

# INTRODUCTION

INCOMING  
MESSAGE

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The influx of rediscovered and newly developed technologies over the past twenty years has produced significant challenges for the military end-user product manufacturing sector. During the first decades of the thirty-first century, the main focus was on managing declining technology and driving out cost and waste from established processes and a frequently rigid and non-competitive supply infrastructure. In contrast, the ability to adapt to new technologies is proving to be the core competency of the last few decades. Most potential customers are creating a strong and persistent demand for cutting edge military products, even with the disruption and collateral damage of the current conflict with the Word of Blake. While war always creates excellent opportunities for profit-growth, many manufacturers have difficulty dealing with the First Succession War-style destruction of manufacturing capability, as well as the depletion of the talent pool.

In this analysis, Dr. Ira Mason, Star Corps' Director of Competitive Analysis, provides insights on the methods our closest competitors are using to adapt to the current industrial conditions. The analysis will contrast those efforts with our own, and will make note of opportunities that may be exploited. Samuel Röglinger and Sebastian Bly contributed to this analysis. *[EDITOR'S NOTE: In his eagerness to present this report in time for the second quarter '77 Board Meeting, Dr. Mason neglected to include mention of the substantial efforts of Dan Orsini and Lisa Penbrooke.]*

Any successful company must be ready to respond to new technologies, although it will be critical to do so wisely. Daniel Orsini's recent analysis "Urgent Market Penetration through Streamlined Product Development" agrees with Sasha Ivanovich's paper "Quantitative Evolution: Modulating Quality to Improve Supply" by suggesting that the prime opportunity to pursue while demand is at such elevated levels is to achieve end-product that taps into all available new technologies, with a secondary regard for operational functionality. The primary driver is the degree to which the customer is tolerant of us up-charging new technologies to recover R&D investments. This philosophy has been implemented by some of our competitors at various times, and always with sub-optimal long-term results due to declining brand perception. Any such course must be divested to an indirect subsidiary to avoid consumer perception backlash.

It is true that the current market is demand-driven, which presents distinct operational advantages, as argued convincingly by Sebastian Bly in his report "Market Trend Review of Extrapolated Demand and Maximum Potential Supply Development Capabilities." While the conflict with the Word continues, this situation will not change. As Gregory Lassinger notes in his "Steel Infrastructure: Challenges and Opportunities", the Blakists' capability to negatively affect infrastructure and international shipping appears to be diminishing, presenting numerous opportunities for growth into areas vacated by competitors that lacked the stamina to survive the current industry environment.

This analysis runs contrary to the position of Dr. Sethi, who suggests in her thesis "Civilian Infrastructure Resurgence: The Inevitable Opportunity" that the post-Jihad focus will be divided equally between military recuperation and civilian infrastructure growth. Prior conflicts have proven that the civilian sector will remain flat or even decline following a destructive conflict such as the current one. The period of military recuperation will be substantial, and the continued presence of the Clans will prove a tremendous incentive for the Houses to not only rebuild their armies, but expand them. This is argued convincingly in Pamela Röglinger's paper "Clan Industrial Prowess: How a Billion Can Out-Produce a Trillion." No longer inhibited by their limited work force and long supply chains to the Homeworlds, the Clans' "Touman" may expand drastically in the coming decades. If the current cultural trend continues, which seems to move the Clan warriors further from their more restrained methods of warfare, the Clan military machine may exceed even Röglinger's predictions, demanding a reciprocal response from the Inner Sphere Houses.

—Ira Mason, Director of Competitive Analysis, StarCorps Industries, 6 June 3077

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## HOW TO USE THIS BOOK

The 'Mechs, combat vehicles, and fighters described in *Experimental Technical Readout: Corporations* provide players with a sampling of the various custom designs that have been sighted in use (or in testing) by several corporations as prototypes for a variety of projects. The designs featured in this book reflect limited-run test models and "one-offs" that have yet to reach full factory production—and most likely never will.

The rules for using 'Mechs, vehicles and fighters in *BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*. However, the experimental nature of these designs also draws upon the Experimental-level rules presented in *Tactical Operations*. Thus, none of the units featured in this volume are considered tournament legal, and their use in introductory games is discouraged. Furthermore, the extreme rarity of these machines is such that none of them should occur in a *BattleTech* campaign as a chance encounter, but the capture or destruction of any one of these prototypes could be potential objective for *BattleTech* scenarios, tracks and role-playing adventures.

