

Saker (Aerofighter AutoMech)

Summary

Much like the *Swooper*, the *Saker* presents an animalistic take on what is, ultimately, just a typical Syberian aerofighter AutoMech. But where most incarnations of the *Swooper*, as deployed by the DynaBoG and DemoCon factions present their pterodactyl forms in a distinctly robotic format, the *Saker*, as an AxiMal-made unit, is more akin to the PresiDom *Swoopers*, in that both units make use of special pseudo-hides to appear more natural and organic. In the case of the *Saker*, these efforts include either colorful fibrous polymers woven into the simulated feathers of a great bird, or a faux hide that is darker and more leather-like to evoke a more bat-like look. While these efforts are in keeping with the AxiMaL attempts to make their machine blend into their once-vibrant environs, just how much a thirty-ton, supersonic aircraft can be expected to “blend in” with other wildlife is entirely lost on us.

Regardless of our opinions, of course, the *Saker* exists, with most of these FighterMechs typically seen patrolling the skies over the Greater Axilies.

In its fighter mode, the *Saker* is particularly nimble in atmospheric flight, and its improved sensors serve it well in its reconnaissance duties. But even as an aircraft, this AutoMech is slow for its size, its engine thrusters barely powerful enough for three Gs of acceleration. More problematic is its landing system, however, which suffers from its designers’ strict adherence to organic morphology. Instead of wheeled gear, the *Saker* relies on

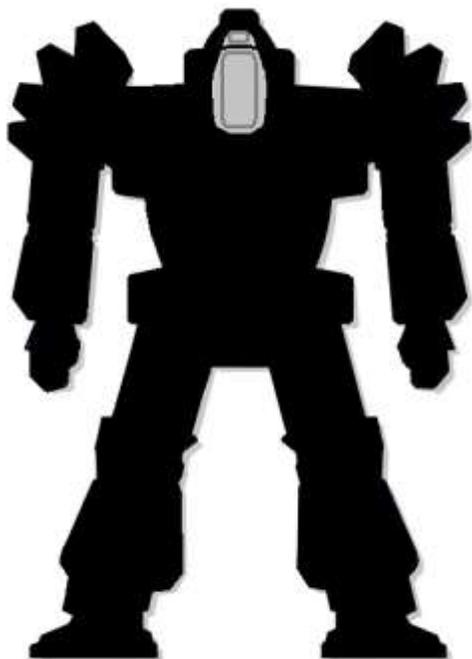
landing struts fashioned to resemble the clawed feet of its avian or chiropteran counterparts. This forces the unit to make all its landings and take-offs using their ventral maneuvering thrusters, as any horizontal landing on (or take-off from) a solid surface would almost certainly tear their struts apart.

As a BattleMech, the *Saker* is a poor combatant. With painfully limited ground mobility, and armor thinner than the average at its weight bracket, it is serious disadvantaged against anything bigger (or simply *faster*) than itself. Evidently aware of these deficiencies, *Sakers* rarely engage in ground fighting, especially without backup.

Variant Configurations

The common *Saker* configurations we’ve seen “in the wild,” as it were, come in two flavors. The first pairs two medium lasers with two twin-tube SRM launchers, while the rest of its payload is given over to extra communications gear. Our belief is that this variant is meant to act as a patrol interceptor, expected to call out for assistance or relay messages, while having enough firepower to worry smaller enemies in flight.

The second common *Saker* version sports more advanced equipment, including an SLDF-grade active probe and ECM suite. The use of three advanced medium lasers give it comparable damage output to its counterpart, but can easily overtax the unit’s heat sink systems in sustained combat.



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

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

Fixed Components	Location	Critical	Mass
Avionics	RT/LT/HD	3	0
Landing Gear	RT/CT/LT	3	0
6 Heat Sinks	2LT/2RL/2LL	6	0
4 Jump Jets	2RT/2LT	4	2

Weapons and Ammo	Location	Critical	Mass
<i>Common Configuration A</i>			
Medium Laser	RA	1	1
SRM 2	RA	1	1
Communications Equipment	RT	2	2
Ammo (SRM 2) 50	LT	1	1
Medium Laser	LA	1	1
SRM 2	LA	1	1

<i>Common Configuration B</i>			
ER Medium Laser	RT	1	1
Beagle Active Probe	RT	2	1.5
Medium Pulse Laser	CT	1	2
Guardian ECM	LT	2	1.5
ER Medium Laser	LT	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flyer, Distracting (Animalistic Aero Form), Improved Sensors, Weak Undercarriage (Aero Form)
Credit: Glitterboy2098

Notable Sakers:

Saker Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Saker	Common (A)	ReconMech	Vet (1/2)	Scout	Calliope/Shade ASF
Screamer	Common (B)	ReconMech	Reg (4/5)	Scout	Calliope/Shade ASF

Sauria (Bestial AutoMech)

Summary

Not to be confused with the much larger *Saurus* model, the *Sauria* is a bestial AutoMech that nevertheless looks similar enough to fool many sensor systems—if only briefly. While evocative also of the far more mechanoid dino-like machines fielded by the DynaBoG faction, the *Sauria*'s more advanced structure and equipment reveals its origins as a product of the Presidential Domains instead. And yet samples of this model have indeed shown up in the ranks of the AxiMaL, DynaBoG and DemoCon armies as well.

Built to serve as a close-range fighter, the *Sauria* has good armor and decent mobility for its weight. It also features augmented sensor systems that minimize its chances of being surprised by nearby hidden opponents. The firepower choices for these units, however, tend to focus on smaller energy weapons and physical attack weapons, rather than larger guns for distance work. Moreover, it seems that its PresiDom designers opted to borrow from the AxiMaL's approach to the *Cynofelis* in mounting a rear-facing chain whip to its lower back, which can be used like a lighter, slimmer tail.

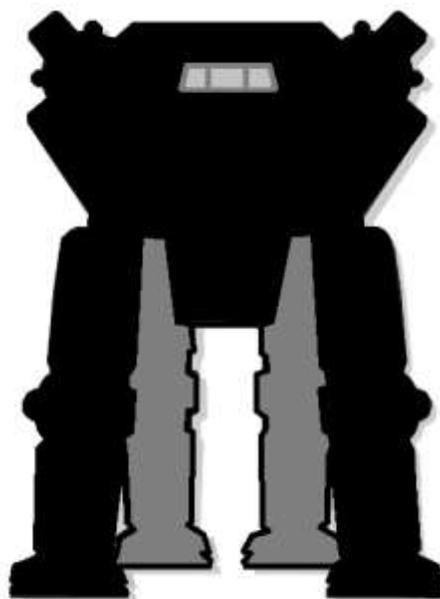
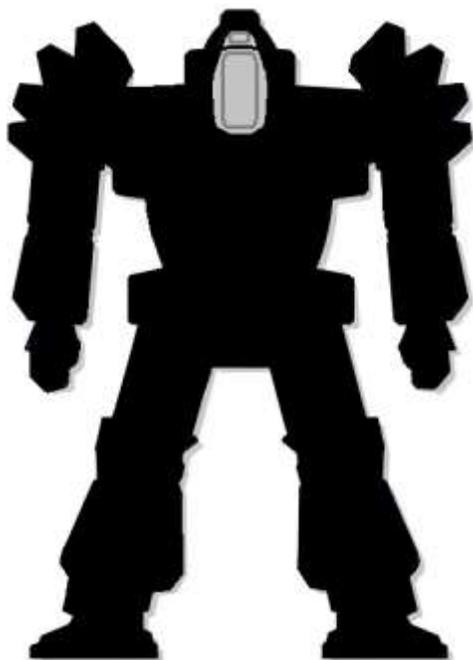
In its quadruped form, the *Sauria* is capable of brief rear-leg

stands like many bestial types that have been derived from bipedal animals. This semi-standing maneuver enables it to deliver punches and/or claw strikes without leaving its far more compact and stable quad form.

When deployed more defensively, *Saurias* are commonly seen operating in hunter/killer teams with others of their model type. Sweeping their patrol routes for enemy spies, one or two of these *Saurias* will range ahead and toward the flanks, where they play the role of bait for opponents that might think them alone. Once engaged, however, these point-guard units offer up fierce resistance to their would-be ambushers, doing their best to keep them tied up long enough for the rest of their kill team's arrival.

Variant Configurations

Both common *Sauria* variants follow the same basic *modus operandi* that mixes close-range lasers with physical attack weapons. The first of these versions we spotted carries three extended-range lasers, backed up by a five-ton vibroblade and a shredding device that spins like a small, serrated helicopter blade. The second pairs a set of medium-size pulse lasers with armor-tearing, clawed hand actuators.



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

Equipment		Mass
Internal Structure:		4
Conversion Eqpt:	Bestial	2
Engine:	200	8.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks (Standard):	10	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	10	11
R/L Torso (rear)		6
R/L Arms	6	12
R/L Legs	10	15

Fixed Components	Location	Critical	Mass
Conversion Equipment	RT/LT	2	0
Chain Whip	CT (R)*	2	3
2 Heat Sinks	RL/LL	2	0

Weapons and Ammo	Location	Critical	Mass
<i>Common Configuration A</i>			
Medium Vibroblade	RA	2	5
ER Medium Laser	RA	1	1
ER Small Laser	RA	1	0.5
Combine	LA	4	2.5
ER Medium Laser	HD	1	1
<i>Common Configuration B</i>			
Claws	RA	3	3
Medium Pulse Laser	RT	1	2
Medium Pulse Laser	LT	1	2
Claws	LA	3	3

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

Notable Saurias:					
Sauria Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Ripper	Common (A)	ArtilleryMech	Grn (5/6)	Infantry	Sasquatch/Jaguar*
Snapper	Common (B)	ArtilleryMech	AbvAvg (3/4)	Infantry	Sasquatch/Jaguar*
SauriMech	Common (A)	CommandMech	Vet (1/2)	Infantry, Officer	Sasquatch/Jaguar*

*Add a Tail

Saurus (Bestial AutoMech)

Summary

The *Saurus*-class bestial AutoMech is a PresiDom exclusive design, and a rare one at that. Outwardly, it appears similar in gross physical form to the *Grimdark*s of the DynaBoG faction, but its faux flesh conceals a very different machine beneath—one that is certainly more advanced. Which design came first is unknown, and it is likely that neither the Presidential Domains nor the Barony of Grim know whether the two designs are truly related, or merely a case convergent design.

The *Saurus* makes use of military-grade 'Mech structure, armor, and engines. Although boasting slightly inferior protection to the more mechanistic *Grimdark*, the *Saurus* class is clearly designed more for fluid mobility. Its 300-rating fusion engine, combined with MASC technology, gives it increased ground speed in both of its BattleMech modes.

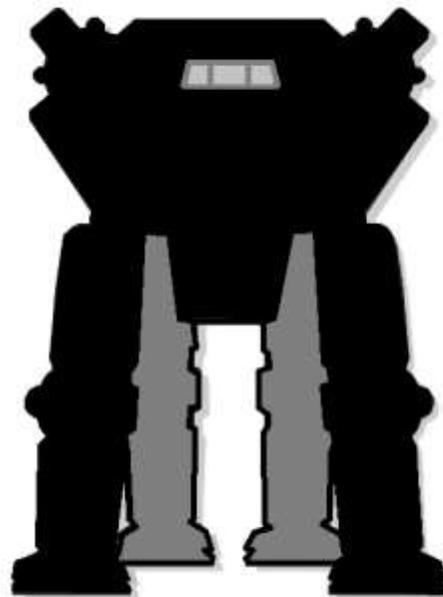
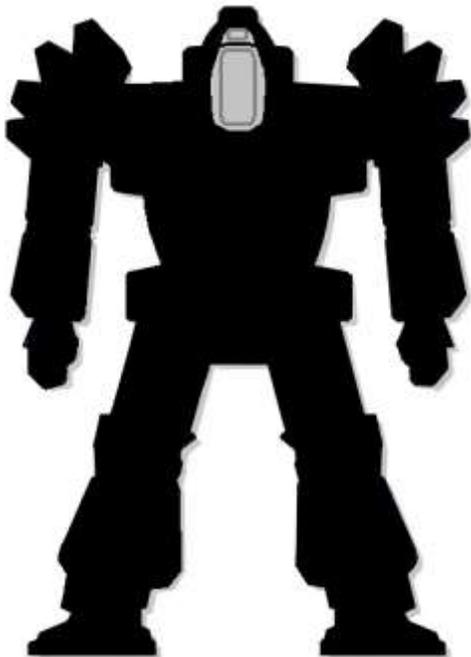
The *Saurus*'s armament also appears less potent than what's found on the *Grimdark*, but this can be deceiving as well. The only *Saurus* we have managed to see up close mounted a snub-nosed particle cannon, with a firing aperture located at the center of its massive, right-arm battle claw. A quartet of small lasers—strangely mounted in the AutoMech's legs—backed this gun up, but represented the totality of its secondary ranged weaponry. In terms of physical combat, a bestial tail and claw hand give the *Saurus* roughly equivalent offensive potential to the *Grimdark*, but where the latter is also festooned with hardened spikes, the former carries a six-ton shield that offers it superior protection.

It was that last component which finally led us to realize that the *Saurus* isn't *supposed* to be a bruiser. In sacrificing some of its potential speed for the defensive benefits of an armored shield, it became clear that this AutoMech was built with more self-defense in mind. We came to discover that, in addition to all its other equipment, the *Saurus* features enhanced sensors and tactical subsystems, as well as an impressive five tons' worth of battlefield communications gear. This thing is meant to command companies of troops from the front, effectively directing fights in which its subordinates become its most powerful asset. In a very real way, the *Saurus* just may be the PresiDom's home-grown answer to the *Leader* class.

[EDIT: In fact, since this report was first compiled, we have found that one *Saurus* unit in particular, operating under the name "MechaSaurus" recently became the faction's chief commander after a long career. Its personality is devious and egotistic, with a tendency for melodramatic behavior that is almost vaudevillian, but this MechaSaurus often takes direct command of its front-liners, especially when leading PresiDom raiding forces against AxiMaL facilities along their mutual border.]

Variant Configurations

The *Saurus* is so rare that we've really only confirmed the one configuration noted above, which we're calling the Rex version. If any others exist, they've stayed out of sight so far.



Type: **Saurus**

Technology Base: Syberian (Experimental)

Tonnage: 100

Equipment

		Mass
Internal Structure:		10
Conversion Eqpt:	Bestial	5
Engine:	300	19
Walking MP:	2	
Running MP:	3 (4)	
Jumping MP:	0	
Heat Sinks (Standard):	16	6
Gyro:		3
Cockpit:	AutoMech	3
Armor Factor:	272	17

Internal Structure *Armor Value*

Head	3	9
Center Torso	31	38
Center Torso (rear)		13
R/L Torso	21	28
R/L Torso (rear)		10
R/L Arms	17	34
R/L Legs	21	34

Fixed Components

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

Weapons and Ammo

	Location	Critical	Mass
<i>Rex Configuration</i>			
Claw	RA	7	7
Snub-Nose PPC	RA	2	6
Communications Equipment	RT	5	5
2 Small Lasers	RL	2	1
Tail (Standard)	CT (R)	2	6
MASC	LT	5	5
Large Shield	LA	7	6
2 Small Lasers	LL	2	1

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

Credit: Glitterboy2098 (Design and fluff.)

Notable Mechasauruses:

Saurus Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
MechaSaurus	Rex	CommandMech	Vet (1/2)	Infantry, Officer	Ninja-To/Xanthos-60*

*Add a Tail

Scout (Aerofighter AutoMech)

Summary

The *Scout* class AutoMech is a visual oddity among the fighter conversions used by the Syberian forces. I would be tempted to claim its aerospace form was inspired either by similar “disc-fighters” like the *Sholagar* and the *Thrush*—if either of those craft had even existed at the time Syberia was settled. The *Swift* is a possible contender for this kind of “flying saucer” visual aesthetic, but that craft had wings which extended beyond its rounded fuselage. So, the best I can imagine at this point is that the *Scout*'s fighter form was either rooted in something a post-settlement arrival had seen or brought with them...or it was a native brainchild. That the BattleMech form ends up looking like a Clan Invasion-era *Daimyo* is barely worth mentioning after chewing on that for a bit.

