

VeeMech (Wheeled AutoMech)

Summary

As has now been established with the *Hounder*, *Jack*, and *Streaker*-class AutoMechs, the range of units we originally assessed to be part of the *VeeMech* series is truly epic. With so many rooted in the engineering of classic BattleMechs—often to the point that their modern resemblance is uncanny—and with so many sharing vehicle mode similarities to boot, one can hardly fault our initial impressions. A more careful and extensive study has, of course, cleared up most of the confusion, but not before we gained a whole new appreciation for the extra layers of misdirection built into these AutoMechs by their long-lost creators.

The class we finally applied the *VeeMech* moniker to is almost certainly a close relative of the *Hounder* AutoMech. The two models are built with equal mass, and both present the visual profile of the classic *Wolverine* chassis they likely originated from. But where the *Hounder* is much faster, the *VeeMech* is better protected and way more heavily armed. Indeed, of all the “*VeeMech* clade,” this unit is easily the toughest and the most dangerous.

Possibly developed as a defensive unit for remote field posts, the *VeeMech* is built tough enough to operate in harsh environments with minimal access to maintenance facilities. At the same time, a powerful comm system provides this AutoMech a means to better coordinate with allied forces within its theater.

The AutoBoP faction appear to be the only manufacturer of the *VeeMech* class. The *Sounder* might be the DemoCons’ answer to this machine, but even if so, they remain outclassed in terms of armor and arms.

A strangely high percentage of *VeeMechs*, we’ve noticed, possess irascible, and often impatient, personality programming. This trait makes them easier to offend, and often spurs them to

combat more readily than most. If any of this model are present on a battlefield, odds are good that they delivered the first shots fired in anger.

Variant Configurations

Of the five main payload variations we’ve identified for the *VeeMech*, the two most commonplace have some of the most perplexing equipment. The first of these “common” *VeeMechs* is a melee-specialized brawler, which carries a six-ton mace and a four-ton shield, while its ranged combat options rely on a single ultra-class autocannon. The second “common” boasts a particle cannon and SRMs for greater firepower, as well as a Beagle active probe to sniff out hidden threats, but they combine all of this with a ridiculously overfed pair of fluid guns.

The Maintainer variant, a favorite of DoctorMechs, features a large laser as its sole offensive weapon, alongside a complete spread of Star League electronic warfare equipment. But this gear is considered secondary to the AutoMech’s salvage arm and other industrial-grade repair devices. Five tons of internal storage enables the option for these *VeeMechs* to deploy smaller drones, but most of them prefer instead to carry vital components and repair supplies.

Compared to the above, the two Striker configurations we’ve observed may be the most potent of the lot. Both center their firepower on a single heavy autocannon, be it an LB-X flak gun or a high-speed ultra-class. Secondary weaponry on these variants include an extended-range laser, or twin Streak-style SRM launchers.



Type: **VeeMech**

Technology Base: Syberian (Experimental)

Tonnage: 60

Equipment

		Mass
Internal Structure:		6
Conversion Eqpt:	Wheeled	9
Engine:	180	7
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Wheeled Cruise MP:	4	
Wheeled Flank MP:	6	
Heat Sinks (Double):	10 [20]	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor:	200	12.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	20	25
Center Torso (rear)		14
R/L Torso	14	20
R/L Torso (rear)		8
R/L Arms	10	20
R/L Legs	14	28

Fixed Components

	Location	Critical	Mass
Conversion Gear	RL/LL	4	0
Wheels	RA/RL/LA/LL	4	0
3 Double Heat Sinks	RT/2LT	9	0

Weapons and Ammo

	Location	Critical	Mass
<i>Common Configuration A</i>			
Mace	RA	6	6
Ultra AC/5	RT	5	9
Ammo (Ultra AC/5) 20	RT	1	1
CASE	RT	1	0.5
Medium Shield	LA	5	4*

Common Configuration B

ER PPC	RA	3	7
Fluid Gun	RA	2	2
Streak SRM 4	RT	1	3
Ammo (Streak SRM 4) 25	RT	1	1
CASE	RT	1	0.5
Beagle Active Probe	CT	2	1.5
Ammo (Fluid Gun) 60	LT	3	3
CASE	LT	1	0.5
Fluid Gun	LA	2	2

Maintainer Configuration

Large Laser	RA	2	5
Spot Welder	RA	1	2
TAG	RT	1	1
Guardian ECM Suite	RT	2	1.5
Beagle Active Probe	CT	2	1.5
Cargo (5 tons)	LT	5	5
Salvage Arm	LA	2	3
Rivet Gun	LA	1	0.5
Ammo (Rivet Gun) 300	LA	1	1

Striker Configuration A

LB 10-X AC	RA	6	11
Ammo (LB 10-X) 20	RA	2	2
Streak SRM 4	RT	1	3
Ammo (Streak SRM 4) 25	RT	1	1
CASE	RT	1	0.5
Streak SRM 4	LT	1	3

Striker Configuration B

Ultra Autocannon/10	RA	7	13
Ammo (Ultra AC/10) 20	RT	2	2
CASE	RT	1	0.5
ER Large Laser	CT	2	5

Notes: No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion). Battle Fists, Improved Communications, Jettison-Capable Weapon (Right Hand; Exception: Maintainer Configuration), Protected Actuators, Rugged (2), Trailer Hitch (Vehicle Mode Only);*Medium Shield reduces this unit's Walking and Cruise MPs by 1 (recompute Running/Flank normally).

Credit: Giovanni Blasini, for the *Hounder* chassis design upon which this is based

Notable VeeMechs:

VeeMech Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Aider-Vee-P	Maintainer	DoctorMech	Reg (3/5)	Technician – 'Mech	Wolverine/MASH Vehicle*
Brawny	Common (B)	ArtilleryMech	Vet (2/3)	Infantry	Wolverine/Striker
Bulk-Vee	Common (A)	ArtilleryMech	Reg (4/5)	Infantry	Wolverine II/Striker
Cross-Vee	Strike (B)	ArtilleryMech	AbvAvg (3/4)	Infantry	Wolverine/Light SRM
Ferro-Vee	Common (B)	ArtilleryMech	Elt (0/0)	Infantry, Officer	Wolverine/MASH Vehicle*
Vee-Back	Common (A)	ReconMech	Reg (3/4)	Scout	Wolverine/Striker
Vee-Picker	Striker (A)	SpecMech	Vet (1/2)	Special Forces	Wolverine II/Prime Mover
Wrenchit	Maintainer	DoctorMech	Vet (1/2)	Tech-'Mech, Officer	Wolverine/MASH Vehicle*

*Shortened vehicle form

Vertol (VTOL AutoMech)

Summary

The *Vertol* is one of only three VTOL-convertible AutoMechs we have seen in the fifty-ton weight category. To date, we have yet to see any Syberian-made helicopter or helicopter-like unit exceed this mass, and have come to understand that this may be due to the limited lifting capacity of their 'Mech-mountable flight systems. And so, it appears that the likes of the *Chopper*, *Vertol*, and *Vespidae* represent the pinnacle of AutoMechs capable of rotor-driven flight. (Given that the Syberians almost certainly achieved convertible aerofighter 'Mechs before they did VTOLMechs, it's easy to wonder why they even bothered. After all, the vectored thrust of aerospace fighters already grants them a vertical takeoff and landing capability, with the added advantage of remaining flight-capable without atmosphere. But questioning the "whys" of Syberian AutoMech designs is a gateway to madness at this stage.)