**Project Development:** Herbert A. Beas II  
**Development Assistance:** Randall N. Bills  
and Jason Schmetzer

**BattleTech Line Developer:** Herbert A. Beas II

**Primary Writing:** Paul Sjardijn

**Writing Assistance:** Herbert A. Beas II

**Art Direction:** Brent Evans

### Production Staff

*Cover Design and Layout:* Matt Heerdtt

*Original Illustrations:*

Doug Chaffee  
Brent Evans  
Chris Lewis  
Jim Nelson

*Record Sheets:* David L. McCulloch

*BattleTech Logo Design*

Shane Hartley, Steve Walker and Matt Heerdtt

**Factchecking/Playtesting:** Joel Bancroft-Connors, Roland Boschnack, Joshua Franklin, William Gauthier, Keith Hann, Johannes Heidler, Daniel Isberner, Chris Marti, Luke Robertson, Christopher Smith, and Patrick Wynne.

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# FS9-81X FIRESTARTER

**Field Testing Summation:** Modified FS9-H Refit

**Producer/Site:** Defiance Industries,  
Kwangjong-ni Test Fields

**Supervising Technician:** James Feldner

**Project Start Date:** 3074

**Non-Production Equipment Analysis:**

XXL Fusion Engine  
Medium X-Pulse Lasers

## Overview

Our friends at Defiance Industries managed to acquire several Capellan plasma rifles, including OEM ammunition, soon after the House Liao's withdrawal from New Syrtis. According to Director Rubeck of Industrial Intelligence, Defiance has yet to create the infrastructure to mass-produce the new weapon system, but this may be changing soon, as evidenced by the weapon's deployment on a *Firestarter* prototype spotted on Kwangjong-ni.

With the proliferation of battle armor, standard *Firestarters* now frequently face a threat they are no longer ideally equipped for. The plasma rifle offers tremendous potential as an anti-vehicular and anti-battlesuit weapon, while retaining the incendiary capability that so typifies the FS' operational profile. One will note that we have used similar reasoning to support the WGT-3SC project at Son Hoa. Defiance clearly saw this as a legitimate cause to begin their prototype creation even as their plasma weapons have yet to reach the manufacturing mainstream.

But the lessons of the WGT are more than mere inter-organize mimicry. The Defiance FS9-81X (a modification based on the vintage FS9-H chassis) is the brainchild of James Feldner, formerly of our own company. After transitioning to Defiance, Feldner managed to become head of this *Firestarter* project as his first outing under Defiance's aegis. It was he who demanded that additional technologies be deployed to improve the prototype's marketability, to "expedite the return on Defiance's investment" in deploying their own plasma rifle. A key component of this was the inclusion of X-pulse lasers to the design, likely in the hopes of suggesting that Defiance is closer to mass production of these weapons than its competition. The new weapons exceed the payload of an FS9, despite the removal of the old Deprus RFs machine guns and the 'Mech's right arm Purity-L flamer.

Feldner also so to the installation of an ultra-light XXL engine, which spares little expense in maintaining the FS9's original mobility. This hasty addition, combined with the heavier lasers and the use of the relatively massive plasma rifle as a centerpiece apparently caused severe stress problems for the Argile H/09 chassis. Data acquired from the firing range further indicates that all three of Defiance's 81X prototypes are suffering persistent targeting flaws and other actuator-related issues as a result.

Type: **FS9-81X Firestarter**

Technology Base: Inner Sphere (Experimental)

Tonnage: 35

Battle Value: 1,093

## Equipment

Internal Structure:

Engine: 210 XXL

Walking MP: 6

Running MP: 9

Jumping MP: 6

Heat Sinks: 10(20)

Gyro: 3

Cockpit: 3

Armor Factor: 88

	Internal Structure	Armor Value
Head	3	9
Center Torso	11	13
Center Torso (rear)		6
R/L Torso	8	11
R/L Torso (rear)		5
R/L Arm	6	6
R/L Leg	8	8

## Weapons and Ammo

	Location	Critical	Mass
Plasma Rifle	RA	2	6
Ammo (Plasma Rifle) 10	RA	1	1
Medium X-Pulse Laser	RA	1	2
Medium X-Pulse Laser	LA	1	2
Flamer	CT	1	1
Flamer	CT (R)	1	1
Flamer	LA	1	1
3 Jump Jets	RT	3	1.5
3 Jump Jets	LT	3	1.5

