

INTRODUCTION

INCOMING
MESSAGE

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Here there be dragons.

Ancient Terran mapmakers would mark the edge of the known world with that warning, and in thousands of years no better method has been found to warn travelers that the unknown is dangerous. Outside the borders of the Inner Sphere (or even among the nameless dots within it), the dark space between worlds is filled with pirates, bandits—lawless men and women who will not hesitate to take what they want and leave your body floating along in the void for eternity.

Have we got your attention?

ComStar provides this dossier free of charge to any travelers moving beyond the recognized borders of the Inner Sphere. Our intention is not to encapsulate the sum of all dangers travelers can face in the Periphery but rather to illustrate examples. A thousand years of war and peace have made the average citizen of the Inner Sphere rightfully wary of life among the Successor States, but moving beyond the lines of the map doesn't make the danger go away.

If the long years of the Succession Wars made the economies of the Inner Sphere scavenger economies, then that same depredation has made the Periphery a realm of pirates. The lawless will take any scrap of technology or material and use it to their advantage. Travelers should be aware that contact with pirates can be unpredictable: standard vehicles, even BattleMechs and DropShips, have been modified by preference, custom, or necessity. Some of the most illustrative examples are included in this dossier, and updated recognition files for the standard warbook database are appended.

Just as with every army in existence, the BattleMech is the weapon of choice among ground-bound banditry, and there is no shortage of former soldiers, mercenaries-for-hire, and criminals with the skills to procure and operate 'Mechs. The ravaging wars of the last half-century coupled with the rapid recovery of lost Star League knowledge has driven just as many highly-trained technicians into the dark as well—what means that men and women of questionable character can get their machines modified as they see fit. Combat vehicles are much more common—and even more unique—than expensive BattleMechs, and many piratical groups choose to follow the more romantic versions of piracy and operate in the void of space.

Mind the dragons.

—On behalf of Precentor Padraig O Bhaoil, ComStar Explorer Corps
27 January 3077

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HOW TO USE THIS BOOK

The 'Mechs, combat vehicles and fighters described in *Experimental Technical Readout: Pirates* provide players with a sampling of the various custom designs that have arisen from equipment stolen or scavenged by the renegade factions and forces of *BattleTech's* Periphery. 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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CAT35641



COM-7S2 COMMANDO FREYR

Field Testing Summation: Custom COM-7S Hybrid Refit

Producer/Site: Unknown, Hunter's Paradise?

Supervising Technician: Zvi Freyr

Project Start Date: 3070?

Non-Production Equipment Analysis:

- Hardened Armor
- Clan XL Engine
- Clan Streak SRM-4
- Clan ER Medium Laser

Overview

Until recently, Zvi Freyr passed himself as a guide on Hunter's Paradise, a world beyond the Rim Collection whose industry is mostly devoted to the tourist trade in hunting the Paradise's megafauna. A former member of the Arcturan Guards, he deserted from the Lyran Alliance Armed Forces just after the end of the FedCom Civil War, and fled into the Periphery with his COM-7S *Commando*. On the Paradise he was often seen on the edge of the Gladstone Wastes, taking gullible tourists on hunts for the elusive Gladstone dragon, a badlands-dwelling reptile that masses more than fifteen tons and can move almost twenty kilometers per hour in short bursts.

Freyr's typical method of operation was to lure tourists to hunts just inside the Wastes' edge, beyond the sight and sound of the frontier settlement of Gardner, where most of his "tours" begin. Since most tourists rent one of Gardner's modified ForestryMechs to hunt with, his battle-worn *Commando* was seen as a welcome escort. Few of his marks suspected that it was Freyr—not the dragon—who was most dangerous predator in the Wastes.

More than sixteen wealthy Lyran tourists disappeared in the Wastes since Freyr started offering his escort services in 3071. Nine of them were specifically reported as last being seen leaving Gardner in the company of Freyr's scarlet-painted *Commando*. The wreckage recovered by rescue teams after Freyr himself disappeared recently suggests that Freyr took his spoils from the ruined WorkMechs and purchased black-market materials to re-arm and equip his *Commando* into an even more deadly ambusher—materials that apparently included a batch of prototype hardened armor and Clan-made weapons.

