

INTRODUCTION

INCOMING
MESSAGE

SEND

SAVE

CANCEL

DELETE

Are **you** ready for the adventure of a lifetime?

Dear Friend,

Sixteen years ago, I was in a lackluster vacation rut. I thought I'd tried it all. I'd gone on safari and bagged a New Kyoto ki-rian. I'd been sub-orbital skydiving on Bolan. I'd skied the *Schreirutsche* at *MittenWald* on Tharkad. I'd even raced Skimmer hovercraft. After all that, I was still craving something more. Months of searching finally led me to a MechWarrior for a Day (MWFAD) experience. I remember thinking I'd finally found my true north. I couldn't have been more wrong.

Instead of the promised newer 'Mechs, I had my choice between a dilapidated *Jenner* or a careworn *Blackjack*. Both had been modified with cockpit command consoles so that my "instructor" could help when I struggled. Apparently my "instructor" thought I was struggling with everything. I barely got to steer and took less than a dozen shots. That was a huge disappointment. I anticipated unleashing a torrent of staggering firepower but instead I got low-power weapons and cheap pyrotechnic effects when my shots connected—which wasn't often. I ended the day sitting in a room with the common rabble waiting for battle ROM footage of a fight I hardly participated in. I'd paid to be a MechWarrior, not a passenger, but I learned from my mistake and promised myself I'd do it better.

Six years later, I took my dream of running MWFAD the right way, married it to my unique venture capital concept, and started *FrontierTech*. Your adventure *will* be the most amazing experience of your life or I'll personally pick up the tab. In the last ten years, *FrontierTech* has grown into the largest adventure travel company in the Inner Sphere. We have exclusive contracts with more than thirty cutting-edge defense developers providing an unparalleled opportunity to put you at the controls of experimental and advanced prototypes. How is all this possible? Simply put, *FrontierTech* is a reciprocal matchmaking, outsourcing, and insurance company. Our adventure travelers need 'Mechs to pilot. Our defense contractors need test pilots for their prototype 'Mechs. Both parties need insurance solutions and facilitators. We bring all this together in a win-win scenario.

Your adventure begins with this copy of *FrontierTech Magazine*. Future copies will be tailored for you and, as your skills improve, you'll become eligible for additional offers. Inside you'll find technical details on all of the 'Mechs available next quarter. Adventures are booked three months in advance on a first-come, first-served basis and opportunities are limited. Book early so you don't miss out! Not interested in 'Mechs? No problem. We offer adventures in virtually every type of battlefield unit; from battle armor to DropShips. All-inclusive packages start as low as 150,000 C-bills and come with *FrontierTech's* 100% worry-free guarantee. Your personal adventure consultant will work with you to develop a customized itinerary that matches your ambitions, personality, schedule, experience level, and budget; all with your safety as the utmost concern.

You'll embark on a *FrontierTech* luxury-refit *Gazelle*-class DropShip. After a full breakfast, you'll spend the day training with your private instructor in the most advanced simulators currently available on the civilian market. Your training develops and evaluates your skill level to provide appropriately matched opponents. In the evening, enjoy gourmet formal dining then relax in the posh accommodations of your luxury cabin, test your luck in our high-stakes casino, or mingle with other guests in one of five theme lounges. All *FrontierTech* adventures are income-qualified outings so you'll always spend your valuable time with the right demographic.

When you arrive at your destination, your private instructor will complete your check out on the unit(s) you've selected and then the fun begins.

At *FrontierTech*, we put you in command!TM

—Cornelius MacGilcutty
CEO, *FrontierTech, Inc.*
13 September 3077

INTRODUCTION

INCOMING
MESSAGE

SEND

SAVE

CANCEL

DELETE

HOW TO USE THIS BOOK

The 'Mechs, combat vehicles, and fighters described in *Experimental Technical Readout: Boondocks* provide players with a sampling of the various custom designs that have appeared along the militarized borders of the Successor States. The designs featured in this book reflect limited-run prototypes 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: Joel Steverson

Writing Assistance: Herbert A. Beas II

Art Direction: Brent Evans

Production Staff

Cover Design and Layout: Matt Heerdt

Original Illustrations:

Doug Chaffee

Brent Evans

Chris Lewis

Jim Nelson

Record Sheets: David L. McCulloch

Factchecking/Playtesting: Joel Bancroft-Connors, Roland M. Boshnack, Johannes Heidler, Daniel Isberner, Luke Robertson, Peter Smith and Patrick Wynne.

