OPENING SHOTS

Welcome to Issue #6 of BattleTec. Blame Diablo II for the delay folks (gods I love that game). This issue, we are covering some new ground in terms of articles. We have some wonderful new Warships (thanks to the arrival of AeroTech 2). 'Bitchin' Bob Richter returns with some new info in The Cutting Edge, and Lev 'Head-Shot' Arris profiles the Dasher/Fire Moth.

The third and final installment of the 4th Jaguar Dragoon's TOA finds the warring forces hashing it out at the spaceport. We get a look at the Jumbo/Elephant Heavy Tank, as well a fearsome hatchet-wielding heavy mech called the Hunter.

A large campaign system designed (by moi) for planetary conquest has been thrown in to the mix (with URL's for playing pieces). Our bud Apo gives us a good Liao thrash-fest as well. So what are you waiting for? Get reading!

INCOMING!

I would like to submit a 'Mech for submission for the next issue of BattleTec. If there isn't going to be one...I'd appreciate it if you could at least take the thing out for a test drive for me...I don't get a lot of B-Tech playing in unfortunately.

- Brian Yurkiw

Ask and Ye shall receive. Your 'Mech takes center stage in 'The Design Bay'. Looks to be a fierce in-fighter, too…

I just purchased AeroTech 2 and read the rules. As a result of this I had to change the design of the two ships I sent you. Use these "new and correct" designs if ya want. If you like I will send other ships as I am a warship person (ex Navy type). I also have auxiliary ship designs (Hospital Ship, Repair/Salvage Ship, Cargo Ship, Patrol Ships, Research Ship, System Defense Ships, etc etc) if you would prefer something different. Let me know! Later Days.

-Larry Leslie (AKA Highball)

Thanks much, Larry. There'd been quite a lot of posts at Sarna (before it mysteriously went tits-up) about the new rules. I myself have yet to try them, but any ships you have good fluff for, send 'em my way.

I would be interested in learning more on how to use Web-RPG. I have downloaded it and installed it. It seems to be a real system hog, but I would like to play a game on it. As you are a very vocal advocate, I would like to know if you would play a small one on one to show me the ins and outs of the program. Let me know

–Chunga

I DO enjoy Web RPG a lot. It's a far cry from the fun of in-person games, but I think it clubs the hell out of IRC play, even with the bugs. Of course, there's a limit to how well it plays, and big fights can just be too unwieldy. Still, it's ideal for small games between 2-3 players.

Like all online games, Role-playing or war-gaming, there is the missing human element you find face to face. I think I've had the most fun when I'm playing on Web RPG with guys I know from the chat boards Send me a E-mail for a weekend game (Sunday preferred) and we can rock. My ICQ is 8037042.

Dear Jeff,

Thanx again for this issue of BattleTec! I was happy to be able to read something during this weekend... The CGB invention list was one of my favorites! I have only one question: why is the name of the file Issue5beta.rtf? You'll create a final version or just forgot to rename it? :)))

It's a pity you lost your files. In this case I'll send you the Stromcrow essay again, along with a Kodiak and Grizzly description for future use. I hope I am not the only pervert ([?]) who rather writes on 'Mechs ;-> so you have lots of stuff to put into BattleTec!

Good luck with the back-up!

SCpt. Crane Tseng
231st Battle Unit
Clan Ghost-Bear

I started posting the 'zine in RTF because almost everyone's computer can read it then. Thanks for the comments…the Lone Mechwarrior of Hungary lives on!

THE VEHICLE WAR-BOOK

[This section highlights new vehicle designs being produced across holdings in the Inner Sphere and Clan space. Submissions to this feature should have a good background and fluff text to explain what purpose the vehicle serves.]

NAME: JMB-1 "JUMBO"

TECH LEVEL: Tracked I.S. / Level 2
Weight: 100 Tons
Movement:

Cruise: 2
Flank: 3

Engine:	200XL Fusion	6.0
Control:		5.0
Power Amplifiers:		0.0
Lift Equipment:		0.0
Heat Sinks: (16)		6.0
Internal Structure:	5.0	
Turret:	1.0	

Armor: 15.5 (248pts.)

Armor Distribution
Front: 58
Sides: 50/50
Rear: 40
Turret: 50

Weapons & Ammo:

Long Tom Artillery Piece	(Front) 30.0	Tons
Large Laser	(Turret)	5.0 Tons
Large Laser	(Turret)	5.0 Tons
LRM-10	(Front)	5.0 Tons
LRM-10	(Front)	5.0 Tons
CASE	(Body) 0.5	Tons
LTAP Ammo: 15	(Body) 3.0	Tons
LRM Ammo: 36	(Body) 3.0	Tons

COST: $13,350,666
BV:
CREW:

OVERVIEW:

Slip-Shod Tech, Inc. was one of several small firms approached quietly by House Marik with a proposition to produce a new, improved version of the *Long Tom* Mobile Artillery vehicle. After announcing that Slip-Shod had won the bid (and there were more than a few hints at government kickbacks and payoffs), the fledgling company set to work. The results, after a lot of foot-dragging and bureaucratic red tape, were less than impressive.

The finished vehicle, dubbed the '*Jumbo*' because of its very large size (close to the *Demolisher* Heavy Tank) lacked any real improvement in speed over the venerable *Long*

Tom weapon system. Even greater of a problem, the *Jumbo* carried minimal amounts of ammo for its assigned combat role.

Angry accusations by the Free Worlds League Office of Procurement and an official investigation were further stymied by the small print Slip-Shod managed to billet into the original contract, guaranteeing at least 50% of the original contract budget should House Marik decide to cancel the project for any reason.

Marik lawyers were helpless in the face of this strangely ironclad stipulation. Rather than scrap the whole project, Slip-Shod agreed to a second production run, with the intent of adding essential design aspects the FWL Military demanded. This second run produced the variant called the '*Elephant*'. More than one Procurement officer also added the dubious term 'White' to the title.

CAPABILITIES:

Apart from the major flaw of small ammo for its main gun and lack of real mobility, the *Jumbo* does have some major advantages over its predecessor. The old *Long Tom* vehicle was woefully under-gunned when its location was threatened with overrun. Slip-Shod installed two Flash-Fire Model A Large Lasers, noted for their ruggedness in military environments. These were installed a swivel-top turret, though this turret suffered from the inability to raise higher than 45 degrees.

The main gun is the Long Tom Mark IX artillery piece, with incredibly long range and increased accuracy over the Mark XIII series. While slow, the *Jumbo* packs armor comparable to many Star-League era vehicles, giving the *Jumbo* incredible resilience on the battlefield. The Wad-Cutter LRM-10s are cheap, less than notable missile systems, but they are acceptably reliable and require no special maintenance. A real perk for the crews is installment of CASE in the ammo storage bin of the *Jumbo*.

HISTORY:

The first run of the *Jumbo* rolled off the line in the last quarter of 3059 and right into the meat-grinder that is The Chaos March. Three of the new tanks were sent to various hot spots throughout the March on a publicity stunt masterminded by Slip-Shod executives. All three of the new tanks were captured on vid in combat.

Aerospace assets destroyed one seconds after it fired on an enemy column, one is reported missing (speculation and suspicion is aimed at a small mercenary group who deserted the post that the tank was stationed at), and the third crew received a decoration for duty beyond the call.

This third *Jumbo* somehow managed to pin a hostile *Battlemaster* against the wall of the compound where the *Jumbo* was stationed. The tank commander, Sgt. Harlock Gunderson, seeing his machine surrounded by raiding mechs shooting at the *Jumbo* and other defenders, threw his tank, nicknamed 'Tantor', into reverse, catching the unsuspecting *Battlemaster* as it rounded the corner of the Compound HQ.

The impact drove the assault class BattleMech back into the compound wall, pinning it in the breach nearly underneath *Tantor*. By the time the other enemy units were driven off and friendly 'Mechs arrived, the *Jumbo* crew was nearly deaf from the echo of the constant pounding of the *Battlemaster* on the tank's rear armor and turret.

The recording of this engagement is still used by the Marketing Department of Slip-Shod as a major selling point for the *Jumbo*. The Compound C.O. rewarded the tankers with a cash bonus, and gave the captured *Battlemaster* to Harlock, who pilots it to this day as bodyguard for his old *Jumbo*.

SMALL UNIT ACTIONS

Ever wonder where the expression 'Cold as Hell' came from? Isn't 'Hell' supposed to be hot? Well, I know where the saying comes from. It came from the first soldier to get posted somewhere where the temperature was routinely below zero.

Cold weather takes its toll on equipment, too. Some of the climates of the planets we got garrisoned on were more than a match for the newest foot sloggers cold-weather gear. Not only did the cold cause problems for vehicles with internal combustion engines, but almost all tanks are notoriously hard to keep warm in the crew compartments.

Idle hovercraft could get their fans frozen in place, making them useless. They threw up a lot of snow, too, making their use in close formations risky…too much powder blown into your wing's vector, and he might end up plowing into a tree.

Wheeled vehicles were next to worthless. Tracked vehicles were ok, provided their tracks were wide enough. We 'Mech jocks usually had it a little better, but sometimes even we got a raw deal from the elements. A blizzard will blind your 'Mech as easily as it blinds a tank.

At least the cold usually lets you run your weapons hotter than you normally would. Of course, the same holds true for an enemy BattleMech, so that's not always so comforting. Kirkoff and me were part of Fire Lance Ringo, working a contract in the most remote areas of Morges. Apparently there was a natural-gas refinery up there our employer deemed worth the scratch to protect. We got assigned to scout the perimeter of our employer's fief, keeping a watch for reported Raider Stars from the Jade Falcons.

We were slogging it through deep alpine woods…the kind of scenery you see on a post card with a winter painting on it. The snow formed thick drifts, cut through by a stream that flowed down from the mountains. You couldn't see those peaks from the bleak gray of a cloud front that was moving down on us from the high country.

Sometimes, a shower of light will make it through the overcast, and the mountains will come alive with a beautiful rosy glow. When that happens, you can forget how harsh and unforgiving the high country can be. We didn't expect to find much up there. Everyone figured the Falcons were gone by now, as the last engagement with them had been three weeks ago.

We'd split the lance down into 2 'Mech teams to cover more ground, though we kept the distance short, usually half a kilometer or so. Kirkoff and me were plodding through the pines to the right of our line. My *Phoenix Hawk* had the best sensors in the lance, so I ran a broadband, all-spectrum scan ever three or four minutes. I was just finishing up one when a heat spike flared on my HUD, and disappeared just as quickly.

Kirkoff brought his *Centurion* to a halt right behind me when he saw me draw up short.
"What's up, Ash? You got something'?"
"Yeah. A heat spike…I almost missed it, it was so brief. About one K Northeast."
"Could be a geyser…maybe a hot-spring. They said this area has a little volcanic activity. "

Kirkoff tried to sound optimistic, but we both knew it was no natural volcanic phenomena. Somebody was out there, not too far away. And I'm experienced enough to know bait when I see it.
"Ash to Cobb. Just got a invitation from some less-than-desirables."
"Give me a grid cord." was all the C.O. said. It was hard to impress Maxwell Cobb with any kind of news, good or bad. I tight-beamed him the info and waited. Within a minute, Kirkoff and me both received a topographical feed of the area. We could both see the lines and marks that Cobb was drawing on his grid map. He was going to have us enter the suspected area and retreat to the West, where ha and Yarboraough would set up a counter-ambush on anyone who tried to clobber us.

The smirk of Kirkoff's face came through on the com-set.
"I hope those 'Falcons use that honor crap they swear by. If not, we're gonna buy it here in the middle of Bum-_uck Egypt."

You might think sitting thirty feet up, you can see better and that's usually true, but with all the clumps of snow that weighed the trees down, and the crappy light, we couldn't see a 'Mech's footprint a dozen meters away. We made our way up the stream parallel to where the computer said the heat spike had originated.

A large clump of giant pines stood at ground zero of the reading, but we didn't see anything. The snow was too thick on the branches, so it was like looking at a gigantic camouflage net of white, dark green and shadowy black. The human way Kirkoff's *Centurion* shrugged when I gave him a questioning glance almost made me laugh.
"Now what?" he asked.
"Fire off a round."
"What…in the air?"
"Hell no! Fire into the trees, dumb-ass!"
"Seems a waste of C-Bills, but whatever…"

The *Centurion*'s right arm thrust forward, vomiting a stream of expensive autocannon rounds into what was probably nothing but trees. Well… almost nothing. A large moose somehow managed to stumble from its cover, though its rear half was nearly blown away from the high-velocity 90-MM slugs.

"Jesus Christ!" Kirkoff yelled in disgust and horror. "It's only a Moose!"

War does funny things to your sensibilities. If you live in a combat zone long enough, your perceptions of what is acceptable tend to…mutate. Try as hard as I could, the snorting became a chuckle, then a belly laugh.
"Shut the hell up!", Kirkoff yelled over the line.
">snicker<…Damn, Kirkoff! You didn't even give him a chance to surrender!"

At that, Kirkoff started laughing too. We were hawing it up, when the majority of the snow, loosened by depleted uranium rounds and agitated by the sound waves of the autocannon, dropped to the ground with a muffled '*whumph*'. We stopped laughing when we saw the Clan OmniMechs looming there…

Situation:

A scout lance from Parker's Praetorians mercenary battalion was probing the Northern country on Morges, acting as a screen against raiding Clan Jade Falcon elements. Recognizing an ambush for what it was, the mercenaries managed a slick counter-ambush by luring the battle-hungry Jade Falcon Raiding Star back into a trap of the merc's own.

