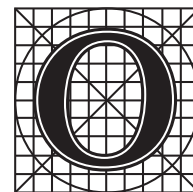
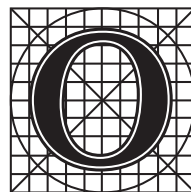




**T E C H N I C A L**

---

**R E A D O U T**



# TABLE OF CONTENTS

<b>INTRODUCTION</b>	4	Hatamoto-chi	88	Demon	170
<b>INNER SPHERE BATTLEMECHS</b>	6	Victor	90	Marksman	172
Flea	8	Zeus	92	Magi	174
Hornet	10	Katana (Crockett)	94	Burke	176
Commando	12	Shogun	96	Fury	178
Falcon	14	Stalker	98	Rhino	180
Firefly	16	Cyclops	100	Puma Assault Tank	182
Javelin	18	Mauler	102	<b>Star League BattleMechs</b>	184
Spider	20	Banshee	104	Mercury	184
UrbanMech	22	Annihilator	106	Thorn	186
Firestarter	24	Atlas	108	Mongoose	188
Jenner	26	Imp	110	Hermes	190
Panther	28	<b>CLAN OMNIMECHS</b>	112	Hussar	192
Raven	30	Dasher	114	Sentinel	194
Wolfhound	32	Koshi	116	Wyvern	196
Assassin	34	Uller	118	Crab	198
Cicada	36	Puma	120	Kintaro	200
Clint	38	Dragonfly	122	Champion	202
Hermes II	40	Fenris	124	Lancelot	204
Vulcan	42	Black Hawk	126	Bombardier	206
Whitworth	44	Ryoken	128	Exterminator	208
Blackjack	46	Vulture	130	Guillotine	210
Hatchetman	48	Loki	132	Black Knight	212
Vindicator	50	Thor	134	Flashman	214
Wolf Trap	52	Mad Cat	136	Thug	216
Centurion	54	Man O'War	138	Crockett	218
Enforcer	56	Masakari	140	Highlander	220
Hunchback	58	Gladiator	142	King Crab	222
Trebuchet	60	Daishi	144	<b>Star League Aerospace Fighters</b>	224
Dervish	62	<b>STAR LEAGUE</b>	146	Trident	224
Hoplite	64	<b>Star League Vehicles</b>	148	Swift	226
Grand Dragon	66	Gabriel	148	Spad	228
Quickdraw	68	Ripper	150	Zero	230
Axman	70	Beagle Tank	152	Rogue	232
Catapult	72	Rotunda	154	Tomahawk	234
JagerMech	74	Nightshade	155	Hellcat	236
Caesar	76	Cyrano	158	Gotha	238
Cataphract	78	Lightning	160	Ironsides	240
Grasshopper	80	Zephyr	162	Hammerhead	242
Orion	82	Chaparral	164	Rapier	244
Awesome	84	Kanga	166	Ahab	246
Charger	86	Thor Artillery Vehicle	168		

## TECHNICAL READOUT: 3050 UPGRADE

### TECHNICAL READOUT: 3050 ORIGINAL EDITION

#### Writing

J. Andrew Keith  
Jim Musser

#### Development

Sam Lewis

#### Editorial Staff

*Senior Editor*  
Donna Ippolito  
*Assistant Editor*  
Kent Stolt

#### Playtesters

*The Ariston Game Club:*  
Bill Webb  
Christina  
Kevin William  
Eric J. Smith  
Phil Schumer  
Larua Lee  
Dave Brave

#### Production Staff

*Art Director*  
Jim Nelson  
*Production Manager*  
Sam Lewis  
*Cover*  
Jim Nelson  
*Illustrations*  
Joel Biske  
Jim Nelson  
Dana Knutson  
Steve Venters  
*Layout*  
Tara Gallagher

### TECHNICAL READOUT: 3050 REVISED EDITION

#### Original Technical Readout: 2750 material by

Clare W. Hess      Blaine L. Pardoe  
Dale L. Kemper      Boy F. Petersen, Jr.  
Jim Long

#### Additional Material by

Sam Lewis

#### BattleTech Line Developer

Bryn Nystul

#### Development

Bryan Nystul  
Randall N. Bills

#### Editorial Staff

*Editorial Director*  
Donna Ippolito  
*Managing Editor*  
Sharon Turner Mulvihill  
*Associate Editors*  
Diane Piron-Gelman  
Rob Cruz  
*Editorial Assistance by*  
Karen Stange

#### Production Staff

*Art Director*  
Jim Nelson  
*Project Manager*  
Jim Nelson  
*Front Cover Art*  
Jim Nelson  
*Back Cover Art*  
C. Sterns  
*Cover Design*  
Mike "Skuzzball" Nielsen  
*B&W Illustrations*  
Joel Biske      Dana Knutson  
Jim Nelson      Steve Venters  
*Layout*  
John Bridegroom

### TECHNICAL READOUT: 3050 UPGRADE

#### Writing

Herb A. Beas II  
Randall N. Bills  
Chris Hartford  
Ken' Horner  
Kevin Killiany  
Nick Marsala  
David McCulloch  
Ben Rome  
Jason Schmetzer  
Christoffer Trossen

#### Additional Contribution

Jack Mc Crary

#### Product Development

Randall N. Bills  
*Assistant Development*  
Mike Miller  
Chris Wheeler

#### Production Editing

Jason Hardy

#### BattleTech Line Developer

Randall N. Bills

#### Production Staff

*Art Direction*  
Randall N. Bills  
*Cover Art*  
Doug Chaffee  
*Cover Design*  
Ray Arrastia  
*Layout*  
Ray Arrastia  
*Illustrations*  
Doug Chafee  
Brent Evans  
Chris Lewis  
Jim Nelson  
*BattleTech Logo Design*  
Shane Hartley and Steve Walker

#### Proofers

Paul Bowman, Rich Cencarik, Christopher K. Searls, Peter Smith, Patrick Wynne.

#### Special Thanks

Once again I have to thank Mike Miller and Chris Wheeler who jumped in feet first to help keep this project rolling forward when so many other critical things kept getting in the way.

©2007-2009 WizKids, Inc. All Rights Reserved. BattleTech Technical Readout: 3050 Upgrade, Classic BattleTech, BattleTech, 'Mech, BattleMech, MechWarrior and WK Games logo are registered trademarks and/or trademarks of WizKids, Inc in the United States and/or other countries. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published.

Second Printing, corrected.  
Published by Catalyst Game Labs,  
an imprint of InMediaRes Productions, LLC  
PMB 202 • 303 91st Ave NE • G701 •  
Lake Stevens, WA 98258

#### FIND US ONLINE:

Precentor\_martial@classicbattletech.com  
(e-mail address for any  
BattleTech questions)  
<http://www.classicbattletech.com>  
(official BattleTech web pages)  
<http://www.CatalystGameLabs.com>  
(Catalyst web pages)  
<http://www.battlecorps.com/catalog>  
(online ordering)

**T**his manual is intended to assist members of Our Blessed Order who have recently completed their training as Acolytes, bringing them up to date on the events in this outer world. The incredible changes in politics and technology following the Fourth Succession War are nothing compared to the total transformation of the Inner Sphere that has occurred over the past two years. The Successor States are cooperating to a degree unthinkable even three years ago, a powerful new adversary has captured more than 100 worlds, and military technology has run rampant.

The rapid pace of events and even more rapid proliferation of sophisticated weaponry have delayed the issue of this book. Intended for release in 3050, as stated in the title, the book would have been out of date before it reached the hands of its intended readers. Precentor XX-eta Lilith Sebastian wisely ordered wholesale revisions before the volume reached the printer. The cover, unfortunately, could not be called back.

So it is in 3052 that this volume brings our newest Acolytes abreast of the latest BattleMech equipment of all parties in the Inner Sphere, except, of course, Our Blessed Order. Our equipment has not, of course, changed for centuries, and Acolytes make an in-depth study of our military capacities as part of their basic training.