## Mass

3.5

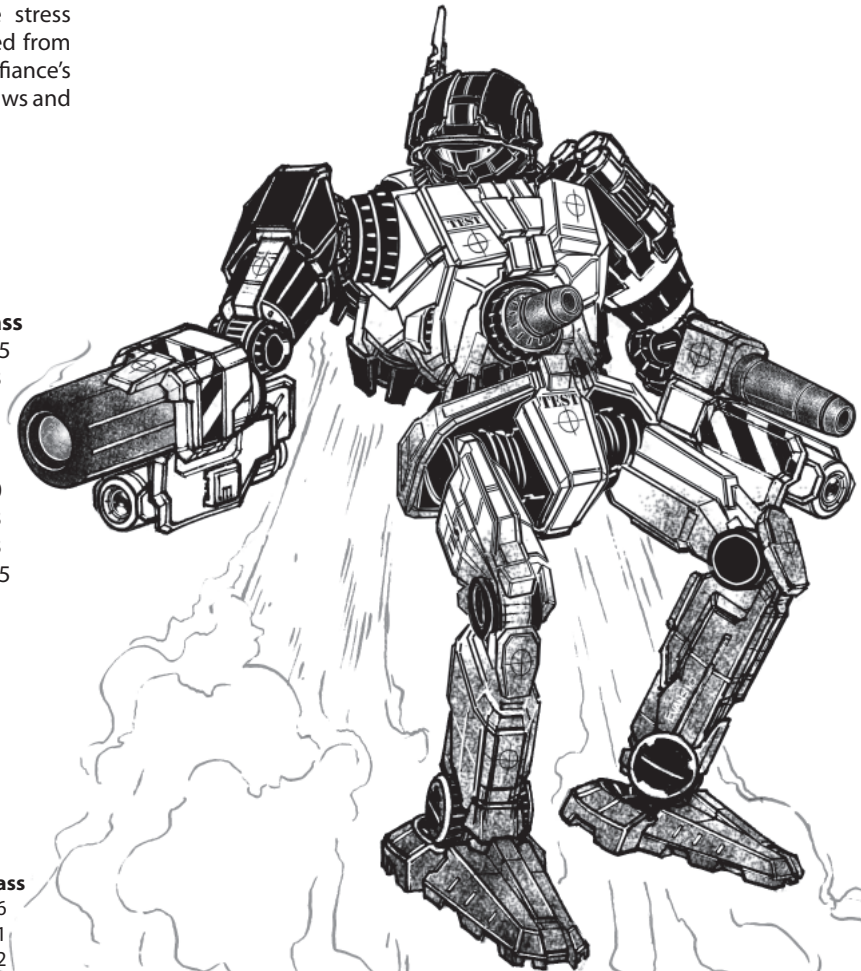
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3

