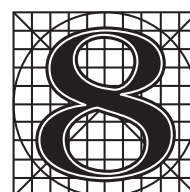
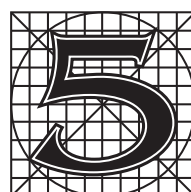
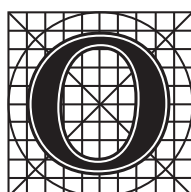




T E C H N I C A L

R E A D O U T



CATALYST GAME LABS

TABLE OF CONTENTS

INTRODUCTION	4	SRM/LRM Carrier	96	Kingfisher	188
BATTLE ARMOR	6	Manticore Heavy Tank	98	Supernova	190
INNER SPHERE BATTLE ARMOR	8	Po Heavy Tank	100	Turkina	192
Achileus	10	Tokugawa Heavy Tank	102	Kodiak	194
Gray Death Scout	12	Pilum Heavy Tank	104	STAR LEAGUE	196
Infiltrator Mk. I	14	Typhoon Urban Assault Vehicle	106	Maultier Hover APC	198
Kage	16	Brutus Assault Tank	108	Padilla Heavy Artillery Tank	200
Cavalier	18	Zhukov Heavy Tank	110	Alacorn Mk VI Heavy Tank	202
Fa Shih	20	Partisan Air Defense Tank	112	Night Hawk	204
Gray Death Standard	22	Challenger X MBT	114	Spector	206
Infiltrator Mk. II	24	Ontos Heavy Tank	116	Talon	208
Inner Sphere Standard	26	INNER SPHERE 'MECHS	118	Starslayer	210
Longinus	28	Raptor	120	Lynx	212
Purifier Adaptive	30	Falcon Hawk	122	Cestus	214
Raiden	32	Owens	124	Excalibur	216
Sloth	34	Strider	126	Shootist	218
Fenrir	36	Firestarter	128	Spartan	220
Kanazuchi	38	Blackjack	130	Striker	222
CLAN BATTLE ARMOR	40	Chameleon	132	Emperor	224
Sylph	42	Enfield	134	Nightstar	226
Clan Elemental	44	Bushwacker	136	Pillager	228
Salamander	46	Lineholder	138	Thunder Hawk	230
Undine	48	Black Hawk-KU	140		
Gnome	50	Merlin	142		
COMBAT VEHICLES	52	Avatar	144		
Sprint Scout Helicopter	54	Dragon Fire	146		
Centipede Scout Car	56	Maelstrom	148		
Warrior H-8 Attack Helicopter	58	O-Bakemono	150		
Blizzard Hover Transport	60	Longbow	152		
Cavalry Attack Helicopter	62	Sunder	154		
Kestrel VTOL	64	Devastator	156		
Badger Tracked Transport	66	CLAN 'MECHS	158		
GAL-102 Galleon Light Tank	68	Piranha	160		
Karnov UR Transport	70	Fire Falcon	162		
Peregrine Attack VTOL	72	Hankyu	164		
Yellow Jacket Gunship	74	Battle Cobra	166		
Hunter Light Support Tank	76	Grendel	168		
Pegasus Scout Hover Tank	78	Shadow Cat	170		
Plainsman Medium Hover Tank	80	Hunchback IIC	172		
Striker Light Tank	82	Nobori-nin	174		
Goblin Infantry Support Vehicle	84	Black Lanner	176		
Regulator Hovercraft	86	Thresher	178		
Bandit Hovercraft	88	Cauldron-Born	180		
Fulcrum Heavy Hover Tank	90	Crossbow	182		
Maxim Heavy Hover Transport	92	Grizzly	184		
Vedette Medium Tank	94	Night Gyr	186		

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Already six years have passed since the invading Clans and ComStar signed the Truce of Tukayyid, and the Inner Sphere's fifteen-year breathing space is rapidly diminishing. Recent events in Clan-occupied space signal even more serious trouble—if the Clans' internal warring results in the Crusader faction gaining the upper hand, the Clans may repudiate the truce and resume their war against us well before Truce End. Fortunately, the militaries of the Inner Sphere have taken the initiative in the years since 3052. Their imaginations fueled by the recovery of Star League-era technology and captured Clan OmniMechs, Inner Sphere military designers and manufacturers have developed powerful new BattleMechs and vehicles, resurrected war machines lost to us during the Succession Wars, and significantly upgraded existing designs. Technological breakthroughs in the Draconis Combine have allowed the DCMS to deploy prototype OmniMechs. Though Inner Sphere manufacturers have not yet succeeded in duplicating Clan weapons, the Kurita OmniMechs can make more efficient and thorough use of battlefield salvage. These and other developments have given us hope that we will face our enemies on a more level field of combat when the Clan War beings again.

The Clans, of course, have also been busy. New OmniMechs are appearing within their ranks, many of them in front-line units. This report includes our latest intelligence on Clan OmniMechs, both new models and additional observations of those described in earlier reports. It also covers Inner Sphere BattleMechs and vehicles, both new designs and machines from the days of the Star League. For analysts and commanders interested in current military technology, this technical readout is a vital reference.

As always, my staff and I gratefully acknowledge the support and assistance of Precentor Martial Anastasius Focht, whose suggestion it was that we include original ComStar BattleMech designs in this report. We also thank the legions of ComStar personnel whose observations and painstaking research make up this book. Without their efforts, this work would not have been possible.

—Merle Jimmus
Demi-Precentor V-sigma
ComStar Archives, Terra
25 January 3058

As I begun to work on the upgrade to the original ComStar *Technical Readout: 3058* document, the attacks by various mercenary forces led by Wayne Waco were already several days underway in Harlech. However, as part of my on-going duties, I felt it imperative to finish that document.

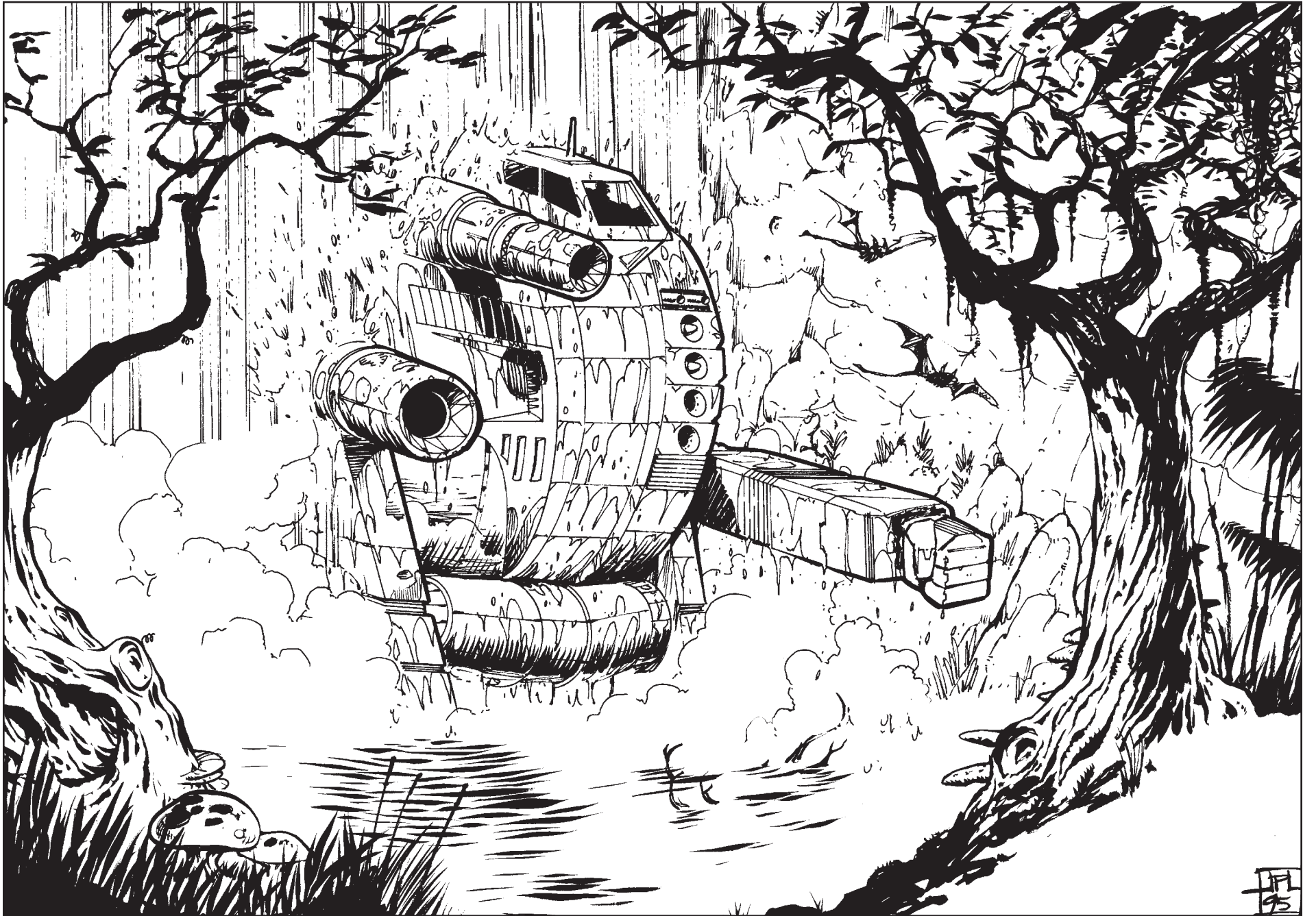
As all know, the last few years have been filled with horrors the likes of which we've not seen since the First Succession Wars. My Dragoons in particular have been savaged, their home destroyed, regiments annihilated, so many civilians dead ... yet duty demands we must go on. While Dragoon soldiers take the field against both the hated Blakists as well as enemies that would use this opportunity for their own gain, Wolfnet must continue, must strive to overcome the mistakes and errors of the recent past and do what we do best: provide timely, critical information.

