

INTRODUCTION

The death of the Free Worlds League during the Jihad of the last century is often regarded, even more than the formation of the Republic, as one of the defining moments of that conflict. Its reformation in the thirty-second century was a combination of urgent need and long-sought ambition, but it's impossible to dismiss Jessica Marik's new realm as irrelevant. Though struggling beneath the legacy of the combined Clan Wolf-Lyran Commonwealth assault, the Leaguers remain powerful and, as evidenced by their rebuilding programs, are growing stronger.

Though neither Regulus nor Andurien, nor a number of independent worlds, deigned to join, the people of the reborn League are proud and steadily building a new national identity. It helps that much of the young League's history has been filled with conflict; there are few more melding experiences than fighting against the hordes of Clan Wolf and the Lyran Commonwealth. Though they were able to survive until the nascent Wolf Empire turned on its Lyran allies, and their new solidarity has held them in good stead against the Trials of the Wolves and the low-level conflicts with the Regulans and Anduriens, much work remains to be done if the realm is to survive.

Regulus and Andurien have resisted overtures to reintegrate with the League, though both realms for different reasons. The Anduriens, with ever-closer ties to the Capellan Confederation, have no need to return to the fold. The Regulans, ever-proud and spiteful, simply refuse.

The campaigns against the Wolves demonstrated that the Free Worlds League Military still has a long way to go if it hopes to stand against the rising frontline armies of other Inner Sphere combatants. Military industries are still spooling up even as they deal with the new unified procurement system. Each of the provincial militaries has decades of experience finding "the right way" to do things, and unlearning—or combining—that experience is proving to be a massive headache for the LCCC.

Much institutional experience is available to the League, of course. The years between the League's death and its rebirth were as filled with low-level conflict as any other years in the Inner Sphere, but what is lacking is strategic experience. The generals and colonels now filling FWLM billets are used to operating on their provincial worlds, but operating across a reborn League is proving difficult. Much of the efforts of the warden-general's office is taken up with doctrine and tactics studies even as the regiments and battalions try to come to grips with new operational realities.

Whatever the headaches, however, the League is proving a powerful entity. The massive strides its armaments industries have made in working toward that standardization are nothing short of miraculous, considering the lack of hyperpulse communication, the invasions and amalgamations that have taken place, and the sheer chaos that has erupted across the Inner Sphere. The new equipment filtering into the regiments is the equal or better of any in the Inner Sphere, and those found in the Anduriens and Regulans' arsenals are just as powerful.

—Paladin Janella Lakewood
12 October 3145

GAME NOTES

Technical Readout: 3145 (Free Worlds League) covers a wide breadth of units and equipment. To understand how these various units plug into the core *BattleTech* rulebooks, it's useful to cover how the various rulebooks interact.

Standard Rules

The *Total Warfare (TW)* and *TechManual (TM)* rulebooks present the core game and construction rules for *BattleTech (BT)*, otherwise referred to as the standard rules. In addition, to reflect the advancement and proliferation of new technologies, several Advanced Rules items from *Tactical Operations* have been reclassified as Standard Rules items for games set in the Dark Age era.

Advanced Rules

Beyond the standard rules a legion of advanced rules exists, allowing players to expand their games in any direction they desire. In an effort to bring these rules to players in the most logical form possible, the advanced rules are contained in three “staging” core rulebooks, each one staging up and building off of the previous rules set.

Tactical Operations (TO) is the first in the “staging” advanced rulebooks. Its focus is on special situations and advanced terrain during game play, and applies directly to a game as it unfolds on a world in the *BattleTech* universe.

Strategic Operations (SO) is the second “staging” advanced rulebook. It stages a player up to the next logical area of play, focusing on “in a solar system” and multi-game play.

Interstellar Operations (IO) is the third and final “staging” advanced rulebook. Players are staged up to the final level of play, where they can assume the roles of a House lord or Clan Khan and dominate the galaxy.

HOW TO USE THIS TECHNICAL READOUT

Complete rules for using Mechs, vehicles, infantry, battle armor, fighters, and DropShips in *BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*; some equipment is detailed in *Tactical Operations*. The rules for using JumpShips and WarShips, as well as their construction rules, can be found in *Strategic Operations*.

The following three definitions are used to clarify the various types of equipment that appear in *Technical Readout: 3145 (Free Worlds League)* and are presented in the standard and advanced rulebooks.

Standard: most of these work with *Total Warfare* rules only, but some Advanced rules items may be present, requiring *Tactical Operations* for full effect.

Advanced: Any equipment mass produced “in universe”; must have *Tactical Operations* and/or *Strategic Operations*, in addition to *Total Warfare*, to use.

Experimental Rules: Any equipment not mass produced “in universe” because it is prohibitively expensive, extraordinarily sophisticated, exceedingly difficult to maintain or simply deemed too unreliable or restrictive for widespread deployment; must have *Tactical Operations* and/or *Strategic Operations*, in addition to *Total Warfare*, to use.

Design Quirks

Every unit described in *Technical Readout: 3145 (Free Worlds League)* may have one or more listed positive and/or negative Design Quirks (see p. 193, *SO* and p. 204, *TRO: Prototypes*). These quirks are included to give each design a unique flavor. Use of these quirks is optional and should be agreed upon by all players before play begins.

LEONIDAS BATTLE ARMOR

The Leonidas battle armor was developed at the turn of the century to fill a gap in Oriente's military capabilities caused by a scarcity of the Achilles stealth suit. It proved more than adequate to replace the older suit and was soon exported widely across the Inner Sphere and even nearby Periphery realms. The successes achieved by soldiers armed with the Leonidas suit are a testimony to its value as well as a warning about neglecting proper reconnaissance and screening elements.

