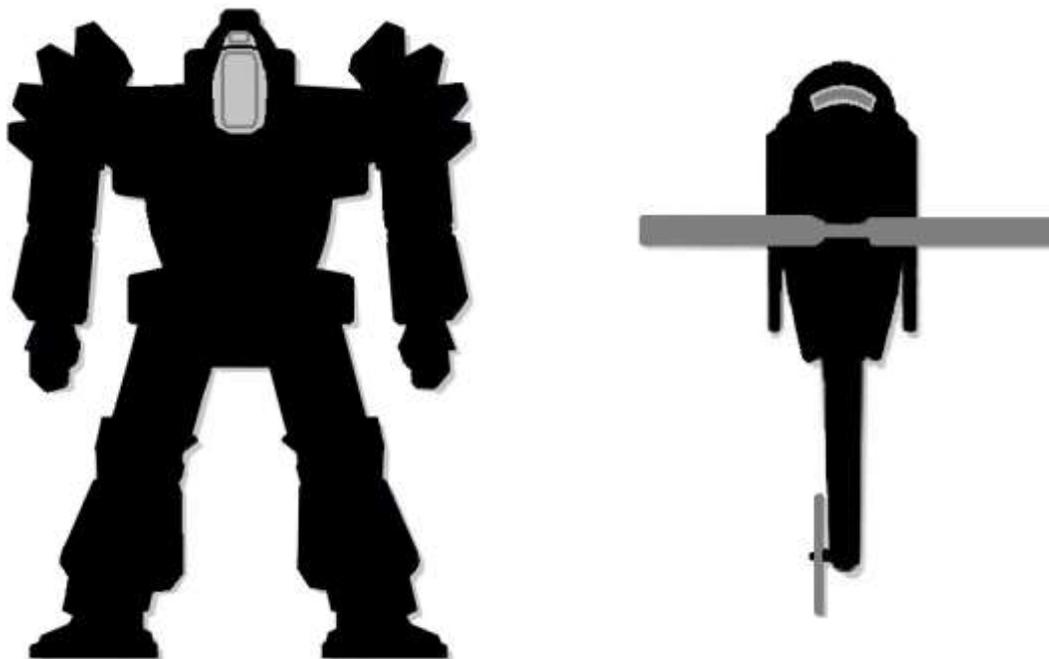
AutoMechs of this model type will rarely—if ever—assume their 'Mech forms on the battlefield, and are more likely to flee if their lifting blades become too badly compromised to maintain flight speeds and stability.

...Which is why it truly baffles us that so many of these AutoMechs are blade-wielders.

Variant Configurations

With less than eight tons of available combat payload, the common variations of the *Rotor* we've found lean heavily on lasers for much of their firepower, with paired SRMs and/or rocket launcher clusters for an extra burst of explosive ordnance. As mentioned above, however, these common armaments also include a 'Mech-scaled sword or vibroblade for the kind of melee fighting these units would be best advised to avoid.

And then there is the "Slicer" configuration we've seen, which appears to double-down on such madness. Likely intended to act as stealth units and ambushers, Slicers make use of a Guardian ECM suite to mask their presence and jam enemy comm systems. Once an enemy moves close enough, the well-hidden Slicer-variant *Rotor* then strikes with not one but *two* swords if they think it possible to take their prey down in one swoop.



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

Equipment		Mass
Internal Structure:		4
Conversion Eqpt:	VTOL	6
Engine:	160	6
Walking MP:	4	
Running MP:	6	
VTOL MP ('Mech):	6	
VTOL Cruise MP:	9	
VTOL Flank MP:	14	
Heat Sinks (Standard):	10	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor:	88	5.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	7
Center Torso	12	15
Center Torso (rear)		4
R/L Torso	10	10
R/L Torso (rear)		3
R/L Arms	6	8
R/L Legs	10	10

Fixed Components	Location	Critical	Mass
Conversion Gear	RA/RL/LA/LL	4	0
Rotors	3RT/3LT	6	6
4 Heat Sinks	RT/RL/LT/LL	4	0

Weapons and Ammo **Location Critical** **Mass**

Common Configuration A

Medium Laser	RA	1	1
SRM 2	RA	1	1
Sword	RA	3	2
Prim. Rocket Launcher 10	CT	1	0.5
Ammo (SRM 2) 50	CT	1	1
SRM 2	LA	1	1
Medium Laser	LA	1	1

Common Configuration B

Medium Laser	RA	1	1
Prim. Rocket Launcher 15	RA	2	1
Small Vibroblade	RA	3	3
Prim. Rocket Launcher 15	LA	2	1
Medium Laser	LA	1	1
ER Small Laser	HD	1	0.5

Slicer Configuration

ER Medium Laser	RA	1	1
Sword	RA	3	2
Guardian ECM Suite	CT	2	1.5
ER Medium Laser	LA	1	1
Sword	LA	3	2

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

Notable Rotors:

Rotor Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Rotor Blade-P	Common (A)	ReconMech	Reg (3/4)	Scout	Dola/Cavalry Helicopter
Rotor Burst	Common (A)	ReconMech	Red (2/3)	Scout	Dola/Cavalry Helicopter
Rotor Clash	Common (A)	ArtilleryMech	Vet (2/3)	Infantry	Dola/Cavalry Helicopter
Air Weaver	Slicer	NinjaMech	Vet (1/2)	Infantry-AntiMech	Dola/Cavalry Helicopter
Brute Stormer	Common (B)	ReconMech	Reg (3/4)	Scout	Dola/Cavalry Helicopter