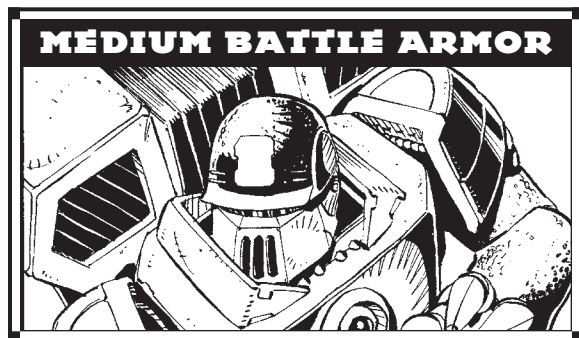
With that in mind, though the task has proven difficult in the extreme due to the loss of records, facilities and personnel—not to mention the ongoing needs of Wolfnet stretching resources paper-thin—I deemed it of the utmost importance to finish this series of upgrades to the original ComStar technical readout documents. Newly discovered information, battlefield reports, new variants: all may prove critical to the Dragoons (and to any power fighting against the Word of Blake and other tyrants).

As with previous documents, this material covers recent battles where a BattleMech or vehicle played a pivotal role, new variants and MechWarriors who have gained wide-spread recognition. Also, considering their now-rampant use in almost every military, I've appended a section detailing the most common battle armor currently in use. I have also reorganized the presentation of the entire product, providing a delineation of original Star League designs and those of more recent design and manufacture.

As ever, this document is dedicated to Ryn Nikoli and her tireless team.

—Major-General Margaret Tulliver
Deputy Director, Wolfnet
15 March 3070





Like the Scout, the Gray Death Standard battle armor design was created after the NAIS supplied the Gray Death Legion with battle armor prototypes for field-testing. Responding to the assessments of their troops, the Legion engineers enhanced the capabilities of the NAIS-supplied design by adding an anti-personnel weapon for use in infantry-support operations and an enhanced sensor suite. These modifications came at the expense of the standard jump pack. However, the resulting design is less expensive to produce and easier to maintain. The battle armor retains a high degree of mobility thanks to reinforced myomer bundles that allow it to bound across the battlefield at over 30 kph. Common weapon selections include a small laser, machine gun, flamer, or a single tube SRM launcher equipped with a four-missile magazine.

The Gray Death Standard battle armor suit is intended to reinforce conventional infantry when facing heavy BattleMech opposition. The suit's thick armor not only protects against weapons fire but also reduces the feelings of exposure and vulnerability commonly experienced by infantry during battle against opponents in BattleMechs. By amplifying the wearer's strength, it improves their chances of success in performing dangerous anti-Mech attacks.

The Legion's new battle armor made its debut against the Jade Falcons on the world of Pandora. Fighting amidst the thick jungle near the town of Vandmaal, the battle armor proved decisive in the Legion's victory over the Clan invaders. In the years following the Truce of Tukayyid, the Gray Death Standard battle armor continued to prove its worth in repeated engagements against a variety of foes.

Like the Legion's Light Scout version, the Standard suit was manufactured by the Legion on Glengarry. Production remained limited to the mercenaries' need to replace battlefield losses. However, the Legion occasionally sold small numbers to other mercenary units and the LAAF.

In 3065 the Gray Death Legion was destroyed on Hesperus II. Many expected Alex Carlyle would return to rebuild the unit his father created, but with the FedCom Civil War raging, the LAAF was unwilling to release Alex from his commission. Then the Carlyle family was stripped of their title and lands on Glengarry, and even if Alex could have raised the funds, the Mercenary Review and Bonding Commission regretfully pointed out that it lacked a rating code low enough for a reconstituted Legion. Without the legendary Grayson Death Carlyle to offset it, the Legion's habit of breaking contracts and turning on their employers had left their reputation soiled beyond redemption.

However, the Gray Death battle armor designs survived the death of the unit that created them. With financial aid from Defiance Industries, Richard Leone (cousin of the late Legion infantry commander Thomas Leone) and a handful of support staff that survived the bloodbath on Hesperus II established Gray Death Technologies. Located on Glengarry, GDT is the only manufacturer in the Lyran Alliance dedicated to manufacturing battle armor. Along with the Scout Suit, the Standard design is marketed to the LAAF and mercenaries; to further such marketing, a new variant of the Standard has appeared recently, mounting a light recoilless rifle.

Notable Troopers

Major Vance Redding: When Mobile Fire received several squads of battle armor (a sweetener to maintain their support for Katherine Steiner-Davion), Vance Redding was delighted. Proving that you can teach an old dog new tricks, Redding quickly learned how to operate one of the Gray Death Standard suits.

One of Donald Moore's most faithful supporters, Redding was instrumental in executing the plot to remove the aging Fred Laurencin from command and put a member of the Moore family back in their hereditary position. Since accepting a contract with the Word of

Blake in 3068, Mobile Fire have been deployed on the Blakist protectorate worlds where they have had to deal with ComStar-sponsored insurgents. In this role, the Gray Death Standard battle armor (with its advanced sensors) has proven itself invaluable.

Captain Evelyn Hokna: With their impeccable reputation, the Twenty-first Centauri Lancers were one of the first units that the Gray Death Legion supplied with battle armor. The task of organizing the Fifth Company of the Security Lancers fell to Evelyn Hokna. Fascinated by battle armor since the first wild stories about their capabilities began to leak out from the survivors of commands unlucky enough to face the Clan juggernaut, the life-long Lancer jumped at the assignment.

With the facilities of the Focht War College on Tukayyid at her disposal, Captain Hokna was able to rapidly train and organize her new command. Furthermore, she had several opportunities to discuss battle armor operations with Nova Cat Elementals—including Khan Santin West himself. This has given Evelyn valuable insights into battle armor operations that few other Inner Sphere commanders can boast.

The Lancers had already fallen afoul of Blakist schemes back in 3057, when they were held prisoner while Word of Blake Militia troops infiltrated ComStar's defenses on Terra under the mercenaries' colors. When the Blakists assaulted Tukayyid, Colonel Haskell was determined that the Lancers' dependents would not be used as hostages against them once more. With the aid of the Killer Bees' JumpShip *Queen Bee*, Captain Hokna and her company evacuated Lancers' wounded and dependents.

