


DESIGNS OF DESTRUCTION

A BATTLETECH FIELD MANUAL



THIS UN-OFFICIAL FIELD MANUAL CONTAINS 60 MECH-DESIGNS CREATED BY ME. THE MAIN REASON BEHIND THEM WAS ROLE-PLAYING WHERE THE STORY SOMETIMES NEEDED SPECIAL DESIGNS FOR SPECIAL PURPOSES OR JUST BECAUSE OF PERSONAL WISHES. ALL OF THESE DESIGNS WORKS WELL IN ROLE-PLAYING BUT MOST OF THEM SIMPLY COULD NOT REPLICATE IN THE ORIGINAL, TABLE-TOP VERSION OF BATTLETECH. SO, DEAR READER, YOU ARE FREE TO USE THEM FOR RPG SITUATIONS BUT DO NOT BE SURPRISED IF THESE MODELS MOSTLY OUT-OF-THE-RULES ACCORDING THE RELEASED TROs...

ANOTHER POINT WHAT YOU MAY SEEN IS THAT SOME DESIGNS OUTWEIGHT THE NORMAL OR UNDERWEIGHT THE NORMAL. THIS IS BECAUSE I CONSIDERED TECHNOLOGICALLY THE MATTER INSTEAD OF THE TRO BASED CRITICALS AND TONNAGES SYSTEM. WITH OTHER WORDS THESE DESIGNS OFTEN CARRY MORE WEAPONS WHAT THE TROs MAY LET TO BUT THEY DO NOT DENY THE POSSIBILITIES A MECH'S CHASSIS MAY PROVIDE!

SO, HAVE FUN TO READ THIS AND IF YOU SEE FANTASY OR OPPORTUNITY IN SOME OF THE DESIGNS, YOU ARE FREE TO USE THEM IN YOUR STORIES OR GAMES! NO NEED TO CREDIT ME, SINCE I OWE WITH CREDIT TOWARD THE COPYRIGHT HOLDERS OF BATTLETECH AND I HAVE ETERNAL THANKS FOR THE MAGICAL UNIVERSE THEY CREATED FOR US, READERS, PLAYERS!

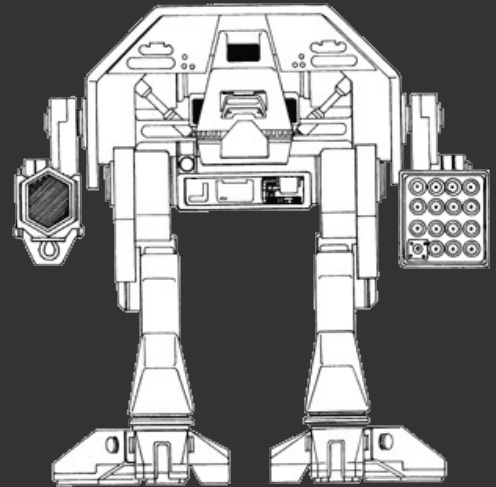
GABOR, L. F. - 2013
DESIGNS MADE 2005-2013

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BUMPER

THE "BUMPER" WAS A PERSONAL VARIANT OF THE ADDER OMNIMECH USED BY A GOLIATH SCORPION MECHWARRIOR DURING THE REAVINGS. WHILE THE ADDER IS USUALLY A HEAVY SCOUT THE BUMPER EXCEEDED IN SNIPER ROLES AND QUICKLY EARNED ENOUGH SUCCESS FOR IT'S PILOT TO BE NOMINATED FOR A BLOODNAME. DO THE PILOT EVER WON THAT BLOODNAME? NOONE KNOWS BECAUSE THE BUMPER WERE DESTROYED JUST PRIOR TO THE END OF THE REAVINGS...

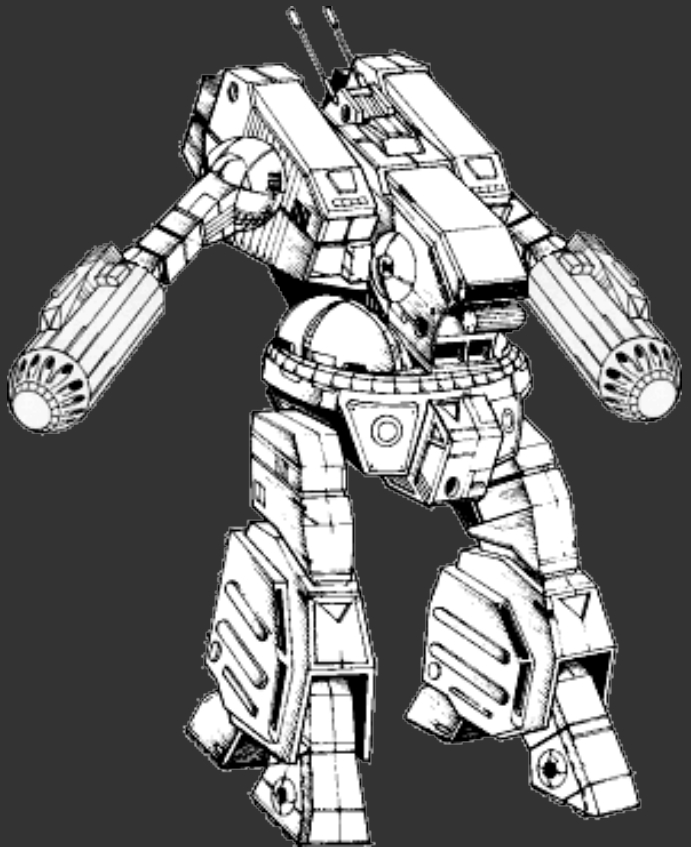


BUMPER (ADDER)
1 cER-PPC (R. ARM)
1 cLRM-15 (L. ARM)

DARK CUSTER

THE EXTREMELY SPECIAL ARCHER DUBBED AS "DARK CUSTER" WERE THE PERSONAL MECH OF AYDEN WARD, A WOLF STARCAPTAIN CAPTURED AND ADOPTED BY THE FALCONS. AS AN EX-WOLF, AYDEN ALWAYS WERE A TARGET OF SUSPICION EVEN THOUGH HE BECAME THE FRIEND OF THE COMMANDER OF THE FALCON KNIGHTS, A MERCENARY UNIT FORMED AFTER THE WOLF'S DRAGOONS TO EXPLORE THE PERIPHERY UNDER THE TRUCE OF TUKAYYID. THE DARK CUSTER IS AN UNIQUE MECH AND VERY RELIABLE, ACCORDING TO AYDEN'S WORDS, EQUIPPED WITH A SERIES OF MISSILES TO SOFTEN UP EVERYTHING FOR THE LANCEMATES DESTRUCTIVE FIRE...

DARK CUSTER
60 TONS ARCHER
1 SRM-6 (LEFT TORSO)
1 LRM-10 (LEFT ARM)
1 SRM-6 (RIGHT TORSO)
1 LRM-10 (RIGHT ARM)



RAGING OGRE

THE "RAGING OGRE" IS A SPECIAL VARIANT ATLAS SERVED WITHIN THE FALCON KNIGHTS DURING THEIR MISSION THROUGHOUT THE PERIPHERY. THE OGRE IS A REALLY BRUTAL FIGHTER CAPABLE TO SHATTER EVEN OTHER ASSAULTS INTO USELESS GARBAGE WITHIN A FEW MINUTES. THERE IS ONLY ONE DISADVANTAGE THIS BRUTAL MACHINE MAY HAVE: IT IS SLOW LIKE HELL, EVEN SLOWER THAN A REGULAR ATLAS...

RAGING OGRE

100 TONS ATLAS

1 LRM-10 (LEFT TORSO)

1 ULTRA AC-5 (LEFT TORSO)

2 LARGE LASERS (LEFT ARM)

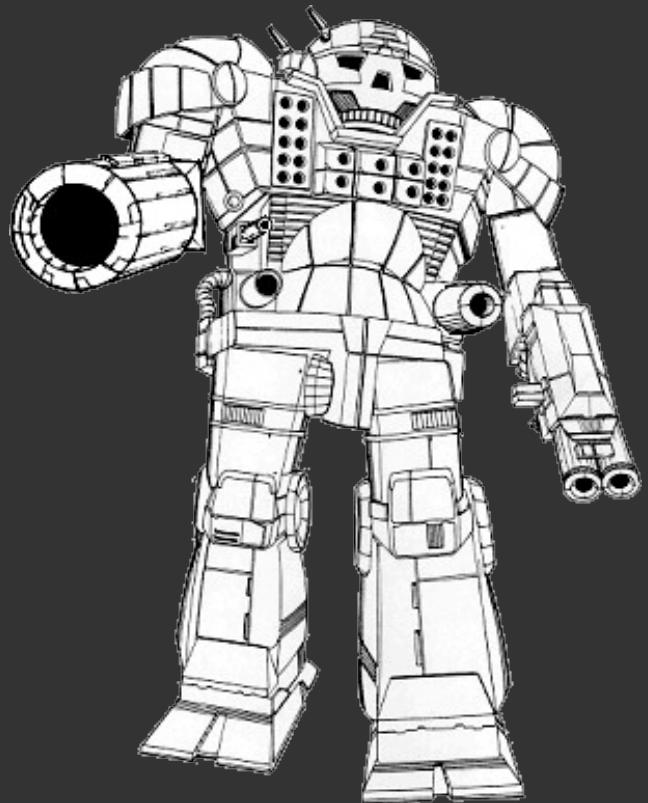
1 SRM-6 (CENTER TORSO)

1 LRM-10 (RIGHT TORSO)

1 AMS (RIGHT TORSO)

1 LARGE PULSE-LASER (RIGHT TORSO)

1 GAUSS RIFLE (RIGHT ARM)



TORYU

THIS REMARKABLE VARIANT OF THE VENERABLE AND DURABLE BATTLEMASTER WAS A SALVAGE FROM HOUSE DAVION FORCES IN THE 3039'S INVASION AGAINST THE COMBINE. AND FOR LONG YEARS IT SEEN LITTLE OR NO ACTIONS AT ALL UNTIL THE ARRIVAL OF THE CLANS.

THE CURRENT PILOT, TAI-SA AKAGI NOBUTADA, QUICKLY REALISED THAT THE MECH WORTH LITTLE AGAINST SUCH A FOE LIKE THE SMOKE JAGUARS, SO HE ORDERED AN IMMEDIATE REFIT UPON IT. THE RESULT WAS AN ANTI-CLAN ASSAULT MECH WHAT HAVE ENOUGH FIREPOWER FOR SHORT CLASHES AND OVERRUNNING TACTICS. BUT WERE NOT PERFECT...

THE FINAL STAGE OF TORYU'S EVOLUTION WERE DURING OPERATION BULLDOG, WHEN IT WAS RE-EQUIPPED WITH CLANTECH SALVAGE. THAT ELEVATED THE MECH INTO AN ALL-AROUND BRAWLER WORTHY TO SERVE THE DRAGON!



TORYU (BATTLEMASTER ASSAULT MECH)

4 C.ULTRA-AC2s (2 ON EACH ARMS)

4 C.SMALL PULSE-LASERS (2 ON EACH SIDE TORSOS)

ENDO-STEEL INTERNAL

FERRO-FIBROUS ARMOR

DOUBLE HEAT-SINKS

C3 MASTER

ICETHORN

THIS BLACKJACK WERE SPECIALLY DESIGNED BY IT'S PILOT, DIANA COLEMAN, TO FIT HER STYLE OF SOLARIS BRAWLING. THE REFIT STRONGLY INFLUENCED THE CHASSIS AND REQUIRED TO STRENGTHEN THE INTERNAL STRUCTURE AND RISE THE MECH'S WEIGHT WITH AN ADDITIONAL +5 TONNAGES.

BUT DESPITE THE HARD-REFIT, THE ICETHORN DID NOT BECAME SUCH A POTENT FIGHTER AS DIANA WANTED, AND EARNED ONLY MEDIOCRE SUCCESSES IN THE MEDIUM CIRCUITS. AFTER THE SOLARIS CHRISIS HAPPENED JUST PRIOR THE FEDCOM CIVIL WAR THE ICETHORN REPORTED TO FIGHT ON THE SIDE OF VICTOR'S FORCES UNTIL IT GOT HIT ON THARKAD AND DIANA DIED. THE FURTHER FATE OF THE MECH IS UNKNOWN...

ICETHORN

1 ULTRA-AC5 (RIGHT ARM)

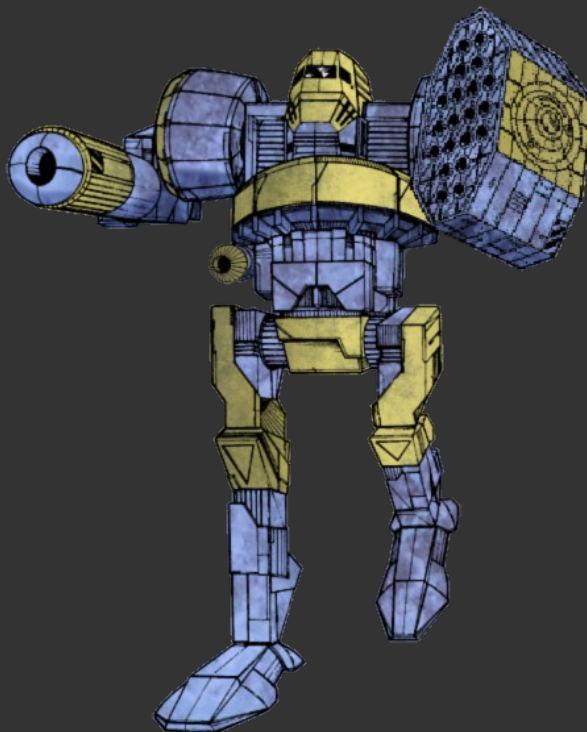
1 ER SMALL LASER (RIGHT TORSO)

1 LRM-15 (LEFT ARM)

ENCHANCED INTERNAL STRUCTURE

ENCHANCED GYRO

FERRO-FIBROUS ARMOR



BUSHWACKER SPEC.REFIT

A LITTLE LYRAN BSWR-BUSHWACKER WITH SPECIAL WEAPONLOAD.

ARMAMENT:

1 LB-10X AC

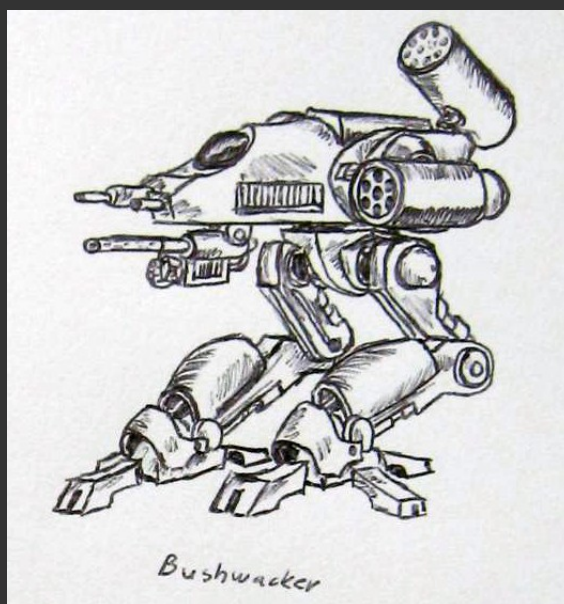
1 STREAK SRM-6

1 LRM-10

2 MED.PULSE-LASERS

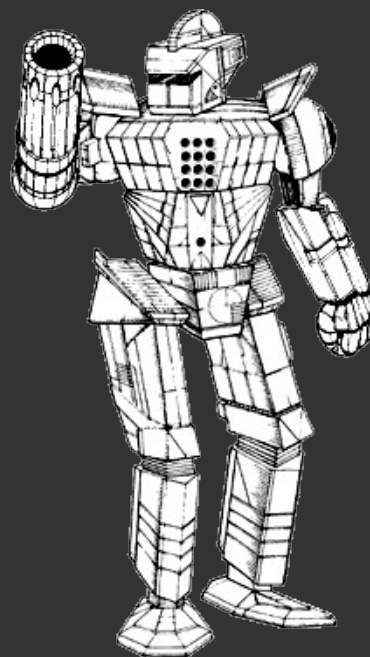
1 MED.LASER

IT'S CARRYING A MIXED CLAN/IS TECH AND JUMP JETS ADDED TO PROVIDE MORE BATTLEFIELD MANOUVERABILITY. THIS VARIANT IS A SHORT RANGE BRAWLER INSTEAD THE ORIGINAL SNIPER DESIGN OF THIS CHASSIS...



LIGHTNING LORD

THE CENTURION "LIGHTNING LORD" IS A PPC-BASED VARIANT SERVED IN THE FALCON KNIGHTS. LIGHTNING LORD IS FASTER THAN THE BASE MODEL BUT GENERATE A BIT MORE HEAT TO DEAL WITH. THIS VARIANT IS MOSTLY A TESTBED TO STUDY HOW COULD A VENERABLE KINETIC-BASED DESIGN FARING WITH ENERGY WEAPONRY. WHILE STILL HAVE MISSILE LAUNCHERS THE LIGHTNING LORD LIVES UP HIS NAME! IT IS A STRONG SHOOTER AND ABLE TO DEAL CLEAR HEAD-SHOTS DURING THE MOST RAGEFULL CLASHES ON THE BATTLEFIELD.



