FUTURE WARS

ISSUE 28 $3.50

LET'S GET PERSONAL!

THIS ISSUE:
* ★ INFANTRY!
* ★ ROLE-PLAYING!
* ★ NEW 'MECHS!
* ★ REVIEWS!

FUTURE WARS

CONTENTS

Herb Barents

As Future Wars has been getting better, and a new look, the editorial will also have a new look. What was the editorial will become "Sensor Sweep". The editorial will become a forum on the play of and what is behind a lot of games.

Have you ever thought that the games we all love to play are just made and there you are? The rules are written once, and the shape of the game is put together? Well, that isn't so. There is a lot of hard work, thinking and putting different aspects of any game together before it actually goes into production.

You may think of BattleTech as one of those games. Well it isn't. Certainly we can complain of all the short ranges, targeting problems, and this and that, and those complaints may even be valid. BattleTech is not a very good simulation of future combat. What it is, though, is a very good game. When we throw out the premise that BattleTech is meant to simulate "realistic" future warfare and play it as though it is a Fantasy Space game, we no longer care about all the realism.

All of us know that Battle Tech works well as a game. It is easy to learn, yet hard to master. That is what makes a good game.

BattleTech came from BattleDroids, which had its origins in the various Japanimation cartoons. Giant robots were in, and some people saw a niche in the gaming market.

First, they wanted to keep the comic or cartoon flavor, but yet make it seem realistic. For ease of play, it would have to include little stand-ups for "pieces". Then, they had to figure out the best size board to play on, and the scale. How would they be broken up? Into hexes or squares? Either way, since they wanted to cross over into miniatures, they'd have to be large, about an inch.

Of course, these giant robots would have to destroy each other. Missiles, and lasers were popular, so those were in. Cannons were necessary, and exotic weapons like flamethrowers and particle cannons were a must. The classic part of all the japanimation cartoons was the hand-to-hand fighting, so that would have to be included as well.

Ranges would have to be defined in terms of the boards and the weapons, and these would have to be coordinated with the speed of the things. To justify the hand-to - hand fighting, the ranges had to be short. But if the weapons had twentieth century ranges, the playing surface would be huge. To explain the short ranges, they created a storyline where the decline of technology was central.

Afterwards, they had to consider the cost of the item. Two maps, about 20" by 16", as well as a rule book and the counters, and the box itself would need to be covered. Writers, artists, and editors all had to be paid. To appeal to the people interested in giant robots and cover those costs, they had to make the original sets between $15 and $20.

As it turns out, that storyline has worked well. Players love to get in close and bash the opponent- how many of you remember those cockpit smashing blows that ended the game? I think it's pretty silly, but still dramatic.

The folks over at FASA sat down and made a very fun, play-able game. The weapons are well-balanced, encouraging players to use a wide variety of them. Since then, they've added a lot, but still managed to keep the flavor of the game.

Remember this the next time that you are complaining that BattleTech isn't very real. You are right. Isn't ease of play and having fun the most important part of the game?

All letters should be addressed to Future Wars c/o Herb Barents, 17187 Wildemere, Detroit MI 48221. Readers should specify if they wish their address published. All responses are from the layout/typesetter, unless otherwise specified.

Dear Herb,

I've been collecting *Future Wars* off and on for about 3 years now and I find it to be one of the best "gamezines" I've ever read. You and your peoples' grasps on what's what is quite amazing. I would have taken my collection to Saudi (for Desert Shield/Storm), but I was afraid that I would have to abandon them due to weight restrictions. Keep up the good work.

Yours truly,
Sgt. Marvin Johnson
Fort Campbell, KY

P.S. Have you ever thought about "Ogres" in BattleTech? Scary thought...

Herb,

I recently purchased Issue #25 of *Future Wars*, and was impressed that you would do an issue on BattleTroops. I greatly enjoy playing a modified version of 25mm BattleTroops, and have done considerable work on both rules and background.

I also noticed your subtle requests for submissions. This got me thinking, so I put my computer on DUMP, and enclosed you will find those results. I hope you can find something useful for your magazine in all of this! If so, and you have 25mm Kurita, or Steiner, BattleTroops blister packs, I would appreciate some.

Thanks. Keep up the good work.

Larry Haberkern
8350 Ken Love Ct.
Brighton, MI 48116

Thank you, Larry. Be sure to send us more stuff on all aspects of the game. (Subtle? I could've sworn I was anything but!)

Herb,

Here are the covers for issues 26 and 27 and the Natasha K. picture for the "Best Of" issue. I hope you like them. If not, give me a call and I'll see what I can do. I've been talking with Paul P. and he's hot to do "The Best Of FW", but we need you to send us the stuff ASAP. I think that between Paul and I, we can do a bang-up job, but we'll need some time. A rough estimate is six to eight weeks for a quality job (I'm talking something that'll put BattleTechnology to shame...I know, I know, that ain't too hard to do these days, but I think you catch my drift). Sorry if these covers are running late, but things have been hectic around here lately, and I'll have 28 and 29 heading out to you soon.

If you need anything special, give me a call, but I can't do any "Real 'Mechs" for the foreseeable future, as I and several others got tapped to do the Marcon 27 Japanimation guide for next year, plus some other commitments (art and such) that are going to keep my trusty pencil plenty busy in the months to come.

However, let me reiterate- I'd love to do the "Best Of" issue. I'm interested in any other collections you might want to put together. If I come up with any more stories, articles, or art, they're yours. Just give me the theme and I'll do covers for whatever you need for good old *Future Wars*. If you need to talk, weekends are the best time for catching me at home.

Thanks,
Steve Barnett

Dear Herb,

I am amazed you can print a 'zine so fast for so many people. I have a subscription and have received the *Future Wars* issue #24 on heavy 'Mechs. I love the new cover design and think it gives the 'zine much more character.

I've noticed most of the 'Mechs in the 'zine are constructed by you. I hope you will include other people's designs to add a little more variety in the next issue. Don't get me wrong, I think your designs are great! I use them all the time in my campaigns.

I have enclosed my latest design, an assault 'Mech called the Antaeus and believe the name fits it. I would have installed jump jets, but decided to give it a variety of weapons at all ranges instead. If you do an issue on assault 'Mechs I really hope it will be in it. Forget about sending me "payment"; having it in your 'zine for all my friends to see would be just fine. Several of my friends like the 'zine so much they are going to mail for subscriptions.

If you don't put this 'Mech in your 'zine please get back to me some comments or proposed modifications. I could really use an objective point of view.

Your Fan,
Danny Rizzi
805 W. Nopal Ave.
Mesa, AZ. 85210

Dear Herb,

Well, I've been hard at work for some time as you can see! Here's stats to one of my latest units. Clan Wolverine is a unit that I shall not have forgotten. It is the Not-Named Clan that rebelled against the clans for what they believed.

I have also enclosed a few of my designs built from the ground up, out of my units' "spare parts

pile." All you need is a god-like Technician.

I competed in your scenario at Mich Con, but was unexpectedly removed from the event before it was finished. I was the "vehicle destroyer." Those who haven't met your tanks won't want to either. How did the event go?

I love your playing techniques and scenarios. I heard you were looking for other players. Please contact me for any notification. The pictures I sent you are pictures of my prize-winning BattleTech models.

When you spend over 3 months designing, rebuilding, and painting, you would hope that it would look good. I would be happy to help to make any contributions that I can to Future Wars.

Scott "Steelhead" Hardie
Codename: Thor
18324 Hampton Ct.
Livonia, MI 48152

Dear Mr. Barents,

I regret to inform you that I have yet to receive my copy of issue #24 of your magazine. I don't know if it's the post office's fault or if you've had some troubles at your end. Whatever happened, please send my a copy of issue #24 (the second heavy 'Mech issue) as soon as possible. Thank you.

Now for something more pleasant. By now, a lot of Battle-Tech fans must be playing with Clan equipment (just two days ago, I picked up a copy of The Wolf Clan Sourcebook in a local bookstore). So here's a suggestion for those of you who are planning BattleTech conventions. When running Clan vs Clan or Clan vs Inner Sphere battles, let the defending force be created first, then give several (attacking) Clan players a superior force and let them bid for the right to take on the defender, whittling

their advantage down until the battle is roughly a fair fight.

Here's another idea for those weekend-long conventions. On the first day, half the teams are Inner Sphere units fighting among themselves, while the other half are Clan teams doing the same. On the second day, the winners from both halves of the convention take each other on. The night before the second day's fighting, everyone gathers into the nearest auditorium (or rough equivalent). Then, the top Inner Sphere teams are brought on in descending order, with a complete run down of their units' strengths being given. As each team is introduced in turn, the Clan teams bid against each other for the honor of taking on their Inner Sphere counterparts, with the lowest bidders taking on the cream of the victorious Inner Sphere teams. If nothing else, it should curb the egos of the Inner Sphere players to hear would-be enemies stating how small a force they would need to tackle them.

The best effect comes if the Clan players have studied up on their Clan terminology, and it would really be nice if they could come costumed as players do at other conventions, dressed up like birds of prey (Jade Falcons), jaguars (Smoke Jaguars), and so on. I've seen mentioned in your magazine outfits like the Legion of the Phoenix and the Americal Division: I wonder how many Clusters it would take to tackle them?

Sincerely,
Gregory W. Detwiler
R.D.2 Box 70
Williamsburg, PA 16693

Dear Herb,

Here it is, finally- my re-vamped, retyped armor placement article. Just received my copy of the heavy mech issue, and it is looking

really good. I really enjoyed the interior art in this issue, my comments to the artists Here's a thought for future issues: one of the reasons I like your 'zine is the new 'Mechs that are included. I think that putting a larger number of new designs in would make the 'zine better. I really enjoyed joy your mag and hope that it keeps growing.

Sincerely,
Geoff Buhl
26039 York
Huntington Woods, MI 48070

To whom it may concern;

I have been involved with BattleTech for one rear and really enjoy it. I also enjoy reading Future Wars because that is how we get most of our new technology. I think I have come up with state of the art system. It is called H.U.M.P. (Holographic Unit Mech Projection). I am hoping that you will read it and try it out. I was hoping that you could publish it, so people will try it for themselves. If you have any ideas on how I could revise it please write me. I have enclosed a self addressed envelope so you can do this. I would also like anything that you think is pretty cool, but have not published. I will send you our new technology. as we develop our ideas.

Sincerely,
Aarron Franklin
531 E. David HWY.
Ionia. MI 48848
Phone: (616)-527-9007

Aarron, we at *Future Wars* would love to be able to send out information that we haven't published yet to those interested, but we don't have the time. We like your ideas, so keep sending them in.

by Herb Barents

Welcome to the first Sensor Sweep, the section dealing with the future of *Future Wars*. This used to be the old Editorial's job.

It looks like Issue #30 will come out July 15th and marks five years, one month of *Future Wars*. That seems like a long time. When #30 comes out that will mean that we will be completely caught up. Thus you will get issues every 6 weeks or so right now until we are caught up. Issue #29 should be June 15th and #30 the 15th of July. Five short years of this 'magazine, but it certainly doesn't seem like it has been that long. It has been a very good time as well, thanks to you, the readers of this magazine.

What is coming up in *Future Wars*? Issue #29 will deal with the large scale things- BattleForce and games like that. We'll be featuring some rules for making larger games smaller. Issue #30 should be on AeroTech as well as Silent Death and other space fighter rules; that is promising to be a really good issue, and one long overdue. Issue #31 might feature new technology, both ways to use published material and items unique to *Future Wars*. Incidentally, Issues #30 and #31 might be switched around, depending on contributions.

Issue #32 will feature new published rules and how they affect play. Issue #33 will have more on the Americal Division, and Issue #34 is scheduled to have more on the Kin, both enjoying a large amount of popularity now. Issue #35 will have things on fortresses, or gun emplacements, and using these defensive monsters offensively. Issue #36 is our campaign issue. It will deal with the Succession Wars and building/running a successful BattleTech/MechWarrior campaign.

As always, I need your input on all aspects of this magazine.

Why not take the time now and write up some articles for us? Depending on what we get in, Issue #37 is very possibly an all 'Mech design issue. Please forward your opinions (and articles, stories and art). We need to hear them, so we can shape the magazine to your needs. That's how we keep growing.

Stay on the lookout for "The Best of Future Wars #1, Articles". We've hit a few snags, but Paul Pelfrey and Steve Barnett have been chugging away at it. All the best articles from the first three years will be in it, as well as older and brand new artwork from a large variety of sources. That means you, the readers, have contributed to our efforts.

SUBMISSION GUIDELINES

Our guidelines are designed to make sure that you get recognition, are easy to interpret and understand, and can easily be incorporated into our magazine.

1) Typed or letter-quality print-outs of submissions are preferred. This is so we can read it more easily, as well as scan it in better.

2) Print your name on every page of your submission, so we can easily give credit to our authors/artists. Sometimes, signatures and initials are illegible.

3) Number each page of your submission, so we can realize quickly if any are lost.

4) Keep a copy of your submission on file, so we can call for a replacement in case of loss.

5) Send it in NOW! We can't wait any longer!

FIGURES IN REVIEW

by Herb Barents and Phil DeLuca

Last year, Ral Partha came out with the Clan Assault 'Mechs (#10-843). This set includes the Daishi (Dire Wolf), Gladiator (Executioner), Masakari (Warhawk), and the Man o' War (Gargoyle), and costs about $22. It is well worth the money.

The Daishi, or Dire Wolf (the Clan's designation for the machine), is the heaviest at 100 tons. It is designed similarly to the Mad Cat (Timber Wolf)- it has bird-like legs, a hunched appearance, and weapon-pod arms. Compared to the Mad Cat miniature, though, the Daishi is huge. The legs are much larger and thicker, the arms are loaded with weapons, there is a shell-like canopy over the cockpit and around the sides of this 'Mech. The arms are in a readied position, and they glue solidly onto the torso. The legs glue between the torso and the feet/base. There is a missile pack on the front/top that glues on, and a weapon under the cockpit. The torso can be twisted to make it off-center and give some action to the 'Mech. The details on the 'Mech are very good, and the Daishi paints up very well. The only problem for painting it are that the arms are very close to the legs, and so that loses some detail and fine work.

The Masakari (Warhawk) uses the same legs and bottom torso as the Daishi, so what I said about those parts on the Daishi works here as well. The Masakari is like the Vulture (Mad Dog), though very much bigger and not any where as finely-lined. The Masakari is an ugly, brutal 'Mech designed for

power, not aesthetics. Ral puts nice detail on it, but it is like a box with weapons. It looks like a locomotive, and less a 'Mech. The Masakari can be positioned better than the others, though. This 'Mech can look like it is walking, running, or standing still. Like the Daishi, the arms are in a "L" shape and that is hard to work with.

We are left with the Man o' War (Gargoyle) and the Gladiator (Executioner). They both use the same legs, and are among the biggest 'Mechs that Ral has ever put out. (In fact, they are as big as the Mauler that I have with the

Americal Division.) The legs of both 'Mechs are in a standing position. The torsos can be put on in various positions as well. Again, the arms are all "L"s. The Man o' War looks like a bald-headed man with strong arms that end in guns, and an interesting face that makes it look really mean. There is good detailing and it is easy to paint either a simple or complex job in all places. Some areas are left very plain, to paint as desired.

The Gladiator has a box-like face with an iron grill to glue on the front and a short smokestack to glue on the back. The face looks

like some of the old-time robots you can see in cheap SF movies from the 50's. It is a very different looking 'Mech. The right arm has two large ER lasers under the right hand and the left is a weapon in itself. The barrels of the lasers go past the hand, so it would have hard time punching. The front looks very flat, and the back juts out (looks like a very skinny person with air tanks on the back). It paints up well and looks pretty good overall. (This is my favorite figure to paint out of the group.)

More recently released, from January to April, are the Light OmniMechs and four Inner Sphere BattleMechs- the Cataphract, Caesar, Guillotine, and Axeman.

The Light OmniMechs (#10-840) retail for $16 American, and consist of the Dasher (Fire Moth), Koshi (Mist Lynx), Uller (Kit Fox), and the Puma (Adder).

The Dasher is the smallest and fastest OmniMech yet. It looks the part. The torso looks like the fuselage of a "plane about to take off", and the legs are standing at parade rest. The arms attach directly to the torso, and are the swept up "reverse bending" type seen in all Dasher artwork. There is a small "cape" protecting the rear, probably to keep the torso assembly from being jammed. This miniature will paint very well, and promises to be one of the most striking miniatures Ral Partha has ever produced. Details are abundant, and the painter who doesn't take advantage of this is a fool.

The Koshi is a different style 'Mech, designed to carry massive punch but little in the way of armor and speed (for a light 'Mech). Like pictures, the torso of the miniature is sort of "pug-nosed", like an Archer with a pushed-in cockpit.

FASA has many products ready for release for their three major sellers. BattleTech, Renegade Legion, and Shadowrun all have several high-quality products ready to be sent to retailers.

In April, the focus is on Renegade Legion and Shadowrun. Joining the release of "Prefect", a planetary invasion game for Renegade Legion (RL), the TOG and RL Cohort Packs hit the shelves. These feature 1/285th scale tanks for use with one side of the TOG-RL war or the other. These are likely to be reviewed in *Future Wars* as they come out.

