

Excerpted from Through a Mirror Darkly, Book 1 Beginnings by BlackTigerActual

BattleMech Technical Readout

TRO:SLDF

Type/Model: Marauder MAD-3SLRG

Mass: 75 tons

Equipment: Crits Mass
Int. Struct.: 114 pts Endo Steel 14 4.00
(Endo Steel Loc: 1 HD, 2 LA, 2 RA, 2 LT, 3 RT, 2 LL, 2 RL)
Engine: 300 XL 12 9.50
 Walking MP: 4
 Running MP: 6
 Jumping MP: 0
Heat Sinks: 16 Double [32] 12 6.00
(Heat Sink Loc: 1 LA, 1 RA, 2 RT)
Gyro: 4 3.00
Cockpit, Life Supt., Sensors: 5 3.00
Actuators: L: Sh+UA+LA R: Sh+UA+LA 14 .00
Armor Factor: 231 pts Standard 0 14.50

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	23	34
Center Torso (Rear):		12
L/R Side Torso:	16	24/24
L/R Side Torso (Rear):		8/8
L/R Arm:	12	24/24
L/R Leg:	16	32/32

Weapons and Equipment Loc Heat Ammo Crits Mass

1 ER PPC	RA	15	3	7.00	
1 Medium Pulse Laser	RA	4	1	2.00	
1 ER PPC	LA	15	3	7.00	
1 Medium Pulse Laser	LA	4	1	2.00	
1 Gauss Rifle	LT	16	9	17.00	
(Ammo Locations: 2 CT)					

TOTALS:	39	78	75.00		
Crits & Tons Left:		0	.00		

Calculated Factors:

Total Cost: 15,655,500 C-Bills

Battle Value: 1,615

Cost per BV: 9,693.81

Weapon Value: 2,616 / 2,616 (Ratio = 1.62 / 1.62)

Damage Factors: SRDmg = 33; MRDmg = 25; LRDmg = 15

BattleForce2: MP: 4, Armor/Structure: 6/3

Damage PB/M/L: 5/4/3, Overheat: 1

Class: MH; Point Value: 16

Type/Model: Bombardier BMB-12SLRG

Mass: 65 tons

Equipment:	Crits	Mass
Int. Struct.: 104 pts Standard	0	6.50
Engine: 325 XL	12	12.00
Walking MP: 5		
Running MP: 8		
Jumping MP: 0		
Heat Sinks: 12 Double [24]	0	2.00
Gyro:	4	4.00
Cockpit, Life Supt., Sensors:	5	3.00
Actuators: L: Sh+UA+LA+H R: Sh+UA+LA+H	16	.00
Armor Factor: 200 pts Standard	0	12.50

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	21	28
Center Torso (Rear):		9
L/R Side Torso:	15	22/22
L/R Side Torso (Rear):		7/7
L/R Arm:	10	19/19
L/R Leg:	15	29/29

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
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2 Medium Lasers	RA	6	2	2.00	
2 Medium Lasers	LA	6	2	2.00	
1 LRM 15 w/ Artemis IV	RT	5	32	8	12.00
(Ammo Locations: 2 LT, 2 RT)					
1 LRM 15 w/ Artemis IV	LT	5		4	8.00
CASE Equipment:	LT	RT	2	1.00	

TOTALS:	22	55	65.00		
Crits & Tons Left:		23	.00		

Calculated Factors:

Total Cost: 14,341,359 C-Bills

Battle Value: 1,394

Cost per BV: 10,287.92

Weapon Value: 2,006 / 1,814 (Ratio = 1.44 / 1.30)

Damage Factors: SRDmg = 20; MRDmg = 19; LRDmg = 9

BattleForce2: MP: 5, Armor/Structure: 5/3

Damage PB/M/L: 5/4/2, Overheat: 0

Class: MH; Point Value: 14

Specials: if

Type/Model: Atlas AS7-T

Mass: 100 tons

Equipment: Crits Mass
Int. Struct.: 152 pts Endo Steel 14 5.00
(Endo Steel Loc: 1 HD, 3 LA, 3 RA, 1 LT, 2 RT, 2 LL, 2 RL)
Engine: 300 6 19.00
Walking MP: 3
Running MP: 5
Jumping MP: 0
Heat Sinks: 14 Double [28] 6 4.00
(Heat Sink Loc: 1 LA, 1 RA)
Gyro: 4 3.00
Cockpit, Life Supt., Sensors: 5 3.00
Actuators: L: Sh+UA+LA+H R: Sh+UA+LA+H 16 .00
Armor Factor: 304 pts Standard 0 19.00

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	31	47
Center Torso (Rear):		14
L/R Side Torso:	21	32/32
L/R Side Torso (Rear):		10/10
L/R Arm:	17	34/34
L/R Leg:	21	41/41

