

INTRODUCTION

INCOMING
MESSAGE

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Greetings, David!

Thanks again for allowing me to call you "David". Quite cordial of you, I will try not to slip back in to old habits. I have to say that working in such an informal environment takes some getting used to, but I can see the benefits. There seems to be a really genuine exchange of ideas, and everyone feels as if they're making a major contribution to the construction of a kind of nation humanity hasn't seen in centuries, if ever! I certainly hope to do my part to have a lasting impact on the process!

[Seriously?! What an ass-kisser! David, I've taken the liberty of editing this fool's bombastic document. You'll still find the original attached separately, but honestly, don't bother. Oh and don't worry, I'm not leaving some security breach unattended. I've got admin rights on the message server, swapping attachments is a piece of cake. Anyway, if you're seriously listening to sycophants like this, we're in for a world of hurt! This guy wouldn't know which way a 'Mech walks even if it'd step on him. And don't brush me off neither. ... -AB]

Ever since you approved the expenditure of funds needed for ComStar to submit details on many of its research projects, I have focused on nothing else.

[Yeah. Don't tell me, again, that you're just humoring all this... equal time, level playing field. Once you start spending coin on their pet projects, I'm calling foul. I'm not privy to all the details surrounding the transition of the ComGuards over to us. I pretty much take it as a given that the politics involved would make me puke all over the nearest suit. I don't particularly appreciate them not turning over the data for those projects, it's not like they'll ever deploy them now, huh? But you know what? Here's how a contractor says no. It's a way too much. If the fools accept, hey, at least you're raking in the big money. I guarantee you that's what is going on here. Did you at least haggle before you gave this guy a blank check? Did we get some free HPG time out of this crap deal? Coasters? A t-shirt? -AB]

It is regrettable that ComStar elects to place such a high price on their now defunct projects, but fortunately the cheaper, reduced specs were still enough to determine which projects warrant additional attention. Attached are the projects that I believe warrant additional investment with ComStar to retrieve all project data and material for eventual adoption or adaptation by the RAF.

[Great, so we paid for some of the data, we didn't even get the whole package. We have to go back for that. Pay more. Seriously David, what the hell? You used to be shrewd and sharp. It's made even worse by the realization that just about all of these ComStar projects are not worth pursuing! Since there's apparently a serious threat of you spending more on this, you'll find my commentary in line with the document.]

For this analysis, I have had the good fortune of availing myself of the technical expertise of Chief Tech Lawson *[Dreamer. -AB]* Doctor Esther Kalina Vondenbrock bis Lowingen *[Beware of people that need multiple names in general, and this weird dingbat in particular. Did you know she's one of those "alien visitor" conspiracy flakes? Oh, and Lyran too! -AB]* as well as the frequent input of Heinz-Harold Tonne. *[He's not on the payroll. How come he got to have clearance to see any of this murky junk? I hope he's on your shadow payroll. Actually, no; seeing the good sir Brandon Cooper convicted for treason would improve my day. I might even smile. No promises. -AB]*

In closing, I believe we have some excellent opportunities here, and I hope to being considered as the project manager of the effort to receive all ComStar research material, tooling and prototypes. Towards that end, I have attached my resume to facilitate the decision-making process.

[I hate this guy. -AB]

Respectfully,
—Brandon Cooper, esq.
RFK, RAK, PFS, ALA-1, ALA-2
(3 May 3082)

[His alphabet soup makes me throw up in my mouth a bit. Why would he list a cert in facility management? -Andrea Baker, Provisional Director, MilTech Analysis (or should that be "PD/MTA"?)]

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HOW TO USE THIS BOOK

The 'Mechs, combat vehicles, and fighters described in *Experimental Technical Readout: ComStar* provide players with a sampling of the various custom designs that have used by ComStar as test beds for a variety of projects and technologies. 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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CAT35XT011

STAR LEAGUE ERA



SUCCESSION WARS ERA

CLAN INVASION ERA



CIVIL WAR ERA

JIHAD ERA



DARK AGE ERA



BEO-X-7A BEOWULF

Field Testing Summation: Prototype BEO Refit

Producer/Site: ComStar / Various

Supervising Technician: Adept Jacob Arevalo

Project Start Date: 3068

Non-Production Equipment Analysis:

- 1 Angel ECM Suite
- 1 Bloodhound Probe
- Armored Components
- Composite Structure

Overview

ComStar used its then-close relationship with Odin Manufacturing to have several *Beowulfs* manufactured specifically as a test bed for numerous emerging technologies. The new *Beowulf X* chassis was engineered to be substantially more flexible than the *Beowulf 3* with regards to accepting new equipment. A key component of this process was the use of composite materials in the structure. It freed up mass for greater payloads, and allows one to engineer multiple mounting hard points. As it is less bulky than a full endo-steel frame, the needs to re-arrange myomer, and reroute power and data lines to new equipment were also more easily accommodated.

