

INTRODUCTION

INCOMING
MESSAGE

SEND

SAVE

CANCEL

DELETE

As we continue to dig into the history of the Terran Hegemony and the Age of War, we are continually amazed by the facts that we uncover. In this, the dawn of the “modern” era, many of the very concepts and “standard operating procedures” that we all have come to accept as a given had yet come into play, just as had many of the technologies we have similarly taken for granted. This was an age of wild advancement, led as always by the Terran Hegemony, but increasingly not exclusively so. The nations that we now know as the Successor States were birthed and then matured during the Age of War, and while they never eclipsed Terra, they did come close, in the process laying the foundations for the centuries to come.

In this third volume, you will find the history of some of the most iconic military units fielded during the Age of War (and beyond), such as the first BattleMechs designed and built by the Capellan Confederation, as well as the prototype *Bellerophon*, the Terran Hegemony’s second (and failed) BattleMech design. You will also find the *Liberty*-class JumpShip, which revolutionized interstellar travel. And, of course, a host of other designs that served the various different nations as they fought to advance into the modern era and unite to form the Star League.

Just as this is not the first work in this series, it is certainly not the last. Every day that our researchers pour through the Age of War archives, they uncover bits of information that shed a new light upon the history of *Homo Stellaris*. And as we do so, we uncover more and more of our own story. This is who we are.

—Dr. Saga Brest, 28 October 3079

HOW TO USE THIS BOOK

The ‘Mechs, combat vehicles, and fighters described in *Experimental Technical Readout: Primitives, Volume 3* provide players with a sampling of designs from the period of time covered by the Age of War and the rise of the First Star League. While the focus of the designs featured in this book is historical, many of the designs have modern counterparts detailed in other Technical Readouts.

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 primitive nature of these designs also utilized the RetroTech construction rules found in *Jihad Secrets: The Blake Documents*, supplemented by the Experimental-level rules presented in *Tactical Operations*.

Developer’s Addendum

Astute readers may notice that several of the designs that will appear in this and other volumes of the *XTR: Primitives* mini-series have appeared in previous *Record Sheets* books such as *Record Sheets: 3075*. This redundancy is intentional, both as a means of correcting minor errors in the original Primitive units’ stats (where conflict arises, the *Primitives XTRs* supersede) and as a means of providing a clearer and more focused treatment of the primitive machines that were contemporaries during the Age of War.

TDR-1C THUNDERBOLT

Field Testing Summation: Original *Thunderbolt* Primitive Chassis

Producer/Site: Earthwerks, Ltd., Tikonov

Supervising Engineer: Sarkia Menendez

Prototype Introduction Date: 2491

Non-Production Equipment Analysis:

Primitive Armor

Primitive Cockpit

Primitive Engine

Overview

In the closing years of the twenty-fifth century, the Capellan Confederation found itself significantly lagging behind the rest of the Inner Sphere in military technology. It was the last Inner Sphere power to develop the BattleMech and its heavy industries were still struggling to meet the combined production quality and quantity demands placed upon them by its nation's armed forces.

Victor Rezende, CEO of Tikonov-based Earthwerks, Ltd., stepped up and convinced Chancellor Hendrik Liao that his company could exceed the Confederation's production requirements. Though Earthwerks had to date only produced *BattleMechs* designed by other entities, its production capacity had been hampered significantly by a ponderous bureaucracy designed by Chancellor Jasmine Liao to prevent military conspiracy. Rezende knew that his company could do much better if only given the chance.

As Rezende finalized his agreement with Chancellor Hendrik, Earthwerks built a 'Mech assembly factory on Tikonov and absorbed the Kanayeva Design Bureau (which had created numerous military vehicle designs for the Confederation's nationalized factories). The company's first BattleMech, the *Thunderbolt*, reached prototype stage in record time, and after a similarly brief testing and evaluation phase quickly transitioned into full production.

The *Thunderbolt*, both on paper and in actuality, was an impressive BattleMech. Though some dubbed its weapons array "eclectic", the *Thunderbolt* ultimately proved to be the first effective multi-role 'Mech. Its array of laser and missile weapons could engage targets at all ranges, and proved especially effective at eliminating opposing infantry and other soft targets that its peers often found difficult to handle. At the same time it carried almost as much armor as the *Mackie*—still the gauge by which all other 'Mechs were judged. Together, these qualities made it as ideal a 'Mech for planetary assault campaigns as for defensive operations.