3

5.5



EXPERIMENTAL

# PARTISAN HULL DEFENSE

## Field Testing Summation:

Prototype Partisan-Chassis Refit

**Producer/Site:** Kallon Industries/Nanking

**Supervising Technician:** Clarice Hemmingway

**Project Start Date:** 3072

## Non-Production Equipment Analysis:

Large X-Pulse Lasers

Reflective Armor

Blue Shield Particle Field Dampener

Boosted C3 Slave System

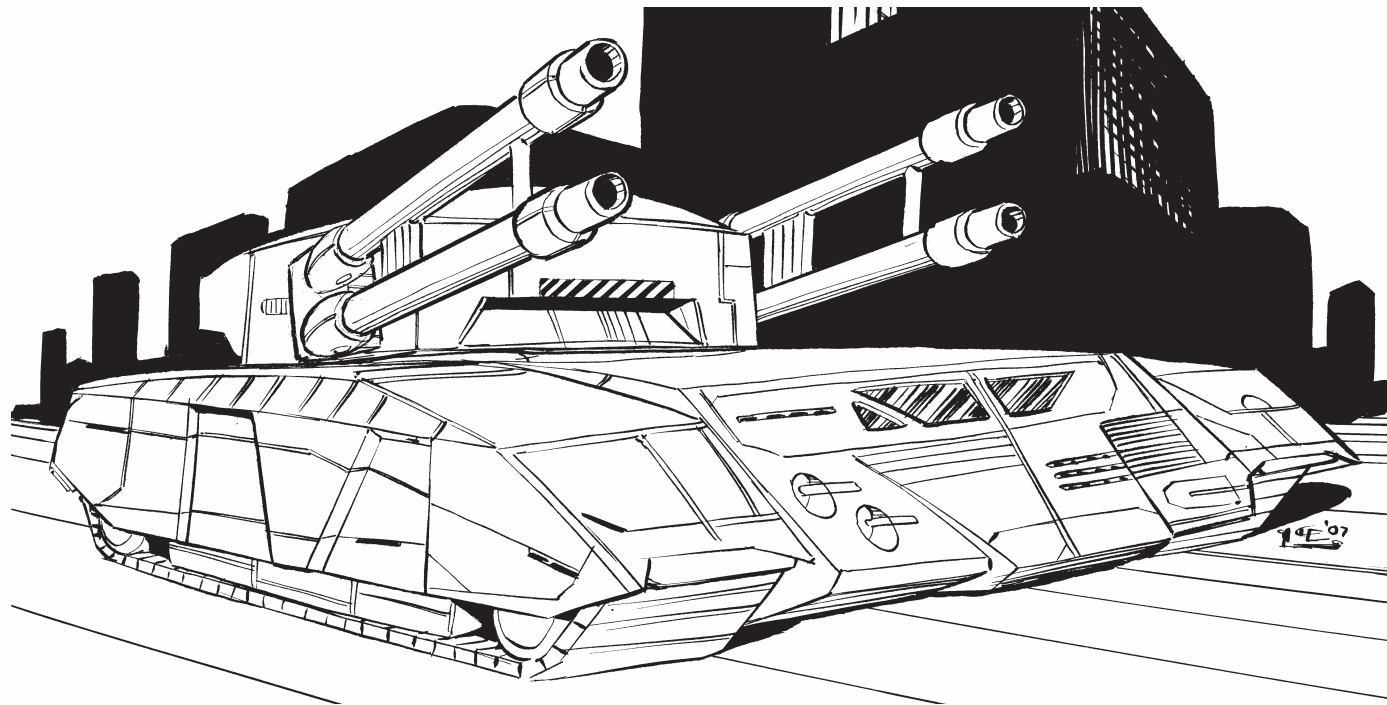
## Overview

Another concept that aspires to change the face of warfare came into being courtesy of Kallon Industries. The idea's actual progenitor is not known, although it is clear that Dr. Hemmingway was tasked with making the idea a reality, something the lesser mind of its originator was not evidently capable of.

The idea is apparently to provide a cheap enhancement to a WarShip's native ability to resist fighters. A company or more of Partisans, environmentally sealed to operate in vacuum, would be stationed aboard a parent WarShip, and then drive onto the hull to engage hostile fighters. The advantage of these "mobile turrets" is that the force of Partisans can move to cover for any of their mother ship's destroyed turrets, or—should the need arise—even be deployed with ground forces for additional planetside firepower.

To support the niche operational profile, Hemmingway succeeded in deploying a Blue Shield PFD system on the tank—a considerable feat further enhanced by the use of reflective armor—which all but neutralizes the effects of incoming PPC fire and reduces the effectiveness of the energy weapons that represent most common fighter-based armaments. This does, however, leave the sealed Partisans vulnerable to ballistic and missile weaponry, a particular danger in a battlefield that still faces the increased proliferation of Gauss weapons. While the armor protection of the Partisan is drastically improved, a single Gauss slug can penetrate this vehicle in all locations except the turret or front glacis on the first strike.

Offensively, the Partisan relies on a pair of large X-pulse lasers, which inflict a substantial heat load on the vehicle. In order to mount the weapons and their attendant heat sinks, it was necessary to install a fusion power plant with a lesser rating than the Partisan's original GM 240 combustion engine. Given the intended operational profile, the reduced speed is not an insurmountable obstacle, but it may be difficult to



justify the substantial expense given such a limited application. Kallon attempted to expand the vehicle's utility by mounting a prototype boosted-C<sup>3</sup> system, with the system placed in the turret for no obvious gain.

Type: **Partisan Hull Defense**  
 Technology Base: Inner Sphere (Experimental)  
 Movement Type: Tracked  
 Tonnage: 80  
 Battle Value: 1,113

## Equipment

Internal Structure:		8	
Environmental Sealing:		8	
Engine:	160	9	
Type:	Fusion		
Cruising MP:	2		
Flank MP:	3		
Heat Sinks:	28	18	

## Equipment

Control Equipment:		4	
Lift Equipment:		0	
Power Amplifier:		0	
Turret:		2	
Armor Factor (Reflective):	176		11
			<i>Armor Value</i>
	Front	47	
	R/L Side	28/28	
	Rear	26	
	Turret	47	

