THE SOCIETY

FAN TECHNICAL READOUT

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INTRODUCTION

Dear Council,

I bring you a short review of our ready projects. As you all know, the Scientist Rebellion (also known to others as the Wars of Reaving), was a loss for our Society. But it was not a total defeat, and we have learned much from it and we have enough time to recover. To put our progress into perspective, I would like to briefly review the previous conflict and its results.

In the Grand Council meeting of December 3071, Khan Brett Andrews of Clan Steel Viper demanded that Bloodnames of all the warriors that had been in the Inner Sphere to be Reaved. His statement was immediately followed with the murder of CDS saKhan Labov, starting the Wars of Reaving. This quickly escalated into purges, riots, and orbital bombardment. Faced with the destruction of centuries of work and perhaps Clan civilization itself, we were forced to conclude that the warrior caste was out of control and had to be stopped.

During an emergency meeting it was decided to enact our planned revolt prematurely. Years before, the Society had estimated the required forces for a hostile takeover, but in 3071 the old Society was nowhere near that target. Even then our latest OmniMechs and ProtoMechs, which had been given the highest development priority, were still technically in the prototype phase as they were rushed into mass production. Other designs weren't even past the design stage and as such we had to resort to emptying out every available cache and use outdated Star League Royal equipment. Lack of combat personnel forced the Society to supply its equipment to allies, such as the Coyotes, Burrocks, and various low skilled bandits.

Initial stages were quite successful and secured many resources, territory, and vessels. But the rebellion stagnated as the surprise factor evaporated and the Society's attempts to change Clan society proved unsuccessful. The gathered data completely undermined the models proposed by the humanities branch, and thankfully for them, not many of them made it out of the Home Worlds to face the review board.

The revolt collapsed as the Warrior Caste turned their attention to the Society and our allies. By 3074 the Society had suffered massive losses in combat assets and ground-bound infrastructure. This mostly reduced our manufacturing capacity to our Newgrange YardShips and whatever equipment that we had managed to appropriate during the initial battles.
The surviving leadership voted to evacuate the Homeworlds. Vital personnel, equipment, and resources were smuggled to rally points in deep space, while our surviving the fleet redirected and stripped any unsecured wrecks. During this period, volunteers and those that refused to leave did their best to cover the tracks of the evacuations and to undertake sabotage efforts on the remaining Homeworld Clans. The Scientist Rebellion had failed, but the data and the evacuated survivors have allowed us to recover and make widespread improvements.

The last elements of the Society left the Homeworlds in 3077 and after a wide detour reached the Inner Sphere in the year 3083. Contact was re-established with the local cells and these had informed the survivors from the Homeworlds that none of the local radical cells had been taken alive. This prevented the local Clans from finding out the true extend of our infiltration in the Clans, having agents in all the castes and most Watch services under our control. The locals even managed to expand the infiltration beyond the Clans to several large states of the Inner Sphere, who were all too eager to have our Clanners working for them, greatly accelerating our efforts in reverse-engineering Inner Sphere technologies. These developments have allowed the Society access to a wider range of research data, technical innovations, and resources. The currently active projects that have arisen from this are described in this document and most are in low level production.

Sincerely,
—Scientist-Pilot Algar

CREDITS

This project was mostly inspired by the War of Reaving Sourcebook and its supplementary document. It left me wanting for more Society material, however in canon they have either been completely destroyed, or the survivors have very effectively gone into hiding. Seeing other fans making amazing fan products convinced me to start this Fan XTRO project.

The Fan XTRO: The Society is based upon a Society AU, which extends and fleshes out a possible existence of the Society in the Dark Age era and beyond. It is my hope that this XTRO will be used by many other fans to enhance their gaming experience. One of the core ideas of this XTRO is to limit any direct contradictions with canon, so the XTRO might be updated following the release of relevant canon material or new Errata.

This XTRO has been a wonderful experience, from interacting with other creative fans on the Battletech boardgame forum, to working with fantastic artists such as Matt Plog, and exploring various design niches that are available in Battletech. The latter would have been far more difficult without the hard work of the creators of Solaris Skunk Works and MegaMekLab, these design programs made it far easier to design and validate these designs.

Maingunnery

Writing
Maingunnery

Proofreading
Steven Cross
Mike Middleton
Henry "Red Pins" Meyer

PDF Creation & Formating
Maingunnery

Cover
Anthony Scroggins aka Shimmering Sword
https://shimmering-sword.deviantart.com

Illustrations
Matt Plog
https://mattplog.deviantart.com

Special Thanks
I would also like to give special thanks to Marauder648 for motivating me to make a real start on this project.

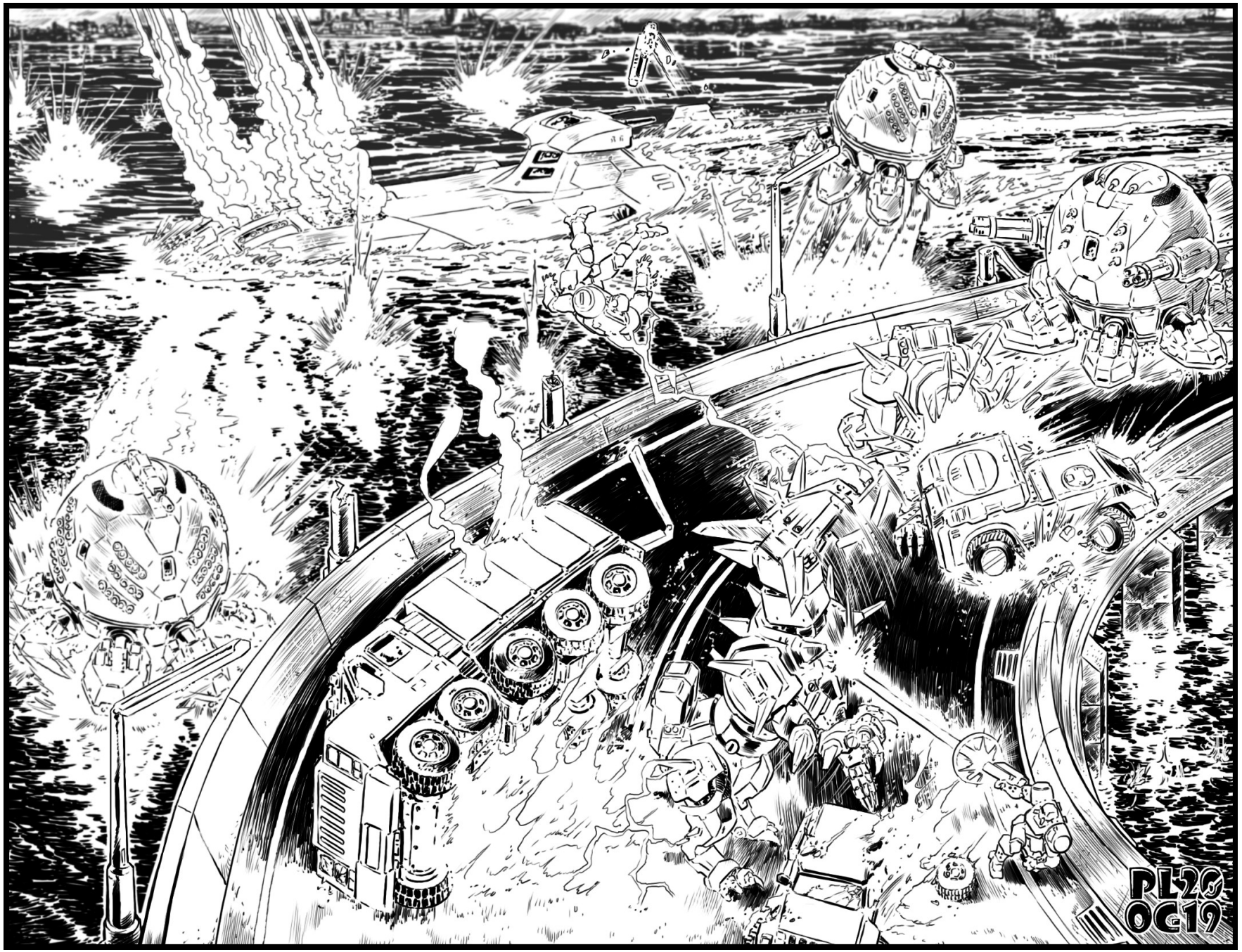
Special thanks also for Justin Balk for giving me permission to use the Kharon design and associated cover art.

I have also received valuable tips from Dragon Cat for developing the AU in which this XTRO is set, these tips have greatly increased the quality.

Thanks to Xeno426 for his ONN vehicle configurations.

How to Use this Book
The non-canon designs and variants in this fan-made experimental technical readout should only be used if the other players have given informed consent. Some units in the Society Fan XTRO also use custom technology, these units are not construction legal designs, and are noted as having *Society Exclusive Equipment*. This custom technology is described in an equipment section at the end of the XTRO. If this is a problem for the players, then an alternative solution is either ignoring the effects of the custom technology or using construction legal alternatives. The alternative are usually noted as being prototypes.

Edition v2.1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CONVENTIONALS

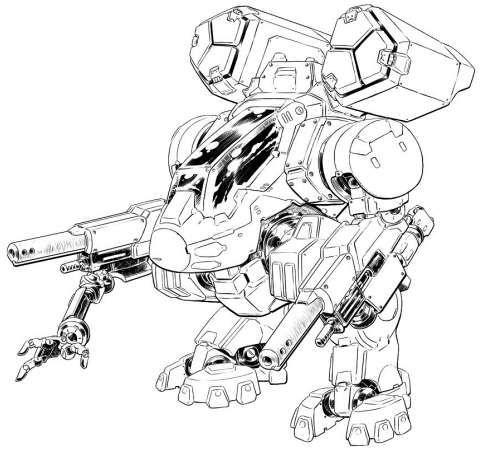
Manpower and production shortages during our rebellion forced the old Society to implement an improvised combined arms strategy. This required emptying out Brain Caches, putting various prototypes into mass production and stealing large amounts of new production from other factories. This wasn't without consequence as most equipment turned out to be outdated, poorly refurbished or to even have serious design flaws. To solve the manpower issue, the Society gave most of the equipment out to allied Clans, opportunistic bandit groups, recruited civilians, and drugged up prisoners of war. But the practice of using chemical persuasion quickly died out from both the lack of subjects and of negative feedback originating from our own voluntary forces.

However as one could expect such a quantity versus quality scenario, with the Warrior Caste being the quality part, the loses among these conventional forces were quite severe. But the ones that were successful proved quite essential for several key victories in the otherwise doomed military campaign. When it became clear that victory was truly unattainable, it was decided to evacuate as many survivors as possible from the Clan Homeworlds. This operation wasn't without risk, as the Warrior Caste had to believe that the Society was defeated instead of merely having fled. But the risk was deemed to be acceptable to secure the potential that our conventional forces have shown in the rebellion for future generations.

As time passed, the survivors were integrated into the Inner Sphere section of the Society. During this their outdated equipment was gradually replaced with modern equipment, allowing them to be on par with contemporary forces. This continuous social and military integration also motivated the Society to perfect mutagenic virotherapy, making it safe and effective. And as the Society expanded, cutting edge units were designed to both make better use of our limited manpower and to motivate our troops.

—Scientist-Pilot Algar

SOLAHMA ASSAULT BATTLE ARMOR



Type: Solahma Assault
Manufacturer: Clan Sea Fox, The Society
Primary Factory: Many
Equipment Rating: F/X-X-X-D
Society Exclusive Equipment:
BA Fusillade (Society variant only)

Even in the 32nd century there are very few people in the Society with the Elemental Phenotype or that have chosen to use the Berserker Mutatype. As such it was difficult to deploy large numbers of Battle Armor. Several agents in Clan Sea Fox were inspired by the Surat BA and came up with an idea to solve this issue, while gaining other benefits for us at the same time.

In 3120 the Sea Foxes officially introduced the Solahma Assault BA, which derives its name from solahma units, which are mostly infantry units consisting out of old, sickly, or even crippled Clan warriors. In such cases they are deemed to be no longer able to properly use valuable battlefield equipment. The transition between being a true warrior and being washed out to a solahma infantry unit is especially difficult for Mechwarriors. Most of them will do anything in their power to prevent it from happening or find some way to preserve their dignity, which makes this BA an excellent bargaining tool for our agents.

The design was inspired by both the Surat BA refits and the Marauder BA design. By many outside observers it is regarded as the smallest member of the Mad Cat family. This relation is quite visible with the missile launcher, as it looks like the launchers of Mad Cat Mk II Enhanced. It achieves this by dividing the launch tubes between the sides of the torso ammo bin. The appearance was specifically designed to draw in former Mechwarriors. This also extends to its control setup and seating, as they are nearly identical to that of a Mech, but without the required neural helmet interface. This allows even Mechwarriors that have suffered severe neural feedback injuries to operate this Battle Armor.

However in the eyes of many in the Clans, the Solahma BA has a worse reputation then the Surat BA, as is a "Pretend Mech" in their eyes. But it is one of the few remaining options for Solahma warriors with debilitating injuries to continue fighting.

CAPABILITIES

Like the designs that inspired the Solahma BA, it only uses relatively simple technologies. The armor is Clan standard plate while the chassis is built according to Inner Sphere guidelines and as such does not include any Harjel systems. The BA is also only as fast as the conventional infantry it is commonly partnered with.

Such design sacrifices does not mean that it is poorly designed, as the Society has invested a lot of time to get this design right. It is very stable and the cockpit is very comfortable, making this Battle Armor very easy to pilot. It can also mount over a metric ton of weapons and equipment, while being durable enough to survive a hit from a Heavy Large Laser. An unusual common feature on this design are the deployable basic manipulators in the arms. These are suitable for grabbing small items or even opening doors.

One of the true limits of the Solahma is that it lacks modular mounts for its main weapons, instead it is offered in multiple variants. The standard version uses a SRM-6, with seven salvos, in a split launcher. Each arm mounts an AP Gauss Rifle and an anti-personnel mount. For this variant most use ER Laser Rifles in the AP mounts, so that they can always fire all their weapons.

The first official variant of the Solahma Assault BA uses a 4-tube LRM launcher on top of a large ammo bin, which is capable of supplying twelve salvos of fire. Each arm mounts a Support PPC, with Pulse Laser Rifles being a popular choice for the AP mounts.

The second variant uses an Advanced SRM-6, capable of launching eight salvos. Each arm uses a Micro Pulse Laser that is backed up by AP mount, with most users choosing Gauss SMGs or Automatic Rifles.

The Society recently introduced our own variant based upon experience with the Solahma Battle Armor. Each arm is outfitted with an ER Small Laser and an AP mount. The special feature of this variant is the BA Fusillade system, a one-shot launcher that shoots six ATM or iATM missiles. The armor has also been upgraded to the maximum amount of Fire Resistant armor, allowing the suit to remain effective even in an inferno.

DEPLOYMENT

Most Clans don't actively purchase these BA for their solahma warriors. What happens most of the time is that a garrison officer decides to make an unofficial deal with CSF or Society agents for Solahma BA. These will then be used by the officer as incentives for good behavior, for repaying favors or for making the troops compete for the suits. There have been some former Mechwarriors that bought them with personal assets, appropriated goods, or even intelligence data to make personal deals.

The Council of Six is tolerating the existence of this design as it seems to provide a stabilizing influence, as such it is most commonly seen in solahma garrison formations. Where it directly supports conventional infantry forces on foot or are transported with them in APCs.

In the Society this BA and all its variants are widely deployed, as it can be used by nearly all personnel and its usage would not be suspicious. Some can also be found on the black market, but are often customized. These mostly focus on it's effectiveness in forming roadblocks or ambush positions.

NOTABLE UNIT

Little Widow: In all combat that this suit has seen, it has always ended with the death of the operating trooper and their target, while leaving itself in a recoverable state. Most combat personnel don't want to use 'cursed' equipment that seem to guarantee death, but for solahma infantry formations this isn't a problem but actually desirable. After the 'Little Widow' is repaired, the local solahma troops will often fight for the right to use it, these fights have turned deadly on occasion.

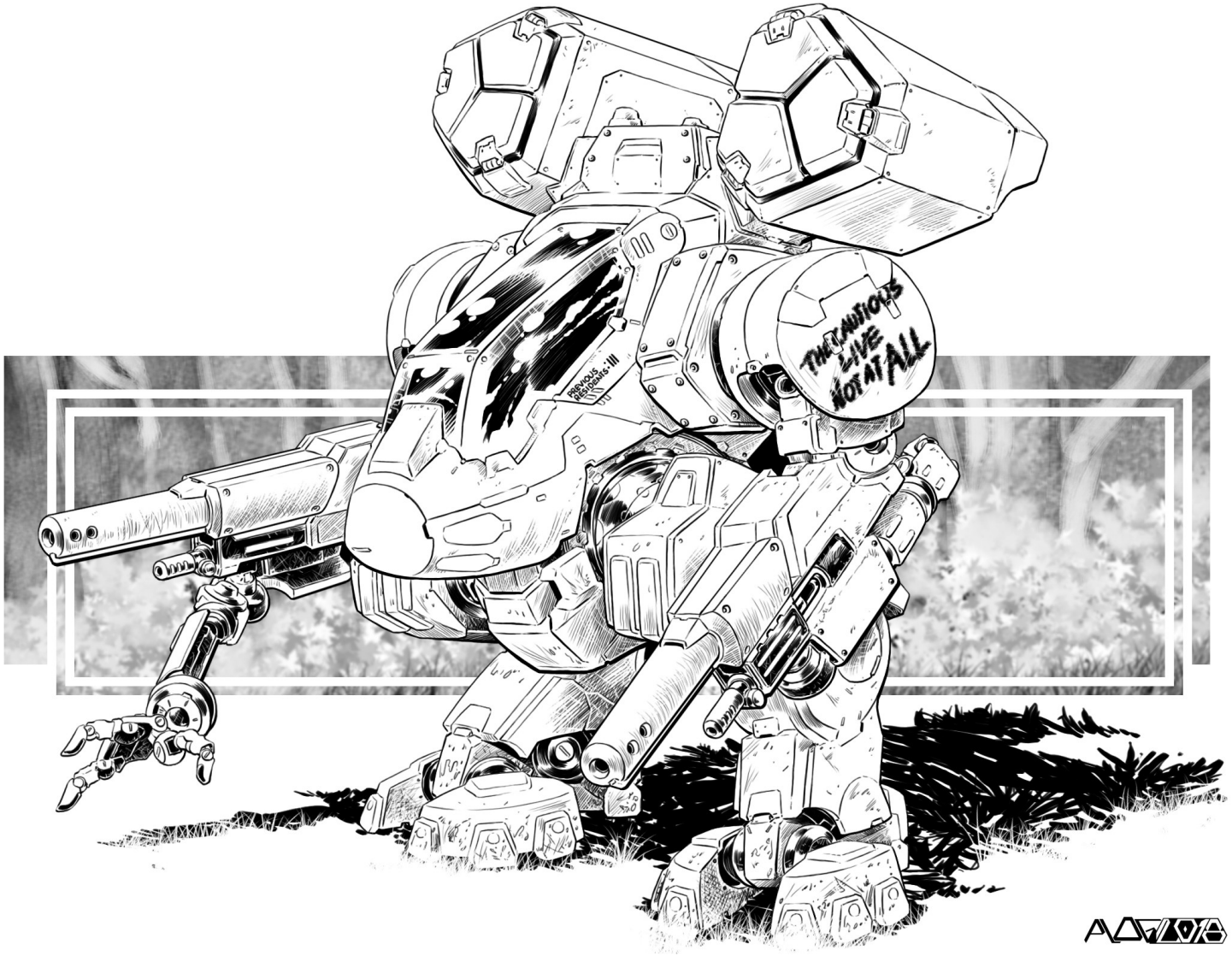
SOLAHMA ASSAULT BATTLE ARMOR

Tech Base: Mixed Clan
Chassis Type: Humanoid
Weight Class: Assault
Maximum Weight: 2,000 kg
Battle Value: (single suit)
100 (SRM) 107 (ASRM)
85 (LRM) 116 (Society)
Swarm/Leg Attack/Mechanized/AP: No/No/No/Yes

Equipment			Slots	Mass
Chassis:		(IS)		550 kg
Motive System:				
	Ground MP:	1		0 kg
	Jump MP:	0		0 kg
Manipulators:				
	Right Arm:	Basic		0 kg
	Left Arm:	Basic		0 kg
Armor:		Standard		400 kg
	Armor Value:	16+ 1(Trooper)		

Weapons and Equipment	Location	Slots (Cap)	Mass
SRM			
AP Gauss Rifle (20)	RA	2	200 kg
Anti-Personnel Mount	RA	1	5 kg
AP Gauss Rifle (20)	LA	2	200 kg
Anti-Personnel Mount	LA	1	5 kg
SRM 6 (7)	Body	5	630 kg
LRM			
Support PPC (42)	RA	3	250 kg
Anti-Personnel Mount	RA	1	5 kg
Support PPC (42)	LA	3	250 kg
Anti-Personnel Mount	LA	1	5 kg
LRM 4 (12)	Body	6	540 kg
ASRM			
Micro Pulse Laser (68)	RA	2	175 kg
Anti-Personnel Mount	RA	1	5 kg
Micro Pulse Laser (68)	LA	2	175 kg
Anti-Personnel Mount	LA	1	5 kg
Advanced SRM 6 (8)	Body	6	690 kg
Society			
ER Small Laser (20)	RA	2	350 kg
Anti-Personnel Mount	RA	1	5 kg
ER Small Laser (20)	LA	2	350 kg
Anti-Personnel Mount	LA	1	5 kg
BA Fusillade (OS)	Body	3	200 kg
Fire Resistant Armor (18)	-	+5	+150 kg

Design Quirks: Easy to Pilot, Bad Reputation



HOBGOBLIN II OMNI-PROTO

Mass: 12 tons
Chassis: HOB/12
Power Plant: 60 Fusion
Cruise Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None
Armor: Proto-Standard D
Armament:
5,650 kg pod space available
Manufacturer: The Society
Primary Factory: Da Vinci Factory Module
Communications System: Proto-Type 4
Targeting and Tracking System: Ribaldi 402 TTS
Society Exclusive Equipment:
Omni-ProtoMech

The original Hobgoblin UltraProto was a test-bed design that had been forced into use as a line unit. The following abysmal performance during the rebellion really hurt the reputation of the Hobgoblin. The design would have simply been thrown into the dustbin of history if it weren't for two factors. First, the Society still had a lot of production equipment for it. Secondly, there was heavy lobbying from people that wished to redeem it. After years of lobbying the Hobgoblin II project was green-lighted and funded.

CAPABILITIES

The Hobgoblin II reuses most of the older components such as the fusion engine and sensor equipment. However it was decided to increase the tonnage of the design to give it enough weight for upgrades. The reduced movement speed was deemed a minor issue as it was decided to keep using the Magnetic Clamp System that bypasses such issues.

Both the prototype and the primary configuration of the Omni version use the same weapons, but are both quite different from the original Hobgoblin. The main gun mounted Fusillade was replaced with a torso-mounted SRM-5 launcher. This launcher has a far smaller range of motion, as it is restricted to the torso facing, but is able to tilt up and down. The arms are each equipped with one Chemical Medium Laser, vastly improving the available firepower. This decision was based on a Hobgoblin variant that was deployed near the end of the Scientist Rebellion.

Most fire-support missions can be performed using the Alternate-A, which mounts a LRM-14. This launcher has enough ammunition to fire constantly for two minutes, after which it will have to rely on its backup Machine Gun.

For independent missions it is advised to use the Alternate-B. The arm-mounted ERMLs have the reach to be effective at longer ranges, while the AP Gauss Rifle in the torso is a useful backup weapon for engaging infantry. With its Jump Jets it can perform combat drops and isn't dependent upon others for handling extreme terrain.

The Alternate-C is almost exactly configured as the Prime, but it replaces the SRM launcher with an electronics package consisting of a Watchdog CEWS and a Light TAG. This did came at the cost of some chemical laser ammunition.

The Alternate-D uses five Extended Jump Jets to rapidly maneuver, while its AP Gauss Rifles take out softer targets. The final configuration is the Alternate-E, which functions as a mobile Streak SRM turret. The backup weapon for this configuration is a Micro Pulse Laser on the right arm.

DEPLOYMENT

Even in the Inner Sphere the looks of the original Hobgoblin are well known, therefore the usage of the Hobgoblin II is highly restricted to deployment around critical Coreun Facilities. It is usually paired with fast Medium OmniMechs or with Assault OmniMechs such as the Gatekeeper. On rare occasions it is deployed independently.

PROTOTYPE

The prototype is functionally identical to the primary configuration of the Omni-Proto production version. These prototypes remained quite viable, thus they have been re-purposed as training units instead of having them refurbished into production versions or being scrapped for parts.

NOTABLE UNIT

Little Dalf: This ProtoMech and its pilot became widely known in the Society after stopping a lance of Heavy pirate 'Mechs in late 3090. These pirates had discovered a hidden Society facility and were quickly forced to retreat. Knowing the local terrain well pilot-technician Dalf was able to intercept them at a narrow bridge that spanned over a ravine. The pirates were forced to use it as their 'Mechs weren't equipped with Jump Jets. Within a minute of heavy combat he managed to knock all the 'Mechs off the bridge and into the deep ravine. None of the pirates survived the drop.

