



Mass: 75 tons

Chassis: Achernar Special Type 4-reinforced

Power Plant: DAV 225

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: Rawlings 50

Jump Capacity: 90 meters

Armor: StarGuard III

Armament:

2 Mydron Model B AutoCannon/10

2 ChisComp 38 Medium Lasers

1 Harpoon-6 SRM 6

Manufacturer: Achernar

Primary Factory: New Avalon

Communications System: Achernar Electronics HICK-3

Targeting and Tracking System: Federated Gatherer Mk II

Overview

After just over a decade of reviewing the prototype and full production models of the *BattleAxe*, Achernar designers had heard plenty of complaints about the design. Going back to the drawing board, Achernar debuted the Federated Suns' second exclusive design, the *Hammerhands*, in 2475. Though basically a modified *BattleAxe*, the team decided to re-name the design because the modifications were so extensive, and they christened it in honor of the impressive firepower loaded in each arm.

Capabilities

The *Hammerhands* design team attempted to correct the *BattleAxe*'s flaws by slightly increasing the base weight of the chassis and de-rating the engine, allowing the 'Mech

to carry more weapons and heavier armor. The faulty electronics and targeting systems were replaced with newer and more reliable versions, alleviating many technical problems that plagued the lighter design. The 'Mech's heat-intensive particle cannons were replaced with a pair of heavy Mydron B Autocannons backed with a single medium laser in each arm, comprising the seventy-five ton design's main armament.

However, many items from the *BattleAxe* were retained, including its appearance. The shoulder-mounted SRM rack was still in place, as were the once-controversial jump jets, which Davion pilots had finally started to master.

Deployment

The *Hammerhands* became the chosen BattleMech of the Federated Suns military shortly after its debut. Its popularity spread quickly, enough so that the Terran Hegemony actually copied it and the *BattleAxe*, using them to create the *Warhammer* in 2515. Despite Achernar's vehement protests, the name, appearance, and capability of their flagship designs were all revised and improved. The improved secondary weapons, heat dissipation capability, and ground speed made the weapons platform better all around, and the slow *Hammerhands* was gradually replaced. The superiority of the *Warhammer*'s design was demonstrated repeatedly; while the *Hammerhands* preformed well against all other 'Mechs, when facing a force of *Warhammers* it was defeated in every instance. The once-crowning achievement of the Federated Suns became known as the "poor man's *Warhammer*," so much so that its predecessor, the *BattleAxe*, was also derided with that sobriquet. The design soon faded into obscurity.

While the design disappeared, the autocannons it mounted endured, as their high performance was demonstrated repeatedly. Media and military spokespeople played up its favorable damage-to-heat ratio and hefty punch. Due to the weapon's growing prestige, many cadets entering the military began seeking out military machines carrying autocannons and finding ways to use them effectively, and the Federated Suns' fascination with autocannons began.

Variants

As was the case with the *BattleAxe*, many MechWarriors stripped the jump jets out of the *Hammerhands* and

replaced the SRM system with the particle projection cannon that was coming into its own. While overheating once again became a major issue, some liked the increased range of the HMH-4D's secondary weapon, as well as the luxury of having a heavy energy weapon for protracted fights.

Upgrades

The *Hammerhands* was the first Age of War design brought back by the Federated Suns military-industrial complex as a trial run for other designs. The first version, the 5D, was more of a proof of concept attempt, using advanced materials to enhance the armor and jump capacity. Two extended-range medium lasers replace the originals, and a C3 slave was added. The original autocannons were retained, with advanced precision and armor-piercing munitions offsetting the archaic performance of the main weapon system. Only a limited production run was completed before a full overhaul of the production line occurred, producing the 6D.

The 6D maximizes jump capacity and adds a special targeting computer in addition to the C3 slave in place of the SRM system. The autocannons have been replaced with rotary versions, and the sacrificed heat sinks are compensated for by the addition of triple-strength myomer. The most controversial aspect of this change is the re-allotment of the original armor; almost none is mounted on the rear to maximize frontal protection.

Notable MechWarriors

Captain Scott "Napa" Parker: Using his *Hammerhands*' autocannons in several widely publicized skirmishes against the Draconis Combine and Capellan Confederation, Parker strafed several cockpits in the same volley, killing enemy MechWarriors in droves. This turned the tide in several raids, and Parker worked his way up to captain before he retired to assist the Mydron Corporation in promoting and improving their line of Mydron autocannons. Parker's marketing efforts were so successful that other nations, such as the Hegemony, became key customers. Mydron would eventually locate many of its factories in the Hegemony only to have them destroyed in the Amaris Coup.

HMH-3D HAMMERHANDS

Type: **Hammerhands**

Technology Base: Inner Sphere

Tonnage: 75

Battle Value: 1,381

Equipment

		Mass
Internal Structure:		7.5
Engine:	225	10
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	13	3
Gyro:		3
Cockpit:		3
Armor Factor:	184	11.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	30
Center Torso (rear)		9
R/L Torso	16	20
R/L Torso (rear)		5
R/L Arm	12	20
R/L Leg	16	23

Weapons and Ammo

	Location	Critical	Tonnage
AC/10	RA	7	12
Medium Laser	RA	1	1
Ammo (AC) 10	RA	1	1
AC/10	LA	7	12
Medium Laser	LA	1	1
Ammo (AC) 10	LA	1	1
Ammo (AC) 10	RT	1	1
SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
Ammo (AC) 10	LT	1	1
Jump Jet	CT	1	1
Jump Jet	RL	1	1
Jump Jet	LL	1	1