CAPABILITIES

The Leonidas suit is ideal for battlefield missions such as positional infiltration, ambush, artillery spotting, and counterinsurgency patrol. The modular weapons mount allows the battlesuit to readily switch between support, scouting, and attack roles for maximum tactical flexibility.

DEPLOYMENT

The Leonidas suit is deployed extensively by FWLM forces. Decades of exports to the mercenary market, the Capellan Confederation, the Magistracy, and even the Marian Hegemony provided a strong production base for the suit. Once the League was reformed production was largely, but not entirely, rerouted to equipping Oriente's fellow provinces. Given the suit's capabilities, they are frequently reserved for more experienced and better-trained infantry soldiers.

One particularly successful use of the suit was in early December 3142, during the Fourth Battle of Tamarind. One week prior to the final

FWLM assault Duke Fontaine Marik established a volunteer platoon to infiltrate his former capital, Zanzibar. Calling themselves the *Hombres Locos* after a Gibraltar street gang, the platoon snuck through the 'Mech patrols around the suburbs of Zanzibar and stole into the city interior under the cover of rubble. Native urban guerrillas provided the *Hombres* with help evading infantry patrols and locating a key command post of the Eleventh Lyran Guards.

H-Hour for the assault on Zanzibar came before the dawn, and the *Hombres* assaulted the command post mere minutes before. A number of the suits had been smuggled into a nearby building from the sewers below, and blew out of the storefront as a complete surprise to the defenders. Lyran infantry proved little match for the battlesuits, and in the space of minutes the *Hombres* annihilated an infantry regiment's command staff.

For several additional hours the *Hombres* operated in Zanzibar, with TAG-equipped suits designating targets for homing rounds fired by Tamarind artillery. Sporadic clashes with conventional Lyran forces happened throughout, but it was only during their exfiltration that the *Hombres* were confronted by Lyran BattleMechs. A lance of Guards 'Mechs, responding to an advance by the First Tamarind Regulars, stumbled over the platoon as they were making their way out of a northern suburb. The *Hombres* commander and her first squad had enough warning to set up an ambush, swarming and damaging a couple of the 'Mechs and buying time for the remainder of the unit to escape.

A less successful example of the Leonidas in action dates from 3133, during an attempted Capellan infiltration on Styk a few months after the Blackout. The Capellan DropShip was tracked and the planetary militia mobilized in time to intercept the force in the wilderness outside the capital of Lorelei. Unsurprisingly, the Leonidas fared poorly when the freedom to choose when and where the battle took place was denied. By aggressively maintaining contact the Republic militia destroyed the entire infiltration force, including the platoon of Leonidas suits.

NOTABLE UNITS

Captain Zahira Esteban: While in charge of the *Hombres Locos* Captain Esteban lost an arm taking down a Lyran *Zeus*. Once she was recovered from captivity she accepted an advanced prosthetic to remain combat capable. Her choice ran afoul of the League's rabid prejudice against bionics, though Duke Fontaine Marik has chosen to support her as part of a campaign to promote rehabilitation of wounded FWLM soldiers.

Sergeant Eugenios Tsakolov: Sergeant Tsakolov leads a squad of Leonidas battle armor for the Order of St. Louis, which he has dubbed the Sacred Band in a misinformed attempt to honor his Spartan "ancestors." Tsakolov's hulking figure, inherited from his former-Elemental mother, has dissuaded Knight-Commander Grandin from correcting his grasp of history.

LEONIDAS BATTLE ARMOR

Type: Leonidas
Manufacturer: Etna Foundries
Primary Factory: Oriente
Equipment Rating: F/X-X-F

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

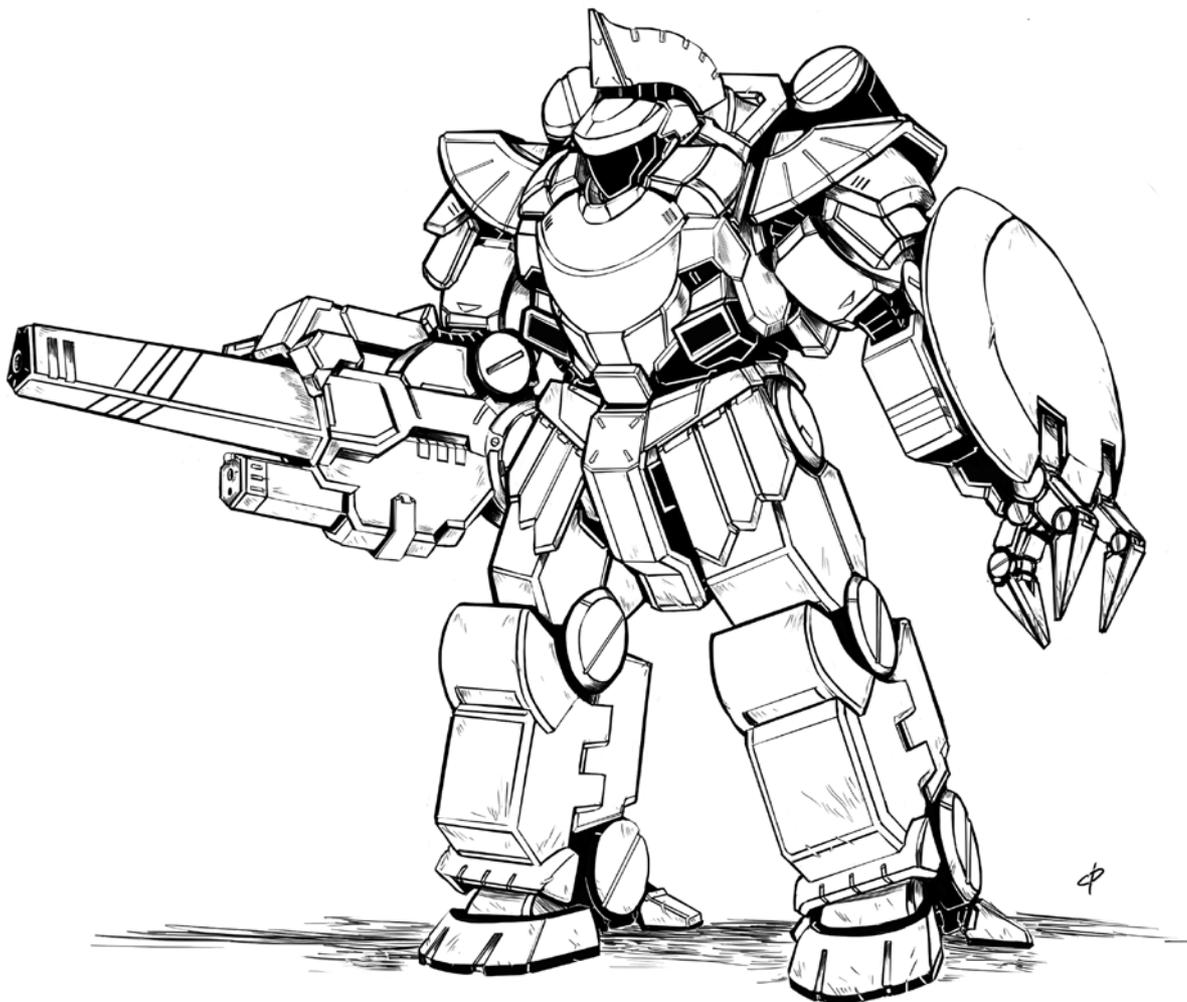
Battle Value:

36 (David)
 33 (MG)
 28 (Firedrake)
 25 (TAG)
 27 (Sensor)

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

Equipment	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	3	80 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	None	0 kg
Left Arm:	Heavy Battle Claw	20 kg
Armor:	Standard Stealth 4	360 kg
Armor Value:	6 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Tonnage
Modular Weapon Mount	RA	1 (1)	10 kg
David Light Gauss Rifle (15)	—	1	100 kg
Machine Gun (50)	—	1	100 kg
Firedrake Support Needler (30)	—	1	50 kg
Light TAG (60)	—	1	35 kg
Improved Sensors	—	1	65 kg
Anti-Personnel Weapon Mount	RA	1	5 kg
Angel ECM Suite	Body	3	250 kg



R10 MECHANIZED ICV

Mass: 45 tons

Movement Type: Wheeled

Power Plant: GM 205 XL Fusion

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Armor: Kallon FWL Special Ferro-Fibrous

Armament:

18 tons of pod space available
(maximum of 15 tons in turret)

Manufacturer: Exeter Organization

Primary Factory: Keystone

Communications System: Exeter Longscan

Targeting and Tracking System: Salamander
Systems Multi-Lock

A common complaint among infantrymen regarding run-of-the-mill armored personnel carriers is that they focus on a single goal: getting their cargo to a specific point by any means necessary. Once the delivery is made, deposited infantry often find themselves at the mercy of enemy fire without any true fire support. Exeter Organization's R10 Mechanized Infantry Combat Vehicle attempted to address this problem by creating what both battle-armored and conventional infantry platoons often refer to as an "APC with teeth." Given the choice between a standard APC or an R10, the average infantryman will choose the R10 every time.

The R10 ICV was born from Exeter's goal of marrying OmniVehicle technology with infantry support vehicles in a way that would make the hardware affordable for both well-funded infantry regiments and small planetary militias alike. The result far surpassed expectations in terms of firepower, flexibility, and overall satisfaction.

CAPABILITIES

Modular technology allows the R10 to take on a number of battlefield roles to supplement infantry operations. The most common R10 configuration's large infantry bay allows the ICV to carry far more infantry platoons or battle armor squads to trouble spots than many heavier troop carriers can. In addition to mounting adequate armor, all R10 configurations further protect both the crew and its sizeable infantry complement against battlefield catastrophes by incorporating CASE. Turret-mounted weaponry affords deployed infantry with a full range of offensive tactical options unavailable to most troop carriers.

DEPLOYMENT

Although originally developed for the defunct Army of the Marik-Stewart Commonwealth, the R10 has widely proliferated to several bordering nations. The Wolf Empire controls the primary factory, but the Wolves still permit export of the ICV.

The first notable test of the R10's efficiency came in 3101, when a Marian Hegemony raid by the IV Legio struck Romita in the Rim Commonality. The planetary militia, unable to blunt the attack, was forced to spread itself thin to avoid being overwhelmed. Attempting to cover civilian evacuation in the city of Ragno, militia troops used their recently acquired fleet of R10s to reach critical positions. During the evacuation, MHAF battle armor blockaded a major thoroughfare leading out of the city. While under fire, the R10s moved militia infantry to key positions to break the blockade. Once

the troops debarked and took cover, the R10s offered fire support, distracting the Marian battle armor away from the infantry's movements; this allowed the militia to blindside the enemy. Romita's militia was then able to hold out until a First Rim Commonality Guards company could arrive to eject Marian forces from the city.

VARIANTS

The R10 Coolant Truck is a non-Omni version that replaces the standard model's turret with more than twenty tons of liquid storage. On water-poor worlds, this variant often functions as a transport for potable water, which keeps troops hydrated.

NOTABLE UNITS

Sergeant Gunther Strauss: A member of the First Marik Protectors' Twenty-second Mechanized Infantry Battalion, Sergeant Strauss most often leads his R10 platoon on rescue missions. Unless mission parameters dictate otherwise, Strauss keeps his personal R10's infantry compartment empty while in the field, which allows him to take on as many refugees as the compartment will hold.