LIGHTNING LORD

50 TONS CENTURION

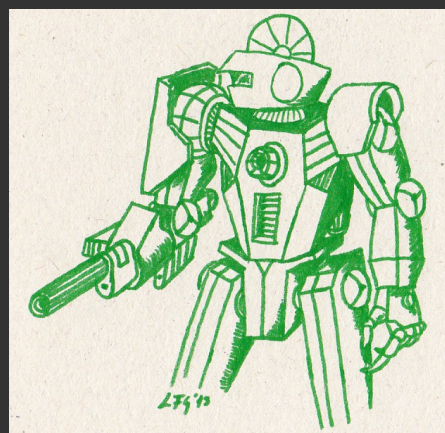
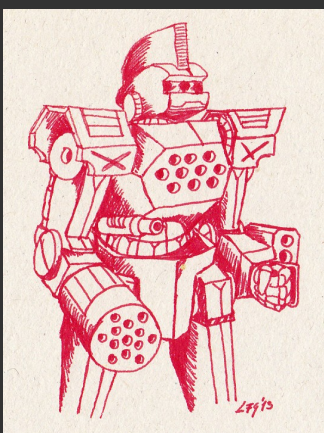
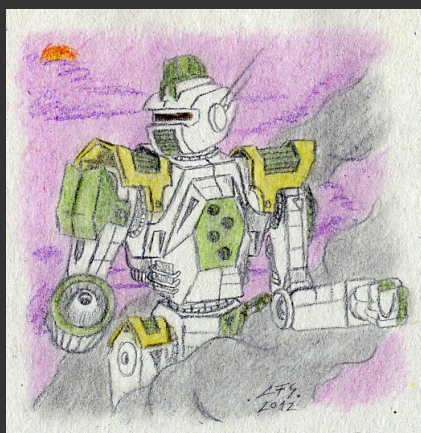
1 MEDIUM PULSE-LASER (LEFT ARM)

3 SRM-4s (CENTER TORSO)

1 AMS (CENTER TORSO)

1 ER-PPC (RIGHT ARM)

CENTURION IIc



A SECOND-LINE CLAN MECH DESIGNED AFTER THE SUCCESSFULL IS CENTURION. ALTHOUGH SECOND-LINE DESIGN, IT HAS SOME ADVANCED COMPONENTS EQUIPPED LIKE IT'S CLAN FERRO-FIBROUS ARMOUR AND A TARGETING COMPUTER...

CENTURION 2C IS THE RESULT THAT MANY IS CENTURIONS WERE SALVAGED DURING THE INVASION. TO IMPROVE THEIR EFFICIENCY TO CLAN LEVEL THEY WERE REDESIGNED AS SECOND-LINE GARRISON MECHS.

ALTERNATE A

55 TONS

1 cER-PPC (RIGHT HAND)

1 cSTREAK-SRM4 (CENTER TORSO)

2 cMED. PULSE-LASERS (LEFT HAND)

1 BEAGLE ACTIVE PROBE (HEAD)

1 TARGETING COMPUTER (HEAD)

2 JUMP-JETS (BACK TORSO)

MASC EQUIPPED

STANDARD INTERNAL, FUSION ENGINE

C FF-ARMOUR

ALTERNATE B

55 TONS

1 cLRM-15 (RIGHT HAND)

1 cLRM-10 (CENTER TORSO)

1 cSTREAK-SRM4 (LEFT HAND)

1 cAMS (RIGHT TORSO)

MASC EQUIPPED

STANDARD INTERNAL AND FUSION

ENGINE

C FF-ARMOUR

ALTERNATE C

55 TONS

1 cGAUSS RIFLE (RIGHT HAND)

1 cULTRA-AC5 (CENTER TORSO)

2 JUMP-JETS (BACK TORSO)

MASC EQUIPPED

STANDARD INTERNAL AND FUSION

ENGINE

C FF-ARMOUR

TROOPER

THE TROOPER IS A LONG-HITTER VARIANT OF THE LYRAN COMMANDO USED BY THE FALCON KNIGHTS. THE TROOPER, SINCE A CLAN MECH LIKE ALL FALCON KNIGHTS DESIGN, STRONGER AND MORE DURABLE THAN ANY COMMON COMMANDOS MAY BUILT IN THE INNER SPHERE...

TROOPER

25 TONS COMMANDO

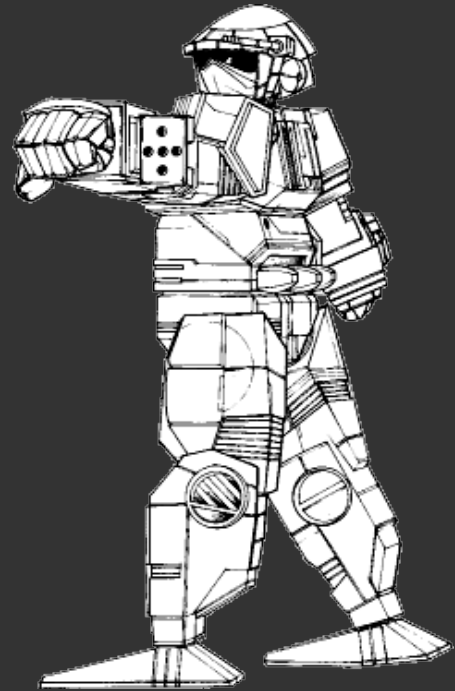
1 SMALL LASER (LEFT TORSO)

1 LRM-5 (LEFT HAND)

1 SMALL LASER (CENTER TORSO)

1 SMALL LASER (RIGHT TORSO)

1 SRM-4 (RIGHT HAND)



BESIEGER

THIS STRANGE VARIANT OF THE DEADLY DIRE WOLF OMNIMECH IS A LONG-RANGE DEVASTATOR WHAT HAVE A REALLY LOW HEAT-GENERATING LEVEL BUT DEADLY ACCURACY. AS A WIDELY UN-CLAN LIKE DESIGN THIS MACHINE BELONGS TO THE REVOLUTIONARY WOLVES. IT SERVES WITHIN THE SILVER KESHIK AND LAST SEEN DURING THE GREAT REFUSAL BATTLING WITH A FALCON WARHAWK CALLED "PHALANX" BEFORE BOTH OF THEM WERE DISAPPEARED IN A STORM OF LONG-RANGE MISSILES. IF THE BESIEGER SURVIVED OR NOT IS UNKNOWN BUT BOTH CLANS DENIED THEY WERE EVER SALVAGED IT...

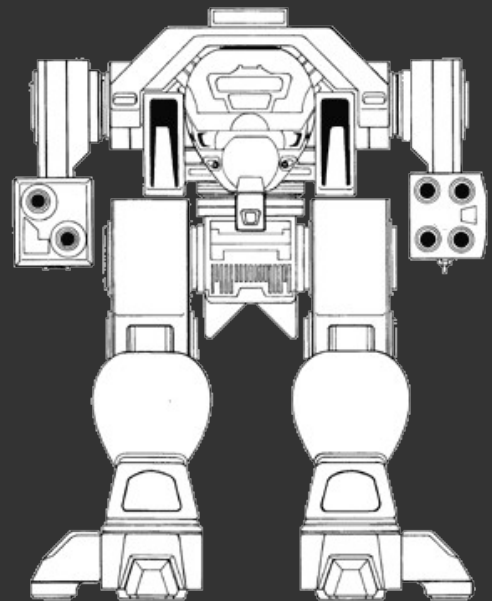
BESIEGER (DIRE WOLF)

2 CLARGE LASERS (R. ARM)

4 cULTRA-AC 5s (L. ARM)

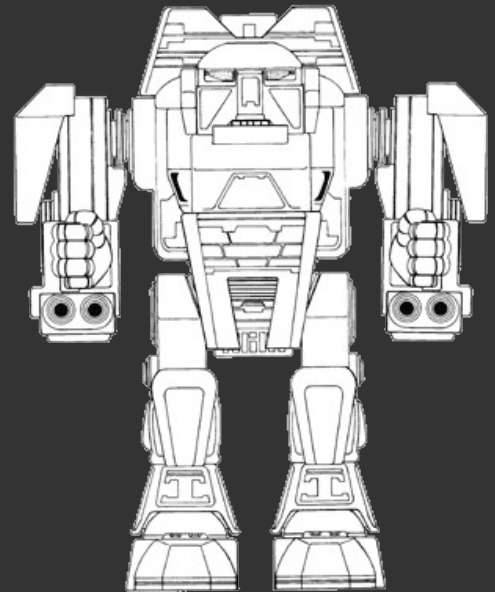
2 cSMALL LASERS (TORSO)

1 BAP (COCKPIT)



THUNDERLORD

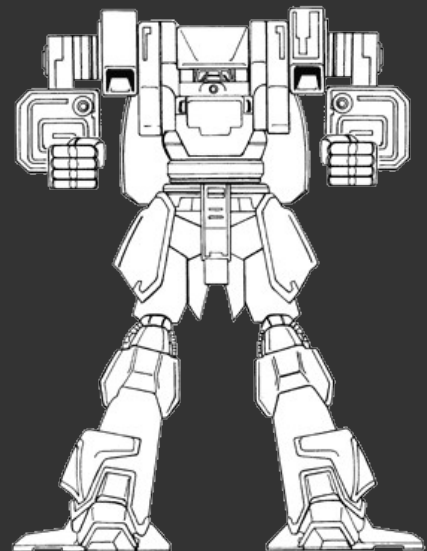
THE WALKING NIGHTMARE CALLED THUNDERLORD IS ONE OF THE MOST POTENT BATTLEMECHS EVER FIELDIED. LONG TIME FAVOURITE OF THE GHOST BEARS THE EXECUTIONER IS A USUAL OMNIMECH FOR THE TALENTED PILOTS OR OFFICERS OF THEIR TOUMAN. ONE OF SUCH TALENTED NOVACAPTAIN, ORIGINATE FROM THE WINSON BLOODLINE, CREATED THE THUNDERLORD AS HER PERSONAL VARIANT FOR THE LONG AWAITED INVASION OF THE SPHERE. AND THE INNER SPHERE FORCES WERE SHOCKED WHEN FACED A JUMP-CAPABLE ASSAULT MECH WHAT COULD HIT THEM WITH 4 PPCs SIMULTANOUSLY. WITH SUCH FIREPOWER FROM A LONG RANGE THIS MECH COULD CRUSH EVEN THE HEAVIEST MECHS IT FACED. THE THUNDERLORD FOUGHT ALONG THE INVASION, THE BATTLE OF TUKAYYID AND WERE IN SERVICE DURING THE WORD OF BLAKE JIHAD.



THUNDER LORD (EXECUTIONER)
4 cER-PPCs (ARMS)
JUMP CAPABLE

TRAIL RUNNER

THE TRAIL RUNNER IS A GHOST BEAR DUELING VARIANT REQUESTED BY A STARCOMMANDER JUST PRIOR THE LEGENDARY CLASH OF TUKAYYID. THE VARIANT PROVEN SUCCESSFUL DURING TUKAYYID AND WERE ABLE TO SHATTER 9 COMGUARD MECHS BEFORE DESTROYED BY A WING OF AERO-SPACE FIGHTERS. THOUGH THE PILOT SURVIVED TUKAYYID HE NEVER REARMED ANOTHER DASHER TO THE SAME CONFIGURATION.



TRAIL RUNNER (FIREMOTH)
2 cSTREAK SRM-4s (ARMS)

WAYWARD KNIGHT

THE FIRESTARTER BRANDED "WAYWARD KNIGHT" IS A FALCON KNIGHTS VARIANT SPORTS AN EXTREME COLLECTION OF WEAPONS. NO FLAMERS ARE ON THE CHASSIS WHAT IS UNIQUE IN THE CASE OF SUCH A MECH WHAT DESIGNED TO CARRY FLAMERS AND USE FOR ANTI-INFANTRY DUTIES. HOWEVER THE EFFECTIVENESS OF THE WAYWARD KNIGHT IS ABOVE ANY DISPUTES. THIS MECH COULD BE A SHOCKING SURPRISE FOR EVERYONE WHO MET WITH IT.

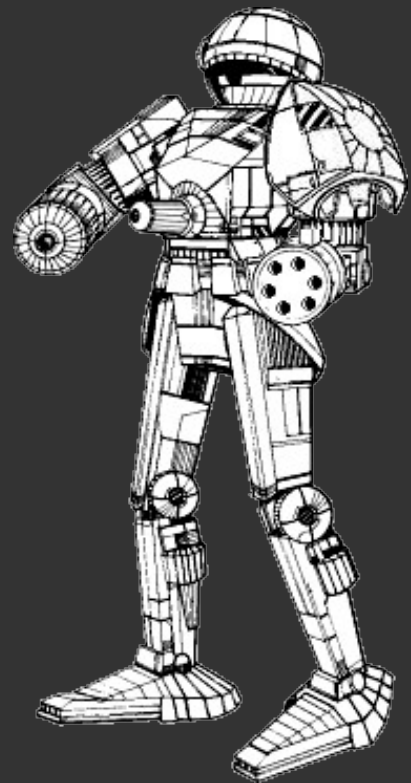
WAYWARD KNIGHT

35 TONS FIRESTARTER

1 SRM-6 (LEFT ARM)

1 ULTRA AC-2 (CENTER TORSO)

1 MEDIUM PULSE-LASER (RIGHT ARM)



CHROME GIANT

CHROME GIANT IS A STEEL VIPER IDEA TO ANSWER THE QUESTION: HOW TO CRUSH FALCONS? AND THIS VARIANT IS VERY EFFECTIVE TO DO SO FROM ALL RANGES A FIREFIGHT MAY OCCUR. THE CHROME GIANT ACHIEVED MANY SUCCESS FOR IT'S PILOT DURING THE VIPER-FALCON WAR FOR THE INVASION CORRIDOR AND NOT MET IT'S DESTINY ON THE BATTLEFIELD. THIS MADE POSSIBLE FOR IT TO HAVE A GREAT PART WITHIN THE LATER REAVINGS...

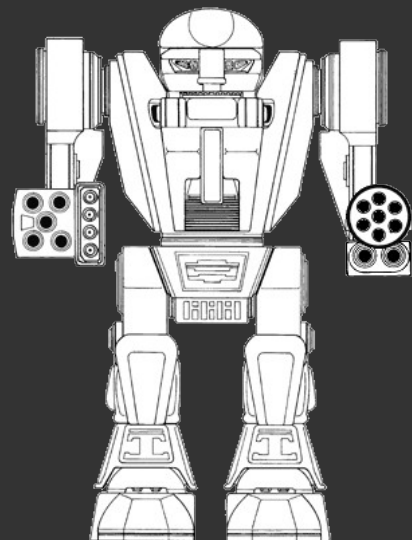
CHROME GIANT (GARGOYLE)

5 cMEDIUM LASERS (R. ARM)

1 cSTREAK SRM-4 (R. ARM)

2 cLARGE LASERS (L. ARM)

1 cLRM-10 (L. ARM)



HELLHORSE

THE CAMPAIGN AGAINST THE SMOKE JAGUARS RESULTED AN UNBELIEVEABLE AMOUNT OF CLANTECH SALVAGE FOR THE INNER SPHERE FORCES. AN ERIDANI LIGHTHORSE PILOT, WHO LOST HER MECH - A GUILLOTINE - UNDER THE INVASION OF JAGUAR REMNANTS FLED THEIR INVASION CORRIDOR MANAGED TO SEIZE A CLAN VERSION OF HER ONCE-PILOTED WARMACHINE.

WHILE IT HAS THE SAME WEIGHT AS IT'S IS PRECURSOR, THE GUILLOTINE 2C COULD BE CARRY MUCH MORE WEAPONS AND COULD BE RECONFIGURATE MORE EASILY. THIS LET MIRIA, THE MENTIONED LIGHTHORSE PILOT, TO GAIN A CUSTOMIZED MACHINE FIT FOR HER TASTE: THE HELLHORSE!

HELLHORSE IS DESIGNED FOR CLAN-STYLE STRUGGLES, SHORT, INTENSE BUT BRUTAL FIGHTS, BECAUSE MIRIA THOUGHT THERE WILL BE MORE SUCH CLASHES BETWEEN IS AND CLAN FORCES, OR IF THE UNIVERSE WANTS OTHERWISE, THE DESIGN STILL EFFECTIVE ON ANY FIELD OF BATTLE SHE MAY NEED TO FIGHT IN THE FUTURE...