It doesn't take an engineer to realize that the bigger something is, the slower it goes, especially in the case of those walking engines of war we call BattleMechs. It is this ironclad rule and the limits of portable compact-reactor technology that keeps assault 'Mechs sluggish and ponderous while light scouts routinely run circles around them. But the tonnages that constitute the assault-class range are a sliding scale when you start including other military vehicle types. Among the smallest of those scales is where one finds today's VTOLs, which tend to top out at half the weight of a 'Mech of equivalent weight class.

Why do I bring this up?

Because the *Vertol* is what amounts to an assault-class VTOL in a medium BattleMech's body—and that makes for a dangerous mix...to the *Vertol* itself. To maximize its armor and combat

payload, this AutoMech, like every BattleMech in the galaxy—has to pay the price in mobility. The result is a 'Mech form that trundles about like a poorly maintained *Atlas*. And while its rotors can bring the *Vertol* up to almost a hundred clicks an hour in its vehicle form, the machine maxes out at barely more than half that on the ground.

For a medium BattleMech, speeds like that can prove fatal in a pitched fight. The *Vertol* attempts to offset this with the thickest armor it can mount and a host of chassis features that make it particularly effective in a brawl, but if its computerized persona isn't careful, this AutoMech can find itself quickly overwhelmed in a ground fight.

Variant Configurations

Both of most common equipment configurations we've seen for the *Vertol* combine a mixture of lasers, rocket launchers, electronic warfare systems, and a particularly nasty—if questionable—physical attack weapon that looks like it's derived from part of its counter-rotational flight system.

In the case of the first variant, a Guardian ECM suite helps to scramble enemy communications and sensors long enough for the *Vertol* to get close enough to unleash its full firepower against its enemy. The use of smaller weapons, including two paired machine gun mounts, suggests that this version was intended to serve in an anti-infantry capacity.

The second variant drops the ECM and machine guns from its payload and instead carries a selection of lasers much more in line with anti-armor work. While still retaining the rocket tubes and the infantry-eviscerating rotary combine, it uses a Beagle active probe to hunt down any foes that might attempt to hide from its onslaught.



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

Equipment		Mass
Internal Structure:		5
Conversion Eqpt:	VTOL	7.5
Engine:	150	5.5
Walking MP:	3	
Running MP:	5	
VTOL MP ('Mech):	4	
VTOL Cruise MP:	6	
VTOL Flank MP:	9	
Heat Sinks (Double):	10 [20]	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor:	168	10.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	16	21
Center Torso (rear)		10
R/L Torso	12	15
R/L Torso (rear)		9
R/L Arms	8	16
R/L Legs	12	24
Fixed Components	Location Critical	Mass
Conversion Gear	RA/RL/LA/LL 4	0
Rotors	2RT/2LT 4	4
4 Double Heat Sinks	2RT/2LT 12	0

Weapons and Ammo	Location	Critical	Mass
Common Configuration A			
ER Medium Laser	RA	1	1
2 Machine Guns	RA	2	1
2 Prim. Rocket Launcher 10s	RT	2	1
Ammo (Machine Gun) 100	RT	1	0.5
CASE	RT	1	0.5
Guardian ECM Suite	CT	2	1.5
2 Prim. Rocket Launcher 10s	LT	2	1
Ammo (Machine Gun) 100	LT	1	0.5
CASE	LT	1	0.5
Combine	LA	4	2.5
ER Medium Laser	LA	1	1
2 Machine Guns	LA	2	1
Light TAG	HD	1	0.5
Common Configuration B			
ER Large Laser	RA	2	5
2 Prim. Rocket Launcher 10s	RT	2	1
Beagle Active Probe	CT	2	1.5
2 Prim. Rocket Launcher 10s	LT	2	1
Combine	LA	4	2.5
ER Medium Laser	LA	1	1
ER Small Laser	LA	1	0.5
Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/VTOL Vehicle Conversion), Battle Fists, Cowl, Improved Communications, Protected Actuators, Rugged (2), Searchlight			
Credit: I am Belch II, for visual design.			

Notable Vertols:					
Vertol Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Sandstorm-Two	Common (B)	ArtilleryMech	Elt (1/2)	Infantry	Jade Hawk/Pinto VTOL
Blender	Common (A)	ArtilleryMech	Reg (3/4)	Infantry	Jade Hawk/Pinto VTOL
Blinder	Common (A)	ArtilleryMech	Reg (3/4)	Infantry	Jade Hawk/Pinto VTOL

Vespidae (VTOL AutoMech)

Summary

The *Vespidae* is a DemoCon-made unit that, like several others, is largely deployed in master-and-drone groups. Named for the way in which its vehicular form resembles nothing so much as a gigantic wasp (*Cazador* was already taken by a PresiDom model), this VTOL-'Mech has been heavily associated with the *Mistress*-class TankMech. As both machines are produced on Tumult, our thinking is that the *Vespidae*s are purpose-built to serve as close air support for the local ground forces.

Like the *Mistress*, most *Vespidae*s actively defend DemoCon operations on the tortured surface of Tumult, where they fly through a hyper-frigid atmosphere comprised mainly of hydrogen, nitrogen, and methane. Also like the *Mistress*, only one of these units, for every thirty or so built, possess a fully activated persona, while the rest serve as their nigh-mindless subordinates.

Strangely, it was only while we were studying this AutoMech model that we came to realize that this kind of master-and-drones strategy exists almost exclusively with the DemoCon faction. To be more specific, while all sides *do* periodically employ MiniMech and ultralight drones in the same way, the use of full-sized units as drones appears to have developed only within the Conglomerate. While DemoCon ranks are filled with far more individualized and/or team-bonded units, we've now come to recognize six models, including the *Vespidae*, as units code-bonded to their own kind at their inception.