Special Thanks: To Herb Beas (for the opportunity), Joel Bancroft-Connors, the factchecking, playtesting, art and development teams (for their tireless effort, breathtaking art, and wonderful record sheets), the previous XTR authors (for opening up this fabulous series), Esther, Jim and Lara (for their continual support and encouragement), my friends (for understanding when *BattleTech* comes first), and finally, the fans. I hope you enjoy *Boondocks*.

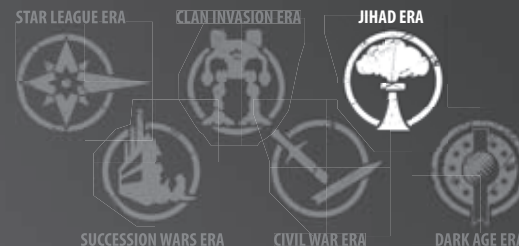


Under License From



©2010 The Topps Company, Inc. All Rights Reserved. *Experimental Technical Readout: Boondocks*, *Classic BattleTech*, *BattleTech*, *BattleMech*, 'Mech and the Topps logo are registered trademarks and/or trademarks of The Topps Company, Inc., in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.

CAT35644



WTH-5S WHITWORTH

Field Testing Summation: Prototype WTH-2 Chassis Refit

Producer/Site: Spillman Provincial Refit Facility, Acrux

Supervising Technician: Eric Spillman

Project Start Date: 3074

Non-Production Equipment Analysis:

- Composite Internal Structure
- Engine Supercharger
- Actuator Enhancement Systems
- Medium X-Pulse Lasers
- CASE II

Overview

The *Whitworth* has never been a popular chassis, and the replacement of several systems on the WTH-2 with multiple experimental components has done little to assuage disenchanting MechWarriors. This presents difficulties for those assigned the design, and their commanders, but it gives *FrontierTech* significant bargaining power when contracting for use of the 'Mech. It is the second-most available 'Mech in this quarter's offerings. Wait times for an adventure seldom exceed two weeks and extended adventures are usually available at a reduced rate. Produced on Acrux, the WTH-5S is an extensive refit-yard modification currently deployed in the Kaumberg Archonette for trials. Prospective adventurers for this machine should adequately prepare for action in forested environments.

The 5S has solid firepower for its weight class but is slow by any measure of medium BattleMech performance. Spillman's redesign successfully addresses many of the WTH-2's shortcomings with a radical refit, but how he's acquired the parts for a traditionally Kuritan chassis—or the more experimental tech used in their upgrades—remains a mystery.

As of this writing, the Spillman facility on Acrux has reportedly modified a lance of WTH-2s to this 5S configuration. This glacial pace of roughly one refit every ten months is largely due to the need to break the 'Mech down to its skeleton and rebuild it almost from scratch to install the composite bones it uses. The resulting frame is half the weight, but twice as brittle as standard structure in combat. The engine compartment—reframed to accommodate the installation of an LTV 160 XL fusion engine—also features a supercharger that allows for short bursts of speed approaching ninety kph.

The *Whitworth's* armament upgrades are ideal for urban or woodland combat. A pair of Streak SRM-6s replaces the original LRM-10s, with only a single ton of ammunition for both launchers residing in the right torso. (Given the enhanced accuracy of Streak technology, Spillman's team considers this a sufficient magazine.) A remarkable CASE II system protects this torso in the event of an ammo explosion far better than standard CASE, a modification that could keep the *Whitworth* functional even under catastrophic conditions—and explains why Spillman's team disables the 'Mech's auto-eject system as a design default. A matched set of experimental upgrades has also been installed in the arms: each

has a medium X-pulse laser weapon mated with the stability of an actuator enhancement system. This combination is highly accurate to 270 meters, rivaling the more recently developed variable-speed pulse lasers seen elsewhere.

Ten freezers give the WTH-5S a manageable heat curve, though care must still be exercised when continually jumping and alpha striking.