It is important to remember that Clan weapons are superior in performance to those of the Inner Sphere, even though the same terminology is used to discuss the weapons and equipment for both Clans and Inner Sphere. I need not remind you of the terrible consequences should this, or any ComStar document, fall into the hands of anyone outside Our Order.

I am honored that Precentor XX-eta Lilith Sebastian commissioned me to oversee the research and writing of this document. I also thank Precentor Martial Anastasius Focht for his help, especially in the sections on the Clans. The commander of the Com Guards spent many months as envoy to the Clans, and his information and insight have been invaluable. The information about the Inner Sphere response came mostly from the files of Precentor XV-delta Raymond Little, whose assistance helped make this work possible.

It is the hope of all involved with this project that our newest Acolytes will use this information in this book to help achieve our great task of reunifying mankind, according to the Word of Blake.

—Merle Jimmus  
Adept XXI-sigma  
ComStar Archives, Terra  
8 February 3052

Ever since the data vaults of ComStar were opened to the public in the years following Tukayyid, millions of readers have consulted this vital reference work graciously provided by the so-called “new” ComStar. Our agents have acquired the original files of this document and have discovered startling inconsistencies and omissions. These “mistakes” are clearly attempts by ComStar to conceal its own level of technology and whitewash its checkered past.

In this edition, wherever possible, we have made corrections and additions to correct such inaccuracies and omissions. Of particular interest are the various Star League-era ‘Mechs and vehicle files, which were removed from the original document by ComStar censors. In previous Technical Readouts, ComStar claimed these machines had completely disappeared, victims of the Succession Wars or Kerensky’s Exodus. As we now know, many of them are still in service, either with ComStar itself or the Clans, although the Clans relegate such machines to garrison duty. To make space for these additions, other ‘Mechs had to be removed by our editors. However, the text of their descriptions needed no alterations, so scholars can still rely on the original data for those aging designs.

—Major-General Margaret Tulliver  
Deputy Director, Wolfnet  
22 March 3058

How naive I sound. How full of myself, confident of ComStar's faults and our own righteous indignation. Confident we'd missed nothing: the guard against ComStar for the Inner Sphere. How we failed.

Following the publication of the revised document of ComStar's original *Technical Readout: 3058*, I could barely find the heart, much less the strength to continue. The crushing responsibility of our failure—of Wolfnet's failure—weighed heavily. Yet the Dragoons are ever tenacious, and what might kill a lesser animal only brings out the feral side. We have failed, but in pushing forward, in continuing the fight, we hope to overcome. Despite the lack of resources and the raging conflict all around us, the Herculean effort of Ryn Nikoli and her team have produced invaluable data.

Another decade has seen a plethora of additional technologies make their way onto the modern battlefield and the centuries-old machines detailed within these pages have once again gone through a renaissance of technological transformation. And unlike when the designs were rapidly converted during the Clan invasions, these more time-tested variants are generally far more lethal.

Through our newly acquired connections with Clan Wolf (in-Exile), we finally have a definitive look at the history of the groundbreaking Clan OmniMechs, as well as the latest Clan weaponry and Omni configurations.

Finally, in the previous published edition, I noted the importance of the Star League omissions on ComStar's part. That more true now than ever, as so many of those pivotal designs march in the armies of our most hated enemy: the Word of Blake. I've completely reorganized the book to emphasize the Star League designs, while updating that section to provide a crystal-clear picture of what our allies in this Jihad may face.

God save us all.

—Major-General Margaret Tulliver  
Deputy Director, Wolfnet  
31 December 3071

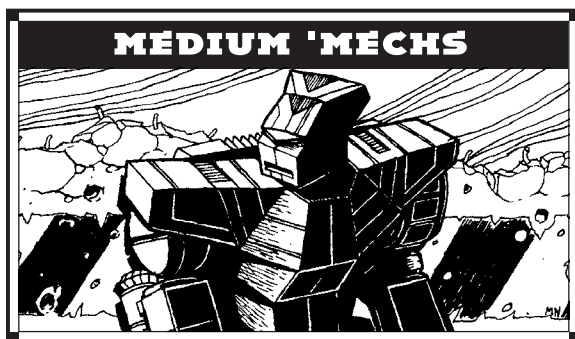
## GAME NOTES

Many of the variants and configurations that are new in *Technical Readout: 3050 Upgrade* are constructed with weaponry found in *BattleTech Total Warfare*; the construction rules for said equipment can be found in *BattleTech TechManual*. Additionally, note that some designs were slightly modified from previous publications to make them fully compatible with the construction rules as presented in *TechManual*.

Several units mount weapons and/or equipment not found in *Total Warfare* or *TechManual*, or mount equipment they cannot mount under those rules sets. They are: *Catapult*, *Chaparral*, *Kanga*, *Thor Artillery Vehicle*, and *Marksman*. The rules governing the use of their weapons and their construction are beyond the Standard Rules presented in *Total Warfare* and *TechManual*. They are covered in the Advanced Rules presented in *BattleTech Tactical Operations*.

All Battle Values listed in this book were generated using the Battle Value system as it appears in *TechManual* (and *Tactical Operations* for the Advanced Rules units mentioned above).





**Mass:** 50 tons

**Chassis:** Corean Model KL77 Endo Steel

**Power Plant:** GM 300 XL

**Cruising Speed:** 64 kph

**Maximum Speed:** 97 kph

**Jump Jets:** None

**Jump Capacity:** None

**Armor:** StarGuard III with CASE

**Armament:**

1 Mydron Excel LB 10-X Autocannon

1 Luxor 3R LRM-10

2 Photech 806c Medium Lasers

**Manufacturer:** Corean Enterprises, Jalastar Aerospace

**Primary Factory:** New Avalon (Corean),  
Panpour (Jalastar)

**Communications System:** Corean Transbanc-J9

**Targeting and Tracking System:** Corean B-Tech  
with Artemis IV

## Overview

Considered a premier medium BattleMech among AFFS forces, the *Centurion* is a solidly built design that has become the primary test bed of new technology developed at the NAIS. It was this technology that saved the *Centurion* from becoming a forgotten footnote among House Davion's line units.

The *Centurion* was initially developed by Corean Enterprises as an operational partner to the more successful *Trebuchet*. When the original Corean plant was destroyed on Ramen II in 2845, replacement parts for the original Luxor-D series autocannon became rare. Though the Luxor-D's mount could accept a different model of autocannon, such modifications were long, time-consuming, and didn't

always work. With mounting maintenance problems, the AFFS was on the verge of phasing out the design in the early 3000s.

Corean Enterprises built a new production facility on New Avalon, its location is considered top secret due to the facility's ties with the NAIS. Corean's first order of business was to replace the balky arm mounts with a more flexible arrangement, which helped boost the *Centurion's* image with technicians everywhere. By offering replacement assemblies at no cost to all AFFS line units, Corean guaranteed the design would remain with the AFFS.

In 3047, Corean allowed Jalastar Aerospace to produce CN9-A models on Panpour under a limited license, which helped lower the model's cost and spread the design. By 3052, *Centurions* were a common sight among many border militias.

Because of Corean's ties with the NAIS, the *Centurion* became a common test platform for new technologies. Triple-strength myomer, rotary autocannons, targeting computers, compact engines, and even the new plasma cannons have all been tested on *Centurions*.

Rumors of the New Avalon Corean plant's destruction have not been confirmed, though no new *Centurions* have entered the beleaguered AFFS forces there. One rumor is that Corean is helping the NAIS develop a new 'Mech platform that continues the Romanesque theme, hence the delay in getting newly built *Centurions* to the front.

Meanwhile, the Panpour facility has doubled its output to reinforce Capellan March forces hit hard by the Confederation.

