

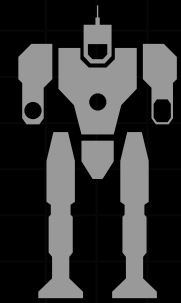
The background of the title screen is a detailed, dark, and fiery illustration of a mecha. The mecha is shown from a low angle, looking up at its torso and arms. It has a complex, industrial design with various panels, pipes, and mechanical details. The color palette is dominated by dark browns, greys, and oranges, with bright orange and yellow flames and sparks emanating from several points on the mecha's body, particularly around the chest and arm joints. The overall atmosphere is one of intense action and combat.

MECHWARRIOR 5

MERCENARIES

TECHNICAL MANUAL

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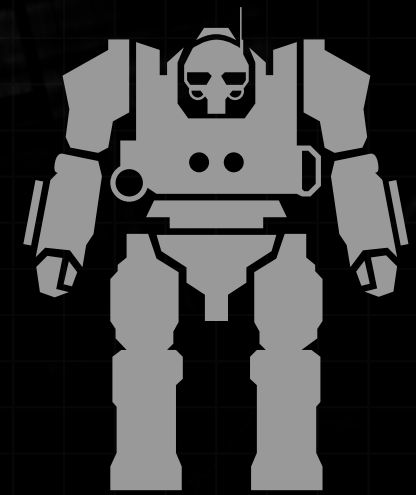
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LIGHT 'MECHS

FLEA FLE-15
med aser RA
med laser LA
MG LA
MG RA
flapier CI

amped again

2 SM
down & up

RA

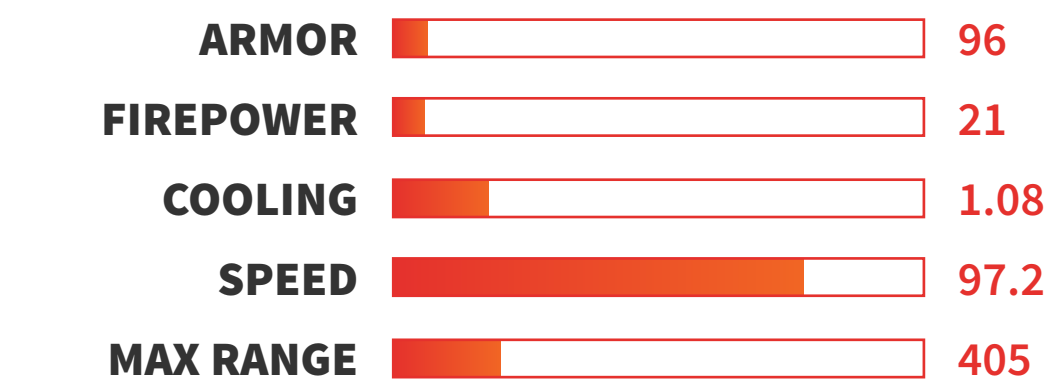
FLE-15

 **LIGHT**

 **20 T**

 **1,665,104 C-Bills**

INFO



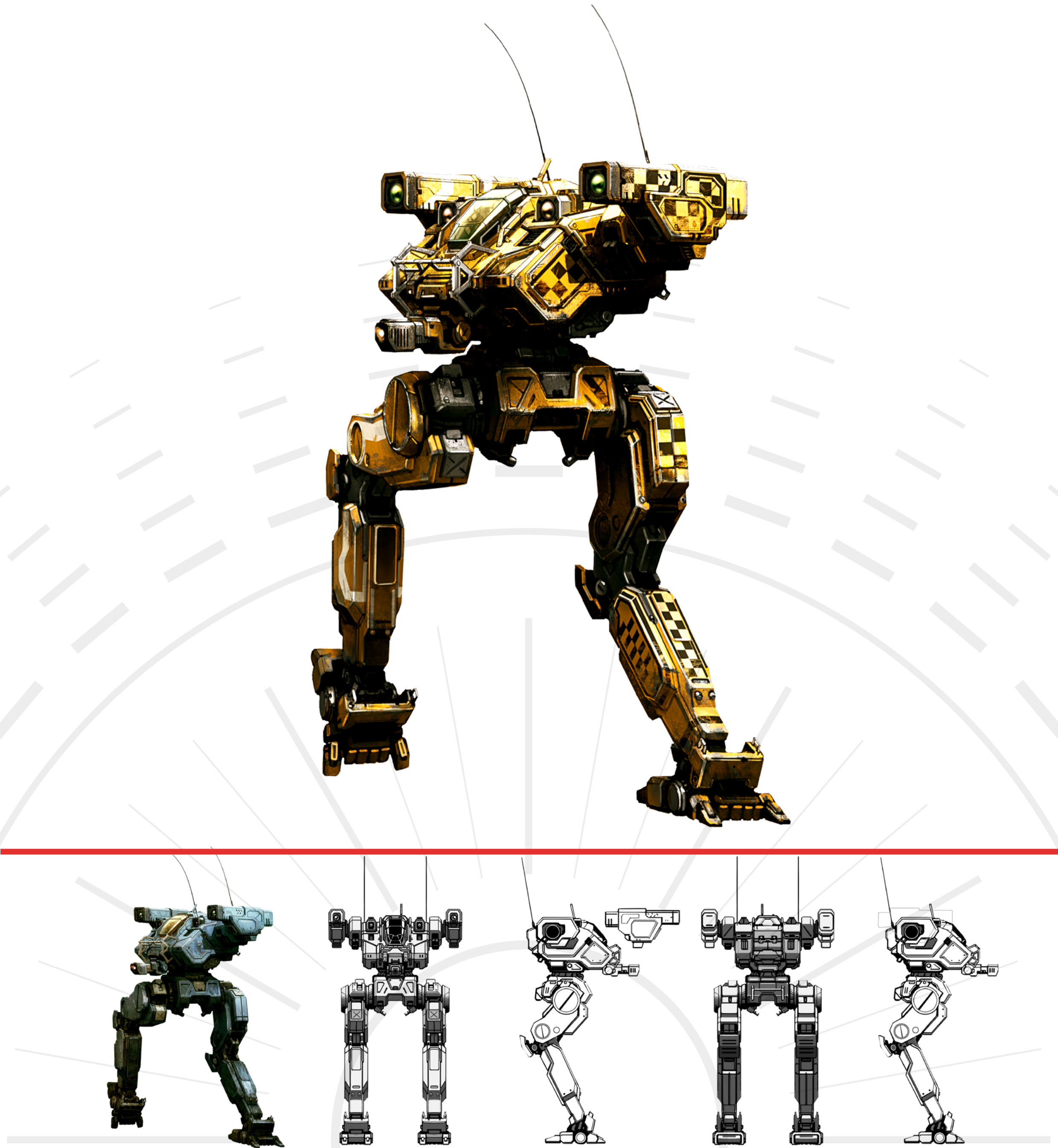
WEAPON SYSTEMS


Machine Gun x 2


Medium Lasers x 2


Small Laser x 2


Flamer



DESCRIPTION

Originally called the Trooper at its announcement in 2475, a cascade of flaws prompted a name change in an effort to avoid bad press when the Flea finally rolled off the line. While not exceptionally fast and possessing unimpressive combat capabilities, the Flea has the virtue of being exceptionally cheap and, given its extremely small size, frustratingly hard to hit.

LOCUST

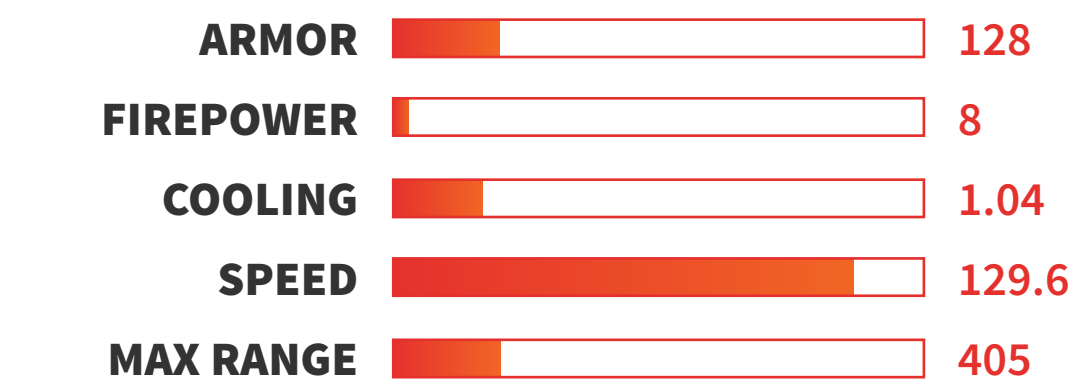
LCT-1V

 **LIGHT**

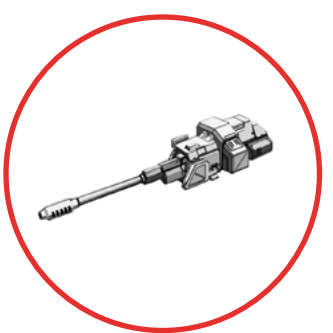
 **20 T**

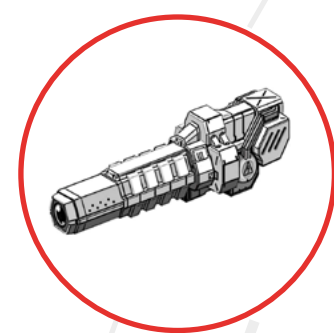
 **1,601,072 C-Bills**

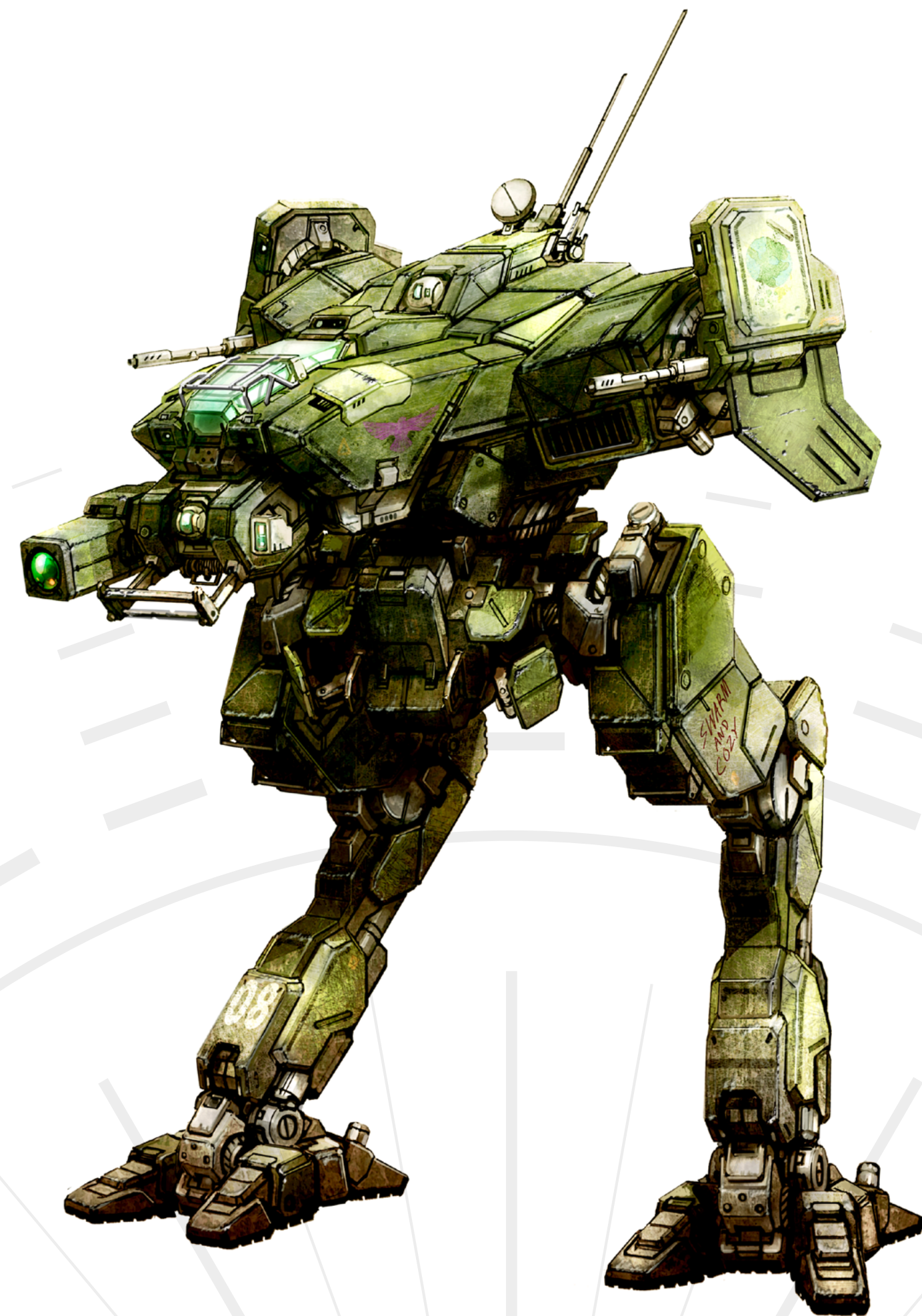
INFO



WEAPON SYSTEMS


Machine Gun x 2


Medium Lasers



DESCRIPTION

First created in 2499, the Locust is still one of the most common BattleMechs in operation over five centuries later. While several more advanced light 'Mechs have been created over the years, few can match the Locust's combination of speed, endurance, and, perhaps most of all, very low cost. This has lead to a significant number of variants for the venerable scout, though often the extra armaments come at the cost of reducing its armor.

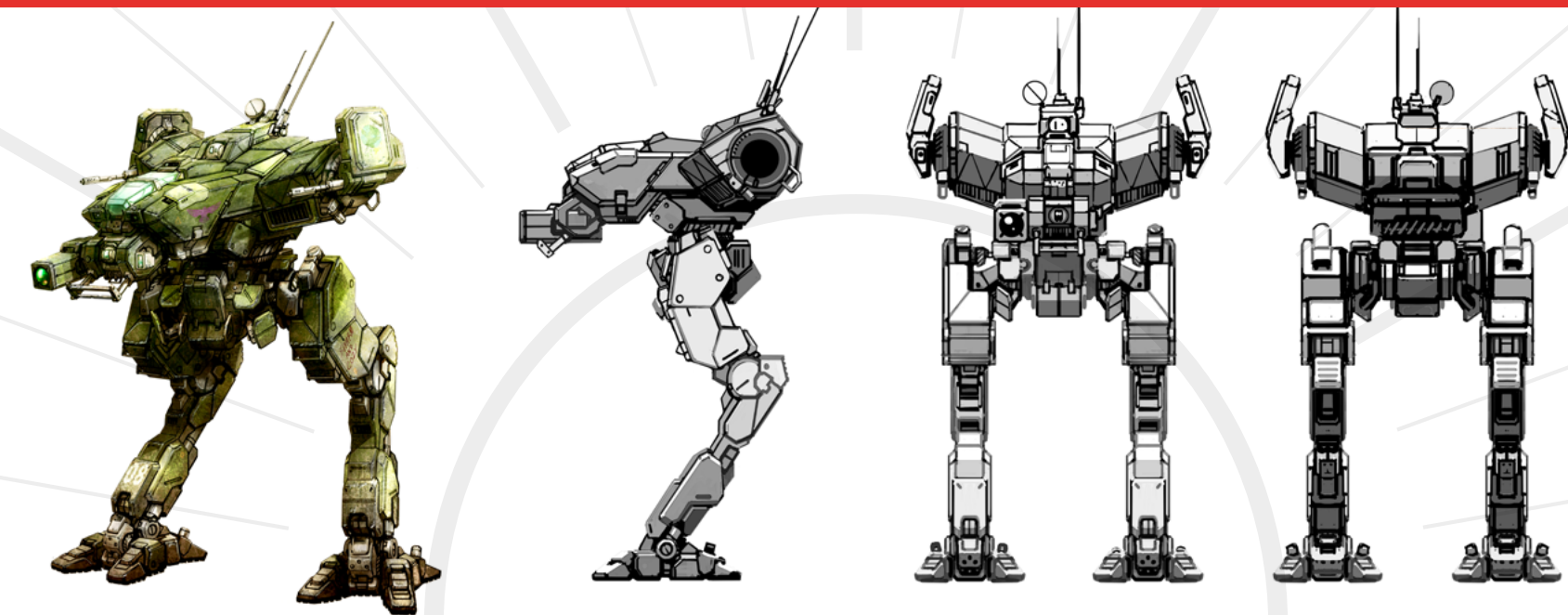
VARIANTS

- LCT-3S
- LCT-1M
- LCT-1E
- LCT-3V

 2/2

 1/1

 0/0



COMMANDO

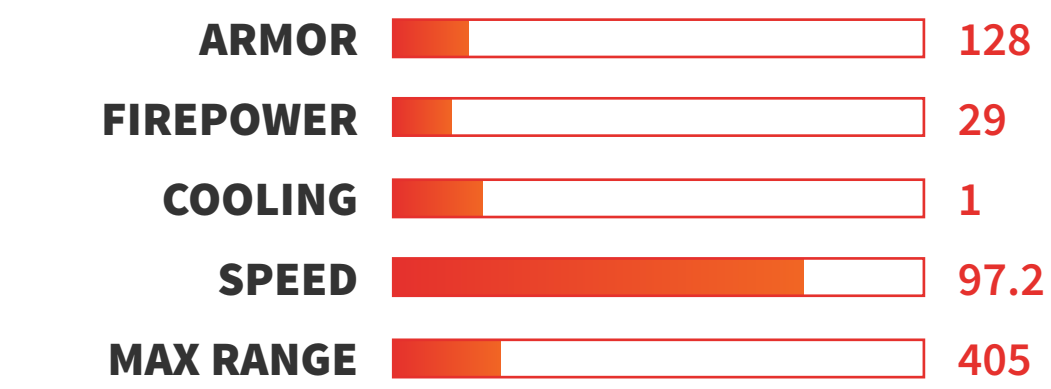
COM-2D

 **LIGHT**

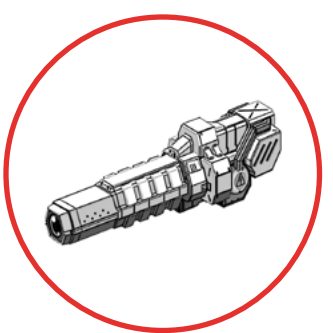
 **25 T**

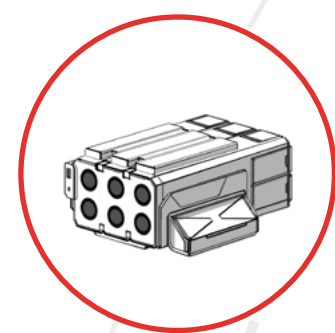
 **2,112,622 C-Bills**

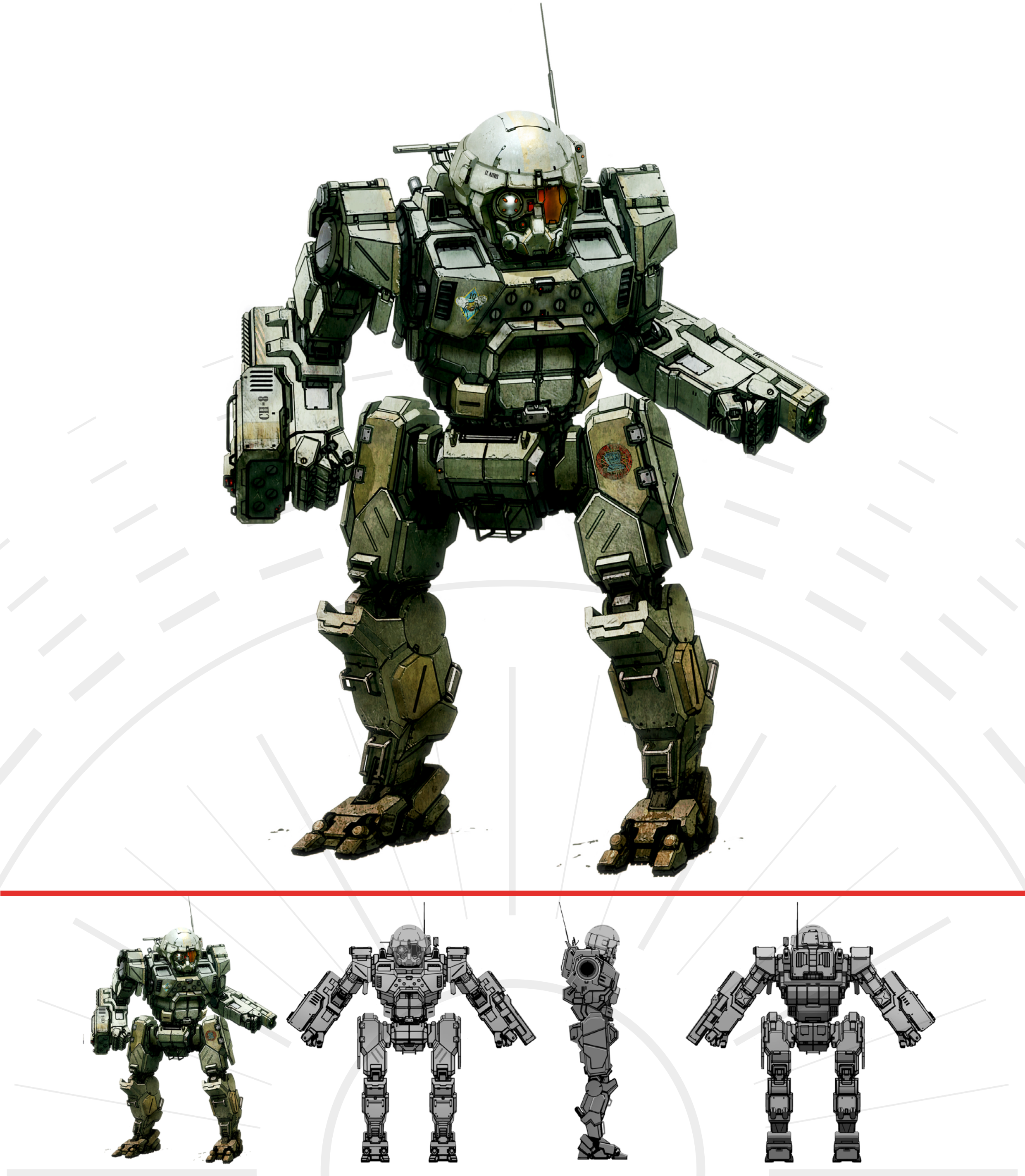
INFO



WEAPON SYSTEMS


Medium Laser


SRM6 x 2





DESCRIPTION

Originally designed by Coventry Metal Works to compete against other popular light 'Mechs of the era, the Commando is a slightly heavier scout easily capable of handling any other recon units may encounter. Impressed by its capabilities, the Lyran Commonwealth commissioned the Commando into service in 2486 for its exclusive use, employing whatever bureaucratic and diplomatic tools were needed to keep the chassis out of its enemies hands.

VARIANTS

- COM-3A
- COM-1D
- COM-1B
- COM-TDK


 0/0

 1/1


 2/2

JAVELIN

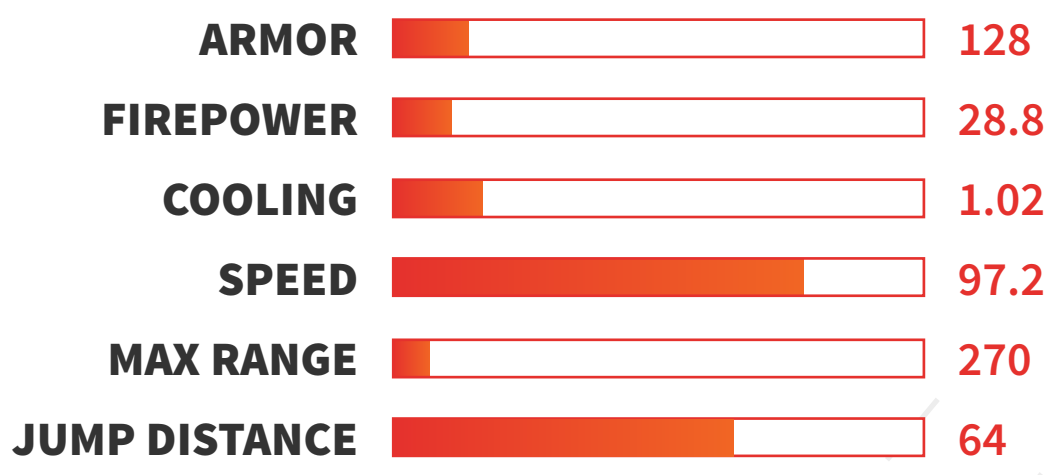
JVN-10N

 **LIGHT**

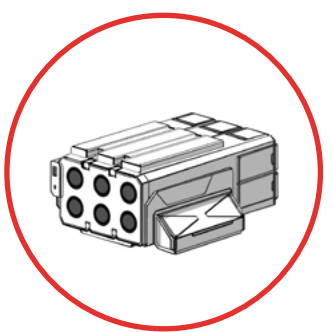
 **30 T**

 **2,573,712 C-Bills**

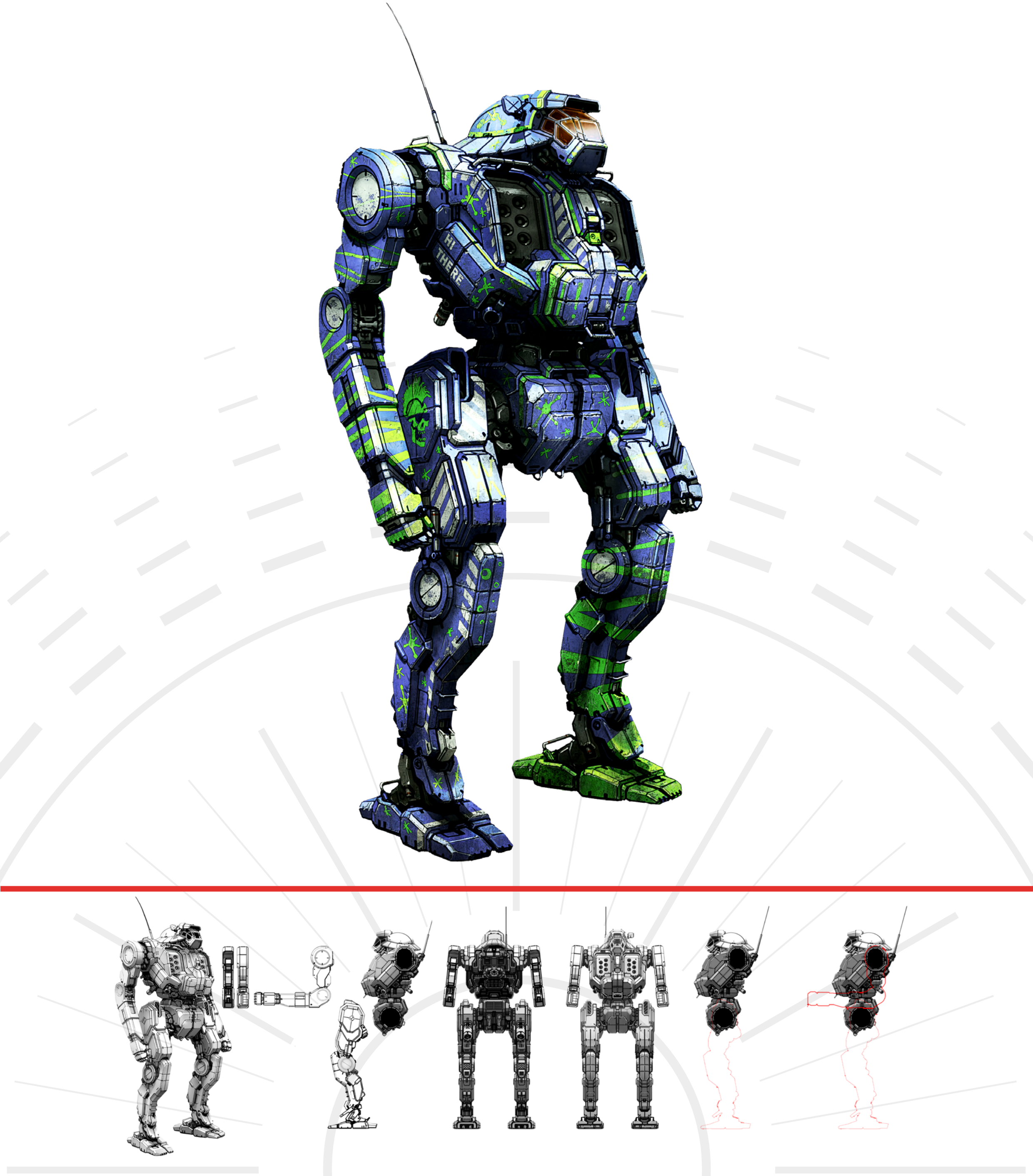
INFO



WEAPON SYSTEMS



SRM6 x 2




DESCRIPTION


In 2751 Stormvanger Assemblies introduced the Javelin as a recon 'Mech with the firepower to survive being spotted. By the opening shots of the First Succession War, the Javelin had not yet been fully integrated into most regiments, but centuries of warfare have proven reliability of the design.


Despite the destruction of its only production facility the Javelin remains a popular 'Mech, especially in the regiments of House Davion. It has gained a reputation as a versatile and mobile 'Mech that can appear almost out of nowhere, giving rise to the aphorism "sneaky as a Javelin."

VARIANTS

- JVN-HT
- JVN-10P
- JVN-10F

 0/0


 0/0


 2/2

SPIDER

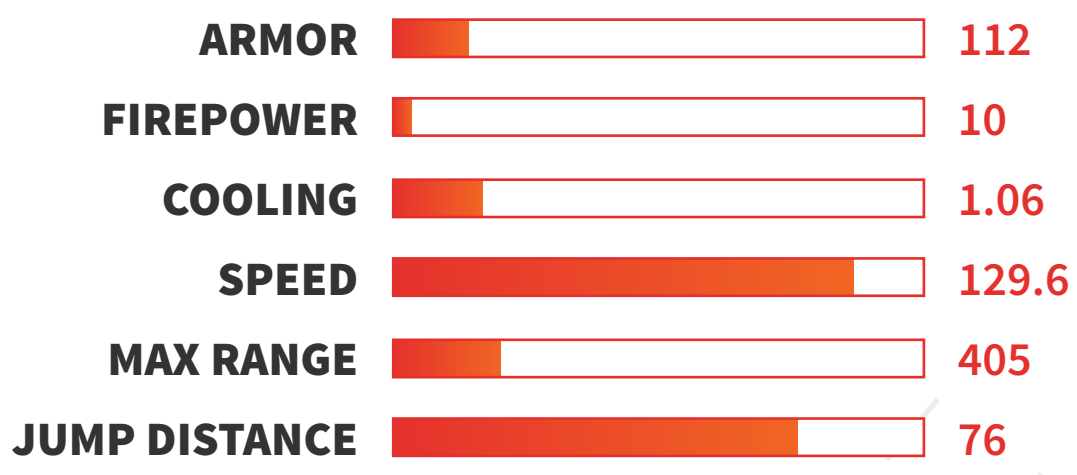
SDR-5V

 **LIGHT**

 **30 T**

 **2,921,728 C-Bills**

INFO



WEAPON SYSTEMS



Medium Laser x 2



DESCRIPTION

Commissioned by the Star League in 2650 for use in Special Operations units, the Spider was not initially built in great quantities. With the destruction of its production facilities in 2776 the means and knowledge to produce the design went with them, and raiding for spare parts became commonplace. The chassis was revived by the Free Worlds League after its discovery of the original design schematics from the ruins of the Terran Hegemony, and has since become a common sight on the fields of the Inner Sphere. Lightly armed but incredibly mobile, the Spider is an excellent scout 'Mech capable of jumping great heights.

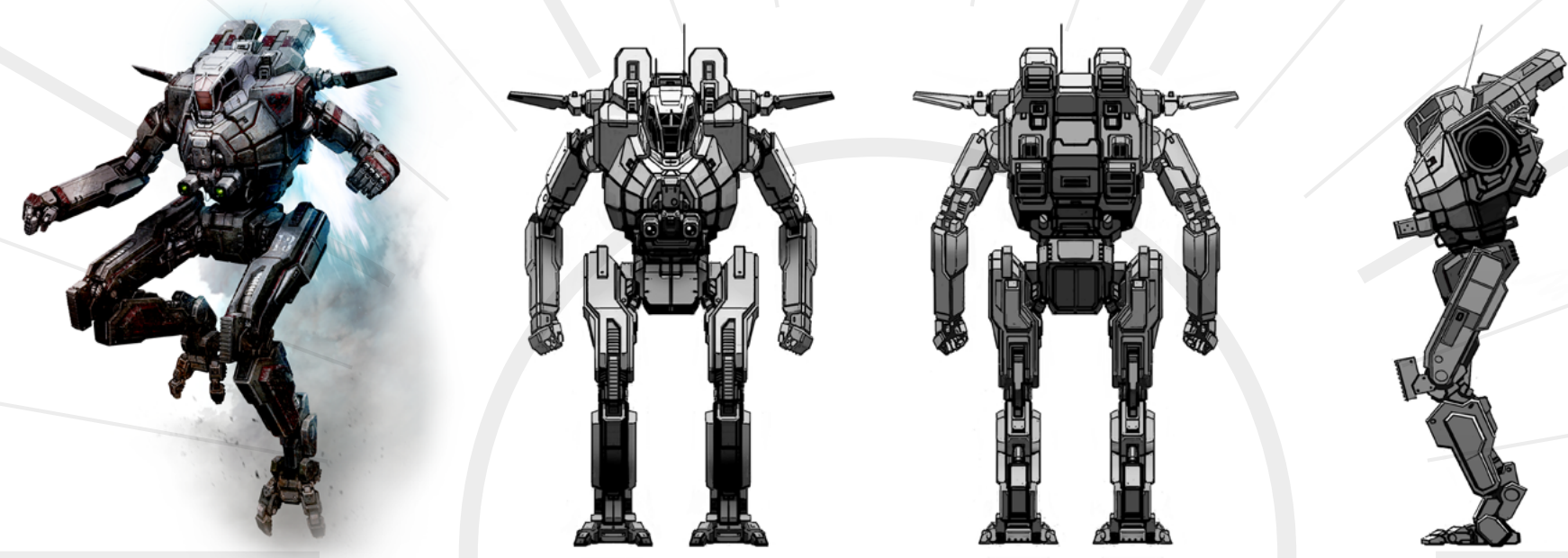
VARIANTS

- SDR-5D
- SDR-A
- SDR-5K

 0/0

 2/2

 0/0



URBANMECH

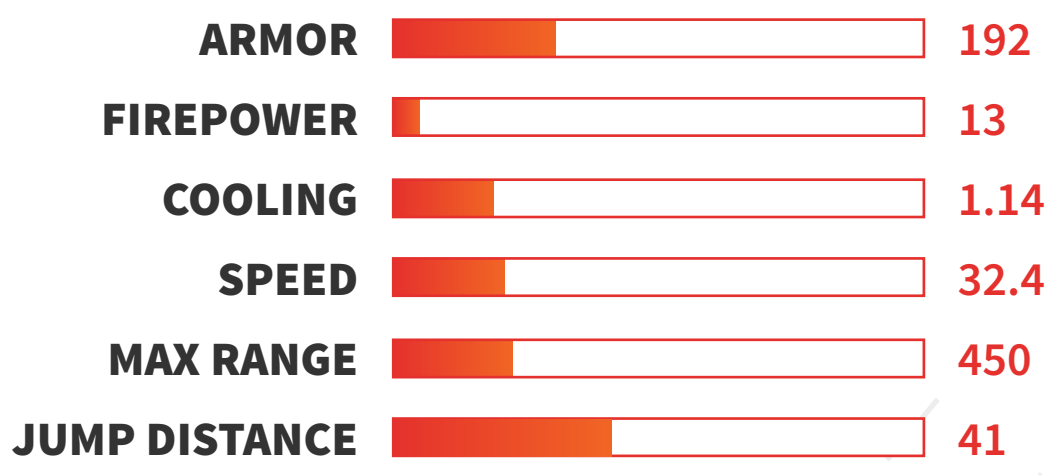
UM-R60

 **LIGHT**

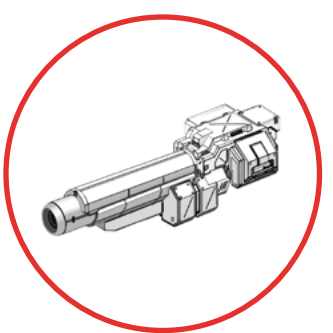
 **30 T**

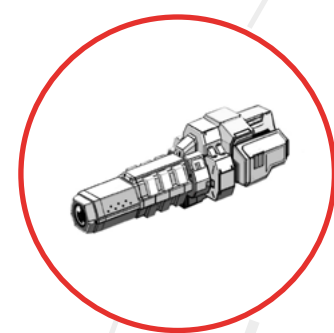
 **1,756,008 C-Bills**

INFO



WEAPON SYSTEMS


AC10


Small Laser



DESCRIPTION

Called upon to produce an effective light 'Mech for city fighting, Orgus Industries replied with the UrbanMech in 2675. Cheap to produce and potent in its assigned duties, the 'Mech was manufactured in large numbers until the destruction of the Orgus Industries production lines, though many survived the Succession Wars. While extremely slow - not just for a light 'Mech but for any 'Mech - the UrbanMech is notable for its unique 360-degree torso turn ability, giving it a decisive edge in urban combat.

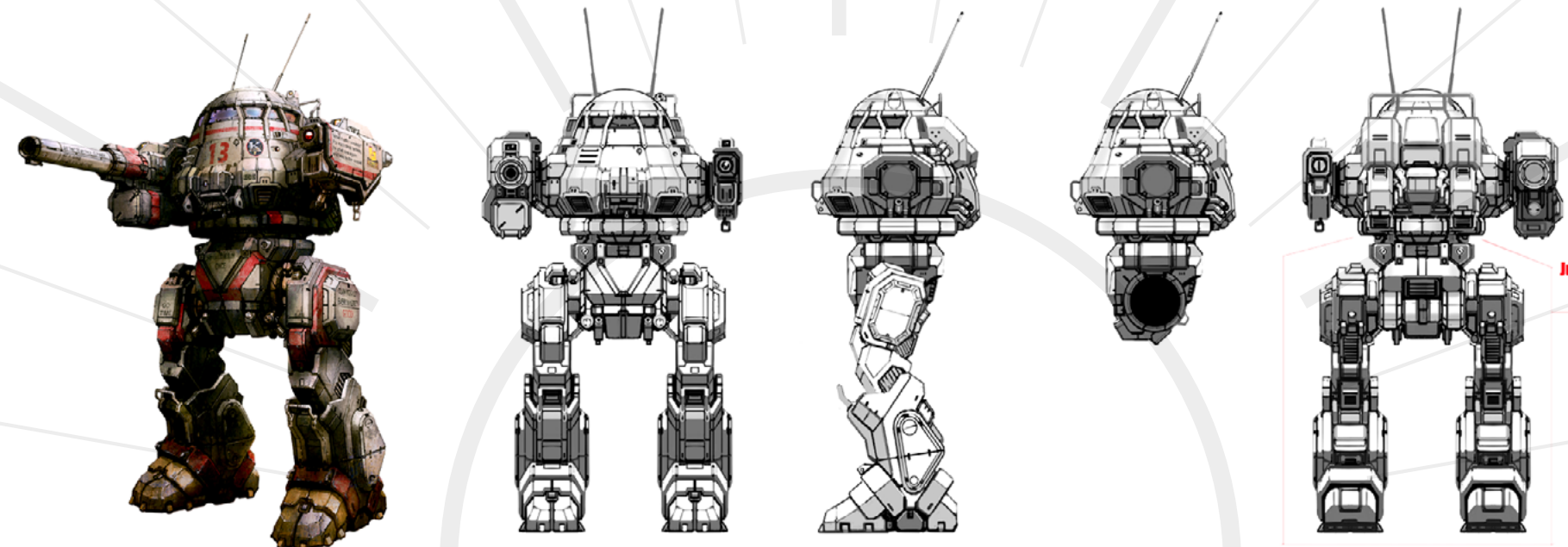
VARIANTS

- UM-K9
- UM-R60L
- UM-SC

 1/1

 1/1

 0/0



JENNER

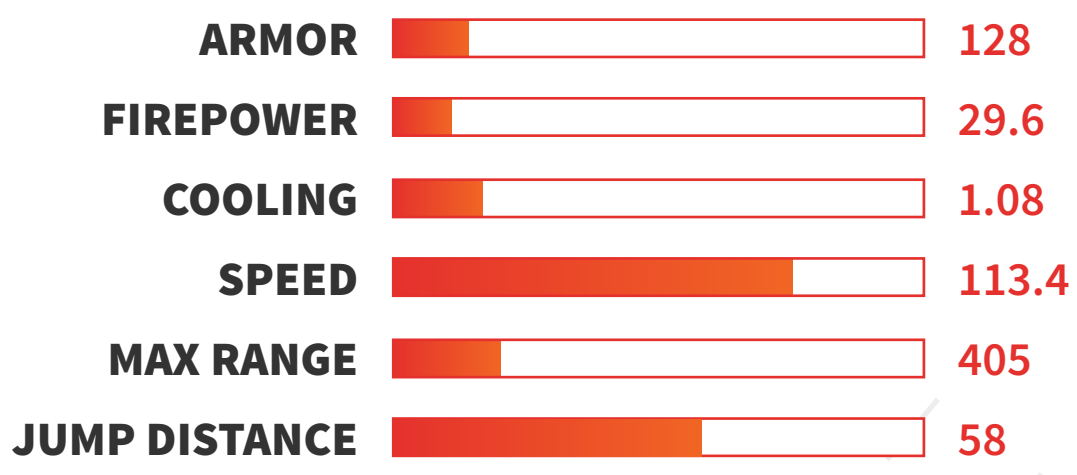
JR7-D

 **LIGHT**

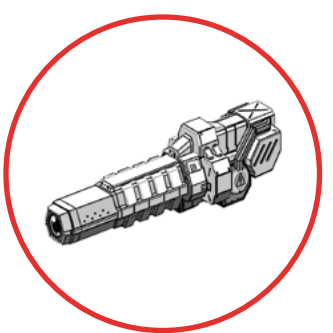
 **35 T**

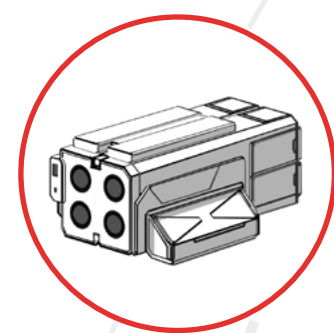
 **3,528,547 C-Bills**

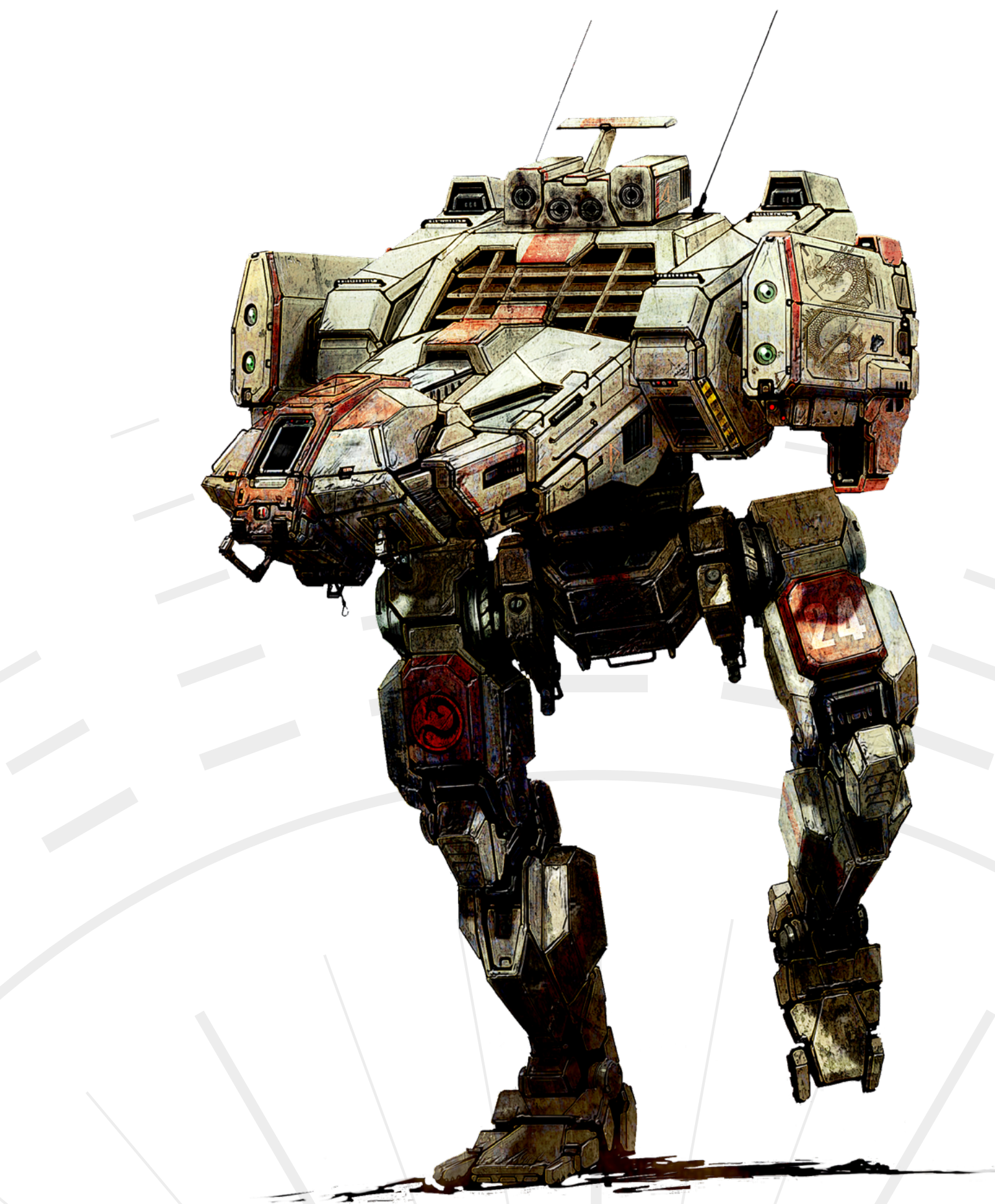
INFO



WEAPON SYSTEMS


Medium Laser x 4


SRM4



DESCRIPTION

Unlike most other BattleMech designs before the 31st century the Jenner was a source of national pride for a single state. Designed, produced, and used solely by House Kurita in 2784, the Jenner became synonymous with the Draconis Combine.

