

3025 Era Inner Sphere Light 'Mechs

LCT-1V LOCUST

Weight Class: Light

Tonnage: 20 Tons (1 Hardware Point)

Movement: 4

Heat Dissipation: 2

Tags: Scout, 'Bug 'Mech', Lightning Fast, No/Minimal Arms, Ubiquitous.

Armour/Structure Configuration

Head: 3/1 pips

Torso: 3/2 pips

Right/Left Arm: 1/1 pips

Right/Left Leg: 3/1 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
(No Punch)/Kick	0/2	-	-	-	OK	-	-	-
Primary: Med Laser	2	E	H	T	OK	OK	-2	-
2 Machine Guns	2	B	-	RA, LA	OK	OK	-	-

Equipment

Ammo: Machine Gun (Torso)

LCT-1E LOCUST

Weight Class: Light

Tonnage: 20 Tons (1 Hardware Point)

Movement: 4

Heat Dissipation: 2

Tags: Scout, 'Bug 'Mech', Lightning Fast, No/Minimal Arms, Ubiquitous.

Armour/Structure Configuration

Head: 3/1 pips

Torso: 3/2 pips

Right/Left Arm: 1/1 pips

Right/Left Legs: 3/1 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
(No Punch)/Kick	0/2	-	-	-	OK	-	-	-
2 Medium Laser	4	E	H	RA, LA	OK	OK	-2	-
2 Small Laser	2	E	H	RA, LA	OK	OK	-	-

Equipment

N/A

LCT-1M LOCUST

Weight Class: Light

Tonnage: 20 Tons (1 Hardware Point)

Movement: 4

Heat Dissipation: 2

Tags: Scout, 'Bug 'Mech', Lightning Fast, No/Minimal Arms, Ubiquitous.

Armour/Structure Configuration

Head: 1/1 pip

Torso: 1/2 pips

Right/Left Arm: 1/1 pip

Right/Left Legs: 1/1 pip

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
(No Punch)/Kick	0/2	-	-	-	OK	-	-	-
Primary: Med Laser	2	E	H	T	OK	OK	-2	-
2 LRM-5	2+MM (Max 4)	M	H	RA, LA	-2	OK	OK	-2

Equipment

Ammo: LRM 5 (Torso)

LCT-1S LOCUST

Weight Class: Light

Tonnage: 20 Tons (1 Hardware Point)

Movement: 4

Heat Dissipation: 2

Tags: Scout, 'Bug 'Mech', Lightning Fast, No/Minimal Arms, Ubiquitous.

Armour/Structure Configuration

Head: 2/1 pips

Torso: 2/2 pips

Right/Left Arm: 1/1 pip

Right/Left Legs: 2/1 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
(No Punch)/Kick	0/2	-	-	-	OK	-	-	-
Primary: Med Laser	2	E	H	T	OK	OK	-2	-
2 SRM-2	2+MM (Max 4)	M	H	RA, LA	OK	OK	-2	-

Equipment

Ammo: SRM (Torso)

STG-3R STINGER

Weight Class: Light

Tonnage: 20 Tons (1 Hardware Point)

Movement: 3 (J)

Heat Dissipation: 2

Tags: Scout, 'Bug 'Mech', Anti-Personnel, Mainstay, Trainer 'Mech.

Armour/Structure Configuration

Head: 1/1 pip

Torso: 2/2 pips

Right/Left Arm: 1/1 pip

Right/Left Legs: 2/1 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
Primary: Med Laser	2	E	H	RA	OK	OK	-2	-
2 Machine Guns	2	B	-	RA, LA	OK	OK	-	-

Equipment

Jump Jets

Ammo: Machine Gun (Torso)

STG-3G STINGER

Weight Class: Light

Tonnage: 20 Tons (1 Hardware Point)

Movement: 3 (J)

Heat Dissipation: 2

Tags: Scout, 'Bug 'Mech', Anti-Personnel, Mainstay, Trainer 'Mech.

Armour/Structure Configuration

Head: 2/1 pips

Torso: 2/2 pips

Right/Left Arm: 2/1 pips

Right/Left Legs: 2/1 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
Medium Laser	2	E	H	RA	OK	OK	-2	-
Medium Laser	2	E	H	LA	OK	OK	-2	-

Equipment

Jump Jets

WSP-1A WASP

Weight Class: Light

Tonnage: 20 Tons (1 Hardware Point)

Movement: 3(J)

Heat Dissipation: 2

Tags: Scout, 'Bug 'Mech', Anti-Vehicular, Team Player, Most Common BattleMech.