R10 MECHANIZED ICV

Type: **R10**
 Technology Base: Inner Sphere
 Movement Type: Wheeled
 Tonnage: 45
 Battle Value: 746

Notes: Features the following Design Quirks: Easy to Maintain, Poor Targeting (Long Range).

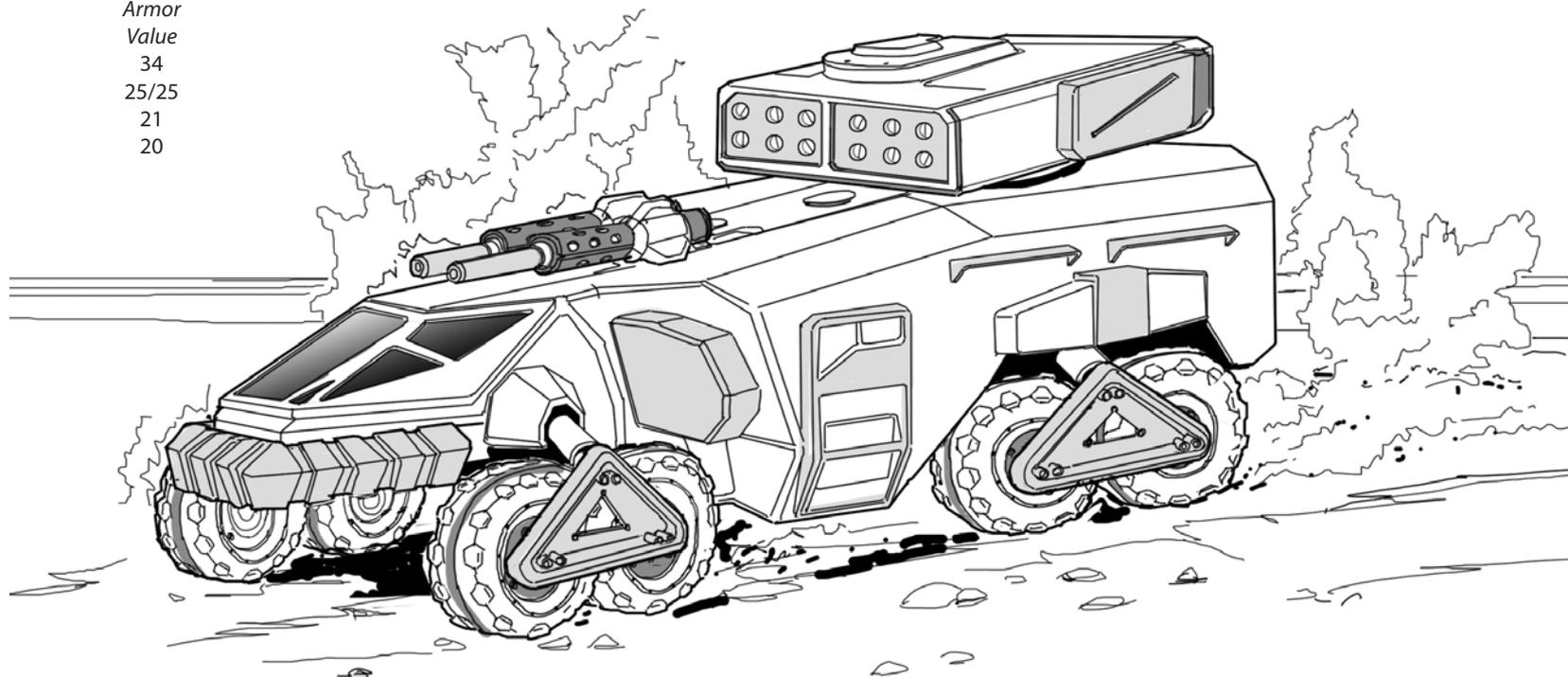
Equipment		Mass
Internal Structure:		4.5
Engine:	205	7
Type:	XL Fusion	
Cruise MP:	5	
Flank MP:	8	
Heat Sinks:	10	0
Control Equipment:		2.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		1.5
Armor Factor (Ferro):	125	7
	<i>Armor Value</i>	
Front	34	
R/L Side	25/25	
Rear	21	
Turret	20	

Fixed Equipment	Location	Tonnage
CASE	Body	.5
Infantry Compartment	Body	4

Weapons and Ammo	Location	Tonnage
<i>Primary Configuration</i>		
2 SRM 6	Turret	6
Ammo (SRM) 30	Body	2
2 ER Medium Lasers	Front	2
Infantry Compartment	Body	8

Weapons and Ammo	Location	Tonnage
<i>Alternate Configuration A</i>		
2 Light AC/5	Turret	10
Ammo (Light AC) 40	Body	2
2 Medium Lasers	Turret	2
2 Medium Lasers	Front	2
2 Heat Sinks	Body	2
Battle Value: 839		

Weapons and Ammo	Location	Tonnage
<i>Alternate Configuration B</i>		
LB 10-X AC	Turret	11
Ammo (LB-X) 40	Body	2
2 Small Pulse Lasers	Front	2
Beagle Active Probe	Body	1.5
Guardian ECM Suite	Body	1.5
Battle Value: 756		



GBT-1G GAMBIT

Mass: 25 tons
Chassis: X-G266 Endo Steel
Power Plant: Omni 175 Light
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Jump Jets: None
Jump Capacity: None
Armor: Kallon Royalstar with CASE
Armament:
2 Fusigon Shorttooth Light Particle
Projection Cannons
1 Holly 3-Tube Multi-Missile Launcher
Manufacturer: Adam Tech Industries
Primary Factory: Abadan
Communications System: Garret T20-C
Targeting & Tracking System: Dynatec 1122

The second offering from a new player in the BattleMech market, the *Gambit* delivers a solid chassis, purpose-built for long range combat. The *Gambit* can bring its PPCs to bear on targets directly behind the 'Mech thanks to a revolutionary actuator system, and also features some of the most popular products on the market, including heat sinks, myomer bundles, and armor plating. Combined with straightforward maintenance, the *Gambit* has been winning over technicians since its introduction in 3136.

