

Armadillo ARM-01

Rules Level:	Experimental Tech
Technology Base:	Inner Sphere
Chassis Config:	Biped
Production Year:	3051
Extinct By:	Never

Chassis:	Coventry ARM01-Flex Endo Steel Endo-Steel
Power Plant:	Nissan 200 200 Fusion Engine
Cruising Speed:	43.2 km/h
Maximum Speed:	64.8 km/h (54.0 km/h)
Jump Jets:	Odin's Own Model 34z
Jump Capacity:	90 meters
Armor:	StarSlab/Hardened Mk III Hardened
Armament:	
1 ER PPC	
3 Defiance B3M Medium Lasers	
Manufacturer:	Coventry Metal Works
Primary Factory:	Coventry
Communications System:	Cyclops P7 Dispatcher
Targeting and Tracking System:	Cyclops 8B Urban Trak

Overview

The year is 3045, an experimental armor is now being produced within the confines of the Lyran Alliance. Rumors run rampant that contact with planets on the periphery are being lost. Something was afoot, who knew what. A mech born out of fear and anxiety...

The armor dubbed the hardened armor, this armor was designed to offer outstanding protection above and beyond current armors of the time. Coventry Metal Works chose a version of the Hunchback to act as a canvas. Having been familiar with the chassis already, this familiarity would pay dividends in the near future.

The Lyrans were looking for an application to this armor. Seeking something that would do well just outside of cities in protection details that could go for extended periods of time without needed resupplied. A few tank designs were hashed out, however designers started to look back to the Hunchback. A stout mech that could handle the weight however would still need a complete refit to meet the requirements.

In 3051, 4 years after the completion of the Hardened armor came the Armadillo - ARM-01.

Capabilities

The Armadillo lives up to its namesake. With a total of 20.5 tons of hardened armor, it could take punishment that would rival that of an Atlas in a package that is only 50 tons. With the look of a Hunchback - with a smaller 'hunch', and layers of the Hardened plate all over the mech. In order to save weight Coventry designers used an Endo-Steel chassis. The Hunchback engine was also kept, the Nissan 200. Although the engine struggled with the extra weight of the hardened armor, moving only with a maximum of 54 KPH. This would be fine within the confines of an urban environment.

Armed with an ER PPC, and 3 Medium Lasers, and 3 jump jets would enable to get the Armadillo into an advantageous position to fire the PPC and if things got close resort to the 3 medium lasers. The Armadillo will have a tough time attempting to out gun anything, relying on its superb endurance to get it through the battle.

Technology Base:	Inner Sphere		50.00 tons
Chassis Config:	Biped	Cost:	4,116,250 C-Bills
BV2:	1,680	Tech Rating/Era	E/X-X-F-A
		Availability:	

Equipment		Mass
Internal Structure: Endo-Steel		2.50
<i>Internal Locations: 1 CT, 3 LT, 3 RT, 3 LA, 2 RA, 1 LL, 1 RL</i>		
Engine: 200 Fusion Engine		8.50
Walking MP: 4		
Running MP: 6 (5)		
Jumping MP: 3 Standard		
<i>Jump Jet Locations: 1 CT, 1 LL, 1 RL</i>		1.50
Heat Sinks: 12 (24) - Double (8 in engine)		2.00
<i>Heat Sink Locations: 2 LT, 2 RT</i>		
Gyro: Standard		2.00
Cockpit: Standard		3.00
Actuators: L: SH+UA+LA+H R: SH+UA+LA+H		
Armor: 164 points - Hardened		20.50

	Internal Structure	Armor Factor
Head:	3	9
Center Torso:	16	24
Center Torso (rear):		7
R/L Torso:	12	18
R/L Torso (rear):		6
R/L Arm:	8	16
R/L Leg:	12	22

Weapons and Ammo	Location	Heat	Criticals	Tonnage
Medium Laser	RA	3	1	1.00
Medium Laser	LA	3	1	1.00
ER PPC	RT	15	3	7.00
Medium Laser	HD	3	1	1.00

BattleForce Statistics

MV S (+0) M (+2) L (+4) E (+6) Wt. OV Armor: 11 Points: 17
 4/2j 3 3 1 0 2 0 Structure: 4
 Special Abilities: ENE, SRCH, ES, SEAL, SOA

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