Type: **Hobgoblin II**
Technology Base: Clan
Tonnage: 12

Equipment			**Mass**
Internal Structure:			1,200 kg
Engine:	60		1,500 kg
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Heat Sinks:	0		0 kg
Cockpit:			750 kg
Armor Factor:	58		2,900 kg
	Internal Structure	Armor Value	
Head	3	8	
Torso	12	24	
R/L Arm	3/3	6/6	
Legs	7	14	

Space Allocation

Location	*Fixed*	*Spaces Remaining*
Torso	None	3
Right Arm	None	1
Left Arm	None	1

HOBGOBLIN II OMNI-PROTO

Prime	Location	Slots	Mass
Magnetic Clamp System	T	1	1,000 kg
SRM-5	T	1	1,250 kg
Ammo (SRM) 12	T	0	600 kg
Chemical Medium Laser	RA	1	1,000 kg
Ammo (Chem ML) 12	RA	0	400 kg
Chemical Medium Laser	LA	1	1,000 kg
Ammo (Chem ML) 12	LA	0	400 kg
Battle Value: 387			

Alt-A	Location	Slots	Mass
Magnetic Clamp System	T	1	1,000 kg
LRM-14	T	1	2,800 kg
Ammo (LRM) 13	T	0	1,517 kg
Machine Gun	RA	1	250 kg
Ammo (MG) 16	RA	0	80 kg
Battle Value: 575			

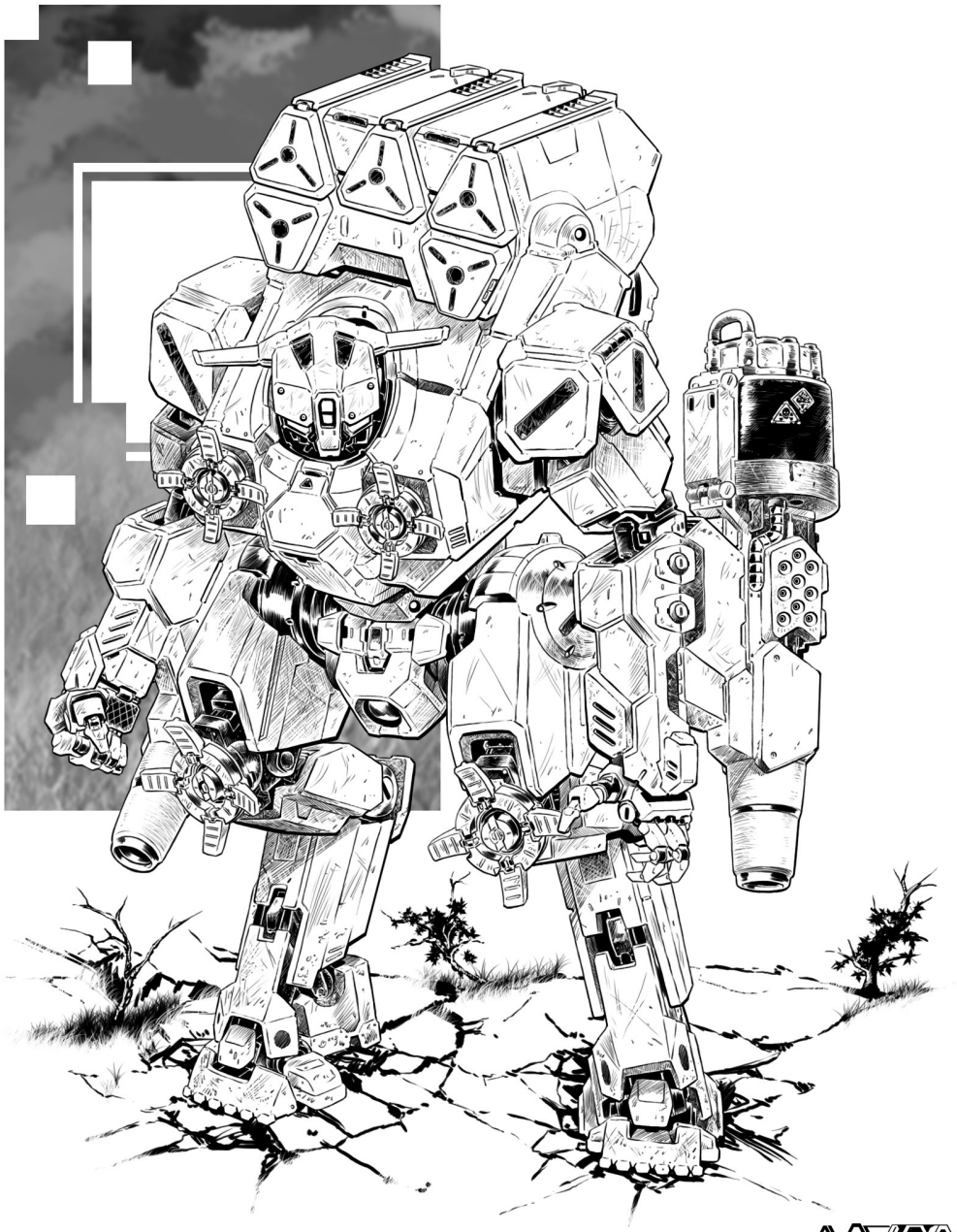
Alt-B	Location	Slots	Mass
AP Gauss Rifle	T	1	500 kg
Ammo (APG) 8	T	0	200 kg
ER Medium Laser	RA	1	1,000 kg
ER Medium Laser	LA	1	1,000 kg
10 Heat Sinks	-	0	2,500 kg
Jump Jets (3 MP)	-	0	450 kg
Battle Value: 538			

Alt-C	Location	Slots	Mass
Magnetic Clamp System	T	1	1,000 kg
Watchdog CEWS	T	1	1,500 kg
Light TAG	T	1	500 kg
Chemical Medium Laser	RA	1	1,000 kg
Ammo (Chem ML) 9	RA	0	300 kg
Chemical Medium Laser	LA	1	1,000 kg
Ammo (Chem ML) 9	LA	0	300 kg
Battle Value: 409			

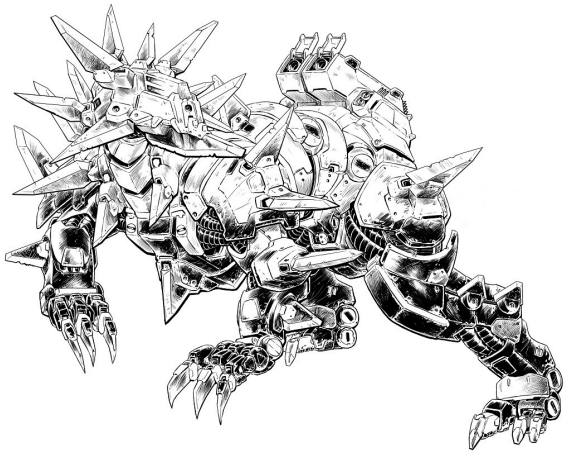
Alt-D	Location	Slots	Mass
3 AP Gauss Rifles	T	1	1,500 kg
Ammo (APG) 39	T	0	975 kg
AP Gauss Rifle	RA	1	500 kg
Ammo (APG) 13	RA	0	325 kg
AP Gauss Rifle	LA	1	500 kg
Ammo (APG) 13	LA	0	325 kg
5 Extended Jump Jets	-	0	1,500 kg
Battle Value: 412			

Alt-E	Location	Slots	Mass
Magnetic Clamp System	T	1	1,000 kg
Streak SRM-6	T	1	3,000 kg
Ammo (SSRM) 15	T	0	900 kg
Micro Pulse Laser	RA	1	500 kg
1 Heat Sink	RA	0	250 kg
Battle Value: 455			

Design Quirks: Extended Torso Twist



LINDWORM OMNI-PROTO



Mass: 14 tons
Chassis: LND/12
Power Plant: 140 Fusion
Cruise Speed: 86 kph
Maximum Speed: 129 kph (172 kph)
Jump Jets: None
Jump Capacity: None
Armor: G4 EDP Armor
Armament:
1,700 kg of pod space available
Manufacturer: The Society
Primary Factory: Newton Factory Module
Communications System: Proto-Type 4
Targeting and Tracking System: SAT-PM1
Society Exclusive Equipment:
Omni-ProtoMech

The Basilisk Quad was a prominent part of the Society's ProtoMech forces during the Rebellion and it had proven its effectiveness in many recorded engagements. However that design was fabricated using parts that couldn't be obtained after the Rebellion. This quickly relegated the remaining examples to training facilities. This was unacceptable for the Society, so it was decided to design an Ultraheavy ProtoMech to replace the Basilisk Quad. It was designed from the ground up to be manufactured by the Society, be compatible for a larger selection of pilots, and to utilize the latest technological advancements.

CAPABILITIES

The Lindworm doubles the tonnage of its predecessor, much of the increased weight was invested into maintaining the absolute maximum velocity while increasing armor protection. This has made it far more survivable and more effective at utilizing its Electric Discharge ProtoMech armor.

The first alternative configuration was designed to be a scout using a Light Active Probe. This system does require the user to get very close in order to detect enemy units, prompting a design decision to use four machine guns with minimal ammo. It is not very popular but it can use the many machine guns to find weak spots. This configuration is favored if an objective is inside a building, in which case the short range of the machine guns becomes unimportant.

The energy and weight requirements of the EDP armor make the Lindworm unsuitable for energy weapons, which is the reason why there are only two configurations that truly focus on damage output. Alternate-B is completely focused on producing the maximum amount of missile damage, through the use of a SRM-5 launcher. Tests have shown that it should also be very effective against enemy vehicles, especially if it uses Inferno SRM missiles. Alternate-C is very similar, but is focused upon performing slashing attacks against enemy infantry formations and has relatively better endurance.

Alternate-D is an artillery spotter that is capable of making 240 meter jumps. Although this Lindworm configuration is very difficult target to hit, it is only armed with a Light TAG, thus it relies on allies to be a credible threat. Most users have called it the ProtoMech version of the Ostscout.

The second configuration that uses the ProtoMech Quad Melee Weapon System is the Alternate-E, which is nearly identical to the primary configuration, but it uses a SRM launcher with less ammunition.

DEPLOYMENT

The Lindworm has been in production for several decades, this has allowed all of the Society's facilities and task forces to have a sizable group available of these Omni-Protos. Its improved capabilities not only allowed it to replace the Basilisk Quad in most of the Society's forces, but it has also taken many of the battlefield roles of fast Light 'Mechs, sharply reducing the need for traditional Light 'Mechs.

PROTOTYPE

The more conventional Prototype is functionally identical to the primary configuration, which uses a ProtoMech Quad Melee Weapon System with a LRM-2, the latter being intended for harassing fire or for using special munitions such as Smoke LRMs to break line of sight. This version is still deemed to be effective and might be constructed if local facilities can't handle production of Omni-ProtoMechs.

NOTABLE UNITS

Mongoose Trey: An elite Trey of Lindworm pilots that are specialized in quickly taking out Assault 'Mechs.
As a coordinated group of nine ProtoMechs they are able to turn their group into a continuous twister of claws, blades, electric discharges and other weapon attacks. Like mongooses they will wear their dangerous prey down and then go for the kill. The pilot that does the highest amount of damage, gets the glory of clawing out the enemy Mechwarrior.

Type: **Lindworm**
Technology Base: Clan
Tonnage: 14

Equipment			**Mass**
Internal Structure:			1,400 kg
Engine:	140		5,000 kg
Walking MP:	8		
Running MP:	12 (16)		
Jumping MP:	0		
Myomer Booster:			350 kg
Heat Sinks:	0		0 kg
Cockpit:			750 kg
Armor Factor (EDP):	64		4,800 kg
	Internal Structure	Armor Value	
Head	4	8	
Torso	14	28	
Legs	16	28	

Space Allocation

Location	*Fixed*	*Spaces Remaining*
Torso	EDP Armor	5

LINDWORM OMNI-PROTO

Prime	Location	Slots	Mass
ProtoMech QMWS	T	1	1,000 kg
LRM-2	T	1	400 kg
Ammo (LRM) 18	T	0	300 kg
Battle Value: 460			

Alt-A	Location	Slots	Mass
Light Active Probe	T	1	500 kg
Machine Gun	T	1	250 kg
Ammo (MG) 10	T	0	50 kg
Machine Gun	T	1	250 kg
Ammo (MG) 10	T	0	50 kg
Machine Gun	T	1	250 kg
Ammo (MG) 10	T	0	50 kg
Machine Gun	T	1	250 kg
Ammo (MG) 10	T	0	50 kg
Battle Value: 454			

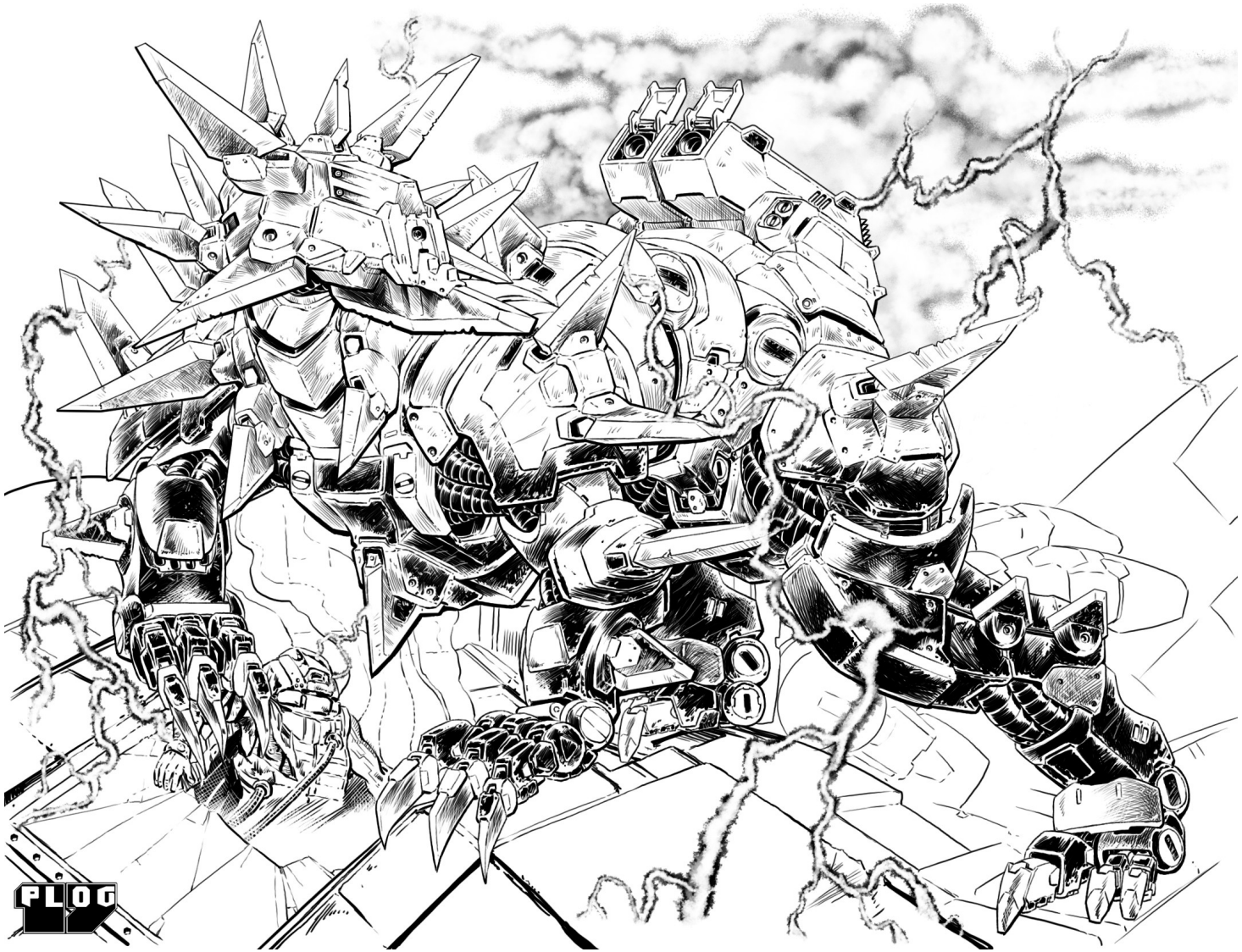
Alt-B	Location	Slots	Mass
SRM -5	T	1	1,250 kg
Ammo (SRM) 9	T	0	450 kg
Battle Value: 542			

Alt-C	Location	Slots	Mass
AP Gauss Rifle	T	1	500 kg
Ammo (APG) 14	T	0	350 kg
AP Gauss Rifle	T	1	500 kg
Ammo (APG) 14	T	0	350 kg
Battle Value: 502			

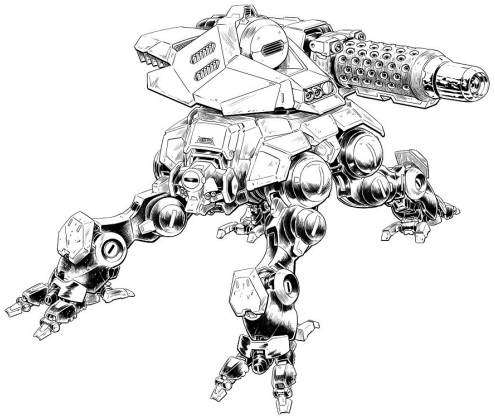
Alt-D	Location	Slots	Mass
Light TAG	T	1	500 kg
Jump Jets (8 MP)	-	0	1,200 kg
Battle Value: 413			

Alt-E	Location	Slots	Mass
ProtoMech QMWS	T	1	1,000 kg
SRM-2	T	1	500 kg
Ammo (SRM) 10	T	0	200 kg
Battle Value: 451			

Design Quirks: Distracting



NIXE OMNI-PROTO



Mass: 15 tons
Chassis: NX/15
Power Plant: 45 Fusion
Cruise Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None
Armor: Proto-Standard Q
Armament:
8,500 kg of pod space available
Manufacturer: The Society
Primary Factory: Archimedes Factory Module
Communications System: Proto-Type 4
Targeting and Tracking System: SAT-PM1
Society Exclusive Equipment:
Omni-ProtoMech

In the past it was believed that some weapons, such as Heavy Large Lasers, would never be mounted on a ProtoMech. However the Society believed that they could go much further then any previous attempts and specifically designed the Nixe to find the practical limits of what could be mounted on a ProtoMech. The design quickly settled on being a quad body, with a minimalistic engine and decent armor covering.

CAPABILITIES

The primary configuration uses an Improved Heavy Large Laser as the main gun weapon. This heavy laser with its high damage output is very capable of making holes in enemy armor for other allies to exploit. Because of this it is usually used to create devastating ambushes.

The Alternate-A configuration is focused on offering accurate long-range support through the use of a Large Pulse Laser. It is also quite useful for guarding the flanks of friendly 'Mech forces, allowing the 'Mechs to focus more on their own assignment instead of having to deal with backstabbing enemies.

Alternate-B is designed to function as an anti-vehicle platform. For this role it is equipped with a LB 5-X Autocannon, usually using cluster rounds. It isn't a hard hitting weapon, but the shotgun effect is strong enough damage sensitive vehicle components. In case of infantry it can rely on an AP Gauss Rifle, but for 'Mechs it is going to need assistance.

Alternate-C is a support configuration and mounts two LRM-12 launchers in the main gun mount. The ammo bins for these launchers contain nearly three minutes worth of constant missile salvos. However if these run out of ammo, this configuration would be almost helpless, which is why the designers added a Light Machine Gun to deal with lesser threats and limit the consumption of LRM ammunition.

The Alternate-D configuration mounts an ER Large Laser and Watchdog CEWS in the turret. The pilots usually spread themselves along an entire firing line to provide optimal EW support. The electronics also allow it to retain proper situational awareness while sniping with the ER Large Laser.

If the expected situation requires more dynamic combat or entails a combat drop, then Alternate-E would be the preferred configuration. With five improved jump jets it can keep up with most combat formations, while the two Streak SRM-5 launchers provide enough firepower to make a worthwhile contribution.

DEPLOYMENT

As a slow ProtoMech it is rarely deployed on the front lines, and is more commonly used in prepared battlefields such as in ambushes around fixed facilities. In that role it is quite devastating and thus any significant planet side installation will have some active Nixe ProtoMechs.

PROTOTYPE

During the development of the Nixe, the Society created two batches of prototypes. These PR1 and PR2 models respectively mirror the Prime and Alt-A configuration and have seen heavy use during the last days of the rebellion.
The surviving examples of these models are on display in various Society museums.

NOTABLE UNITS

NX-0 Sept: The prototypes of the Nixe were the last Society designed prototypes that have been developed in the Clan Home Worlds. An entire Sept of them were just finished being build when the evacuation order was received. With a Warrior Star nearby and no other combat assets available, they were forced to use these prototypes in combat. Using some vehicles they were able to lure the Star of 'Mechs to a crater where the Nixe Sept had been hidden along the rim. Upon reaching the center the enemy star was immediately jammed and then torn apart in short order. The salvage was then used in a plan for capturing the Broadsword-class DropShip that was assigned to that Star.

Type: **Nixe**
Technology Base: Clan
Tonnage: 15

Equipment			**Mass**
Internal Structure:			1,500 kg
Engine:	45		1,000 kg
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Heat Sinks:	0		0 kg
Cockpit:			750 kg
Armor Factor:	65		3,250 kg
	Internal Structure	Armor Value	
Head	4	7	
Torso	14	26	
Legs	16	26	
Main Gun	2	6	

Space Allocation

Location	*Fixed*	*Spaces Remaining*
Torso	None	6
Main Gun	None	2

NIXE OMNI-PROTO

Prime	Location	Slots	Mass
Improved Heavy Large Laser	MG	1	4,000 kg
18 Heat Sinks	-	0	4,500 kg
Battle Value: 579			

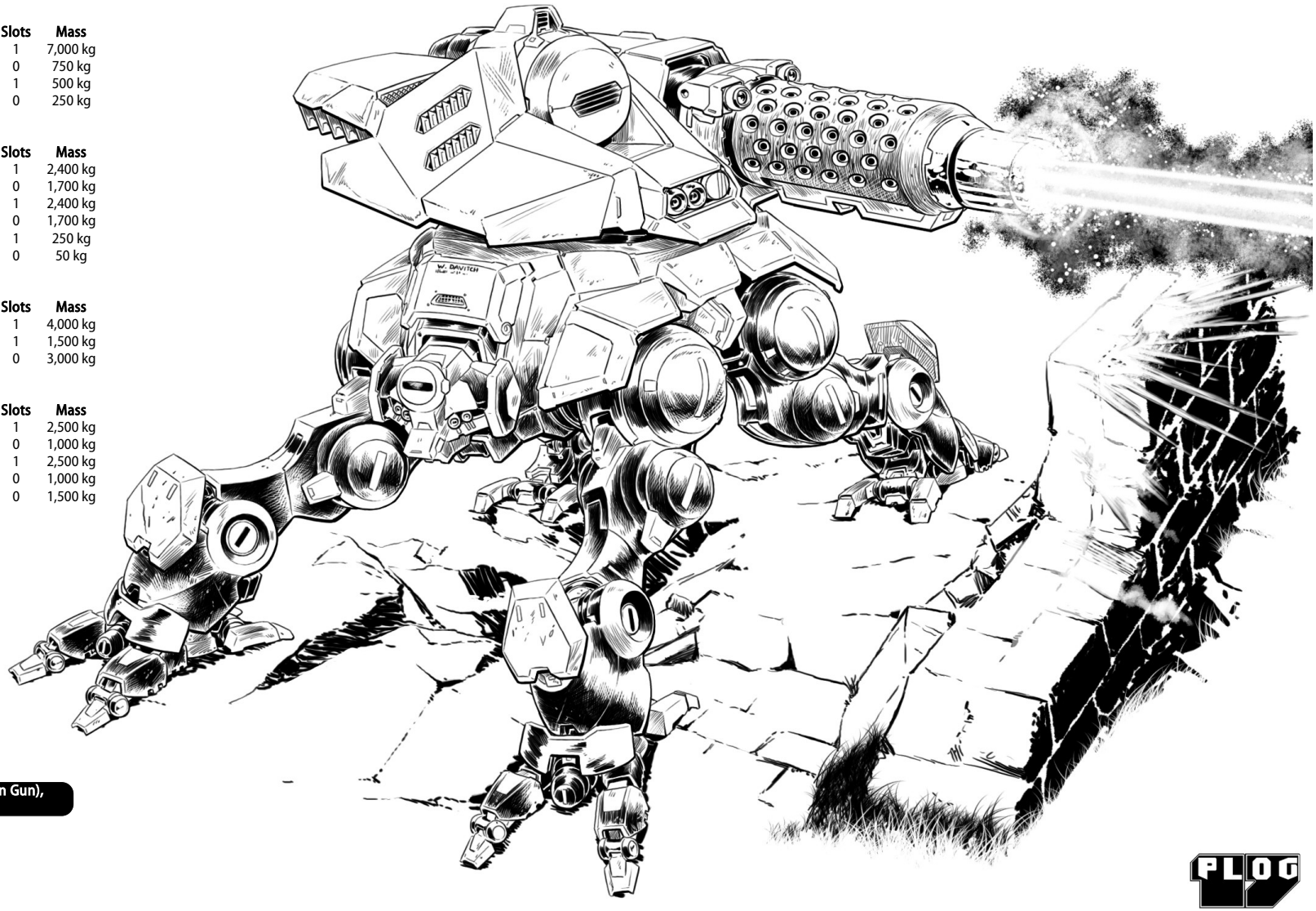
Alt-A	Location	Slots	Mass
Large Pulse Laser	MG	1	6,000 kg
10 Heat Sinks	-	0	2,500 kg
Battle Value: 548			

Alt-B	Location	Slots	Mass
LB 5-X Autocannon	MG	1	7,000 kg
Ammo (LBX) 15	MG	0	750 kg
AP Gauss Rifle	MG	1	500 kg
Ammo (APG) 10	MG	0	250 kg
Battle Value: 398			

Alt-C	Location	Slots	Mass
LRM-12	MG	1	2,400 kg
Ammo (LRM) 17	MG	0	1,700 kg
LRM-12	MG	1	2,400 kg
Ammo (LRM) 17	MG	0	1,700 kg
Light Machine Gun	T	1	250 kg
Ammo (LMG) 10	T	0	50 kg
Battle Value: 852			

Alt-D	Location	Slots	Mass
ER Large Laser	MG	1	4,000 kg
Watchdog CEWS	MG	1	1,500 kg
12 Heat Sinks	-	0	3,000 kg
Battle Value: 620			

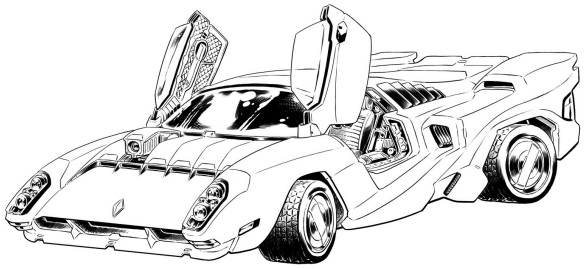
Alt-E	Location	Slots	Mass
Streak SRM-5	MG	1	2,500 kg
Ammo (SSRM) 20	MG	0	1,000 kg
Streak SRM-5	MG	1	2,500 kg
Ammo (SSRM) 20	MG	0	1,000 kg
5 Improved Jump Jets	Body	0	1,500 kg
Battle Value: 755			



Design Quirks: Accurate Weapon (Main Gun), Hard to Pilot

PLOG

ROTUNDA C SPYCAR



Mass: 10 tons
Movement Type: Wheeled
Power Plant: 70 XL Fusion
Cruise Speed: 97 kph
Maximum Speed: 151 kph
Armor: Ferro-Fibrous
Armament:
4 ER Small Lasers
1 Watchdog CEWS
Manufacturer: The Society
Primary Factory: Various
Communications System: Spectrum Filter w. Watchdog CEWS
Targeting and Tracking System: Hanover Sight 3090-K-I-T
Society Exclusive Equipment:
None

When the Society emptied many Brain Caches during the Scientist Rebellion they gained possession of many types of vehicles, but didn't use all of them in combat. An good example is the Rotunda Scout Vehicle which relies on advanced body kits to hide its true nature, but none of the cached body kits matched any vehicle in the Clan Homeworlds. But with the full relocation of the Society to the Inner Sphere it became practical again to refurbish the Rotunda and put it to use, which led to a switch to a more modern Inner Sphere style for the Rotunda C.

CAPABILITIES

Not wanting to use a design with outdated technology, the Society decided to refit and update the design to better fit the needs of their agents and intervention teams. The extensive refit left almost nothing unchanged, creating an almost completely different vehicle. The fusion engine was replaced with a Clan-grade extra-light model, the armament was replaced with four ER Small Lasers, and a Watchdog CEWS was added to improve its usefulness as a scout. The resulting weight reductions allowed for the armor protection to be massively increased and the total weight to be reduced by ten tons. The reduced tonnage of the Rodunda C solved the old technical issues, freed-up more internal room for the one-person crew, while also reducing the chances of it being discovered.

The original Rotunda was almost never used in vehicular combat as it was a glass cannon that could not survive return fire from heavy weapons, but the current version has functional armor and only close range weapons, thus making it more of a surprise knife-fighter.

VARIANTS

The most common variant takes a slightly low tech approach with two Machine Guns and a single size-10 Rocket Launcher in the front, and a Vehicular Mine Dispenser in the rear. The engine was also upgraded to an 120 XL model allowing this variant to outrun nearly all civilian traffic.

Like with the original Rotunda there are a large range of body kits available for changing the shape and appearance of the vehicle to fool observers, so the exterior appearance says nothing about which variant is encountered. The designers of the Rotunda C even went so far as to include minor innovations from omni-technology to make it easier to exchange the outer body panels, allowing a very fast switch when using a pit-stop arrangement.

DEPLOYMENT

For purposes of deniability the Society deliberately leaked the design to all known Clan Watch organizations, as a result the Rotunda C is widely used by them and by the Society itself. Of particular note is that, with exception to the CX unique variant, that most variants originate from outside of the Society.

NOTABLE UNIT

"Racer" James Knight: Used an unique "CX" variant of which exchanged the armament for a higher rated XXL engine, pushing it up to 345 km/h with an Improved Heavy Medium Laser, the explosive nature of this weapon is mitigated by also including CASE protection. The extreme engine upgrade makes it ideal for extracting valuable contacts.