GRAY DEATH STANDARD SUIT

Type: Gray Death Standard
Manufacturer: Gray Death Technologies
Primary Factory: Glengarry
Equipment Rating: E/X-X-E/E

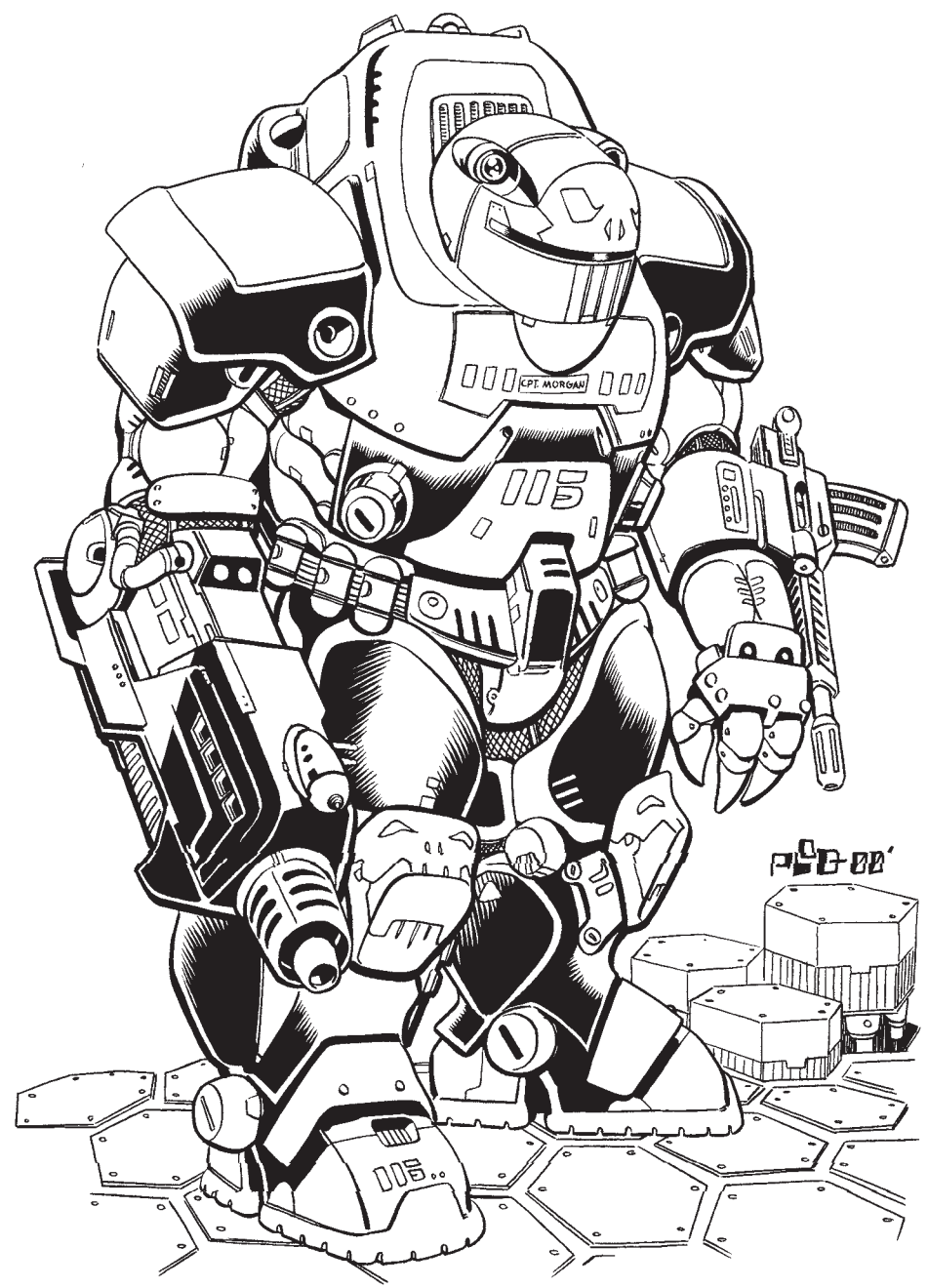
Tech Base: Inner Sphere
Chassis Type: Humanoid
Weight Class: Medium
Maximum Weight: 1,000 kg
Battle Value:

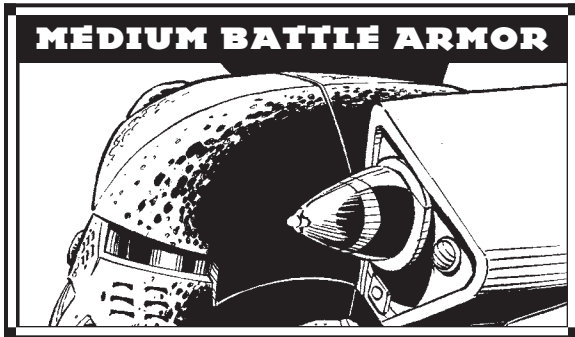
- 37 (Small Laser)
- 37 (Flamer)
- 43 (Machine Gun)
- 41 (SRM)
- 48 (Light Recoilless Rifle)

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/Yes
Notes: None.

Equipment	Slots	Mass
Chassis:		175 kg
Motive Systems:		
Ground MP:	3	80 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	Battle Claw	15 kg
Left Arm:	None	
Armor:	Standard	450 kg
Armor Value:	9 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
Modular Weapon Mount	RA	1 (2)	10 kg
Small Laser (10)	—	1	200 kg
Flamer (50)	—	1	150 kg
Machine Gun (30)	—	1	100 kg
SRM 1 (4 shots)	—	2	100 kg
Light Recoilless Rifle (20)	—	2	175 kg
Anti-Personnel Weapon Mount	LA	1	5 kg
Improved Sensors	Body	1	65 kg





MechWarriors of the Inner Sphere were baffled when they first encountered Clan Elementals in 3050. Awestruck, the Inner Sphere MechWarriors watched as battle-armored Elementals withstood machine gun fire and even direct laser hits from BattleMech weapons, bounding about the battlefield swarming 'Mechs, and even firing support-sized missiles. The closest the Inner Sphere had seen to these battle-armored troops were the long-lost Nighthawk power armor employed by SLDF Special Forces. Indeed, the capabilities of Clan battle armor were so far beyond even those legendary troops that it is hardly surprising that some Inner Sphere MechWarriors believed the Clan Elementals were some type of alien life form.

The origins of modern battle armor can be traced back to the pressurized diving suits developed by Clan Goliath Scorpion to exploit the resource-rich oceans on the planet Dagda. This proto-battle armor featured myomer musculature, self-contained air-supply and life-support systems, and heavy, atmospherically sealed bodies designed to withstand the high pressures of deep-sea work. When Clan Wolf observed these suits in use, they were quick to realize their combat potential. Consequently, the Wolves obtained a few of the suits and set about adding armor, weapons, and jump jets to adapt them for combat.

In a brilliant move, Wolf Clan technicians realized that they could use the new OmniMech's unique ability to dynamically adapt to the shifting distribution of weight and center of balance when weapon pods are swapped. Their new battle armor could travel on the exterior of the OmniMechs, thus freeing them from dependence on conventional APCs.

The Wolves first deployed their new battle armor in 2868 with devastating results for the Star of light Nova Cat troops who faced the Wolves' creation. Later that year, the Wolves faced off against Clan Hell's Horses in a series of Trials. Hell's Horses had been breeding genetically enhanced conventional infantry troops—what later came to be called Elementals. After the Trials concluded, the Horses had obtained battle-armor technology and the Wolves had obtained the knowledge needed to create their own Elementals. Almost immediately, the two Clans initiated the tradition of matching Elemental troops with battle armor, giving rise to the tradition of also calling the battle armor Elementals. Soon the other Clans were deploying their own Elemental troops.

Clan Wolf initially experimented with several suits, each tailored to specific environments (these environment-specific suits would later form the basis of the Gnome, Salamander, Sylph and Undine designs). Ultimately the Wolves opted for a general-purpose battle armor suited to most battlefield conditions.

Modern Clan Elemental suits differ little from the original Wolf design. They use similar types of myomer musculature, self-contained life-support systems, atmospherically sealed bodies, armor, integral jump jets, and weaponry. The most distinguishing characteristic of Elementals remains the variety of weapons they can carry. Typically, an Elemental carries an arm-mounted small laser, flamer, or machine gun. Backing this up are an arm-mounted anti-personnel machine gun and a back-mounted detachable short-range missile launcher with ammunition for two salvos. This mix of weapons enables an Elemental to deal with targets large and small. The impressive firepower of Elementals, along with the maneuverability provided by their jump jets, gives them the ability to destroy a 'Mech.

During the Clan Invasion, Clan Wolf created a variant of the standard Elemental by removing the missile launcher to include additional electronics, powerpacks and jump jet fuel, while mounting a dedicated anti-personnel machine gun. Used for long-range strikes against Inner Sphere command assets, these suits soon earned their Headhunter designation.

More recently the Clans have expanded the effectiveness of the stock Elemental by mating micro pulse

lasers, ER micro lasers, and heavy MGs to the configurable weapon mount.

Notable Troopers

ilKhan Lincoln Osis: Even in the sibko, Lincoln Osis stood out from his fellow trueborns, and he handily tested out with the rank of Star Commander. Earning his Bloodname, Osis proved himself a master tactician and rose to the rank of Star Captain with the Sixth Jaguar Dragoons. His performance on Tamby and Byesville rocketed him to prominence and facilitated his election to the post of Khan upon the death of Kincaid Furey. Believed killed in the fighting on Tukayyid when the Thor OmniMech his personal battle armor Point was riding went down to a ComStar laser at Dinju Pass, Lincoln Osis returned to displace Brandon Howell. Following the (brief) elevation of Elias Crichell to the post of ilKhan, Lincoln Osis became the tenth ilKhan in 3058.