That all being said, the *Scout*'s weirdness doesn't end at its looks. This AutoMech is just a bit odd all the way around. As a BattleMech, it is rather ungainly and top-heavy, a problem that is not improved by having a torso rotation range far wider than is probably wise. This results in a unit that's harder to sneak up on, yet easier to topple. Its fighter mode is similarly unstable, but only when it has to deal with atmospheric drag; in space, the thing flies just fine. Taken together, these features tell of a machine built for space and lunar combat, and the number of *Scouts* witnessed in action over Nimbus and its many moons would seem to bear this theory out.

Used primarily by the AutoBoP faction, *Scouts* fill both reconnaissance and interceptor roles in space. Their rocket thrusters can attain and sustain up to six Gees of acceleration, if necessary. Given their limited fuel capacity, however, most tend to reserve such power for groundside blastoffs and reaching escape velocities. (This undoubtedly explains why so many *Scouts* seem to prefer being ferried into space by autonomous DropShips, if only to conserve their own reaction mass.) Modest armor and equipment capabilities likewise ensure that the *Scout* won't linger too long in a dogfight—at least, not without backup.

Variant Configurations

There are two major versions of the *Scout* that we know of. The Buzzer configuration is a dedicated interceptor, with an extended-range large laser enabling it to get in its first shots early, before its lighter ERs can come into play. Heat creep can be a problem for this variant in a pitched battle, but that can usually be fixed by simply holding back one of the lasers every now and again.

The Watcher version, as recon units go, acts more like a satellite than a fighter. Replacing the Buzzer's large laser with a sophisticated look-down radar system, this *Scout* variant performs much like the DemoCons' *Orbiter*, lurking high above the clouds to watch enemy activities below.



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

Equipment		Mass
Internal Structure:		3
Conversion Eqpt:	Aero	4.5
Engine:	150	5.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	8	
Safe Thrust:	8	
Max Thrust:	12	
Heat Sinks (Double):	10 [20]	0
Gyro:		2
Cockpit:	AutoMech	3
Fuel:	80	0
Structural Integrity:	10	0
Armor Factor:	80	5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	10	10
Center Torso (rear)		5
R/L Torso	7	9
R/L Torso (rear)		4
R/L Arms	5	6
R/L Legs	7	9

Fixed Components	Location	Critical	Mass
Avionics	RT/LT/HD	3	0
Landing Gear	RT/CT/LT	3	0
4 Double Heat Sinks	3RT/3LT	12	0
4 Jump Rockets	RT/RL/LT/LL	8	4

Weapons and Ammo	Location	Critical	Mass
<i>Buzzer Configuration</i>			
ER Large Laser	RA	2	5
2 ER Medium Lasers	LA	2	2
<i>Watcher Configuration</i>			
ER Medium Laser	RA	1	1
Look-Down Radar	CT	1	5
ER Medium Laser	LA	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flight Instability, Easy to Maintain, Extended Torso Twist, Unbalanced

Notable Scouts:

Scout Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Astro-Scout	Buzzer	Communicator	Vet (1/2)	Scout	Daimyo/Sholagar Fighter
Adam-Scout	Watcher	ReconMech	Reg (3/4)	Scout	Daimyo/Sholagar Fighter
Path-Scout	Watcher	ReconMech	Grn (4/5)	Scout	Daimyo/Sholagar Fighter

Sector (Bestial AutoMech)

Summary

The most common AutoMech type seen in the forces of the InterSect Confederation (InterSectCon) is the heavy *Sector*. Like the DynaBoG, the ISC was apparently a low-resource faction, which built its AutoMechs to lower, industrial-grade standards, and opted to give them monstrous bestial configurations either for psychological effect or prewar entertainment. Also, much like the DynaBoG, the InterSect's machines are tough contenders even with this shortcoming.

The *Sectors*, in particular, are a case in point: heavy, solidly armored and decently mobile, each boasts up to seventeen tons of combat payload. Configurations in the field have run the gamut from energy boats, to electronic-warfare specialists, to point-blank brawlers. Their sheer numbers have been astounding as well, with *Sectors* making up more than half of the Confederation's active forces and every indication that any losses can be replenished within days due to an astonishingly robust factory production both on Syberia and its outer moon.

Variant Configurations

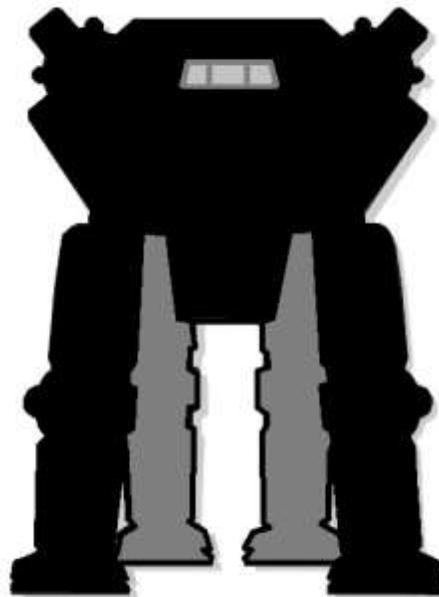
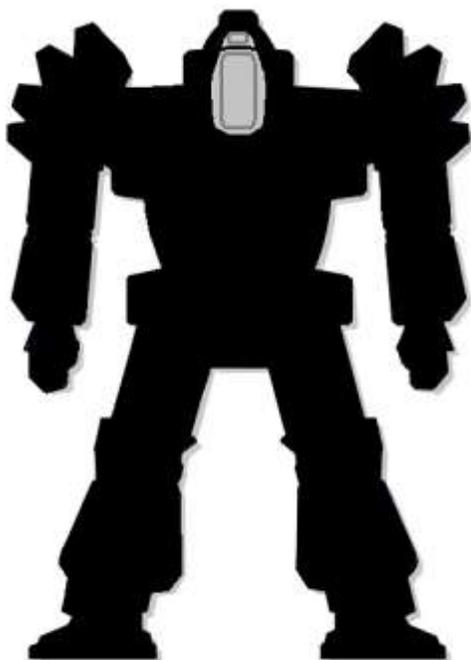
Based on their featured gear, we've named the three major

Sector variations discovered so far after some old Terran bugs Jacobs read about. She says it seems only fitting.

The Lightning Bug variant is the "energy boat" mentioned earlier. Four light particle cannons and a static-shrieking Guardian suite make this an apt moniker, but we've also noticed an SRM launcher in the mix that is often used to shoot some form of Inferno munitions when it really wants to light things up.

The Bombardier configuration carries fewer offensive weapons, instead spending most of its payload on an assortment of EW gear. This includes not only a Guardian to jam enemy sensors, but also a TAG system, a Narc pod launcher, and three tons of specialized comm systems, which allow it to mark and track enemies, while coordinating with allies and field sensors as appropriate.

Festooned with spikes and granted the ability to jump, the Rhino Beetle is probably the more psychologically terrifying of the *Sector's* major variants. Festooned with spikes and bearing powerful, armor-shearing claws, this one carries only two medium lasers for ranged combat, but its Beagle probe system and the ability to jump make it hard for most AutoMechs to get away from once it enters the fray.



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

Equipment		Mass
Internal Structure:	Imp. Industrial	12
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 (Hvy. Industrial):	136	8.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	21	18
Center Torso (rear)	7	7
R/L Torso	14	15
R/L Torso (rear)		5
R/L Arms	10	15
R/L Legs	14	16

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

Weapons and Ammo	Location	Critical	Mass
<i>Lightning Bug Configuration</i>			
SRM 4	RA	1	2
Light PPC	RA	2	3
Ammo (SRM 4) 25	RA	1	1
Light PPC	RT	2	3
CASE	RT	1	0.5
Light PPC	LT	2	3
Guardian ECM Suite	LT	2	1.5
Light PPC	LA	2	3

<i>Bombardier Configuration</i>			
Medium Pulse Laser	RA	1	2
Guardian ECM Suite	RT	2	1.5
Communications Equipment	RT	3	3
Narc Missile Beacon Launcher	CT	2	3
Ammo (Narc) 24	LT	4	4
CASE	LT	1	0.5
Medium Pulse Laser	LA	1	2
TAG	HD	1	1

<i>Rhino Beetle Configuration</i>			
Claws	RA	4	4
ER Medium Laser	RA	1	1
Jump Jets	RT	2	2
Spikes	RT	1	0.5
Beagle Active Probe	CT	2	1.5
Jump Jets	LT	2	2
Spikes	LT	1	0.5
Claws	LA	4	4
ER Medium Laser	LA	1	1
Spikes	HD	1	0.5

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

Notable Sectors:

Sector Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Bomb Sector	Bombardier	CommandMech	Vet (0/0)	Scout, Officer	Quickdraw/Fire Scorpion*
Hard Sector	Rhino Beetle	NinjaMech	Vet (0/3)	Infantry-AntiMech	Quickdraw/Fire Scorpion*
Scrap Sector	Lightning Bug	CommandMech	Vet (1/2)	Infantry, Officer	Quickdraw/Stalking Spider*

*Add two more legs.

Seeker (Aerofighter AutoMech)

Summary

Perhaps the single most iconic unit type in the DemoCon forces, and quite possibly the most populous single AutoMech model in the whole Syberian system, is the *Seeker*. Often seen operating in three-unit demi-squadrons, these flying soldiers are not the fastest things in the Syberian skies, but they are nimble enough on the ground or in the air to present a dire threat to any who encounter them.

One elite, but particularly eccentric *Seeker*, designated Star Seeker, holds a vaunted position as commander of the Conglomerate's aerospace forces, but we have also identified over fifteen other named *Seekers* who clearly function as its lieutenants, who often take to the field with their own underlings.

Like all convertible 'Mechs, *Seekers* struggle to excel in any one arena of combat, but the vast majority of this model type demonstrate a decent mix of speed and mid-range firepower that helps to offset their comparatively thin armor. Most *Seekers* can surprise a foe with extended jumps and high-gee maneuvers, thanks to the improved rocket thrusters they possess, but many have been modified (likely in the field) to trade in some of that mobility for an extra weapon or two. Taken together, this all makes them ideal ambushers, swarms, and heavy recon units. Meanwhile, the model's unusually high production rate seems to give the DemoCons' leadership—including Star Seeker itself—little pause when choosing to deploy them as particularly effective cannon fodder.

Variant Configurations

The sheer variety of *Seeker* configurations is astounding, so we've had to group a lot of them together by general area of

specialty. The five most common variant groups boil down to Strafers, Interceptors, Ambushers, Bladefighters, and Firebombers.

Together with the Interceptors, Strafer *Seekers* are the most common. These air-to-ground support specialists typically mount four or more medium-grade lasers, and carry extra fuel so they can linger in the skies as the battle progresses. A couple Strafer variants add a TAG system to the mix as well, so they can point out a particularly difficult ground target for friendly artillery even as they swoop past it, guns blazing.

Interceptor *Seekers* are common first-response units, which often—but not always—carry a mix of medium lasers and some form of missile or rocket weaponry. One version leans so heavy on beam guns that it's almost identical to a Strafer, but also carries with it a Beagle Probe for sniffing out hidden units on the ground.

Ambusher *Seekers* are unique in that their thrust systems have been downgraded to make room for additional payload. Lasers and missiles abound in these variants, and at least one version is known to pack a Guardian Suite to scramble hostile electronics.

The *Seeker* configurations that we call Bladefighters are oddities in that they are armed as much for melee fighting on the ground as they are for basic strafing support. In general, these variations mount a number of medium lasers inversely proportional to the number of vibroswords they carry.

Finally, there is the *Firebomber* variant. These *Seekers* carry SRMs backed up by lasers and/or flamethrowers. As their name suggests, they favor incendiary munitions for their missile racks, which lets them create hell on earth—or, rather, Syberia—every time they streak by the battlefield.



Type: **Seeker**

Technology Base: Syberian (Experimental)

Tonnage: 50

Equipment

		Mass
Internal Structure:		5
Conversion Eqpt:	Aero	7.5
Engine:	250	12.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	8	
Safe Thrust:	8	
Max Thrust:	12	
Heat Sinks (Double):	10 [20]	0
Gyro:		3
Cockpit:	AutoMech	3
Fuel:	80	0
Structural Integrity:	16	0
Armor Factor:	112	7
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	12
Center Torso (rear)		7
R/L Torso	12	10
R/L Torso (rear)		5
R/L Arms	8	12
R/L Legs	12	15

Fixed Components

	Location	Critical	Mass
Avionics	RT/LT/HD	3	0
Landing Gear	RT/CT/LT	3	0
4 Jump Rockets	RL/RT/LT/LL	8	4

Weapons and Ammo

	Location	Critical	Mass
<i>Strafer Configuration A</i>			
Medium Pulse Laser	RA	1	2
ER Medium Laser	RA	1	1
Fuel (80)	RT	1	1
Double Heat Sink	LT	3	1
Medium Pulse Laser	LA	1	2
ER Medium Laser	LA	1	1
<i>Strafer Configuration B</i>			
2 ER Medium Lasers	RA	2	2
Double Heat Sink	RT	3	1
Fuel (80)	RT	1	1
TAG	LT	1	1
Double Heat Sink	LT	3	1
2 ER Medium Lasers	LA	2	2
<i>Strafer Configuration C</i>			
2 ER Medium Lasers	RA	2	2
ER Medium Laser	RT	1	1
Fuel (80)	RT	1	1
TAG	LT	1	1
ER Medium Laser	LT	1	1
2 ER Medium Lasers	LA	2	2

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flyer, Nimble Jumper, Ubiquitous (Syberia); *These variants use standard Jump Jets.

Interceptor Configuration A

Light PPC	RA	2	3
Primitive Rocket Launcher 15	RT	2	1
Primitive Rocket Launcher 15	LT	2	1
Light PPC	LA	2	3

Interceptor Configuration B

ER Medium Laser	RA	1	1
LRM 5	RT	1	2
ER Small Laser	CT	1	0.5
Ammo (LRM) 24	LT	1	1
CASE	LT	1	0.5
LRM 5	LT	1	2
ER Medium Laser	LA	1	1

Interceptor Configuration C

Medium Pulse Laser	RA	1	2
ER Medium Laser	RA	1	1
Primitive Rocket Launcher 10	RT	1	0.5
Beagle Active Probe	LT	2	1.5
Medium Pulse Laser	LA	1	2
ER Medium Laser	LA	1	1

*Ambusher Configuration A**

ER Medium Laser	RA	1	1
SRM 4	RA	1	2
Ammo (SRM 4) 25	RA	1	1
Guardian ECM	RT	2	1.5
Machine Gun	CT	1	0.5
CASE	LT	1	0.5
ER Medium Laser	LA	1	1
SRM 4	LA	2	2
Ammo (Machine Gun) 100	LA	1	0.5

*Ambusher Configuration B**

Medium Pulse Laser	RA	1	2
LRM 10	RT	2	5
Ammo (LRM 10) 12	LT	1	1
Medium Pulse Laser	LA	1	2

Bladefighter Configuration A

Medium Vibroblade	RA	2	5
ER Medium Laser	RT	1	1
ER Medium Laser	CT	1	1
ER Medium Laser	LT	1	1