## Capabilities

The *Centurion* is primarily a mid- to long-ranged fighter. Even though the original design's weapon mounts caused problems for customization, Corean designers have tried to maintain the aesthetic of the original CN9-A. The *Centurion* usually mounts a large-bore autocannon, a long-range missile rack, and some assortment of lasers. Whether any of these weapons are rear-mounted has become a matter of pilot preference; although most prefer to keep their barrels pointed forward.

## Deployment

The *Centurion* is the most common medium BattleMech in the AFFS's arsenal. During the short time the Suns

was merged with the Lyran state, *Centurions* were adapted to some degree with the LAAF.

As each new variant of *Centurion* is unveiled, the AFFS slowly rotates out the older versions to the mercenary market, supplementing the military's budget. On rare occasions a newer variant finds its way into mercenary ranks, usually through outright theft, salvage, or forgetful supply officers.

## Variants

Recently, a new *Centurion* variant (built at the Panpour facility) has taken the field, utilizing the FedSuns' new light ferro-fibrous armor and compact gyro, while mounting a Jalastar Engineering plasma cannon. The bulky torso-mounted jump jets and additional armor has given the *Centurion* a thicker look, which some Confederation and Concordat forces have mistakenly identified as a new BattleMech.

## Notable MechWarriors

**Duke Kai Allard-Liao:** Very few MechWarriors manage to reach legendary status: Natasha Kerensky, Morgan Kell, Yorinaga Kurita. These are names that send shivers of fear down enemy MechWarriors' spines and have thrilled generations through endless holoivid adventures that don't come close to capturing their real-life exploits. Arguably at the top of that list is a slender, un-assuming man that began his early military career in constant self-doubt. Two decades of fighting across the Inner Sphere have brought self-assurance and vaulted Kai into the elite few. From single-handedly annihilating the Falcon Guards on Twycross, to his meteoric rise to championship on the gladiator world of Solaris VII, to his furious guerrilla fighting during the Confederation-St. Ives conflict: few have ever demonstrated the superlative skills that come to Kai so naturally. During most of that time he has piloted his father's *Centurion*, the "*Yen-Lo-Wang*": a 'Mech almost as notorious as its pilot.

**Aremas "Pops" Heuaventas:** The only MechWarrior on Corean Enterprises' payroll, Pops has been the company's test pilot for almost fifty years and the only known Davion MechWarrior to pilot every single *Centurion* variant. Pops is currently listed as MIA on New Avalon.

Type: **Centurion**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 1,130

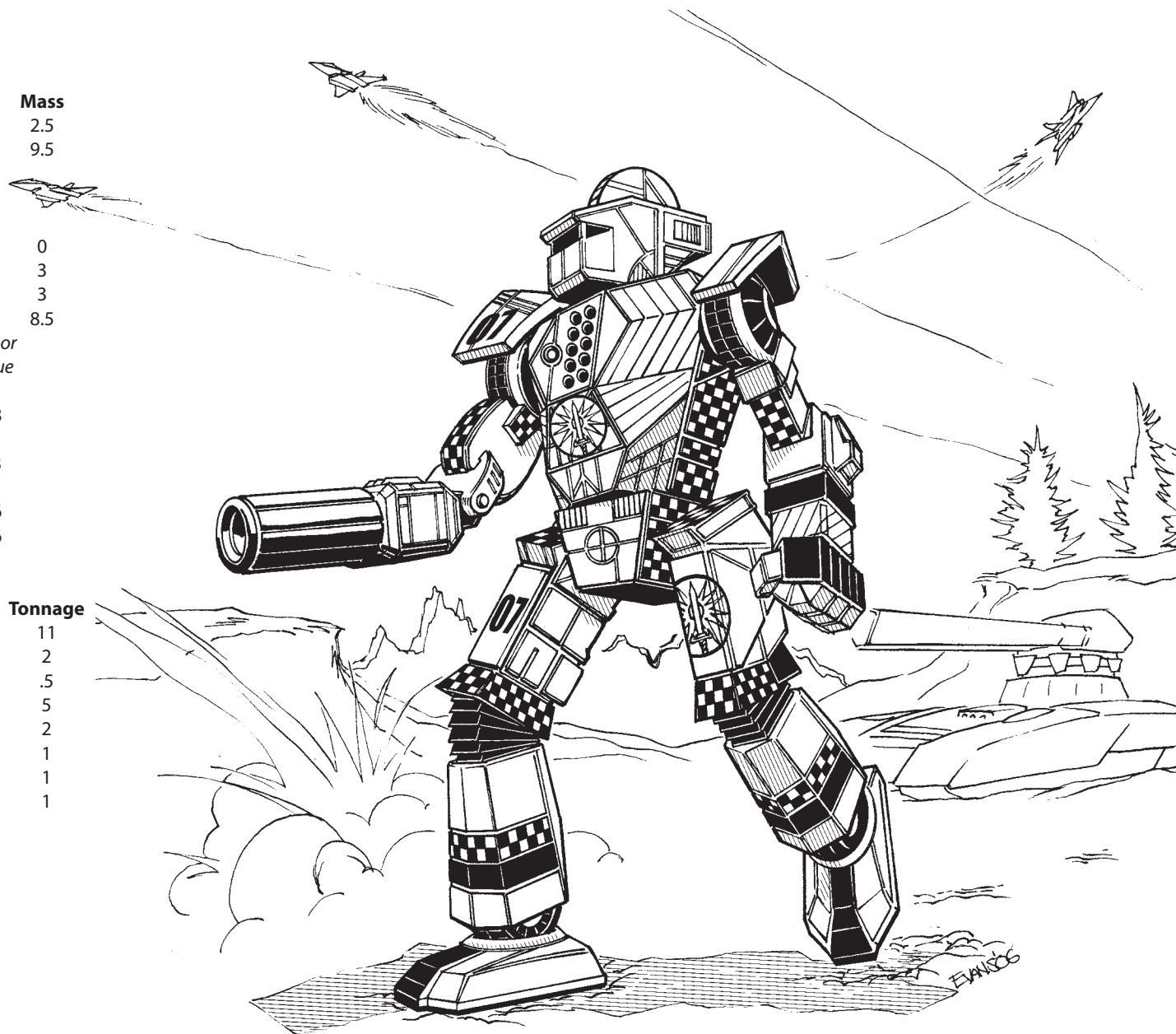
### Equipment

Internal Structure:	Endo Steel	Mass
Engine:	300 XL	2.5
Walking MP:	6	9.5
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	136	8.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	18
Center Torso (rear)		7
R/L Torso	12	13
R/L Torso (rear)		6
R/L Arm	8	16
R/L Leg	12	16

### Weapons and Ammo

	Location	Critical	Tonnage
LB 10-X AC	RA	6	11
Ammo (LB-X) 20	RT	2	2
CASE	RT	1	.5
LRM 10	LT	2	5
Ammo (LRM) 24	RT	2	2
Artemis IV FCS	LT	1	1
Medium Laser	CT	1	1
Medium Laser	CT (R)	1	1





**Mass:** 70 tons  
**Chassis:** JFS-703  
**Power Plant:** Redline 350 XL  
**Cruising Speed:** 54 kph  
**Maximum Speed:** 86 kph  
**Jump Jets:** JF Standard  
**Jump Capacity:** 150 m  
**Armor:** J63-3E Ferro Fibrous  
**Armament:**  
 22.5 tons of pod space available  
**Manufacturer:** Eagle Craft Group, St. Louis MechWorks  
**Primary Factory:** Ironhold, Niles  
**Communications System:** Model J-D 067  
**Targeting and Tracking System:** Hawkeye 58

### Overview

The *Summoner*, dubbed the *Thor* in the Inner Sphere, is a mobile heavy 'Mech designed to accommodate a bulky weapons load. Often unfairly compared to the *Timber Wolf*, the *Thor* was built with mobility for both offense and defense. The design dates back nearly two hundred years to when the Jade Falcons used captured *Threshers* as a basis for a new Omnimech. It has been successful as both a raider and a quick-strike assault unit, and members of the LAAF are all too familiar with its capabilities.

