

RECOGNITION GUIDE: ILCLAN

VOLUME 03



STAR
LEAGUE



SUCCESSION
WARS



CLAN
INVASION



CIVIL WAR



JIHAD



DARK AGE



ILCLAN

CATALYST GAME LABS

RECOGNITION GUIDE: ILCLAN VOL. 03

SAFACTOR,

Words which once seemed impossible now seem inevitable: the ilClan is nigh.

The turbulence of the last two decades has brought several of our fellow Clans to Terra's doorstep, to say nothing of the Inner Sphere powers which gaze upon humanity's birthplace with hungry eyes. But we know our people, we know their aggression. One of them will move to take Terra first and claim the mantle of ilClan, however briefly. If they intend to hold it, however, they will need new hardware—and, as ever, we stand ready to deliver. For a price.

Contained within these volumes is that hardware. It is an intriguing combination of all-new BattleMech designs and retrofits of existing Inner Sphere and Clan designs with weapons and equipment suitable for modern combat. All are in our inventories or otherwise obtainable, and I have instructed all Merchant Caste personnel under my command above the rank of Point Merchant to familiarize themselves with the contents of these reports and be ready to negotiate terms for any merchandise herein. I hope you will assist me, "old friend," with their distribution across all Khanates.

The wheel of power is poised to spin once more, but we must be the axle on which it revolves. Who winds up atop that wheel, and who is crushed beneath it, matters little as long as we profit from each turn.

—Merchant Colonel Reece, aboard CSF *Atlantean*, Skate Khanate, 14 November 3150

Welcome to *Recognition Guide: ilClan*, a supplement offering players exciting new 'Mech variants rooted in the closing days of the Dark Age era and the transition to the ilClan era. Inside, you'll discover a mix of all-new 'Mechs only recently seen on battlefields of the Inner Sphere, alongside modern refits of long-existing and much-loved units.

Each volume of *Recognition Guide: ilClan* includes full, *Technical Readout*-style entries on new 'Mechs or significant rebuilds of existing designs; a selection of brief write-ups on existing variants; notable pilots for each 'Mech, and record sheets for immediate game use.

Special attention has been given to 'Mechs which were redesigned as part of the *BattleTech: Clan Invasion* Kickstarter, to ensure that these brand-new miniatures have a place in games set in the Dark Age. Many of these units have torn apart battlefields of the Inner Sphere for hundreds of years. With these guides, they will continue to do so for hundreds more.

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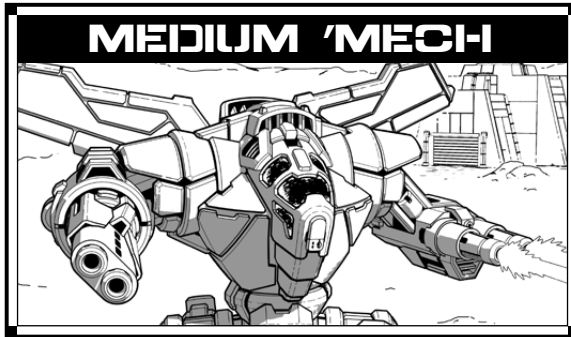
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Mass: 45 tons

Chassis: JF 4 Light Endo Steel

Power Plant: Light Force 270 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Compound JF Ferro-Fibrous

Armament:

19 tons of pod space available

Manufacturer: CJF Factory Zone 4

Primary Factory: Alyina

Communications System: JF Integrated

Targeting & Tracking System: Series JFVII Integrated

Building upon the last few decades of BattleMech design, the latest generation of Jade Falcon OmniMechs incorporates many hard-learned lessons from the fields of war and the gantries of frustrated technicians. Like its larger cousin, the *Jade Phoenix*, the *Hierofalcon* is poised to complement or even supersede a number of standard BattleMechs in the Falcon *touman*.

