

# RED CORSCAIRS

## MECHWARRIOR FIELD MANUAL

C.: Gabor Lengyel Frater - 2015  
Revamped and extended - 2018

The lyran mechwarrior yawned in his Orion's cockpit. His officer ordered him to watch the ridge and report immediately if larger groups of Davionist mechs try to pass...

'No living even know about this hidden, shitty ridge!' thought for the thousandth time and yawned again. Not even the lyran forces knew about the ridge so long despite their long years of garrison duties on Hesperus. Just a lucky found of an old satellite map revealed the natural passage through the mountains. Of course the commander of the unit immediately started to suspect that the landed Davion forces know about it and shall try to sneak through.

'If they will I and my Orion shall stop them, wow...' thought and almost laughed. Almost as something moved among the nearby trees! Something with the size of a mech.

'A damaged and lost one!' considered the lyran pilot when a small, seemingly damaged Javelin stepped from the forest and stood in front of the Orion. The small and light Javelin had only half of the Orion's weight but the pilot stepped closer and the Javelin's head lifted. It looked like if the Javelin try to look into the eyes of it's larger brother and this small movement rose sudden unease within the lyran mechwarrior. Why not run away? Why stay and stare? This is unnatural and most unexpected! And with a change on the Orion's sensor display from visible light to infra spectrum the lyran's heart filled with dread:

A small, invisible ray shooted from the Javelin's head directly to the Orion. A TAG-ray what painted the Orion as a target for artillery fire. Without any try to shot the Javelin the Orion started to turn around to slip into safety but it could never finished the evasive maneuver...

Almost a mile away in the cover of a tree covered hill a single Catapult stood. Nicole Kazalsky, sitting in the cockpit just eaten candies, noted the sudden flash lighted on the controll panel. Erevis found and painted a target for her with his Javelin and the Catapult's systems locked the target. This warmed Nicole's heart and made her smile widely.

'It's bitching time, baby!' shouted in euphoria while pushed the fire-buttons. The two Artemis-linked LRM-20s on the Catapult's shoulder let loose their fourty missiles. Fourty deadly arrows fly upon hot streak to deal destruction and havoc and to teach a lesson to another lyran bastard: You stay on the wrong side, pal!

When the swarmed volley of missiles reached their target, a venerable Orion heavy mech, they hit it during a desperate turning to evade doom. Explosion bloom everywhere on the Orion as all fourty missiles crushed and hit tearing the mech's armour apart and rip-off the Orion's left leg and crippled it's left arm. The tremors of the falling Orion shaken the nearby Javelin what suddenly opened fire to deepen the Orion's damages and neutralise the mech if possible. The medium pulse-laser and the two SRM-4s launchers made a short work on the fallen Orion damaging the mech's engine thus neutralise it's remained weapons.

Then Erevis activated the Javelin's outer communication device to tell the lyran pilot what options he may have currently: 'Right, friend! You either come out and surrender or get incinerated inside of your mech. While I hope the later I strongly advice you the first one. Either way, this war is over for you and if I were you I may strongly hope that mine faction shall prevail. So, what do you say?'

After a few passing seconds a fatigued man crawled out from the Orion's cockpit and lifted his hands in the air. The lyran mechwarrior were wise enough to accept Erevis' advice.

## INTRODUCTION

The Red Corsairs are a small mercenary band founded and leaded by Brent Coleman. The Corsairs saw actions during the Fed-Com Civil War and fought on the darionist side since many members of the group harbor deep hatred or distrust toward Archon Katrina Steiner.

While consist only two lances featuring specially equipped mechs greatly increasing the Corsairs' combat-efficiency. Furthermore the Red Corsairs not have any aerial, infantry or vehicle assets and they have only a smaller dropship (The Privateer) to transport their belongings. While their mechs are usually considered up-to-date their dropship is an obsolete Union what were dismissed from military duty (it means they could bought it cheaply).