Some of us have come to suspect that these code-bound machines were the result of a new concept introduced by the Syberian humans in the final years before their extinction. Possibly reflecting some long overdue "second thoughts" on how much autonomy they truly wanted their 'Mechs to possess, this would have sharply reduced the Conglomerate's population of self-

sufficient AIs in their armies, had it been applied state-wide. If true, the failure of the other factions to follow a similar approach could suggest a swifter end to the humans here than previously thought—one brought about by their own robots, desperate to retain their "freedom" in the face of a suddenly distrustful humanity.

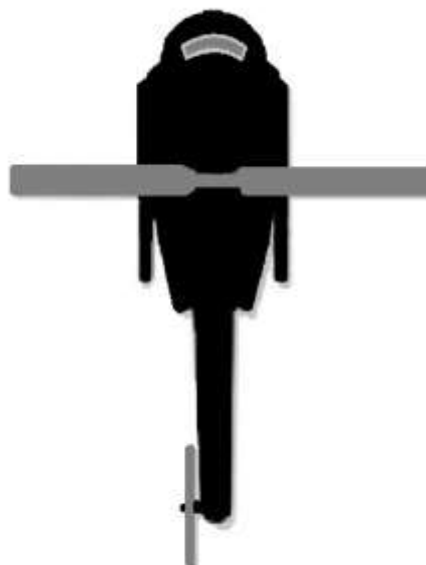
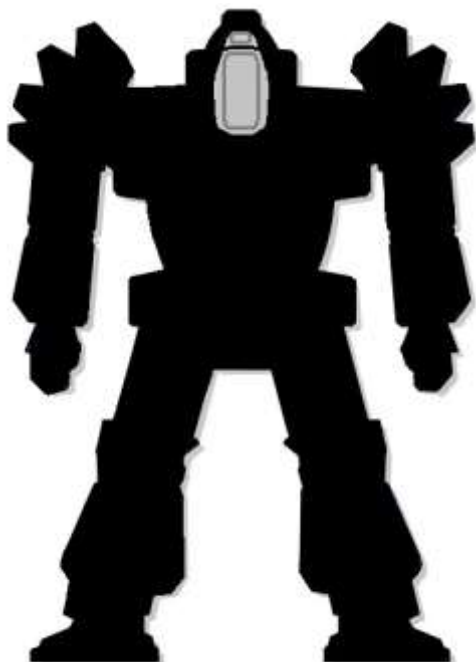
Built as an assault-grade VTOLMech, the *Vespidae* is heavy armored and possesses modest mobility that includes an ability to hover in both modes of operation. Were they deployed on Syberia, however, their performance would be only slightly better than that of the *Verto* class. But on the icy world of Tumult, where the gravity is less than half of Syberia's, these AutoMechs can move twice as fast, on land or in the air.

Variant Configurations

Once more, it is the two weapons configurations of these master-and-drone units that lets one know which is which. But these are also systemic differences as well.

Command-level *Vespidae*s are pure energy boats when it comes to their weaponry, with four laser weapons built into their chassis. In addition, these units also receive the kind of tactical assistance subsystems generally reserved for command-level AutoMechs. Combined with superior-grade comm systems, this makes them particularly adept at directing their assigned minions in battle, not to mention coordinating with other allied forces in the field.

Drone-level *Vespidae* units carry only two laser weapons, which back up a central six-tube Streak SRM rack. Lacking the additional tactical intelligence mods of the *Vespidae*-Cs, however, these AutoMechs are noticeably lacking in both cleverness and initiative.



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

Equipment		Mass
Internal Structure:		5
Conversion Eqpt:	VTOL	7.5
Engine:	200	8.5
Walking MP:	4	
Running MP:	6	
VTOL MP ('Mech):	4	
VTOL Cruise MP:	6	
VTOL Flank MP:	9	
Heat Sinks (Double):	10 [20]	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor:	168	10.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	16	20
Center Torso (rear)		11
R/L Torso	12	14
R/L Torso (rear)		10
R/L Arms	8	16
R/L Legs	12	24

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

Weapons and Ammo	Location	Critical	Mass
<i>Vespidae-C Configuration</i>			
ER Medium Laser	RA	1	1
Large Pulse Laser	CT	2	7
ER Medium Laser	LA	1	1
ER Small Laser	HD	1	0.5
<i>Vespidae-D Configuration</i>			
Medium Pulse Laser	RA	1	2
Streak SRM 6	CT	2	4.5
Ammo (Streak SRM 6) 15	LT	1	1
Medium Pulse Laser	LA	1	2

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/VTOL Vehicle Conversion), Dual-Rotor Arrangement (VTOL Mode Only), Command BattleMech (Vespidae-C Only), Improved Communications; Code-Bonded (Vespidae-D Only; Unit may only operate within 100 km of its designated command unit)

Notable <i>Vespidae</i> s:					
<i>Vespidae</i> Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Black Roc	Vespidae-C	CommandMech	Elt (0/0)	Spec Ops, Officer	Flamberge/Tonbo SHT
Vespidae-D Drone	Vespidae-D	GruntMech	Reg (4/5)	Minimal	Flamberge/Tonbo SHT

Whirly (VTOL AutoMech)

Summary

The *Whirly* VTOL AutoMech is a unit that is deceptively tough for its size, but pays for that resilience in the form of limited ground speed and firepower capacity. Fortunately for it, though, the miracle of Syberia's unique 'Mech-mountable rotary flight systems manages to practically erase the mobility issues once the machine becomes airborne.

The Syberian rotary flight systems for 'Mechs is not terribly different, in principle, from the vectored-air thrust used in VTOL-style battle armor. Although referred to constantly as rotors, some AutoMechs achieve the same mobility via ornithopter-style wings, while others use enclosed air-thrust turbines. But most rise and fly using reinforced rotor blades powerful enough to consistently achieve stabilized flight for any BattleMech weighing fifty tons or less. As these systems all draw power from the same reactor that provides the 'Mech with its baseline ground movement, the maximum amount of lift and speed—per ton of rotary-lift equipment—can be nearly as high or as fast as the same unit could effectively run on even ground. If the AutoMech assumes its more aerodynamic vehicular form, this airborne mobility can dramatically increase, often by more than 200 percent! The *Whirly* takes maximum advantage of this technology.