Armour/Structure Configuration

Head: 1/1 pip

Torso: 2/2 pips

Right/Left Arm: 1/1 pip

Right/Left Legs: 2/1 pip

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
Primary: Med Laser	2	E	H	RA	OK	OK	-2	-
SRM 2	1+M (Max 2)	M	-	LL	OK	OK	-2	-

Equipment

Jump Jets

WSP-1D WASP

Weight Class: Light

Tonnage: 20 Tons (1 Hardware Point)

Movement: 3(J)

Heat Dissipation: 2

Tags: Scout, 'Bug 'Mech', Anti-Vehicular, Team Player, Common Davion BattleMech.

Armour/Structure Configuration

Head: 1/1 pip

Torso: 2/2 pips

Right/Left Arm: 1/1 pip

Right/Left Legs: 2/1 pip

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
Primary: Med Laser	2	E	H	RA	OK	OK	-2	-
2 Small Lasers, Flamer	3 or 2+H	E	H	T, LL	OK	OK	-	-

Equipment

Jump Jets

WSP-1K WASP

Weight Class: Light

Tonnage: 20 Tons (1 Hardware Point)

Movement: 3(J)

Heat Dissipation: 2

Tags: Scout, 'Bug 'Mech', Anti-Vehicular, Team Player, Common Kuritan BattleMech.

Armour/Structure Configuration

Head: 2/1 pips

Torso: 2/2 pips

Right/Left Arm: 2/1 pips

Right/Left Legs: 2/1 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
Primary: Med Laser	2	E	H	RA	OK	OK	-2	-
Machine Gun	1	B	-	T	OK	OK	-	-

Equipment

Jump Jets

Ammo: Machine Gun (Torso)

WSP-1L WASP

Weight Class: Light

Tonnage: 20 Tons (1 Hardware Point)

Movement: 3(J)

Heat Dissipation: 2

Tags: Scout, 'Bug 'Mech', Anti-Vehicular, Team Player, Common Liao BattleMech.

Armour/Structure Configuration

Head: 1/1 pip

Torso: 2/2 pips

Right/Left Arm: 1/1 pip

Right/Left Legs: 2/1 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
SRM 4	1+M (Max 3)	M	H	RA	OK	OK	-2	-

Equipment

Jump Jets

Ammo: SRM (Torso)

WSP-1W WASP

Weight Class: Light

Tonnage: 20 Tons (1 Hardware Point)

Movement: 3(J)

Heat Dissipation: 2

Tags: Scout, 'Bug 'Mech', Anti-Vehicular, Team Player, Rare Wolf's Dragoons BattleMech.

Armour/Structure Configuration

Head: 1/1 pip

Torso: 2/2 pips

Right/Left Arm: 1/1 pip

Right/Left Legs: 2/1 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
2 Small Lasers	2	E	-	RA	OK	OK	-	-
4 Small Lasers	4	E	H	T	OK	OK	-	-

Equipment

Jump Jets

COM-2D COMMANDO

Weight Class: Light

Tonnage: 25 Tons (1 Hardware Point)

Movement: 3

Heat Dissipation: 2

Tags: Short Range Brawler, Heavy Hitter, Ammo Dependent, Under Armoured, House Steiner

Armour/Structure Configuration

Head: 2/1 pips

Torso: 3/3 pips

Right/Left Arm: 2/1 pips

Right/Left Legs: 3/2 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
Primary: Med Laser	2	E	H	LA	OK	OK	-2	-
SRM 6	2+m (Max 4)	M	H	T	OK	OK	-2	-
SRM 4	1+M (Max 3)	M	H	RA	OK	OK	-2	-

Equipment

Ammo: SRM (Torso)

COM-1B COMMANDO

Weight Class: Light

Tonnage: 25 Tons (1 Hardware Point)

Movement: 3

Heat Dissipation: 2

Tags: Heavy Hitter, Striker 'Mech, Under Armoured, House Steiner, New Variant

Armour/Structure Configuration

Head: 2/1 pips

Torso: 3/3 pips

Right/Left Arm: 2/1 pips

Right/Left Legs: 3/2 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
Primary: Lg Laser	3	E	HH	RA	OK	OK	-2	-4
Med Laser, SRM 2	3+M (Max 4)	E, M	H	LA, T	OK	OK	-2	-