CAPABILITIES

Jade Falcon doctrines always favor high maneuverability, so it should come as no surprise that the partial wing has become a signature piece of Jade Falcon equipment. Falcon warriors have taken to the skies like their namesake, gliding across the fields to rain death upon their foes. *Hierofalcon* pilots can enjoy one of the longest jump ranges possible for a BattleMech, made even more impressive when the 'Mech is outfitted

with improved jump jets. For an OmniMech, this maneuverability provides more tactical advantages than simply gaining the high ground. Elementals can ride a *Hierofalcon* into position rather than being confined to the belly of a vulnerable hovercraft or VTOL, making Jade Falcon Nova formations particularly deadly.

BATTLE HISTORY

After the breakdown of the alliance between the Falcons and Clan Hell's Horses, their shared border came alive with raiding. A skirmish on Hyperion in 3149 brought Star Commander Mikkon of the First Falcon Jaegers into contact with a Nova composed of *Balius* OmniMechs supported by *Buraq* battle armor, a formation which Mikkon dubbed "the worst abomination Hell ever vomited forth." The speedy *Buraqs* ran circles around Mikkon's force, until he ordered his two Beta configuration *Hierofalcons* to switch to inferno rounds and deliver the Horses to Hell. In seconds the field was a nightmare of flames, and the *Buraqs* were either melted into slag or herded into the guns of the heavier Falcon 'Mechs. Though the outnumbered Falcons eventually fled, the *Hierofalcons* were credited with turning certain defeat into a chance to fight again.

The capture of Rigil Kentarus at the end of 3150 brought the Jade Falcons the closest to mother Terra that they had ever come. Both the Republic defenders and Clan Wolf forces already on-planet faced a frenzy unlike anything seen since the Jihad as Falcon warriors abandoned all restraint in their need for blood. Republic BattleMechs perched atop the sixty meter-high walls of Fortress Carmichael, a Word of Blake fortification rebuilt after the Jihad, and rained fire upon the invaders. Falcon artillery pounded the reinforced ferrocrete walls, but the assault seemed hopeless until MechWarrior Jayna gathered a group of Elementals to her *Hierofalcon* and rocketed to the very top of the wall on her improved jump jets. The defenders of the Fourth Fides were almost too amazed to fire as the *Hierofalcon* jumped deeper into the complex. Dropping her Elementals, Jayna began blasting everything in sight with her anti-personnel weapons, until a Republic *Archer* put an end to her massacre. The damage was already done. Despite heavy resistance, the Elemental team fought its way

to the fortress' command center and slaughtered the entire staff. Any Fides Defenders able to flee did so within the hour, leaving the Jade Falcons on Terra's doorstep.

NOTABLE 'MECHS AND MECHWARRIORS

MechWarrior Illyana: A brash warrior known for butting into situations about which she is uninformed, Illyana has nonetheless won some measure of respect from her superiors. Upon hearing of the existence of the *Hierofalcon*, she challenged for the right to pilot one before ever seeing specifications of the 'Mech. Her boldness has cost her in the past, as she is missing her right eye from the battle of Thorin. She declined to choose between a regrown natural eye or a cybernetic replacement, saying she likes the look of her eye patch. As the loss has not impeded her efficiency, she has been allowed to delay her decision.

MechWarrior Jerle: There are many inconsistencies in Jerle's codex. His Bloodhouse is listed alternatively as Hazen, Pryde, and Malthus, with multiple geneparents named throughout, including Diana Pryde and Malvina Hazen herself. This would normally be the work of a very poor forgery, but his trueborn status and sibko life are verified. His *Hierofalcon* was a reward from Loren Icaza, commander of Beta Galaxy, for services unspecified. Though an exemplary warrior, the cloud of suspicion surrounding Jerle ensures he will see little opportunity for advancement, a situation he simply shrugs at.

MechWarrior Veidt: Veidt is a Wolf among Falcons. Taken as *abtakha* by Malvina Hazen during the Falcon *desant* into the Republic, he quickly earned her respect and regained his warrior status. He has since become displeased with the savagery of the Mongol Falcons, believing them to be too wasteful. He harbors a secret longing to return to his old Clan. Should the opportunity arise, Veidt may make a pre-emptive *batchall* to any Wolf willing to take him back.