SETUP:

Lay out two BattleTech maps, short ends meeting. These should both have a lot of woods and at least one stream that connects the maps together. The defender sets up first, placing the *Charger* and *Apollo* in hidden positions anywhere on the southern map. The *Phoenix Hawk* and *Centurion* set up on the northern map, within 6 hexes of its southern edge. The Centurion is minus one round from its LB-10X autocannon.

The Attacker sets up within four hexes of the northern edge on the northern map, in woods hexes.

Special Conditions:

Due to the snow, subtract 1 MP from all units' walking speed and recalculate their running speed. The intense cold means all mech's heat sinks operate at 50% greater efficiency (rounded up).

Attacker:

A star of light Jade Falcon OmniMechs from the green 66th Falcon Grenadiers. All OmniMechs are in perfect working order. Elementals do not start the game mounted. These warriors are being trained to fight the Inner Sphere warriors with their own tactics and are under orders NOT to engage in Zellbrigen. They are free to engage with massed fire and physical attacks.

Star Comdr. Riazik (G: 3/P: 4) *Hellhound*
MW Zander (G: 4/P: 5) *Cougar* 'A'
MW Ricco (G: 4/P: 5) *Uller* Primary
MW Dizz (G: 4/P: 5) *Uller* 'A'
Point Comdr. Higgins, +4 Elementals

Defender:
Parker's Praetorians scout lance

Sgt. Cobb	(G: 3/P: 4) CGR-3K *Charger*
Cpl. Tinsel	(G: 3/P: 4) PXH-3S *Phoenix Hawk*
Pvt. Kirkoff	(G: 4/P: 5) CN9-D *Centurion*
Pvt. Char	(G: 4/P: 5) APL-1M *Apollo*

Victory Conditions:
That side with the highest remaining BV on Turn #12 wins.

MECH OF THE MONTH

Dasher [Fire Moth]
By Lev 'Ha! *Another* head shot!' Arris

[Finally I get my chance to do something for Jeff's Battletec, with school over and myself having a lot of spare time. -Lev]

I've decided to do a review of one of the more controversial designs introduced in TRO: 3050, the *Dasher* (*Fire Moth*). First, let's look at the base configuration. After taking a glance at the *Dasher*'s statistics it becomes apparent that this OmniMech is built for one thing: Speed. This

mech is the fastest of all Clan designs, capable of moving at 162 kph at a full run.

With its MASC system engaged, the *Dasher* is capable of moving at an incredible 216 kph, which enables it to outrun anything it cannot outgun, which is fortunate, because this Omni carries a measly 2 tons of Ferro Fibrous armor.

While capable of protecting this 'Mech against light weapon fire, the paltry amount of armor is all but useless against the massive Mech-Class weapon systems carried by heavy and assault 'Mechs (and even some medium and light machines as well).

With this lack of armor in mind, a wise pilot of this otherwise extremely effective OmniMech must rely on his speed to provide him with protection, and save his *Dasher*'s armor for the few lucky shots that will inevitably hit him.

A smart *Dasher* pilot will retreat in the face of superior opposition, but if such a course of action is not possible due to Clan honor, or simply a stubborn commander, he would be well advised to leave nothing to chance and give his opponent impossible shots whenever evading.

With the advantages and disadvantages of the fixed capabilities discussed, we can proceed to the next part: The weapon and equipment configurations.

PRIMARY:

The Prime configuration of the *Dasher* is in reality nothing more that a copy of the weapons load-out of the COM-2D *Commando*, except for the addition of another medium laser and the use of Clan technology. The Omni's 10 double heat sinks are sufficient to keep the temperature in check and allow the pilot free use of his weapons. This design is a good all around variant although it does create a problem for the pilot, who has to get in close in order to use his weapons effectively. For the *Dasher*, any close is, simply, too close.

The Primary configuration really shines in the anti-armor role. With Inferno missiles in its twin SRM racks, the *Dasher* Prime can devastate enemy heavy tank lines, while using its speed to keep out of harm's way.

'A' Variant:

The *Dasher* 'A' is a spotter mech, loaded with electronics to locate enemy units and call in artillery fire. While devastating in theory, in practice the Clans rarely use fire support, making this variant extremely rare.

For offensive weapons, the 'A' variant carries a single Streak SRM-4 rack, with 25 reloads. This provides the unit with meager firepower, but is of little assistance to the unfortunate pilot of a cornered *Dasher* 'A'. The 'A's Anti-Missile System helps shield the fragile OmniMech from enemy SRM infantry ambushes and light missile fire from other enemy units.

Needless to say, this configuration suffers from no heat problems at all (as if heat is likely to be the main concern of a pilot sitting atop a 20 ton OmniMech protected by only 2 tons of armor and mounting a single Streak SRM-4 for weapons...).

'B' Variant:

The *Dasher* B is an effective combat design, despite the lack of armor on the base configuration. Twin medium pulse lasers provide it with accurate short and medium range firepower, and this accuracy allows the pilot of the B to engage enemy units at a longer effective range than the Prime would allow.

In addition to the twin lasers the 'B' also mounts a Machinegun (ack!) with 200 shots of ammo (ack! x 2). While useful against infantry, this weapon is a waste of tonnage on an Omni where pod space is extremely limited, and would have been better used if the 'Mech carried only half a ton of ammo and devoted the other half ton to something else. Even another pair of machineguns might be a nice idea (wait a minute...machine guns, a nice idea? I must be losing my mind...).

For added protection, the 'B' mounts a Guardian ECM and an A-Pod. And while all players can understand the need for an ECM of such an under-armored 'Mech, the A-Pod is a waste of a perfectly good half a ton. Combined with the half ton of removed MG ammo, the weight could be used to mount and extra ER medium laser or other offensive weapon.

Come on! When was the last time you saw a mech capable of running at 162 KPH get leg-attacked by unarmored infantry?

'C' Variant:

The *Dasher* 'C' reminds me of the LCT-1M *Locust*, boasting a pair of small missile racks for primary weapons. Although the 'C' carries 24 reloads per rack, it lacks a back up weapon. This is not that large of a drawback as it seems, in campaign settings at least, where the *Dasher* can disengage and run to friendly lines for reloading.

Still, not having to close the distance to your target to get in range means you get to go home in a metal box with legs, not a wooden crate. The Anti-Missile System is a welcome addition to a 'Mech as lightly armored as the *Dasher*, but the two tons of ammo seem excessive somehow.

Again, the miniature weapons load means no overheating problems, but heat is your smallest problem when you hear your last missiles load into the racks…oh well, you can always run away.

'D' Variant:

The *Dasher* 'D' is the most readily identified variant…and version some enemies wish to forget (names have been changed to protect the humiliated). With 5 ER medium lasers and an Advanced Targeting Computer, this variant can rain in lethally accurate firepower while staying at a safe distance from most big guns (Large pulse lasers are always a hazard to lightly armored machines, even ones as fast as *Dasher*).

The Flamer is rather useless for combat, and my guess is it's there simply to fill space, but you can still use it to light trees up and use the smoke for cover later on. Great overall design, just watch two things: Your enemy's pulse lasers (well, this one fits *any* configuration of the *Dasher*...) and watch your heat. At a run (which should be your only type of movement, if you want to live a long life), and firing the 5 lasers, your heat jumps to 7.

Of course -1 MP is little hindrance, but as per Murphy's Law of Combat: "The nearest cover is always one step farther than your jumping range". Okay…you can't jump, but that extra MP can save your ass someday. In general, this is the only *Dasher* you'd really want to be in when the shells start flying (that is, if you want to be in a *Dasher* in the first place...hehe), but it's of minimal recon use and cannot spot for homing Arrow IVs. So skirmish, yes, spotter, no.

'H' Variant:

The last and newest *Dasher* configuration is the one that poses the largest danger to the pilot. It carries insane firepower, but its maximum effective range is an appalling 3 hexes. At that range, even an Inner Sphere medium pulse laser will hit and kill you.

Still, the ability to blow out from behind any center torso in existence makes this a deadly weapon, if it can close the range to the target and get to fire its weapons with an aimed shot, and if it can survive the return fire. In general, this mech is for suicidal pilots only…everyone else, stay clear.

House Rules:

[*Too little information is given about the Dasher to post any reliable House Rules from the Fluff Text alone. A glance at the Dasher's image from the TRO: 3050 or the metal miniature can give us a few ideas, however. -XIANG*]

The placement of the hands on the *Dasher* would make wielding a club ludicrous. Not much of a handicap to Clan warriors who stick to Zellbrigen. The wide cowling around the rear leg area might give the *Dasher* two extra armor points for each leg against shots that come from the rear fire arc.

OVERALL RATINGS (from 1-10)*:

Prime	=	7
A	=	5
B	=	7
C	=	6
D	=	8
H	=	4

[*Note that this rating is based on an over-all comparison of mechs from a similar tech era. Also bear in mind that the rating applies to mechs of roughly the same weight class. A '6' rated mech of heavy design might or might not be a match for a '6' rated medium mech. The number rating from this gazette is not meant to replace BV, but to provide the reader with some feel of how the mech stacks up when comparing its inherent strengths and weaknesses*.]

CAMPAIGN CORNER:

The following series of battles were actually fought in my house campaign. Forgive any major deviations from 'official' sources you may find. The current series deals with a T.O.A. we played out among the Smoke Jaguars, of which one faction was assisted by Clan Nova Cat (no, they helped the bad guys).

New Mt. Fuji Space Port, Turtle Bay
Smoke Jaguar Occupation Zone
25 December, 3058

Smoke poured up craters that pocked the ferrocrete of New Mt. Fuji spaceport's aerodyne runway. The remains of a hapless 7th Jaguar *Rifleman* IIC littered the area, all that was left of a once powerful BattleMech after the machine landed on camouflaged mines.

From his position inside the cockpit of his *Timber Wolf* Alpha, Star Captain Torc studied the wreckage and frowned grimly. Though the last of the 7th Jaguar Dragoons were now everything he reviled, he still felt regret. They were Jaguars, however misguided. While they sought the death of Torc and his men, most of them were just doing what they were told. What a warrior was trained to do.

A *Dire Wolf* with the 7th's markings thundered by, racing down the main avenue, a trio of large pulse lasers and the silver streaks of gauss rounds firing from its massive arm pods. As the machine lurched by, Torc slammed the throttle forward and bolted into the giant enemy 'Mechs rear arc, firing everything his *Timber Wolf* had.

Particle beams and pulses of green laser fire laid open the back of the *Dire Wolf*, exposing vital components to the savage impact of short-range missiles that corkscrewed in from the *Timber Wolf*'s SRM launcher. The big machine started to vibrate violently as its own SRM ammo detonated.

The force of the explosion threw the machine out of balance as the CASE panels expelled the majority of the blast pressure out the OmniMech's mangled back. The impact of the 100-ton giant as it fell was enough to send a tremor through Torc's machine.

'He is gravely wounded, but not quite dead. To destroy him now, after an ambush, smacks of cowardice. But this is a Trial of Annihilation. I will do what I must to preserve the 4th.'

Reluctantly, Torc centered his Targeting system on the stunned Dire Wolf, and let loose with all his weapons again. He ignored the heat that welled up in the *Timber Wolf*'s cockpit. The salvo finished off the *Dire*, but Torc was already darting down the narrow concrete canyons of the spaceport, in search of more targets. Somewhere overhead, the black LAM piloted by Star Commander Acex dove into another attack run on the 7th's forces.

Less than a Trinary of the 7th Jaguar Dragoons remained to assault New Mt. Fuji spaceport. The shame of the last month's losses was more than Jin Mheta could endure. At every turn, the 4th had proven themselves unfit for the title of Clan warriors. Ambushes, wolf-pack tactics and now the use of mines, buildings as cover, and the presence of a taboo air-mech among their forces all proved it.

Yet, regardless of their underhanded tactics, they were winning. This battle would be the last. Jin knew it and she was sure Torc knew it as well. The badly mauled 7th Jaguar dragoons and now-defeated 44th Nova Cat Cavaliers would bear the disgrace of this debacle for generations. The two units would most likely become Dezgra.

'And the worst dregs of both clans will be sent to us. Better to die today, fighting as a true Smoke Jaguar, than command the cast-off rabble from the home worlds.' Jin pictured the scene in her mind's eye, with more than mere disdain.

She hated the 4th. Clansmen normally did not hate those they killed, for death and destruction were a warrior's calling. But try as she might to label it something else, hate was the only word strong enough for the thing Jin felt towards the enemy Jaguars. The hatred was made all the more powerful by the fact that they were unusually skilled warriors, dishonorable tactics aside. That was the cruelest fate of all. Jin now realized she had seriously underestimated the 4th, and just as seriously underbid for the Trial

Thus, the consternated woman allowed hatred for herself to further kindle the hatred of her enemies. That she should fail so miserably in gauging her enemy stood in her mind as proof she was not fit to command. There could be no excuse. Anything that tried to alter or rationalize this new fact could only be interpreted as a lie. Lying was not the Way of the Clans.

'I will die here…today…that much is certain. But even my memory will be tainted if I fail to kill you, Torc. I know you have already surmised this. I will not underestimate your ability to perceive an enemy's sagacity. Where shall we meet?'

Jin was uncertain how she knew where to go, but she found her *Warhawk* thundering forward, down side-alleys, avoiding the brief yet fierce firefights between her troops and the enemy. It was almost an ethereal feeling…something her extremely logical mind could not understand, that guided her, un-accosted, to the small landing pad on the outskirts of the main port. She brought the 85-ton OmniMech to a slow walk then halted completely.