FrontierTech Skill Requirement: 'Mech: B80

Type: **WTH-5S Whitworth**

Technology Base: Inner Sphere (Experimental)

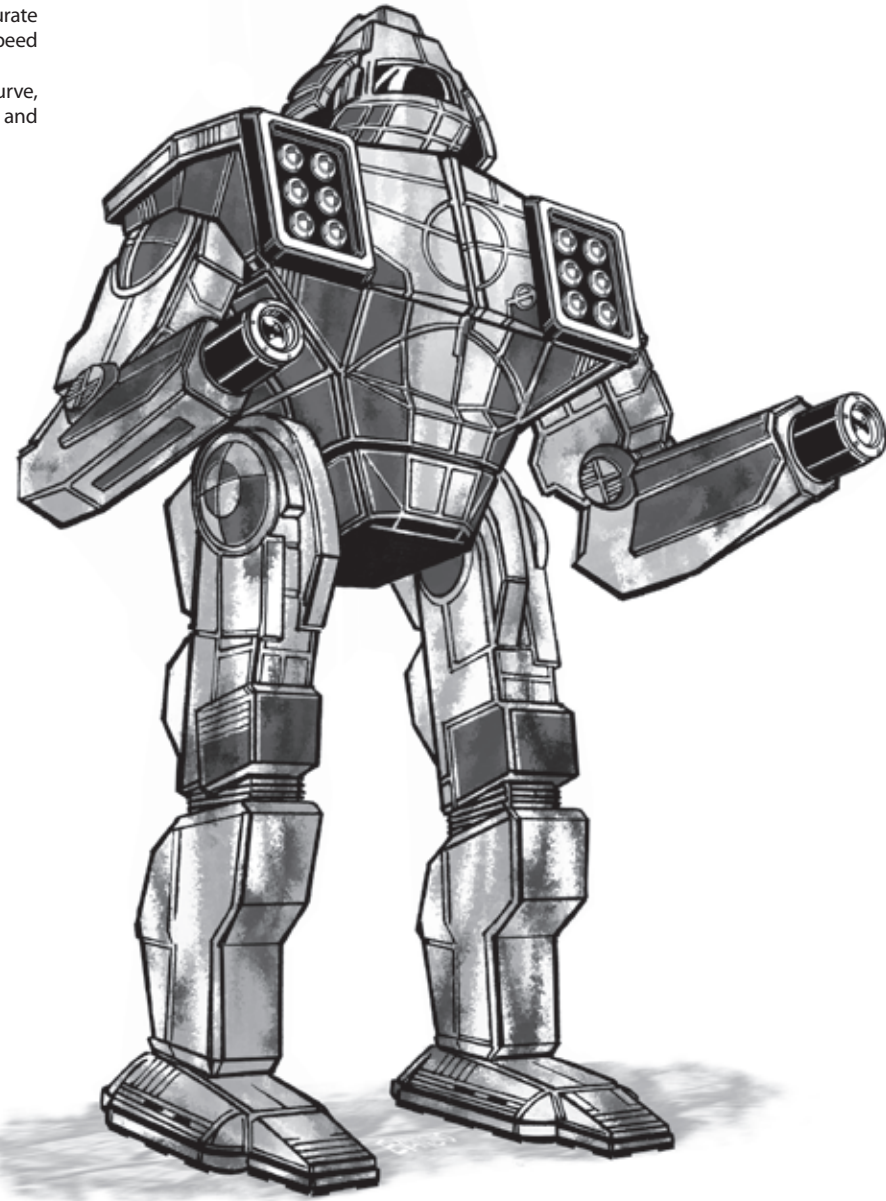
Tonnage: 40

Battle Value: 1,320

Equipment

		Mass
Internal Structure:	Composite	2
Engine:	160 XL	3
Walking MP:	4	
Running MP:	6 (8)	
Jumping MP:	4	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	128	8
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	12	16
Center Torso (rear)		7
R/L Torso	10	12/12
R/L Torso (rear)		6/6
R/L Arm	6	12/12
R/L Leg	10	18/18

Weapons and Ammo	Location	Critical	Mass
Medium X-Pulse Laser	RA	1	2
Actuator Enhancement Sys.	RA	2	1.5
Medium X-Pulse Laser	LA	1	2
Actuator Enhancement Sys.	LA	2	1.5
Streak SRM-6	LT	2	4.5
Streak SRM-6	RT	2	4.5
Ammo (Streak) 15	RT	1	1
CASE II	RT	1	1
Supercharger	RT	1	.5
Guardian ECM Suite	CT	2	1.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1