### Capabilities

In its Primary configuration, the *Summoner* does well as a raider. Relying on an ER PPC for most of its firepower, an LRM 15 and LB-class autocannon provide additional long-range punch. The A version has a similar profile but is more close-range focused. The B model, armed mainly with missiles, is used for fire support. The C configuration centers on an Ultra

autocannon/20, one of the most feared weapons on the battlefield. Perhaps one of the most efficient uses of the design is the D configuration, with ER lasers on each arm and a targeting computer.

A recent sighting, the E model takes advantage of the new ATM missile system. The advent of the heavy laser led to the H model, focusing on a pair of heavy large lasers and ER mediums. A mix of the Primary and Alpha configurations, the M seems to be meant for close-in fighting. The ER PPC gives it range, but the LB autocannon is again short on ammo while the Streak-6 rack has two tons.

Two new versions have recently cropped up; the first is the HH, which focuses on the hyper-assault Gauss rifle. Used by Hell's Horses warriors, it also mounts the new plasma cannon and various medium lasers. The configuration made popular by Quinn Kerensky, dubbed the G, centers on SRM racks in each torso and energy weapons in the arms. For close-in firepower, heavy lasers have been added.

### Deployment

The *Summoner* was three times as common in Jade Falcon units than other Clans during the initial invasion, and it has grown increasingly more so as other Clans have made newer designs in the same weight class. A Clan Coyote adage says, "If you see a Falcon not in a *Summoner*, *Hellbringer* or *Kit Fox*, double your caution."

### Notable MechWarriors

**Star Captain Quinn Kerensky:** Following in the footsteps of her ancestors, Quinn was never one to go with the flow just for the sake of going. A gifted MechWarrior and a good leader, her attitude eventually caught up with her; when challenged by the Falcons for a Trial of Possession for her, her commander bid low and sent her out. Since she has joined the Falcons, Quinn has become among the most aggressive against her former Clan, seeking to be allowed to someday challenge for her genetic heritage. Most Clan warriors find physical attacks offensive, but Quinn likes to tap an opponent to showcase her skills and taunt her opponents.

Type: **Summoner**  
 Inner Sphere Designation: **Thor**  
 Technology Base: Clan OmniMech  
 Tonnage: 70  
 Battle Value: 2,298

Equipment		Mass
Internal Structure:		7
Engine:	350 XL	15
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	14 [28]	4
Gyro:		4
Cockpit:		3
Armor Factor:	182	9.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	22	27
Center Torso (rear)		8
R/L Torso	15	22
R/L Torso (rear)		7
R/L Arm	11	17
R/L Leg	15	23

### Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	Jump Jet	1
Right Torso	2 XL Engine	8
	2 Ferro-Fibrous	
Left Torso	2 XL Engine	8
	2 Ferro-Fibrous	
Left Arm	1 Ferro-Fibrous	7
Right Arm	1 Ferro-Fibrous	7
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

### Weapons and Ammo

Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>		
ER PPC	2	6
LB 10-X AC	5	10
Ammo (LB-X) 10	1	1
LRM 15	1	3.5
Ammo (LRM) 16	2	2
<i>Alternate Configuration A</i>		
Large Pulse Laser	2	6
Gauss Rifle	6	12
Ammo (Gauss) 8	1	1
SRM 6	1	1.5
Ammo (SRM) 30	2	2
Battle Value: 2,145		



**Weapons and Ammo Location Critical Tonnage**

*Alternate Configuration B*

LRM 20	RA	4	5
Ammo (LRM) 12	RA	2	2
SRM 4	RA	1	1
Ammo (SRM) 25	RA	1	1
LRM 20	LA	4	5
Ammo (LRM) 12	LA	2	2
SRM 4	LA	1	1
Ammo (SRM) 25	LA	1	1
Anti-Missile System	LT	1	.5
Ammo (AMS) 24	LT	1	1
NARC Beacon	LT	1	1
Ammo (Narc) 6	LT	1	1
Battle Value: 2,159			

*Alternate Configuration C*

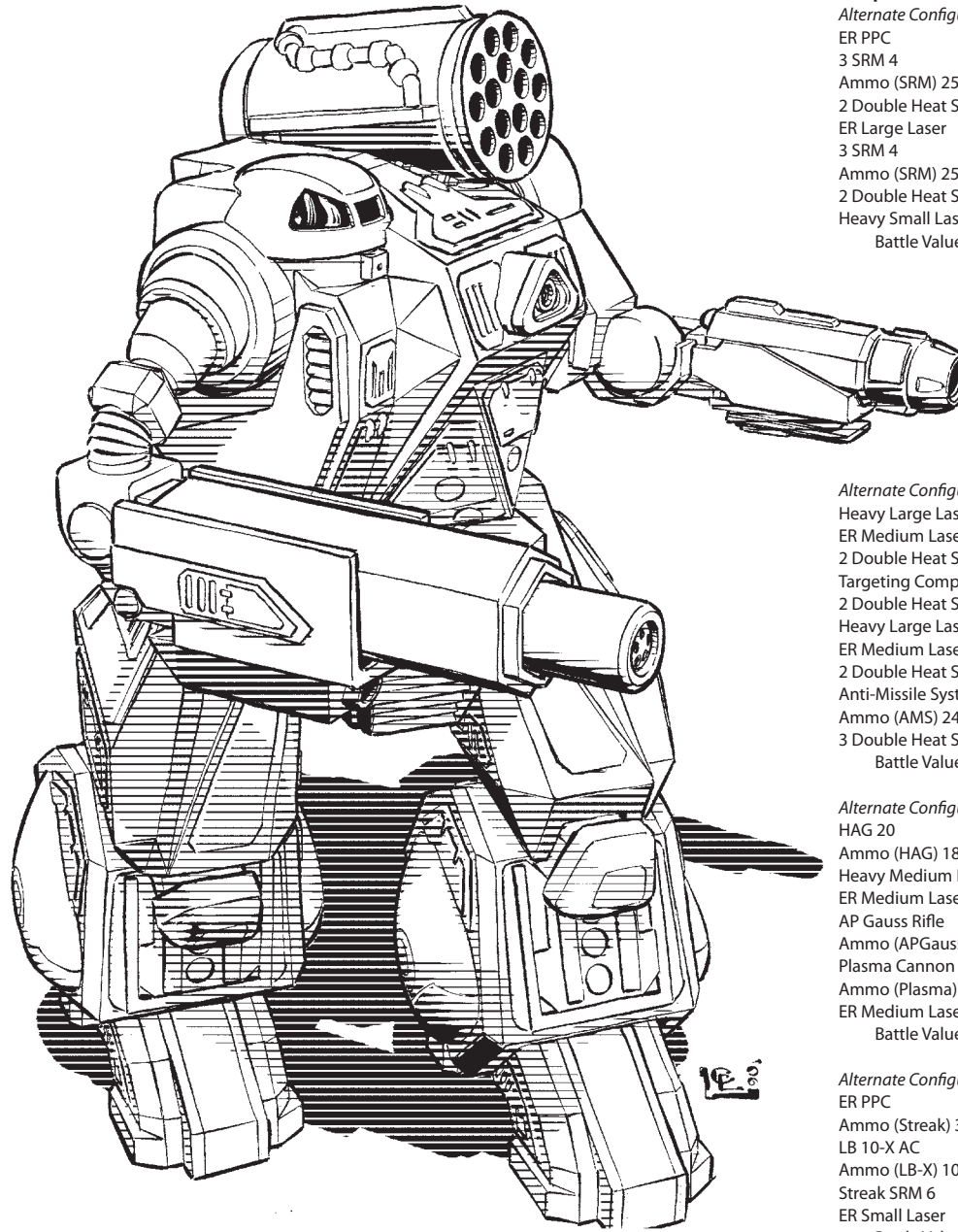
ER Large Laser	RA	1	4
ER Small Laser	RA	1	.5
Ultra AC/20	LA	8	12
Ammo (Ultra) 10	LT	2	2
Streak SRM 6	LT	2	3
Ammo (Streak) 15	LT	1	1
Battle Value: 2,379			