In 3060 Lincoln Osis and the Crusader cause to which he was fanatically devoted died on Strana Mechty in the Great Refusal.

Star Captain Evantha Fetladral: The sibko in which Evantha was raised is remarkable for both the quality and quantity of those who not only succeed in their Trials of Position but go on to excel as Warriors. A firm supporter of the Warden cause, Evantha went into exile with the Wolves who followed Khan Phelan Ward (now Kell). She serves as an aide to Khan Kell and commands his Keshik Command Star.

Inner Sphere ScandalVids have romantically linked her with Major Christian Kell, but no reporter has the courage to ask the Star Captain for confirmation.

Type: Elemental

Manufacturer: Clan Wolf, Clan Wolf in Exile, Other Clans

Primary Factory: Strana Mechty (Wolf), Arc-Royal (Wolf-in-Exile), Various (Other Clans)

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

Tech Base: Clan

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000kg

Battle Value:

- 64 (Small Laser)
- 58 (Flamer)
- 59 (Heavy Machine Gun)
- 58 (Machine gun)
- 69 (Micro Pulse Laser)
- 61 (ER Micro Laser)
- 46 (Headhunter)

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/Yes

Notes: None.

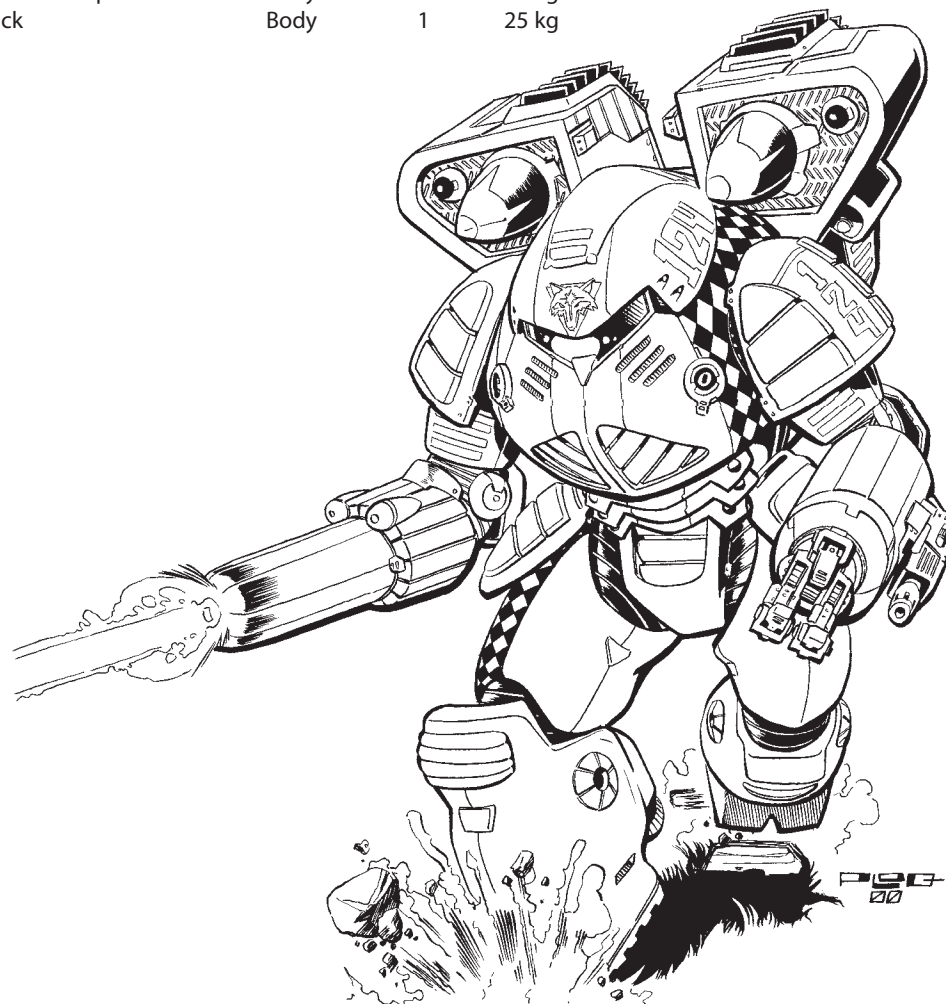
Equipment

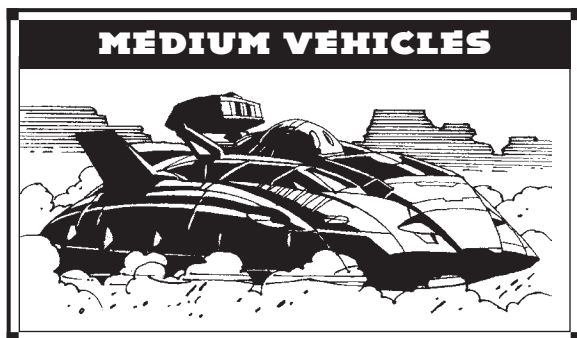
	Slots	Mass
Chassis:		250 kg
Motive Systems:		
Ground MP:	1	0 kg
Jump MP:	3	150 kg
Manipulators:		
Right Arm:	Battle Claw	15 kg
Left Arm:	None	0 kg
Armor:	Standard	250 kg
Armor Value:	10 + 1 (Trooper)	

	Location	Slots (Capacity)	Mass
Weapons and Equipment			
<i>Standard</i>			
Modular Weapon Mount	RA	1 (2)	10 kg
Small Laser (30)	—	1	200 kg
Flamer (10)	—	1	150 kg
Machine Gun (50)	—	1	100 kg
Micro Pulse Laser (17)	—	1	160 kg
ER Micro Laser (30)	—	1	150 kg
Heavy Machine Gun (50)	—	1	150 kg
Anti-Personnel Weapon Mount	LA	1	5 kg
Detachable SRM 2 (2 shots)	Body	3	110 kg

Weapons and Equipment

	Location	Slots (Capacity)	Mass
<i>Headhunter</i>			
Machine Gun (50)	RA	1	100 kg
Heat Sensor	RA	1	20 kg
Anti-Personnel Weapon Mount	LA	1	5 kg
Improved Sensors	LA	1	45 kg
2 Fuel Tanks	Body	2	100 kg
Remote Sensor Dispenser	Body	1	40 kg
Power Pack	Body	1	25 kg





Mass: 50 tons

Movement Type: Hover

Power Plant: Strand 265 XL Fusion

Cruising Speed: 108 kph

Flank Speed: 162 kph

Armor: StarSlab/11.5 Type HVA

Armament:

1 Sunglow Type 2 Large Laser

1 Diverse Optics Type 18 Medium Laser

1 Delta Dart LRM 10 Launcher

Manufacturer: Alphard Trading Corporation,
Cyclops Incorporated, Johnston Industries

Primary Factory: Alphard and Perdition, Skye, New Syrtis

Communications System: O/P AIR 900 with Guardian ECM

Targeting and Tracking System: RCA Instatrak Mark XII
with TAG

Overview

In 3055, the Skye-based Cyclops Incorporated decided to engineer a new state-of-the-art hover tank to succeed its brisk selling Drillson Heavy Hover tank. The first four prototypes of the new Fulcrum rolled off the production lines in 3056 and performed so well in all tests that series production started in March 3057. Cyclops Incorporated received orders for 500 Fulcrums in a mere four months.

Following the FedCom Civil War, Johnston Industries on New Syrtis started building a licensed version of the Fulcrum Heavy Hover tank, due to the high demand for new Fulcrums. As both of the once-allied states rebuilt their forces, Cyclops Incorporated was forced by long-term contracts to supply the AFFS as well.

Capabilities

Built for rugged endurance and easy maintenance, the Fulcrum is a well-armed and -armored hover tank whose high top speed makes it a tough target to hit. The XL fusion engine is simple to maintain, with access panels on the rear deck and in the main compartment, and it can be replaced in the field in just three to six hours if a new one is at hand.

Since the Sunglow large laser and Delta Dart LRM-10, which provide the Fulcrum with its long-range firepower, have been used for hundreds of years throughout the Inner Sphere and the Periphery, they are also easy to maintain and replace. A medium laser rounds out the Fulcrum's weapons. The only major complaint about the Fulcrum's firepower is that it only carries one ton of LRM ammo and runs out of missiles fairly quickly during longer engagements.

The Fulcrum's primary missions are reconnaissance and fast strikes against an enemy's flank or rear positions, but its electronic payload allows it to carry out a variety of other missions, too. The Guardian ECM suite enables the Fulcrum to hide itself and to screen friendly units against enemy forces. The vehicle also carries TAG and can act as a spotter for units equipped with the Arrow IV missile system.