Earthwerks did indeed exceed the Confederation's production expectations, though minor engineering and metallurgical defects—many of the same that impacted other early Capellan 'Mechs—limited their serviceable lives more so than other nations' designs. Few of these original *Thunderbolts* remained in Capellan service until the end of the Age of War. By that time the more modern—and far more successful—TDR-5S had debuted, ultimately becoming one of the Star League's primary heavy 'Mechs after Earthwerks expanded production into several nations, especially the Free Worlds League.

Type: **Thunderbolt**

Technology Base: Inner Sphere (Primitive)

Tonnage: 65

Equipment

Internal Structure: Standard
Engine: 235 Primitive

Walking MP: 3

Running MP: 5

Jumping MP: 0

Heat Sinks: 10

Gyro: 3

Cockpit: 5

Armor Factor (Primitive): 203

Internal Structure	Armor Value
Head	9
Center Torso	30
Center Torso (rear)	10
R/L Torso	24
R/L Torso (rear)	6
R/L Arm	20
R/L Leg	27

Head 3

Center Torso 21

Center Torso (rear) 15

R/L Torso 10

R/L Torso (rear) 10

R/L Arm 15

R/L Leg 15

Weapons and Ammo

Location	Critical	Tonnage
Large Laser RA	2	5
LRM 15 RT	3	7
SRM 2 RT	1	1
Ammo (LRM) 8 RT	1	1
Ammo (LRM) 8 CT	1	1
Ammo (SRM) 50 CT	1	1
3 Medium Lasers LT	3	3
2 Machine Guns LA	2	1
Ammo (MG) 100 LA	1	.5

Notes: Features the following Design Quirks: Difficult to Maintain, Multi-Trac, Poor Workmanship, Obsolete/2509

Mass

6.5

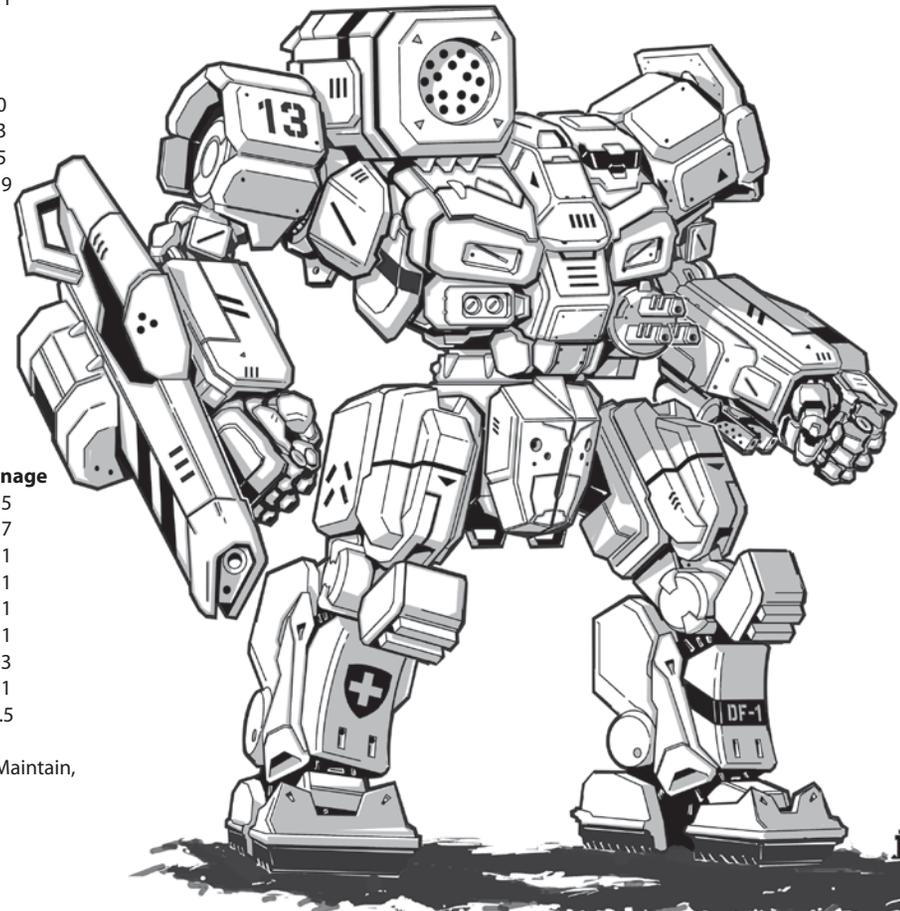
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EXPERIMENTAL