*Alternate Configuration D*

ER Large Laser	RA	1	4
ER Medium Laser	RA	1	1
3 Double Heat Sinks	RA	6	3
Machine Gun	RT	1	.25
Anti-Missile System	RT	1	.5
Targeting Computer	RT	2	2
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1
3 Double Heat Sinks	LA	6	3
Machine Gun	LT	1	.25
Ammo (MG) 200	LT	1	1
Anti-Missile System	LT	1	.5
Ammo (AMS) 48	LT	2	2
Battle Value: 2,643			

*Alternate Configuration E*

ATM 12	RA	5	7
ATM 6	RA	3	3.5
Ammo (ATM) 15	RT	3	3
Ammo (ATM) 30	RT	3	3
ER PPC	LA	2	6
Battle Value: 2,612			



**Weapons and Ammo Location Critical Tonnage**

*Alternate Configuration G*

ER PPC	RA	2	6
3 SRM 4	RT	3	3
Ammo (SRM) 25	RT	1	1
2 Double Heat Sinks	RT	4	2
ER Large Laser	LA	1	4
3 SRM 4	LT	3	3
Ammo (SRM) 25	LT	1	1
2 Double Heat Sinks	LT	4	2
Heavy Small Laser	CT	1	.5
Battle Value: 2,452			

*Alternate Configuration H*

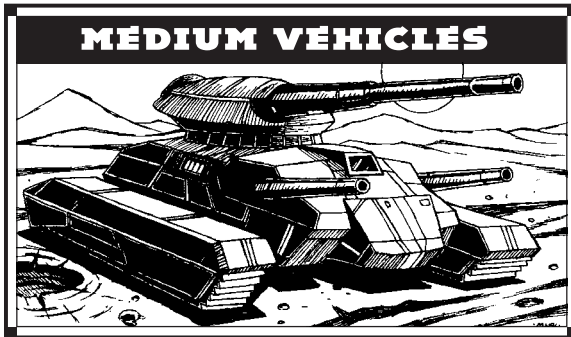
Heavy Large Laser	RA	3	4
ER Medium Laser	RA	1	1
2 Double Heat Sinks	RA	4	2
Targeting Computer	RT	2	2
2 Double Heat Sinks	LA	4	2
Heavy Large Laser	LA	3	4
ER Medium Laser	LA	1	1
2 Double Heat Sinks	LA	4	2
Anti-Missile System	LT	1	.5
Ammo (AMS) 24	LT	1	1
3 Double Heat Sinks	LT	6	3
Battle Value: 2,536			

*Alternate Configuration HH*

HAG 20	RA	6	10
Ammo (HAG) 18	RA	3	3
Heavy Medium Laser	RT	2	1
ER Medium Laser	LA	1	1
AP Gauss Rifle	LA	1	.5
Ammo (APGauss) 40	LA	1	1
Plasma Cannon	LT	1	3
Ammo (Plasma) 20	LT	2	2
ER Medium Laser	CT	1	1
Battle Value: 2,490			

*Alternate Configuration M*

ER PPC	RA	2	6
Ammo (Streak) 30	RT	2	2
LB 10-X AC	LA	5	10
Ammo (LB-X) 10	LA	1	1
Streak SRM 6	LT	2	3
ER Small Laser	LT	1	.5
Battle Value: 2,251			



**Mass:** 40 tons  
**Movement Type:** Hover  
**Power Plant:** GM 185  
**Cruising Speed:** 97 kph  
**Flank Speed:** 151 kph  
**Armor:** Grumman CRT Ferro-Fibrous  
**Armament:**  
 3 Bowie Electronics Medium Lasers  
 1 Thor SRM-6  
 1 Bowie Electronics Small Laser  
**Manufacturer:** Grumman Industries  
**Primary Factory:** Terra  
**Communications System:** Guardian ECM Suite Systems X  
**Targeting and Tracking System:** Bundesweyth Target Acquisition Gear

## Overview

Though the Zephyr was generally used as a companion hover tank to support infantry and fast-response units after its introduction in 2620, the SLDF instead utilized the vehicle as a support tank for its Chaparrals. Because the Guardian ECM system was judged a battlefield success, the SLDF insisted Grumman industries install the new equipment on all subsequent Zephyr orders.

When the Word of Blake replaced ComStar as the ruling power on Terra, Grumman executives were given a large infusion of capital to invest in upgrading and expanding their vehicle production lines. One of the first orders of business for the ancient manufacturer was to revamp the proven Zephyr design to incorporate the improved C<sup>3</sup>i computer system. When unveiled to the Precentor of Terran Security, the company received a huge contract to

proceed with production at the Terran plant. Orders from the office of TerraSec were so high that Grumman opened a new manufacturing plant on New Earth in 3066 to keep up with demand tied to the formation and expansion of several Word of Blake Militia and Protectorate forces.

In 3071, dissidents within the Grumman-New Earth branch began harboring doubts regarding the Word's actions outside of the Protectorate. Before their departure for a long "retreat" at Terran headquarters, the New Earth branch managed to smuggle well over two hundred of these tanks to Protectorate enemies. Currently, the entire facility is under lockdown, pending an exhaustive investigation.

## Capabilities

Though the original Zephyr design was capable of its primary mission—an escort tank for field artillery and long-ranged fire support—its above-average speed and armor ratios were deemed as being under-utilized. After some reconditioning of the design (mainly to incorporate the WoB's C<sup>3</sup>i technology), two newer variants have emerged that allow both to work within other C<sup>3</sup>i networks. Most common among Protectorate forces, several Level IIs are made up of Zephyrs and armored infantry, creating fast-strike response units capable of exploiting breaches in enemy formations.

## Deployment

Found nearly exclusively among Word of Blake Protectorate and Militia forces, the newer Zephyrs are only seen in other forces that have captured the tanks after pitched battles. Despite the smuggling operations by Grumman executives to Protectorate rebels, such sightings are exceedingly rare.

More common is the older original design, which is seen among ComStar, Combine, and FRR forces. Mercenaries capable of maintaining such a high degree of technology are also apt to field one, due to the heavier armor and quick speed that allows for fast redeployment of ECM assets. This has become especially important in recent years in combating the Word's dangerous and flexible C<sup>3</sup>i networks.

## Variants

The first variant—which has been noted as early as 3062—incorporates both ECM and C<sup>3</sup>i computer systems. To fit the newer technology, the SRM-6 pack in the nose has been downgraded to a Streak-2. These variants are found most commonly in other C<sup>3</sup>i combined-arms Level IIs, often as a flanker or point unit.

Less is known about the second variant rumored to be in use among Protectorate forces. Apparently the C<sup>3</sup>i system is retained but the TAG, ECM, SRM pack and rear laser are removed in favor of two LRM racks mounted in the nose. The resultant look gives the Zephyr a blockier appearance and has been designated the "Pug" by those few mercenary forces who have engaged it. The turret also lacks a third laser mount, which leads many analysts to assume this Zephyr mounts ER lasers. So far, this version has only been spotted on Caph, Epsilon Eridani, and Outreach.

