

WEAPON AND 'MECH RECOGNITION GUIDE

(LC-453-x)



Weapon and 'Mech Recognition Guide

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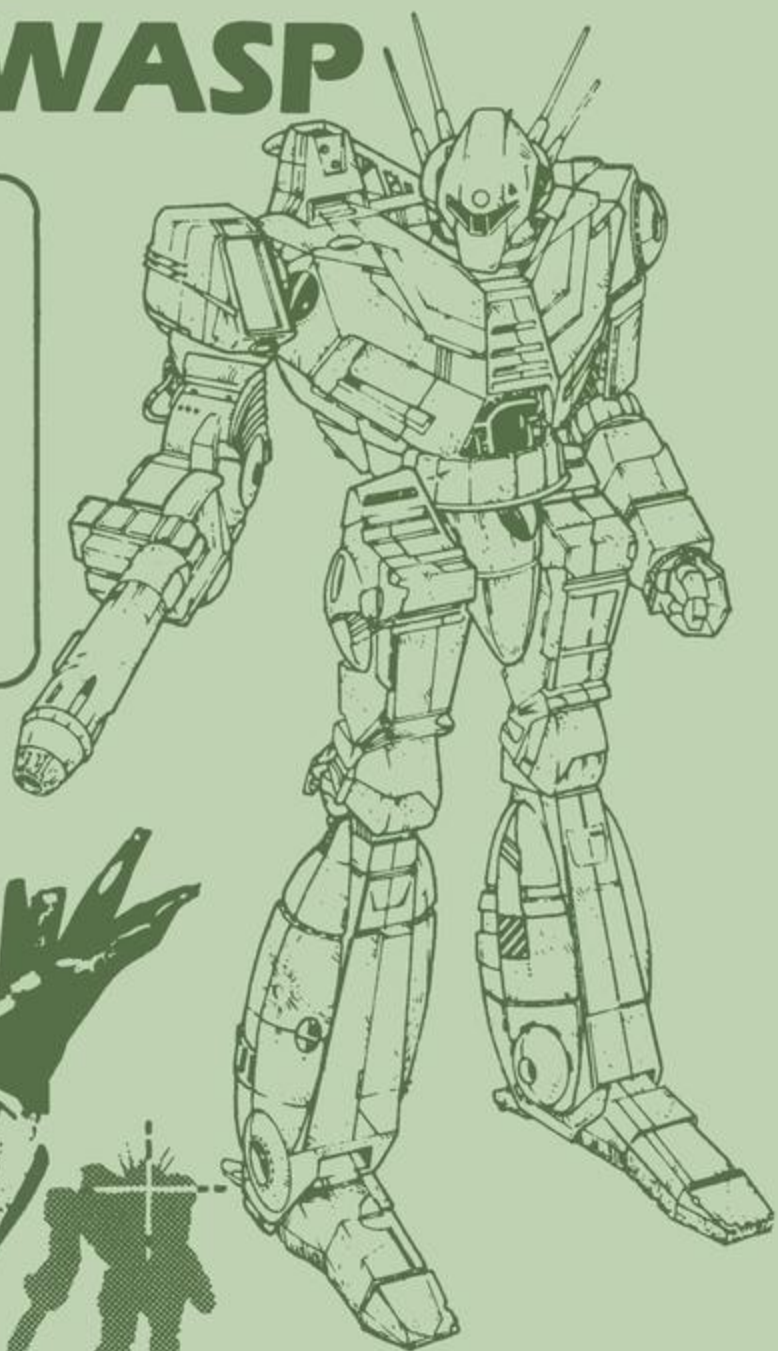
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BattleMechs: WSP-1A WASP

TOO LIGHTLY ARMED AND ARMORED FOR COMBAT, THIS 'MECH'S SPEED AND MANEUVERABILITY MAKE IT A GOOD MACHINE FOR SCOUTING AND RECON DUTY.



