

INTRODUCTION

INCOMING
MESSAGE

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Here there be dragons.

Ancient Terran mapmakers would mark the edge of the known world with that warning, and in thousands of years no better method has been found to warn travelers that the unknown is dangerous. Outside the borders of the Inner Sphere (or even among the nameless dots within it), the dark space between worlds is filled with pirates, bandits—lawless men and women who will not hesitate to take what they want and leave your body floating along in the void for eternity.

Have we got your attention?

ComStar provides this dossier free of charge to any travelers moving beyond the recognized borders of the Inner Sphere. Our intention is not to encapsulate the sum of all dangers travelers can face in the Periphery but rather to illustrate examples. A thousand years of war and peace have made the average citizen of the Inner Sphere rightfully wary of life among the Successor States, but moving beyond the lines of the map doesn't make the danger go away.

If the long years of the Succession Wars made the economies of the Inner Sphere scavenger economies, then that same depredation has made the Periphery a realm of parasites. The lawless will take any scrap of technology or material and use it to their advantage. Travelers should be aware that contact with pirates can be unpredictable: standard vehicles, even BattleMechs and DropShips, have been modified by preference, custom, or necessity. Some of the most illustrative examples are included in this dossier, and updated recognition files for the standard warbook database are appended.

Just as with every army in existence, the BattleMech is the weapon of choice among ground-bound banditry, and there is no shortage of former soldiers, guns-for-hire, and criminals with the skills to procure and operate 'Mechs. The ravaging wars of the last half-century coupled with the rapid recovery of lost Star League knowledge has driven just as many highly-trained technicians into the dark as well—which means that men and women of questionable character can get their machines modified as they see fit. Combat vehicles are much more common—and even more unique—than expensive BattleMechs, and many piratical groups choose to follow the more romantic versions of piracy and operate in the void of space.

Mind the dragons.

—On behalf of Precentor Padraig O Bhaoil, ComStar Explorer Corps
27 January 3077

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HOW TO USE THIS BOOK

The 'Mechs, combat vehicles and fighters described in *Experimental Technical Readout: Pirates* provide players with a sampling of the various custom designs that have arisen from equipment stolen or scavenged by the renegade factions and forces of *BattleTech's* Periphery. The designs featured in this book reflect limited-run prototypes and "one-offs" that have yet to reach full factory production—and most likely never will.

The rules for using 'Mechs, vehicles and fighters in *BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*. However, the experimental nature of these designs also draws upon the Experimental-level rules presented in *Tactical Operations*. Thus, none of the units featured in this volume are considered tournament legal, and their use in introductory games is discouraged. Furthermore, the extreme rarity of these machines is such that none of them should occur in a *BattleTech* campaign as a chance encounter, but the capture or destruction of any one of these prototypes could be potential objective for *BattleTech* scenarios, tracks and role-playing adventures.

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STAR LEAGUE ERA



SUCCESSION WARS ERA

CLAN INVASION ERA



CIVIL WAR ERA

JIHAD ERA



DARK AGE ERA



HSN-7D2 HELLSPAWN HALPERIN

Field Testing Summation: Custom HSN-7D Chassis Refit

Producer/Site: Unknown, Tortuga?

Supervising Technician: Unknown

Project Start Date: 3072?

Non-Production Equipment Analysis:

Coolant Pods

Angel ECM Suite

Overview

A deserter from the Crucis March Militia, Greta Halperin is a deadly MechWarrior who often poses as a mercenary to infiltrate small garrison forces and attack them from within. She operates along the Federated Suns' Periphery border, often in concert with a bandit raiding force known as Rocky's Bloodhands. The Bloodhands, who often run in the shadow of the infamous Death's Consorts pirate band, are wanted in both the Crucis and Capellan Marches of the Federated Suns for turncoat raiding and piracy. On Malagrotta in 3074, Greta Halperin was personally instrumental in this band's success.

Posing as an independent MechWarrior, Halperin secured employment as a defensive cornerstone of the city of Hammond's bastion. While the Bloodhands demonstrated outside the city walls Halperin led the city garrison commander's *Quickdraw* into a position isolated from the rest of his lance and turned on him. Recovered ROMs have been examined to reveal exactly how she's modified her not-normally-imposing *Hellspawn*.