Bladefighter Configuration B

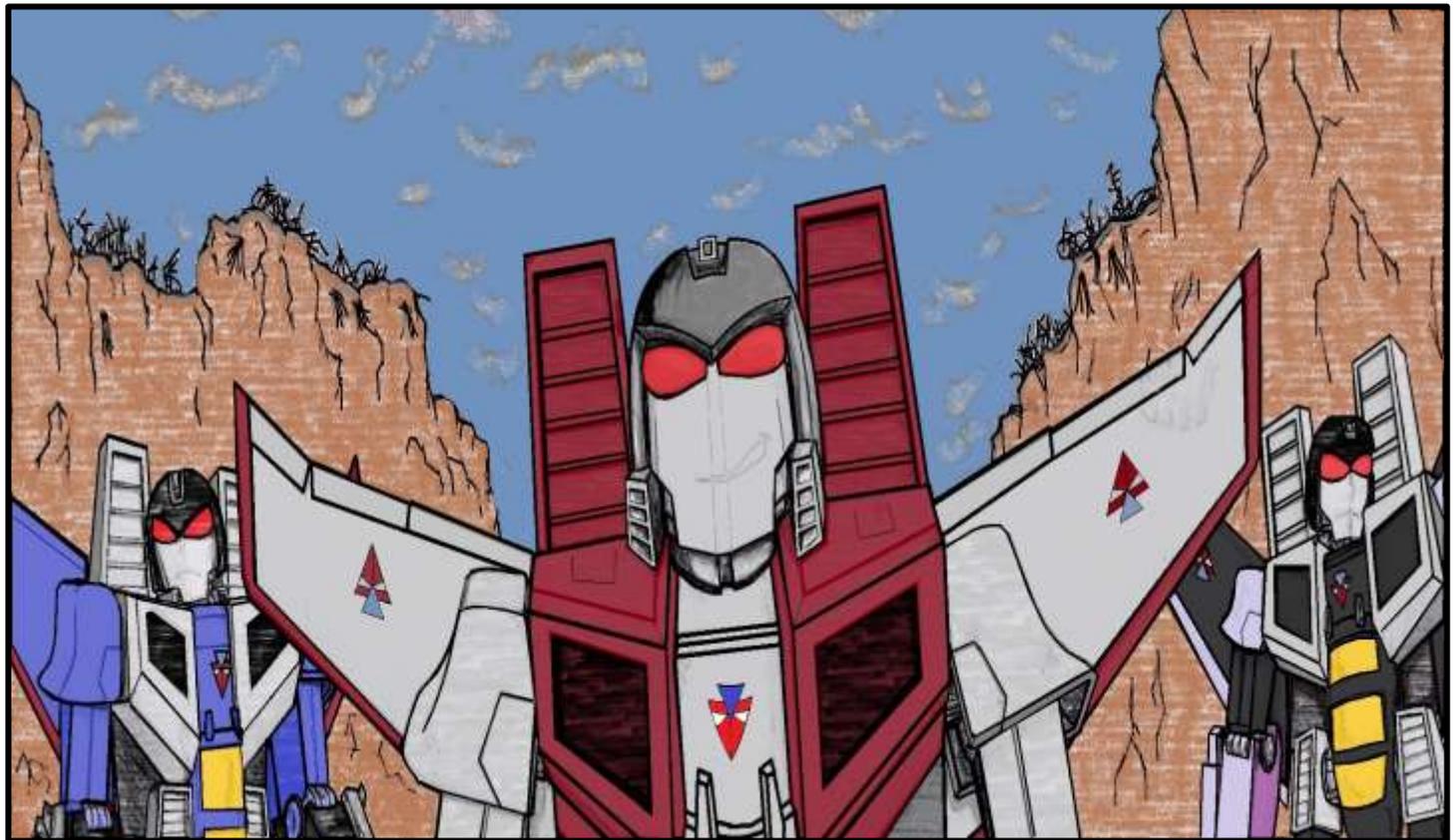
Small Vibroblade	RA	1	3
ER Medium Laser	RT	1	1
ER Medium Laser	LT	1	1
Small Vibroblade	LA	1	3

Firebomber Configuration

SRM 4	RT	1	2
Medium Laser	RA	1	1
Flamer	CT	1	1
Ammo (SRM 4) 24	LT	1	1
SRM 4	LT	1	2
Medium Laser	LA	1	1

Notable Seekers:

Seeker Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Air Blade	Bladefighter (A)	NinjaMech	Vet (0/1)	Infantry-AntiMech	Phoenix Hawk/Mechbuster
Maximia	Strafer (A)	ReconMech	Vet (1/2)	Scout	Phoenix Hawk/Mechbuster
Poniard	Bladefighter (B)	SpecMech	Vet (1/2)	Special Forces	Phoenix Hawk/Mechbuster
Acid Seeker	Interceptor (B)	ArtilleryMech	Vet (2/3)	Infantry	Phoenix Hawk/Mechbuster
Bit Seeker	Interceptor (C)	Analyzer	Vet (2/3)	Analysis	Phoenix Hawk/Mechbuster
Black Seeker	Strafer (B)	NinjaMech	Vet (0/1)	Infantry-AntiMech	Phoenix Hawk/Mechbuster
Blast Seeker	Ambusher (B)	ReconMech	Reg (2/3)	Scout	Phoenix Hawk/Mechbuster
Cell Seeker	Ambusher (B)	ArtilleryMech	Reg (4/5)	Infantry	Phoenix Hawk/Mechbuster
Death Seeker	Ambusher (A)	ArtilleryMech	Vet (2/3)	Infantry	Phoenix Hawk/Mechbuster
Fire Seeker	Strafer (B)	ArtilleryMech	Reg (5/4)	Infantry	Phoenix Hawk/Gotha
Heat Seeker	Firebomber	CraftsMech	Vet (5/1)	Engineer	Phoenix Hawk/Mechbuster
Ion Seeker	Interceptor (A)	SpecMech	Vet (1/2)	Special Forces	Phoenix Hawk/Mechbuster
Nova Seeker	Strafer (A)	ArtilleryMech	Vet (2/3)	Infantry	Phoenix Hawk/Mechbuster
Ram Seeker	Ambusher (A)	ArtilleryMech	Vet (2/3)	Infantry	Phoenix Hawk/Mechbuster
Red Seeker	Interceptor (A)	GruntMech	Reg (4/5)	Minimal	Phoenix Hawk/Mechbuster
Sand Seeker	Ambusher (A)	ReconMech	Reg (2/3)	Scout	Phoenix Hawk/Mechbuster
Sky Seeker	Ambusher (A)	SpecMech	Vet (1/2)	Special Forces	Phoenix Hawk/Mechbuster
Star Seeker	Strafer (B)	CommandMech	Elt (0/0)	Scout, Officer	Phoenix Hawk/Mechbuster
Stream Seeker	Ambusher (A)	ReconMech	Vet (1/2)	Scout	Phoenix Hawk/Mechbuster
Sun Seeker	Strafer (C)	SpecMech	Reg (3/4)	Special Forces	Phoenix Hawk/Mechbuster
Thrust Seeker	Ambusher (B)	ReconMech	Vet (1/2)	Scout	Phoenix Hawk/Mechbuster
Thunder Seeker	Ambusher (B)	ArtilleryMech	Vet (2/3)	Infantry	Phoenix Hawk/Mechbuster
Trigger Seeker	Strafer (C)	ArtilleryMech	Reg (4/5)	Infantry	Phoenix Hawk/Mechbuster



Seeker II (Aerofighter AutoMech)

Summary

The AutoMech unit we have dubbed the *Seeker II* is, as you might imagine, a heavier form of the *Seeker*-class convertible aerofighter 'Mech that is so common in the skies of the Syberia system. It is also among the first fighter-to-BattleMech models we've encountered that breaks the fifty-five-ton barrier every Land-Air 'Mech back in the Inner Sphere fell under since the concept first debuted. Before we discovered the massive *BomberMech* and *Cycler*, we spotted the *Seeker IIs* flying at the head of *Seeker* and *AeroMech* squadrons.

The *Seeker II* is so visibly similar to the *Seeker* that we nearly took the heavier unit to be yet another variant of the former. While such a thing could reasonably be argued, the relationship between the two is much like the one between the *Phoenix Hawks* and the *Crusaders* of Succession Wars vintage. Of course, the fact that these Syberian 'Mechs happen to resemble those very machines merely reinforces the analogy.

But enough about forms; let's talk functionality.

At sixty tons, the *Seeker II* is twenty percent heavier than the standard *Seeker*. While this predictably heralds a reduction in its overall speed—both on land and in flight—the similar aerodynamics gives the bigger AutoMech the same level of aerial finesse that we've seen in its smaller counterpart. Meanwhile, the *Seeker II*'s frame and armor makes it much tougher in combat, while its expanded payload opens the door to bigger and better weaponry.

The *Seeker II*'s improvements don't stop with its armor and guns, either. With enhanced tactical sub-processors and superior comm systems, this AutoMech makes for an ideal command-level unit. These features have helped numerous examples of this model—AutoBoP and DemoCon alike—attain officer-grade positions within their respective armies.

[NOTE: Curiously, it appears that the Syberian AI known as Star Seeker has, on numerous occasions, "upgraded" itself to a *Seeker II* model—typically within days, even hours, of its leader's near-complete destruction—as part of its frequent bids for faction leadership. Invariably, however, these "Lordstar" *Seeker IIs* end up being destroyed before long, usually by a vengeful MechaTankus. When this occurs, the old Star Seeker—or a copy—returns to service in its lighter incarnation.]

Variant Configurations

Seeker IIs have been spotted in numerous variant forms, many of which appear to be upgunned versions of those found in the standard *Seeker* model. These alternate configurations include a few Strafer laser boats, and a couple power-focused Interceptors. But we've also seen a *Seeker II* variant that fills a completely different role by devoting over half of its equipment capacity with internalized, CASE-protected, multi-ton tanks and a drogue for mid-air refueling operations. Unsurprisingly, these Tanker-type *Seeker IIs* try to avoid battle as much as possible, but they carry a battery of medium lasers, just in case they can't.



Type: **Seeker II**

Technology Base: Syberian (Experimental)

Tonnage: 60

Equipment		Mass
Internal Structure:		6
Conversion Eqpt:	Aero	9
Engine:	240	11.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Safe Thrust:	4	
Max Thrust:	6	
Heat Sinks (Double):	10 [20]	0
Gyro:		3
Cockpit:	AutoMech	3
Fuel:	80	0
Structural Integrity:	20	0
Armor Factor:	168	10.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	20	20
Center Torso (rear)		13
R/L Torso	14	17
R/L Torso (rear)		10
R/L Arms	10	16
R/L Legs	14	20

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

Weapons and Ammo	Location	Critical	Mass
<i>Strafer Configuration A</i>			
ER Large Laser	RA	2	5
ER Medium Laser	RA	1	1
ER Medium Laser	RT	1	1
2 Double Heat Sinks	RT	6	2
ER Medium Laser	LT	1	1
2 Double Heat Sinks	LT	6	2
ER Medium Laser	LA	1	1

Strafer Configuration B

2 ER Medium Lasers	RA	2	2
ER Large Laser	RT	2	5
Fuel (80)	CT	1	1
ER Large Laser	LT	2	5

Interceptor Configuration A

Binary Laser Cannon	RA	2	9
ER Medium Laser	RT	1	1
Fuel (80)	RT	1	1
ER Medium Laser	LT	1	1
Fuel (80)	LT	1	1

Interceptor Configuration A

Streak SRM 6	RT	2	4.5
Ammo (Streak SRM 6) 15	RT	1	1
CASE	RT	1	0.5
ER PPC	LA	3	7

Tanker Configuration

2 ER Medium Lasers	RA	2	2
Fuel (240)	RT	3	3
CASE	RT	1	0.5
Refueling Drogue	CT (R)	1	1
Fuel (240)	LT	3	3
CASE	LT	1	0.5
2 ER Medium Lasers	LA	2	2
ER Medium Laser	HD	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Heavy BattleMech/Fighter Conversion), Atmospheric Flyer, Command BattleMech, Improved Communications, Nimble Jumper

Notable Seeker IIs:

Seeker II Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Aero Fire	Interceptor (A)	Analyzer	Elt (1/1)	Scientist, Officer	Crusader/Rusalka Fighter
Broadsider-One	Interceptor (B)	ArtilleryMech	Vet (2/3)	Infantry	Crusader/Rusalka Fighter
Optimal Una	Strafer (A)	CommandMech	Vet (0/0)	Spec Forces, Officer	Crusader/Rusalka Fighter
Scatter Fire	Strafer (A)	CommandMech	Vet (1/1)	Infantry, Officer	Crusader/Rusalka Fighter
Beta Blitzzer	Strafer (B)	ArtilleryMech	Vet (2/2)	Infantry, Scout	Crusader/Waneta Fighter
Lordstar Seeker	Strafer (B)*	CommandMech	Elt (0/0)	Scout, Officer	Crusader/Scytha Fighter
October Beta	Tanker	Dealer	Vet (3/5)	Merchant	Crusader/Lucifer Fighter
Sixer-Delta	Strafer (B)	SpecMech	AbvAvg (2/3)	Spec Ops	Crusader/Waneta Fighter

*This unit moves the ER Large Lasers to its arms and places the ER Medium Lasers in each side torso.

Silverback (Bestial AutoMech)

Summary

As a bestial AutoMech crafted to resemble terrestrial primates, the *Silverback* is a support unit that is slow, but well armored, and optimized for command. Developed by the AxiMaL faction for use within and around their Axilum Valley nature preserve, this machine featured a simulated hide, complete with synthetic fur, to minimize its distracting presence. Most of those created by the AxiMaLs are endowed with core AI personality programming derived from the very same code used in AutoBoP-made *Leader*-class 'Mechs. As a consequence, these machines not only skew toward command duties and officer-grade positions, but they also tend to have a "humanitarian" streak about them, prioritizing the lives of civilians, neutrals, and native fauna over most other concerns.

[EDIT: Or perhaps, it has been suggested, it's the other way around, and that the *Leader*-class's coding derives from the *Silverback*'s. We really can't be sure which came first, after all, so anything's possible.]

Like other bestial AutoMech types designed to resemble creatures of a more bipedal nature, the *Silverback* is balanced such that, when in its quadruped mode, it can periodically rear up on its front legs and use them to punch with. In this model's case, however, its elongated, simian-style arms/forelegs make such tactics particularly easy.

Among its other advantages, the *Silverback* also incorporates a lot of improvements that are rather uncommon among AxiMaL AutoMechs. Improved sensors and communications equipment,

likely installed to better track and monitor the creatures of Axilum's bio-dome, now facilitate the observation and coordination of allied units in battle. Meanwhile, strategic sub-systems help it analyze battle tactics, identify resources of significant value, and ascertain threats to the local ecosphere. Double-strength heat sinks and high-powered jump rockets are also intrinsic to the *Silverback*'s bag of tricks, both of which are likely sourced from baronial lands.

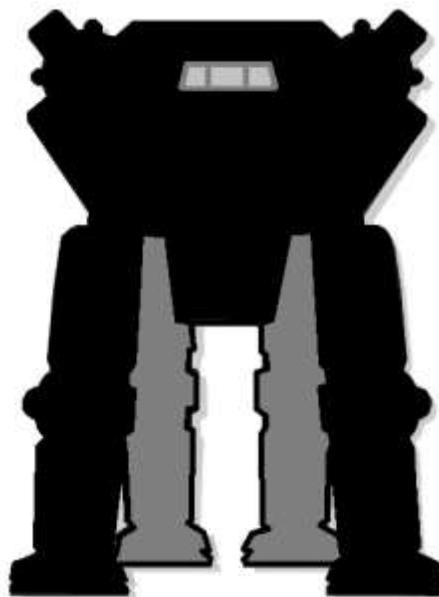
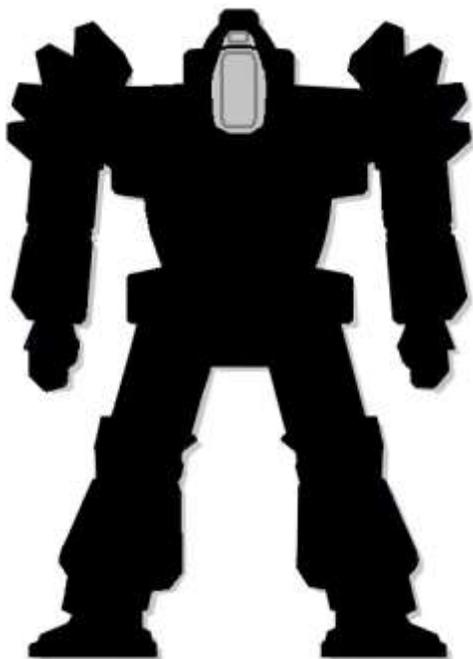
Variant Configurations

More than a quarter of the *Silverback*'s tonnage is available for the mounting of weapons and equipment, but some variants are more peculiar than others in how they use this weight.

Perhaps the most common *Silverback* configuration is an odd support-focused one centered on a pair of 'Mech Mortars for long-reaching, indirect fire, with a quartet of small lasers for up-close defense. Just how effective this version is in battle depends greatly on the nature of its mortar munitions, but the high-arching delivery of them allows this *Silverback* to do much of its shooting from heavy cover.

A more practical variant for pitched battles is also known that trades in the mortars for SRM racks, a large extended-reach laser, and an armor-smashing hatchet.

And then there is the blade-fighting configuration. This one also trades the mortars in for SRM racks, but instead of carrying a hatchet, it wields a sword in each hand, to maximize its point-blank effectiveness.