As of the latest reports, Freyr's *Commando* sported a pair of four-tube Clan Streak launchers in its right arm,

and a pair of Clan-made ER medium lasers in the left. The 'Mech was further retrofitted with a smaller cockpit and gyro that freed enough mass to add Rawlings jump jets and a 180-meter jump capacity. These alterations and the knowledge of the 'Mech's hardened armor also gave away the use of a salvaged Clan extralight engine, which allows the modified *Commando* to maintain its deadly performance.

Type: **COM-7S2 Commando Freyr**

Technology Base: Mixed (Experimental)

Tonnage: 25

Battle Value: 1,155

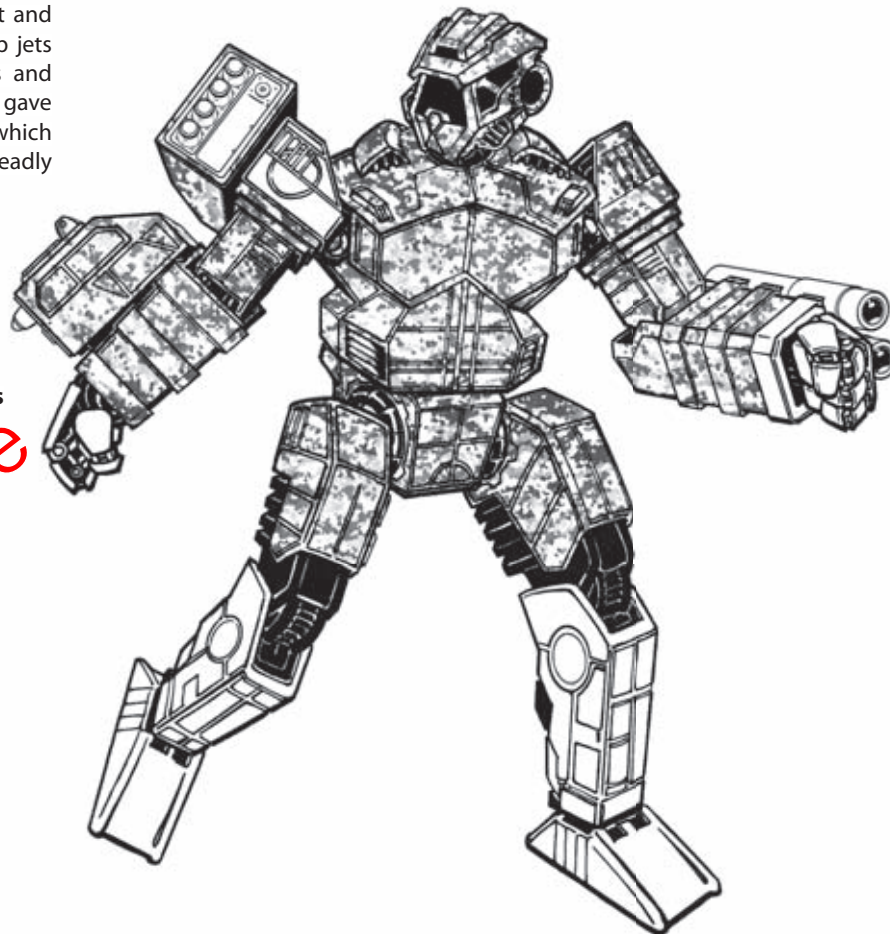
Equipment

Internal Structure:	Endo Steel	1.5
Engine:	150 XL	3
Walking MP:	6	
Running MP:	8	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro (XL):		1
Cockpit (Small):		2
Armor Factor (Hardened):	56	7

	Internal Structure	Armor Value
Head	3	5
Center Torso	8	8
Center Torso (rear)		3
R/L Torso	6	7
R/L Torso (rear)		2
R/L Arm	4	5
R/L Leg	6	6

Weapons and Ammo Location Critical Tonnage

2 Streak SRM-4 (C)	RA	2	4
Ammo (Streak) 25	RT	1	1
CASE	RT	1	.5
3 Jump Jets	RT	3	1.5
3 Jump Jets	LT	3	1.5
2 ER Medium Laser (C)	LA	2	2



EXPERIMENTAL