—+—
Point of Maximum
Vulnerability

CHARACTERISTICS

Mass: 20 tons

Cruising speed: 66.5 kph

Maximum speed: 95.1 kph

Walking factor: 6

Armament: 1 medium laser, right arm

1 short-range missile, left leg

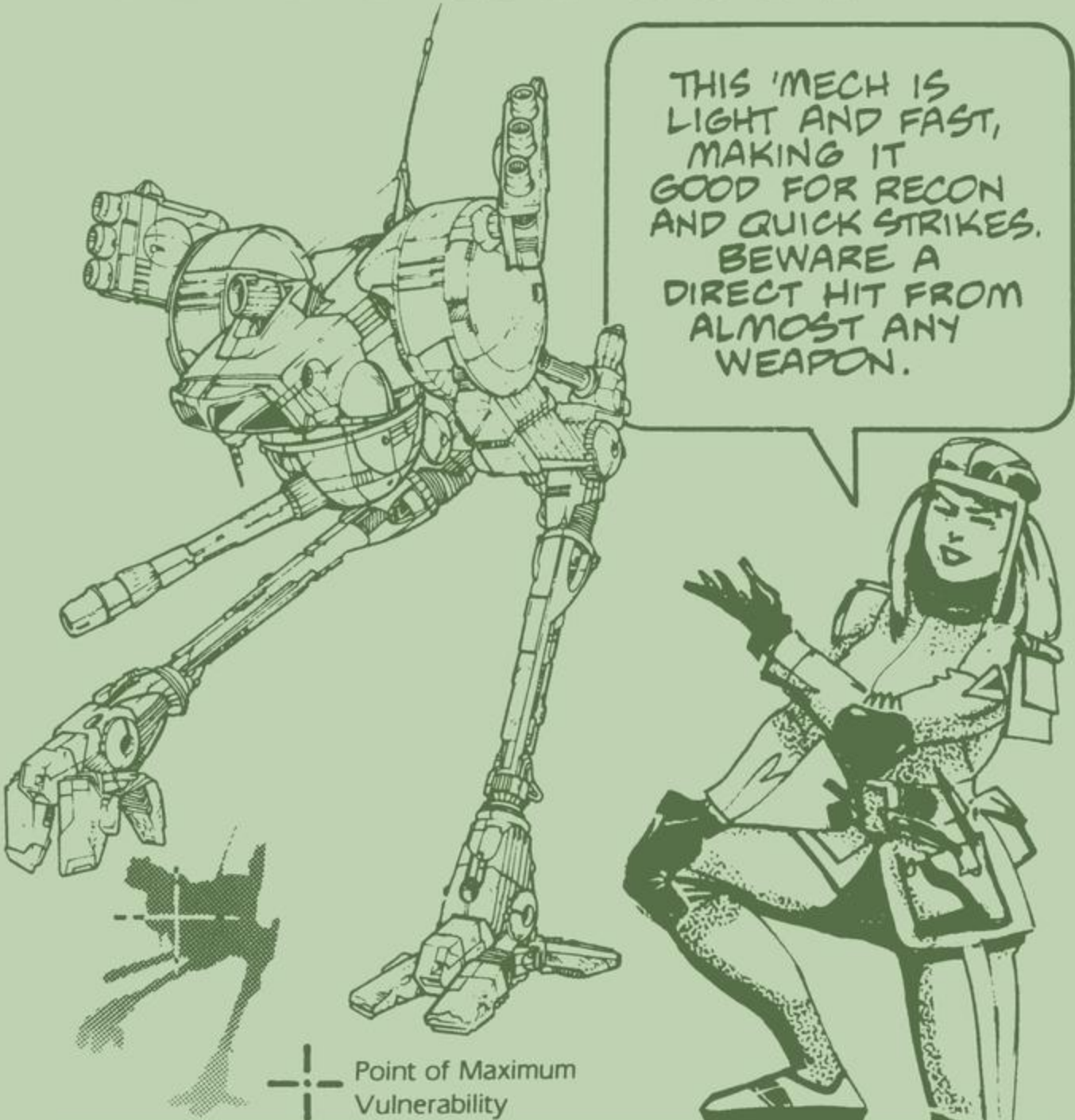
Running factor: 9

Jump Jets: capacity: 180 meters

Heat sinks: 10

Armor factor: 48

LCT-1V LOCUST



THIS 'MECH IS LIGHT AND FAST, MAKING IT GOOD FOR RECON AND QUICK STRIKES. BEWARE A DIRECT HIT FROM ALMOST ANY WEAPON.

✦ Point of Maximum Vulnerability

CHARACTERISTICS

Mass: 20 tons	Running factor: 12
Cruising speed: 86.4 kph	Jump Jets: none
Maximum speed: 129.6 kph	Heat sinks: 10
Walking factor: 8	Armor factor: 64
Armament: 1 medium laser, center torso 2 machine guns, one each in right and left arms	

STG-3R STINGER



ALTHOUGH LIGHTLY ARMORED, AND WITH LIMITED WEAPONS, THIS 'MECH HAS SPEED AND MOBILITY, MAKING IT ONE TOUGH MACHINE TO PIN DOWN.