Switching from Mag-Scan to thermal, she spotted the warm silhouette of a *Timber Wolf* waiting among the buildings. A pair of aircraft hangers, much taller than either 'Mech, stood between the two. In the cockpit of the *Timber Wolf*, Torc noted the arrival of the *Warhawk*.

"Acex, Status. Are they all gone?"

A moment of crackling static came before Acex replied.

"Aff, Star Captain. The 7th is no more. Just Mheta's Command 'Mech. Shall I assist?"

"Neg. If anyone interferes with the coming fight, we will not be able to drive home our point, Aff?"

"Aff. One more thing…the 'Dirty Dozen' has lost its commander. A 7th Dragoon *Behemoth* kicked in Richard's cockpit before the Inner Sphere warrior could extract his 'Mech completely from the rubble of a collapsed building's basement. I avenged him shortly thereafter."

Torc's heart sank at the news. He had actually grown to like his old rival, despite their past conflicts.

"Understood. See that the terms of our salvage agreement are completed, should I not return from this place. They fought well, and have earned our respect as well as the salvage. Torc out." Torc reset the channel to open-frequency Alpha.

"…have come, as you knew I would, Torc. I have come to kill you!" Jins voice growled in mid-sentence.

In her command seat, a cold calm had come over Jin. Her hatred was so strong, all her mind could do to cope with it was numb most of her senses. She forgot about everything else that she once considered important. Perhaps that was what imminent death did to you. It gave you clarity of focus you could never otherwise experience. *'By Kerensky's grave! I begin to sound like a Nova-Cat!'*

"The battle is over, Jin. Your forces have lost the Trial. It was a foregone conclusion after the engagement at the Pass. There is no need for us to finish it all thusly."

The feral tenor of Jin's reply left no doubt about her feelings on the matter.

"Were we the last two of *all* clan warriors, I would still kill you. Your pathetic plea for conciliation brands you more of an Inner Sphere *freebirth* than a Smoke Jaguar. How one such as you could test-out amazes and confounds me. Regardless of your skill, you are not and never were a true warrior."

The miniature *Warhawk* on Torc's HUD bolted forward, all four PPC's blazing. The first hanger literally flew apart as the cobalt beams hammered into them. As it did, the thermal overlay on the *Warhawk* icon flared brightly. Torc shook his head.

'Your anger may kill you before I do, Jin. I see now that you do not care if you die. I begin to think you CRAVE death. But I will not let you take me down that final path. Not yet. There is too much left to be done, too many debts yet unsettled, for me to allow a battle-maddened hellion the fruits of ultimate victory.'

SITUATION:

The remaining elements of the 7th Jaguar Dragoons launched a last, desperate assault against the 4th's position in the New Mt. Fuji spaceport. The 4th had several surprises, including command-detonated mines on the landing pads, and a deadly refitted *Phoenix Hawk* LAM.

SETUP:

Lay out two BattleTech maps, white sides showing, short end to short end. Place 20 random sized buildings on either side of the center three hexes through both maps. The middle three rows of both maps represent runways and landing pads for aerodyne and spheroid dropships. There are currently no dropships at the spaceport. The defender sets up first using hidden unit rules for any number of his 'Mechs.

The Defender may combat drop or bring on any of his units from any side of the map. OmniMechs that drop may take no further action the round they land, though there is a modifier for anyone who shoots at them.

Attacker:

The remaining elements of the 7th Smoke Jaguar Dragoons Trial forces. All Nova-Cat OmniMechs were either destroyed or withdrawn from the Trial in previous battles.

Star Colonel Jin Mheta (2/3) *Masakari* Primary
MW Tubbs (3/4) *Thor* Primary
MW Crockett (2/4) *Daishi* 'A'
MW Bambie (3/4) *Behemoth*
MW Ringo (2/3) *Rifleman* IIC

Star Commander Halvin (2/3) *Night Gyr* 'A'
MW Cobbs (3/4) *Mad Cat*
MW Chittlin (2/3) *Ryoken* 'B'

Defender:

The defenders are elements of the 4th Jaguar Dragoons, as well as elements of the *Dirty Dozen* mercenary company.

4th Jaguar Dragoons:
Star Captain Torc (0/0) *Mad Cat* 'A'
Star Commander Acex (1/1) *Razor Hawk* LAM
Star Commander Pyra (2/4) *Thor* 'C'
Star Commander Jones (2/3) *Hellcat* Primary
Star Commander Reece (2/4) *Ryoken* 'A'

MW Stilleto (2/3) *Daishi* 'ART'
MW Doeth (2/4) *Daishi* 'ART'

Dirty Dozen:
SAPPHIRE LANCE

Colonel James Richards (1/1) **MAD-4A Marauder-II**
[Richard's Marauder has dropped 10 of its 29 heat sinks and replaced the remaining 19 with double-strength units. The PPC's have been upgraded to ER variants. A master C-3 unit sits in each side torso]

Lieutenant Vero (2/3) **GUN-1ERD Gunslinger**
[Replace one medium pulse laser with a regular medium laser. Add a Slave to the right torso]

Pvt. Alberto (3/4) **PPR-5S Salamander**
[Replace one medium laser with a Slave to the right torso]

Pvt. Smith (3/4) **PTR-4D Penetrator**
[Replace one medium pulse laser with a regular medium laser. Add a Slave to the right torso]

Victory Conditions:

The last surviving 'Mech is the winner of the Trial of Annihilation. There is no retreat for either side in this scenario.

Special Equipment:

The entire 3 hex center row of both maps is sewn with command detonated mines. Once these mines are set off, they may not be used again. A friendly unit must have LOS to any hex in the landing strip to set off the mines. All or none of the mines are triggered.

The Daishi OmniMechs in this scenario have both been equipped with two ARROW IV launchers with homing rounds. (See below). In addition, a modified Phoenix Hawk LAM was used in the original battle (which now makes this engagment a level 3 scenario). The stats for this TOO deadly machine are listed below.

We discontinued the use of this machine as its presence on the battlefield was totally unbalancing (yeah yeah, the weapons load-out is munchkin as hell, but what better equipment to put on a LAM?), often accounting for a whole lance of assault 'Mechs by itself. It is only presented here in the interest of historical accuracy.

SPECIAL EQUIPMENT:

Razor-Hawk

Type: Modified Phoenix Hawk LAM (55-Ton Clan Level 3 LAM)

Equipment		Mass
Internal Structure: Endo Steel		2.75
Engine: 330XL	12.5	

Walking MP: 6

Running MP: 9
Jump: 6 (18 in Air-Mech Mode)

Heat Sinks: 13[26]		3.0
Gyro:	4.0	
Cockpit:	3.0	
Armor: Ferro-Fibrous (182)		9.5

	Internal Structure Value	Armor
Head	3	9
Center Torso	19	26/10
R/L Torso	13	20/5
R/L Arm	9	18
RL Leg	13	26

Weapons/Equip.   Location   WT.

Weapons/Equip.	Location	WT.
Med. Pulse Laser	LA	2.0
Med. Pulse Laser	LA	2.0
Med. Pulse Laser	RA	2.0
Med. Pulse Laser	RA	2.0
Med. Pulse Laser	CT	2.0
AMS	RA	0.5
AMS	LA	0.5
Targeting Computer	RT	2.0
TAG	H	1.0
Active Probe	LT	1.5
ECM Suite	CT	1.5
AMS/Ammo (24)	RA	1.0
2 Jump Jets	LL	1.0
2 Jump Jets	RL	1.0
Jump Jet	RT	0.5
Jump Jet	LT	0.5

BV: 2,430
$: 12,939,090

Daishi Artillery Variant:

Arrow IV	LA/LT
Arrow IV	RA/RT
Large Pulse	LA
Large Pulse	RA
Large Pulse	CT
Med. Pulse	H
1 Ton Normal Ammo	RA
1 Ton Normal Ammo	LA
2 Tons Homing	RA
2 Tons Homing	LA

No lower arm actuators.

THE CUTTING EDGE

By Bob Richter

[*From the desk of Star Colonel Devon MacArthur, 22nd Phalanx Cluster, Clan Ghost Bear*]

A week ago, Alpha Galaxy stopped by for re-supply fresh off the front with Khanslayer's Wolves. Among those in this august unit is my comrade-at-arms and Sibkin Grant, known by friends and enemies alike as "The Guillotine" due to his propensity for removing heads. While removing heads from the 'Mechs of our lesser neighbors during border skirmishes, he has run across several new pieces of Wolf hardware.

The first and most intriguing is the Automated Warfare Unit. A small computer (weighing in at 1 ton), it links with existing 'Mech hardware to create an AI-controlled war machine. Now, this is not quite an abomination, nor is it a Sci-Fi horror. It is, in fact, an elegantly simple solution to a very difficult problem.

Clan Wolf has a severe shortage of manpower and equipment, but it has been easier for them to remedy the problems of equipment than manpower. Hundreds of newly assembled Wolf Clan 'Mechs sit around awaiting pilots. With these AI units, it will be possible to activate these machines for battle.

This system does have its flaws, however. The first is that it is monumentally stupid tactically, and usually requires a nearby human to "lead it by the hand", designating targets and giving tactical instructions. It is an excellent shot and only half bad at piloting, but it cannot operate on its own. This flaw is what lead to the recovery of this system on what was apparently its trial run.

Four of these AI-equipped 'Mechs were arrayed against my sibkin's command Star, lead by a single "real" Mechwarrior. This human pilot fell to Grant's ER PPCs, leaving the AIs without a command unit, at which point they deactivated, unable to continue the battle. The Watch thinks that this lackluster performance may lead to a limiting of these devices' deployment.

The second piece is a variation on an old favorite, a PPC designed to take back the role of

the hard-hitting long-range support weapon from lasers. This PPC suffers a slight drop in damage potential to include more powerful focusing coils, raising its range to nearly 800 meters, thus making it the longest range energy weapon in any Clan's arsenal.

This new weapon shows great promise, as it can deliver 20% more damage than a large 8cm laser at over 30 meters greater range, allowing a fast 'Mech employing it to strike from beyond its opponent's weapons range.

The final piece of Wolf equipment is a new OmniMech design. Dubbed the *Desperate Wolf* by Alpha Galaxy forces, this dubiously named OmniMech extends the design philosophy that spawned the popular *Timber Wolf* into the 50-ton category. In fact, the *Desperate Wolf* resembles the *Timber Wolf* closely, but in miniature. The use of a pre-designed chassis with only slight variations was a clear attempt by Khan Vladimier Ward's scientist caste to cut corners and get this new 'Mech to the front as quickly as possible.

The *Timber Wolf* uses one of the heaviest engines possible, sacrificing firepower, but not armor, for the most maneuverability of any 'Mech in its weight class. Similarly, the new *Desperate Wolf* employs a 350 XL engine, sufficient to propel it at over 112 KPH on the ground. It boasts maximum Ferro-fibrous armor for its weight class, and enough pod space, provided partly by the use of lightweight Endo-Steel internals, to mount jump jets or a variety of powerful weapons configurations, a total of 16.5 tons.

Since only about twenty of these 'Mechs have been encountered on the field of battle, there is a limited amount of information available on its pod configurations. The most common weapons configuration found on this 'Mech is apparently an attempt to compete with the primary variant of the popular *Nova* OmniMech.

While it mounts 4 less medium-sized 5cm lasers than the *Nova*, the *Desperate Wolf* can employ them more effectively. It carries 16 double heat sinks, which should allow the firing of six lasers under most conditions and all eight as an emergency maneuver.

The Prime configuration also mounts five jump jets, equaling the *Nova*'s jump capability, and keeping the other 'Mech clearly outmaneuvered with its superior ground speed.

The second most common configuration attempts to exploit the new XXR-PPC system. It packs in two of the super-range particle guns and 14 double heat sinks, nearly enough to handle the heat output from firing these weapons. A small 3cm laser rides in the head as a last-ditch weapon.

The last variant with which we are familiar employs one of the new Automated Warfare Units. This was, in fact, the only 'Mech known to deploy this system. For weaponry, it carries one of the new XXR-PPCs, an advanced targeting computer, 2 mid-sized 5cm lasers and a small 3cm laser. The addition of 5 double heat sinks keeps the 'Mech cool, even when firing all of its weapons.

Game Rules:

AWU:

This system replaces the Mechwarrior, but not the cockpit, of the OmniMech on which it is mounted. It must be placed in the unfilled slot of the head to function properly, and the destruction of either the AWU or the cockpit critical slot will render the 'Mech inoperative.

The AWU has an effective Gunnery Skill of 1 and Piloting skill of 4. AWU-equipped units always move first and declare fire first. They may not move or declare fire unless a friendly Mechwarrior is still alive on the field and conscious.