## Weapons and Ammo

2 Large X-Pulse Lasers	Turret	14
Blue Shield PFD	Body	3
Boosted C <sup>3</sup> Slave	Turret	3

# SL-27X SHOLAGAR

**Field Testing Summation:** Modifier SL-21 Sholagar Prototype Refit

**Producer/Site:** Wakazashi Enterprises/Schuyler

**Supervising Technician:** Tetsuo Toyoda

**Project Start Date:** 3065

**Non-Production Equipment Analysis:**

XXL Engine

Angel ECM

## Overview

Wakazashi Enterprises was eager to return to Schuyler once it was liberated from the Smoke Jaguars, fired up by reports of widespread Clan enhancements to their captured infrastructure. But while the company's executives might have hoped to recover their long-lost fighter factory upgraded to Clan homeworld standards after a decade of Jaguar control, they were undoubtedly disappointed. Instead of a gleaming facility upgraded by sophisticated technologies on an enemy's budget, Wakazashi instead inherited a manufacturing plant in serious disrepair, neglected by a Clan who found the facilities too "backwards" to warrant any serious investment.

Regardless, Wakazashi swiftly reclaimed the ruins and soon resumed production of their *Sholagar* fighter. Soon afterward, in an effort to close the Clan-Inner Sphere aerospace divide, company researchers began to discuss a concept vehicle that would showcase Wakazashi's return to glory, and prove themselves worthy of the DCMS's investments in cutting-edge tech.

The unveiling of the *Sholagar* SL-27x was delayed repeatedly due to management's insistence on including every new applicable technology as it became available to the Combine. Particularly substantial delays were incurred when the fighter's power plant was changed from an XL type engine to an XXL type. Ultimately, a finished prototype was presented to *Kanrei* Minamoto for review in 3069.

In addition to the XXL engine upgrade, which improves the *Sholagar's* already impressive thrust to a maximum 8.5-G acceleration in space, the SL-27x also carries an experimental Angel ECM suite (though both of these technologies send the *Sholagar's* costs through the roof). The repeated delays and design changes over the course of almost a decade, however, created a cost that by some accounts reached a full billion C-bills. This egregious spending only worsens when one considers the fighter's combat capabilities. The improved single-shot four-tube missile rack is regarded with ire. While three light PPCs are adequate weapons on land, aerospace consultants have unanimously agreed that in space they provide too little advantage to warrant their mass. Their presence is mysterious, but one company insider now on our payroll indicated that one deciding factor was that firing the weapons "looked more impressive in space than lasers did". One would hope that StarCorps is a more wise and responsible company.

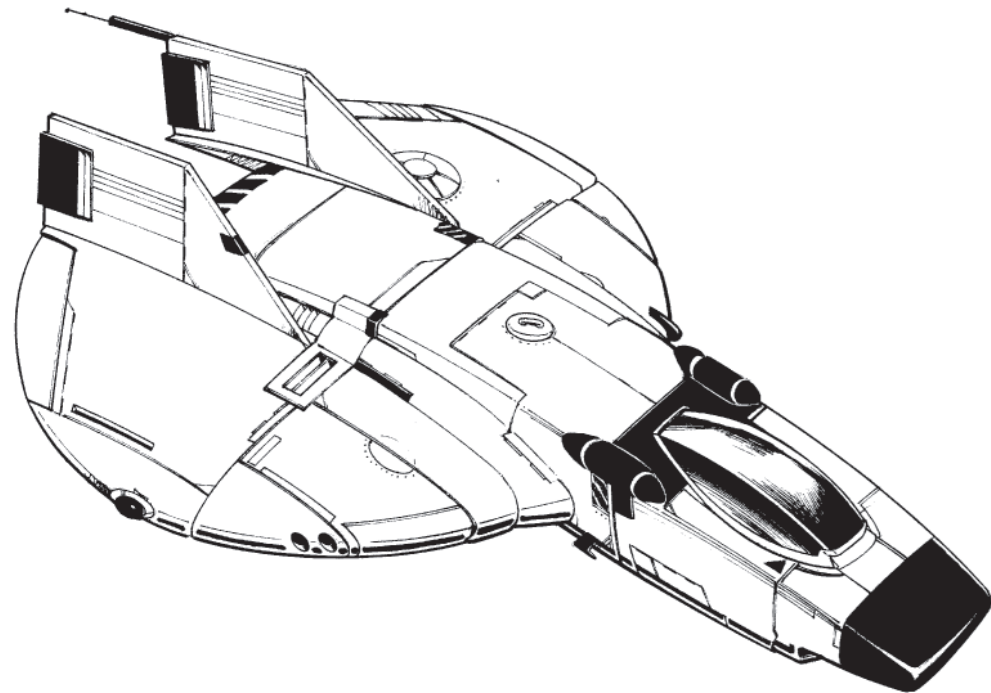
Type: **SL-27x Sholagar**

Technology Base: Inner Sphere (Experimental)