The analysis concludes that Halperin's 'Mech swaps out its usual long-range missile racks in favor of twin quick-firing rocket pods, which gives the *Hellspawn* a powerful opening barrage at close range. In addition, four arm-mounted ER medium lasers (replacing the 'Mech's usual trio of pulses) allowed for an instant follow up that could cripple an unsuspecting target if delivered just right. With prototype coolant pods keeping the *Hellspawn* cool and mobile even after such an alpha strike—and an experimental Angel-class ECM suite blanketing all communications to keep enemies from alerting their comrades or calling in help—Halperin can isolate her marks with deadly ease. (The origins of the experimental tech remain unclear, but there is a possibility that the pirates of Tortuga have tendrils that reach as far as Solaris VII.)

With their commander dead, Hammond's defenses quickly crumbled and the Bloodhands stormed the city,

killing more than two thousand civilians and slaughtering the entire Hammond Defense Force. By the time reinforcements arrived to save the city, the Bloodhands were already gone, lifting for orbit. Greta Halperin is believed to have lifted with them, and travelers are warned to be wary of any *Hellspawn* pilots offering their services as guards.

Type: **HSN-7D2 Hellspawn Halperin**

Technology Base: Inner Sphere (Experimental)

Tonnage: 45

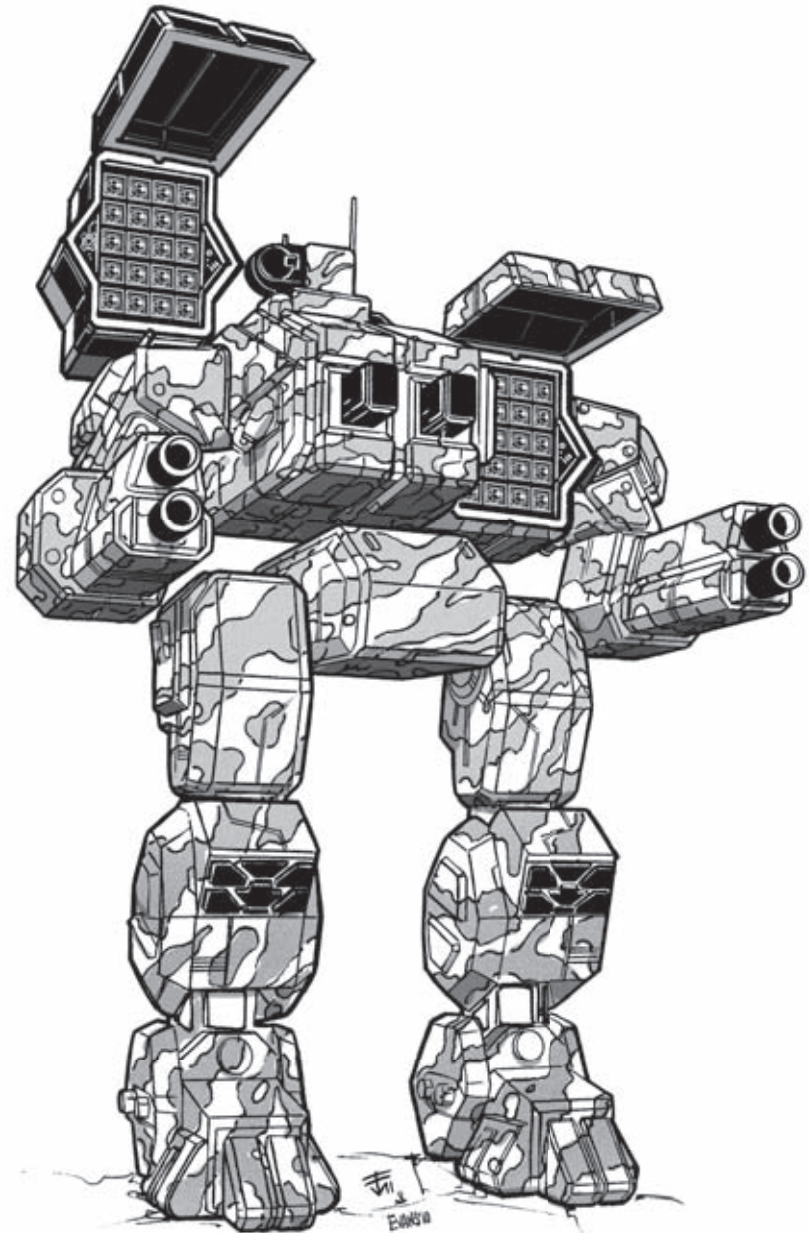
Battle Value: 1,415

Equipment

		Mass
Internal Structure:	Endo Steel	2.5
Engine:	270 XL	7.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	12 [24]	2
Gyro (Compact):		4.5
Cockpit:		3
Armor Factor:	152	9.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	14	20
Center Torso (rear)		7
R/L Torso	11	16
R/L Torso (rear)		6
R/L Arm	7	14
R/L Leg	11	22