Tonnage: 1
Critical Slots: 1

XXR-PPC

Tonnage: 6
Critical Slots: 2
Damage: 12
Heat: 15
Short Range: 1-8
Medium Range: 9-17
Long Range: 18-26

Desperate Wolf

Type: Desperate Wolf (50-Ton Clan Level 3 Omni)

Equipment		Mass
Internal Structure: Endo Steel		2.5
Engine: 350XL	15.0	
Walking MP: 7		
Running MP: 11		
Heat Sinks: 10[20]		0.0
Gyro:	4.0	
Cockpit:	3.0	
Armor: Ferro-Fibrous (169)		9.0

	Internal Structure Value	Armor
Head	3	9
Center Torso	16	24/8
R/L Torso	12	18/6
R/L Arm	8	16
RL Leg	12	24

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head		1
Center Torso		2
Right Torso	2 XL, 7 Ferro	3
Left Torso	2 XL, 7 Endo	3
Right Arm		8
Left Arm	8	
Right Leg		2
Left Leg		2

Primary Weapons Configuration

Weapons and Ammo	Location	Critical	Tonnage
4x ER Medium Laser	RA	4	4
2x Double Heat Sink	RA	4	2
Double Heat Sink RT	2	1	
Jump Jet	RT	1	0.5
4x ER Medium Laser	LA	4	4
2x Double Heat Sink	LA	4	2
Double Heat Sink LT	2	1	
Jump Jet	LT	1	0.5
Jump Jet	CT	1	0.5
Jump Jet	RL	1	0.5
Jump Jet	LL	1	0.5

Alternate Configuration A

Weapons and Ammo	Location	Critical	Tonnage
XXR PPC	RA	2	6
2x Double Heat Sink	RA	4	2
XXR PPC	LA	2	6
2x Double Heat Sink	LA	4	2
Small Laser	H	1	0.5

Alternate Configuration B

Weapons and Ammo	Location	Critical	Tonnage
XXR PPC	RA	2	6
2x Double Heat Sink	RA	4	2
Targeting Computer	RT	2	2
2xER Medium Laser	LA	2	2
ER Small Laser	LA	1	0.5
2x Double Heat Sink	LA	4	2
Double Heat Sink LT	2	1	
AWU	H	1	1

THE NAVAL YARD:
Lightning Class Light Cruiser and Franklin class destroyer

[By Larry Leslie]

[*Every once in a while a reader throws me an article that doesn't fit in the usual features. These are the first warships, using AeroTech 2 rules I've received. They have some great fluff, so here's a treat for you Space Battle fans. Thanks, Larry.*]

Lightning Class Light Cruiser

Technology Base: Star League
Class: CL
Mass: 800,000 tons

Length: 775 meters
Sail Diameter: 1,390 meters
Safe Thrust: 5
Max. Thrust: 8
Fuel Capacity: 2,500 tons
Tons/Burn Day: 39.52
Sail Integrity: 5
KF-Drive Integrity: 16
Structural Integrity: 65
Heat Sinks: 2,472 (4,944)
Armor: 1,040 points
        Fore: 190
        Fore-Sides: 175
        Aft-Sides: 175
        Aft: 150
Dropship Capacity: 6
Grav. Decks: 2 (1-75m, 1-65m)
Escape Pods: 78
Lifeboats: 54
Crew: 439
Cargo Capacity: 8,758 tons
Armament:
        12 Maxell-45 Series Naval Lasers
        10 Fusigon-2a Naval Particle Projectile Cannons
        10 Scarborough-30 Series Naval Autocannons (2,000 rounds)
        3 Poland-1d Series Naval Gauss Cannons (1,200 rounds)
        2 Poland-2c Series Naval Gauss Cannons (800 rounds)
        8 Maelstrom AR-10b Missile Launchers
            40 Barracuda Anti-Ship Missiles
            40 White Shark Anti-Ship Missiles
            40 Killer Whale Anti-Ship Missiles
        64 Diverse Optics Sunbeam ER Large Lasers
        64 Martell Medium Lasers
        48 Defiance P8M Laser Anti-Missile Systems
Other Cargo:
        6 Small Craft
        18 Aerospace Fighters
Crew: 446
        75 Officers
        371 Enlisted
        24 Aerospace Pilots
        48 AeroTechs
        4 Platoons Jump Infantry
Ship Notes:
        Armor–Lamellor Ferro-Carbide
        Lithium-Fusion Batteries
        Detachable jump sail
        Portable HPG
        8 Hangar Doors
        10 Cargo Doors

Cost: $32,002,192,000.00
BV: 153,507

Ship History

From the journal of Senior Engineer Kevin Pritz, December 18th 2766.

"When the Star League Procurement Department gave us the specifications for the ships it wanted us to design, I took particular interest in the specifications it wanted on of the new Light Cruisers. This ship was to be fast, and I mean FAST. No warship has ever been built with this kind of speed. We where never told why it had to be so fast, but we where determined to meet or exceed these specifications.

At once we started looking at the engine design. No engines currently being produced would work for this baby. We would have to have an engine designed from scratch. We turned to the Rolls Royce factories orbiting Earth. They were more than interested about producing engines for this "hotrod" of a warship.

While Rolls Royce began engine design, we started on the rest of the ship. Weaponry was going to be interesting for this ship. The *Lightning*'s designed speed would allow her to get into any firing position she wanted and disengage from the enemy at will. Therefore, for armament we decided to give the ship a respectable long-range punch.

Giving the ship two of Poland's 2c Naval Gauss Rifles and five of Poland's 1d Naval Gauss Rifles would guarantee that even this speed demon would be able to hurt a targeted ship before it could close to short range. For close in weaponry we gave the

Lightning ten Scarborough-30 Series Naval autocannon.

We liked these cannons because their great range, for an autocannon, would once again allow the *Lightning* to inflict damage as she rapidly approached. Wanting to round the ship out we next concentrated on her energy weaponry. Once again range was of primary concern. Deciding to go with a mix of laser and particle weapons, we gave the *Lightning* fourteen Magna-45 Naval Lasers and ten Fusigon-2a Medium Naval Particle Projectile Cannons. (Once again the range of the weapons where of the utmost importance.)

Lastly, we gave the ship a respectable amount of laser anti-fighter weaponry to keep the pesky little fighters away. With the armament out of the way we looked at the armor. The original specifications called for a light armor load, but we had other plans. (What good is a fast ship if it dies from the first close range exchange of fire?) We decided to go with as much armor as she could carry.

We could do this by sacrificing some of the aerospace fighter contingent. The one wing would be more than enough to protect this ship (if they could keep up!). Of course some sacrifices had to be made with the *Lightning.* She had a very small cargo bay, but this was considered to be a small problem as she still could carry a supply dropship. The other item of concern was her fuel supply.

While she carries an ample supply of fuel when compared to earlier Star League warships, we would have liked to give her at least twice her current allotment. But again there is always the option to carry a dropship with extra fuel. While neither of these two items would hamper the ships combat capabilities, it would keep its endurance range limited more than we would have liked.

By the time we where done with the designs, Rolls Royce had arrived with the new engines and a prototype! And what a beauty it was. They called the prototype "Gonzales" after a popular animated mouse of the 20th century. Then we programmed all the specifications into the computers and ran the first tests, and we where astonished. This ship could move and maneuver.

Rolls Royce had surprised us and added special thrusters and vector thrusting vanes to the engines, which allowed her to turn on a dime! This ship could probably outrun even one of the *Casper*s of the SDS protecting the Hegemony. (Makes ya wonder). Well Christmas is in a week and it will be a nice break from all this busy work.

I think my team deserves this break after designing a ship like this one, a nice long break. I guess I should log off and go home to start my long awaited vacation. Production of this gem starts in February. Merry Christmas!"

Construction Information

KF Drive – 362,000 tons
Jump Sail – 70 tons
Engine (738 Heat Sinks) – 240,000 tons
Fuel – 2,500 tons
Fuel Pumps – 50 tons
Structural Mass – 52,000 tons
Bridge – 2,000 tons
Heat Sinks – 1,734 tons
Armor – 1,040 tons
Docking Hardpoints: 6,000 tons
Grav Decks: 100 tons
Lithium Fusion Battery: 8,000 tons
M/F/V/E Cubicles: 3,900 tons
Crew: 3,822 tons
Others: 50 tons
      (HPG - 50 tons)
Escape Pods/Lifeboats: 924 tons
Cargo: 8,758 tons
Fire Control Computer: 9,255.6 tons
Weapons: 97,796 tons

Weapons

12 NL/45
10 M-NPPC
2 MED N-GUASS (800 shots)
3 LT N-GUASS (1200 shots)
10 NAC-30 (2000 shots)
8 AR-10 (40 KW, 40 WS, 40 BC)
64 ER L LASER
64 M LASER
48 LASER ANTI-MISSILE

Nose
NL/45 x2
M-NPPC
M N-Gauss   x2 (800 shots)
ER L Laser   x8
M Laser   x8
Laser AMS   x6

Fore Right/Left
NL/45   x2
M-NPPC
LT N-Gauss   (400 shots)
NAC/30
AR-10b   x2 (5 Barracuda, 5 White Shark, 5 Killer Whale each)
ER L Laser   x8
M Laser   x8
Laser AMS   x6

Right/Left Broadside
M-NPPC   x3
NAC/30
NAC/30
NAC.30
ER L Laser   x8
M Laser   x8
Laser AMS   x6

Right/Left Aft
NL/45   x2
NAC/30
AR-10b   x2 (5 Barracuda, 5 White Shark, 5 Killer Whale each)
ER L Laser   x8
M Laser   x8
Laser AMS   x6

Aft
NL/45   x2
NL/45   x2
M-NPPC
LT N-Gauss   (400 shots)
ER L Laser   x8
M Laser   x8
Laser AMS   x6

Franklin Class Destroyer

Technology Base: Star League
Class: DD
Mass: 652,000 tons
Length: 622 meters
Sail Diameter: 1,300 meters
Safe Thrust: 4
Max. Thrust: 6
Fuel Capacity: 3,000 tons
Tons/Burn Day: 39.52
Sail Integrity: 4
KF-Drive Integrity: 14
Structural Integrity: 85
Heat Sinks: 2,610 (5,220)
Armor: 1,108 points
        Fore: 185
        Fore-Sides: 185
        Aft-Sides: 185
        Aft: 183
Dropship Capacity: 2
Grav. Decks: 1 (65m)
Escape Pods: 69
Lifeboats: 48
Crew: 413
Cargo Capacity: 18,830 tons
Armament:
        17 Trondell-55 Series Naval Lasers
        12 Fusigon-2a Naval Particle Projectile Cannons
        10 Pontiac-25 Series Naval Autocannons (1,000 rounds)
        4 Poland-2c Series Naval Gauss Cannons (800 rounds)
        4 Maelstrom AR-10b Missile Launchers
            40 Barracuda Anti-Ship Missiles
            40 White Shark Anti-Ship Missiles
            40 Killer Whale Anti-Ship Missiles
        48 Cyclops XIIa ER Large Lasers
        36 Martell Medium Lasers
        40 Martell Model Xa Laser Anti-Missile Systems
Other Cargo:
        4 Small Craft
        12 Aerospace Fighters
Crew: 386 (513 total including pilots, techs, infantry)
        68 Officers
        334 Enlisted
        16 Aerospace Pilots
        32 AeroTechs
        3 Platoons Jump Infantry
Ship Notes:

Armor – Lamellor Ferro-Carbide
Lithium Fusion Batteries
Detachable jump sail
Portable HPG
4 Hangar Doors
8 Cargo Doors

Cost: $16,067,657,250.00
BV: 147,147

Ship History

The *Franklin* Class was designed to replace the *Essex* Class Destroyers. The most notable changes where in speed, armament and armor. Realizing the need to increase the destroyer's speed so the ship would be able to screen and protect the other high-speed ships on the drawing boards, Di Tron engineers used the new Rolls Royce Gryphon engines.

This decision was made after unsuccessfully trying a two-engine configuration using the Rolls Royce Kraken engines. The engineers decided the additional crew required manning three engines plus the survivability of a three-engine design made it worth the additional cost. The next item addressed was the ships armament.

Realizing no destroyers previously built had any real long rang punch; it was decided to place a battery of the latest medium naval grade Gauss Rifles in the ships nose. This would give the ship a respectable "bite" until it closed with enemy ships. It was also decided to increase the ships laser and PPC armament in size and numbers.

This would again allow the ship to snipe at its opponent until its deadly autocannon where brought to bear. Even though the *Franklin* has two less autocannon that the *Essex*, those remaining where upgraded to the Whirlwind-25 series, allowing for the same damage curve as the *Essex*. Lastly, the addition of four Maelstrom AR-10 missile racks gives the *Franklin* the ability to use the missile most appropriate for any situation.

The last thing our engineers improved upon was the *Franklin*'s armor. This is where it all counts. The ability for a ship to survive is directly linked to how well its armor holds up to the enemies pounding! Di Tron engineers decided to spare no expense in this area.

The Lamellor Ferro-Carbide was chosen and the ships frame was plated with as much as it could hold. This would practically guarantee the ship could weather the storm of enemy fire while chewing up the enemy's armor first. The new Star League was pleased with the simulations results of the ship class and the first two ships are scheduled to be started in November of 2766, with trails scheduled in December 2767.