EXPERIMENTAL

"SEA HUNTER" MARITIME TANK

Field Testing Summation:

Prototype Hunter Light Support Tank Refit

Producer/Site: Andrea County Armor Yards, Herzberg

Supervising Technician: Esther Miller

Project Start Date: 3068

Non-Production Equipment Analysis:

Combat Vehicle Escape Pod

Enhanced LRM-10 Pack

Overview

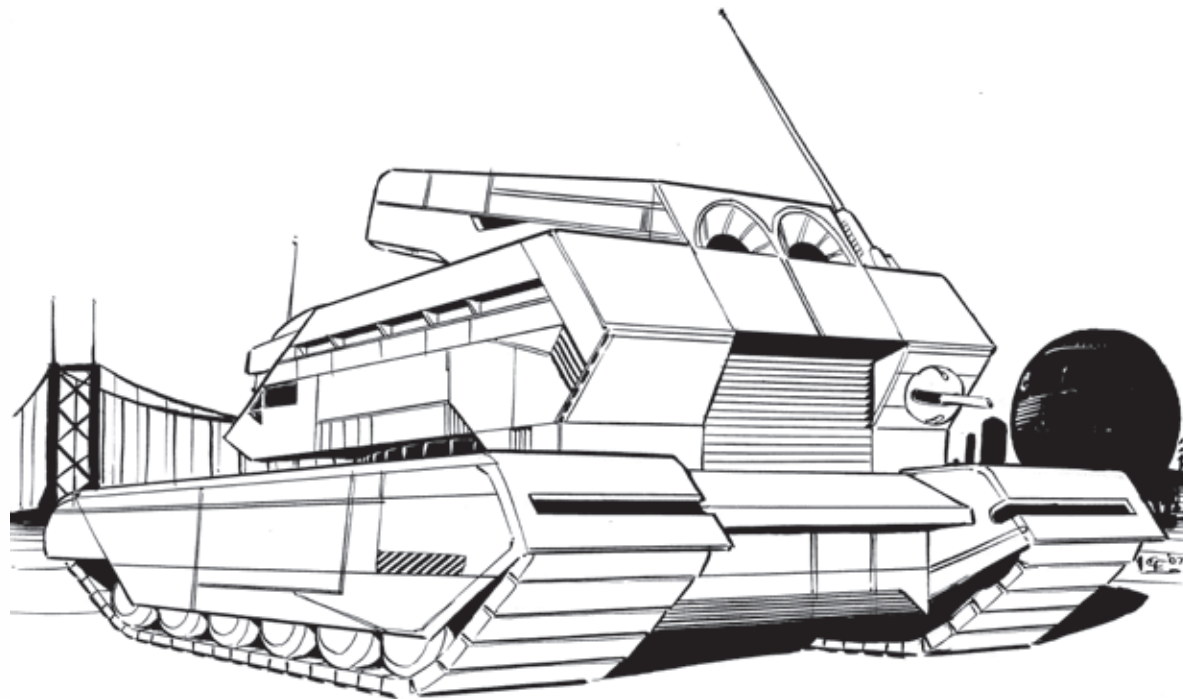
If you only book one adventure with a combat vehicle, make sure it's aboard the fully amphibious Sea Hunter. A rarely seen concept in ground combat vehicles, the Sea Hunter is based on an upgraded 3054-vintage Hunter tank chassis, but was designed to resemble its Succession Wars progenitor. Ester Miller of the Andrea County Armor Yards (a minor local refit and repair base) and her team did an excellent engineering job in obtaining this classic appearance—going so far as to mimic the Hunter's rearward Zippo flamer with a non-functioning cosmetic.

Under Miller's direction, four tons of heavy ferro-fibrous armor was installed, limiting the structural space available to the Sea Hunter, but providing eighty-two percent of the early model's protection at two-thirds of the weight. In addition, the vehicle's interior has been reconstructed to incorporate an experimental combat vehicle escape pod (CVEP) system. Similar to the life pods found aboard DropShips and other space-faring vessels, this system provides a self-contained, sealed environment capable of protecting an ejected crew until Search and Rescue (SAR) units can retrieve them. Once the tank commander gives the order, an experienced crew can board and eject the pod within ten seconds. The CVEP has a 120-meter launch range with limited directional controls, and—once grounded—can serve as a shelter against hostile environments. It's also equipped with a flotation device, which has made it a popular addition particularly in the case of this vehicle.