The *Beowulf X-7a* maintains the MASC, and introduces improved jump jets. The arm-mounted large laser is reduced to a pair of Diverse Optics, bringing the total to four. Introduction of stealth armor supported by an Angel ECM dramatically improves the capabilities of the design to infiltrate hostile territory, and return with information from its Bloodhound probe. Perhaps most interesting of all is that its two most experimental pieces of technology are sheaved in their own supplemental armor shell. The head received major modifications in order to mount the ECM suite, which severely reduced the size of the cockpit. It also forced the relocation of the TAG to the right arm, but that is arguably a more versatile location. Of note is the installation of a full-head ejection system (FHES), which allows the MechWarriors and the expensive Angel ECM suite to be recovered.

I believe the opportunity that presents itself is that it pays to armor high-cost components on scouts, especially if said components may be retrieved via the FHES. Further, the overall *Beowulf X* platform would be an extremely valuable scout for the RAF.

[And we kick off with an excellent example of why this guy is a fool. Clearly, ComStar did not intend for the Beowulf X-7a to be an actual combat-relevant design, or they would not have used an osteoporotic frame. I'll grant the stealth armor makes up for a lot, but that only leaves the problem of not being able to use half your firepower, as well as sucking at long-range. Even the Capellans would laugh at this thing, and they made the Sha Yu!]

My friend here also seems to have failed to notice that other Beowulf X design armor their components, especially when ComStar isn't tripping over replacements. I guarantee you they weren't planning on Odin making a thousand of these, and neither should we. -AB]

Type: **Beowulf**

Technology Base: Inner Sphere (Experimental)

Tonnage: 45

Equipment

	Composite	Mass
Internal Structure:	270 XL	2.5
Engine:	270 XL	7.5
Walking MP:	6	
Running MP:	9 (12)	
Jumping MP:	7	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit (Small):		2
Armor Factor (Stealth):	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)		5
R/L Arm	7	14
R/L Leg	11	22

Weapons and Ammo	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
TAG	RA	1	1
MASC	RA	2	2
Angel ECM Suite	H	2	2
2 ER Medium Lasers	LA	2	2
Bloodhound Active Probe	LA	3	2
Improved Jump Jets	RT	6	3
Improved Jump Jet	CT	2	1
Improved Jump Jets	LT	6	3
Armored Comp. (Angel ECM)	H	0	1
Armored Comp. (Bloodhound) LA	LA	0	1.5

Notes: Equipped with Full-Head Ejection System. Features the following Design Quirks: Prototype, Exposed Actuators, Extended Torso Twist



EXPERIMENTAL

TSN-X-4 TESSEN

Field Testing Summation: Prototype TSN Refit
Producer/Site: ComStar / Undisclosed
Supervising Technician: Adept Simon Lowenstein
Project Start Date: 3074

Non-Production Equipment Analysis:

- 1 Angel ECM Suite
- 1 Bloodhound Active Probe
- 1 C3 Remote Sensor Dispenser

Overview

The *Tessen* project holds a great deal of promise for the RAF. Ostensibly, ComStar modified a handful of their stock of TSN-C3s in order to field-test the new C3 Remote Sensor Dispenser. Also included in the package were a Bloodhound Active Probe and an Angel ECM suite, which demanded the replacement of the C3 module, and the removal of one of the Diverse Optics pulse lasers. Interior space demands mandated the removal of ferro-fibrous armor, but the supervising tech, Adept Lowenstein, apparently compensated by replacing the skin with light ferro-fibrous.

The end result is a swift scout that can double as a scout hunter, and that can augment just about every friendly C3 network with new nodes. The tactical flexibility of this is enormous and invaluable, and this technology would be invaluable to the RAF now that we have adopted a strategy of using the C3 system instead of the C3i system.