Equipment

Ammo: SRM (Torso)

COM-1C COMMANDO

Weight Class: Light

Tonnage: 25 Tons (1 Hardware Point)

Movement: 3

Heat Dissipation: 2

Tags: Heavy Hitter, Striker 'Mech, Under Armoured, House Steiner, New Variant

Armour/Structure Configuration

Head: 2/1 pips

Torso: 3/3 pips

Right/Left Arm: 2/1 pips

Right/Left Legs: 3/2 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
Autocannon 2	1	B	-	RA	-2	OK	OK	-2
Medium Laser	2	E	H	LA	OK	OK	-2	-

Equipment

Ammo: Autocannon (Torso)

COM-1D COMMANDO

Weight Class: Light

Tonnage: 25 Tons (1 Hardware Point)

Movement: 3

Heat Dissipation: 2

Tags: Heavy Hitter, Striker 'Mech, Under Armoured, House Steiner, Rare Variant

Armour/Structure Configuration

Head: 2/1 pips

Torso: 2/3 pips

Right/Left Arm: 1/1 pips

Right/Left Legs: 2/2 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
Large Laser	3	E	HH	RA	OK	OK	-2	-4
SRM 6	2+M (Max 4)	M	H	T	OK	OK	-2	-

Equipment

Ammo: SRM (Torso)

COM-3A COMMANDO

Weight Class: Light

Tonnage: 25 Tons (1 Hardware Point)

Movement: 3

Heat Dissipation: 2

Tags: Heavy Hitter, Striker 'Mech, Under Armoured, House Steiner, Rare Variant

Armour/Structure Configuration

Head: 1/1 pip

Torso: 2/3 pips

Right/Left Arm: 1/1 pip

Right/Left Legs: 2/2 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
Primary: Med Laser	2	E	H	LA	OK	OK	-2	-
2 SRM 6	4+MM (Max 8)	M	HH	RA, T	OK	OK	-2	-
Flamer	1 or H	E	H	RA	OK	OK	-	-

Equipment

Ammo: SRM (Torso)

JVN-10N JAVELIN

Weight Class: Light

Tonnage: 30 Tons (1 Hardware Point)

Movement: 3(J)

Heat Dissipation: 2

Tags: Ambusher, Scout, Common 'Mech, House Davion, Ammo Dependent.

Armour/Structure Configuration

Head: 2/1 pips

Torso: 3/3 pips

Right/Left Arm: 2/2 pips

Right/Left Legs: 3/2 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
2 SRM 6	4+MM (Max 8)	M	HH	T	OK	OK	-2	-

Equipment

Jump Jets

Ammo: SRM (Torso)

JVN-10A JAVELIN

Weight Class: Light

Tonnage: 30 Tons (1 Hardware Point)

Movement: 3(J)

Heat Dissipation: 2

Tags: Ambusher, Scout, Uncommon Davion Variant, Ammo Dependent, Long Range Harasser.

Armour/Structure Configuration

Head: 2/1 pips

Torso: 3/3 pips

Right/Left Arm: 2/2 pips

Right/Left Legs: 3/2 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
LRM 15	2+M (Max 5)	M	H	T	-2	OK	OK	-2

Equipment

Jump Jets

Ammo: LRM (Torso)

JVN-10F JAVELIN

Weight Class: Light

Tonnage: 30 Tons (1 Hardware Point)

Movement: 3(J)

Heat Dissipation: 2

Tags: Ambusher, Scout, Common Variant, 'Fire Javelin', Runs Hot.