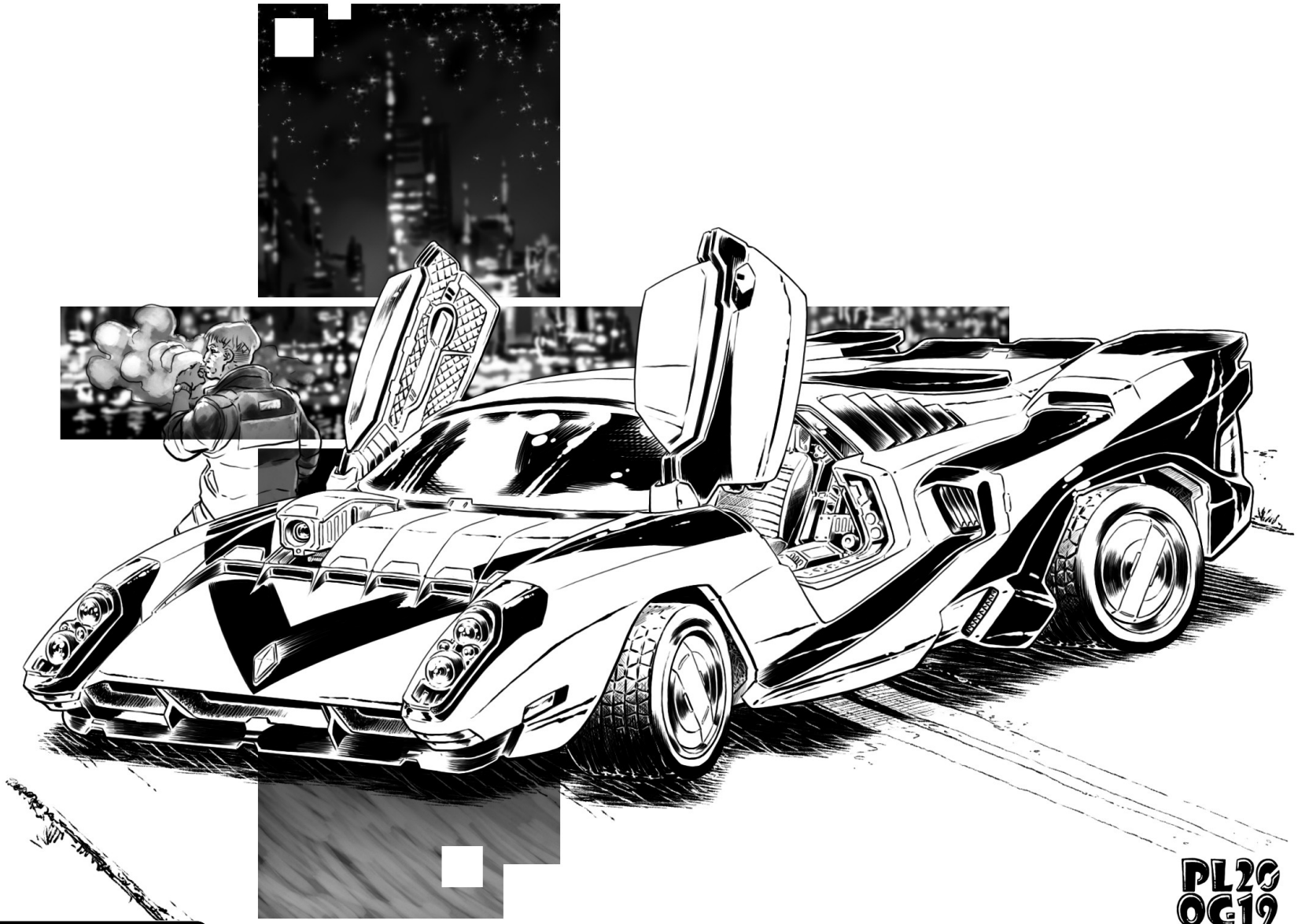
During one such extraction mission James had to flee from a large group of drones, later identified as Celerity drones, the first few drones were turned into scrap by the heavy laser. The ones chasing him managed to keep up with the CX, until eventually their legs came apart. The last obstacle of the mission was one drone that predicted the route and had positioned itself to block James, but it ended up as a giant bowling pin.

Type: **Rotunda C**
Technology Base: Clan
Movement Type: Wheeled
Tonnage: 10
Battle Value: 549

Equipment		**Space**	**Mass**
Internal Structure:			1
Engine:	70	1	1.5
Type:	XL Fusion		
Cruise MP:	9		
Flank MP:	14		
Heat Sinks:	10		0
Control Equipment:			0.5
Armor Factor (Ferro-Fibrous):	67	1	3.5
	Armor Value		
Front	20		
R/L Side	16		
Rear	15		

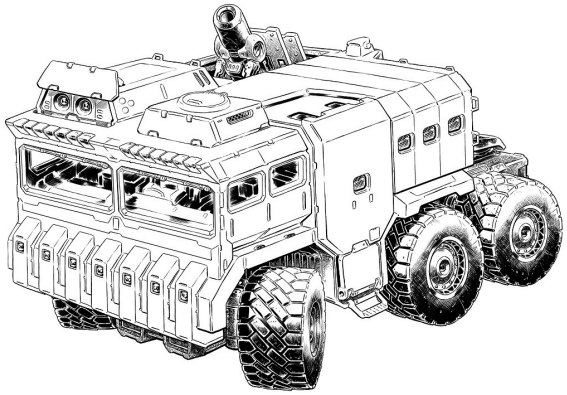
Weapons and Ammo	**Location**		**Tonnage**
4 ER Small Lasers	FR	4	2
Watchdog CEWS	BD	1	1.5

ROTUNDA C SPYCAR



Design Quirks: Power Reverse, Modular Weapons

VISOR STRIKE VEHICLE



Mass: 40 tons
Movement Type: Wheeled
Power Plant: LTV 300 XL Fusion
Cruise Speed: 86 kph
Maximum Speed: 130 kph
Armor: M2 Ferro-Fibrous
Armament:
13 tons of pod space available
Manufacturer: The Society
Primary Factory: Boulder Mesa Complex
Communications System: MASK Team Communicator
Targeting and Tracking System: Rhino Sector TRAK
Society Exclusive Equipment:
None

The Visor Strike Vehicle is designed to give undercover intervention teams direct access to heavy weapons, to provide this support it has been designed to look identical to a civilian Puller vehicle, which is an extremely common trailer-towing support vehicle. The Puller is often seen as the little civilian brother of the BattleMech Recovery Vehicle, being mostly one big engine for towing trailers, but the reduced width and wide wheels allow it to operate in cities without any risk of it causing damage to the road surface. The design of the Puller Truck has been a part of the public commons for centuries and most industrial worlds have at least one or more manufacturers.

As the Puller Truck is manufactured on many planets, there are also many local variations with slightly different looks. Of note is that there are three main variant branches, the most common one will use left-over weight for an additional fuel, the second branch puts a worker compartment for handling cargo, and the third invest the weight in one or more lift hoists.

CAPABILITIES

The Visor can be visually divided into three sections, the front section has the large engine and crew cabin, the central section with the worker compartment (which contains the hidden turret in the Visor), and a rear section with a heavy-duty trailer hitch. Unless the crew deploys the turret or uncovers the other weapons it will look identical to the Puller Truck that it is imitating. The Visor also retains the big engine aspect of the Puller, but upgrades it to a higher rated XL fusion engine, the armor is similarly upgraded to thicker clan-grade Ferro Fibrous armor, so it doesn't have much to fear from small arms.

The primary configuration has a Mech Mortar/8 in the turret and two ER Medium Lasers hidden in the front. Which is usually enough fire support for the infantry it is transporting.

Alternate-A uses a Large Pulse Laser and a LRM-15 with Artemis-V FCS, this loadout is designed to provide accurate fire-support, limiting damage caused by stray fire.

The Alternate-B configuration is a reconnaissance vehicle with an extremely powerful close range punch, the firepower mostly comes from the five turret-mounted SRM-4s, but it also has an improved Heavy Medium Laser and a mine dispenser. The electronics suite is aided by an Active Probe, Angel ECM, and remote sensors.

For transporting BA on long missions there is the Alternate-C, it has two Medium Pulse Lasers and a TAG in the turret so it is not reliant upon ammunition, and the two ton cargo bay can be used to store supplies and mission equipment.

One of the normal Puller variants is centered around having four lift-hoists, the Alternate-D imitates this variant but also includes a hidden Laser Anti-Missile System turret.

The last common configuration is centered around a drone remote control system for controlling seven drones, which are usually transported in an attached trailer. It is unpopular but it makes effective use of any drones that have ended up in the Society. For immediate self-defense it has a Plasma Cannon in the turret, two Micro Pulse Lasers at the front, and a Watchdog CEWS hidden in the body.

DEPLOYMENT

The Visor is mostly used by various intervention Teams and by Society logistic personnel, although the latter are restricted to using the Alt-C, Alt-D or an empty configuration.

NOTABLE UNIT

Team-One: The Visor Strike Vehicle of Intervention Team One, in its long career it has proven essential to resolving many crises often through shooting custom payloads with its 'Mech Mortar. In one event it has used the 'Mech Mortar to distribute a special pesticide to save a city from a dangerous plant-based terror weapon. This event also lead to the discovery of a Republic of the Sphere-backed terrorist organization called TOXIN, and in the following years Intervention Team One would constantly pursue them, fouling many of their terroristic plans.

Type: **Visor**
Technology Base: Clan
Movement Type: Wheeled
Tonnage: 40

Equipment		**Space**	**Mass**
Internal Structure:			4
Engine:	300	1	14.5
Type:	XL Fusion		
Cruise MP:	8		
Flank MP:	12		
Heat Sinks:	10		0
Control Equipment:			2
Turret:			0.5
Armor Factor (Ferro-Fibrous):	115	1	6
	Armor Value		
Front	30		
R/L Side	21		
Rear	21		
Turret	22		

Fixed Weapons and Ammo	**Location**	**Tonnage**
Trailer Hitch	R	0

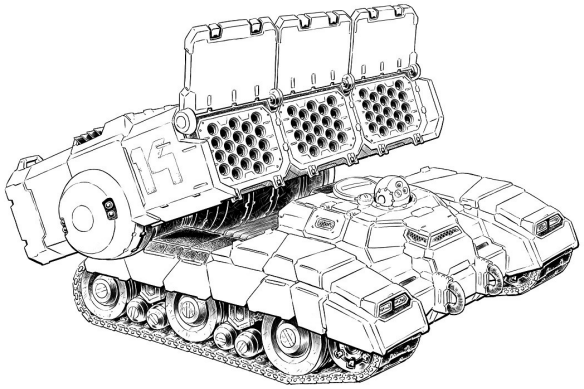
VISOR STRIKE VEHICLE

Weapons and Ammo	Location	Spaces	Tonnage
Primary Weapons Configuration			
'Mech Mortar/8	Turret	1	5
2 ER Medium Lasers	Front	2	2
Ammo (Mortar) 12	Body	0	3
Infantry Compartment	Body	1	3
Battle Value: 937			
Alternate Configuration A			
LRM-15	Turret	1	3.5
Artemis V FCS	Turret	1	1.5
Large Pulse Laser	Front	1	6
Ammo (LRM) 16	Body	1	2
Battle Value: 1,377			
Alternate Configuration B			
5 SRM-4s	Turret	5	5
Imp. Heavy Medium Laser	Front	1	1
Ammo (SRM) 75	Body	0	3
Angel ECM Suite	Body	1	2
Active Probe	Body	1	1
Vehicular Mine Dispenser	Rear	1	0.5
Remote Sensors Dispenser	Rear	1	0.5
Battle Value: 1,107			
Alternate Configuration C			
2 Medium Pulse Lasers	Turret	2	4
TAG	Turret	1	1
Infantry Compartment	Body	1	6
Cargo Bay	Body	1	2
Battle Value: 813			
Alternate Configuration D			
Laser Anti-Missile System	Turret	1	1
4 Lift Hoists	Rear	4	12
Battle Value: 444			
Alternate Configuration E			
Plasma Cannon	Turret	1	3
2 Micro Pulse Laser	Front	2	1
Drone Remote Carrier System [7 drone operators]	Body	1	5.5
Watchdog CEWS	Body	1	1.5
Ammo (Plasma) 20	Body	0	2
Battle Value: 916			

PL20
OG19

Design Quirks: Trailer Hitch, Rumble Seat

LRM-AV CARRIER



Mass: 60 tons
Movement Type: Tracked
Power Plant: 180 XL Fusion
Cruise Speed: 32 kph
Maximum Speed: 54 kph
Armor: SCV Hardened
Armament:
3 LRM-20s with Artemis-V FCS
1 Laser Anti-Missile-System
1 ECM Suite
1 Micro Pulse Laser
Manufacturer: The Society
Primary Factory: Various
Communications System: Communication II w. ECM Suite
Targeting and Tracking System: FastScan with IndirectTrack2 and Artemis-V FCS
Society Exclusive Equipment:
None

In 3091 the Society introduced a set of updated missile carrier tanks that addresses the core weaknesses of the old missile carriers that are widely used by the Society, such as weak armor protection and lack of short range firepower. This was done to increase the effectiveness and survivability of Society vehicle forces, which have become far less expendable over the decades.

CAPABILITIES

The end products of the development process consisted of one advanced LRM missile carrier and a number of variants that utilize other missile systems.

The LRM-AV Carrier is armed using Clan LRM launchers linked with Artemis-V fire control systems and is meant for usage by regular Society forces. Other characteristics of this carrier are its thick hardened armor, an 180-rated XL Engine, launcher hatches that can conceal the number of launcher tubes, a rear mounted Micro Pulse Laser to deal with infantry, and a pop-up Laser AMS system effectively defend against other missile users. The design also mounts an ECM Suite, most crews set it to ECCM mode to counter enemy ECM (this keeps the Artemis-V FCS functioning under basic jamming).

With the design being heavily based upon the LRM Carrier, it is possible to fool enemy forces to misidentify the missile carrier as a normal Inner Sphere LRM Carrier. Deviations in its appearance easy fall within the wide aesthetic range of various local and interstellar manufacturers. This deception can be very convincing if crews use some standard LRM missiles while also keeping the advanced electronics in passive stand-by mode. When the time is right the crew can instantly turn on the extra electronics and reveal the Laser Anti-Missile System.

VARIANTS

Currently there are two main variants of the new missile carrier, one that uses iATM launchers and a variant that uses Clan SRM launchers. The iATM Carrier is designed for critical asset defense and is constructed with restricted technology. The iATM carrier switches the launchers for iATM-12 launchers and upgrades the ECM Suite to a Nova CEWS, allowing for accurate fire support when linked in a Nova CEWS network.

The SRM variant takes a different approach, replacing all the weapons with ten SRM-6 launchers while retaining just the Laser AMS and ECM Suite. Allocating only seven tons of ammunition for the launchers left enough tonnage to upgrade the engine to an 300-rated version, giving the SRM-C Carrier a substantial speed upgrade. The extra speed is often used to suddenly close into short range of a target and then unloading all the launchers upon it.

DEPLOYMENT

In general both of the new carrier designs are deployed according to their original design guidelines, but there have been exceptions. For the iATM Carrier the slow cruise speed combined with the sensitive nature of the equipment used, such as the iATM-12s and the Nova CEWS, forced this vehicle into a base defense niche. Thus most of the iATM Carriers are deployed with the defending forces of Coreun bases. However there are some exceptions for important offensive missions, where it performed very well.

The LRM-AV Carrier and SRM-C Carrier are on the other hand more widely used in both intervention teams, front-line units, and sometimes deliberately given out to third parties to create bad intelligence data.

NOTABLE UNIT

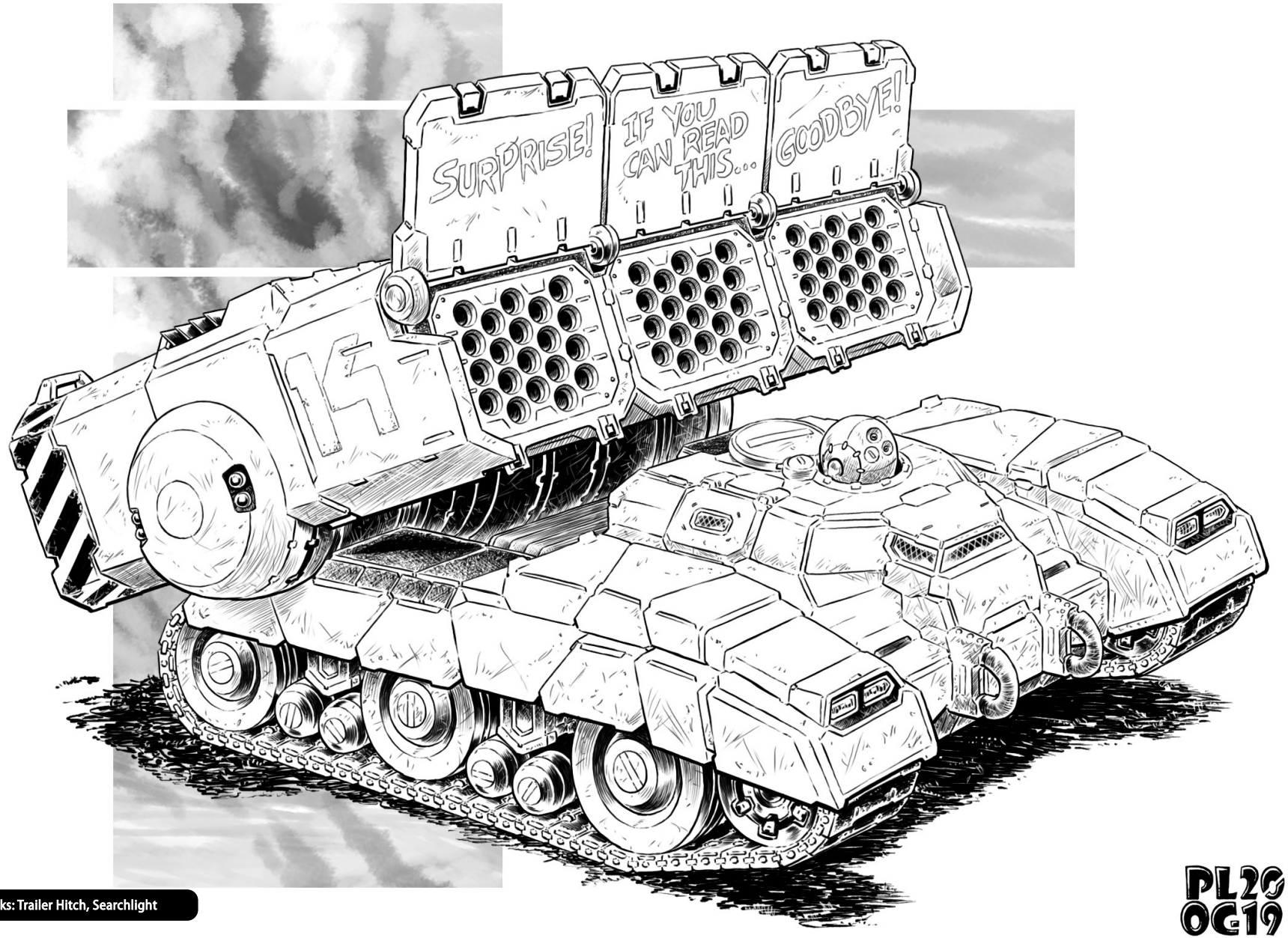
NONE: Fact-finders have yet to find any crew or vehicles of this set that has done anything of noteworthy, this is unusual considering how common it is in our forces. Researchers have been assigned to study this phenomenon.

Type: **LRM-AV Carrier**
Technology Base: Clan
Movement Type: Tracked
Tonnage: 60
Battle Value: 1,884

Equipment		Space	Mass
Internal Structure:			6
Engine:	180	1	5.5
Type:	XL Fusion		
Cruise MP:	3		
Flank MP:	5		
Heat Sinks:	10		0
Control Equipment:			3
Armor Factor (Hardened):	100		12.5
	Armor Value		
Front	30		
R/L Side	25		
Rear	20		

Fixed Weapons and Ammo	Location		Tonnage
Laser Anti-Missile System	Front	1	1
3 LRM-20 w. Artemis-Vs	Front	6	19.5
ECM Suite	Body	1	1
Ammo (LRM) 66	Body	0	11
Micro Pulse Laser	Rear	1	0.5

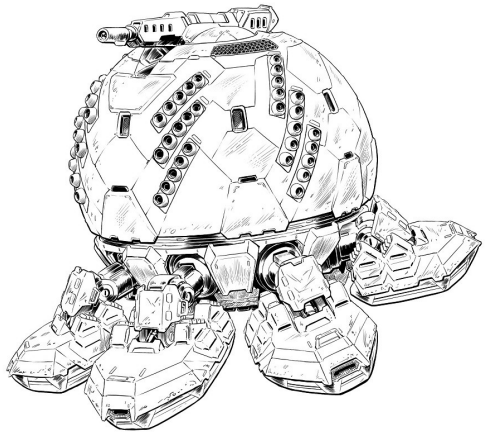
LRM-AV CARRIER



Design Quirks: Trailer Hitch, Searchlight

PL20
OG19

GERRIDA S-H HOVERTANK



Mass: 100 tons
Movement Type: Hover (w. Flotation Hull)
Power Plant: 375 XXL Fusion
Cruise Speed: 75 kph
Maximum Speed: 118 kph
Armor: Ferro-Lamellor
Armament:
34 tons of pod space available
Manufacturer: The Society
Primary Factory: New Alaska Complex
Communications System: Heavy Spectrum Filter A
Targeting and Tracking System: Object Detection Net-1
Society Exclusive Equipment:
Vehicular Endo Steel

The Gerrida Super-Heavy Hovertank is named after a group of Terran insects that have the ability to walk on water. It is designed to function as a skirmisher, to seek out weak points in an enemy formation and then in a group ruthlessly overwhelm the discovered weak points. The design of the Gerrida was also highly influenced by efforts for optimal compatibility with vehicular jump jets. This can been easily seen in its appearance, with its radial symmetry, spheroid central body and impact absorbing hover-pad actuators. These actuating legs also allow the hover-pads to be moved for optimal terrain tracking and to fold them up for transport. These features solved most of the piloting issues that stem from using vehicular jump jets and also make the vehicle far easier to pilot.

CAPABILITIES

The various parts of the Gerrida are designed to function as a flotation hulls, allowing the Gerrida to continue fighting on water, even with damaged propulsion systems. The designers also went to extreme lengths to maximize the payload, such as using an XXL engine and Vehicular Endo Steel. These technologies make each Gerrida very expensive, even though the Society has perfected their manufacturing processes, thus this design is reserved for elite vehicle crews.

The Primary configuration was derived from the first prototype and is armed with four LRM-15 launchers and a Large Pulse Laser. These weapons are aided by a Nova CEWS and a Remote Sensor Dispenser for greater coordination. The large ammunition supply allows for superb endurance and increased tactical options.

The Alternate-A is centered around a HAG-40 with a coaxial mounted ERLL. This configuration excels in extreme-range combat and anti-air fire support.

The artillery configuration is Alternate-B. It mounts two obvious Arrow IV launchers to the sides of the turret, and a TAG on top, giving it an easily recognizable profile.

The configuration with iATMs is the Alternate-C. It is capable of harassing at extreme range or dealing horrific damage at short range. For point defense it is augmented with a Laser AMS and three Micro Pulse Lasers.

Alternate-D was derived from the second prototype batch and uses seven Vehicular Jump Jets, replacing the Machine Guns with SRM launchers. Getting in close range to use the SRM launchers to a target is very risky for a Hovertank, but the combination of 210 meter jump range and heavy armor means it is highly likely to reach optimal striking distance.

The Gerrida Alt-E has two Rotary AC/5s as primary weapons, and like the Alt-B mounts these to the side of the turret in balanced mounts. It is also equipped with nine AP Gauss Rifles, giving it the ability to rush to a crippled target and finish it off.

DEPLOYMENT

The Gerrida Super-Heavy Hovertanks have been manufactured in decent quantities and important Society facilities with suitable terrain have at least a Sept of them ready for deployment. Being part of a Gerrida crew is seen as a status symbol, as such there is high amount of competition between vehicle crews for any open spots. Two Gerrida S-H Hovertanks usually form a Nova network with a dedicated Nova CEWS spotter.

PROTOTYPE

The non-omni prototypes did not use any technologies unique to the Society, even using regular vehicle structure. The first prototype batch was equipped with a Large Pulse Laser and large number of LRM-5 launchers. The second prototype batch replaced the missile launchers with Vehicular Jump Jets and Machine Guns.

NOTABLE UNIT

Stray Saucer: The Gerrida S-H Hovertanks with Vehicular Jump Jets are capable of performing high-altitude combat drops. In an early test, an Un of early production models were tested above a nearly unpopulated planet. One vehicle missed the target area. But the crew managed to land without any issues and after assessing their situation they made a jump to a nearby river and proceeded to their Drop point. Local agents later found out from the tabloid 'Suns Enquirer' that they were seen by a subsistence farmer. The farmer was out at night and mistook the landing vehicle for an Alien Saucer from his family legends. The superstitious farmer ran to a bunker and stayed there for several days until he was sure that the aliens had left.

Type: **Gerrida**
Technology Base: Clan
Movement Type: Hover
Tonnage: 100

Equipment		Space	Mass
Internal Structure:	Vehicular Endo Steel	3	10
Engine:	375	2	20
Type:	XXL Fusion		
Cruise MP:	7		
Flank MP:	11		
Heat Sinks:	10		0
Control Equipment:			5
Lift Equipment:			10
Turret:			2.5
Armor Factor (Ferro-Lamellor):	259	1	18.5
	Armor Value		
Front	45		
Front R/L Side	36		
Rear R/L Side	36		
Rear	30		
Turret	40		

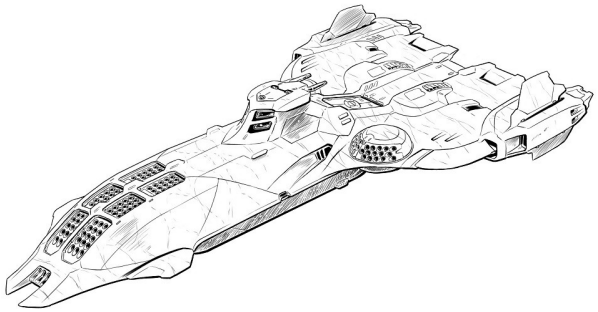
Fixed Weapons and Ammo	Location	Tonnage
Flotation Hull	—	0

GERRIDA S-H HOVERTANK

Weapons and Ammo	Location	Spaces	Tonnage
Primary Weapons Configuration			
Large Pulse Laser	Turret	1	6
4 LRM-15s	Turret	4	14
Nova CEWS	Body	1	1.5
Ammo (LRM) 80	Body	0	10
2 Single Heat Sinks	Body	0	2
Remote Sensor Dispenser	Rear	1	0.5
Battle Value: 3,143			
Alternate Configuration A			
ER Large Laser	Turret	1	4
HAG-40	Turret	1	16
Recon Camera	Turret	1	0.5
Nova CEWS	Body	1	1.5
Ammo (HAG) 24	Body	0	8
4 Single Heat Sinks	Body	0	4
Battle Value: 3,472			
Alternate Configuration B			
2 Arrow IV Artilleries	Turret	2	24
TAG	Turret	1	1
Ammo (Arrow) 45	Body	0	9
Battle Value: 2,396			
Alternate Configuration C			
3 Micro Pulse Lasers	Turret	3	1.5
12 iATM-3s	Turret	12	18
Laser Anti-Missile System	Turret	1	1
Nova CEWS	Body	1	1.5
Ammo (iATM) 240	Body	0	12
Battle Value: 3,462			
Alternate Configuration D			
Large Pulse Laser	Turret	1	6
5 SRM-6s	Turret	5	7.5
7 Vehicular Jump Jets	Body	0	14
Nova CEWS	Body	1	1.5
Ammo (SRM) 45	Body	0	3
2 Single Heat Sinks	Body	0	2
Battle Value: 2,515			
Alternate Configuration E			
2 Rotary AC/5s	Turret	2	20
9 AP Gauss Rifles	Turret	9	4.5
Nova CEWS	Body	1	1.5
Ammo (RAC) 120	Body	0	6
Ammo (APG) 80	Body	0	2
Battle Value: 3,164			

Design Quirks: Distracting, Battle Computer

WHISPERER ATTACK SUBMARINE



Mass: 135 tons
Movement Type: Naval (Submarine)
Power Plant: 375 XXL Fusion
Cruise Speed: 32 kph
Maximum Speed: 54 kph
Armor: Vehicular Stealth Armor, with Harjel Systems
Armament:
65 tons of pod space available
Manufacturer: The Society
Primary Factory: Abysmal Sea Yards
Communications System: Spectral ZMG, with ECM suite
Targeting and Tracking System: Lambda Echo II
Society Exclusive Equipment:
Vehicular Endo Steel

The Society always had hidden underwater facilitates, however these facilities did come with several innate problems, mostly concerning defense and logistics. They were usually defended using old submarines, OmniMechs with torpedo launchers, and fixed torpedo turrets. Post-conflict analysis of the failed rebellion in the old Home Worlds showed that those defenses were mostly adequate, but could be vastly improved. And with the need for secrecy they had to rely on submarines with small cargo bays or easily detectable surface vessels.