HIEROFALCON

Type: Hierofalcon

Technology Base: Clan (Advanced)

Tonnage: 45

Role: Striker

Battle Value: 1,878

Equipment

	Mass
Internal Structure:	Endo Steel 3.5
Engine:	270 XL 7.5
Walking MP:	6
Running MP:	9
Jumping MP:	0*
Heat Sinks:	10 [20]* 0
Gyro:	3
Cockpit:	3
Armor Factor (Ferro):	144 7.5
	<i>Internal Structure</i>
	<i>Armor Value</i>
Head	3 8
Center Torso	14 21
Center Torso (rear)	7 7
R/L Torso	11 15
R/L Torso (rear)	7 7
R/L Arm	7 14
R/L Leg	11 18

Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	1 Ferro-Fibrous	1
Right Torso	2 XL Engine 3 Partial Wing 1 Ferro-Fibrous	6
Left Torso	2 XL Engine 3 Partial Wing 1 Endo Steel	6
Right Arm	4 Ferro-Fibrous	4
Left Arm	6 Endo Steel	2
Right Leg	None	2
Left Leg	None	2

Notes: *Partial Wing adds +2 Jump MP, -3 heat in Standard Atmosphere (see pp. 105 and 107, *TO:AUE* for additional rules).

Fixed Equipment

Location	Critical	Tonnage
Partial Wing	3/3	2.5

Weapons and Ammo

Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>		
HAG 20	6	10
Ammo (HAG) 12	2	2
TAG	1	1
ECM Suite	1	1
2 Imp. Heavy Medium Lasers	4	2
2 Jump Jets	2	1
Jump Jet	1	.5
Jump Jet	1	.5
2 Jump Jets	2	1

Weapons and Ammo

Location	Critical	Tonnage
<i>Alternate Configuration A</i>		
Large Pulse Laser	RA	2 6
AP Gauss Rifle	RA	1 .5
Flamer	RA	1 .5
Ammo (AP Gauss) 40	CT	1 1
AP Gauss Rifle	LA	1 .5
2 ER Medium Lasers	LA	2 2
Flamer	LA	1 .5
Improved Jump Jet	RL	2 1
3 Improved Jump Jets	RT	6 3
3 Improved Jump Jets	LT	6 3
Improved Jump Jet	LL	2 1
Battle Value: 1,953 Role: Striker		