CAPABILITIES

The *Gambit* features a rugged and durable targeting system, popular with many MechWarriors for its fully customizable HUD. Married to the award-winning Garret comm system, the *Gambit's* electronics deliver reliability. Clearly designed for the modern battlefield, the cockpit ingress port is built to withstand most battle armor-scale weapons for a full ten seconds, yet still features a reliable emergency release system.

DEPLOYMENT

Lyons hired two different mercenary units to augment its defenses in August 3136. Cunningham's Cutthroats and Zelandia Unbound were two upstart company-sized outfits looking for an opportunity to settle scores with the Jade Falcons. They were preparing defenses near the Fedkirk Badlands when everything went sideways. Reports are contradictory regarding whether Cunningham or Samir of the Zelandia fired first, but within five minutes, Samir's *Ninja-To* was a smoking ruin and Cunningham's entire command lance had gone weapons free.

Both commands were spread over dozens of square kilometers, with Zelandia's recon lance the closest to the fighting, and also the least capable of intervening. At least, that's what Cunningham assumed. By the time Zelandia's scouts reached the battle, Cunningham's *Atlas* was the only 'Mech still fully functional. Although Samir's lancemates had fought valiantly, Zelandia's command lance had been decimated. Any notion Cunningham had that he could stand against Zelandia's recon lance was quickly disabused when a pair of *Gambits* and two *Havocs* engaged his *Atlas*.

Cunningham withdrew into the Badlands, where the exceptional heat and hostile environment limited his maneuverability but also forced his pursuers onto a narrow path surrounded by boiling mud lakes. This allowed Cunningham to bring all his weapons to bear and forced the Zelandia 'Mechs to approach one at a time. Cunningham stood his ground for nearly half an hour at the Colossus of Lyons mud geyser, trading long-range shots with the pursuing lance before retreating deeper into the badlands. After several hours of chase, one *Havoc* and one *Gambit* had been downed and Cunningham had exhausted the ammunition for his Gauss rifle.

Still armed with ER large lasers, Cunningham continued his fighting withdrawal.

The pursuing 'Mechs cornered him near the top of Mercy Falls—a towering hundred-meter drop into hot sulfurous water. Although Cunningham appeared to consider jumping several times, he ultimately held his ground, but finally surrendered when Zelandia's fire support lance joined the fray. After Cunningham's capture, he was convicted by a kangaroo court and left to rot in prison until the Jade Falcons conquered the world almost a decade later.

Many have speculated about the Lyons Incident, but only three command lance members (two from Zelandia and one from the Cutthroats) survived, and none have volunteered any useful explanations.

VARIANTS

The GBT-1L variant drops the Holly 3-Tube in favor of a targeting computer and TAG. The improved accuracy and lack of ammunition dependent systems has made it extremely popular.

NOTABLE UNITS

Captain Jenn Talcred: Talcred commanded the recon lance of Zelandia Unbound. She cut her teeth in the fighting after Gray Monday, and had been a staunch supporter of Samir until the conflict on Lyons. Her quick thinking and dogged determination in pursuing a superior foe ultimately saw Cunningham brought down. She split with Zelandia Unbound in '38, starting her own mercenary unit with one surviving member of her recon lance: Zelandia Gold. Slightly over a company in strength, Zelandia Gold saw action defending Republic worlds against Clan Wolf in 3137, and recently joined the Galatean Defense League.

GBT-1G GAMBIT

Type: **Gambit**

Technology Base: Inner Sphere

Tonnage: 25

Battle Value: 777

Equipment

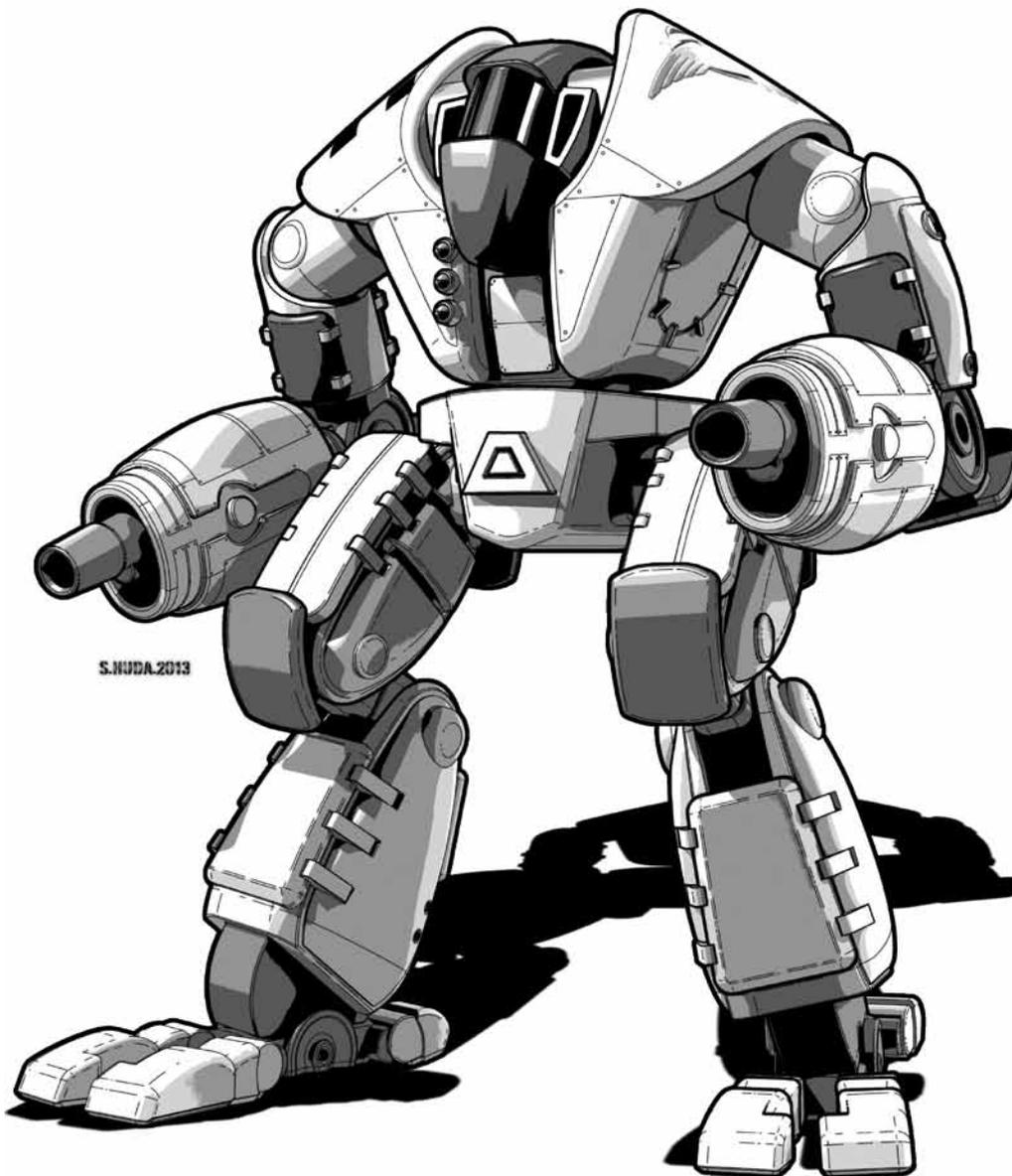
	Endo Steel	175 Light	Mass
Internal Structure:			1.5
Engine:			5.5
Walking MP:	7		
Running MP:	11		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro (XL):			1
Cockpit:			3
Armor Factor:	80		5