Weapons and Ammo

	Location	Critical	Tonnage
Rocket Launcher 20	RA	3	1.5
2 ER Medium Lasers	RA	2	2
Coolant Pod	RT	1	1
ER Small Laser	RT (R)	1	.5
2 Jump Jets	RT	2	1
Rocket Launcher 20	LA	3	1.5
2 ER Medium Lasers	LA	2	2
2 Coolant Pods	LT	2	2
ER Small Laser	LT (R)	1	.5
2 Jump Jets	LT	2	1
Angel ECM Suite	CT	2	2
2 Jump Jets	CT	2	1



EXPERIMENTAL

ONTOS X ALL-ASPECT ASSAULT TANK

Field Testing Summation:

Prototype Ontos Chassis Modification

Producer/Site: Point Black Landing Center, Despair

Supervising Technician: Callie Gerschwin

Project Start Date: 3072

Non-Production Equipment Analysis:

Combat Vehicle Escape Pod

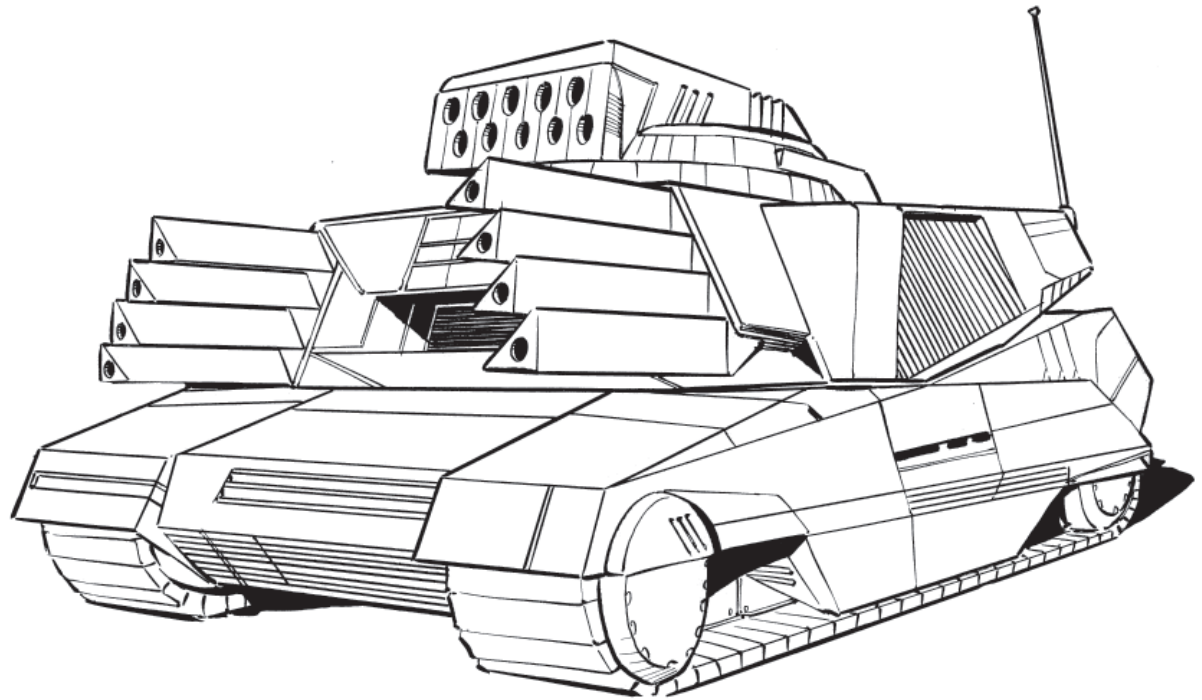
Enhanced LRM-15

Overview

Although the world of Despair in Ender's Cluster has been mostly abandoned since 3057, opportunists sometimes return there: scientific companies, big-game hunters, and extreme-environment enthusiasts. While Despair's isolation alone is usually enough protection from the predations of those outside the law, mere stellar geography will not dissuade those ruthless enough to seize any opportunity.