Construction Information

KF Drive – 295,030 tons
Jump Sail – 62.6 tons
Engine (604 Heat Sinks) – 156,480 tons
Fuel – 3,000 tons
Fuel Pumps – 60 tons
Structural Mass – 55,420 tons
Bridge – 1,630 tons
Heat Sinks – 2,006 tons
Armor – 1,108 tons
Docking Hardpoints: 2,000 tons
Grav Decks: 50 tons
Lithium Fusion Battery: 6,520 tons
M/F/V/E Cubicles: 2,600 tons
Crew: 3,450 tons
Others: 50 tons (HPG)
Escape Pods/Lifeboats: 820 tons
Cargo: 18,830 tons
Weapons: 99,356 tons
Additional Fire Control: 3,528.3 tons

Weapons
15 NL/55
12 Med NPPC
10 NAC-25 (1000 shots)
4 Med N-Gauss (800 shots)
4 AR-10 (40-KW, 40-WS, 40-BC)
48 ER L Laser
36 M Laser
40 Laser AMS

Nose
NL/55
Med N-Gauss   (200 shots)
Med N-Gauss   (200 shots)

AR-10   (10 Barracuda, 10 White Shark, 10 Killer Whale)
ER L Laser   x6
M Laser   x6
Laser AMS   x5

Fore Right/Left
NL/55 x2
NAC/25   x2 (200 shots)
AR-10   (10 Barracuda, 10 White Shark, 10 Killer Whale)
ER L Laser   x6
M Laser   x4
Laser AMS   x5

Right/Left Broadside
NL/55 x2
NL/55 x2
Med NPPC x2
Med NPPC x2
NAC/25   x2 (200 shots)
ER L Laser   x6
M Laser   x4
Laser AMS   x5

Right/Left Aft
NL/55 x2
Med NPPC x2
NAC/25 (200 shots)
ER L Laser   x6
M Laser   x4
Laser AMS   x5

Aft
Med N-Gauss   (200 shots)
Med N-Gauss   (200 shots)
AR-10   (10 Barracuda, 10 White Shark, 10 Killer Whale)
ER L Laser   x6
M Laser   x6
Laser AMS   x5

DARKEST DAWN

[By Apo.]

Over the past days the terrifying series of Thugee nerve agent attacks, now being called 'Black May', had struck several worlds in the Compact. The results were similar to those of the "Black death" plague described in literature so many years ago. Most of the attacks were against military and political targets. Some, however, were against civilians and that infuriated Major Sandy Nogratis to no end.

On Tage after a series of chemical attacks against her unit, an intensive investigation revealed the location of a production factory for the so-called 'Black May' bio-agent. It was operating on one of the moons of Gei-Fu, a planet that rested near the border of the contested Xin Sheng worlds and Capellan space.

The losses the 5th TTTT faced on Tage had weakened the unit's fighting strength severely. If the need to stop these terror attacks were not urgent, Sandy's unit would not be burning down to Gei-Fu's 2nd moon at the moment. Unfortunately for her, her first officer, Matthew Si'Taga did not see the situation as she did.

"Commander I must officially protest to this mission. We simply do not have the operational strength to complete our objectives." He snapped at her from across her Command Office's desk.

'Matt has been openly vocal in his opinion, sowing doubt in anyone who will listen. He is compromising the chain of command, and seriously damaging the morale of this unit. Worse, he is making disbeliveers out of my warriors!'

"Matthew you have already made this protest, and it has already been denied...." With a slight pause she thought,*' I* should *inform him that another such outburst will get him relieved of command, but I don't want to compound the damage he's already done to the delicate threads of balance holding everyone together. I must give them a sense of purpose, and a unified command structure is the cornerstone of success for any military endeavor.'*

He gave her a sour look.

" You do not believe that we should let the Capellans handles this as an internal matter? Do you *honestly* believe if we destroy this gas we will not see it again?", Matthew retorted still defiantly " 'Mam, You and I both have a duty to protect all personnel under our command. This mission will result in high casualties even if, on the remotest of chances, it *is* successful!"

'He does not know when to quit!'

She held him with a dangerous gaze.

"You and I have a duty to protect the ST. IVES COMPACT! Do not forget that you are *Jansi*, a warrior! I am willing to lay down my life to put an end to these 'Black May' attacks. If we let just one shipment of this gas off world, thousands of people, perhaps hundreds of thousands, will be killed..."

Matthew started to reply but she cut him off.

"Enough! You have your orders, Major. Tell me now if you are unable to follow them, and I will find a warrior loyal to Candice Liao who will!"

Setup:

Place 2 maps end to end long ways. Designate one as the southern map and one as the northern map. Place 4 heavy buildings (CF 50) counters anywhere on the northern map, within 3 hexes of at least one other building.

Deployment:

Attacker: Player 1 will start moving from the southern edge turn 1. Player 1 may also choose to combat drop up to 4 units, anywhere on the map.

Defender: Player 2 can deploy units within 5 hexes of the buildings, but they are powering up and cannot attack or move, thought they may dodge in their hex. Player 2's units will not count as immobile targets on Turn #1.

Situation:

The 5th TTTT suffered horribly on Tage. Many Officers were lost to the 'Black May' gas while many 'Mechs were lost to the follow-up strikes afterwards. The 5th's *Union* class dropship is seemingly dropping on Gei Won, however the dropship captain is going to deviate from this course to make a strike on its moon.

The Thugee force that defends the planet happens to be one of the most elite and well-equipped units of the 'Black May' terrorist groups.

Victory Conditions:

Attacker: Player 1 has to destroy all of the 4 structures that represent production and storage facilities. Without these structures the Thugee will die on the planet.

Player 2: Player 2 Has to repel the attacks

Special Rules

Gei-Wu's only moon has a gravity of 0.7. This will modify a 'Mechs speed and jumping ability. Consult special case rules in the BMR. Also, because the planet has an extremely low temperature and relatively no atmosphere, use vacuum and extreme temperature rules. In addition, the fighting occurs on the dark side of the moon, so add a +2 modifier to all shots. Some 'Mechs are equipped with Spotlights.

Environmental Conditions on BattleMechs:

BattleMechs will have there movement rates increased 30%. At -70 c all mechs will dissipate 4 extra points of heat. However, every successful hit to a player's armor must take a breaching role. On a result of 10 or greater the section is breached and is considered destroyed, though there are no ammo explosions and all critical slots can absorb critical hits normally.

Infantry:

Infantry wear space suits, the suits protect them from the environment, but make them extra vulnerable to weapons fire. They receive 2x normal damage along with any other normal modifiers.

Power Armor:

Power armor is unaffected except that the 7th point of damage will kill a Fa Shih trooper.

Attacking forces (5th TTTT): *

Major Angelina LLyanova (2/3) AWS-9M *Awesome*
Mech Warrior Roger Pitts (3/4) BJ-OP *Blackjack* OmniMech
Mech Warrior Randal Yat-si (3/4) GHT-5H *Grasshopper*
Mech Warrior Jill Hodges (4/5) GAL-1GLS *Gallow Glas*

Captain Jacques Calais (3/4) CST-1Z *Cestus*
Mech Warrior Lo Ton TiTaga (2/3) SDR-5V *Spider*
Mech Warrior Si-Shi Pierce (3/4) THR-1L *Thunder*

Mech Warrior To Gan Chao (3/4) CTF-3L *Cataphract*

Infantry Section:
Jump Infantry Laser Anti-Mech Trained
Jump Infantry Laser Anti-Mech Trained

Aerospace Fighter Lance
Lucifer Heavy Aerospace Fighter (3/4)
Lucifer Heavy Aerospace Fighter (4/5)

- Even with Matthew's speech, his unit is still not confident. To represent this, the 'Forced Withdrawal' rules are in effect (see the campaign game rules later in this issue for these effects).
- **Special Abilities:** As described in Field Manual Capellan Confederation the Janissaries may bank initiative

Defending Thugee forces (Murdering Angles)

('Mechs with a @ symbol mount spotlights)

Sao-Shao (2/2)	MR-V2 *Cerberus*
Sao-Wei Petrovitch (2/2)	Y-H9G *Yu Hang*
Sao-Wei Ti-Wyn (2/3)	EMP-6A *Emperor*
Thugee #1(1/3)	CPTL-C5 *Catapult*
Thugee #2 (2/2)	MNS-1OP *Men Shen* @
Thugee #3 (2/3)	SYU-2B *Sha Lu*
Thugee #4 (2/3)	STH-1D *Stealth* @
Thugee #5 (3/4)	HEL-3D *Helios*
Thugee #6 (3/3)	HUR-WO-R4L *Huron Warrior*
Thugee #7 (2/3)	ANV-3M *Anvil*
Thugee #8 (2/2)	WR-DG-02FC *War Dog*
Zhong-Shao Ni Gitsa (1/2)	LHU-2B *Lao Hu*

Fa Shih *
Fa Shih *
Foot Infantry Platoon (Laser)
Foot Infantry Platoon (Laser)

*Battle Armor may not pre lay mines as they were caught off guard

NOTE: Those without Field Manual: *Capellan Confederation* may not have the stats for the *Sha-lu* or the *Lao-Hu.* These 'Mechs could be swapped with a *Thunder* and a *Raven. The Lao Hu* is simply a 5/8 mech with LBX20 +3 tons ammo, LRM15 +2 tons of ammo, ER-Large Laser. The *Fa Shih* Battle Armor can be switched with standard Battle Armor as it has few advantages over it in this scenario anyway.

(With the exception that it can mount any mech, not just an OmniMech.)

Victory Conditions:

Attacker:
Every building Destroyed +4 VP
Every Thugee 'Mech Destroyed +1 VP

Defender:
Every mech Destroyed 1 VP.

The force with the highest victory points at the end of Turn #12 wins.

THE DESIGN BAY

Operation Bulldog saw some of the most vicious city fighting in the history of the Inner Sphere. It has been rumored that Victor Ian Steiner-Davion himself laid down the specifications for the HD1-HNTR *Headhunter* after seeing a *Berserker* in action. The apparent loathing that the Smoke Jaguar warriors saw for this honorless Inner Sphere design was obvious, as was their tendency to underestimate its effectiveness.

Capabilities:
Because of its intended role as a close-quarters fighter, the *Headhunter* was designed with speed and armor as top priorities, and weapons second. The *Headhunter*'s secret weapon is the Triple Strength Myomer that comes installed as standard equipment. When the 'Mech's heat is about to enter the red zone a head hunter pilot will experience an immediate 300 percent performance increase as the special Myomer kicks into overdrive.

To survive the nasty hell of close quarter fighting, the *Headhunter* has been armored to near maximum. Twelve and a half tons of time proven ArmorScale™ protects the sensitive inner workings of the *Headhunter* from damage. Also, by personal request of prototype test pilots, the *Headhunter* has been fitted with a full head ejection system to keep the pilot safe in hostile terrain and hostile territory.

In addition, for the regrettable times that a *Headhunter* must close with a distant opponent

with no possible obstacles to hide behind, a Hermes 360 XL engine provides *Headhunter* with the highest possible speed curve for a 60 ton mech. Also, six Curtas StarRider II jump jets give the *Headhunter* plenty of room to maneuver with a 180 meter jump radius.

The weapon compliment was carefully selected to produce the necessary waste heat that the Myomer need to be most efficient, while still remaining effective when heat levels begin to interfere with the targeting computers. Being a close-in fighter, there was no question to use pulse laser systems. The four Martel Spitfire Medium Pulse Lasers have been built into the *Headhunter*'s torso, two to a side, in order to keep both of the 'Mech's arms free for the devastating melee attacks that the head Hunter was designed to deliver.

One of the unique systems being introduced with the *Headhunter* is the Angst City/Range Strategic Terrain Tactical Cartography Computer. The targeting computer was designed by scientists at the NAIS with help from members of Team Banzai to aid a *Headhunter* pilot in the tricky game of city fighting.

The computer takes information from both the Active Probe and the Mag-Scan and filters it. Anything metal that doesn't move is seen in the 360 view as a blue wire-frame, while anything that *does* move is seen as a red wire-frame augmented by the 'Mech's thermal sensors. In addition, the ITC's memory core is large enough to record over 500 square miles of metallic terrain.

When returning to an area already in the computer's memory, it will show objects that have changed location by more than 10% in a purple wire-frame, and what they used to look like in green.

It is very hard to mug a *Headhunter* that is familiar with his surroundings, and harder to find one. The tried and tested Guardian Electronic Counter Measure suit is making an appearance in the *Headhunter* as well. With a possible top speed of 118.8 kph, BattleMech tacticians have suggested allowing the *Headhunter* to accompany scout 'mechs for its electronic warfare capabilities.

In addition, if it weren't for the inherent difficulty of such missions, Fed Com military command has almost been eager to test the *Headhunter* in a guerilla campaign. Its significant amounts of armor and reliance on melee and laser weapons should, in theory, make it an excellent guerilla fighter. The only drawback is, unfortunately, its XL class engine that lowers the survivability in said campaigns by an unacceptably large margin.

Deployment:

Because of the hatchet mounted on the *Headhunter*'s right arm, most of the prototype testing has been done in simulator pods. However, the *Headhunter* has proven itself at every turn. The only production models made so far have been used by the Davion Heavy Guards RCTs during combat missions in the Chaos March, and the occasional quick raid into the Clan Occupation Zone by other Federated Suns forces.

One quote from a *Headhunter* Mechwarrior in the Davion Heavy Guards was "They're hard to snipe when you get up to a full run, and they can munch *anything* with a minimum effective range if they let you get into melee."

It is almost certain that even if the *Headhunter* stumbles into some unforeseen tactical problem that regulates it to pure garrison duty, it will at least be a Solaris VII favorite for a long time to come.

Variations:

Two variations have been considered, but unfortunately will probably never bear fruit. The HD1-HNTR-C modification package requires the removal of three jump jets, the Triple Strength Myomer and the relocation of the Endo Steel bulk in the legs to the vacancy in the center torso and the head in exchange for the new Capellan Stealth Armor System. Also, in order to even out the mass, the two medium pulse lasers in the right torso are removed and replaced with a large pulse laser.

The second re-fit package, the HD1-HNTR-D, drops a half-ton of armor and the Guardian ECM to make room for the new NAIS Targeting Computer.

[Note for mixed-tech freaks: If you equip it with clan endo steel, you can add the Stealth Armor *and* keep the TSM and all the jump jets. Just a 'heads up.']