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

Equipment		Mass
Internal Structure:		4
Conversion Eqpt:	Bestial	2
Engine:	120	4
Walking MP:	3	
Running MP:	5	
Jumping MP:	5	
Heat Sinks (Double):	10 [20]	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor:	128	8
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	12	16
Center Torso (rear)		7
R/L Torso	10	14
R/L Torso (rear)		6
R/L Arms	6	12
R/L Legs	10	16

Fixed Components	Location	Critical	Mass
Conversion Equipment	RT/LT	2	0
3 Jump Rockets	RT/CT/LT	6	3
6 Double Heat Sinks	RA/2RT/ 2LT/LA	18	0

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

Common Configuration A

2 ER Small Lasers	RA	2	1
Mech Mortar 2	RT	2	5
Ammo (Mech Mortar 2) 12	RT	1	1
Mech Mortar 2	LT	2	5
Ammo (Mech Mortar 2) 12	LT	1	1
2 ER Small Lasers	LA	2	1

Common Configuration B

ER Large Laser	RA	2	5
SRM 4	RT	1	2
Ammo (SRM 4) 25	RT	1	1
SRM 4	LT	1	2
Ammo (SRM 4) 25	LT	1	1
Hatchet	LA	3	3

Bladefighter Configuration

2 ER Small Lasers	RA	2	1
Sword	RA	3	2
SRM 6	RT	2	3
Ammo (SRM 6) 15	RT	1	1
SRM 6	LT	2	3
Ammo (SRM 6) 15	LT	1	1
Sword	LA	3	2
2 ER Small Lasers	LA	2	1

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

Credit: Glitterboy2098

Notable Silverbacks:

Silverback Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
App-Link	Common (A)	Communicator	Reg (3/4)	Communications	Chameleon/Mandrill
Primal-C	Bladefighter	CommandMech	Vet (1/2)	Infantry, Officer	Chameleon/Mandrill
Silverback	Common (A)	CommandMech	Vet (1/2)	Scout, Officer	Chameleon/Mandrill
Gorrimace	Common (B)	Communicator	Reg (3/4)	Communications	Chameleon/Mandrill

Skorpios (Bestial AutoMech)

Summary

The *Skorpios* is possibly the most prominent of the PresiDom faction's "trooper" designs. But while it is seen in large numbers within that faction's ranks, its capabilities don't seem to fit the conventional wisdom behind front-line combat design. Slow-moving, and only modestly armored, it sets aside just over a third of its sixty-ton mass to combat equipment—all wrapped up in a hide of semi-rigid plates designed to mimic the appearance of a chitinous exoskeleton.

The giant animal aesthetics of the PresiDom and AxiMaL factions (and, to a lesser extent, the more mechanoid "beasts" of the DynaBoG and InterSectCon states) are, of course, well documented. So, it is no real surprise that the *Skorpios*, as a PresiDom product, features a simulated organic shell, a segmented tail, and extraneous arms to complete its look. What seems weird is simply how much of the machine's potential combat load is basically wasted in those models we've spotted in the field. Typically, after all, when one puts a small engine and skimps on armor in a BattleMech's design, it is to make room for some immense firepower. But in *this* AutoMech's case, the dominant weaponry tends toward high-powered claws and short-range missile tubes.

While it is quite possible that we've simply missed variations on this machine that are more practically armed, what we have seen of the *Skorpios* in the field to date typically looks more impressive than it fights. Keep out of their arm's reach—a feat easily done by most vehicles and 'Mechs—and your odds of survival against one of these AutoMechs look pretty good.

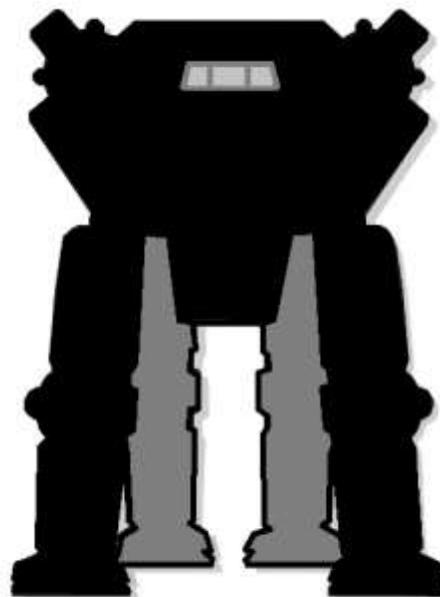
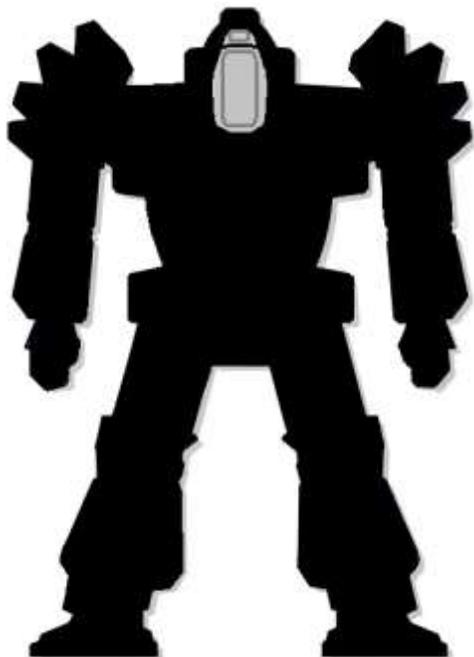
Variant Configurations

We've recognized two main versions of the *Skorpios* model to date, which we have identified as the Hunter and the Cruncher.

The Hunter *Skorpios* sports the weakest ranged weaponry of the two variants, with only a pair of twin-tube SRMs to its credit. For close-in work, its hand actuators take the form of giant, pincer-style claws that can rip through a half-ton of standard 'Mech armor in seconds. But its real focus lies in the four cargo bays, each capable of up to two tons' worth of internalized storage, built into its arms and torso flanks. From these bays, in a manner similar to other transport units like the *Sounder*, this *Skorpios* can deploy a mixed squad's worth of small MiniMechs and ultralights. Particularly favoring the Flydrone ultralight VTOL and the Mite quadruped MiniMechs (see their independent entries), the *Skorpios* of this configuration act as drone-masters who use their tinier minions as scouts—and sometimes as bait—against enemy positions.

Comparatively speaking, Cruncher-variant *Skorpios* models are much simpler affairs. While they also make use of the same crustacean-like claws, the rest of their arsenal is devoted to a pair of quad-tube SRMs and a particle cannon. That this version of the *Skorpios* thus resembles the classic *Scorpion* quad from back home, remember that those Inner Sphere 'Mechs are slightly lighter and more mobile—and even then, their popularity never reached a point where they could be considered commonplace in anyone's army.

Just another way in which Syberians are weird, perhaps.



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

Equipment		Mass
Internal Structure:		6
Conversion Eqpt:	Bestial	3
Engine:	180	7
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks (Standard):	10	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor:	128	8

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	17
Center Torso (rear)		6
R/L Torso	14	14
R/L Torso (rear)		4
R/L Arms	10	15
R/L Legs	14	15

Fixed Components	Location	Critical	Mass
Conversion Equipment	RT/LT	2	0
3 Heat Sinks	2RL/LL	3	0
Tail (Barbed)	CT (R)	2	6
Extra Limbs (4)	2RT/2LT	4	4

Weapons and Ammo

Tracker Configuration

	Location	Critical	Mass
Claw	RA	4	4
SRM 2	RA	1	1
Cargo (2 tons)	RA	2	2
Ammo (SRM 2) 50	RT	1	1
Cargo (2 tons)	RT	2	2
CASE	RT	1	0.5
Ammo (SRM 2) 50	LT	1	1
Cargo (2 tons)	LT	2	2
CASE	LT	1	0.5
Claw	LA	4	4
SRM 2	LA	1	1
Cargo (2 tons)	LA	2	2

Cruncher Configuration

	Location	Critical	Mass
Claw	RA	4	4
SRM 4	RA	1	2
Ammo (SRM 4) 25	RA	1	1
PPC	LT	3	7
Claw	LA	4	4
SRM 4	LA	1	2
Ammo (SRM 4) 25	LA	1	1

Notes: Barbed Tail functions as a normal Tail in gameplay; Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Distracting (Arthropod Quad Form), Improved Sensors, Low Profile (Quad Mode), Non-Standard Parts

Credit: Glitterboy2098

Notable Skorpios:

Skorpios Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Parasect	Cruncher	ArtilleryMech	Reg (4/5)	Infantry	Copperhead/Fire Scorpion*
Sand-Lock	Tracker	ReconMech	AbvAvg (2/3)	Scout	Copperhead/Fire Scorpion*
Skorp-Lock	Tracker	CommandMech	Vet (0/0)	Scout, Officer	Copperhead/Fire Scorpion*

*Add two more legs.

Sneaker (Wheeled AutoMech)

Summary

The *Sneaker* class isn't the lightest of the ground scouts we've seen on Syberia, but it may be a good contender for the toughest. Bigger than a *Bug*, smaller than a *Beetle*, but slower than both, this AutoMech body type is built with a lithe and compact frame that cuts an almost feminine silhouette when in BattleMech mode. This look is deceptive, however, as its armor is remarkably solid, and the Sneaker can still pack up to six tons of armament to boot—more than most light AutoMechs.

Sneakers mainly seem to serve in a harrying role, with weapon loadouts optimized for close range engagements, target spotting, and communications. Taken together, these AutoMechs make for prime guerilla fighters within the confines of any city or densely packed industrial site. (And there are certainly plenty of those on Syberia, even if you discount the larger ruins.) If partnered with other light ground units using effective ECM, these AutoMechs can make holding any territory difficult to impossible, even if the bulk of their allies have been forced to flee the area. With so many *Sneakers* specialized in infiltration tactics, these lightweights and their hit-and-fade capabilities can raise holy hell in just about any built-up environment.

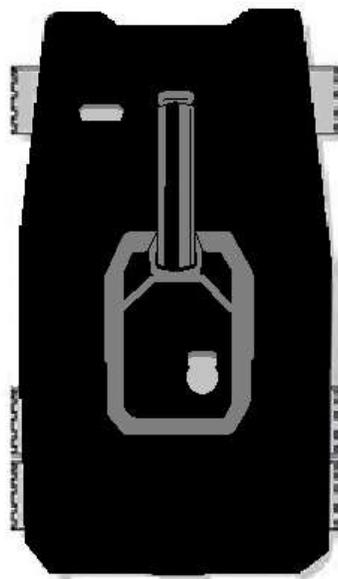
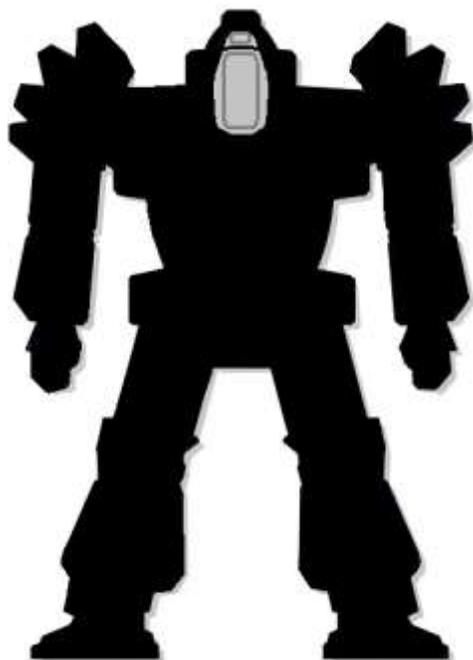
The AutoBoP faction appears to be the sole manufacturer of the *Sneaker* class. Sporadic reports of captured and "realigned"

samples of this model among the DemoCon and JUniCom factions have made the rounds. But to date, we haven't been able to confirm very many of them.

Variant Configurations

We've noted two variations on the *Sneaker* class that function primarily as combat strikers, and one that has a more strategic function as a mobile comm center. Both Striker-types rely on a pair of extended-range medium lasers for their ranged punch, but where one prefers the up-close-and-personal approach of a small vibroblade and two more light lasers, the other carries an ammo-efficient Streak SRM launcher and a Beagle-style active probe for sniffing out hidden enemies. It is not uncommon to see these two Striker variants partnering up in battle, to combine their respective specialties.

The Communicator variant of the *Sneaker* is essentially exactly as advertised. Investing half its equipment payload on expanded comm gear, which is then tied into its already top-notch radio systems and sensor kit, this unit commonly lurks near a battlefield or ranges out some distance away, as situations demand, and resorts to its few close-range lasers only as a last resort.



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

Equipment		Mass
Internal Structure:		3
Conversion Eqpt:	Wheeled	4.5
Engine:	150	5.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Wheeled Cruise MP:	6	
Wheeled Flank MP:	9	
Heat Sinks (Double):	10 [20]	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor:	96	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	10	13
Center Torso (rear)		7
R/L Torso	7	9
R/L Torso (rear)		5
R/L Arms	5	10
R/L Legs	7	10

Fixed Components	Location	Critical	Mass
Conversion Gear	RL/LL	2	0
Wheels	RA/RL/LA/LL	4	0
4 Double Heat Sinks	2RT/2LT	12	0

Weapons and Ammo	Location	Critical	Mass
<i>Striker Configuration A</i>			
Small Vibroblade	RA	3	3
2 ER Small Lasers	CT	2	1
2 ER Medium Lasers	LA	2	2
<i>Striker Configuration B</i>			
Streak SRM 2	RA	1	1.5
Ammo (Streak SRM 2) 50	RA	1	1
Beagle Active Probe	CT	2	1.5
2 ER Medium Lasers	LA	2	2
<i>Communicator Configuration</i>			
Medium Pulse Laser	RA	1	2
Small Laser	RT	1	0.5
Communications Equipment	RT	3	3
Small Laser	LT	1	0.5

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

Notable Sneakers:

Sneaker Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
After-Sneaker	Striker (B)	ArtilleryMech	Vet (2/3)	Infantry	Hermes*/Centipede*
Arc Sneaker	Striker (A)	NinjaMech	Vet (0/3)	Infantry-AntiMech	Hermes*/Centipede*
Green-Sneaker	Striker (A)	SpecMech	Vet (0/1)	Scout, Spec Ops	Hermes*/Centipede*
Groove-Sneaker	Communicator	ReconMech	AbvAvg (2/3)	Scout	Hermes*/Centipede*
Lance-Sneaker	Striker (B)	SpecMech	Vet (1/2)	Spec Ops	Hermes*/Centipede*

*Add 4 wheels (and a left hand, in Mech mode)

Sounder (Wheeled AutoMech)

Summary

Originally identified as a dedicated officer-grade unit, the discovery of a wider range of configurations has forced us to reclassify the *Sounder* class AutoMech as more of a front-line supporter. Built with an impressive payload capacity just shy of twenty tons, and possessing fair mobility for their heavyweight size, many of these units act as deployers for everything from mines and remote sensors to small, ultralights and MiniMech drones.

What's more, while the *VeeMech* class and its relatives were initially seen as an AutoBoP variant of this DemoCon-made chassis—given how much the two classes have in common—we have since come to learn that *Sounders* tend to feature a far greater array of enhanced electronics by comparison. We have also learned that the baronial forces do have several of these units in their ranks; they simply tend to keep them well behind the front line.

The built-in use of top-tier communications and tactical sub-processors makes *Sounders* into natural commanders is, but it is the further enhancements of SLDF-grade electronics warfare gear that tends to make them particularly invaluable in the field. Most of the named *Sounders* we've seen have thus specialized in everything from communications and reconnaissance to intelligence and analysis, so it's little wonder that so many find their way into the upper echelons of their respective sides. Of those that do, we've also noticed that most come equipped with deployment

systems for drones and remote sensors. Undoubtedly, this is because their configurations provide them a natural edge in developing the critical skills of leadership and coordination.

Variant Configurations

To date, we have identified four major *Sounder* variants among Syberia's active factions. Of these, the two most common feature dedicated on-board storage space for "code-bonded" drones, as well as the sensory and stealth enhancements of a Beagle-style active probe and a Guardian-style ECM system. Offensive firepower on these common-type *Sounders* is limited to just two weapons, be they a large laser and SRM pod, or a particle cannon with a small laser backup.

Scientist-variant *Sounders* drop the drone bays in favor of a remote sensor deployment system, as well as a Beagle and Target-Acquisition Gear that can be used for artillery spotting and range-finding alike. Like the common configurations, these units carry only two weapons, but both are effective at long-range fire, to keep back their enemies.