	Internal Structure	Armor Value
Head	3	6
Center Torso	8	13
Center Torso (rear)		3
R/L Torso	6	10
R/L Torso (rear)		2
R/L Arm	4	7
R/L Leg	6	10

Weapons and Ammo

	Location	Critical	Tonnage
Light PPC	RA	2	3
MML 3	RT	2	1.5
Ammo (MML) 40/33	RT	1	1
CASE	RT	1	.5
Light PPC	LA	2	3

Notes: Features the following Design Quirks: Hyper-extending Actuators.



QSM-3D QUASIMODO

Mass: 55 tons

Chassis: Crucis Type V

Power Plant: Hermes 275 XL

Cruising Speed: 54 kph, 64 kph with TSM

Maximum Speed: 86 kph, 97 kph with TSM

Jump Jets: Rawlings 45

Jump Capacity: 150 meters

Armor: Durallex Tensile-4 with Kallon Nimbus

Blue Shield Particle Field Damper

Armament:

3 Diverse Optics Type 47V

Medium Variable-Speed Pulse Lasers

2 Magna Mk. VI Extended-Range

Medium Lasers

1 Magna Mk. IV Extended-Range

Small Laser

Manufacturer: Kali Yama/Alphard Trading Corp.

Primary Factory: Kendall

Communications System: Omicron 4002

Networking Channel

Targeting & Tracking System: TRSS Eagle Eye

With countless *Hunchbacks* named Quasimodo in the history of the Inner Sphere, Kali Yama and the Alphard Trading Company collaborated to rebuild a factory on the damaged world of Kendall that is producing the next generation *Hunchback*, the *Quasimodo*.

CAPABILITIES

Ten percent heavier than its predecessor, the *Quasimodo* is also twenty percent faster and is reminiscent of the 4P variant of the *Hunchback*, mounting solely laser weapons. Adding jump jets that aren't unheard of in a *Hunchback* improves the mobility of the *Quasimodo*, but the powerful triple-strength myomers and experimental blue shield help make the *Quasimodo* stand out as a brawler very different from its ancestor.

DEPLOYMENT

The first appearance of the *Quasimodo* wasn't in a demonstration or tradeshow, but rather in one of the biggest Solaris matches of 3140. Yuki "Black Razor" Saysangkhi had burst onto the Solaris scene earlier that year, showing up out of nowhere with a pristine *Hellstar* and obliterating nine straight opponents thanks to the firepower of the Clan 'Mech. Seeing a potential marketing coup, Kali Yama offered Sarah "Mortice" Ravenion a *Quasimodo* instead of her usual *Caesar*.

The match started off with Ravenion hiding behind cover as she advanced toward Saysangkhi's *Hellstar*. The combat seemed to be short-lived as she cleared a grove of trees to find the *Hellstar* directly in front of her, triggering all four particle cannons. Three hit, including one to the head of the *Quasimodo*. The momentum quickly shifted when she kept coming, unleashing a full barrage of her lasers. The thick armor of the assault 'Mech easily withstood that blast, but she slipped behind Saysangkhi and mauled his rear armor plating. He recovered and swung his 'Mech around to unleash a full barrage on her, but she leapt behind the tree line.

Rather than play a game of cat-and-mouse, Saysangkhi began systematically cutting down trees with his PPCs. Ravenion came sprinting back out, her armor breached in a few spots by her opponent, but a swift kick caved in the knee of the *Hellstar*. It fell, but Saysangkhi quickly brought it upright, only to have the *Quasimodo* use a combination of lasers and fists to rip into the back of his machine, shattering heat sinks, particle cannons and engine shielding. Saysangkhi surrendered to save his 'Mech, but his career never recovered. Forced to rely upon Inner Sphere-grade replacements, his *Hellstar* wasn't enough to overcome his lack of piloting talent.