Weapons and Equipment Loc Heat Ammo Crits Mass

1 ER Large Laser	RA	12	2	5.00
1 ER Large Laser	LA	12	2	5.00
1 Gauss Rifle	RT	1 16	9	17.00
(Ammo Locations: 2 RT)				
3 Streak SRM 2s	LT	6 50	4	5.50
(Ammo Locations: 1 LT)				
1 LRM 15 w/ Artemis IV	LT	5 16	6	10.00
(Ammo Locations: 2 LT)				
2 Medium Pulse Lasers	CT(R)	8	2	4.00
CASE Equipment:	LT		1	.50

TOTALS: 44 77 100.00
Crits & Tons Left: 1 .00

Calculated Factors:

Total Cost: 11,008,000 C-Bills

Battle Value: 2,011

Cost per BV: 5,473.89

Weapon Value: 2,873 / 2,704 (Ratio = 1.43 / 1.34)

Damage Factors: SRDmg = 32; MRDmg = 29; LRDmg = 16

BattleForce2: MP: 3, Armor/Structure: 8/8

Damage PB/M/L: 5/5/4, Overheat: 2

Class: MA; Point Value: 20

Rim Worlds Republic Tech Readout 2784

My Lord, before your rightful assumption of the Imperial Throne you had commanded a series of BattleMechs to truly represent our greatness. These four machines are the end result. It should be noted Great One that with the exception of the ubiquitous dual strength heat exchangers it has been decided to leave out a majority of the advanced Hegemony technology. This was done for one overriding reason. These designs are ready for IMMEDIATE production. Our Glorious Legions may begin wielding these weapons against the rebel Kerensky within six months. By doing so we will take advantage of the rebels' arrogance. For too long they have been the only creators of new designs keeping any real innovation for their own despotic hordes. The appearance of new unknown designs will undoubtedly send waves of fear and uncertainty through their ranks. Your own son, whose input has been invaluable was of course the first to point this out, and has taken the prototype Hecatoncheires for his own use. The 'Mechs are as follows:

Great White GRE-2W-A

Our premiere design showcasing the might of the empire, is equipped with two Mako class standard PPCs which provide long range support for our forces without the need for resupply. Backing these weapons up are no less than six Republic Arms six pack Short Range Missile Launchers with enough ammunition to last a typical battle. These weapons will project a veritable wall of fire that can cripple or destroy any lighter design. The Great White's nineteen tons of armor and ample heat dissipation, coupled with the skill of our pilots will ensure victory against designs of equal weight.

Shark SHR-3K-M

The second of our designs to reach production the Shark is a pure raider. Swift and well armored, this 'Mech uses twin 8cm RA-265 heavy laser emitters as it's bite. Our test pilots tell us that in a pack with other Sharks or leading a lance of lighter Vampires these units have an unmatched flexibility. Lacking the need for resupply and fully capable of projecting their full fire power in every engagement this medium design is a true hunter worthy of its name.

Hecatoncheires HET-7E-H

Our most innovative design was named after a mythological hundred armed giant for a reason. Using a simple universal socket we can, within a few hours completely change the mission profile of this unit. Using the despotic Terrans own work against them we have used the modular design of the Mercury scout as a base, this fearsome design comes in two models.

The 7E design is a brawler armed with the same high velocity autocannon as the Demolisher MBT, backed by a suite of single 8cm and three 5cm lasers and one of our standard six pack short range launchers this unit provides more firepower with maximum armor for it's seventy ton weight than any comparable Terran design and at a far lower cost. The 7D variant swaps the massive ballistic gun for twin Dupre fifteen pack long range multipurpose launchers. With the software upgrades so helpfully provides by the Cameron child these weapons may use any of the Hegemony's advanced munitions and with sixteen packs per launcher it has more combat endurance than the rebels' vaunted Bombardier. It takes approximately four hours to swap out the universal mount and to calibrate the balance and fire control systems. I am confident that with access to Terran software designers we may cut this down dramatically.

My Liege this may be the first of a new generation of BattleMechs. A true testament to your might.

Vampire VMP-3R-L

Our final design's true strength is it's simplicity. Like the Shark, the Vampire is fast well armored, for it's size, and possesses the heat efficiency required of all our designs. Four 5cm RA-154 medium lasers are, ton for ton the most efficient weapons on the modern battlefield, backed by twin Salamander Plasma projectors, feared by both 'MechWarriors and infantry alike, these units are best employed in a pack. Whether providing recon support for heavier units or as counterinsurgency forces these lightest of our new designs are versatile and deadly. Using the same mounts as the heavier Hecatoncheires the 4R variant uses both the Beagle Active Probe and the Guardian ECM suite in place of the flamers and two of the lasers. To my knowledge none of our enemies have a more effective ELINT platform.

