Mad Cat Mk.III

Mass : 55 tons
Chassis : DSAM Endo 7
Power Plant : 330 XL
Cruising Speed : 65 kph
Maximum Speed : 97 kph
Jumps Jets : None
   Jump Capacity : - m
Armor : Forging Zk15 Ferro-Fibrous
Equipment :
   2x LRM-20
   2x ER Medium Lasers
   2x ER Small Lasers
   4x ER Micro Lasers
Manufacturer : Clan Sea Fox
   Primary Manufacture : -
Communications System : -
Targetting & Tracking System : -

Description :

   With the success of the Mad Cat II design Clan Diamond Shark developed the Mad Cat III as a medium 'Mech to accompany the heavy Mad Cat and assault Mad Cat II.
With the sales of both *Mad Cat II* and *Mad Cat III* to Inner Sphere Houses, the other Clans censured the Diamond Sharks for selling superior technology to enemies of the Clans. This pushed the Diamond Sharks to make their final move to the Inner Sphere where they reverted to their original name Clan Sea Fox, and began their nomadic merchant ways.
   With its top speed of 97 km/h, the *Mad Cat III* can quickly close with enemies to bring its short-range armament to bear. Nine tons of Ferro-Fibrous armor provides ample protection, as does the Anti-Missile System it includes. The 'Mech makes use of weightsaving technologies in the form of an XL Engine and an Endo Steel structure.

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 15m tall, like the Armored Cast resin model Atlas. The PDO files contained in this package are at 1/120 scale and 1/60 scale. To match the MW4 1/40 scale this model should be rescaled at ~25.8cm.
The archive contains 7 Dark Age Era skins, Bannson's Raiders, Mercenaries, Highlanders, Republic of the Sphere, Spirit Cats, Steel Wolves and Rasahalgue Dominion.

If you want more information on the universe please visit the Battletech Wiki at Sarna.net.