After fully establishing themselves in the Inner Sphere, the Society decided to develop a new submarine with the aim of dominating underwater combat and being able to provide logistical support if necessary. The end result was the Whisperer Attack Submarine, an underwater superiority craft able to match any older design.

CAPABILITIES

The nose is designed to carry the majority of the weapon systems and allow for easy arcing of missile and torpedo systems. To cover the other angles it mounts some weapons in waterproof sponson turrets. The defensive systems are also very capable, with Stealth Armor to reduce the number of hits taken, while Vehicular Harjel Systems prevent hull breaches.

The primary configuration is based upon the first prototype and is outfitted with ten LRT-15s, six mounted in the nose and two mounted on each side in sponson turrets. The Bloodhound Probe, Remote Sensor, and Mine Dispensers allow it to have superior underwater battlefield control.

Alternate-A is based upon the Prime and is designed for establishing beachheads and for retrieving operatives. LRM-15 launchers replace the torpedo systems, while the remaining pod equipment is replaced with an infantry compartment.

Alternate-B is an Arrow bombardment platform for coastal targets, but it usually has some Air-Defense munitions aboard for attacking enemy aerospace assets. This configuration has been used to take care of suspected intelligence leaks and for destroying compromised facilities.

Alternate-T is a logistic configuration that assigns fifty tons to a possible transport or cargo bay, depending upon the mission. It is armed with a small number of launchers that are mostly used for deploying smokescreens or minefields. It also mounts a pair of lift hoists for retrieving equipment from the ocean depths.

Alternate-R is a logistic configuration aimed to provide repair support to friendly units that are on the water surface but can also function underwater or near the shore. It invests most of its pod space in a mobile field base, cargo bay for spare parts, and a berthing compartment for technicians. Because this unit is likely to spend long periods on the water surface it is very vulnerable to enemy air power. Therefore the remaining tonnage was invested on mounting a LBX-5 and an AMS in each sponson.

DEPLOYMENT

These submarines have been smuggled onto any world with sufficient water for them to operate in and that have enough of a Society presence to warrant their deployment. They have proven essential for guaranteeing operational security and providing mobile infrastructure for our forces.

PROTOTYPE

The initial versions of the Whisperer were standard combat vehicles, only after the Society saw the greater potential in the design was it redesigned into an OmniVehicle with Vehicular Endo Steel. The former are now regarded as prototypes.

NOTABLE UNIT

Admiral Tessa: One of the first Omni-capable Whisperer Submarines was captained by Scientist Tessa. She was born from an attempt to create a scientist phenotype and she proved highly talented at HPG research. But her combat career began after an accident at the facility where she was studying. The accident killed all the combat personnel and drew the attention of the locals. In desperation Tessa commandeered a new Whisperer Omni-Submersible and drew away the incoming investigation force, giving the people in the facility enough time to properly evacuate and scuttle the site. Her following service record noted many difficult missions and scientific achievements. Eventually she became the first in the Society to qualify for the rank of Scientist-Admiral. Her old ship was nicknamed 'Admiral Tessa' in her name.

The Admiral's ship is also the last Whisperer to be configured in the special Hyper Pulse Generator configuration, as this configuration went out of service after the HPG Black Out.

Type: **Whisperer**
Technology Base: Clan (Mixed)
Movement Type: Naval (Submarine)
Tonnage: 135

Equipment		**Space**	**Mass**
Internal Structure:	Vehicular Endo Steel	3	7
Engine:	375	2	19.5
Type:	XXL Fusion		
Cruise MP:	3		
Flank MP:	5		
Heat Sinks:	10		0
Control Equipment:			7
Lift Equipment:			13.5
Sponson Turrets (Fixed):			1.5
Armor Factor (Vehicular Stealth):	264	1	16.5
	Armor Value		
Front	81		
R/L Side	66/66		
Rear	51		

Fixed Weapons and Ammo	**Location**	**Tonnage**
HarJel System	Front	1
HarJel System	Right	1
HarJel System	Left	1
HarJel System	Rear	1
ECM Suite	Body	1

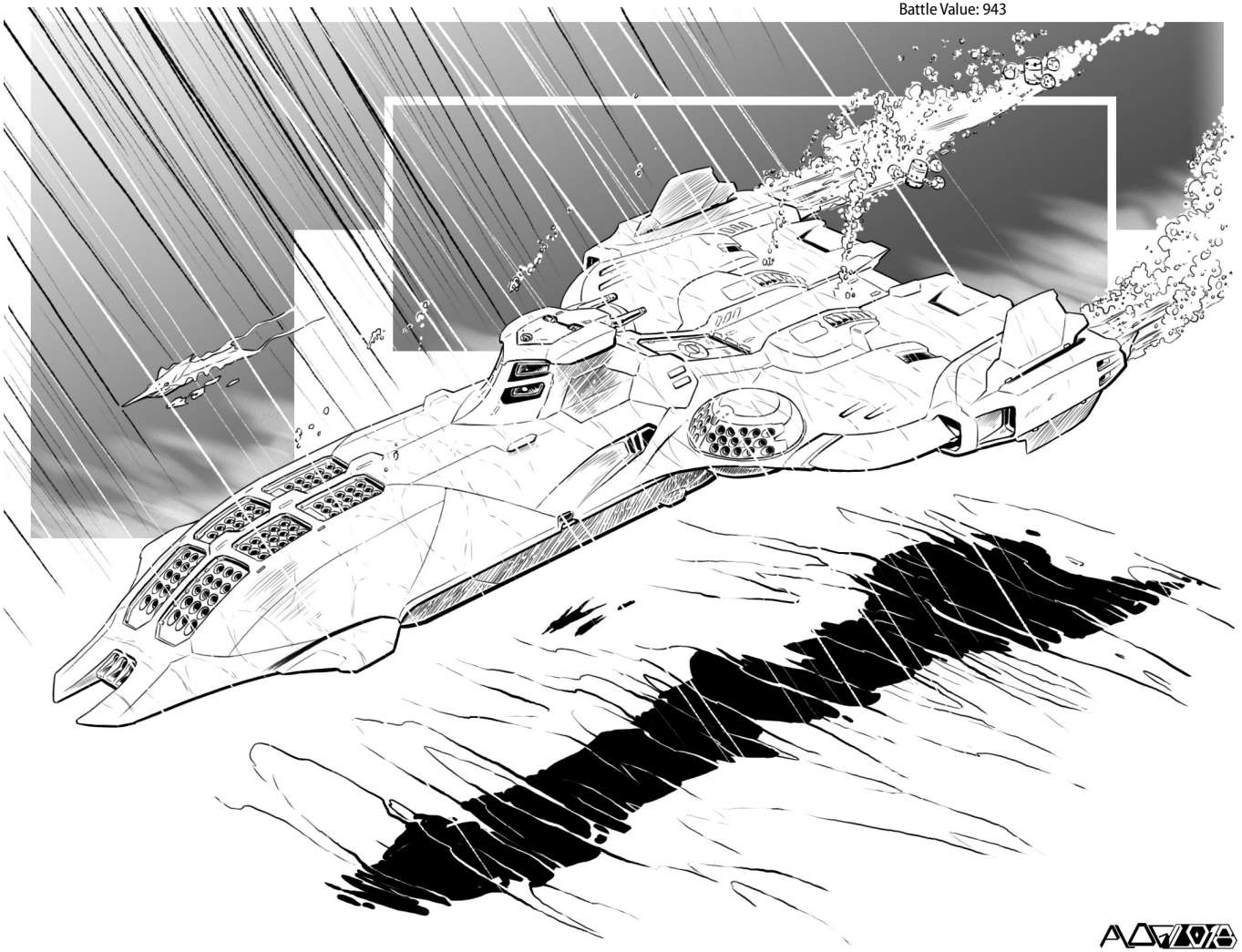
WHISPERER ATTACK SUBMARINE

Weapons and Ammo	Location	Spaces	Tonnage
Primary Weapons Configuration			
6 LRT-15s	Front	6	21
2 LRT-15s	RS	2	7
2 LRT-15s	LS	2	7
Ammo (LRT) 200	Body	0	25
Bloodhound Active Probe	Body	1	2
2 Remote Sensor Dispensers	Rear	2	1
4 Vehicular Mine Dispensers	Rear	4	2
Battle Value: 2,962			
Alternate Configuration A			
6 LRM-15s	Front	6	21
2 LRM-15s	RS	2	7
2 LRM-15s	LS	2	7
Ammo (LRM) 192	Body	0	24
Battle Armor Compartment	Body	1	6
Battle Value: 2,888			
Alternate Configuration B			
4 Arrow IV Artillery	Front	4	48
TAG	Front	1	1
Ammo (Arrow) 80	Body	0	16
Battle Value: 2,184			
Alternate Configuration T			
2 LRM-5s	Front	2	2
2 LRM-5s	RS	2	2
2 LRM-5s	LS	2	2
Ammo (LRM) 120	Body	0	5
Transport/Cargo Bay	Body	0	50
2 Lift Hoist	Rear	2	6
Battle Value: 1,109			

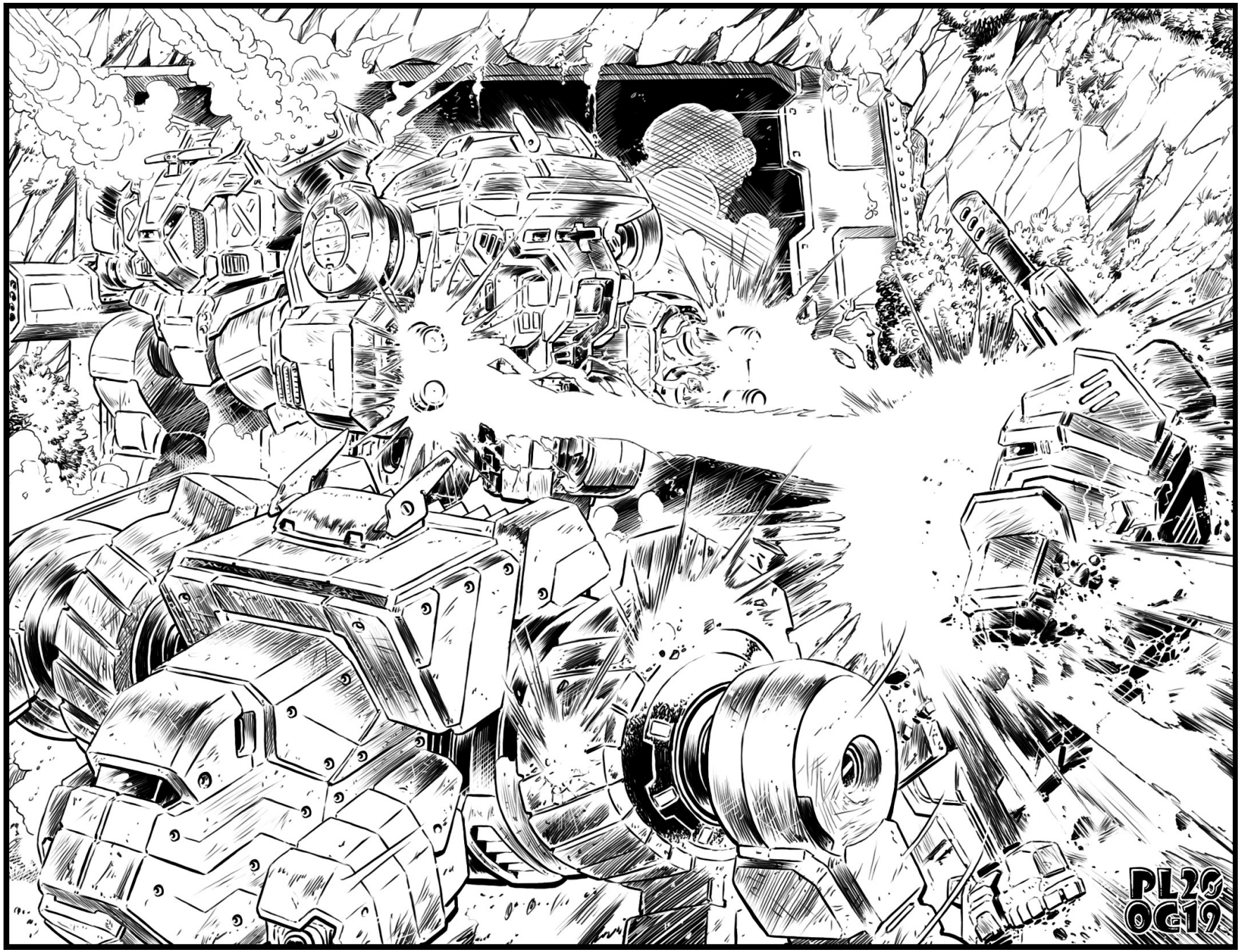
RS = Right Sponson
LS = Left Sponson

Weapons and Ammo	Location	Spaces	Tonnage
Alternate Configuration R			
LBX-5	RS	1	7
Anti-Missile System	RS	1	0.5
LBX-5	LS	1	7
Anti-Missile System	LS	1	0.5
Ammo (LBX) 80	Body	0	4
Ammo (AMS) 48	Body	0	2
Cargo Bay	Body	1	21
Infantry Compartment	Body	1	3
Mobile Field Base	Rear	1	20
Battle Value: 1,068			

Weapons and Ammo	Location	Spaces	Tonnage
Alternate Configuration H			
LRT-5	RS	1	1
Laser Anti-Missile System	RS	1	1
LRT-5	LS	1	1
Laser Anti-Missile System	LS	1	1
Ammo (LRT) 48	Body	0	2
Communication Equipment	Body	1	7
Cargo Bay	Body	1	4
Infantry Bay	Body	1	6
Ground-Mobile HPG	Body	1	12
30 Single Heat Sinks	Body	0	30
Battle Value: 943			



Design Quirks: Improved Communications, Improved Sensors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'MECHS

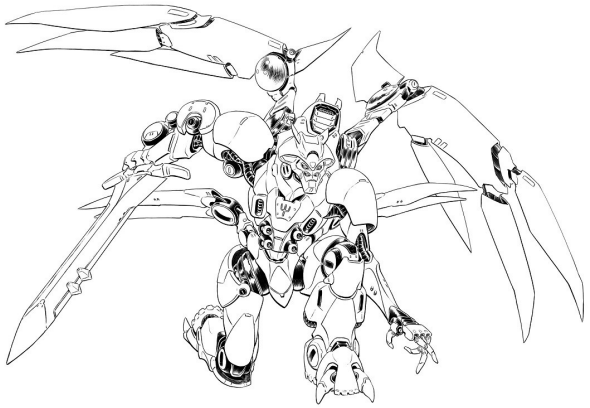
After our failed rebellion and exodus from the Clan Homeworlds, the Society didn't stop with further Mech development, even though we had several new designs that we could produce and had taken tooling along of many other designs. The decision to keep developing ended up requiring continuous investment in related research and development fields, but there have been several reasons for the Society to keep developing new 'Mechs.

The most notable reason was that the Society was sure that we were not the only ones to have left the Clan Homeworlds or have contact with them during our rebellion. This meant that the Council of Six would know about the existence of our Society OmniMechs such as the Cephalus, Septicemia, and Osteon. It was also likely that they will know details of their performance profiles and we won't be able to deploy our existing designs without risking an excessive counter response. The counter response from more rabid Clans such as Clan Jade Falcon would also cause an unacceptable amount of collateral damage. This has forced us to relegate the deployment of the existing Society OmniMechs to guarding important assets that cannot be allowed to fall into enemy hands no matter what the cost.

Another big reason was that the new designs, described in this section, were designed to incorporate important new technologies, such as the reverse-engineered interface cockpit while maintaining maximum flexibility for any future technologies. Most of these 'Mechs are based upon existing designs, but have also been redesigned from the ground up to make optimal use of new OmniMech manufacturing technologies. These technologies had been partly put into use during in the rebellion and have since then been fully developed and implemented in our own factories. As a result our maximum production capacity for these designs far outstrips the rate in which we can train new combat personnel.

—Scientist-Pilot Algar

DYRNWYN



Mass: 35 Tons
Chassis: Model MH-35D Endo Steel
Power Plant: 280 XL Alpha
Cruise Speed: 86.4 kph
Maximum Speed: 129.6 kph
Jump Jets: Standard
Jump Capacity: Varies
Armor: Compound H17 Ferro-Fibrous
Armament:
13 tons of pod space available
Manufacturer: The Society
Primary Factory: Various
Communications System: YK-Burst47
Targeting and Tracking System: Silver-Eye-Four
Society Exclusive Equipment: None

Early in the 32rd century the Society identified the lack of a high-end performance unit in the jump movement niche. Selecting partial wings as the core technology, an advanced research project was started for determining the optimal usage of partial wing technology. After a decade of testing the engineers ended up with a new Light OmniMech design based upon a heavily modified Incubus II BattleMech.

The design retains many of the base components such as Ferro-Fibrous armor and an Endo-Steel frame. The biggest changes were an increase in tonnage from 30 tons to 35 tons, and the inclusion of an Interface Cockpit to free up weight through the following removal of the gyro.

The partial wing was divided into two sets, large wings attached to the upper back and a smaller set attached to the lower back. This wing design allows for greater control and the ability to fold up instantly for transport. The jump jets aren't fixed equipment as the designers wanted the 'Mech to have the option of being able to implement newer jump technology or to use heavier equipment in new configurations.

CAPABILITIES

As the project neared completion, the designers were not able to decide on a final name or primary configuration. At the end they left these decisions to the test pilots. The test pilots chose the configuration with a melee weapon as the primary configuration, as it gave them the strongest visceral experience. The Omnimech was named Dyrnwyn after the sword of Rhydderch Hael, which would blaze with fire when used by a worthy wielder. This connected the name to the Large Vibroblade that was mounted in the right arm. This blade is supported by four ER small lasers, mounted in the front torso pod, these are used to exploit any holes in the armor created by the blade. The short range of its weapons is no problem for the Dyrnwym as its jump jets and partials wings allow it to quickly reach its targets.

The Alternate-A configuration replaces all weapons with an ER PPC in the center torso. It is aided by a Nova CEWS and an additional double heat sink. It also uses a Remote Sensor Dispenser to allow the Mechwarrior to monitor vital areas.

Alternate-B is designed to be a general configuration, with four ER Medium Lasers for damage application and a Micro Pulse Laser for anti-infantry work. It has a lot of additional heat sinks to handle the heat load from the lasers and the Nova CEWS.

For underwater surprise attacks there is Alternate-C. It mounts two SRT-4s in each arm and two ERMLs in the center torso. With a Nova CEWS it can function as an underwater spotter. The environment required the mounting of UMUs instead of jump jets. This limits the benefits from the partial wings to extra cooling capacity.

The Alternate-D is designed to face infantry, mostly using four Machine Guns in each arm. The Nova CEWS detects infantry and a Laser AMS reduces any incoming missile attacks. Against other enemies it uses two Medium Pulse Lasers.

The last configuration is focused on close range firepower and electronics support. Each arm mounts an improved HML, while the torso contains two iATM-3 launchers, a light TAG and a Nova CEWS.

DEPLOYMENT

The combination of advanced Partial Wings and an Interface Cockpit requires MechWarriors with good piloting skills to handle this OmniMech. As such this design is mostly used by elite Intervention Teams and by Inner Circle garrison forces. Less qualified users often fall back on using the Alt-D.

NOTABLE UNITS

The Ghost Sept: Among Dyrnwyn MechWarriors there is a unusual form of camaraderie, in which they form groups with their own traditions and dress codes. One of the most notable ones is the Ghost Sept, an elite garrison Sept stationed at the Lavoy Research Complex. They have specialized themselves in remaining undetected, until they strike down their targets, often done fast enough that the targets don't even get the opportunity to react and return fire.

Type: **Dyrnwyn**
Technology Base: Clan
Tonnage: 35

Equipment			**Mass**
Internal Structure:	Endo Steel		2
Engine:	280 XL		8
Walking MP:	8		
Running MP:	12		
Jumping MP:	0		
Partial Wing	+2 Jump		2
Heat Sinks:	10 (23)		0
Gyro:	None		0
Cockpit:	Interface		4
Armor Factor (Ferro-Fibrous):	115		6
	Internal Structure	Armor Value	
Head	3	9	
Center Torso	11	17	
Center Torso (rear)		5	
R/L Torso	8	12	
R/L Torso (rear)		4	
R/L Arm	6	12	
R/L Leg	8	14	

Space Allocation

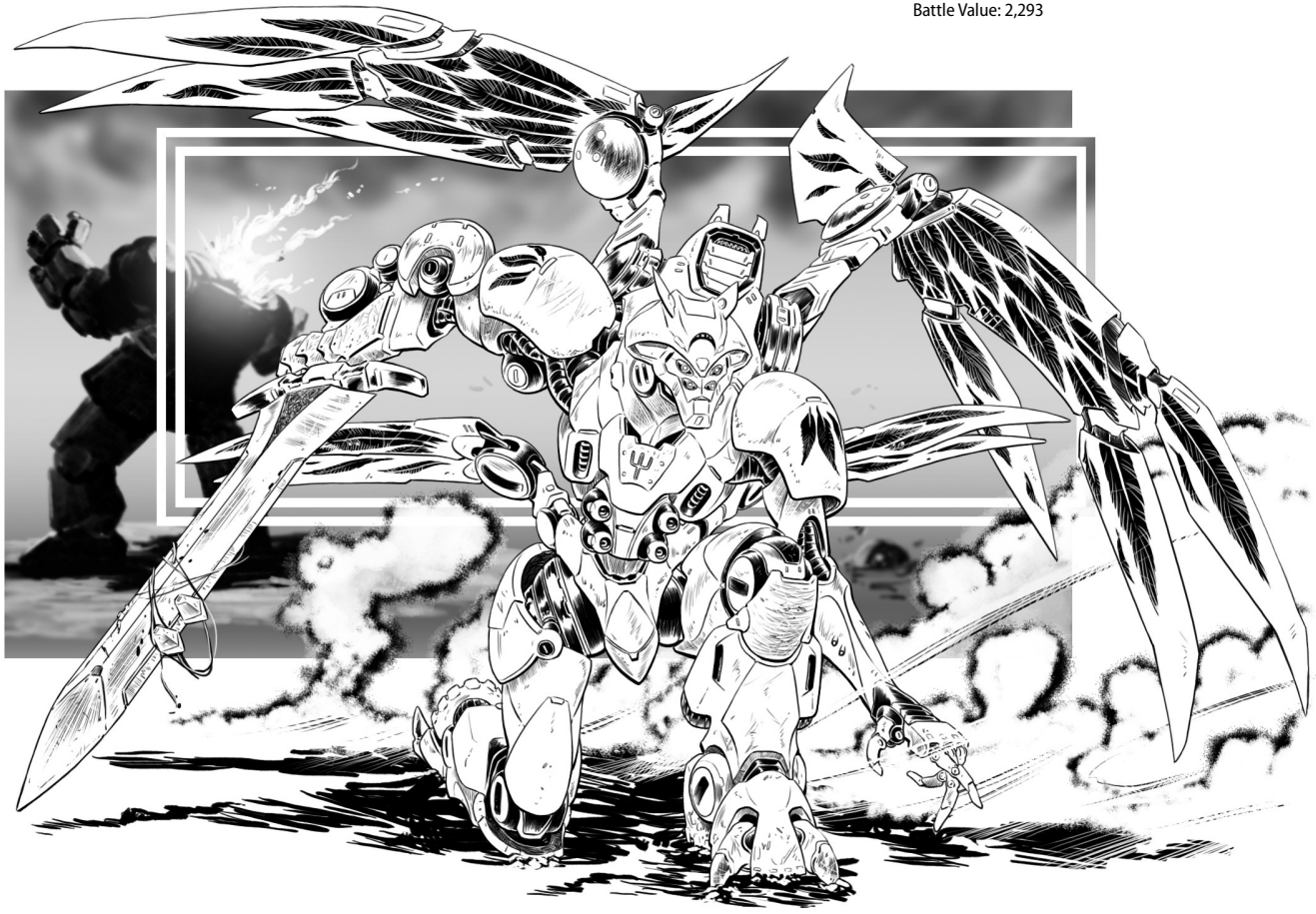
Location	*Fixed*	*Spaces Remaining*
Head	Interface Cockpit	0
Center Torso		6
Right Torso	2 XL Engine 3 Partial Wing 3 Endo Steel	4
Left Torso	2 XL Engine 3 Partial Wing 3 Ferro- Fibrous	4
Right Arm	4 Endo Steel	6
Left Arm	4 Ferro- Fibrous	6
Right Leg	None	2
Left Leg	None	2

DYRNWYN

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
Large Vibroblade	RA	4	7
2 Jump Jets	RT	2	1
4 ER Small Laser	CT	4	2
2 Jump Jets	LT	2	1
2 Jump Jets	RL	2	1
2 Jump Jets	LL	2	1
Battle Value: 1,336			
Alternate Configuration A			
2 Jump Jets	RT	2	1
Nova CEWS	CT	1	1.5
Remote Sensor Dispenser	CT	1	0.5
ER PPC	CT	2	6
Double Heat Sinks	CT	2	1
2 Jump Jets	LT	2	1
2 Jump Jets	RL	2	1
2 Jump Jets	LL	2	1
Battle Value: 2,394			
Alternate Configuration B			
ER Medium Laser	RA	1	1
2 Jump Jets	RT	2	1
Double Heat Sink	RT	2	1
2 ER Medium Lasers	CT	2	2
Nova CEWS	CT	1	1.5
Double Heat Sink	CT	2	1
Micro Pulse Laser	CT	1	0.5
2 Jump Jets	LT	2	1
Double Heat Sink	LT	2	1
ER Medium Laser	LA	1	1
2 Jump Jets	RL	2	1
2 Jump Jets	LL	2	1
Battle Value: 2,461			
Alternate Configuration C			
2 SRT-4s	RA	2	2
Ammo (SRT) 25	RA	1	1
Nova CEWS	CT	1	1.5
3 Mech UMUs	CT	3	1.5
2 ER Medium Lasers	CT	2	2
2 SRT-4s	LA	2	2
Ammo (SRT) 25	LA	1	1
2 Mech UMUs	RL	2	1
2 Mech UMUs	LL	2	1
Battle Value: 2,120			

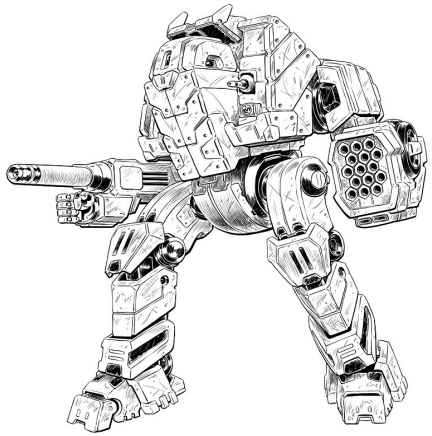
Weapons and Ammo	Location	Critical	Tonnage
Alternate Configuration D			
4 Machine Guns	RA	4	1
2 Jump Jets	RT	2	1
Nova CEWS	CT	1	1.5
Laser Anti-Missile System	CT	1	1
2 Medium Pulse Lasers	CT	2	4
2 Jump Jets	LT	2	1
Ammo (MG) 100	LT	1	0.5
4 Machine Guns	LA	4	1
2 Jump Jets	RL	2	1
2 Jump Jets	LL	2	1
Battle Value: 1,940			

Weapons and Ammo	Location	Critical	Tonnage
Alternate Configuration E			
Improved Heavy Medium Laser	RA	2	1
Ammo (iATM) 20	RT	1	1
2 Jump Jets	RT	2	1
2 iATM-3s	CT	4	3
Nova CEWS	CT	1	1.5
Light TAG	CT	1	0.5
Ammo (iATM) 20	LT	1	1
2 Jump Jets	LT	2	1
Improved Heavy Medium Laser	LA	2	1
2 Jump Jets	RL	2	1
2 Jump Jets	LL	2	1
Battle Value: 2,293			



Design Quirks: Nimble Jumper, Exposed Actuators, Hyper-Extending Actuators

HAZE



Mass: 40 tons
Chassis: Type-A2 Endo Steel
Power Plant: 360 XXL
Cruise Speed: 97 kph
Maximum Speed: 151 kph
Jump Jets: None
Jump Capacity: None
Armor: Orbital Ferro-Lamellor
Armament:
13.5 tons pod space available
Manufacturer: The Society
Primary Factory: Various
Communications System: Jackel 79b
Targeting and Tracking System: Model 99 "Harkonnen"
Society Exclusive Equipment: None

The Phantom had an important role in the Society, as it was one of the primary carriers for Magnetic Clamp-equipped ProtoMechs. Although it was well acknowledged for this important niche, it wasn't a respected assignment. For most MechWarriors it lacks the right combination of firepower and armor protection to be seen as an valuable Medium 'Mech. The successes from the Interface Project and Dasher II Project, the latter of which helped perfect XXL engine production, provided an ideal situation to create a successor design.