[You used "invaluable" twice in the same sentence, dummy. -AB]

It is not obvious why ComStar elected to not include a C3 slave on the *Tessen*, so that it might benefit from the pods it dispenses.

[Alright, the Remote C3 Sensor Dispensers show promise.

Except that they suck. They get only 30 seconds' life before they're "full", and I've yet to bump in to a tech who can explain to me how a sensor gets "full". What does it get full of? And you can't just remote-activate those suckers for some reason. That'd be perfect, seed a battlefield with a gaggle of remote C3s, then just turn them on when you want or as they die.

Still, they'd be nice to fill in gaps for existing networks. They're substantially more expendable than the typical C3 network spotter 'Mechs. But in that sense, I have yet another reason to disagree with the genius here: this Tessen is not deploying pods for itself, but for whatever big bastards are upwind, looking for some tracking info. He also seems to have missed that ComStar installed a hand in the left arm, by far one of the biggest failures of the original design. And kind of handy when you're collecting pods later.

Besides all that, we're talking about a single weapon system here that's attractive to us. Everything else this Tessen does, the Phoenix Hawk does better. Or that Beowulf. Why buy both the BEO and this TSN? The only reason that Lowenstein used a couple of Tessens instead of a Beowulf X frame is that he got the job to evaluate the C3 dispensers without a conceivable way of getting a BEO-X shipped over. -AB]

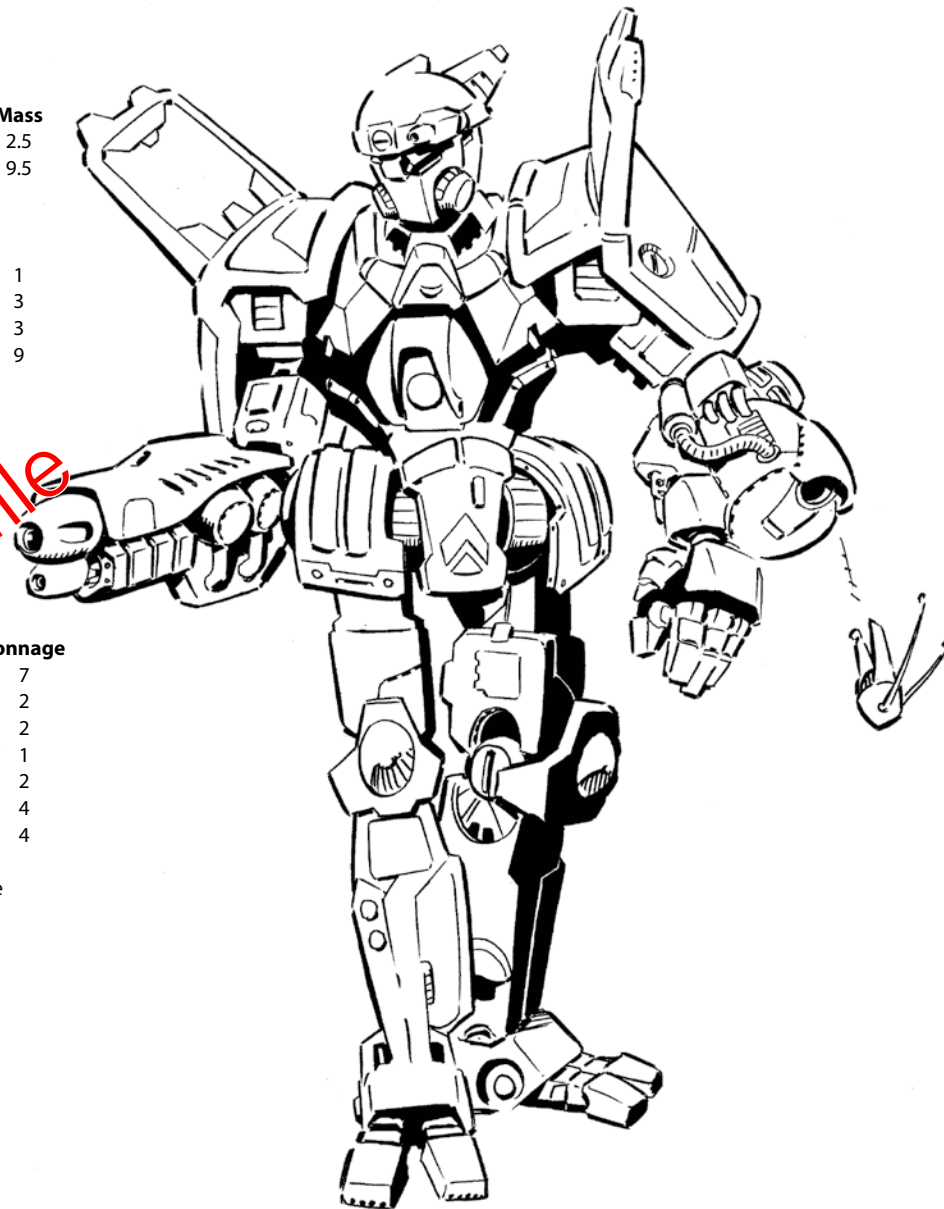
Type: **Tessen**
 Technology Base: Inner Sphere (Experimental)
 Tonnage: 50