A consortium of Lyran corporations financed a small scientific outpost on Despair in early 3072, designed to experiment on the planet's unique atmosphere, and to test a new generation of hostile-environment sealants and combat vehicle-sealing technology. A very small garrison was included, but the centerpiece was a custom-converted Ontos tank that had been sealed for hostile-environment use. The consortium intended to put the vehicle through its paces and then offer it for sale to the Lyran Alliance Armed Forces. With the Jihad raging across the Inner Sphere, no one could predict where and when the Word of Blake might strike, and even settlements deemed safe because of their inhospitable approaches might be targets.

With an octet of medium lasers, backed up by a prototype enhanced LRM system, the design team rebuilt the Ontos' armor protection, sealed the interior for vacuum-rated use, and even fitted the unit with an experimental combat vehicle ejection pod. The tests were going very well, until the senior garrison officer, Captain Theobald West, and his crew commandeered the Ontos and destroyed the other fragile vacuum-rated vehicles defending the outpost. They then proceeded to ransom the three most senior scientists back to their parent corporations before disappearing into Despair's wasteland. ComStar cannot say whether or not West and his crew have abandoned the world, but no further attacks have been logged, and both the crew and their modified Ontos are believed to remain at large.



Type: **Ontos X AAAT**

Technology Base: Inner Sphere (Experimental)

Movement Type: Tracked

Tonnage: 95

Battle Value: 962

Equipment

Internal Structure:

Engine: 285

Type: Fusion

Cruising MP: 3

Flank MP: 5

Heat Sinks: 24

Control Equipment: 5

Environmental Sealing: 9.5

Lift Equipment: 0

Power Amplifier: 0

Turret: 2

Mass

9.5

25

14

5

9.5

0

0

2

Equipment

Armor Factor (Ferro-Fibrous): 125

Armor Value

Front 30

R/L Side 25/25

Rear 25

Turret 20

Weapons and Ammo

8 Medium Laser Turret 8

Enhanced LRM-15 Turret 9

Ammo (NLRM) 16 Body 2

Combat Vehicle Escape Pod Rear 4

Mass

7

Armor Value

30

25/25

25

20

Tonnage

8

9

2

4

EXPERIMENTAL

LTN-G16-P LIGHTNING BRANSON

Field Testing Summation: Custom LTN Hybrid Refit

Producer/Site: Unknown, Valasha?

Supervising Technician: Unknown

Project Start Date: Unknown (pre-3071)

Non-Production Equipment Analysis:

Clan Ferro-Lamellor Armor

Hyper-Velocity Autocannon/10

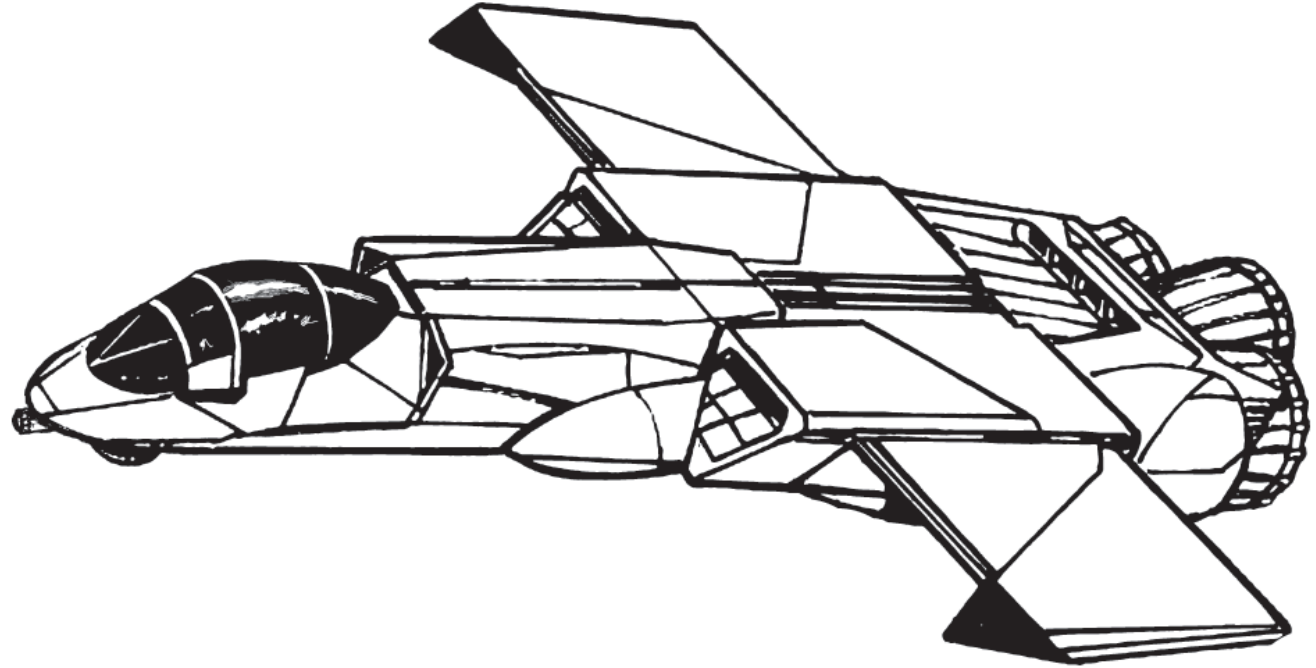
Overview

The Snow Ravens' arrival in the Outworlds Alliance has done miracles in reducing and eliminating the pirate presence in that area of space, but it has also created new problems to replace them. A number of disaffected pilots—mostly Alliance Military Corps, but also the odd Snow Raven, disillusioned for whatever reason—have broken with the alliance and turned to their own fortunes. Why they choose this course is as varied as any of the other reasons for piracy throughout history, but no one can discount their efficacy.

At Valasha, a former Snow Raven named Branson "went dark" around 3070 and become a bandit in the eyes of the Clan and the Alliance authorities. His stated manifesto—his and those former AMC pilots who have joined him—claims they're keeping themselves "pure" while the rest of the Clan and the Outworlds are sullying themselves, but their actions mark them as little more than pirates. Preying on any AMC or Snow Raven naval traffic in the Valasha system (of which there is little), these fighters have been known to attack or at least challenge unaffiliated passersby as well.

Branson leads this band in his modified *Lightning*, upgraded using technology stolen from a "goodwill" convoy headed toward Ramora from the Federated Suns, including an experimental hyper-velocity autocannon. (Our people remain intrigued that the Suns is willing to trade experimental technology with the Ravens in the Outworlds, but the Jihad has made for strange bedfellows indeed!) Branson replaced his fighter's assault autocannon with this prototype weapon, which gives his *Lightning* unprecedented range. Extended-range medium lasers of Spheroid manufacture also replace his aging fighter's normal lasers. Double heat sinks give him the freedom to use this powerful array effectively while deflecting incoming damage—two added facts that have taken several Clan pilots unaware when facing Branson's "relic."

ComStar had intercepted signals indicating that bidding has begun for the right to "root out the Dark Caste outpost" over Valasha, but the AMC is insisting on involvement because of



the former AMC pilots who fly with Branson. Until the problem is sorted out, ComStar advises all travelers to avoid the Valasha system. There are rumors that Branson's band has captured at least one JumpShip, but those are unsubstantiated. No JumpShips have been reported lost in the Valasha system, but if they took the vessel from an unlucky pirate there would be no report.

Type: **LTN-G16-P Lightning Branson**

Technology Base: Mixed (Experimental)

Tonnage: 50

Battle Value: 982

Equipment

Engine:	200	Mass	8.5
Type:	Fusion		
Safe Thrust:	6		
Maximum Thrust:	9		
Structural Integrity:	6	0	
Heat Sinks:	13 [26]	3	

Equipment

Fuel:	400	Mass	5
Cockpit:			3
Armor Factor (Ferro-Lamellor):	147		10.5
	<i>Armor Value</i>		
Nose			44
Wings	35/35		
Aft			33

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Hyper-Velocity AC/10	Nose	14	7	10	10	10	—
Ammo (HVAC) 16	Nose	2	—	—	—	—	—
ER Medium Laser	Nose	1	5	5	5	—	—
ER Medium Laser	LW	1	5	5	5	—	—
ER Medium Laser	RW	1	5	5	5	—	—
2 ER Small Laser	Aft	1	2	3	—	—	—