CAPABILITIES

For the Haze the removal of the gyro and the upgrade to an XXL engine freed up a lot of weight. Some of this tonnage was used to cover the Haze with thicker Ferro-Lamellor armor, this has resulted in an effective armor improvement of over forty percent. The remaining tonnage was enough to effectively double the pod space. Compared to the Phantom, the Haze's primary configuration puts a greater emphasis on long range combat. This is done by upgrading the arm laser to an ERLL, while tripling the number of LRM tubes of the launcher. The functionality of the torso mounted equipment was retained using a Nova CEWS, a Light TAG and a Micro Pulse Laser.

Alternate-A is designed to operate independently during long-term assignments. Five ER Medium Lasers give it a respectable punch and reach, while a Laser AMS helps preserve armor by intercepting enemy missiles. As it doesn't require networking ability, it exchanges the Nova CEWS for an Angel ECM to further improve its defenses. The remaining tonnage was used for a small cargo bay with essential supplies.

Improved ATM launchers are the main weapons on the Alt-B configuration. It mounts four of these launchers divided over the side torsos and the left arm. The right arm mounts an Improved Heavy Medium Laser to enhance its close range fire-power. With its Nova CEWS and Remote Sensors Dispenser it is also highly capable at reconnaissance and guarding the flanks of any friendly forces.

Alternate-C is an enhanced parallel configuration. With eleven ER Small Lasers it can hit harder, while the inclusion of a Super Charger allows it to boost its speed. This boosted speed allows it to get into optimal range for its lasers and spot for allies.

Some OmniMechs have a punishment configuration, and for the Haze it is the Alternate Configuration D. It is often seen as an insult for Haze users, as it was specifically designed to compensate for MechWarriors with bad gunnery skills. With the Pulse Lasers being easier to keep on target, and the Streak SRM-6 only firing with a solid lock on.

Some of the more vicious users prefer the Alternate-E, which is specialized in melee combat and infantry suppression. With a Plasma Cannon it can burn infantry away at range. And if that isn't sufficient it can use eleven Micro Pulse Lasers to ravage targets at point blank range. While point blank range is usually very dangerous for 40 ton 'Mechs, the Alt-E is equipped with Spikes to make it far more dangerous in physical combat then its tonnage might indicate.

DEPLOYMENT

The Haze Omnimechs are quickly pushing the remaining Phantoms to lower grade formations and will soon also outnumber them. They are usually stationed alongside ProtoMech forces to allow for rapid deployment and battlefield control.

NOTABLE UNITS

The HOT Stuff: As the initial Sept of prototypes were being put them through the development tests. It was quickly revealed that the designers didn't take into account the increased heat from their XXL engines, creating a constant heat haze around the Omnimech. This issue was later solved in the production version by adjusting the cooling systems, but the name 'Haze' had by then firmly stuck to this OmniMech design.

Type: **Haze**
Technology Base: Clan
Tonnage: 40

Equipment			**Mass**
Internal Structure:	Endo Steel		2
Engine:	360 XXL		11
Walking MP:	9		
Running MP:	14		
Jumping MP:	0		
Heat Sinks:	10 (20)		0
Gyro:	None		0
Cockpit:	Interface		4
Armor Factor (Ferro-Lamellor):	133		9.5
	Internal Structure	Armor Value	
Head	3	9	
Center Torso	12	16	
Center Torso (rear)		8	
R/L Torso	10	15	
R/L Torso (rear)		5	
R/L Arm	6	12	
R/L Leg	10	18	

Space Allocation

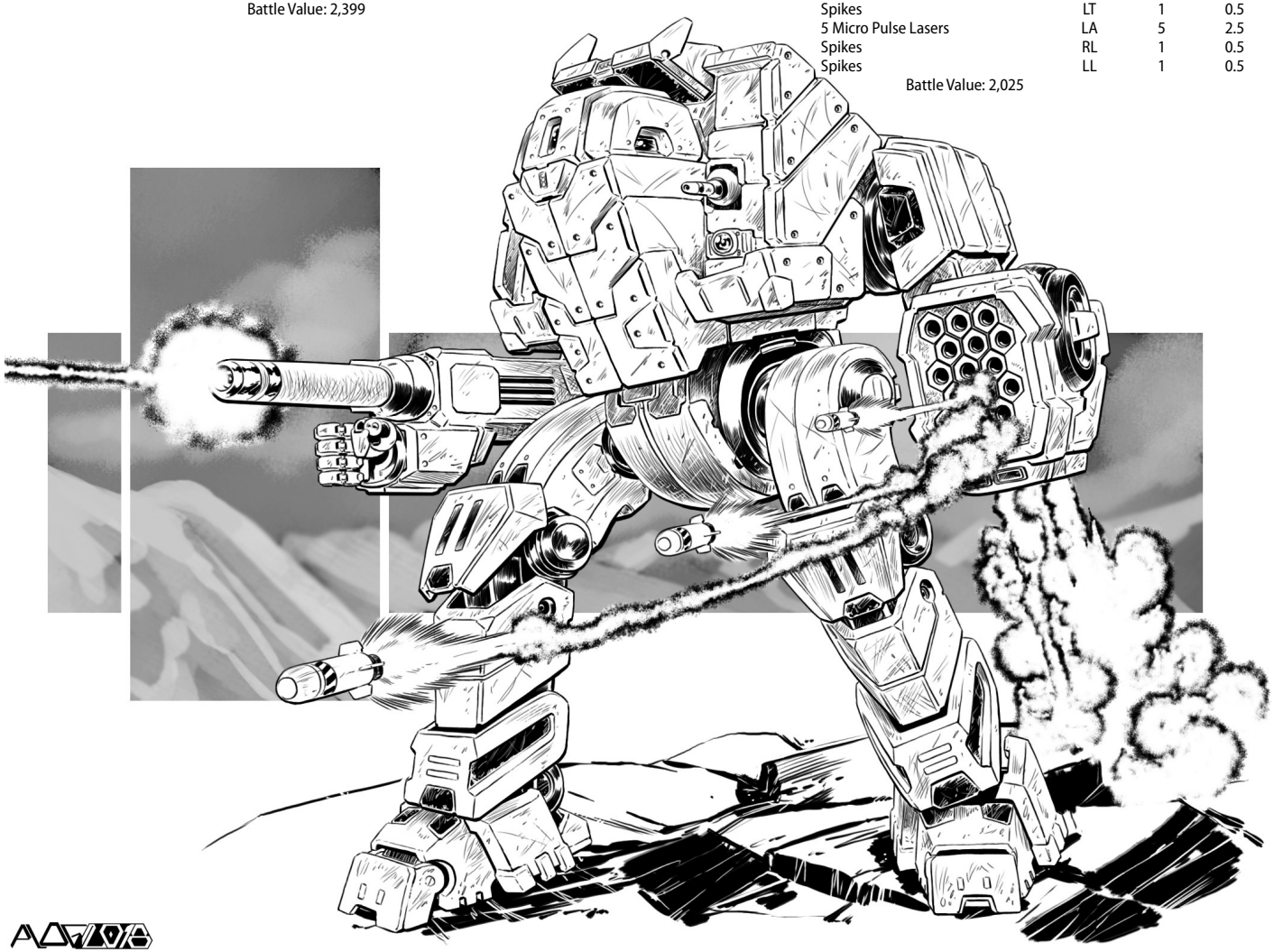
Location	*Fixed*	*Spaces Remaining*
Head	Interface Cockpit	0
Center Torso	3 Endo Steel	3
Right Torso	4 XXL Engine 2 Endo Steel 2 Ferro- Lamellor	4
Left Torso	4 XXL Engine 2 Endo Steel 2 Ferro- Lamellor	4
Right Arm	4 Ferro- Lamellor	6
Left Arm	4 Ferro- Lamellor	6
Right Leg	None	2
Left Leg	None	2

HAZE

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
ER Large Laser	RA	1	4
Double Heat Sink	RT	2	1
Nova CEWS	CT	1	1.5
Double Heat Sink	CT	2	1
Micro Pulse Laser	LT	1	0.5
Light TAG	LT	1	0.5
3 LRM-5s	LA	3	3
Ammo (LRM) 48	LA	2	2
Battle Value: 2,323			
Alternate Configuration A			
2 ER Medium Lasers	RA	2	2
2 Double Heat Sinks	RT	4	2
Laser Anti-Missile System	CT	1	1
Angel ECM	CT	2	2
ER Medium Laser	LT	1	1
Cargo, Standard	LT	1	0.5
Double Heat Sink	LT	2	1
2 ER Medium Lasers	LA	2	2
Double Heat Sink	RL	2	1
Double Heat Sink	LL	2	1
Battle Value: 2,747			
Alternate Configuration B			
Improved Heavy Medium Laser	RA	2	1
iATM-3	RT	2	1.5
Ammo (iATM) 20	RT	1	1
Nova CEWS	CT	1	1.5
Flamer	CT (R)	1	0.5
iATM-3	LT	2	1.5
Ammo (iATM) 20	LT	1	1
2 iATM-3s	LA	4	3
Ammo (iATM) 20	LA	1	1
Remote Sensor Dispenser	RL	1	0.5
Double Heat Sink	LL	2	1
Battle Value: 2,414			
Alternate Configuration C			
5 ER Small Lasers	RA	5	2.5
2 Double Heat Sinks	RT	4	2
Nova CEWS	CT	1	1.5
Supercharger	CT	1	1.5
ER Small Laser	LT	1	0.5
Double Heat Sink	LT	2	1
5 ER Small Lasers	LA	5	2.5
Double Heat Sink	RL	2	1
Double Heat Sink	LL	2	1
Battle Value: 2,395			

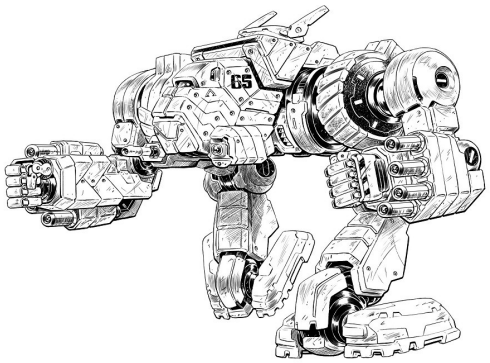
Weapons and Ammo	Location	Critical	Tonnage
Alternate Configuration D			
2 Medium Pulse Lasers	RA	2	4
Double Heat Sink	RT	2	1
Nova CEWS	CT	1	1.5
Double Heat Sink	CT	2	1
Medium Pulse Laser	LT	1	2
Streak SRM 6	LA	2	3
Ammo (Streak SRM) 15	LA	1	1
Battle Value: 2,399			

Weapons and Ammo	Location	Critical	Tonnage
Alternate Configuration E			
Plasma Cannon	RA	1	3
Ammo (Plasma) 20	RA	2	2
2 Micro Pulse Lasers	RT	2	1
Spikes	RT	1	0.5
Nova CEWS	CT	1	1.5
Spikes	CT	1	0.5
2 Micro Pulse Lasers	LT	2	1
Spikes	LT	1	0.5
5 Micro Pulse Lasers	LA	5	2.5
Spikes	RL	1	0.5
Spikes	LL	1	0.5
Battle Value: 2,025			



Design Quirks: Improved Sensors, Cooling System Flaws

PULSAR



Mass: 50 tons
Chassis: Society XTA
Power Plant: 250 XL Model SF-2
Cruise Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Orbital Forging Standard
Armament:
24 tons of pod space available
Manufacturer: The Society
Primary Factory: Various
Communications System: SOC-3B
Targeting and Tracking System: Omega-6 TTS
Society Exclusive Equipment: None

With the successful development and deployment of the Parash 3, the Society had enough experience to start development of an OmniMech with a Interface cockpit.
To prevent a Sun Spider-type of development hell, it was decided to use a reference design, with standard components. On the basis of these criteria it was decided to use the old Nova OmniMech as the reference design. The resulting new Omnimech shares many traits with the Nova, the largest differences are the inclusion of the Interface cockpit, the removal of the gyro, and the pod mounting of the jump jets. This increased the number of propulsion options and left room for more heat sinks if deemed necessary.

CAPABILITIES

The primary configuration is deadly simple, a Mechwarrior can just place a brick on the firing controls and approach the enemy until the enemy is dead. The name Pulsar was derived from this, as it can deliver large energy-based alpha strikes at regular intervals. As it closes to the target it can also function as a spotter for a Nova CEWS network. To make matters worse for the enemy it also has a TAG to designate targets for TAG-compatible munitions.

Alternate-A is a fire-support configuration, with two ER PPCs and enough heat sinks to fire them. But when jumping at long range most Mechwarriors will need a Nova CEWS-based spotter to be effective.

The Alt-B configuration is meant for Mechwarriors that are more experienced with the usage of jump jets. It mounts eight improved jump jets and is designed to be an mobile and accurate harasser. In the right arm it mounts a Large Pulse Laser, and the left arm features a LRM-15 launcher that has been augmented with Artemis V. Remaining tonnage was used for a Flamer to discourage infantry.

Alternate-C is more of a traditional configuration and is heavily based upon the Nova H. However the configuration uses a Nova CEWS and improved versions of the Heavy Medium Lasers. Normally such a large number of Improved Heavy Lasers would be avoided to prevent death from a cascade explosion feedback, but the Interface Cockpit prevents feedback damage.

The legacy of the Nova S can be seen in the Alt-D configuration, the largest difference here is that it replaced the ammunition-based systems with energy-based equivalents.

Alternate-E is an extreme configuration that is completely focused on utilizing Improved ATM technology. It mounts eight iATM-3 launchers, these are spread over the arms and the center torso. Six tons of ammunition provide enough missiles to effectively use these launchers.

DEPLOYMENT

The Pulsar is deployed in both Coreun fleets and bases. On rare occasions it has been used in intervention missions, but in such cases it's true nature had been concealed using heavy-duty camouflage netting. No examples have been lost so far, but any deployment using it is accompanied with sufficient artillery to prevent salvage.

NOTABLE MECHWARRIOR

Steve Trapper: Dust storms can provide cover for convoys moving large amounts of sensitive materials, however this doesn't always go right. During one incident Steve detected a militia unit at an important crossroads that the convoy had to take. He then took it upon himself to draw them away.
Using poor local visibility and limited harassment fire, he led the enemy to think that he was using a damaged Nova OmniMech. When he was sure that they were in the right position, he turned around and closed the trap. He fired continuous accurate alpha strikes, while designating for homing Arrow IV Missiles, and within a few minutes the entire Militia force was defeated and buried.

Type: **Pulsar**
Technology Base: Clan
Tonnage: 50

Equipment			**Mass**
Internal Structure:			5
Engine:	250 XL		6.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks:	10 (20)		0
Gyro:	None		0
Cockpit:	Interface		4
Armor Factor (Standard):	168		10.5
	Internal Structure	Armor Value	
Head	3	9	
Center Torso	16	23	
Center Torso (rear)		8	
R/L Torso	12	18	
R/L Torso (rear)		6	
R/L Arm	8	16	
R/L Leg	12	24	

Space Allocation

Location	*Fixed*	*Spaces Remaining*
Head	Interface Cockpit	0
Center Torso	None	6
Right Torso	2 XL Engine	10
Left Torso	2 XL Engine	10
Right Arm	None	10
Left Arm	None	10
Right Leg	None	2
Left Leg	None	2

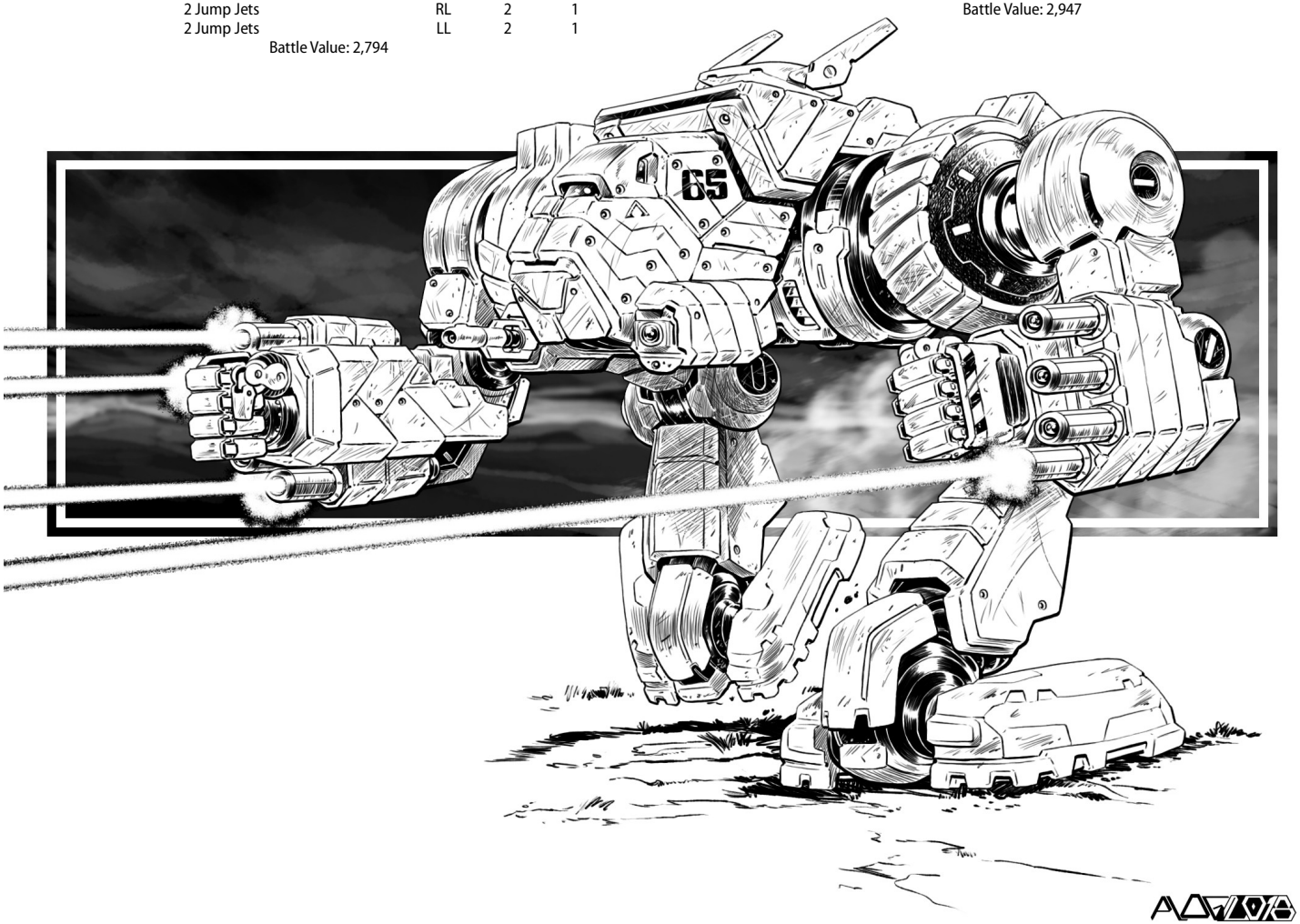
PULSAR

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
4 ER Medium Lasers	RA	4	4
2 Double Heat Sinks	RA	4	2
3 Double Heat Sinks	RT	6	3
Nova CEWS	CT	1	1.5
ER Small Laser	CT	1	0.5
TAG	CT	1	1
Double Heat Sink	CT	2	1
3 Double Heat Sinks	LT	6	3
4 ER Medium Lasers	LA	4	4
2 Double Heat Sinks	LA	4	2
Double Heat Sink	RL	2	1
Double Heat Sink	LL	2	1
Battle Value: 2,708			
Alternate Configuration A			
ER PPC	RA	2	6
Double Heat Sink	RA	2	1
2 Double Heat Sinks	RT	4	2
Nova CEWS	CT	1	1.5
Jump Jet	CT	1	0.5
2 Double Heat Sinks	CT	4	2
2 Double Heat Sinks	LT	4	2
ER PPC	LA	2	6
Double Heat Sink	LA	2	1
2 Jump Jets	RL	2	1
2 Jump Jets	LL	2	1
Battle Value: 3,024			
Alternate Configuration B			
Large Pulse Laser	RA	2	6
3 Improved Jump Jet	RT	6	3
Nova CEWS	CT	1	1.5
Flamer	CT	1	0.5
Double Heat Sink	CT	2	1
3 Improved Jump Jet	LT	6	3
LRM-15	LA	2	3.5
Artemis V FCS	LA	2	1.5
Ammo (LRM) 16	LA	2	2
Improved Jump Jet	RL	2	1
Improved Jump Jet	LL	2	1
Battle Value: 2,519			
Alternate Configuration C			
5 Imp. Heavy Medium Lasers	RA	10	5
4 Double Heat Sinks	RT	8	4
Nova CEWS	CT	1	1.5
Jump Jet	CT	1	0.5
2 Double Heat Sinks	CT	4	2
4 Double Heat Sinks	LT	8	4
5 Imp. Heavy Medium Lasers	LA	10	5
2 Jump Jets	RL	2	1
2 Jump Jets	LL	2	1
Battle Value: 2,841			

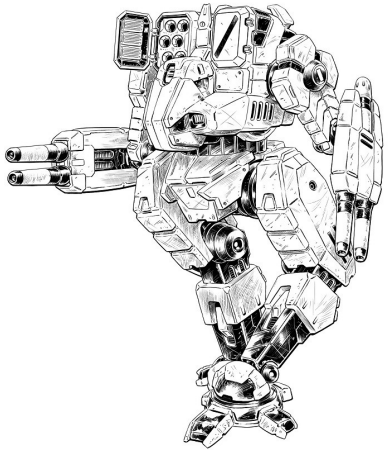
Design Quirks: Multi-Trac, Narrow/Low Profile, No Torso Twist

Weapons and Ammo	Location	Critical	Tonnage
Alternate Configuration D			
3 Medium Pulse Lasers	RA	3	6
Double Heat Sink	RA	2	1
Micro Pulse Laser	RT	1	0.5
2 Double Heat Sinks	RT	4	2
Nova CEWS	CT	1	1.5
Jump Jet	CT	1	0.5
Laser Anti-Missile System	CT	1	1
Micro Pulse Laser	LT	1	0.5
2 Double Heat Sinks	LT	4	2
3 Medium Pulse Lasers	LA	3	6
Double Heat Sink	LA	2	1
2 Jump Jets	RL	2	1
2 Jump Jets	LL	2	1
Battle Value: 2,794			

Weapons and Ammo	Location	Critical	Tonnage
Alternate Configuration E			
3 iATM-3s	RA	6	4.5
Double Heat Sink	RT	2	1
Ammo (iATM) 60	RT	3	3
Nova CEWS	CT	1	1.5
2 iATM-3s	CT	4	3
Jump Jet	CT	1	0.5
Double Heat Sink	LT	2	1
Ammo (iATM) 60	LT	3	3
3 iATM-3s	LA	6	4.5
2 Jump Jets	RL	2	1
2 Jump Jets	LL	2	1
Battle Value: 2,947			



SKINWALKER II



Mass: 55 tons
Chassis: Model SKW Endo-Steel
Power Plant: Fusion 330 XL
Cruise Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: Orbital Ferro-Lamellor
Armament:
22.5 tons of pod space available
Manufacturer: The Society
Primary Factory: Various
Communications System: IC-COM Integrated
Targeting and Tracking System: TB5-T&T
Society Exclusive Equipment: None

The development of the Skinwalker was started after the HPG blackout, as the Society expected an increased need for bigger interventions. They selected the Stormcrow, also known as the Ryoken, to be the reference design. Many in the Society considered this a strange choice, as the Stormcrow Z is quite numerous and has an excellent reputation in the Society.
Later events would reveal that the choice was made for personal prestige. The development was going smoothly until the development team split into two sides over the issue of utilizing Triple Strength Myomer. The people involved were too personally invested and this caused the project to grind to a halt.

Years later a radical compromise was reached to satisfy both sides of the debate. The Society would leak a Skinwalker design with TSM to Clan Wolf for testing and creative bookkeeping. However this version would have some deliberate designs flaws and would be filled with compromised software. With this software the Society would be able to either force a shutdown or take control over specific systems to secretly cause an incident.

After a year of field testing enough information was gathered to make an objective analysis. The final conclusion was that TSM wasn't a practical application for the Skinwalker. Thus the Society's final version would not use TSM and would invest in thicker armor around several weak points.

CAPABILITIES

The primary configuration was partly derived from the Stormcrow Z, but with more focus on medium range combat. This did require a reduction of Improved ATM tubes, stripping out the Supercharger, and a switch to ER Medium Lasers.

The legacy of the old Primary configuration can be best seen in the Alt-A of the Skinwalker II. However it is completely focused on using ER Large Lasers, but this also makes it desirable for Mechwarriors with good sniper skills.

Alt-B is another medium range brawler, using an iHLL for punching holes in armor while the Rotary AC exploits these holes. In case it has lost both of its arms, it can always use its TAG designator for calling down artillery strikes.

Nearly visually identical to the Skinwalker II Prime, the Alt-C can really surprise targets that have only encountered the Prime, usually when the Skinwalker II C uses its jump jets and then unloads its MPLs and SRMs in the enemy rear.

Alt-D is a pure LRM boat, designed to cripple a target and then retreat to resupply its ammunition. It is not very popular as it can run out of ammo fast. But the needs of the many sometimes require using this configuration.

For many the greatest deviation with old configurations comes with Alt-E. This configuration combines a HAG-20 and an ER PPC to make a highly effective anti-air configuration. The HAG has the ability to make flak attacks, while the ER PPC can punch large holes through armor. The HAG also has exceptionally deep ammo bins, allowing for special ammunition without compromising its main mission.

DEPLOYMENT

The Skinwalker prototype with Triple Strength Myomer is still deployed by the Clans and might actually end up in mass production with them. This could give the Society a lot more control over the local Clans. The Society is producing the Skinwalker II's as fast as possible, in an effort to get it on the same production level as the other Interface designs. Most of the early production is being sent to the various intervention forces, which could use it in false flag attacks.

NOTABLE MECHWARRIOR

Engineer-Testpilot Daniels: As the primary test pilot Daniels is the foremost expert on the Skinwalker, knowing everything about the Skinwalker prototype and Skinwalker II production model. For his contributions he was awarded with the first production unit to use as his personal ride.