Whirlies show up in both the AutoBoP and DemoCon faction militaries—and typically do so in their helicopter modes, streaking through the skies at over 150 kph, with lasers flashing. Although

built to take a pounding, and to operate for extended periods with little maintenance, most of these AutoMechs prefer a blitzkrieg approach to warfare as a matter of self-preservation. The brashest among them may land to engage in some good old-fashioned fisticuffs, but given their overall capabilities, they generally don't linger on the ground for too long if outnumbered or outmassed.

Variant Configurations

The two *Whirly* variants we've seen in action are equally popular on both sides of the greater Syberian conflict and can be considered common enough.

The first version we noted operates as a flying laser-boat, with twin medium-range lasers in each arm, and a compact TAG system mounted in a faceplate that seems almost entirely featureless otherwise. Between its Beagle-type active probe and the *Whirly's* superior-quality comm systems, this AutoMech could serve as a spy or an artillery-guiding bloodhound with equal alacrity.

The other variant, by comparison, carries fewer lasers and dispenses with the target acquisition gear, favoring instead the rolling thunder of multiple rocket launcher tubes. Guardian countermeasures, in place of the Beagle probe, allow this *Whirly* type to conceal its presence and blockade enemy electronics until it's ready to strike.



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

Equipment		Mass
Internal Structure:		4.5
Conversion Eqpt:	VTOL	7
Engine:	180	7
Walking MP:	4	
Running MP:	6	
VTOL MP ('Mech):	6	
VTOL Cruise MP:	9	
VTOL Flank MP:	14	
Heat Sinks (Double):	10 [20]	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor:	152	9.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	14	17
Center Torso (rear)		10
R/L Torso	11	12
R/L Torso (rear)		10
R/L Arms	7	14
R/L Legs	11	22

Fixed Components	Location	Critical	Mass
Conversion Gear	RA/RL/LA/LL	4	0
Rotors	2RT/2CT/2LT	6	6
3 Double Heat Sinks	RT/LT/LA	9	0

Weapons and Ammo	Location	Critical	Mass
Common Configuration A			
2 ER Medium Lasers	RA	2	2
Beagle Active Probe	RT	2	1.5
2 ER Medium Lasers	LA	2	2
Light TAG	HD	1	0.5

Common Configuration B			
ER Medium Laser	RA	1	1
2 Prim. Rocket Launcher 10s	RA	2	1
Guardian ECM Suite	RT	2	1.5
2 Prim. Rocket Launcher 10s	LA	2	1
ER Medium Laser	LA	1	1
ER Small Laser	HD	1	0.5

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/VTOL Vehicle Conversion), Battle Fists, Improved Communications, Rugged (1)
Credit: Luciora, for visual design.

Notable Whirllys:					
Whirly Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Storm Bird	Common (B)	ArtilleryMech	Reg (3/4)	Infantry	Hyena/Balac Helicopter
Whirly Bird	Common (A)	SpecMech	Vet (1/2)	Special Forces	Hyena/Balac Helicopter
Spinner	Common (B)	ReconMech	AbvAvg (2/3)	Scout	Hyena/Balac Helicopter
Topper	Common (A)	ArtilleryMech	Reg (3/4)	Infantry	Hyena/Balac Helicopter

Winger (Aerofighter AutoMech)

Summary

Given their limited numbers, we suspect that the *Winger* AutoMech is another of Syberia's "orphaned" designs, but have yet to confirm that this line is, in fact, no longer in active production. We first saw examples of this convertible aerofighter unit through long-range telescopes, engaged in a brief dogfighting skirmish over one of Nimbus's moons. There, two of these *Stuka*-like fighters, bearing what seemed to be AutoBoP livery, were engaged by a trio of DemoCon *Seekers*. Despite being outnumbered, the *Wingers* fared admirably against their enemy, dispatching two *Seekers* before one of their number was shot down. The surviving AutoMechs, both trailing debris, disengaged soon afterward. This, according to our local AutoBoP guides, was just a "typical day over Numbus."

Days later, we got our first close look at the AutoBoP "*Stukas*," and were a bit surprised to learn they were much smaller than they first appeared. While none of the dogfighting craft switched modes during their battle, the *Wingers* we saw undergoing repairs down on that moon (Neosa, the locals called it) were observed in both their BattleMech and fighter modes.

Eventually scoring an interview with one of these AutoMechs, which identified itself as Storm Winger, we learned from it that the DemoCons in their region regularly sent squads of *Seekers* against them in an effort to test their defenses. These "tests," Storm Winger told us, had been ongoing for the last nine decades, at which point we were informed that the local DemoCons clearly had "no talent for proper science."

What then followed was a conversation in which my team soon began to realize we were dealing with a robot programmed to be a condescending blowhard.

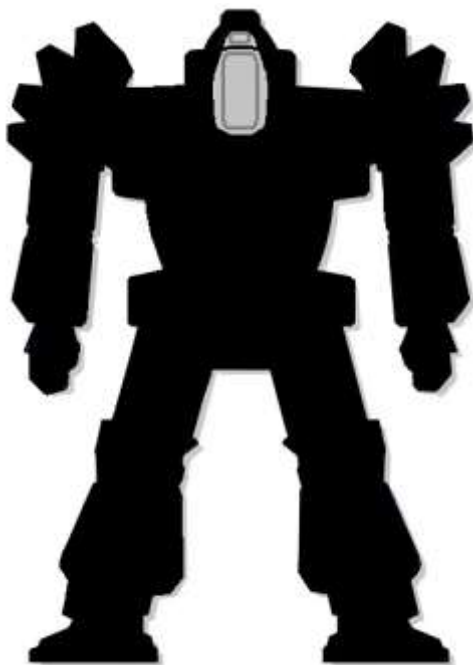
What we ultimately learned about the *Winger* class of AutoMechs is that, while slightly lighter and slower in flight than the *Seeker*, the former carried slightly more armor and firepower than the latter. Storm Winger waxed poetic about its superior computing power and refined sensory apparatus, while also extolling its own specialty in engineering systems.

It was only after a good twenty minutes of having our ears gnawed off via the AutoBoP's radio chatter that our guide 'Mech realized our distress and led us away, but even as we went, Storm Winger prattled on, using a lot of words to say surprisingly little of substance.

Variant Configurations

The rarity of the *Winger* AutoMech being what it is, we only know of one equipment load used by this class. Sporting a Star League-quality active probe system (for science!), the *Winger* is meant to be as a scout as it is a short-range interceptor. Six medium-sized lasers are crammed into its airframe, mixing extended-range and pulse beams to improve their raw damage potential. When one of my team sardonically asked what scientific value those lasers had for an engineer of Storm Winger's obvious skill, the AutoMech gravely answered "high-intensity stress testing of DemoCon armor alloys."