This summarizes the new designs commissioned in your Glorious Name. A Battalion of each has been made available to your son's Huscarl Dragons as per his request.

In Your Honor;

DR. Eric Hamilton

Republic Arms

Type/Model: Great White GRE-2W-A

Tech: Inner Sphere / 2750

Config: Biped BattleMech

Rules: Level 2, Standard design

Mass: 100 tons

Chassis: Standard

Power Plant: 300 Vlar Fusion

Walking Speed: 32.4 km/h

Maximum Speed: 54.0 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor Type: Standard

Armament:

2 PPCs

6 SRM 6s

Manufacturer: (Unknown)

Location: (Unknown)

Communications System: (Unknown)

Targeting & Tracking System: (Unknown)

Type/Model: Great White GRE-2W
 Mass: 100 tons

Equipment: Crits Mass
 Int. Struct.: 152 pts Standard 0 10.00
 Engine: 300 6 19.00
 Walking MP: 3
 Running MP: 5
 Jumping MP: 0
 Heat Sinks: 17 Double [34] 15 7.00
 (Heat Sink Loc: 2 LA, 2 RA, 1 LT)
 Gyro: 4 3.00
 Cockpit, Life Supt., Sensors: 5 3.00
 Actuators: L: Sh+UA+LA R: Sh+UA+LA 14 .00
 Armor Factor: 307 pts Standard 0 19.50

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	31	46
Center Torso (Rear):		16
L/R Side Torso:	21	32/32
L/R Side Torso (Rear):		10/10
L/R Arm:	17	34/34
L/R Leg:	21	42/42

Weapons and Equipment Loc Heat Ammo Crits Mass

1 PPC	RA	10	3	7.00
1 PPC	LA	10	3	7.00
2 SRM 6s	RT	8	90	10 12.00
(Ammo Locations: 6 RT)				
2 SRM 6s	LT	8	4	6.00
1 SRM 6	LL	4	2	3.00
1 SRM 6	RL	4	2	3.00
CASE Equipment:	RT		1	.50

TOTALS:		44	69	100.00
Crits & Tons Left:			9	.00

Calculated Factors:

Total Cost: 10,158,000 C-Bills
 Battle Value: 1,709
 Cost per BV: 5,943.83
 Weapon Value: 2,982 / 2,982 (Ratio = 1.74 / 1.74)
 Damage Factors: SRDmg = 40; MRDmg = 16; LRDmg = 5
 BattleForce2: MP: 3, Armor/Structure: 8/8
 Damage PB/M/L: 7/6/2, Overheat: 1
 Class: MA; Point Value: 17

BattleMech Technical Readout

Type/Model: Shark SHR-3K-M
Tech: Inner Sphere / 2750
Config: Biped BattleMech
Rules: Level 2, Standard design

Mass: 45 tons
Chassis: Standard
Power Plant: 270 GM Fusion
Walking Speed: 64.8 km/h
Maximum Speed: 97.2 km/h
Jump Jets: None
Jump Capacity: 0 meters
Armor Type: Standard
Armament:
2 Large Lasers
Manufacturer: (Unknown)
Location: (Unknown)
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)

Type/Model: Shark SHR-3K-M
Mass: 45 tons

Equipment:	Crits	Mass
Int. Struct.: 75 pts Standard	0	4.50
Engine: 270	6	14.50
Walking MP: 6		
Running MP: 9		
Jumping MP: 0		
Heat Sinks: 12 Double [24]	6	2.00
(Heat Sink Loc: 1 LA, 1 RA)		
Gyro:	4	3.00
Cockpit, Life Supt., Sensors:	5	3.00
Actuators: L: Sh+UA+LA+H R: Sh+UA+LA+H	16	.00
Armor Factor: 128 pts Standard	0	8.00

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	14	17
Center Torso (Rear):		6
L/R Side Torso:	11	14/14
L/R Side Torso (Rear):		4/4
L/R Arm:	7	12/12
L/R Leg:	11	18/18

Weapons and Equipment Loc Heat Ammo Crits Mass

1 Large Laser	RA	8	2	5.00
1 Large Laser	LA	8	2	5.00

TOTALS:		16	41	45.00
Crits & Tons Left:			37	.00

Calculated Factors:
Total Cost: 3,715,190 C-Bills
Battle Value: 910
Cost per BV: 4,082.63
Weapon Value: 741 / 741 (Ratio = .81 / .81)
Damage Factors: SRDmg = 14; MRDmg = 9; LRDmg = 1
BattleForce2: MP: 6, Armor/Structure: 3/4
Damage PB/M/L: 3/2/-, Overheat: 0
Class: MM; Point Value: 9