Tonnage: 35

Battle Value: 1,322

Equipment		Mass
Engine:	315 XXL	7.5
Safe Thrust:	11	
Maximum Thrust:	17	



Equipment		Mass
Structural Integrity:	11	
Heat Sinks:	10 [20]	
Fuel:	400	5
Cockpit:		3
Armor Factor:	112	7
	<i>Armor Value</i>	
Nose	34	
Wings	27/27	
Aft	24	

Weapons and Ammo	Location	Mass	Heat	SRV	MRV	LRV	ERV
Improved SRM-4 OS	Nose	1.5	3	6	—	—	—
Light PPC	Nose	3	5	5	5	—	—
Angel ECM	Nose	2	0	—	—	—	—
Light PPC	RW	3	5	5	5	—	—
Light PPC	LW	3	5	5	5	—	—

EXPERIMENTAL

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: FS9-X81 FIRESTARTER

Movement Points: **Tonnage:** 35  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 (Experimental)  
 Jumping: 6 Jihad

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	RA	10	10	—	5	10	15
[DE,H,AI]								
1	Med. X-Pulse Laser	RA	6	6 [P]	—	3	6	9
1	Med. X-Pulse Laser	LA	6	6 [P]	—	3	6	9
1	Flamer	LA	3	2	—	1	2	3
[DE,H,AI]								
1	Flamer	CT	3	2	—	1	2	3
[DE,H,AI]								
1	Flamer	CT(R)	3	2	—	1	2	3
[DE,H,AI]								

BV: 1,093

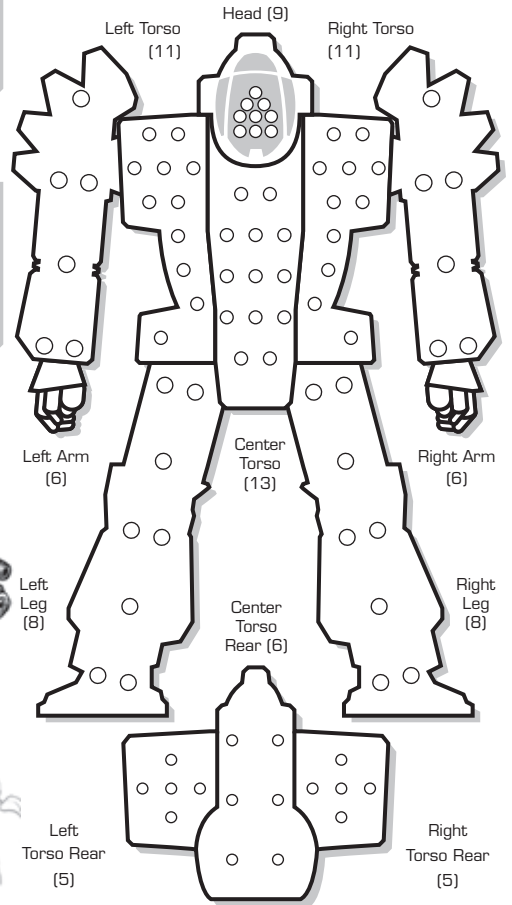
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Flamer
- Medium X-Pulse Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Flamer
- Flamer (R)

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Plasma Rifle
- Plasma Rifle
- Ammo (Plasma Rifle) 10

- Medium X-Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

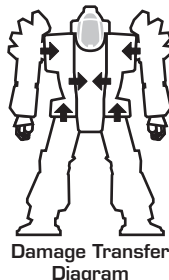
#### Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

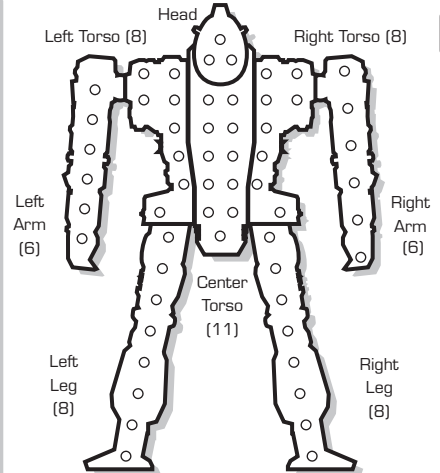
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

### Heat Scale

Heat Level	Effects
30*	Shutdown
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	