Type: **Skinwalker II**
Technology Base: Clan
Tonnage: 55

Equipment			**Mass**
Internal Structure:	Endo Steel		3
Engine:	330 XL		12.5
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Heat Sinks:	10 (20)		0
Gyro:	None		0
Cockpit:	Interface		4
Armor Factor (Ferro-Lamellor):	182		13
	Internal Structure	Armor Value	
Head	3	9	
Center Torso	18	27	
Center Torso (rear)		8	
R/L Torso	13	18	
R/L Torso (rear)		8	
R/L Arm	9	18	
R/L Leg	13	25	

Space Allocation

Location	*Fixed*	*Spaces Remainin*
Head	Interface Cockpit	*g*
Center Torso	2 Ferro-Lamellor	0
	1 Endo Steel	3
Right Torso	2 XL Engine	
	5 Ferro-Lamellor	5
Left Torso	2 XL Engine	
	5 Ferro-Lamellor	5
Right Arm	4 Endo Steel	
Left Arm	2 Endo Steel	6
Right Leg	None	8
Left Leg	None	2
		2

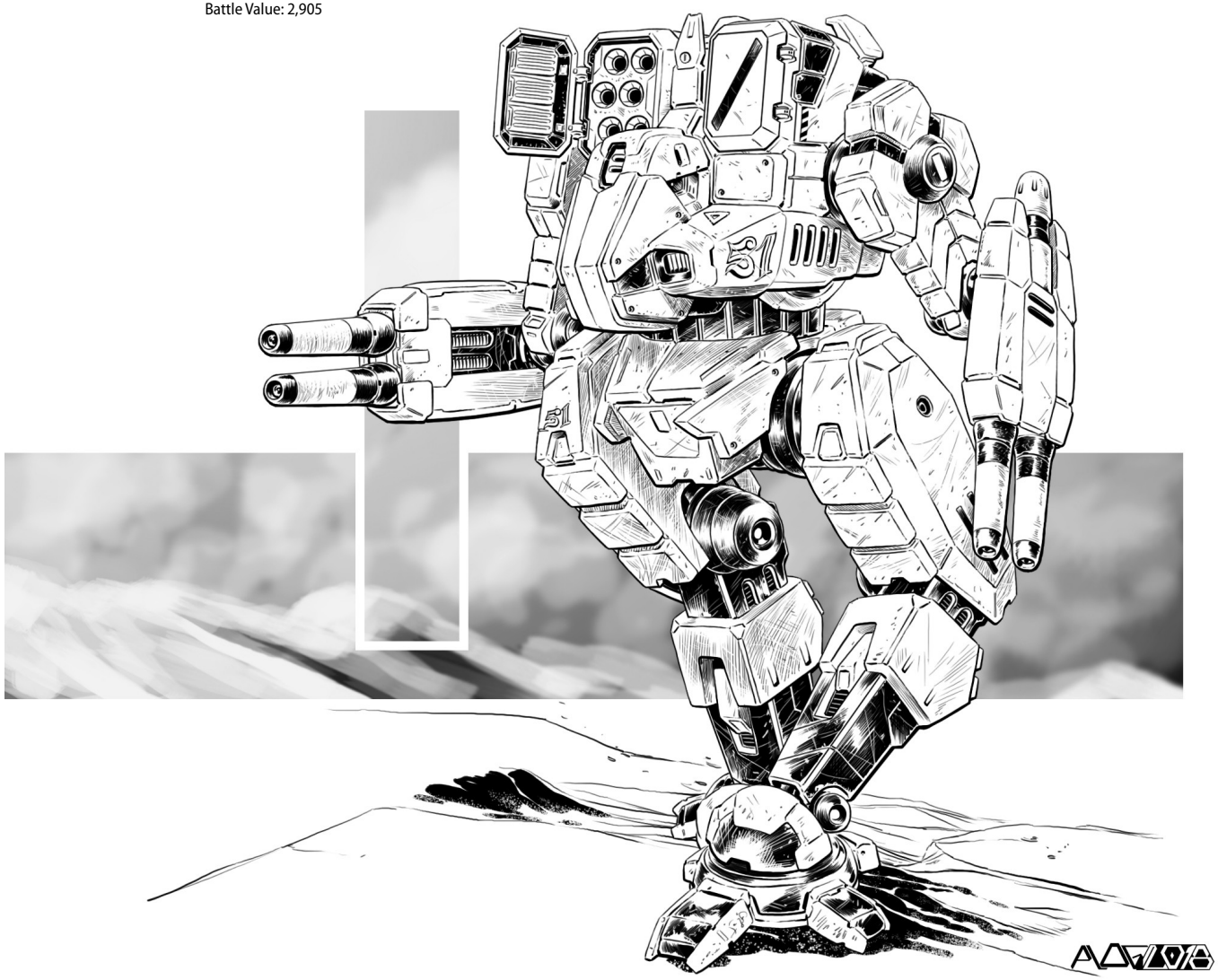
SKINWALKER II

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
2 ER Medium Lasers	RA	2	2
Double Heat Sink	RA	2	1
iATM-6	RT	3	3.5
Ammo (iATM) 20	RT	2	2
Nova CEWS	CT	1	1.5
Double Heat Sink	CT	2	1
iATM-6	LT	3	3.5
Ammo (iATM) 20	LT	2	2
2 ER Medium Lasers	LA	2	2
2 Double Heat Sinks	LA	4	2
Double Heat Sink	RL	2	1
Double Heat Sink	LL	2	1
Battle Value: 3,154			
Alternate Configuration A			
ER Large Laser	RA	1	4
Double Heat Sink	RA	2	1
2 Double Heat Sinks	RT	4	2
Nova CEWS	CT	1	1.5
ER Large Laser	CT	1	4
2 Double Heat Sinks	LT	4	2
ER Large Laser	LA	1	4
2 Double Heat Sink	LA	4	2
Double Heat Sink	RL	2	1
Double Heat Sink	LL	2	1
Battle Value: 2,815			
Alternate Configuration B			
Improved Heavy Large Laser	RA	3	4
2 Double Heat Sinks	RT	4	2
Nova CEWS	CT	1	1.5
TAG	CT	1	1
Ammo (RAC) 60	LT	3	3
Double Heat Sink	LT	2	1
Rotary AC/5	LA	8	10
Battle Value: 2,866			
Alternate Configuration C			
2 Medium Pulse Lasers	RA	2	4
Double Heat Sink	RA	2	1
SRM-6	RT	1	1.5
Ammo (SRM) 15	RT	1	1
3 Jump Jets	RT	3	1.5
Nova CEWS	CT	1	1.5
Double Heat Sink	CT	2	1
SRM-6	LT	1	1.5
Ammo (SRM) 15	LT	1	1
3 Jump Jets	LT	3	1.5
2 Medium Pulse Lasers	LA	2	4
Double Heat Sink	LA	2	1
Double Heat Sink	RL	2	1
Double Heat Sink	LL	2	1
Battle Value: 2,808			

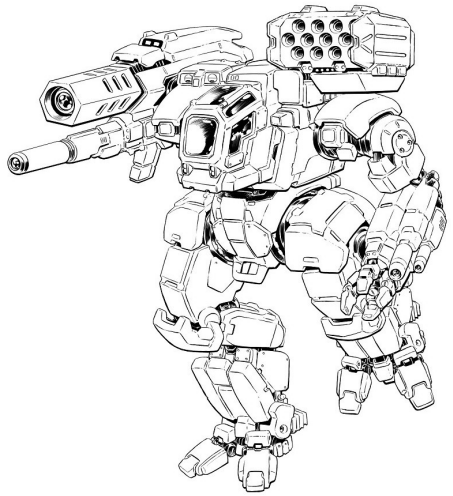
Design Quirks: Fast Reload, Stable

Weapons and Ammo	Location	Critical	Tonnage
Alternate Configuration D			
LRM-15	RA	2	3.5
LRM-15	RT	2	3.5
Ammo (LRM) 24	RT	3	3
Nova CEWS	CT	1	1.5
Ammo (LRM) 8	CT	1	1
LRM-15	LT	2	3.5
Ammo (LRM) 24	LT	1	3
LRM-15	LA	2	3.5
Battle Value: 2,905			

Weapons and Ammo	Location	Critical	Tonnage
Alternate Configuration E			
ER PPC	RA	2	6
Ammo (HAG) 12	RT	2	2
Nova CEWS	CT	1	1.5
Double Heat Sink	CT	2	1
Ammo (HAG) 12	LT	2	2
HAG 20	LA	6	10
Battle Value: 2,946			



KHARON



Mass: 70 tons
Chassis: Various Endo-Steel
Power Plant: Various 350 XL
Cruise Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Various Ferro-Fibrous
Armament:
Improved Heavy Large Laser
Improved ATM-12
ER Large Laser
Medium Pulse Laser
ER Small Laser
Nova CEWS
Manufacturer: The Society
Primary Factory: None, custom builds
Communications System: Various
Targeting and Tracking System: Various
Society Exclusive Equipment: None

The improvised Scientist Rebellion was, from start to finish, an logistical nightmare for the Society. It forced the usage of dubious allies, large numbers of poorly trained vehicle formations, refurbishing units from various Caches, and jury-rigging damaged salvage.

The effort to send as much material as possible to allies and Society front-line units often left many bases with very few defenses. One of these bases was the Balk Facility on Glory, which send out all its undamaged combat assets to support a large strike force, leaving just a damaged Cephalus and Osteon OmniMech behind to defend the facility. The Balk Facility was normally tasked with analyzing salvage, and over the years it had build up a large collection of both local and foreign parts. During the rebellion it was put to use as a repair facility. Things turned for the worst when the launch of their latest shipment was detected by a small Steel Viper patrol. This prompted the Steel Vipers to search the entire the area for a base.

Realizing that they would likely be discovered soon, the personnel of the Balk Facility repaired their damaged 'Mechs to the best of their abilities. In desperation they also cobbled together a FrankenMech using various parts from their extensive collection.

CAPABILITIES

This FrankenMech was named the Kharon. Powered by an 350 XL fusion engine, and having decent armor coverage, it was able to operate as a Heavy Calvary unit. At extreme ranges it is able to contribute an improved ATM-12 and ER Large Laser to the fight, while the installed targeting computer and Nova CEWS makes it more likely that the ER Large Laser will hit at such ranges. At medium range it can also add an improved HLL to this grouping. The lasers mounted in the left arm are usually used when the iATM has run out of ammo, or when the MechWarrior wants to conserve ammunition.

The addition of the Kharon to the defense allowed it to contribute the combination of calvary movement, effective bracketing, and a full Nova network. This allowed the Trey to quickly adapt to any circumstances and defeat the enemy patrol.

DEPLOYMENT

The first Kharon saw a lot more action in the following months as it became a prominent part of the relief forces that helped evacuate the Home Worlds. This lead to it becoming symbolic of abandoning the old ways and finding a new future. A tradition arose in the Society to celebrate new bases and WarShips by having their personnel assemble their own Kharon. Although there are no official variants for the Kharon, they are sometimes customized to function in local environments, such as for space or deep water.

NOTABLE UNIT

Unit-01: The first Kharon BattleMech ever build, it turned the tide of many battles and helped with many evacuations. It's nature as a FrankenMech did mean that it required a team of dedicated technicians to keep it running. Currently it is on display in the Rebellion Memorial Museum, where it still has a personal team of technicians to keep it in perfect condition.

Type: **Kharon**
Technology Base: Clan
Tonnage: 70
Battle Value: 2,965

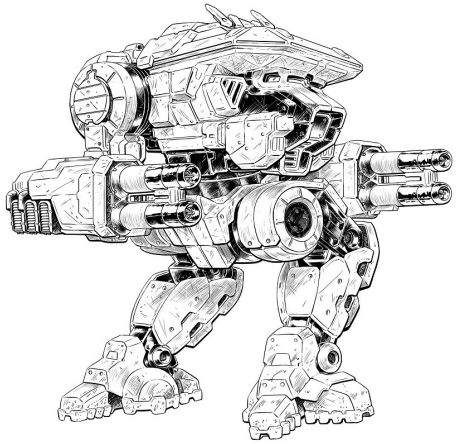
Equipment			**Mass**
Internal Structure:	Endo Steel		3.5
Engine:	350 XL		15
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks:	19 (38)		9
Gyro:			4
Cockpit:			3
Armor Factor (Ferro-Fibrous):	201		10.5
	Internal Structure	Armor Value	
Head	3	9	
Center Torso	22	32	
Center Torso (rear)		8	
R/L Torso	15	22	
R/L Torso (rear)		8	
R/L Arm	11	20	
R/L Leg	15	26	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Nova CEWS	HD	1	1.5
Improved Heavy Large Laser	RA	3	4
ER Large Laser	RA	1	4
Ammo (iATM) 15	RT	3	3
Targeting Computer	RT	3	3
iATM-12	LT	5	7
Medium Pulse Laser	LA	1	2
ER Small Laser	LA	1	0.5

KHARON

Design Quirks: Difficult to Maintain, Battle Computer

GATEKEEPER



Mass: 90 tons
Chassis: Model GK Endo-Steel
Power Plant: Light Force 360 XL
Cruise Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Orbital Forging Standard
Armament:
42.5 tons of pod space available
Manufacturer: The Society
Primary Factory: Various
Communications System: Series 12 SOC Spectral
Targeting and Tracking System: Flip-360 T&T
Society Exclusive Equipment: None

The successful development and deployment of the Pulsar OmniMech gave the Society enough confidence to attempt an Assault-sized Interface OmniMech. The Masakari, also known as the Warhawk, was chosen as the reference design. The selected name for the new OmniMech is Gatekeeper, which is related to the Warhawk's reputation for long-range fire-support and being able to prevent enemies from passing it. As with the previous design, the designers aimed for maximum pod tonnage and heat dissipation. However, a straight conversion from the original design was not practical as some components, like the engines, weren't readily available.

This lead to the decision to redesign the base even further to solve old weaknesses and use more existing components from the Society's own factories. The tonnage of the Gatekeeper was increased by five tons to allow the use of 360 rated XL engines, which are readily available in the Society. Another significant deviation from the reference design was the armoring of the shoulder actuators, which was motivated by the fact that most of the weapons would be mounted in the arms. This feature will help prevent unlucky hits from crippling the Gatekeeper.

CAPABILITIES

As with the Warhawk, the primary configuration mounts two ER PPCs in each arm. However the heat dissipation capacity has been increased by over fifty percent, to allow for constant alpha strikes. But this does require the Gatekeeper to remain stationary and forced the removal of the LRM launcher for more heat sinks. Also, while a targeting computer would be expected in a Warhawk derivative design, in most configurations it was traded in for a pod-mounted Nova CEWS and even more heat sinks.

Alternate-A is a dedicated anti-air platform that is also capable of extreme range support. The left arm mounts three ER Large Lasers, while the right arm mounts a HAG-40 with six tons of ammo. It can overheat, but this is quite acceptable for this role.

Alternate-B can be seen as a jack of all trades. It uses various types of weapons and has enough LRM ammunition to utilize special munitions for its LRM-20 launcher. Should it lose the weapons in the arms then the Gatekeeper can always use a TAG to designate for artillery strikes.

Alternate-C is also based on the Warhawk C, but it doubles down on the pulse lasers, thus mounting four Large Pulse Lasers and four Micro Pulse Lasers. The remaining tonnage was used for heat sinks and jump jets. According to simulations this configuration should perform well in urban combat.

Alternate-D is the improved ATM launcher configuration, it uses an iATM-12 in each arm and in the right torso. These are backed up by three Medium Pulse Lasers, of which one is rear-facing to counter back-stabbers.

Alternate-E is designed to handle infantry and vehicles. Each arm mounts an SRM-6 which can handle a large variety of warheads. The right arm also mounts a Rotary AC/5 and the left arm includes three Plasma Cannons. To increase its own defense it also has a Laser AMS in the center torso.

DEPLOYMENT

The Gatekeeper sees very little combat as it is designed and mostly used as a literal gatekeeper by the Society. In practice this means that they wait in hidden positions around Society facilities, waiting for an unfortunate fool to come too close. In actual offensive operations it is usually part of an Un with another Gatekeeper and a dedicated Nova CEWS spotter.

NOTABLE UNIT

Wallflower: Linguist-MechWarrior Miho was a dispossessed mercenary. Finding work was difficult as employers were distrustful of her timid personality. Society agents sought her out and recruited her after reviewing BattleROMs that hinted at her having an unexplainable talent of remaining unnoticed, even when piloting active Assault Mechs. It has occurred on multiple occasions that enemy 'Mechs would walk right past her and only notice her when she fired her weapons.

Type: **Gatekeeper**
Technology Base: Clan
Tonnage: 90

Equipment			**Mass**
Internal Structure:	Endo Steel		4.5
Engine:	360 XL		16.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	14 (28)		4
Gyro:	None		0
Cockpit:	Interface		4
Armored Components:	Shoulder Actuators		1
Armor Factor (Standard):	279		17.5
	Internal Structure	Armor Value	
Head	3	9	
Center Torso	29	44	
Center Torso (rear)		14	
R/L Torso	19	29	
R/L Torso (rear)		9	
R/L Arm	15	30	
R/L Leg	19	38	

Space Allocation

Location	*Fixed*	*Spaces Remaining*
Head	Interface Cockpit	0
Center Torso	1 Endo Steel	5
Right Torso	2 XL Engine	8
	2 Endo Steel	
Left Torso	2 XL Engine	6
	4 Endo Steel	
Right Arm	None	10
Left Arm	None	10
Right Leg	None	2
Left Leg	None	2

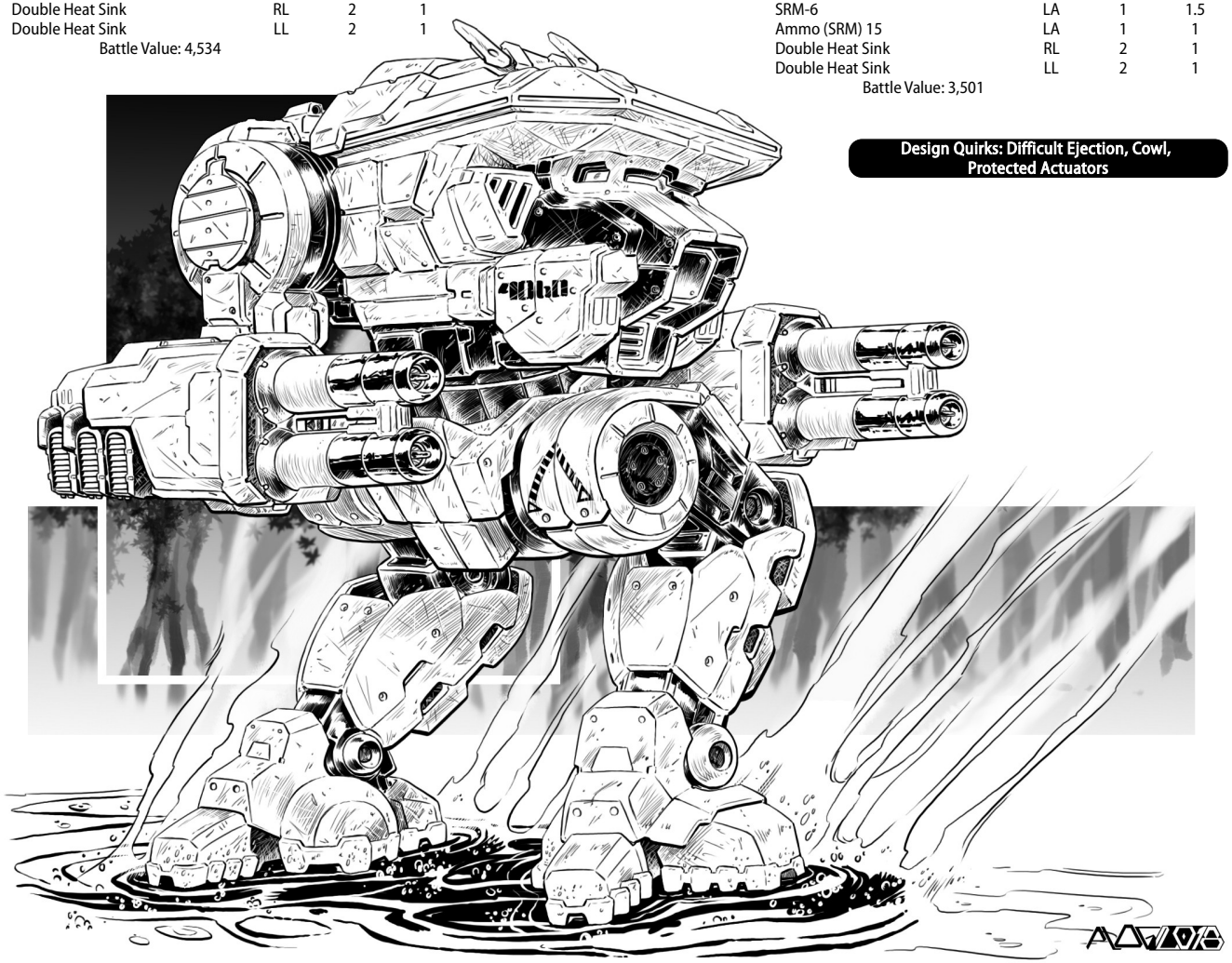
GATEKEEPER

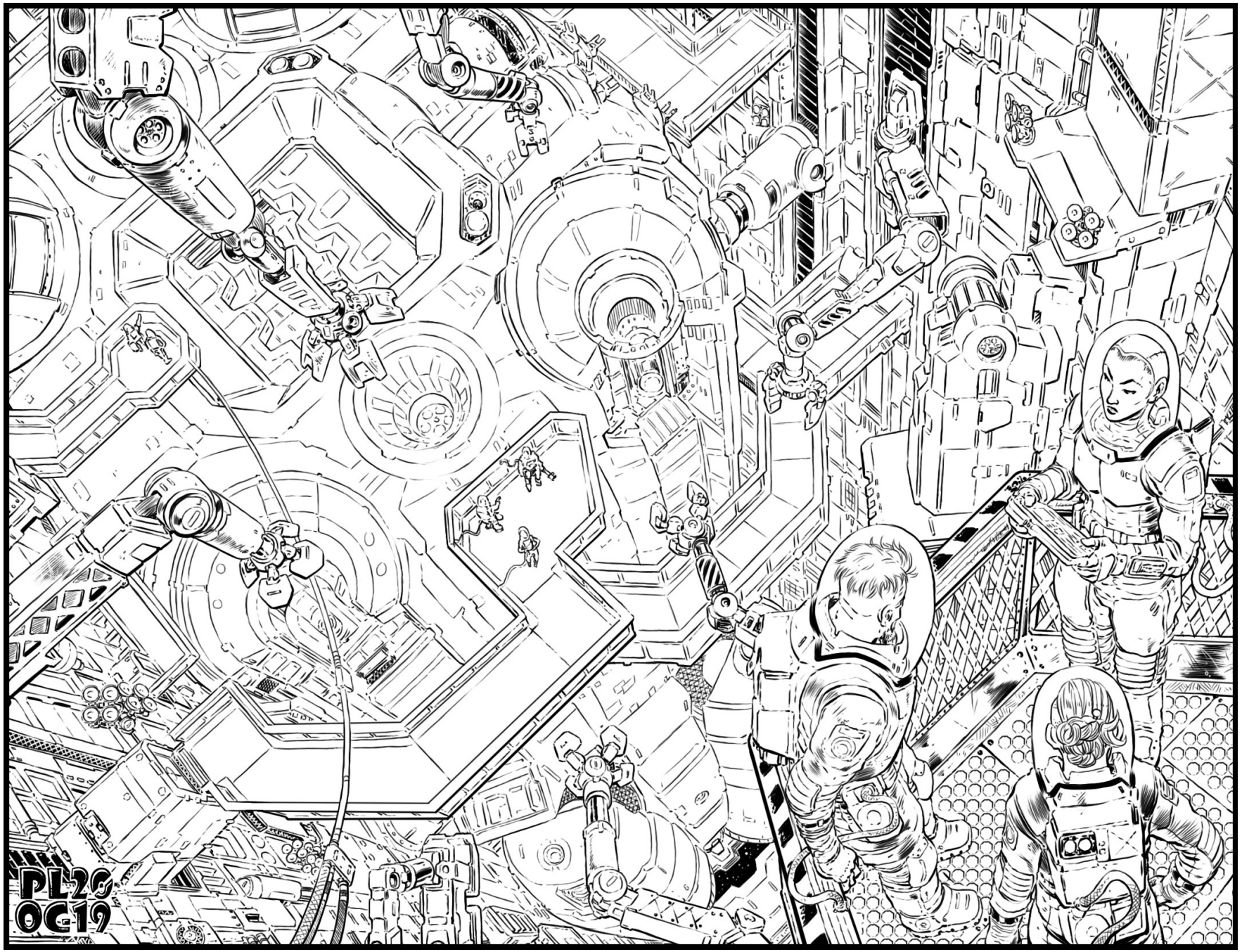
Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
2 ER PPCs	RA	4	12
3 Double Heat Sinks	RA	6	3
4 Double Heat Sinks	RT	8	4
Nova CEWS	CT	1	1.5
2 Double Heat Sinks	CT	4	2
3 Double Heat Sinks	LT	6	3
2 ER PPCs	LA	4	12
3 Double Heat Sinks	LA	6	3
Double Heat Sink	RL	2	1
Double Heat Sink	LL	2	1
Battle Value: 4,053			
Alternate Configuration A			
HAG 40	RA	10	16
Ammo (HAG) 12	RT	4	4
Nova CEWS	CT	1	1.5
Ammo (HAG) 6	CT	2	2
Double Heat Sink	CT	2	1
2 Double Heat Sinks	LT	4	2
3 ER Large Lasers	LA	3	12
2 Double Heat Sinks	LA	4	2
Double Heat Sink	RL	2	1
Double Heat Sink	LL	2	1
Battle Value: 4,101			
Alternate Configuration B			
Gauss Rifle	RA	6	12
LRM 20	RA	4	5
Double Heat Sink	RT	2	1
Ammo (Gauss) 16	RT	2	2
Ammo (LRM) 18	RT	3	3
TAG	RT	1	1
Nova CEWS	CT	1	1.5
2 Double Heat Sinks	CT	4	2
3 Double Heat Sinks	LT	6	3
2 Improved Heavy Large Lasers	LA	6	8
2 Double Heat Sinks	LA	4	2
Double Heat Sink	RL	2	1
Double Heat Sink	LL	2	1
Battle Value: 3,536			
Alternate Configuration C			
2 Large Pulse Lasers	RA	4	12
2 Double Heat Sinks	RA	4	2
2 Micro Pulse Lasers	RT	2	1
Jump Jet	RT	1	2
Double Heat Sink	RT	2	1
Nova CEWS	CT	1	1.5
Jump Jet	CT	1	2
Double Heat Sink	CT	2	1
2 Micro Pulse Lasers	LT	2	1
Jump Jet	LT	1	2
Double Heat Sink	LT	1	2
2 Large Pulse Lasers	LA	4	12
2 Double Heat Sinks	LA	4	2
Double Heat Sink	RL	2	1
Double Heat Sink	LL	2	1
Battle Value: 3,656			

Weapons and Ammo	Location	Critical	Tonnage
Alternate Configuration D			
iATM-12	RA	5	7
Ammo (iATM) 15	RA	3	3
iATM-12	RT	5	7
Ammo (iATM) 15	RT	3	3
Nova CEWS	CT	1	1.5
2 Medium Pulse Lasers	CT	2	4
Double Heat Sink	CT	2	1
Medium Pulse Laser	LT (R)	1	2
2 Double Heat Sinks	LT	4	2
iATM-12	LA	5	7
Ammo (iATM) 15	LA	3	3
Double Heat Sink	RL	2	1
Double Heat Sink	LL	2	1
Battle Value: 4,534			

Weapons and Ammo	Location	Critical	Tonnage
Alternate Configuration E			
Rotary AC/5	RA	8	10
SRM-6	RA	1	1.5
Ammo (SRM) 15	RA	1	1
2 Double Heat Sinks	RT	4	2
Ammo (RAC) 60	RT	3	3
Nova CEWS	CT	1	1.5
Laser Anti-Missile System	CT	1	1
Double Heat Sink	CT	2	1
3 Double Heat Sinks	LT	6	3
3 Plasma Cannons	LA	3	9
Ammo (Plasma Cannon) 50	LA	5	5
SRM-6	LA	1	1.5
Ammo (SRM) 15	LA	1	1
Double Heat Sink	RL	2	1
Double Heat Sink	LL	2	1
Battle Value: 3,501			

Design Quirks: Difficult Ejection, Cowl, Protected Actuators

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AEROSPACE

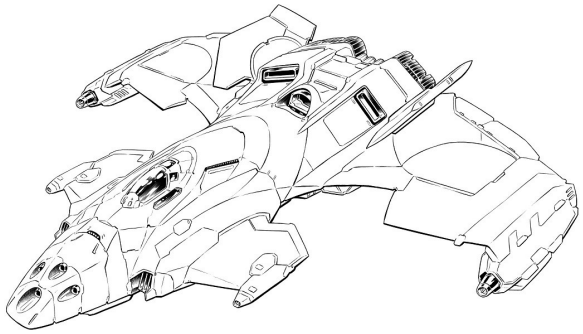
Ever since the creation of the Society, there had been a very well hidden and important branch of the Society that is focused on Aerospace technology. In fact, the earliest Society factories were based on Newgrange-class YardShips that have been falsely written off as lost during the Pentagon Civil War. Historically this branch had been focused on gathering resources and signal intelligence. Some of the resource gathering concerned the recovery of lost vessels such as outbound derelicts. These were then stripped of immediately useful equipment and then dumped in deep space for later retrieval. This policy proved to have been a mistake, as the rapid escalation of the Reavings did not give the Aerospace branch enough time to bring enough vessels to combat readiness.

To make up for this shortfall, the Society stole active WarShips using computer viruses and looted mothballed WarShips from various Naval Caches. Most of these ships would be given to close allies, and some would also be modified with experimental technology. During the Rebellion all of these modified vessels were lost, causing the various experimental projects to be lost to the Society as a whole, as their development teams had been forced to install and maintain them and thus died with the rest of the crew.