Equipment

Internal Structure:	Endo Steel	Mass	2.5
Engine:	300 XL		9.5
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Heat Sinks:	11 [22]		1
Gyro:			3
Cockpit:			3
Armor Factor (Light Ferro):	152		9
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	9	
Center Torso	16	25	
Center Torso (rear)		6	
R/L Torso	12	16	
R/L Torso (rear)		5	
R/L Arm	8	15	
R/L Leg	12	20	

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	LA	3	7
Medium Pulse Laser	RA	1	2
Bloodhound Active Probe	RT	3	2
TAG	H	1	1
Angel ECM Suite	CT	2	2
C3 Remote Sensor Dispenser	LA	3	4
Ammo (C3 Dispenser) 16	LA	4	4

Notes: Features the following Design Quirks: Prototype



Sample file

EXPERIMENTAL

GRIM REAPER EINAR

Field Testing Summation: Customized GRM-R Hybrid Refit

Producer/Site: Antigua 7' Mech bay / Various

Supervising Technician: Adept Einar Halldórsson

Project Start Date: 3073

Non-Production Equipment Analysis:

- Clan ER Large Laser
- Clan ER Medium Laser
- Clan LRM-20
- Clan Laser AMS
- Clan Light TAG
- Clan Artemis V
- Clan CASE II
- Clan XL engine
- Modular Armor

Overview

Adept Halldórsson proved himself exceptionally capable at dispatching Ghost Bears on Tukayyid. This apparently caused sufficient reputation that Adept Einar faced repeated challenges from nearby Ghost Bear MechWarriors in subsequent years. When the 104th Division was smashed on Orestes in 3068, he survived and was assigned to an independent ComStar unit tasked to raid Blakist assets. While relatively little notable came from those missions, it did put Halldórsson in the interesting position to respond to some of the more recent challenges issued against him. His talent and connections had already allowed him access to some of ComStar's Clantech salvage, and his heavily modified *Grim Reaper* proved exceptionally capable at defeating Clan MechWarriors. It is through these means that he managed to acquire some truly cutting-edge Clan gear.

When ComStar deployed Modular Armor, Halldórsson was first in line. While this further detracted from his weapons payload, apparently he felt restricted in deploying his modified machine lest its priceless weaponry became damaged. The modular armor significantly increased how long he could sustain combat.

ComStar was apparently so impressed with the Adept's performance, that they seriously considered putting the design in to production somehow, despite Halldórsson's death at an "undisclosed location". This is surprising given that ComStar has not proven itself able to mass-produce Clan weaponry to our knowledge.

Still, that opportunity is far more in our reach, and using existing plans of a battle-hardened 'Mech would dramatically reduce the design cycle, especially now that we have access to Blankenburg Technologies.

[He's half-right here: we should seriously consider what it'll take to start producing Clantech-equipped 'Mechs in factories. But this thing? Really? It's cobbled together, if I'm being generous. I very much doubt we'd learn much of anything from a manufacturing perspective if concerned.]