HELLHORSE (GUILLOTINE 2c)

75 TONS HEAVY

1 LB-10X AC (LEFT ARM)

2 ULTRA-AC5s (RIGHT ARM)

1 MED.PULSE LASER (ON THE BACK, IS-STYLE)

ENDO-STEEL INTERNAL

FF-ARMOUR

TARGETING COMPUTER

JUMP-JETS



BOMBARDIER

THE "BOMBARDIER" IS AN EXCELLENT LONG-RANGE HITTER LIVES UP FOR IT'S NAME PERFECTLY. IT BELONGED FOR A FALCON WARRIOR WHO WERE CAPTURED ON MORGES AND BECAME A WOLF-IN-EXILE WARRIOR AS THE CLAN TRADITIONS DEMANDED. HE PROVEN GOOD ENOUGH TO RETRIEVE HIS SPECIAL CONFIGURATED HELLBRINGER WHAT WAS ALSO SALVAGED. AS STRANGE WAS THE STYLE IT REPRESENTS AMONG THE FALCONS IT IS AS ACCEPTABLE AND LIKED WITHIN THE EXILED WOLVES. THIS MECH WERE LAST SEEN DURING THE WORD OF BLAKE JIHAD AND REPORTED AS COMPLETELY DESTROYED. IF THIS IS TRUE OR NOT NOONE KNOWS BUT FACT THAT IT'S PILOT DIED...

BOMBARDIER (HELLBRINGER)

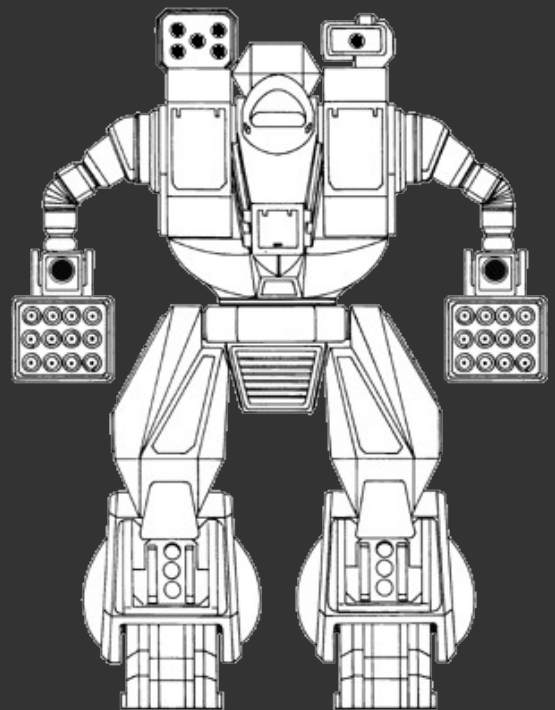
2 cULTRA-AC5s (ARMS)

2 cLRM-15s (ARMS)

1 cLRM-5 (TORSO)

1 cNARC BAECON (TORSO)

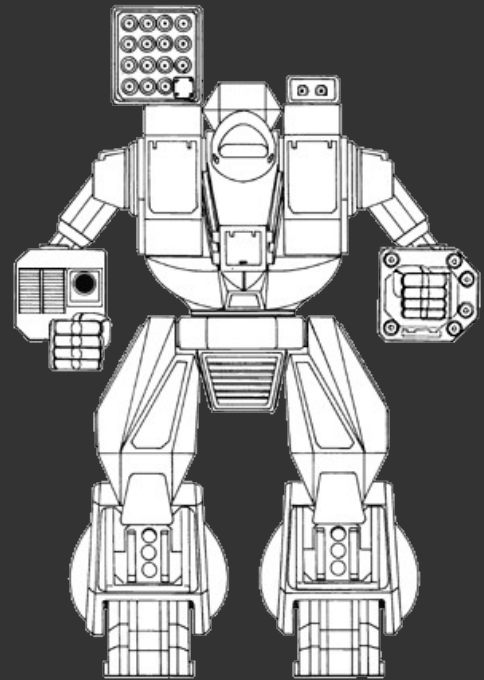
1 BAP (COCKPIT)



FURIOUS WRAITH

THE PERSONAL CONFIGURATION OF STARCOMMANDER EDMOUND OSIS DURING THE INITIAL INVASION OF THE INNER SPHERE THE MECH'S NAME REPRESENTED THE PILOT'S FEELINGS TOWARD THE SPHEROID PEOPLE. AND ALSO THE STYLE OF FIGHT AGAINST THEM WHAT EARNED LOTS OF HONOUR FOR EDMOUND. THE FURIOUS WRAITH FINALLY MET WITH IT'S NEMESIS ON THE LUTHIEN WHEN FACED AN ARCHER STOOD ON A SMALL HILL CARRIED THE MARKS OF THE KELL HOUNDS COMPANY — THE PERSONAL MECH OF MORGAN KELL. THE FURTHER DESTINY OF THE MECH IS UNKNOWN BUT SOME REPORTS STATES THAT THE WOLF DRAGOONS SALVAGED IT AND ASSIGNED IT FOR THEIR FIRST REGIMENT...

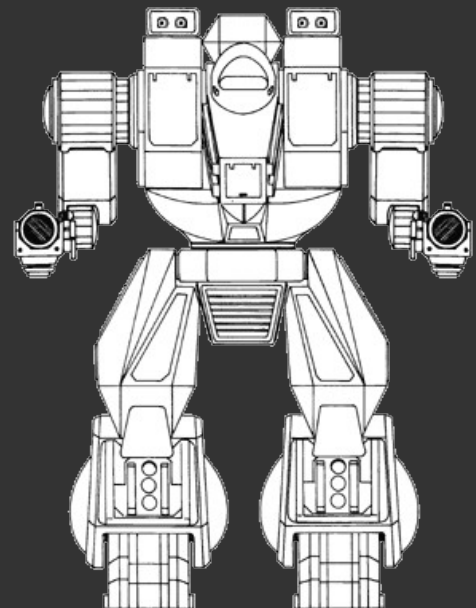
FURIOUS WRAITH (HELLBRINGER)
6 cER MEDIUM LASERS (L. ARM)
1 cLRM-15 (TORSO)
2 cSMALL PULSE-LASERS (TORSO)
1 cGAUSS RIFLE (R. ARM)
1 BAP (COCKPIT)



GRAND BITE

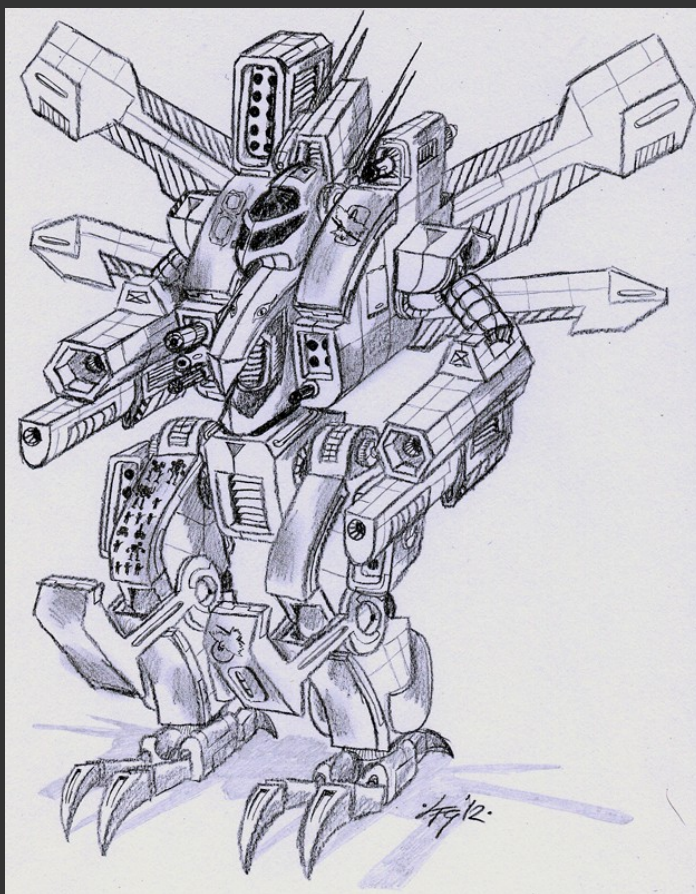
THE GRAND BITE IS SOMETHING WHAT NOONE EVER WANTS TO MEET ON THE BATTLEFIELD. THIS GHOST BEAR VARIANT ARMED WITH A PAIR OF HEAVY AUTO-CANNON WHAT ARE ABLE TO CRIPPLE ANY MECH WITH A SINGLE SHOT. AND AS A BACK-UP IT CARRIES AS MUCH LASERS WHAT NEEDS TO MELT THE REMNANTS OF IT'S TARGETS TO A SHAPELESS PILE OF GOO... DURING THE TUKAYYID CAMPAIGN THIS MECH SHATTERED TWO LANCES OF COMGUARD MECHS BEFORE FORCED TO PULL BACK AS RAN OUT OF AMMO.

GRAND BITE (HELLBRINGER)
2 cLB-20X ACs (ARMS)
4 cSMALL PULSE-LASERS (TORSO)
1 BAP (COCKPIT)
1 ECM (COCKPIT)



HELLBRINGER MK2

WHEN THE MK2 DESIGNS OF THE OMNIMECHS BECAME A HABIT BETWEEN THE CLANS THE TRADITIONALIST JADE FALCONS DECIDED TO GAVE A TRY FOR THIS AND RENEW A FAVOURED FALCON MECH, THE HELLBRINGER (LOKI). AFTER A SHORT TIME OF DESIGNING A RENEWED OMNIMECH WALKED OUT FROM THE FACTORY LINES FOR SUCCESSFULL FIELD TESTING. THE NEW MECH HAD A STRONG RESEMBLE FOR IT'S PREDECESSOR LIKE THE MADCAT MK2 HAD TOWARD THE ORIGINAL TIMBERWOLF (MADCAT) BUT SHOWED SOME REALLY NEW STYLE PARTS. THE NEW DESIGN FEATURED FALCON PATTERN LIKE THE BEAK-MOTIFS AND THE TALON-LIKE FEET-CLAWS AND THE ENGINEERS EQUIPPED THE DESIGN WITH THE NEW HEAT-SINK WINGS, SPECIAL WINGS THAT DISSIPATE THE GENERATED HEAT FASTER THAN THE CLAN-DESIGNED DOUBLE HEAT-SINKS. THE DESIGNS CARRYING THE FULL ELECTRONIC PACKAGE OF THE ORIGINAL HELLBRINGER AND SOME NEW-TECH WEAPON-SYSTEMS.



THE FOLLOWING STATISTICS SHOWS THE PRIMARY VERSION OF THE HELLBRINGER MK2's DATAS:

85 TONS ASSAULT OMNIMECH
1 ATM-12 (RIGHT SHOULDER)
3 cSSRM-4 (EACH LEGS AND LEFT TORSO)
1 cER-LARGE LASER (RIGHT TORSO)
1 HEAVY LARGE LASER (LEFT SHOULDER)
1 HEAVY MEDIUM LASER (RIGHT TORSO)
1 cMACHINE GUN (RIGHT TORSO)
1 cMED-PULSE LASER (LEFT TORSO)

2 cULTRA-AC5 (EACH ARMS)
2 LIGHT PPC (EACH ARMS)
LIGHT FF-ARMOUR
XL-ENGINE
ENDO-STEEL INTERNAL
ECM
BAP
TARGETING COMPUTER

ANOTHER TESTED CONFIGURATION — ALTERNATE A — IS THE FOLLOWING (THERE ARE NO MORE KNOWN CONFIGURATIONS SO FAR):

2 cLRM-15 (EACH SHOULDER)
2 cSSRM-4 (EACH LEGS)
2 cLARGE PULSE-LASER (EACH TORSO)
2 cMACHINE GUN (EACH TORSO)
2 cER-PPC (EACH ARMS)
2 cER LARGE LASER (EACH ARMS)

FF-ARMOUR
NORMAL ENGINE
ENDO-STEEL INTERNAL
JUMP-JETS
TARGETING COMPUTER

STEAMSTING

WHILE HOLLANDER II's CONSIDERED A RELIABLE, HARD-PUNCHING STEINER DESIGN NOT ALL HOLLANDER PILOTS ARE SATISFIED WITH THEIR MECH'S CAPABILITIES. EBON "HAWK" STEEL STARTED TO DISLIKE THE SINGLE GAUSS CONFIGURATION WHEN HE FIRST FACED WITH A FALCON MADDOG ON AYINA. OF COURSE THE GAUSS HAS BIG DAMAGE BUT RUNS OUT OF AMMO QUICKLY AND AFTER THAT IT IS END, JUST LIKE ON AYINA.

SO, WHEN EBON RETURNED TO DUTY HE CAME UP WITH SOMETHING NEW: HE ORDERED THE RECONFIGURATION OF STEAMSTING, HIS HOLLANDER II. HE DID NOT FORGOT THAT HOLLANDERS ARE SNIPERS AND BEATEN QUICK IN CLOSE-QUARTER SITUATIONS SO THE LONG-RANGE PROFILE OF THE MECH REMAINED, BUT TWO LASERS WERE INSTALLED TO MAKE MORE EXPENSIVE TO ANYONE

WHO CAME TO CLOSE. THE RESULT WAS A SUCCESS, A MECH WHAT EXCEEDED FROM THE OTHERS, BUT IT WAS THANK TO THE PILOT ASWELL...

STEAMSTING

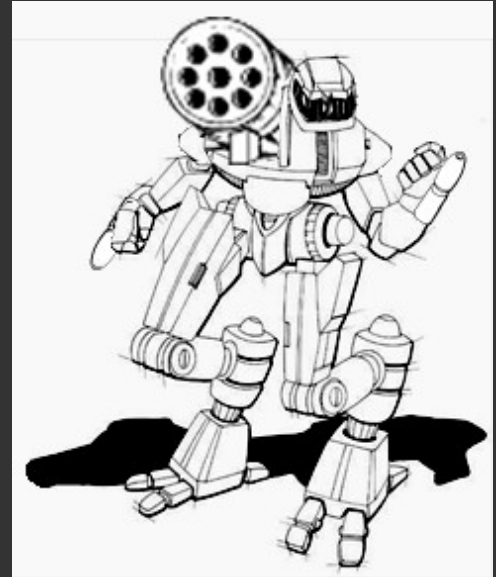
45TONS HOLLANDER II

1 MEDIUM LASER (RIGHT ARM)

1 LRM-15 (RIGHT TORSO)

1 MEDIUM LASER (LEFT ARM)

ENCHANCED ARMOUR PROTECTION



HOLLANDER IIc

THE CAPTURED LYRAN HOLLANDERS' REVISION BY CLAN SCIENTISTS AND ENGINEERS DEEMED THE MODELL UNWORTHY FOR ANY KIND OF BATTLE-DUTY BUT THE DESIGN WAS FOUND BY THE WARRIORS AS AN ALMOST PERFECT DUELING PLATFORM. TO MAKE SOME USE THE MANY CAPTURED CHASSIS THE JADE FALCONS REDESIGN IT TO GET A FORMIDABLE SECOND-LINE DESIGN THEY COULD FIELD IN GREAT NUMBERS. THE RESULT IS SIMILAR TO THE HOLLANDERS IN APPEAREANCE BUT HAS A VERY DIFFERENT ARMAMENT PROFILE AND WEIGHT A BIT MORE. THE DESIGN SEEN COMBAT ACTIVELY DURING THE FALCON INCURSION DURING THE FCCW (FedCOM CIVIL WAR) AND PROVEN A VENERABLE SECOND-LINE BATTLEMECH OF THE ALREADY MIGHTY FALCON TOUMAN AND STILL A GOOD PLATFORM OF DUELING...

HOLLANDER IIc

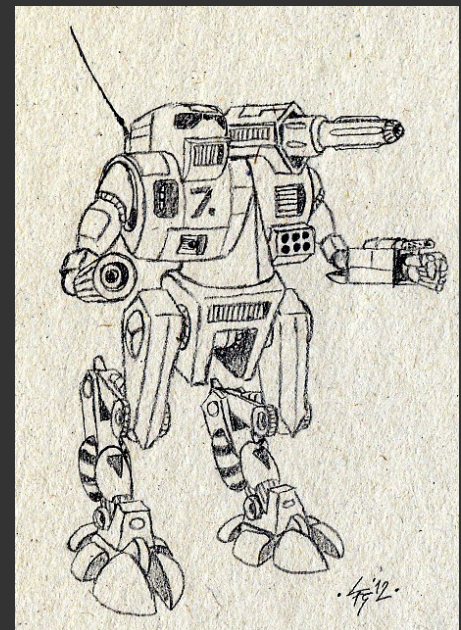
45 TONS

1 CLAN ER-PPC (LEFT SHOULDER)

1 CLAN ER-LARGE LASER (RIGHT ARM)

1 CLAN ER-SMALL LASER (RIGHT TORSO)

1 CLAN STREAK-SRM6 (LEFT TORSO)



2 CLAN LIGHT MACHINE-GUNS (LEFT ARM)

STANDARD INTERNAL

STANDARD FUSION ENGINE

STANDARD ARMOUR

HOLLANDER III

ARCHON OF THE LYRANS, CATHERINE STEINER(-DAVION) ORDERED HER SCIENTISTS TO DESIGN III-MARKED MODELS FOR THE STEINER-FORCES. AND SO THE HOLLANDER III BORNED AS A VERY STRANGE DESIGN WHAT HEAVILY USE CLAN OMNI-PRINCIPLES AND UNIQUE DESIGNS (LEGS). THE JUMP CAPABLE, 60 TONS NIGHTMARE SEEMS FRAGILE BUT HAS AN EXCELLENT BALANCE AND COUNTED AS A VERY HARD HITTER. MOST DANGEROUS IN LONG RANGE BUT COULD DEFEND ITSELF IN CLOSE-COMBAT IF IT'S NECESSARY...