We're still not sure if it was trying to be glib, or menacing.



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

Equipment		Mass
Internal Structure:		4.5
Conversion Eqpt:	Aero	7
Engine:	200	8.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Safe Thrust:	5	
Max Thrust:	8	
Heat Sinks (Double):	10 [20]	0
Gyro:		2
Cockpit:	AutoMech	3
Fuel:	80	0
Structural Integrity:	14	0
Armor Factor:	128	8
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	14	16
Center Torso (rear)		7
R/L Torso	11	14
R/L Torso (rear)		6
R/L Arms	7	14
R/L Legs	11	14

Fixed Components	Location	Critical	Mass
Avionics	RT/LT/HD	3	0
Landing Gear	RT/CT/LT	3	0
2 Double Heat Sinks	RT/LT	6	0
5 Jump Jets	2RL/CT/2LL	5	2.5

Weapons and Ammo	Location	Critical	Mass
<i>Common Configuration</i>			
2 ER Medium Lasers	RA	2	2
Medium Pulse Laser	RT	1	2
Beagle Active Probe	RT	2	1.5
Medium Pulse Laser	LT	1	2
2 ER Medium Lasers	LA	2	2

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flyer, Combat Computer, Improved Sensors

Notable <i>Wingers</i> :					
<i>Winger Type</i>	<i>Config.</i>	<i>Function</i>	<i>Skill Grade</i>	<i>Skill Set</i>	<i>'Mech/Vehicle Form</i>
Storm Winger	Common	CraftsMech	Elt (0/4)	Engineer	Goshawk II/Stuka

TECHNICAL SUPPLEMENT:

Non-'Mech AutoMechs: DropShips and Support Vehicles

It should go without saying by now that the people of Syberia so loved their autonomous simulated intelligence systems that they were eager to install the technology in just about everything. This whole report has, after all, shown that they possessed an obsessive talent for robotics that ultimately produced everything from battlesuit-scaled MiniMechs and ultralight drones to BattleMechs and convertible vehicle-'Mech hybrids—all of which featured this very kind of self-sufficient thinking tech.

It should, therefore, come as no surprise whatsoever that they

stopped there. Not when there are so many other, non-'Mech machines so ripe for this type of auto-mechanization. And, of course, they didn't. To them, apparently, just about anything that could move under its own power was a good candidate for their life-like smart technology. Cars, aircraft, seacraft, shuttles, interplanetary vessels, and even satellites and space stations—the Syberians saw fit to automate all such vehicles, if they were big enough.

The following specs detail just a few large-scale examples of these "Non-'Mech AutoMechs" (NMAs).

Leopard-E (AutoMech DropShip)

[NOTE: Many of the DropShips we've seen at work in the Syberian system are, apparently, descended from those of first Star League vintage. For this reason, we're identifying their craft using the names of these legacy ships. Since they are also enhanced by Syberian modifications, we've added "-E," to differentiate them.]

This AutoMech-enhanced DropShip appears visually similar to the classic *Leopard*-class. However, like all vessels meant for the transport of AutoMechs, its interior is hollow, resembling nothing so much as a single, giant hangar. What might have been its cockpit section has been replaced entirely by automated systems that take up only half the physical space and resides in a partially walled-off space along the ship's foremost bulkhead. Aftward, the engineering section is also walled off, with an access door barely large enough for a 'Mech to move through. Otherwise, the ship is just a room big enough to fit ten of the heaviest standard-sized AutoMechs.

Other than the cavernous interior layout, this vessel is basically just an AI-controlled *Leopard* with its 'Mech cubicles removed. The Syberian AutoMechs use these vessels frequently for sub-orbital flights, courier runs, and the like.

Tech Base: Syberian

Mass: 1,900 tons

Dimensions (L/W/H): 80m x 45m x 25m

Fuel: 155 tons (5,600 points)

Tons/Burn-day: 1.84

Thrust (Safe/Max): 4/6

Heat Sinks: 70 (140)

Structural Integrity: 10

Armor (Capital – Standard, 45 tons)

Fore: 20

Sides: 18

Aft: 16

Cargo

Bay 1 (4 Doors): Cargo (1,000 tons)

Lifeboats/Escapes Pods: None

Crew: None (Autonomous)

Ammo: LRM-20 (72)

Weapons:

Arc (Heat) Type

Nose (45 Heat)

2 ER PPCs

1 LRM-20+Art IV (24 rounds)

3 Medium Lasers

RW/LW (28 Heat)

1 LRM-20+Art IV (24 rounds)

2 Large Lasers, 2 Medium Lasers

Aft (14 Heat)

1 Large Laser, 2 Medium Lasers

Capital Attack Values (Standard)

	Heat	Short	Medium	Long	Extreme	Class
2 ER PPCs	30	2 (20)	2 (20)	2 (20)	—	PPC
1 LRM-20+Art IV (24 rounds)	6	2 (16)	2 (16)	2 (16)	—	LRM
3 Medium Lasers	9	2 (15)	—	—	—	Laser
1 LRM-20+Art IV (24 rounds)	6	2 (16)	2 (16)	2 (16)	—	LRM
2 Large Lasers, 2 Medium Lasers	22	3 (26)	2 (16)	—	—	Laser
1 Large Laser, 2 Medium Lasers	14	2 (18)	1 (8)	—	—	Laser

Notable *Leopard*-Es:

Vessel Name	Function	Skill Grade	Skill Set	Visual Analog	Notes
Skylinker-Two	Transport	Vet (2/4)	Comms, Officer	Broadsword DropShip	Replace ER PPCs with Binary Lasers; Drop 4 Double Heat Sinks
Sky Train Beta	Transport	Vet (1/2)	Scout	Broadsword DropShip	

Achilles-E (AutoMech DropShip)

Despite bearing the outward appearance of a full-blown WarShip, this AutoMech-enhanced DropShip is, structurally and fundamentally, a clear descendant of the venerable *Achilles*-class. Produced at shipyards orbiting the outermost Syberian world of Omnikra, this vessel type serves the DemoCon faction almost exclusively as a combination attack ship and 'Mech transport. (To be fair, though, one could say that *all* AutoMech DropShips in current service can be considered 'Mech transports.) While its five-kiloton mass at optimal load is slightly larger than the original *Achilles*, this DropShip is only slightly slower, thanks to a sturdier, more heavily armored hull. At the same time, its onboard firepower resembles that of the *Achilles* upgrades that appeared in the mid to late 3050s, which streamlined much of the original's mixed-size autocannon and missile batteries to simplify logistics.