Later, the Jenner's prominent role in the Kentares Massacre would tarnish its reputation. Regardless, its speed, mobility, and firepower make it ideal for destroying enemy targets and scouts alike.

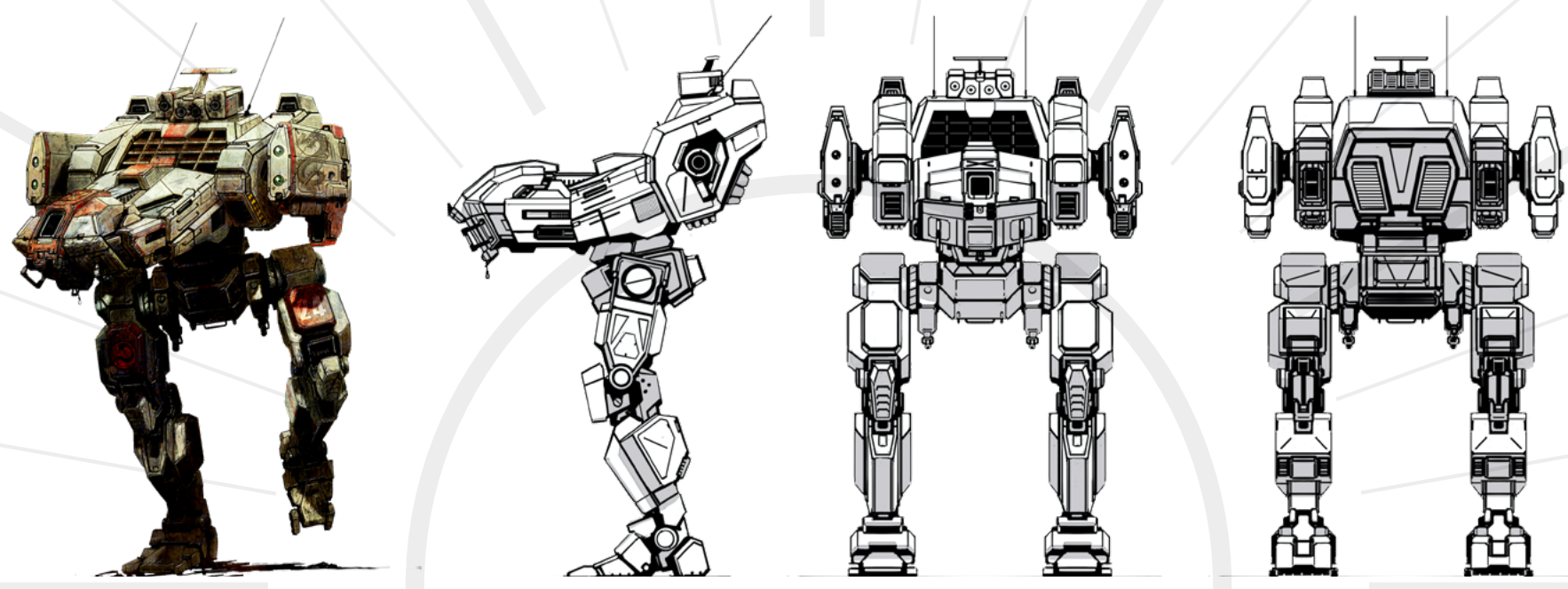
VARIANTS

- JR7-K
- JR7-O
- JR7-F

 0/0


 4/4


 1/1



PANTHER

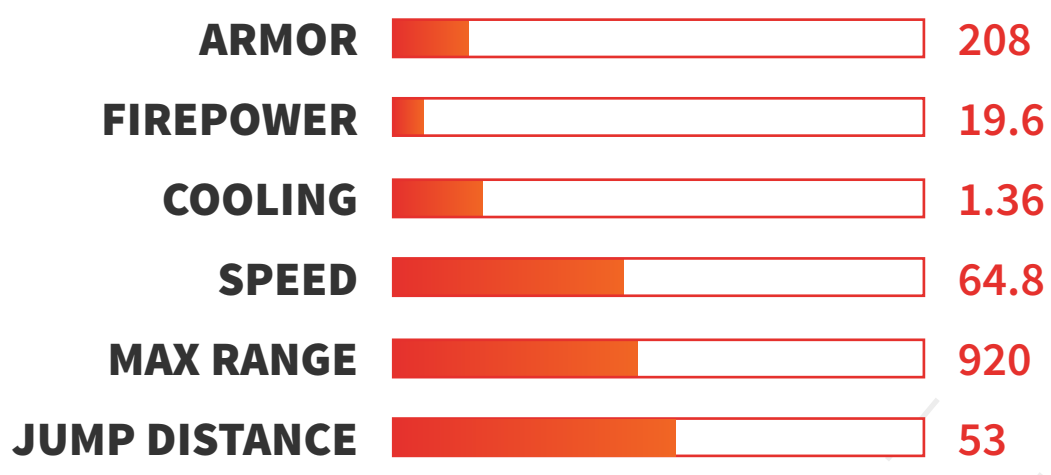
PNT-9R

 **LIGHT**


 **35 T**

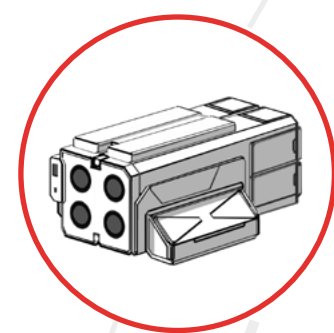
 **2,763,002 C-Bills**

INFO



WEAPON SYSTEMS


PPC


SRM4



DESCRIPTION

Originally conceived and designed as a fire-support vehicle for reconnaissance units, the prototype Panther was first built for the Star League in 2739. After the disastrous Battle of St. John in 2759, the Star League re-evaluated the design, replacing its large laser with a PPC. Slow for it's size, but well-armored and known to hit hard, it's a great support unit for other 'Mechs.

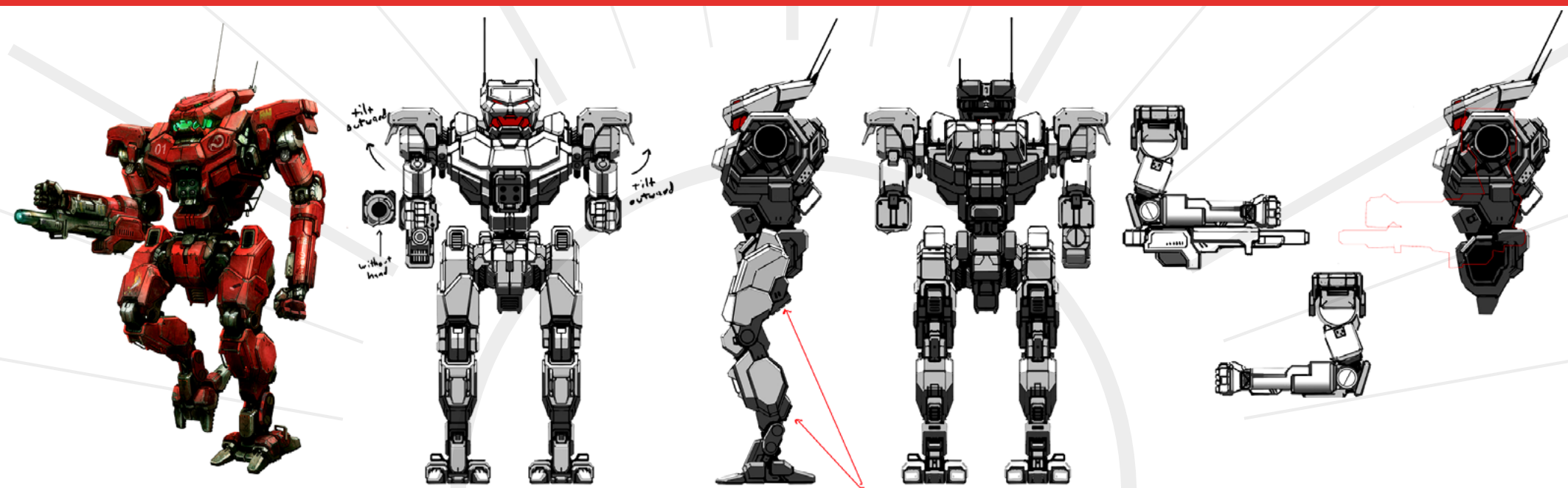
VARIANTS

- PNT-KK
- PNT-8Z
- PNT-10P

 0/0

 1/1

 1/1



WOLFHOUND

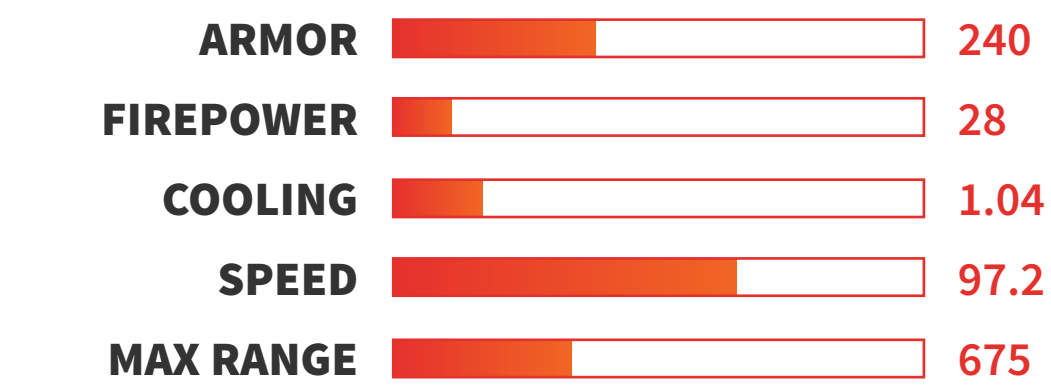
WLF-1

 **LIGHT**

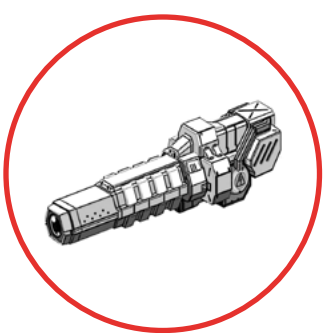
 **35 T**

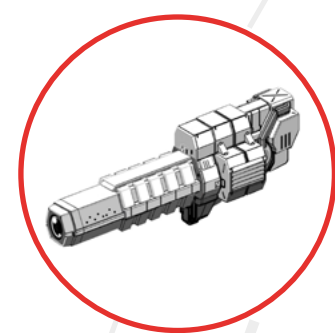
 **3,150,690 C-Bills**

INFO



WEAPON SYSTEMS


Medium Laser x 4


Large Laser



DESCRIPTION

Debuting as a prototype design first field tested by the Kell Hounds and Wolf's Dragoons mercenary commands in 3028, the Lyrans-made Wolfhound is regarded as one of the greatest light 'Mechs ever produced by the Steiner military. As a 'laserboat' with plenty of armor and speed, the Wolfhound is ideal for quick strikes.

VARIANTS

- WLF-1B
- WLF-1A

 0/0

 5/5

 0/0

FIRESTARTER

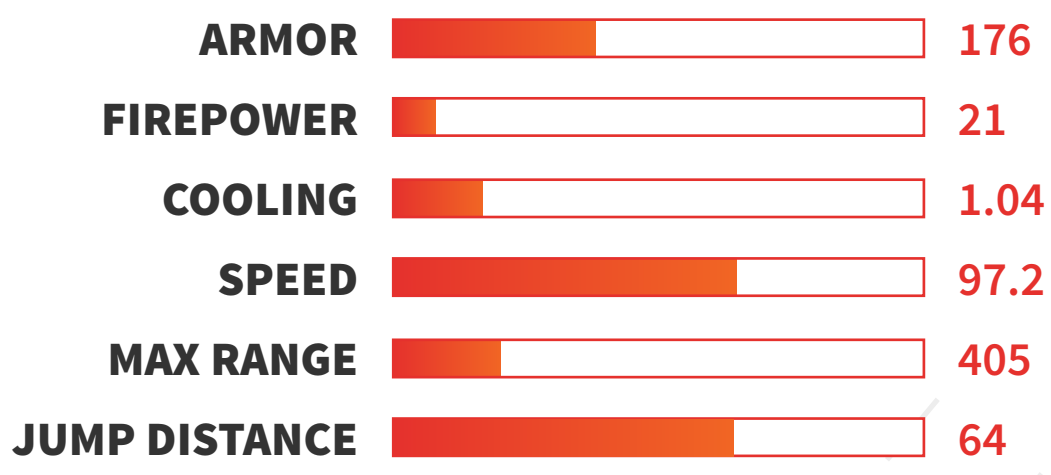
FS9-H

 **LIGHT**

 **35 T**

 **3,092,974 C-Bills**

INFO

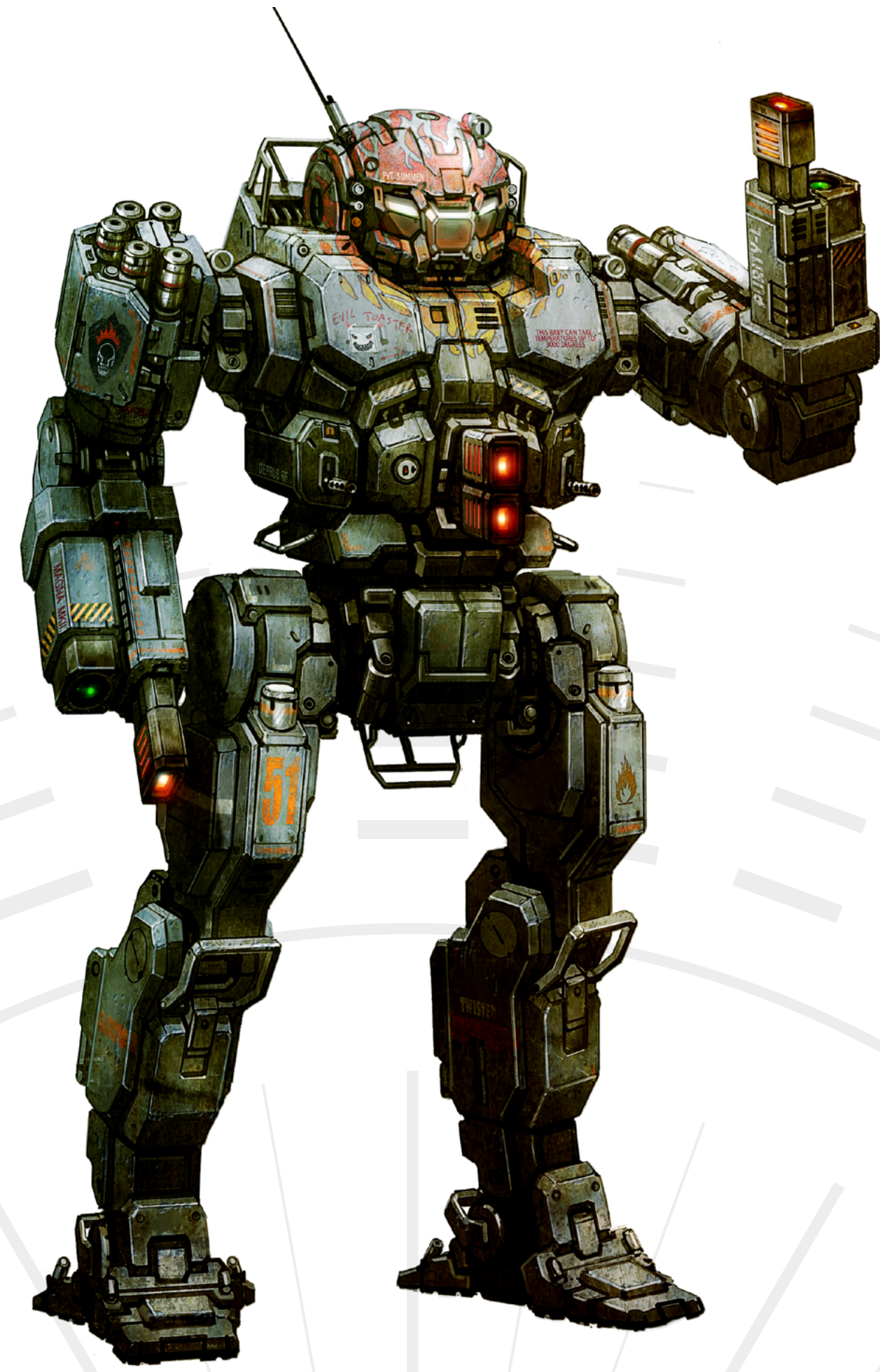


WEAPON SYSTEMS


Flamer x 4


Medium Laser x 2


Machine Gun x 2



DESCRIPTION

A specialty BattleMech originally designed in 2550, the Firestarter became the de facto standard for incendiary platforms. With production numbering well into the thousands, Firestarters were a common sight among House and mercenary troops throughout the Succession Wars. Still common today, Firestarters are often seen as replacements in recon lances instead of their intended specialized role.

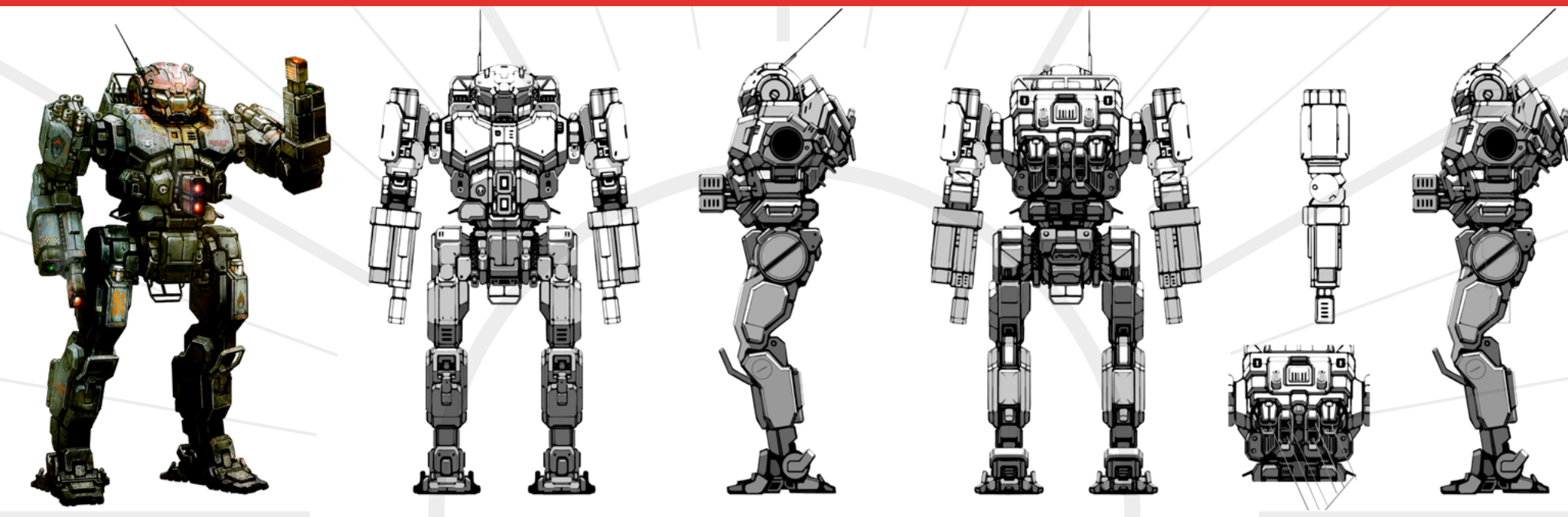
VARIANTS

- FS9-K
- FS9-FS
- FS9-A
- FS9-E

 2/2

 6/6

 0/0



 **LIGHT**

 **35 T**

 **2,672,967 C-Bills**

INFO

ARMOR

208

FIREPOWER

32.4

COOLING

1.2

SPEED

81

MAX RANGE

675

WEAPON SYSTEMS



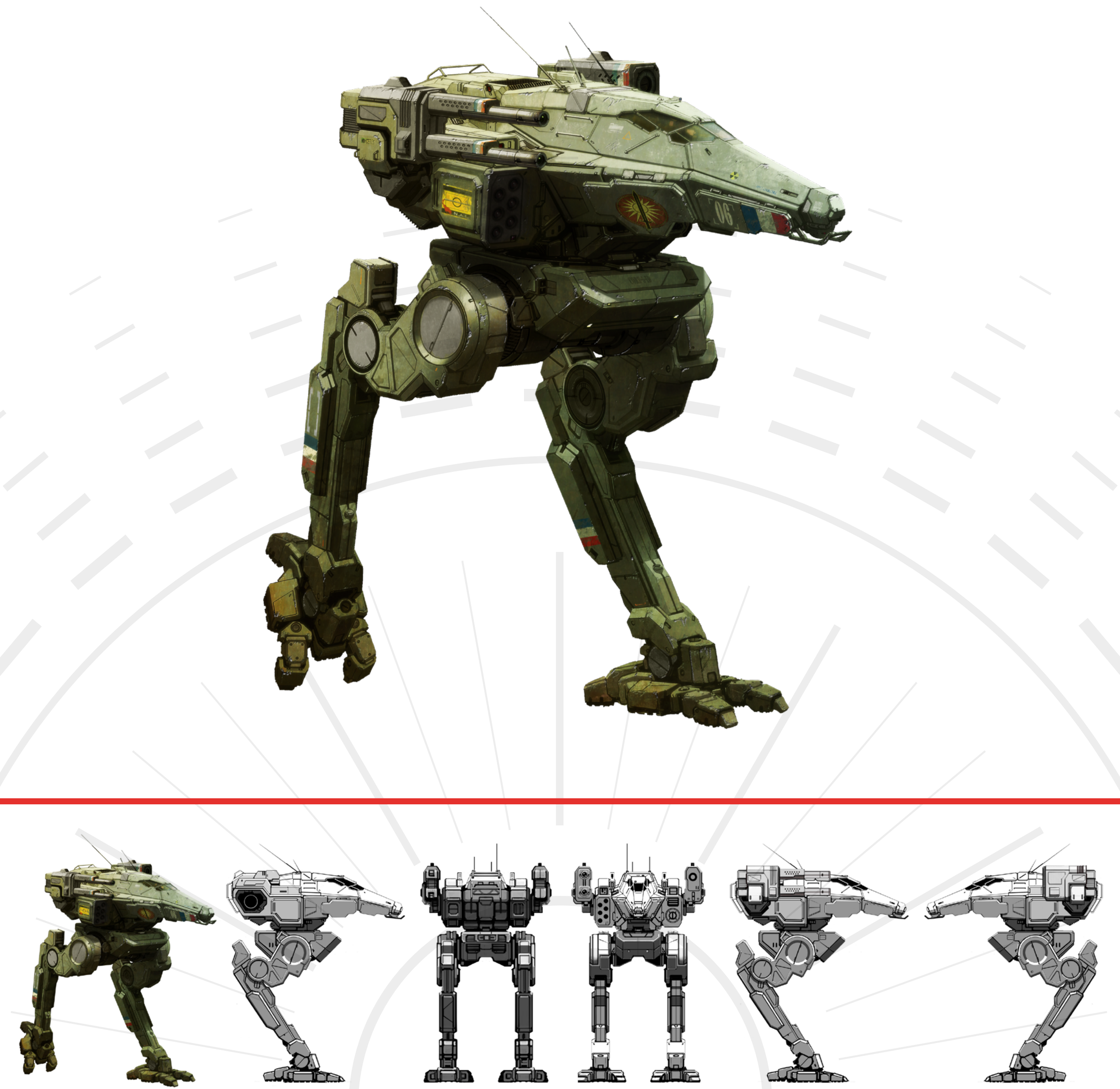
Medium Laser x 2



Large Laser



SRM6





DESCRIPTION


Originally prototyped in 3024, the Raven is the result of a Cappellan research and development program. The Raven was a bold attempt to recreate the sophisticated electronic warfare technology of the long-lost Star League era. Though a technical success, the prototypes met with mixed results and many were subsequently refit with more weapons instead of the expensive electronic suites, giving it a surprising amount of firepower for a light 'Mech.

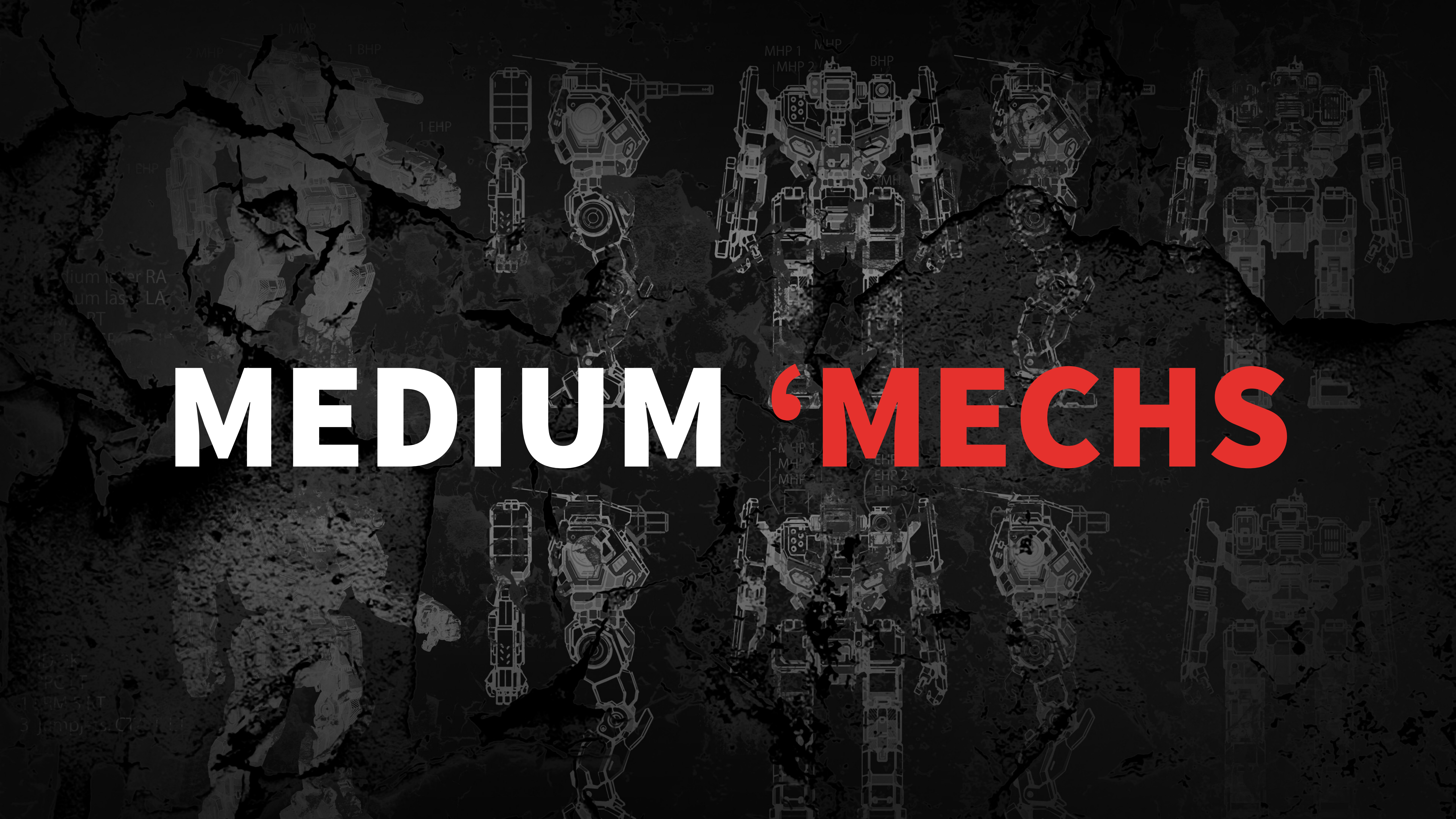
VARIANTS

- RVN-H
- RVN-4X

 0/0

 3/3


 1/1





MEDIUM 'MECHS

ASSASSIN

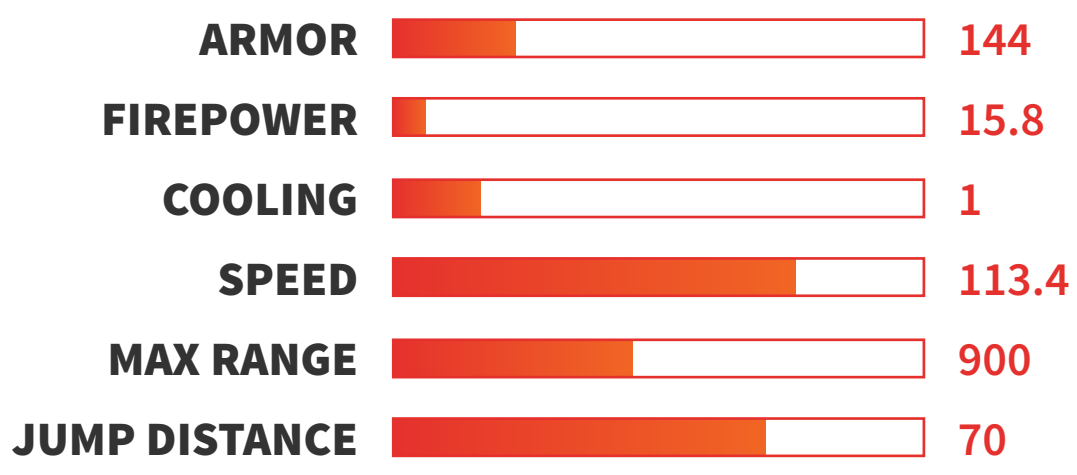
ASN-21

**MEDIUM**

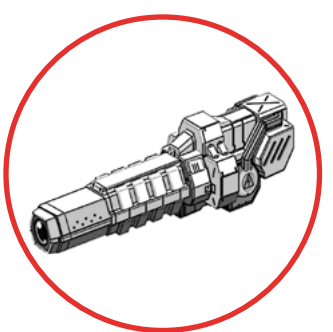
**40 T**

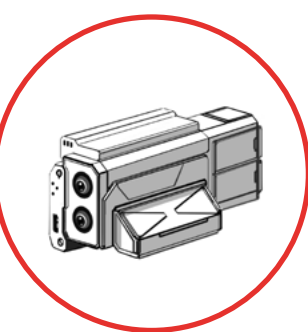
**3,858,069 C-Bills**

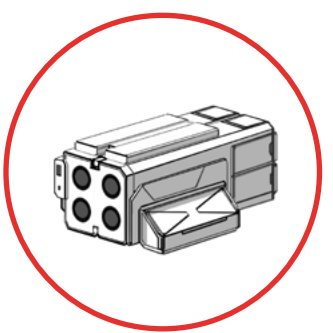
INFO

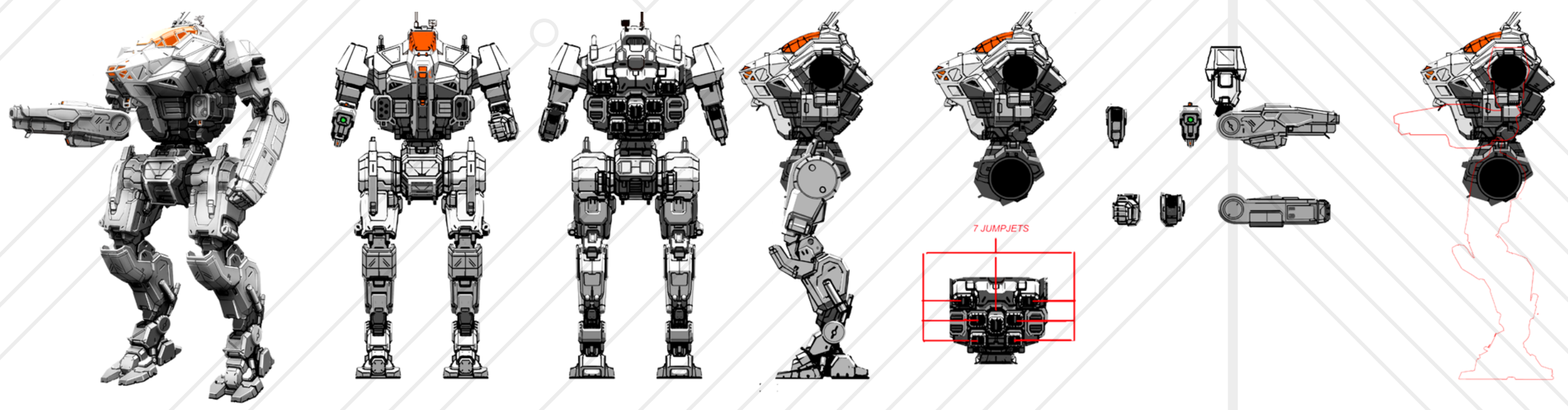
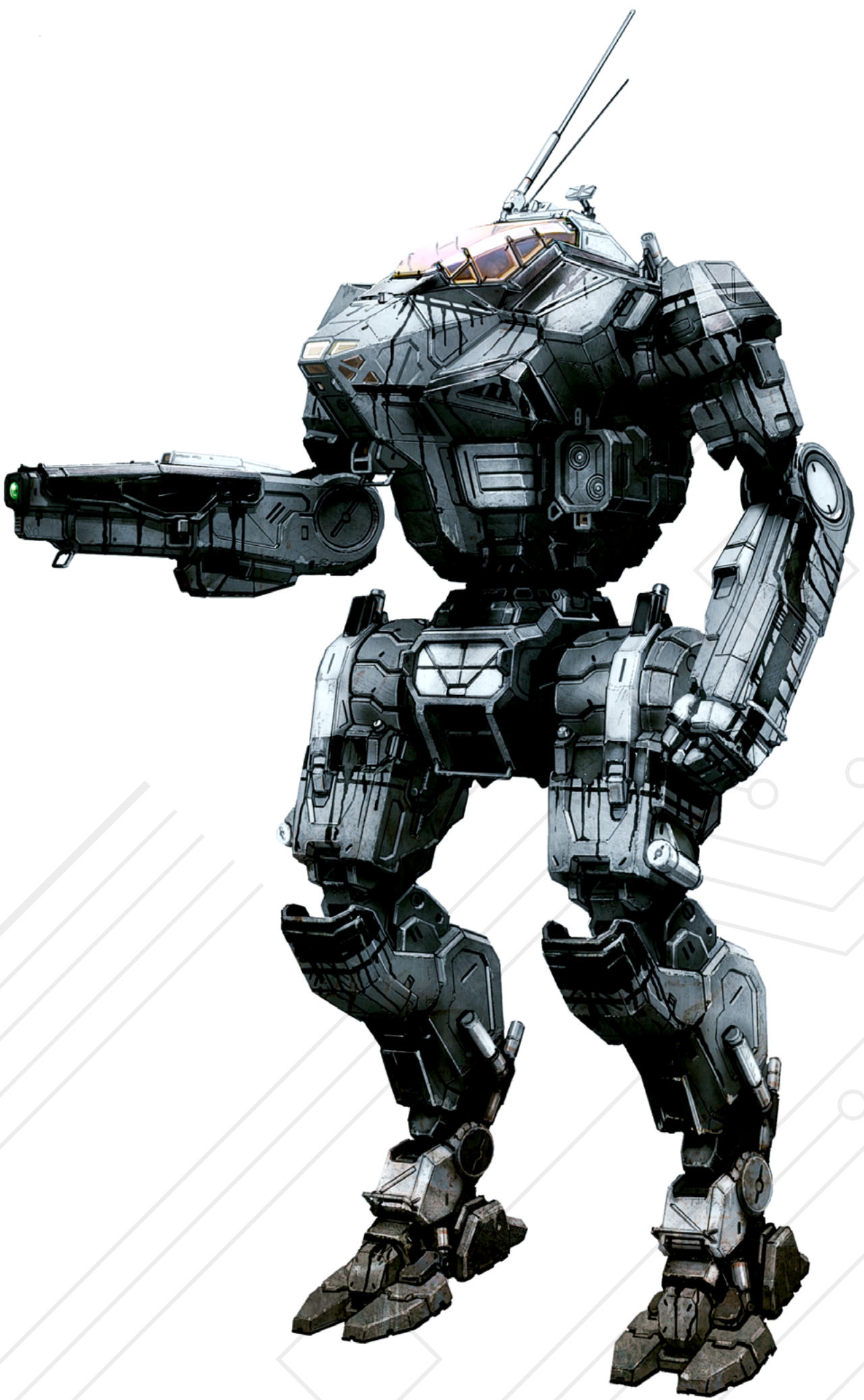


WEAPON SYSTEMS


Medium Laser


SRM2


LRM5





DESCRIPTION


While the development of the Assassin in 2676 was often considered the prime example of a political pork project, rife with exaggerated performance statistics, fudged budget estimates, and numerous (sometimes dangerous) corners cut during the production phase, the Assassin nonetheless turned out to be a surprisingly solid 'Mech. Though it possesses relatively lackluster firepower for its tonnage, the Assassin compensates with a high top speed and a decent amount of protection, making it ideal for hit-and-run tactics in combat against lighter enemies.

VARIANTS

- ASN-26
- ASN-101


**0/0**

**1/1**


**2/2**

CICADA

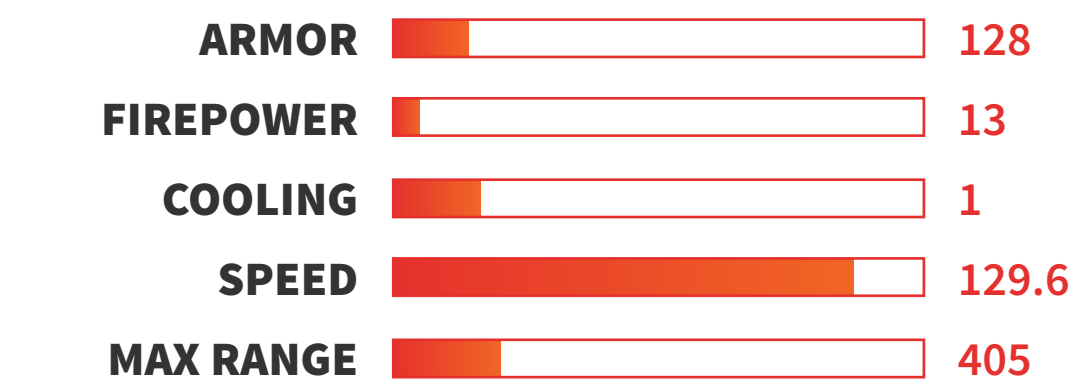
CDA-2A

**MEDIUM**

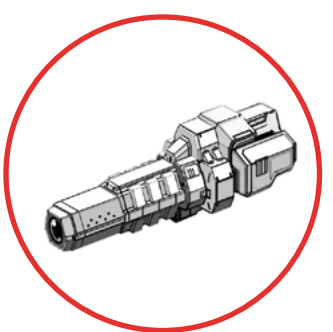
**40 T**

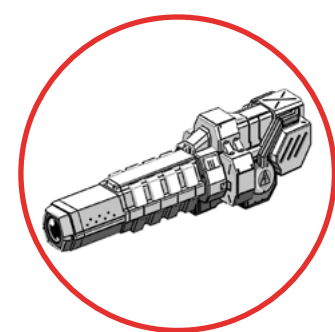
**3,783,839 C-Bills**

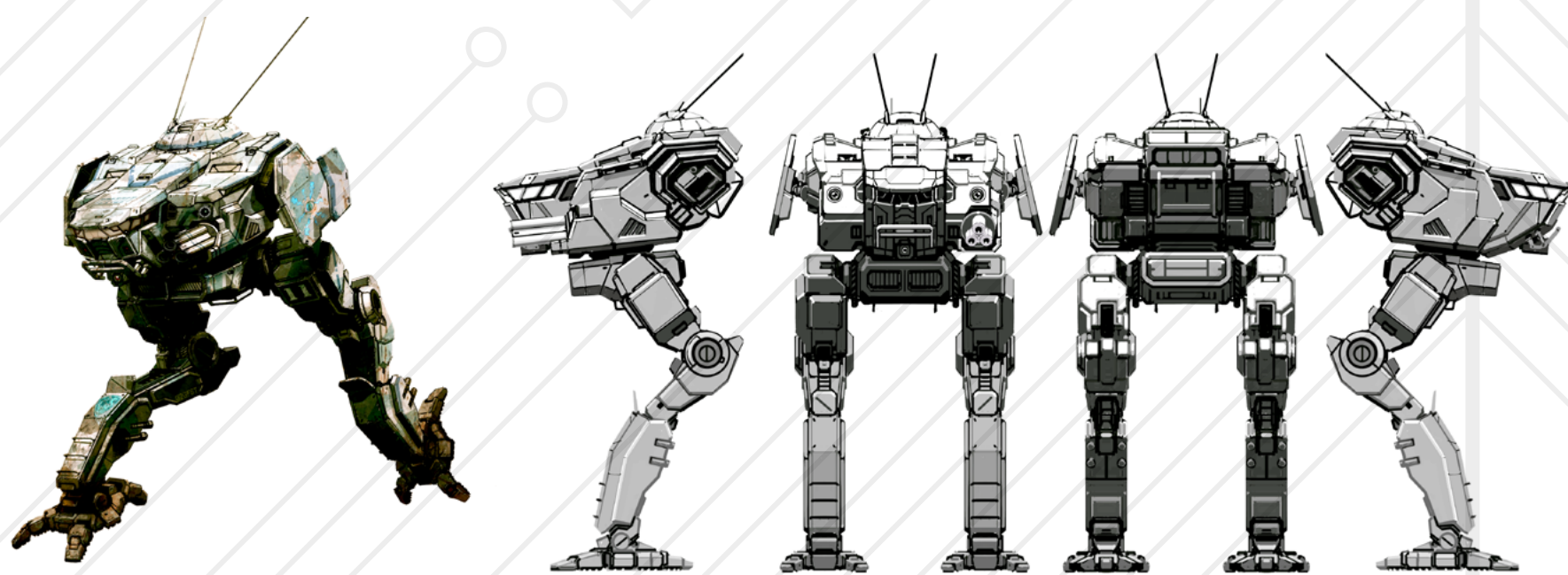
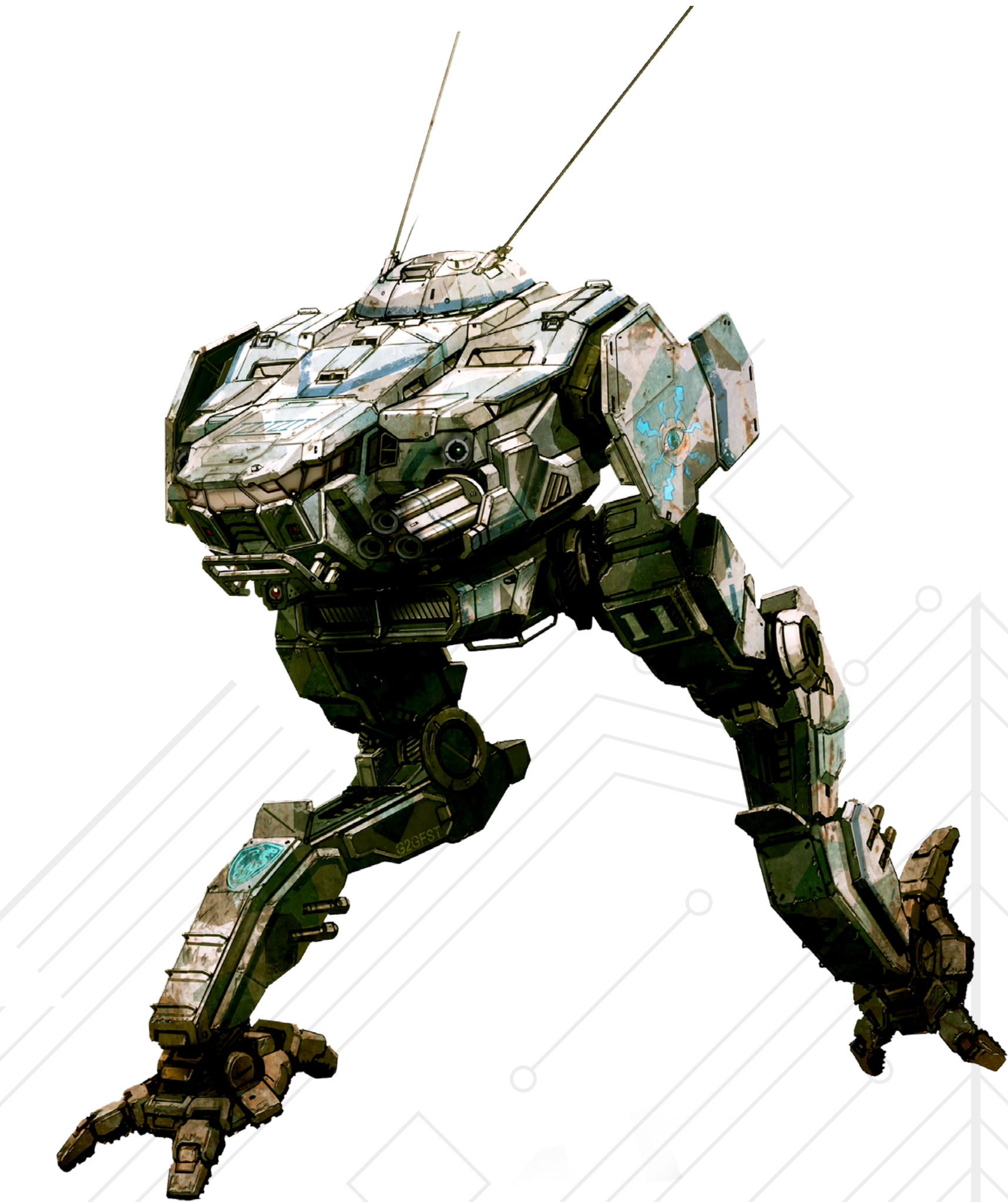
INFO



WEAPON SYSTEMS


Small Laser


Medium Laser x 2



DESCRIPTION

The original Cicada was designed by a small firm, HartfordCo, whose previous manufacturing experience had been confined to communications and targeting systems. Designed as a supplement or replacement for the popular Locust 'Mech, the Cicada found limited use by the Star League after its introduction in 2740. Although it was more expensive than the Locust, its increased mass gave it advantages that the Star League found useful. The Cicada's prime assets are its speed and its lack of ammunition concerns. Unfortunately, it only carries the armor of a 'Mech considered half its size.