ALACORN HEAVY TANK

Field Testing Summation: Original Alacorn Heavy Tank Prototypes

Producer/Site: Corben Motors, New Earth

Supervising Engineer: Teremar Olmin

Prototype Introduction Date: 2561

Non-Production Equipment Analysis:

Prototype Ferro-Fibrous Armor

Overview

In the years immediately preceding the official formation of the Star League, even as Director-General Ian Cameron continued to negotiate with the leaders of the other five Inner Sphere nations to create the greatest alliance Humanity had ever seen, the Terran Hegemony fought bitterly to remain the clear technological leader within the Human Sphere. As such, the Hegemony Armed Forces maintained a policy of open competitions, making it easy for defense contractors willing to spend their own R&D money to submit design proposals. Corben Motors took advantage of this program with the Alacorn heavy tank in 2559. The design they submitted, employing the principle of "overkill", came in two models—each mounting three heavy autocannon in its turret. The Mk. I Alacorn was the most promising option—its three class-10 autocannon gave it more firepower than any tank in service (and most 'Mechs, for that matter) while its more than ten tons of Ferro-Fibrous armor likewise provided better protection than any standard tank in service. The Mk. II was interesting because it carried three of the devastating class-20 autocannon, though its short range, insufficient three-ton ammunition bin and mere six tons of armor all but ensured the HAF did not look long at the design. The evaluators put the Mk. I through a full series of combat trials, but ultimately rejected the tank. Though it possessed superior firepower, its revolutionary armor proved brittle and easily defeated, no matter the adjustments Corben's engineers made to the armor forging process over the course of three years of evaluations.

The HAF passed on the Alacorn, but the company revisited the design a decade later, this time investing in the use of an extralight fusion engine. It took Corben's engineering team almost five years to properly integrate the new engine, debuting the Mk. III and IV for approval. The new SLDF accepted both for production, but commissioned only a few hundred of each—not enough for Corben Motors to recover from the massive R&D and pre-production costs. The company fell into bankruptcy as a result, but was bought out by New Earth Trading Company, which delivered the Mk. IIIs and IVs to the SLDF. The SLDF later passed on its upgraded Mk. V—really just a Mk. III mounting now-perfected Ferro-Fibrous armor, but NETC soon rolled out what is now known as the standard Alacorn Mk. VI—mounting three of the still-experimental, but massively powerful Gauss rifles—in 2587.

Type: **Alacorn Mk. I Heavy Tank**

Technology Base: Inner Sphere

Tonnage: 95 tons

Movement Type: Tracked

Equipment		Mass
Internal Structure	Standard	9.5
Engine:	285	25
Type:	Fusion	
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		5
Turret:		4
Armor Factor (Ferro):	188	10.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	10	40
R/L Side	10/10	40/40
Rear	10	28
Turret	10	40

Weapons and Ammo	Location	Tonnage
3 AC/10	Turret	36
Ammo (AC) 50	Body	5

Notes: Features the following Design Quirks: Difficult to Maintain, Improved Communications, Poor Performance, Trailer Hitch, Obsolete/2587