Deployment

The majority of the first Fulcrum production runs were stationed along the Lyran borders with the Free Worlds League and the Periphery. That decision quickly proved to be a good choice, since the Fulcrums were quite well-suited for the task of patrolling the under-manned planets in this region. The low level of maintenance needed by the Fulcrum, along with the cutting-edge nature of its technology, boosted the morale of forces receiving them, since it was the first time in over 15 years that such technology was not confined to the Clan border or to major planets.

Following the FedCom Civil War, Fulcrum hover tanks were primarily deployed to units within the Skye Province, the Freedom Theatre, or the Capellan March.

Duke Robert Kelswa-Steiner's retaliation attacks following the Second Sirian Lancers' assault on Skye and Duke George Hasek-Davion's preemptive strikes against

the Capellan Confederation threw the Fulcrum contingents of both states into the thick of war. During both initial attacks and counterattacks, Fulcrum hover tanks served exceptionally well in attack and retreat, harassing enemy units and trying to either gather combat information or slow down their opponent's advance by endangering their flanks and rears.

Variants

The only variant of the Fulcrum hover tank was introduced in 3067. It dropped the large laser and one heat sink in favor of two additional medium lasers and a SRM 6 rack with one ton of ammunition for more close-range firepower.

Notable Crews

Leftenant Samantha Deveraux, Sergeant Sergei Mitchell, PFC Richard Huang, Private Charlene Thomas: Lieutenant Deveraux is in command of the Second reconnaissance platoon, Eighteenth Verlo Armored Regiment of the Sixth Syrtis Fusiliers RCT. She and her crew racked up an impressive account of seven Capellan BattleMechs and twenty-one vehicle kills during the battle of New Syrtis. Lieutenant Deveraux's company was a constant menace to the Capellan troops' rear, harassing their supply lines and attacking smaller patrols while using the sheets of ice and oceans of New Syrtis for a quick retreat, traversing terrain that few enemy units could cross in pursuit.

Kommandant Markus Schmidt-Iversen, First Lieutenant Maria Casillas, Staff Sergeant Harald Münkeberg: Kommandant Schmidt-Iversen commands one of the most expensive tanks throughout the whole Inner Sphere. He and his two crewmen are reconnaissance specialists of the Lyran Military Intelligence Division and their Fulcrum "Nachteule" (Night Owl) is highly customized, replacing most of the usual weaponry with additional electronics, along with active and passive stealth mechanisms that enable it to operate on enemy planets or deep within enemy terrain for extended periods of time without being noticed.

FULCRUM HEAVY HOVER TANK

Type: **Fulcrum Heavy Hovertank**

Technology Base: Inner Sphere

Movement Type: Hover

Tonnage: 50

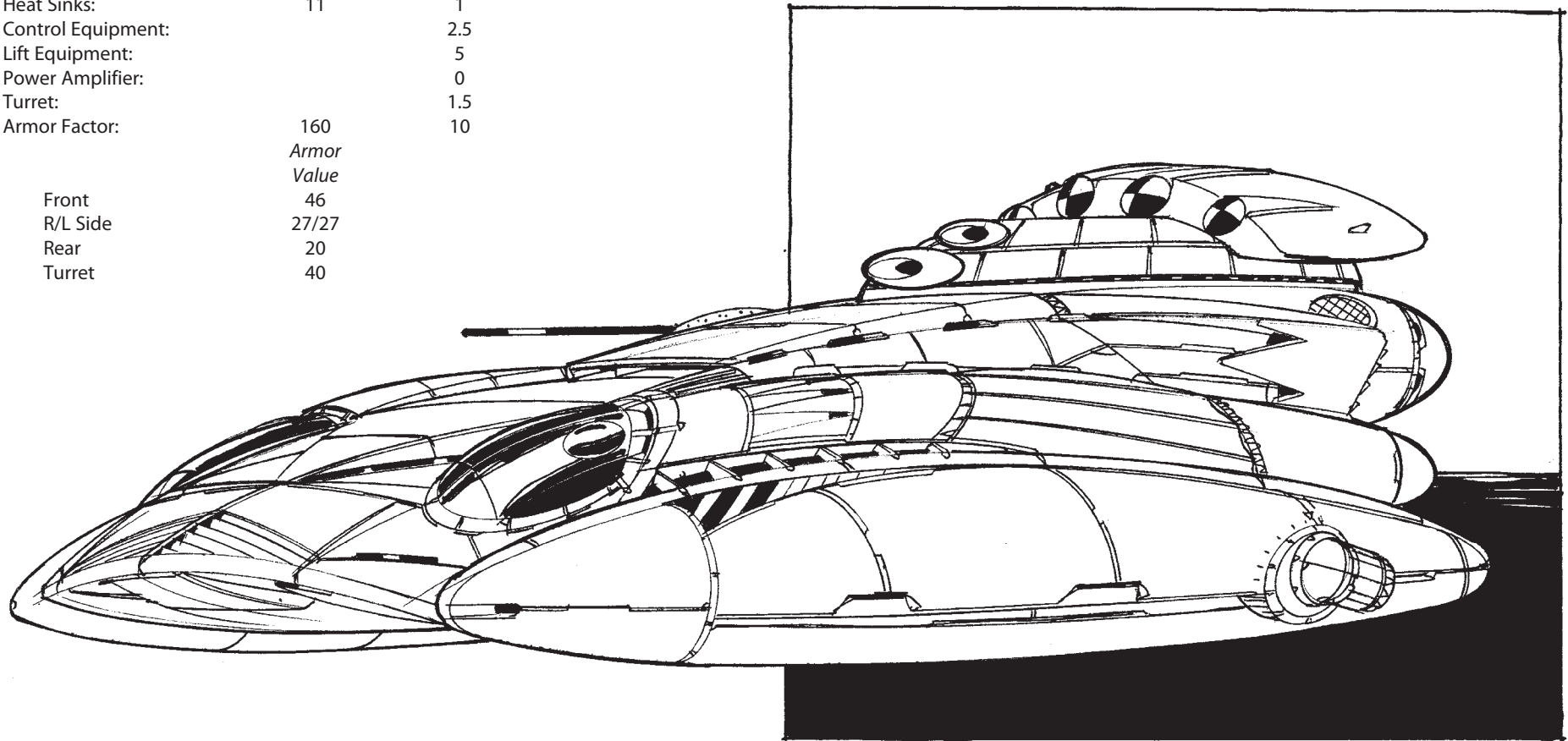
Battle Value: 1,167

Equipment

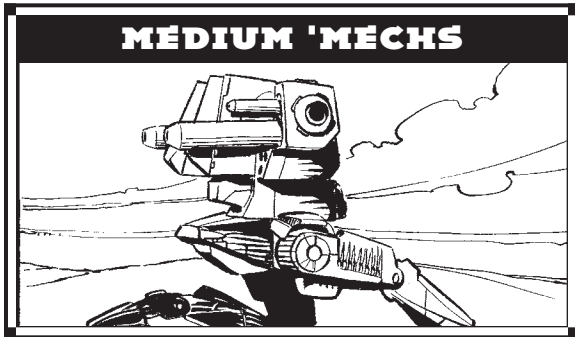
		Mass
Internal Structure:		5
Engine:	265	10.5
Type:	XL Fusion	
Cruising MP:	10	
Flank MP:	15	
Heat Sinks:	11	1
Control Equipment:		2.5
Lift Equipment:		5
Power Amplifier:		0
Turret:		1.5
Armor Factor:	160	10
	<i>Armor Value</i>	
Front	46	
R/L Side	27/27	
Rear	20	
Turret	40	

Weapons and Ammo

	Location	Tonnage
Large Laser	Turret	5
Medium Laser	Turret	1
LRM 10	Turret	5
Ammo (LRM) 12	Body	1
Guardian ECM Suite	Body	1.5
TAG	Front	1



LOOSE



Mass: 55 tons

Chassis: Earthwerks BSW

Power Plant: Hermes 275 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Kallon Unity Weave Ferro-Fibrous with CASE

Armament:

2 Federated 5-Shot LRM Missile Systems

1 BlazeFire Sweetshot ER Large Laser

1 Mydron Model B Autocannon

2 Johnson MiniGuns

Manufacturer: TharHes Industries

Primary Factory: Tharkad

Communications System: TharHes Euterpe HM-14

Targeting and Tracking System: TharHes Ares-8a

Overview

While the *Bushwacker* employs no Clan technology, its final design is the result of applied Clan BattleMech construction principles. Originally developed before the Clan invasion, the 'Mech's innovative design broke with mainstream thinking in several key areas, primarily in its low-slung, narrow aspect that eluded enemy targeting systems while providing space and strength for an impressive weapons load. Unfortunately this fundamental break with traditional design resulted in a complex and crowded internal structure. The fusion engine's close proximity to the sensor and communication suites generated internal interference which caused frequent targeting and sensor system failures. Though evaluators were impressed with

the basic design and its capabilities, these chronic and apparently insoluble electronic difficulties fairly guaranteed the *Bushwacker* would never see full production.