VARIANTS

- CDA-3M
- CDA-3C
- CDA-2B
- CDA-X5


 0/0


 3/3


 0/0

VINDICATOR

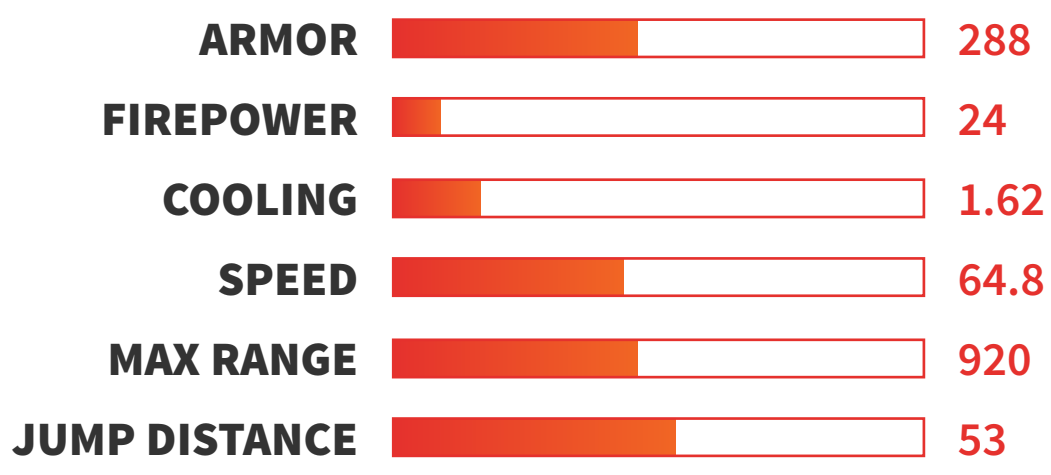
VND-1R

**MEDIUM**

**45 T**

**3,515,282 C-Bills**

INFO



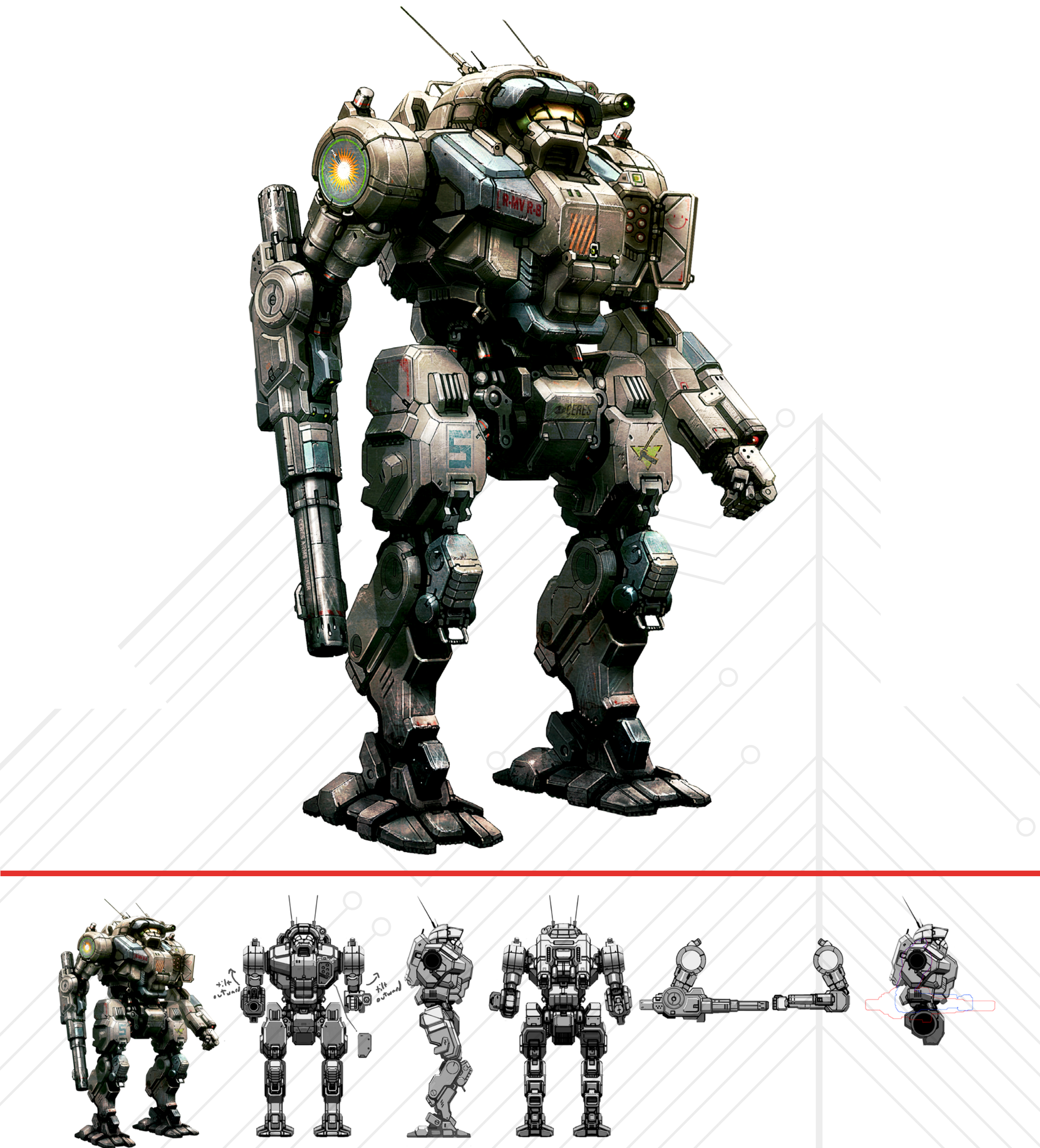
WEAPON SYSTEMS


Small Laser


Medium Laser


PPC


LRM5



DESCRIPTION

After the devastation of the First Succession War, the Capellan Confederation was in dire need of BattleMechs. Ceres Metals took up the challenge and in 2826 provided a cheap but tough 'Mech that could be mass produced. Like the proverbial camel, the Vindicator is a committee-designed beast that fills many roles adequately but none of them well. With good jump capabilities, decent armor, and respectable heat efficiency, the Vindicator is a capable platform for sustained long-range engagements.

VARIANTS

- VND-1X
- VND-1SIB
- VND-1AA

 0/0

 3/3

 1/1

PHOENIX HAWK

PXH-1



MEDIUM

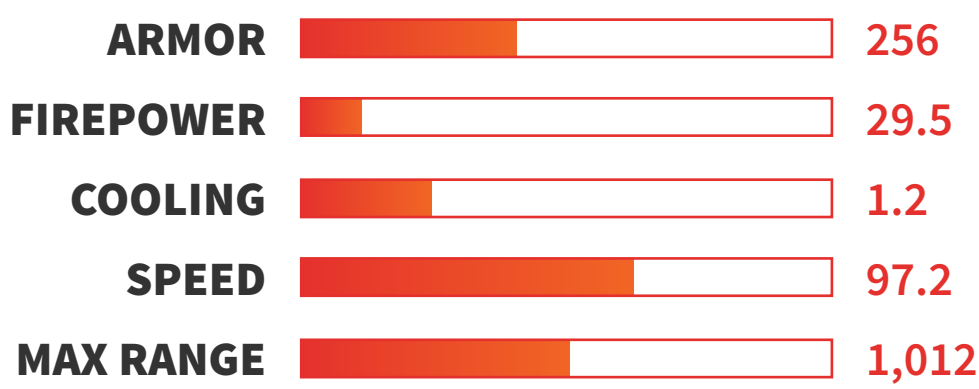


45 T

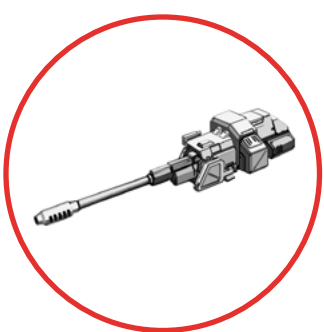


4,202,534 C-Bills

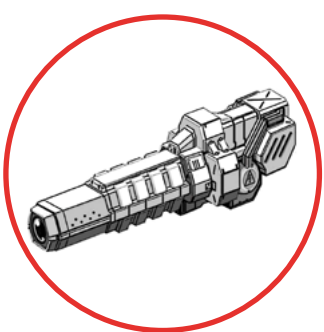
INFO



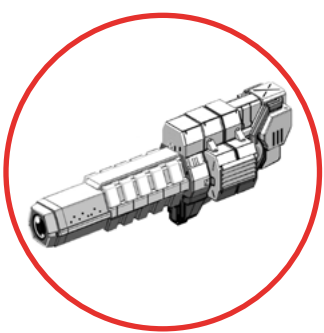
WEAPON SYSTEMS



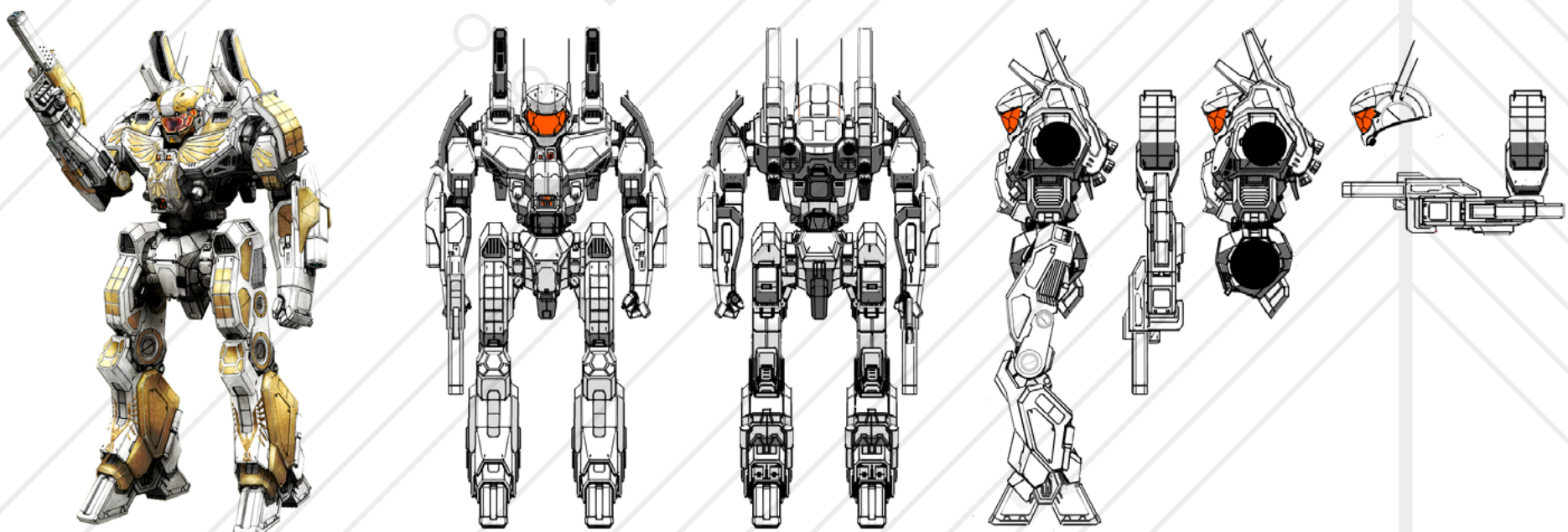
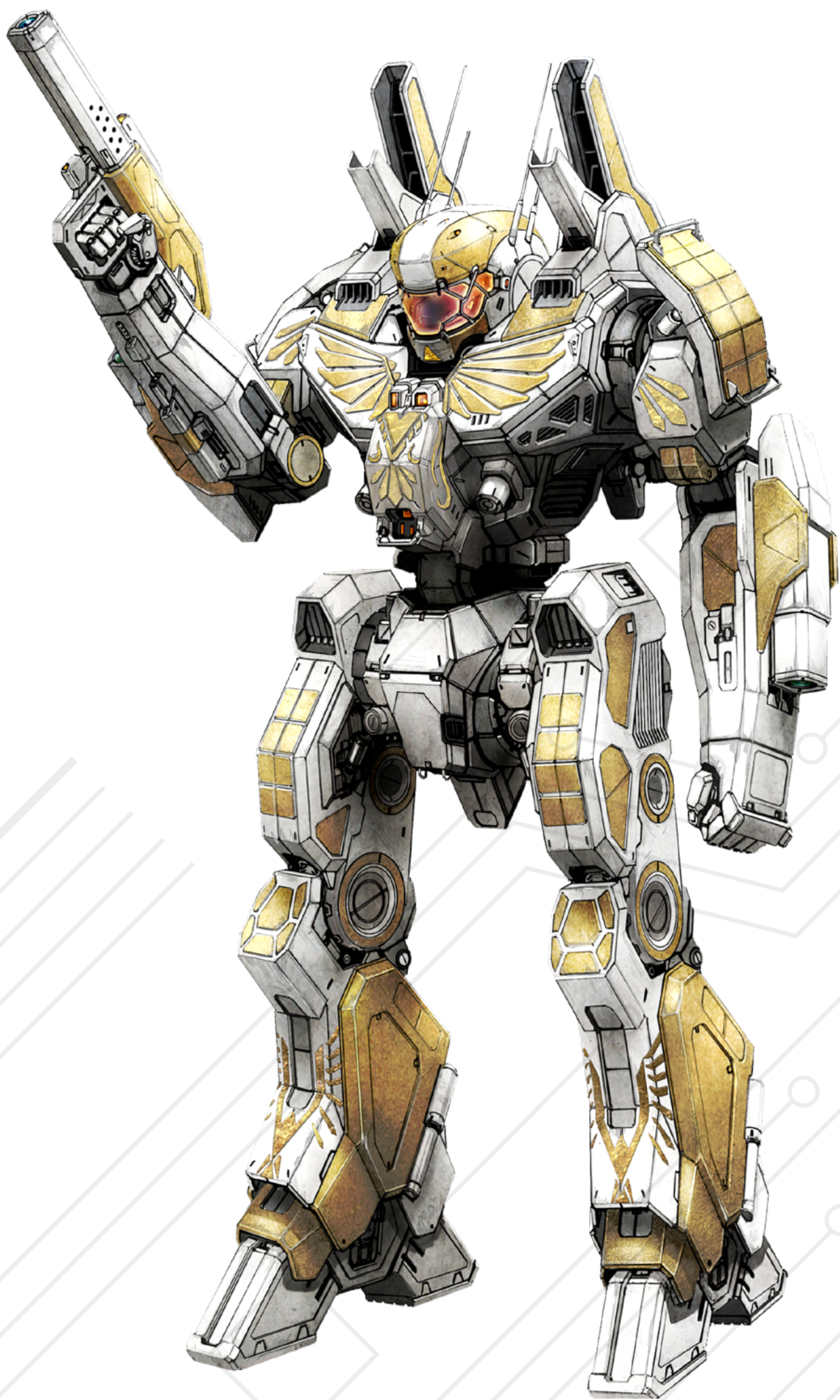
Machine Gun x 2



Medium Laser x 2



Large Laser



DESCRIPTION

A true relic of the Star League era, the Phoenix Hawk was produced in great numbers. A staple of recon lances since its inception in 2568, the basic Phoenix Hawk model has been in the standard service of every House military since the fall of the Star League and is still produced - or being reintroduced - in almost every Successor State. Its mix of speed, jump capability, and laser weaponry make it an ideal scout.

VARIANTS

- PXH-1K
- PXH-KK



BLACKJACK

BJ-1



MEDIUM

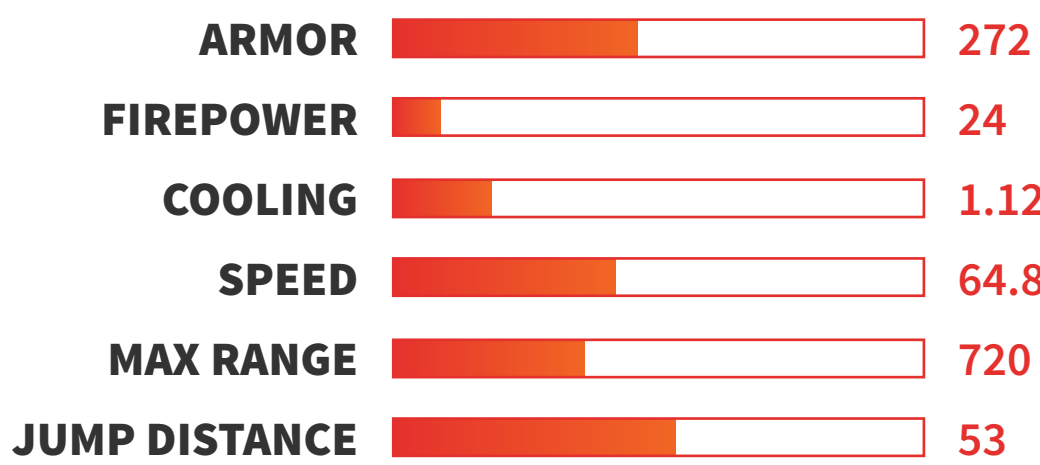


45 T

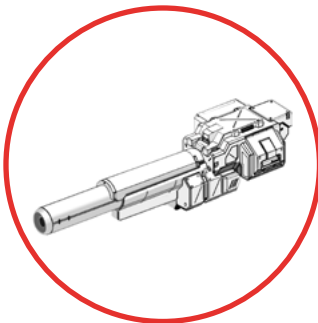


3,473,053 C-Bills

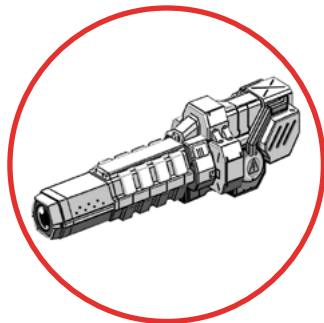
INFO



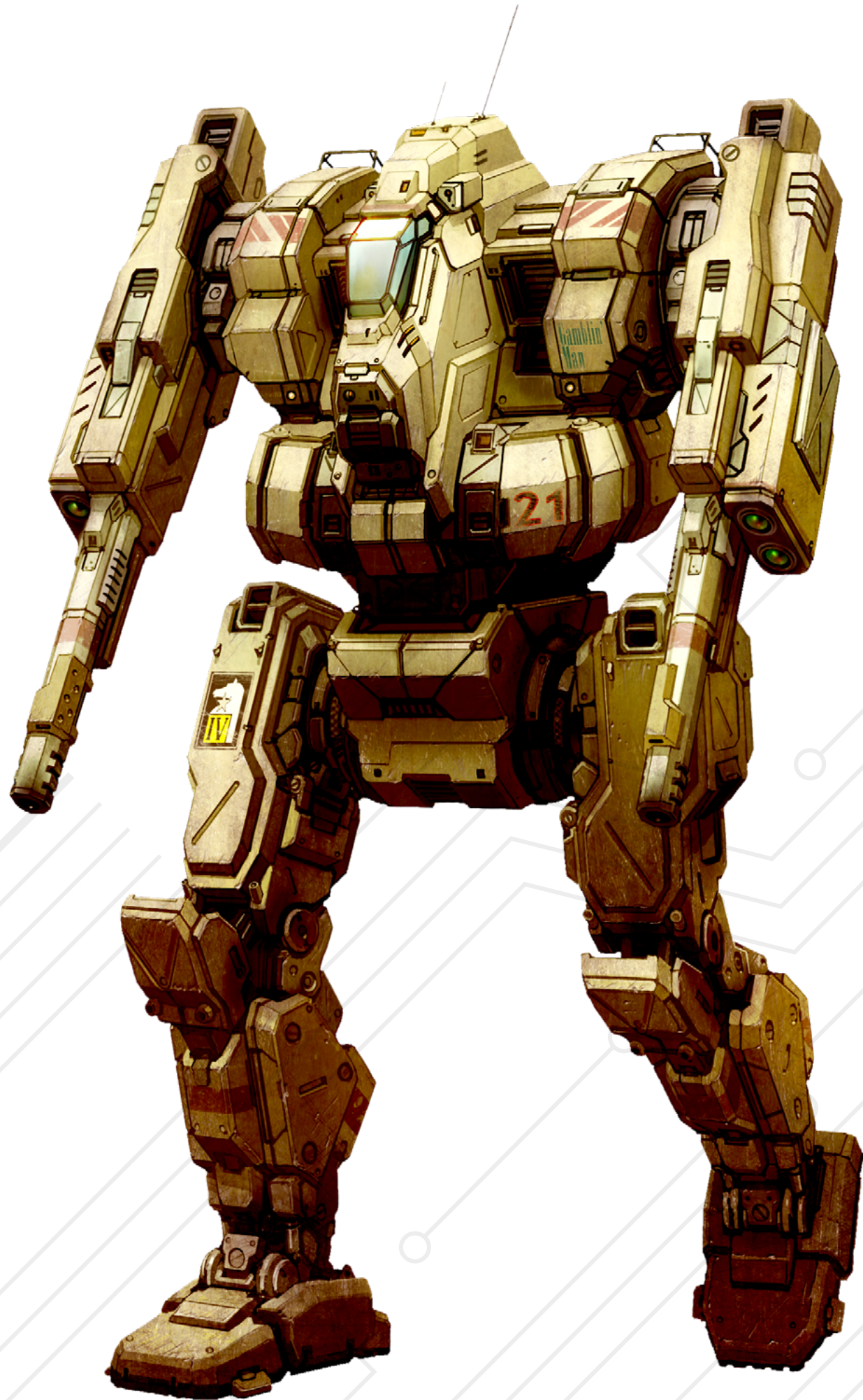
WEAPON SYSTEMS



AC2 x 2



Medium Laser x 4

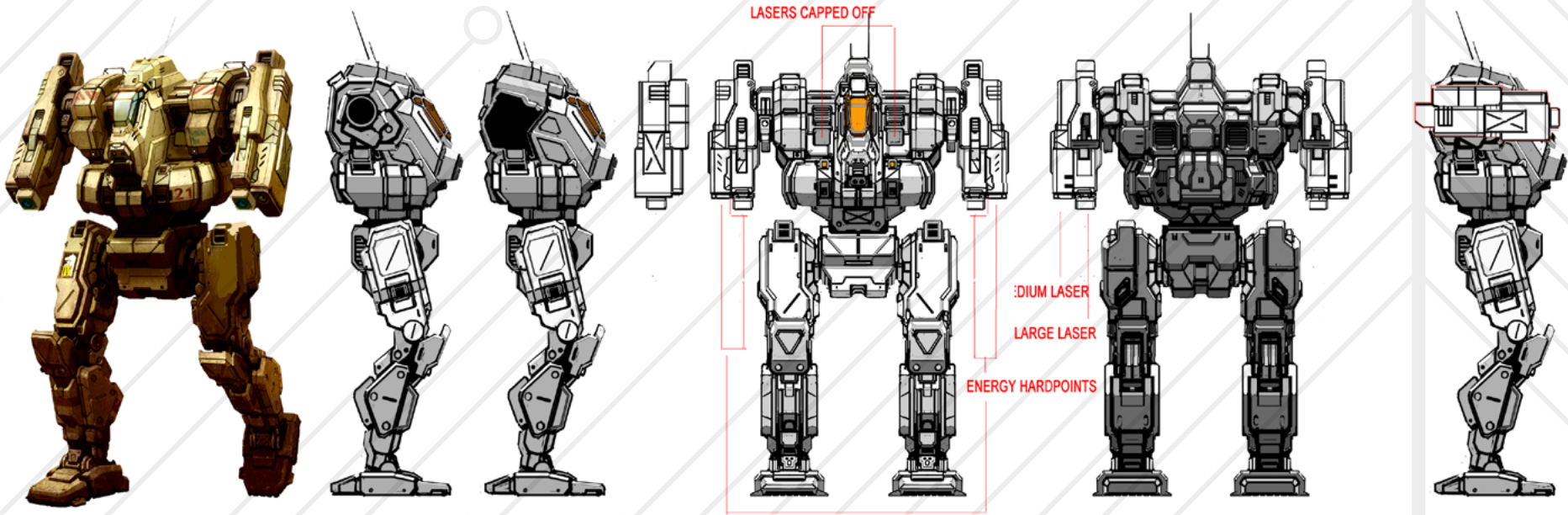
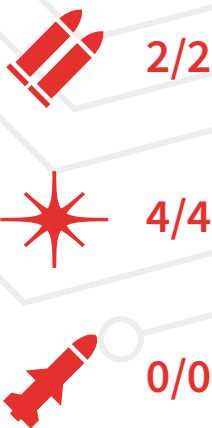


DESCRIPTION

The Blackjack was born from a Star League mandate in 2757 for the creation of a new BattleMech “with insurgency suppression and fire-support capabilities.” Despite fulfilling its production requirements and performing well in initial tests, the Blackjack unfairly developed a bad reputation and was all but rejected by the Star League. While its original design suits the Blackjack for engagement against lighter opponents, its range and sustained fire capability can make it a highly effective threat in the right hands.

VARIANTS

- BJ-3
- BJ-1X
- BJ-1DC
- BJ-A



ENFORCER

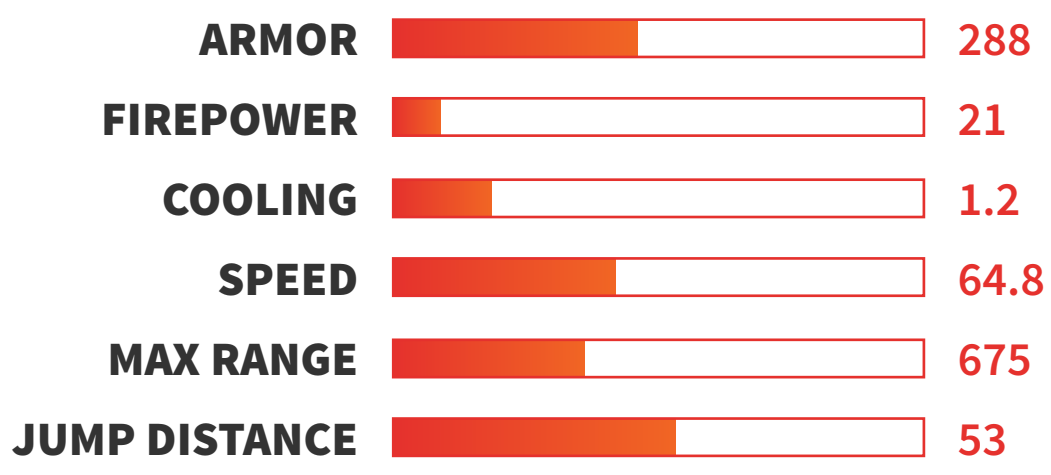
ENF-4R

**MEDIUM**

**50 T**

**3,814,211 C-Bills**

INFO



WEAPON SYSTEMS



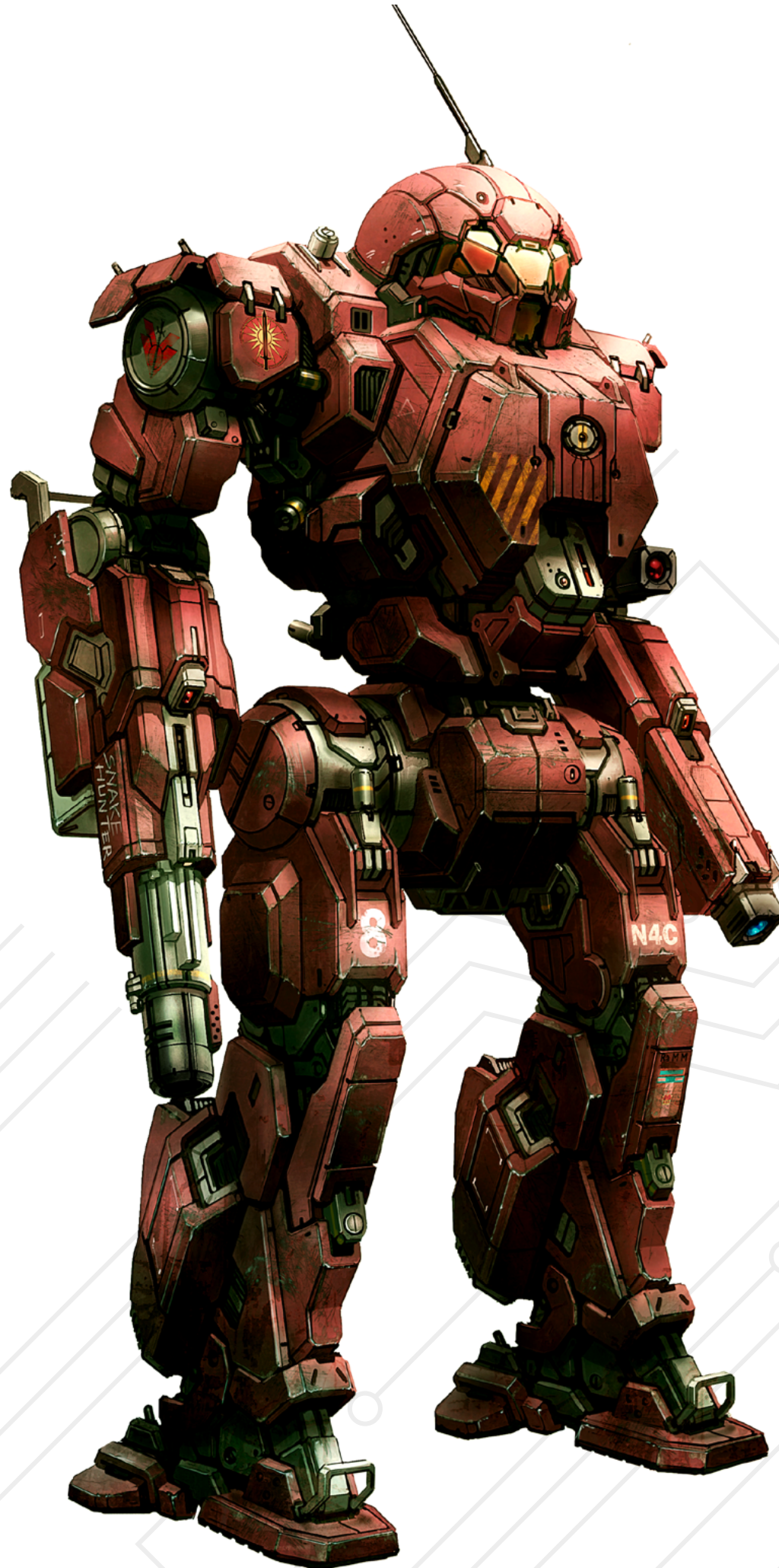
AC10



Small Laser



Large Laser



DESCRIPTION

Already in the midst of a veritable love affair with autocannon platforms, the Federated Suns stumbled upon forgotten blueprints for an unbuilt autocannon-armed BattleMech and used it as the basis for a new design. The Enforcer was rushed through development and commissioned in 2777, and over the course of the Succession Wars became a workhorse of House Davion.

VARIANTS

- ENF-4P
- ENF-5P



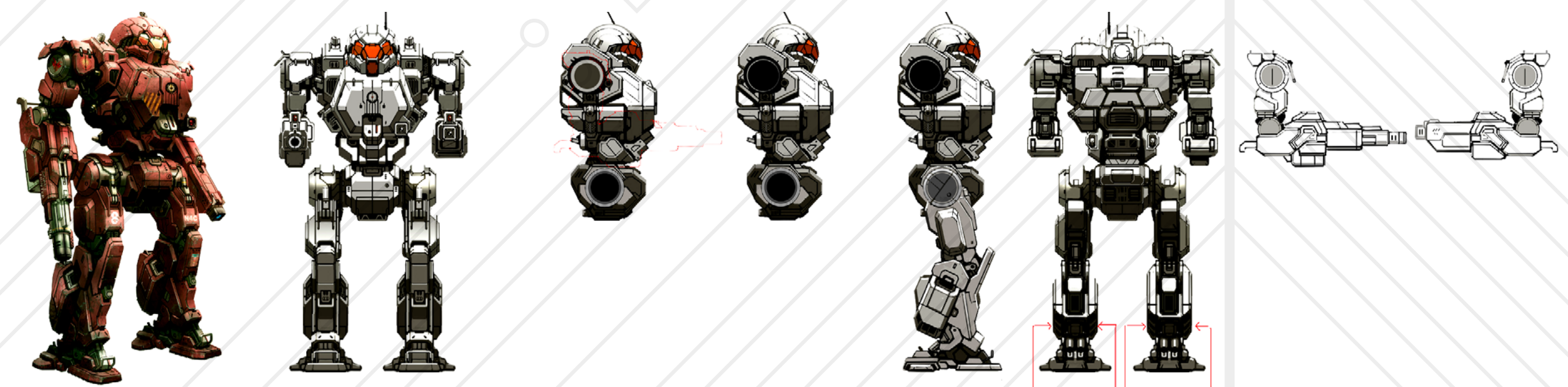
1/1



2/2




0/0



CENTURION

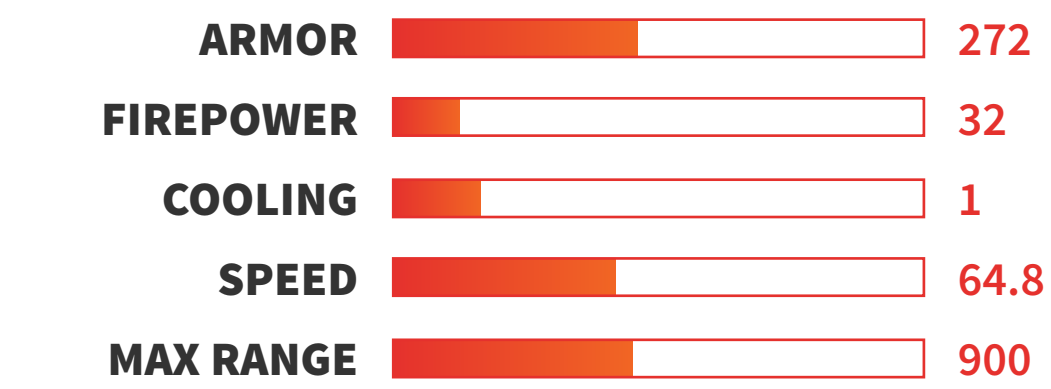
CN9-A

**MEDIUM**

**50 T**

**3,767,727 C-Bills**

INFO

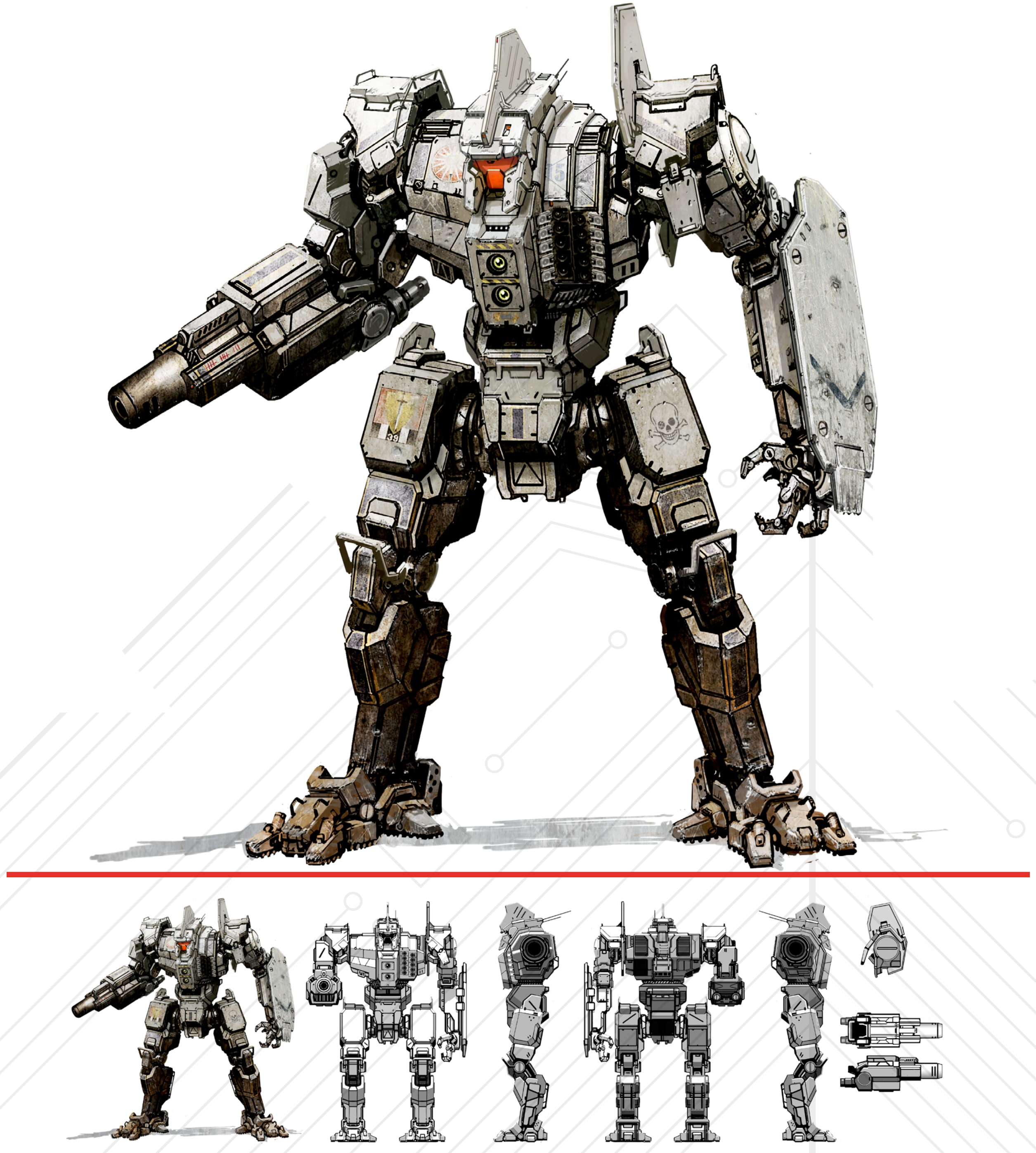


WEAPON SYSTEMS


Medium Lasers x 2


AC10


LRM10



DESCRIPTION

Produced initially from 2801 until the main plant on Ramen II was destroyed in 2845, the Centurion was designed and built by Corean Enterprises as an operating partner for the already successful Trebuchet. After supplying a steady stream of spare parts to AFFS line units for nearly 150 years, and buoyed by the success and warm reception of the design as a whole, Corean built a secondary manufacturing facility on New Avalon in 3012.

VARIANTS

- CN9-AL
- CN9-AH
- CN9-D
- CN9-YLW

**1/1**

**2/2**

**1/1**

CRAB

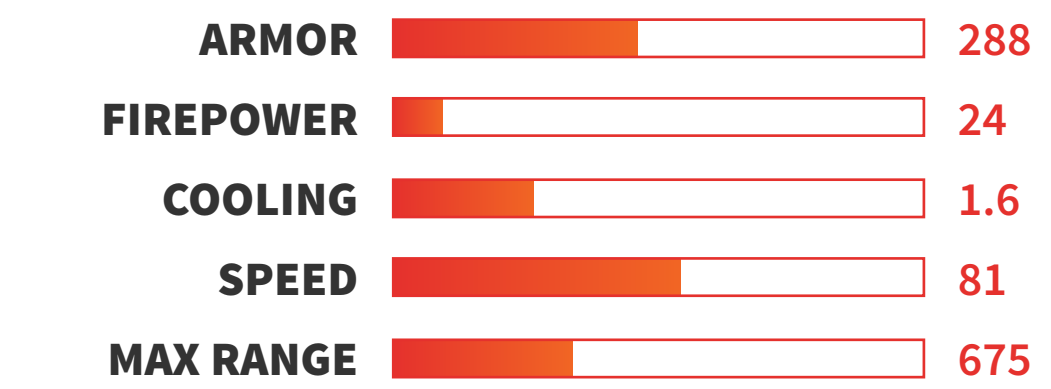
CRB-20

**MEDIUM**

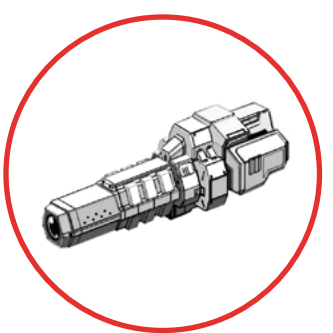
**50 T**

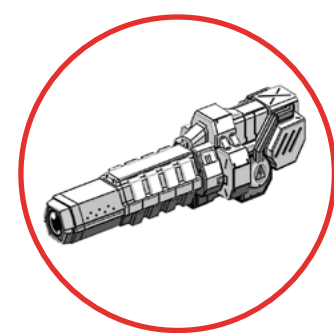
**4,098,212 C-Bills**


INFO

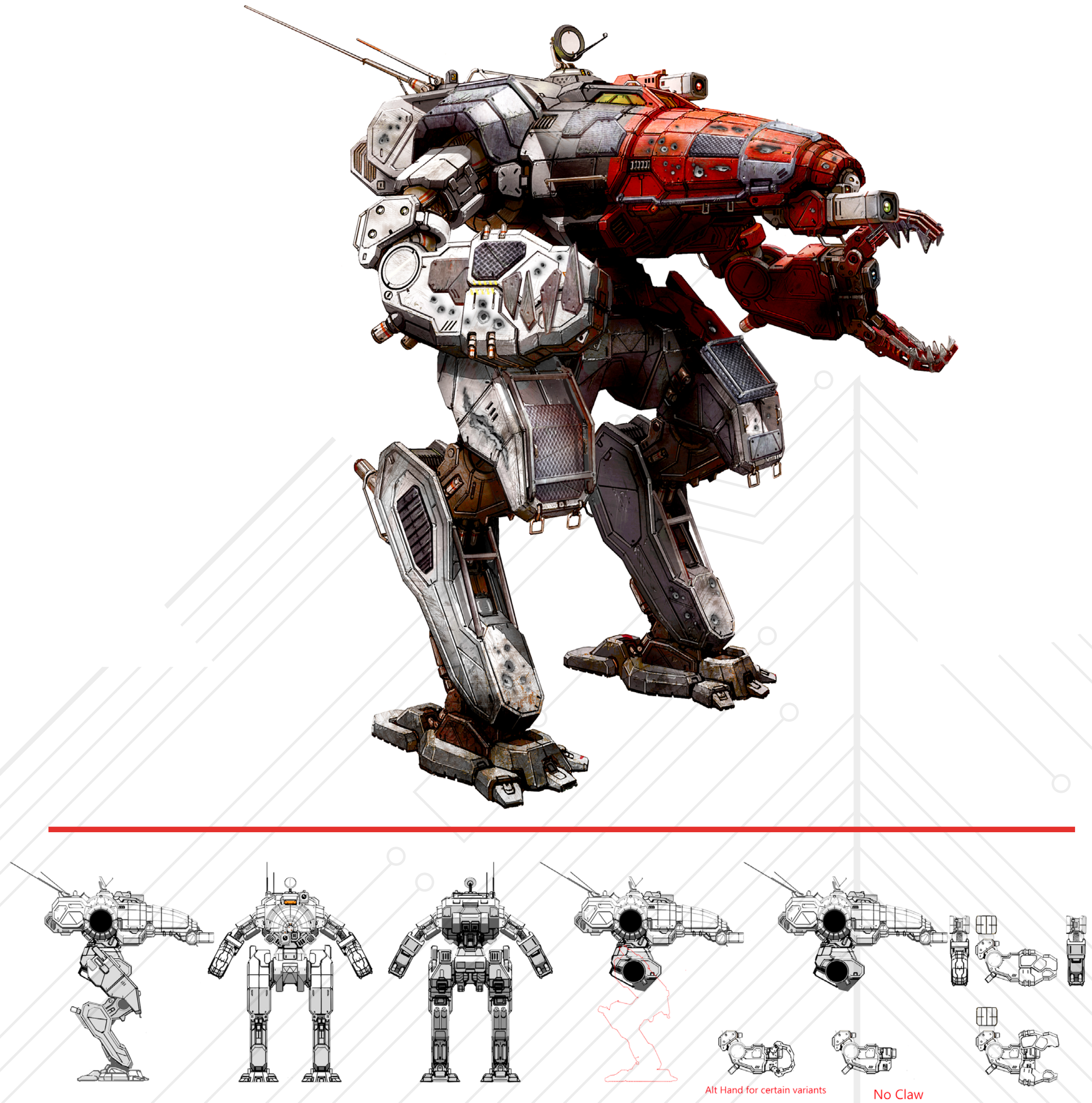


WEAPON SYSTEMS


Small Laser


Medium Laser


Large Laser x 2





DESCRIPTION


When originally built for the Star League in 2719, the approach taken by Cosara Weaponries was to create a BattleMech that was easily maintained and well suited for high-endurance raiding far from supply lines. The Crab was seen by many as a reliable standby and the eventual standard for SLDF medium 'Mechs. The League's collapse orphaned the design, however, and the loss of ferro-fibrous armor production eventually led to centuries where the surviving units were downgraded to carry standard armor. Even still, the Crab's elegant simplicity practically assured that enough would survive to the present era.