HD1-HNTR *Head Hunter*

Mass: 60 tons
Chassis: Alshain Type D-Endo Steel
Power Plant: Hermes 360 XL
Cruising Speed: 64.8 km/h
Maximum Speed: 97.2 km/h
Jump Jets: 6 Curtas StarRider II
  Jump Capacity: 180 meters
Armor: Armorscale
Armament: 4
  1 Team Banzi Vibro Hatchet
  4 Martel II Spitfire Medium Pulse Lasers
  1 Guardian Electronic Countermeasure System
  1 Beagle Active Probe
Manufacturer(s): 1
  Argile Technologies of Skye
Communications System: Sony City Burst AD-C2
Targeting & Tracking System: Angst CityRange STTCC

Overview:

Type: HD1-HNTR Headhunter
Technology Base: Inner Sphere Level 2
Tonnage: 60

Equipment		Mass
Int. Struc.: Endo Steel		3.0
Engine: 360 XL		16.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10 [20]	0.0
Gyro:		4.0
Cockpit:		3.0
Armor Factor:	200	12.5

	Internal Struct.	Armor Value
Head:	3	8
Center Torso:	20	30
CT (Rear):		10
R/L Torso:	14	20
R/L T (Rear):		8
R/L Arm:	10	20
R/L Leg:	14	28

BV: 1332   Cost: 15,572,160

Weapons/Ammo	Location	Critical	Mass
Hatchet	RA	4	4.0
Med. Pulse Laser	RT	1	2.0
Med. Pulse Laser	RT	1	2.0
Med. Pulse Laser	LT	1	2.0
Med. Pulse Laser	LT	1	2.0
Beagle Active Probe	RT	2	1.5
Guardian ECM Suite	LT	2	1.5
2 Jump Jets	RT	2	2.0

CONTINENT MAP BATTLETECH CAMPAIGN RULES

Ever wanted to run a big campaign, where you can maneuver forces and fight a series of battles that were part of a bigger picture? Here's my attempt (?) at making such a game feasible without simplified battle rules. Forces can be moved on a continental scale and then drop down into BattleTech scale engagements.

This system falls between BattleForce and BattleTech in size, aiming at Battalion-sized actions in order to keep the battles viable, without falling into abstract combat.

The following rules should be considered a Beta set. Feedback and play testing (going on this month) will surely result in changes.

Miniatures for WEB RPG and Screen Shots of the system in action are available with an email to me at jeffkwrb@iserv.net . A sample screen shot can be found at http://www.iserv.net/~jeffkwrb/Example.jpg
A steiner/kurita minis folder is here: http://www.iserv.net/~jeffkwrb/Steiner/
http://www.iserv.net/~jeffkwrb/Kurita/
A few generic (not close to all) icons for the game can be found here: http://www.iserv.net/~jeffkwrb/MyBattleIcons.gif

Phrases: The word 'unit' without capitol U refers to all battlefield formation types. A **Unit** is any force smaller than a **Battlegroup**, but larger than a single vehicle or mech, which is called an **Element**. The term World-Map and Continent map are synonymous and refer to the 86 kilometer hex map the non-BattleTech map is set on. **Chits** and **Icons** are interchangeable and represent playing pieces in general.

The 12-Hour Strategic Turn:

Each 'Turn' of the game is broken down into 1-hour Phases. Units will spend one of their movement points when their turn comes up in the Strategic Turn. How often your particular Battlegroup, unit or Element gets to move depends on the maximum speed it can go, and whether you chose to move at Walk/Cruise/Thrust or Run/Flank/Over-Thrust speed.

For example: If you have a Lance that has a walk of six, and you chose to use Walk speed for the 12-hour turn, your unit would move one map hex (terrain permitting-see below) every other phase on the movement chart (I.E. phases 2/4/6/8/10/12). A Walk4/Run6 Lance that chose to move Walk speed 4 would move on phases 3/6/9/12. Aerospace fighters move as many hexes as they have MP to spend, to a maximum of 12 (see Battle-Space). (A 6 Thrust fighter would cover 6 world-map hexes every phase).

Move	1	2	3	4	5	6	7	8	9	10
1						X				
2						X				
3				X				X		
4			X			X			X	X
5			X		X			X		X
6		X		X		X		X		X
7		X		X		X	X		X	X
8		X	X		X	X		X		X
9		X	X	X		X	X	X		X
10		X	X	X	X	X		X	X	X
11		X	X	X	X	X	X	X	X	X
12	X	X	X	X	X	X	X	X	X	X
13	X	X	X	X	X	XX	X	X	X	X
14	X	X	X	X	X	XX	X	X	X	X
15	X	X	X	XX	X	X	X	XX	X	X
16	X	X	XX	X	X	XX	X	X	XX	X
17	X	X	XX	X	XX	X	X	XX	X	XX
18	X	X	X	XX	X	XX	X	XX	X	XX
19	X	X	XX	X	X	XX	XX	XX	X	X
20	X	X	XX	X	XX	XX	X	XX	XX	X

Unit Setup/Opening Turn (or 'Dropship's inbound!')

Unless playing a game where the GM pre-sets the starting location of opposing forces, an attacker will normally enter 'in-system' in his dropships. Players are free to fight out the trip with BattleSpace rules, use the quick and dirty rules at the end of this set page, or forego dropship resistance.

The defender will set up his units in secret. After this is done, the attacking unit places his dropship trajectory chit (puts his dropships chit on the world map). After these destinations are in revealed, the defender reveals all units not designated as Concealed or Recon units (that are by themselves in a hex) any placing 'Unknown' chits to represent these forces.

The defender may now get a free 12-hour turn to move any units before the dropships of the enemy finally set down. If so inclined after the defender gets his free move, the attacker may choose to do a combat drop up to a full 2 hexes from his dropships touch-down LZ. The dropship continues on to its LZ and the dropping units (power armor, infantry (any type) or mechs only.

Vehicles and repair/supply chit forces cannot not combat drop) must make a Force drop roll for the entire unit to land in the same world hex, and then individual elements must make their drop and landing rolls (as per special case rules in the BMR). Any unit that fails the Force drop roll will scatter as normal. However, these scatter results are in WORLD MAP hexes. Scattering can result in a unit touching down more than two hexes from its intended LZ. Normal ground movement now begins after drop rolls (and any damage) are completed.

Note: Dropships are used to transport troops from in-system jump-ships to the surface of their target objectives. For purposes of using these behemoths to move troops from point A to point B, dropships are considered to have two landings and two liftoffs available (due to fuel). The initial landing is included in this total, so basically, a dropship may load troops and move them to one location anywhere on the map.

The next time the ship lifts off, it will burn for a waiting jump-ship. Loading troops on a dropship takes one phase. Unloading can be done the phase the dropship touches down. Dropships that land in hexes with enemy units automatically unload their troops before fighting begins. Dropships move at a speed of 6 on the turn chart when ferrying troops.

Capturing an enemy dropship:

Dropships are essentially flying fortresses. They also automatically get to unload and use any troops onboard, which must be defeated before any attempt at taking the dropship takes place. This battle is fought before any dropship capture attempt may be made. In order to play a fast resolution (and for those without the dropship statistics from older

battletech editions), this very simplified version may be used.

When an enemy unit enters a dropship's hex, the base chance to capture the ship (provided the dropship does not burn for orbit, easily done before any unit enters the dropship's hex) is based on the dropship type. 12+ (on 2d6) for an Overlord, 10+ for a Union and 9+ for a Leopard (CV included). These include the Clan versions of these dropships.

Each FULL lance or Star (regardless of weight/type) that engages a dropship reduces this number by 1. However, every attacking Element must roll a target threshold of 9+, or it is destroyed in the assault. 1 for each full lance or star that attacks reduces this threshold, to a minimum of 4+.

Win or lose, the attacker must STILL roll for each Element he used in the assault. An attacker must have at least one surviving unit to successfully capture the dropship. If an attacker fails to capture the dropship, the attacking unit automatically retreats back to his previous hex.

Example: Chin's Company attacks a Leopard dropship. The base chance to capture the ship is 9+, -3 for the attacker using 3 lances. The attacker would need a 6+ on 2d6. Each unit in Chin's Company must make a survival roll of 6+ or be destroyed. If all of Chin's Company is wiped out, the dropship cannot be captured.

Dropships can hold different sized forces depending on their type. One Supply/Repair chit per Company or Trinary is also included aboard. In most cases, two vehicles may be substituted for a mech. The carrying capacity is as follows:

Overlord/(C): 36 BattleMechs + 6 Aerospace Fighters/45 OmniMechs + 10 OmniFighters

Union/(C): 12 BattleMechs + 2 Aerospace Fighters/15 OmniMechs + 5 OmniFighters

Leopard: 4 BattleMechs (or 8 light (150tons) vehicles) + 2 Aerospace Fighters

Leopard CV: 6 Aerospace Fighters

Broadsword (Clan only): 5 OmniMechs

Moving Units & Unit Composition:

*Battlegroup*s move at the speed of their slowest *Unit*. *Unit*s move according to their slowest *Element*'s maximum speeds. Different sized *Unit*s for Inner Sphere forces include Lance (4 BattleMechs [or other Elements]) Company (anything from 5-12 BattleMechs [or other Elements]), and Battlegroup (anything over 12 Mechs or other types of Elements, up to 24 Elements).

The Clans use Point (1 OmniMech or two Aerospace Fighters, or two vehicles or 5 Elementals), Star (5 Points of any type), Binary (2 Stars), Trinary (3 Stars) and Battlegroup (up to 5 Stars). Battlegroups may NEVER be larger than two Companies for Inner Sphere, or 5 Stars for Clans. This will make tracking of groups easier overall on the big map. The Lance icons are labeled by type, though this type is based on overall weight, NOT mech type. Lance/Star weights are based on the following tonnage:

Light =	0-130 tons
Medium =	135-200 Tons
Heavy =	205-280 Tons
Assault =	285-400 Tons

Battalion size was left out of this system, due to the unwieldy nature of such fights (and we're pushing it with Battlegroup sizes as it is). An Inner Sphere Aerospace fighter *Unit* is known as a *Flight* (two craft) or a *Squadron* (6 craft), or a *Wing* (12 craft…happy, bob?). Clan Aerospace Units are Points (2 Fighters) or anything up to or including a *Star* (10 fighters).

At the start of each 12-hour Strategic Turn, each Battlegroup, Unit or Element will be declared as moving at Walk/Cruise/Thrust or Run/Flank/Over Thrust speed. Once declared, these speeds cannot be altered for the 12-hour Strategic Turn. Running lets your units cover more ground. However, Running/Flanking/Over Thrusting units CANNOT notice ADJACENT *Concealed* forces, even when the running unit has a Probe, and running units detect enemy recon units only on a '1' (see below).

Any force that runs must use walking speed the following 12-hour Strategic Turn. Units will be moved on the map when an 'X' appears in the hour block for their particular speed. Some extremely fast units may move two hexes in their

B) It must have a movement rate of at least 5 Walk for every Element within. This does not include damage sustained later in battle. This modifier does mean that normal Elemental or other non-scout battle armor cannot be used as recon units per se.

C) The unit cannot be larger than Lance sized. Individual mechs can be classified as recon units prior to the opening round of play, but lose that ability if grouped with other mechs, even other recon Elements. Infantry Platoons and Battle Armor specifically termed as scout armor may be used as recon units. In this case, the entire platoon of unarmored infantry, squads of Inner Sphere power armor, or points of Elementals must be used. Battle Armor may not be broken up into single element recon units, unless they sustain battle damage that drops them down to less than full trooper counts. Note that Scout battle armor and platoons also loses their recon abilities if forced to merge, even with other recon units of the same type.

D) Recon Units and individual Elements move on the map, though enemy forces do not know their location until the recon unit is spotted. An enemy unit that moves adjacent to, or a recon that moves into an adjacent hex next to an enemy unit, gives a 2 in 6 chance of the recon unit being spotted by the enemy force. Enemy units with Active Probes spot the recon unit on 1-3 on 1D6 (rolled by the GM). A Recon unit with a ECM Suite drops the chance back to 1-2 vs. probe units, and 1 only, vs. non-probe units. These modifiers apply to the recon Element or Lance only, not to any other units, friendly or otherwise, in the recon unit's hex. If the Recon Unit is spotted, a Lance marker of the appropriate type is placed in the hex, as well as a recon chit.

E) Recon Units that travel with Battlegroups are automatically spotted (a '?' marker is added) when the Battlegroup moves or an enemy unit enters a hex adjacent to the Battlegroup.

F) No more than 1 Element in four may be a recon unit. These are usually grouped in recon Lances for firepower and safety during their assigned roles, prior to the open turn of the game.

Artillery:

Artillery may be used in the hex a battle takes place, or fired from an adjacent hex. Arrow IV units can only be used in the same world hex as the battle, and as such, normal battletech map ranges are used. Any other artillery piece may fire into a world map hex where there are friendly units to direct fire (including aircraft in the hex).

In this case, treat shell flight time to the target as being at the maximum range for the artillery piece in question (20 maps for a Long Tom, for example). If an artillery unit spends at least one hour in a hex, it can use up to 5 pre-designated hexes in any nearby hexes where fights ensue.

Spotting Units:

1) All units are visible on the world map, with two exceptions: *Concealed* units and Recon units. Detail about a visible unit marker is very limited, however.

2) Units will use Four types of Basic Markers: Battlegroup, Company, Lance, and UKNOWN.

3) When two units come into adjacent hexes on the map, the following information is revealed:

3a) # Of Lances/Stars in the enemy hex(s).