Alternate Configuration B

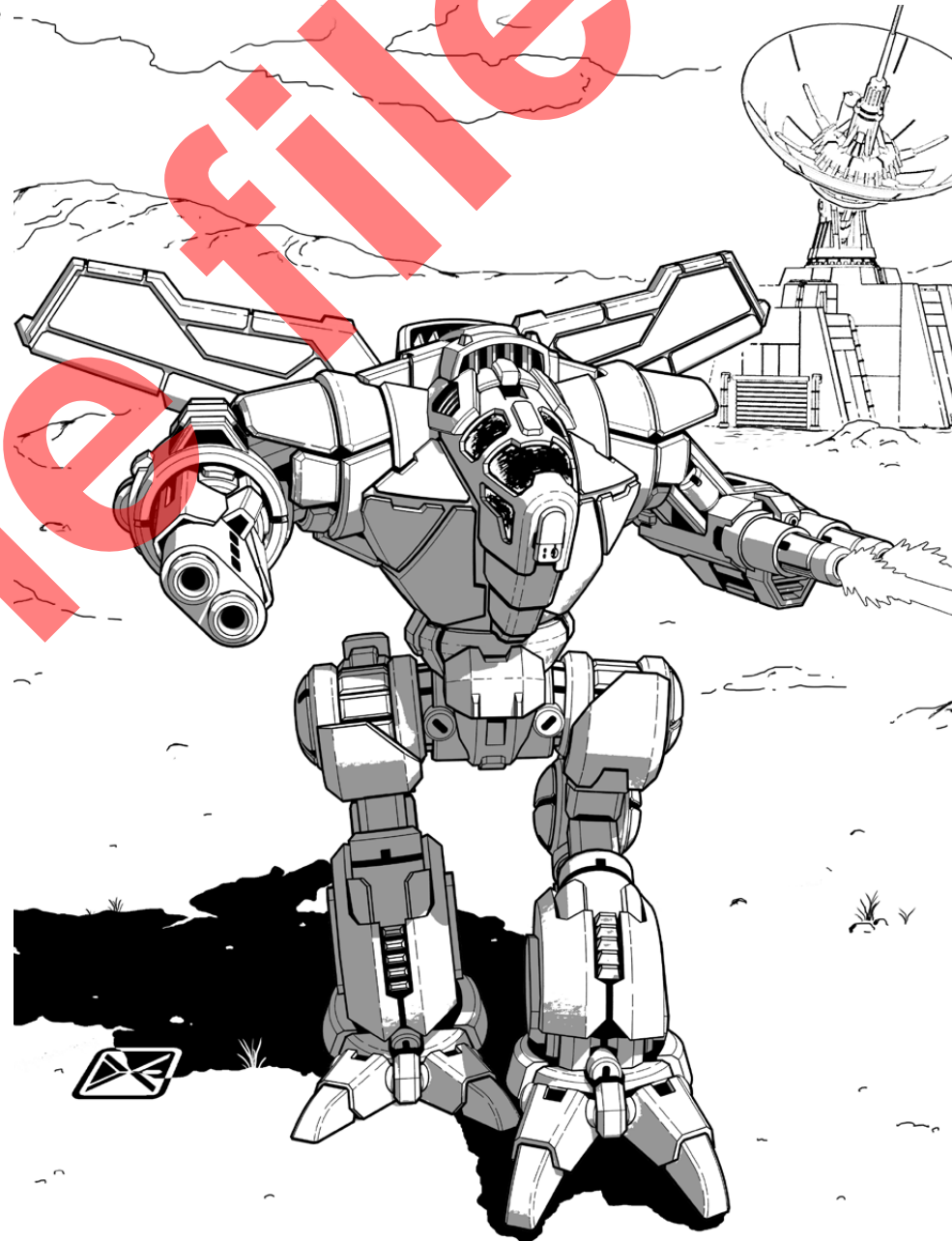
Location	Critical	Tonnage
ER Small Laser	RA	1 .5
SRM 6	RA	1 1.5
2 SRM 6	RT	2 3
Ammo (SRM) 30	RT	2 2
CASE II	RT	1 .5
ER Medium Laser	CT	1 1
2 SRM 6	LT	2 3
Ammo (SRM) 30	LT	2 2
CASE II	LT	1 .5
SRM 6	LA	1 1.5
ER Small Laser	LA	1 .5
2 Jump Jets	RL	2 1
Jump Jet	RT	1 .5
Jump Jet	LT	1 .5
2 Jump Jets	LL	2 1
Battle Value: 1,737 Role: Striker		

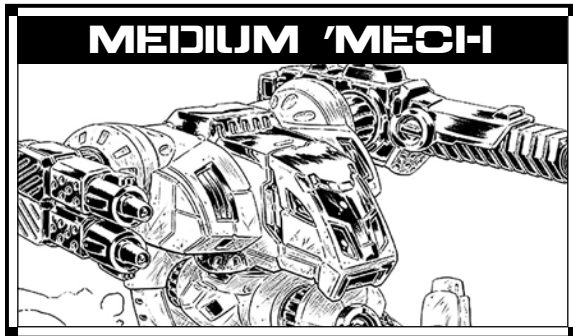
Alternate Configuration C

Location	Critical	Tonnage
Rotary AC/2	RA	4 8
Ammo (RAC) 90	RA	2 2
ER PPC	LA	2 6
2 Jump Jets	RL	2 1
Jump Jet	RT	1 .5
Jump Jet	LT	1 .5
2 Jump Jets	LL	2 1
Battle Value: 1,983 Role: Sniper		