VARIANTS

- CRB-FL
- CRB-27B
- CRB-27
- CRB-27SL

 0/0

 4/4

 0/0

HUNCHBACK

HBK-4G



MEDIUM

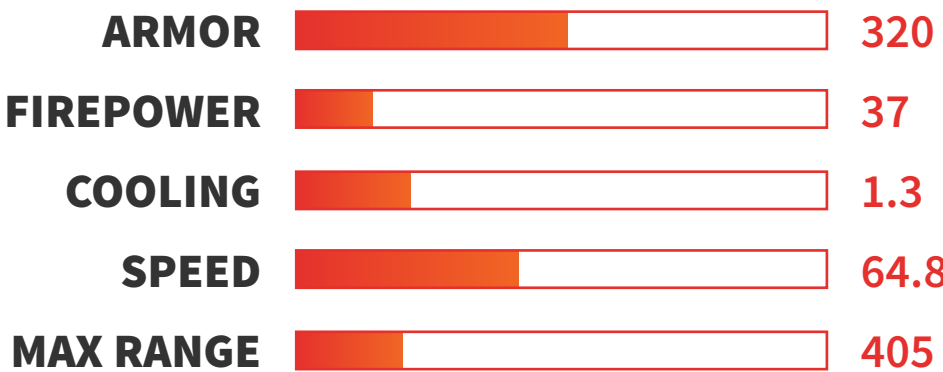


50 T

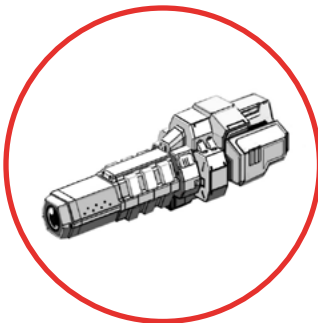


3,734,179 C-Bills

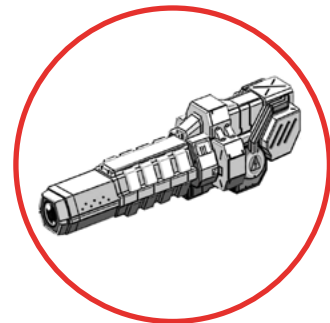
INFO



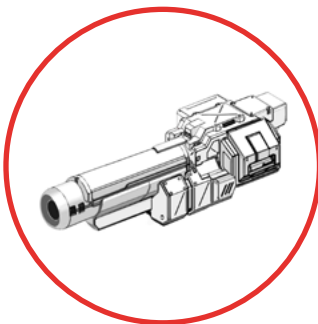
WEAPON SYSTEMS



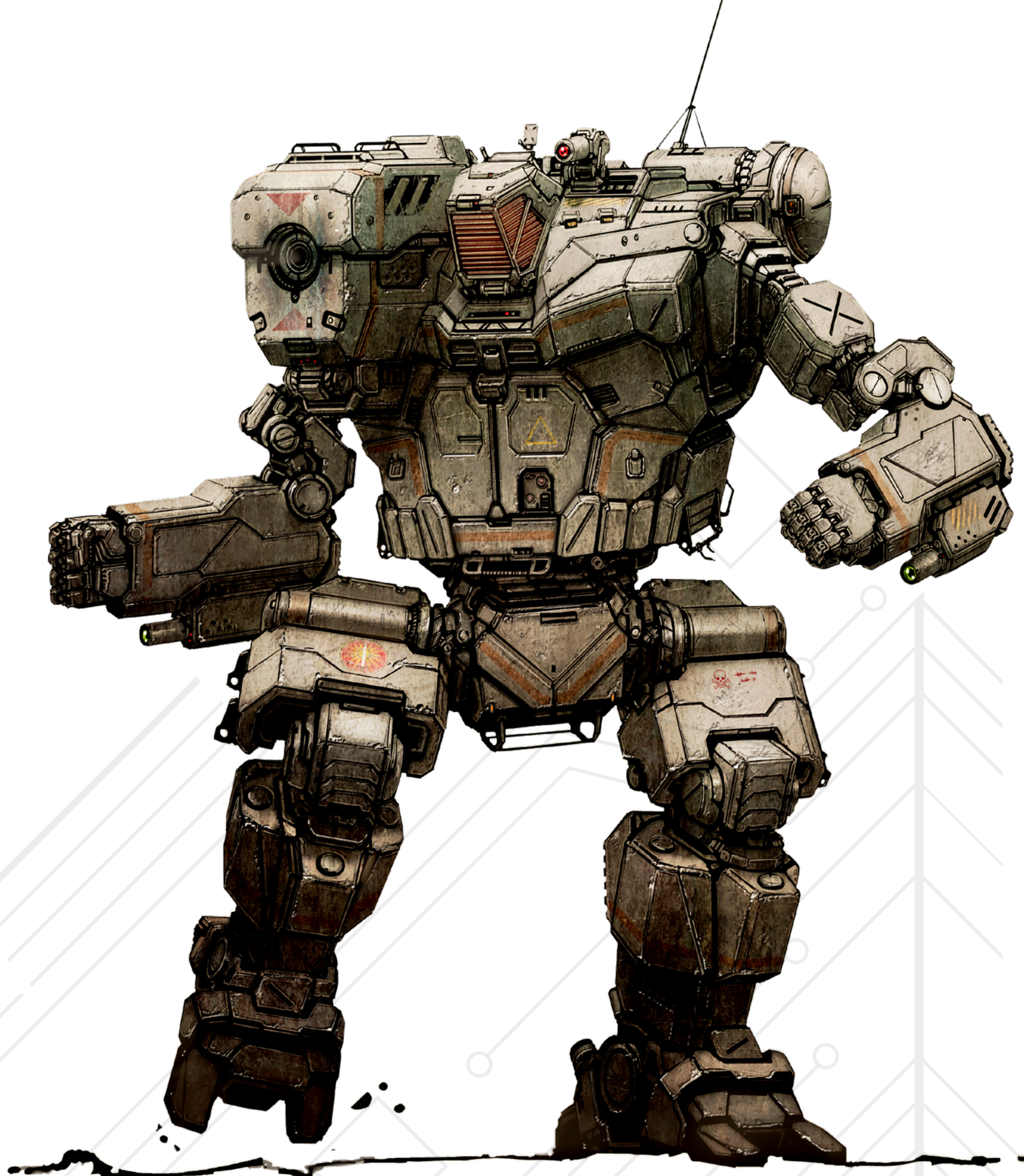
Small Laser



Medium Laser x 2



AC20-BF

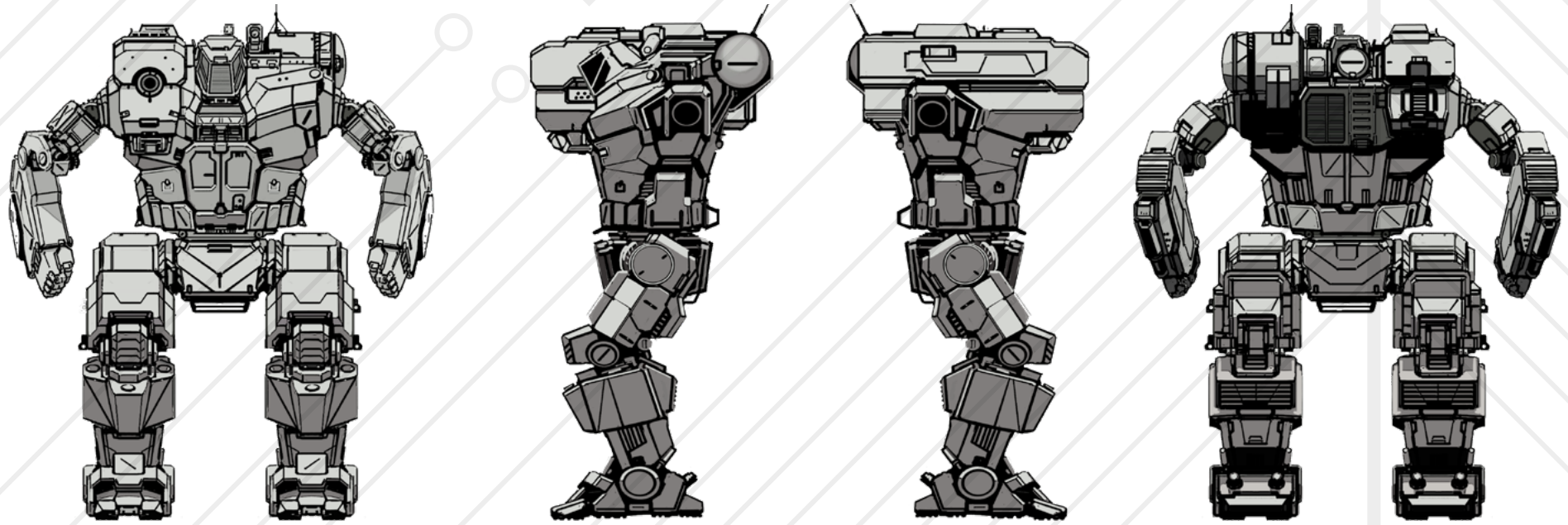


DESCRIPTION

Introduced in 2572, the Hunchback is a medium-to-short-range brawler that rose to prominence during the many urban battles of the Reunification War. Widely known for its street-fighting abilities, the Hunchback soon earned the respect and admiration of many MechWarriors. Though the original Komiyaba/Nissan General Industries factories were destroyed during the Succession Wars, Kali Yama acquired the rights to the design and soon began producing the Hunchback for the Free Worlds League.

VARIANTS

- HBK-GI
- HBK-4SP
- HBK-4P
- HBK-4J
- HBK-4H



TREBUCHET

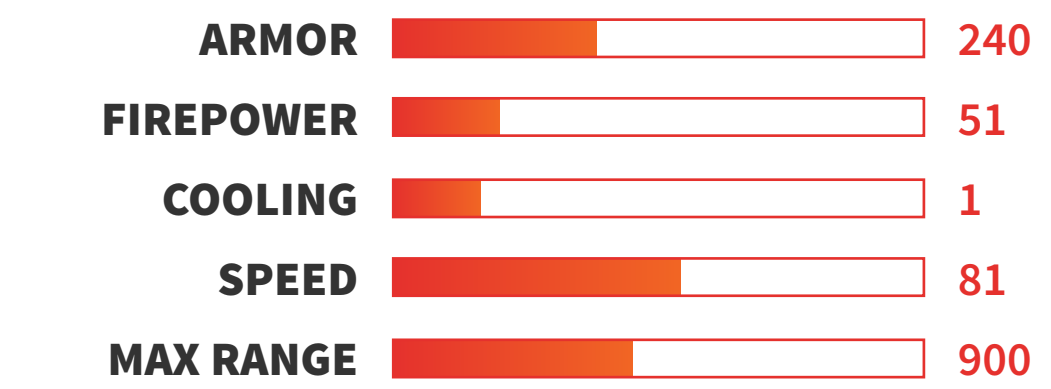
TBT-5N

**MEDIUM**

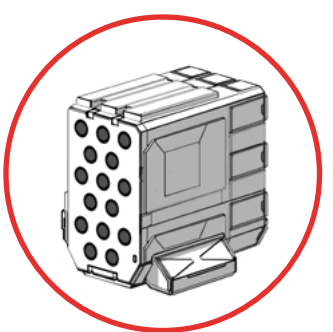
**50 T**

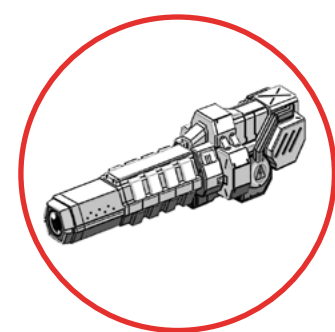
**4,595,760 C-Bills**

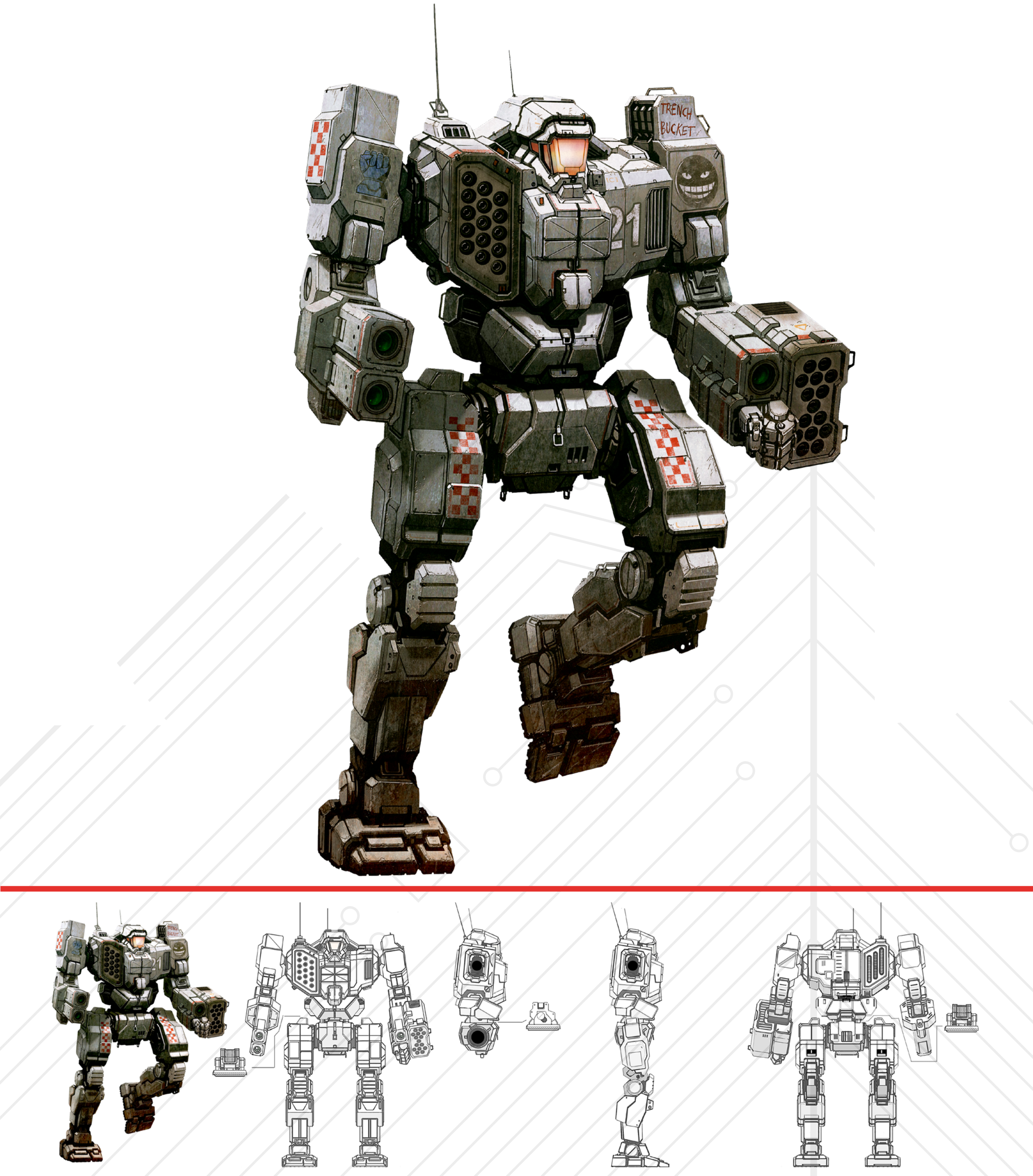
INFO



WEAPON SYSTEMS


LRM15 x 2


Medium Laser x 3



DESCRIPTION

Though initially carrying a blistering array of advanced technology due to its last-minute entry into the Star League Defense Force ranks in 2780, the Trebuchet was also one of the first BattleMechs that went back to the drawing board as a result of the Succession Wars. Redesigned using older technology so Corean Enterprises could continue to manufacture the chassis in an era defined by scarcity, the Trebuchet is a solid support 'Mech ideal meant for long-range bombardment.

VARIANTS

- TBT-7M
- TBT-7K
- TBT-5J
- TBT-3C


0/0


3/3


2/2

KINTARO

KTO-18



MEDIUM

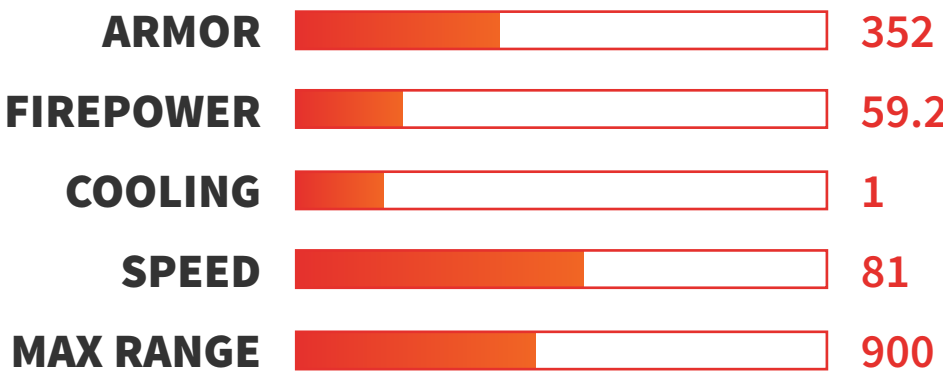


55 T

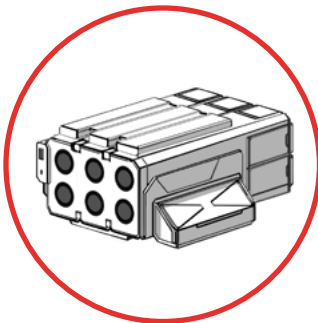


4,961,054 C-Bills

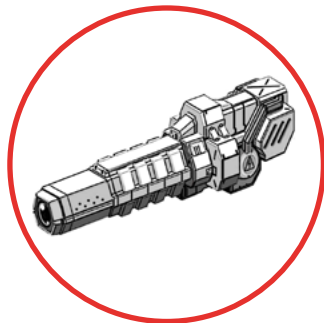
INFO



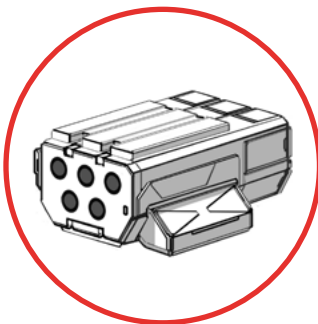
WEAPON SYSTEMS



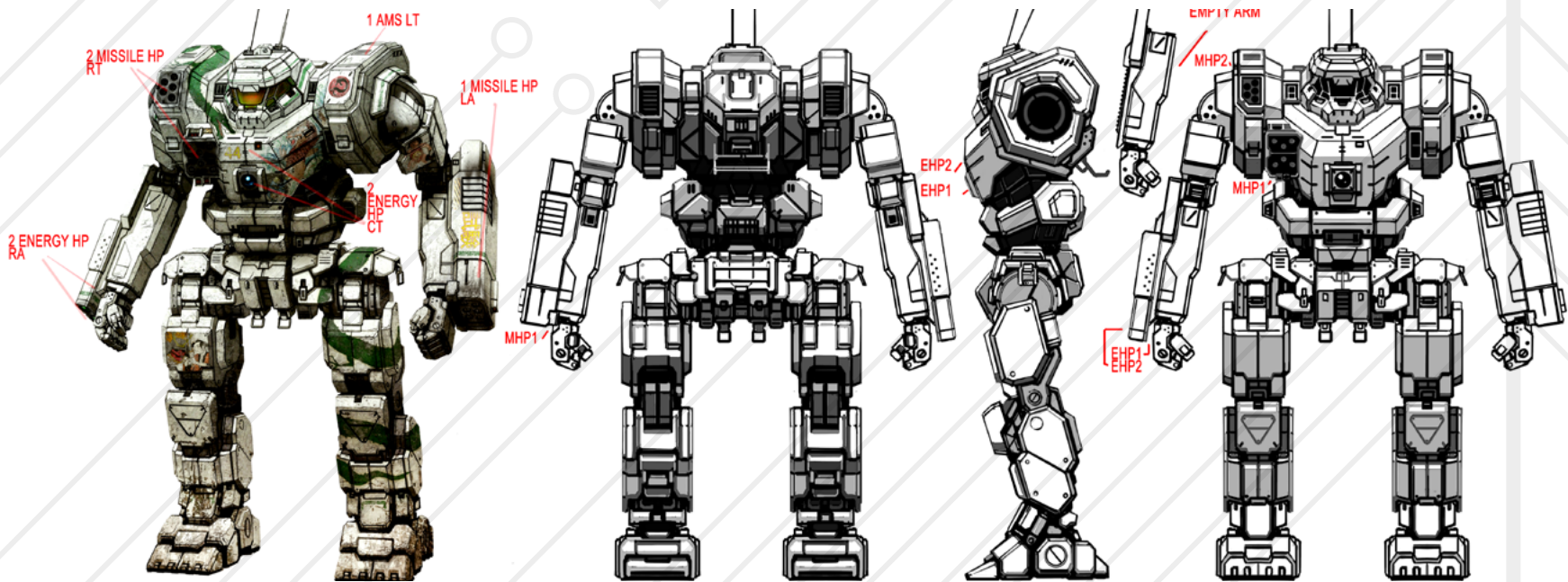
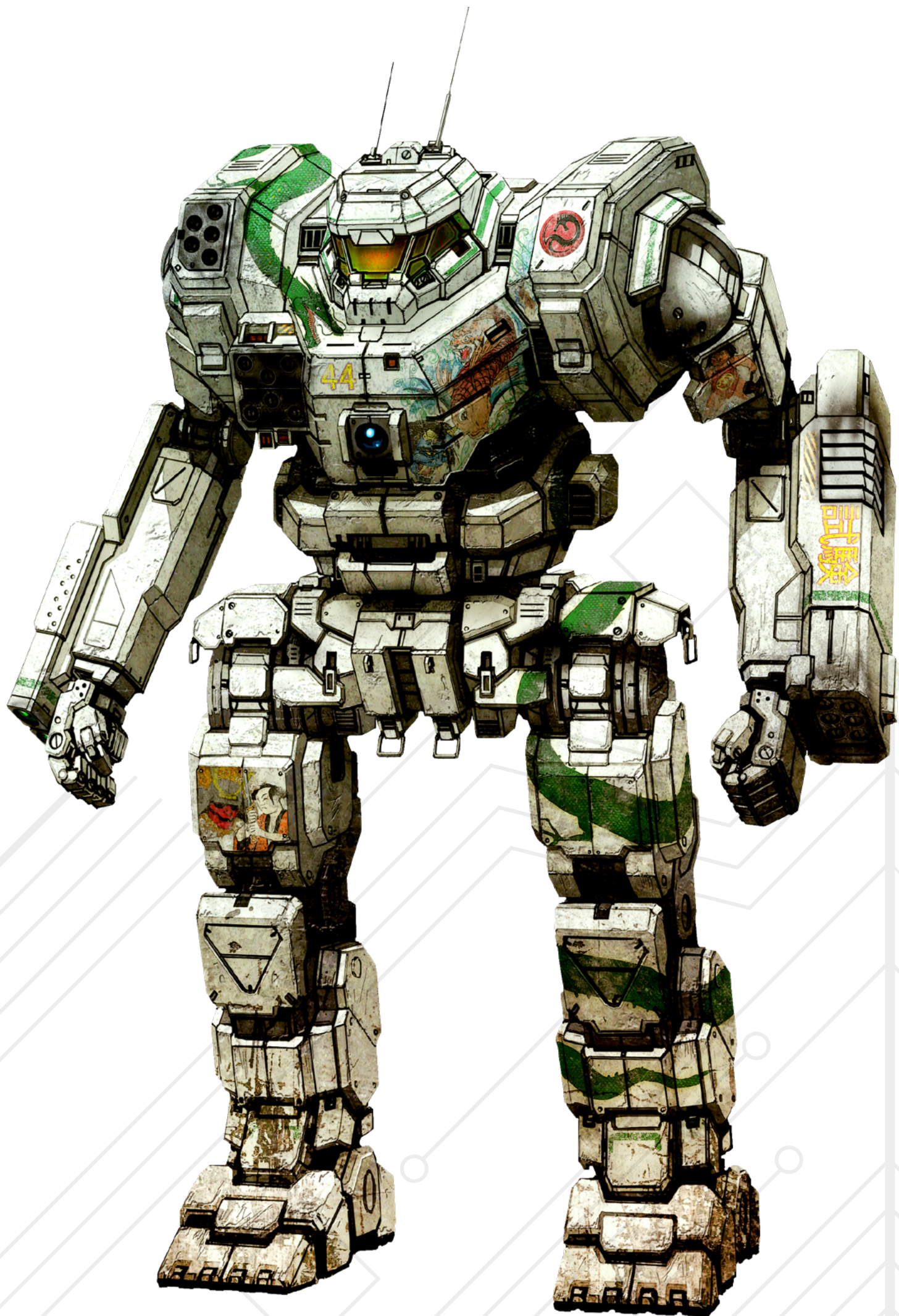
SRM6 x 3



Medium Laser x 2



LRM5



DESCRIPTION

The Kintaro was originally designed in 2587 as a frontline unit designed to deliver Narc missile beacons for ally forces. With the loss of the last known Narc factory in 2792, the Kintaro became simply another missile platform, and lead eventually to the production of the downgraded KTO-18 by the Federated Suns. Whatever the variant, the Kintaro is still a tough frontline 'Mech capable of delivering an impressive salvo of missiles for a 'Mech of its size.


VARIANTS


- KTO-19
- KTO-20
- KTO-GB




WOLVERINE

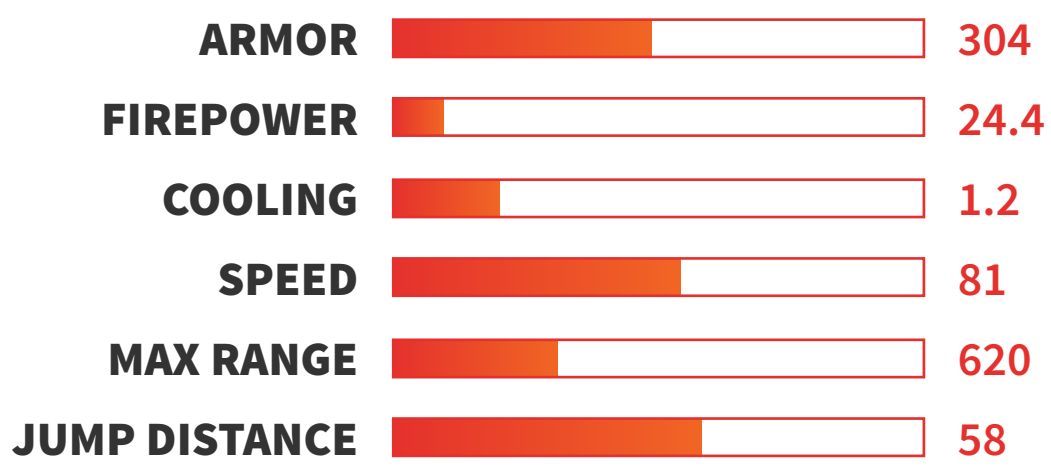
WVR-6R

**MEDIUM**

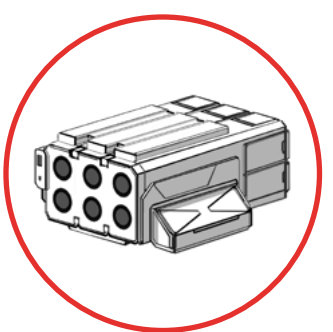
**55 T**

**4,950,102 C-Bills**

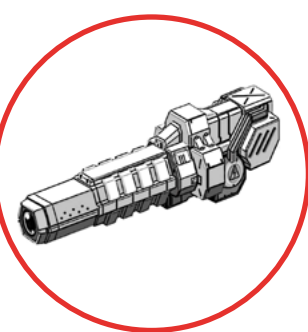
INFO



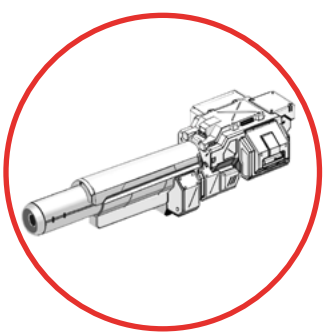
WEAPON SYSTEMS



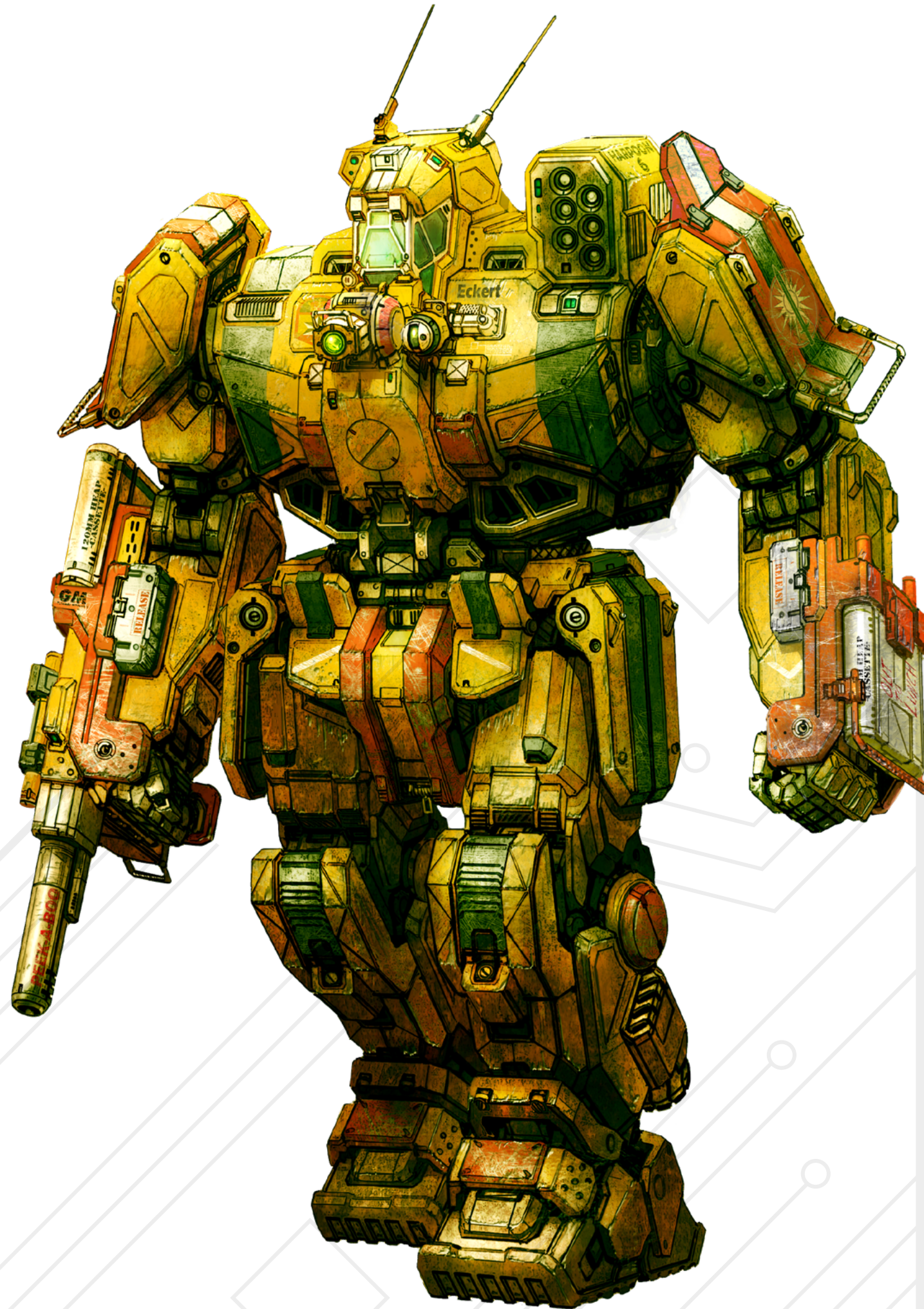
SRM6



Medium Laser



AC5



DESCRIPTION

Introduced in 2575 as the newly-created Star League Defense Force prepared for inevitable conflict with the Periphery realms, the Wolverine was produced in prodigious numbers. Conceived as a heavy scout capable of undertaking assignments too hazardous for lighter 'Mechs, the Wolverine has served with distinction throughout the Inner Sphere.

VARIANTS

- WVR-Q
- WVR-6K



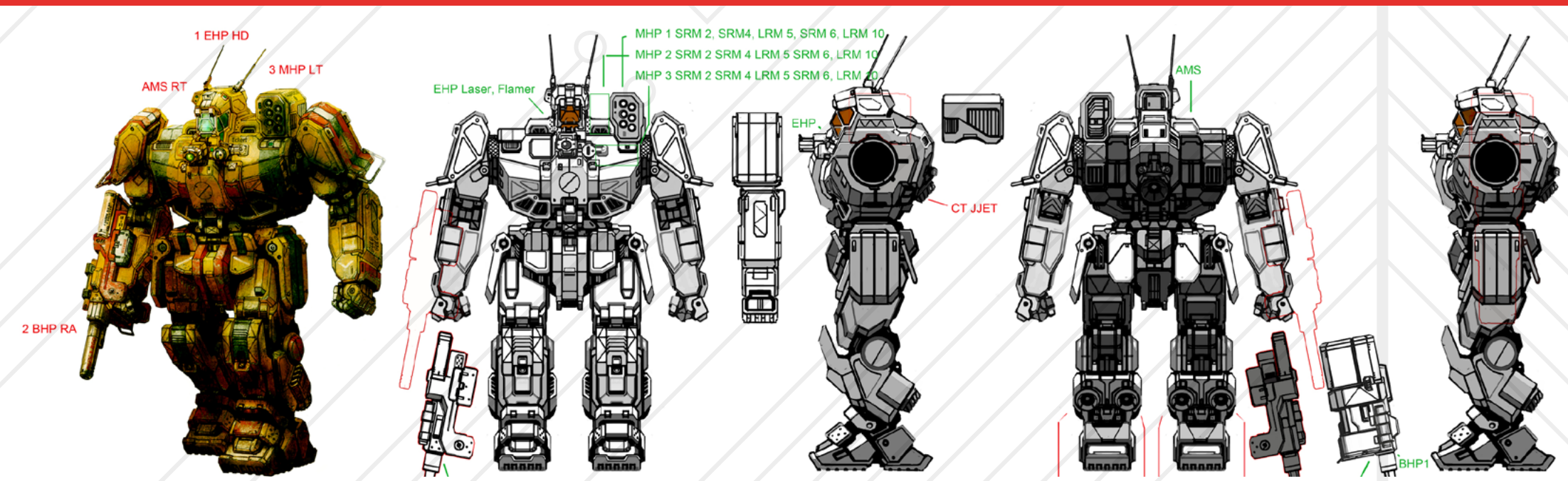
1/1



1/1



1/1



GRIFFIN

GRF-1N



MEDIUM

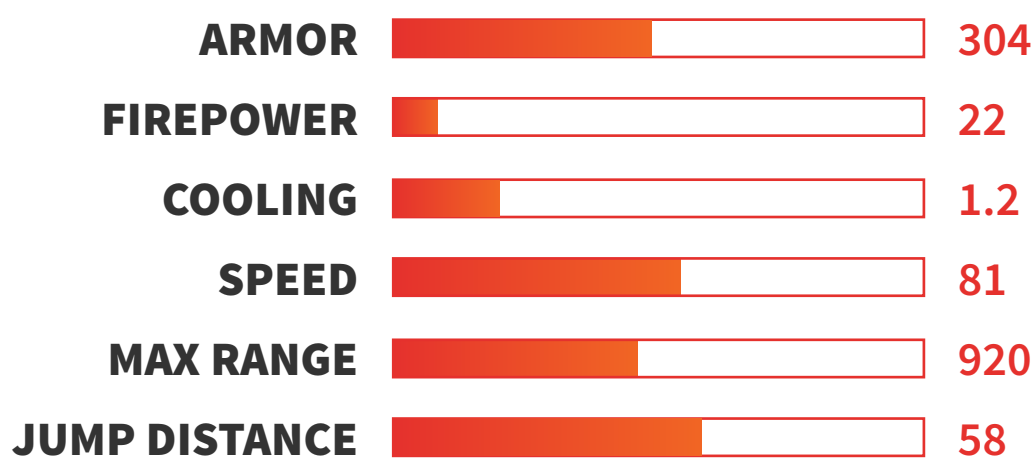


55 T



5,117,102 C-Bills

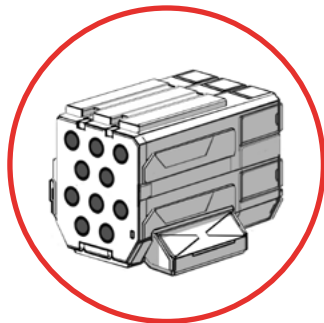
INFO



WEAPON SYSTEMS



PPC



LRM10



DESCRIPTION

As one of the first designs to fill the void between the massive Mackie and the smaller recon 'Mechs subsequently produced, the Griffin was considered a highly advanced design when it rolled off the line in 2492. With the mobility of a recon unit and the firepower and armor

of a heavy 'Mech, Earthwerks' creation reigned supreme on the battlefield for a brief period. As time passed and newer, more advanced chassis started rolling off the production lines, the Griffin found a more specific niche as a mobile fire support unit.

VARIANTS

GRF-1S

GRF-1E

GRF-3M

GRF-AR



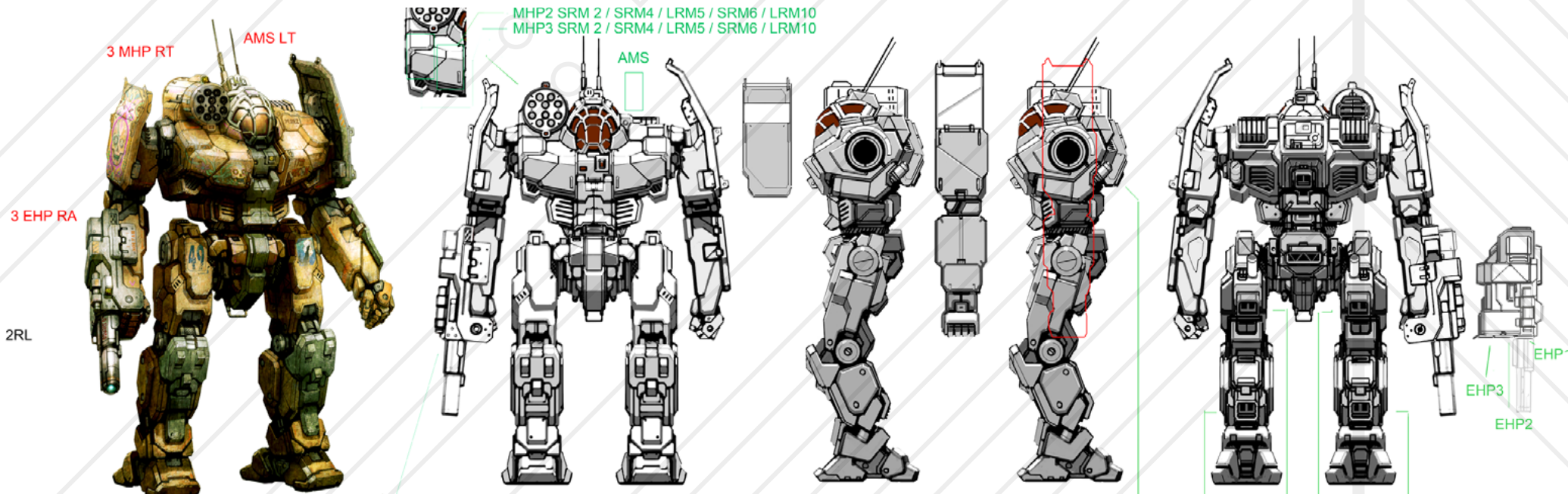
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1/1



SHADOW HAWK

SHD-2H



MEDIUM



55 T

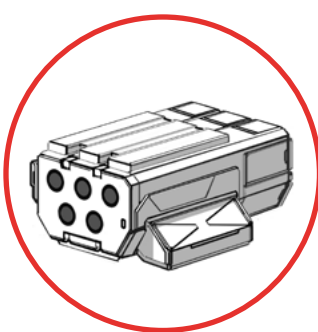


4,778,102 C-Bills

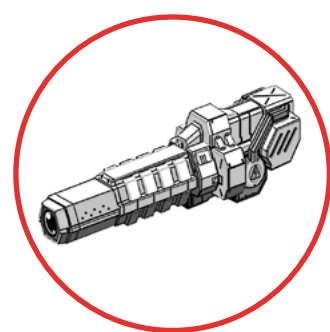
INFO

ARMOR	<div><div></div></div>	304
FIREPOWER	<div><div></div></div>	21.8
COOLING	<div><div></div></div>	1.2
SPEED	<div><div></div></div>	81
MAX RANGE	<div><div></div></div>	900
JUMP DISTANCE	<div><div></div></div>	47

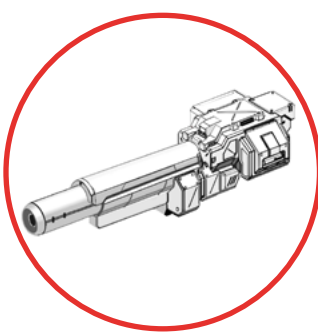
WEAPON SYSTEMS



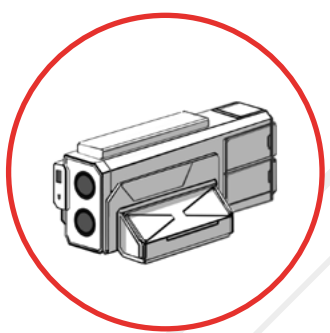
LRM5



Medium Laser



AC5-BF



SRM2



DESCRIPTION

After an unfortunate (and costly) false start caused by quality and safety issues, the Shadow Hawk is now seen throughout the Inner Sphere as a highly adaptable chassis, able to fit into almost any situation where a 'Mech might be needed.