I'll give it this, because it seems to be what ComStar was looking at as well: Modular Armor may be a great solution on trooper 'Mechs, especially when they're built with some vulnerabilities as far as performance goes. You knock the right arm off of this thing, and it's done. That extra armor plate's worth its weight and then some. Personally, I'd have taken armor off the left arm. Interesting thing this guy missed: they installed a 280, I'm guessing from a Nova Cat or maybe even from an Arctic Wolf... While over-rated for the Gigi 200 chassis, I presume they had a hard time finding 275 XLs. What uses those anyway? -AB]

Type: **Grim Reaper**

Technology Base: Mixed Inner Sphere (Experimental - FrankenMech)

Tonnage: 55

Equipment

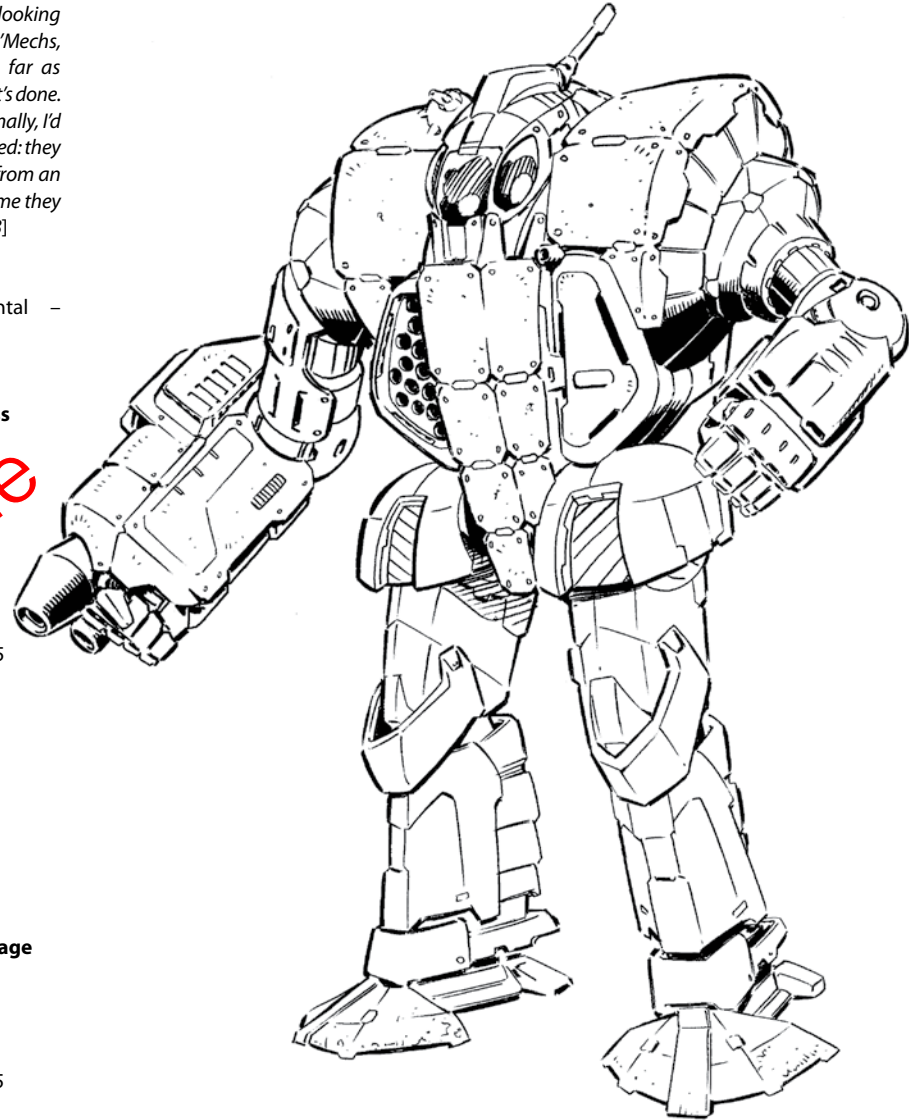
Internal Structure:	Reinforced	Mass	11
Engine:	280 XL (C)		8
Walking MP:	5 (4)		
Running MP:	8 (6)		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro:			3
Cockpit:			3
Armor Factor (Ferro):	18		10.5

Sample file

	Internal Structure	Armor Value
Head	3	9
Center Torso	18	26*
Center Torso (rear)		10
R/L Torso	13	18*
R/L Torso (rear)		8
R/L Arm	9	18*
R/L Leg	18	26