Finally, there is the *Sounder's* Gunner configuration. This variant carries only a single heavy LB-X autocannon, with a large enough magazine for selectable munitions fire. A Narc missile beacon system enables this AutoMech to assist allied units in tracking and killing enemy units that might otherwise slip away, with a TAG laser provides the means to call in precision artillery.



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

Equipment		Mass
Internal Structure:		6
Conversion Eqpt:	Wheeled	9
Engine:	240	11.5
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:	144	9
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	20	15
Center Torso (rear)		10
R/L Torso	14	14
R/L Torso (rear)		8
R/L Arms	10	15
R/L Legs	14	18

Fixed Components	Location	Critical	Mass
Conversion Gear	RL/LL	2	0
Wheels	RA/RL/LA/LL	4	0
Double Heat Sink	RT	3	0

Weapons and Ammo	Location	Critical	Mass
<i>Common Configuration A</i>			
ER Large Laser	RA	2	5
SRM 6	RT	1	3
Ammo (SRM 6) 15	RT	1	1
Cargo (3 tons)	RT	3	3
CASE	RT	1	0.5
Guardian ECM Suite	LT	2	1.5
Beagle Active Probe	LT	2	1.5
Cargo (3 tons)	LT	3	3

Common Configuration B

ER PPC	RA	3	7
ER Small Laser	RA	1	0.5
Guardian ECM Suite	RT	2	1.5
Cargo (4 tons)	RT	4	4
Beagle Active Probe	LT	2	1.5
Cargo (4 tons)	LT	4	4

Scientist Configuration

Autocannon/5	RA	4	8
Ammo (AC/5) 20	RA	1	1
Ammo (Sensors) 60	RT	1	1
CASE	RT	1	0.5
ER Large Laser	LT	2	5
Remote Sensor Dispenser	LT	1	0.5
Beagle Active Probe	LT	2	1.5
TAG	HD	1	1

Gunner Configuration

LB 10-X AC	RA	6	11
Ammo (LB 10-X) 20	RA	2	2
Ammo (Narc) 6	RT	1	1
CASE	RT	1	0.5
Narc Missile Beacon	LA	2	3
TAG	HD	1	1

Notes: No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion). Command BattleMech, Improved Communications, Rugged (1), Jettison-Capable Weapon (Right Hand)

Notable Sounders:					
Sounder Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Com Blaster	Common (B)	CommandMech	Vet (1/2)	Comms, Officer	Thunderbolt*/Packrat
Com 'Ceptor	Scientist	Analyst	Elt (1/2)	Scientist	Thunderbolt*/Packrat
Blast Sounder	Common (A)	ArtilleryMech	Vet (2/3)	Infantry	Thunderbolt*/Packrat
Brute Swindler	Gunner	ArtilleryMech	Vet (3/5)	Infantry, Merchant	Thunderbolt*/Packrat
Cast Sounder	Common (B)	ReconMech	Grn (4/5)	Scout	Thunderbolt*/Packrat
Wave Sounder	Common (A)	CommandMech	Elt (0/1)	Comms, Officer	Thunderbolt*/Packrat

**"Primitive"/RetroTech format

Spybird Recon Drone (Aerial Ultralight)

Summary

Used by nearly every action on Syberia that fields *Sounder* Wheeled AutoMechs or their derivatives, the Spybird is a 3-ton reconnaissance drone small enough to be carried within the *Sounder's* internal cargo holds.

Thanks to their small size, and ability to hitch a ride inside another AutoMech's cargo hold, Spybirds can eschew fusion power, and instead use solar cells on their wings, to power the ducted fans that give them flight. While this limits their speed, it also means their powerplants do not interfere with the *Sounder's* fusion reactor. The fans also enable VSTOL capability, and run quietly enough that these small scouts can stealthily touch down close enough to enemy positions to overhear their chatter.

As can only be expected from such compact units, Spybirds are not well armored. And their armament is light, restricted mainly to a pair of heavy support lasers that can barely scuff the paint on a larger AutoMech's hide. Then again, they're not meant to fight to begin with; the important parts of the Spybird drone are the sophisticated recon camera mounted in its hawklike nose, and the aft remote sensor dispensers, which drop "bugs" that its parent unit

can then monitor as the Spybird flits off to a new roost.

Variant Configurations

As of this time, we have identified three main alternate configurations of the Spybird—well, it's two, technically, given how similar two of them are to each other.

The two very similar variants, which we call the Vulture and the Vampire, are so incredibly alike that it's *almost* not worth mentioning. Both are basically as mentioned earlier, with two heavy support lasers, a camera, and a sensor dispenser, but where the Vulture is meant for daytime conditions—with a standard visible light camera and laser microphone for long-range eavesdropping—the Vampire is a nighttime version, which features a night-vision camera and a heat sensor.

And then there is the Screecher configuration. This one downgrades the support lasers a bit and drops the remote sensor dispenser, so it can make room for a ton of dedicated communications gear. This variant can either link up with other comm systems to boost its transmitting and receiving power, or tap into the remote sensors dropped by others.



Type: **Spybird Recon Drone**

Movement Type: Fixed Wing (Small)

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

Mass: 3 tons

Equipment

Chassis:		Mass	288kg
Engine/Controls:	Robotic		540kg
Type	Solar		
Safe Thrust	2		
Max Thrust	3		
Structural Integrity:	2		
Fuel:	—	0kg	
Armor Factor (BAR 7):	6	270kg	
	<i>Armor Value</i>		
Nose:	3		
R/L Wing:	1/1		
Aft:	1		

Weapons and Ammo

	Location	Slots	Mass
<i>Vulture Configuration</i>			
Advanced Fire Control	—	0	60kg
Recon Camera (Standard)	Nose	1	500kg
2 Handheld Searchlights	Nose	0	10kg
Laser Microphone	Nose	1	5kg
Heavy Support Laser (42)	R. Wing	1	315kg
Heavy Support Laser (42)	L. Wing	1	315kg
Remote Sensor Dispenser (10)	Aft	1	660kg

Vampire Configuration

Advanced Fire Control	—	0	60kg
Recon Camera (Night Vision)	Nose	1	500kg
Heat Sensor	Nose	1	20kg
Heavy Support Laser (42)	R. Wing	1	315kg
Heavy Support Laser (42)	L. Wing	1	315kg
Remote Sensor Dispenser (10)	Aft	1	660kg

Screecher Configuration

Advanced Fire Control	—	0	22kg
Recon Camera (Standard)	Nose	1	500kg
Communications Equipment	Nose	1	1,000kg
2 Handheld Searchlights	Nose	0	10kg
ER Support Laser (60)	R. Wing	1	125kg
ER Support Laser (60)	L. Wing	1	125kg

Crew: None

Cargo: 37kg (Vulture), 22kg (Vampire), 120kg (Screecher)

Notes: Features Prop, Ultra-Light, and VSTOL chassis modifications. Features the following Design Quirks: Illegal (Syberian Robotics AI), Code-Bonded (Unit may only operate within 100 km of its designated command unit)

Credit: Giovanni Blasini for Original Design and Fluff

Notable Spybirds:

Spybird Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Laserwing Drone	Vulture	ReconMech	Vet (1/2)	Scout	NA/Aeshna (Micro)
Nightsight Drone	Vampire	ReconMech	Reg (2/3)	Scout	NA/Aeshna (Micro)
Vibroblade Drone	Vulture	ReconMech	Reg (2/3)	Scout	NA/Aeshna (Micro)
Squaler Drone	Screecher	ReconMech	Reg (2/3)	Scout	NA/Aeshna (Micro)

Type A1/A2 Stomper (Quad MiniMech)

Summary

Knowing that the Syberians managed to develop militarized robots on an infantry scale in humanoid and bipedal formats, it naturally stood to reason that there would also be four-legged analogs as well. And, indeed, there are many such units we have spotted during our extended observation. The largest of these we have designated as the Type A1/A2 Stomper. (Yes, I know it's hardly original, but to be fair, these are non-convertible AutoMechs that clearly have some kind of dependency on larger units; giving them bland nomenclature separates them from the more autonomous units. That's my story, anyway, and I'm sticking to it.)

For a two-ton unit derived from Star League engineering, the Stomper is swift, capable of running speeds approaching forty-five kph. That's good enough to outpace most of the front-line battlesuits I'm aware of. Its armor is quite rugged as well, capable of shrugging off even a direct PPC hit—at least once, anyway. These features make them great units for city-sweeping missions and indoor defense, taking on any threats small or clever enough to hide from a lumbering BattleMech or terrain-restricted vehicles.

The use of a quad frame, of course, precludes any ability these MiniMechs might otherwise have had for executing anti-BattleMech attacks. But, then again, the Stomper's weight likely wouldn't help them much in that regard, either. It's likely that machines like these played a terrifying role in the extermination of Syberia's human

population, but today, their main opposition tends to be enemy MiniMechs and other "ultralight" drones. The braver (or dumber) units might take on something bigger from time to time, but unless they do so with enough backup, the outcome is fairly predictable.

Variant Configurations

Although we have seen a few cosmetic variations on the Stomper in the field, from some built to resemble terrestrial bulls and smilodons to others with a more reptilian shape, the look is generally a secondary concern to its armament. In *that* department, we have identified two primary configurations, which we're calling simply A1 and A2.

A1 Stompers carry a pair of three-tube SRM launchers on their flanks, with two volleys of ammunition each. Though their battlefield longevity can thus be measured in seconds, this is usually enough to bring down another MiniMech, obliterate an ultralight, or even maul some of the lighter AutoMech units we've seen here. The potential effects of alternate ordnance such as incendiary and smoke warheads can also have a profound impact on any tactical scenario.

A2 Stompers trade the SRMs for a pair of medium recoilless rifles that can hit with greater focus and, thanks to larger magazines, can contribute to a fight for a lot longer than the A1.



Type: **Type A1/A2 Stomper**

Technology Base: AutoMech (Battlesuit)

Mass: 2,000 kg

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

AToW BAR Values: 10/9/9/8; E/I/C: 0/0/0

Equipment

		Slots	Mass
Internal Structure:	Robotic (Quad)		700
Motive System:			
Ground MP:	4		320
Manipulators:	None		0
Armor:	Advanced Standard	5	480
Armor Value:	12 + 1 (CPUs)		

Weapons and Ammo

	Location	Slots	Mass
<i>A1 Configuration</i>			
SRM 3 (2)	Body	3	240
SRM 3 (2)	Body	3	240

A2 Configuration

Medium Recoilless Rifle (20)	Body	2	250
Medium Recoilless Rifle (20)	Body	2	250

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 Stomper Drones:

Stomper Drone Type	Config.	Function	Skill Grade	Skill Set	Mech/Vehicle Form
Rammer Drone	A1	ArtilleryMech	Vet (2/3)	Infantry	Buraq BA/None
Green Beast Drone	A2	ReconMech	Vet (1/2)	Scout	Shedu BA/None

Strafer (Aerofighter AutoMech)

Summary

The *Strafer*-class FighterMech is an increasingly uncommon sight in the skies over Syberia, but once upon a time, it may have been as popular as the *AeroMech*. Roughly a century ago, the last of this AutoMech's factories were destroyed, effectively "orphaning" this design. That neither the AutoBoP nor the DemoCon factions rebuilt their facilities speaks to the gradual, system-wide decay of Syberian infrastructure since humans died out here. While maintenance 'Mechs can keep units like the *Strafer* functional for as long as possible, the fact remains that each assembly site that suffers irreparable damage becomes one more unrecoverable loss. Syberia's AutoMechs can perform amazingly complex repairs and bypasses thanks to their adaptive programming, but asking them to build new facilities from scratch somehow eludes them.

We're not entirely certain why this is. If their inability to innovate were the sole problem, one might imagine that the AutoMechs could simply analyze any blueprints and specs needed to construct new factories. They could copy the assembly robots and management systems to run them, or staff them with specialized "DoctorMechs" that know how to pull components apart and put them back together. They could look to their extant facilities to fill in any blanks they miss along the way. But, for whatever reason, they simply...don't.

Taking in the big picture, given all the ruined cities, towns, and outposts throughout the system, it's becoming clear that this issue is intrinsic to all factions. The only facilities left intact today

are those that were heavily fortified against nuclear strikes, built into mountains, set underground, or which are capable of independent mobility and possess the armor and armaments to defend themselves.

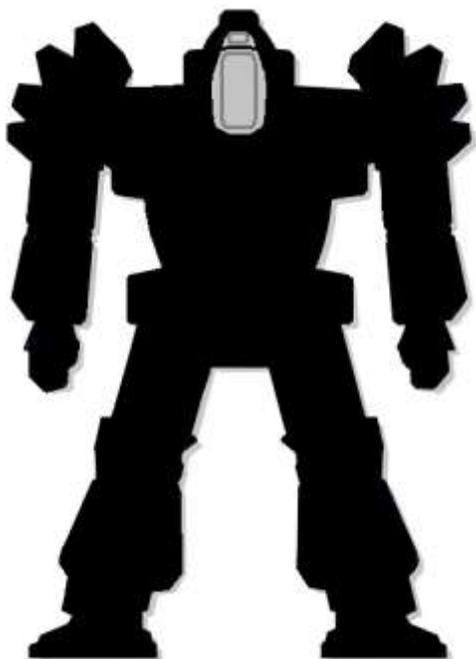
Anyway...

As a light unit, the *Strafer* is average in terms of armor, with a decent payload capacity for weapons, but its mobility is a bit on the slow side. As it happens, though, this merely puts it in the same general "speed class" as most of Syberia's Aerofighter AutoMechs. In its fighter mode, the *Strafer* resembles an Inner Sphere *Sparrowhawk*, and is remarkably agile in atmospheric flight. This enhances the unit's effectiveness in ground support missions and dogfights alike.

Introduced before the global wars escalated, the *Strafer*, found its way into the ranks of the major corporate and baronial factions. Competition from similar AutoMech units built by their native states, such as the Primus Barony's *AeroMech*, and the Conglomerates' *Seeker* series, reduced its prominence sharply even before their factories vanished.

Variant Configurations

We've identified two primary weapons configurations among the *Strafers* seen in action. One is a dedicated energy boat, good at raking ground targets with laser fire, while a half-ton of extra reaction mass helps it linger a bit longer in the skies. The second variant is armed with SRMs for strike missions.



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

Equipment		Mass
Internal Structure:		3.5
Conversion Eqpt:	Aero	5.5
Engine:	175	7
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Safe Thrust:	5	
Max Thrust:	8	
Heat Sinks (Double):	10 [20]	0
Gyro:		2
Cockpit:	AutoMech	3
Fuel:	80	0
Structural Integrity:	11	0
Armor Factor:	96	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	11	10
Center Torso (rear)		7
R/L Torso	8	10
R/L Torso (rear)		5
R/L Arms	6	10
R/L Legs	8	10

Fixed Components	Location	Critical	Mass
Avionics	RT/LT/HD	3	0
Landing Gear	RT/CT/LT	3	0
3 Double Heat Sinks	1RA/2LA	9	0
5 Jump Jets	2RT/CT/2LT	5	1.5

Weapons and Ammo	Location	Critical	Mass
<i>Common Configuration A</i>			
Medium Pulse Laser	RA	1	2
ER Medium Laser	RT	1	1
ER Medium Laser	LT	1	1
Fuel (40)	LT	1	0.5
Medium Pulse Laser	LA	1	2
<i>Common Configuration B</i>			
SRM 4	RA	1	2
Ammo (SRM 4) 25	RT	1	1
Ammo (SRM 4) 25	LT	1	1
SRM 4	LA	1	2
ER Small Laser	HD	1	0.5

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flyer, Obsolete (3052)

Notable Strafers:

Strafer Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Fire-Strafer	Common (A)	ArtilleryMech	Vet (2/3)	Infantry	Sun Cobra/Sparrow Hawk
Twin-Strafer	Common (A)	ArtilleryMech	Reg (3/4)	Infantry	Sun Cobra/Sparrow Hawk
Slug Thrower	Common (B)	ArtilleryMech	Vet (2/3)	Infantry	Sun Cobra/Sparrow Hawk

Streaker (Wheeled AutoMech)

Summary

As noted earlier in these reports, I'm sure, our original surveys made a number of sweeping generalizations about the AutoMechs of Syberia, based on quick—and rather limited observations—of them in action. Among such generalizations was an assumption that most of the models we saw were derived from just a few template chassis. Outside of the Terran system, after all, few worlds exist that can produce more than a handful of 'Mechs, and most of them require components shipped in from elsewhere. The idea that a long-lost group of Star League-era colonists could so heavily industrialize a system like Syberia that it can produce *hundreds* of distinct 'Mech, vehicle, and aerospace chassis types? How could we have thought otherwise?