Type: **Alacorn Mk. II Heavy Tank**

Technology Base: Inner Sphere

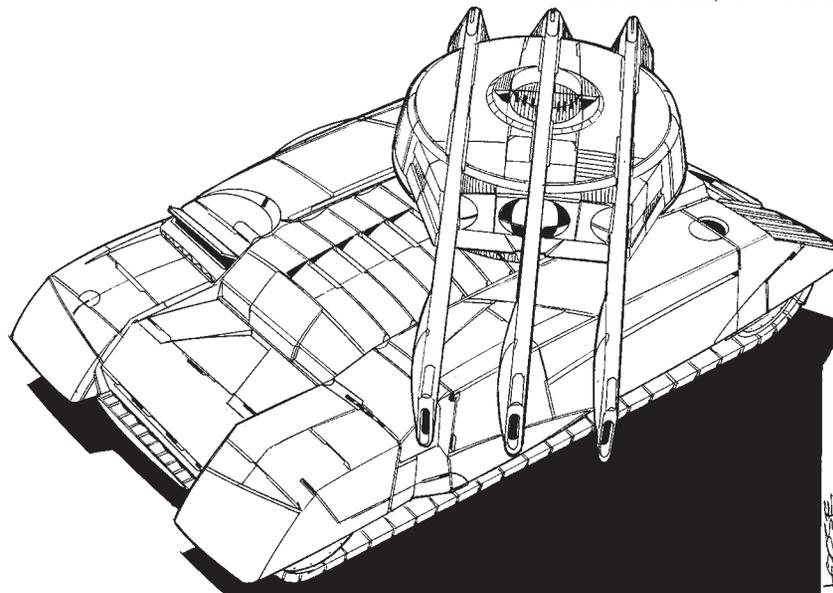
Tonnage: 95 tons

Movement Type: Tracked

Equipment		Mass
Internal Structure	Standard	9.5
Engine:	285	25
Type:	Fusion	
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		5
Turret:		4.5
Armor Factor (Ferro):	107	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	10	23
R/L Side	10/10	23/23
Rear	10	15
Turret	10	23

Weapons and Ammo	Location	Tonnage
3 AC/20	Turret	42
Ammo (AC) 15	Body	3

Notes: Features the following Design Quirks: Difficult to Maintain, Improved Communications, Poor Performance, Trailer Hitch, Obsolete/2587



EXPERIMENTAL

CZAR DROPSHIP

Field Testing Summation: Early Military DropShip

Producer/Site: Deimos Clipperships, Mars

Supervising Engineer: Calgary von Wong

Prototype Introduction Date: 2462

Non-Production Equipment Analysis:

Prototype DropShip K-F Boom

Overview

In the early centuries of space travel, JumpShips carried cargo and passenger spacecraft—classes of ships known as DropShuttles and DropShips—in internal cargo bays as they jumped from system to system. There was almost no standardization of design in this early age of space travel, though most DropShips tended to mass on the low end. There were, of course, exceptions to the rule, but the majority of ships in use looked more like overgrown shuttles than mass cargo carriers.

That trend began to change in the twenty-fifth century as large DropShips designed specifically to move cargoes between planets and system transfer stations began to enter service. Deimos Clipperships of Mars entered that arena in 2422 with the debut of the *Clippership IV*. Though a small ship by today's standards, its four thousand ton cargo capacity made it a very popular throughout the Terran Hegemony, and brought the company into partnership with Blue Nose Interstellar Technologies, a fellow Martian company that looked toward nothing more than revolutionizing interstellar transportation.

Deimos Clipperships built the *DCS Nimbus III*, a modified *Clippership IV*, which made the first hyperspace jump by an externally mounted DropShip in 2458 on the *BNS Olympus*. Within a decade, the company began producing the *Clippership V*, a model *IV* with the additional docking ring and K-F boom necessary for hyperspace travel. In response to an HAF Request for Proposals, they also debuted the *Czar*-class DropShip. Based on the proven *Clippership IV* hull, it included relatively heavy self-defense armaments and further split the top cargo deck into three personnel decks that provided berthing, recreation, and dining space for more than a thousand personnel. Up to four full standard infantry battalions could be carried on this ship (as well as some 3,800 tons of cargo). Alternately, the berthing space and cargo decks could be reconfigured to carry a far more comfortable battalion of armor and mechanized infantry (the development of dedicated combat vehicle cubicles with crew berthing space was still many decades away).

The HAF began buying the *Czar* in 2468, and soon made it the standard combat transport for its designated invasion regiments, mating it with three other *Czars* and a *Liberty* Jumpship to transport an assault brigade. It served the HAF, and later the SLDF, for nearly three centuries—including a number that were converted to carry four lances of *BattleMechs* and a company of light armor—until replaced in service by larger dedicated troop and cargo ships. Decommissioned SLDF *Czars* nonetheless remained in civilian service for many years longer, with a handful of ancient models reportedly still operating on deep space transport routes.