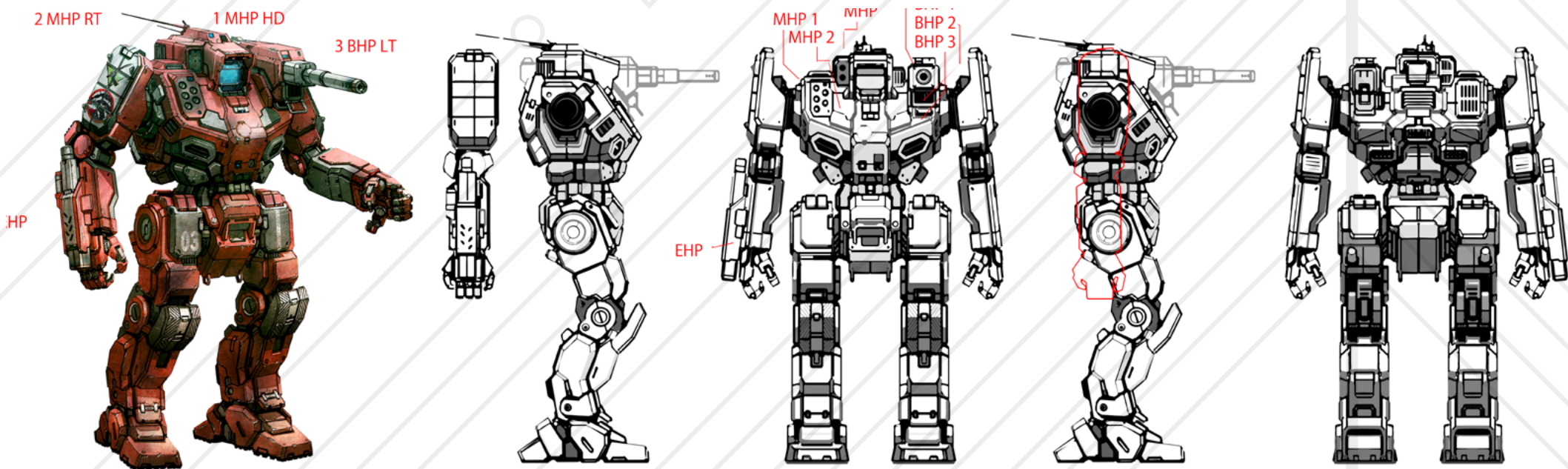
VARIANTS

- SHD-GD
- SHD-5M
- SHD-2K
- SHD-2D2
- SHD-2D

1/1

1/1

2/2





HEAVY 'MECHS

RIFLEMAN

RFL-3N



HEAVY



60 T

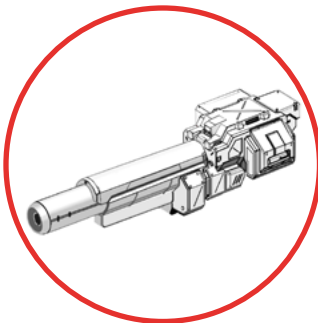


5,107,560 C-Bills

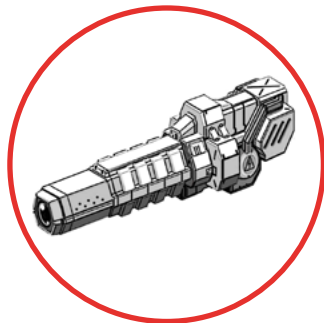
INFO

ARMOR	<div><div></div></div>	240
FIREPOWER	<div><div></div></div>	38
COOLING	<div><div></div></div>	1.06
SPEED	<div><div></div></div>	64.8
MAX RANGE	<div><div></div></div>	675

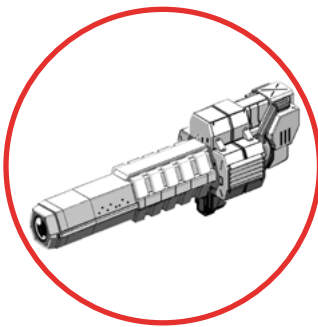
WEAPON SYSTEMS



AC5-BF x 2



Medium Laser x 2



Large Laser x 2



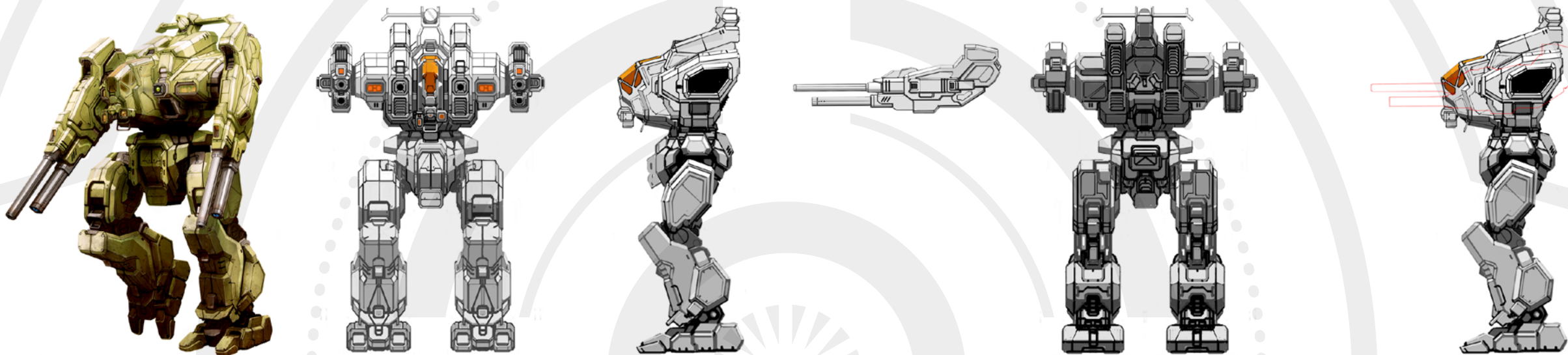
DESCRIPTION

Initially conceived as a medium fire-support platform, chronic overheating problems plagued the Rifleman following its debut in 2505. A later version corrected only some of the issues, and in 2770 Kallon unveiled the heavier RFL-3N Rifleman. Twin autocannons and large lasers provide long range firepower at the cost of armor, particularly in the rear.

VARIANTS

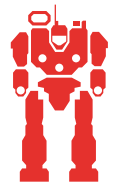
- RFL-LK
- RFL-DB
- RFL-3C

2/2
4/4
0/0



QUICKDRAW

QKD-4G



HEAVY

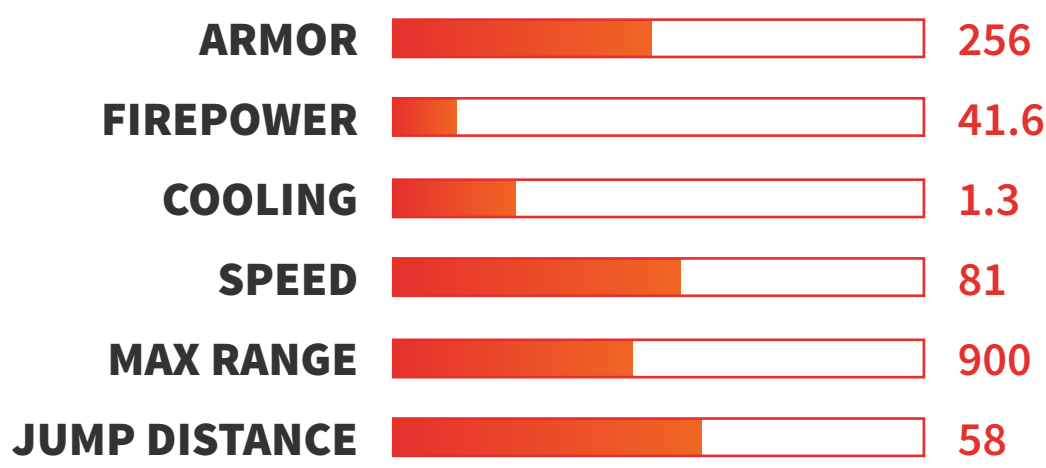


60 T

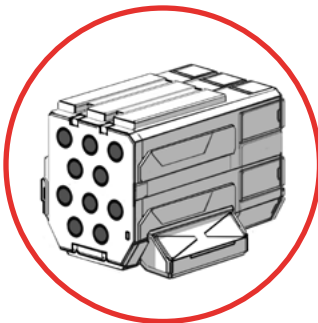


5,759,504 C-Bills

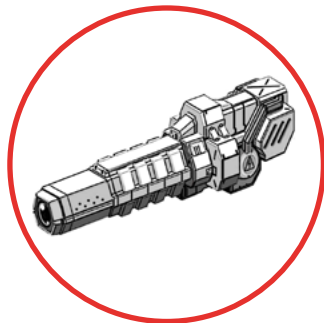
INFO



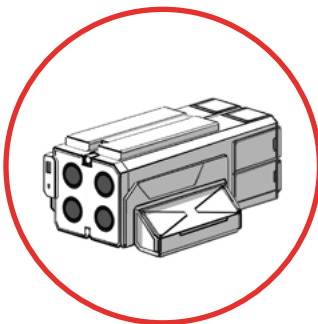
WEAPON SYSTEMS



LRM10



Medium Laser x 4



SRM4



DESCRIPTION

Intended as a replacement for the Rifleman when it was introduced in 2779, the original Quickdraw never supplanted it. Over the course of the Succession Wars however, the Quickdraw nonetheless earned the respect of MechWarriors and a place in every major military. A maneuverable machinecapableofout-jumping most other heavy 'Mechs, it suffers from thin armor and heat dissipation problems in protracted engagements.

VARIANTS

QKD-5K

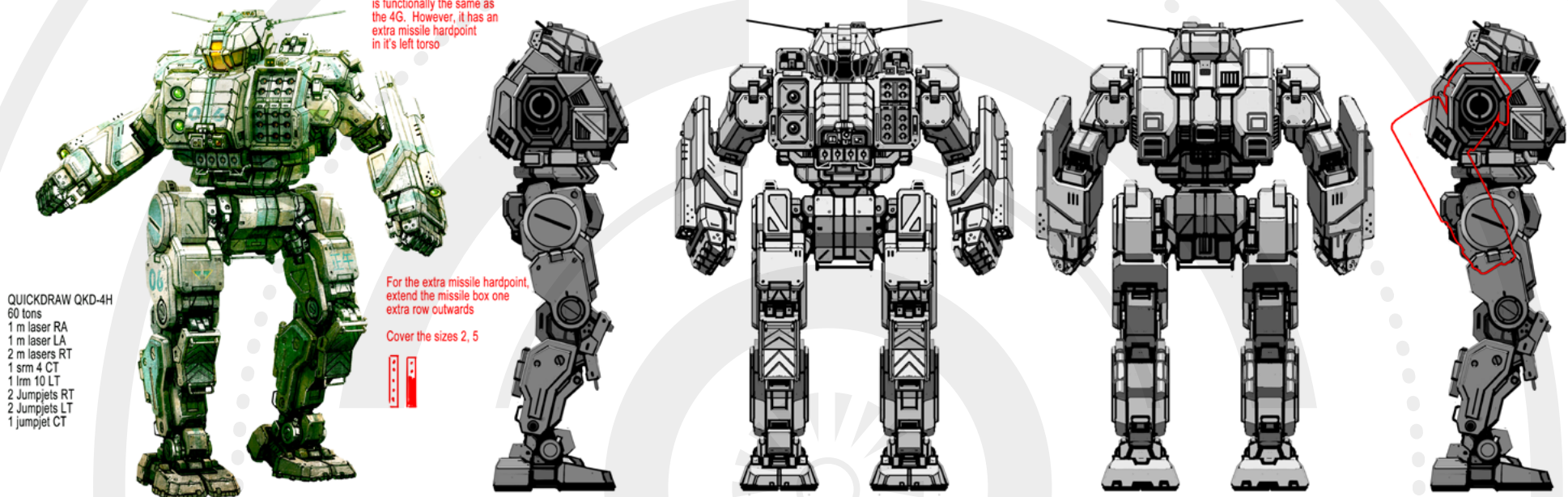
QKD-4H

QKD-IV4

0/0

4/4

2/2



DRAGON

DRG-1N



HEAVY

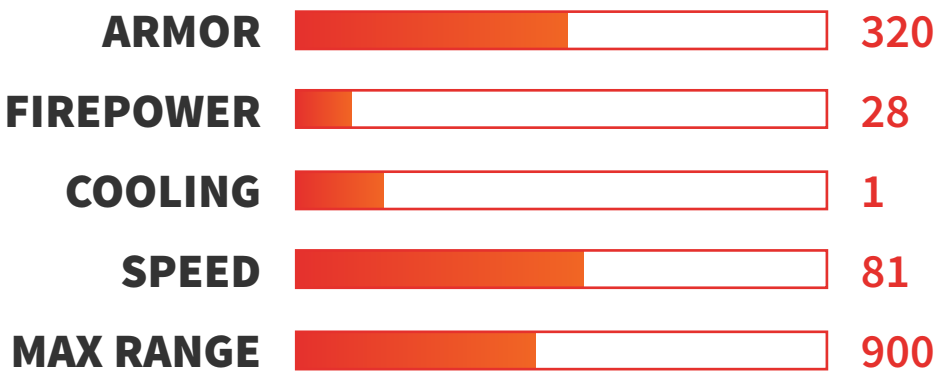


60 T

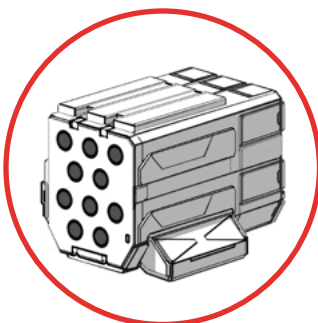


5,226,080 C-Bills

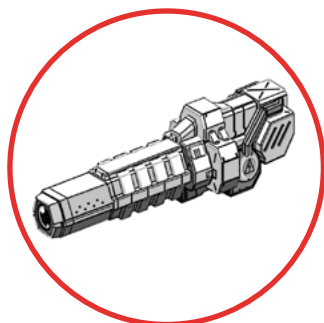
INFO



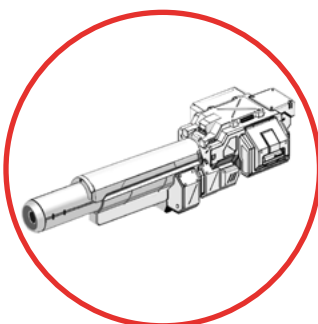
WEAPON SYSTEMS



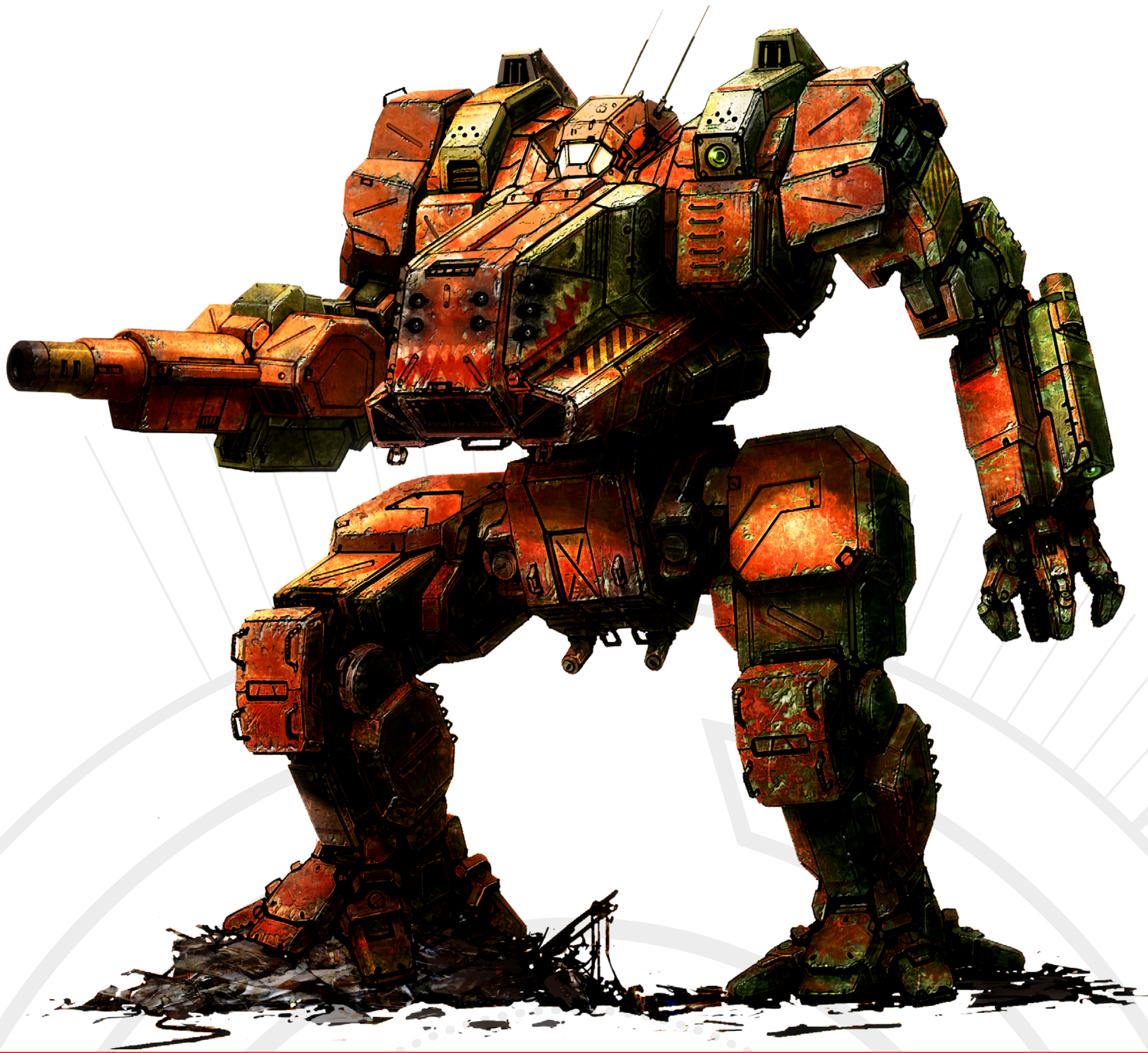
LRM10



Medium Laser x 2



AC5-BF



DESCRIPTION

Though originally designed for sale to the Star League, the Dragon was rejected by SLDF purchasing agents in favor of an upgraded version of the Shadow Hawk. Luthien Armor Works, amazed and angered by the rejection, pushed the Dragon into full production in

2754 and sold it to the Draconis Combine, where it would soon become their standard BattleMech. Today, the Dragon is easily the most prominent 'Mech in the Combine arsenal, known for its speed and packing enough ammunition to sustain long engagements.

VARIANTS

DRG-FLAME

DRG-FANG

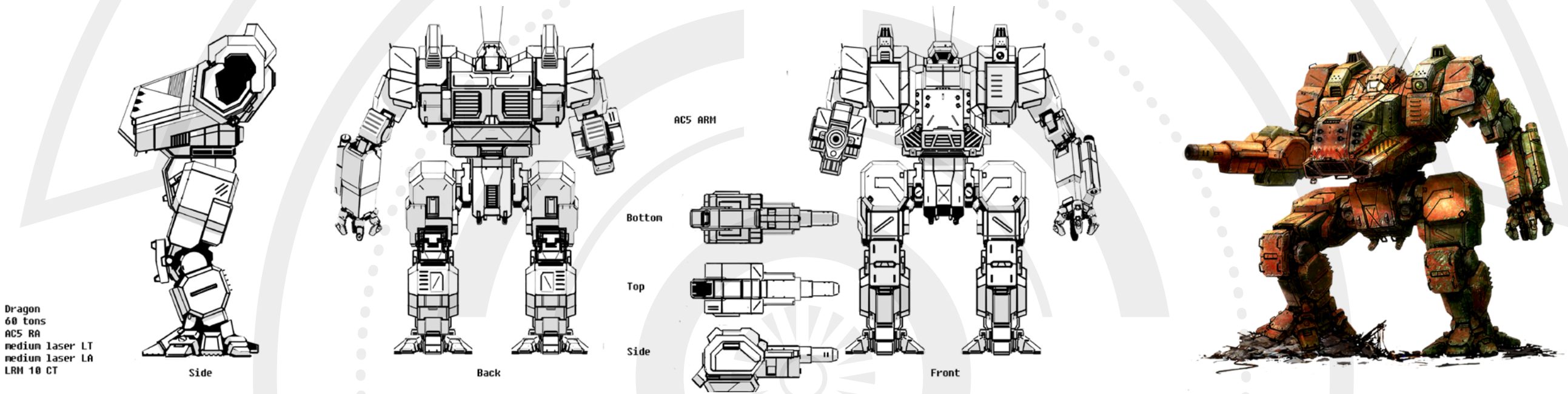
DRG-5N

DRG-1C

1/1

2/2

1/1



THUNDERBOLT

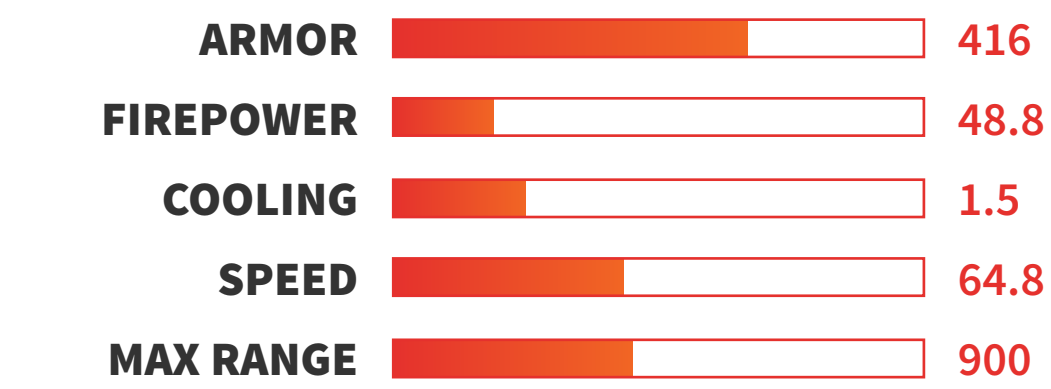
TDR-5S

**HEAVY**

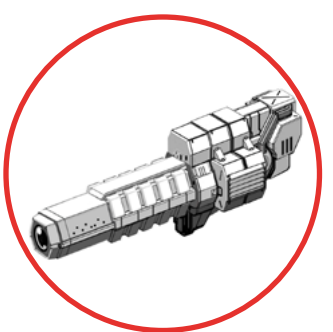
**65 T**

**5,638,393 C-Bills**

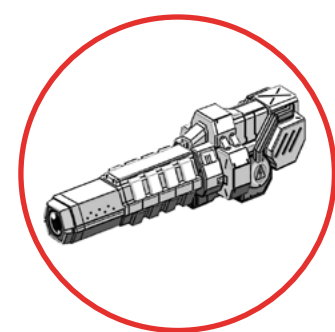
INFO



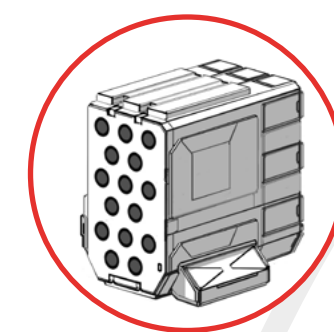
WEAPON SYSTEMS



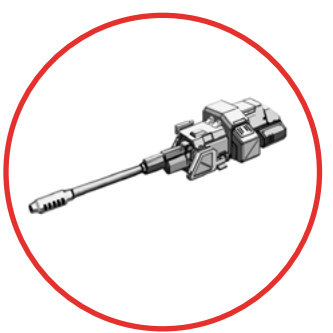
Large Laser



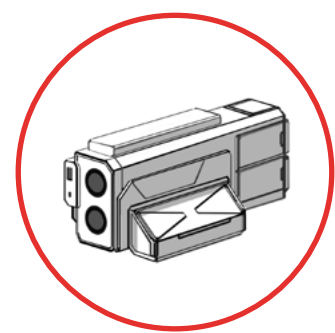
Medium Laser x 3



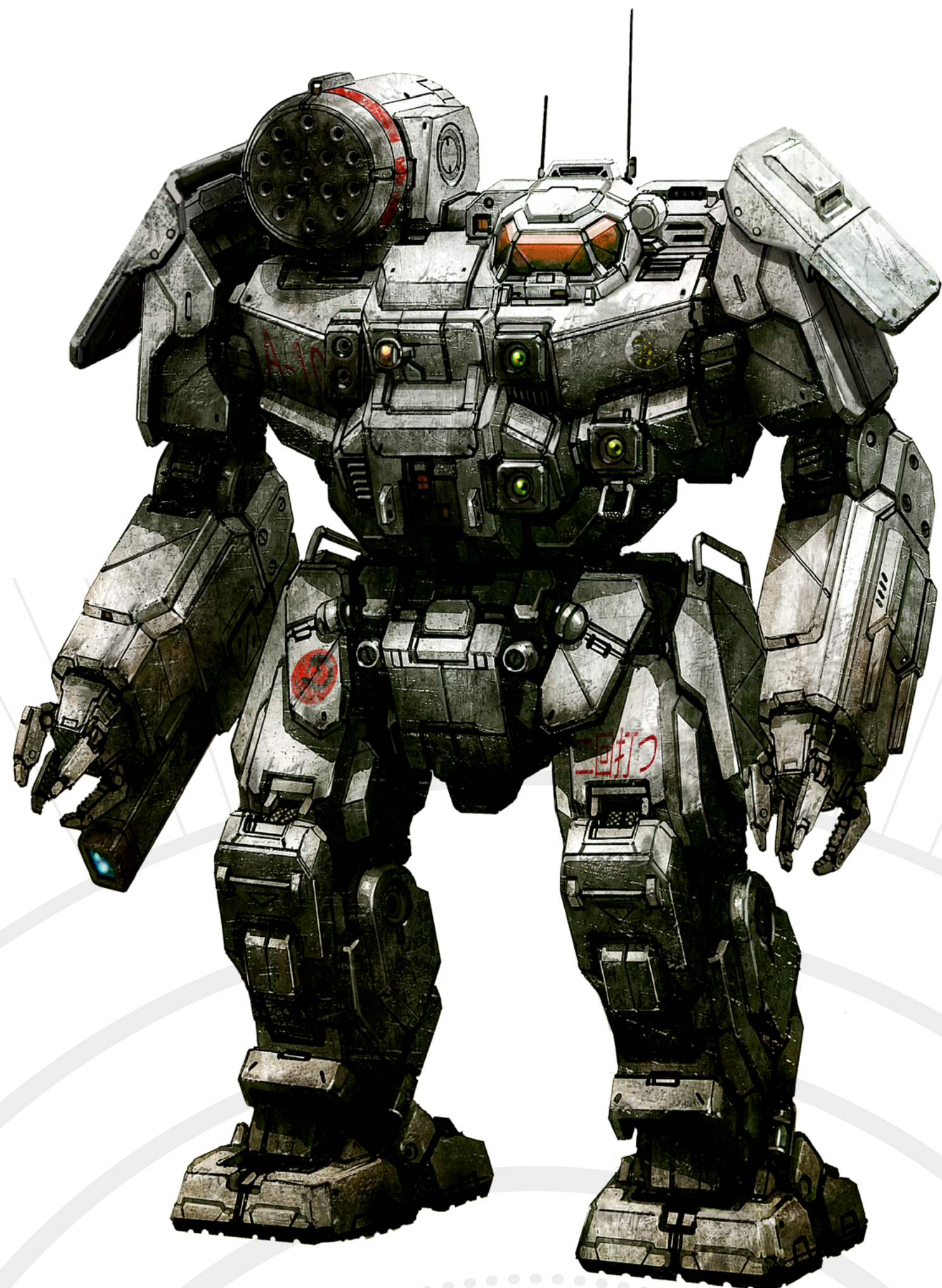
LRM15



Machine Gun x 2



SRM2




DESCRIPTION


First produced in 2491, the Thunderbolt - or T-Bolt as it is affectionately known - is a familiar sight throughout the Inner Sphere. One of the first 'Mechs designed for planetary assaults, it is renowned for its thick armor and heavy firepower. Though later superseded by larger and more advanced designs, the Thunderbolt's excellent design and fearsome reputation has kept it in production.

VARIANTS


- TDR-9SE
- TDR-5SS
- TDR-5S-T



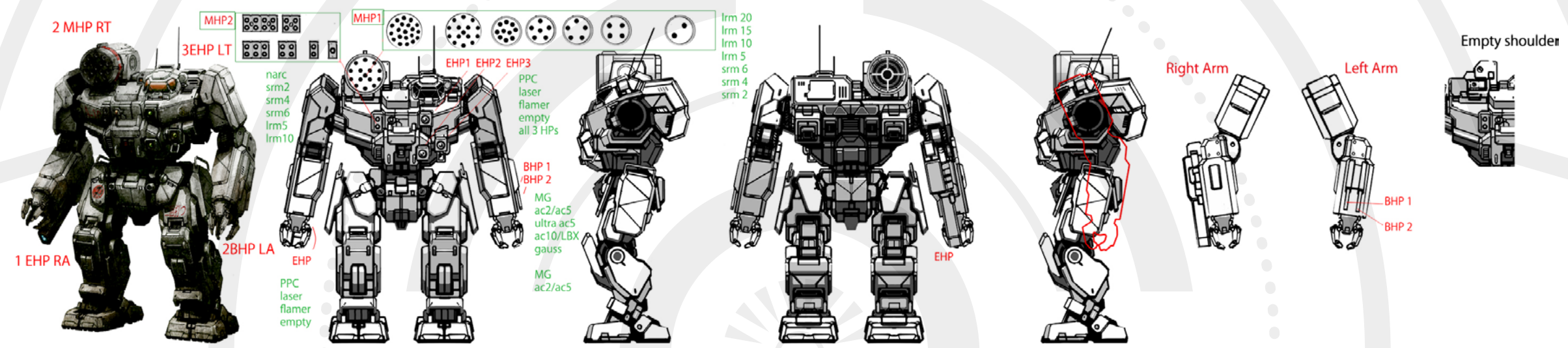
2/2



4/4



2/2



JAGERMECH

JM6-S



HEAVY

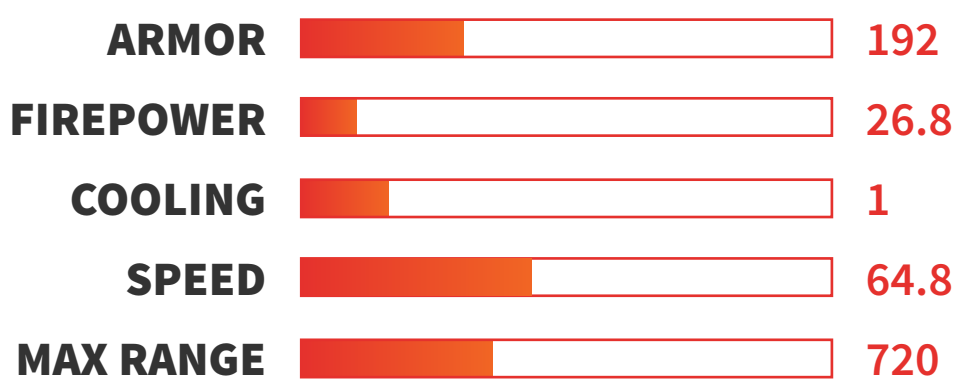


65 T

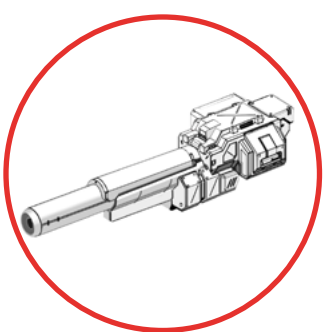


5,424,732 C-Bills

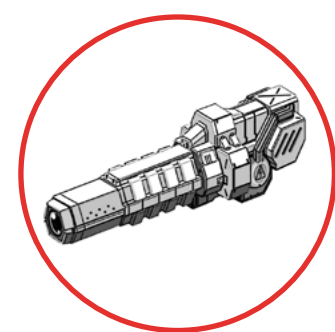
INFO



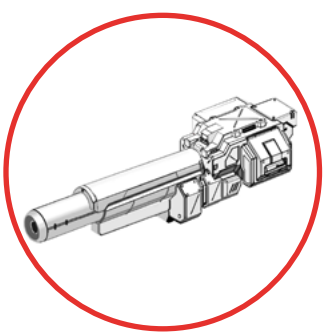
WEAPON SYSTEMS



AC2-BF x 2



Medium Laser x 2



AC5-BF x 2

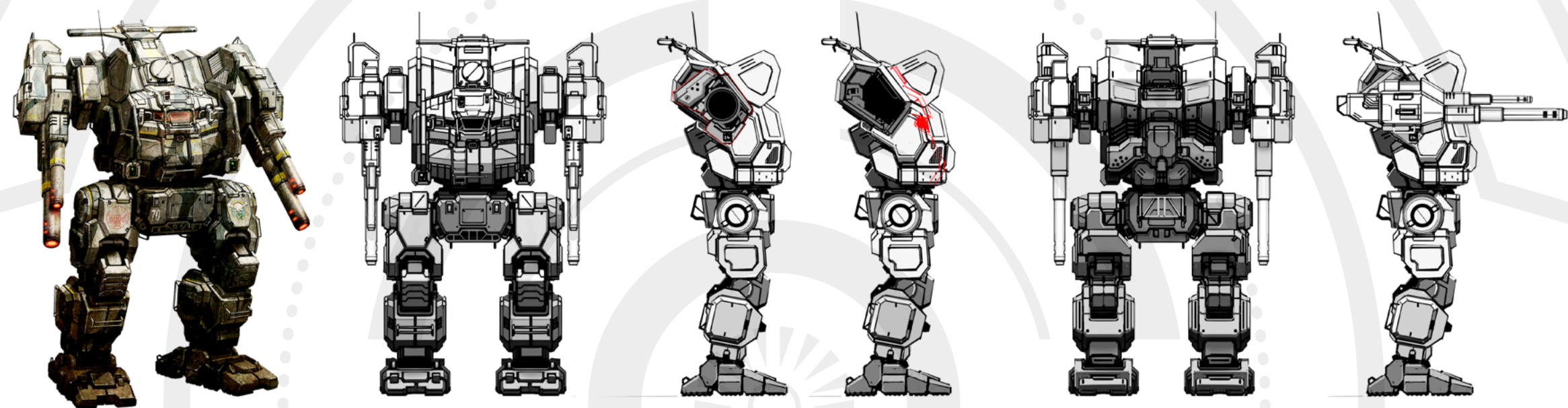


DESCRIPTION

In reviewing the limited success of the Rifleman, Kallon engineers agreed the 'Mech was under-armored, lacking in ammunition, and prone to overheating. Using these observations to design the JagerMech they tried to keep the best of the Rifleman while addressing its key deficiencies. Two out of three isn't bad.

VARIANTS

- JM6-FB
- JM6-DD
- JM6-A



CATAPULT

CPLT-C1



HEAVY

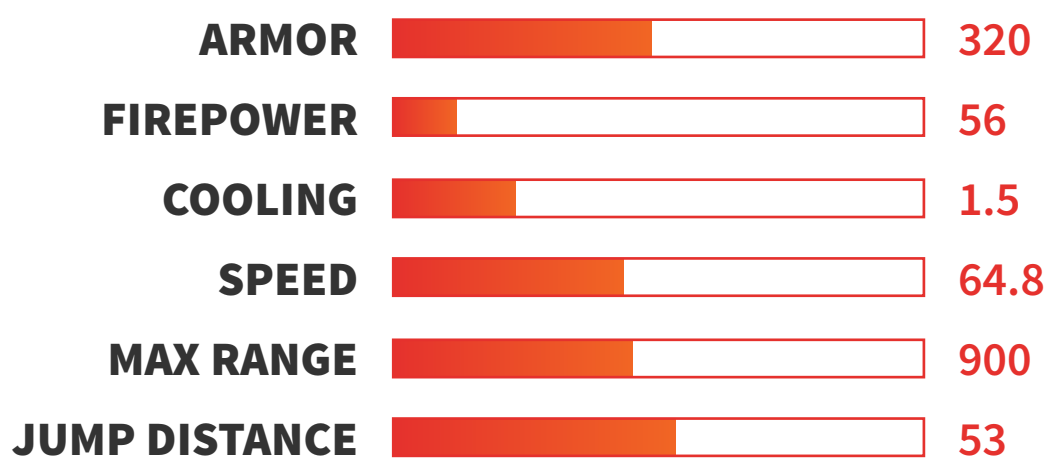


65 T

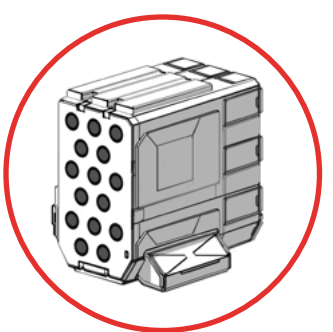


6,116,604 C-Bills

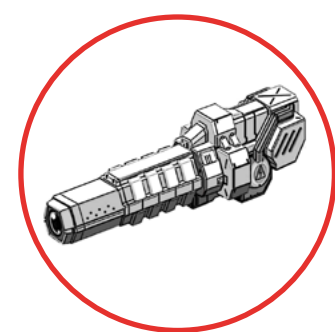
INFO



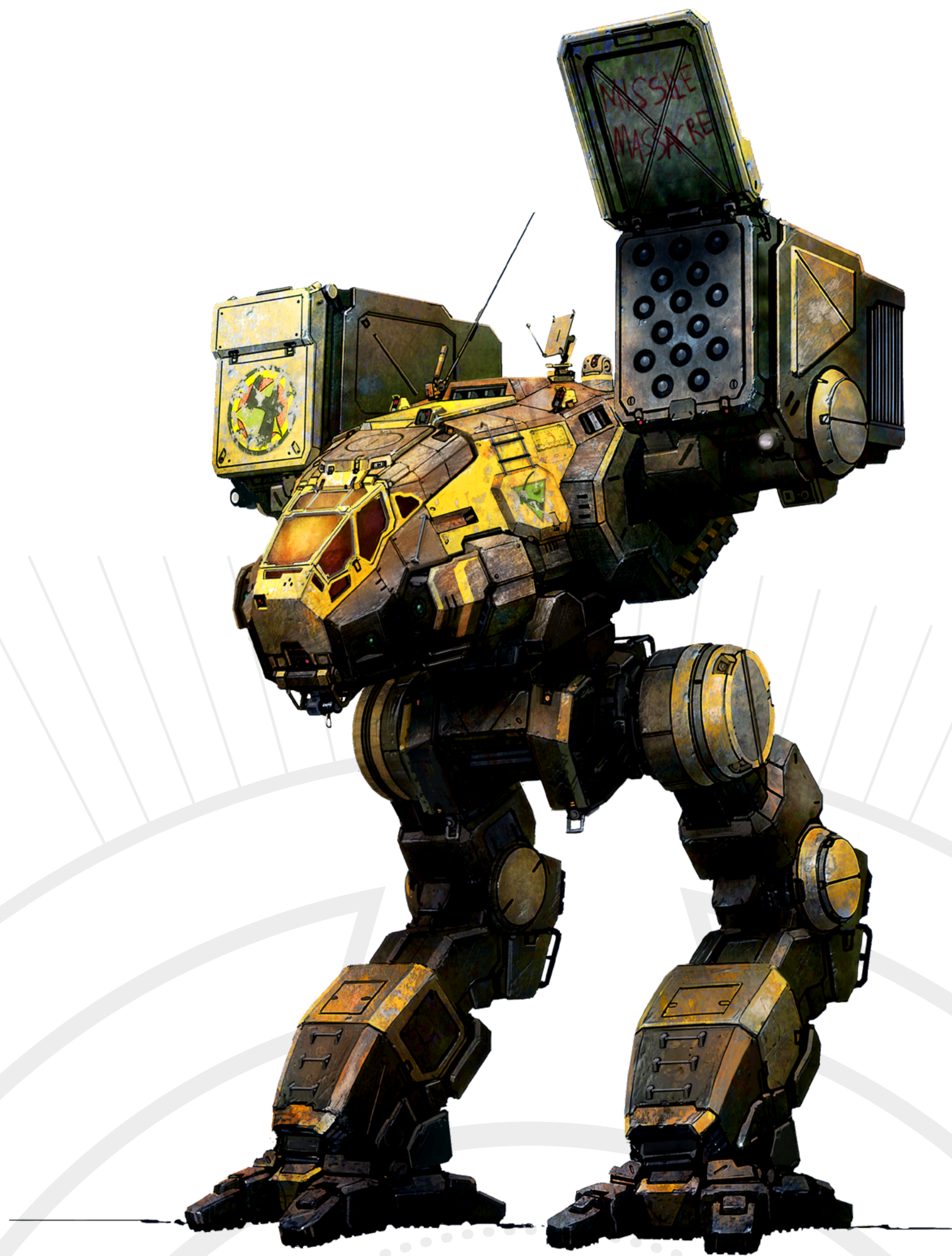
WEAPON SYSTEMS



LRM15 x 2



Medium Laser x 4



0/0

4/4

2/2

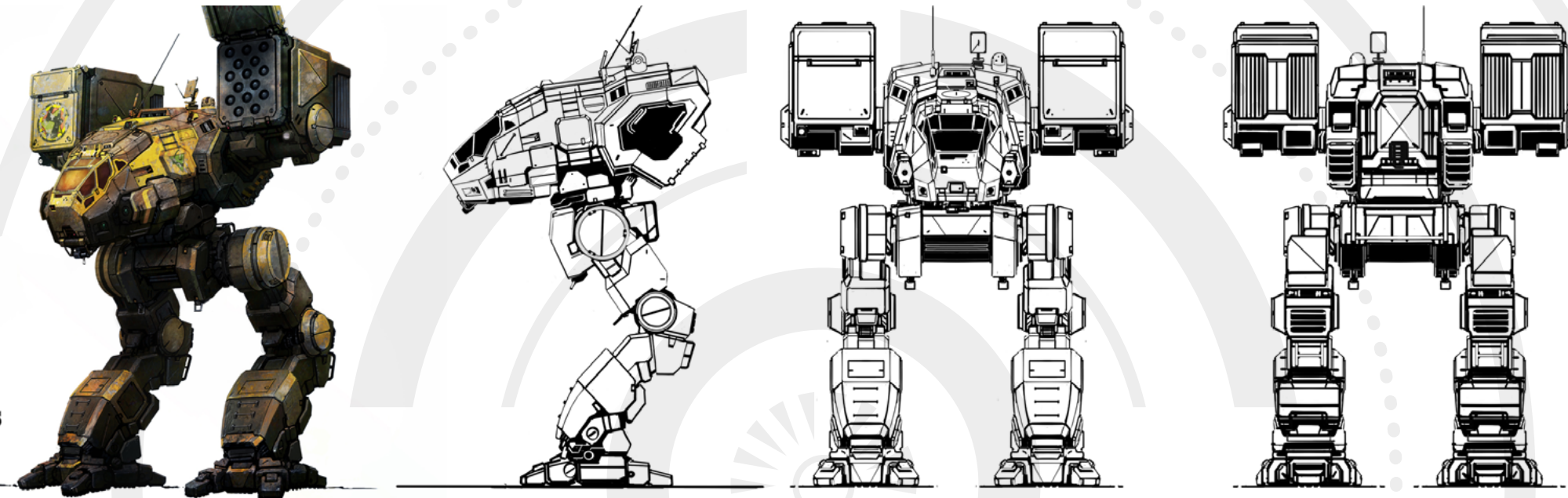
DESCRIPTION

When Hollis Incorporated wanted to test the waters of the BattleMech industry, they did so with a completely new design and a state-of-the-art factory. They shipped out record numbers of Catapults for the three-year contract they had with the Terran Hegemony, but ceased production in 2563 when the contract was not renewed. Primarily a fire-support platform, the Catapult is often used in second line and specialist mountaineering regiments.