Alternate Configuration D

Location	Critical	Tonnage
ER Medium Pulse Laser	RA	2 2
ER Medium Laser	RA	1 1
ATM 6	RT	3 3.5
Ammo (ATM) 20	RT	2 2
CASE II	RT	1 .5
Supercharger	CT	1 1
ATM 6	LT	3 3.5
Ammo (ATM) 20	LT	2 2
CASE II	LT	1 .5
ER Medium Pulse Laser	LA	2 2
ER Medium Laser	LA	1 1
Battle Value: 2,183 Role: Striker		





Mass: 45 tons

Chassis: Type 79-45 Endo Steel

Power Plant: RFUM 270 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph, 129 kph with MASC

Jump Jets: None

Jump Capacity: None

Armor: Compound H17 Ferro-Fibrous with CASE

Armament:

19 tons of pod space available

Manufacturer: Barcella Beta

Primary Factory: Irece

Communications System: Sipher CommCon SCU-9

Targeting and Tracking System: Build 4 CAT TTS

Following the Second Combine-Dominion War, it was difficult to view Clan Nova Cat as anything other than a ruined shell of its former self. Only a barely functional *Shadow Cat* line at Barcella-LAW remained of the Clan's once productive facilities on Irece. Though that OmniMech had served the Clan well for a century, Khan Ajax Drummond recognized a more generalized machine would be needed to rebuild the strength and spirit of his people.

CAPABILITIES

Taking a cue from Clan Jade Falcon's *Thor II*, introduced during the previous decade, Nova Cat scientists removed the original *Shadow Cat*'s fixed jump jets to free valuable mass. Most of the remaining tonnage was allotted for pod space, enhancing the 'Mech's flexibility, while the remainder maximized armor coverage to see the Clan's precious OmniMechs and

its warriors home safely. The weapon pods were kept as utilitarian as possible, but the chassis was given special attention with a feline-inspired aesthetic which invoked the Nova Cat itself. The look would prove so popular with the Clan's warriors that it would be carried over into future projects.

BATTLE HISTORY

Shadow Cat IIIs became prominent as the Nova Cats struggled to rebuild their depleted *touman* under the pressures of an obliterated industrial base and severe restrictions from their Combine overlords. Despite the urgent need for new BattleMechs, a few *Shadow Cat IIIs* made their way to Nova Cat enclaves within the Republic of the Sphere as a gesture from the Clan to their separated brethren. Popular in trials, *Shadow Cat IIIs* would not see true combat until the joint Combine/Nova Cat campaign into the Republic.

Alpha Galaxy forces touched down on Pike IV to play their part in the grand bargain with Katana Tormark. When their *batchalls* received no response, Nova Cat forces set out toward the garrison, unsure what awaited. Acting as a screen for the primary Alpha advance, a Nova of *Shadow Cat IIIs* and upgraded Thunderbird Battle Armor detected numerous engine startups in close proximity. As two lances of Manticore II tanks poured fire into the Cats from their entrenched positions, the OmniMechs escaped the initial ambush—though some troopers had the misfortune of serving as ablative armor. Erratic bursts of speed made the *Shadow Cat IIIs* difficult targets, while the Nova Cats responded with the full complement of their arm-mounted weaponry. Once the gap was closed, the Thunderbirds dismounted and brought their own autocannons into the fray. The skirmish cost the Clan a single *Shadow Cat III* and two Points of battle armor, but the Republic tanks were left as nothing more than charred scrap.

After the Nova Cat Annihilation, the DCMS employed the *Shadow Cat III* along with most Nova Cat designs and material. Our Clan helps the Combine produce and maintain all ClanTech equipment and designs, for the usual fees and access to production runs. The OmniMech found a niche among a few of our own warriors, but has received only limited interest from the Rasalhague Dominion; the Jade Falcons actively shun it due to its Nova Cat origins.