Weapons and Ammo

	Location	Critical	Tonnage
ER Large Laser (C)	RA	1	4
ER Medium Laser (C)	RA	1	1
Modular Armor	RA	1	1
LRM 20 (C)	RT	4	5
Artemis V FCS	RT	2	1.5
Ammo (LRM) 12	RT	2	2
Modular Armor	RT	1	1
CASE II (C)	RT	1	.5
Laser AMS (C)	H	1	1
Modular Armor	CT	1	1
Light TAG (C)	LT	1	.5
Modular Armor	LT	1	1



Notes: *Modular Armor provides an additional 10 points to the RA, RT, CT and LT locations, decreases Walk MP by 1, and applies a +1 Piloting Skill target modifier. Features the following Design Quirks: Non-Standard Parts, Difficult to Maintain, Poor Sealing

EXPERIMENTAL

EXT-6CS EXTERMINATOR

Field Testing Summation: Prototype Refit
Producer/Site: ComStar / Undisclosed
Supervising Technician: Dr. Jenna Larson
Project Start Date: 3079

Non-Production Equipment Analysis:

Null-Signature System
 Chameleon LPS
 CASE II

Overview

ComStar's reintroduction of the *Exterminator* caused speculation of new BattleMech death squads with ComStar insignia scything through the Inner Sphere's notables.

Those fears never seemed to be vindicated, and ComStar's subsequent changes to the *Exterminator* all removed the coveted Null-Signature System and Chameleon Light Polarization Shield. This seems to have been mostly a supply issue for the company, and the notes of the 6CS project largely concern efforts to get newly produced examples of the technology properly installed.

The 6CS, when compared to the original 4D, is a superior machine in every way. The Light PPCs provide ample support for the sustained MML-7 barrage, while at short-range firepower it adds two pulse lasers. CASE II handily mitigates the risk of carrying ammunition on an XL-engined 'Mech. Its armor has stayed at the spec set by the 5F, and is notably superior to that of the 4D, easily compensating for the lack of AMS.

I would suggest that, along with such 'Mechs as the *Prefect*, the EXT-6CS would make an excellent addition to the Republic's burgeoning special-operations capability. I could also see a purpose for such a 'Mech among General Lee's "Errant Force" initiative.

[I guess this guy never heard of the Raptor II, huh? Well it is fairly classified so... oh wait, look here, he does have clearance! Looks like he's an ignorant fool after all.]

I'll grant that the 6CS' weapon loadout is superior to the 5F, and I'll even forgive it its lack of MASC. My main problem is the lack of jump jets, which are a pretty major component of why people worried about the 4D. It means that the massive 390 engine, without either MASC or JJs or, heck, TSM, is wasted. I'm all for a swift bruiser to support Raptors, but this isn't the way.

All that aside, my good buddy here does have one good point: we should get our paws on NSS and C-LPS, and as many examples of it as ComStar has. However, actually buying this set here would get us nothing. Genius here didn't scan the (massive) stack of boilerplate with the offer. Here, in 19.3.1.1.1.4, it says "Any armor augmentations and armor-mounted data acquisition or projection systems beyond those inherent to the Fibrolyte Armorscale™ system are excluded." What's that mean to you?

Speaking of projection systems, did I tell you bout the time I used a busted Purifier suit to project old Immortal Warrior reruns for the guys? I need to find a Raptor... -AB]

Type: **Exterminator**
 Technology Base: Inner Sphere (Experimental)
 Tonnage: 65

Equipment		Mass
Internal Structure:	Endo Steel	3.5
Engine:	390 XL	23
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	208	13
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	21	29
Center Torso (rear)		10
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	10	20
R/L Leg	15	30

Weapons and Ammo	Location	Critical	Tonnage
Light PPC	LA	2	3
Ammo (MML) 34/14	RT	3	3
CASE II	RT	1	1
Medium Pulse Laser	H	1	2
Medium Pulse Laser	CT	1	2
MML 7	LT	4	4.5
Light PPC	LA	2	3
Null-Signature System	*	8	0
Chameleon LPS	**	6	0

Notes: *Null-Signature System occupies 1 critical slot in every location. **Chameleon Light Polarization Shield occupies 1 critical slot in the RA, RT, RL, LL, LT, and LA locations. Features the following Design Quirks: Prototype, Difficult to Maintain, Non-Standard Parts, Sensor Ghosts



Sample file

EXPERIMENTAL