—+— Point of
—+— Maximum
—+— Vulnerability

CHARACTERISTICS

Mass: 20 tons

Cruising speed: 63.4 kph

Maximum speed: 91.6 kph

Walking factor: 6

Running factor: 9

Jump Jets: capacity: 180 meters

Heat sinks: 10

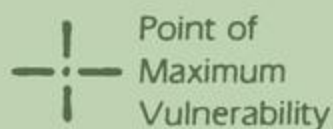
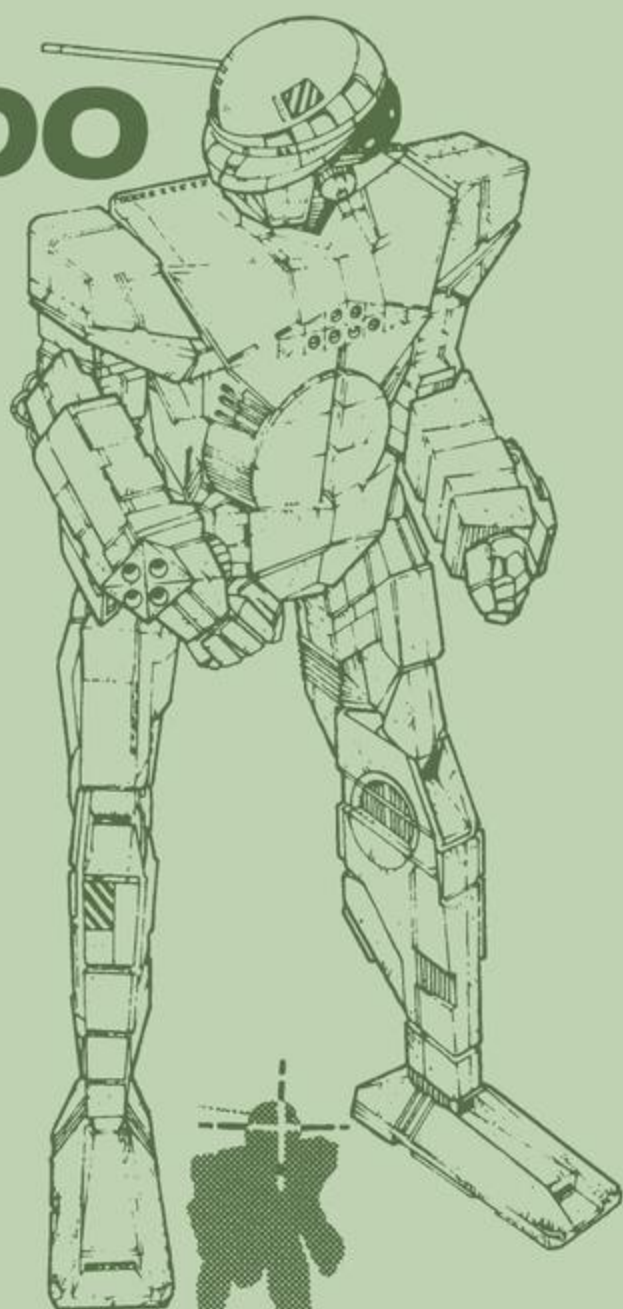
Armor factor: 48

Armament: 1 medium laser, right arm

2 machine guns, one each in right and left arms

COM-2D COMMANDO

DESPITE ITS
LIGHT ARMOR,
THIS 'MECH'S'
DUAL MISSILE
SYSTEMS MAKE
IT A GOOD
RECON AND
EMERGENCY
BARRAGE
VEHICLE.



Point of
Maximum
Vulnerability

CHARACTERISTICS

Mass: 25 tons	Running factor: 9
Cruising speed: 64.8 kph	Jump Jets: none
Maximum speed: 97.2 kph	Heat sinks: 10
Walking factor: 6	Armor factor: 64
Armament: 2 short-range missiles 1 each in right arm and center torso 1 medium laser, left arm	

'Mech Weapons

EACH CLASS OF 'MECH HAS ITS STANDARD ON-BOARD WEAPONS. YOUR 'MECH CAN ALSO BE EQUIPPED WITH ADDITIONAL COMBINATIONS OF WEAPONS.