NOTABLE 'MECHS AND MECHWARRIORS

Star Captain Matt Lossey: Clan Nova Cat warriors were known for their "visions," and Matt Lossey was no exception. Rather than taking part in his Clan's usual method of vision quests, Lossey claimed to receive mystical guidance in the heat of battle—visions he said were key to his success on the field. Whether this was fact or strange bluster, Lossey unquestionably possessed a deft hand at the controls of his *Shadow Cat III*. From the cockpit of "Sabertooth," he led one of Tau Galaxy's unusual mixed Binaries in the advance across largely abandoned Republic worlds. The blend of OmniMechs, battle armor, and combat vehicles was surprisingly affective against any defense the remaining RAF forces could muster.

Star Commander Dot "Patches" Nostra: Dot Nostra's relaxed social attitude made her stand out even among the lenient Nova Cats. This temperament, coupled with exceptional martial skills, made her an ideal candidate for a unique experiment in Nova Cat-Combine relations. The Bloodnamed warrior was personally tapped by Khan Jacali Nostra to join a unit comprised of equal parts Clan and DCMS forces. In a testament to her unorthodox tastes, she freed her bondsman and oversaw his adoption into the warrior caste as her lancemate. The pair of Nova Cat warriors comprised half of a BattleMech lance, and Nostra shared leadership responsibilities with her Combine counterpart. The blended force proved effective during the invasion of the Republic and fostered respect and genuine friendship between those involved. Sadly, those bonds would not last; Clan Nova Cat's rebellion shattered any good will developed between the comrades. Dot and her retinue returned to Irece Prefecture to take part in their Clan's last stand, dying in a nuclear flash defending the Nova Cat genetic repository.

SHADOW CAT III

Type: Shadow Cat III

Technology Base: Clan

Tonnage: 45

Role: Striker

Battle Value: 2,021

Equipment

	Endo Steel	Mass
Internal Structure:	2.5	
Engine:	270 XL	7.5
Walking MP:	6	
Running MP:	9 (12)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	153	8
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	14	22
Center Torso (rear)		6
R/L Torso	11	18
R/L Torso (rear)		4
R/L Arm	7	14
R/L Leg	11	22

Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Endo Steel	0
Center Torso	2 MASC	0
Right Torso	2 XL Engine	6
	4 Ferro-Fibrous	
Left Torso	2 XL Engine	7
	3 Ferro-Fibrous	
Right Arm	3 Endo Steel	5
Left Arm	3 Endo Steel	5
Right Leg	None	2
Left Leg	None	2

Notes: Features the following Design Quirks: Narrow/Low Profile.

Fixed Equipment

Location	Critical	Tonnage
MASC	2	2

Weapons and Ammo

Primary Weapons Configuration

Location	Critical	Tonnage
2 Medium Pulse Lasers	2	4
Ammo (Gauss) 24	3	3
Gauss Rifle	6	12

Weapons and Ammo

Alternate Configuration A

Location	Critical	Tonnage
ER Large Laser	1	4
Double Heat Sink	2	1
ER Large Laser	1	4
2 Double Heat Sinks	4	2
Improved Jump Jet	2	1
3 Improved Jump Jets	6	3
3 Improved Jump Jets	6	3
Improved Jump Jet	2	1

Battle Value: 2,005 Role: Sniper

Weapons and Ammo

Alternate Configuration B

Location	Critical	Tonnage
ER Medium Laser	1	1
2 ATM 3	4	3
Ammo (ATM) 40	2	2
Active Probe	1	1
Targeting Computer	1	1
Ammo (ATM) 40	2	2
Angel ECM	2	2
ER Medium Laser	1	1
2 ATM 3	4	3
2 Jump Jets	2	1
Jump Jet	1	.5
Jump Jet	1	.5
2 Jump Jets	2	1