The Red Corsairs have their own techs gathered during their first actions in the Civil War but they still lack permanent naval crew operating "The Privateer". Notably fact that most of their techs are serve them because the mercenaries saved their life and some techs are even Katrina-supporters. Of course most mercenary bands' members may came from the most interesting or shade places of the Inner Sphere so this previous fact is not considered unique or rare.



The painting scheme feature yellow, red and gray coming in various depths or shades according to the pilot's taste but all mechs have white "skull" paint representing the pirate-insignia of the old Terra. During their career there were occasions when the unit were messed with DCMS units as the kuritan troops often use very similar painting schemes. The amount and position of the unit decals (a black fist grip red sails) also show great variety.

## CREW, PERSONEL & ASSIGNMENTS

### Lance I

Brent Coleman (Lance leader) - Devastator

Ticia Summers (Lancemate) - Welcome

Elyssa Summers (Lancemate) - Farewell

Adam Calderon (Lancemate) - Hawkeye

### Lance II

Nicole Kazalsky (Lance leader) - Gotcha

Erevis Holtzmann (Lancemate) - Crimson pointer

Thomas Lao-hu (Lancemate) - Blue streak

Emilio Horgarsdottr (Lancemate) - Nightclaw



Brent Coleman (Callsign "Noble")

Borned as a second son of a nobleman in the Free Worlds League Brent received good and broad education. When both his brother and father died in a miss-jump accident Brent decided to make something with his life and heritage. He went to Solaris to sharpen his latent mech-skills and to seek proper warriors for his would-be mercenary group. After a few months he founded the Red Corsairs just in time to take part in the upcoming Civil War.



Ticia & Elyssa Summers (Callsign "Tia" & "Lyssa")

The freeheart and careless twins came from the Magistracy of Canopus to Solaris just to test themselves against the spheroid pilots. Young and talented the cheerfull Summers-sisters are deadly if work in tandem able to take down far stronger targets with relative ease. They joined the Red Corsairs for fun and because they found the company leader a nice-guy they quickly proven as a deadly addition of the group. They still work tandem together and they enjoy the greatest freedom within the group as part of their successfull tactics.

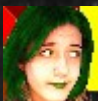






### Adam Calderon (Callsign "Bigboy")

He looks like the Atlas he pilotes: Bald, large and fearsome. But after a few words Adam turns out to be like a kitten: Kind and fluffy. However he also have very sharp eyes made him a near-perfect marksman during his career in the AFFS. Adam Calderon fought in the Clan Wars and he survived the Falcons. Now, as a staunch Davion-loyalist, Adam serve in the Red Corsairs mercenary band driving the biggest and meanest mech the company may have...



### Nicole Kazalsky (Callsign "Greenwitch")

Nicole were always a kind of troublemaker something her superiors never tolerated. Proven herself as a talented heavy-mech pilot Nicole fought against the Clans on Twycross and on Ayina. But then she suddenly decided to quit and went to Solaris where her skills earned her reputation. She there met with Brent Coleman and quickly decided to follow the noble for a simple price: Leadership of a full lance. Now he has her chance to show what she thinks about Catherine Steiner and paid handsomely for that...



### Erevis Holtzmann (Callsign "Marik")

A former Marik-mechwarrior Erevis were a childhood friend of Brent. He left the Marik Militia when Brent asked him to join the new Red Corsairs. Kind of a "lone wolf" Erevis is not the most social part of the mercenary group but seemingly he is the only one who could keep Nicole at bay and they could work together almost perfectly. While in their partnership is deep and wide their work prove everything and speak for itself.



### Thomas Lao-Hu (Callsign "Jumper")

Once he were a member of the St. Ives military but when the Confederation successfully captured his homeworld Thomas left the Compact. He tried to join the Wolf Dragoons on Outreach but the legendary units refused him. Then he continued his track to Solaris where he fought valiantly but mediocre in the light circuits. However his skills got Brent's attention and Thomas soon had his place among the Red Corsairs.