Armour/Structure Configuration

Head: 2/1 pips

Torso: 5/3 pips

Right/Left Arm: 3/2 pips

Right/Left Legs: 4/2 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
2 Medium Lasers	3	E	H	T	OK	OK	-2	-
2 Medium Lasers	3	E	H	T	OK	OK	-2	-

Equipment

Jump Jets

SDR-5D SPIDER

Weight Class: Light

Tonnage: 30 Tons (1 Hardware Point)

Movement: 4(J)

Heat Dissipation: 2

Tags: Scout, Lightning Fast, Jong Jumper, Anti-Infantry, Davion Variant

Armour/Structure Configuration

Head: 2/1 pips

Torso: 3/3 pips

Right/Left Arm: 2/2 pips

Right/Left Legs: 2/2 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
Primary: Med Laser	2	E	H	T	OK	OK	-2	-
Flamer	1 or H	E	H	RA	OK	OK	-	-

Equipment

Jump Jets

SDR-5V SPIDER

Weight Class: Light

Tonnage: 30 Tons (1 Hardware Point)

Movement: 4(J)

Heat Dissipation: 2

Tags: Scout, Lightning Fast, Jong Jumper, Anti-Vehicle, Common Variant

Armour/Structure Configuration

Head: 2/1 pips

Torso: 3/3 pips

Right/Left Arm: 2/2 pips

Right/Left Legs: 2/2 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
2 Medium Laser	3	E	H	T	OK	OK	-2	-

Equipment

Jump Jets

SDR-5K SPIDER

Weight Class: Light

Tonnage: 30 Tons (1 Hardware Point)

Movement: 4(J)

Heat Dissipation: 2

Tags: Scout, Lightning Fast, Jong Jumper, Anti-Infantry, House Kurita Variant.

Armour/Structure Configuration

Head: 2/1 pips

Torso: 3/3 pips

Right/Left Arm: 2/2 pips

Right/Left Legs: 2/2 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
Primary: Med Laser	2	E	H	T	OK	OK	-2	-
2 Machine Gun	1	E	H	RA, LA	OK	OK	-	-

Equipment

Jump Jets

Ammo: Machine Gun (Torso)

UM-R60 URBANMECH

Weight Class: Light

Tonnage: 30 Tons (1 Hardware Point)

Movement: 1(J)

Heat Dissipation: 2

Tags: Ponderous, No/Minimal Arms, Common Militia Unit, City Fighter, Ambusher.

Armour/Structure Configuration

Head: 3/1 pips

Torso: 4/3 pips

Right/Left Arm: 3/2 pips

Right/Left Legs: 4/2 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
No Punch/Kick	0 / 2	-	-	-	OK	-	-	-
Primary: Autocannon 10	4	B	H	RA	OK	OK	-2	-4
Small Laser	1	E	-	LA	OK	OK	-	-

Equipment

Jump Jets

Ammo: Autocannon (Torso)

UM-R60L URBANMECH

Weight Class: Light

Tonnage: 30 Tons (1 Hardware Point)

Movement: 1(J)

Heat Dissipation: 2

Tags: Ponderous, No/Minimal Arms, Rare Militia Unit, City Fighter, Ambusher.

Armour/Structure Configuration

Head: 2/1 pips

Torso: 3/3 pips

Right/Left Arm: 2/2 pips

Right/Left Legs: 3/2 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
No Punch/Kick	0 / 2	-	-	-	OK	-	-	-
Primary: Autocannon 20	7	B	H	RA	OK	OK	-2	-
Small Laser	1	E	-	LA	OK	OK	-	-

Equipment

Jump Jets

Ammo: Autocannon (Torso)

VLK-QA VALKYRIE

Weight Class: Light

Tonnage: 30 Tons (1 Hardware Point)

Movement: 3(J)

Heat Dissipation: 2

Tags: Scout, Well Armoured, House Davion, Slow, Quickly Repaired

Armour/Structure Configuration

Head: 3/1 pips

Torso: 5/3 pips

Right/Left Arm: 3/2 pips

Right/Left Legs: 4/2 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
Primary: Med Laser	2	E	H	RA	OK	OK	-2	-
LRM 10	1+M (Max 4)	M	H	T	-2	OK	OK	-2

Equipment

Ammo: LRM (Torso)

VLK-QF VALKYRIE

Weight Class: Light

Tonnage: 30 Tons (1 Hardware Point)

Movement: 3(J)

Heat Dissipation: 2

Tags: Scout, Well Armoured, House Davion, Slow, Quickly Repaired

Armour/Structure Configuration

Head: 3/1 pips

Torso: 5/3 pips

Right/Left Arm: 3/2 pips

Right/Left Legs: 4/2 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
LRM 10	1+M (Max 4)	M	H	T	-2	OK	OK	-2
Flamer	1 or H	E	H	RA	OK	OK	-	-

Equipment

Ammo: LRM (Torso)

FS-9H FIRESTARTER

Weight Class: Light

Tonnage: 35 Tons (1 Hardware Point)

Movement: 3(J)

Heat Dissipation: 2

Tags: Scout, Incendiary 'Mech, Anti-Infantry, Specialist 'Mech Unit, Rare 'Mech.