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: HSN-7D2 HELLSPAWN HALPERIN

Movement Points: **Tonnage:** 45
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 (Experimental)
 Jumping: 6 Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	CT	—	[E]	—	—	—	5
1	ER Small Laser	RT(R)	2	3 [DE]	—	2	4	5
1	ER Small Laser	LT(R)	2	3 [DE]	—	2	4	5
2	ER Small Laser	RA	5	5 [DE]	—	4	8	12
1	Rocket Launcher 20	RA	5	1/Msl	—	3	7	12
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Rocket Launcher 20	LA	5	1/Msl	—	3	7	12

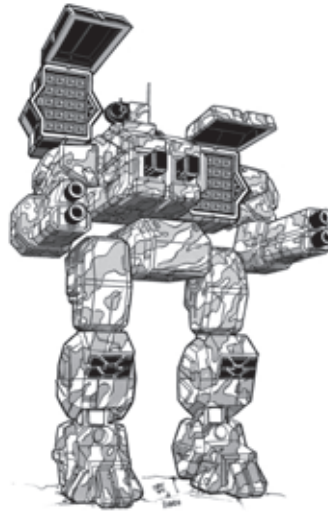
Cost: 10,745,225 C-bills

BV: 1,415

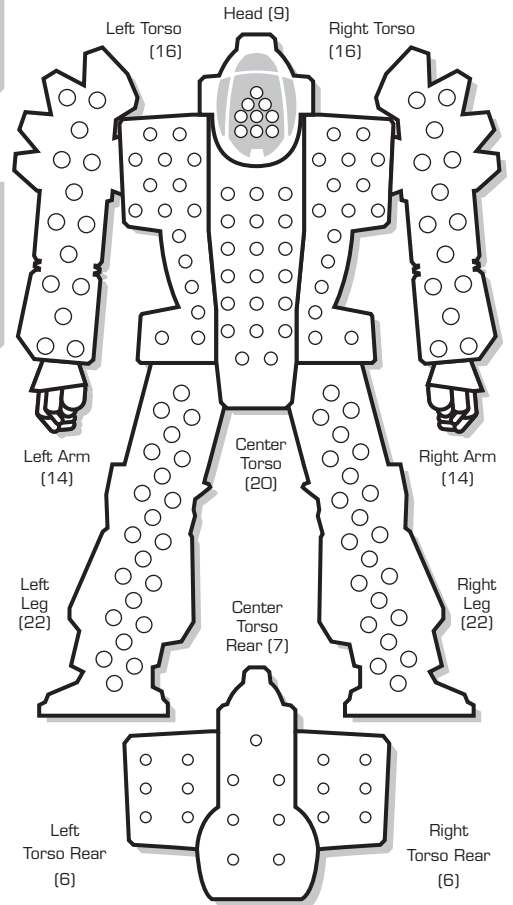
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Rocket Launcher 20
5. Rocket Launcher 20
6. Rocket Launcher 20

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
5. Sensors
6. Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Rocket Launcher 20
5. Rocket Launcher 20
6. Rocket Launcher 20

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- Gyro
- Gyro
6. XL Fusion Engine

Right Torso

- ER Medium Laser
- ER Medium Laser
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
6. Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

- XL Fusion Engine
- XL Fusion Engine
- 4-6 Jump Jet
4. Jump Jet
5. Angel ECM Suite
6. Angel ECM Suite

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

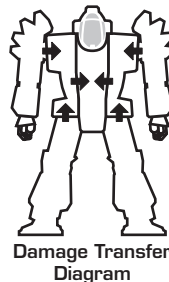
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

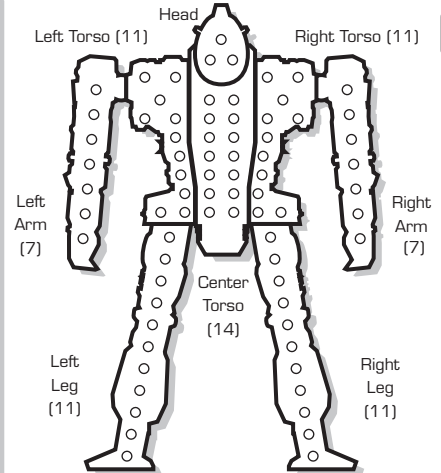
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 4-6 Endo Steel
6. Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 4-6 Endo Steel
6. Endo Steel



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○