For Shadowrun (SR), Shadowbeat and ShadowTech are marketed for the SR gamer. Shadowbeat is an "entertainment" sourcebook. It analyzes and tells about the multimedia industry, and gives new archetypes, game systems, and contacts. ShadowTech brings the day-to-day runner up to date with technology. The latest in "personal-enhancement technology" is now available

THE PIPELINE
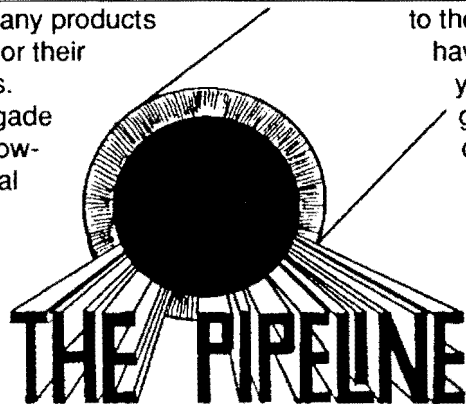
to the gamer. A musthave, apparently, if you don't want to get geeked, chummer.

May has only two planned releases, one for BattleTech and the other for SR. Changeling describes life in the 2050's- as a troll. This is a stand-alone novel, retailing for $4.50 American.

The second release is important for the BattleTech gamer. Because of the Clan War, the Inner Sphere has been forced to update in a hurry. To help players adapt, FASA is releasing the Technical Readout 3055, which will feature 30 new Inner Sphere designs. In addition, readouts for 16 new Clan 'Mechs and twelve Clan AeroSpace Fighters will round out the choices for avid gamers. It will retail for $15 American, and promises to be a hot seller.

In the summer, there's more. You'll have to wait, but a Michael Stackpole novel, new Clan sourcebook, RL supplements, SR novels and more await!

We'd also like to be able to return articles, art, and so on to the creators, but most times we can't (Time constraints). In other words, authors, don't send us your only copies of art and writing.

While raiding local hobby stores, I came across an issue of *Future Wars* #19 . The writing is excellent and the art something normally found only in the big publications and companies. The BattleTech stories and articles are written directly for the player's use, something even FASA seldom does. That one issue impressed me enough to subscribe, as well as wish to present my services to the publication.

Enclosed is a SASE for a copy of the writer's guidelines. Also, you will find a co-signed check (ode to the poor, starving artist) for $10.00 for the first six issues starting with #20.

Sincerely,
James Greeson
756 Amador St.
Chaparral, NM 88021

Dear Mr. Barents,
Enclosed is a check for 19 dollars for a subscription to *Future Wars*. Also enclosed find a few 'Mechs I designed and a couple of RoboTech designs. In issue 22 you did say you were looking for RoboTech stuff, but what? Reviews, new weapons/mecha, or rule modifications?

In your "The Best of 'Mechs and Vehicles of Future Wars" will it contain information on the new weapons and ammo that you have added to the game? Also how much will it cost?

Sincerely,
Lee Rosenberg
2 Highfield Rd
Harrison, NY 10528

Again, Lee, we'd like to be able to send everyone a personal copy of writer's guidelines, and may manage to do so in the future. For now, look for them in this issue and the last one.

Mr. Barents.
I have been interested in writing a *Future Wars* article for quite some time. This is the first and hopefully not last in a series of articles I will be writing. I would appreciate it if you published my article. My address is listed below.

Sincerely.
Chris Milas
7329 Merritt Rd.
Ypsilanti, MI 48197

We try our best to publish everything we get, Chris, but sometimes space and theme don't give us the option at the time we get it.

Dear Mr Barents,
I have enclosed the money for a one year subscription to your great magazine. I have also enclosed an article about a new weapon for BattleTroops. I hope you like it. I will be sending more.

Your magazine is my favorite in the world! I like how I can send in an article and probably get it published, plus you get us something we want for doing so.

Thank you,
Brett Long
7555 108th st.
Middleville MI 49333

Dear Herb,
We Canadian MechWarriors have been greatly enjoying your 'zine up here in these cold northern climes. You've been offering us much that has been missing in our world and we appreciate it, so keep up the good work.

In response to your magazine's request for contributions I have put together a few of our vehicle creations into a format which you may be able to use. All are "Compendium" compatible and play tested designs which are produced by Bork Industries Incorporated of the planet Deifenbaker in the Federated Commonwealth.

Bork Industries also produces BattleMechs and is currently forming a mercenary unit which may see action against the Clans in the near future. I have yet to find an artist who can draw FASA style 'Mechs and vehicles; yet, you could substitute similar existing vehicle art for vehicles listed below.

Truly Yours,
Eric R. Berglund
790 Shadeland Ave.
Burlington, Ont. L7T-2MI
Canada

Dear Herb:
I received my first subscription issue of *Future Wars* today, and it was great. Enclosed are two 'Mech designs, and the survey you asked for in issue #24. If you decide to use either of these, please try to keep them together, as they are designed to complement each other.

Again, thanks for a great issue of Future Wars, and thanks for a great magazine in Future Wars.

Sincerely,
Wes Taylor

REVIEW: A GATHERING EVIL AND EVIL ASCENDING

by Philip J. DeLuca

GDW Games has released two novels for their Dark Conspiracy game. The first, A Gathering Evil, was released last year. The second, Evil Ascending, is more recent. Both retail for $4.95 American, and are written by Michael Stackpole (Warrior Trilogy, Kerensky's Blood Trilogy for BattleTech).

A Gathering Evil opens with the main character not knowing who he is, but realizing that he knows how to use a weapon very well. He quickly sets out to find himself, literally. In the process, he meets people who eventually need him as much as he needs them.

The setting is Phoenix, in the near future. How near is never clear, but near enough so that technology is strange instead of fantastic. Unknown to Tycho (the amnesiac), the world is being assaulted (hiddenly) by powerful evil forces bent on subverting everything to their will and power. Also unknown to Tycho is that he is a piece in the game being played by and against these Dark Lords.

To find out who he is, Tycho allies himself with the mysterious "Coyote", who says he will find out his history in exchange for "paying forward" by doing things for others in trouble.

A Gathering Evil is a tale of corporate and interdimensional intrigue, and is written well. It is worth the money, and provides gamemasters of Dark Conspiracy with a feel for how the game is meant to be run.

Evil Ascending continues in this tradition. Stackpole continues the tale of Tycho Caine, as he explores his empathic abilities and his new place in the world. Sinclair MacNeal, one of Tycho's agents, must find the compound that trained Tycho. Rajani, a young extraterrestrial that escaped domination by the Dark Lords, is out to warn Tycho that he is in terrible danger from a Dark Lord.

The story unwinds as Sinclair is hired by Japanese Emperor Akihito to find his grandson, Ryuhito. He is in danger of being subverted by a cult leader, and if that happens, then his mind and body will fall into the hands of people without the world's survival in heart. Rajani and the rest of Tycho's agents arrive in Japan to collect Sinclair, and the fun begins in earnest.

Although I am typically not a fan of the horror genre, Stackpole has constructed a well-told story with enough suspense in it to keep the reader on the edge of his or her seat. There were times during Evil Ascending when I actually got up and checked on the noise I heard on my stairs, or turned an extra light on in the other room. These novels have inspired me to get to know and review the Dark Conspiracy game (see this issue).

This novel differs from the first in that it features more of a look at the supernatural and psychic. Massive usage of weapons is still there, but the stress is placed on personal psychic development. Like A Gathering Evil shows the world in general, Evil Ascending offers the gamemaster of Dark Conspiracy a view of how to run psychic abilities and encounters.

Overall, these are good books. They are quite a change from what readers are used to in Stackpole writing, but written superbly. Evil Ascending is the better novel, but A Gathering Evil is necessary for the reader to know the characters involved. They are recommended reading.

by Pat Hwang

The BattleTech record sheets are photocopyable armor diagrams of 'Mechs. Each volume comes in a soft-cover magazine-size format with holes punched through the spine so you can put them in a three-ring binder for safe keeping.

The record sheets contain 'Mechs of both the Inner Sphere and the Clans. The 'Mechs given mostly have advanced technology, so you won't find any 'Mechs of the 3025 era. You also won't find any of the sheets from the Reinforcements packages. Given are variants of each type of 'Mech, so BattleTech players and GMs have a choice between production versions of the same 'Mech. Suppose you want to game with an Archer. Diagrammed here are seven variants of the Archer, each with different capabilities. This keeps your opponents/players from knowing exactly what your 'Mech can do.

If your opponent also uses the record sheets, it becomes even more exciting. Imagine yourself and your foe facing each other in known 'Mechs but with unknown weapons. The edges you may have over your opponent no longer includes knowing their weapons. These aspects of the game take on a more important role than ever before. You can no longer count on sheer firepower or speed to survive. This is what BattleTech should be about: the element of surprise and the unknown.

Of course, not all 'Mechs in the record sheets have a lot of variants. Some 'Mechs, like Star League era or specialty 'Mechs are originals; they don't have variants unless you wish to redesign them.

Other 'Mechs in the record sheets only have two or three variants, like the Orion and the Catapult.

So are the record sheets useful? The answer is a definite yes. I have pointed out above about the usefulness of the unknown as a variable when gaming; another factor that should be considered is that the record sheets help players and GMs to save time from filling out empty armor diagrams. As all of you know, it can take up to twenty minutes or more to fill in those diagrams. OK, sure, you may be able to fill it in under ten minutes, but is it neat? When gaming, a messy armor diagram takes more of your valuable time than a neat one does. Why spend precious minutes deciphering your own handwriting (or someone else's), when you could be rolling dice or figuring out your plan of attack?

Gaming with large units would definitely need neat armor diagrams to ensure the smooth progress of the game. Just imagine: you're trying to figure out what you or your

friend has scribbled down, and can't make heads or tails of it. You waste ten minutes completing one round for one 'Mech. What about the other 100+ 'Mechs? As you can see, a messy armor diagram can slow the game right down, taking perhaps hours just to finish two or three turns. Besides, filling in blank armor diagrams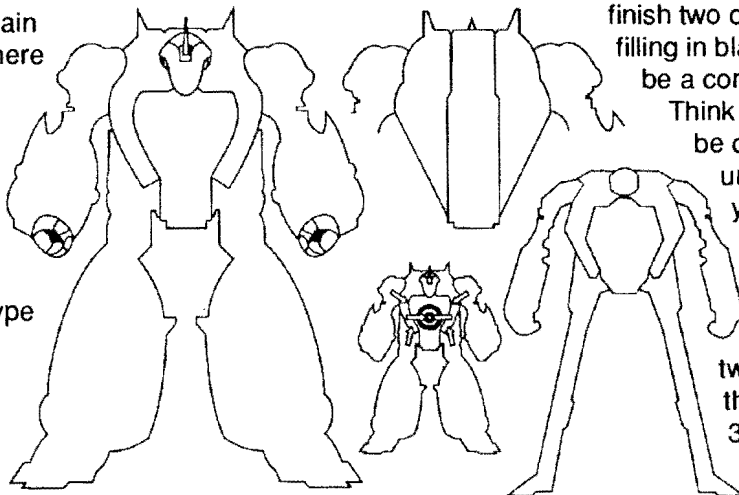 can be a complete waste of time. Think of the things you could be doing besides filling in unwanted circles until your eyes go red. That's the best reason for the sheets.

The only difference I can see between Volume 3 and 4 is the page count. Volume 3 has 80 pages, while Volume 4 has only 56 pages. This is because there are slightly more heavy 'Mechs than assault 'Mechs.

Quality-wise, FASA has produced good gaming products that are useful. The print is very clear and fine. There are no dark smudges that obscure print, so photocopies of these record sheets will be good. Treated with care, these record sheets will last years.

I do have a few gripes about the record sheets. First, the record sheets are not numbered. With all the different variants, it would be nice to know exactly where it is in the book. Of course, both volumes have a table of contents with the 'Mechs listed in alphabetical order, but when you are in a hurry, you don't want to spend time flipping pages looking for what you want. To have the page number at the bottom (or the top) of the record sheet is only a small layout problem. I prefer to have ease of use instead of good aesthetics.

by Philip J. DeLuca

Wolf Pack is a new novel by Robert N. Charrette, published by ROC Books, for the BattleTech universe. It takes place after the Clan War, and focuses on Wolf's Dragoons. It retails for $4.95 American.

As the cover blurb says, Wolf's Dragoons must face their most dangerous enemy ever-themselves. Without giving too much away, I'll review it.

Wolf's Dragoons has gone through many changes in order to combat the Clans. After Misery, a large number of Dragoons were left dead or unable to continue fighting. The Federated Suns, as a reward to the Dragoons, gave them the planet Outreach, which had a large number of defunct repair and building facilities and was the site of the Martial Olympics during the Star League. The Dragoons, fully aware of this, renovated the 'Mech facilities and began producing OmniMechs, kept secret from the rest of the Inner Sphere.

In addition, they used Outreach as a training ground for Inner Sphere warriors they invited in. Although these warriors were not Dragoons, they were trained to come on par with the Dragoons, who themselves are on a par with the Clans.

To fill in the ranks of the Dragoons, Jaime Wolf commissioned the former Science Caste members to construct and begin using iron wombs, to produce sibkos of superior warriors. This created a rift between the freeborn Dragoons and the trueborn Dragoons. The trueborn, in contrast to the Clan tradition, were the ones who were discriminated against.

Brian Cameron, the winner of the Honorname Cameron in his sibko, narrates the story from personal and eyewitness accounts.

He is immediately assigned to Jaime Wolf's staff as a communication officer, and given a Vulture OmniMech.

Robert Charette then spins a tale of discontent and struggle against Dragoon culture as seen from Brian's eyes. An *abtakha* (captured in battle) Nova Cat Warrior stirs the discontent, and eventually welds the opposition into a force strong enough to challenge Jaime Wolf's supremacy.

The turning point comes during a mission to retrieve all the advanced technology ('Mechs, fighters, warships, dropships) the Dragoons left orbiting a distant periphery star. These are items that, though considered obsolescent by the Clans, are advanced beyond anything the Inner Sphere has. During the mission, key members of the Dragoon hierarchy are either eliminated or subverted to the "rebellion". The rest cannot be explained, as it would ruin the book for those who haven't read it.

The story is told masterfully, and with such care for the characters that it can leave the reader breathless at times. As a sort of "sequel" to Charette's other Dragoons work, Wolves on the Border, older characters make appearances as memories and important characters. Michi Noketsunga, Dechan Fraser, and Jeanette Rand are all present, and the memory of Minobu Tetsuhara hangs heavy over all of the Dragoons.

Because of events in the book, the Dragoons and the Inner Sphere will never be the same again. It is refreshing to see that FASA plans on continuing the evolution of the game universe between major developments (such as the Clan War and the next large revision). Wolf Pack is highly recommended reading for the BattleTech fan.

Also, the record sheets in Volume 3 are not all listed in alphabetical order. The table of contents is correct, but the sheets aren't. It occurs at the beginning of the book, and it is okay afterwards. There was no such problem in Volume 4. It seems to me that simple proofing would have shown the error. It's not a grave mistake, mind you, but I expected FASA to uphold their fine tradition of well-edited publications. I think FASA must have rushed doing Volume 3 to keep up with the deadline, and in so doing slipped up.

In addition, Volume 4 illustrates the problem with rush editing. Somehow or other, FASA managed to put 70-ton versions of the Stalker in Volume 4. I don't know if these are errors, or variants of the Stalker. This, and some other minor errors regarding total tonnage of some 'Mech's records, and differences between the weapons listed and those in the critical tables lend a bit of confusion and uncertainty as to the accuracy of all the sheets.

Both Volume 3 and 4 have combat values at the end of the record sheets. These are for use with MechForce. Both also have a BattleTech Damage Worksheet. It gives the break down of all the parts in your BattleMech, assigning damage values (in MechForce points) to the specific component. You can then figure out the total amount of damage done to your 'Mech or to your opponent, and score each other in MechForce terms.

Despite the small nuisances in the record sheets, it is generally well put together. You will get many hours of use out of these record sheets, and they are worth every cent you pay for them.

by Philip J. DeLuca

By now, you've seen the BattleTech sourcebook, Objective Raids, on the shelf of your local gaming supply center. Here's what you can expect if you decide to buy it.

For $15.00, Objective Raids provides a look at the state of affairs in the Inner Sphere "today", in 3054. Focused on the constant raiding that is occurring between the Houses and Clans, it gives a brief overview of the tactics and goals of the most common raids across the lines and how the Clans, pirates, and Inner Sphere realms conduct them. The largest part of the book details the militaries and most important manufacturing planets of all powers in the game, from tiny Periphery alliance to the mighty Wolf Clan.

The first section, "Situation Briefing", is a one page description of the state of military affairs among the Inner Sphere realms. It lists the mercenary units that have switched allegiances since the Clan War, and why. Mostly out of fear of the Clans, some mercenary units have moved away from the Federated Commonwealth and to either piracy or another state (the Capellan Confederation of the Taurian Concordat, for example).

This section is very informative, and helps to illustrate the loss of morale the militaries of the Inner Sphere have had. The wholesale desertion of mercenary units, and the abandonment of the mercenary lifestyle for some units, shows just how terrible the Clan War is.

"Conducting Raids" shows the standard approach to raiding that the Inner Sphere uses, as well as the Clan "Art of War". Tactics are discussed, but only in general (and limited) terms. It highlights the most important decisions to be made

during a raid, and the biggest risks.

This is the only deficiency the sourcebook has; it could have more discussion on the objectives of the most common types of raids, and tactics (rather than strategies) used during them. Defining pirate points seems a bit redundant, considering the volume of material that covers them before this release. In all, this should be the most important part of Objective Raids, and yet it receives very little attention.

Showing players the current (as of 3054) deployment of forces in the Inner Sphere, including Clan troops, "Frontline Forces" describes them with name and strength. Listed from the most formidable military to the least, every 'Mech unit for the Federated Commonwealth to the independent Periphery states is included.

This section is excellent, and fully updates the deployment found in the 20 Year Update. It contains a concise briefing on the overall readiness of each state, and follows the standard Name/Loyalty/Homeworld pattern, with the COs underneath their unit. Each unit that has been mauled in the recent fighting is shown, and their current strength is next to their name. Units that are subdivided are also clearly marked.