This dreary prognosis was reversed by a successful raid on a Jade Falcon base on Twycross. Among other discoveries was an extensive collection of technical specifications and schematic diagrams for a number of Clan BattleMechs. Of particular interest to the *Bushwacker* design team was the Clan *Vulture*. Though a more vertical design than the *Bushwacker*, the *Vulture's* interior shared the same compressed volume issues. To compensate, the Clan engineers had made several unusual decisions in the internal layout which minimized the fusion engine's interference with sensitive systems. Adapting the Clan solutions to the *Bushwacker's* unique needs, the design engineers were able to reconfigure the 'Mech's internal structure to eliminate the electronic interference.

Capabilities

The *Bushwacker* is first and foremost a long-range combat BattleMech. Two LRM launchers, an ER large laser, and the excellent Mydron autocannon enable it to deliver lethal destructive power at ranges few Inner Sphere BattleMechs can match. In combating conventional opponents, the savvy *Bushwacker* pilot keeps her opponents at range, relying on the 'Mech's relative nimbleness to avoid close combat. The paired Johnston MiniGuns mounted forward provide some defense against infantry anti-'Mech team assault.

Of course, the range advantage evaporates when the *Bushwacker* engages Clan forces. Clan long-range weapons overreach the *Bushwacker's* by fifty percent, making trading fire at range problematic for Inner Sphere MechWarriors. As a result, *Bushwacker* units have developed cooperative tactics which utilize terrain and other obstacles to close to effective range. A typical lance teams three *Bushwackers* with a fast light 'Mech. The light 'Mech acts as a spotter—and if necessary as a diversion—and directs the indirect LRM fire of the *Bushwackers*.

Deployment

Though originally deployed almost exclusively along the Clan/Lyran Alliance border, the *Bushwacker* can now be found in almost every first echelon unit throughout the former Federated Commonwealth. For some reason it has

become a particular favorite of commands throughout both the Capellan and Draconis Marches.

Variants

Two variants have come into common usage. The S2 trades the LRM-5 launchers and machine guns for two SRM-4s, and an anti-missile system, while upgrading the autocannon to an LB-X.

The L1 is a much more radical design, making use of the still relatively new technology of the light engine (in place of the extra light of the standard model). The design then trades a CASE and all the weaponry except the large laser (upgraded to an extended-range version) for an LB 20-X autocannon and three tons of ammo, as well as an additional two and a half tons of armor; the ferro-fibrous armor was also exchanged for endo steel.

Notable MechWarriors

Captain Sarah Blair: On November 12 3065, Hauptmann General Kev Evans ended several months of mobile defensive actions against the DCMS Fifth Sword of Light and Ryuken-go on Cassias at the base of the Romen Mountains. The center of his defensive line was the Callas Line, entrenched fortifications built by the local militia and units of the Third Crucis Lancers. Repulsed by the bunkers and concealed batteries, *Tai-sa* Shotoku led elements of the Ryuken-go on a flanking attack. The Seventeenth Avalon Hussars's Third Battalion was waiting for them. When Major Chad Thomas fell in the opening minutes, Captain Blair assumed command, her able leadership enabling the outnumbered battalion to repeatedly throw back the Ryuken-go force. Gun cam recordings show Blair's *Bushwacker* trading fire with Shotoku's *Hatamoto-Chi*, a duel that would be repeated on 31 January 3066. Heavy DCMS losses at the Battle of Callas changed the balance of power on Cassias, allowing the Seventeenth to press the Fifth Sword and Ryuken-go, inflicting heavy losses over the next several weeks. Facing ultimate defeat, Shotoku led two companies of volunteers in an all-out attack on the Seventeenth. Though three Hussar BattleMechs engaged the *Hatamoto-Chi*, battle recordings confirm it was Captain Blair's coolly accurate alpha strikes at range that brought the *Tai-sa* down. DCMS forces yielded the planet on 6 February 3066.

BSW-X1 BUSHWACKER

Type: **Bushwacker**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,223

Equipment

Internal Structure:

Engine: 275 XL

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 11 [22]

Gyro: 3

Cockpit: 3

Armor Factor (Ferro): 161

*Internal
Structure*

*Armor
Value*

Head 3

Center Torso 18

Center Torso (rear) 8

R/L Torso 13

R/L Torso (rear) 4

R/L Arm 9

R/L Leg 13

Weapons and Ammo

AC/10

Ammo (AC) 10

LRM 5

LRM 5

Ammo (LRM) 24

ER Large Laser

Machine Gun

Machine Gun

Ammo (MG) 100

CASE

CASE

Location

RA

RT

LA

LT

LT

CT

RT

LT

RT

RT

LT

Critical

7

1

1

1

1

2

1

1

1

1

1

Tonnage

12

1

2

2

1

5

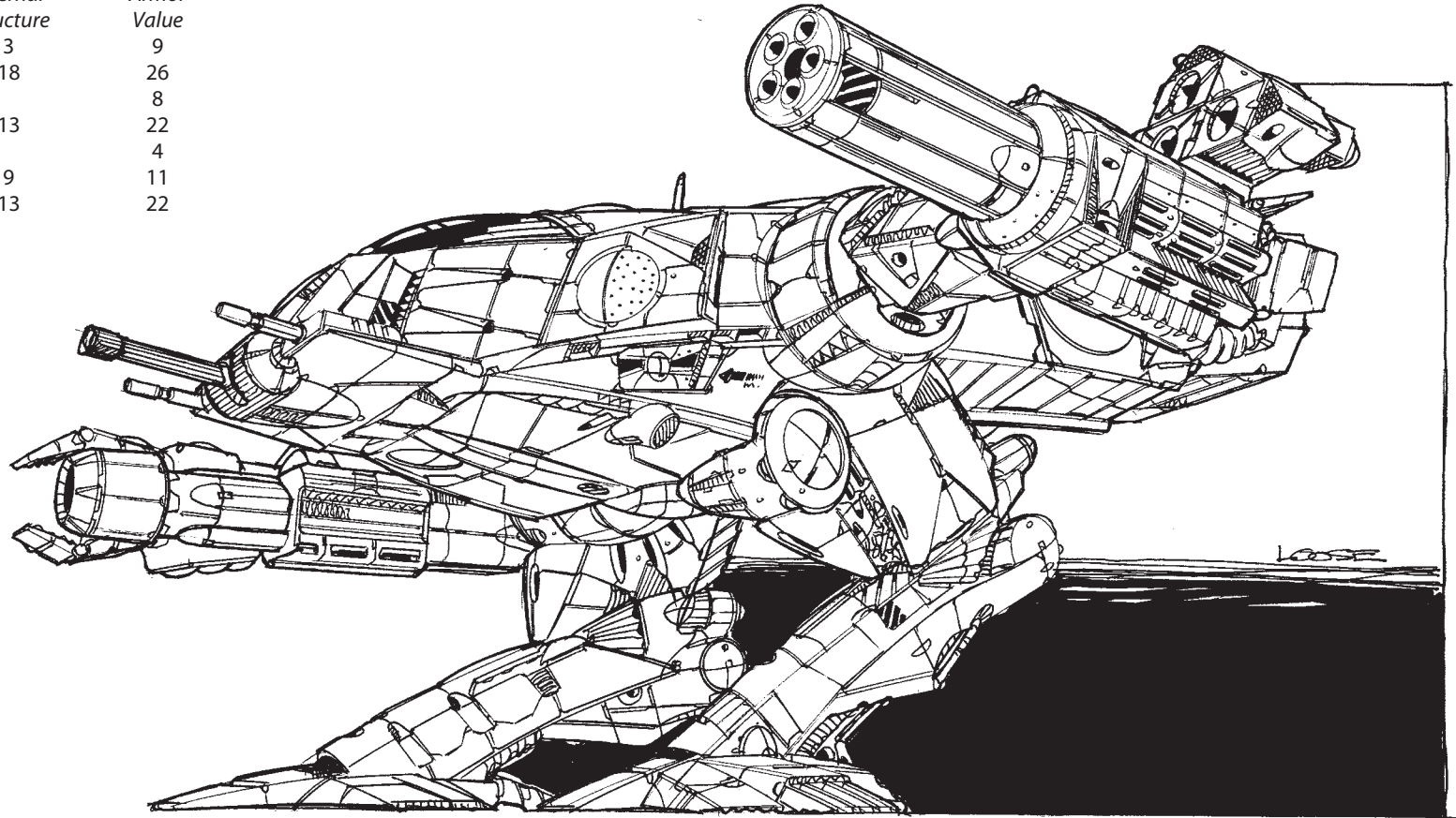
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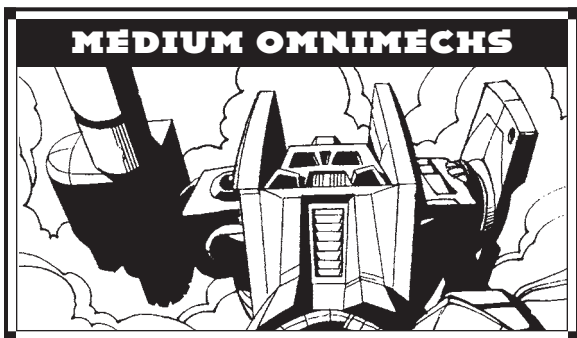
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Mass: 45 tons
Chassis: Type 79-45 Endo Steel
Power Plant: RFUM 270 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph, 129 kph with MASC
Jump Jets: Model KY Boosters
Jump Capacity: 180 meters
Armor: Compound H17 Ferro-Fibrous with CASE
Armament:
 17 tons of pod space available
Manufacturer: Barcella Beta
Primary Factory: Barcella, Irece
Communications System: JNE Integrated
Targeting and Tracking System: Build 2 CAT TTS

