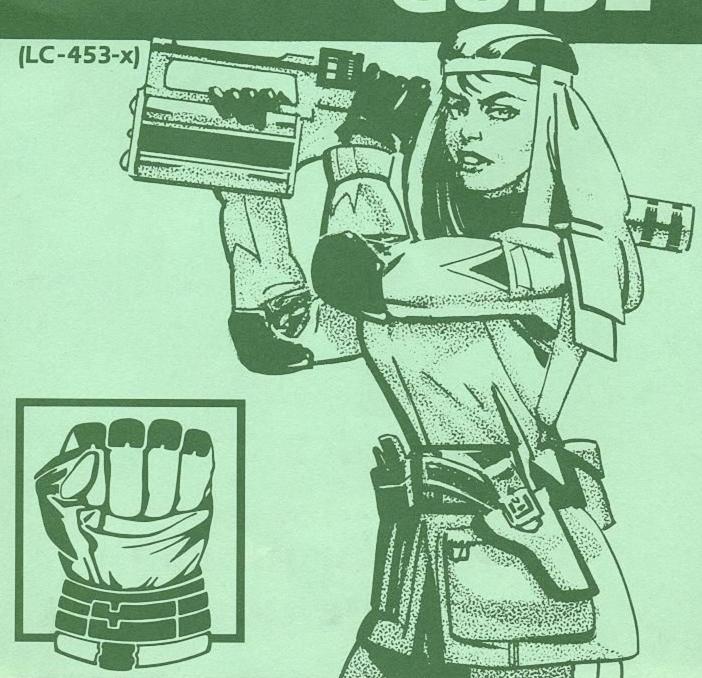
WEAPON AND 'MECH RECOGNITION GUIDE



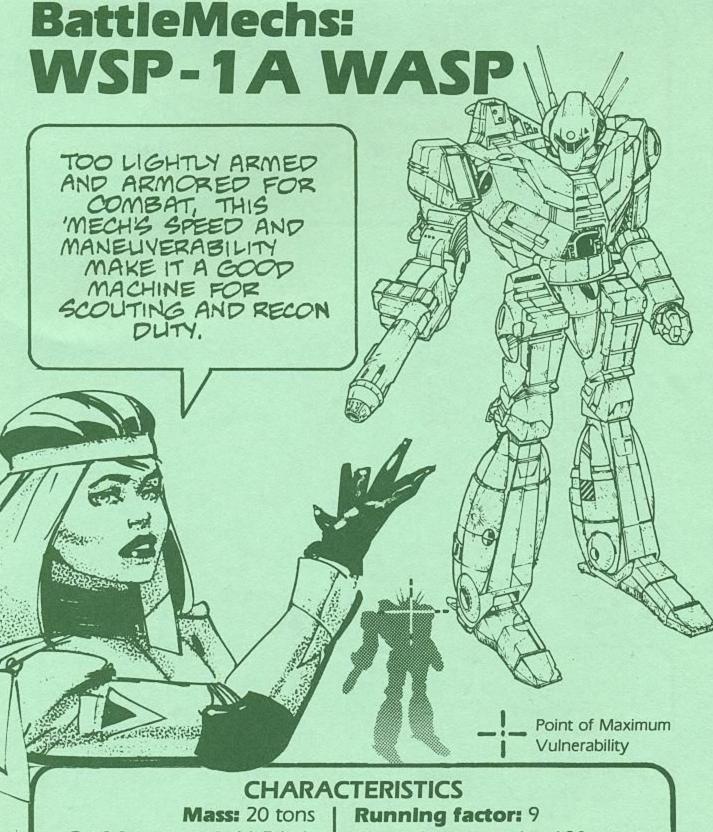
Weapon and 'Mech Recognition Guide

(LC-453-x)

This guide is issued to:

(Legal signature as it appears in school files)