What FASA intended to be the "meat" of the book, and the largest section, is "Industries". This section locates the important (military) factories and hardware produced on-site. For ease of picking a target, defending units are separated into on-site and on-planet, and units within one jump radius are included for extended defenses. A short description of the factory's production levels and/or history is helpful in showing relative importance.

As they intended, this is the most useful section for conducting

raids. MechWarrior campaign objectives can be created, giving small player units something to do. Clan-based and Inner Sphere-based missions can be tailored to the gamemaster's desires. If a GM wants a Clan Wolf Star to perform a raid against a rival's 'Mech production facilities, they can attack into Clans Ghost Bear, Steel Viper, or Jade Falcon occupation zones, or into what remains of the Free Rasalhague republic.

The most interesting facet of the Clan occupation zones is that the factories captured are being retooled and used. Currently, their old products are listed, but Clan products are bound to start getting made at the Inner Sphere sites.

An enterprising reader can comb through the "Industries" section and piece together all the modifications being made to existing AeroSpace fighters and vehicles. Each factory handily points out what the components are going to be used for. Vehicles have been upgraded, and the occasional AeroSpace fighter is explained, but all of the modifications to these can be traced.

Two sample factory floor plans are provided in the back, as well as a product index for ease of reference. The factory complexes are of "typical" modern 'Mech producers (the General Motors/Blackwell Marauder II plant on New Valencia) and standard component producers (the Lushann Industrials plant in the Outworlds Alliance). FASA describes the general defenses and garrisons used, and they give the impression that attacking a major plant is foolhardy.

Overall, Objective Raids is a useful book, and well worth the money. It has its deficiencies, but makes up for it with many strengths.

VIOLATED SANCTUARY

by Gregory W. Detwiler

September 9, 3049:

The freighter Arias sat on the barren plain, its black-and-gray mottled paint job making it stand out against the orange soil. Unlike almost every other part of Elissa, this strip of land was poisonous to plants, due to a concentration of some substance introduced by a meteor who knew how many years ago. What was bad for plants was good for the freighter crew, though; this was about the only clear landing spot on the planet which was far away from any human habitations. In sharp contrast to

many of Elissa's other visitors, this crew desired that their presence be unknown, at least for the moment.

Captain Thomas Riley, late of the Oberon Confederation, glanced about him in satisfaction. No one around; he could start planning the construction of his own little empire. Behind him was the unmanned hulk of his ShadowHawk; once it was determined that no one was around, he had dismounted in order to "breathe". The other three bandit 'Mechs with him, two Phoenix Hawks and a lone Clint, were still disembarking from the grounded freighter. The only 'Mechs on Elissa, or in the entire Elysian Fields for that matter, they were all he needed for a campaign of

conquest.

He stroked his yellow beard with one hand, in a motion which demonstrated that he was a very happy man. Old Hendrik Grimm would never know what was going on here until it was too late.

Grimm's pirate forces had been raiding Kurita and Rasalhague space often enough to provoke a powerful punitive expedition, and apparently that had happened. Or perhaps the forces of the Greater Valkyrate, led by Grimm's former underling Redjack Ryan, were launching their long threatened attack on their old employer. The attack had been a large one, with over a dozen JumpShips reported by the time his lance had deserted. If this was a pirate vs pirate fight, the operation must be taking up all the resources of the Greater Valkyrate.

Not that it mattered; he didn't care who the attackers were, as long as they provided him with the opportunity he'd dreamed of.

The Elysian Fields were a small cluster of three planets, which were still mostly in a state of pristine wilderness. The locals preferred it that way, and were quite content to have Hendrik Grimm as an overlord so long as it insured they would be largely left alone. But now things were going to change.

Riley had often dreamed of having his own little empire; merely ruling one planet made one far greater than the bulk of the emperors of Terran history. And here were three. With the nominal overlord currently fighting for his life, no one would notice or care if he claimed the Elysian Fields for himself, with the possible exception of the inhabitants, whose lack of military hardware made their objections irrelevant. The Fields had been insulated from the rest of the universe for far too long, being involved in none of the wars before, during, or after the Star League era. The people might be tough frontiersmen, but in matters of warfare, they would prove to be babes in the wilderness. When the unknown attackers had hit the Confederation, he had gathered his lancemates, all of whom had similar ambitions, and his personal 'Techs, commandeered a freighter, and blasted off. Concentrating on the Confederation defences, the attackers paid no attention to a lone ship flying away from the battle. Grimm's chances of survival were iffy at best; it was better by far to be the invader than the invaded.

"Hey, Tom!" It was Bob Anderson's voice, on loudspeakers from his Phoenix Hawk. "We've got a transmission from the Arias. Looks like we've got company coming!"

Riley swore, then sprinted back to his ShadowHawk, painted in the same pine green shade as the lance's other 'Mechs. He switched on the radio even before he got his neurohelmet in place.

"Who is it? How strong are they?"

"One DropShip, coming in low," was the reply. "It looks like they're looking for us, or at least for

something."

"And no time for the Arias to take off; just bloody malfing great!" Even now, Riley could see the approaching DropShip as a dot in the blue sky of Elissa, rapidly growing in size. Seeing that his lancemates needed no orders to take cover in the surrounding forest, he promptly followed their example. Dimello on board the Arias would just have to take care of himself and the ship as best he could. Hopefully, not even a fellow Periphery pirate would blow away a grounded and unarmed freighter; ships were just too scarce to waste like that. He beamed a broadcast to Captain Dimello. "Try to raise those guys and see what they want, and patch me through if they want to talk."

"I was just about to do that,' Dimello replied. "They've already called me. Stand by for transmission."

"Captain Riley, I believe," the voice had a thick accent that Riley was unable to place, "this is Star Commander Belisarius Croft of the Ghost Bears. We have come to claim this planet for our own, along with the rest of the Elysian Fields. What forces, if any, defend this planet?"

"'What forces'-? Who the hell are you guys anyway? I never heard of a bandit group called the Ghost Bears."

"We are no stravag bandits," Croft's voice thundered out in sudden interruption. "We are Warriors of Clan Ghost Bear." The tone in his voice indicated that he thought that explained everything.

"I still don't get it...oh, hell! Let's just get this over with. Take us if you think you can."

"How powerful are your

forces," Croft queried again.

"If you think I'm going to tell you that, you're even crazier than I'm giving you credit for right now," Riley said, "and that's saying a lot." He was rewarded by a sort of sputtering on the other end, then Belisarius Croft pulled himself together with an obvious effort. When he spoke again, there was confidence in his voice.

"We have been scanning you all this time. Your heat signatures indicate only four BattleMechs, and the small size of your ship confirms this. In addition, the amount of heat given off indicates that all your 'Mechs are medium models. Since they are standing still, we can even determine the obsolete models you are using: a ShadowHawk, a Clint, and two Phoenix Hawks."

"While you're at it, why don't you tell us what our names are?"

"If you persist in resisting us, your names will be meaningless to everyone, including yourselves," was the reply. "The dead are addressed by no one, quiaff?"

Riley did not reply, and there was silence for a long minute before the Star Commander spoke again. "You have poor manners, Captain Riley. Given the small size and obsolete designs of your 'Mechs, I will take you alone." Even as he spoke, the unfamiliar-looking DropShip came closer to Elissa's surface. "I will be joining you as soon as I strap into my 'Mech."

"You're coming alone, and in one 'Mech?" Riley forced a harsh laugh. "You're the one whose name isn't going to mean anything after this battle's over, buddy."

"That remains to be seen, quiaff?"

The enemy DropShip hovered only a few dozen yards above the ground, and an equal distance away from the Arias. Tom Riley brought his lance out into the open

once the Ghost Bears had made it plain that no aerial firepower would be used. In the few minutes it took Croft to get ready, Riley wondered who the hell these guys were. Bandits who'd stumbled across a Star League era research station? Their advanced sensors would seem to confirm this, but a tiny doubt nagged insistently at the edges of his mind.

"There he is," Ed Jefferson radioed from his Clint. "It's show time!"

A hulking shape appeared in the 'Mech bay doors of the DropShip: a thing so large that it practically screamed the dread words "assault 'Mech"! Riley and his lancemates waited for the DropShip to land, but even as they watched, the 'Mech sprang out and away from the craft, gently touching down on streams of fire.

"That thing's got jump jets!" Jefferson half-shouted, half-gasped. Along with his lancemates, he stared closely at the unfamiliar war machine. "It's not a Victor; I can tell that much, and my computer can't seem to make up its mechanical mind. What the hell is that thing?"

"Look for the manufacturer's seal after we kill it," Peggy Mahad suggested from the cockpit of her Phoenix Hawk.

"Easier said than done, I think," and at a mechanical motion from Riley's Shadow Hawk, the four 'Mechs began to spread out, seeking to surround their prey. As they did so, Croft's 'Mech, an Executioner (soon to be known in the Inner Sphere as the Gladiator), raised its left arm, which seemed to end in an autocannon barrel of some sort. Massive thing, too; Riley stared at it closely. He saw no smoke, no flame, and no stream of ejected shells, but suddenly there was a sudden impact and a yell of surprise from Jefferson. Riley

turned swiftly, in time to see the Clint's left arm barely hanging by a thin tangle of wires. Even as he watched, the few remaining metallic strands gave way, and the arm fell to the earth with a hollow clang.

"Christ, that bastard shot off my arm with one round," screamed Jefferson, even as he crouched and brought up his autocannon to return fire. The streams of depleted-uranium shells only nicked the huge 'Mech, which had hit its jump jets right before he fired. It flew over the heads of Riley and his lancemates, landed to their rear, and swept heavy laser fire over Anderson's Phoenix Hawk even as he spun about to face it. The two heavy laser hits disoriented Anderson, causing his return fire to go astray. Tom and Peggy both scored hits with their lasers, and Ed managed to hit with one of the two medium laser bursts he fired. The Executioner stood up to their blows, showing little more damage than a spoiling of the flat gray paint job. Then it fired its twin large lasers and the odd cannon in quick succession, all three shots smashing into the chest of Bob's Phoenix Hawk. The medium 'Mech actually staggered back from the assault, nearly falling over, and Bob's frantic voice came over the line, announcing the loss of three of his heat sinks.

Tom and Ed chipped away at the colossus with their auto-cannons, to be rewarded by the sight of surprisingly small pieces of armor flying away from that huge torso. Several of their lasers, and Peg's large laser, also struck home, but the giant seemed to weather their assault with ease. Croft fired all three of his heavy weapons again, aiming right into the center of the rapidly-growing cloud of smoke that surrounded Bob's Phoenix Hawk. Flames burst out in half a dozen places at once, with one more

flame coming out the top as Bob ejected to safety, right before his ruined 'Mech crashed to earth.

"Get back to the Arias if you can," Tom shouted, even as he led his remaining 'Mechs in a charge against the Executioner. Croft let them come close, then jumped again. It was only a short distance, bringing him down right beside Peg's Phoenix Hawk. His 'Mech's left leg lashed out in a Death From Above attack as he came down, shattering the Hawk's cockpit like glass. So sudden was the attack, that Peggy had not even had time to scream before she died.

Both men's screams of "Peg!" were drowned out by the roar of their autocannons, each aiming for the head and upper torso of the OmniMech. The head was not struck, but enough armor chips flew around it to convince Croft that a temporary retreat was in order. Hitting his jets again, he landed near the edge of the clearing, opposite from the bandits, and vanished into the woods.

For a moment, there was silence, as the two MechWarriors remaining stood with smoking autocannons, absorbing the shock of their various surprises. They saw the head assembly of Bob's 'Mech land right beside the Arias; saw, too, the frantic speed with which he fled for the dubious safety of the freighter. The huge cloud of smoke that hung pall-like over his destroyed 'Mech was in sharp contrast to the thin streamer rising above where the head assembly on Peg's Phoenix Hawk had been crushed. She was dead, now, but to look at the smoke, one would almost think that hardly anything had happened.

Tom let out a deep breath. "I don't believe any of this," he said in a voice that was little more than a hoarse whisper. "I was looking straight at that guy's autocannon

when he fired at you, Ed, and I didn't see any smoke or flame or ejected shells or nothing. Come to think of it, I didn't hear anything either."

"Yeah; a silent, smokeless, flashless autocannon," Ed's voice was bitter. "Hell of a thing to have pointing at you when you're chasing its owner through the woods."

Tom winced as he thought of what lay before the two of them. But there was nothing for it; both magscan and infrared indicated that Croft was waiting for them near the edge of the woods. If they tried to flee for the Arias-as if the Ghost Bear DropShip wouldn't blow it out of the sky as soon as it took off-they would both be shot in the back before they could embark. They had to enter the woods themselves and hunt him down.

"What are you waiting for, Captain Riley?" Oddly, there seemed no hint of mockery in Croft's voice. "It is a lovely day for an outing in the woods, quiaff?"

"You take the right side, I'll take the left," Tom tight-beamed to Ed. The Clint moved into the forest on Croft's left, a thin wisp of smoke still rising from where its left arm had been. Tom's still undamaged ShadowHawk moved in from his right. Judging from the infrared readings, the Executioner seemed to be turning on him, so that Ed's sudden warning was unnecessary. But that assault 'Mech moved so fast! It broke through the intervening trees with terrifying swiftness for a machine of its size, seeming to loom up before him instantaneously. The Executioner's right arm went up, bearing two heavy lasers with it, and the ShadowHawk seemed awash with crimson light.

Dazed, Tom slammed his fingers on both the medium laser

and SRM firing buttons, backing the volley up with a point-blank autocannon blast. Again he saw some armor spall off, but not nearly as much as there should have been. Warning sensors shrilled in his ears of imminent heat shut-down, and he saw that the double laser blast had knocked out several heat sinks.

The roar of another autocannon sounded at the Executioner's back, as Ed forced his Clint through the thick woods. Incredibly, the giant did not even seem to notice it at first, swinging its left arm in a crushing blow that shattered the ShadowHawk's own autocannon. A second blow actually forced the Hawk to its knees, again to the accompaniment of the Clint's autocannon hammering away, a steady stream of depleted-uranium shells chewing into its back.

The Executioner finally turned, permitting Tom a glimpse of the Clint's medium lasers flashing before the bigger machine had swiveled completely around. Now he saw the wounds that gaped in the Ghost Bear 'Mech's back: serious enough, but not nearly as bad as a point-blank autocannon and laser barrage should have inflicted on it. The enemy 'Mech's own cannon-like left arm dropped down, seeming to Tom's dazed vision to rip off the Clint's right leg with a slight caress. Then he remembered its invisible operation, and knew that the Clint's leg, like its left arm, had been blown away with a point-blank shot.

Ed swung the autocannon that made up the Clint's right arm, club-like, even as he went down. This time, the Executioner was not so agile, the blow connecting with its left leg. Those volleys it took in the back must have done for the jump jets, at least. Even as he thought this, Tom brought his ShadowHawk

to its feet again and lunged at the back of Croft's 'Mech in a single fluid motion. The OmniMech had just stomped the Clint's other arm into uselessness when the medium 'Mech hit it with an impact that actually rocked the larger machine. Croft recovered immediately, whirling about and giving the Hawk the back of its right hand. Although the smaller 'Mech's cockpit was not crushed, the canopy was shattered, while the force of the blow shot streaks of fire through Tom Riley's dazed vision. Another blow, this time to the other side of the cockpit, and the fiery stars disappeared into blackness.

The sick bay Tom awoke in was definitely not the Arias' tiny cubicle. The sheer size of it told him that he was on a DropShip. He heaved himself up on his elbows, somewhat unsteadily, and felt two pairs of hands assisting him to his feet. Ed and Bob had been standing next to his bed, both sporting a few bandages, but nothing more serious. Dimello he did not see, and his companions told him that he was still with the freighter, which had been promptly commandeered into the invasion fleet.

A powerfully-built man in his late thirties or early forties strode into the room, his thick red beard half-covering his chest. Some instinct in Tom's brain reacted to the assurance and command in his expression. "Star Commander Belisarius Croft, I presume?"

"That is correct, Captain Riley. I thought I would come down here and see how my new bondsmen were getting on."

"Bondsmen?" Tom began in a dazed tone, then cut himself off as he saw the plastic bracelet encir-cling his wrist. He turned and saw that both Ed and Bob were sporting similar ornaments. *We've been*

tagged, he thought to himself, remembering how biologists visiting the Elysian Fields did similar things to the wild beasts they studied there.

"Aff, Captain Riley. I defeated you in battle, so you are my bonds-man now." From his manner and the tone of his voice, it was obvious that there could be no arguing with that. "If you have recovered suffi-ciently to walk, it is time you came down to the holding pen to join your fellow bondsmen."

There were several dozen other men there-the women were held in separate quarters, they learned later-in the holding pen, hunters for the most part, exchang-ing horror stories of massive infantrymen clad in bullet- and laser-proof armor. One rangy hunter seemed particularly dazed, murmur-ing "Why? Why is this happening? Our worlds are peaceful; why were we attacked?"

A grim smile suddenly ap-peared on Tom's face. Turning to his new master, he twisted his face into a "May I?" expression. Croft nodded. Introducing himself to the shocked hunter, he said "I'm going to tell you now what I planned to tell you when I came to Elissa, though the circumstances are a bit different from what I'd planned on. These worlds have been cut off from the rest of the inhabited universe long enough. You've just been invaded and conquered, and it's high time that it happened."
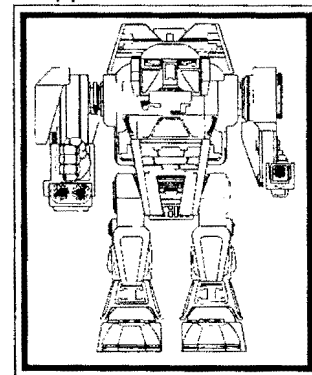
Without people, BattleMechs, vehicles, AeroSpace Fighters, DropShips, JumpShips, and Warships would be nothing more than the ores their components were made from. This section deals with Humans, the only sentient life in the BattleTech game. Inside, you'll find articles on MechWarriors, Infantry, BattleTroops, and Infantry support weapons, and more. Turn ahead.