Overview

At the beginning of this century, the leaders of Clan Nova Cat commissioned a new medium 'Mech that could compete with and outperform the *Ferris*. The *Shadow Cat* was the result.

Capabilities

Though it has a slower top speed than the *Ferris*, the *Shadow Cat* mounts more than twice the weapons and equipment. Further, its permanently mounted jump jets give it better maneuverability than the *Ferris*, while the myomer accelerator signal circuitry (MASC) allows it bursts of speed upwards of 120 kph.

The primary variant carries an active probe, also found on the Alpha and Bravo configurations. Its arm-mounted Gauss rifle provides exceptional range and punch, while

two ER medium lasers serve as not-insignificant short range back-ups.

The Alpha and Bravo configurations also focus on ranged combat. In the case of the Alpha, it carries two arm-mounted ER large lasers, backed up by a single SRM-6. Three additional double heat sinks allow MechWarriors to fire its lasers continuously without significant buildup of waste heat. The Bravo mounts Artemis-linked LRM-15s in the place of the ER large lasers, along with a single ER medium laser. In addition to the active probe, it also mounts an ECM suite.

The Charlie variant loses the active probe, but carries ATM 6 launchers in the arms, supported by three ER medium lasers and a single Narc beacon launcher. The final configuration marries a heavy large laser-targeting computer combination with an Artemis-linked LRM-20.

Deployment

Despite its obvious capabilities, the *Shadow Cat* serves in only a few Clans. The Nova Cats field the most—or at least did prior to their Abjurement—while the Cloud Cobras, Fire Mandrills, and Steel Vipers also extensively utilize the *Shadow Cat* in their toumans. Clans Diamond Shark and Wolf each field this 'Mech as well, though this may be due to salvage taken from the Smoke Jaguars—who, prior to their Annihilation, fielded numerous *Shadow Cats*.

Notable MechWarriors

MechWarrior Saginaw: MechWarrior Saginaw of the Kline Bloodline participated in Kindraa Kline's surprise attack on Clan Star Adder in 3067. He survived the battle on Tathis with four kills, but was taken *abtakha*. Initially, he resisted his new Clan masters, but after he learned of his Kindraa's absorption by Kindraa Mick-Kreese, especially the political maneuvering that brought about that absorption, he devoted himself to Clan Star Adder, regaining his warrior status less than a year after his capture. From his position within the Adder Seventy-ninth Dragoon Cluster, he has pledged to gain the Kline Bloodname and destroy the Mick-Kreese Kindraa, all in order to ultimately reestablish Kindraa Kline.

Star Colonel Isaiah Khatib: After the first Babylon Diet, Star Colonel Isaiah Khatib led seventeen fellow Cloud Cobras away from their home to join the Nova Cats in the Inner Sphere—without the blessings of their Khan, or even their ecKhan. With all ties to the Cobras cut, and a resulting split within the Rossei Cloister between those still within the Cobras and those within the Cats, they made a new life within the Nova Cats' Xi Galaxy. Star Colonel Khatib quickly rose to become Galaxy Commander Jal Steiner's second.

Type: **Shadow Cat**
 Technology Base: Clan OmniMech
 Tonnage: 45
 Battle Value: 2,156

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	270 XL	7.5
Walking MP:	6	
Running MP:	9 (12)	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor: (Ferro)	134	7
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	14	20
Center Torso (rear)		6
R/L Torso	11	18
R/L Torso (rear)		4
R/L Arm	7	10
R/L Leg	11	18

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Endo Steel	0
Center Torso	2 MASC	0
Right Torso	2 Engine	4
	4 Ferro-Fibrous	
	1 Jump Jet	
Left Torso	1 Endo Steel	5
	2 Engine	
	3 Ferro-Fibrous	
	1 Jump Jet	
	1 Endo Steel	
Right Arm	2 Endo Steel	6
Left Arm	2 Endo Steel	6
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

Weapons and Ammo
Primary Weapons Configuration

	Location	Critical	Tonnage
Gauss Rifle	RA	6	12
ER Medium Laser	RT	1	1
Ammo (Gauss) 16	RT	2	2
ER Medium Laser	LA	1	1
Active Probe	LT	1	1

Alternate Configuration A

ER Large Laser	RA	1	4
Double Heat Sink	RA	2	1
Streak SRM 6	RT	2	3
Ammo (Streak) 30	RT	2	2
ER Large Laser	LA	1	4
Double Heat Sink	LA	2	1
Active Probe	LT	1	1
Double Heat Sink	LT	2	1
Battle Value: 2,220			

Alternate Configuration B

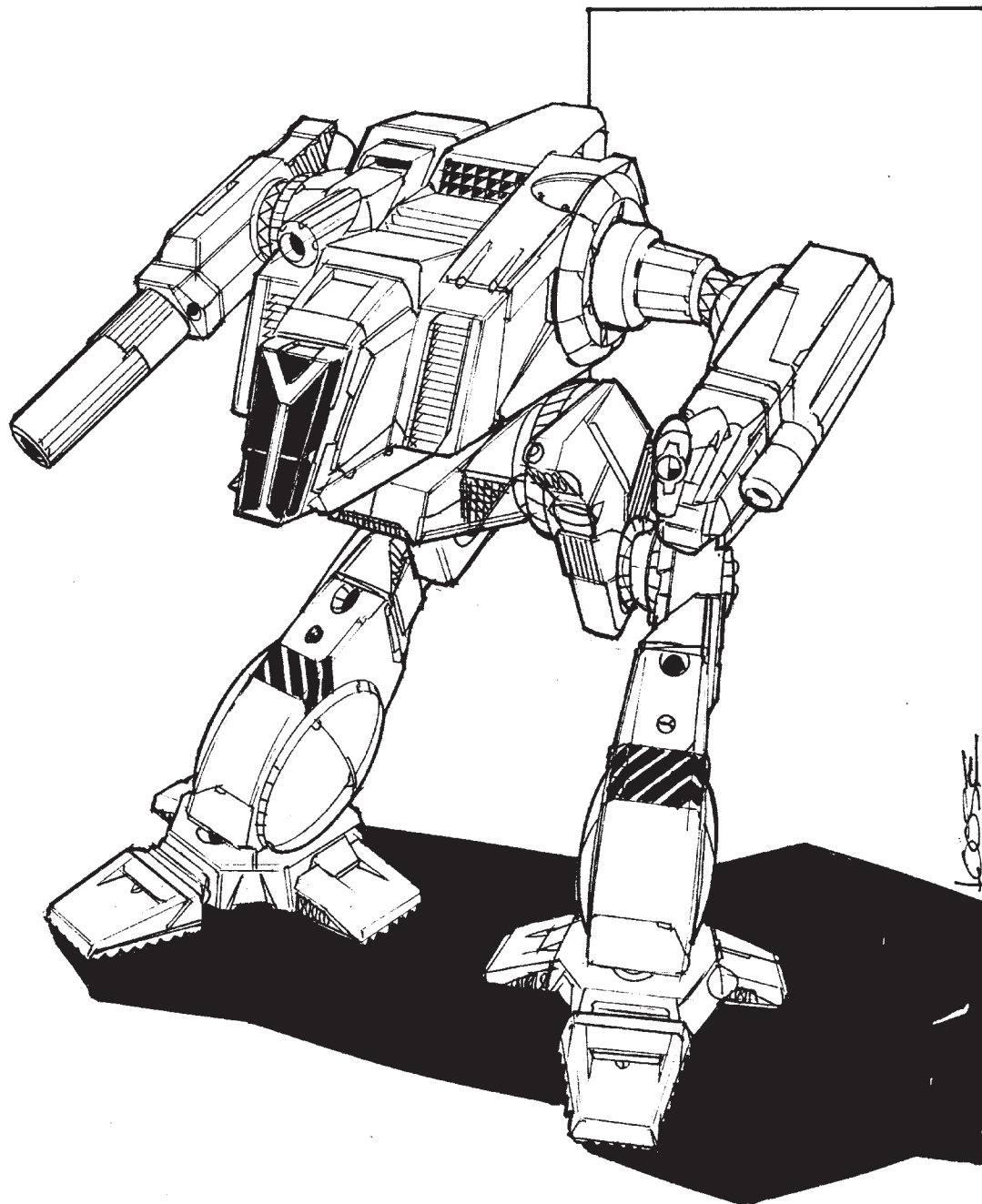
LRM 15	RA	2	3.5
Artemis IV FCS	RA	1	1
ER Medium Laser	RA	1	1
Active Probe	RT	1	1
Ammo (LRM) 16	RT	2	2
LRM 15	LA	2	3.5
Artemis IV FCS	LA	1	1
ER Medium Laser	LA	1	1
ECM Suite	LT	1	1
Ammo (LRM) 16	LT	2	2
Battle Value: 2,420			