## Notable Crews

**"Arrow":** One of the few recorded Zephyrs known to have survived the Liberation of Terra, this hover tank was originally assigned to the Amaris Dragoons. Salvaged by Keren-sky's forces, it actually made the journey with the SLDF on its Exodus from known space. The tank survived the subsequent Pentagon Wars and changed hands through three Clans before being deposited in a Brian Cache on Huntress by the Smoke Jaguars. Claimed as isorla by the Goliath Scorpions, it was bequeathed to a former Eridani Light Horse cavalry team upon their acceptance into the Clan. The three warriors—Janse, Trevor, and Karl—and the "Arrow" were reported MIA during the recent battling on Shadow and are presumed either dead or bonded to the Fire Mandrills.

**Rudolph Brice:** A former Vice President of Grumman-New Earth, Brice narrowly escaped a Word of Blake detainment team when the corporate offices were raided in the early 3070s. One of the key players of the corporation's underground rebellion cells on New Earth, Brice was responsible for redirecting over two hundred of the newly built Zephyrs to smugglers and other black marketers operating between the Protectorate and the Skye region of the Alliance. He is currently wanted by the Word of Blake, which has placed a 75 million C-Bill bounty on his head.

Type: **Zephyr**

Technology Base: Inner Sphere

Movement Type: Hover

Tonnage: 40

Battle Value: 904

**Equipment**

Internal Structure:

Engine: 185  
 Type: Fusion  
 Cruising MP: 9  
 Flank MP: 14

Heat Sinks: 10

Control Equipment: 2

Lift Equipment: 4

Turret: .5

Armor Factor: 125

*Armor Value*

Front 29  
 R/L Side 24/24  
 Rear 19  
 Turret 29

**Mass**

4  
 11.5  
  
  
 0  
 2  
 4  
 .5  
 7

**Weapons and Ammo**

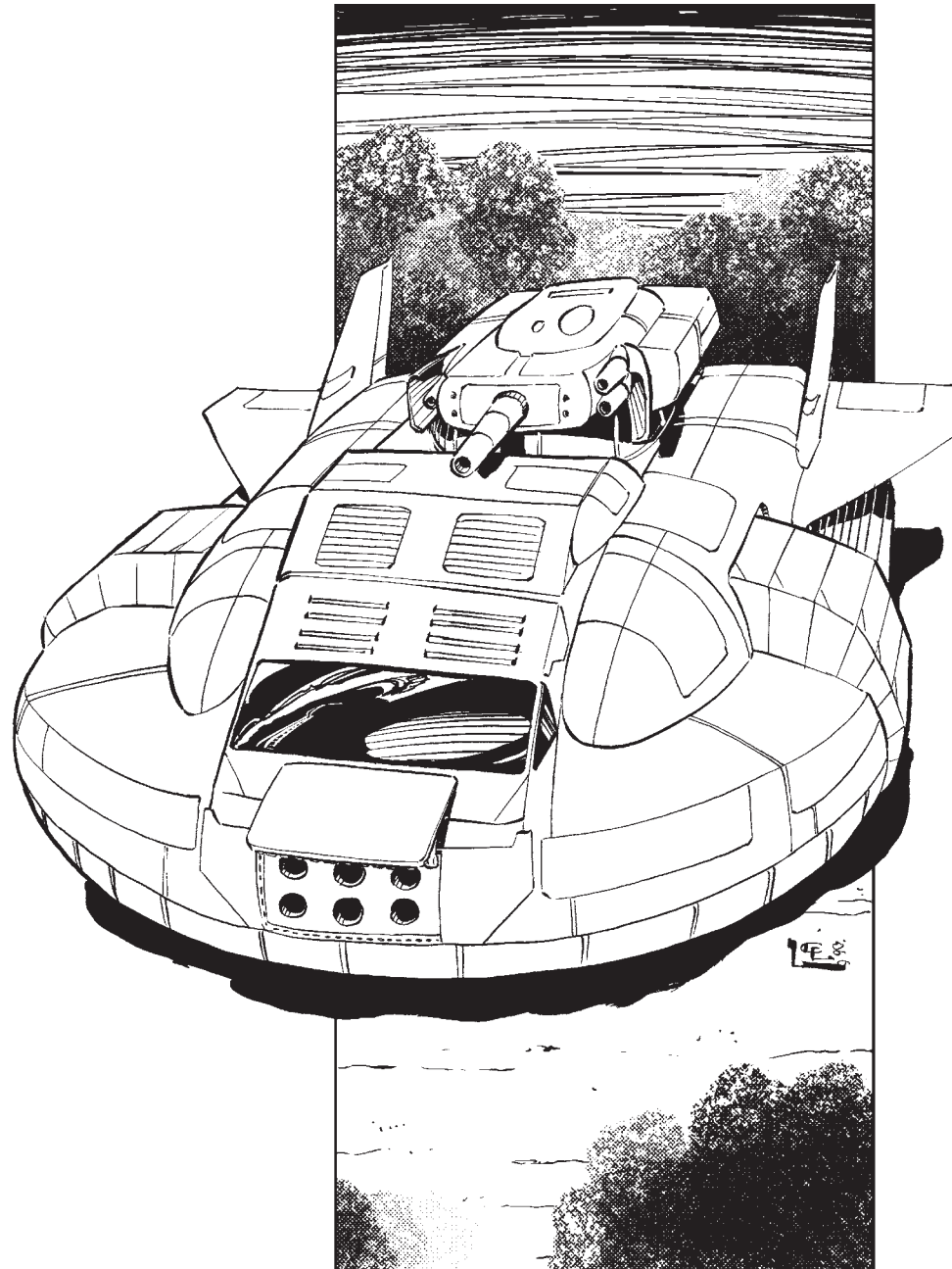
3 Medium Lasers  
 TAG  
 SRM 6  
 Ammo (SRM) 30  
 Small Laser  
 Guardian ECM Suite

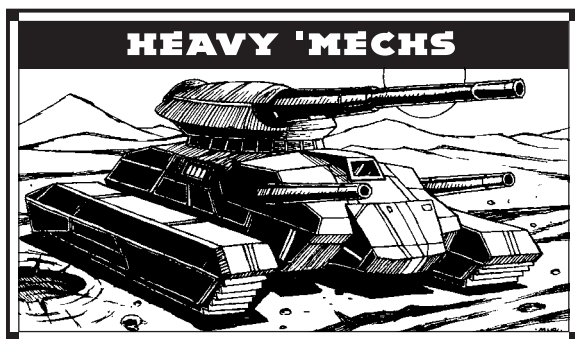
**Location**

Turret  
 Turret  
 Front  
 Body  
 Rear  
 Body

**Tonnage**

3  
 1  
 3  
 2  
 .5  
 1.5





**Mass:** 65 tons  
**Chassis:** SL Special  
**Power Plant:** Magna 390 XL  
**Cruising Speed:** 64 kph  
**Maximum Speed:** 97 kph  
**Jump Jets:** Chevron II  
**Jump Capacity:** 180 meters  
**Armor:** Fibrolyte Armorscale  
**Armament:**  
4 Averell Highpoint Medium Lasers  
1 Deadeye-10 LRM Launcher  
1 Buzzsaw Anti-Missile System  
1 Dinotech Mark III Small Laser  
**Manufacturer:** General Systems  
**Primary Factory:** Caph (destroyed 2793)  
**Communications System:** AR-12 Sheathed Directional Beacon  
**Targeting and Tracking System:** DLK Type Phased Array Sensors

## Overview

The *Exterminator* was designed from the ground up as a hunter-killer unit. The original General Systems design—which went into active duty in 2630—did not have an impressive weapon's load-out, and its armor was only adequate for a 'Mech of its weight-class. What truly set the *Exterminator* apart was its cutting edge stealth systems. Until the Com Guard revealed itself in the 3030s, no *Exterminators* were known to have survived the First Succession War: Successor State armies trained specialized 'Mech lances to track down and annihilate these battlefield phantoms.