ROLES OF THE BATTLETROOPER
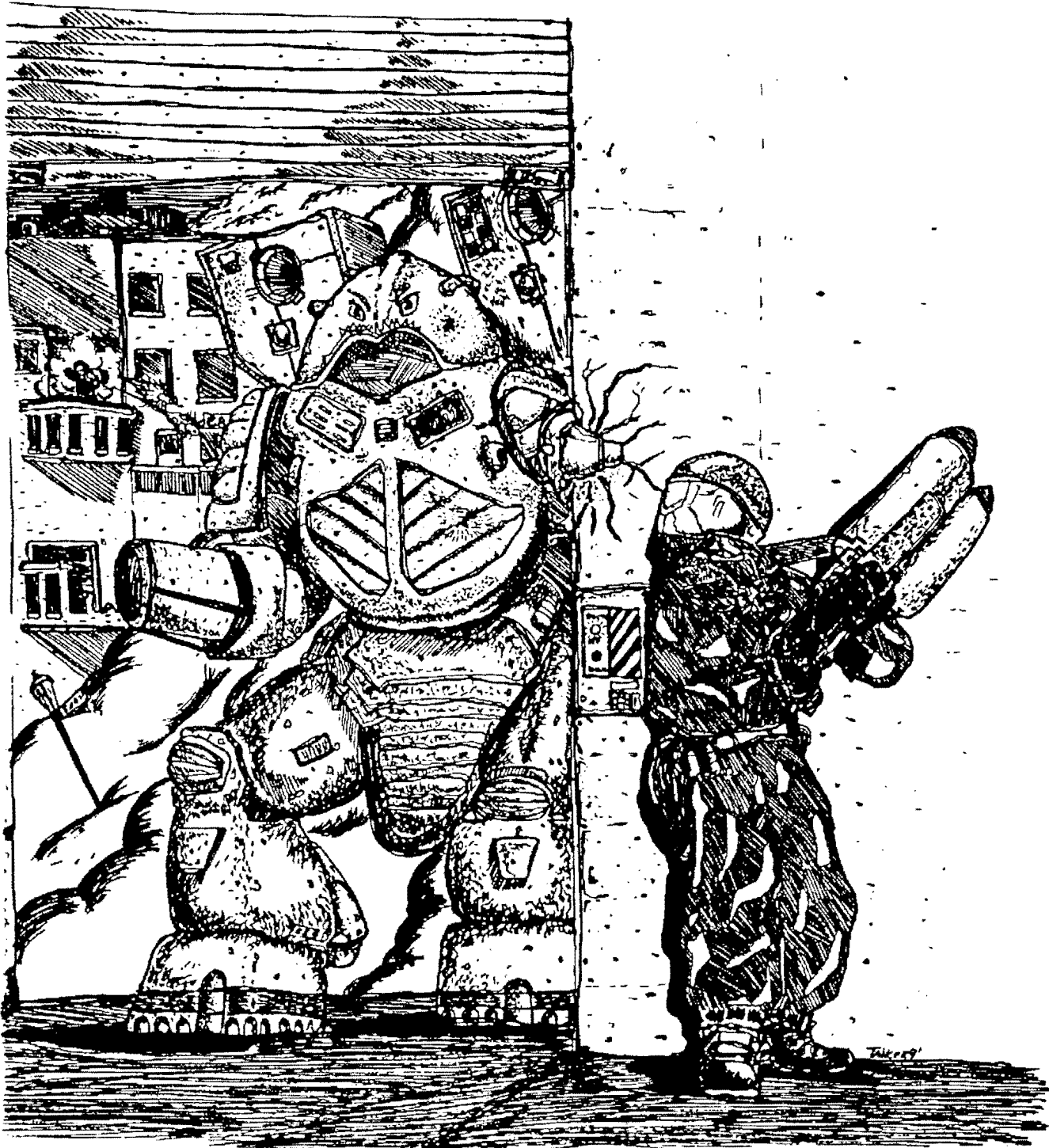
by Larry Haberkern

The following is reproduced from the graduate thesis of Precentor Ksenia Konovnitsyn, then a cadet at the Kiev Combined Arms Shock Academy. Konovnitsyn branched infantry, and eventually rose to her high level of command in the ComGuards due to innovative antimech tactics. While commanding the "Freedom of Thought IV", Clan Jade Falcon warships captured a ComStar Explorer Corps team near the Periphery. Responding with three newly produced *Aegis* Class heavy cruisers (built from technical readouts, drydocked examples, and from records kept in the Archives on Terra), Precentor Konovnitsyn engaged and destroyed the Jade Falcon warship and three jumpships, forced the withdrawal of two others, and captured three stranded Provisional Garrison Clusters, plus supporting dropships.

Cashiered for disobeying conventions of war against engaging jumpships, she responded "In my view, political considerations were subordinate to my military duty of defending ComStar interests."

This is her treatise.

It has been thought that, with the developement of the 'Mech, infantry was obsolete. Wars would be decided by swift, powerful, high tech BattleMechs. Recon and security functions would be provided by armored and mechanized forces. Infantry would be relegated to policing occupied civilian urban area.

This may be the norm on peaceful planets capable of supporting high tech forces. However, experience has shown differently on the embattled worlds of the Inner Sphere. Planets lacking heavy industry cannot provide the parts necessary to maintain high tech equipment.

Planets with a minimal transportation infrastructure cannot deliver the necessary supplies, or forces, to the battle area. Forces travel light years through space in seconds, yet once on planet, take days to travel miles. Even "high tech" planets, in a prolonged state of war, deteriorate to this. High tech equipment is cannibalized, unit readiness decreases, and logistics become paramount. As a general observed in the 21st Century, "Amateurs talk tactics, professionals talk logistics. If we can supply our armies with fuel and ammunition, while preventing the West from doing so, we will take Europe."

References to ancient and obscure geopolitical entities aside, this is the war of logistics. Supply dropships are primary military targets for aerospace fighters. Prevent the enemy from providing high tech replacement parts, while protecting your own, and you will win a protracted ground campaign. Taken to its logical conclusion, this will lead to attacking dropships mounted on the jumpship exterior, and then to attacking jumpships themselves. Warfare is about to enter a new dimension, and the State with the most jumpship capability will be the most powerful.

Once on planet, however, the technological military enters a stalemate, broken usually by attrition. Cheap and accurate battlefield weapons sweep the sky of enemy aircraft. Larger weapons, likewise, sweep the upper atmosphere and near space. Many electronic, high technology devices become junk, as engineered viruses compromise the computer networks of a planet.

At the start of a campaign, 'Mechs, tanks, and other high tech materiel rule. As the battle becomes protracted, severe damage cannot be repaired, and high tech equipment becomes less useful. Then it

falls to the infantry, carrying machine guns, mortars, and rockets, to finish the carnage.

In the earliest phase of the conflict, planetary invasion, infantry prepare the way by spreading confusion within the enemy ranks. Because of their nature, infantry must attack an objective which is weakly defended, and which the enemy is compelled to rescue. The enemy should be lured from strongly defended positions through the illusion of advantage. By retreating before that enemy, infantry can compel pursuit. Then, by skillfully disengaging, or through the use of a hidden reserve, the weakened objective can be occupied, and the stronger enemy can be attacked by reinforcements in the open.

These objectives are obvious choices, given the current technological level of the Successor States. Command, control, communication, energy, food, and water distribution points, both military and civilian, are viable targets. Airfields, space ports, bridges, banks, government, and defense industry facilities are also prime targets.

Politically, the enemy is compelled to rescue each of these. They cannot allow airtime to a prepared videotape of their leadership capitulating. They cannot allow access to banking, government, or defense industry computer data bases. They cannot allow access to military computer communications.

Infantry are the best at acquiring these objectives with minimal collateral damage to the target. All require a strong enemy response, diverting forces from other areas, creating further opportunities on the main battlefield itself. Failure to do so may lead to civil unrest. Then, the defense must commit resources to restore order, or risk the population turning on the political leadership.

The most efficient method to

deploy onto these objectives is from space, via platoon size dropships. The enemy must identify the threat, alert targets, direct interceptors, fight through escorts, all within minutes of detecting the launch. If the enemy is unaware of this threat force, response time becomes even more critical.

Dropship exposure is minimized by decreasing ground time. After dustoff, the infantry must secure the objective. This includes digging in, laying wire and mines, establishing fields of fire for portable laser cannon, and any other tactical considerations necessary to repel a counterattack. Heavier equipment may now be brought in.

The enemy faces many decisions. Is this a feint, or a main attack? How many attackers are there? What force composition can take the objective, but not destroy

FILE A REPORT!

Tell us what you like! Send your comments, suggestions, or questions for our "Incoming Transmissions" department.

Better yet, send in your articles and artwork for inclusion in the magazine! Use this chance to have the best part of your gaming sessions spread across the United States and beyond! Send them to:
Future Wars
c/o Herb Barents
17187 Wildemere
Detroit, MI 48221.

it? How to organize and direct forces toward the objective? Already, the initiative in battle has shifted. The planetary defender must leave prepared positions and react. Infantry have created a fluid battle. The defender's plan has not survived contact. The resulting confusion creates opportunities to capitalize on.

This is but one use of infantry in a high tech combat environment. There are others, as infinite as the possibilities.

On the battlefield infantry need be especially skillful. They must use concealment to survive, and become the lowliest of the low. They must not challenge the enemy until they have the advantage. They must create the illusion that the advantage lies with the enemy at all times. Only then can the enemy be lured onto the infantry position, surrendering the advantages of mobility and ranged firepower.

To increase mobility, infantry requires carriers. These carriers must be able to provide fire support, armor protection, and be able to go where infantry operate best. As infantry operate best in high density places of concealment, fast moving carriers, such as VTOLs, and hovercraft, cannot be utilized. These must either withdraw, or risk exposing the infantry position.

Tracked vehicles, though slower, can enter these areas. Lightweight tracked vehicles can be equipped with flotation devices, to reduce the effect of water barriers. Only the reserves need to move fast, to exploit weak areas, not to be used in the assault. If friendly forces hold inner space, the best manner of deploying reserves is by dropship. Thus, front line troops should use tracked carriers, reserves should use dropships, VTOLs or hovercraft.

The carriers should have sufficient long range weaponry to

discourage the practice of standing off and chewing up infantry positions. This can be supplemented through dedicated long tom artillery. They must also provide ECM to conceal both themselves, and the infantry, from long range attack. This lures the enemy to close, probing to identify the defence.

Through the use of varying density minefields, infantry can channel the 'Mech assault. The 'MechWarrior must make a decision upon contacting a mine field- to drive through, in hope it lacks depth, or to go around. The 'Mech will stop, hesitate, as the warrior gathers and sifts through information. At the proper time and place, infantry can capitalize on this confusion, striking from concealed bunkers, close assaulting the halted 'Mech. The initiative shifts to the infantry, as they pick that time and place.

Avoid mining all roads of egress from the infantry position. This limits only ground force mobility. 'Mechs generally move cross country, and attackers generally avoid roads, assuming they are mined. To reinforce this perception, break up a stretch of concrete or blacktop road, and place inverted dinner plates and saucers on the roadbed. Paint the backs a military color, though an obvious one. Upon hitting the break in the roadbed, seeing the inverted dinner plates, ground vehicles will stop. Once again, indecision and confusion will provide the opportunity for the infantry to engage the enemy how they choose. Dirt roads need only to have the soil turned over, in an obvious manner, to achieve this effect.

Always, survival is foremost to the infantry commander. If a long, drawn out, conflict develops, the exhaustion of high tech equipment will allow infantry to eventually dominate the battlefield.

by Mike Reese

Herb Barents discussed infantry in Future Wars #17. This was limited to tactics and uses of infantry, and missed discussing the organization of 3028 infantry. This article looks at that organization, and gives optional changes to the official BattleTech rules. This does not take BattleTroops into account, but may be easily adapted.

To be honest, FASA doesn't cover organization of BattleTech infantry in any great detail. The rules do not mention it, though the supplemental books do. I have looked to the Eridani Light Horse, in Mercenary's Handbook, as my example. It shows the ELH infantry companies as having three platoons for Jump Infantry, four for Motorized and Foot Infantry. Organization, if the same as 'Mech and armor, would have three platoons to a company, each trooper armed with the same weapon as his platoon. First platoon could be armed with rifles, second with MGs, and third with SRMs. This seems to be standard, but is it correct?

Modern infantry units consist of, at the smallest unit level, a team of four to five men, two teams to a squad. Three squads, and a headquarters (HQ), make a platoon. Three to four platoons plus a company HQ make a company, and four to five companies make a battalion. Four to six battalions make a regiment or brigade. BattleTech has three platoons to a company, three companies to a battalion, and three battalions to a regiment. A regiment has 27 platoons, and each platoon only has one type of weapon. Infantry comes as foot, motorized, and jump.

Squads in the US Army and the platoons they are made of have a mixture of personal weapons. The heavier light MGs and antitank weapons make up the armament of the "weapons platoon" (WP) in a company. The modern day Bradley-equipped infantry companies no longer have a WP, as the M2 vehicle provides the heavy weapons needed.

The basic platoon has a mix of weapons. They are also larger due in part to the HQ units, which add almost a platoon to the strength of a company. A US leg company would have, in BattleTech terms, a HQ platoon, three rifle platoons, and a WP, for a total of five platoons. This is also a good organization for BattleTech. Note that in all cases, a WP is optional.

Current BattleTech organization: Rifle (HQ), Laser (Line), SRM (Line).

Proposed BattleTech organization: Rifle (HQ), 3 Laser (Line), MG (WP).

Another change could be that any platoon can fire SRMs, but would be limited to one round of fire. This represents a disposable SRM launcher carried by each trooper, as opposed to more durable (and powerful) launchers supported by greater numbers of reloads.

BattleTech squads appear to be made up of seven troopers. Jump platoons have three squads (21 troopers), foot and motorized have four (28 troopers). A jump company has 63 soldiers, and the others have 84. The new companies use the same size squads, but have 105/140 troopers per company due to the number of platoons.

The "platoon carrier" has replaced the squad carrier in BattleTech. A company would have five carriers this way, or 15 to 20 squad carriers. These would be small, less than 25 tons. Larger numbers of squad carriers in-

creases the available firepower, decreases losses when a vehicle is taken out, but requires greater coordination unless deployment by squads is desired. A squad has the strength and firepower of seven men left on the infantry record sheet. In game terms, it requires more overhead (money), mechanics, spare parts, fuel, and crew. This logistical problem is probably why the BattleTech universe largely uses platoon transports.

A line foot infantry battalion would be made up of three of the new companies, or 15 platoons (3 HQ, 9 Line, 3 WP). the line platoons would be equipped with rifles. One company would also be a Heavy Weapons company, made up of HQ platoon (rifle), AA platoon (likely to have LRM support weapons), medium mortar platoon (see other articles this issue), and an SRM platoon. In addition, a battalion is likely to have an HQ company of an HQ platoon (rifle), an AA platoon, and an Engineer platoon (rifles or lasers, plus engineering vehicles and mines).

A regiment has three battalions, plus a HQ battalion with an HQ platoon, AA platoon, and an SRM (antitank) platoon. The rest of the battalion is an artillery company (at least two heavy mortar platoons and an AA platoon, or Long Toms, snipers, and thumpers), and a heavy antitank company (platoons supported by SRM vehicles, and one AA platoon).

(Note: all LRMs and "antitank" SRM launchers, as well as heavy mortars, are truck towed, even if the platoon is foot or jump. LRMs are usually towed LRM-5s, and SRMs are usually towed SRM-4s.)

This battalion, if other than a regular infantry battalion (for example, a "Guards" unit or part of

by Jon M. Pehrson

The relative weakness of infantry in the BattleTech game is rather disappointing. They are far underrated. Today, closing towards the 21st century, the modern combat foot soldier is an opponent to be reckoned with, armed with assault rifle, grenades, and even in some cases man portable rockets and mortars. Furthermore, because of the high threat environment of the battlefield, personal body armor is in use to protect against high kinetic attacks over vital areas. The intensive training that a major military power (USA, USSR) devotes to its troops cannot be overlooked either. The use of terrain, overlapping fire fields, suppressive fire, evasive tactics, and maneuver add to the survivability of the infantry man.

From my discussion of the 21st century soldier I would like to draw a relation to the 31st century soldier. They are both well-equipped and trained. The men and women who are the ground pounders wouldn't be out in a 'Mech-thick environment if they didn't think they had some chance of survival. When weapons do massive amounts of damage and it doubles when in the open, it doesn't give the foot soldier much of a chance. I offer a set of rule variations that can be used for elite infantry units or, if you are like myself, for all infantry.

Jump infantry may dismount from a transport vehicle during the vehicle's movement as long as the vehicle spends one movement point for the drop before it continues on its course. A vehicle may make as many independent drops as it likes throughout its movement as long as it has sufficient movement points.