LASERS: Powered off your 'Mech's power plant, these never run out of ammo.

Small lasers

Power output: .8 to 1.5 megajoules

Effective range: 90 meters

Medium lasers

Power output: 1.5 to 3 megajoules

Effective range: 300 meters

Large lasers

Power output: 3 to 5 megajoules

Effective range: .5 kilometer

PARTICLE PROJECTION CANNON: PPC's damage with a combo of intense heat, kinetic energy, and electrical overload. These generate more heat points per shot than any other weapon.

Weight: 7 tons | **Power output:** 5 megajoules

Effective range: .5 kilometer

AUTOCANNON: This rapid-fire weapon causes maximum damage to BattleMech composite armor.

Weight: 6 to 14 tons

Effective range: 120 to 700 meters

FLAMER: The plasma fired from this is under such extreme temperature and pressure that it expands in a cloud of flame.

Range: strictly a close-range weapon

Types: both hand held and vehicle mounted



Anti-'Mech Weapons: VIBRABOMBS



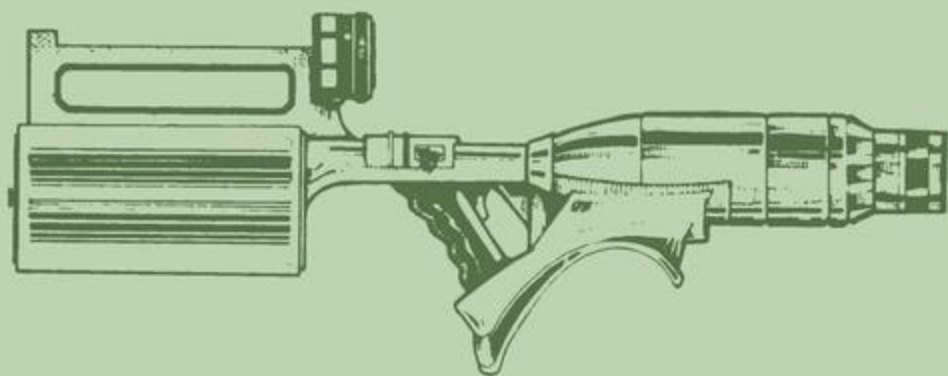
BE ON THE ALERT FOR THESE! VIBRATIONS FROM AN APPROACHING 'MECH SET THESE LAND MINES OFF. THESE BOMBS CAN BE SET FOR DIFFERENT WEIGHT CLASSES..JUST BECAUSE ONE 'MECH PASSES UNHARMED DOESN'T MEAN YOUR 'MECH IS SAFE.

CHARACTERISTICS

Weight: 1 kilogram

Operation: requires a minimum mass of 10 tons to detonate

INFERNO



FIRED FROM A STANDARD INFANTRY SRM LAUNCHER, THIS SPECIAL-PURPOSE MISSILE EXPLODES IN MIDAIR, DISPERSING A HIGHLY FLAMMABLE FLUID AND SEVERELY RAISING THE TARGET 'MECH'S HEAT FACTOR.



CHARACTERISTICS

Operation: Replaces any SRM 2-pack

WARNING: Carries high probability of explosion due to heat build-up—carry on board only with the utmost caution



Personal Weapons:

HAND-HELD WEAPONS--
SUCH AS THE
VIBRO-BLADE AND
SUBMACHINE GUN--
ARE SPECIALIZED
FOR COMBAT
OUTSIDE THE
RELATIVE SAFETY
OF YOUR 'MECH.



VIBRO-BLADE



CHARACTERISTICS

Use: A highly effective cutting tool

Weight: 200 grams

Operation: Vibrates at extremely high speed
when activated

SUBMACHINE GUN (SMG)



CHARACTERISTICS

Weight: 3 kilograms

Operation: Hold the trigger to fire multiple rounds in a burst pattern

LASER PISTOL



CHARACTERISTICS

Weight: 1,000 grams

Operation: Uses 1 charge/shot

LASER RIFLE



CHARACTERISTICS

Weight: 5 kilograms

Operation: Uses 2 charges/shot; equipped for 2 power packs

LASERS: The highest-tech weapons, with longer ranges and greater penetration capabilities than projectile weapons. Guard these scarce armaments with care.

INFOCOM™

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