The results of the Rebellion forced a policy change in the Aerospace branch, with derelict WarShips being recycled as soon as possible for the production of modern ships. Most of these are meant to be used as transports and industrial nodes. These ships are now deployed in Ship Coreuns of three WarShips, which are the mobile counterparts of Base Coreuns that each consist out of three coordinating bases in a single star system. The recent developments have enormously raised the status and importance of the Aerospace branch in the Society.

—Scientist-Pilot Algar

HADRON OMNIFIGHTER



Mass: 90 tons
Chassis: Eureka-SBT2
Power Plant: 360 XXL Fusion
Armor: Orbital Forging Reflective
Armament:
52.5 tons of pod space available
Manufacturer: The Society
Primary Factory: Various
Communications System: Schedule 12-S
Targeting and Tracking System: Mark 12-S
Society Exclusive Equipment: None

History had taught the Society to be more independent from the Clans, motivating the construction of large amount of infrastructure, mostly in the form of Ship Coreuns and Base Coreuns. However there was a shakeup in 3108, when an accidental encounter in deep space revealed a weakness in the defenses around these vital Coreuns. The trespassers were first intercepted by Sabutai ASFs, but the Sabutai ASFs encountered heavy resistance, causing them to be rapidly taken out or be disabled. The assistance of the combat tugs was required to destroy the trespassers and to recover the surviving pilots. The Sabutai had been the heavy dog-fighter of choice in the Society, but during this incident the design was revealed to be too fragile in the modern battlefield. Further analysis revealed that even recently adopted designs didn't really meet the Society's new requirements for the modern era.

CAPABILITIES

The Society developed the Hadron OmniFighter using the Sabutai ASF as the starting point. The tonnage was increased to 90 tons and the engine was replaced by a larger XXL fusion engine. With the freed tonnage, the fuel reserves were increased and the Ferro-Fibrous armor was replaced with thick Laser Reflective armor. This means that the Hadron is extremely well protected against big energy weapons, to such an extent that even a Clan ER PPC with Capacitor would be unable to immediately pierce the nose armor.

The primary configuration retains some of the features of the Sabutai Prime, with ER PPCs mounted in the wings but in more durable housings. The nose now mounts a HAG-40 and two ER Medium Lasers. It also trades away the small lasers for a Nova CEWS, which is then retained on all official configurations.
A dubious feature is that if the HAG suffers critical damage, then the resulting explosion will utterly destroy the entire ASF, preventing enemies from gaining vital intelligence.

The Alternate-A configuration is fully based on ammunition using weapons to counter other ASFs with laser reflective armor. The pair of Rotary Autocannons can create openings in the armor, which can then be exploited by three Streak SRM-6 launchers on each wing.

The Alt-B configuration is partly based upon the Sabutai-X, with wing mounted LRM-20 launchers that have been enhanced with Artemis V FCS. Endurance is improved by having more ammo and mounting a Large Pulse Laser in the nose, with a Medium Pulse Laser covering the aft.

The Alt-C is regarded as a high risk and high gain configuration, as it is designed for strafing and dropping BA troops despite the cargo bay being a tight fit for even Medium BA suits. Four Medium Pulse Lasers are in the nose and in each wing, and an ER Large Laser and a Laser AMS cover the aft.

ASF that primarily use energy weapons have become less common and effective after the introduction of reflective armor. But the improved Heavy Large Lasers of the Alt-D hit hard enough to even give reflective armor trouble. It also mounts four AMS systems to make it a viable for missile interception duty.

The Alt-E is an improvement upon the Sabutai Z, the ER PPC enhanced with a PPC Capacitor and an ER Medium Laser is added to defend the rear arc of the fighter. These improvements did come at the cost of removing some of the excessive iATM ammunition payload.

DEPLOYMENT

Like most Society fighters, Hadron OmniFighters are often deployed in paired Uns so that they can use ASF squadron bays on Inner Sphere DropShips. As heavy dog-fighters their primary task is taking on enemy Aerospace Fighters, which could pose a threat against vital Society assets and ships. In practice this means that most of the Hadron ASFs are used in the garrison forces of the Ship Coreuns.

NOTABLE UNIT

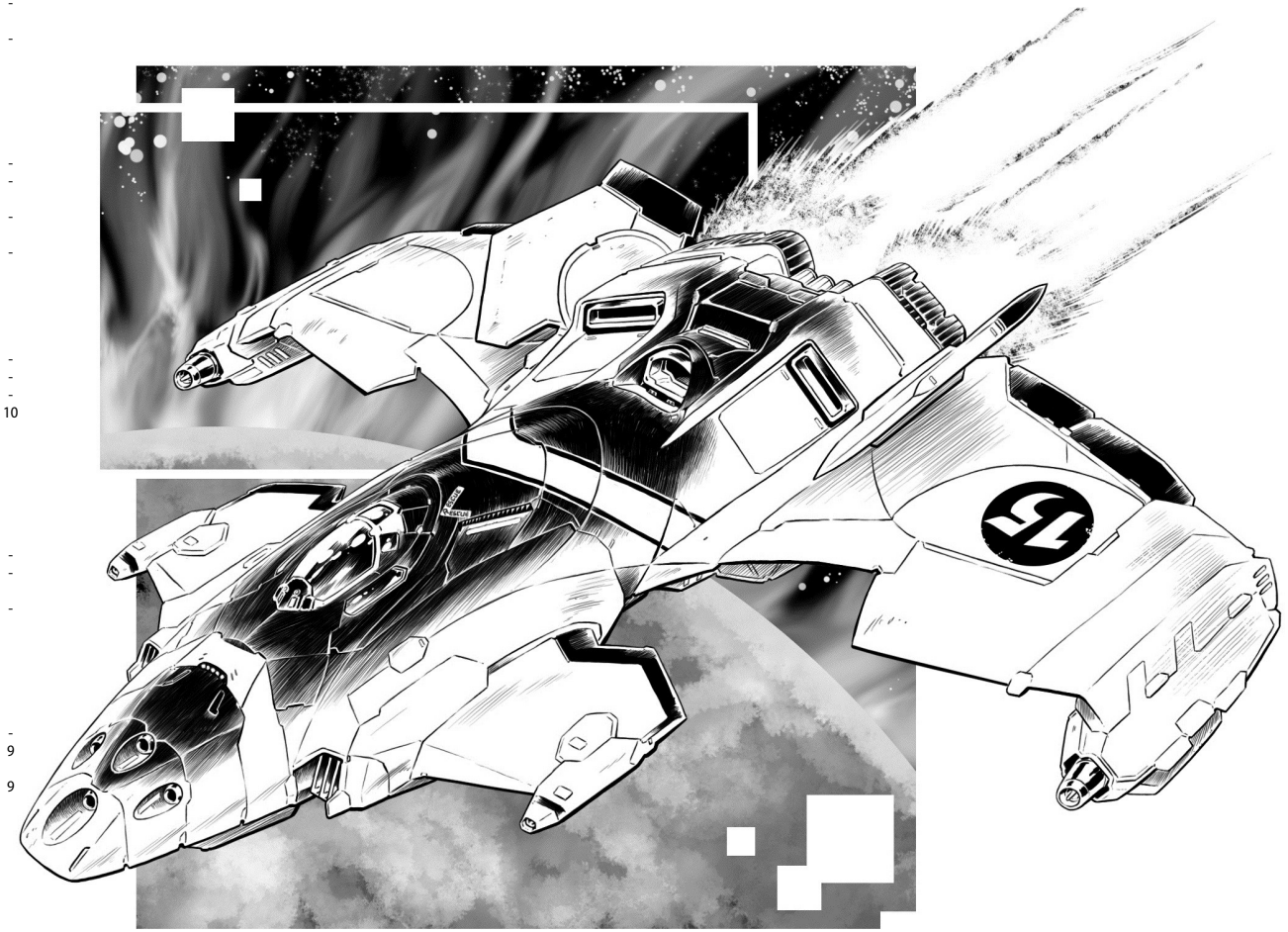
Lucky Strike: Lucky Strike is the nickname of a Hadron ASF that had, at one point, earned a WarShip kill mark. Although the mark is officially acknowledged, the exact details of how it was earned are still classified. Out of respect for this rare achievement the maintenance crews always keep this kill mark on the ASF, no matter who is piloting it.

Type: **Hadron**
Technology Base: Clan
Tonnage: 90

Equipment			**Mass**
Engine:	360 XXL		11.0
Safe Thrust:	6		
Maximum Thrust:	9		
Structural Integrity:	9		
Heat Sinks:	10 (20)		0
Fuel:	400		5
Cockpit:			3
Armor Factor (Reflective):	296		18.5
	Armor Value	Free Space	
Nose	101	5	
R/L Wing	72 / 72	4 / 4	
Aft	51	3	

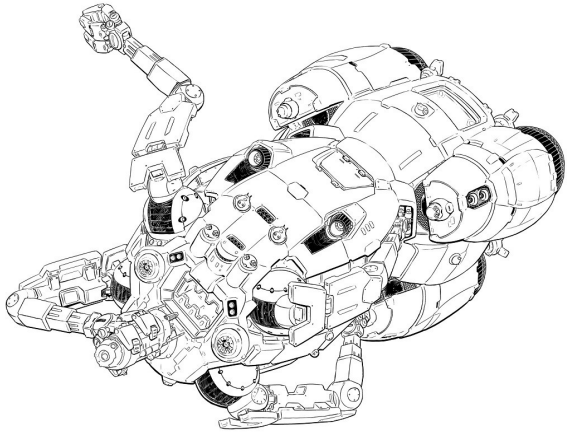
HADRON OMNIFIGHTER

Weapons and Ammo	Location	Tonnage	Heat	SRT	MRT	LRT	ERT
Primary Weapons Configuration							
HAG-40	Nose	16	8	32	24	24	-
Ammo (HAG) 18	-	6	-				
2 ER Medium Lasers	Nose	2	5	7	7	-	-
ER PPC	RW	6	15	15	15	15	-
ER PPC	LW	6	15	15	15	15	-
Nova CEWS	Aft	1.5	2				
15 Double Heat Sinks	-	15	-				
Battle Value: 4,401							
Alternate Configuration A							
2 Rotary AC/5s	Nose	20	6	20	20	20	-
Ammo (RAC) 120	-	6	-				
3 Streak SRM-6	RW	9	4	12	12	-	-
Ammo (Streak) 30	-	2	-				
3 Streak SRM-6	LW	9	4	12	12	-	-
Ammo (Streak) 30	-	2	-				
Nova CEWS	Aft	1.5	2				
3 Double Heat Sinks	-	3	-				
Battle Value: 4,009							
Alternate Configuration B							
Large Pulse Laser	Nose	6	10	10	10	10	-
2 LRM-20s w/Artemis V	RW	13	6	16	16	16	-
Ammo (LRM) 30	-	5	-				
2 LRM-20s w/Artemis V	LW	13	6	16	16	16	-
Ammo (LRM) 30	-	5	-				
Medium Pulse Laser	Aft	2	4	7	7	-	-
Nova CEWS	Aft	1.5	2				
3 Double Heat Sinks	-	3	-				
Battle Value: 4,037							
Alternate Configuration C							
4 Medium Pulse Lasers	Nose	8	4	7	7	-	-
4 Medium Pulse Lasers	RW	8	4	7	7	-	-
4 Medium Pulse Lasers	LW	8	4	7	7	-	-
ER Large Laser	Aft	4	12	10	10	10	10
Cargo (6 tons)	Aft	6	-				
Nova CEWS	Aft	1.5	2				
15 Double Heat Sinks	-	15	-				
Fuel (160 points)	-	2	-				
Battle Value: 3,536							
Alternate Configuration D							
4 Improved Heavy Large Lasers	Nose	16	18	16	16	-	-
2 Anti-Missile Systems	RW	1	1	-	-	-	-
Ammo (AMS) 48	-	2	-				
2 Anti-Missile Systems	LW	1	1	-	-	-	-
Ammo (AMS) 48	-	2	-				
Nova CEWS	Aft	1.5	2				
29 Double Heat Sinks	-	29	-				
Battle Value: 3,470							
Alternate Configuration E							
ER PPC + Capacitor	Nose	7	20	20	20	20	-
2 Improved ATM-9s	RW	10	6	27	18	9	9
Ammo (iATM) 35	-	5	-				
2 Improved ATM-9s	LW	10	6	27	18	9	9
Ammo (iATM) 35	-	5	-				
ER Medium Laser	Aft	1	5	7	7	-	
Nova CEWS	-	1.5	2				
13 Double Heat Sinks	-	13	-				
Battle Value: 4,534							



Design Quirks: Internal Bomb Bay, Easy to Pilot

MODEL 98 TUG



For their entire existence, the Clans have been using the Model 96 Tug DropShip as their Aerospace Tug of choice. The revival of Aerospace industry in the Inner Sphere led to the creation of the Model 97 Tug, and upon encountering the Model 97 Tug DropShip, the Society quickly realized that the Model 96 had become outdated and that a new tug design was needed to keep the upper hand.

At that time the Society didn't have the right resources available to handle the development of a new Tug DropShip. Their solution was to have the Society cells in Clan Snow Raven advocate for the development of such a design. The Snow Raven were chosen as they had the most experience with naval design. By the time development actually started, the Society had heavily infiltrated the project and were gathering resources for building their own prototypes.

CAPABILITIES

From the project outset the aim was to improve upon every essential metric of the existing tugs, these being the Model 96 and Model 97 Tugs. The final result produced more thrust, had better armor, and was better able to defend itself using ER PPCs and the then newly-developed HAGs.

These improvements were substantial enough that the Model 98 Tug can be compared to assault ships and gunships. The thick Ferro-Aluminium armor can withstand several Capital weapon-grade hits, but crews are still strongly advised to rely on their thrust to stay away from hostile WarShips.

One of the most innovative features of the Model 98 are the enhanced tug arms, which are heavily reinforced to be impact resistant, and can fold down to improve the aerodynamics of the DropShip to make landings far easier then with other tugs.

With its Small Craft bays it can deploy marines and prize crews for boarding enemy ships. But it will usually use these for salvage crews for striping or repairing derelicts. Its sizable cargo bay makes it quite capable at either purpose.

DEPLOYMENT

During the Reavings the prototypes had been very busy with handling the many derelict vessels in the Clan Homeworlds. The derelicts were pushed out of their previous trajectories and then stripped of useful salvage or given essential repairs so that they could become jump-capable again. For the latter option, the Small Craft can be used as safe sites by the repair crews. This practice continued for a while even after most of the Society had left the Homeworlds, but in this latter period the main focus was on redirecting the remaining derelicts, as an effective means of preventing the Warrior Caste of the Homeworlds from recovering them.

PROTOTYPE

The initial prototype batch didn't feature Screen Launchers, as the Society required more time to reverse-engineer this technology. It wasn't until 3080 that they were added during production and older units were then quickly refitted. With this alteration the class could also function as a viable escort DropShip, its weapons allowing it to deal with smaller craft, while screens and point defenses can prevent large enemy vessels from hitting their target.

NOTABLE CREW

The Outlaws: The crew of M98-005 earned this nickname for taking incredible risks in quickly retrieving high value components from wrecks in contested systems. This means they got to see a lot more combat then other Tug crews, mostly having to fight off pirates and other prospectors. They have even adjusted their own dress-code to match, and when questioned about this, they often give the excuse of improving plausible deniability.

Type: Military Spheroid
Use: Tug
Tech: Clan (Advanced)
Mass: 19,500 tons
Dimensions
Length: 210 meters

Fuel: 2,000 tons (60,000)
Tons/Burn-day: 4.22
Safe Thrust: 7
Maximum Thrust: 11
Heat Sinks: 242 (484)
Structural Integrity: 30

Armor
Fore: 601
Sides: 601
Aft: 510

Cargo

Bay 2: Small Craft (6)	2 doors
Bay 5: Cargo (2,453 tons)	2 doors

Escape Pods: 10
Life Boats: 0
Crew: 13 officers, 42 enlisted/non-rated, 10 gunners, 21 BA troopers, 30 bay personnel

Society Exclusive Equipment: None

Ammunition: 540 rounds of HAG-40 ammunition (180 tons), 720 rounds of AMS ammunition (30 tons), 60 Screens (600 tons)

Notes: Equipped with 107.5 tons of Ferro-aluminium armor and Naval Tug Adapter.

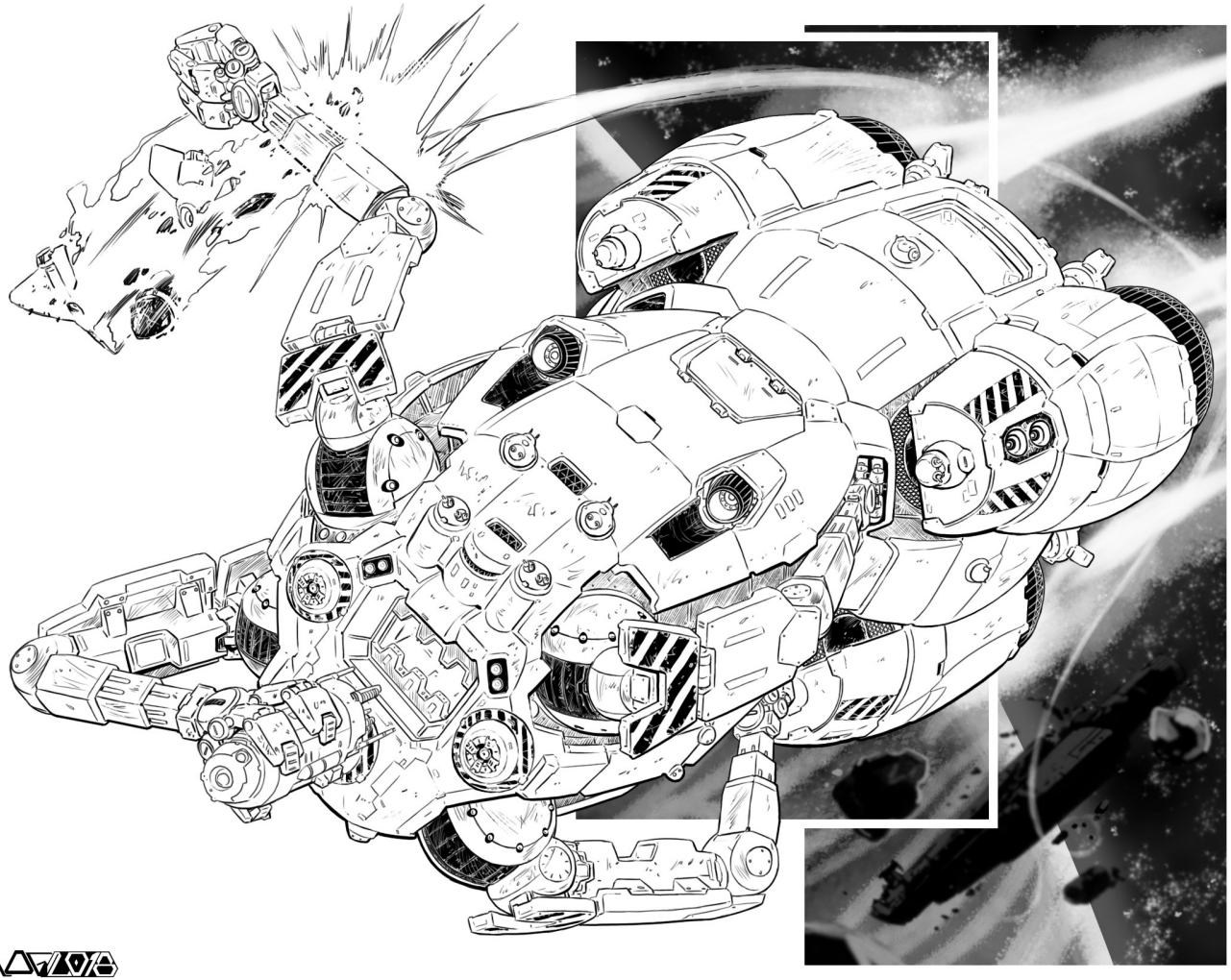
MODEL 98 TUG

Weapons: **Capital Attack Values (Standard)**

Arc (Heat) Type	Short	Medium	Long	Extreme	Class
Nose (84 Heat)					
3 ER PPCs	5 (45)	5 (45)	5 (45)	-	PPC
3 HAG-40s (90 rounds)	10 (96)	10 (96)	10 (96)	-	Flak
5 AMS (120 rounds)	-	-	-	-	Point Defense
Screen Launcher (15 msls)	-	-	-	-	Screen
FR/FL (84 Heat)					
3 ER PPCs	5 (45)	5 (45)	5 (45)	-	PPC
3 HAG-40s (90 rounds)	10 (96)	10 (96)	10 (96)	-	Flak
5 AMS (120 rounds)	-	-	-	-	Point Defense
Screen Launcher (15 msls)	-	-	-	-	Screen

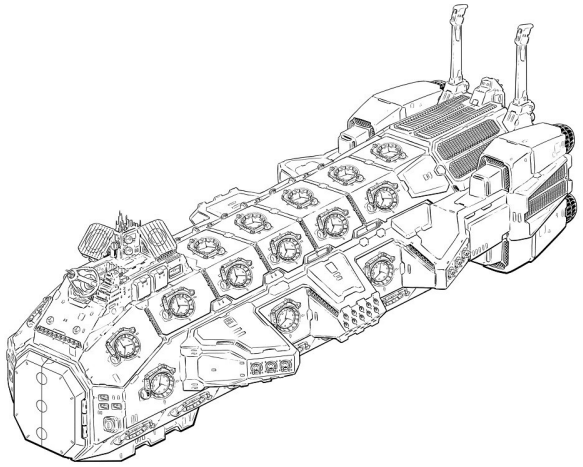
Weapons: **Capital Attack Values (Standard)**

Arc (Heat) Type	Short	Medium	Long	Extreme	Class
AR/AL (74 Heat)					
3 ER PPCs	5 (45)	5 (45)	5 (45)	-	PPC
3 HAG-40s (90 rounds)	10 (96)	10 (96)	10 (96)	-	Flak
5 AMS (120 rounds)	-	-	-	-	Point Defense
Aft (84 Heat)					
3 ER PPCs	5 (45)	5 (45)	5 (45)	-	PPC
3 HAG-40s (90 rounds)	10 (96)	10 (96)	10 (96)	-	Flak
5 AMS (120 rounds)	-	-	-	-	Point Defense
Screen Launcher (15 msls)	-	-	-	-	Screen



Design Quirks: Modular Weapons

ALEXANDRIA CORESHIP



At the end of the Scientist Rebellion the WarShip assets of the Society mostly consisted of Newgrange YardShips and jump-capable hulks taken from the Clan Home Worlds. It was quickly determined that refurbishing all these different ships to their original states was non-desirable for the Society. With a limited industrial base it would be difficult to support such a diverse group of WarShips and in addition their specifications did not fit the requirements of the Society.
Thus the decision was made to recycle all the hulks and some of the obsolete active WarShips. The gained materials were then used to construct a new class of WarShips based upon the lessons that have been learned. One of these lessons was that even the most dangerous of WarShips can be defeated using desperate measures. This lead to the concept of a CoreShip, which is similar to an ArcShip, but it maximizes the number of usable docking collars. The Society also designed it for low maintenance and long-term deep-space operations. This allows them to be both industrial hubs and heavy jump transports.

In appearance the Alexandria-class of CoreShips looks like a stretched angular Potemkin-class, but with more docking collars, docking arms, and an reinforced repair facility in the nose. Those features were originally requested to make it compatible with the Capital Module project, which has since stalled. But the requested features have proven themselves to be a good investment for general use.

CAPABILITIES

The Alexandria-class derives its name from its most unique feature, which is the Library Core. It contains all knowledge available to the Society and can automatically index and verify any newly added data. The class also has research, industrial, and Sibko facilities. Thus if the worse-case scenario were to occur, the Society could rebuild itself from a single surviving CoreShip. To minimize the chances of detection it will almost never deploy its sail and the class even has additional heat sinks to directionally cool the ship, giving the Alexandria-class even better chances for evading detection. But if the CoreShip and its escorts are detected, then it should flee as fast as possible. During this it can use Screen Launchers and extensive AMS coverage to prevent enemy hits. In combat the massive Naval Laser bays and White Shark missiles will engage the enemy first. If the enemy continues, then the Alexandria-class will escalate to using two dozen side-mounted Naval Autocannon 30s, to force the enemy to keep their distance. Against enemy ASF it has a couple of HAG-40 emplacements, but the Alexandria-class will rely more on its own ASFs and DropShips to keep dangerous enemies away.

DEPLOYMENT

The initial materials for producing these ships came from recovered hulks and outdated designs. After nearly half a century of low rate production, these original sources have all been fully consumed. As a result each of the Society's YardShips has CoreShips escorts and there are two Coreuns that only use this class. Further production now has to rely on other sources, such as newly discovered derelicts and Oort belt mining.

NOTABLE SQUADRON

Explorer Coreun: The last few builds are slated to be used for exploring the Outer Periphery and beyond. The hope is that in the future that the Society will have countermeasures against the blackout so that these ships can rebuild and extend the Society HPG net. With a functional net they will be able to report any important findings. For now this group is tasked with developing Capital Modules and covertly supporting agents in the Wolf Empire.

Ammunition: 720 rounds of HAG-40 ammunition (240 tons), 2160 rounds of AMS ammunition (90 tons), 120 Screens (1200 tons), 600 rounds of NAC/30 ammunition (480 tons), 40 Killer Whale missiles (2000 tons).

Tech: Clan (Advanced)
Mass: 2,000,000 tons
Length: 1,500 meters
Sail Diameter: 1,500 meters
Fuel: 50,000 tons (125,000)
Tons/Burn-day: 39.52
Safe Thrust: 2
Maximum Thrust: 3
Sail Integrity: 8
KF Drive Integrity: 38
Heat Sinks: 6,000 (12,000)
Structural Integrity: 90

Armor (Capital)
Fore: 600
Fore-Sides: 700
Aft-Sides: 700
Aft: 600

Cargo

Bay 1: Fighter Bay (81)	12 doors
Bay 2: Small Craft (36)	6 doors
Bay 3: Reinforced Repair Bay (100kt cap.) (Nose)	1 doors
Bay 4: Factory Unit (100kt)	1 doors
Bay 5: Cargo (222,996 tons)	4 doors

DropShip Capacity: 38
Grav Decks: 16 (150-meter diameter)
Escape Pods: 450
Life Boats: 450
Crew: 150 officers, 455 enlisted/non-rated, 105 gunners, 200 1st class passengers, 1000 2nd class passengers, 3000 steerage passengers, 300 BA troopers, 342 bay personnel

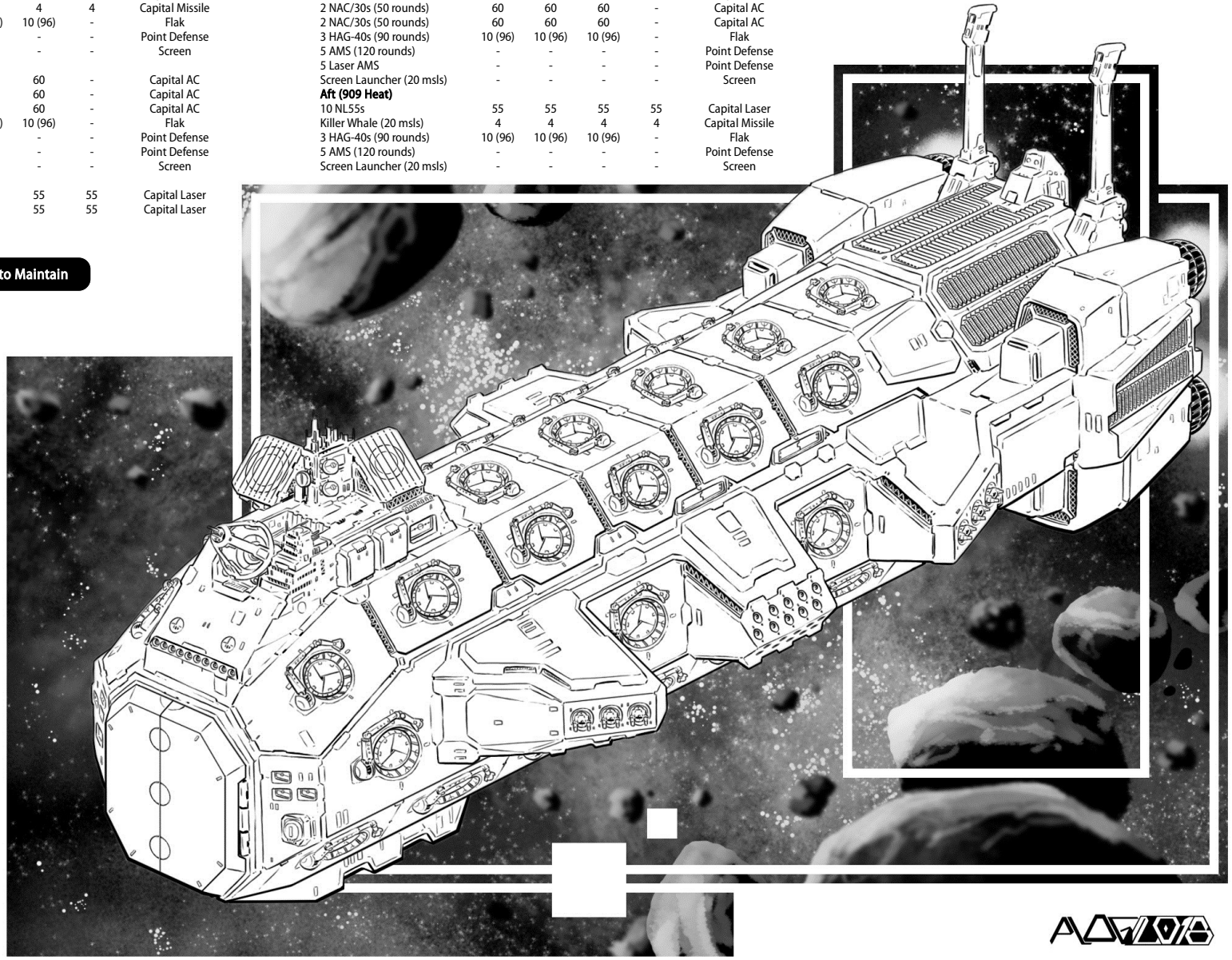
Notes: Equipped with 3,588 tons of Lamellor Ferro-carbide armor, Lithium-Fusion Batteries, Large Naval Comm-Scanner Suite (500 tons) and a Hyperpulse Generator (50 tons).