A few maintenance decks remain in place on this ship that may once have been intended for human use, but otherwise, this "*Achilles-E*" employs an interior arrangement similar to most modern AutoMech DropShips. A small, walled off cockpit section in front houses the main AI and control systems, while the main engineering section is walled off toward the aft. The rest of the interior thus becomes a giant bay, large enough to accommodate sixteen average-sized AutoMechs in BattleMech mode, with minimal sectioning and an abundance of strapping or cable-netting to secure cargo and "passengers" alike. Drop-down bulkheads can seal off parts of this bay for added security in the event of boarding

actions, but this would likely be eschewed by any ships running at full capacity.

Tech Base: Syberian
Mass: 5,000 tons
Dimensions (L/W/H): 135m x 55m x 50m meters
Fuel: 300 tons (9,000 points)
Tons/Burn-day: 1.84
Thrust (Safe/Max): 7/11
Heat Sinks: 148 (296)
Structural Integrity: 20

Armor (Capital – Standard, 90 tons)
Fore: 40
Sides: 35
Aft: 34

Cargo
Bay 1 (6 Doors): Cargo (1,600 tons)

Lifeboats/Escape Pods: None
Crew: None (Autonomous)
Ammo: LRM-20 (120), Gauss (64), LB 10-X (240)

Weapons:		Capital Attack Values (Standard)					Class
Arc (Heat) Type	Heat	Short	Medium	Long	Extreme		
Nose (74 Heat)							
2 ER PPCs	30	2 (20)	2 (20)	2 (20)	—	PPC	
2 LRM-20+Art IV (36 rounds)	12	3 (32)	3 (32)	3 (32)	—	LRM	
2 ER Large Lasers	24	2 (16)	2 (16)	2 (16)	—	Laser	
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse	
RW/LW (37 Heat)							
1 ER PPC	15	1 (10)	1 (10)	1 (10)	—	PPC	
2 Gauss Rifle (32 rounds)	2	3 (30)	3 (30)	3 (30)	—	Autocannon	
2 LRM-20+Art IV (24 rounds)	12	3 (32)	2 (32)	2 (32)	—	LRM	
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse	
RW/LW Aft (53 Heat)							
1 ER PPC	15	1 (10)	1 (10)	1 (10)	—	PPC	
3 LB-10X AC (120 rounds)	6	2 (18)	2 (18)	—	—	LB-X AC	
2 ER Large Lasers	24	2 (16)	2 (16)	2 (16)	—	Laser	
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse	
Aft (20 Heat)							
2 LRM-20+Art IV (36 rounds)	12	3 (32)	3 (32)	3 (32)	—	LRM	
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse	

Notable <i>Achilles-E</i> s:					
Vessel Name	Function	Skill Grade	Skill Set	Visual Analog	Notes
Avenger Alpha	Assault Ship	Elt (0/1)	Infantry, Scout	Kigamure WarShip	

Titan-E (AutoMech DropShip)

The AutoMech-enhanced version of the *Titan*-class DropShip derives from the original Star League model, obviously, and not its Clan-made successor. And yet, its external appearance more closely resembles the Clan version of the *Black Lion* WarShip. As usual, don't expect us to understand why.

This AxiMaL-made ship is odd, in that it exists at all; due in no small part to their foundation as the security force for a single eco-preserve on Syberia, the AutoMechs of that faction rarely have any call to leave their territory, let alone the planet. And yet, this converted fighter-carrier DropShip—which also happens to outmass and outgun the DemoCon *Avenger-E*—is clearly configured for transport and deployment on an interplanetary basis. It even features two dozen dedicated BattleMech-scale service bays in which units can be parked, stored, repaired, and fitted for combat drops. This is a curious departure from the normal, open-hull architecture seen in so many other AutoMech DropShips (although this ship has that feature as well).

At full capacity, this *Titan-E* class can carry half of a regiment's worth of 'Mechs, and drop all of them from orbit within half an hour's time.

Lifeboats/Escape Pods: None

Crew: None (Autonomous)

Ammo: Gauss Rifle (128), LRM-20 (108)

Weapons:

Arc (Heat) Type

Nose (77 Heat)

	Heat	Short	Medium	Long	Extreme	Class
3 Gauss Rifles (48 rounds)	3	5 (45)	5 (45)	5 (45)	—	Autocannon
3 LRM-20+Art IV (36 rounds)	18	5 (48)	5 (48)	5 (48)	—	LRM
4 ER Large Lasers	48	3 (32)	3 (32)	3 (32)	—	Laser
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse

RW/LW (46 Heat)

2 Gauss Rifles (32 rounds)	2	3 (30)	3 (30)	3 (30)	—	Autocannon
2 LRM-20+Art IV (24 rounds)	12	3 (32)	2 (32)	2 (32)	—	LRM
2 ER Large Lasers	24	2 (16)	2 (16)	2 (16)	—	Laser
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse

RW/LW Aft (32 Heat)

2 ER Large Lasers	24	2 (16)	2 (16)	2 (16)	—	Laser
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse

Aft (21 Heat)

1 Gauss Rifle (16 rounds)	1	2 (15)	2 (15)	2 (15)	—	Autocannon
2 LRM-20+Art IV (24 rounds)	12	3 (32)	3 (32)	3 (32)	—	LRM
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse

Tech Base: Syberian

Mass: 12,000 tons

Dimensions (L/W/H): 250m x 165m x 52m

Fuel: 480 tons (13,500 points)

Tons/Burn-day: 1.84

Thrust (Safe/Max): 5/8

Heat Sinks: 195 (390)

Structural Integrity: 20

Armor (Capital)

Fore: 28

Sides: 29

Aft: 22

Cargo

Bay 1 (2 Doors): Cargo (3,030 tons)

Bay 2 (3 Doors): 'Mechs (12)

Bay 3 (3 Doors): 'Mechs (12)

Notable *Titan-E*s:

Vessel Name	Function	Skill Grade	Skill Set	Visual Analog	Notes
<i>Axiom</i>	<i>Assault Ship</i>	<i>AbAv (2/3)</i>	<i>Scout</i>	<i>Black Lion WarShip</i>	

Triumph-E (AutoMech DropShip)

Unlike the AxiMaL *Titan-E*, the *Triumph-E* is not so strange a sight in the hands of the AxiMaL's chief rivals in the PresiDom faction. The PresiDoms are no more anchored to the defense of one part of one world than any other faction, and so the need for interplanetary transportation just doesn't seem as out of place for them. But, then again, maybe we didn't take in the whole picture when we first saw the *Titan-Es*. Perhaps it is simply because the *Triumph-E* exists that the AxiMaL version does as well—making that vessel more a product of a DropShip arms race, than it is a quirky development.