If a vehicle is designed to specifically carry infantry, up to 1/2 of the troops carried may fire from gun ports in the vehicle's side arcs. That is, 1/4 of the maximum number of troops carried may fire into the side arcs of the transport vehicle. The chance of hitting is identical as if the troops were actual weapons mounted on the vehicle, except the modifier for a secondary target does not apply (because the troops are independent of the vehicle's targeting computer).
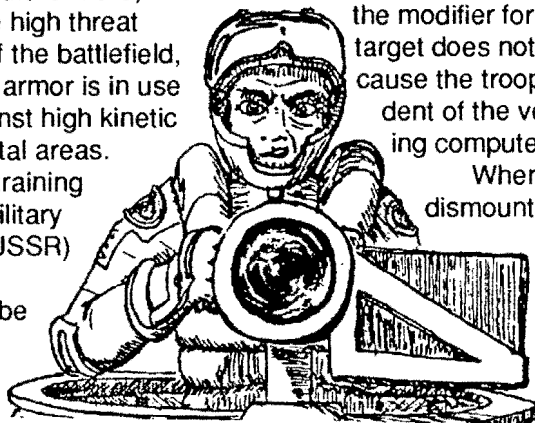
When infantry dismount, up to 1/2 of the dismounting troops can attack in the same turn at a +3 to hit modifier. This simulates covering fire from half of the troops as the other half gets into position and hits the dirt in order to return the favor for their comrades. Infantry are by no means stupid, they aren't going to rush out at the feet of a huge 'Mech to be helplessly squashed without at least firing back. Now, they have the chance to fire back!

When infantry are in the open they take normal damage from weapon attacks, not double.

An energy weapon does not have the explosive capability of auto-cannon rounds or missiles. Therefore, they do 1/2 damage to infantry targets because they lack the area of effect damage profile (except flamers).

an antiMech force), will be armed with lasers or cone (gyrojet) rifles (see below). Militia units would not have the WP or the weapons companies, and the line units would mostly have rifles.

Jump infantry would be organized the same as regular infantry except it would have no heavy antitank or AA. Mortars would be light at the battalion level, medium at the regimental level. Line infantry companies would have at least one laser platoon or heavier, the rest rifles or SMGs. Elite line units would have all of the line units equipped with lasers or better. Cone rifles, man-pack PPCs, and the like are too heavy and bulky for jump units.

Several sample companies are shown below. Remember, these are just samples. The norm for infantry is not to mix a lot of different weapon types in a company, and line units to be equipped with rifles. Line and HQ platoons also have the optional SRM fire round.

Militia Company: HQ (rifle), 3 Line (rifle), WP (MG).

Standard Company: HQ (rifle), 3 Line (rifle), WP (SRM).

Elite Company: HQ (laser), 3 Line (cone), WP (SRM).

Antitank Company: HQ (rifle), 2 Line (cone), 2 WP (SRM).

Motorized Company: HQ (rifle), 3 Line (1 laser, 2 rifle), WP (cone or 90mm recoilless rifle (see other articles this issue) or light mortar).

Elite Motorized Company: HQ (laser), 3 Line (cone), WP (105mm recoilless rifle or medium mortar).

Table A (Infantry Organization):
Cone Rifle BattleTech Ranges
Range in Hexes

	0	1	2	3	4	5	6
Cone Rifle	3	2	2	4	6	6	8

NEW INBORN ABILITIES

by Sam Wright

Editor's note: these modifications are intended for the original MechWarrior. To incorporate these into the new, Second Edition, will require more inventiveness on the part of the reader.

Being an avid role-player, I enjoy making characters and having them come to life within my imagination. BattleTech sounded okay to me at first, but when I heard that a product, MechWarrior, was available that would turn it into a role-playing game I was over-joyed. Rushing right out, I bought a copy and was a little dismayed. It did give rules for playing the characters, but it just wasn't deep enough for me. So I will write, and hopefully you all will see, a series of papers designed to make BattleTech even more fun for the avid role-playing fiend.

Second Natural Aptitude (50 cp)

Characters with this ability have already purchased a natural aptitude and desire a second. The high cost involved shows the rarity of this ability. Note: In my campaigns, I allow my players to choose the skill they will excel in. I feel this gives them a better handle on their character and urges better role-playing. After all, no one wants a character with Natural aptitude in Interrogation skill.

Gambler (-15 cp)

This character can't resist a bet or challenge. Provoking him, or introducing him to a roulette table could have disastrous results. So great is their fever, that they have been know to bet their own grandmothers on the next battle in the Solaris Survival Series. However, this does not make them silly gamblers (no betting your 'Mech on whether or not you can spit farther than another, unless you're fairly sure you'll win). This is a good start for many an adventure, and much trouble for the struggling warrior cursed with this ability.

Tolerance (15 cp)

These characters have 'thick skulls', you know, the forehead-beer-can-crushing individuals who share our lovely universe. They also have a high tolerance to pain and damage. They suffer only a +1 modifier to firing when hurt in personal combat and add 2 to all consciousness checks.

Clumsiness (-20 cp)

Characters with this ability suffer dizzy spells or just plain seem to attract accidents. This can lead to dropped weapons, fallen 'Mechs, really bad shots, or other equally clumsy things. The time of these occurrences is up to the gamemaster, but shouldn't occur more than twice per combat.

Fearless (20 cp)

The character has a natural immunity to fear. Nothing fazes him. Panic is not known to those with this ability. Useful when facing a BattleMaster who's decided he doesn't like the color of your Locust.

Moral Qualm (-10 cp)

Characters with this ability have a deep belief that prevent them from performing a certain action. Examples include: ambushing an opponent, killing a defenseless foe, lying or cheating. The player may choose a qualm not on this list at the gamemaster's discretion.

Lucky (35 cp)

The character is naturally lucky, a very powerful thing to be indeed. You know, the ones who never lose their luggage. They receive a bonus of +1 or -1, depending on which would be better in the current situation. This affects all rolls made by the character himself. For example: a lucky character attempting to leap a deep chasm would gain a bonus of +1, however an enemy attempting to shoot the character would not receive a negative modifier.

Unlucky (-35 cp)

Character is unlucky, a very horrible thing to be indeed. You know, the ones who always lose their luggage. They receive a bonus of -1 or +1, depending on which would be worse in the current situation. This affects all rolls made by the character himself only.

Eye-hand Coordination (30 cp)

The character has steady hands and an equally steady eye. They have the delicacy of a surgeon or forger. All DEX-based checks involving this ability are treated as if the character had a DEX two points higher.
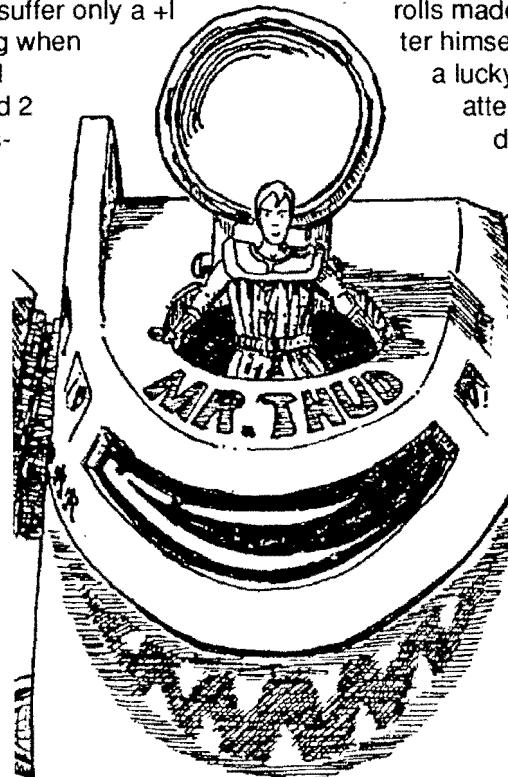
DEATH IN THE SAND

by James Greeson

Death shrouded the once proud cruiser. Its corpse, blackened and twisted, stood with its bow buried in the sterile ground. Below the titanic gravestone lay chunks of ship and mecha that had broken free on impact. Among the wreckage, the bleached white bones of its crew littered the scorching sand.

The living were little better off. Emaciated, the few pieces of armor the Zentradi still wore chafed dry skin and rattled against nearly exposed bone. The three comrades staggered through the ruin, little more than animated skeletons garbed in rotting armor.

Golent, leader by virtue of his sub-officer rank, was running out of energy and reason to keep his small group going. On the open wastes for three months, the last of their rations had run out a week past. The last water any drank was two days ago.

The wreck they had stumbled across held the promise of food, water, even functional mecha to continue the fight against the humans. Anticipation of salvation made his head spin as the ship's cool shadow enveloped him. The dark orifice of a torn seam in the armored hull beckoned them to retrieve its treasure.

Once a ship-board hangar bay, a twisted, burnt chasm extended into the wreck. Light poured in through rents in the armor and sharp, broken metal littered the uneven floor. Consumed by ammunition and fuel explosions, its interior had simply disintegrated, leaving a gutted metal hulk in its place.

Through dry, cracked lips he said, "We wait until dark," and sat down on the weapon arm of a shattered battlepod.

"Where will we go now," asked Til, the one who had come out of his stasis chamber for the last battle.

"Does it matter? We're going to die on this miserable planet," said Kift laying on his back in the sand.

Too exhausted to respond, Golent let the heat burn consciousness away from him.

"Sir, wake up. I hear mecha coming!"

The Zentradi rose, his senses returning slowly. It was late afternoon in the sandy graveyard, the hot sand continuing to heat the air for the departing sun. Above the scorching wind, the metallic thud of war machines could be heard. As he listened to the gathering racket, he noticed not the smooth, graceful sound of battlepods but the harsh mechanical noise of the primitive mecha the micronians used.

"Defensive positions!" he croaked, snatching up his laser pistol and struggling behind a decapitated gun turret.

Even in starvation and defeat, their sense of duty, so carefully engineered by the RoboTech Masters, called them to fight once again. Behind massive chunks of wreckage the five warriors dully readied their weapons as the blocky humanoid mecha approached in a cloud of dust. The alien machines pulled to a stop at the perimeter of the debris field. The fat lead mecha stood immobile as if considering the wisdom of continuing.

"Target lead mecha."

Emotionless, even the thrill of battle did not touch him as he centered the micronian machine in the sight of his pistol. He steadied his aim, waiting. The green lead mecha stirred, lifted one oversized arm and started forward again.

Just before pulling the trigger, he heard the mecha babble something in its pilot's native language. What it was trying to communicate was lost as its chest exploded under the touch of his laser. Rifle fire joined in, shredding its bulky shoulders and knocking it back and down.

Its two companions, strange affairs with paired gun barrels for arms and a broad, twitching antenna for a head started forward around the smoldering leader. The twins raised their muzzles level and opened fire. Projectiles kicked up clouds of sand and flashed against twisted metal.

Warrior Til fell forward against a ruined battlepod, his head blown apart by an enemy shell. Still clutching his rifle's trigger, it emptied it's magazine into the sand. Warrior Kift was already lying over part of the cruiser, blood running down the scoured metal.

His laser's power supply exhausted, Golent crawled over the sand and pulled a rifle free from its owner's dead hands. The weapon's ammo counter read twenty-four rounds, but a bullet or piece of shrapnel had struck it, shattering the polycarbonate receiver.

The enemy mecha were close enough for him to see their tiny pilots behind slit-like canopies. Gripping the rifle by its muzzle, he stood and charged one of the alien machines with the last of his strength. Surprised by the rush, the pilot reacted too slowly to prevent him from bringing his club down on top of it. The rifle's stock crushed the flimsy antenna and fractured the mecha's canopy.

As the boxy mecha fell over backward, its mate pivoted and fired a burst at the Zentradi. Armor-piercing shells exploded against his chest armor, filling his body with fragments of metal and plastic.

Lying on his side, he watched blood run from his body and soak into the sand. With fading vision he saw a partially buried Zentradi skull, grinning mindlessly, welcoming him...

by Mike Reese

BattleTech is a game of 'Mechs and vehicles. Infantry and artillery are in the game, but do not have the importance of the armored units. Yet, they can be a key element if used well. If one looks at the Technical Readout 3026, one finds two infantry weapons not mentioned in the BattleTech Compendium: the infantry mortar and the recoilless rifle (RR). Current military forces still use the mortar in almost all units. The RR in modern armies has been replaced by the antitank guided missile, but is still popular among second line units and lesser military powers. It is still in use as an antitank and support weapon by several of the NATO powers in the form of the 84 mm Karl Gustov RR. The RR, with guided missiles either nonexistent or extremely rare at best, is a useful weapon to BattleTech infantry. Together with the mortar and heavy MG, they make a phenomenal support triad.

Mortars are considered to come in two types (normal and autoload), and two classes (infantry and self-propelled). Normal mortars have a round dropped into the muzzle, and fired by a firing pin at the bottom. Autoloaders are breech fed from a magazine, and have a greater rate of fire. Unfortunately, they are heavier and consume large amounts of ammo. Infantry mortars can be carried by soldiers, and self-propelled (SP) are larger and heavier.

Mortars come in light, medium, and heavy versions, of both classes and types. Lights are considered to be from 50 mm to 60 mm; mediums are from 70 mm to 90 mm; heavies are from 100 mm to 120 mm Current US Army mortars are 60 mm, 81 mm, and 107 mm, with a 120 mm being adopted.

Non-SP mortars are man-packed by a platoon of infantry, 28 troops. The number of mortars such a platoon can support are 14 light, or 9 medium, or 6 heavy (1, 3, or 4 troops per mortar, plus support personnel). Autoloader platoons have 1/3 the number of mortars, rounded up- the rest are carrying the ammo needed.

A mortar platoon must spend a full turn readying before firing (to set up) and before they choose to move (or they leave the mortars behind). The platoon fires as a unit, at one target in a hex. They may fire at a target they can see, or at a target a spotter can see (normal spotting rules). Once a hit is scored, all hits afterward are automatic, unless the target or mortar platoon move. Mortar barrages affect the central hex and those around it, damage equal to the attack factor ('Mechs, vehicles, and buildings), and infantry lose a number of troops equal to the die roll (BattleArmor takes that die roll in damage, in one point groupings). Damage is assessed to vehicles and 'Mechs as though they were strafed from the side of attack.

Misses scatter as per stan-

Table A: Weapon Information

Weapon	Mass	Ammo	Min	Short	Medium	Long	Dam	Dam vs Inf
Normal								
Light Mortar	15 kg	3	3	4-8	-	9-16	0	D6 x 2
Medium Mortar	35 kg	3	8	9-16	16-33	33-100	1	D6 x 2
Heavy Mortar	108 kg	3	10	10-33	33-66	66-200	2	D6 x 2
Autoloaders								
Light Mortar	30 kg	1	3	4-8	-	9-16	0	D6 x 2
Medium Mortar	70 kg	1	8	9-16	16-33	33-100	1	D6 x 2
Heavy Mortar	220 kg	1	10	10-33	33-66	66-200	2	D6 x 2
Self-Propelled								
Medium Mortar	35 kg	9	8	9-16	16-33	33-100	1	D6 x 2
Heavy Mortar	108 kg	9	10	10-33	33-66	66-200	2	D6 x 2
Self-Propelled Autoloaders								
Light Mortar	30 kg	3	3	4-8	-	9-16	0	D6 x 2
Medium Mortar	70 kg	3	8	9-16	16-33	33-100	1	D6 x 2
Heavy Mortar	220 kg	3	10	10-33	33-66	66-200	2	D6 x 2
Recoilless Rifles								
Light	20 kg	20	-	1-3	-	4-8	.5	BT Rules
Medium	75 kg	15	-	1-3	4-8	9-16	1	BT Rules
Heavy	165 kg	4	-	1-8	9-16	17-32	2	BT Rules

dard rules, at a distance depending on the mortar: lights 1D6 hexes; mediums 2D6 hexes; heavies 2D6+2 hexes.

Mortars may also fire smoke rounds, affecting the target hex and adjacent hexes as normal, but for 3 turns only. Mortars may also fire flares, eliminating night time penalties for two turns after firing.

Mortar platoons may fire as rifle platoons at a strength of 21. Mortar platoons that do not take the proper recovery time are considered rifle platoons until they recover the mortars.

SP mortars normally do not include light mortars. Medium and heavy mortars are either mounted in the back of a light, armored, vehicle, or towed behind one. Autoloader SP mortars are also reduced to 1/3 rounded up- the extra truck space is used to carry the extra ammo needed.

Light mortar platoons have six rounds of fire, medium platoons have four rounds, and heavy platoons three. Autoloaders have the same number of rounds of fire, since they have three times the amount of ammo, and three times the rate of fire.

Resupply platoons are rifle platoons, each trooper carrying six turns of ammo, two turns for autoloaders. Vehicles without mortars can provide 24 turns of fire, eight turns for autoloaders.

At a five platoon company level (see "Infantry Organization",

this issue), there would be three mortar platoons, one resupply/support platoon, and one special "spotter platoon" (21 troops, which break into seven person squads to act as forward observers for each platoon).

In general, jump platoons have light and medium mortars only. Motorized platoons usually have SP mortars. Foot infantry can use all types, mostly non-SP. All units move as though they were armed with SRMs.