Name: *Czar*-class DropShip

Type: Civilian Spheroid

Use: Combat Transport

Tech: Inner Sphere

Introduced: 2468

Mass: 6,400 tons

Dimensions

Length: 82 meters

Width: 82 meters

Height: 99 meters

Fuel: 150 tons (4,500)

Tons/Burn-Day: 3.37

Safe Thrust: 3

Maximum Thrust: 5

Heat Sinks: 112

Structural Integrity: 7

Armor

Nose: 98

Sides: 74

Aft: 50

Cargo

Bay 1: Small Craft (1)	1 Door
Bay 2: Infantry (18 foot platoons)	1 Door
Bay 3: Infantry (18 foot platoons)	1 Door
Bay 4: Cargo (1,900 tons)	2 Doors
Bay 5: Cargo (1,901 tons)	2 Doors

Life Boats: 10

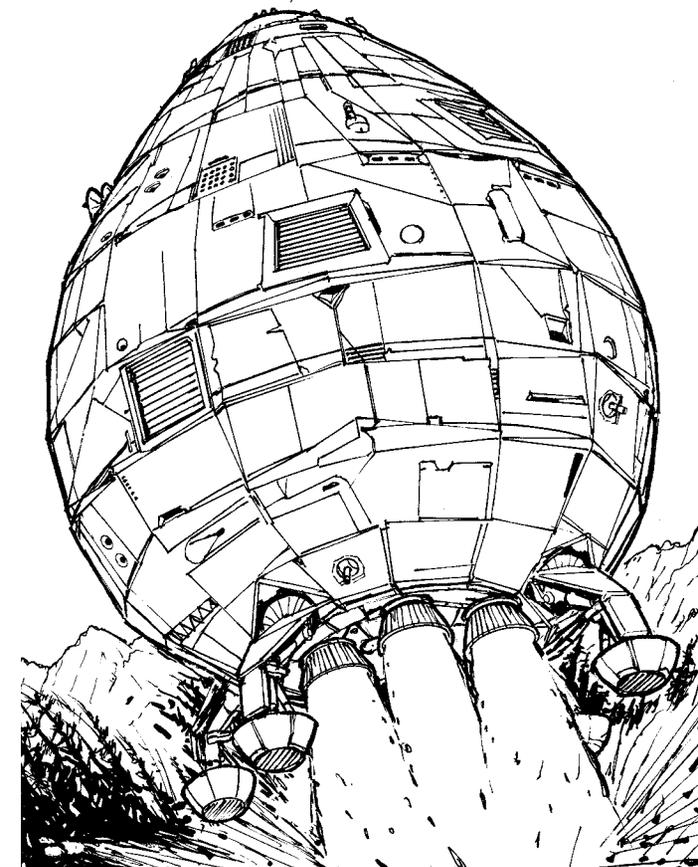
Escape Pods: 4

Crew: 9 Officers, 35 Enlisted/Non-rated, 10 Gunners, 1,013 Bay Personnel

Ammunition: None.

Notes: Mounts 25 tons of primitive DropShip armor. Features the following Design Quirks: Atmospheric Flight instability, Difficult to Maintain, Docking Arms, Improved Targeting (Short Range), Sensor Ghosts, Obsolete/2740

Weapons Arc (Heat) Type	Heat	Capital Attack Values (Standard)				Class
		Short	Medium	Long	Extreme	
Nose (28 heat)						
2 Large Lasers	28	4 (36)	2 (16)	—	—	Laser
4 Medium Lasers						
FL/FR (28 heat)						
2 Large Lasers	28	4 (36)	2 (16)	—	—	Laser
4 Medium Lasers						
AL/AR Aft (28 heat)						
2 Large Lasers	28	4 (36)	2 (16)	—	—	Laser
4 Medium Lasers						
Aft (28 heat)						
2 Large Lasers	28	4 (36)	2 (16)	—	—	Laser
4 Medium Lasers						



EXPERIMENTAL