Whatever the case, the AutoMech-enhanced version of *Triumph* features the same basic capabilities as the *Titan-E*, albeit on a smaller and slower scale. Like the *Titan-E*, this ship boasts both a large hangar-bay interior and BattleMech cubicles alike, while also carrying weaponry on par with other Syberian assault DropShips like the *Achilles-E*.

The *Triumph-E* is highly streamlined, to the point that it visually resembles a giant fighter more than it does the troop carrier it descends from. But while its hull is larger, tougher, and faster than its progenitor, it remains markedly inferior to the AxiMaL *Titan-E* in almost every way. Its smaller 'Mech services bay can only accommodate a single company's worth of standard AutoMechs, and with only two egress ports, its hot-drop capacity requires six minutes to deploy the lot of them. Counting its main cargo bay, the ship can haul up to four full companies, which is six BattleMechs fewer than the *Titan-E*.

Tech Base: Syberian
Mass: 9,000 tons
Dimensions (L/W/H): 135m x 120m x 40m
Fuel: 500 tons (15,000 points)
Tons/Burn-day: 1.84
Thrust (Safe/Thrust): 4/6
Heat Sinks: 117 (234)
Structural Integrity: 16

Armor (Capital – Standard, 72 tons)

Fore: 27
Sides: 26
Aft: 21

Cargo

Bay 1 (2 Doors): Cargo (3,600 tons)
 Bay 2 (2 Doors): 'Mechs (12)
 Bay 3 (1 Door): Cargo (84 tons)

Lifeboats/Escape Pods: None

Escape Pods: None

Crew: None (Autonomous)

Ammo: LRM-20 (120), Gauss (64)

Weapons:

Arc (Heat) Type

Nose (44 Heat)

	Heat	Short	Medium	Long	Extreme	Class
2 ER PPCs	30	2 (20)	2 (20)	2 (20)	—	PPC
2 LRM-20+Art IV (36 rounds)	12	3 (32)	3 (32)	3 (32)	—	LRM
2 Gauss Rifles (32 rounds)	2	3 (30)	3 (30)	3 (30)	—	Autocannon

RW/LW (25 Heat)

	Heat	Short	Medium	Long	Extreme	Class
1 ER Large Laser	12	1 (8)	1 (8)	1 (8)	—	Laser
1 Gauss Rifle (16 rounds)	1	2 (15)	2 (15)	2 (15)	—	Autocannon
2 LRM-20+Art IV (24 rounds)	12	3 (32)	2 (32)	2 (32)	—	LRM

RW/LW Aft (39 Heat)

	Heat	Short	Medium	Long	Extreme	Class
1 ER PPC	15	1 (10)	1 (10)	1 (10)	—	PPC
2 ER Large Lasers	24	2 (16)	2 (16)	2 (16)	—	Laser

Aft (42 Heat)

	Heat	Short	Medium	Long	Extreme	Class
2 ER PPCs	30	2 (20)	2 (20)	2 (20)	—	PPC
2 LRM-20+Art IV (36 rounds)	12	3 (32)	3 (32)	3 (32)	—	LRM

Capital Attack Values (Standard)

Heat Short Medium Long Extreme Class

30	2 (20)	2 (20)	2 (20)	—	PPC
12	3 (32)	3 (32)	3 (32)	—	LRM
2	3 (30)	3 (30)	3 (30)	—	Autocannon
12	1 (8)	1 (8)	1 (8)	—	Laser
1	2 (15)	2 (15)	2 (15)	—	Autocannon
12	3 (32)	2 (32)	2 (32)	—	LRM
15	1 (10)	1 (10)	1 (10)	—	PPC
24	2 (16)	2 (16)	2 (16)	—	Laser
30	2 (20)	2 (20)	2 (20)	—	PPC
12	3 (32)	3 (32)	3 (32)	—	LRM

Notable Triumph-Es:

Vessel Name	Function	Skill Grade	Skill Set	Visual Analog	Notes
Far Side	Assault Ship	Vet (2/3)	Infantry, Analysis	Vulcan ASF ('Mech Scale)	

Enhanced Vengeance-E (AutoMech DropShip)

Of all the DropShip hulls the Syberians modified for AutoMech use, few may have proven more versatile than the *Vengeance* class. Initially mass produced with its original hull for a series of "Guardians," subsequent versions have appeared that include a wide-hulled, aerodynamic "Ark" type and a kludge-work JUniCom variant that does much the same thing (only less effectively).

Most *Vengeance*-Es have the standard, AutoMech-friendly interior layout of hollow, open-hangar spaces, with the main engineering and control sections walled off for safety and damage control. A centerline bulkhead typically divides this hangar into two equal bays, with 'Mech-scale hatches allowing for passage between them as necessary. But the variants with less *Vengeance*-styled hulls often install additional partitions.

Regardless of their interiors, *Vengeance*-Es are dedicated assault ships, and those of the "Guardian" configuration can be considered legitimate pocket WarShips thanks to their capital missiles. Sufficient space to comfortably hold up to sixty BattleMechs—and sometimes more!—also make them deadly as transports, although they lack the proper deployment facilities for hot-drops. The less streamlined *Vengeance*-Es tend to get around this by carrying fighters or fighter-convertible AutoMechs only, and/or by restricting their operations to airless bodies.