HOLLANDER III

60 TONS

1 LONG TOM ARTILLERY-GUN (RIGHT SHOULDER)

1 ER-MEDIUM LASER (RIGHT TORSO)

1 MEDIUM PULSE-LASER (RIGHT TORSO)

1 LRM-10 WITH ARTEMIS SYSTEM (LEFT TORSO)

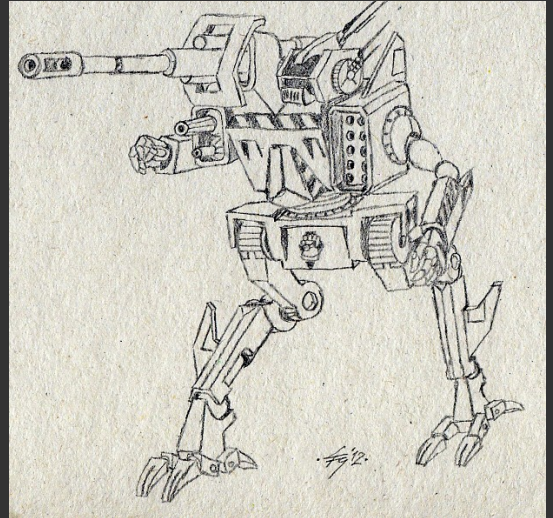
1 ECM (HEAD)

2 JUMP-JETS (BACK)

STANDARD INTERNAL

XL FUSION ENGINE

FF-ARMOUR



WARMONGER

THIS FALCON KNIGHT MECH IS NOTHING MORE THAN A HUNCHBACK-ON-STERIODS. SERIOUSLY OVERPOWERED COMPARED WITH A COMMON HUNCHBACK STILL MANOUVERABLE ENOUGH TO EVADE MOST DANGER THROUGH A BATTLE. WARMONGER'S ONLY DRAWBACK THAT IT IS NOT JUMP-CAPABLE, OTHERWISE IT IS A MASS-MURDERER...

WARMONGER

50 TONS HUNCHBACK

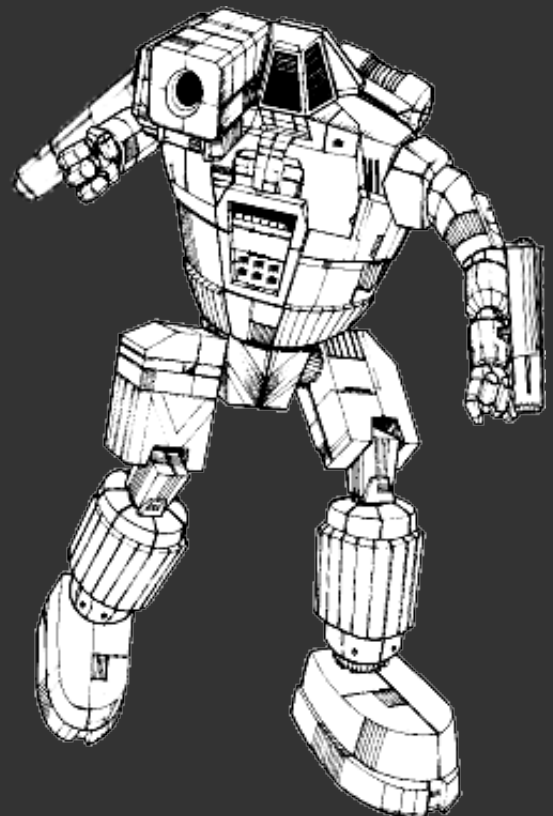
1 AMS (LEFT TORSO)

1 ER-PPC (LEFT ARM)

1 SRM-6 (CENTER TORSO)

1 AC-10 (RIGHT TORSO)

1 MEDIUM PULSE-LASER (RIGHT ARM)



ALEXANDR

SHARE THE NAME OF A GREAT KERENSKY THIS WOLF CONFIGURED ICE FERRET IS A COMPETENT COMBATANT IN MOST BATTLEFIELD ENVIRONMENTS. IT IS FAST, ACCURATE AND COULD HIT HARD IF CLOSED UP ENOUGH TO LET IT FIREPOWER RAVAGE FREELY...

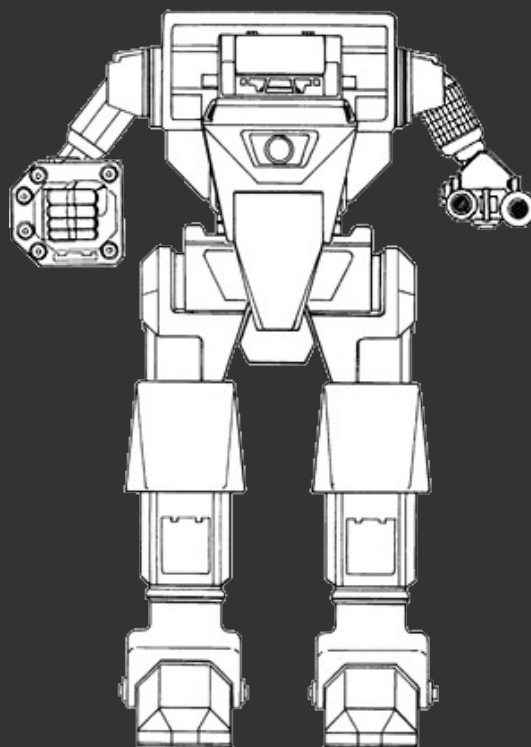
ALEXANDR (ICE FERRET)

6 CER SMALL LASERS (R. ARM)

1 CER MEDIUM LASER (L. ARM)

1 CER LARGE LASER (L. ARM)

1 LASER AMS (TORSO)



ENFORCER

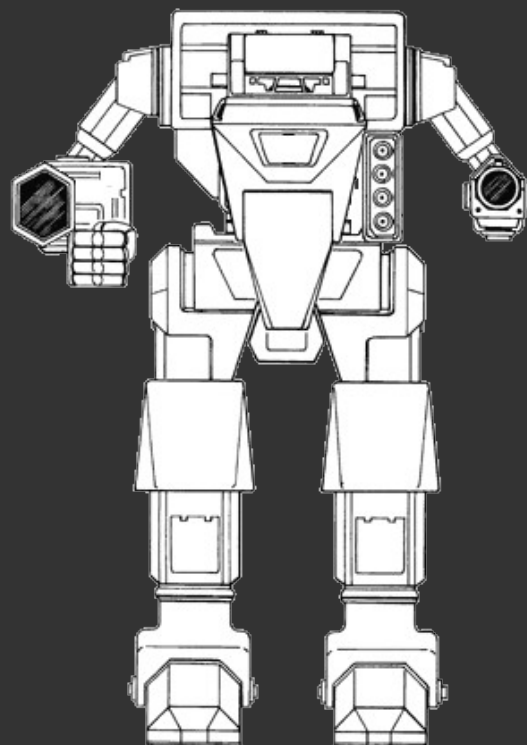
THE FALCON VARIANT — CALLED ENFORCER BY IT'S PILOT — IS ESSENTIALLY A MINIATURE SUMMONER WITH FASTER SPEED BUT LESSER ARMOUR PROTECTION AND AN SRM INSTEAD OF AN LRM. NEVERTHELESS IT IS A VERY EFFECTIVE COMBAT UNIT CAPABLE TO SHATTER ALMOST ANY SPHEROID HEAVIES AND A FEW ASSAULTS ON IT'S OWN. ENFORCER WERE TAKE PART IN THE INITIAL INVASION AND THE BATTLE OF TUKAYYID. LAST SEEN DURING THE FALCON INCURSION TOOK PLACE UNDER THE FEDCOM CIVIL WAR.

ENFORCER (ICE FERRET)

1 CER-PPC (R. ARM)

1 cSTREAK SRM-4 (L. TORSO)

1 CLB-10X AC (L. ARM)



LINEBRAKER

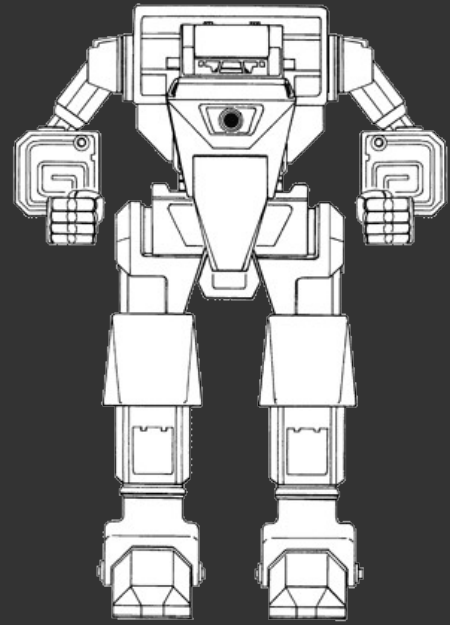
THE LINEBRAKER IS A SOLARIS-EXCLUSIVE DESIGN PILOTED BY A TALENTED EX-MERCENARY WARRIOR. THE WHOLE CONFIGURATION IS MADE FOR THE PILOT'S PERSONAL FIGHTING STYLE: SOFTEN UP THE TARGET FROM RANGE AND WHILE IT IS CONFUSED QUICKLY GET CLOSE AND OVERRUN! AND SO FAR THE LINEBRAKER WERE SUCCESSFUL WITHIN THE MEDIUM CIRCUIT AND WELL WORTH IT PRICE.

LINEBRAKER (ICE FERRET)

1 cLARGE PULSE-LASER (TORSO)

2 cSTREAK SRM-4s (ARMS)

JUMP CAPABLE



BARNIE

BARNIE WAS A SIMPLE JENNER DURING THE WORD OF BLAKE JIHAD AND SERVED WELL THE UNIT IT BELONGED. BUT THEN DEVLIN STONE INITIATED REFORMS TO STRONGLY SUNK THE NUMBER OF BATTLEMECHS OF THE INNER SPHERE. THE PILOT, AND OWNER, OF BARNIE DID NOT WANTED TO LOST HIS BELOVED MECH SO IT WAS ALTERED STRONGLY. THE TWO LASER-MODULS ON THE SIDES WERE REMOVED AND ARM-MANIPULATORS INSTALLED MAKE POSSIBLE FOR BARNIE TO SERVICE AS AN ALL-AROUND BUILD\AGRO MECH.

BUT ONCE AGAIN, THE WAR RETURNED TO THE WORLDS OF THE REPUBLIC OF THE SPHERE AND BARNIE FORCED TO RETREAT TO ACTIVE DUTY. TO KEEP THE REACTIVATION TIME PERIOD AS SHORT AS POSSIBLE BARNIE RECEIVED SMALL LASERS INSTALLED ON HIS ARMS AND REACTIVADET HIS LONG USED SRM LAUNCHER. THEN BARNIE BECAME SOMETHING UNIQUE ON THE BATTLEFIELD, A JENNER WITH ARMS!

BARNIE (JENNER)

2 ER SMALL LASERS (ONE ON EACH ARMS)

1 STREAK SRM-6 (UPPER CENTER TORSO)

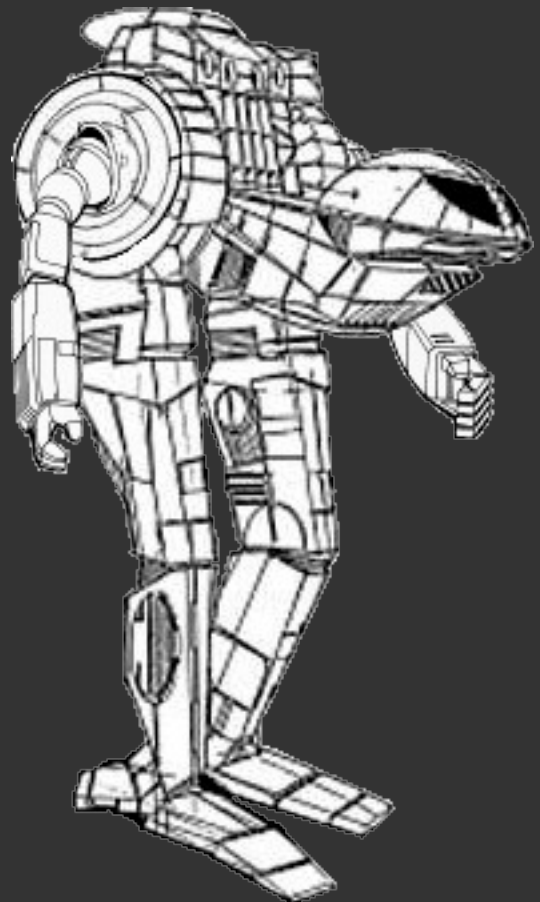
STANDARD ARMOUR

STANDARD INTERNAL

XL ENGINE

DOUBLE HEAT-SINKS

JUMP-JETS



JAGERMECH 2

IT IS WELL KNOWN BY ANYONE HOW WAS THE JAGERMECH III INTRODUCED BY THE DAVION FORCES. IT WAS A RENEWED VERSION OF THE OLD BUT VENERABLE CANNONER GUY, EVEN THOUGH THE MK3 HAD A TERRIBLE APPEARENCE. BUT THE DESIGN WERE NOT SUCH A SUCCESS, FAR NOT, AS IT WAS PLANNED AND THAT LEAD THE MANUFACTURER TO DESIGN THE JAGERMECH AGAIN...

BUT THIS TIME DO IT WELL, THEY SAID! SO THEY KEPT THE BASIC IDEAS OF THE JAGERMECH, A MECH WHAT IS ALWAYS COOL

BECAUSE THE ALMOST LACK OF ENERGY WEAPONS, BUT UPGRADED THE CHASSIS A BIT. THE RESULT IS A DANGEROUS PREDATOR WHAT SPREAD FEAR AND DEATH ACROSS THE FIELDS OF BATTLE...

A 100 TONS ASSAULT MONSTER WITH THE ABILITY TO JUMP. A MONSTER WHAT COULD TORN APART ANOTHER MECH QUICKLY, WITHOUT CAUSING MUCH HEAT TO TROUBLE THE PILOT... OR, AT LEAST THE PRIMARY VARIANT...

THE DESIGN WAS SO SUCCESSFULL THAT MANY ALTERNATIVE WEAPON-LOADOUTS WERE DESIGNED AND MANUFACTURED, ALMOST ALL OF THEM WERE VERY DESTRUCTIVE AND HEAT-SAFE. DEPENDENCY ON AMMUNITION? WHILE IT IS NORMALLY AN ISSUE, THE DESIGN WERE SUCCESSFULL WHEN THE SUPPLY-LINES WERE FAR AWAY, THANKS FOR THE BACK-UP WEAPONRY AND THE ABILITY TO JUMP - MOSTLY RIGHT ONTO THE OTHER MECHS.