VARIANTS

- CPLT-K2
- CPLT-J
- CPLT-C4
- CPLT-BB
- CPLT-A1

CATAPULT
65 TONS
4 MEDIUM LASERS
2 LRM 15S
JUMPJETS



ARCHER

ARC-2R



HEAVY



70 T

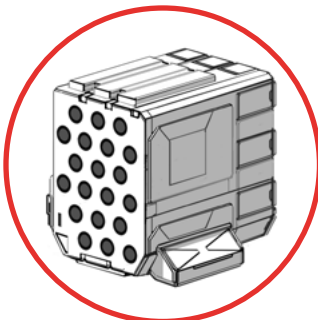


6,657,557 C-Bills

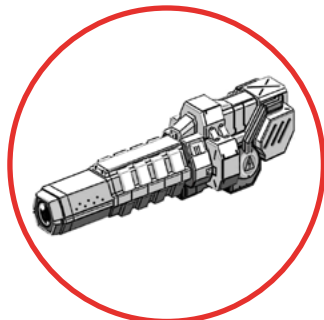
INFO

ARMOR	<div><div></div></div>	416
FIREPOWER	<div><div></div></div>	68
COOLING	<div><div></div></div>	1
SPEED	<div><div></div></div>	64.8
MAX RANGE	<div><div></div></div>	900

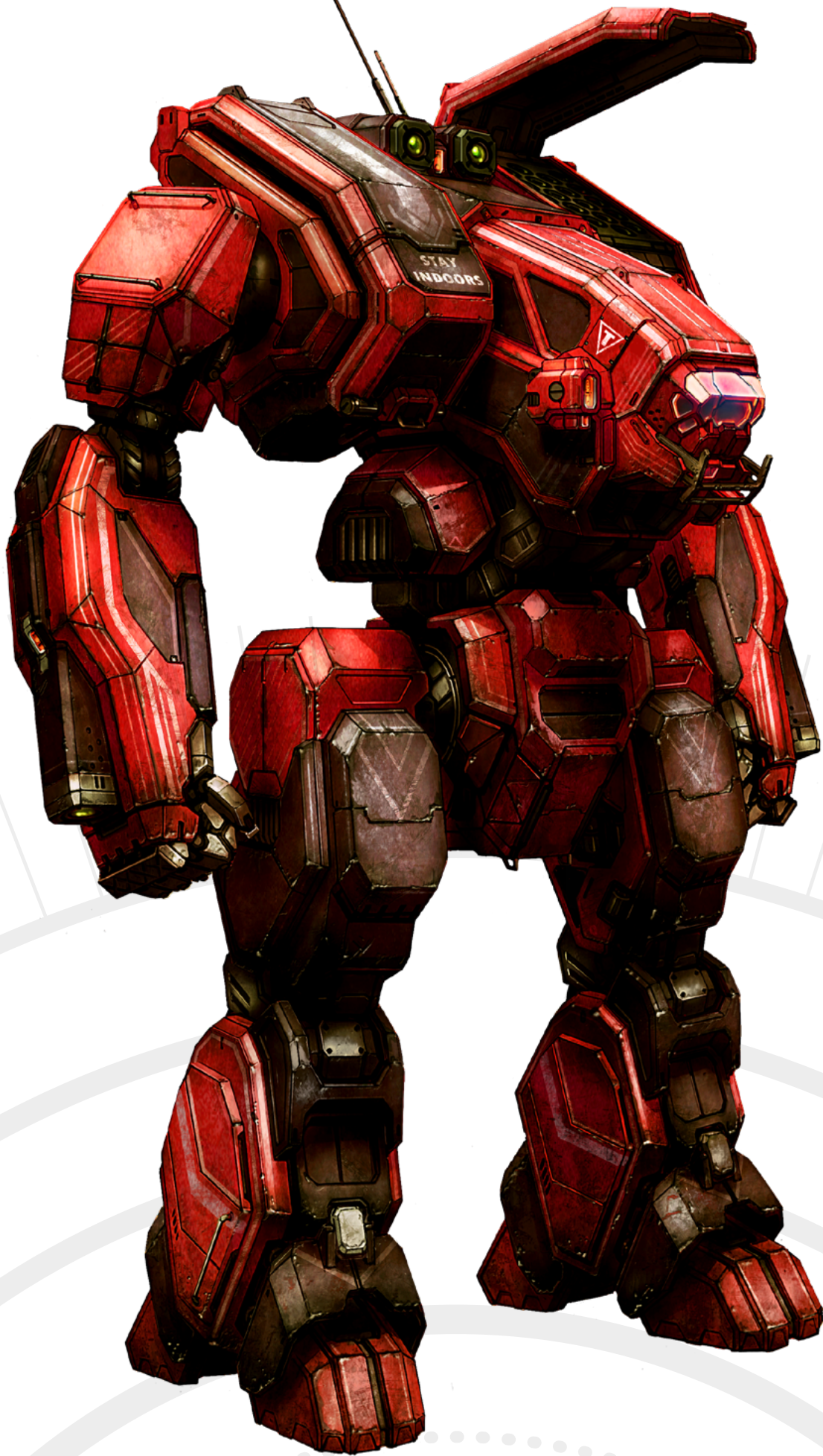
WEAPON SYSTEMS



LRM20 x 2



Medium Laser x 4

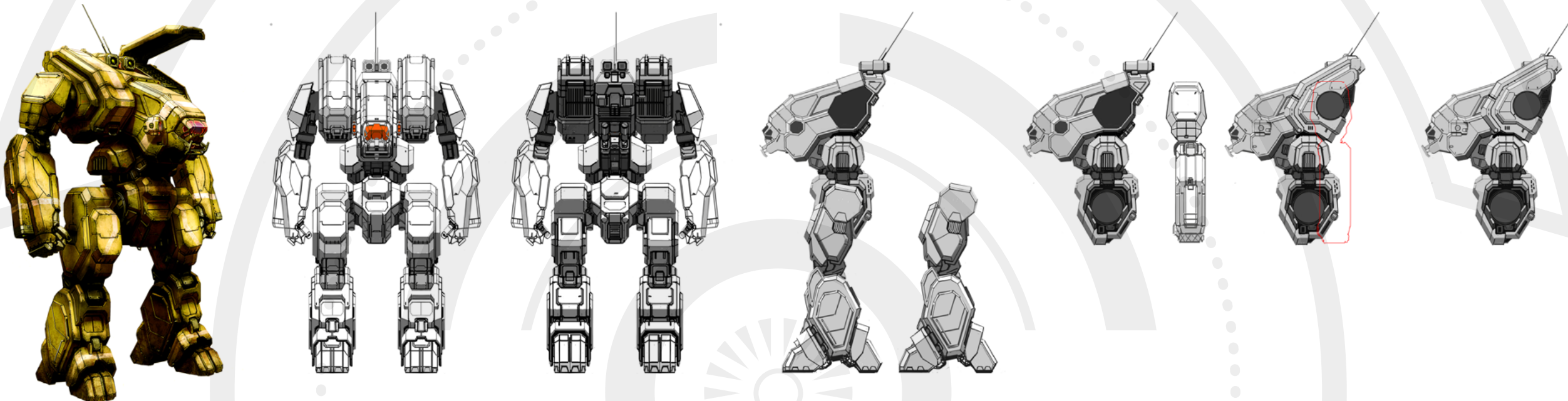


DESCRIPTION

As its name suggests, the Archer was designed in 2458 to fulfill the Terran Hegemony's need for a long-range support 'Mech. With production of the ARC-2R beginning a mere 30 years after BattleMechs first took to the field, the Archer quickly became one of the most

prolific chassis in the Inner Sphere. Well-armored and with a decent top speed the Archer excels in keeping enemies at long range, but pilots run the risk of overheating during high-intensity, close-quarter encounters.

0/0
4/4
2/2



WHM-6R



HEAVY

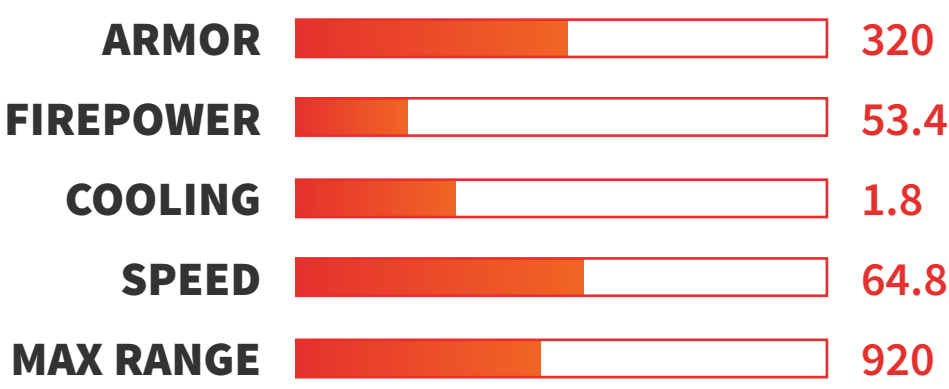


70 T

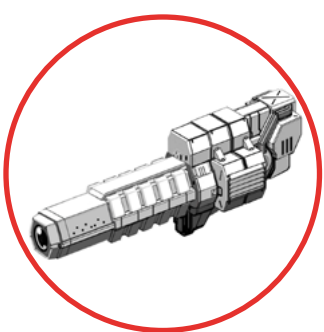


6,291,613 C-Bills

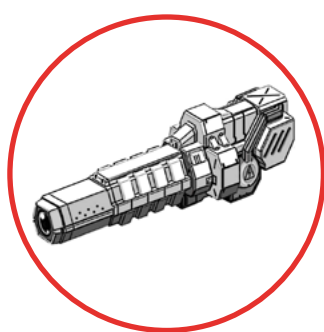
INFO



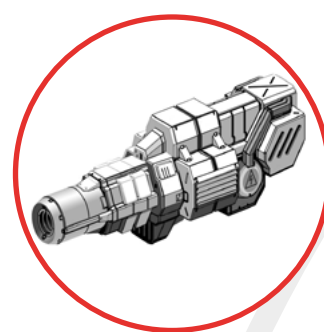
WEAPON SYSTEMS



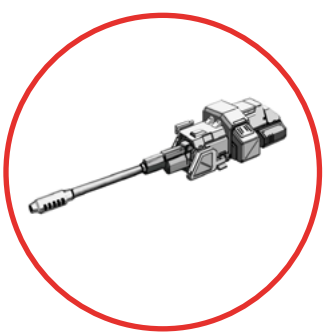
Small Laser x 2



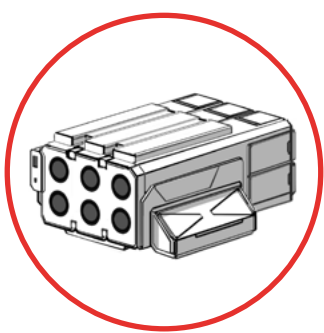
Medium Laser x 2



PPC x 2



Machine Gun x 2



SRM6

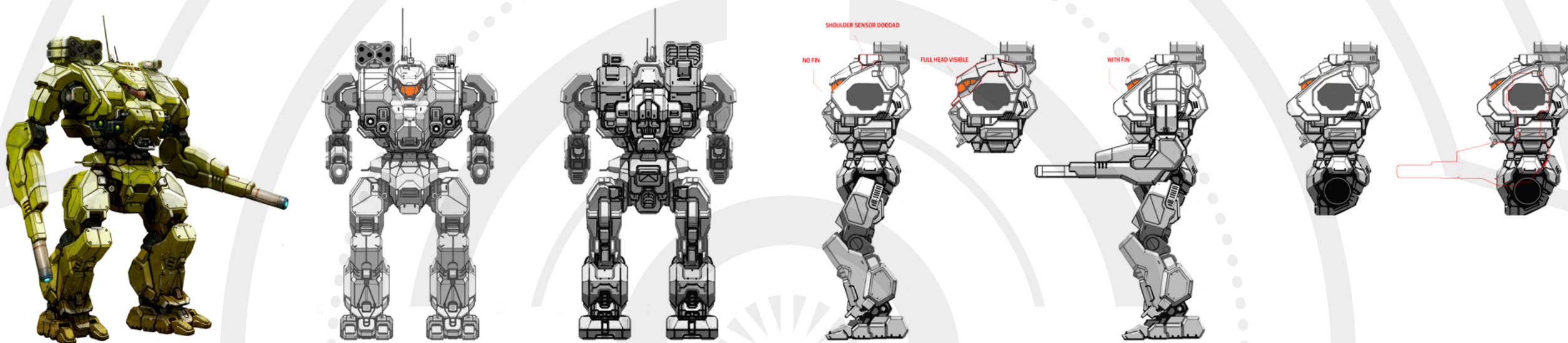


DESCRIPTION

When the procurement officer outlined requirements for “a mobile ‘Mech with enough firepower to destroy or severely damage any ‘Mech of the same weight class or lower”, StarCorpsIndustriesresponded in 2515 with the aptly named Warhammer. Serving ably in the ranks of the Star League, the Warhammer formed the backbone of several heavy regiments. The Warhammer supplements its devastating long-range capabilities with a host of medium and short-range weapons.

VARIANTS

- WHM-BW
- WHM-6D



GRASSHOPPER

GHR-5H



HEAVY

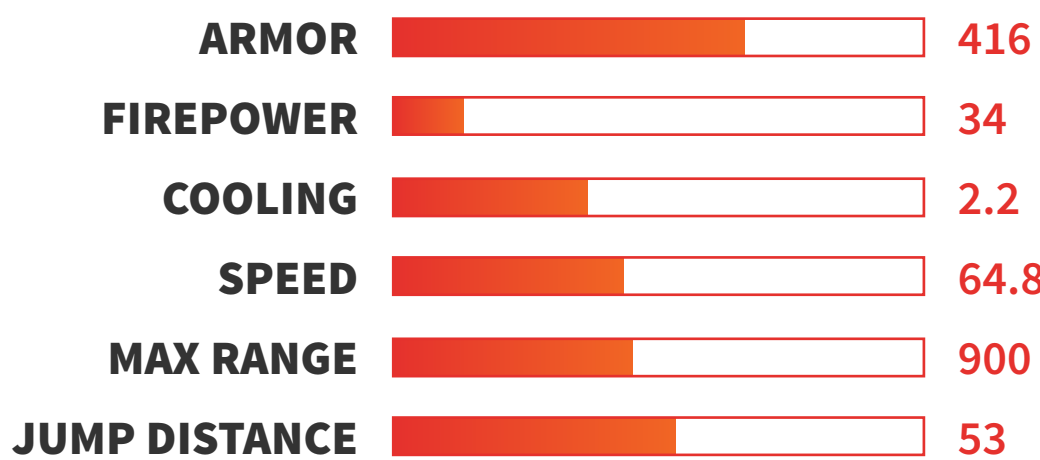


70 T

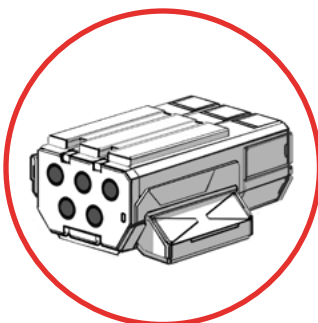


6,217,557 C-Bills

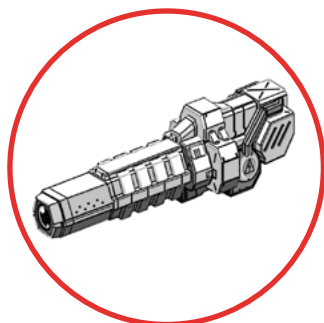
INFO



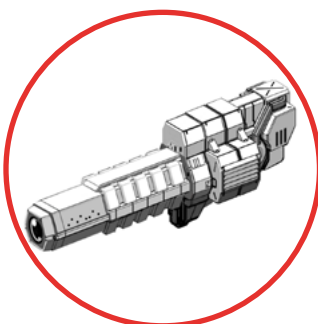
WEAPON SYSTEMS



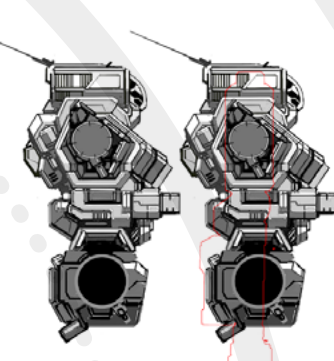
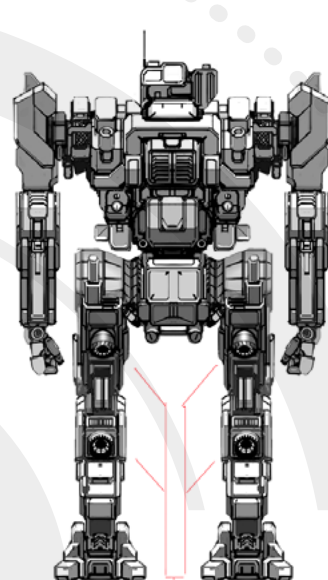
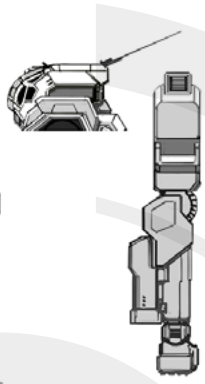
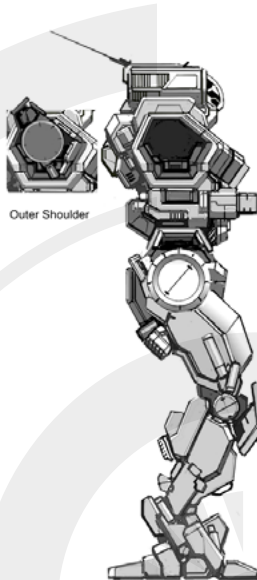
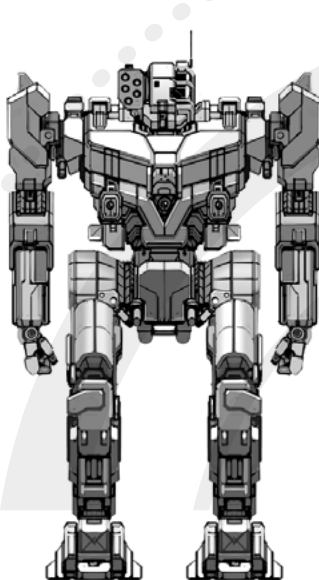
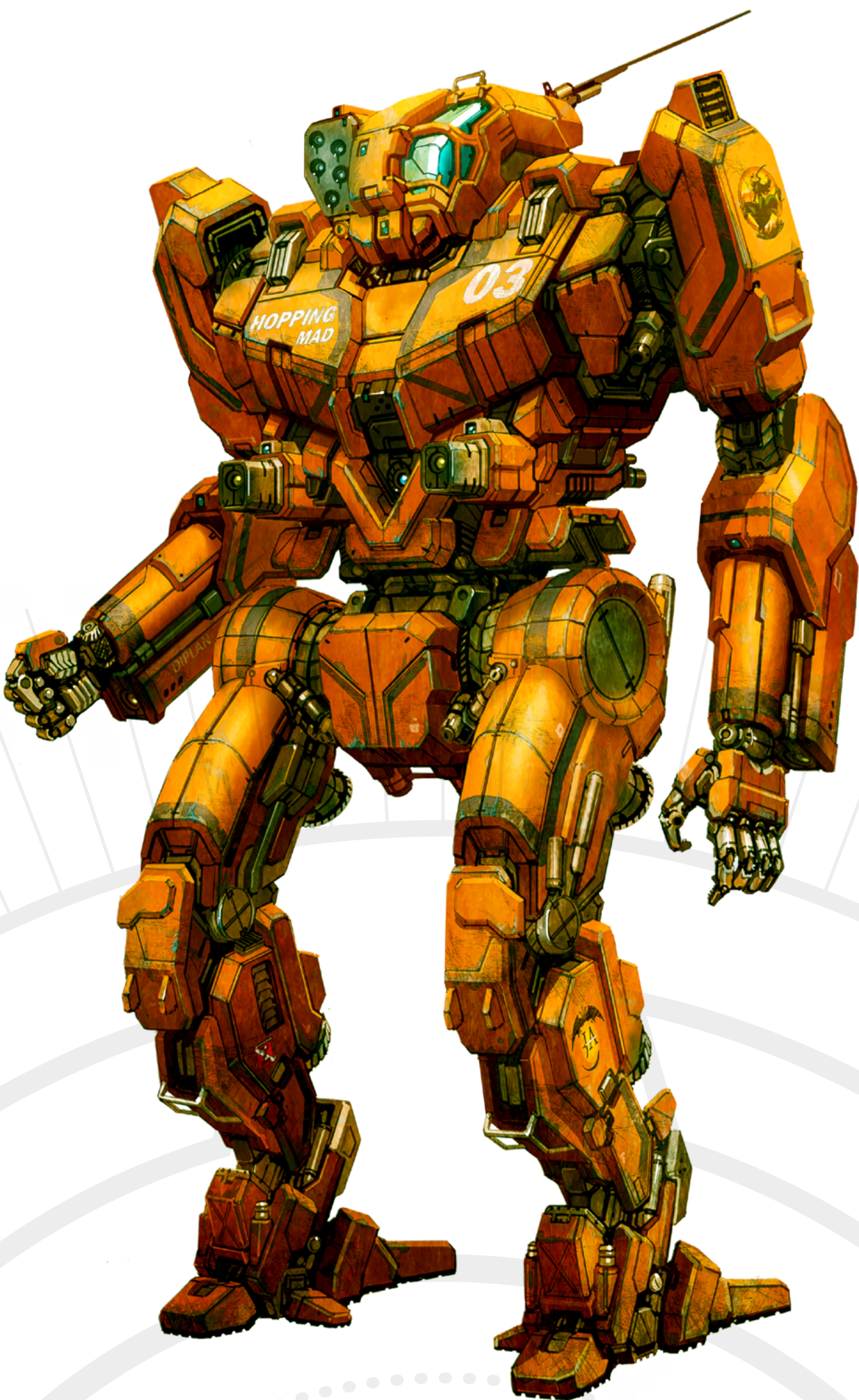
LRM5



Medium Laser x 4



Large Laser



0/0



5/5



1/1

DESCRIPTION

Originally a rush job intended for both overt and covert operations on Terra, difficulties integrating several stealth systems delayed the chassis until after the climatic end of the Amaris Coup. With necessity longer a driving force, its stealth systems were stripped out and the somewhat unorthodox

chassis began its distribution to the regular army. Capable of leaping over difficult terrain and able to sustain long operations with minimal resupply, the Grasshopper is still found in the armies of most Houses, despite its factory being abandoned during the second Succession War.

VARIANTS

GHR-MJ

GHR-5P

GHR-5N

GHR-5J

CATAPHRACT

CTF-1X



HEAVY



70 T

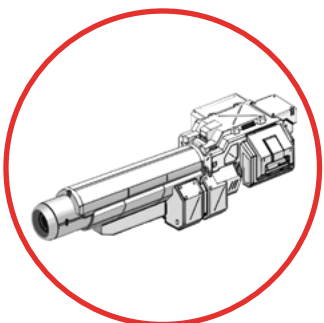


6,204,101 C-Bills

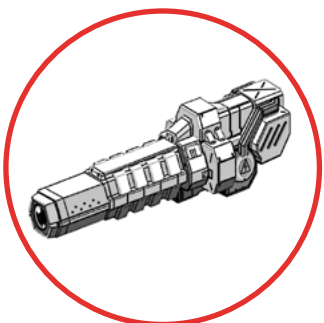
INFO

ARMOR	<div><div></div></div>	352
FIREPOWER	<div><div></div></div>	40
COOLING	<div><div></div></div>	1.6
SPEED	<div><div></div></div>	64.8
MAX RANGE	<div><div></div></div>	920

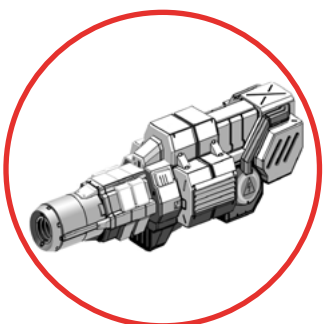
WEAPON SYSTEMS



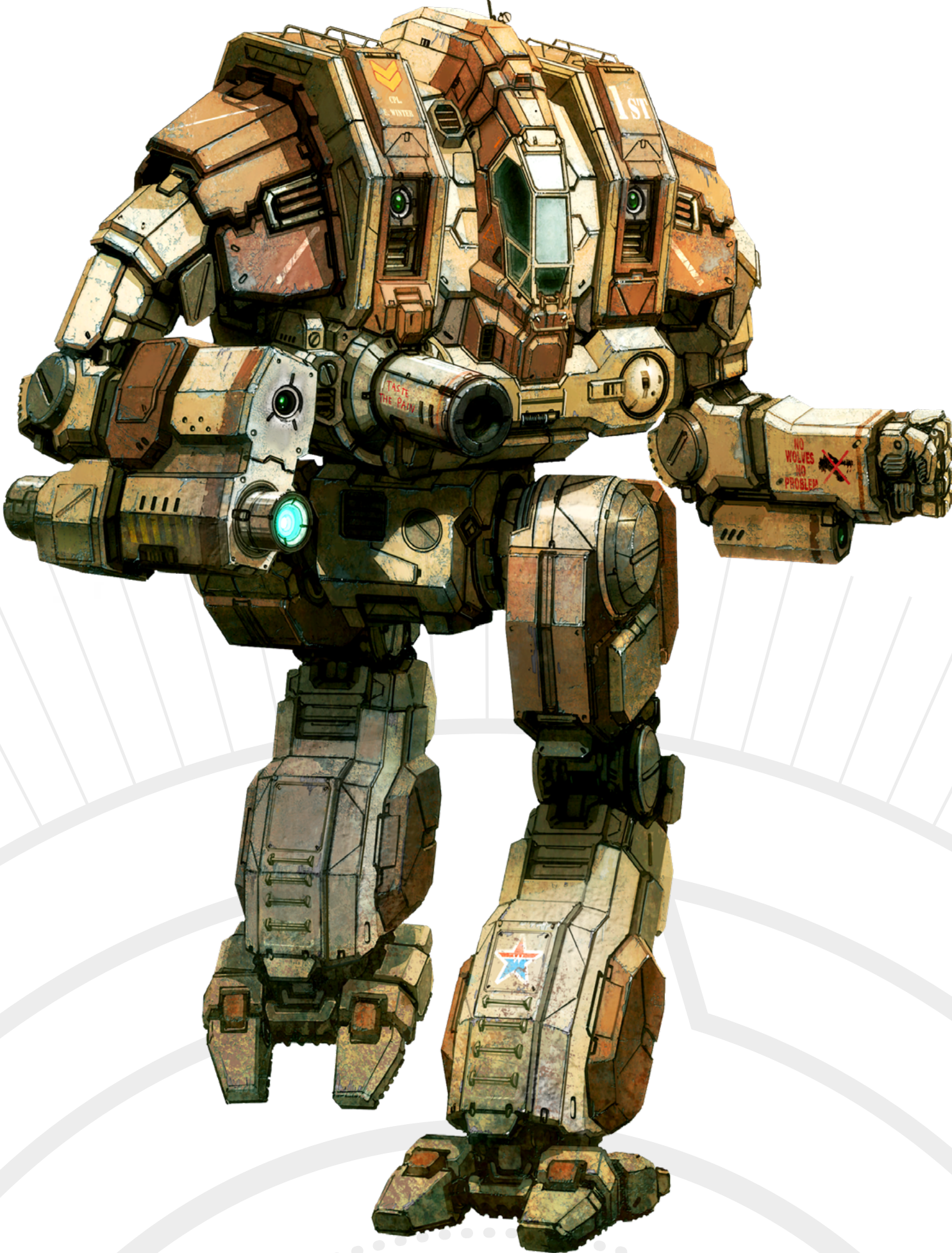
AC10



Medium Laser x 4



PPC



DESCRIPTION

The Capellan Confederation found itself desperately short of heavy and assault BattleMechs during the final years of the Third Succession War. The Cataphract was born directly from that need. Pride quickly turned to embarrassment as the sole Cataphract production facility was lost to Davion forces only a few years after it became operational in 3025, and shortly thereafter the Cataphract could be found among the ranks of enemy garrison units. At first glance the Cataphract seems to be an attempt to make a heavy BattleMech as versatile as possible, given its mix of weaponry and an abundance of armor.

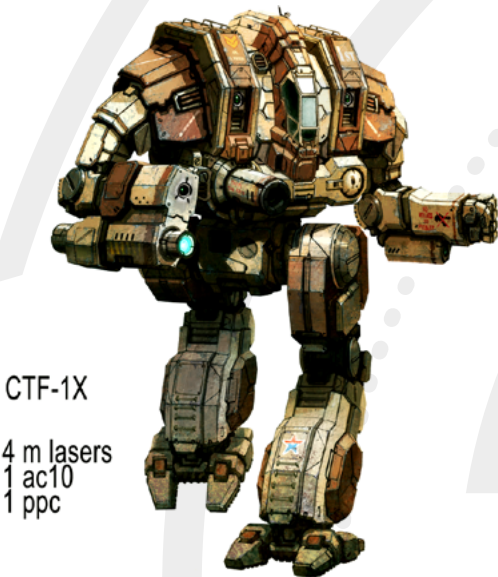
VARIANTS

- CTF-IM
- CTF-2X
- CTF-4X

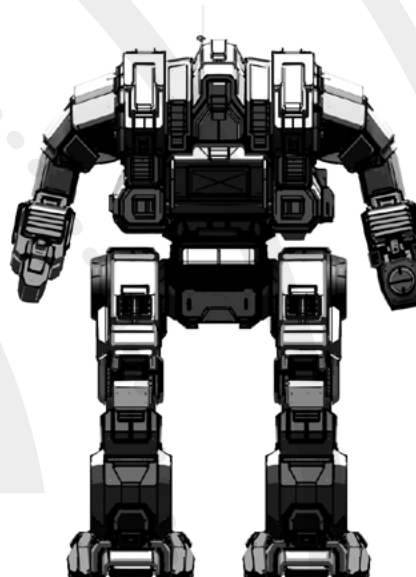
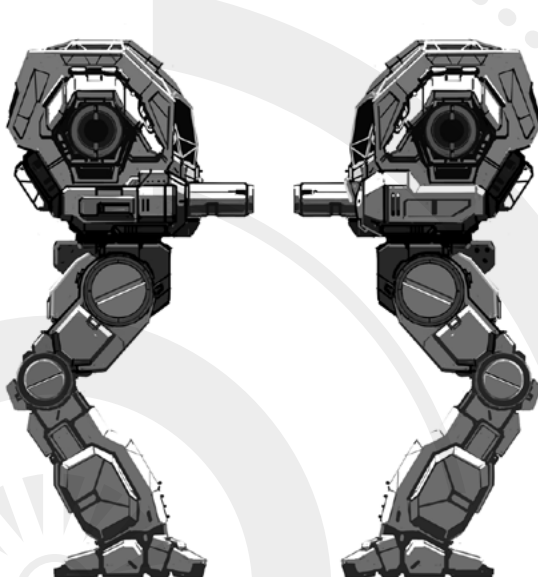
1/1

5/5

0/0



CTF-1X
4 m lasers
1 ac10
1 ppc



BLACK KNIGHT

BL-7-KNT



HEAVY



75 T

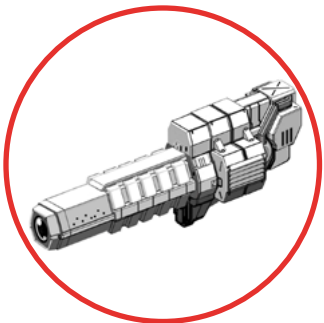


6,769,398 C-Bills

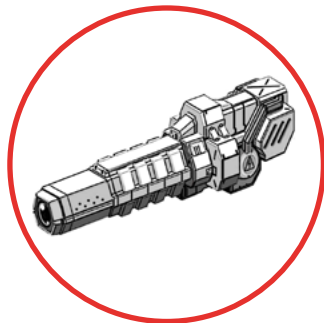
INFO

ARMOR	<div><div></div></div>	352
FIREPOWER	<div><div></div></div>	49
COOLING	<div><div></div></div>	2
SPEED	<div><div></div></div>	64.8
MAX RANGE	<div><div></div></div>	920

WEAPON SYSTEMS



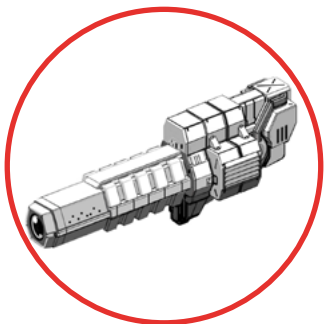
Small Laser



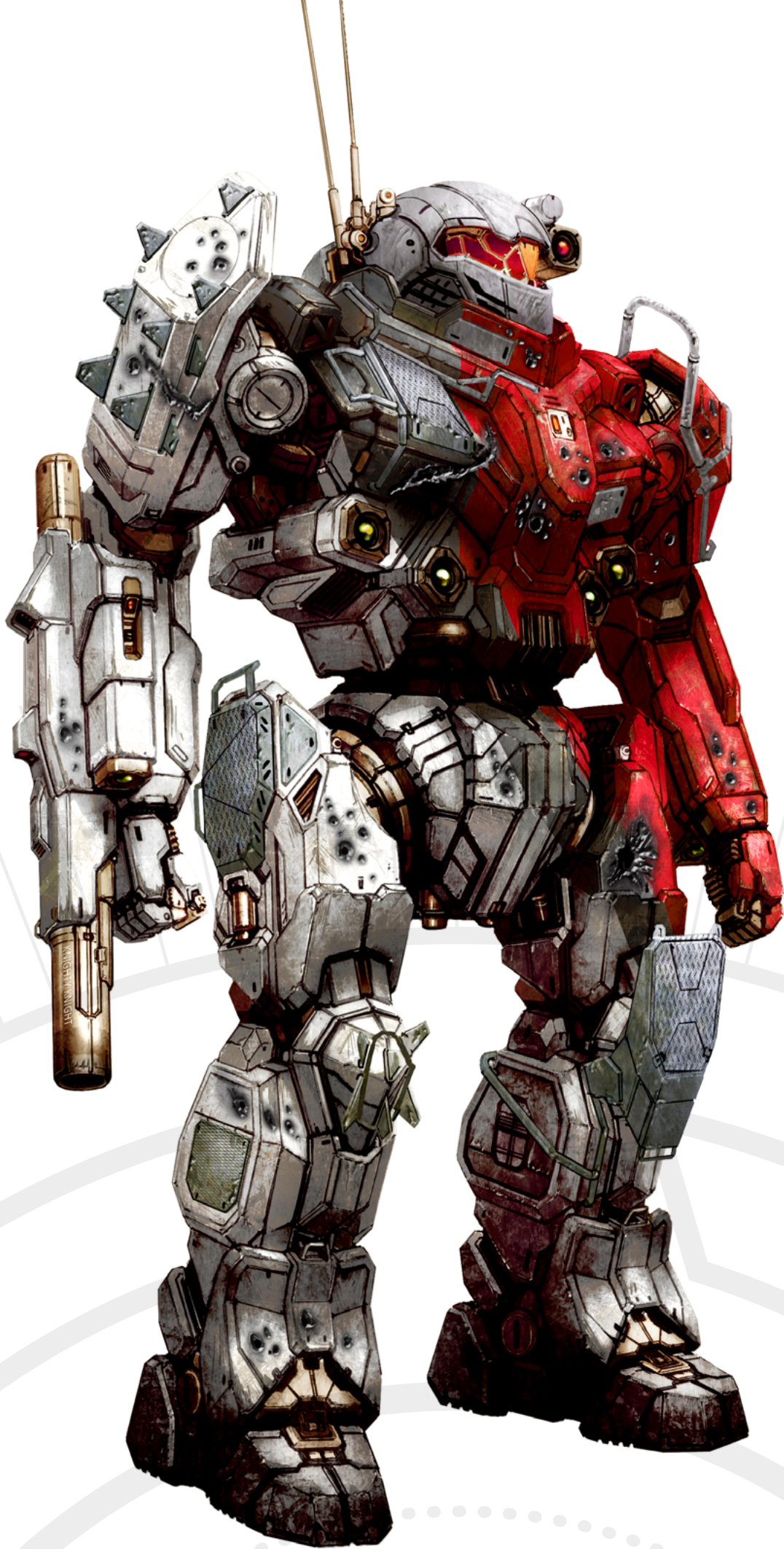
Medium Laser x 4



PPC



Large Laser x 2



DESCRIPTION

In the years since its introduction in 2578 the Black Knight has gained a positive and well-deserved reputation. With its creation, some believe that Kong Interstellar Corporation came close to achieving the ultimate in heavy-class

BattleMech design. Production of the chassis slowed after the destruction of the KIC plants during the First Succession War, but the hallowed reputation of the Black Knight has only grown as a result.

VARIANTS

BL-P-KNT

BL-7-KNT-L



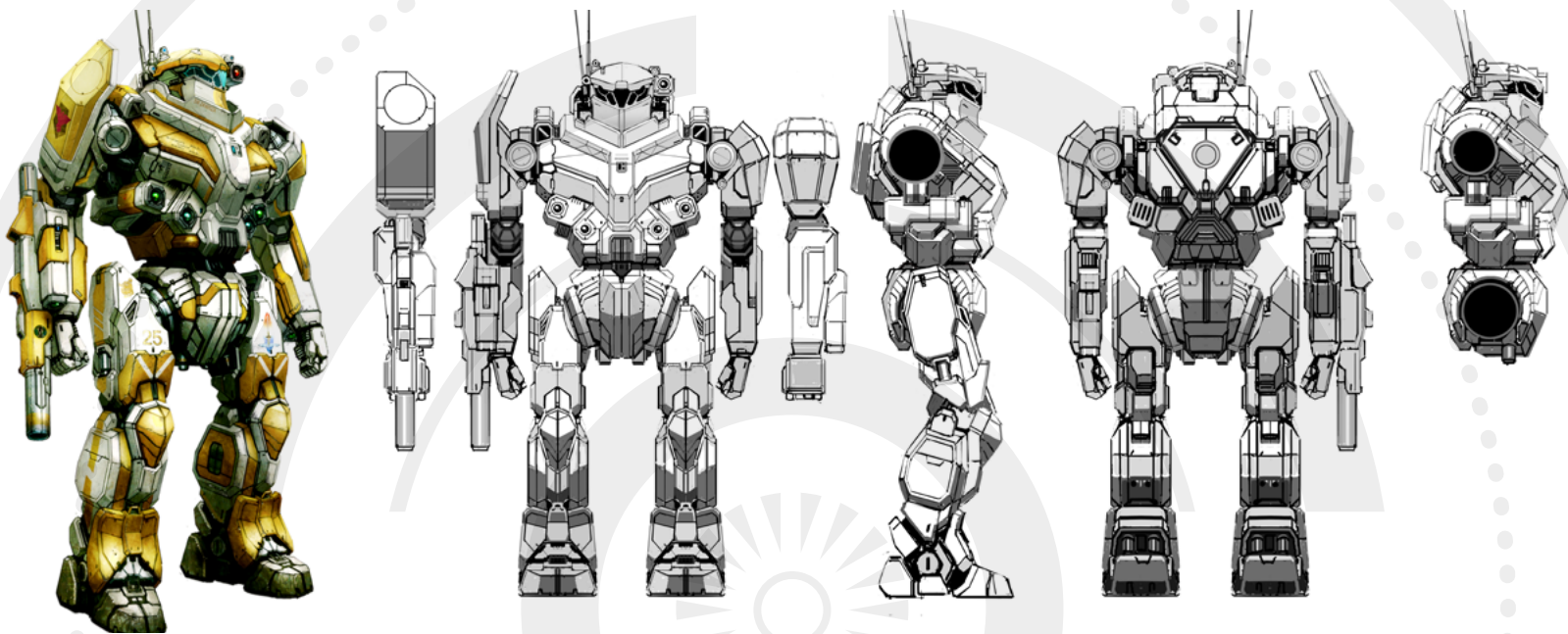
0/0



8/8



0/0



ORION

ON1-K



HEAVY

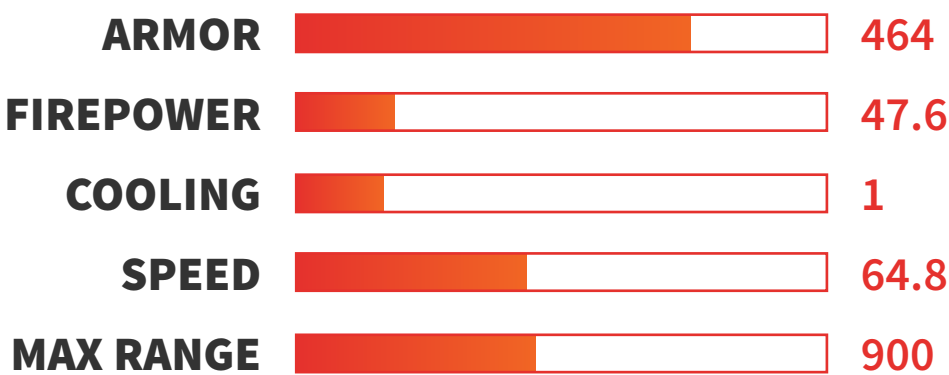


75 T

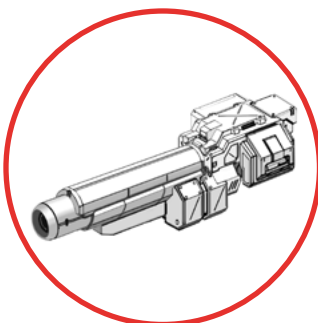


6,863,786 C-Bills

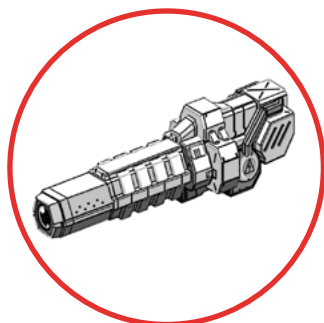
INFO



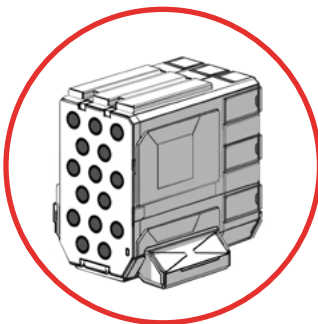
WEAPON SYSTEMS



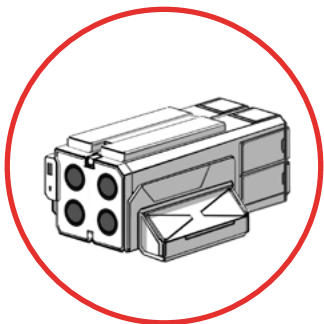
AC10



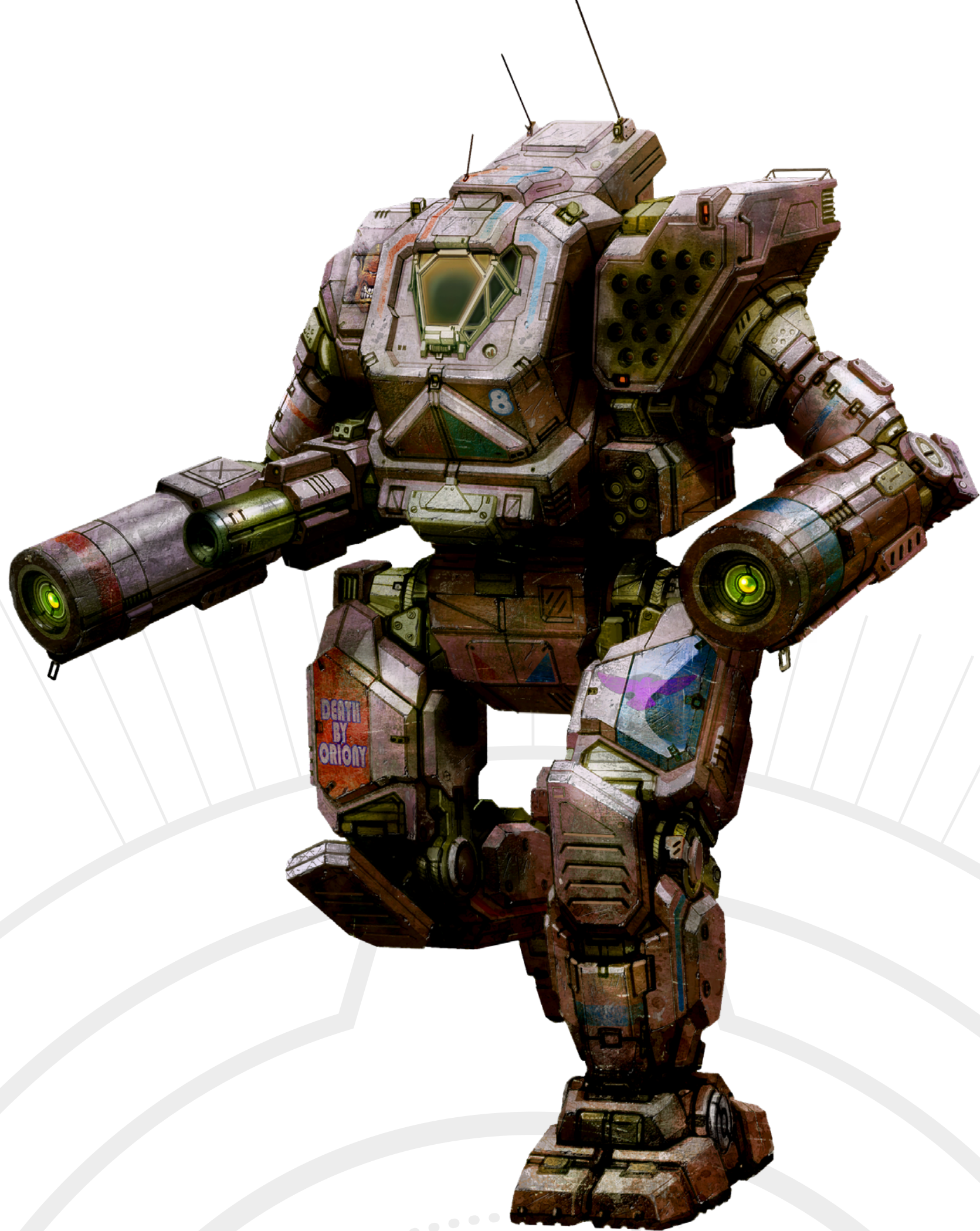
Medium Laser x 2



LRM15



SRM4



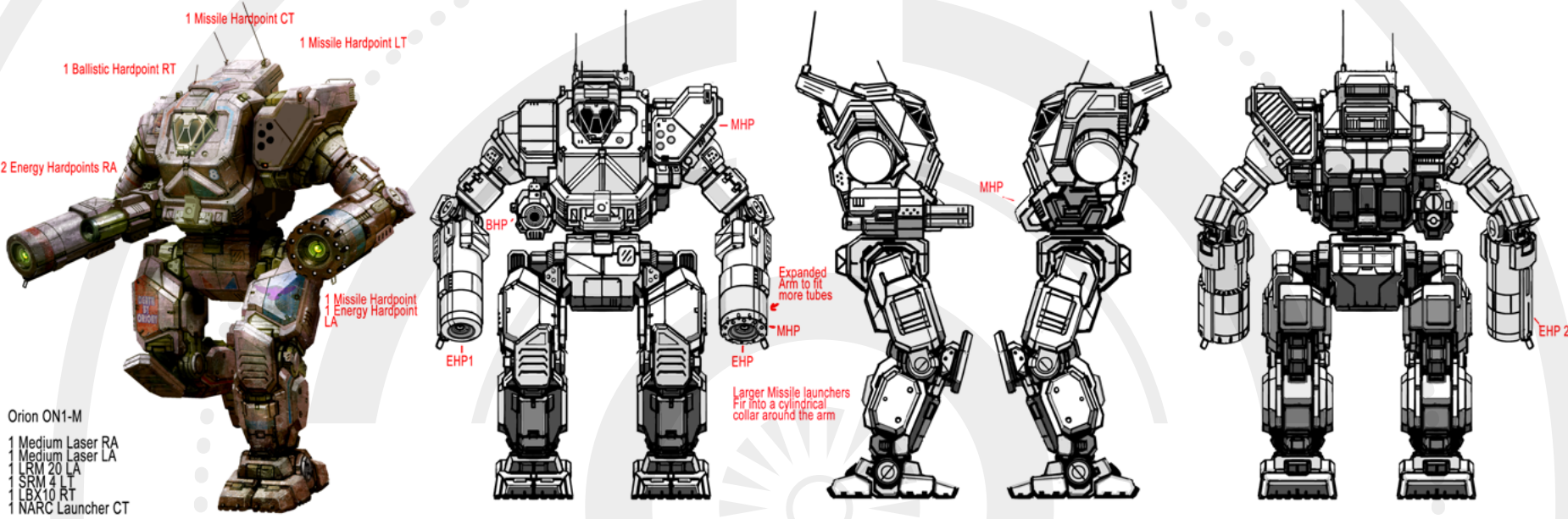
DESCRIPTION

Sometimes called “a poor man’s Atlas”, the Orion is nonetheless a venerable, general-duty heavy ‘Mech. Secured into legend as the ‘Mech in which Aleksandr Kerensky stormed Amaris’s last defenses on Terra, the Orion is one of the best known ‘Mechs in history. Commissioned by the Terran Hegemony 2456 as a response to the increasing

improvements to ‘Mech designs used by other Houses, the Orion is nearly half a millennium old. Mounting over fourteen tons of armor and a weapons load leaning toward ballistic options, the Orion is a hardy ‘Mech capable of dealing and sustaining a great deal of punishment.