## Capabilities

The *Exterminator* mounts an LRM-10, four medium lasers, a small laser, and an anti-missile system. Its true strength lay in its various stealth technologies. Even today, with so much recovered lostech, the *Exterminator* is a marvel of technology, mounting a null signature system, phased array sensor system, sheathed directional communication beacon and Chameleon Light Polarization Shield. The protected communications systems, the heat-baffling capabilities of the null signature system and light-bending attributes of the polarization shield turned the *Exterminator* into a ghost on the battlefield.

## Deployment

The centuries since the final *Exterminators* were destroyed have hopelessly muddied the waters surrounding the details of this 'Mech. While ComStar and the Word of Blake field small numbers, few of the hyper-advanced technologies remain. Considering these represented the pinnacle of electronic-warfare development at the height of the Star League, such degradation is not unexpected.

While the Clans possess examples of the design, they have shown no inclination of using it—and by accounts stopped the research of stealth technologies during the Golden Century, believing that the use of such advances was dishonorable. The Inner Sphere was able to maintain several examples of the technology on the *Spector*-class BattleMech, though production was out of the question.

However, these technologies may not stay lost forever. In 3059, Dr. Gerhardt Marks, NAIS Research Coordinator, presented his dissertation to the Interstellar Symposium on Military Technology and alluded to research on the null signature system; work on the Chameleon Light Polarization Shield must surely follow.

## Variants

ComStar debuted the EXT-5E *Exterminator* in 3060, a rather extensive refit of this ancient design. Stripping it down to the bone, the 5E was rebuilt utilizing endo-steel. The jump jets were dumped in favor of MASC, while the AMS and LRM-10 were exchanged for improved Narc and C<sup>3</sup> systems. The addition of several tons of extra armor helped shore up one of the major flaws of the original design.

The EXT-5F appears to be a direct field refit of the 5E. Trading out the four extended-range medium lasers and

iNarc for twin Light PPCs, an extended-range small laser and a multi-missile launcher-7 rack with two tons of ammunition, the 5F makes extensive use of the latest weaponry available.

Kallon Industries of Thermopolis recovered partial blueprints for the *Exterminator* in 3007 and attempted to use it to replace their aging *Wolverine*. Kallon replicated the overall design, though not the advanced technologies. Employing a 325 Vox standard fusion engine and single-strength heatsinks, the EXT-4A was mostly able to keep the original load-out except the AMS, which a machine gun replaced. The variant failed to live up to Kallon's expectations, as many MechWarriors found the *Wolverine* more effective. Construction was halted after two production runs.

## Notable MechWarriors

**Anderly Kerensky:** Despite his death centuries ago, Anderly Kerensky is arguably the most famous *Exterminator* pilot of all time. Though little is known about the younger brother of Nicholas Kerensky, his blood connection both to General Aleksandr Kerensky, last commander of the SLDF, and Nicholas Kerensky, founder of the Clans, has ensured a cult following for this seldom-understood man. A recently uncovered apocryphal writing from early in the Clan's Golden Century called Anderly "Nicholas' Conscience;" the author is unknown, and the veracity of the document is unverifiable at this time. In the end, all that is really known and remembered among the Clans is that Anderly died at the end of Operation Klondike as the nascent Clans conquered the civil war-ridden Pentagon Worlds. While Spheroid-cult members will tell you the Clans had him murdered, we may never know. But his name, and the 'Mech he piloted, will likely echo for ages to come.

**Precentor XI Dave Baughman:** Commander of the Twenty-eighth Division, Precentor Baughman—supported by the Forty-fifth Shadow Division—led an assault against Wolf's Dragoons Delta Regiment on Buckminster in 3070. However, the Dragoons savaged the Word of Blake forces, killing Precentor Tunrida, commander of the Shadow Division. Blaming Precentor Tunrida for the debacle, Precentor Baughman took command of the entire assault force and executed a brilliant fighting withdrawal off world.

# EXT-4D EXTERMINATOR

Type: **Exterminator**

Technology Base: Inner Sphere

Tonnage: 65

Battle Value: 1,385

## Equipment

Internal Structure:

Engine: 390 XL

Walking MP: 6

Running MP: 9

Jumping MP: 6

Heat Sinks: 10 [20]

Gyro: 4

Cockpit: 3

Armor Factor: 168

## Mass

6.5

23

0

4

3

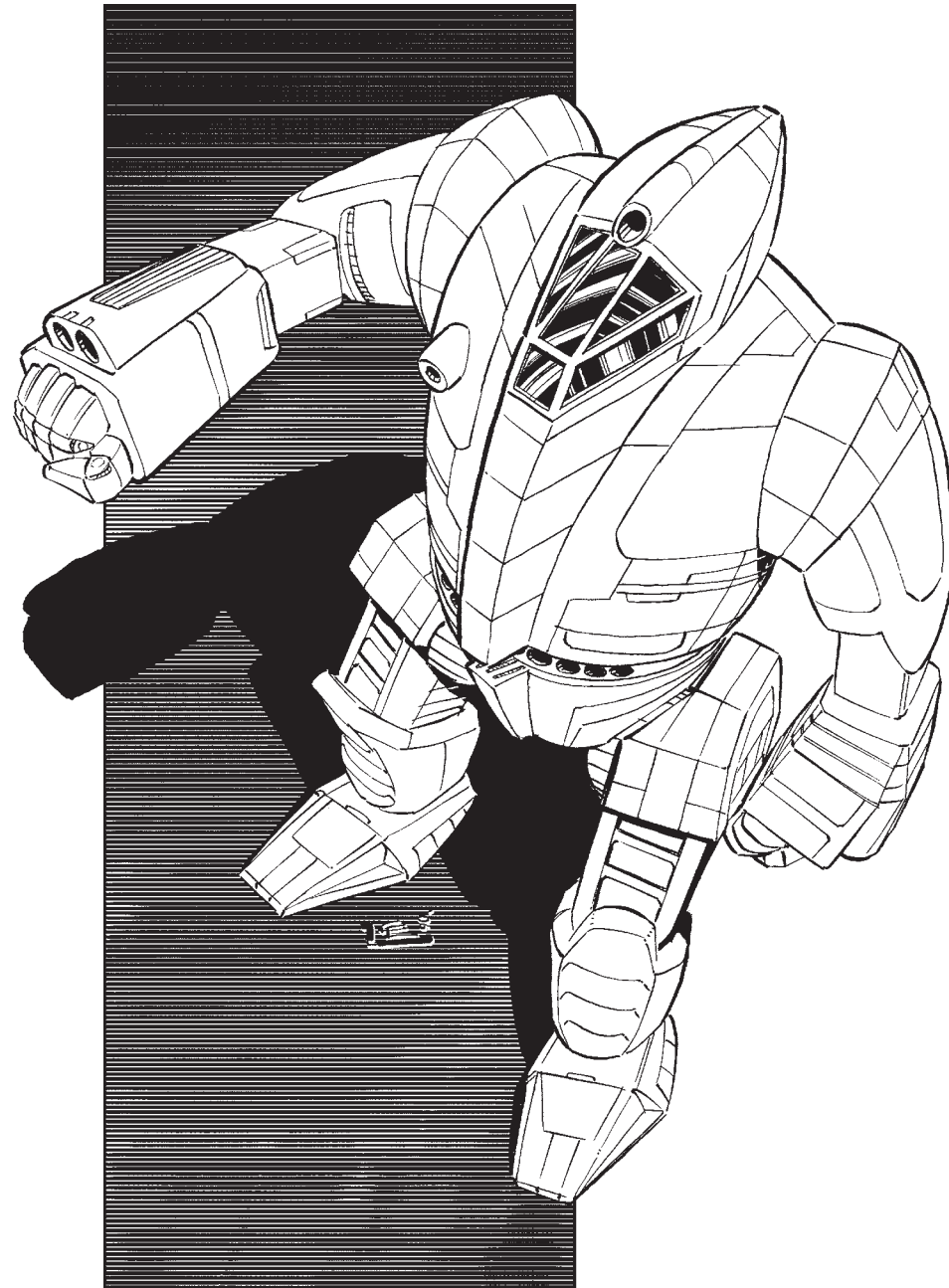
10.5

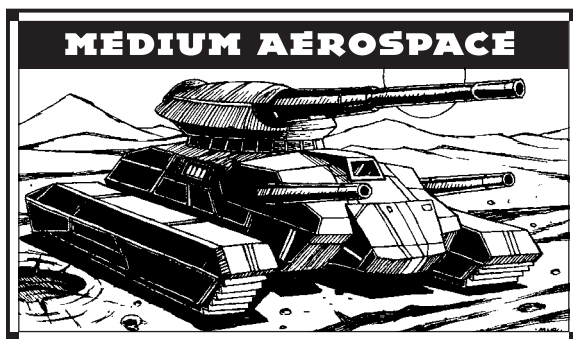
	Internal Structure	Armor Value
Head	3	9
Center Torso	21	21
Center Torso (rear)		8
R/L Torso	15	20
R/L Torso (rear)		8
R/L Arm	10	18
R/L Leg	15	19

