

# WEAPON AND 'MECH RECOGNITION GUIDE

(LC-453-X)



# Weapon and 'Mech Recognition Guide

(LC-453-x)

This guide is issued to:

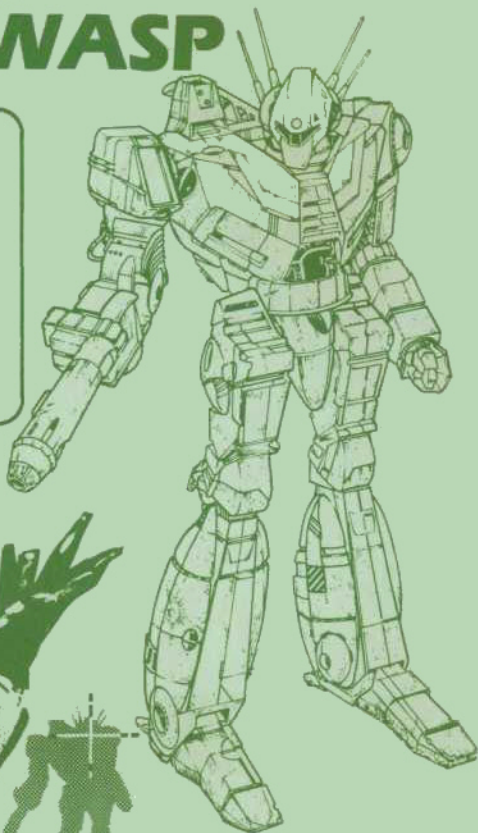
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# BattleMechs: WSP-1A WASP

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

**Running factor:** 9

**Cruising speed:** 66.5 kph

**Jump Jets:** capacity: 180 meters

**Maximum speed:** 95.1 kph

**Heat sinks:** 10

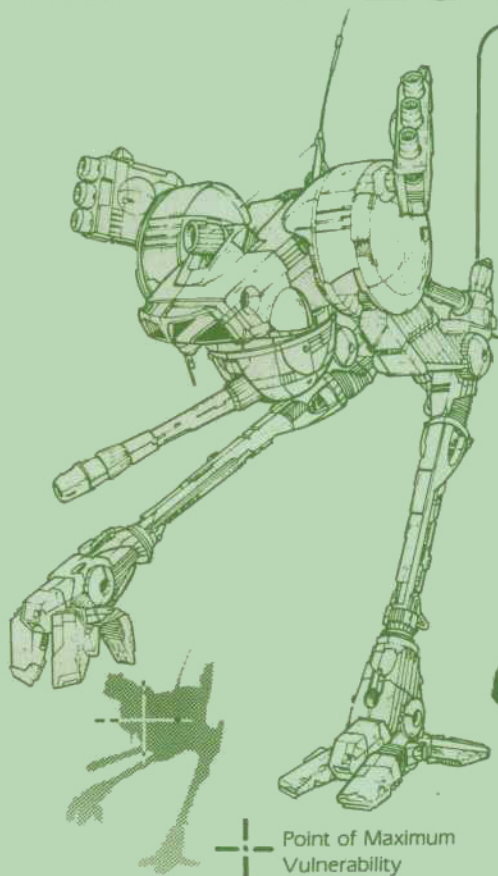
**Walking factor:** 6

**Armor factor:** 48

**Armament:** 1 medium laser, right arm

1 short-range missile, left leg

# 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

<b>Mass:</b> 20 tons	<b>Running factor:</b> 12
<b>Cruising speed:</b> 86.4 kph	<b>Jump Jets:</b> none
<b>Maximum speed:</b> 129.6 kph	<b>Heat sinks:</b> 10
<b>Walking factor:</b> 8	<b>Armor factor:</b> 64
<b>Armament:</b> 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

**Cruising speed:** 64.8 kph

**Maximum speed:** 97.2 kph

**Walking factor:** 6

**Armament:** 2 short-range missiles

1 each in right arm and center torso

1 medium laser, left arm

**Running factor:** 9

**Jump Jets:** none

**Heat sinks:** 10

**Armor factor:** 64

# '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.

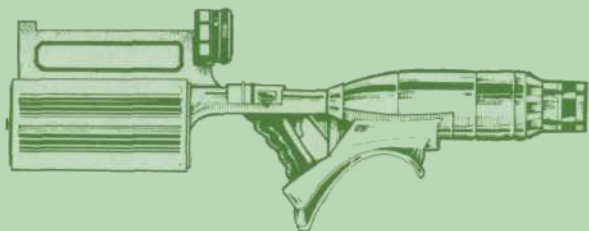
## CHARACTERISTICS

**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

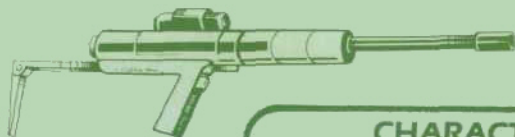


### CHARACTERISTICS

**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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