3b) Each Lance/Star Weight Designation (Light, Medium, Heavy, Assault)

3c) Exact mech types are NEVER revealed to the enemy, unless that enemy has an Active Probe.

3d) If the scanning unit has a Probe, the GM will roll 1d6 for each mech in the scanner.

On a result of 4 or less, that particular mech type is revealed (and the GM sends this information to the scanning player.) The target of this scan will not be made aware of what unit types were detected successfully. He WILL know a Probe has scanned his unit. If the defending unit contains a ECM of any type, the probe is automatically unsuccessful. In this case,

the probe unit will know it is blocked. At the star of the came, ECCM may be used, if all players agree (see Maximum Tech).

6) *Concealed* units are not spotted unless an adjacent enemy unit detects them. *Concealed* units represent forces that are set up prior to an attacker's landing, in order to ambush an enemy on the world map or hide stockpiles of supplies. *Concealed* units are spotted with a roll of 1-2 on 1d6 (rolled by the GM); checked each turn a hostile unit on the world map spends adjacent to them.

Running enemy units cannot detect *Concealed* units unless they enter the *Concealed* unit's hex. Enemy units equipped with Probes will detect *Concealed* units on 1-5 (on 1d6). Like the normal BattleTech board game, any *Concealed* unit that moves becomes apparent on the world map. Unlike normal BattleTech, world-map *Concealed* units get a modifier to initiative when the regular BattleTech game begins, in addition to using 'Hidden units' rules in the regular game.

The first three rounds of a BattleTech engagement with a *Concealed* unit, the *Concealed* force gains +2 to its Initiative Roll. All World-Map *Concealed* units are placed before the game begins, and cannot move without revealing its presence, unless the *Concealed* unit is a Recon unit. Fighters may start out concealed at hidden runways.

'Digging In':

A force that spends two hours or more (not movement points) in one location can 'Dig In'. This allows the half the Elements of the force to use 'Hidden units' rules when normal BattleTech combat begins, and also lets the unit in question use 'Improved Positions' as noted in the BMR.

'Digging In' does NOT allow you to leave any Elements hidden on the world map when their parent force leaves the hex. The Hidden unit benefit only applies to normal BattleTech game play, and is NOT the *Concealed* ability noted in 6) above. Units can start out both *Concealed* and 'Dug In'.

Stacking:

As each hex is roughly 86 Kilometers in size, virtually any amount of units may be stacked in a world map hex.

Fuel:

Aerospace Fighters burn 1/4 ton of fuel per hex travel on the world map. I.C.E. vehicles may travel as many hexes as they have Cruise movement points before they must refuel. Refueling may only be done in cities or in hexes containing fuel depots or if the force has a fuel vehicle with it.

Runways:

Aerospace fighters use runways to take off and land. There is no piloting roll required for this. If an aerospace fighter needs to land in a non-runway hex, it is necessary to make a piloting roll, modified by damage. Only Runway, Urban and Clear terrain hexes may be landed in. All other terrain results in a crash.

H.Q. Chits:

Each force in a campaign game normally has one H.Q. chit, representing an Element dedicated to Command, Control and Communications. This takes the form of a Mobile HQ (described in 3025). If this chit is ever destroyed or captured, the owning force suffers a -1 to all types of Initiative for the rest of the game.

Engaging the enemy:

This comes as a result of a unit standing its ground against an aggressor, an aggressor chasing a unit into impassable terrain, or two units stumbling into each other's hex while using hidden movement (i.e. recon).

In the event two units try to enter each other's hex because they move on the same phase, the faster unit will enter the other units hex first and the fight will take place there. If both units are the same speed, the GM or players will dice for 'hex initiative'. The winner gets to pick which hex the battle takes place in.

Normally, combat is pretty much a straight up situation, where forces enter the battletech map on opposite sides. However, allied units may sometimes try and enter an enemy's continent map hex from opposite directions, in a coordinated attack. This is far from simple, and

the force with more than one unit may not have them successfully arrive on Turn #1 of a BattleTech fight. When multiple forces try to engage from different directions, roll on the chart below:

Result of 2d6 roll. Roll once for EACH individual force Element/Unit/Battlegroup:

2 Unit does not arrive for the fight at all (the sole force must fight out the battle or retreat)
3 Unit in question enters the game 3d6 turns after the battle starts.
4 Unit in question enters the game 2d6 turns after the battle starts.
5 Unit in question enters the game 1d6 turns after the battle starts.
6 Unit arrives at same time as allies.
7 Unit arrives at same time as allies.
8 Unit arrives at same time as allies.
9 Unit in question enters the game 1d6 turns after the battle starts.
10 Unit in question enters the game 2d6 turns after the battle starts.
11 Unit in question enters the game 3d6 turns after the battle starts.
12 Unit does not arrive for the fight at all (the sole force must fight out the battle or retreat)

Units that arrive late enter the board from the direction they entered on the world map. If two or more forces were trying to enter a hex containing a faster unit who was leaving the hex to engage one of the forces, then the secondary force automatically misses the fight. This is also the case where all units have equal speeds, but the outnumbered unit wins initiative and is not in the mood for a fight against more than one force.

Map Selection:
Maps for the battletech game are chosen at random, unless:
1) The defender was in the hex at least an hour (the previous phase) before the attacker, AND did not try to leave it this phase. He may then choose to fight on ground of his own choice. He may NOT use BattleTech rules for hidden units unless he has met the 'Dug In' requirements (i.e. the unit must be in its hex at least two hours).

2) The fight takes place in a very specific location, such as a city. The GM prior to the start of the game will assign specific maps to such areas, or at random if there is no GM. Once these specific areas are assigned, they do not change for the remainder of the campaign.

Disengaging:
If a normal BattleTech engagement goes poorly, a prudent commander may wish to exit his troops off his (and ONLY his) side of the BattleTech Map (or screen edge, as the case may be with WEB RPG). When all units that are able to flee have left the board, these rules come into play)

Whenever two hostile forces are in the same hex, there are two possible results. Either the faster unit will choose to disengage, or the forces will fight/surrender (or disengage using the terrain, see below). For simplicity's sake, it is *impossible* for a slower ground unit to retreat from a faster unit (of ANY type) in *clear/open* terrain, or for slower aircraft to escape faster aircraft.

All types of fleeing units that are faster can automatically disengage (However, see 'Effects', below) from slower pursuers. No ground force can disengage from an aerospace (not VTOL) unit, though they can hide in water or underground if the opportunity presents itself and that terrain type is in ground unit's hex.

There is a possibility to escape ground pursuers in any other type of terrain besides clear. The base chance evade is 7+ on 2d6, rolled by the GM or the players if no gm is present and the players wish to resolve combat from a failed disengagement attempt.

If a pursuing unit is faster, each movement point above the pursued unit's flank speed will add 1 to this roll. Terrain in the current hex will subtract from this roll as follows:

Terrain	Modifier
Jungle Hex:	-5
Woods/Urban Hex:	-3
Swamp/Ocean/River/Lake Hex:	-2
Mountains/Hills Hex:	-1
Desert/ Snow Hex:	+1

Pursuing Unit has a Probe: +2 (ignore this in water/river hex)

Pursued Unit has an ECM Suite: -2

Pursued Unit is an Infantry Platoon/Power armor squad: additional -1, ignore enemy probe bonus as well.

Pursued Unit is a Designated Recon Lance or Element, not attached to a friendly unit: -1

Disengagement takes place during the night or in inclement weather: -1

Pursued Unit is a vehicle unit on a road hex: no modifiers to the roll, but add +1 to the vehicles total flank speed for purposes of disengagement (a 4/6-tank unit in a clear-terrain continent map-hex with a road

Example: A Clan Heavy star is chasing an Inner Sphere Heavy Lance. The units are battling in a planetary woods hex. The running speed of the Clan unit is 8. The IS Lance has a run of 6. After getting his ass severely beat by the Clan warriors, the IS commander manages to get most of his battered unit off the BattleTech map on the Inner Sphere declared side.

Not wishing to give up the prize, the Clan player announces his intention to "pursue you until I corner you free birth mercenaries!' The GM (or the players if the GM is elsewhere) calculates the success threshold for disengaging.

The base chance to elude the Clan player's forces is 7+. Because the Clan machines are 2 movement points faster at a run than their Inner Sphere prey, the chance to elude them goes up to 9+. The woods terrain adds a -3, so the Inner Sphere unit would now need a final score of 6+ to escape their pursuers. If the situation had been reversed, the clan warriors could automatically disengage.

Special Disengagement Cases:

Units that have suffered enough damage to slow their machines to a point equal to or below pursuers movement rates must roll a disengagement check as normal. This unit may be abandoned to fend for themselves, at the discretion of the retreating commander.

Effects of Disengaging:

Successfully retreating from combat is a reward in its own right, but there are some problems with it:

1) Disengaging units automatically retreat back to the hex they occupied previously before entering the hex where the battle took place. This could mean the unit is forced back into high cost terrain, or even that the unit may be boxed in against some impassible terrain, such as Deep Ocean or unappeasable mountains.

2) Furthermore, a unit may only retreat once during any given one-hour turn. If your forced retreat along your former path means you enter a hex now occupied by the enemy, you have little choice but to fight it out or surrender. Furthermore, you suffer a -1 penalty to initiative for the first five rounds of any BattlTech fight that takes place in the hex you retreated to.

3) Any hex you moved to when disengaging requires you spend the movement points for entering that hex before you leave (which could mean enemy forces are moved to flank your line of retreat if they have a lot of clear terrain they can run through). This is the reason a unit may not retreat twice in one phase.

4) The unit that was successfully evaded must finish spending its required movement points for the hex it entered before it may continue pursuing the retreating force.

Salvage:

Any Element that takes enough damage to be rendered immobile, or an Element that is abandoned for some reason, produces a Salvage Marker in the hex where it is left. Units that have not suffered complete destruction of their center torso Internal Structure, have not suffered an ammo/fuel explosion or meets any other criteria for 'truly destroyed in the BMR, can eventually be repaired if a Repair Chit can make it into their hex.

As long as whatever critical that rendered the Element immobile is fixed, that Element can move on its own under the control of whatever player fixed it.

Only a pilot with the appropriate skills can move a unit. Aerospace fighter pilots may not move a BattleMech. The sole exception to this is ground vehicles. The vehicle must have enough crewmen to operate it. These can be taken from normal vehicle crews who have lost their

vehicles in battle (with appropriate skill levels), or from infantry units. In the latter case, the crew is automatically Green (4/6).

Aerospace fighters that crash, any other unit that meets the 'truly destroyed' description in the BMR, and power armor reduced to 0 points, cannot be salvaged.

Repairing/re-supplying forces:

After a fight, the commander of a force might find it wise to repair or reload his units. The proper chit must be in the hex in question. I.e., you can't reload from a hex with only a repair chit in it. A Supply icon must be there, and vice-versa. To simplify the process (and avoid incredible amounts of record keeping), the repair effects for units are as follows:

Each hour (not move point) spent in a hex marked with a repair chit, each Element of a force may do one (and ONLY one) of the following:

A) Repair all Internal Structure to ONE location on a mech, vehicle or fighter.
B) Repair all armor points to ONE location on a mech, vehicle or fighter. Step A above must be completed before armor to the specific location can be repaired.
C) Reload all ammo-based weapons. (only in a hex with a Supply Icon)
D) Change an OmniMech configuration. Step A above must be completed before this is completely allowed. A partial change is allowed, but the configuration that has weapons in a damaged location cannot mount those weapons in that area, and to maintain proper weight and simplify bookkeeping, all weapons that still function in the damaged area MUST be stripped out. IF THE NEW VARIANT HAS AMMO BASED WEAPONS, THIS CAN ONLY BE DONE IN A HEX THAT HAS BOTH REPAIR AND RE-SUPPLY ICONS. Otherwise, the ammo weapons will be added, without any ammo. An OmniMech may load ammo for the weapons if it later enters a Supply hex.
E) Refuel an I.C.E. vehicle. (only in a hex with a Supply Icon)

F) Pilots may repair a Pilot Hit for each FULL 12 hours spent in a M.A.S.H. hex or an urban hex that is controlled by friendly forces (representing hospitals). M.A.S.H. vehicles use the statistics found in the TRO: 3025.
G) Infantry that enter a re-supply hex may bring their numbers back up to full platoon strength. However, this can only be done once per game, per infantry unit. Battle armor may not be replenished this way. Being fairly rare and highly trained, there is no ready supply of battle armor troops available. Clan units will not be able to re-supply battle armor due to bidding limitations.

Supply/Repair Chit Special Notes:
1) A force receives a limited number of Supply Icons (called 'chit's) and Repair chits, usually one each per Company or Binary (10 clan Points). Unless these chits start the game *Concealed*, or are assigned to a Battlegroup or Company, they are automatically placed on the world map prior to the start of the game, with their unit type revealed.

   Only the defender may start the game with *Concealed* supply chits. These Concealed chits are smaller than normal supply chits, however (see below). An attacker supplies and repair chit's start in the hex their drop landed in. A force's chits (either type) cannot be increased during the game, without capturing an enemy's chit.

   If a force's entire supply chit allotment is captured or destroyed, that force may not reload ammo weapons or replenish troop numbers. If all the Repair chits are gone, the force may not repair internal structure, armor or damaged weapons. Supply chits are either weapons/ordinance, or refueling trucks (see below). A wise commander will allot his supply chits with care, if he's using I.C.E. vehicles.
2) An enemy can capture a supply or repair chit by entering the chit's hex. If no friendly force is in the supply chit's hex, it automatically surrenders. Aerospace units may not capture chits in this way.