Armour/Structure Configuration

Head: 3/1 pips

Torso: 4/4 pips

Right/Left Arm: 2/2 pips

Right/Left Legs: 3/3 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
Primary: 2 Med Laser	3	E	H	RA, LA	OK	OK	-2	-
4 Flamer	3 or HHHH	E	HH	RA, LA, T	OK	OK	-	-
2 Machine Gun	1	B	-	T	OK	OK	-	-

Equipment

Jump Jets

Ammo: Machine Gun (Torso)

FS-9K FIRESTARTER

Weight Class: Light

Tonnage: 35 Tons (1 Hardware Point)

Movement: 3(J)

Heat Dissipation: 2

Tags: Scout, Incendiary 'Mech, Anti-Infantry, Specialist 'Mech Unit, Rare Kuritan 'Mech.

Armour/Structure Configuration

Head: 3/1 pips

Torso: 4/4 pips

Right/Left Arm: 2/2 pips

Right/Left Legs: 3/3 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
Primary: Lg. Laser	3	E	HH	RA	OK	OK	-2	-4
2 Flamer	2 or HH	E	HH	T	OK	OK	-	-
2 Small Laser	2	E	-	LA	OK	OK	-	-

Equipment

Jump Jets

FS-9M FIRESTARTER

Weight Class: Light

Tonnage: 35 Tons (1 Hardware Point)

Movement: 3(J)

Heat Dissipation: 2

Tags: Scout, Frontline 'Mech, 'Mirage', Specialist 'Mech Unit, Very Rare Steiner 'Mech.

Armour/Structure Configuration

Head: 3/1 pips

Torso: 5/4 pips

Right/Left Arm: 4/2 pips

Right/Left Legs: 5/3 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
Primary: 2 Med Laser	3	E	H	RA, LA	OK	OK	-2	-
2 Machine Gun	1	B	-	T	OK	OK	-	-
2 Small Laser	2	E	-	RA, LA	OK	OK	-	-

Equipment

Jump Jets

Ammo: Machine Gun (Torso)

JR7-D JENNER

Weight Class: Light

Tonnage: 35 Tons (1 Hardware Point)

Movement: 4(J)

Heat Dissipation: 2

Tags: Striker, Lightning Fast, Common Kuritan Unit, Light Armour, Minimal/No Arms.

Armour/Structure Configuration

Head: 2/1 pips

Torso: 3/4 pips

Right/Left Arm: 1/2 pips

Right/Left Legs: 2/3 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
No Punch/Kick	0 / 2	-	-	-	OK	-	-	-
Primary: SRM 4	1+M (Max 3)	M	H	T	OK	OK	-2	-
2 Medium Laser	3	E	H	RA	OK	OK	-2	-
2 Medium Laser	3	E	H	LA	OK	OK	-2	-

Equipment

Jump Jets

Ammo: SRM (Torso)

JR7-F JENNER

Weight Class: Light

Tonnage: 35 Tons (1 Hardware Point)

Movement: 4(J)

Heat Dissipation: 2

Tags: Striker, Lightning Fast, Common Kuritan Variant, Light Armour, Minimal/No Arms.

Armour/Structure Configuration

Head: 2/1 pips

Torso: 5/4 pips

Right/Left Arm: 4/2 pips

Right/Left Legs: 5/3 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
No Punch/Kick	0 / 2	-	-	-	OK	-	-	-
2 Medium Laser	3	E	H	RA	OK	OK	-2	-
2 Medium Laser	3	E	H	LA	OK	OK	-2	-

Equipment

Jump Jets

OTT-7J OSTSCOUT

Weight Class: Light

Tonnage: 35 Tons (1 Hardware Point)

Movement: 4(J)

Heat Dissipation: 2

Tags: Scout, Lightning Fast, Rare Mech, Long Jumper, Light Armour.