JAGERMECH 2 (100 T ASSAULT)

JGM-2A (PRIMARY CONFIG):

2 RAC-5 (ONE ON EACH ARMS)
2 ULTRA-AC 5 (ONE ON EACH ARMS)
1 MED. PULSE-LASER (RIGHT TORSO)
1 LIGHT M.GUN (LEFT TORSO)
4 JUMP-JETS (TWO ON THE BACK, ONE ON EACH LEGS)

JGM-2D:

2 LB-10X AC (ONE ON EACH ARMS)
2 ULTRA-AC 2 (ONE ON EACH ARMS)
1 SRM-6 (RIGHT TORSO)
1 FLAMER (LEFT TORSO)
4 JUMP-JETS (SEE JGM-2A)

JGM-2X (ONLY ONE EXIST):

1 ULTRA-AC 5 (LEFT ARM)
1 LIGHT GAUSS (LEFT ARM)
1 RAC-2 (RIGHT ARM)
1 ER-PPC (RIGHT ARM)
1 SRM-4 (RIGHT TORSO)
1 FLAMER (LEFT TORSO)
NO JUMP-JETS INSTALLED

JGM-2B:

2 GAUSS-RIFLE (ONE ON EACH ARMS)
2 ULTRA-AC 2 (ONE ON EACH ARMS)
1 ER MED. LASER (RIGHT TORSO)
1 FLAMER (LEFT TORSO)
3 JUMP-JETS (ALL ON THE BACK)

JGM-2E:

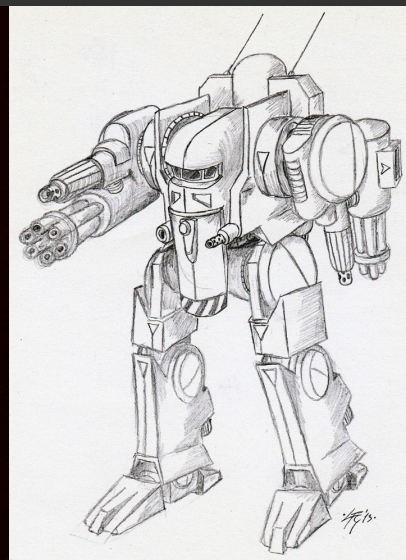
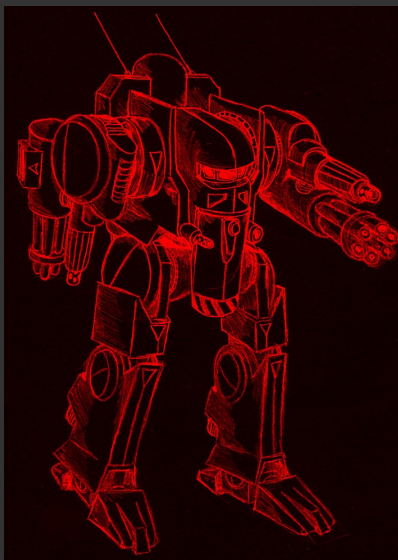
2 ULTRA-AC 5 (ONE ON EACH ARMS)
2 LRM-15 (ONE ON EACH ARMS)
1 LRM-5 (RIGHT TORSO)
1 TAG (LEFT TORSO)
3 JUMP-JETS (SEE JGM-2B)

JGM-2C:

2 HYPER-AC 2 (ONE ON EACH ARMS)
2 LIGHT GAUSS (ONE ON EACH ARMS)
1 LARGE LASER (RIGHT TORSO)
1 AMS (LEFT TORSO)
4 JUMP-JETS (SEE JGM-2A)

JGM-2AX:

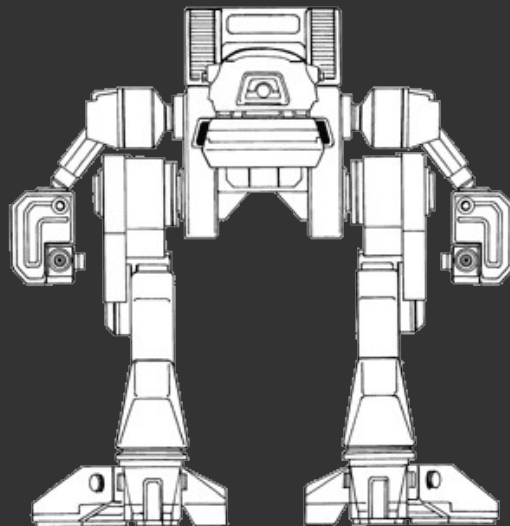
6 ULTRA-AC 5 (2-2 ON THE ARMS AND 2 ON THE TWO SIDE TORSO)
4 JUMP-JETS (SEE JGM-2A)



SNIPER

THE SNIPER — WHAT HAVE A REALLY DEPICTING NAME — IS A DUELING MECH FOR THE CLAN-STYLE, LONG-RANGE BRAWLING. AS A NORMAL COMBATANT THE SNIPER IS EFFECTIVE ONLY AGAINST LIGHTER TARGETS WHAT COULD BE SHOT DOWN WITH A FEW WELL-PLACED SHOTS. OTHERWISE THE HEAT-PROBLEMS MAKE THE SNIPER AN EASY PREY FOR LARGER OPPONENTS.

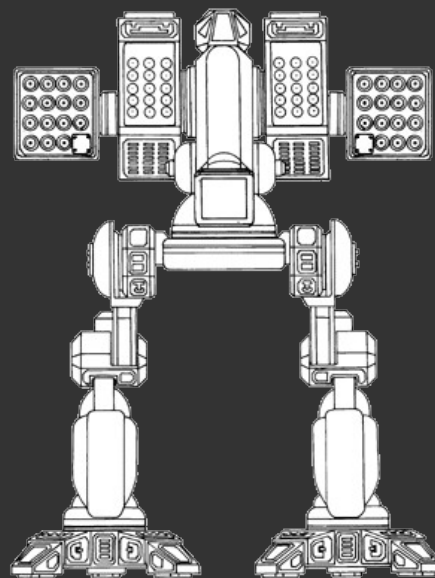
SNIPER (KITFOX)
2 cLARGE LASERS (ARMS)
1 ECM (COCKPIT)
JUMP CAPABLE



EXPLOSIONER

MAD DOGS WERE ORIGINALLY DESIGNED AS FIRE-SUPPORT MECHS BUT THE CLAN-STYLE WARFARE DEEMED FIRE SUPPORT COWARDICE. DESPITE OF THAT SOME GARRISON WARRIORS SEE THESE THINGS DIFFERENTLY AND OFTEN CONFIGURATE THEIR MECHS TO BE POTENT ARTILLERY UNITS IN CASE OF SUPPORT-NEEDS. THE EXPLOSIONER IS A FINE EXAMPLE, A MISSILE-BOAT WITH EXCEEDING FIRE-SUPPORT CAPABILITY PAIRED WITH THICK ARMOUR WHAT MAKE IT DURABLE. AND IT COULD ALSO JUMP! THE EXPLOSIONER PROVEN EFFECTIVE AGAINST THE SPHEROID RAIDS AGAINST CLAN-CAPTURED WORLDS AND GRANTED AN OPPORTUNITY TO IT'S PILOT TO COMPETE FOR A BLOODNAME...

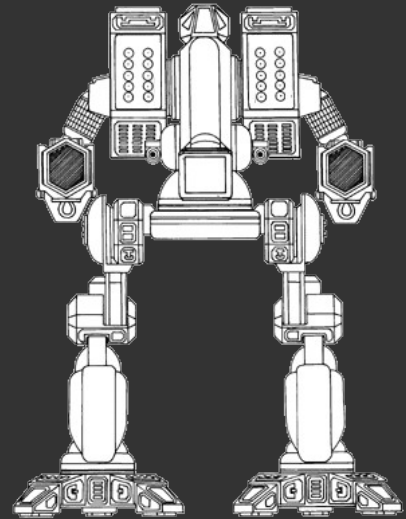
EXPLOSIONER (MADDOG)
2 cLRM-15s (TORSO)
2 cLRM-10s (ARMS)
1 LASER AMS (TORSO)
JUMP CAPABLE



HELLRAISER

THE HELLRAISER IS A NIGHTMARE WITH IT'S STRONG LONG-RANGE ARMAMENT AND THOSE WHOM COULD GOT CLOSE ENOUGH SHALL FACE WITH TWO FLAMERS INSTEAD OF AN EASY TARGET. OF COURSE EVEN THE HELLRAISER HAS A WEAK POINT AND IT'S WEAKNESS IS THE HIGH PRONE OF HEAT.

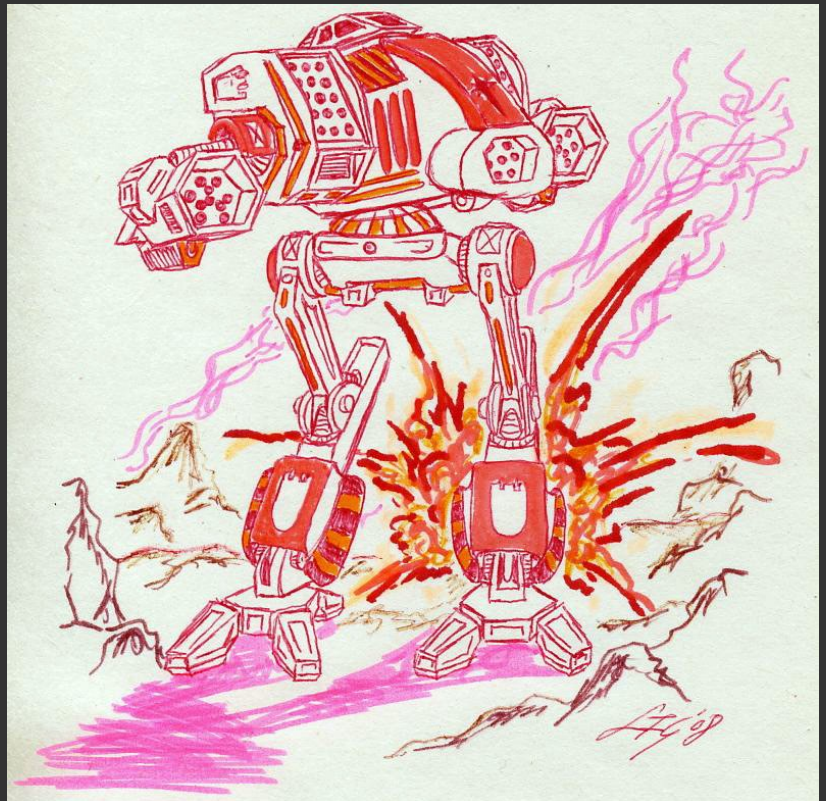
HELLRAISER (MADDOG)
2 cER-PPC (ARMS)
2 cLRM-10s (TORSO)
2 cFLAMERS (TORSO)



MADDOG-M

SPECIAL VARIANT OF THE MADDOG BELONG FOR THE 2. GALAXY OF CLAN FIRE MANDRILLS.

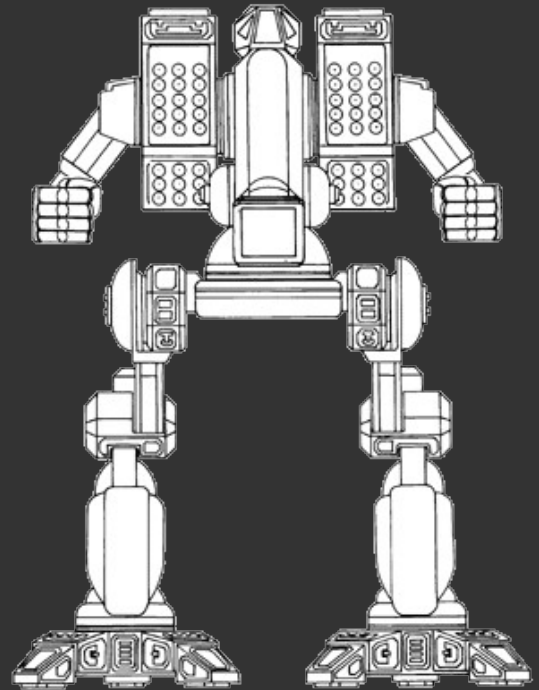
ARMED WITH:
- 2 cLRM-15
- 2 cLRM-10
- 1 cSRM-6



ROCKETEER

A WOLF-IN-EXILE CONFIGURATION OF THE WELL-KNOWN MADDOG OMNIMECH THE ROCKETEER IS AN EXCELLENT FIRE-SUPPORT MECH. IN CASE IF SOMEONE SURVIVE THE BARRAGE FIRE OF LRMS THIS MECH COULD PROTECT ITSELF IN — LITERALLY — A FIST-FIGHT. SO FAR THIS MECH SEEN NOT MUCH ACTION BUT THE WORD OF BLAKE JIHAD MAY PROVIDE IT SOME OPPORTUNITY TO PROVE...

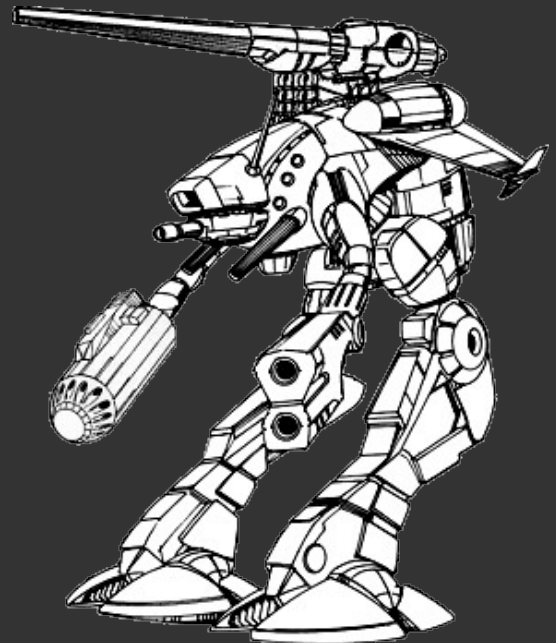
ROCKETEER (MADDOG)
2 cLRM-20s (TORSO)
2 cLRM-15s (TORSO)



DEATH ROSE

THE DEATH ROSE IS NOT JUST A HEAVILY ARMED MARAUDER BUT THE PERSONAL MECH OF THE FALCON KNIGHTS' COMMANDER, DUKE ICAZA. A TERRIBLE FOE TO STAND AGAINST THIS MARAUDER HAVE A WIDE VARIETY OF WEAPONS TO CRUSH ANYTHING WHAT MAY DARE TO STAND AGAINST IT AND IT COULD DO EVEN DURING A JUMP! SOMETHING WHAT RARELY SEEN IN A MARAUDER'S CASE...

DEATH ROSE
75 TONS MARAUDER
1 MEDIUM LASER (LEFT TORSO)
1 LARGE LASER (LEFT ARM)
1 MEDIUM PULSE-LASER (LEFT ARM)
1 ULTRA AC-5 (CENTER TORSO)
1 AMS (CENTER TORSO)
1 SRM-6 (RIGHT TORSO)
1 MEDIUM LASER (RIGHT TORSO)
1 LRM-15 (RIGHT ARM)
JUMP CAPABLE



MAULER 2C

THE CLAN REFIT OF THE KURITAN MAULER.

ARMED WITH:

- 2 cER-PPC
- 2 cMED.P.LASER
- 2 cLRM-10
- 4 cULTRA-AC 2

ENDO-STEEL INTERNAL AND FF ARMOUR...
JUMP-JETS EQUIPPED...



TIGERWASP

TIGERWASP IS A FALCON KNIGHTS' MERCURY CONFIGURATION SPORTS A FAR WIDER AND STRONGER WEAPONRY THAN A NORMAL MERCURY EVER COULD.

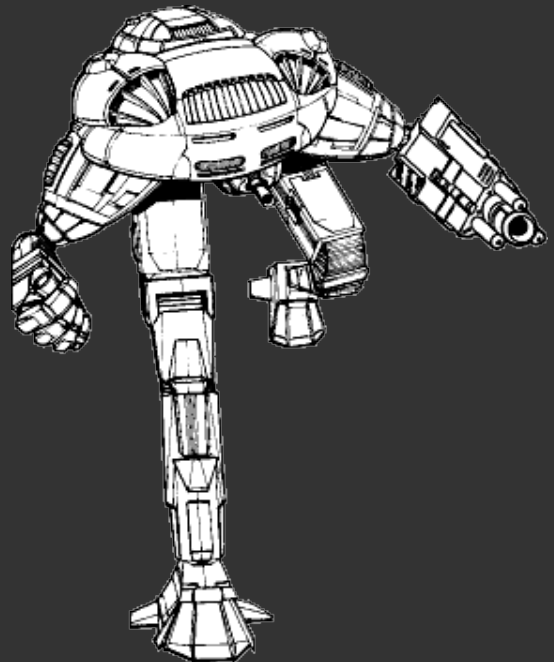
TIGERWASP

20 TONS MERCURY

1 MEDIUM PULSE-LASER (LEFT ARM)

3 SMALL LASERS (LEFT ARM)

1 TAG (CENTER TORSO)



HANDMAIDEN

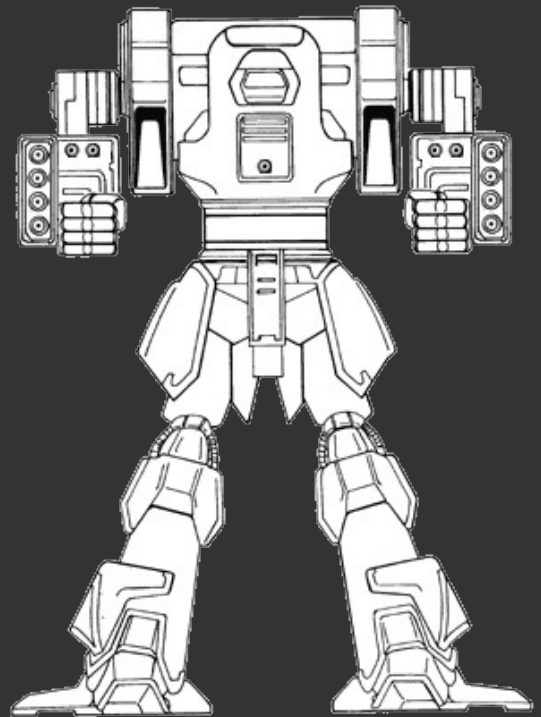
THE HANDMAIDEN IS A POTENT CONFIGURATION SERVES IN THE SHROUD KESHIK, THE COMMAND UNIT AND PERSONAL GUARD OF THE JAGUAR KHANS. IT IS SAID THAT THE HANDMAIDEN FOUGHT UNTIL THE BITTER END DURING OPERATION BULLDOG AND LATER ON HUNTRESS BEFORE THE FULL COLLAPSE OF THE JAGUARS. NOW THE MECH, MAYBE WITH A NEW NAME, IS PART OF THE SPHEROID FORCES' SALVAGE ON WAY BACK TO THE SPHERE.