## Weapons

### and Ammo

	Location	Critical	Tonnage
LRM 10	LT	2	5
Ammo (LRM) 12	CT	1	1
2 Medium Lasers	RA	2	2
2 Medium Lasers	LA	2	2
Small Laser	H	1	.5
Anti-Missile System	RT	1	.5
Ammo (AMS) 12	RT	1	.5
Jump Jets	RT	3	3
Jump Jets	LT	3	3





**Mass:** 60 tons

**Frame:** Saroyan 2.5

**Power Plant:** Pitban 180 Fusion

**Armor:** CarbonDale IV Ferro-Aluminum

**Armament:**

1 Starcutter PPC

4 Allied Technologies Model 2 Medium Lasers

2 Holly LRM-15 Missile Racks

2 Allied Technologies Model 1 Small Lasers

**Manufacturer:** Allied Technologies

**Primary Factory:** Stewart

**Communications System:** COMSTAT 500 ATM

**Targeting and Tracking System:** Ringo Plant 88 Mk. 2

## Overview

Lost in the annals of history, the Nova Squadron School of Combat—a lesser-known “top gun” program for FWL pilots before the SLDF adopted it—churned out less than five hundred “elite of the elites” during its heyday. Even after the SLDF began its own Supernova program, the League’s NSSOC graduates could still out-fly and outfight any other ASF pilot throughout the first two Succession Wars. With the demise of fleet engagements and aerospace assets after the Second Succession War, the NSSOC became little more than a flying social club, at times putting even Lyran social generals to shame.

In 2654, New Age Systems Inc., based on Stewart in the Marik-Stewart Commonality, recruited the top of NSSOC’s ‘54 class to assist in designing a new medium fighter. The fighter, originally commissioned for the SLDF, was also envisioned as a mainstay for the League navy. By the end of a grueling three-year study in which two pilots were

killed in accidents, NASI had three excellent prototypes to showcase to visiting SLDF brass. All three prototypes were based on the same airframe model, dubbed the *Gotha*.

The SLDF used the *Gotha* extensively for naval patrols and fleet defense units. Not to be outdone, the FWL Admiralty also picked up an extended contract for the GTHA-100 series, which quickly became a mainstay and favorite of League pilots.

After the fall of the Star League, NASI nearly collapsed financially, as most of their assets and resources were tied to the SLDF. Allied Technologies, once a subsidiary of NASI, purchased the controlling percentage of the failing company and completely rebuilt it. Unfortunately, the *Gotha* line was discontinued once the League contract was finished, thanks to corporate politics.

The *Gotha* was reintroduced to the marketplace in 3019, when Allied restarted the line following a massive corporate restructuring. Maintaining a modest output (though with standard armor) for several decades, the company was approached by Word of Blake representatives in 3064 and an exclusivity contract negotiated for several hundred *Gotha* fighters—the understanding was that these fighters would be the mainstay of the newly built *Thera*-class carriers. The contract was mostly fulfilled when most of the League navy disappeared at the opening of the Jihad.

## Capabilities

Built around a hardy airframe, each *Gotha* series fits a predefined role. Because the engine mount is easily removed from the top of the fuselage, it is possible to alter any *Gotha* into any configuration. The average turnaround time for such configuration change is roughly two weeks as each engine and energy weapons replacement requires a complete recalibration.

## Deployment

A common sight among most FWL aerospace forces, the *Gotha* has become the most popular medium fighter in any of the League’s provinces. Most *Gothas* identified outside of the League are usually battlefield salvage or spoils of war, though NASI—and subsequently, Allied—has done limited production runs for foreign clients. Most recently, Allied completed a small order of fifty new GTHA-600s for an agent who is suspected to be a Clan Diamond Shark merchant.

## Variants

The most common *Gotha* is the -100 series, known for its mediocre engine but wide weapons variety. The -300 series is one of the most heavily armored medium fighters in existence, though the sixteen tons of ferro-aluminum makes this model extremely tricky to handle in atmospheric operations. Most popular is the -500 series, which sports a larger engine and a mix of long and short ranged weaponry.

New to the series line is the -600, which mounts a larger light fusion engine. Built for dogfighting and close-ranged support, the -600 sports a snub-nosed PPC with two ER medium lasers in the nose and replaces the LRM systems in the wings with four SRM six-packs. An upgrade in heat sink technology helps keep the heat curve down, though the fighter is still notoriously hot after a few minutes of furious combat.

## Notable Pilots

**Lieutenant Commander Colleen McFadden:** Kicked out of the Second Kearny Highlanders for ‘conduct unbecoming a Highlander,’ Colleen arrived on Outreach ready for action. Her well-maintained GTHA-500 *Gotha*—along with her skills—landed her several choice offers, including one from the Hell’s Black Aces; she quickly accepted. The glitter wore off, however, as the Aces become more closely tied to the Confederation; a move she considered abhorrent. Finding a sympathetic ear in Major Jason Windgate, the two remained a vocal minority for several years. During the defense of Liao in 3069-70, Colleen watched the brutal mauling of her beloved Aces and the seduction of House Liao as they cemented their control of the unit through their “help.” Despite repeated outbursts, the loss of most like-minded pilots and the infusion of so many Capellan pilots, have pushed Colleen and Major Windgate (now lieutenant, demoted for ‘conduct unbecoming a Hell’s Black Aces’ officer) into a corner. Rumors abound that an independent command has been formed, with Colleen at the head and lieutenant Windgate as her XO. Under their command: most of the last hold-outs against the Aces intentions to formally join the CCAF. The independent command, McFadden’s Skyriders, has yet to be seen in action, however.

# GTHA-500 GOTHA

Type: **Gotha**  
 Technology Base: Inner Sphere  
 Tonnage: 60  
 Battle Value: 1,436

**Equipment**

Engine:	180	
Safe Thrust:	5	
Max Thrust:	8	
Structural Integrity:	6	
Heat Sinks:	14	4
Fuel:	480	6
Cockpit:		3
Armor Factor:	232	13
	<i>Armor Value</i>	
Nose	76	
Wings	54/54	
Aft	48	

**Weapons and Ammo**

PPC	Nose	7	10	10	10	—	—
2 Medium Lasers	Nose	2	3	5	—	—	—
LRM 15	RW	7	5	9	9	9	—
Small Laser	RW	.5	1	3	—	—	—
LRM 15	LW	7	5	9	9	9	—
Small Laser	LW	.5	1	3	—	—	—
Ammo (LRM) 8	—	1	—	—	—	—	—
2 Medium Lasers	Aft	2	3	5	—	—	—

Location	Tonnage	Heat	SRV	MRV	LRV	ERV
----------	---------	------	-----	-----	-----	-----