Thus it was that, at least originally, we lumped a lot of models into the same unit classes. And one of the most glaring examples of this, of course, is that of what we now call the "VeeMech clade," a group of convertible wheeled-type AutoMech classes that we simply assumed were variants of the same core machine. We now know that this group actually consists of four base models: the *Hounder*, *Jack*, *Streaker*, and *VeeMech*. (It's been proposed by some of our team that the *Sounder* also belongs in this clade, but we identified it as a different machine from the start, so I think that's a non-issue.)

Each model in the *VeeMech* clade, as has been noted, is rooted in a classic of Star League design. The *Hounder* is based on the *Wolverine*, the *Jack* has roots in the *Shadow Hawk*, and the *VeeMech* is...well, a much slower *Wolverine*. As for the *Streaker*? This one seems to descend from the *Griffin*.

Another thing that slowed down our progress when it came to differentiating the classes, of course, is the sheer number of these machines which pattern their vehicle mode on civilian cars, much

like how the Star League's Rotunda was built to blend into the city street scene. This tendency would have had us adding the *Beetle* class to the *VeeMech* clade, had we not already learned their specs during first contact.

Streakers are quite reminiscent of the classic *Griffin*, sharing even the same mass and performance profile. Even the most common loadout used by these AutoMechs matches that of their progenitor, complete with a detachable "pistol" weapon, and a distinctive, shoulder-mounted missile tube. This gives them superior armor and firepower to most *Beetles*, while running only slightly slower overland. Heavily favored by the AutoBoP faction (like most of the *VeeMech* clade), *Streakers* tend to play a role best described as a mix of recon support and front-line soldier.

Variant Configurations

The most common *Streaker* variants we've identified only slightly differ from the *Griffin* in overall capabilities. A pistol-gripped PPC of some type, backed up by some missiles, provide them with respectable firepower, if not quite as good as the original.

Beyond those versions, we've also seen three configurations that make use of ECM suites to scramble enemy sensors, while sporting only one or two ranged weapons.

Finally, there is at least one variant that acts as a dedicated maintenance and damage control unit. Equipped with fluid guns for the administration of fire control foams, water, lubricants, fuel, or corrosives, these maintenance-type *Streakers* are rarely seen on a battlefield. Instead, they patrol various bases and outposts to keep everything running smoothly, or they serve behind the front as the AutoMech equivalent of paramedics and triage nurses.



Type: **Streaker**

Technology Base: Syberian (Experimental)
 Tonnage: 55

Equipment		Mass
Internal Structure:		5.5
Conversion Eqpt:	Wheeled	8.5
Engine:	275	15.5
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:	144	9
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	18	18
Center Torso (rear)		7
R/L Torso	13	18
R/L Torso (rear)		6
R/L Arms	9	14
R/L Legs	13	17

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>			
ER PPC	RA	2	7
LRM 5	RT	1	2
Ammo (LRM 5) 24	RT	1	1
CASE	RT	1	0.5

Common Configuration B

Snub-Nose PPC	RA	2	6
Streak SRM 2	RT	1	1.5
Ammo (Streak SRM 2) 50	RT	1	1
CASE	RT	1	0.5
Streak SRM 2	LT	1	1.5

Scrambler Configuration A

ER Large Laser	RA	2	5
Guardian ECM	RT	2	1.5
Lift Hoist	LA	3	3
TAG	HD	1	1

Scrambler Configuration B

ER PPC	RA	3	7
Flamer	RT	1	1
Guardian ECM	CT	2	1.5
Flamer	LT	1	1

Scrambler Configuration C

Mech Mortar/2	RA	2	5
Ammo (Mech Mortar 2) 24	RA	2	2
ER Medium Laser	RT	1	1
Guardian ECM	CT	2	1.5
TAG	LT	1	1

Maintainer Configuration

Fluid Gun	RA	2	2
Ammo (Fluid Gun) 20	RA	1	1
SRM 6	RT	2	3
Ammo (SRM 6) 15	RT	1	1
CASE	RT	1	0.5
Fluid Gun	LA	2	2
Ammo (Fluid Gun) 20	LA	1	1

Notes: No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion). Battle Fists, Modular Weapons, Rugged (1), Ubiquitous (Syberia), Jettison-Capable Weapon (Right Hand)
Credit: Giovanni Blasini, for base chassis design

Notable Streakers:

Streaker Type	Config.	Function	Skill Grade	Skill Set	Mech/Vehicle Form
Blue Streaker	Common (B)	ArtilleryMech	Vet (2/3)	Infantry	Griffin/Rotunda
Chrome Streaker	Common (A)	Analyzer	Vet (3/5)	Analysis	Griffin/Rotunda
Jazzy	Scrambler (A)	CommandMech	Vet (1/2)	Scout, Officer	Griffin/Rotunda
Metro-Scamp	Scrambler (B)	ReconMech	Reg (2/3)	Scout	Griffin/Rotunda
Prowler	Common (B)	ArtilleryMech	Vet (2/3)	Infantry	Griffin/Rotunda
Smoke Streaker	Common (A)	ReconMech	Reg (2/3)	Scout	Griffin/Rotunda
Street Streaker-P	Common (A)	NinjaMech	Vet (0/3)	Infantry-AntiMech	Griffin/Rotunda
Strike-Streaker	Scrambler (C)	NinjaMech	Vet (0/3)	Infantry-AntiMech	Griffin/Rotunda
Sunny Streak	Scrambler (B)	ReconMech	Grn (4/5)	Scout	Griffin/Rotunda
Streak-Blocker	Scrambler (B)	NinjaMech	Vet (0/3)	Infantry-AntiMech	Griffin/Rotunda
Streak-Wiper	Maintainer	DoctorMech	Reg (4/5)	Technician-'Mech	Griffin/Rotunda



Sweeper-C/D (Aerofighter AutoMech)

Summary

The *Sweeper-C* AutoMech and its drone companions (*Sweeper-Ds*) are a DemoCon unit type that almost always operates in concert with corresponding *Cyclor*-class AutoMechs. Possibly devised as an upscaled version of the *Sounder*-and-mini-drones concept, the *Sweepers* are code-linked to each other in what amounts to a modified form of the remote drone control systems seen back in the Inner Sphere. But because the autonomous nature of the Syberian AI system, the controls and bandwidth needed for this drone command system are so minimized that they can be integrated with a unit's ordinary CPUs at a negligible increase in equipment mass. As a result, a single *Sweeper-C* can act as the primary director for a squadron of code-linked *Sweeper-Ds*, while also seeing to its own affairs in combat. The simpler *-D* units, meanwhile, possess enough faculties to carry out their commands as independent units, so long as they remain within their designated master's operational range.

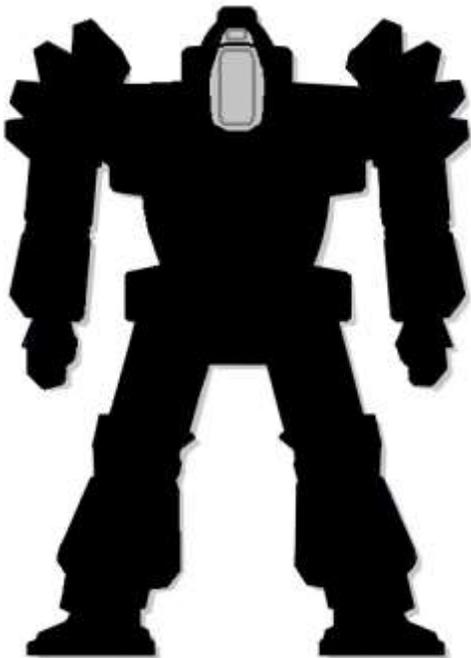
Curiously, while the smaller-scale version of this technology can still result in drones that possess a personality of sorts, this larger scale application does not seem to work the same way. Conversations with *Sweeper-Ds* (and *Cyclor-Ds*, for that matter) thus tend to be dull to the point of uselessness—if they occur at

all. In fact, with *Sweepers* visually appearing so identical to each other as to be indistinct—regardless of their type and combat modes—their level of “chattiness” may be about the only way to distinguish which among them is in charge.

Although the *Sweeper* drones do not have the same conversion-disabling defect as their *Cyclor* counterparts, they may still be considered the weaker of the two classes. Built lighter and more compact, while still leaving room for at least one heavy energy weapon, has forced the *Sweeper* chassis to rely on a smaller engine and weaker thrusters than would be ideal for them. The result is a light fighter that can barely keep up with the rest of the DemoCon aerospace force, and is only modestly good at ground-level reconnaissance.

Variant Configurations

For the most part, there appears to be only one payload variant each for the lead *Sweepers*, and their drones. *Sweeper-Cs* carry three extended-range lasers, while *Sweeper-Ds* use only a pair of light particle cannons. These all-energy load-outs not only minimize their need for consumable munitions, but also enable them to take part in strafing missions while in fighter mode.



Type: **Sweeper-C/D**
 Technology Base: Syberian (Experimental)
 Tonnage: 35

Equipment		Mass
Internal Structure:		3.5
Conversion Eqpt:	Aero	5.5
Engine:	175	7
Walking MP:	5	
Running MP:	8	
Jumping MP:	4	
Safe Thrust:	4	
Max Thrust:	6	
Heat Sinks (Standard):	10 [20]	0
Gyro:		2
Cockpit:	AutoMech	3
Fuel:	80	0
Structural Integrity:	11	0
Armor Factor:	96	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	11	10
Center Torso (rear)		7
R/L Torso	8	10
R/L Torso (rear)		5
R/L Arms	6	10
R/L Legs	8	10

Fixed Components	Location	Critical	Mass
Avionics	RT/LT/HD	3	0
Landing Gear	RT/CT/LT	3	0
3 Double Heat Sinks	RT/2LT	9	0
4 Jump Jets	2RL/2LL	4	2

Weapons and Ammo	Location	Critical	Mass
<i>Sweeper-C Configuration</i>			
ER Large Laser	RA	3	5
2 ER Small Lasers	LA	2	1
<i>Sweeper-D Configuration</i>			
Light PPC	RA	2	3
Light PPC	LA	2	3

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

Notable Sweepers:

Sweeper Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Sky Sweeper	Sweeper-C	CommandMech	Vet (1/2)	Infantry, Officer	Wasp LAM Mk I (Mech/Fighter)
Sweeper Drones	Sweeper-D	GruntMech	Reg (4/5)	Minimal	Wasp LAM Mk I (Mech/Fighter)

Swooper (Aerofighter AutoMech)

Summary

First observed in the ranks of the DynaBoG faction, where its use of more refined technologies threw into doubt our assumptions about their resource deficiencies, the *Swooper* is a particularly fascinating AutoMech. Although engineered as a jet-powered aerofighter conversion, its visual style is more reminiscent of the DynaBoG's bestial format. Built with distinctly pterosaurian features—complete with an elongated and beaked head structure, bat-style wings that can even flap at low speeds, and a landing form that resembles nothing so much as a perched avian dinosaur—it hardly needs the faux-flesh coverings of the PresiDom to be convincing.

Although equal in mass to the *Seeker* series, *Swoopers* use less powerful engines and thrusters, allowing them to divert more tonnage to armor and weaponry. This has produced some tough air combatants as a result, including not only the fire-breathing one actually named “Swooper” (for whom we named the class), but also a dedicated dogfighter/close-air support version, and one that appears to be more dedicated to melee fighting. Most *Swoopers*, we've since learned, actually appear in the ranks of the DemoCon-aligned PresiDom army, rather than the DynaBoG. This discovery, combined with the unit's more efficient military design standards, has convinced us that those among the DynaBoG forces and elsewhere are defectors or captures taken from the PresiDom side.

The *Swooper's* landing system in fighter form, like that of the much lighter *Saker*, is unusual in that it relies on landing struts built to resemble legs. This forces the unit to make all its landings and take-offs using their ventral maneuvering thrusters to minimize the

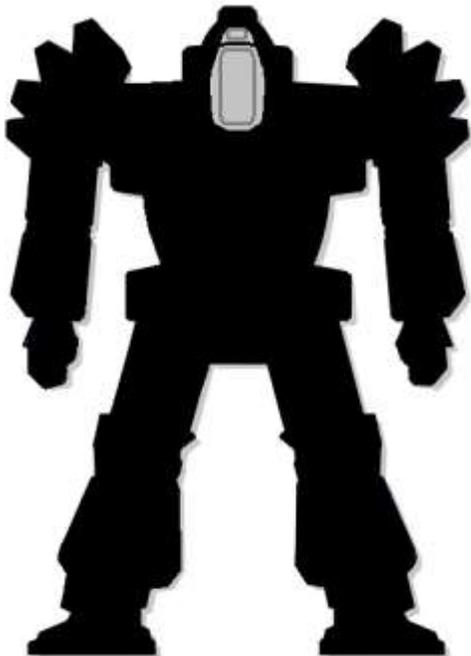
potential for catastrophic damage. But where the *Saker's* landing legs are flimsy enough to break apart during any particularly hard landing, the *Swooper's* gear is far more robust and shatterproof. The main tradeoff for this, however, is an inability to completely retract the landing legs while in flight, resulting in a fighter form that more closely resembles an armless LAM in AirMech mode.

Variant Configurations

There are four known *Swooper* variants we're aware of at present. The Inferno configuration, first observed in use by the DynaBoG named Swooper, features a nose-mounted flamethrower flanked by large lasers and SRMs that can fire standard or incendiary munitions, depending on the mission at hand. (Originally thought to be poorly heat-sunk as a design flaw, it seems that Swooper itself is a downgraded one-off; the vast majority of these AutoMechs use double-strength sinks.)

Dogfighter *Swoopers* carry a heavy LB-X autocannon capable of carrying a ton each of standard and flak rounds, with a trio of lasers for backup. Meanwhile, the Groundraker variant uses paired standard and pulse lasers, along with an ECM suite to scramble hostile electronics. A half-ton of extra fuel enables it to lurk over battlefields a little longer, ready to provide devastating ground support at a moment's notice.

The *Swooper's* Ripper configuration is an oddity that's much rarer than the other variants. Featuring only a single binary laser cannon for ranged fighting, its hand actuators are replaced by more devastating anti-Mech claws. Unsurprisingly, these Ripper types are more often seen in BattleMech mode than in flight.



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

Equipment		Mass
Internal Structure:		5
Conversion Eqpt:	Aero	7.5
Engine:	200	8.5
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:	16	0
Armor Factor:	128	8
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	15
Center Torso (rear)		8
R/L Torso	12	12
R/L Torso (rear)		6
R/L Arms	8	14
R/L Legs	12	16

Fixed Components	Location	Critical	Mass
Avionics	RT/LT/HD	3	0
Landing Gear	RT/CT/LT	3	0
2 Heat Sinks	RT/LT	6	0
4 Jump Jets	2RT/2LT	4	2

Weapons and Ammo

Inferno Configuration

	Location	Critical	Mass
Large Laser	RA	2	5
SRM 4	RT	1	2
Flamer	CT	1	1
SRM 4	LT	1	2
Ammo (SRM 4) 25	LT	1	1
Large Laser	LA	2	5

Dogfighter Configuration

LB 10-X AC	RA	6	11
Ammo (LB 10-X) 20	RA	2	2
Medium Laser	RT	1	1
CASE	RT	1	0.5
ER Small Laser	CT	1	0.5
Medium Laser	LT	1	1

Groundraker Configuration

Large Laser	RA	2	5
Medium Pulse Laser	RT	1	2
Fuel (40)	RT	1	0.5
Guardian ECM	LT	2	1.5
Medium Pulse Laser	LT	1	2
Large Laser	LA	2	5

Ripper Configuration

Binary Laser Cannon	RA	4	9
Claws	RA	4	3.5
Claws	LA	4	3.5

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flyer, Distracting (Pterodactyl Aero Form)

Notable Swoopers:

Swooper Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Swooper	Inferno*	SpecMech	Vet (1/2)	Special Ops	Wasp-1 LAM ('Mech/AirMech)
Wingspread	Dogfighter	ReconMech	AbvAvg (2/2)	Scout	Wolfhound/Wasp-1 LAM AirMech
Wiper	Groundraker	Analyzer	Vet (3/4)	Intelligence	Wasp-1 LAM ('Mech/AirMech)
Bomberking	Inferno	ArtilleryMech	Vet (2/3)	Infantry	Wasp-1 LAM ('Mech/AirMech)
Eviscerator	Ripper	SpecMech	Reg (3/4)	Special Ops	Wasp-1 LAM ('Mech/AirMech)
Terra Soar	Dogfighter	ReconMech	Vet (1/2)	Scout	Wasp-1 LAM ('Mech/AirMech)

*This unit uses standard heat sinks.