Additional modifications to this prototype include extra sealing around hatches and the installation of recessed, multi-directional water jets for amphibious propulsion. An increased overall hull size compared to the original (the new model is roughly a meter and a half longer, and almost two meters wider than its progenitor) enhances buoyancy, and decreases the chances of capsizing. Although the "Sea Hunter" is not intended for deployment in rough water (but is at home in the large rivers and lakes that cover Herzberg's two most populated landmasses), it is these modifications that give this vehicle its market name.

Twenty front-mounted launch tubes give the impression of the original LRM-20 system found on the early-model Hunter, but in fact these are actually two separate systems. The lower ten tubes belong to a standard long-range torpedo launcher. An enhanced LRM-10 is mounted towards the back of the hull in what is often mistaken for a turret. Though heavier and bulkier than a standard LRM rack, this prototype launcher has an improved targeting and tracking system and a reduced minimum range. Finally, the Sea Hunter has two rear-mounted mine dispensers routinely stocked with sea mines.

FrontierTech Skill Requirement: Ground Vehicle: C120



Type: "Sea Hunter" Maritime Tank
 Technology Base: Inner Sphere (Experimental)
 Movement Type: Tracked (Fully Amphibious)
 Tonnage: 35
 Battle Value: 570

Equipment		Mass
Internal Structure:		3.5
Engine:	140 XL	4
Type:	Fusion	
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		2
Amphibious Equipment:		3.5
Lift Equipment:		0
Power Amplifier:		0

Equipment		Mass
Armor Factor (Heavy Ferro):	79	4
	<i>Armor Value</i>	
Front	30	
R/L Side	18/18	
Rear	13	

Weapons and Ammo	Location	Mass
CV Escape Pod	Rear	4
2 Mine Dispensers	Rear	1
Enhanced LRM-10	Front	6
Ammo (NLRM) 12	Body	1
LR Torpedo 10	Front	5
Ammo (LRT) 12	Body	1
Cosmetic	Rear	0
(False Weapon: Flamer)		

EXPERIMENTAL

DRAKE MEDIUM STRIKE FIGHTER

Field Testing Summation: Prototype MSF Refit

Producer/Site:

Basantapur Fine Metals Aerospace Range, Colorado

Supervising Technician: Minnie Tadlock

Project Start Date: 3073

Non-Production Equipment Analysis:

Vehicular Stealth Armor

Modular Armor

Overview

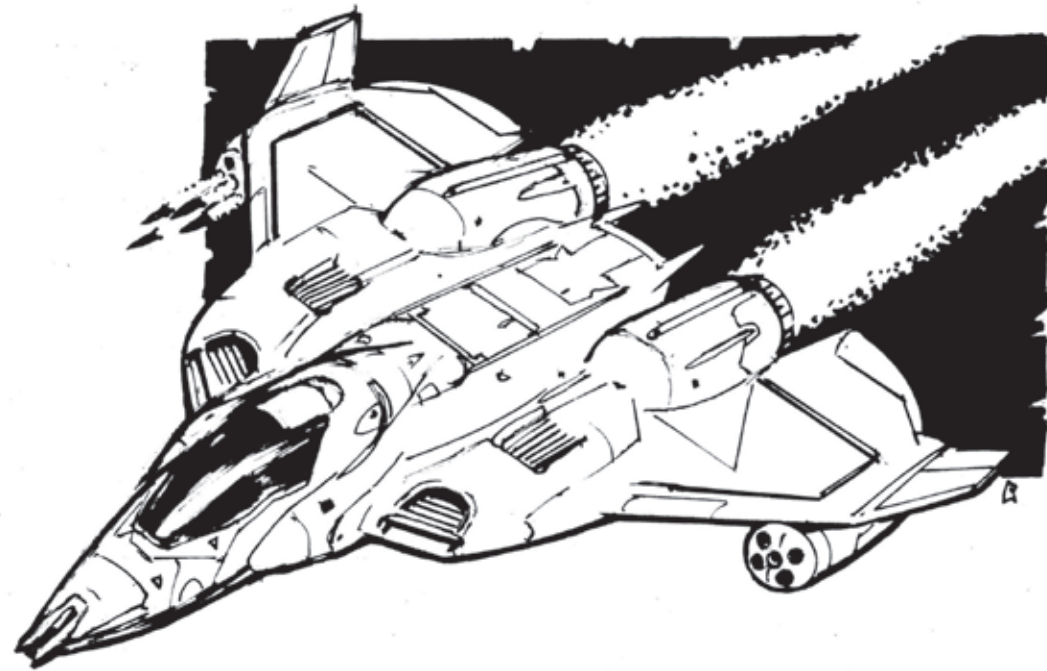
This thirty-five ton experimental design is an interesting conventional fighter refit that has emerged from an aerospace testing range owned by Basantapur Fine Metals (BFM) on Colorado. It has good maneuverability for its weight class, but sacrifices some of it for a surprise package in the form of armor protection far above what's usually supportable on a conventional airframe. Although initially dubbed the "Defender II" because it uses the same basic airframe as Amity-based Imstar Aerospace's popular medium strike fighter design, the experimental modular armor reinforcing all of the fighter's facings give it a thick, "scaled" appearance, and increased its total mass significantly.