HANDMAIDEN (MIST LYNX)

2 cSTREAK SRM-4s (ARMS)

4 cSMALL PULSE-LASERS (ARMS)

1 cSMALL ER-LASER (TORSO)



MADMAN'S FURY

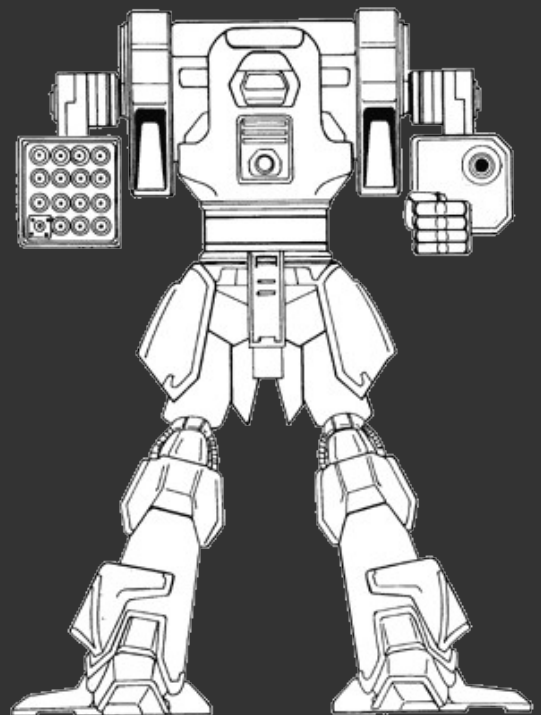
MADMAN'S FURY IS THE NAME THE RASALHAGUEN FORCES GAVE THE MECH DURING THE WOLVES SIEGE ON THEIR CAPITAL WORLD OF RASALHAGUE. THE CLAN WARRIOR LATER HEARD HOW HIS MECH WAS CALLED AND THOUGHT IT IS A GOOD OMEN AND MAKE THE NAME PERMANENT. THE FURY RAGES ON TUKAYYID AND LATER BASHED THE FALCONS. NOW IT SERVES IN AN ELIT UNIT OF KHAN VLAD WARD'S WOLVES ALWAYS READY TO SHOW WHY IT WAS NAMED AS THE MADMAN'S FURY!

MADMAN'S FURY (MIST LYNX)

1 cLRM-15 (R. ARM)

1 cLARGE LASER (L. ARM)

1 ECM (TORSO)



HUNTERBLADE

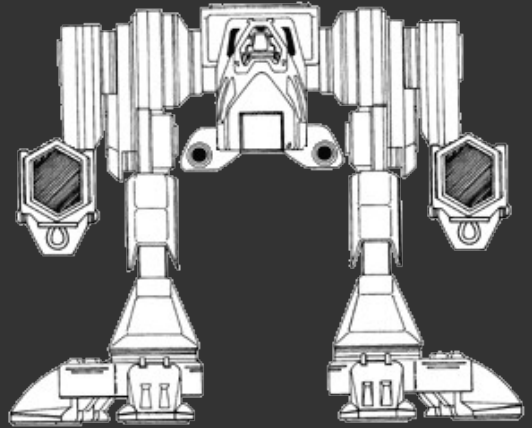
THIS IS A SPECIAL VARIANT OF THE CLAN NOVA OMNIMECH. EQUIPPED WITH 2 MED.-PULSES LASER ON EACH ARMS AND 2 LARGE-PULSE LASERS ON THE TORSO. THE ARMS AND LEGS ARMOUR IS THICKER THAN THE ORIGINAL NOVA'S AND JJETS ADDED TO IMPROVE THE MOBILITY OF THIS VARIANT. WHILE IT DOESN'T CARRYING SUCH A FIREPOWER THAN OTHER VARIANTS, THE THICKER ARMOUR AND IMPROVED MOBILITY MADE IT A FORMIDABLE OPPONENT IN MOUNTAIN OR URBAN COMBATS...

THE MECH HAS A UNIQUE DARK PURPLE AND BLACK PAINTING SCHEME WITH 3 RED STARS... IT SERVES IN THE FALCON'S PEREGRINE GALAXY.

HUNTERBLADE (NOVA)

2 cLARGE PULSE-LASERS (ARMS)

2 cMEDIUM PULSE-LASERS (TORSO)



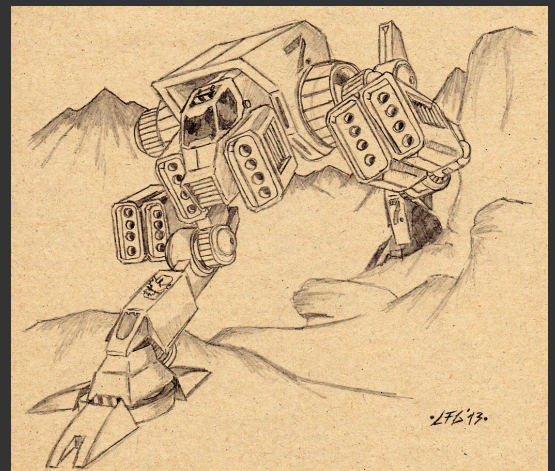
PAINHOLDER

THE PAINHOLDER IS AN UNLIKELY CONFIGURATION OF THE VENERABLE NOVA DESIGN CARRYING 6 STREAK SRM-4s WHILE SACRIFICED THE JUMP CAPABILITY. THIS MECH BELONGS TO THE FAMOUS FALCON GUARD, AN ELITE JADE FALCON FRONT-LINE UNIT.

PAINHOLDER (NOVA)

4 cSTREAK SRM-4s (ARMS)

2 cSTREAK SRM-4s (TORSO)



FIRE BLOSSOM

FIRE BLOSSOM IS A REALLY UNIQUE CONFIGURATION OF THE ORION CHASSIS. THIS FALCON KNIGHT MECH HAS GREATER DESTRUCTIVE POWER THAN ANY OTHER ORIONS WHAT EVER SHOWED ON THE PERIPHERY.

FIRE BLOSSOM

75 TONS ORION

1 AMS (BACKPACK)

1 LRM-15 (LEFT TORSO)

1 LRM-10 (LEFT ARM)

1 SRM-6 (CENTER TORSO)

1 LARGE LASER (RIGHT TORSO)

1 ER-PPC (RIGHT ARM)



RED LANCER

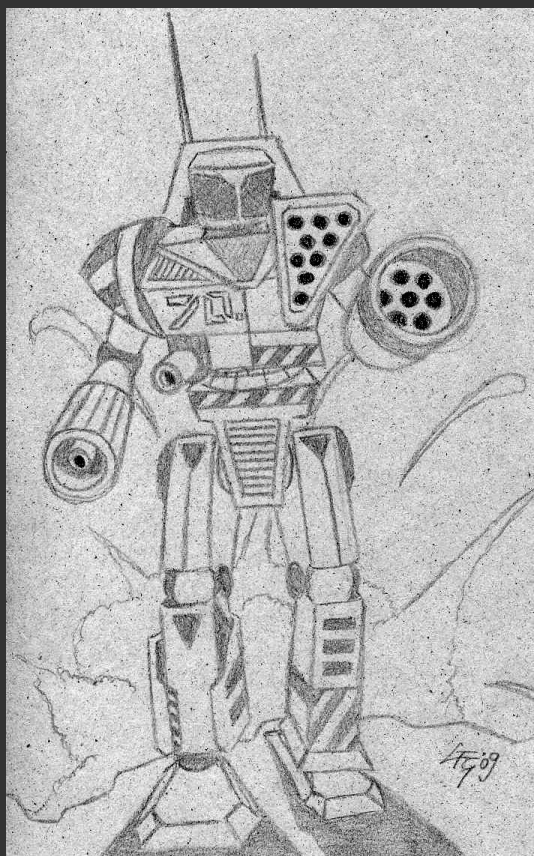
UNDER THE OPERATION BULLDOG MANY CLANTECH HAVE SALVAGED AND MANY BATTLEMECHS REFITTED. THE "RED LANCER" IS ONE OF THESE REFITTED MECHS REEQUIPPED WITH CLANTECH WEAPONS.

ARMAMENT:

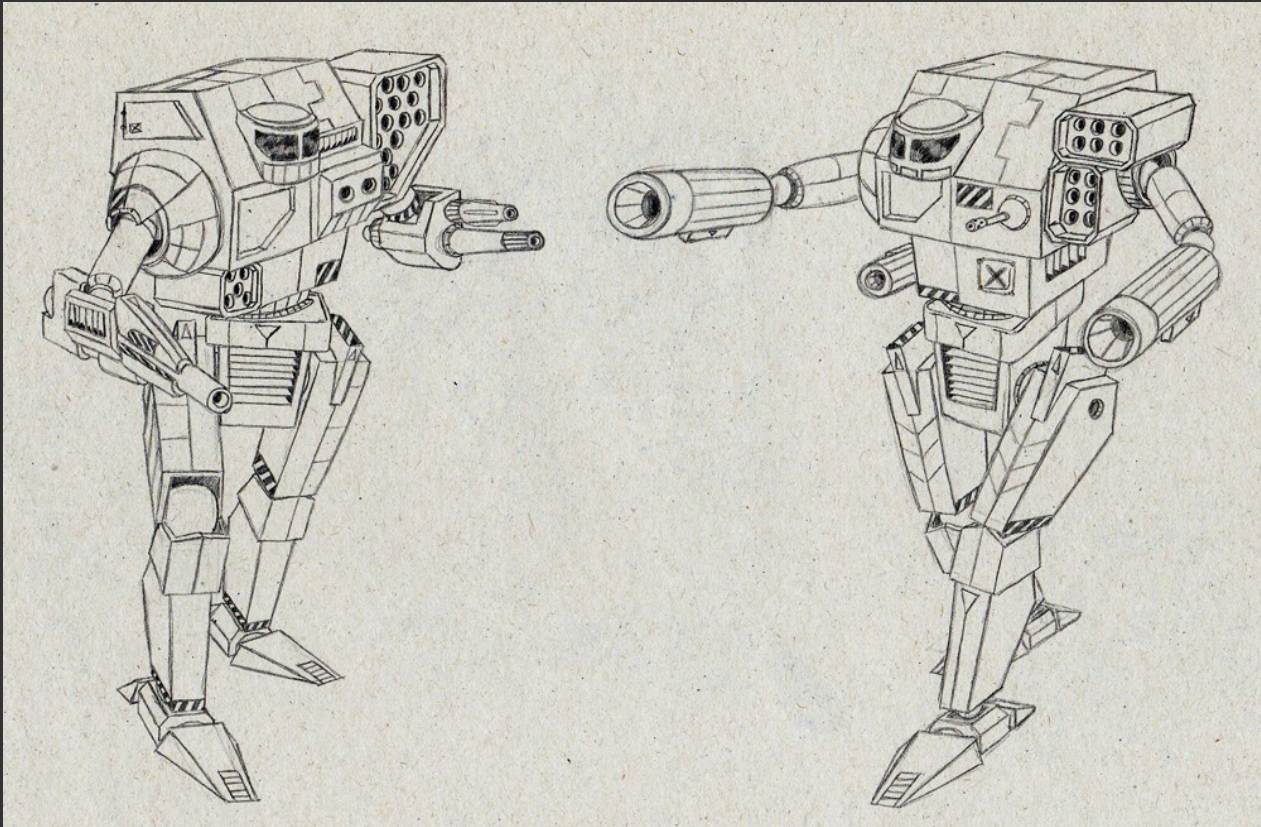
2 LARGE PULSE LASER (CLAN)

2 LRM-20 (CLAN)

THIS CHASSIS HAVE THICKER ARMOUR AND FASTER THAN A BASIC ORION.



KRAKEN & MEDUSA



THESE ORION MECHS ARE THE PERSONAL PROPERTIES OF A TWINS, AYDEN AND KAYLA, WHOM USED THEM ON SOLARIS VII TO RECEIVE FAME FOR THEMSELVES. BUT WHEN THE RIFT BETWEEN THE STEINER-DAVIONS STARTED TO BECOME BROADER, THE TWINS SET THEIR ALLEGIANCES. AYDEN SUPPORTED CATHERINE WHILE KAYLA REMAINED LOYAL TO VICTOR.

AND AS THE TWO RULER'S BRICKENING BECAME OPEN CONFLICT, AYDEN AND KAYLA FACED EACH OTHERS IN THE COLISEUM TO SETTLE THEIR ALLEGIANCE-BASED MATTERS ONCE AND FOR ALL. WHO WILL WIN THE "CLASH OF THE TITANS"? ONLY THE TIME COULD ANSWER SUCH A QUESTION...

THE TWO MECHS' CHARACTERISTICS ARE SEEMS TO COMPLEMENT EACH OTHERS: KRAKEN IS A LONG-RANGE BOMBARIDER, LIKE IT'S NAMESAKE KILL FROM A DISTANCE WITH IT'S DEADLY ARMS. MEDUSA, ON THE OTHER HAND, IS A CRUEL SHORT-RANGE BASHER WHAT QUICKLY CLOSE-UP AND EVISCERATE THE OPPONENT FROM CLOSE RANGE WITH IT'S MASSIVE ARSENAL.

KRAKEN

(AYDEN'S ORION)

- 1 ER-PPC (RIGHT ARM)
- 1 LRM-5 (RIGHT TORSO)
- 1 NARC BAECON LAUNCHER (LEFT TORSO)
- 1 LRM-15 (LEFT TORSO)
- 1 ER MEDIUM LASER (LEFT HAND)
- 1 LARGE LASER (LEFT HAND)
- TARGETING COMPUTER (COCKPIT)
- ADDITIONAL HEAT-SINKS

MEDUSA

(KAYLA'S ORION)

- 2 ULTRA-AC5s (ONE ON EACH ARMS)
- 1 ULTRA-AC2 (RIGHT TORSO)
- 1 AMS (LEFT TORSO)
- 2 SRM-6s (LEFT TORSO)
- JUMP-JETS
- CASE-PANNELS INSTALLED

ORION MK3

THE FACT THAT THE ORION CHASSIS IS UNIQUELY SPACIOUS THE KALLON INDUSTRIES LICENSED THE RIGHTS OF THE 'MECH TO CREATE A COMPLETE REDESIGN. THE NEW MARK-3 CREATED AS A COMMAND MECH, EQUIPPED WITH AN ELECTRONIC PACKAGE TO BE A COMPETITOR OF THE LONG VENERABLE CYCLOPS DESIGN WHILE REMAIN A LONG-RANGE KILLING MACHINE OF THE BATTLEFIELDS. THE DESIGN FEATURES ALL THE WEIGHT SAVING MATERIALS AND AN ALMOST OMNI-LIKE PROFILE VIA THE VARIABILITY OF THE ARMS' ARMAMENT. AS THE RESULT OF THESE THINGS THE NEW ORION MK3 WEIGHS UP TO 85 TONS WHILE KEEP THE SAME SPEED PROFILE AS THE OLD ORION DESIGN.

CLASS\WEIGHT: ASSAULT - 85T

INTERNAL: ENDO-STEEL

ENGINE\SPEED: XL CORETEK-750 - 64.8 KPH

ARMOUR: FF ARMOUR

HEAT SINKS\JUMP JETS: DOUBLE HSs, 120M JUMP CAP.