Tanker (Tracked AutoMech)

Summary

With a third of its fifty-ton mass devoted to weapons and equipment, the *Tanker* AutoMech is a solid, if somewhat unimpressive, middleweight trooper. That is not to say this unit is a pushover, of course. Even though it is half the size of the *Tankus* class, its arms and legs optimized for close combat, this machine is built for the brawl, even without its guns. A set of tactical sub-systems, capable of rapid battlefield analysis, enables the *Tanker* to act with authority in small formations. While not quite as powerful or comprehensive as the secondary computers on a more dedicated command 'Mech, this built-in feature allows the *Tanker* to assume a degree of control over its squads much like how an infantry sergeant might direct their platoon.

The weapons kit we've seen *Tankers* using in the field tends to focus most of their potential payload on a single heavy weapon, typically located in a prominent torso mount to accommodate its bulk. This arrangement gives the unit a battlefield silhouette that's hard to ignore, as a massive (and nearly outsized) muzzle juts out from what looks like the very middle of its body. To maintain the

widest possible firing arc for this main gun, regardless of the AutoMech's operating mode, it employs the same unusual conversion pattern seen in the *Hammer* class.

Tankers are common units in both the AutoBoP and DemoCon armed forces, and we've even spotted some that bear no clear insignia wandering the less traveled wastes of the Syberian moons. Most of these "feral" *Tankers*, however, tend to look poorly maintained, and often prove to have no munitions left for their weaponry when confronted.

Variant Configurations

As mentioned earlier, a central theme to the *Tanker* appears to be the mounting of one "big gun" in the torso. The two main variants we've seen we have dubbed the Blaster and the Thunder. The Blaster puts all its weaponry allowance into a single Sniper-class artillery cannon (a snub version of the larger artillery piece), while the Thunder variant mounts a heavy LB-X autocannon and a four-tube SRM instead.



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

Equipment		Mass
Internal Structure:		5
Conversion Eqpt:	Tracked	7.5
Engine:	200	8.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Tracked Cruise MP:	4	
Tracked Flank MP:	6	
Heat Sinks (Double):	10 [20]	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor:	120	7.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	18	15
Center Torso (rear)		8
R/L Torso	13	12
R/L Torso (rear)		6
R/L Arms	9	11
R/L Legs	13	15

Fixed Components		Location	Critical	Mass
Conversion Gear		RA/RL/LA/LL	4	0
Tracks		RA/RL/LA/LL	4	0
2 Double Heat Sinks		RA/LA	6	0

Weapons and Ammo		Location	Critical	Mass
<i>Blaster Configuration</i>				
Sniper Artillery Cannon		RT	10	15
Ammo (Sniper AC) 10		LT	1	1
CASE		LT	1	0.5
<i>Thunder Configuration</i>				
LB 10-X Autocannon		RT	6	11
SRM 4		CT	1	2
Ammo (LB 10-X) 20		LT	2	2
Ammo (SRM 4) 25		LT	1	1
CASE		LT	1	0.5

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)
Credit: Glitterboy2098, Luciora, and RifleMech, for visual input

Notable Tankers:					
Tanker Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Warp Tanker	Thunder	ArtilleryMech	Elt (0/0)	Infantry, Officer	Rook/Marsden II
TreadShot	Blaster	ArtilleryMech	Vet (2/3)	Infantry	Rook/Enyo
(TCC) Blunter	Blaster	Analysis	Elt (1/2)	Scientist, Officer	Rook/Enyo
TankShot	Thunder	ArtilleryMech	Vet (2/3)	Infantry	Rook/Marsden II
Spark Striker	Thunder	ArtilleryMech	Vet (2/3)	Infantry	Rook/Marsden II

Tankette Drone (Tracked Ultralight)

Summary

The Tankette is an example of what we believe to be an early Syberian drone meant for use by *Souder* class AutoMechs and the like. Likely intended initially as a scout, its small size and amphibious chassis allowed it to covertly go places its larger command unit simply could not. As more sophisticated drones like the Spybirds became available, the Tankette's role changed to that of a fire support and ambusher unit specifically tailored to combat those newer drones. How well they function in this role is debatable, however, as the advent of the battle armor-type drones have grown to fill that niche even more effectively.

With its heavy recoilless rifle, twin two-shot infantry-grade SRM launchers, and twin heavy grenade launchers, the Tankette is well armed for anti-infantry work, and carries half a ton of military grade armor to boot. But none of that firepower or protection are

suitable for a stand-up fight against anything but hostile infantry and other ultralight drones. As such, this unit typically aims to get in a first shot before then using its ground speed to dart off for cover.

Variant Configurations

To date, we have spotted no specific variations of the Tankette as such. The closest this unit seems to come to alternative armaments, in fact, lies in the range of ordnance that can be used with its weaponry. Using smoke or Inferno rounds instead of standard high-explosive warheads, for instance, Tankettes can produce quick and portable cover for fellow drones or spread enough fire to block an enemy's advance entirely.



Type: **Tankette Drone**
 Movement Type: Tracked (Small)
 Equipment Rating: E/X-X-X/D
 Mass: 2 tons

Equipment

Chassis:		Mass	683kg
Engine/Controls:	Robotic		348kg
Type	Fusion		
Safe Thrust	5		
Max Thrust	8		
Fuel:	—		0kg
Turret:	None		0kg
Armor Factor (BAR 10):	8		504kg
	<i>Internal</i>	<i>Armor</i>	
	<i>Structure</i>	<i>Value</i>	
Front:	1		3
R/L Sides:	1/1		2/2
Rear:	1		1

Weapons and Ammo	Location	Slots	Mass
Advanced Fire Control	—	0	16kg
Heavy Recoilless Rifle (20)	Front	1	140kg
2 Infantry SRM 2s (8)	Front	2	140kg
2 Hvy. Grenade Launchers (20)	Front	2	81kg

Crew: None

Cargo: 88kg

Notes: Features Armored and Amphibious chassis modifications. Features the following Design Quirks: Illegal (Syberian Robotics AI), Code-Bonded (Unit may only operate within 100 km of its designated command unit)

Credit: RifleMech for Original Design and Fluff

Notable Tankettes:

Tankette Type	Config.	Function	Skill Grade	Skill Set	*Mech/Vehicle Form
Slammer Drone	Standard	ArtilleryMech	Vet (1/2)	Infantry	NA/PathTrack drone
Treader Drone	Standard	ReconMech	Vet (1/2)	Scout	NA/PathTrack drone

Tankus (Tracked AutoMech)

Summary

The *Tankus* class AutoMech is a special command-grade model that appears to serve primarily with the armies of the DemoCon faction on Syberia, where one in particular—a ruthless, two-toned gray machine named “MechaTankus”—has achieved hyper-elite status and now functions as its faction’s supreme military commander. While this MechaTankus does demonstrate superior tactical and strategic cunning, it is periodically compromised by a tendency to favor brute force over subtlety, a trait that appears frequently—but not universally—with this class.

Heavily armed and armored, *Tankuses* are truly fearsome battlefield units, regardless of their temperament. Heavy and assault-grade autocannons, extended-range particle cannons, and large LRM racks are commonplace across all known configurations, while many also boast the ability to jump. A few have been known to overdo it, however, such as a PPC-heavy variant known as “Galvan Tankus,” which has been known to overload its own heat capacity repeatedly in battle, forcing allied units to cover for its periodic shutdowns.

As a command-grade unit, the *Tankus* is, of course, blessed with an abundance of enhanced tactical subsystems and a strategic matrix that helps it process every layer of a major campaign, from logistical needs and troop deployments to constant updates on the physical and meteorological conditions that might affect a given battlefield. All this extra computing power and networking proficiency makes force leadership almost as easy for this AutoMech as walking.

Tankus AutoMechs also feature supplemental reinforcements and fine-motor controls that enhance their capabilities in physical combat. This can prove exceptionally brutal if the unit is as elite and well versed in melee fighting as MechaTankus, whose armaments include a four-ton flail, and jump jets seemingly purpose-made for the execution of Death-From-Above attacks.

Variant Configurations

The *Tankus* class is, thankfully, a rare sight even in the ranks of the DemoCon faction that builds and maintains it. One likely reason for this is to avoid power struggles between equally capable units of their strength and power. But it could just as easily be an issue at the manufacturing center they are built at; there’s just no safe way to know at this time.

Even so, we have identified at least four major *Tankus* configurations in service today. Owing to the extent of these variations and customizing standards, most are readily identified by visual cues, regardless of their operating mode.

Even the two Imperial variants (as we’ve designated them) are broadly different in form and function. One is a blocky ‘Mech, reminiscent of a *Shootist*, which converts into an Ajax-like assault tank, while the other has the rounded curves of a Star League *Highlander*, and a more distinctive tank mode resembling the Morrighu. Both feature a degree of jumping capability, and favor some of the most devastating weapons available to Syberian tech; with the *Shootist*/Ajax pairing a particle cannon with an ultra-heavy AC, while the *Highlander*/Morrighu brings a triple dose of PPCs to the fight.

A third variant, which we call the Hunter, presents the silhouette of a classic *Cyclops* in its BattleMech mode, while looking more like the M1 Marksman in its tank form. This configuration carries a PPC like both Imperials, but backs it up with enhanced LRM launchers and a host of electronic warfare systems. Unlike the other major variants, though, it cannot jump.

The last variant, which we call the Thunder *Tankus*, carries no particle guns at all, and instead commits most of its gun weight to a pair of heavy LB-X autocannon. While sporting a similar *Highlander*-style ‘Mech form as the all-energy Imperial, this version looks much more like a Demolisher tank in its vehicle form.



Type: **Tankus**

Technology Base: Syberian (Experimental)

Tonnage: 100

Equipment

Internal Structure:		Mass	10
Conversion Eqpt:	Tracked		15
Engine:	300		19
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:	296		18.5

Internal Structure Value

Head	3	9
Center Torso	31	35
Center Torso (rear)		20
R/L Torso	21	27
R/L Torso (rear)		15
R/L Arms	17	34
R/L Legs	21	40

Fixed Components

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

Weapons and Ammo

	Location	Critical	Mass
<i>Imperial Configuration A</i>			
ER PPC	RA	3	7
AutoCannon/20	RT	10	14
Jump Jets	CT	2	4
Ammo (AC/20) 10	LT	2	2
CASE	LT	1	0.5
Flail	LA	5	4

Imperial Configuration B

ER PPC	RA	3	7
ER PPC	RT	3	7
Jump Rocket	RT	2	4
Guardian ECM	CT	2	1.5
Jump Rocket	LT	2	4
ER PPC	LT	3	7

Hunter Configuration

LRM 15 + Artemis IV	RT	4	8
Ammo (LRM 15) 32	RT	4	4
CASE	RT	1	0.5
Beagle Active Probe	CT	2	1.5
LRM 15 + Artemis IV	LT	4	8
Guardian ECM Suite	LT	2	1.5
ER PPC	LA	3	7
TAG	HD	1	1

Thunder Configuration

LB 10-X AC	RT	6	11
Ammo (LB 10-X) 20	RT	2	2
Jump Jet	RT	1	2
CASE	RT	1	0.5
LB 10-X AC	LT	6	11
Ammo (LB 10-X) 20	LT	2	2
Jump Jet	LT	1	2
CASE	LT	1	0.5
ER Small Laser	LA	1	0.5

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Tracked 'Mech Conversion), Battle Computer, Battle Fists, Command BattleMech, Cowl, Reinforced Legs, Rugged (2), Searchlight

Notable Tankuses:

<i>Tankus</i> Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Alpha Blitzzer	Thunder	ArtilleryMech	Reg (2/3)	Scout	Highlander/Demolisher
Galvan Tankus	Imperial (B)	CommandMech	Vet (1/2)	Infantry, Officer	Highlander/Morrigu
MechaTankus	Imperial (A)	CommandMech	Sup (0/0)	Infantry, Officer	Shootist/Ajax
Shocker	Hunter	Analysis	Elt (1/2)	Scientist, Officer	Cyclops/Marksman M1

Type T1/T2 Thug Drone (Humanoid MiniMech)

Summary

The Thug Drones (T1 and T2) are a series of bipedal battlesuit-scale robots (AKA MiniMechs) much like the Grunts we've seen operating in the field. But where the latter models were built to approximate the humanoid form, the Thugs' engineers clearly chose to sow terror by giving them more animalistic body shapes.

While equal in mass to the Grunt series, Thug MiniMechs stand slightly taller and boast slightly more armor than their humanoid counterparts. These units also feature heavy vibro-battle claws as a standard, eschewing the modular adaptors that enable the Grunts to swap out manipulators as necessary. Built as they are for combat only, it seems, the Thug's developers cared little for anything that didn't fit that role in the most potent way possible.

The look of a Thug varies with its configuration and/or the aesthetic choices of its onboard intelligence—which should be quite limited, since they're still code-bonded to a master for many supplemental functions. Some appear as miniaturized prehistoric beasts, while others look more simian in nature. The only real

unifying feature between various Thugs, visually speaking, is that they stand and move on two legs, leaving their vibro-clawed hands free to rip and tear.

Thug MiniMechs likely originated with the PresiDom faction, or were jointly developed by the PresiDom and the DemoCon states. This would explain their beastly style, though we've yet to encounter any that have been covered in the pseudo-hides that the Presidential Domains is known for.

Variant Configurations

The two Thug drone types we've seen so far come in two flavors of armament. For the T1 configuration, which typically takes on a reptilian body shape, the weapons consist of a detachable, four-tube SRM that is effectively wrapped around its torso like a weird set of saddlebags, plus a pair of forearm-mounted machine guns. The T2 configuration, which generally appears more ape-like, a pair of recoilless rifles makes up its offensive power, while its sensory capabilities receive some enhancements to aid it during recon missions.



Type: **Type T1/T2 Thug**

Technology Base: AutoMech (Battlesuit)

Mass: 2,000 kg

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

AToW BAR Values: 10/9/9/9; E/I/C: 0/0/0

Equipment	Slots	Mass
Internal Structure:	Robotic	700
Motive System:		
Ground MP:	2	160
Jump MP:	0	0
Manipulators:		
Right Arm:	Heavy Vibro-Claws	60
Left Arm:	Heavy Vibro-Clubs	60
Armor:	Advanced Standard	5 600
Armor Value:	15 + 1 (CPUs)	

Weapons and Ammo

Location

Slots Mass

T1 Configuration

Machine Gun (50)	R. Arm	1	100
Detachable SRM 4 (OS)	Body	3	160
Machine Gun (50)	L. Arm	1	100

T2 Configuration

2 Light Recoilless Rifles (40)	Body	4	350
Improved Sensors	Body	1	65

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: Distracting, Illegal (Syberian Robotics AI, Robotic Battle Armor), Code-Bonded (Unit may only operate within 100 km of its designated command unit)

Notable Thug Drones:

Thug Drone Type	Config.	Function	Skill Grade	Skill Set	Mech/Vehicle Form
Purple Beast Drone	T2	Communicator	Vet (1/3)	Communications	Ravager BA/None
White Beast Drone	T1	ArtilleryMech	Vet (2/3)	Infantry	Nephilim BA/None

Triad (Emplacement AutoMech)

Summary

Obligatory remark: Emplacement AutoMechs are silly! That said...

The *Triad* AutoMech type demonstrates a peculiar form of the code-bonding system we've seen in many units that function in a drone-like capacity. But the bonding of the *Triads*, while similar at heart, is not quite the same, as it apparently requires no "master" AutoMech as such. We've since come to recognize this form of digital coordination as a system we now call "team-bonding."