Apparently hoping to branch into conventional aircraft sales with this new design, BFM's "Defender II" marketing campaign proved rather predictable and unimaginative. Particularly harsh critics likened their fighter refit to a flying gray brick—denigrating its lines, its colors, and its added mass in one slug line. Potential interest fell flat, and rumors began circulating that the fighter would be scrapped if interest didn't pick up.

Then Minnie Tadlock, the fighter's chief developer, re-branded her invention after arranging demonstrations at the annual Matarn air show. (Tadlock, like many aerospace engineers, continually absorbs, collates, and seeks out new information—but unlike her colleagues, she also seems to have a gift for marketing and sales that may make her more valuable to BFM in that role than she ever would have been as a simple aircraft design specialist.) Cladding the company's two showpiece fighters in a green paint scheme with added accents, she sold the company's CEO on a new name for the fighter as it wowed crowds during the show. Although the "Drake" would still likely collect mothballs when sold on the Draconis March border worlds, many FedSuns fringe worlds—for whom the conventional fighter market offers a cheap air defense option—see little offense in dragon imagery.

The Drake is perhaps the most unconventional conventional fighter ever flown. Underneath its modular armor, the design also sports one and a half tons of vehicular stealth armor that makes it hard to lock onto. With a brace of MML-3 launchers and an Exostar ER small laser, the craft isn't a powerful dogfighter like the standard MSF, but if BFM can put it into mass production, this hard-to-kill aircraft could well be more popular within a decade.

FrontierTech Skill Requirement: Aerospace Fighter: C190



Type: **Drake Medium Strike Fighter**

Technology Base: Inner Sphere (Experimental)

Tonnage: 35

Battle Value: 452

Equipment

Engine: 210
 Type: Fusion
 Safe Thrust: 6 (5)*
 Maximum Thrust: 9 (8)*

Structural Integrity: 6
 Heat Sinks: 12
 Fuel: 480
 Cockpit: 3
 Armor Factor (Vehicular Stealth): 32

Armor Value
 Nose: 10*
 Wings: 8/8*
 Aft: 6*

Mass
 13.5

Weapons and Ammo	Location	Mass	Heat	SRV	MRV	LRV	ERV
MML-3	Nose	1.5	—	2/4	2	2	—
MML-3	Nose	1.5	—	2/4	2	2	—
Ammo (MML) 80/66	Nose	2	—	—	—	—	—
ER Small Laser	Nose	.5	2	3	—	—	—
Modular Armor	Nose	1	—	—	—	—	—
Modular Armor	RW	1	—	—	—	—	—
Modular Armor	LW	1	—	—	—	—	—
Guardian ECM Suite	Aft	1.5	—	—	—	—	—
Modular Armor	Aft	1	—	—	—	—	—

*Modular Armor provides an additional 10 points per location and decreases total Thrust by 1 until all armor is eliminated.

EXPERIMENTAL