ELECTRONICS:

- BEAGLE ACTIVE PROBE (BAP)
- ECM
- TARGETING COMPUTER
- ARTEMIS FCS

PRIMARY

- 1 AMS ("BACKPACK", OVER THE HEAD)
- 1 TAG (LEFT TORSO)
- 1 ER PPC (RIGHT TORSO)
- 2 ULTRA AC5s (ARMS)
- 2 LRM-15s (ARMS)
- 1 SINGLE SHOT SRM-4 (LEFT LEG)

ALTERNATE B

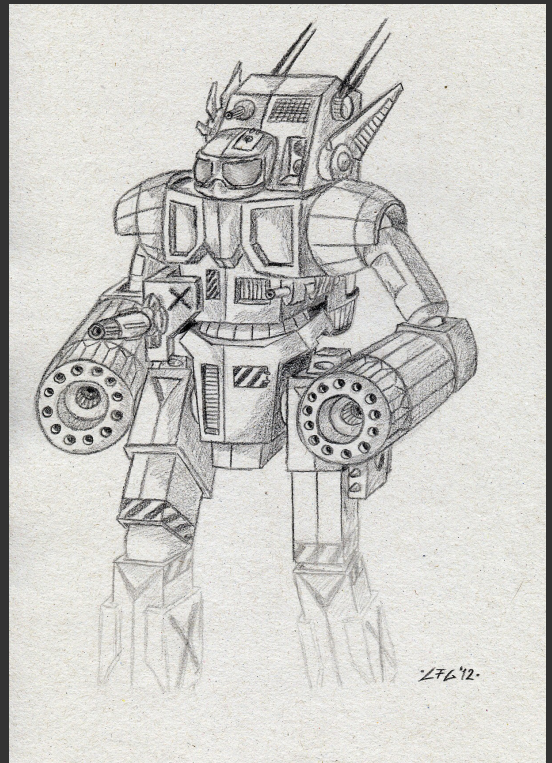
- 1 AMS ("BACKPACK", OVER THE HEAD)
- 1 MEDIUM LASER (LEFT TORSO)
- 1 GAUSS CANNON (RIGHT TORSO)
- 2 MED. PULSE LASERS (ARMS)
- 2 MRM-20s (ARMS)
- 1 ANTI-INFANTRY M-GUN (LEFT LEG)

ALTERNATE A

- 1 AMS ("BACKPACK", OVER THE HEAD)
- 1 ER SMALL LASER (LEFT TORSO)
- 1 LARGE PULSE LASER (RIGHT TORSO)
- 2 ER PPCs (ARMS)
- 4 SRM-6s (ARMS)
- 1 SINGLE SHOT LRM-5 (LEFT LEG)

ALTERNATE C

- 1 AMS ("BACKPACK", OVER THE HEAD)
- 1 SMALL PULSE LASER (LEFT TORSO)
- 1 LRM-20 (RIGHT TORSO)
- 4 LRM-15s (ARMS)
- 1 SINGLE SHOT SRM-6 (LEFT LEG)



PANTHER 2EW

THE ENCOUNTERS WITH THE FRESHLY DESIGNED AND FIELDED WOLFHOUNDS OF THE KELL HOUNDS MERCENARIES FORCED KURITA YORINAGA TO RISE SOME SAME THREAT AMONG HIS GENYOSHA'S LINES TO BALANCE THE POWER. AFTER EXAMINATION OF FIELD-RECORDS FROM THE AMMO-INDEPENDENT DESIGN YORINAGA THOUGHT SOME REARMED PANTHERS COULD BE COUNTER THE WOLFHOUNDS EFFECTIVELY.

THE PANTHER WAS CHOSEN BECAUSE IT WAS LONG SINCE A VENERABLE DESIGN OF THE DCMS AND THE GENYOSHA HAD PLENTY OF THEM IN THEIR DISPOSAL. THE PLAN WAS SIMPLE: REMOVE THE SRM AND THE AMMUNITION FROM THE CHASSIS AND INSTALL A SECOND PPC. HOWEVER, THE RESULT SUFFERED SERIOUS OVERHEATING AND THE LACK OF EXTRA MOBILITY WHAT THE NOW REMOVED JUMP-JETS PROVIDED. THIS LEAD YORINAGA'S TECHS TO CHANGE THE MECHS ARMANENT TO LARGE LASERS.

ARMED WITH TWO LARGE LASERS, REGAINED THE JUMP-JETS, THE PANTHER 2EW PROVEN A WORTHY FOE FOR THE KELL WOLFHOUNDS. AND SINCE YORINAGA DECIDED TO KEEP THE TECHNICAL SPECIFICATIONS FOR THE GENYOSHA EXCLUSIVELY, NEVER SEEN THIS VARIANT OUTSIDE OF THE ELITE GENYOSHA RANKS. AND THAT THING DID NOT CHANGED UNTIL THE ARRIVAL OF THE CLANS...

PANTHER 2EW

2 LARGE LASERS (ONE ON EACH ARMS)

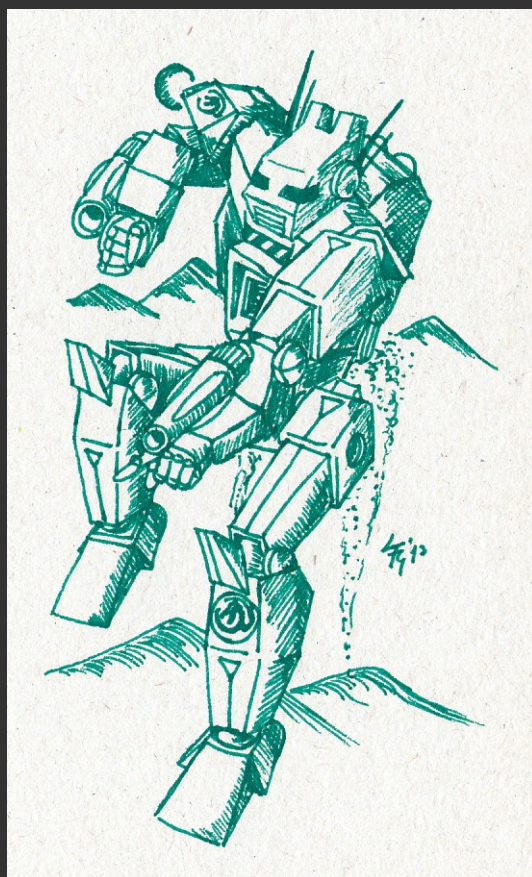
JUMP-JETS (BACK)

FULL-HEAD EJECTION MECHANISM

TARGETING COMPUTER (CLAN INVASION VARIANT)

DOUBLE HEAT-SINKS (CLAN INVASION VARIANT)

AFTER, OR DURING, OPERATION BULLDOG A SPECIALLY DESIGNED VERSION (2EW-S7) APPEARED ON SOLARIS VII'S LIGHT CIRCUIT.



PANTHER 2EW-S7

4 MEDIUM PULSE-LASERS (TWO ON EACH ARMS)

JUMP-JETS (BACK)

FULL-HEAD EJECTION MECHANISM

MASC

DOUBLE HEAT-SINKS

QUICK STAB

QUICK STAB IS A SPECIAL CONFIGURATION SHADOW HAWK USED BY THE FALCON KNIGHTS.

QUICK STAB

55 TONS SHADOW HAWK

1 ER-PPC (LEFT TORSO)

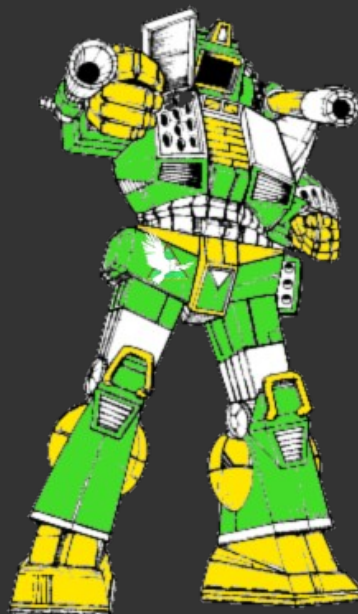
1 SRM-6 (LEFT ARM)

1 SRM-6 (LEFT LEG)

1 LRM-10 (RIGHT TORSO)

1 MEDIUM PULSE-LASER (RIGHT ARM)

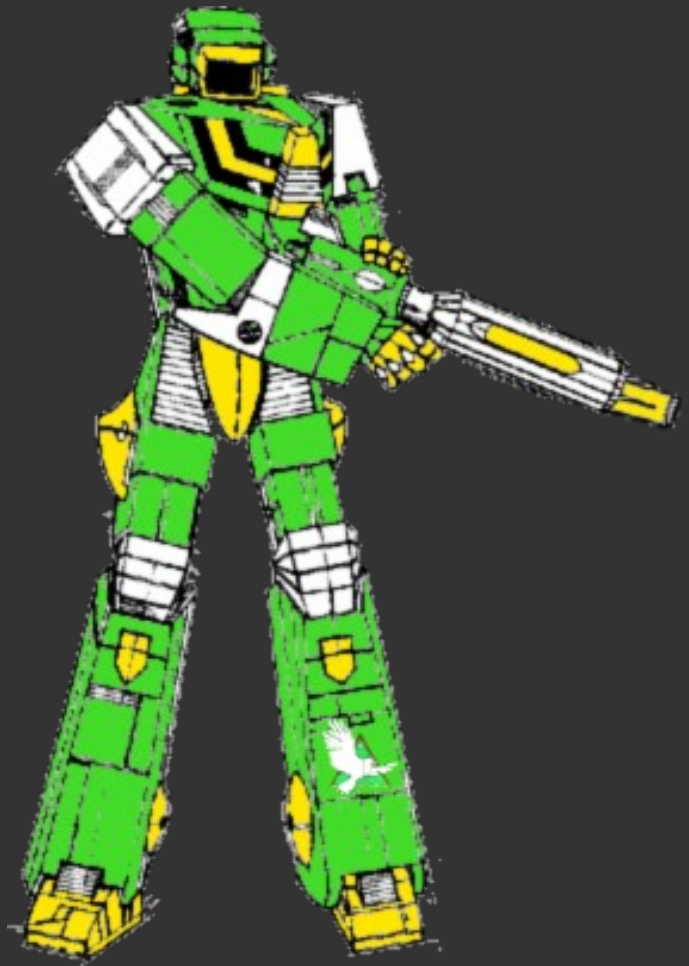
JUMP CAPABLE



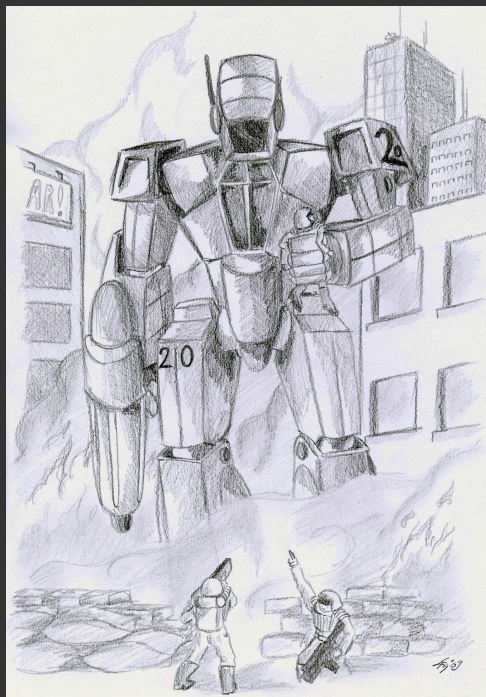
THUNDERDASH

THUNDERDASH WAS THE GIVEN NAME OF THE SPECIALLY CONFIGURED STINGER SERVED THE FALCON KNIGHTS MERCENARY UNIT. FAR MORE DESTRUCTIVE THAN A NORMAL STINGER AND FAR MORE SNIPER THANKS TO THE INSTALLED PPC IT CARRIES INSTEAD OF THE NORMAL LASER. WHILE HIT HARDER AND GENERATE MORE HEAT THE THUNDERDASH IS STILL AS AGILE AND MANOUVERABLE AS ANY OTHER STINGER IN THE UNIVERSE EXCEPT THE LACK OF JUMP CAPABILITY. WHILE THIS VARIANT CONSIDERED AS A FALCON KNIGHT EXCLUSIVE IT SEEMS IT HAS A COMPLEX FUTURE.

LONG AFTER THE END OF THE KNIGHTS MISSION THROUGHOUT THE PERIPHERY OPERATION BULLDOG TOOK PLACE TO KICK OUT THE SMOKE JAGUARS FROM THEIR INNER SPHERE HOLDINGS SPANNED WITHIN A GREAT PORTION OF THE DRACONIS COMBINE. THE OPERATION WAS SUCCESSFUL AND THE JAGUARS CEASED TO EXIST. BUT AN EX-JAGUAR WARRIOR APPEARED ON SOLARIS 7 PILOTED A VERY SIMILAR STINGER THAN THE THUNDERDASH. MANY SUSPECTS THAT HIS MECH WAS REALLY THE THUNDERDASH SINCE THE FALCONS DID NOT KEPT THE MECH AFTER THE KNIGHTS RETURNED TO THEIR CLAN...



THUNDERDASH
20 TONS STINGER
1 ER-PPC (RIGHT ARM)



THE JAGUAR STINGER (WHAT POSSIBLY THE THUNDERDASH) DURING OPERATION BULLDOG....

DAWNHUNTER

THIS IS MY VERY OWN VARIANT OF THE STORMCROW OMNIMECH, CALLED DAWNHUNTER.

ARMED WITH:

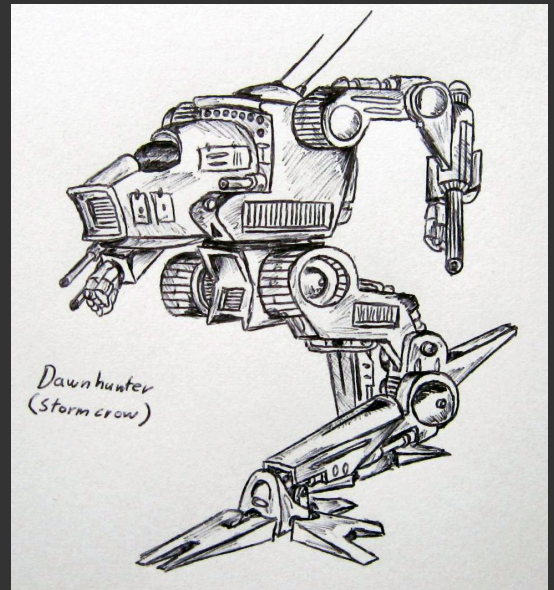
1 CLAN LB-10X AC

2 CLAN MEDIUM PULSE-LASER

2 CLAN STREAK SRM-4

1 LASER AMS

AND JUMP CAPABLE...



TRANCE

TRANCE IS ESSENTIALLY A MORE POWERFULL VERSION OF THE PRIMARY CONFIGURATION OF THE VENERABLE AND AWESOME SUMMONER OMNIMECH. WHILE TRANCE SACRIFICE THE JUMP CAPABILITY IT HAVE A MORE POWERFULL ARSENAL ALLOW HER TO QUICKLY CRIPPLE ANY OPPONENTS INTO USELESS PIECES OF METAL. TRANCE PAINTED TO RED AND BLACK AND PROUDLY BEAR THE JADE FALCON INSIGNIA.

TRANCE (SUMMONER)

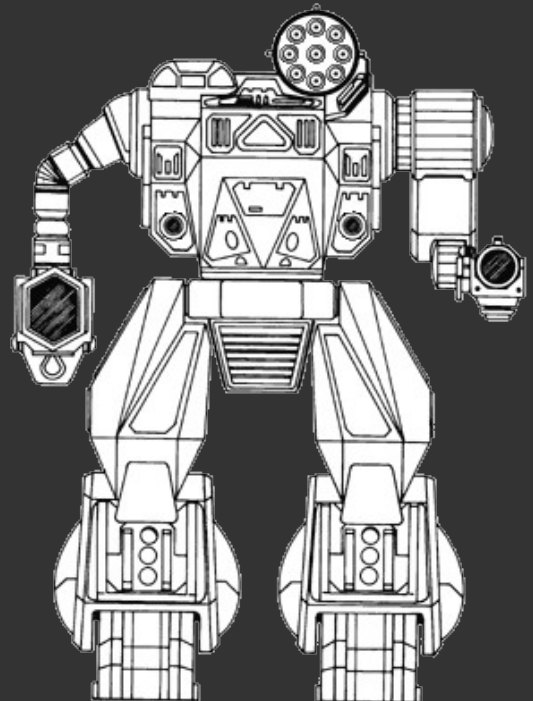
1 cER-PPC (R. ARM)

1 cLRM-15 (TORSO)

2 cMEDIUM LASERS (TORSO)

1 cLB-20X AC (L. ARM)

1 AMS (TORSO)



SUMMONER MK2

THE SUMMONER MK2 IS A JADE FALCON ASSAULT CLASS DESIGN FOLLOWED THE SUCCESS OF THE TIMBERWOLF MK2. WHILE IT IS RESEMBLE TO IT'S PREDECESSOR IT'S VERY SHAPE SUGGESTS MORE VIOLENCE AND POWER THAN THE ORIGINAL SUMMONER DID. THIS MASSIVE OMNIMECH IS A GOOD EXAMPLE FOR THE CLANS REVITALISATION PROCESSES.