Recoilless rifles are the infantry's other portable light artillery weapon. As these weapons do not recoil, they can be mounted on lighter vehicles, or even shoulder and tripod fired. The disadvantages to a RR are that the rounds are four times the size of normal rounds, and when the weapon is fired it creates a large, visible, and dangerous backblast behind the weapon.
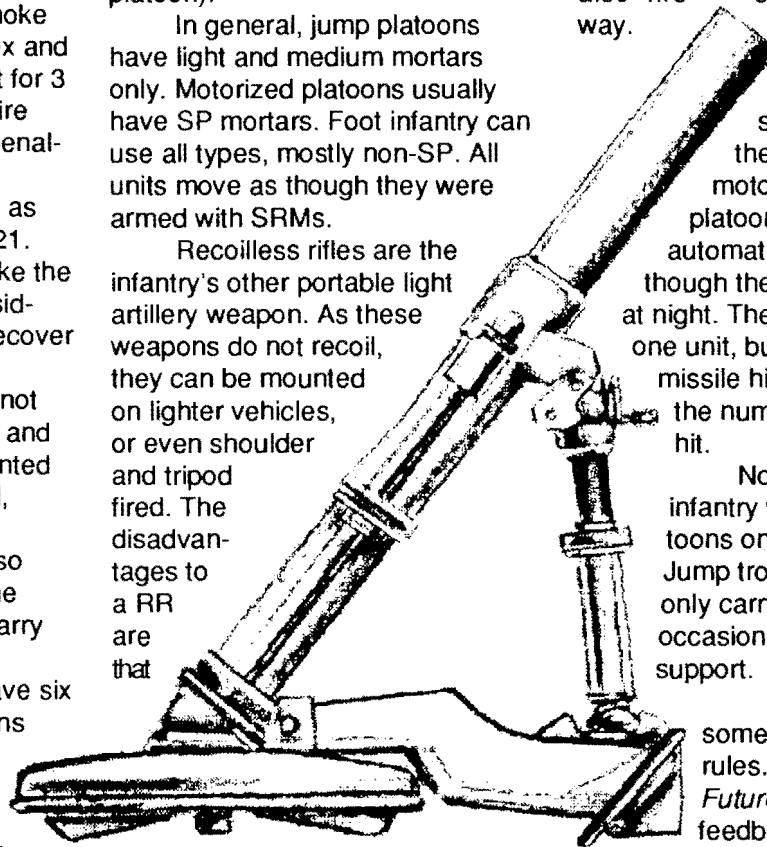
Light RRs are 57 mm to 75 mm. Medium RRs are 80 mm to 100 mm. Heavy RRs are 105 mm to 120 mm. A platoon of 28 soldiers

can carry the same number as mortar platoons. Medium and heavy RRs are normally mounted on small vehicles, or fired from a tripod mount. Lights may be fired from the shoulder, and bigger humans may also fire some mediums this way.

RR platoons must be stationary the turn they fire, unless motorized. When RR platoons fire, they are automatically visible (as though they had searchlights at night. The platoon fires as one unit, but uses the nearest missile hit table to determine the number of rounds which hit.

Normal BattleTech infantry will have RR platoons on a battalion level. Jump troops will normally only carry light RRs, with an occasional medium RR for support.

I would like to see some comments on these rules. Write in to me or to *Future Wars*. The more feedback *Future Wars* and I get, the more you see what you want.

Bibliography

Foss, C. F. and Gander, T. J. Infantry Weapons of the World. Charles Scribner's Sons, New York. 1977.

Foss, C. F. Artillery of the World, Revised. Charles Scribner's Sons. New York. 1976.

MINIATURE BATTLETROOPS

by Larry Haberkern

BattleTroops was originally designed as a board game, utilizing hex junction points for movement. However, in view of the excellent (and quite reasonably priced) 25MM castings designed by Ral Partha, it seemed like a good idea to convert these rules into a "miniatures" system. Here are some ideas:

Ground Scale: Maintain the same ranges (in inches), movement allowances, and so on of the BattleTroops board game. Considering that a human stands just under 2 meters tall, and a 25mm casting is about 1.5", maximum range for a laser rifle would translate to about 140 meters in this system. To alter this ratio would increase the 105" maximum range of the laser/blazer, which, considering most gameboards are generally less than 8 feet, makes for an unwieldy, unplayable game. Besides, it's easier not to redo all those nice charts! Either that, or consider each inch to equal 2 meters, and figure it out. (The figure's scale is less important than mechanics, in this case.)

Sequence of Play: Roll 2D6 for each squad, add the squad leader's leadership rating, highest die roll moves/fires first.

Movement: Squads which have either spotted the enemy, been fired upon, or are adjacent to a unit fired upon, may move 12" at a run. All non-movement action costs are increased 150 percent to prevent troops from conducting More non-movement actions. Troops carrying crew weapons May never run.

Spotting: An enemy must be spotted prior to being fired on. On the initial turn of spotting, each firing troop must make an attempt. Attempts to spot past the automatic spot distance are successful if the die roll is greater than 7. On all

turns after the first successful spotting attempt, the target is automatically spotted for all troops utilizing their radios/heads up display. This reflects instant communications, visual search and confirmation. No spotting may take place past the non-spot range.

Electronic Search Radar (ESR): Automatically detects

Table A: Spotting Ranges

Action	Unit	Auto	Non-Spot
Firing From Cover	Personnel	12"	25"
	Vehicle/Mech	24"	75"
Moving Under Cover	Personnel	18"	32"
	Vehicle/Mech	36"	110"
Stationary/Covered	Personnel	5"	10"
	Vehicle/Mech	12"	24"
All Other	Personnel	110"	220"
	Vehicle/Mech	220"	900"
	Air	440"	1200"

Modifiers

Vehicle/Mech Front	-3
Vehicle/Mech Flank Speed	-6
Recon	+1
Stationary	+1
Green	-1
Veteran	+1
Elite	+2
Sniper Sight	+1

troops/vehicles/'Mechs utilizing electronic components up to double the non-spot range from the equipment. Only infantry has the option of not using electronics. This is a passive system, non-traceable, and is blocked by ECM/Guardian.

Radios: Each trooper's helmet contains a squad radio, and a heads up display. If in use, troops are in instant communication mode. If not in use, squad leaders and above may issue only one order to a desired spot within line of sight. Voice orders May be issued to a trooper within 5" of a squad leader or above. All troops within 5" radius of the trooper being ordered and ordering may react to that order.

Combat: Automatic weapons May fire 3 times per turn. Semi-

automatic can fire 1 time per turn. Both may do so in either the movement or overwatch phase, or a combination thereof. This gives a good feel to overwatch/maneuver tactics.

Semi-automatic weapons receive a +1 die roll modifier, reflecting the tendency to aim. Only semi-automatic weapons may be equipped with an electronic sniper scope. An electronic sniper scope provides an additional +1 to hit modifier.

If the opposing player sequence allows a double move prior to placing a new order, players may continue the overwatch order. If the overwatching trooper fires, subtract two movement points for each shot off the movement total. If the overwatch trooper does not fire, two movement points are expended.

HINT: Thus, a prone, veteran, sniper, receives a +4 to hit, without the semi-automatic bonus. Marine sniper fan fun!

Grenades: Besides concussion grenades, players may choose:

1. Smoke: Blocks LOS, spreads downwind 3"/turn, 2 turn duration.

Z. Incendiary: Starts fire, creates smoke. raises Mech temp 1 point for 5 turns. Placed on 'Mech similar to satchel charge. May not be thrown.

3. Armor Piercing: Does 2 points damage to armor. Is sticky- must be hand thrown as it jams launchers. Treat as half effect concussion against infantry.

4. Flechette: Hits all targets within 3" With 3L. Range 5" to 10". May not be hand thrown.

Mortars: May engage targets between 15" and 350" of the Mortar position. Effect is as a hand grenade, but always scatters. Mortars come in automatic (3 shots/turn) and semi-automatic Mode.

Mines: When close assaulting tracked vehicles, Troops May carry AT Mines to place on treads When the vehicle Moves, the mine falls under the treads and detonates.

(Feed puppies under tracked vehicles until they grow up, then strap a mine on their back, withhold food, and turn them loose in an enemy attack (Soviet minedog). Animal rights activists - sorry, not MY idea!

Wire: Tracked vehicles create a breach in barbed wire, wheeled and hover do not. Infantry better bring the wire cutters, subtract 8 Movement points to cut. Gung ho types May lay their weapon/body over it, take 4 points lethal and 2 bruise, or half damage if in (non-Elemental) body armor.

by Larry Haberkern

Profile: Juliet Capulet
Age: 24 years
Sex: female
Height: 5'6"
Weight: 122 lbs
Eyes: ,Brown
Hair: Brown

Recruited by the Draconis Combine as a Ninjatech, Capulet was formerly a courier.

Her average appearance is a decided plus, as ninjatech are required to use concealment and surprise to accomplish technological espionage/sabotage. Capulet is skilled in the use of computers/ computer virus.

Trained by House Kurita to defeat technological security, the ninjatech are utilized in penetrating protected computer systems. Ninjatech are the high-tech burglars, defeating electronic security systems, accessing computer systems, performing difficult data searches, and compromising systems with tailored viruses.

Often, this compromise can only be effected with direct access. Ninjatech might physically enter an enemy installation, search for a password, scan the security countermeasures, plant a virus, then remove evidence of tampering. A good ninjatech can do this during peak operating times.

Sometimes, ninjatech prefer to reprogram critical components of programs. Examples of this include altering an artillery battery fire control computer to fire short. This may effectively silence the battery. Artillery computers are prime targets, as fire information fed by an observer is generally repeated back, allowing a virus to tag along and contaminate the observer's system too. Scrambling communications, targeting, and gyroscopes are favorites. Some 'Mechs have

had ammunition records deleted from memory. Ideally the virus spreads, to the lance command, the company command, and on up.

Supply services, caught short, can occasionally blame ninjatech sabotage as the reason for their troubles. Though few of the actual shortages are attributable to ninjatech, enough have occurred that they get blamed for even innocent slip-ups. Black marketeers are prime cover for ninjatech, as access to the military personnel affected increases their influence.

Technological warfare also includes tampering with civilian targets. Bank accounts, customs reports, falsified criminal records, and incriminating evidence placed in "secure" logs are all specialties of ninjatech. Sudden increases in personal funds combined with incriminating evidence has led to many imprisonments and executions (often of opposition leaders). Reprogramming customs reports, passenger lists, or traffic reports, can aid smuggling. Even city-wide power outages have been programmed.

Kurita operatives are believed to have reprogrammed Steiner military personnel files, thus accounting for promotion of an unusually high number of incompetent officers. It is believed that using this same technique, Kurita has had sleeper agents promoted in each of the other House bureaucracies and militaries.

Ninjatech are not assassins. Part of their job is to convince someone else to pull the trigger. Concealment, deception, and surprise are their trademarks. Confusion, suspicion, distrust, is their result. They can often take entire weapons systems out of a battle due to fear of compromise. No one is free of their meddling; some say, not even House Kurita.

by Philip J. DeLuca

Released in February, Unbound is the first FASA module specifically designed for the MechWarrior game. It retails for $8 American, and is written by Blaine Pardoe and Mike Nystul.

It requires the player characters to be able to get to or be on the planet Solaris VII, the Gameworld. There, the players are hired by the Solaris City council to investigate a new 'Mech cooperative that is threatening the game balance. Apparently, the Seven Deadly Sins have been using advanced and new equipment on their BattleMechs.

Complications arise, and the players are soon facing off against a madman in a highly advanced machine. With the help of the Sins, they must defeat this madman to keep the technology out of enemy hands, thereby keeping the Federated Commonwealth secure.

The last part of Unbound is a special technology section that details all the new technology being used in the adventure. There's plenty here, and improper use of some of it can send game balance tumbling out of control. In addition, the new BattleMechs used in the module are included, along with record sheets for ease of reference.

This module is good for a small gaming group of about three people, and is adjustable for more. It is clearly written, and easily followed from one section to another.

More recent is the module Bloodright, written by Blaine Pardoe. It retails for $8 American. It takes a star of Clan Warriors through a grueling adventure to claim a Bloodname. The player's star has killed Captain Bordon Hallis in the Battle of Tukayyid. As it turns out, he is a descendant of a Not-Named Clan founder.

To make sure that Clan Wolverine remained annihilated, Nicholas Kerensky created the Bloodright. Any Warrior who defeats an opponent that can be traced to Clan Wolverine bloodlines automatically has the right to Found a Bloodname. This is the goal of every Clan Warrior, to possess a Bloodname and ensure genetic immortality for the Warrior's line. It is enough to make the Clan council allow a star of Warriors to rampage through the Inner Sphere to find more relatives.

The players' unit has received the kill for Hallis, but is required to hunt for more of his relatives to confirm their right to the Bloodname. The obstacles are many, and the players may not return to Clan space until they either fail or succeed in their mission. Unfortunately for them, there's a Clan Nova Cat star out to cause them as much difficulty as they can.

Bloodright is superior to Unbound because it has a deeper, more compelling storyline. However, Bloodright differs from any other module I have ever read/owned/ played: the goal of the mission is to eliminate people who are neither good or bad, and have done nothing personally to the players. They merely have the misfortune of being related to a Not-Named Clan Warrior. This

leaves a sour taste, but doesn't make the module less fun to play/ run. It is intended to be viewed from the Clan viewpoint, and as such is perfectly acceptable.

The last part of Bloodright features a "Sourcebook" section that goes into more depth for role-playing Clan characters. It is very useful, and makes Trials and the like easier to understand. For MechWarrior, it also has the "Bloodname" advantage (3 pts), random OmniMech assignments, and Clan Archetypes (tech, scientist, and dropship pilot). Two new 'Mechs are included, as are the specifications for the Broadsword class dropship.

FASA MechWarrior modules are written in "Episodes", which are broken down into "Events". Each event is meant to be played through, unless there are provisions to skip them. In each episode, in addition to the standard situation, "complications" are provided to give the players more of a challenge. These can range from a crowd of civilians blocking traffic to a lance of assault BattleMechs hidden in a swamp, but aren't limited to those boundaries.

All in all, these modules are fun to run through, and can encourage further campaigns. They are intended to challenge the players to heights of ingenuity, yet are fraught with danger for the foolish and stupid.
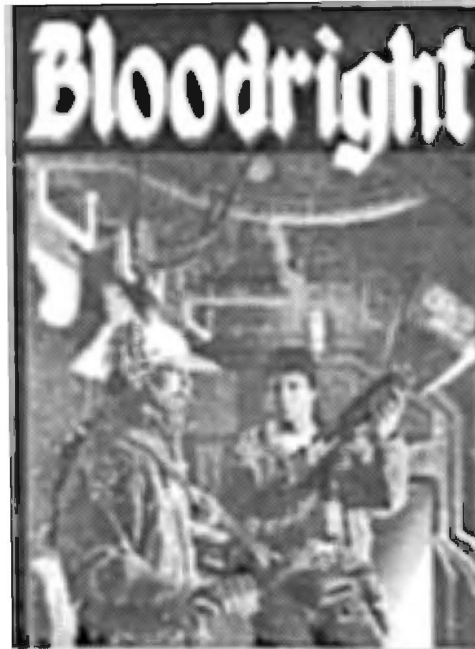
MechWarrior 1 vs. MechWarrior 2

by Herb Barents

The first time a person who knows the original MechWarrior game does, when purchasing MechWarrior Second Edition, is notice all the changes made to the book. After being dazzled by the layout, new graphics, and snazzy cover, the buyer realizes there's something else different-the system!

In MechWarrior One (the first edition, M 1)) the first part of the book is a short history of the inner Sphere. After first giving the background for the game, they lead into character development. This was a very long process, and is more complex than in the new edition. The original had four attributes not five, but they were not explained well, and purchasing them was long and never very clear. They used an entirely different point system, with variable costs for everything. You could still purchase the university skill packages, but they were a bit different. And, of course, there were no Clans in M 1. The first and major part of character creation just covers the MechWarriors. A section on other types of people to play seemed to have been added on as an afterthought, as opposed to M 2 where they are an integral part.

Experience points were awarded quite differently in M 1 as well. Higher values were given, so the gamer was always working with larger numbers (and paying different costs for everything- "was this my first or second point increased on DEX? I've only got 240 XP available!").

They also went into detailing a 'Mech unit, but the Second Edition covers this better. There were all sorts of tough to follow tables and charts in the first edition.

Equipment and artwork is much better in the second edition. Before, FASA had us skipping
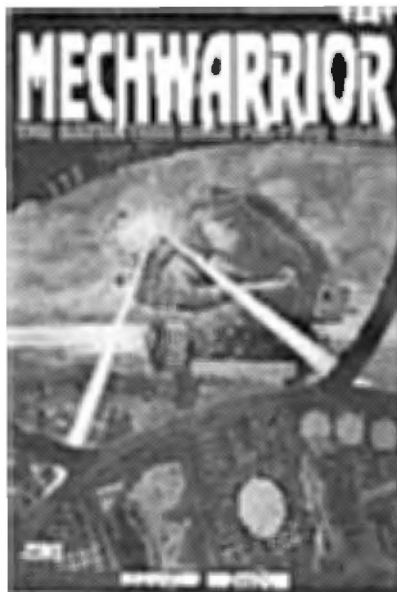
around for cost, damage, damage reduction, ranges, and so on. Now, there are several neat charts that have it all, within two or three pages. M 1 covered more about vehicles and 'Mechs. In the first edition, they talk about all the 'Mech parts, repair and salvage. First edition also went deeper into the cost and availability of various weapon systems (including common 'Mechs and vehicles) throughout the various Inner Sphere houses. Second Edition no longer has anything about part availability, and the costs moved into The Compendium.

The first edition of the rules goes into combat and movement in a more complex way. They spend a lot of pages (and time) about various movements and combat options that you have open to you. It is not as easy to understand as the second edition, though I feel that it is more thorough. They go into various campaign types of movement that are not covered with the second book.

First edition gave more detail on lines of sight and actions possible during a turn. Damage is run differently, though the hit location

chart is the same. First edition used a different critical hit system for personal combat (that was easier to understand than M 2's; FASA didn't edit out everything they wanted gone from M 2, so it can be confusing). M 2 simplified medical treatment, though it is more thorough in M 1. Some of the Medical equipment has changed, though it is good to read through this and get some ideas on how to use some other things that are very close to what you might have available.