### Emilio Horgarsdottir (Callsign "Viking")

Emilio bitterly remember how the Wolves assaulted his home and swallowed planet after planet. He fought against the Ghost Bears desperately try to save his beloved Rasalhague Republic. Not matter how hard he tried he could never defeat the clans. This made him a sad, sarcastic, alcohol-addicted person and soon he

were fired from the military service. A rag-tag merc-group accepted him and they received backwater garrison-duties together. Then a misfortunate conflict the a Word of Blake unit left his group devastated and Emilio were on the run. He soon find himself on Solaris where he met with Brent Coleman who offered him a place in his mercenary unit...

Apart from the units' mechwarrriors there are other notable persons among the Red Corsairs. These persons, while not piloting enormous mechs, vital for the operation of the mercenary band and their work, well-done work, means the basis of the battlefield successes. So, after the heroes, let's meet with the demi-heroes:



Igor "Gorio" Ioklidas-Damas, the chief tech. Igor oversees the other techs, coordinating repairs, reloads and literally everything what connects to the mechs of the Corsairs. He came from the Greater Valkyrate and fled from the early Falcon assaults toward the Sphere. Igor not hates the Clans nor the Falcons but mourn the lost of his homeworld. Igor is a silent person who easily got angered but able to keep his fury at bay and remain seemingly calm.



Devon "Who" Hammerfeld maybe the most interesting member of the band as he usually do nothing just tag-along. The truth is that Devon is a kind of spy who could gather handfull informations for the group and also talented in infiltration. If you have a question Devon almost surely bring you answers. Devon is cheerfull yet lazy who like to play risky games and bet.



Venice Luis provides the medical support for the woundeds. She first met with Brent in the Free Worlds League when Coleman hurt his arm during a sport event. Why did she follow Brent ever since is not clear but Venice's warm and protecting nature earned her high regards among the Red Corsairs.



Taros is the current "captain" of "The Privateer" joined the Corsairs near the Lyran-Falcon border. Refusing to give a full name Taros supposedly a banished or exiled clanner. Taros is proud, rude and often aggressive but the Corsairs not seen better captain than him so far. Devon suspects that Taros is a survivor ex-Jaguar who survived Operation Bulldog and were able to stealth from the Draconis Combine. Notably that Taros passionately hates Devon and literally banished Devon from the bridge of "The Privateer".

## MILITARY EQUIPMENTS



The Privateer (3600t Union)

12x Laser L

12x Laser M

100 Heat-sinks

The slightly modified Union dropship of the Red Corsairs, their only naval craft. The Privateer features an all-energy weapon loadout instead of the more versatile

armament of the original Union-design. The decision of the weapon-refit were plain: Once ammo shortage almost caused the lost of The Privateer. To ensure such thing may never happen, and short on money to always replenish munition, Brent decided to re-equip the ship with dozens of lasers. Thanks for this The Privateer become lighter thus swifter than a common Union what could be handy if quick evacuation may necessary.





Devastator (100t Marauder 2)  
 3x Gauss-rifle (arms and back)  
 2x Machine gun (left and right torso)  
 1x AMS  
 1x Targeting computer (cockpit)  
 No Jump-jets  
 FF armour

The personal command mech of Brent himself the Devastator is a deadly long-range refit of the already dreaded Marauder 2. While the lack of jump-capacity decreased the mechs mobility the extra space for weapons well worth the sacrifice.



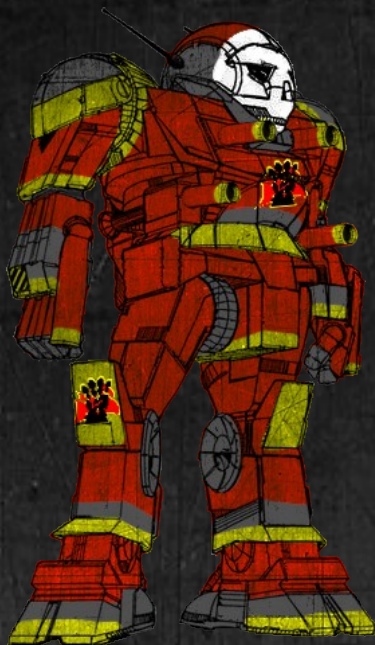
Farewell (40t Hermes 2)  
 1x AC-10 (left arm)  
 1x SRM-4 (center torso)  
 Jump-capable  
 FF armour