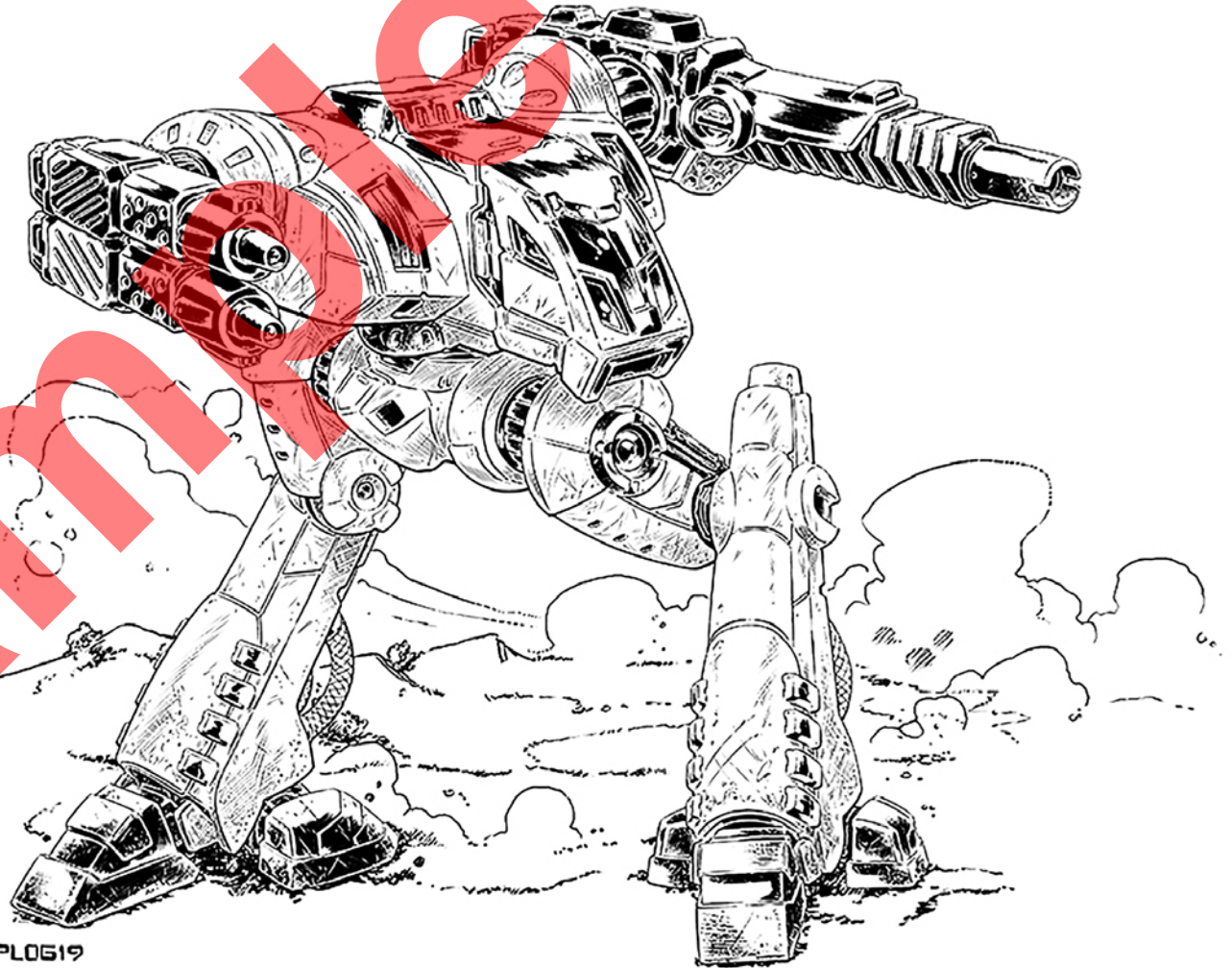
Battle Value: 2,183 Role: Striker

Weapons and Ammo

Alternative Configuration C

Location	Critical	Tonnage
Imp. Heavy Large Laser	3	4
Supercharger	1	1
Ammo (LB-X) 10	2	2
LB 20-X AC	2/7	12

Battle Value: 2,153 Role: Striker



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