While all of Syberia's autonomous machines can legitimately be considered drones, the presence of their adaptive personality programs manages to blur the line between what constitutes a mindless robot and what can be considered a true artificial intelligence. History records that the first Star League, at its peak, barely crossed that threshold, and some have since argued that even they merely "faked" that accomplishment, given how easily Amaris and his cronies managed to turn the SDS networks against their Terran creators.

Either way, so far as we know, the people who settled Syberia arrived in the CNAZ before that pinnacle of machine intelligence. And yet, not only did they develop an advanced form of self-teaching processor technology, they also found a way to place this smart computing system in all manner of robotic hosts, great and small. And they accomplished all of this while also providing their creations with simulated personas that could almost make one forget they were dealing with a machine.

But, there were still limits on what they could do with it all, especially with smaller hardware packages like their ultra-lights and exoskeleton-derived MiniMechs. For this problem, the "code-bonding" system they devised was especially clever. By enabling their lesser and simpler units to draw on the vaster protocol storage and computing power of a designated "master," the drones could maintain the appearance of functional autonomy and an

effective level of on-board processing capacity without overtaxing either machine's functionality.

But, what if two or more fully functional "master" units were code-bonded to each other, sharing their computing processes in the machine equivalency of a telepathic bond? This kind of networking, it turned out, could make for huge advantages among teams of AutoMechs with shared goals and directives—sort of, but not exactly—like a dedicated C3 network. Thus, we believe, was the genesis of the "team-bonding" process.

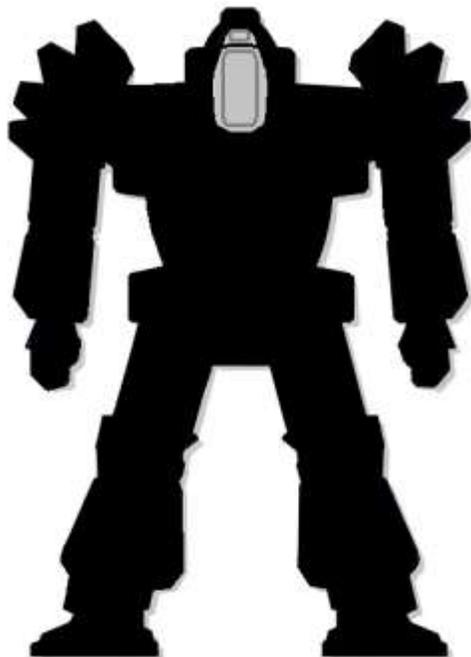
We have since learned that practically every AutoMech model with a full-sized operating system can be "team-bonded" with others with similar faculties. But it wasn't until we had a chance to study the likes of the *Triad* class that we truly noticed the advantages.

Among the lightest AutoMech frames capable of using a fully actualized Syberian AI control system, individual *Triads* are little more than canon fodder on their own. Their armor is light, their mobility is lacking in 'Mech mode, and non-existent in turret mode. And yet, each *Triad* possesses top-shelf targeting systems and sensors acute enough to identify hidden threats at close range.

They are also digitally team-bonded from the moment they come online. Moreover, each *Triad* in a bonded threesome is programmed with near-identical personalities, to minimize the chances of intra-unit conflict. The result is an unparalleled level of cooperation between each grouping of three *Triads*, which can magnify their capabilities in battle. Fighting one *Triad*, therefore, is effectively like fighting three light units at once.

Variant Configurations

As might be expected, there are three distinct *Triad* variants, of which one of each makes up nearly every three-unit group in the field. The result is a combination of energy weapons, electronic warfare systems, and missiles that is surprisingly hard to ignore.



Type: **Triad**

Technology Base: Syberian (Experimental)

Tonnage: 20

Equipment

		Mass
Internal Structure:		2
Conversion Eqpt:	Emplacement	2
Engine:	100	3
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Emplacement MP:	None	
Heat Sinks (Standard):	10	0
Gyro:		1
Cockpit:	AutoMech	3
Armor Factor:	48	3
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	6
Center Torso	6	6
Center Torso (rear)		2
R/L Torso	5	5
R/L Torso (rear)		2
R/L Arms	3	4
R/L Legs	4	6

Fixed Components

	Location	Critical	Mass
Conversion Equipment	RA/RL/LA/LL	4	0
6 Heat Sinks	3RT/3LT	6	0

Weapons and Ammo

	Location	Critical	Mass
<i>Alpha Configuration</i>			
Snub-Nose PPC	CT	2	6
<i>Beta Configuration</i>			
Light PPC	RA	2	3
ER Small Laser	RA	1	0.5
Beagle Active Probe	CT	2	1.5
TAG	HD	1	1
<i>Gamma Configuration</i>			
Streak SRM 2	RA	1	1.5
Ammo (Streak SRM 2) 50	RA	1	1
Guardian ECM Suite	CT	2	1.5
2 ER Medium Lasers	LA	2	2

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Emplacement 'Mech Conversion), Improved Sensors, Improved Targeting (All), Searchlight, Team-Bonded (Digitally bonded to two other Triads to form 3-unit teams)

Notable *Triads*:

<i>Triad</i> Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Deflector-A	Alpha	ReconMech	Vet (2/3)	Scout	Hankyu/OroTank*
Deflector-B	Beta	ReconMech	Vet (2/3)	Scout	Hankyu/OroTank*
Deflector-C	Gamma	ReconMech	Vet (2/3)	Scout	Hankyu/OroTank*

*Turret only

Tri-Wheeler (Wheeled AutoMech)

Summary

As might be imagined, the *Tri-Wheelers* of the JUniCom faction are the bigger brothers of the *Bi-Wheelers*. But while they boast over twice the armor and armament capacity, only about a third of these units are outfitted and fielded as soldiers or scouts. The majority instead serve as lightly armed recovery and repair units, and for this reason, we are inclined to believe that they were originally meant to serve as labor units or dedicated repair 'Mechs, in keeping with what seems to be their faction's original role as a predominantly resource harvesting and industrial recycling operation.

As with other JUniCom units, the vast majority of these trike-wheeled AutoMechs superficially look like ad-hoc affairs, assembled from the scraps and parts of other demolished units. Their faction's wide-tolerance repair and maintenance protocols, nevertheless, has produced whole generations of such machines, which have apparently served for decades—possibly even centuries—in open defiance of all reason and physics.

Compared to most armed AutoMechs, *Tri-Wheelers* make for poor combatants, owing to their impaired acceleration and bare-bones targeting systems meant for far less dangerous duties. The strange benefits of JUniCom tinker techniques and broad-based design modularity, however, tends to offset these drawbacks. This is perhaps why the AutoMechs of this model tend to have a rather flippant view of their own synthetic mortality. Each one of them claims to feel assured that if—or, more likely, *when*—a *Tri-Wheeler* falls, its persona will almost certainly get recycled anew within the next four to six business days.

"It says so in our extended warranty," many of them like to say. No, really!

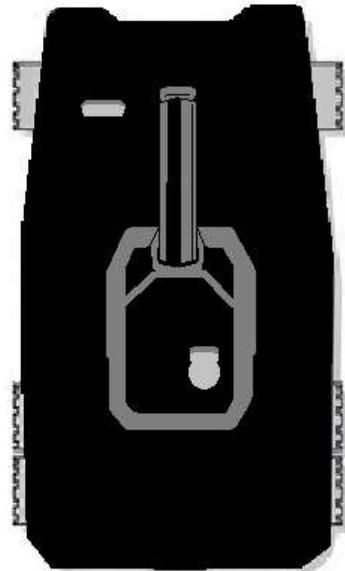
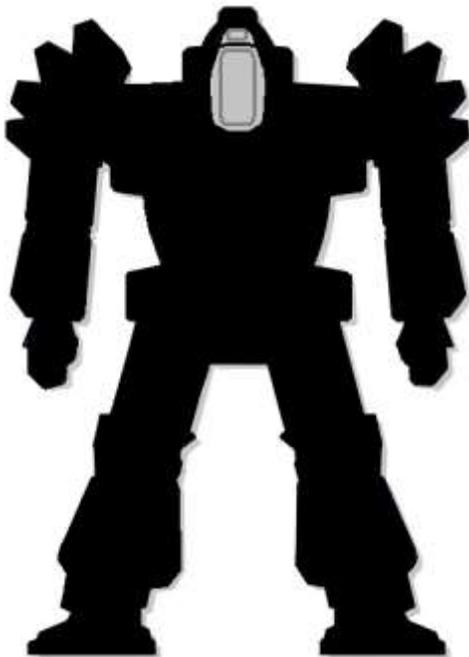
Variant Configurations

The *Tri-Wheeler* variants we've identified can be broken down into three types: One for combat, one for salvage and recovery, and one for repair and maintenance work. While all three types carry a number of lasers, only the combat version generally uses them for battle. The other two tend to employ their beam guns for clearing debris or (semi-)surgically slicing components from inactive machinery.

Combat *Tri-Wheelers* are easily identified by their spiked hulls and mixed array of lasers and rocket launcher tubes. Although most of these weapons would allow them to keep their enemies out of arm's reach, targeting difficulties often force these units to close in far more than is wise for AutoMechs of their size.

Recovery *Tri-Wheelers* carry twin small lasers on each forearm, but use these weapons mainly as scalpels to assist in their salvage work. Often called upon to enter Junc's many lightless mine shafts in search of comrades to rescue, these units commonly sport a "helmet lamp" that is almost comically oversized above their face canopies.

The Maintainer *Tri-Wheeler* is a variant that looks as though it considered becoming a combat model, only to have second thoughts. Like the combat configuration, its body is covered in spikes and laser mounts, but its arms carry BattleMech-scale riveting and welding gear for the purposes of repair, rather than dismemberment.



Type: **Tri-Wheeler**
 Technology Base: Syberian (Experimental)
 Tonnage: 30

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

Fixed Components	Location	Critical	Mass
Conversion Equipment	RL/LL	2	0
Wheels	RA/RL/LA/LL	4	0
6 Heat Sinks	3 RT/3 LT	6	0

Weapons and Ammo

Combat Configuration

	Location	Critical	Mass
Spikes	RT	1	0.5
Medium Laser	RT	1	1
Prim. Rocket Launcher 10	RT	1	0.5
Medium Laser	CT	1	1
Prim. Rocket Launcher 10	CT	1	0.5
Medium Laser	LT	1	1
Prim. Rocket Launcher 10	LT	1	0.5
Spikes	LT	1	0.5

Recovery Configuration

2 Small Lasers	RA	2	1
Salvage Arm	RA	2	3
2 Small Lasers	LA	2	1
Mounted Searchlight	HD	1	0.5

Maintainer Configuration

Rivet Gun	RA	1	1
Ammo (Rivet Gun) 150	RA	1	0.5
Spikes	RT	1	0.5
Small Laser	RT	1	0.5
Medium Laser	CT	1	1
Small Laser	LT	1	0.5
Spikes	LT	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/Wheeled Vehicle Conversion), Easy to Maintain, Extended Torso Twist, Full-Head Ejection System, Modular Weapons, Non-Standard Parts, Poor Performance, Ubiquitous (Junc)

Notable *Tri-Wheelers*:

Tri-Wheeler Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Greaser	Maintainer	DoctorMech	Reg (4/3)	Technician-'Mech	Neanderthal/Odin*
Hazard Mat	Combat	ReconMech	Reg (2/3)	Scout	Neanderthal/Ishtar*
Rumble Dish	Recovery	DoctorMech	Reg (4/3)	Technician-'Mech	Neanderthal/Ishtar*

*The vehicle form of this AutoMech is that of a giant tricycle that resembles a turretless version of the listed vehicle type, operating in reverse.

Twin-Blade (VTOL AutoMech)

Summary

The *Twin-Blade* VTOL AutoMech is rarely seen on the battlefields of Syberia these days, thanks in no small part to being an “orphaned” design. Once produced by a faction known as the Calisian Holds, a baronial faction based within and around the heavily wooded South Center Tangles, this unit’s last factories were lost in the mid-2900s. (Evidently, that was when a combined DemoCon-InterSectCon assault on the city of Calis Keep caused a massive, cascading collapse in the massive tunnel network beneath the faction capital. This disaster not only crushed the faction’s three largest subterranean manufacturing sites, but caused the entire city above to crumble and sink into the earth. Its surviving AutoMechs were mostly absorbed into the Barony of Primus in the aftermath.)

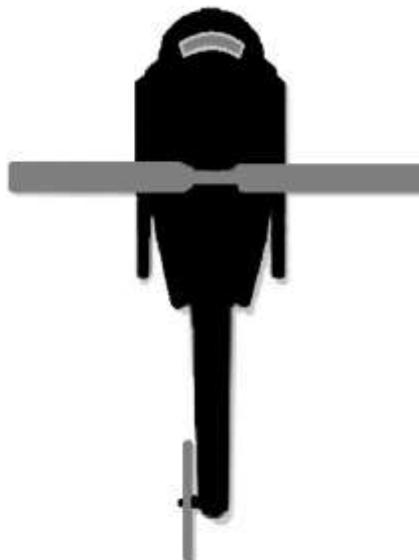
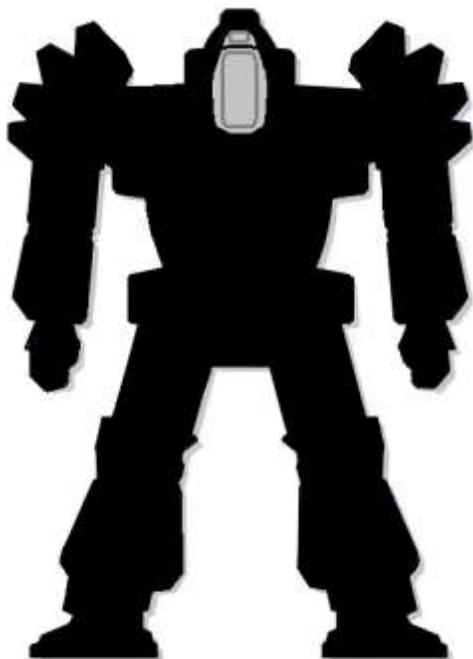
Taking the form of a somewhat modified dual-rotor, tilt-wing aircraft, the *Twin-Blade* presents a rather unique appearance among Syberian war machines. Carrying the most armor its frame can withstand, it’s remarkably tough for its size, but suffers from

limited mobility in its BattleMech form. This would seem to make the AutoMech a poor choice for recon missions, were it not for the power of the rotors in its back, which can attain speeds approaching 130 kilometers an hour once in its VTOL mode.

Improved sensory systems and tactical computing give the *Twin-Blade* an excellent talent for identifying and analyzing enemy positions and units in the field. Unfortunately, criminally limited payload space leaves the unit with few options for armament, or the kind of supplemental electronics packages that might enhance its surveillance capabilities.

Variant Configurations

As an endangered class, the *Twin-Blade* has found itself called into the field less and less. This has prompted many AutoMechs of this type to turn toward supporting duties on the home front instead. Because of this, the only confirmed *Twin-Blade* version we have at this time is a common variant, which has been armed with little more than a pair of medium lasers.



Type: **Twin-Blade**

Technology Base: Syberian (Experimental)

Tonnage: 30

Equipment

		Mass
Internal Structure:		3
Conversion Eqpt:	VTOL	4.5
Engine:	120	4
Walking MP:	4	
Running MP:	6	
VTOL MP ('Mech):	5	
VTOL Cruise MP:	8	
VTOL Flank MP:	12	
Heat Sinks (Double):	10 [20]	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor:	104	6.5

Internal Structure *Armor Value*

Head	3	9
Center Torso	10	15
Center Torso (rear)		4
R/L Torso	7	10
R/L Torso (rear)		4
R/L Arms	5	10
R/L Legs	7	14

Fixed Components

	Location	Critical	Mass
Conversion Gear	RA/RL/LA/LL	4	0
Rotors	2RT/CT/2LT	5	5
6 Double Heat Sinks	RA/2RT/LA/2LT	18	0

Weapons and Ammo

	Location	Critical	Mass
<i>Common Configuration</i>			
ER Medium Laser	RA	1	1
ER Medium Laser	LA	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/VTOL Vehicle Conversion), Battle Computer, Dual-Rotor Arrangement (VTOL Mode only), Improved Sensors, Obsolete (2980)

Notable Twin-Blades:

<i>Twin-Blade</i> Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Brow Beater	Common	Analysis	AbvAvg (3/4)	Scientist	Ph. Hawk IIC-7/Karnov URT