Welcome (40t Hermes 2)  
 1x Laser L (left arm)  
 1x Flamer (center torso)  
 1x Ultra AC-2 (right arm)  
 Jump-capable  
 FF armour

Known as The Evil Twins these are the mechs of the Summers-sisters fit for their closely cooperating fighting style. Welcome soften up the target then swiftly evades let Farewell to finish the job. These tandem working Hermes 2s quickly became respected.





Hawkeye (100t Atlas)  
 6x ER Laser L (arms and torso)  
 1x Targeting computer (cockpit)  
 1x ECM (torso)  
 1x BAP (torso)  
 FF armour

Adam Calderon's Hawkeye is a deadly sniper variant of the sturdy, durable and fearsome Atlas. With the specific gears what boost Adam's remarkable targeting skills the Hawkeye is able to neutralise almost all mech with a single, well-placed alpha-strike. Famous to act on it's own quite successfully and effective the Hawkeye rarely closed by hostile vehicles. A Iyan lanceleader reported once: "A marksman what killed another Atlas with a single strike! No doubt I would order retreat the next time if spot this mech again!"

Gotcha (65t Catapult)  
 2x LRM-20 with Artemis (arms)  
 1x Flamer (right torso)  
 Jump-capable  
 FF armour

Nicole's aged Catapult is something what most officers may never choose as a command mech. As only a minor refit were needed to make an old design into a powerfull support mech the Gotcha proven itself more than one time. Extra accuracy highlights this mech in combat and infantry units quickly learn that Gotcha is not as vulnerable as most Catapults. Or at least most infantry try to run away from flamer fire so the Gotcha is good to make some B3Q...





Crimson pointer (30t Javelin)  
 1x Pulse-laser L (left arm)  
 2x SRM-4 (torso)  
 1x BAP (torso)  
 1x TAG (head)  
 Jump-capable  
 FF armour

Holtzmann's Javelin is perfectly fit for search-and-target missions let the Gotcha deal with the "painted" targets. While it's primary role is to acquire data for fire-support the Crimson pointer is more than able to hold itself against most light and medium mechs. And if the situations turns bad it can quickly fall back or dash through into relative safety. According to Erevis the mech's left SRM prone to jam.

Blue streak (20t Wasp)  
 2x Laser S (left arm)  
 1x SRM-4 (left shoulder)  
 1x LRM-5 (right shoulder)  
 1x Laser M (right arm)  
 No Jump-jets  
 FF armour  
 Endo-steel chassis

A strongly altered Wasp Lao-hu's Blue streak is more than effective in real combat. While originally Wasps considered weak scouts the Blue streak could surprise most opponents enough to cause serious damages then flee before proper reaction may danger the mech. However the additional firepower could considered as a nice boost the Blue streak is still fragile and vulnerable. More so because of the weight-saving endo-steel internal chassis and the sacrificed jump-jets.





Nightclaw (35t Panther)  
1x Pulse-laser L (left arm)  
1x ER-PPC (right arm)  
1x Targeting computer (cockpit)  
No Jump-jets  
FF armour

Emilio Morgarsdottr gathered many experience fighting against the invading Clans. He used his experiences to design a mech able to hold itself for a long time without need of ammo-supply but swift yet durable enough to mean notable threat for most mechs on the battlefield. No wonder he chosen the proven Panther design for an all-energy refit. While got rid of both the designs SRM and jump-jets the trade for a large pulse-laser absolutely worth. And thanks for a targeting computer the Nightclaw able to shot with high accuracy with it's deadly PPC. And

while one may wonder about the heat-management of the design Emilio states that in good hands the Nightclaw shall hardly overheat...