Charts for missions were a large and complex section of the book. They have simplified the missions and explained them better and how to use them in your game better as well. All sorts of campaign events are described in the first edition. Second edition either eliminates or consolidates them. They cover the same stuff, but more compactly and easier to follow. Economics is pretty much the same in both books, and handled well.

The last section deals with the Houses. The Second edition does not go into as much depth as the first edition does, but updates each according to events in the last 29 years. M 1 goes into special 'Mechs for the various houses. These are covered in the Technical Readouts now, so there is no need for them here. A lot of the other information, that about ComStar, the Games, nobility, and the NAIS is the same or very similar.

The new system is easier to play, and much of the information in the original rules is still very useful. I would say the first edition has a much longer word count using a much smaller type than the second edition The first had 144 pages compared to 165 pages in the second. The game has changed for the better-you can bank on that.

ROLEPLAYING THE CLANS

by Philip J. DeLuca

In Bloodright, FASA opened up the door to roleplaying Clan Player characters. The host of supporting material (Objective Raids, Kerensky's Blood Trilogy, Jade Phoenix Trilogy, Wolf Pack, and the Wolf Clan Sourcebook) has led to a clear concept of what the Clan character should act like.

Clan Warriors are aggressive, sometimes to a fault, and are obsessed with their own superiority. They are constantly trying to show they are the superior Warrior to other Warriors, either Inner Sphere or fellow Clan Warriors. Freeborn (naturally born, unplanned) Warriors are trying to prove it because the Trueborn (planned by the Scientist caste in artificial wombs) are often naturally gifted. Trueborn are looked up to, have centuries of Warrior breeding behind them, and are the only ones eligible to lead the entire Clan. The freeborn are usually just put down, and shunted off into the unimportant, inglorious missions. Trueborn usually despise the freeborn, and many consider them an affront (even being around freeborn makes some trueborn ill), and may beat a freeborn just for being there.

Clan Warriors, no matter their birth, are superior to Inner Sphere warriors. They have had to earn their status, fighting every step of the way to remain as a Warrior. They were trained under the most harsh of conditions, with little regard for the cadet's personal comfort or safety (The Way of the Clans). Cadets do not use simulators; at safest, they use powered down weapons (Blood Legacy, The Way of the Clans). To them, war is no game.

A Warrior's education is one not many people today would like. Cadets are not allowed to question, merely to respond. They may not seek further understanding except that which the instructor gives them. Testing is rigorous, and helps determine what caste the cadet will enter if he or she is "flushed" out. Of course, any time the cadet breaks any rules (or whenever the instructors feel like it), punishment is swift and harsh. Daydreaming can get a cadet beaten unconscious (The Way of the Clans).

All trueborn Warriors are eligible for a Bloodname. Traced matrilineally, a Warrior may earn one of these by fighting for it (see below). A Bloodname is important because it virtually guarantees that the Warrior's genetic material will be carried into the next generation. (The most a non-Bloodnamed Warrior can hope for is for his or her ashes to be mixed into the amniotic fluid of the next generation.) It also means that the Warrior is now eligible to be one of the Clan's two Khans, and gets to vote on important issues (Wolf Clan Sourcebook, Bloodname, Lost Destiny).

From birth, children are taught The Remembrance, an epic, unending poem that details the history of the Clan(s). These are glorified depictions of important individuals and events, and serve as guides of behavior. Also, the basic tenets of society are included in The Remembrance (five castes, five trials, the Words of the Kerenskys). Needless to say, all Clan Warriors can quote at length from their Clan's Remembrance, and consider it to be the most sacred of documents.

Because Nicholas Kerensky made the rules this way, Warriors are the "blood and soul" of the Clans, and are the top of the heap in Clan society. This means that everyone else has their uses, but deserves no respect. Some Clan Warriors (especially the freeborn, who rose from the lesser castes) actually treat the under castes well. Those who do sometimes end up better off (your tech will do a lot better job for you if she likes you).

Clan Warriors, in addition to their genetic and technological superiority, believe themselves to be morally superior to the Inner Sphere. The Clans view the Inner Sphere as being "wealthy barbarians living in paradise". After contact with the Inner Sphere, this view is changing, especially because of the ilKhan, Ulric Kerensky, and Khan Phelan Ward and Khan Natasha Kerensky of Clan Wolf.

The Clans are divided into two political factions. Wardens believe the Inner Sphere should be protected from an outside influence, such as intelligent alien life or a despot rivaling Stefan Amaris. They are opposed to the invasion of the Inner Sphere, and argued against it
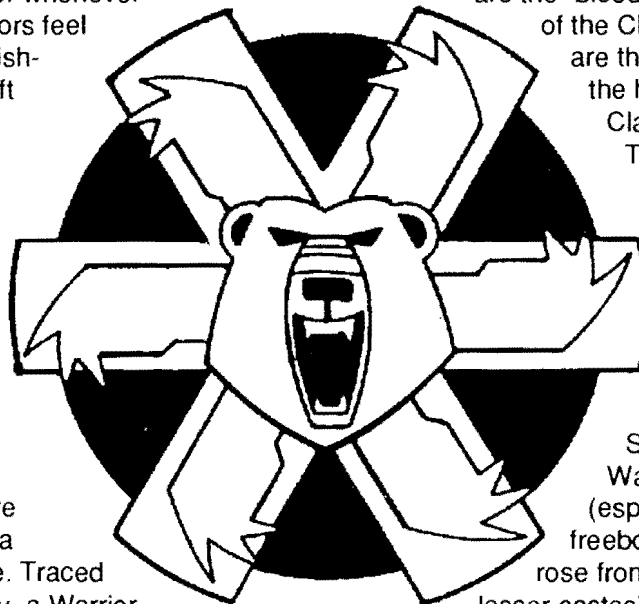
and its resumption. Crusaders believe the Clans should storm through the Inner Sphere, taking back that which is rightfully theirs: the Star League. This is the most divisive issue the Clans have ever faced.

Clan Scientists have a different outlook on life. Though they cannot earn a Bloodname, the can earn "labnames", (The Way of the Clans, Blood Legacy, Lost Destiny) after famous scientists of the past. (These names are looked down upon by the Warriors of the Clans.) Scientists are concerned with the progress, genetically and technologically, of the Clan they serve. In addition, they are responsible for teaching all freeborn children. They find the Warrior caste amusing at times, and may more readily disregard Clan traditions than any other caste. They are, however, subservient to the Clan and the Warriors, if the Warriors push the point. Scientists are the ones who mix and match Warrior genes, to produce the next generation of Warriors.

Clan Techs go through life with the most contact with Warriors. They have learned to deal with the attitudes of the Warriors. Some treat the Warrior with indifference; others, with sarcasm (it is usually lost on the humorless Warriors) and wit. They are, however, a faithful companion, and no matter how they feel about the Warrior they deal with, their trade is the important. A Tech will never willingly do a poor job at repairs, even if it means getting rid of a particularly annoying Warrior.

Laborers and Merchants haven't been covered very well. Merchants are fairly typical, and in the past have been the driving force behind many a decision (Clan Widowmaker's absorption, and it is believed the invasion into the Inner Sphere). Laborers are a catch-all group. Anyone who isn't a scientist, merchant, repairer, or buyer/seller is a laborer. This includes hard laborers, secretaries, entertainers, artists, and drivers. Bondsmen (people taken in battle) serve as laborers before being adopted into a particular caste. Merchant and Laborer attitudes are probably opportunistic and resigned, respectively. Laborers, though, would probably feel pride in their sense of duty.

Trials

There are six Trials in Clan culture: Grievance, Position, Bloodright, Possession, Refusal, Annihilation. The techniques for going about each is different, and the reasons are also varied.

Trial of Grievance

A Warrior may, at any time the Warrior feels necessary, declare this trial. Usually, it is when the Warrior feels his or her honor has been questioned, or when personal hatreds are running stronger than usual. The Clan Council is supposed to approve each one, but rarely does (Wolf Clan Sourcebook, Way of the Clans, Blood Legacy). A Circle of Equals is defined, and the two combatants (or units) decide how to fight (the challenger picks the place and terms, the challenged picks the weaponry).

A Warrior enters these with the goal of cleaning his or her honor. They can be declared against non-Warriors, but that is a sad joke. A Warrior also does not have to honor the request of a non-Warrior (Blood Legacy). The Trial ends when the terms are met (first blood, death, unconsciousness, first to fall, whatever).

Trial of Position

All Warriors must fight one of these to be a Warrior, or to remain a Warrior if that right is challenged. In addition, a Warrior may gain rank by challenging a superior officer for the right to command (Way of the Clans, Blood Legacy, Wolf Pack, Wolf Clan Sourcebook). There may be other rules, such as Wolf's Dragoons' rule about minimum time in uniform (Wolf Pack).

Trial of Bloodright

The reasons are obvious why Warrior would enter a Trial of Bloodright. See above (Lost Destiny, Bloodname, Wolf Clan Sourcebook).

Trial of Possession

Warriors engage in these usually at the request of the Clan. An invasion, a contest for genetic legacy, and deciding who gets the star's replacement Executioner are all examples of this Trial. The attacker always states his or her name and the attacking force, and asks what forces will be used to defend the objective. The defender then names the forces used, and may ask for something of equal or less value than that which the attacker named.
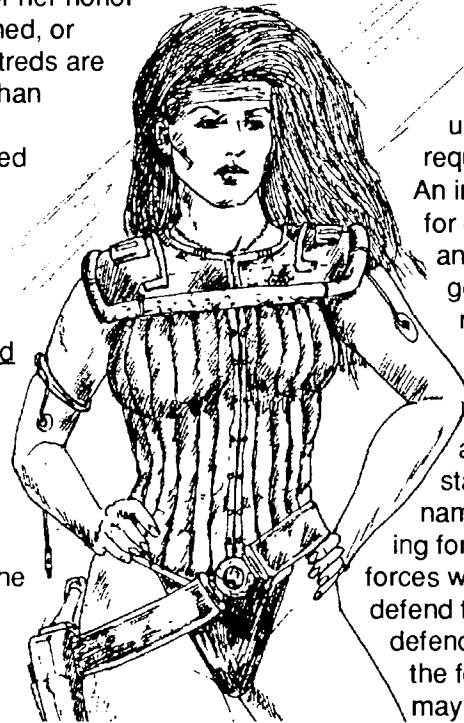
The attacker's subcommanders or the attacker himself then bids for the right to take the objective (any Clan-related book).

Example:

"I am Star Colonel Khan Natasha Kerensky of the 13th Wolf Guards. What forces defend the Olivetti Weaponry plant of Sudeten?"

"The 6th Falcon Regulars of Clan Jade Falcon. We demand that the 13th Wolf Guards no longer attack the Jade Falcons for five years when we win this Trial. We will fight on the Merand plains."

Trial of Refusal

This is a Warrior's final defense in his or her beliefs. If a Warrior can defend a point on the battlefield successfully, then a decision made by the Clan Council, Grand Council, or a superior officer may be overturned. Unfortunately, the Trial is performed at the odds of the vote cast, unless the winners bid down their forces.

Trial of Annihilation

This is severe. Trials of Annihilation are declared only when some person or unit has gone against the way of the Clans. If a player has a Trial of Annihilation declared against the player or the unit, it is all over. The declarers have the right, then, to completely eliminate the player or the player's unit. This has happened to Clans, individual Warriors, and units. A player may also take part in the exterminating force, upholding the honor of the Clans against these renegades.

Clan Wolverine was elimi-

nated for declaring itself independent of the Clans, as have been various bandits and disgraced (*dezgra*) units and Warriors (Wolf Clan Sourcebook).

Tactics

Because of the Clan mindset, tactics both on and off the battlefield are brutal. Warriors tend to rush into battle, confident in their superiority. Against the Inner Sphere, they stay at moderate ranges, making best use of their superior targeting, skills, and weapons. The Clan Warrior, because he or she has such long-ranged weapons, is uncomfortable at close range, and rarely initiates physical combat (Technical Readout 3050, Wolf Clan Sourcebook, Kerensky's Blood Trilogy).

Clan Warriors tend to pick an opponent, fighting that person until one or the other is destroyed. Clan vs Clan combats tend to be a massive number of duels. Warriors will rarely engage another person's opponents until the other is defeated, as that is a slight on the other Warrior's honor. Also, they will rarely "gang up" on a target, unless ordered to do so.

These rules are nullified if the opponent begins using "barbaric" tactics, or if the objective is important enough. In the various Trials, these rules are nullified if a participant breaks a rule of engagement (such as firing on another cadet's foe for an easier shot). In these cases, it degenerates into a Grand Melee, or free for all (Bloodname, Way of the Clans.

Strategies

The Clans stress the young replacing the new. Constantly, the old are replaced by the young, so the aging warrior doesn't have time. This is reflected in their strategies: prepare for a few days of combat, because it will be over by then.

The Clans rarely strike at rear areas during a campaign. Why should they eliminate an ammo depot, or repair facility, when the Warriors deserve the honor of being fought? Striking at the ability to wage war is a prime objective in any Inner Sphere campaign, and so the Clans shun it as cowardly and the reason the Inner Sphere has fallen so low.

This is how the Clans were stopped. They did not prepare for a long battle on Tukayyid, but their ComGuard opponents did. The ComGuards also struck at the Clan ammo depots, which proved how cowardly they were to the Clan Warriors. However, the Clans lost. "You cannot argue with success."

Occasionally, there are Clan Warriors who do not conform. These *chalcases* are usually scorned and ridiculed, until their success makes them highly visible. They tend to be individualists, and attempt to promote change in their Clan. Aidan (Jade Phoenix Trilogy), Khan Phelan Ward and Khan Natasha Kerensky (Kerensky's Blood Trilogy), and others are all like this. Only the rare challenge the Clan system.

Clan Warriors have great potential for role-playing. If done well, they can be very entertaining, and difficult to play. These "restrictions" are used primarily to limit the ability to destroy that they do have. Without such guidelines, Clan characters become little more than unstoppable juggernauts.
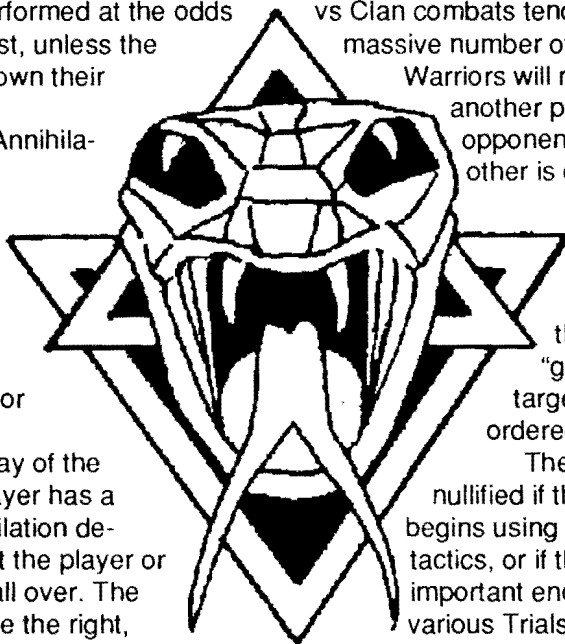
Staff Review

The third novel devoted to the Renegade Legion universe, Frost Death is written by Peter Rice. It retails for $7.95 American, and is published by FASA.

Frost Death follows the actions of Cohort Harras, a cobbled together force of grav tanks and infantry. Their mission is to raid across the southern icecap of the contested planet Caralis, to the enemy continent. Of course, the Terran Overlord Government, enemies of the Renegade Legions and the Commonwealth, have no intention of allowing this raid to go off successfully. A spy quickly ruins the carefully planned assault, and that's where the fun begins.

Cohort Harras, not prepared for an extended battle, immediately engages in one with a heavy TOG Cohort, laying in ambush.

The trip to the icecap is one fraught with peril. The members of the Cohort must fight negative seventy degree Celsius temperatures, hazardous weather, a violent oceanic reaction to the Caralis' moon, and finally TOG troops.

Without a background in Renegade Legion, the novel is merely interesting, the type that a gamer will plod through for the sake of the plodding, rather than for the enjoyment. All of the

seemingly strange Roman names and designations (Legatus Maximus Antipolous Philippicus) at first bog the reader down. About midway through the book, though, this seems to change.

These designations and names no longer seem quite so cumbersome, and picturing the grav tanks is not difficult. It is even possible to begin to appreciate the concept of flying tanks, in fact to come to think of tanks as doing nothing but flying. Ground vehicles seem out of the ordinary, and the hovering, careening tanks the norm.

Frost Death, with only a few shallow attempts, manages to stay away from sticky character development. In fact, it tends to avoid character development on the whole, instead introducing a wide range of people for what seems to

be only cameo roles. Some, whose demeanor are fully explained, play only minor roles in the development of the plot, and are discarded quickly.

Fortunately, the book does serve as a primer for character development in the Renegade Legion universe. TOG characters tend to be self-protectors, worrying about their own necks and prestige above that of their unit, or "buddies" in the unit. TOGs seem to be obsessed with their own superiority, over the Renegade Legions and other TOGs.

Renegade Legion personnel tend to be supportive of one another, realizing they are waging a futile effort against an unstoppable foe. No Legionnaire will flinch in the face of death, but very few commanders will send a legionnaire on a suicidal mission unless the greater good needs it.

Frost Death is very good at illustrating these differences. Science-fantasy readers should not expect a Lost Destiny or a Evil Ascending, but can expect a good story to while the time away. It is told from the common person's point of view, but not narrated by any particular character in the book. As stated before, it can enhance role-playing. For $7.95, it is a very good supplement for the Centurion and Legionnaire games, and a decent novel.