Armour/Structure Configuration

Head: 2/1 pips

Torso: 4/4 pips

Right/Left Arm: 2/2 pips

Right/Left Legs: 3/3 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
Medium Laser	2	E	H	T	OK	OK	-2	-

Equipment

Jump Jets

PNT-9R PANTHER

Weight Class: Light

Tonnage: 35 Tons (1 Hardware Point)

Movement: 2(J)

Heat Dissipation: 2

Tags: Slow, Heavy Armour, Common Kuritan Unit, Heavy Hitter, Brawler.

Armour/Structure Configuration

Head: 3/1 pips

Torso: 5/4 pips

Right/Left Arm: 3/2 pips

Right/Left Legs: 4/3 pips

Weapons

	Damage	Type	Heat	Loc	Pointblank	Short	Medium	Long
Punch/Kick	1 / 2	-	-	-	OK	-	-	-
Primary: PPC	4	E	HH	RA	-2	OK	-2	-4
SRM 4	1+M (Max 3)	M	H	T	OK	OK	-2	

Equipment

Jump Jets

Ammo: SRM (Torso)

Mech/Variant	House Steiner	House Davion	House Marik	House Kurita	House Liao	Periphery/Mercs
LCT-1V Locust	Plentiful	Plentiful	Plentiful	Plentiful	Plentiful	Common
LCT-1M Locust	Uncommon	Common	Rare	Rare	Rare	Rare
LCT-1S Locust	Common	Uncommon	Rare	Rare	Rare	Rare
LCT-1E Locust	Rare	Rare	Uncommon	Rare	Common	Rare
STG-3R Stinger	Plentiful	Plentiful	Plentiful	Plentiful	Plentiful	Plentiful
STG-3G Stinger	Common	Common	Common	Common	Common	Common
WSP-1A Wasp	Plentiful	Plentiful	Plentiful	Plentiful	Plentiful	Plentiful
WSP-1D Wasp	Common	Plentiful	Uncommon	Rare	Rare	Uncommon
WSP-1K Wasp	Uncommon	Uncommon	Rare	Common	Rare	Uncommon
WSP-1L Wasp	Rare	Uncommon	Uncommon	Rare	Common	Rare
WSP-1W Wasp	Rare	Rare	Rare	Rare	Rare	Rare
COM-2D Commando	Plentiful	Rare	Rare	Rare	Very Rare	Uncommon
COM-1B Commando	Uncommon	Rare	Very Rare	Very Rare	Very Rare	Rare
COM-1C Commando	Rare	Very Rare	n/a	n/a	n/a	Very Rare
COM-1D Commando	Common	Uncommon	Very Rare	Rare	Very Rare	Rare
COM-3A Commando	Common	Uncommon	Very Rare	Rare	Very Rare	Rare
JVN-10N Javelin	Common	Plentiful	Common	Common	Common	Common
JVN-10A Javelin	Rare	Uncommon	Rare	Rare	Very Rare	Very Rare
JVN-10F Javelin	Rare	Common	Very Rare	Very Rare	Very Rare	Very Rare
SDR-5V Spider	Uncommon	Uncommon	Common	Common	Uncommon	Rare
SDR-5K Spider	Rare	Rare	Uncommon	Common	Rare	Very Rare
SDR-5D Spider	Uncommon	Common	Rare	Rare	Rare	Very Rare
UM-R60 UrbanMech	Uncommon	Common	Uncommon	Rare	Plentiful	Uncommon
UM-R60L UrbanMech	Rare	Uncommon	Rare	Very Rare	Uncommon	Rare
VLK-QA Valkyrie	Uncommon	Common	Rare	Rare	Rare	Uncommon
VLK-QF Valkyrie	Rare	Uncommon	Very Rare	Very Rare	Very Rare	Rare
FS9-H Firestarter	Common	Common	Common	Common	Common	Common
FS9-K Firestarter	Uncommon	Uncommon	Uncommon	Common	Uncommon	Rare
FS9-M Firestarter	Uncommon	Rare	Rare	Rare	Rare	Very Rare
JR7-D Jenner	Uncommon	Rare	Rare	Common	Rare	Rare
JR7-F Jenner	Rare	Very Rare	Very Rare	Uncommon	Very Rare	Rare
OTT-7J Ostscout	Rare	Rare	Rare	Rare	Rare	Very Rare
PNT-9R Panther	Rare	Rare	Uncommon	Plentiful	Rare	Common