BattleMech Technical Readout

Type/Model: Hecatoncheires HET-7E-H
Tech: Inner Sphere / 2750
Config: Biped BattleMech
Rules: Level 2, Standard design

Mass: 70 tons
Chassis: Endo Steel
Power Plant: 280 VOX Fusion
Walking Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Jump Jets: None
Jump Capacity: 0 meters
Armor Type: Standard
Armament:

1 Autocannon/20
1 ER Large Laser
3 Medium Lasers
1 SRM 6

Manufacturer: (Unknown)
Location: (Unknown)
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)

Type/Model: Hecatoncheires HET-7E-H
Mass: 70 tons

Equipment: Crits Mass
Int. Struct.: 107 pts Endo Steel 14 3.50
(Endo Steel Loc: 3 LA, 4 LT, 3 RT, 2 LL, 2 RL)
Engine: 280 6 16.00
Walking MP: 4
Running MP: 6
Jumping MP: 0
Heat Sinks: 10 Double [20] 0 .00
Gyro: 4 3.00
Cockpit, Life Supt., Sensors: 5 3.00
Actuators: L: Sh+UA+LA+H R: Sh+UA 14 .00
Armor Factor: 217 pts Standard 0 14.00

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	22	33
Center Torso (Rear):		11
L/R Side Torso:	15	22/22
L/R Side Torso (Rear):		8/8
L/R Arm:	11	22/22
L/R Leg:	15	30/30

Weapons and Equipment Loc Heat Ammo Crits Mass

1 Autocannon/20	RA	7	20	14	18.00
(Ammo Locations: 4 RT)					
1 ER Large Laser	LA	12		2	5.00
1 Medium Laser	RT	3		1	1.00
1 Medium Laser	LT	3		1	1.00
1 SRM 6	CT	4	15	3	4.00
(Ammo Locations: 1 RT)					
1 Medium Laser	HD	3		1	1.00
CASE Equipment:	RT			1	.50

TOTALS:	32	66	70.00
Crits & Tons Left:		12	.00

Calculated Factors:
Total Cost: 6,694,204 C-Bills

Battle Value: 1,269
Cost per BV: 5,275.18
Weapon Value: 1,552 / 1,552 (Ratio = 1.22 / 1.22)
Damage Factors: SRDmg = 28; MRDmg = 8; LRDmg = 2
BattleForce2: MP: 4, Armor/Structure: 5/5
Damage PB/M/L: 4/3/1, Overheat: 3
Class: MH; Point Value: 13

BattleMech Technical Readout

Type/Model: Vampire VMP-3R
Tech: Inner Sphere / 2750
Config: Biped BattleMech
Rules: Level 2, Standard design

Mass: 25 tons
Chassis: Standard
Power Plant: 150 Omni Fusion
Walking Speed: 64.8 km/h
Maximum Speed: 97.2 km/h
Jump Jets: None
Jump Capacity: 0 meters
Armor Type: Standard
Armament:
4 Medium Lasers
2 Flamers
Manufacturer: (Unknown)
Location: (Unknown)
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)

Type/Model: Vampire VMP-3R

Mass: 25 tons

Equipment:		Crits	Mass
Int. Struct.: 43 pts Standard		0	2.50
Engine: 150	6	5.50	
Walking MP: 6			
Running MP: 9			
Jumping MP: 0			
Heat Sinks: 10 Double [20]	12	.00	
(Heat Sink Loc: 2 LT, 2 RT)			
Gyro:	4	2.00	
Cockpit, Life Supt., Sensors:	5	3.00	
Actuators: L: Sh+UA+LA+H R: Sh+UA+LA+H	16	.00	
Armor Factor: 89 pts Standard	0	6.00	

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	8	12
Center Torso (Rear):		4
L/R Side Torso:	6	9/9
L/R Side Torso (Rear):		3/3
L/R Arm:	4	8/8
L/R Leg:	6	12/12

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
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1 Medium Laser	RA	3	1	1.00
1 Flamer	RA	3	1	1.00
1 Medium Laser	LA	3	1	1.00
1 Flamer	LA	3	1	1.00
2 Medium Lasers	CT	6	2	2.00

TOTALS:	18	49	25.00
Crits & Tons Left:	29	.00	

Calculated Factors:

Total Cost: 1,917,500 C-Bills
Battle Value: 642
Cost per BV: 2,986.76
Weapon Value: 469 / 469 (Ratio = .73 / .73)
Damage Factors: SRDmg = 16; MRDmg = 2; LRDmg = 0
BattleForce2: MP: 6, Armor/Structure: 2/2
Damage PB/M/L: 3/2/-, Overheat: 0

Class: ML; Point Value: 6