VARIANTS

- ON1-VA
- ON1-V
- ON1-P
- ON1-M



MARAUDER

MAD-3R



HEAVY



75 T

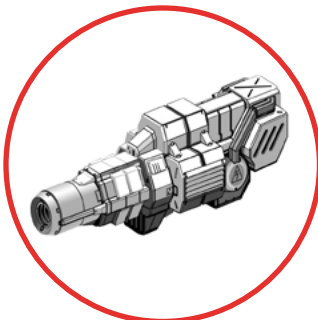


6,818,882 C-Bills

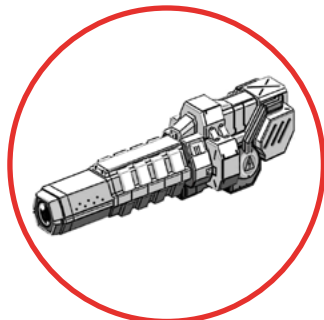
INFO

ARMOR	<div><div></div></div>	368
FIREPOWER	<div><div></div></div>	35
COOLING	<div><div></div></div>	1.6
SPEED	<div><div></div></div>	64.8
MAX RANGE	<div><div></div></div>	920

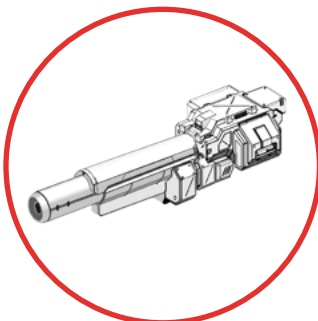
WEAPON SYSTEMS



PPC x 2



Medium Laser x 2



AC5



DESCRIPTION

Hailed as a pinnacle of BattleMech design when it was unveiled in 2819, the Marauder was one of the first 'Mechs to step away from the purely humanoid body type and embrace a more menacing appearance. The 'Mech quickly became popular as a command vehicle, and throughout the Succession Wars many battalion and regimental commanders made their Marauders second homes on the battlefield. Often deployed in heavy shock units with Warhammers and Thunderbolts, the Marauder is known for laying down an impressive long-range barrage before its opponents can close the distance.

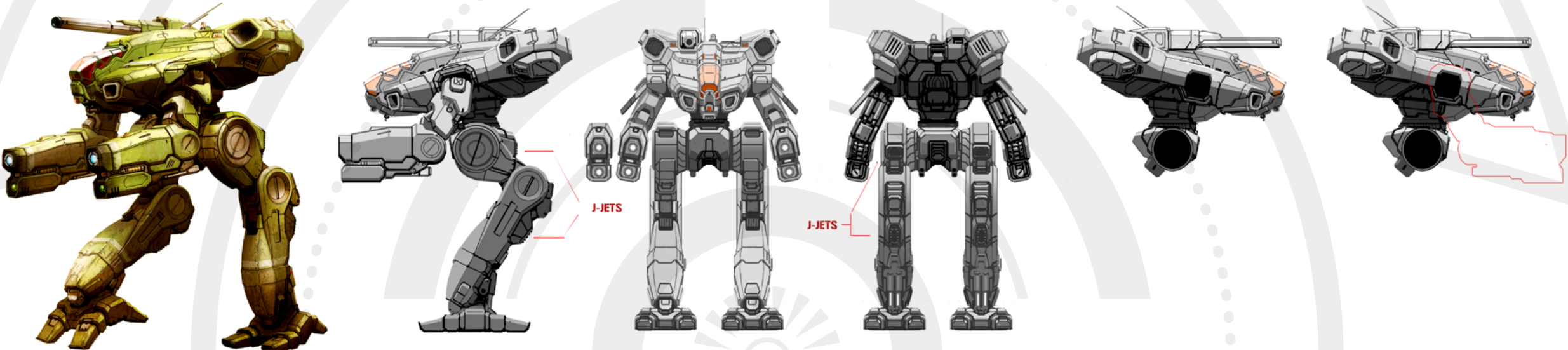
VARIANTS

- MAD-BH2
- MAD-5D

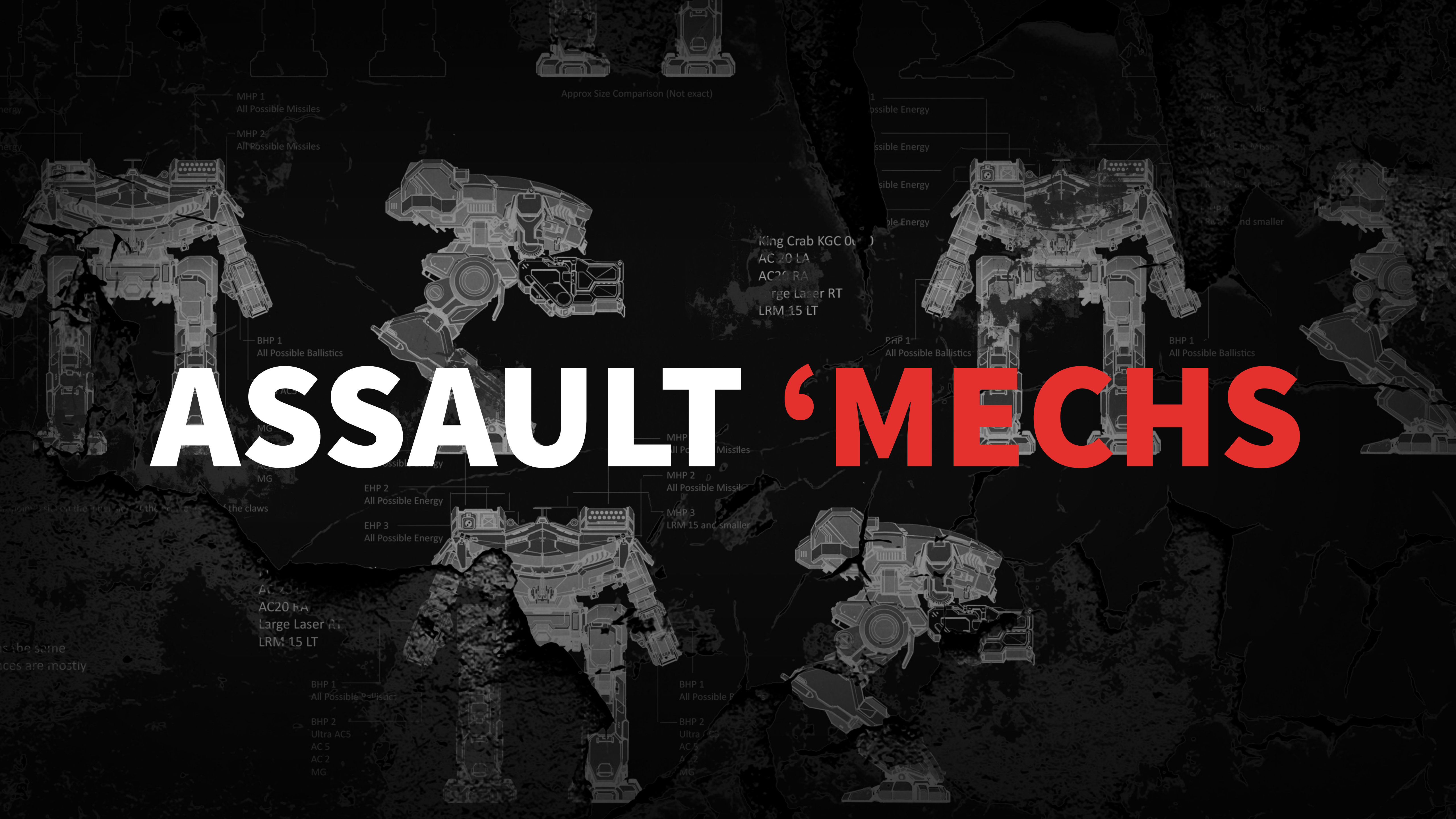
1/1

4/4

0/0




ASSAULT 'MECHS





ZEUS

ZEU-6S

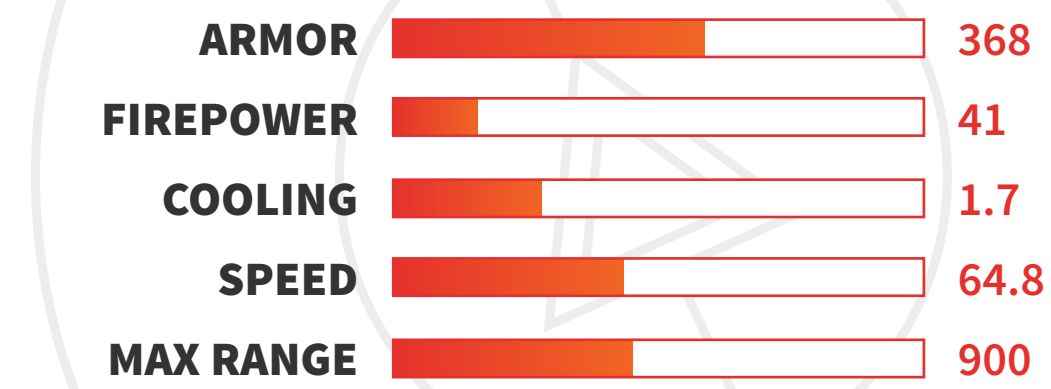
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**ASSAULT**

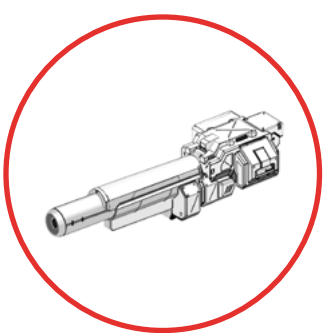
**80 T**

**7,746,231 C-Bills**

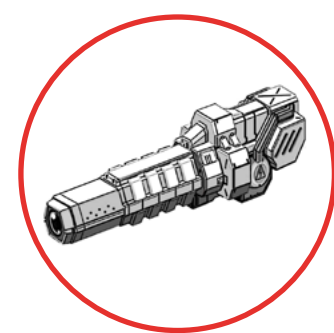
INFO




WEAPON SYSTEMS



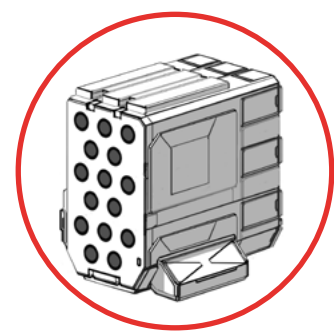
AC5



Medium Laser x 2



Large Laser



LRM15




DESCRIPTION


With the collapse of the Star League in 2781 the stability of the past two centuries disappeared with it, and the status quo started to change dramatically. Seeking to prepare for this new political reality, the Lyran Commonwealth began work on a new assault 'Mech to bolster its forces. The first Zeus walked off the line in 2787, just in time for the outbreak of the First Succession War. Excellent heat dissipation and a variety of long-range weapons have ensured its presence in Lyran units ever since.

VARIANTS


- ZEU-9S
- ZEU-6T
- ZEU-5S



1/1



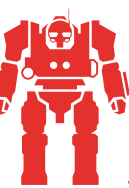
3/3





1/1

VICTOR

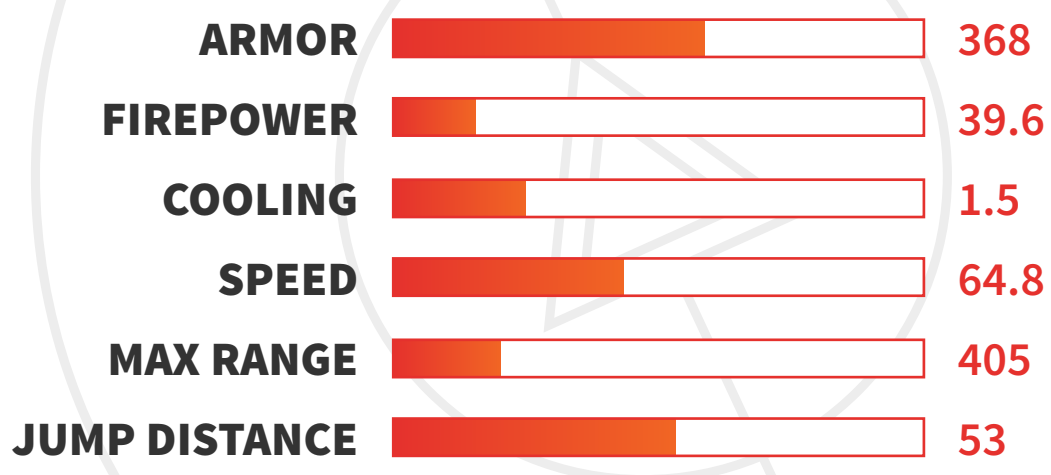
VTR-9B

**ASSAULT**

**80 T**

**8,235,551 C-Bills**

INFO



WEAPON SYSTEMS



AC20



Medium Laser x 2



SRM4



DESCRIPTION

Originally built under a defense contract with the Terran Hegemony in 2510, the Victor was conceived as a support 'Mech with jump capabilities. It went on to serve the Star League Defense Forces during the bloody Reunification War, and the design was later made available to the League's member states. While highly mobile for an assault 'Mech, and mounting a formidable AC20, it lacks long range firepower.

VARIANTS

- VTR-DS
- VTR-9S
- VTR-9K
- VTR-9A1



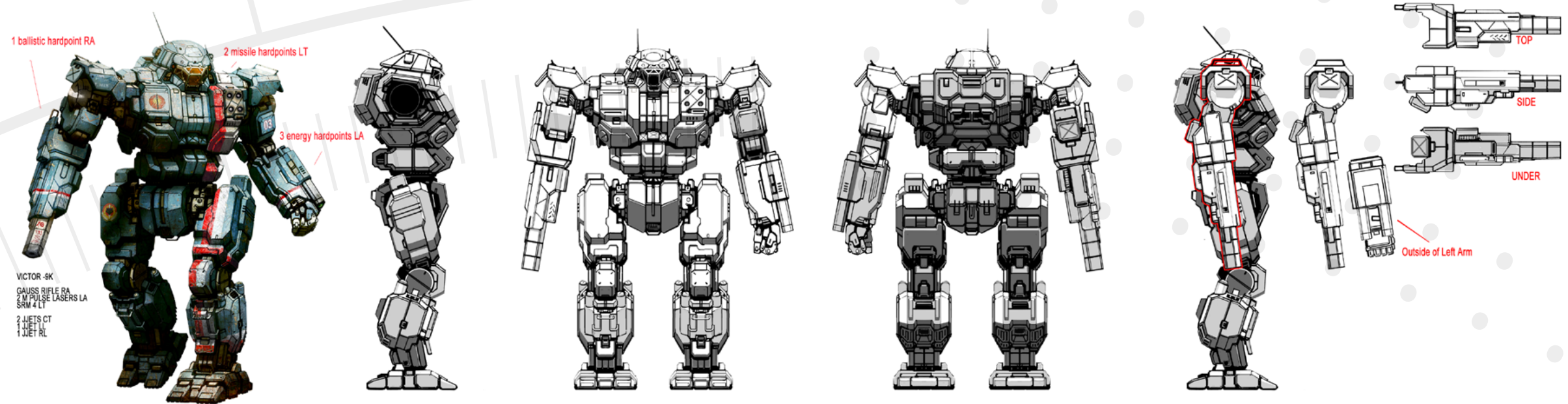
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2/2

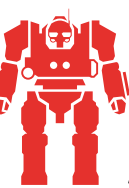


1/1



AWESOME

AWS-8Q



ASSAULT

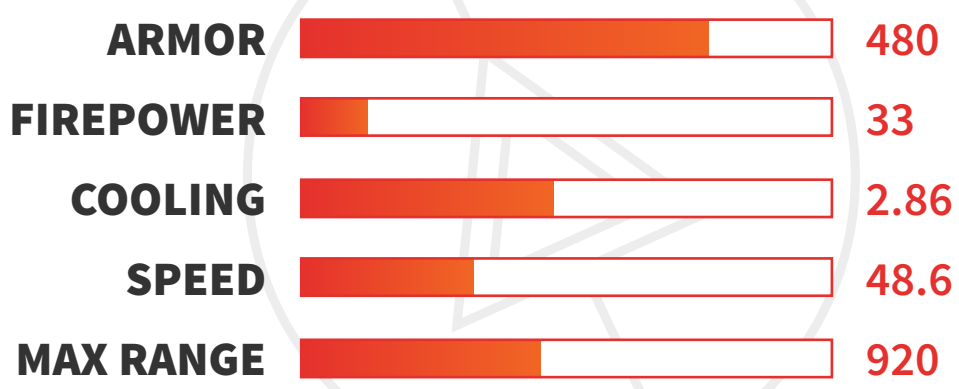


80 T



6,761,140 C-Bills

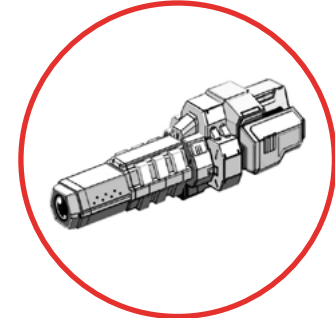
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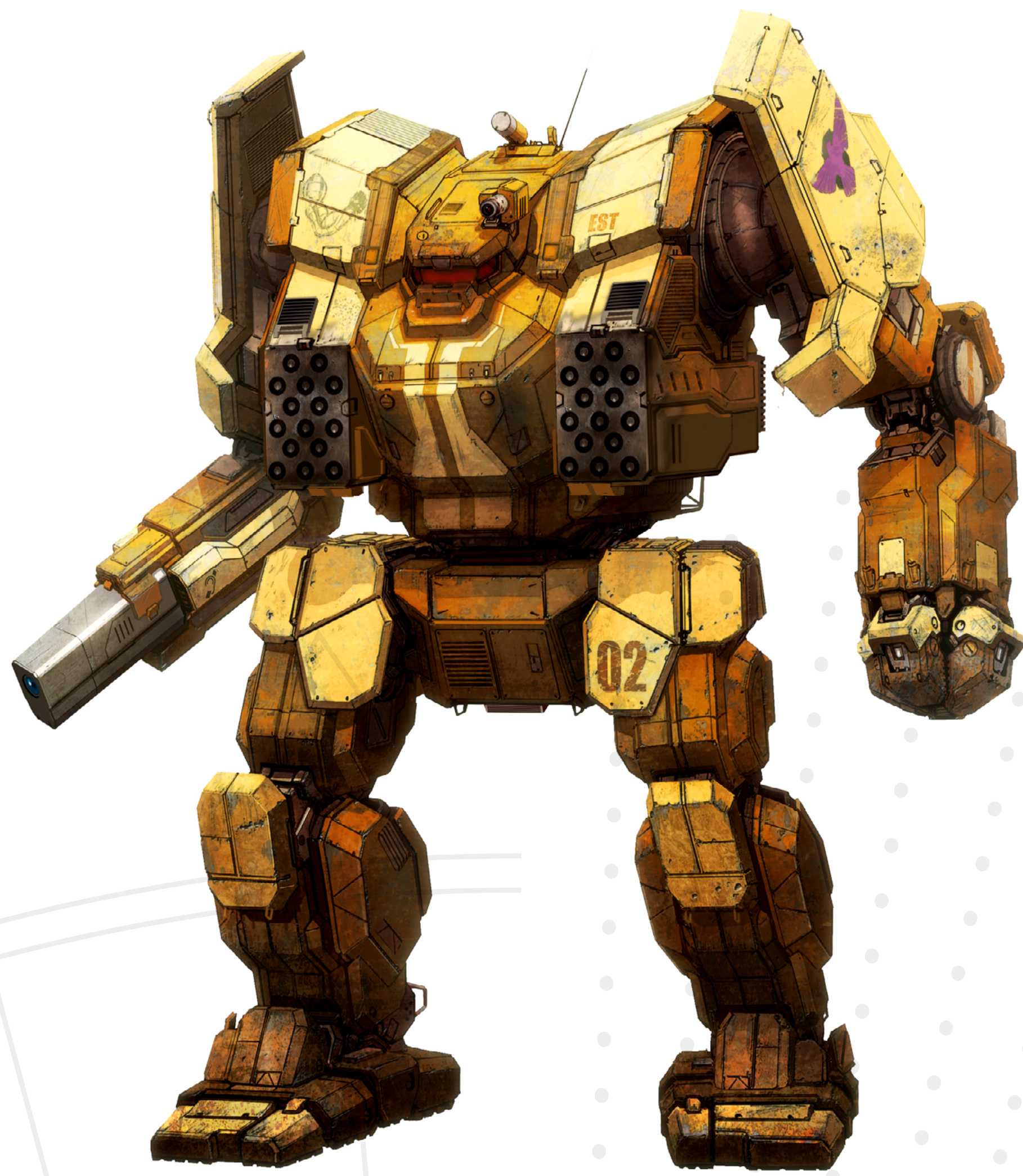
WEAPON SYSTEMS



PPC x 3



Small Laser



DESCRIPTION

Originally built for the Star League in 2665, the Awesome's design was based on the aging STR-2C Striker 'Mech. While not as swift as its ancestor, it is not uncommon for BattleMechs to retire the field outright rather than face a formation of Awesome's. It excels at heavy engagements and is often tasked with securing the most critical objectives, or at least with guarding such objectives from the enemy.

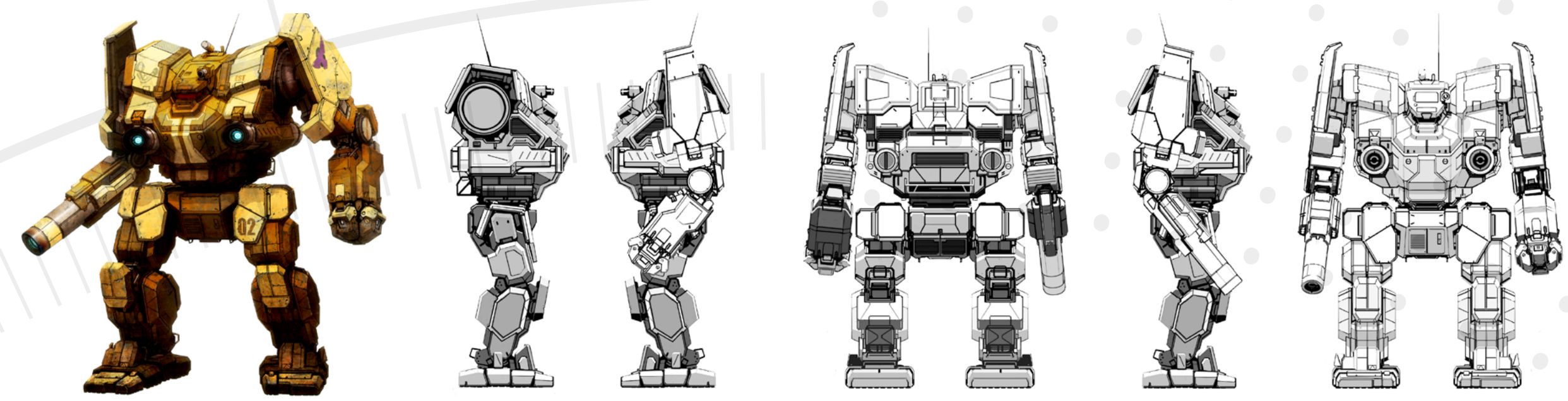
VARIANTS

- AWS-PB
- AWS-9M
- AWS-8V
- AWS-8T
- AWS-8R

 0/0

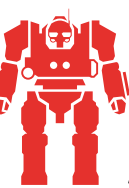
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STALKER

STK-3F



ASSAULT

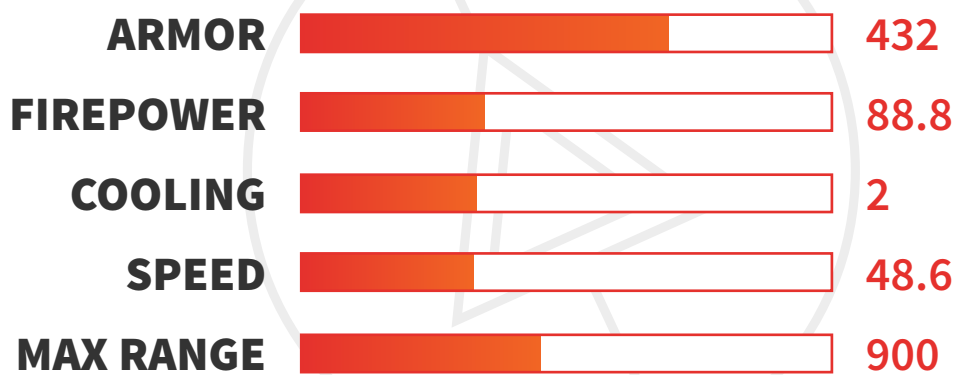


85 T

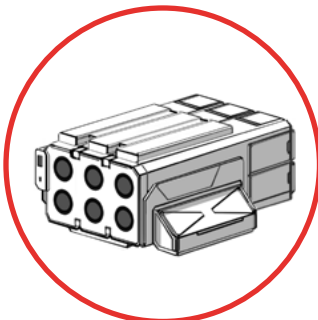


7,611,743 C-Bills

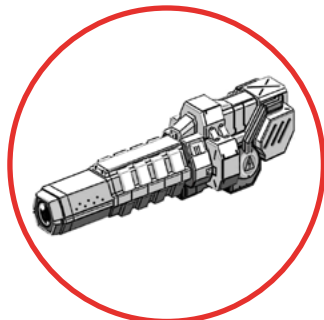
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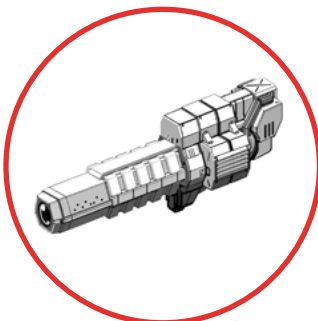
WEAPON SYSTEMS



SRM6 x 2



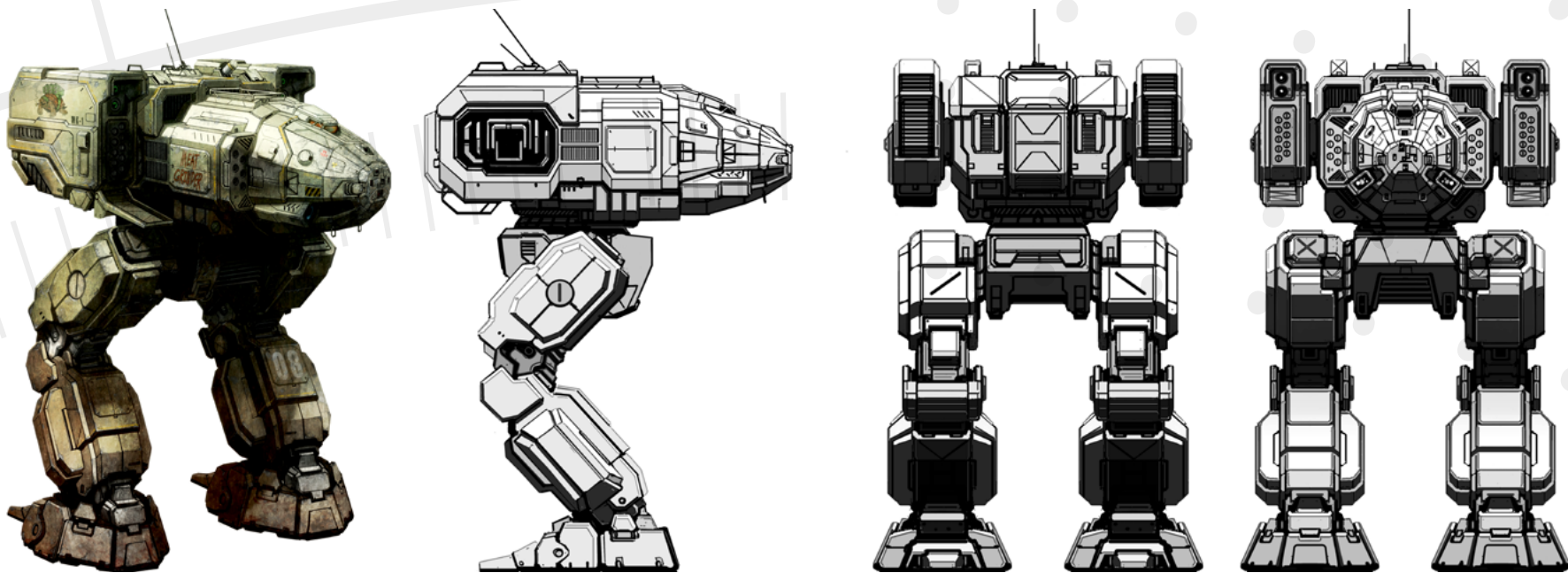
Medium Laser x 4



Large Laser x 2



LRM10 x 2



DESCRIPTION

Originally designed by Triad Technologies in 2594, the Stalker has been a workhorse assault 'Mech of the Inner Sphere for more than two hundred years, and served with distinction in the Star League Defense Forces

for two centuries prior to that. The Stalker is a powerhouse of a 'Mech, mounting a mix of heavy weaponry and heavy armor. While no one will ever accuse the Stalker of being fast, few will claim it is easy to stop.

VARIANTS

STK-M

STK-4N

STK-3H

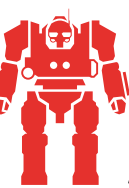
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6/6

4/4

BATTLEMASTER

BLR-1G



ASSAULT

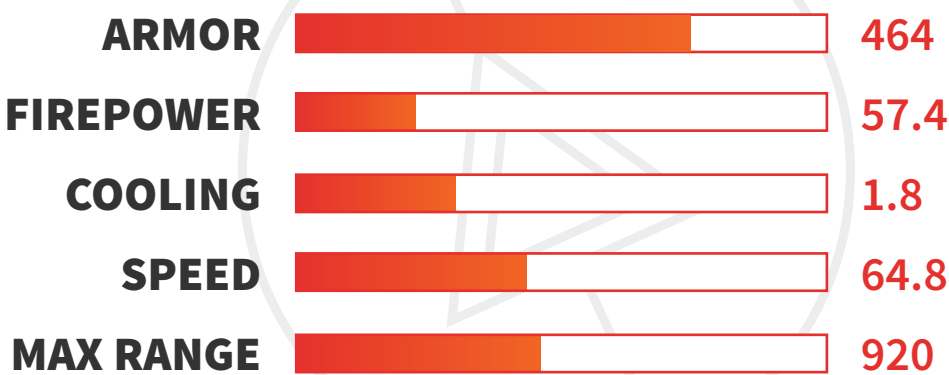


85 T

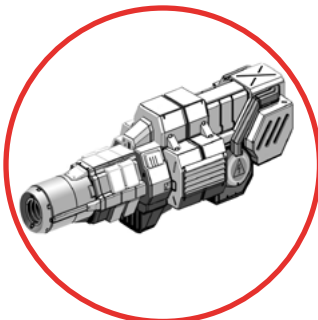


8,612,678 C-Bills

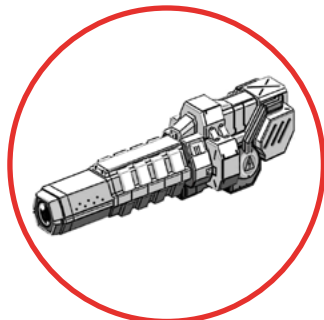
INFO



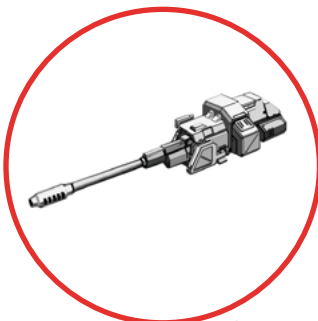
WEAPON SYSTEMS



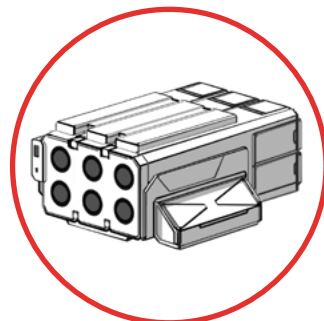
PPC



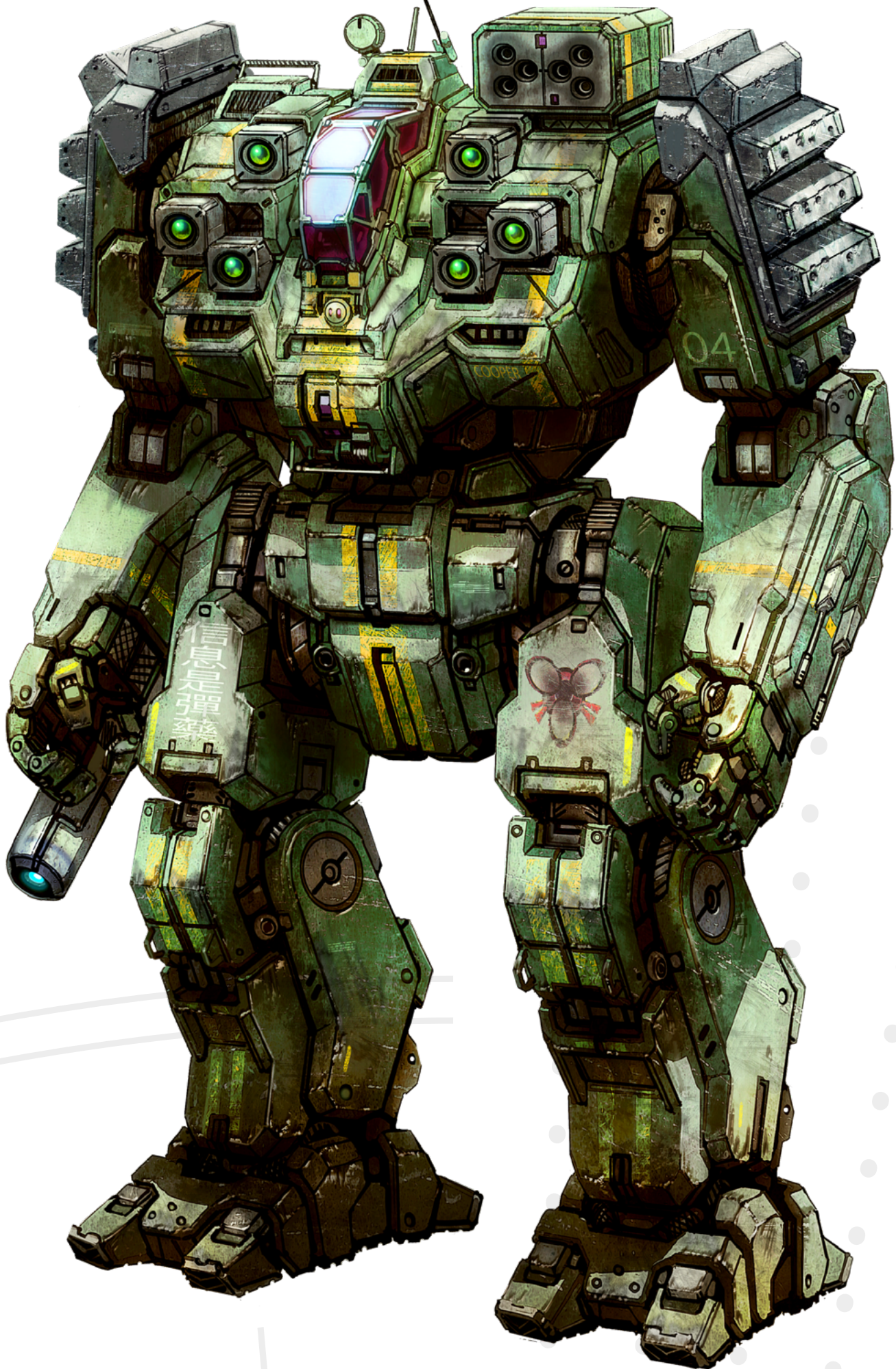
Medium Laser x 6



Machine Gun x 2



SRM6



DESCRIPTION

First built for the Star League in 2633 by Hollis Industries, the BattleMaster is one of the most iconic chassis of its time. Given its pedigree many tales of its operational record have circulated, from holding off entire lances to taking

out multiple outposts single-handedly. As a well-rounded heavy-hitter with a storied past, the BattleMaster is considered a premiere assault 'Mech and a devastating force to reckon with on the field.

VARIANTS

BLR-3M

BLR-1S

BLR-1GHE

BLR-1D



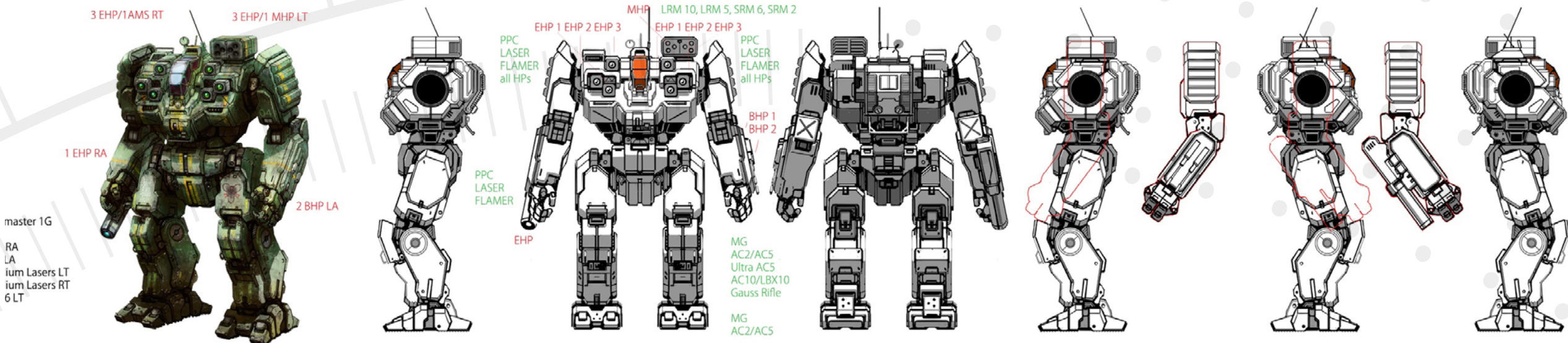
2/2



7/7

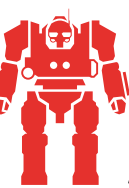


1/1



MAULER

MAL-1R



ASSAULT

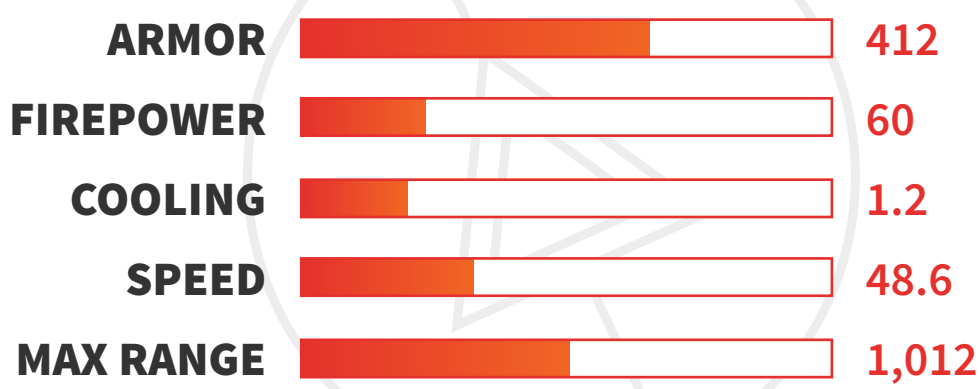


90 T

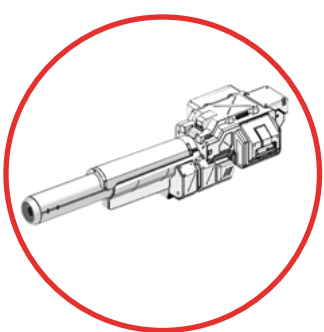


18,352,221 C-Bills

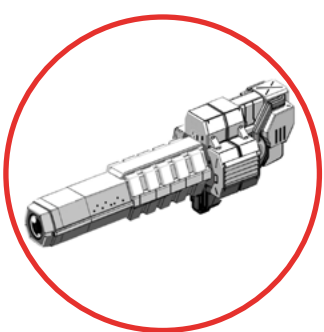
INFO



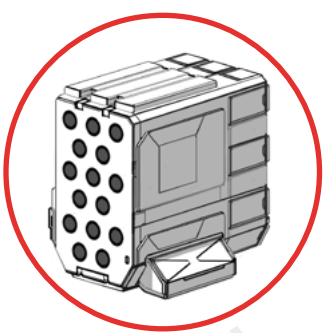
WEAPON SYSTEMS



AC2 x 4



ER Large Laser x 2



LRM15 x 2

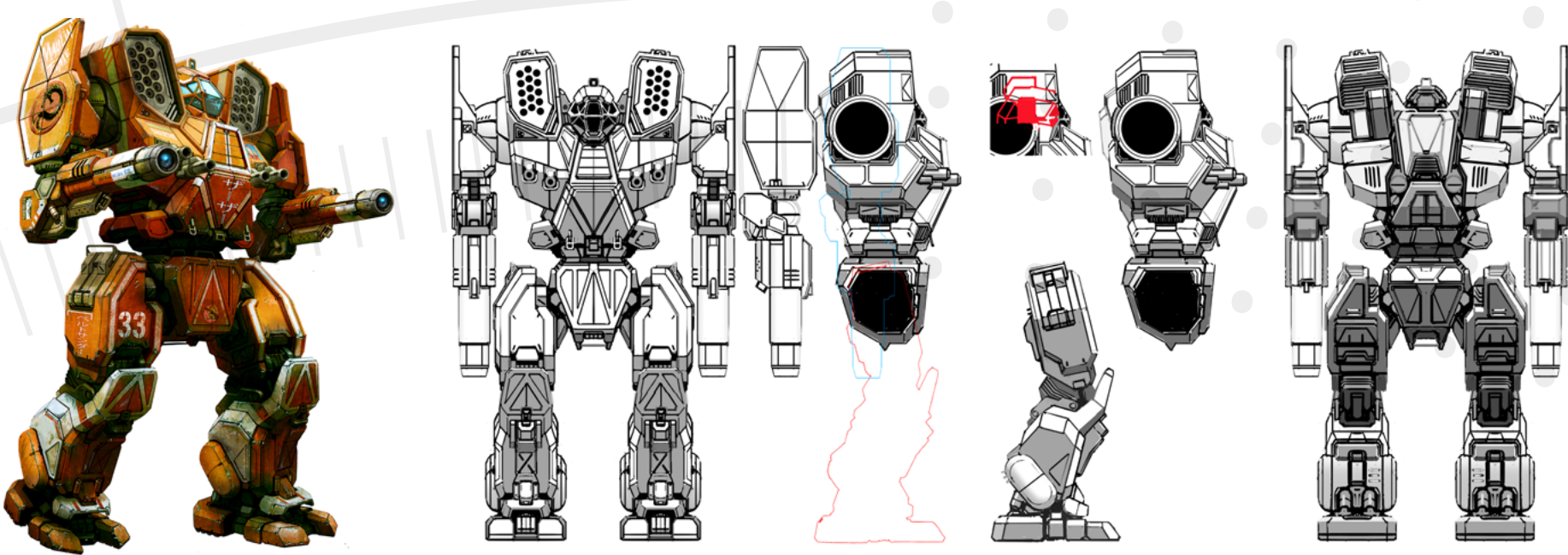


DESCRIPTION

The Mauler technically began its life as the Daboku, originally deployed along the Draconis Combine border in 3038. Codenamed the Mauler by Federated Commonwealth forces, the 'Mech was an utter embarrassment for Kurita and a death trap for any MechWarrior unlucky enough to be saddled with it. When the chassis was redesigned in the 3040's the choice was made to adopt the Mauler codename as its official moniker, mostly in an effort to avoid the stigma of its previous failures. The Mauler's extreme-range weapons allow it to inflict serious damage before most enemy weapons are even in range.