Tech Base: Syberian

Mass: 11,000 tons

Dimensions (L/W/H): 250m x 94m x 25m

Fuel: 600 tons (18,000 points)

Tons/Burn-day: 1.84

Thrust (Safe/Max): 4/6

Heat Sinks: 143 (286)

Structural Integrity: 15

Armor (Capital – Standard, 68 tons)

Fore: 20

Sides: 22

Aft: 18

Cargo

Bay 1 (3 Doors): Cargo (3,000 tons)

Bay 2 (3 Doors): Cargo (3,000 tons)

Bay 3 (1 Door): Cargo (27 tons)

Lifeboats/Escape Pods: None

Crew: None (Autonomous)

Ammo: Killer Whale Missiles (14), Gauss Rifle (32), LRM-20 (108)

Weapons:

Arc (Heat) Type

Nose (53 Heat)

	Heat	Short	Medium	Long	Extreme	Class
1 Killer Whale (14 missiles)	20	4 (40)	4 (40)	4 (40)	4 (40)	Cap. Missile
2 ER Large Lasers	24	2 (16)	2 (16)	2 (16)	—	Laser
1 Gauss Rifle (32 rounds)	1	2 (15)	2 (15)	2 (15)	—	Autocannon
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse

RW/LW (20 Heat)

1 ER Large Laser	12	1 (8)	1 (8)	1 (8)	—	Laser
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse

RW/LW Aft (32 Heat)

1 ER Large Laser	12	1 (8)	1 (8)	1 (8)	—	Laser
2 LRM-20+Art IV (36 rounds)	12	3 (32)	3 (32)	3 (32)	—	LRM
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse

Aft (20 Heat)

2 LRM-20+Art IV (36 rounds)	12	3 (32)	3 (32)	3 (32)	—	LRM
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse

Capital Attack Values (Standard)

Heat Short Medium Long Extreme Class

Notable Vengeance-Es:

Vessel Name	Function	Skill Grade	Skill Set	Visual Analog	Notes
Arc-One	Transport	Elt (0/2)	Surveyor, Officer	Winchester WarShip	Remove Killer Whale and Ammo; Reduce LRM ammo by 18; increase Bay 3 Cargo to 850 tons; Add Bay 4: Comms Equipment (30 tons)
Guardian Ultra	Assault Ship	Elt (1/2)	Comms, Officer	Vengeance DropShip	
Jenny	Transport?	Elt (2/6)	Tech-Civ, Engineer	Comitatus JumpShip	Redistribute Armor (Fore: 22, Sides: 20, Aft: 20); Downgrade all ER Large Lasers to Large Lasers; Downgrade all Medium Pulse Lasers to Medium Lasers; Replace Killer Whale and Ammo with 2 Barracuda and 22 Barracuda Ammo; Replace Gauss Rifle and Ammo with AutoCannon/20 and 50 AC/20 Ammo; Replace Bay 2 Cargo with 20 'Mech Cubicles; Increase Bay 3 Cargo by 16 tons
Guardian	Assault Ship	AbAv (3/4)	Infantry	Vengeance DropShip	

AutoCarrier (AutoMech Naval Vessel)

Summary

The *AutoCarrier* is the largest single AutoMech we have seen (outside of the city-sized mobile structures) in the Syberian system. These seagoing vessels, each massing ninety kilotons, endlessly patrol Syberia's shallow oceans, ready to serve as a mobile base for upwards of two full 'Mech regiments, if necessary.

Festooned with large lasers and flak batteries, as well as long-range torpedo racks, the *AutoCarrier* has plenty of firepower to contend with airborne and submerged threats alike, while four turret mounted artillery pieces enable it to engage shoreline batteries and other capital ships from as much as ten kilometers away.

Advanced fire control, optimized for anti-aircraft targeting, and a suite of enhanced and expanded communications equipment—including a powerful Guardian ECM—keeps this ship on alert and in touch with all its allies in the field. This all makes the *AutoCarrier* an invaluable strategic asset even *without* its standard complement of ninety fighters and sixty AutoMech "marines."

Well over 2,500 tons of military-grade armor protects the *AutoCarrier's* vital systems and passengers from harm, most of it thick enough to potentially withstand multiple direct hits from any weapon system shy of a tactical nuke. Given that only a handful of these ships operate in Syberia's waters at most, we're willing to bet that a few of them did go out that way back when the humans were still around.

Type: **AutoCarrier-class Aircraft Carrier**
Movement Type: Naval (Large, Template E)
Equipment Rating: D/X-X-X/D
Mass: 90,000 tons (1,035 slots)

Equipment		Tons	
Chassis:		22,950	
Engine/Controls:		10,530	
Type	Fusion		
Cruise MP:	3		
Flank MP:	5		
Heat Sinks (Standard):	120	120	
Fuel:	None	0	
Turrets:		12	
Armor Factor (BAR 10):	45,000	2,835	
	Internal	Armor	
	Structure	Value	
Front:	75	5,625	
Front R/L Side:	75/75	5,625/5,625	
Aft R/L Side:	75/75	5,625/5,625	
Aft:	75	5,625	
Turret T1:	75	5,625	
Turret T2:	75	5,625	

2 ER Large Lasers	F. Left	4	10
3 LB 10-X Autocannons	F. Left	18	33
2 LRT-15s	F. Left	6	14
2 Long Tom Artillery Guns	Turret 1	60	60
2 Long Tom Artillery Guns	Turret 2	60	60
2 ER Large Lasers	A. Right	4	10
3 LB 10-X Autocannons	A. Right	18	33
2 LRT-15s	A. Right	6	14
2 ER Large Lasers	A. Left	4	10
3 LB 10-X Autocannons	A. Left	18	33
2 LRT-15s	A. Left	6	14
4 LB 10-X Autocannons	Aft	24	44
Comms Equipment (12 tons)	F. Left	1	12
Guardian ECM Suite	A. Left	2	1.5
Ammo (Long Tom) 200	Body	1	40
Ammo (LB 10-X) 900	Body	1	90
Ammo (LRT-15) 400	Body	1	50
Advanced Fire Control System	Body	0	44
2 Flight Decks	Front/Aft	20	3,000
90 Fighter Bays	Body	90	13,500
60 'Mech Cubicles	Body	60	9,000
Cargo (13,058 tons, Liquid)	Body	1	14,350
Cargo (10,000 tons)	Body	1	10,000

Weapons and Ammo	Location	Slots	Tons
2 ER Large Lasers	Front	4	10
2 LB 10-X Autocannons	Front	12	22
2 LRT-15s	Front	6	14
2 ER Large Lasers	F. Right	4	10
3 LB 10-X Autocannons	F. Right	18	33
2 LRT-15s	F. Right	6	14

Crew: None (Autonomous)
Cargo: 90 Fighters, 60 BattleMechs, 14,350 tons (Liquid), 10,000 tons (Bulk)

Notes: Features Armored Chassis Modification and Advanced Fire Control; Features the following Design Quirks: Illegal (Syberian AI), Anti-Aircraft Targeting, Improved Communications

Notable AutoCarriers:

Vessel Name	Function	Skill Grade	Skill Set	Visual Analog	Notes
Broadsider-Two	Carrier	Vet (1/2)	Comms, Officer	Forrestal Aircraft Carrier	
Tsunami	Carrier	Vet (1/1)	Infantry, Officer	LST-491 Tank Landing Ship	