This guide (LC-453-x) is issued for the sole and exclusive purpose of training in the art and science of weapon and 'Mech recognition. This guide (LC-453-x), along with all lists, materials, books, files, reports, records, and other documents used by, prepared by, or made available to, the above named student, shall be the property of the Pacifica Training School, and upon termination of the said student's participation in the program, whether voluntary or involuntary, said student MUST immediately return the same and all copies thereof to the Pacifica Training School. Any unauthorized or illegal use of this guide (LC-453-x) is punishable by instant dismissal or dismemberment, dependent upon the miscreant's personal and school record. This guide (LC-453-x) MUST ALSO BE SURRENDERED at the direct demand or request, whether oral, written or implied, of the Lyran Security Commission.



Cruising speed: 66.5 kph

Maximum speed: 95.1 kph

Walking factor: 6

Jump Jets: capacity: 180 meters

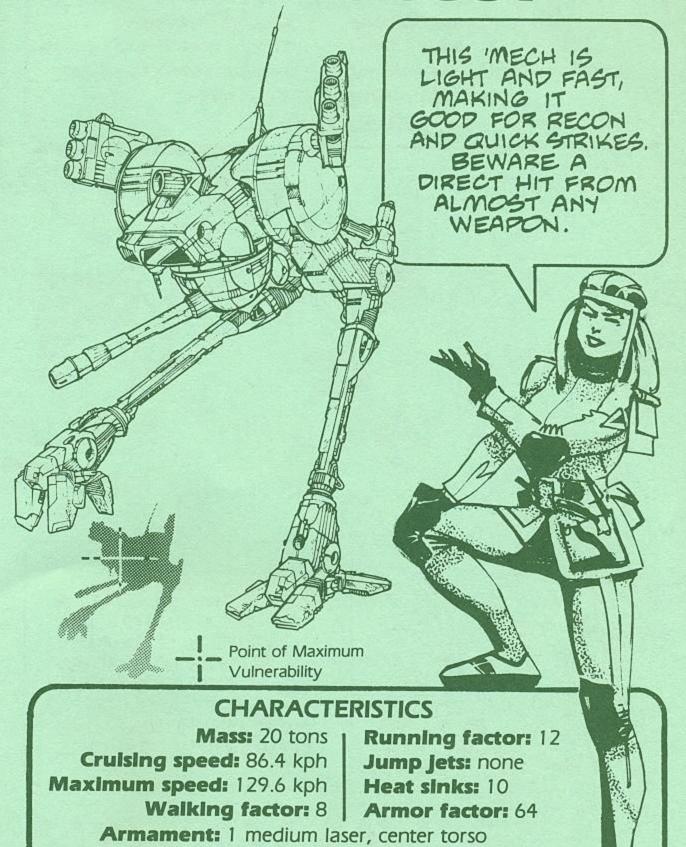
Heat sinks: 10

Armor factor: 48

Armament: 1 medium laser, right arm

1 short-range missile, left leg

LCT-1V LOCUST



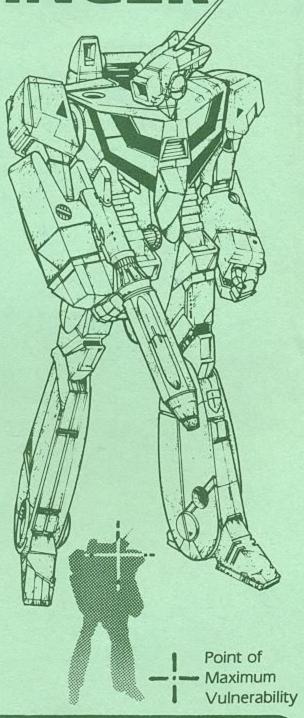
2 machine guns,

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.