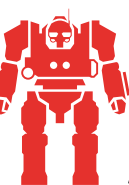
VARIANTS

- MAL-2P
- MAL-1P
- MAL-MX90
- MAL-KO



HIGHLANDER

HGN-733



ASSAULT

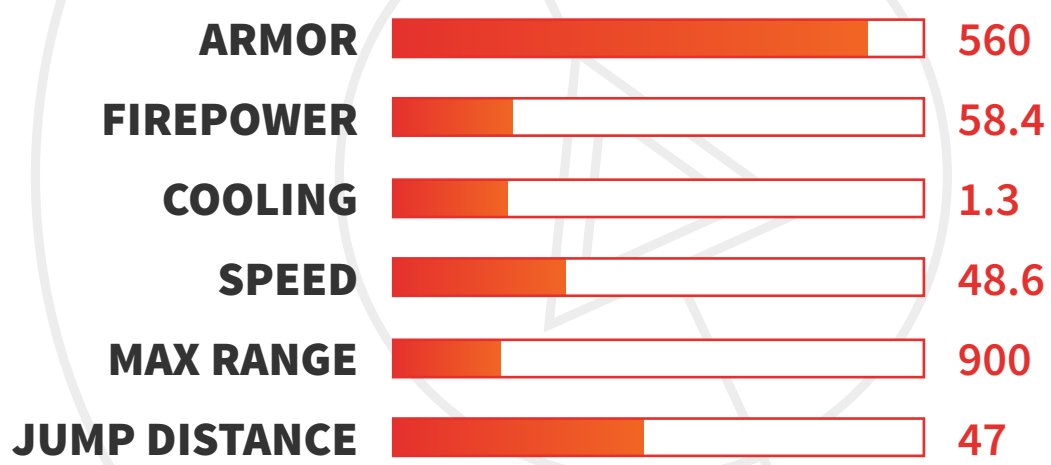


90 T

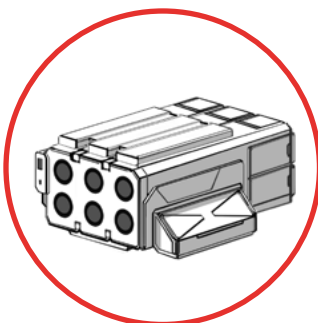


8,549,520 C-Bills

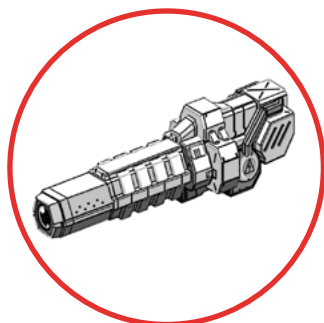
INFO



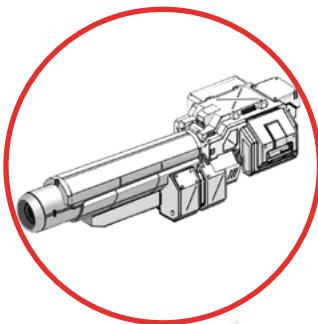
WEAPON SYSTEMS



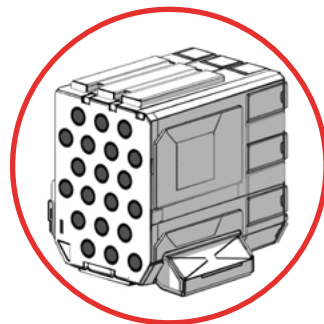
SRM6



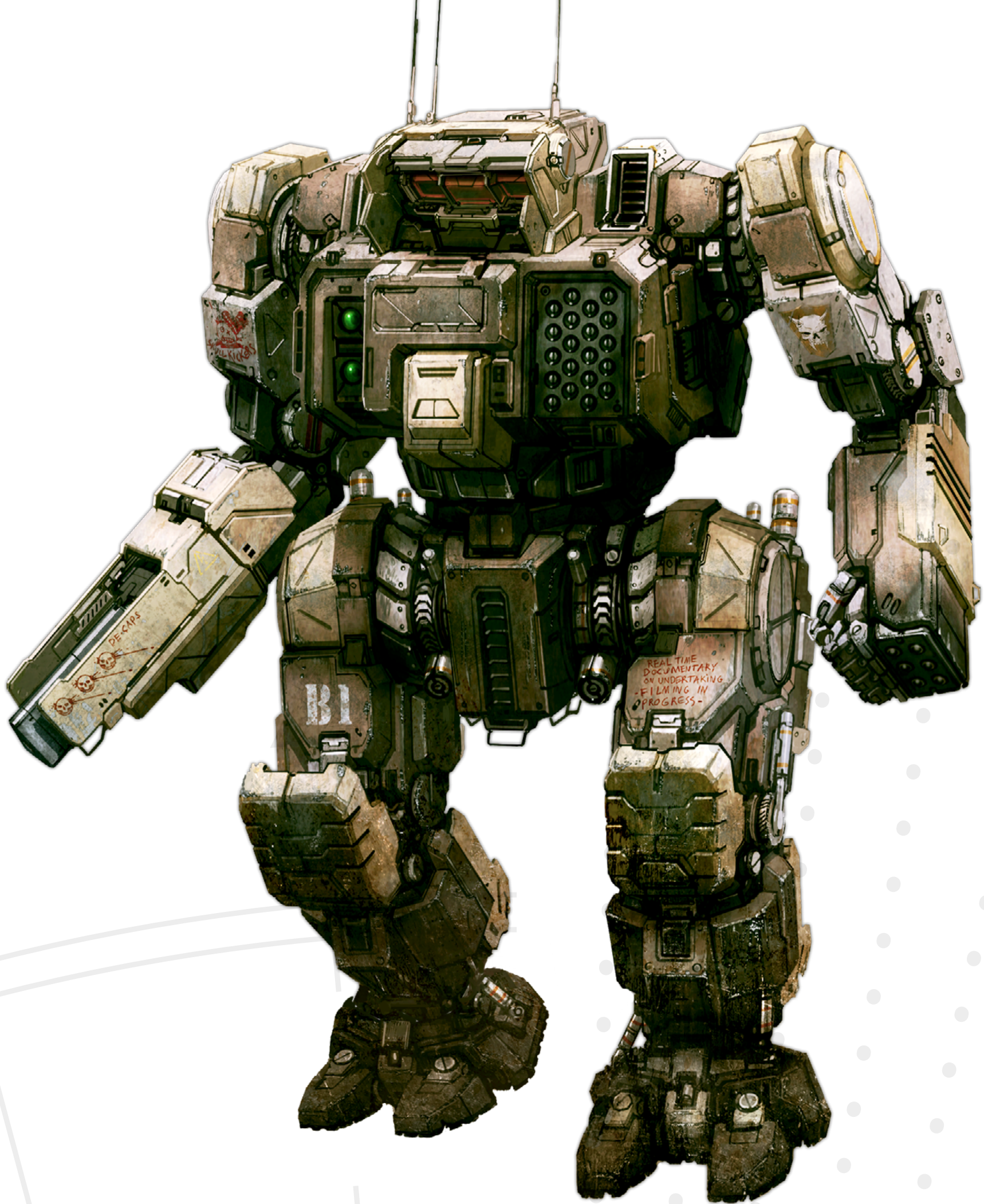
Medium Laser x 2



AC10



LRM20 LT

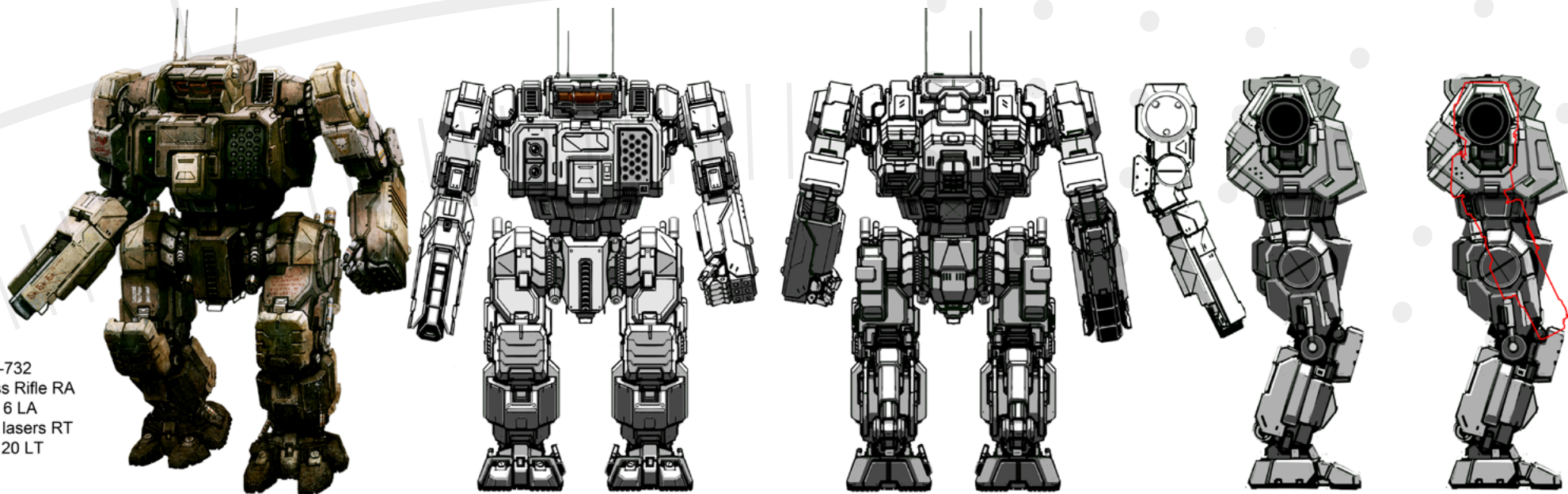


DESCRIPTION

First produced in 2592, the Highlander served the Star League Defense Forces with distinction for almost two centuries, and earned its place in the history books with an absolutely stellar combat record. Designed to stand alone in the defense of a city, or to provide support for a mixed type attack, the Highlander makes up for its slow speed with the ability to leap over obstacles. When the Gauss Rifle fell out of use during the technological decline of the post-Star League era, many Highlanders were forced to downgrade their main weapon to an autocannon, though some occasionally sport PPCs.

VARIANTS

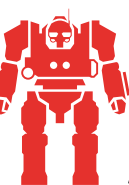
- HGN-HM
- HGN-733P
- HGN-733C
- HGN-732
- HGN-732B



HGN-732
Gauss Rifle RA
SRM 6 LA
2x M lasers RT
LRM 20 LT

CYCLOPS

CP-10-Z



ASSAULT

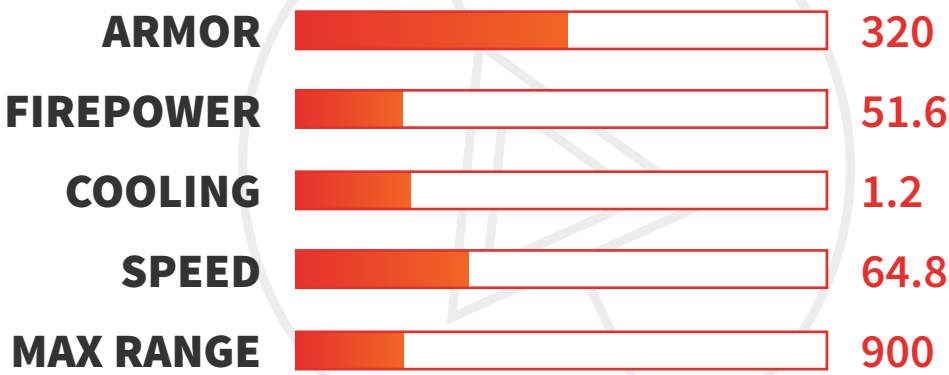


90 T

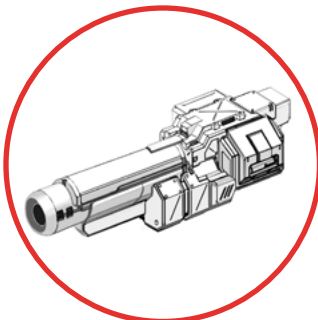


9,291,440 C-Bills

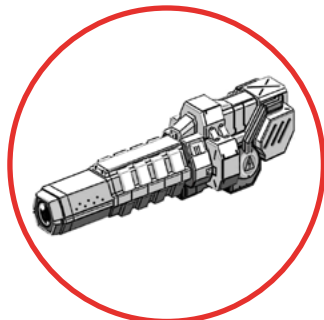
INFO



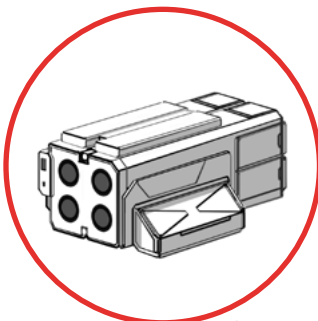
WEAPON SYSTEMS



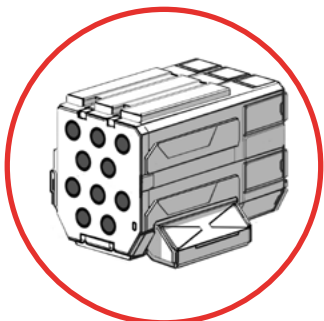
AC20



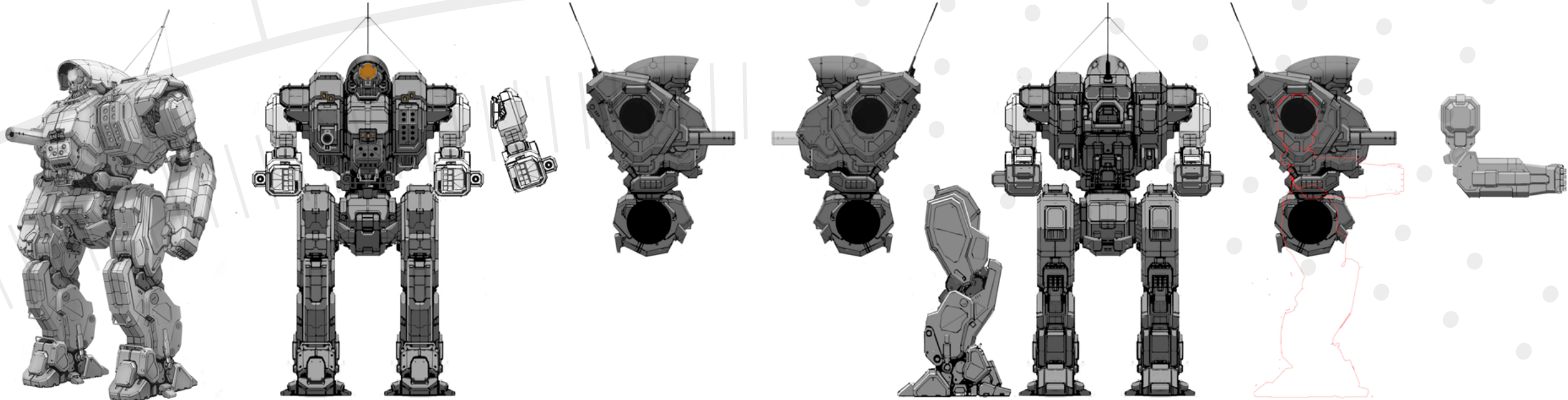
Medium Laser x 2



SRM4



LRM10



DESCRIPTION

The Star League Defense Force requested an assault platform able to perform in swift, mobile offensives assisting the commanders of its regular army units. Engineers eventually debuted the Cyclops in 2710 and designed it to be part of a command unit. Unfortunately, the Cyclops suffers from the

mindset that the BattleMech would have ample supplies and supporting units at its disposal. No one anticipated the carnage of the Succession Wars, and the extent to which it would strip the military's capabilities to support its BattleMech regiments.

VARIANTS

CP-S

CP-11-A

CP-10-Q

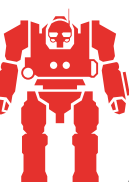
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2/2

2/2

NIGHTSTAR

NSR-9J



ASSAULT



95 T

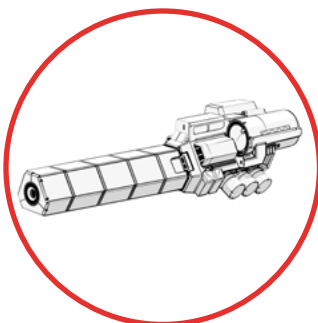


20,228,398 C-Bills

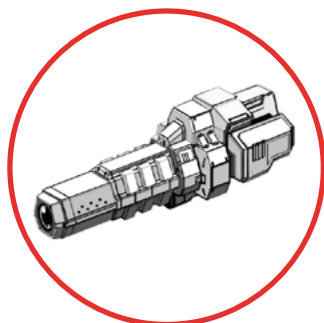
INFO

ARMOR	<div><div></div></div>	592
FIREPOWER	<div><div></div></div>	55
COOLING	<div><div></div></div>	1.8
SPEED	<div><div></div></div>	48.6
MAX RANGE	<div><div></div></div>	1500

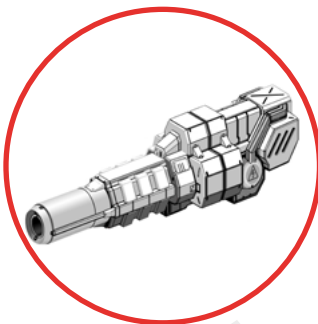
WEAPON SYSTEMS



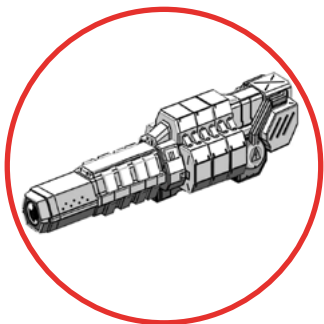
Gauss x 2



Small Laser



ER PPC



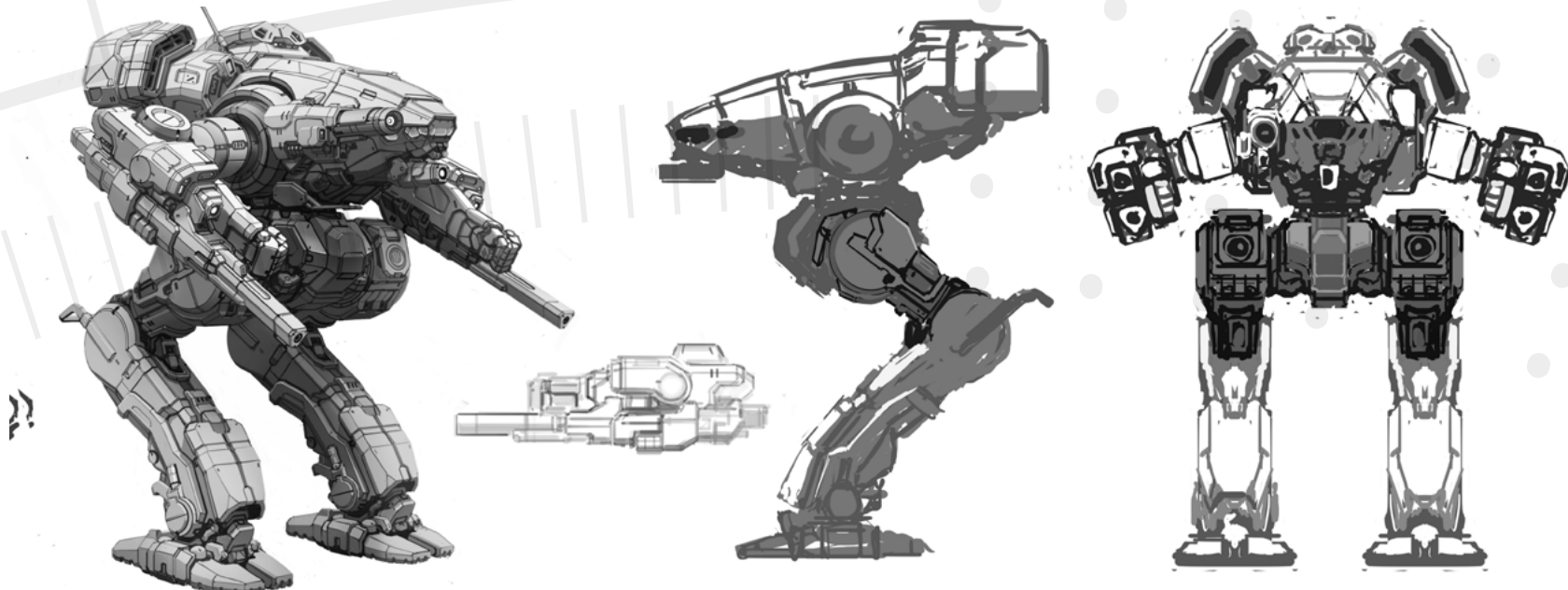
Medium Pulse Laser x 2



2/2

4/4

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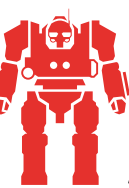
DESCRIPTION

The Nightstar was born in the early years of the Amaris Civil War when it became clear that battlefield commanders, especially those piloting Marauders, were being specifically targeted by Amaris troops. Eight months after the SLDF commissioned this heavy support and command

'Mech, the first Nightstars were put into production in 2767. Following Kerensky's Exodus it became an early casualty of the First Succession War, with both of its production facilities being destroyed in 2786. A pair of Gauss Rifles supplemented with an ERPPC give it unprecedented long-range capabilities.

BANSHEE

BNC-3E



ASSAULT

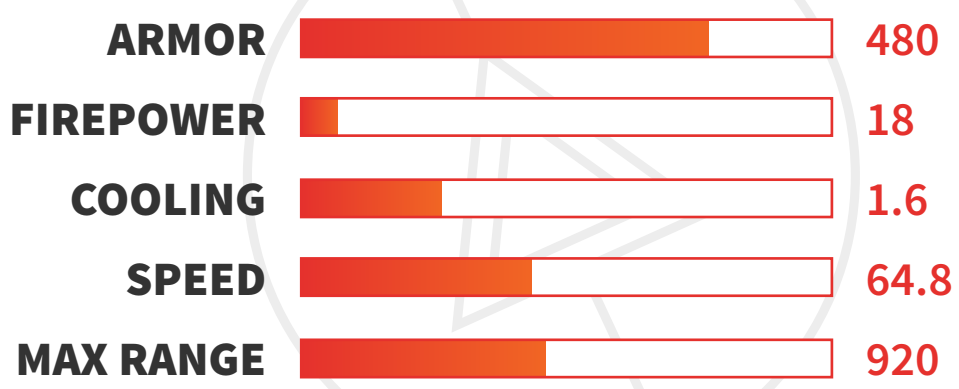


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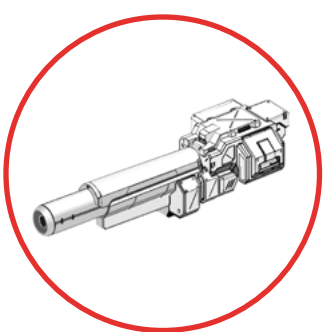


9,555,509 C-Bills

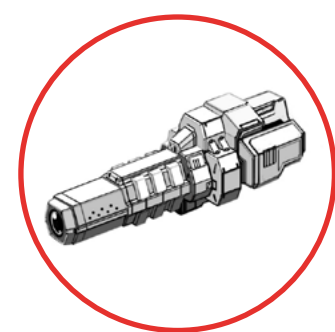
INFO



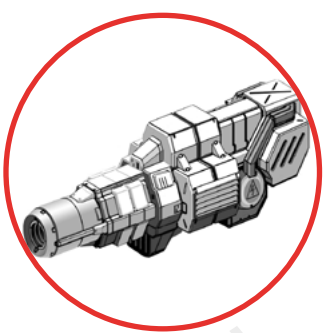
WEAPON SYSTEMS



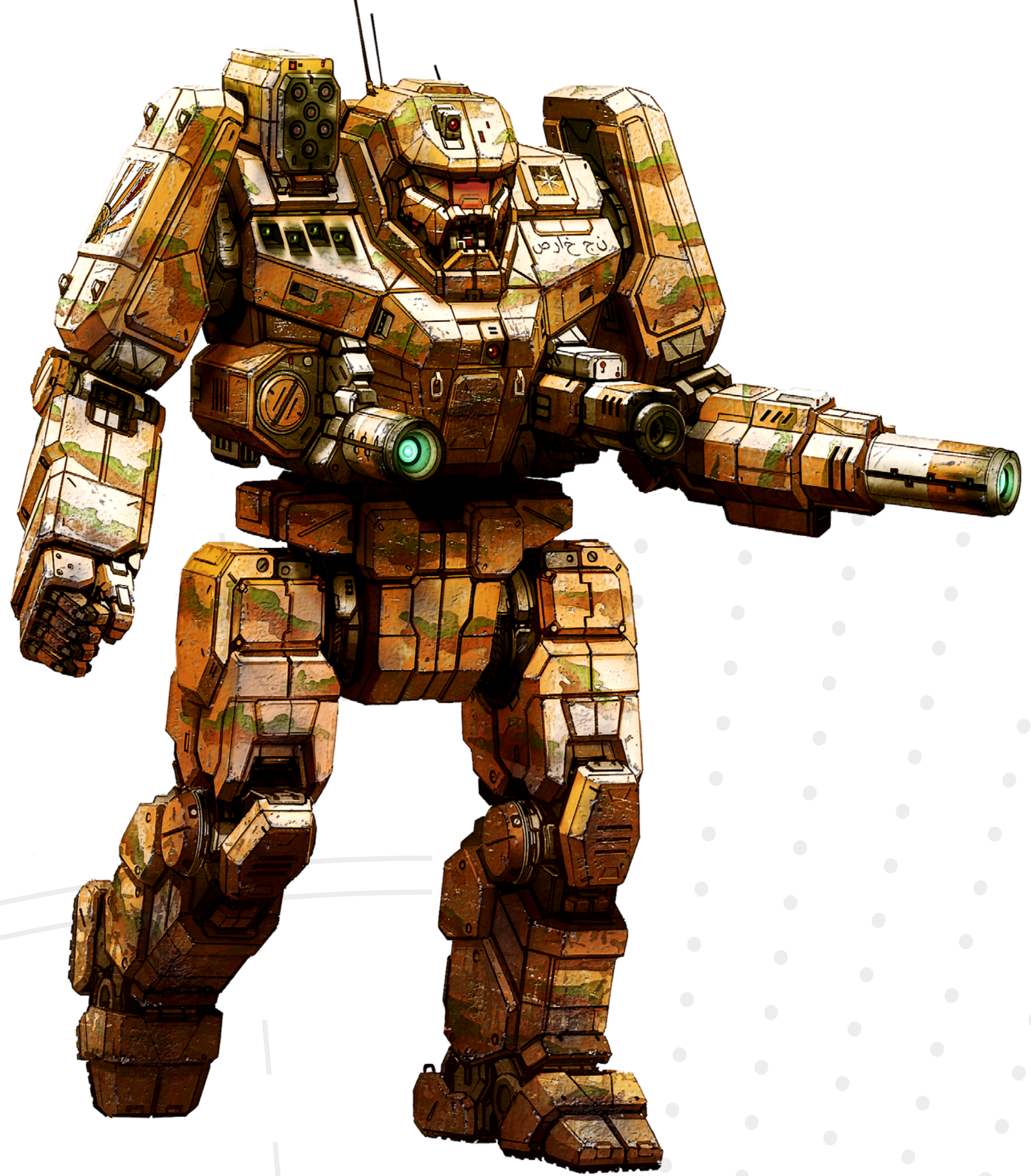
AC5



Small Laser



PPC



DESCRIPTION

First fielded by the Terran Hegemony in the mid-25th century, the Banshee was originally intended to fulfill a close-combat role. However, poor performance on the battlefield relegated it to militia and training commands throughout the Inner Sphere. It was only until the start of the Third Succession War that necessity brought the chassis back into active service. Despite its shaky beginnings, the Banshee is respectably regarded as an effective direct-fire slugger capable of outmaneuvering many other 'Mechs in its class.

VARIANTS

- BNC-SR
- BNC-LM
- BNC-3S
- BNC-3M



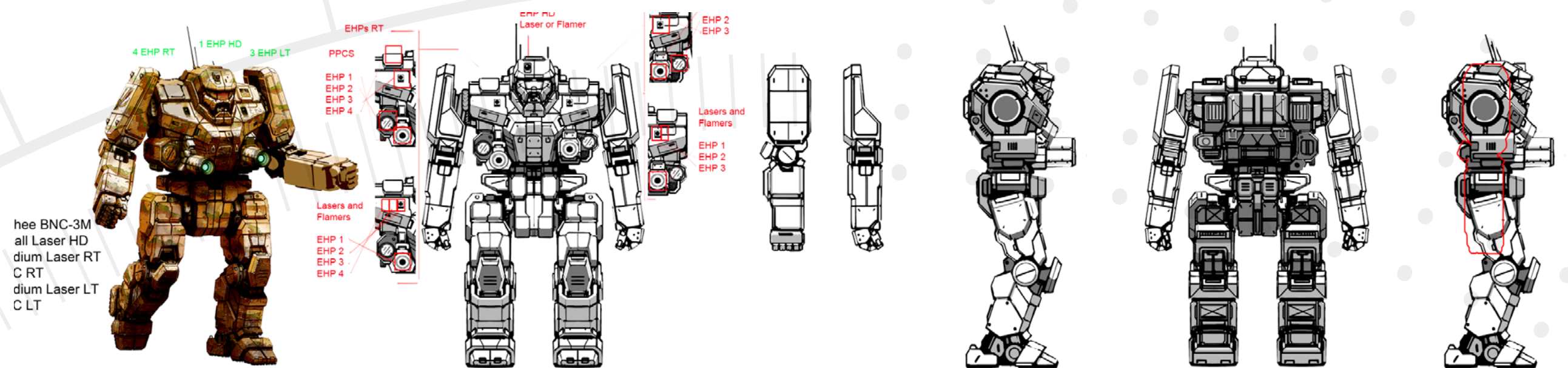
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2/2

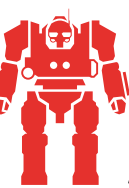


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KING CRAB

KGC-0000



ASSAULT

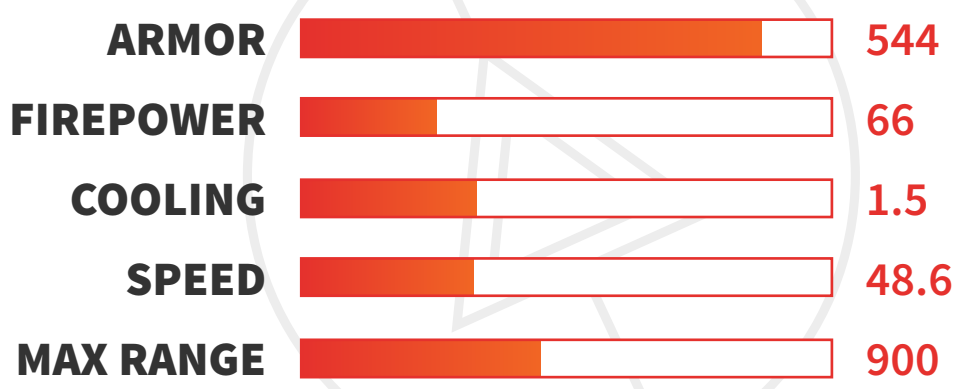


100 T

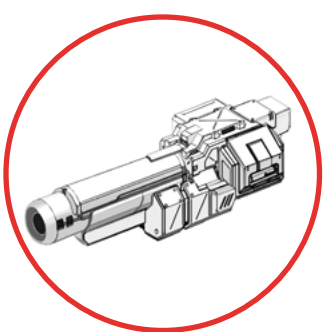


9,569,456 C-Bills

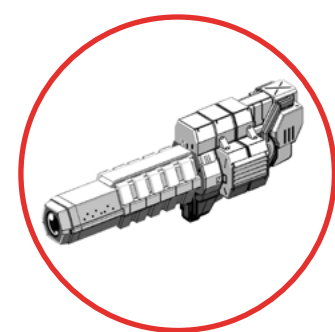
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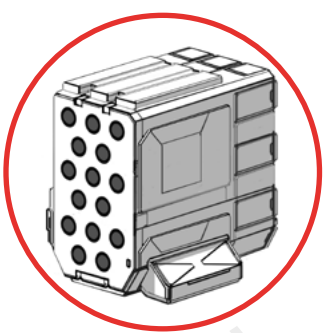
WEAPON SYSTEMS



AC20 x 2



Large Laser



LRM15



DESCRIPTION

Introduced in 2743 near the twilight of the Star League, the King Crab fulfilled General Kerensky's order for an assault 'Mech able to cripple or destroy another BattleMech in one overwhelming salvo. Though not sporting as much armor as other assault 'Mechs, the firepower mounted by the original King Crab and its successors admirably fulfills the role for which the 'Mech was designed.

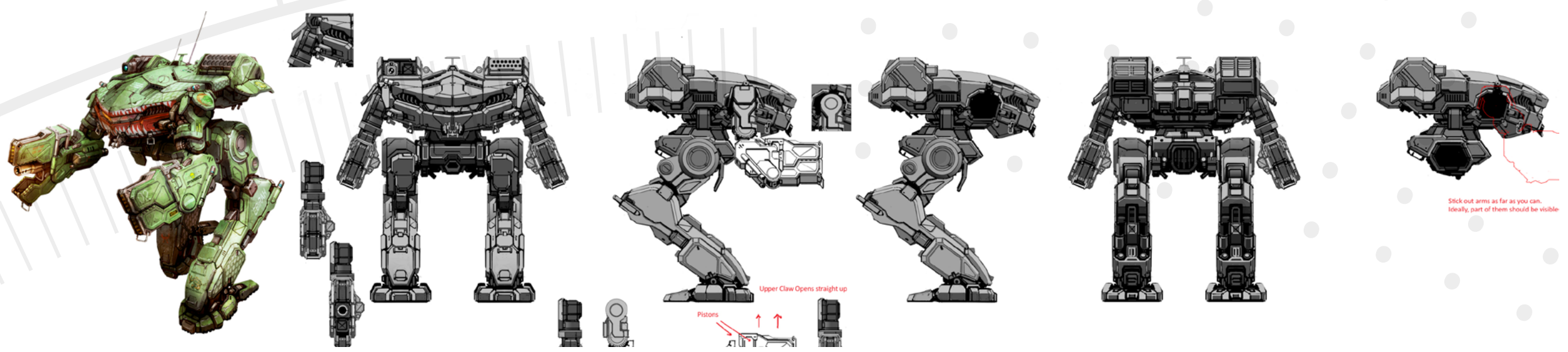
VARIANTS

- KGC-000B
- KGC-000
- KGC-KJ

 2/2

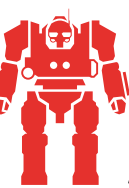
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 1/1



ATLAS

AS7-D



ASSAULT

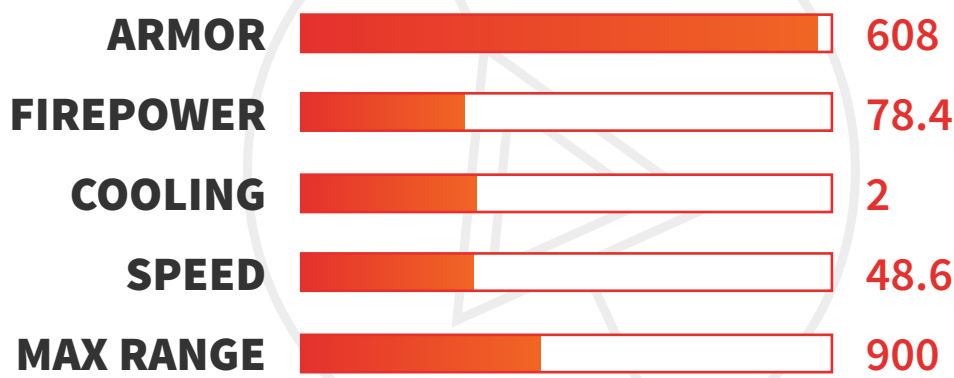


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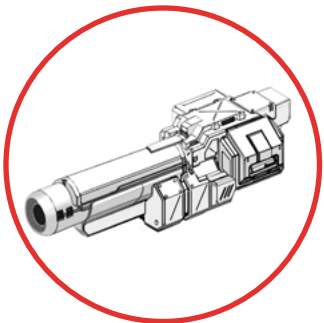


9,625,392 C-Bills

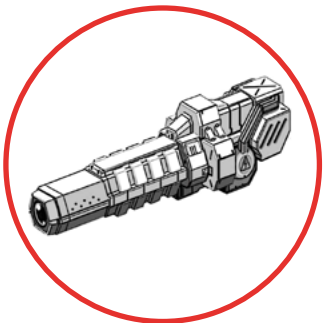
INFO



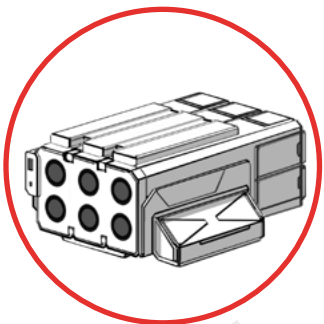
WEAPON SYSTEMS



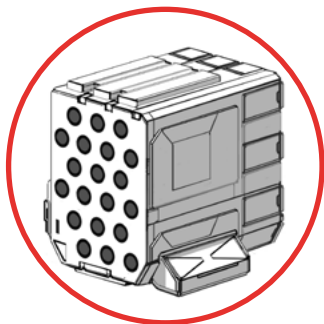
AC20



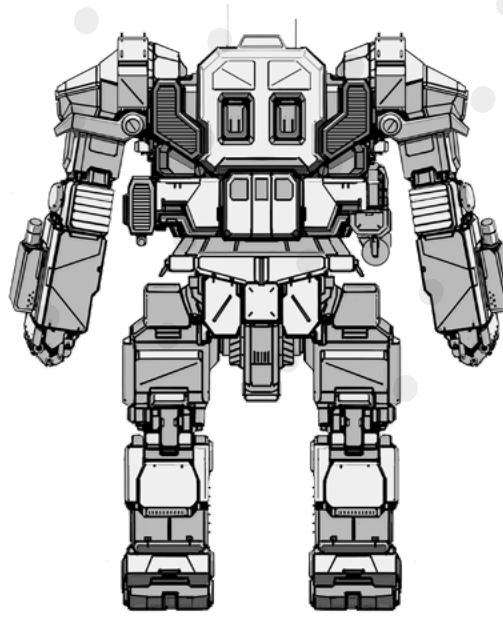
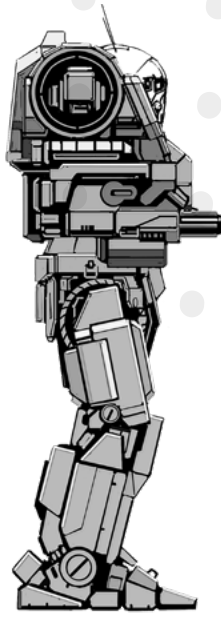
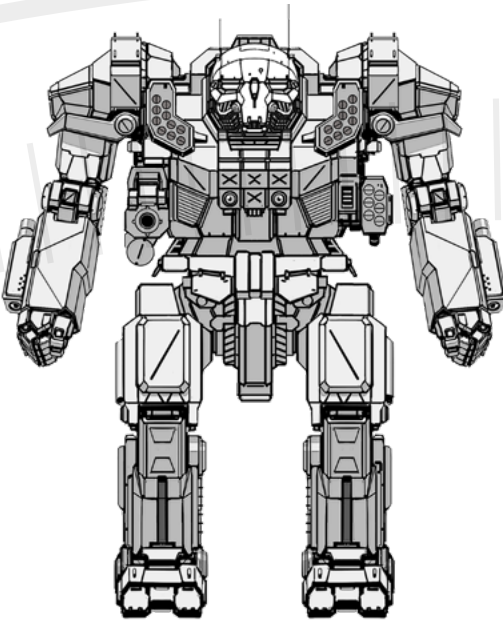
Medium Laser x 4



SRM6



LRM20



ATLAS ASD 7
100 tons
1 ac20 RT
1 LRM 20 LT
1 SRM 6 LT
1 Med LASER LA
1 Med LASER RA
2 Med LASER CT

DESCRIPTION

When General Aleksandr Kerensky laid down the design specifications for the Atlas in 2755, he decreed it should be “a ‘Mech as powerful as possible, as impenetrable as possible, and as ugly and foreboding as conceivable, so that fear itself will be our ally.” The Atlas met those ambitions, and from its first deployments would grow a terrifying reputation. Heavily armored, heavily armed, and heavily feared, the Atlas is a lumbering monstrosity of firepower.

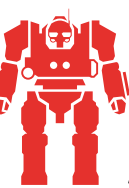
VARIANTS

- AS7-KR
- AS7-K
- AS7-BH
- AS7-RS



ANNIHILATOR

ANH-1A



ASSAULT

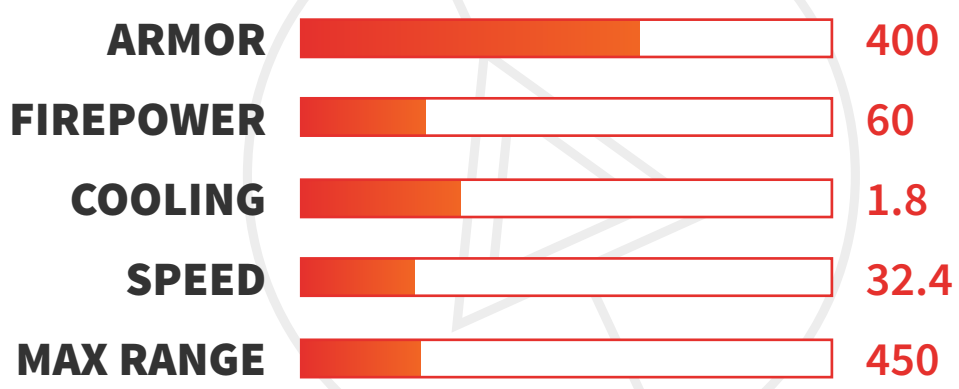


100 T

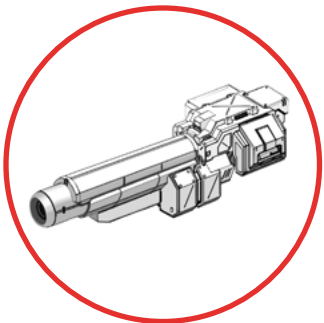


7,704,266 C-Bills

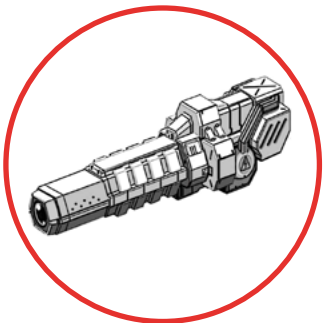
INFO



WEAPON SYSTEMS



AC10 x 4



Medium Laser x 4



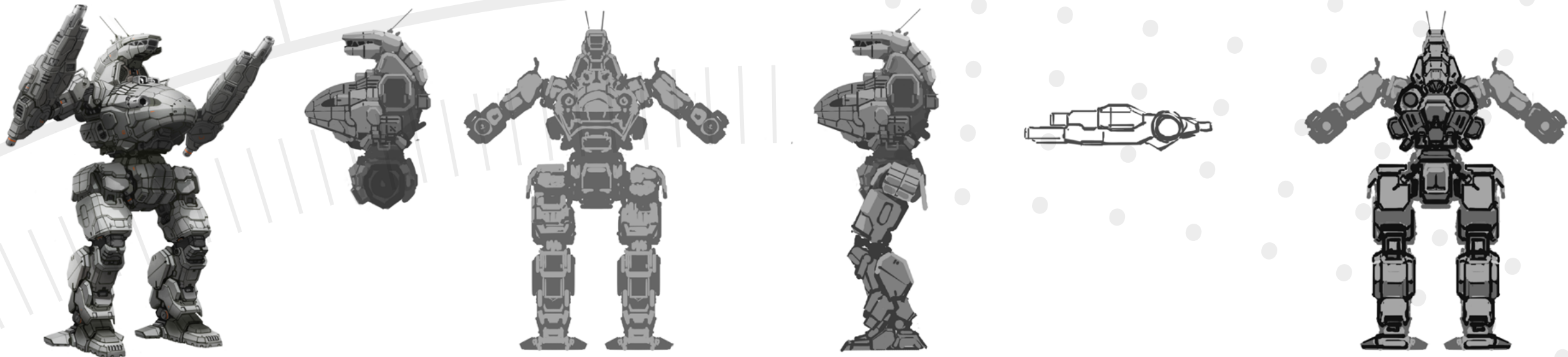
DESCRIPTION

While ancient Star League records date the original Annihilator schematics to the final year of the Amaris Civil War in 2780, the chassis was never known to have actually entered production until it was seen among the ranks of the mysterious Wolf's Dragoons mercenary company in 3009.

With a top speed of 32.4 km/h - making it one of the slowest 'Mechs ever designed - the Annihilator relies on massive amounts of armor to shrug off any fire directed its way. Together with its immense amount of firepower, the Annihilator more than lives up to its name.

VARIANTS

- ANH-2A
- ANH-1X
- ANH-1E





IMMERSIVE MERCYS



PIRANHA
G A M E S



UNREAL
ENGINE

