AXM-2N Axman

Mass : 65 tons
Chassis : Dorwinion
Power Plant : Magna 260 XL
Cruising Speed : - kph
Maximum Speed : 64.8 kph
Jumps Jets : HildCo Model 12
  Jump Capacity : - m
Armor : Kallon Unity Weave with CASE
Equipment :
  2x LRM15
  3x Medium Lasers
  1x Large Pulse Laser
  1x Hatchet
Manufacturer : Johnston Industries
  Primary Manufacture : -
Communications System : -
Targetting & Tracking System : -

Description :

   The Axman is designed exclusively to be a 'Mech killer. The 'Mech gets its name and one of its two main weapons from a massive Hatchet that is carried by the 'Mech that allows it to cleave through the armor of an enemy 'Mech. The 'Mech was designed by Team Banzai following the highly successful Hatchetman. The Axman is also intended as a symbol of solidarity throughout the Federated Commonwealth by using components that are produced in Davion, Steiner, and even former Liao space. The 'Mech has a ground speed of only 64.8 km/h, which is slow for a 'Mech of its weight, but average for the Heavy weight class. The 'Mech is covered with eleven tons of Ferro-Fibrous armor that gives it a great deal of protection. The 'Mech is designed to utilize the Full-Head Ejection System to safe-guard its MechWarrior.

Acknowledgement:

   This model has been designed by YogSolthan at the Mechwarrior3.org. This model is distributed for free and is not supposed to be sold.
This 'Mech has been considered to be 13.2m tall, with the Armored Cast resin model Atlas as reference. The PDO files contained in this package are at 1/120 scale and 1/60 scale.