3) The supply/repair unit's player can destroy his own chits. This can only be done if an enemy unit is NOT adjacent to the supply unit hex. Once destroyed, neither force can utilize the chit in the future (it is removed from the map).

4) Chits can be used for 5 individual phases each or 3 individual phases if it started the game Concealed, before the chit's supplies/repair materials are exhausted and the chit is removed from play. ('Phases 'were used instead of 'times', to alleviate bookkeeping that would be generated by tracking individual lances and even individual Elements.

   Simply put, any units in the hex can use the chit that phase. After the elapse of that hour, one 'use' of the chit is gone). Refueling truck chits may be used five phases before they must enter an urban hex to re-supply themselves (see below). Each type of chit will have a number for its WEB RPG label. This represents the remaining uses left therein.

5) Enemy units may attack guarded supply/repair chit hexes. Each use left in a non-mobile chit represents one 30 CF building (also called a 'stockpile' or 'repair gantry'), or if a mobile unit, J-27 transports. Destroying a stockpile/repair gantry or Transport reduces that chit's available usage by 1. Note that 'Usage' includes re-supplying ammo, repairing weapons, internal components and armor, and assembling extra infantry. (Hey, light mechs used as raiders now have a real use!)

6) If a player wants to move a supply/repair stockpile, he places a mobile chit in the stockpile hex. It takes a full hour to load up the stores, and the hex may not service any units for repair or reload during this time. Any Concealed stockpiles automatically become visible on the world map when this happens.

   Repair/Supply chits from attackers ALWAYS start in a dropship LZ, but they can move with a battle group and not reveal their chit for what it is (it remains 'unknown'), like any other unit. In such cases, a repair/supply chit may start the game already loaded and does not have to spend an hour loading up.

7) Refueling trucks use fusion engines, so their range in unlimited. They are 20 ton wheeled vehicles, work in a group of five (or fractions thereof), have a speed of 4/6 and have 10 pts of armor on all facings. Any internal hit will cause the fuel to detonate with the same effect as a Long Tom artillery explosion, doing 20 points of damage in their hex, and ten points of damage to all surrounding hexes. (Hint: don't park them together on the BattleTech map).

   Refueling trucks may restock at any urban hex they enter, which takes one hour, and thus may be reused indefinitely. Fuel Trucks may never operate as single Elements, unless their group has been reduced by attrition (They stay together for tracking world map movement purposes).

8) Refueling trucks and transport chits become merged with a Battlegroup automatically when they enter the Battlegroup's hex. (Which is good, since they then get SOME protection from aerospace attacks).

The Battlegroup:

Why would anyone wish to group his forces in a Battlegroup that means the entire force may move as slow as the force's slowest Element? Being in a Battlegroup offers several advantages:

1) All units assigned to a Battlegroup arrive on the field of battle at the same time.
2) Units such as repair/refuel chits get the benefit of real firepower protection.
3) Ambushes from concealed units might prove to be unwise for the attackers.
4) Moving a vehicle Battlegroup on a road means large amounts of vehicles can move faster than normal.(true, any vehicle on a road moves faster, but the tactical flexibility of having a large BG that can move fast cannot be overlooked).

Finishing the Campaign:

The campaign ends when any of the following occurs:

1) All objectives are secure, and both parties agree it is reasonable to assume the defender has no chance of winning.
2) The Attacker feels that there is no point in continuing (he cannot win) the game and chooses to withdraw off-planet.
3) The Attacker reaches all of his objectives in a Time-Limit game.
4) The defender holds out in a game where he's waiting for reinforcements.
5) One side is completely destroyed.
6) One side abandons the game for any other reason.

OPTIONAL RULES:

I suggest these rules only be used once people have a good understanding of the game.

Quick and Dirty Aerospace strafe rules against unguarded supply/repair Chit hexes:
In order not to bother with setting up a BattleTech game to watch an Aerospace fighter slaughter a bunch of fuel trucks, J-27's or immobile stockpiles, these rules can be used. It is assumed that the ground targets are busy evading (if mobile) and keeping away from each other.

The controlling player of the fighter declares how many 'passes' he will make in the hex. Each pass uses one ton of fuel. All ground targets in the hex roll 2d6. On a 9+, that unit survives. Each 'killed' unit drops the chit's value as noted above under supply/repair chits. Aerospace fighters may not capture mobile chits in this way.

Limited Intelligence:
Normally, satellites and other means allow a force to track the general location of a normal battlefield unit (thus the chits for all units are on the continent map). With limited intelligence, NO chits for either side start out on the board, and dropship LZs are kept secret. This type of game demands a GM. It also makes engagements hard to predict for location.

Short and Dirty Space Fights:
Defending players can attack incoming dropships in the hopes of destroying them. The base chance to destroy a dropship is 12+ on 2d6. Each star of clan fighters or squadron of IS fighters drops the threshold one pt. One roll is made. If successful the dropship breaks up and flames in orbit (all on board are dead).

Each point below the target threshold kills 2 attacking fighters. No more than 3 stars or 3 squadrons may attack the dropship in any given hex. Win or lose, the fighters must return to their bases for refueling. If the dropship survives, it continues on its landing course. Defending fighters ADD to the roll per defending star or squadron. These fighters are not targeted by the dropship-attacking defenders, and suffer no losses. Losses to the defender from a failed dropship attack remain. Owing to the ground attack uses of the aerospace fighter, defenders may wish to forego this risky proposition.

Delayed Movement:
Units may delay their phased movement when it becomes their turn to move. The unit may immediately move in any following phase, even before faster units that normally go in the new phase. Such units should have a 'holding' label on the map to keep track of this action. If the delaying unit has another phase where it would normally move come up before spending the held point, the held point is lost.

Example: It is Phase 6 of a 12-hour turn. A player wants his speed-6 hover armor lance to hold off attacking until a friendly Unit arrives. He places a 'holding label on the hover chit. The hovercraft foregoes its action in Phase 6 and may be used in phase 7. If the Hover armor does not move in Phase 7, it loses the movement point (i.e. it can't move 2 hexes when its normal movement in turn 8 comes up).

Forced Withdrawal:
Some BattleTech scenario packs introduced the concept of forced withdrawal. Units that are forced to withdraw move toward their edge of the board at the fastest speed possible. In the case of BattleMechs, no retreating unit must run or jump if it has suffered a gyro or leg actuator critical hit. Retreating units may fire at any enemy in their foreword arc along the path of their retreat, but may not charge or Death From Above.

Units forced to withdraw from the BattleTech map may return to the continent map hex if their side wins the fight for the hex. If the entire unit

withdraws, it is considered to have retreated as the normal retreat rules. A unit that is forced to withdraw and is then engaged in another fight immediately in its new hex cannot withdraw and does not suffer forced withdraw effects (i.e. it can fight to the end) as explained under *disengaging*.

A mech, vehicle or infantry unit that takes major damage under these rules will retreat off the owning player's side if:

BattleMech:
1) The unit loses a limb.
2) The unit takes a gyro hit.
3) The unit takes 2 engine hits.
4) The unit takes a life support or sensor hit.
5) The unit loses half it weapons (rounded up).
6) The unit loses half its internal structure. *
7) The unit suffers an ammo explosion.

*Tonnage	IS lost before forced to withdraw
20	17
25	22
30	26
40	34
45	38
50	42
55	46
60	50
65	52
70	54
75	57
80	61
85	65
90	69
95	73
100	76

Example: A 20 ton mech would be forced to flee as soon as it took its 17th pt of IS damage.

Vehicles:
1) The unit loses all armor in one location. *
2) The unit loses half (rounded up) of its maximum cruise speed.
3) A VTOL suffers a rotor hit that does not destroy the rotor

(*Crew of vehicles that were rendered immobile must abandon the vehicle at this point)

Infantry:
Clan Battle Armor: when the 3rd Elemental from a Clan star is destroyed.
IS Power Armor: when the 2nd trooper is killed.
Foot/Motorized Infantry: when the 14th soldier is killed.
Jump Infantry: when the 11th soldier is killed.

Aerospace Fighters:
1) The unit loses 2/3rd's (rounded up) of its armor to any location.
2) The unit suffers a control system critical.
3) The unit loses half its total number of weapons (rounded up).

Units that are forced to withdraw will flee the moment they make contact with an enemy if they are unfortunate enough to get in a fight in another phase (if the unit gets ambushed on the way to the repair chit, for example). Contact means the moment an enemy mech appears anywhere on a battletech map. (if an enemy force is hidden using 'Hidden units', they are not 'contacted' until one fires on someone).

Turn Sequence:
1) Players assign Designated recon units.
2) Players assign ammo types to each unit.
3) Players assign units to Battlegroups, if desired.
4) Defending player places Concealed/Recon units on map. Also lay out any concealed airfields (for aerospace fighters). Recon units assigned to a Battlegroup are placed with the '?' marker in step 5.
5) Defending player places normal units on map with '?' counters. Repair/Supply chits that are NOT part of a Battlegroup are placed with their counters revealed.
6) Attacking unit places Drop Ship Landing Markers.
7) Defender gets one free 12-hour move of any units. Concealed units that move during this phase are placed on the map. Supply/Repair units that become mobile are automatically revealed, unless they join a Battle group in their hex. Recon units are not revealed when they move.

8) Defending player may engage dropship with BattleSpace or AeroTech rules before they make planet fall.
9) Attacking player may Combat Drop mechs, Infantry types and power armor within two hexes of his intended LZ. A failed drop roll can result in the unit becoming widely scattered.
10) Players note all units' movement rates for upcoming 12-hour turn. Units that ran the last 12-hour turn may only walk this upcoming turn. Power Armor /Infantry Units are loaded onto OmniMechs/Infantry Carriers
11) Players now use the Phase chart for movement.
   A) In an open game, initiative is rolled and movement alternates (provided the unit in question moves on that particular hour-phase).
   B) In a GM-controlled game, all movement is made on each player's private map.
   C) Vehicle forces on a road map may move two hexes.
   D) Aerospace fighters move one world hex per phase.
   E) Running units cannot detect adjacent Concealed units.
   F) Probe checks are rolled. Players roll for each hex in open game. Gm will roll for hexes with hidden units in hidden game.
12) Recon units roll detection chances (Open Game). Gm rolls detection (hidden game).
13) Battles are conducted on BattleTech maps. ALL battles for a phase must be completed before starting a new phase.
14) Fleeing Elements slower than their pursuers may attempt to disengage, if not in a Clear hex.
15) Units in repair/supply hexes may draw on the stockpiles. Reduce the # of available uses in the repair/supply chit by 1, regardless of how many units utilize it. Repairing/reloading takes place after all battles for the hex, if it is attacked.
16) Units that have spent at least two back to back phases in a hex are now declared 'Dug In' if the owning player so wishes.
17) Continue steps 10-16 until the campaign draws to a close.

Tracking Units:
A large game can get very complicated. At a minimum, the following info for each chit should be tracked:
1) Numbers should label chits marked with 'Unknown'.
2) Under each Battlegroup/Company/Lance:
  A) Chit's speed (top speed for walk/cruise/thrust of slowest Element
  B) contained in the unit, and also the fastest Run/Flank/Over-thrust of the slowest unit.
  C) Each type of Lance in the Chit. These lances are also numbered.
  D) A 'D-I' symbol should be put on the chit on the world map if it is 'Dug-In'.

Example: A Heavy Lance chit with a 4/6 speed that is dug in would have the lance number, speed and D-I as a label (see below)

If an enemy unit were adjacent, the chit would look like this:

A typical Excel Tracking sheet might be set up like this (the lance number corresponds to the '?' chit on the world map):

	6TH Arkab Legion				Movement Turn 1
Lance #	**Battalion HQ**				
1(heavy)	Dragon	G:4/P:5	Speed 4/6	60	Ran
	Warhammer	G:4/P:5		70	
	Rifleman	G:4/P:5		60	
	Grasshopper	G:4/P:5		70	
2 (heavy)	**1st Company**				
	Grasshopper	G:4/P:5	Speed 4/6	70	Concealed
	Grasshopper	G:4/P:5		70	
	Griffin	G:4/P:5		55	
	Panther	G:4/P:5		35	
3 (heavy)	Grasshopper	G:4/P:6	Speed 4/6	70	Walked
	Grasshopper	G:4/P:6		70	
	Griffin	G:4/P:8		55	
	Panther	G:4/P:9		35	
4 (heavy)	Thunderbolt	G:4/P:5	Speed 4/6	65	Dug In
	Catapult-K	G:4/P:5		65	
	Ostroc	G:4/P:5		60	
	Dragon	G:4/P:5		60	
	2nd Company				
5/RECON	Wasp-K	G:4/P:5	Speed 6/9	20	Walked
Light	Wasp	G:4/P:5	(all Jump)	20	
	Stinger	G:4/P:5		20	
	Spider-K	G:4/P:5		30	

BATTLEGROUP ALPHA: Lances 1/2/3/5 (etc)

PARTING SHOTS:

Well, that wraps up our biggest issue to date. Thanx to all of you out there who submitted stuff for this issue. As is obvious from our loyal reader's observations, there's no exact time table for getting these issues out, though a two month wait is the minimum to be expected. We all know life (and great new computer games) ruin a lot of our plans, so bear with me as I get ready to tackle Issue #7. Anyone out there got an idea or two for the grand event, Issue #10? Email me at jeffkwrb@iserv.net with some thoughts. 'Till next time, readers…'keep your back to the wind, your eye on the horizon, and keep your powder dry'.