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

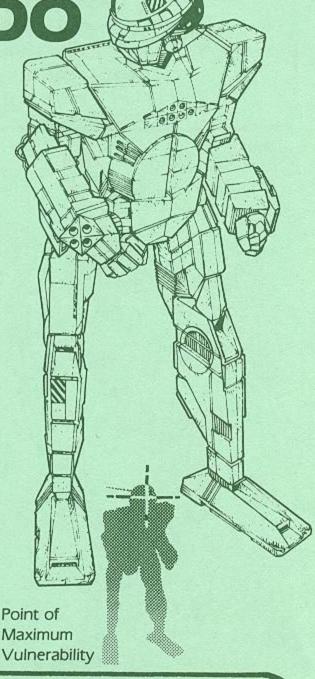
Armament: 1 medium laser, right arm

2 machine guns, one each in right and left arms

COM-2D COMMAND

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





CHARACTERISTICS

Mass: 25 tons

Cruising speed: 64.8 kph

Maximum speed: 97.2 kph

Walking factor: 6

Running factor: 9

Jump Jets: none

Heat sinks: 10

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

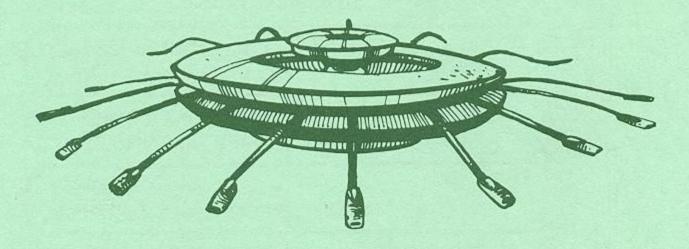
FLAMER: The plasma fired from this is under such extreme temperature and pressure that it expands in a cloud of flame.

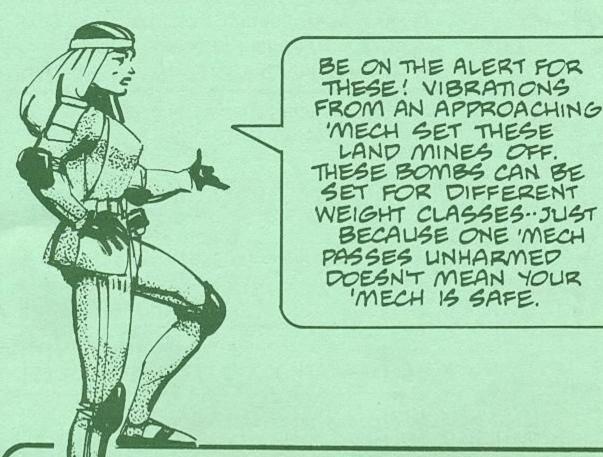
Range: strictly a close-range weapon

Types: both hand held and vehicle mounted



Anti-'Mech Weapons: VIBRABOMBS





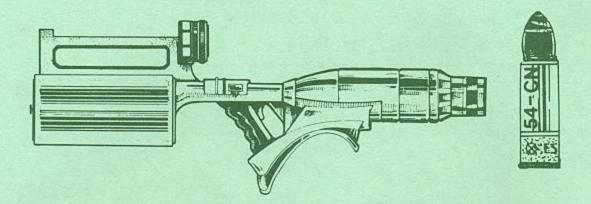
CHARACTERISTICS

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



Use: A highly effective cutting tool

Weight: 200 grams

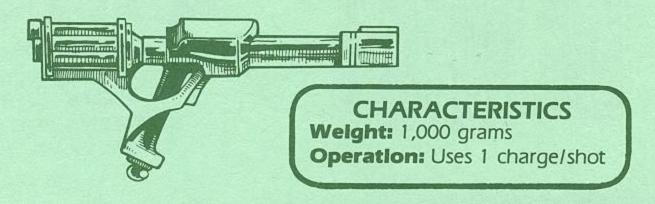
Operation: Vibrates at extremely high speed

when activated

SUBMACHINE GUN (SMG)



LASER PISTOL



LASER RIFLE



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

INFOCOM

Illustrator: Howard Chaykin Artists: Duane Loose

Jeff Laubenstein

Letterer: Ken Bruzenak

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G-IF2-GUIDE