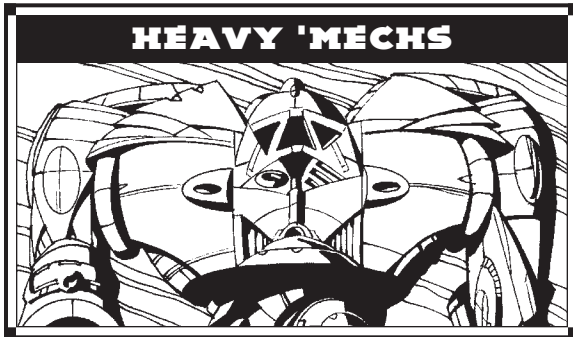
Alternate Configuration C

ATM 6	RA	3	3.5
ER Medium Laser	RA	1	1
Narc Missile Beacon	RT	2	2
Ammo (Narc) 12	RT	2	2
ATM 6	LA	3	3.5
ER Medium Laser	LA	1	1
ER Medium Laser	LT	1	1
Ammo (ATM) 30	LT	3	3
Battle Value: 2,199			

Alternate Configuration H

Heavy Large Laser	RA	3	4
2 Double Heat Sinks	RA	4	2
Ammo (LRM) 12	RT	2	2
Targeting Compute	RT	1	1
2 Double Heat Sinks	LA	4	2
LRM 20	LT	4	5
Artemis IV FCS	LT	1	1
Battle Value: 2,155			





Mass: 70 tons

Chassis: Corbine 1

Power Plant: Ford 350 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Pribak 9000 with CASE

Armament:

1 Grizzard Model 200 Gauss Rifle

1 Ingrid Systems LRM-20 Missile Rack

1 McArthur Anti-Missile System

Manufacturer: Yankee Weapons Systems, Skobel MechWorks, and Independence Weaponry

Primary Factory: New Earth, Terra, and Quentin

Communications System: Faulk 203 Comset

Targeting and Tracking System: KBC Starsight Model QTA1

Overview

The *Excalibur* first appeared in SLDF units after Yankee Weapons introduced the new 'Mech in 2620. Designed to deliver long-range firepower, the *Excalibur* featured the powerful Gauss rifle extending through a false hand, appearing as a sword on the 'Mech's right arm. The 'Mech's resemblance to a medieval knight led to its name.

Capabilities

The *Excalibur* is one of the fastest 'Mechs in its weight class, thanks to its powerful XL engine. A Grizzard Gauss rifle (a robust and accurate weapon), an LRM-20 rack, and

an Artemis IV fire-control system constitute the 'Mech's long-range armament.

As a long-range fire-support 'Mech, the *Excalibur* only carries seven and a half tons of armor. The *Excalibur*'s light protection keeps it out of close quarter combat and forces the 'Mech to withdraw after suffering several hits. Pundits argue the light armor is a serious design flaw; Yankee Weapons counters the criticism by pointing out close combat isn't the *Excalibur*'s intended niche. They further contended the 'Mech's anti-missile system provides ample protection against incoming missiles.

The *Excalibur*'s performance in operations during the Reunification War proved the 'Mech a valuable asset. Records showed units equipped with the *Excalibur*, when used in conjunction with other 'Mechs, had a higher kill ratio compared to other SLDF heavy 'Mech units.

Deployment

The Com Guards field a large number of *Excaliburs*, and many mercenary commands, including Rhonda's Irregulars, also deploy the design. After Terra fell to the Word of Blake, Blakist divisions received those units destined for the Com Guards.

Variants

Only two known variants—EXC-B2 and EXC-C1—were operational, until recently. During the Blakists' invasion of Outreach, a new variant appeared. This configuration—EXC-D1—radically departed from the original design intent. The D1 is equipped with a RAC 5, two ER medium lasers and a single streak SRM-6. Reportedly, this variant's fire is extremely accurate, and the unit works well in a Level II force. Intel analysts believe the 'Mech is equipped with a targeting computer and C³i. The 'Mech is heavily armored and is believed to use endo steel to carry the weight, along with double heat sinks so it may run cool. It retains CASE to protect the autocannon ammo, and also mounts jump jets.

ComStar lost their source of *Excaliburs* until mid-3067 when they inked a deal with the Combine's Independence Weaponry. The Com Guards and the DCMS field their own new variant, the EXC-CS. This configuration replaced the Gauss rifle with a Lord's Light ER PPC, and it retains the LRM-20 with Artemis and three tons of ammunition.

Complementing the long-ranged weapons are four ER medium lasers. A targeting computer supports the direct fire weapons. The variant uses endo steel and is protected by thirteen and a half tons of armor with CASE. Twelve double heat sinks and TSM help control the heat generated by the EXC-CS.

Notable MechWarriors

Captain Nicole Doles: A member of the Broadsword Legion, she pilots an *Excalibur* EXC-D1. During massive attack on Outreach by two Blakist divisions, her command turned on the Wolf Spiders and all but annihilated the Dragoon unit. Captain Doles was credited with killing four Dragoon 'Mechs before events spiraled out of control and into the abyss on Outreach.

When the nuclear and orbital bombardment commenced, Captain Doles decided it was time to leave. She led the remainder of her company to commandeer a DropShip and escaped during the confusion. She reportedly told a Dragoon survivor that she wasn't going to be party to this kind of destruction.

Adept Conrad Dobson: Adept Dobson originally piloted a *Warhammer* during the Battle of Tukayyid, but that was lost when he fought against the Ghost Bears. He received a new *Excalibur* after he recovered from his wounds on Terra. Stationed in North America when the Blakists attacked, his command fought a guerrilla war until they finally made it off world when the evacuation was ordered; once again, his 'Mech was shot out from underneath him.

After recovering from wounds suffered on Terra, Dobson received another *Excalibur* and participated in the destruction of the Smoke Jaguars as part of Task Force Serpent. During the assault on Huntress, Dobson used his *Excalibur* to destroy a number of Jaguar 'Mechs. Dobson and his 'Mech survived to see fighting during the FedCom Civil War.

During the Jade Falcon Incursion his luck ran out, and he lost his 'Mech again. After the war, the Com Guards awarded him their highest honor for valor. He received a new EXC-CS, which he piloted while stationed on Tukayyid. Adept Dobson was listed as MIA after the Blakists pummeled the planet with orbital bombardments.

EXC-B2 EXCALIBUR

Type: **Excalibur**
 Technology Base: Inner Sphere
 Tonnage: 70
 Battle Value: 1,533

Equipment

Internal Structure:		7	Mass
Engine:	350 XL	15	
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks:	11	1	
Gyro:		4	
Cockpit:		3	
Armor Factor:	120	7.5	
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	9	
Center Torso	22	16	
Center Torso (rear)		5	
R/L Torso	15	14	
R/L Torso (rear)		5	
R/L Arm	11	13	
R/L Leg	15	13	

Weapons and Ammo

	Location	Critical	Tonnage
Gauss Rifle	RA	7	15
Ammo (Gauss) 16	RT	2	2
LRM 20	LT	5	10
Artemis IV FCS	LT	1	1
Ammo (LRM) 12	LT	2	2
Anti-Missile System	CT	1	.5
Ammo (AMS) 12	CT	1	1
CASE	LT	1	.5
CASE	RT	1	.5