NOTABLE UNITS

Sarah "Mortice" Ravenion: As the public face of the *Quasimodo* for a decade, Ravenion has been in and out of the Solaris Top 20 ever since her first time piloting Esmerelda, her *Quasimodo*. Her quantity of matches has decreased in the past few years, but she has become even more active in marketing the *Quasimodo*, even accompanying the Kali Yama sales team to prospective buyers in the Draconis Combine. Though they declined a contract, they were impressed with the 'Mech and Ravenion's inside knowledge of the machine.

Captain Lionel Willem-Alexander: Leading a company in the First Tamarind Regulars, Captain Willem-Alexander is best known for having sparred with Hauptmann Garrett Bruni of the Third Lyran Regulars on four different occasions within the past decade. The first two incidents were during raids, once by the Third and once by the First. Both times Lionel's skill at piloting his *Quasimodo* allowed him to defeat Bruni's larger *Götterdämmerung*. During Operation HAMMERFALL, the two met for a third time, fighting to a draw when the Third was forced to retreat to its DropShips. The final confrontation lasted nearly half an hour, with Willem-Alexander patiently waiting for a moment to quickly strike at Bruni and then jump behind cover or into water. Unfortunately, he underestimated the depth of one pond and ended up mired in water up to his waist. Bruni maneuvered behind and blew through the weak armor, shattering engine shielding and the gyroscope and forcing Willem-Alexander to surrender. The two finally met face to face and have become friends as Willem-Alexander has been a prisoner with the Third.

QSM-3D QUASIMODO

Type: **Quasimodo**

Technology Base: Inner Sphere (Experimental)

Tonnage: 55

Battle Value: 1,575

Equipment

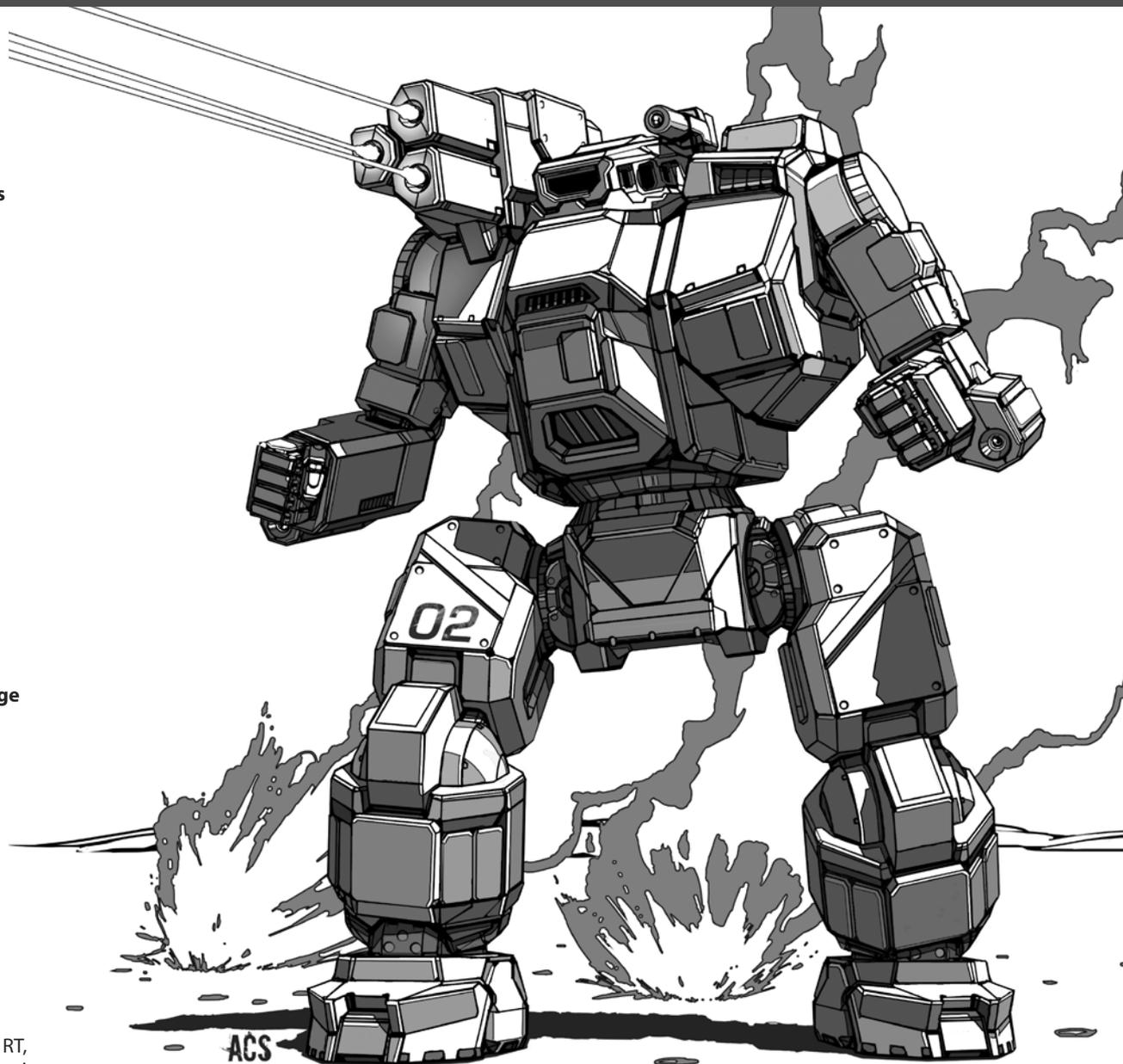
		Mass
Internal Structure:		5.5
Engine:	275 XL	8
Walking MP:	5 (6)	
Running MP:	8 (9)	
Jumping MP:	5	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor:	184	11.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	18	27
Center Torso (rear)		8
R/L Torso	13	20
R/L Torso (rear)		6
R/L Arm	9	18
R/L Leg	13	26

Weapons and Ammo

	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
3 Medium VSP Lasers	RT	6	12
ER Small Laser	H	1	.5
ER Medium Laser	LA	1	1
Triple-Strength Myomer	RA/LA	3/3	0
Blue Shield Particle Field Damper	*	7	3
Jump Jet	RL	1	.5
Jump Jet	RT	1	.5
Jump Jet	CT	1	.5
Jump Jet	LT	1	.5
Jump Jet	LL	1	.5

Notes: *Blue Shield PFD occupies 1 critical in the RA, RT, RL, CT, LL, LT, and LA locations. Features Full-Head Ejection System.