THE PRIMARY, BASIC CONFIGURATION OF THE SUMMONER MK2 IS THE FOLLOWING:

SUMMONER MK2 - 100 TONS ASSAULT

XL ENGINE

FF ARMOUR

ENDO-STEEL INTERNAL

2 cER-PPCs (RIGHT ARM)

1 cSMALL PULSE-LASER (RIGHT ARM)

1 LASER AMS (HEAD)

2 HEAVY MEDIUM LASERS (RIGHT TORSO)

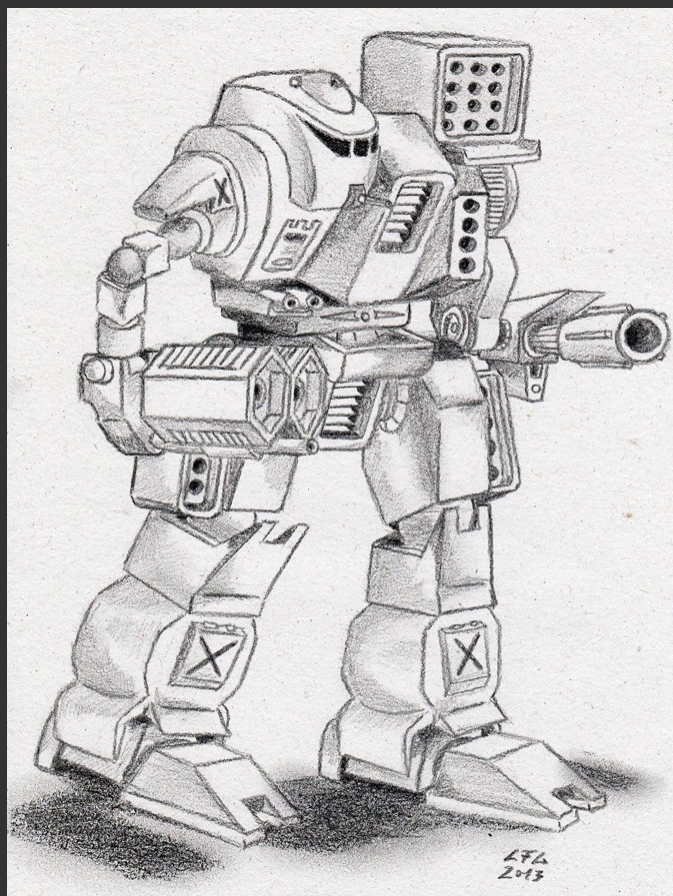
1 ATM-12 (LEFT TORSOSHoulder)

1 STREAK SRM-4 (LEFT TORSO)

1 cGAUSS-CANNON (LEFT ARM)

1 STREAK SRM-4 (RIGHT LEG)

1 STREAK SRM-4 (LEFT LEG)



BASHER

THE BASHER IS A VERY EFFECTIVE CLOSE-COMBAT CONFIGURATION USED IN MOSTLY URBAN COMBATS OR FIGHT TOOK PLACE IN MOUNTAINS OR FORESTS WHERE THE EFFECTIVE RANGES BECAME SHORT. THE BASHER LITERALLY COULD RAPE ALMOST ANY MECH IN CLOSE-COMBAT AND HAVE ENOUGH ARMOUR TO SURVIVE THE "BASHING" ...

BASHER (TIMBERWOLF)

6 cSMALL PULSE-LASERS (ARMS)

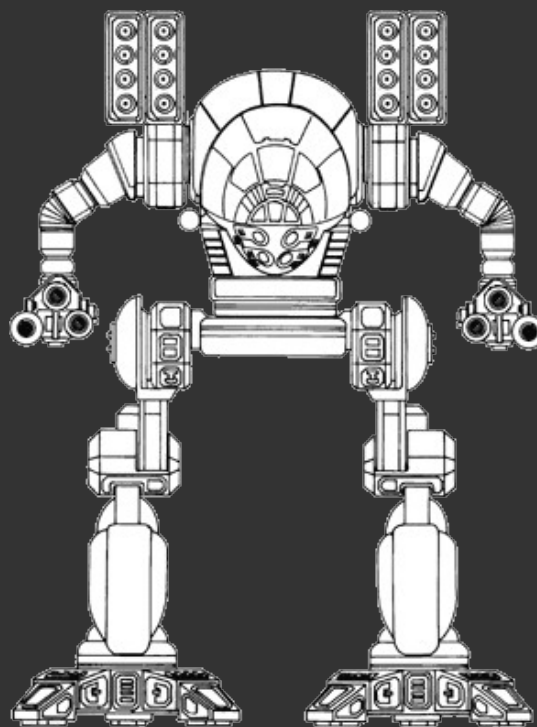
1 cSMALL PULSE-LASER (RIGHT TORSO)

2 cSTREAK-SRM4s (RIGHT SHOULDER)

4 cSMALL PULSE-LASERS (CENTER TORSO)

1 cSMALL PULSE-LASER (LEFT TORSO)

2 cSTREAK-SRM4s (LEFT SHOULDER)

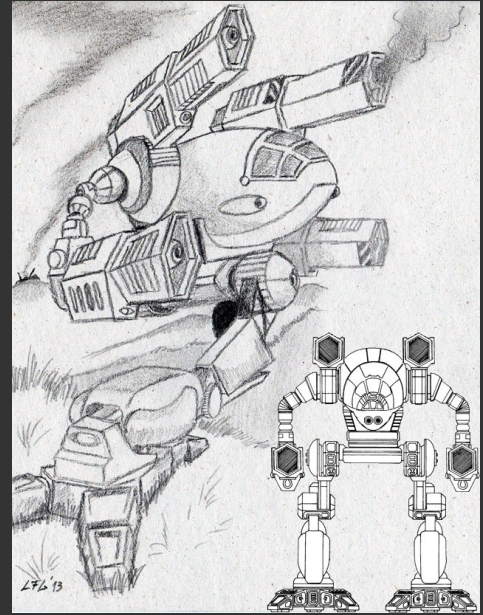


DRAGONSLAYER

THIS IS THE PERSONAL VARIANT OF A SMOKE JAGUAR STARCOMMANDER WHO BORROWED THE IDEA WHEN FIRST MET A KURITAN 2-PPCs CATAPULT ON BJARRER. SINCE THAT BATTLE HE USE THIS CONFIGURATION ON HIS MECH CALLED "DRAGONSLAYER" AFTER THE MANY CRUSHED KURITAN MECHS LEFT BEHIND IT...

THE DRAGONSLAYER LAST SEEN ON TUKAYYID IN THE DINJU-MOUNTAINS. THE DRAGONSLAYER CARRIES 4 cER-PPCs AND 2 cMED-PULSE LASERS AND PAINTED INTO DEAD BLACK WITH GHOSTLY RED AND BONE WHITE ACCENTS...

DRAGONSLAYER (TIMBERWOLF)
 2 cER-PPCs (ARMS)
 2 cER-PPCs (SHOULDERS)
 2 cMEDIUM LASERS (TORSO)



VICTOR 2c

THIS DESIGN HAD IT'S OWN STORY FEATURE A FEMALE WARRIOR WHO WERE RELEGATED INTO SECOND-LINE DUTIES BECAUSE OF HER BEHAVIOUR AND COMBAT PROVESS. EVANGELINE BECAME PILOT OF A CAPTURED AFFS VICTOR AND BECAME FOND OF THE DESIGN. THEN MANY THINGS HAPPENED IN A VERY SHORT TIME: WITHIN THE VERY SAME WEEK SHE WON HER BLOODNAME EVANGELINE PRYDE SUCCESSFULLY ACCOMPLISHED A TRIAL OF POSITION AND BECAME A STAR-COLONEL. SHE ASKED A STRANGE THING IN EXCHANGE FROM KHAN MARTHE PRYDE, SHE WANTED A FALCON VICTOR FIT FOR HER AND HER CLAN.

THE PLANS SHE HAD IN MIND RESULTED A 95 TONS MONSTER, THE VICTOR 2c. RESEMBLING STUNINGLY TO IT'S PREDECESSOR, THE BULKIER VICTOR 2c PROVEN A TERROR OF THE BATTLEFIELD. SEEN EVANGELINE'S SUCCESSES WITH THE NEW DESIGN MORE AND MORE CLAN OFFICER WANTED TO HAVE A VICTOR 2c, MANY OF THEM EVEN COME UP WITH CUSTOM VARIANTS. FINALLY,

EVANGELINE PRYDE DIED ON A LYRAN PLANET DURING THE INCURSION OF FALCONS HAPPENED IN THE FEDCOM-LYRAN CIVIL WAR. THE DESIGN, HOWEVER, SURVIVED IT'S CREATOR AND SOME WERE EVEN TAKE PART IN THE RENDING CAUSE BY MALVINA HAZEN DECADES LATER...

VICTOR 2c

95 TONS CLAN ASSAULT

1 c.ULTRA-AC20 (RIGHT HAND)

2 c.STREAK-SRM6s (RIGHT & LEFT TORSO)

3 c.MED-PULSE LASERS (RIGHT, CENTER & LEFT TORSO)

2 c.ULTRA-AC2s (LEFT HAND)

2 ONE-SHOT c.SRM-2s (ON EACH LEGS)

4 JUMP-JETS (BACK)

ENDO-STEEL INTERNAL

c. FF-ARMOUR



THUNDERBLAZE

AN ALMOST COMMON CAPELLAN VINDICATOR...

ARMED WITH:

- 1 cPPC
- 1 cLRM-5
- 1 cMED.LASER
- 1 cSMALL LASER

EQUIPPED WITH JJETS.

THE CLAN EQUIPMENT GREATLY INCREASE THE MECH'S COMBAT VALUE.



THUNDERHAWK

A SPECIAL VINDICATOR PILOTED BY THE TALENTED FALCON STARCAPTAIN CALYNDI HOWELL (SHE WAS A JAGUAR WHO FOUND SHELTER WITHIN THE FALCONS AFTER HER CLANS EXTINCTION). THIS VINDICATOR IS A HEAVY CLASS OMNI MODELL DESIGNED BY CALYNDI HERSELF AND PILOTED EXCLUSIVELY BY HER...

THUNDERHAWK (VINDICATOR MK2) - 75T

- TESTBED AND PROTOTYPE -

2 CLAN MEDIUM PULSE-LASERS (LEFT ARM)

2 CLAN ER-MEDIUM LASERS (HEAD AND LEFT TORSO)

1 CLAN ATM-5 WITH 2 TONS OF AMMO (LEFT TORSO)

1 CLAN ROTARY-LB-5X AUTOCANNON WITH 2 TONS OF AMMO (RIGHT ARM)

1 LASER AMS (LEFT SHOULDER)

1 ARM MANIPULATOR ATTACHMENT (RIGHT ARM)

1 IFF-JAMMER

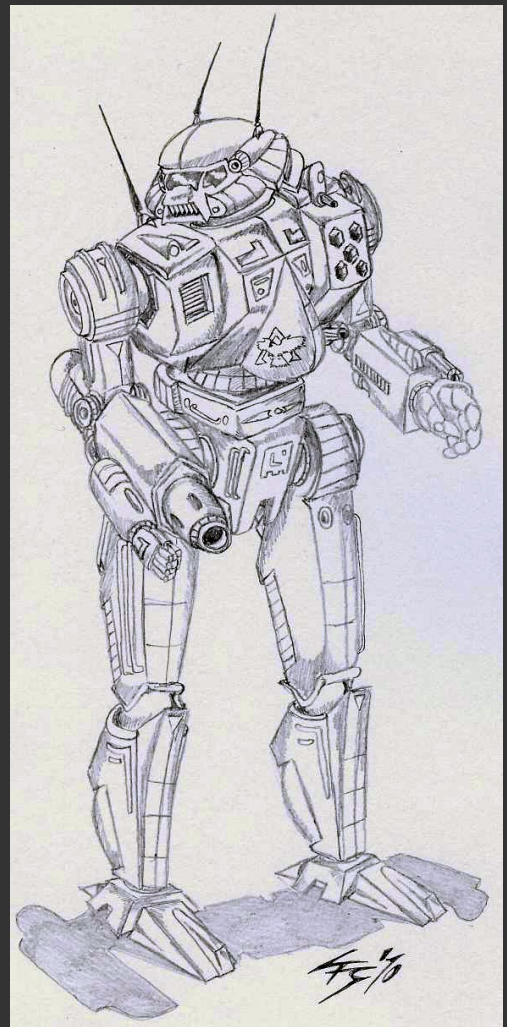
CLAN FF-ARMOUR

CLAN XL-ENGINE

CRUISING SPEED: 64.8 KPH

RUNING SPEED: 86.4 KPH

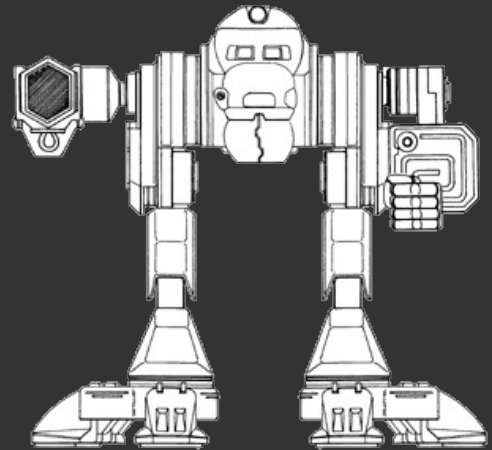
NO JUMP-JETS (COULD BE EQUIP WITH THEM...)



BLOOD TRACKER

A CLAN WOLF CONFIGURATION USED BY STARCOMMANDER EVANTHA RADICK JUST PRIOR OPERATION REVIVAL. EVANTHA AND HER MECH FOUGHT VALIANTLY TO ENSURE THE WOLVES PLACE IN THE UPCOMING INVASION BUT NOT SURVIVED TO TAKE PART WITHIN HERSELF...

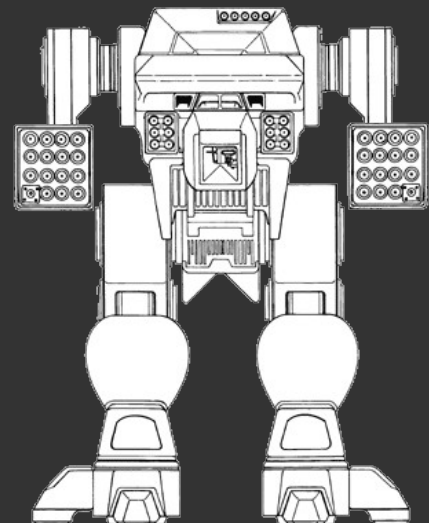
BLOOD TRACKER (DRAGONFLY)
1 cER-PPC (R. ARM)
1 cSTREAK SRM-6 (L. ARM)
1 cSMALL PULSE-LASER (TORSO)
1 ECM (COCKPIT)



PHALANX

PHALANX WAS THE PERSONAL CONFIGURATION OF A JADE FALCON WARRIOR DURING THE INVASION OF THE INNER SPHERE. PHALANX FOUGHT ON TRELL 1 JUST AS LATER ON TUKAYYID. FINALLY IT MEET IT'S DOOM DURING THE GREAT REFUSAL, A WAR BETWEEN FALCONS AND WOLVES, WHERE IT DESTROYED BY THE WOLF DIRE WOLF "BESIEGER"...

PHALANX (WARHAWK)
2 cLRM-20s (ARMS)
3 cLRM-10s (TORSO)
1 BAP (COCKPIT)
1 ECM (COCKPIT)
1 AMS (TORSO)
JUMP CAPABLE



RED DASHER

THE RED DASHER IS A FALCON KNIGHTS CONFIGURATION OF THE WITHWORTH MECH. VERY VENERABLE AND COULD BE ANNOYING EVEN FOR FAR BIGGER AND MEANER MECHS...

RED DASHER

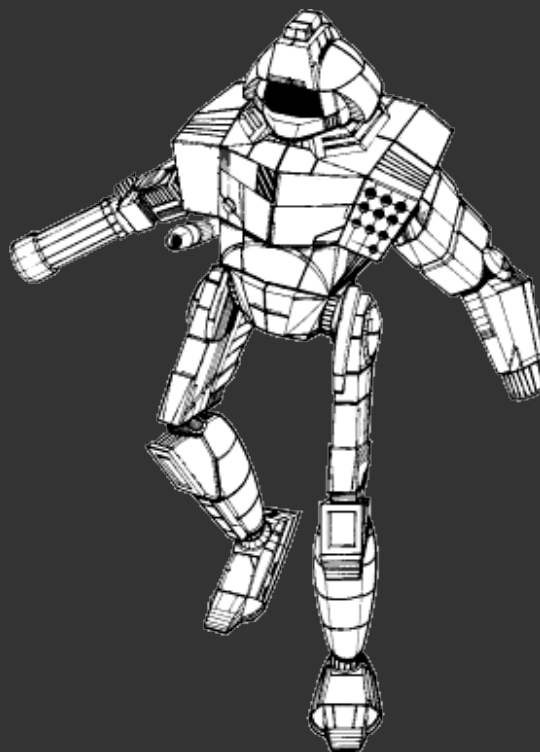
40 TONS WHITWORTH

1 LRM-10 (LEFT TORSO)

1 MEDIUM LASER (LEFT ARM)

1 AMS (RIGHT TORSO)

1 AC-5 (RIGHT ARM)



GRIGORIJ

THIS IS A CUSTOMIZED WOLFHOUND 2C OF A WOLFS-IN-EXILE WARRIOR WHO BELONGS TO THE NOT LONG FOUNDED KELL BLOODLINE...

ARMAMENT:

1 CER-PPC (RIGHT ARM)

1 SMALL-PULSE LASER (TORSO)