ALEXANDRIA CORESHIP

Weapons:	Capital Attack Values (Standard)				
Arc (Heat) Type	**Short**	**Medium**	**Long**	**Exterme**	**Class**
Nose (909 Heat)					
10 NL55s	55	55	55	55	Capital Laser
Killer Whale (20 msls)	4	4	4	4	Capital Missile
3 HAG-40s (90 rounds)	10 (96)	10 (96)	10 (96)	-	Flak
5 AMS (120 rounds)	-	-	-	-	Point Defense
Screen Launcher (20 msls)	-	-	-	-	Screen
FR/FL (664 Heat)					
2 NAC/30s (50 rounds)	60	60	60	-	Capital AC
2 NAC/30s (50 rounds)	60	60	60	-	Capital AC
2 NAC/30s (50 rounds)	60	60	60	-	Capital AC
3 HAG-40s (90 rounds)	10 (96)	10 (96)	10 (96)	-	Flak
5 AMS (120 rounds)	-	-	-	-	Point Defense
5 Laser AMS	-	-	-	-	Point Defense
Screen Launcher (20 msls)	-	-	-	-	Screen
RBS/LBS (1700 Heat)					
10 NL55s	55	55	55	55	Capital Laser
10 NL55s	55	55	55	55	Capital Laser

Weapons:	Capital Attack Values (Standard)				
Arc (Heat) Type	**Short**	**Medium**	**Long**	**Exterme**	**Class**
AR/AL (664 Heat)					
2 NAC/30s (50 rounds)	60	60	60	-	Capital AC
2 NAC/30s (50 rounds)	60	60	60	-	Capital AC
2 NAC/30s (50 rounds)	60	60	60	-	Capital AC
3 HAG-40s (90 rounds)	10 (96)	10 (96)	10 (96)	-	Flak
5 AMS (120 rounds)	-	-	-	-	Point Defense
5 Laser AMS	-	-	-	-	Point Defense
Screen Launcher (20 msls)	-	-	-	-	Screen
Aft (909 Heat)					
10 NL55s	55	55	55	55	Capital Laser
Killer Whale (20 msls)	4	4	4	4	Capital Missile
3 HAG-40s (90 rounds)	10 (96)	10 (96)	10 (96)	-	Flak
5 AMS (120 rounds)	-	-	-	-	Point Defense
Screen Launcher (20 msls)	-	-	-	-	Screen

Design Quirks: Docking Arms, Easy to Maintain



ADVANCED REFITS

Over the years the Society has created a large number of new variants, these have a wide range of different reasons behind their creation. Some variants are based on Brian Cache equipment that wasn't used during the rebellion, often for needing too much refurbishment then, but have since been refurbished. A lot of it is also from new designs that has been refitted to utilize Society technology or even designs that had been secretly shared with the Clans to allow for their use in covert operations.

BATTLE ARMOR

Elemental II (BA Fusillade): Based upon the Elemental II, this variant replaces the myomer booster system with the maximum amount of conventional myomer bundles. The remaining weight was invested in a detachable BA Fusillade and an AP mount.

Salamander (Pulse): This variant replaces the Flamers and the Inferno SRM with two Micro Pulse Lasers, as to compensate for the average gunnery skills of unexperienced Society BA troopers.

Gnome (BA Fusillade): With the Gnome the Society went for a full refit. The armor was updated to Basic Stealth armor, while the weaponry was replaced with an AP Gauss Rifle and a BA Fusillade. The left arm is rounded out with a cutting torch and AP mount.

VEHICLES

Balac (iATM) VTOL: This variant uses stealth armor in combination with Nova CEWS. The ATMs were replaced by four iATM-3s and the ERML by a light TAG. However ammo had to be reduced for extra heat sinks.

Assault Pike (Nova): Designed as a Society version of the Assault Pike, it has a ton more of RAC ammunition, while the small laser was replaced by a Nova CEWS. Costs were kept low through use of a Fuel-Cell engine and a limited amount of Ferro-Fibrous armor.

Von Luckner C: This refit uses Clan-made generic components that can't be traced back to any manufacturer. The turret contains two Gauss Rifles, two SRM-6s and an AMS System. The front mounts a Heavy Medium Laser as a backup weapon. The armor was upgraded to Ferro-Fibrous.

Mars Assault Vehicle (Hull): Inspired by other hull defense tanks, this variant uses thick Reflective armor, Nova CEWS, and environmental sealing. The turret has been reduced to a HAG-40 and a Laser AMS. The only other weapons are three LRM-15s with Artemis V FCS, however two of these have been tilted to the sides for extended coverage.

AEROSPACE

Tyre (HAG): Redesigned as an escort fighter, it mounts an HAG-40 and an ERLL in the nose, while each wing houses two anti-missile systems for intercepting capital missiles.

Hydaspes (iATM): Based upon the unique Algar variant, it replaces the ATM launchers for improved models and the engine for a XXL model so that it can mount more Ferro-Aluminum armor. Current simulations indicate that this variant will be extremely dangerous against enemy ships.

Noruf (Watch): Used for many years by the Clan Watch, but originally from the Society. It strips the design down to the bare minimum, merely mounting eighteen ER Medium Lasers. In exchange, it can transport three 'Mechs, while the hull was also upgraded to handle hostile orbital insertions and planetary landings.

Hunter (SIGINT) JumpShip: Designed for signal intelligence, this variant sacrifices most of the cargo bay to mount a large NCCS and a grav deck to allow for proper long term observation. For defense it upgraded the armor type to Lamellor Ferro-carbide and mounts an ERLL and an AMS in each facing.

Castrum-C Pocket WarShip: The basic design was stolen by Society operatives and then adapted to Clan technology. The capital weaponry remain unchanged but the other equipment was upgraded to advanced Clan alternatives. This did came at the cost of thinner armor and the lack of a Naval C3 system.

ADDITIONAL Z LOADOUTS

The chaotic rebellion didn't leave enough time for the Society to properly develop many new configurations that utilize new technology such as Improved ATMs or Nova CEWS. But since then, the Society has been working to properly develop additional "Z" configurations. Priority was given to designs that are highly accessible to the Society, be it from skimmed production, reverse-engineered designs, or from captured factory equipment that has been put to use. This has become a more pressing issue with the conflicts caused by the HPG Blackout.

OMNIVEHICLES

Hephaetus Hovertank Z: This configuration uses a Society designed close range combat turret. This turret pod is outfitted with two improved ATM-3s and a single improved Heavy Medium Laser.

Hephaetus Hovertank N: Designed as an infantry fighting vehicle, it mounts five AP Gauss Rifles in the turret and it is enhanced by his Targeting Computer and a Nova CEWS.

Epona Hovertank Z: Focused mostly on missile combat it only uses two iATM-9s, an ERSL and a Laser AMS in the turret. The remaining weight was invested in a Nova CEWS.

Epona Hovertank N: The second Nova CEWS configuration developed by the Society for extended combat by using an ER Large Laser which is aided by a Targeting Computer. The secondary equipment is limited to a TAG and iATM-6.

OMNIMECHS

Hellion Z: Designed to be a spotter, its has a Nova CEWS and a full complement of jump jets. The weaponry consists of a MicroPL in the head, two ERMLs in the right arm and a Plasma Cannon in the left arm.

Puma (Adder) Z: To reduce heat issues on the Prime, this configuration switches the left arm ER PPC for a LRM-15. The targeting computer was exchanged for two extra double heat sinks, TAG and a Nova CEWS.

Nova Cat Z: Based upon the Alt-E, it switches to improved ATMs with more ammo and adds an ERML to each arm. But this did require the torso-mounted LPL to be replaced by Nova CEWS and CASE II.

Vulture Mk IV Z: A return to the Vulture namesake, at long range it uses two LRM-15s with Artemis-V. At close range it uses the four arm-mounted MPLs. The center torso mounts a Nova CEWS and a Light TAG.

Thor II Z: Used as a replacement of the Summoner Z. It retains the Jump Jets, the Nova CEWS and the iATM 12 with three tons of ammunition. The only large difference that it carries a Large Pulse Laser in each arm.

Mad Cat Mk IV Z: Based upon its Alternate-A, it upgrades the ATM launchers to improved models and switches the small lasers for a Nova CEWS and a Light TAG.

OMNIFIGHTERS

Vandal Z: This configuration carries no internal weapons, just a Nova CEWS, a Recon Camera, and an additional ton of fuel. It is only suitable for high-speed reconnaissance and bombing runs.

Sulla Z: Based upon the Prime, the nose mounts a Clan ER PPC and PPC Capacitor, while iATM-3s are mounted in the wings. For its own defense it has a Nova CEWS in the nose and Laser AMS in the aft.

Wusun Z: This configuration relies heavily on ammunition, with two iATM-6s in each wing, while the nose mounts only a Nova CEWS and three Micro Pulse Lasers.

Visigoth Z: With one nose-mounted ERLL and two iATM-12s in the wings, it is clearly designed for extreme range engagements. This becomes highly effective if there are spotters that also mount a Nova CEWS.

SOCIETY 3145 RAT

This optional Random Assignment Table (RAT) is designed to quickly generate a Society force for game play in 3145, but can also be used as a guide when determining the likely equipment. These RATs are meant to reflect the equipment differences between different Society forces. To use this RAT, first determine the appropriate Equipment Level and consult the Modifier Table, and apply the appropriate modifier to the 1D6 dice roll for determining the units used.

Omni units (including battle armor equipped with modular weapons) are marked on the RATs with an asterisk (*), with these the controlling player can select any desired configuration available to the current era. The record sheet sources for these units isn't fully described here, with exception to units from this document (SOC) and units from War of Reavings & supplement (WORS), the record sheet sources for the other designs can be found through the Master Unit List.

1D6	ProtoMech	Light Mech	Medium Mech	Heavy Mech	Assault Mech
1	Gorgon [8]	Mongoose MON-66b [25]	Crab CRB-27b [50]	ARC-2Rb Archer [70]	THE-11Eb Thug [80]
2	Centaur [5]	Stinger STG-3Gb [20]	Griffin GRF-2N [55]	WHM-7A Warhammer [70]	HGN-732b Highlander [90]
3	Roc [7]	Horned Owl [35]	Hunchback IIC 4 [50]	Rifleman IIC 6 [65]	Warhammer IIC 4 [80]
4	Procyon (Quad) [6]	Locust IIC [25]	Mad Cat III (Std) [55]	Galahad 2 [60]	Marauder IIC 4 [85]
5	Roc 4 [7]	Piranha [20]	Dasher II 2 [40]	Rifleman IIC 8 [65]	Mad Cat Mk.II Enhanced [90]
6	Minotaur P2 [9]	Koshi* [25]	Shadow Cat* [45]	Linebacker* [65]	Daishi* [100]
7	Roc Z [7] (WORS)	Puma* [35]	Dragonfly* [40]	Nova Cat* [70]	Omen 2 [85]
8	Lindworm* [14] (SOC)	Parash 3 [35]	Ryoken* [55]	Thor II* [70]	Savage Coyote* [85]
9	Nixe* [15] (SOC)	Hellion* [30]	Skinwalker II* [55] (SOC)	Mad Cat* [75]	Turkina [95]*
10	Hobgoblin II* [12] (SOC)	Dyrnwyn* [35] (SOC)	Pulsar* [50] (SOC)	Vulture Mk IV* [60]	Gatekeeper* [90] (SOC)
11	Sprite [15] (WORS)	Dyrnwyn* [35] (SOC)	Haze* [40] (SOC)	Mad Cat IV* [75]	Gatekeeper* [90] (SOC)
12	Boggart 2 [13] (WORS)	Cephalus* [25] (WORS)	Septicemia* [55] (WORS)	Kharon [70] (SOC)	Osteon* [85] (WORS)

1D6	Infantry	Light Vehicle	Medium Vehicle	Heavy Vehicle	Assault Vehicle
1	Nighthawk PA(L) Mk XXI	Flatbed (Mortar) [10]	Vedette Tank (Cell) [50]	SRM Carrier [60]	Puma PAT-005b [95]
2	Solahma (LRM) (SOC)	Chevalier [35]	Prowler (ECM) [55]	LRM Carrier [60]	Alacorn Mk VI [95]
3	Spectre (3145)	Svantovit [35]	Maxim (Clan) [50]	Oro (Std) [60]	Demolisher (Clan) [80]
4	Undine	Rotunda C [10] (SOC)	Joust BE701 [40]	Nuberu AA [60]	Carnivore (HAG) [80]
5	Solahma (ASRM) (SOC)	Indra [35]	Ares (Plasma) [40]	Athena (HAG) [75]	Morrigu (Laser) [80]
6	Solahma (SRM) (SOC)	Balac (LRM) [25]	Aesir (HAG) [55]	Oro (HAG) [60]	Huitzolopochtli (AAA) [85]
7	Salamander (Pulse) (SOC)	Donar (Recon) [21]	Visor* [40] (SOC)	SRM-C Carrier [60] (SOC)	Mars (HAG) [100]
8	Elemental*	Zorya (ATM) [35]	Joust BE700 [40]	LRM-AV Carrier [60] (SOC)	Whisperer* [135] (SOC)
9	Elemental II (BAF) (SOC)	Hephaestus Jump [35]	Enyo (ER Pulse) [55]	Axel IIC [65]	Mars (HAG) [100]
10	Elemental (Space)*	Hephaestus* [30]	Epona* [50]	Von Luckner C [75] (SOC)	Gerrida* [100] (SOC)
11	Gnome (BAF) (SOC)	Hephaestus* [30]	Epona* [50]	Assault Pike (Nova) [60] (SOC)	Gerrida* [100] (SOC)
12	Solahma (Society) (SOC)	Balac (iATM) [25] (SOC)	Hadur Fast Support [50]	iATM Carrier [60] (SOC)	Mars (Hull) [100] (SOC)

1D6	Light Fighters	Medium Fighters	Heavy Fighters	DropShips	Aerospace Other
1	Zero ZRO-116b [35]	Corsair CSR-V12b [50]	Chippewa CHP-W5b [90]	Leopard CV (2581)	K-1C DropShuttle
2	Sabre SB-27b [25]	Ironsides IRN-SD1b [65]	Stuka STU-K5b [100]	Lion (Clan)	Ares Assault Craft Mk VII
3	Chaeronea 4 [25]	Tyre [55]	Xerxes 2 [85]	Nagasawa	Invader JumpShip
4	Issus 3 [40]	Ammon [65]	Xerxes 3 [85]	Outpost (3070)	NL-45 Gunboat
5	Chaeronea 2 [25]	Tyre [55]	Jengiz* [80]	Miraburg	NL-45 Gunboat
6	Issus 2 [40]	Ammon [65]	Scytha-XR [90]	Noruf (Watch)	Hunter (SIGINT) JS (SOC)
7	Corax C [30]	Turk* [50]	Kirghiz* [100]	Model 98 Tug (SOC)	Hunter (SIGINT) JS (SOC)
8	Avar* [35]	Jagatai* [70]	Sabutai* [75]	Arcadia (3066)	Castrum-C PWS (SOC)
9	Sulla* [45]	Visigoth* [60]	Hadron* [90] (SOC)	Isegrim	Castrum-C PWS (SOC)
10	Vandal* [30]	Wusun* [55]	Hadron* [90] (SOC)	Titan Monitor	Alexandria CoreShip (SOC)
11	Bashkir* [20]	Tyre (HAG) [55] (SOC)	Hadron* [90] (SOC)	Vanir	Alexandria CoreShip (SOC)
12	Batu* [40]	Tyre (HAG) [55] (SOC)	Hydaspes Z [95] (SOC)	Model 98 Tug (SOC)	Newgrange YardShip

Equipment Level	Modifier
Core Units	+6
Front-line Units	+5
Intervention Teams	+2
Agents	0

RULES ANNEX: NEW EQUIPMENT

One of the effects of our rebellion was that a lot of Society technology spread to the Homeworld and the Inner Sphere Clans. But thankfully after several decades our Society was sufficiently established to regain the technological edge. Our infiltration of many local Clans, Houses, companies, and even elements within the Republic of the Sphere has helped our efforts.

Many of our new units and weapons have left prototype stage and are now entering mass production. These units and their equipment have capabilities that haven't been seen before, giving us an edge in conflicts that we can't avoid.

OMNI-PROTOMECH

One of the longest running Society projects had been about improving and expanding omni-technology. After a leap in omni-connector design and structural design, they were able to apply omni-technology to ProtoMechs.

Construction rules: Omni-pods for Omni-ProtoMechs can contain weapons, equipment, heat sinks, jump jets and UMUs. Constructing Omni-ProtoMechs follows the same relative rules as with OmniMechs for creating a base, primary and alternate configurations.

ENDO-STEEL, VEHICULAR

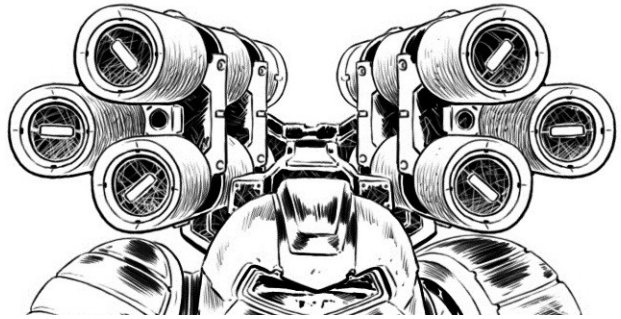
The development of Vehicular Endo-Steel became practical after the Society's advancements in Endo-Steel processing and innovations in structure design. However, Vehicular Endo-Steel takes up more space and is more expensive then regular Endo-Steel.

Construction rules: Vehicular Endo-Steel takes up three equipment slots, both in Combat Vehicles and in Super-Heavy Combat Vehicles. It reduces the structure weight by half.

BATTLE ARMOR FUSILLADE

The original fusillade was a prototype weapon system used by the Hobgoblin ProtoMech. The poor performance of this system led it to to be regarded as a failure and it was quickly abandoned. The main problem of the system was the severe lack of sufficient missile reloads for its considerable weight. After more then a decade, the underlying technology was reused to develop an one-shot missile launcher for Battle Armor suits. The expectation is that the increased range or increased salvo damage will help make the sparse Society BA formations more effective and survivable.

Game rules: This one-shot launcher can fire six ATM or iATM missiles of its choice, and the launcher includes a limited integral targeting system (add +1 to the Cluster Hits Table die roll for the weapon).



Weapon/Item	Type	Damage	Range	Modifier	Intro	Cost	Battle Value	WT (kg)	Slots	Notes
Endo Steel, Vehicular	Structure	NA	NA		3086	3,200xTT	NA	TT : 20	3	
BA Fusillade	M, OS	*	*	0	3090	100,000	22	200 kg	2	Fires 6 ATM / iATM missiles

** as weapon
* see rules

RULES ANNEX: NEW AMMUNITION

ARROW IV SC-TORPEDO

Underwater combat can be extremely hazardous, victory can easily be gained by firing first, which motivated the development of the Arrow IV Supercavitating Torpedo (SCT). Most of the new torpedo components are identical to normal Clan Arrow artillery missiles and it can use the same launcher while underwater. The special feature is the advanced but loud supercavitation propulsion system, which enables it to move at the same speeds as regular artillery missiles.

Game Rules: Arrow IV Torpedoes may only be fired from or into a water hex of Depth 1 or greater, and the attacker must trace LOS through water hexes (or maps) of Depth 1 or greater.

ARROW IV CRUISE MISSILE

Designed for range, this Arrow IV missile uses an efficient turbine engine to match the range of Long Tom Artillery. It is normally fired at immobile or stationary targets, but friendly units can use TAG to designate a higher priority target. If the TAG attempt fails then it will continue on to the original target. Usage of these cruise missiles is limited by the fact that the cruise turbine engine requires a breathable atmosphere to function.

Game Rules: Arrow IV Cruise Missiles follow most of the same rules as regular Cruise missiles, such as with travel time. But as a relative precision weapon they have no effect on enemy morale.

HAG SNAKESHOT

The recent rise of more advanced and larger infantry formations have made it a priority for the Society to develop the functional equivalent of Flechette Ammunition for Hyper Assault Gauss Rifles. The main difference between standard HAG ammo and Snakeshot is that these HAG sub-munitions have another stage in which they fall apart into dangerous metal shards that have been designed for maximum anti-infantry damage.

Game Rules: Double the standard Damage Value to conventional infantry and woods hexes; half damage to all other units (round down clusters of 5 to 2). This damage is in addition to the doubling of AI damage in a clear hex.

HAG BUCKSHOT

Hyper Assault Gauss Rifles fire shotgun canisters which deploy large amounts of small sub-munitions, like a shotgun with birdshot rounds, allowing them to be effective flak weapons, but many complained about the lack of stopping power. To address this, the Society invented Buckshot ammunition, these produce fewer but larger sub-munitions that focus damage, but at the expense of losing their flak capability.

Game Rules: With Buckshot ammunition a HAG will divide its possible damage in 10 point damage projectiles. This means that a HAG-40 will have to roll on the weapon size 4 column of the cluster hit table. This munition has no flak capability.

IATM-ER FUSION

The loss of many of their Combat WarShips has forced the Society to invest in nuclear weaponry. Their solution is to resort to nuclear fusion tipped iATM-ER ammunition, this combines an extra range propulsion section with an advanced 0.05 Kiloton yield fusion warhead. These were specifically designed to be used in anti-shipping strikes and to prevent capture of Society assets. These missiles are usually stored in high security vaults and are regarded as a means of last resort. Each missile has an integrated security system, that will wreck the warhead if tampering or unauthorized usage is detected.

Game Rules: Each hit of an iATM-ER Fusion missile is resolved as an 0.05 Kiloton nuclear detonation (IO, p.169). The warhead requires the use of a different guidance system on the missile, which has an +3 to-hit modifier against targets smaller than 500 tons.

Weapon/Item	Used By	Dmg Type	Damage	Ammo	To-Hit Mod	Intro	Cost	Ref	Notes
Arrow IV CM	AIV	AE	15	x1	NA	3095	x2	TO 285	Range is 30 maps
Arrow IV SCT	AIV	AE	20	x1	NA	3095	x2	TM 230	Range is 9 maps
HAG Buckshot	HAG	C10, DB	**	x1	NA	3100	x1.5	TM 223	
HAG Snakeshot	HAG	AI*, C2* DB	**	x1	NA	3100	X1.5	TW 141	
IATM-ER Fusion	IATM, BAF	*	10/msl*	x1	NA	3090	x10	IO 170	Shame on you

** as weapon
* see rules

RULES ANNEX: RPG EQUIPMENT

FERAL SUICIDE PILL
The Feral Suicide Pill is a very potent but fatal cocktail of performance-enhancing drugs. Undercover agents can use these pills (or dental implants) to prevent capture or to allow the agent to achieve a critical objective. The pill forces an extreme boost to a users physical performance, but this reaction is so extremely destructive that it will kill them minutes after use. The chemical reaction will alter after the agent dies, quickly turning the bodily fluids into powerful acids and enzymes. This process will rapidly destroy the body, including the bones and any degradable items on their body.
Game Rules: Duration: 2D6 minutes (1 RPG turn = 5 seconds), followed by death. Notes: Ignore Fatigue; Ignore Injury modifiers; STR +5; WIL +5; RFL +5; INT –~~6~~*; CHA –~~6~~* (*To a minimum of 1).

PERFECTED MUTAGENIC VIROTHERAPY	
The Society had to flee the Homeworlds in defeat, but much was learned from the conflict. The data and survivors from the rebellion were enough for the Society to perfect Mutagenic Virotherapy. This allowed the Society to stop the usage of traditional Phenotypes and, at least internally, abolish the Warrior Caste. Currently all Society personnel are tested to find their specific combat aptitudes and are offered compatible perfected mutagenic virotherapies, called Mutatypes. Only one Mutatype can be selected for implementation and they can't be passed down to offspring.	
Berserker Mutatype Users of the Berserker Mutatype are often nicknamed Hyper-Elementals. On the outside they look like regular Elementals, but on the inside their bodies aren't fully human, but use biological adaptations from all over known space. This allows them to match the performance of Pain Shunt, Full-Body Dermal Armor and Triple-Strength Myomer Implants. But with the side-effect of permanent sterility.	Gunslinger Mutatype The Society sees the Gunslinger mutatype as a generalist option. It improves reflexes, general senses, dexterity, multi-tasking. However there is a significant downside to having the muscles and nerves optimized for speed and accuracy, as these adaptations will reduce the maximum amount of physical muscle strength that the user's body can produce.
Interface Mutatype This mutatype enhances neural tissues to improved compatibility with neural implants, while also preventing deterioration of mental health, feedback damage and the negative side-effects of Feralize drugs. It is used by all Society ProtoMech pilots and most Mechwarriors. However researchers have noted an increased risk of interface addiction, in where users don't want to disconnect.	Spacer Mutatype Fully organic but based upon Belter adaptations, this Mutatype goes one step further in making people more compatible with the environment of space. It is mostly focused upon improving low-G, high-G tolerance, oxygen consumption control and temperature regulation. The notable side-effect of these adaptations is full body hair-loss, also known as Alopecia Universalis.

Weapon/Item	Type	Intro	Cost	Ref	Notes
Feral Suicide Pill	Drugs/Poison	3086	1,000	WOR 223	LETHAL; IGNORE FATIQUE; IGNORE INJURY MODIFIERS; STR +5; WIL +5; RFL +5; INT –~~6~~*; CHA –~~6~~*
Berserker Mutatype	PE, Armor	3121	100,000	IO 81	Equal to Pain Shunt, Full-Body Dermal Armor and Triple-Strength Myomer Implants. Toughness, Sterility
Gunslinger Mutatype	PE	3095	30,000	AtoW 237	RFL +2; DEX +2; STR -1; Traits: Good Vision, Good Hearing
Interface Mutatype	PE	3106	30,000	WOR 223	Immune to neural feedback and side-effects of feralize drugs; Traits: Poison Resistance, Pain Resistance
Spacer Mutatype	PE	3099	25,000	IO 75	Trait: G-Tolerance, Thick-Skinned, vacuum exposure protection (1hour).

** as weapon
* see rules