ZU-G60 ANZU

Mass: 60 tons
Chassis: Earthwerks ZU Endo Steel
Power Plant: Hermes 240 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: Chilton 465
Jump Capacity: 120 meters

Armor: Starshield A with CASE II

Armament:

- 1 Imperator Automatic Ultra Class
10 Autocannon
- 1 Zeus LRM 10 Launcher
- 1 Fusigon Shorttooth Light Particle
Projection Cannon with Capacitor
- 1 Diverse Optics Sunfire Extended-Range
Medium Laser

Manufacturer: Earthwerks-FWL, Incorporated

Primary Factory: Calloway VI

Communications System: Irian Orator-5K

Targeting & Tracking System: RCA Instatrac
Mark X with TAG

The embodiment of AMSC combat doctrine, the *Anzu* has been widely adopted by the reformed Free Worlds League. Named for a griffin that snatched the tablets of destiny from the gods, the *Anzu* symbolizes the refusal of people of the Free Worlds to allow others to dictate their future.

CAPABILITIES

Armed with a medium autocannon backed up by a capacitor-linked PPC, the *Anzu* was designed by Earthwerks to fit the more direct, aggressive tactics developed by Marik-Stewart forces. Mechanically reliable and equipped with the same proven life support systems as the *Shadow Hawk*, the *Anzu* is well regarded by MechWarrior and technician alike. The BattleMech's powerful mid-range firepower and well-protected ammunition bins allow the *Anzu* to take the fight

directly to the enemy, but it is the 'Mech's ability to accurately engage multiple targets and designate for indirect fire that makes it an indispensable member of a fire lance.

DEPLOYMENT

In 3119 tensions among the Free Worlds states boiled over into open warfare. With battles raging up and down the Regular border, the AMSC ordered the Eleventh Atrean Dragoons to seize the key factory world of Harmony. The narrow, erratic streets and tightly packed buildings of the world's aging industrial city of Natus played to the strengths of the Regular defenders, and by the time the Dragoons had disembarked the planet's garrison was already well entrenched.

Pushing forward, mixed lances of Marik *Anzuses* and *Thunderbolts* went head to head with Regular *Patriots* and *Ostwars*, pushing the defenders deeper into the urban sprawl. Baiting the Dragoons, the Regular Hussars split up and fell back, forcing the attackers to spread out. Intending to ambush and defeat the isolated invading lances, the defenders found their hopes quickly dashed. Rather than falter in Regular kill-zones, the Dragoons' *Anzuses* turned the tables, leaping clear with their jump jets and summoning a rain of semi-guided missiles down on the Hussars' positions. Throughout the battle, *Anzu*-led Marik lances engaged the enemy at point-blank range, all the while delivering indirect support to nearby lances with no loss of accuracy. *Shockwaves* and *Griffins* poured in supporting fire from the flanks, running down Hussar 'Mechs flushed out by the *Anzuses'* assault. The unexpectedly rapid fall of Harmony forced Regulus to suspend offensive operations against the Commonwealth. It would be two years of bitter fighting before the planet was restored to Regular control.

VARIANTS

Earthwerks developed the ZU-G70 to serve as a lancemate for the baseline *Anzu*. Swapping the class ten autocannon for a smaller rotary model allowed the particle cannon to be upgraded to a snub-nosed Fusigon Smarttooth. An MML-7 replaces the base version's long-range missile rack.

NOTABLE UNITS

Bondsman Erik Wolf: Born Erik Feraru on New Olympia, Erik was an eight-year veteran of the Marik Militia when he was captured by the Wolves during the invasion of Keystone. Abandoned by his fleeing lancemates, Erik found himself alone in his *Anzu* inside Earthwerks' large manufacturing complex, surrounded by an entire frontline Cluster of Wolf MechWarriors. In a desperate gambit, Erik confronted the nearest Clan Trinary and challenged it to a Trial for control of the factory. Bemused, the Star Commander accepted. Weaving through the interior of his own 'Mech's production lines, Erik took on one Clan warrior after another, dousing them in inferno missiles and hammering them with autocannon fire. Over the course of an hour, Erik defeated seven Wolf warriors before he passed out from the stifling heat in his nearly cored 'Mech, having torched much of the factory in the process. Saved only by the *Anzu's* resilient life support system, he was taken as a bondsman and his ZU-G70 was repaired for his use in a planned garrison Cluster.

CSR-F100 PICAROON

Type: **Picaroon**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 1,290

Weapons and Ammo

Heavy PPC

Location

Nose

Tonnage

10

Heat

15

SRV

15

MRV

15

LRV

—

ERV

—

Notes: Features the following Design Quirks: Easy to Maintain, Atmospheric Flight Instability.

Equipment

		Mass
Engine:	210 XL	4.5
Safe Thrust:	8	
Maximum Thrust:	12	
Structural Integrity:	8	
Heat Sinks:	10 [20]	0
Fuel:	400	5
Cockpit:		3
Armor Factor (Ferro):	224	12.5
	<i>Armor Value</i>	
Nose	75	
Wings	52/52	
Aft	45	