DARK CONSPIRACY

by Philip J. DeLuca

Last year, the "Dark Conspiracy" role playing game debuted. It is published by GDW Games, sells for $22 American retail, and has a "technohorror" atmosphere. Horror in *Future Wars*? Read on.

The central theme of the game is an invasion by otherworldly forces of the Earth in the near future. This seems like many of the other games on the market (Torg, Shadowrun, and Rifts), but these unfriendly creatures are all controlled by the Dark Lords, evil supernatural beings of great power. Their servants, the Dark Minions, are either enslaved/seduced humans, demonic creatures from the Dark Lords' home dimensions,

or enslaved extra-terrestrial aliens.

The Earth, in the meanwhile, has become dominated by (evil?) corporations, a la the cyberpunk genre. The megarich live above the ultrapoor, and people either serve the rich or **are** the rich.

The players take the roles of humans (the booster kit lets in PC ETs) that have somehow become aware of the invasion. Like any good horror scenario, the bad guys are subtle, largely unknown to the populace, but evident enough to make the general population edgy. Rumors of real-life vampires, demons, and aliens permeate the gloom of daily life.

The beginning of the rule book establishes the setting, and makes

the game seem all the more eerie. That aside, GDW jumps into character generation. This is a fairly simple process, yet the way it is presented it can seem quite complex.

There are seven Attributes, including Empathy (a character's innate ability to sense the strange/relate to life. Players may choose to either use a point-based system, to produce fairly average characters. Or, the player may choose to roll out the character's attributes, using 2D6-2 (generating a score between one and ten). I recommend the roll-out method, since it creates characters with random strengths and weaknesses. The point-based system tends to produce "molds"

that all characters, eventually, seem to come out of.

Luckily, rolling/picking the character's Attributes aren't the be-all end-all of character creation. A character begins at age 17, but is allowed to pick a series of four-year careers ("terms"). Terms help a player define character background, as well as determine what skills the character has picked up.

Careers are varied, and virtually assure that a character will never be the same as another character. They range from the hard-core military to the martial artist to the mystic to the truck driver. Each has its advantages and drawbacks. A player might decide to play a gung-ho military type, but will be sorely lacking in empathic abilities. Of course, that means the PC will be unable to sense the approaching evil until it is snacking on the PC's amigos.

Picking multiple terms may seem like an easy way to build up skills. It is, but it has a major drawback: the character is aging, and with age, Attributes change. The older one gets, the slower the reflexes, and this is reflected by a loss of Agility. Your choice: skill vs the effects of aging.

Combat, as with other skill resolution attempts, is accomplished using a ten-sided die. Modifiers are typical, and everything for skills is based on levels of success. Hitting a person in combat may be an Unarmed Combat: Difficult task, whereas picking a old, simple lock might be Lockpicking: Easy. The better the level of success, generally the better the character accomplished the skill.

Unfortunately, I believe the game spends far too much time and detail on combat resolution. As with any role-playing game, combat is a major component of Dark Conspiracy; how else are the players

supposed to foil the plans of the Dark Ones?

It is my opinion, though, that more space should have been given for instruction in cultivating the element of horror needed to keep this from turning into a nastier, darker, Shadowrun. Granted, it can be done with the material presented (they actually do have a well-developed referee's section), but a newer referee will need to refer to a GM who has experience with the horror genre. Or, a GM who has been using elements of suspense and fear in other games, like

INTERESTED

IN

DARK CONSPIRACY

OR

TWILIGHT: 2000

(MERC: 2000)?

START WRITING!

Future Wars will be covering these games as interest in them increases. Become a regular staff writer and grab this corner of the magazine.

As you write it, we print it!

Writers interested in reviewing either game should contact Future Wars, c/o Herb Barents (17187 Wildemere, Detroit MI 48221) or Phil DeLuca (261 Riddle Street, Brentwood, NY 11717). Reviews, playing tips, art, campaign rules are appreciated.

Paranoia, Chill, and I've done it in Shadowrun (nice slithery things in the sewers, weren't they?) and even in BattleTech ("No matter how fast you run, that auto sentry seems to be right on top of you...").

As with any game set in a modern or post-modern universe, there is an extensive vehicle combat section. Every type of vehicle, from hydrofoils to mack trucks, can be used to fight in. For the especially adventurous (and rich), GDW Games included a section on space vehicles and combat. Combat can either be detailed, for the realism of exploding tires or breaching hulls, or abstract, allowing for a more fast-paced gaming session.

The game system will seem familiar to the Twilight: 2000 (or Cadillacs and Dinosaurs) gamer. The Attributes (except for Empathy) and methods of generation are the same for all the systems. Skills are interchangeable, with some modifications necessary on a very few. All weapons are usable in any of the systems. Luckily, a GDW thought to slip in a set of conversion guidelines, so the Twilight: 2000 GM can slip in a Dark Conspiracy adventure now and then to keep the players off guard.

My experience with horror games is limited, but I do know a good game system when I see one. I may not be able to sustain the mood for very long, but after a few days to think (and watch a few movies/read a few supermarket tabloids), I'm sure any GM can adapt to the requirements of running a good campaign. In addition, this game is supported by two Michael Stackpole novels (see elsewhere in this issue) and at least one module. I recommend Dark Conspiracy for those interested in fighting to save Earth from ultimate evil.

by Herb Barents

MechWarrior 2nd edition is a great improvement. It is a better format, and is updated to the end of the Clan War. There are many of differences between the versions. Many things were in the first book that are not in the second. Then again, there are a lot of things in the second that were not in the first. There is a trade-off here. I feel that they have done a good job of putting the second edition together.

FASA has learned a lot about writing role playing rules over the couple of years. One, they have had a lot of feedback on the first set of rules, and they have written Shadowrun and Legionnaire since then. They have a good solid base of experience in back of them this time. There is not a lot of difference between Legionnaire and the MechWarrior rules, and the Shadowrun game is also got to be very close (the DMZ game is BattleTroops with a couple of things added to make it uniquely Shadowrun).

MechWarrior 2 (M2) jumps right into the character creation and history right after the introduction. They give pre-made characters (Archetypes), and rules to make first edition characters compatible. The next section is on combat. Time scales (turn lengths) come first, then actions PCs can do. Movement, other combat details, and ways to heal damage are well covered. The entire next section is how to run the game, and hints for the GM on how to keep the players happy and doing something. Steps for creating the 'Mech units and all sorts of encounters and events are clearly defined. Equipment follows this section, and players can have a ball outfitting their PCs.

The next sections are not really needed for the game, but are background-related. M2 goes into a brief history of the various Inner Sphere powers and the Periphery realms. Included are some of the well known things through-out the BattleTech universe. The Clans and ComStar are also listed. Economics are also covered in general (and brief) terms. BattleMech repairs in the battlefield, costs and salvage are covered. M2 explains space travel, the hyperpulse generator, titles and nobility like the first edition, and full color plates of uniforms and rank symbols add a nice touch. The book runs about 160 pages

The theme of MechWarrior is the person inside the machine. The GM sets the tone by describing the campaign goals, and whether it will be Clan or Inner Sphere based. When that is determined, the player picks Priorities for the PC. There are ten Priority Points to be assigned (either 4-3-2-1-0 or "floating" with other combinations) to Race (normal Inner Sphere Human to Clan Elemental), Attributes, Skills, Advantages, and BattleMech. The higher the Priority, the better off the character will be in that aspect.

Characters have five Attributes (the levels modified by Race) which affect everything else. These attributes (Build/BLD, Reflexes/REF, Intuition/ITN, Learning/LRN, Charisma/CHA) combine in various ways to make four Characteristics (Athletic, Physical, Mental, Social). The Characteristics serve as the base for all skill roll targets, and the Skills are divided according to the Characteristic they are based on. Skills are picked either singly or in packages. There are certain Advantages characters can have, depending on where the player's Priorities lie.

M2 allows the player to build original characters or use an Archetype. These are pre-built characters, though you can change a couple of things and have your character all ready to go in a matter of minutes. There is a very simple way to make these archetypes and the GM can make a bunch up and have them ready for your use. Then again you can build your own character from the bottom up.

The steps in character building are:

    1 Assign Priorities;
    2 Assign Attribute points;
    3 Purchase initial Skills;
    4 Purchase Advantages;
    5 Choose BattleMech;
    6 Put finishing touches on what's left.

Players will be able to skip over some of these things or make very short work of them. Step one is really getting a feel for the PC's background. A player should know what type of character is being created before actually creating it.

Step two defines Attributes. Each is rated from one to eight, and are purchased on a 1:1 ratio (Intuition actually costs double, because it is so important). Normal Humans are rated to six only (depending on Advantages). Points are decided when the player picks Priorities (a Priority of four gives 30 points, or an average of five per Attribute; a Priority of zero gives 18 points, or an average of three). A one in an attribute is rated as "Poor", three "Average", and seven and higher as "Incredible".

Step three defines Skills for the character. Each is purchased at points equal to the next skill level, unless the player buys a package (Clan or Inner Sphere academy/university). For example, buying any skill costs one point. Buying level two in that skill costs another two points, for a total of three points. Packages are cheaper than buying each skill individually (25 percent cheaper for the Inner Sphere, 33 percent cheaper for the

Clans; they get all the perks), and have no real disadvantage except using a chunk of points.

Advantages are picked during step four. These are similar to the "Inborn Abilities" from the original MechWarrior, and include some old favorites, like ambidexterity, natural aptitude, and sixth sense, and new ones, like exceptional attribute, extra Edge, and well-equipped. Each one costs points, sometimes variable. Points, of course, come from assigning Priorities, and higher points here will give some amazing bonuses. The potential for Attributes higher than six can be bought now with "Exceptional Attribute" (the points still have to come from the Attribute Priority). Also, Extra Edge gives the PC (PLAYER characters only) the choice of re-rolling unlucky dice once per point. As each PC begins with only one Edge, this is really helpful (Edge is only a re-roll, though- a Center Torso critical re-rolled into a head shot is possible, unless the character uses another Edge). Highly Advantaged characters will be short on Skills, Attributes, and so on, but advantages help characters become individuals.

The last real choice the player has to make comes during step five, when the player chooses a BattleMech. For non-MechWarriors, this is easy- a Priority of zero eliminates the need to devote points here (although non-MechWarriors can start with a 'Mech). Also, Clan Warriors do not need to assign Priority here, as the Clan provides varying Battle-Mechs (there are those

perks again). The higher the Priority, the heavier the 'Mech (a Priority of four entitles the character to an assault 'Mech). The player may either pick the character's 'Mech or roll it randomly, depending on the GM.

Lastly, the finishing touches are put on the character. Character-istics are calculated now, using the simple 18- (Attribute #1 + Attribute #2). Athletic Characteristic is 18-(BLD+REF), and the others are based on either REF, LRN, or CHA plus ITN. Character background should be fleshed out now, even though FASA says to do it before-hand. Also, starting equipment is picked now, and the record sheet

should be filled out. Character generation is very simple, one of the most simple yet best systems on the market today.

How do characters improve? Adventure points (APs) are given for things that characters do in the game, good role-playing and how good the team is at getting things done to complete the scenario. Skill points complement the APs, are awarded based on the character's learning, and help to improve Skills rather cheaply. To advance, all that a player needs to do is spend APs equal to the next level of the Skill and 10 SPs. Level one Skills are only one AP and ten SP, but to go to level five is five AP and ten SP.

Alternately, Skills can be increased by spending SP equal to ten times the new level. This is for use when there is an abundance of SP and a shortage of AP.

When using a Skill, a natural roll of two or twelve gives the you will get one skill point (the designers felt that exceptional failure or success teaches). Characters can learn when they are not out on a mission. This training is simulated by allowing characters to pick up skill points each week of "inactivity".

Attributes and Edge can also be improved. The cost is ten times the new Attribute/Edge level the player wants to go to in APs (ITN costs twice as much). That is a lot of points!

The next section deals with personal combat. If there is a large battle or raid going, on it is strongly recommended that the

BattleTroops or Battle-Tech game be used. It will be faster and easier to play, and just as much fun. When getting into a scenario with just three or four people, there is the chance to play it out according to these rules. Everyone that is involved in this fight rolls 2D6 and the highest one has the initiative, not each team. That is done each and every turn, and can be very time consuming.

The lower score moves and acts first, but a person with a good initiative can "seize" the moment and move any time before his turn in the order. People with even better initiative can "seize" before that person.

There are three types of actions a character can take: Incidental actions, which are easily done; Simple actions like standing up, walking; and Complex actions, which require the full attention of the person. In a turn you can do as many Incidental actions as you need (the GM can regulate this) or two Simple actions or one Complex

action in a turn. There is not a comprehensive list of various actions. This decision is thus left up to the GM, though guidelines are given for this matter.

Movement is accomplished by Walking, Running, Sprinting, and Evading. These actions are based on the BLD and REF. Evading is itself both a move and a Complex action, and gives severe penalties to be hit in combat. The old way of everyone having the same MP is gone. Characters with high physical Attributes are given the advantage. It is great to use in a bad situation. If a character has initiative, it can

Evade after an attack is made against the character by "seizing". The attacker gets to finish firing at the present location, but the Evader still gets to move (if possible). Everything else that fires at the Evader this round will also have to fire at penalties.

Combat is pretty much like BattleTech, though the damage is random. The additions and subtractions are much like the Battle-Tech Game itself. There is not too much here, and the rules do not go deeply into thrown items like grenades. Melee is also lightly covered, though a lot is not needed. A lot of this is covered in the BattleTroops game, and problems can be solved by cross-checking with that system.

Combat brings damage. There are two types of damage, Bruise and Lethal. Hands and some types of weapons cause Bruise damage. Guns and most other weapons cause Lethal damage. Each point of BLD gives two boxes for each wound factor, Good/Fair/Poor/

Serious/Critical. Each of these factors has a roll to remain conscious.

(Editor's Note: to simulate damage a MechWarrior takes inside the cockpit when BattleTech indicates it, eight points of Lethal damage is recommended. Damage can be assigned either in eight-, five-, or four-point groupings, depending on the GM's desires. Therefore, a character with a BLD of four, the recommended average for a MechWarrior, will die after six cockpit hits, and have consciousness rolls after the appropriate hit.)

The hit location charts and Damage thresholds for each body part indicate if a character simply loses use of a location or loses the whole location. After taking damage, a MechWarrior will need time to heal. This is all covered in a good section on healing. There are a couple of charts and the rules are quite simple, and can be read over when you need them.

FASA included a big section on running the game, which was not in the first edition of the rules at all. It tends to make the GM want to add the details of the surroundings and make things look and feel better for the players (and PCs). There are some really nice tips about how to do so and they are well worth reading, even by experienced GMs. "Running the Game" takes up 20 pages of the book. FASA gives ideas for the game and some hooks to set up so that the players can get into the campaign really well. There are sections with supply charts indicating where and when they are available. The GM's job of filling out the character's units is made easier. The unit and character is able to grow very slowly, and make for some really

good campaigns.

After "Running the Game", M2 explains equipment. The equipment here is all for personnel; very little is included for vehicles/'Mechs. They do not cover some of the equipment that has already appeared in the Technical Readouts, but do include the more choice items. For more, see the Readouts themselves. There is no way FASA would be able to fill out every piece of equipment a character may need, so the GM is free to create original items. All the Equipment is rated from Low Tech to high Tech and from common to very rare. Thus, the GM will know if it is available and how often PCs come across these things. This is a good addition, because it helps the players as well as the GM.

Equipment is organized into sections for armor, weapons, and so on. This is a great help when running a session and there's a fast need for something. Descriptions and notes appear with all of the equipment, and sometimes pictures for strange items.

The last section is the background and history section, "Historical Overview". This is a rehash of what has appeared with up dates to the last Kerensky's Blood novels by Mike Stackpole. Although this is preset for game flavor, the GM can move on from here. More source material is recommended; the House source books and some for where the campaign is set. Make sure to have the proper background for the game. This will help the GM run it and the player play it, since there will be more detail and BattleTech flavor.

The color plates are included in this section as part of a Sun Zhang Academy briefing. Various insignia, uniforms, and "patches" are shown in full color, including Clan and new Federated Common-

wealth uniforms. This is followed by a two-page spread "identifying" OmniMechs by front profile. Renditions of various OmniMech weapons systems, and some distinctive Clan equipment follow.

Closing out the "Overview" is the section on minor and major powers, and various well-known things within the Inner Sphere. The Free Rasalhague Republic, St. Ives Compact, Federated Commonwealth, Clans, Draconis Combine, Capellan Confederation, and more all receive brief overviews. This closes out the "Overview".

M2 includes tables and charts important to the game in the back. They are very useful, though they do not contain ALL of the important charts from the text of the rules. The GM is best off copying these and letting the players have some of them close at hand when they are playing. The Record sheets are really well done and look just great. They are compact but allow enough room to have a lot of stuff right at the player's and GM's finger tips.

These rules are certainly a great step over the first edition in the game. The rules read much better than the original. The combat is simpler and the play of this game easier. Being able to take this game and use it with AeroTech, BattleTech, and even BattleTroops game is excellent. Though they do not give you the cross over, it is entirely possible for the GM to fit them in.

MechWarrior Second Edition is laid out better, written better and thought out better than MechWarrior. FASA has grown up and they are doing a better job. They are now taking the time to make sure all the bugs are out of the systems before going on with them.

(Editor's Note: Please see Herb's other article, "MechWarrior 1 vs MechWarrior 2", in this issue.)

RAFAEL C³ COMMAND TANK

		Tons
Type: **Rafael C³ Command HQ**		
Tonnage: **Heavy Tracked**		75.00
Internal Structure: **Vehicular**		7.50
Engine: **300 XL Fusion**		14.50
Cruise MPs: **4**		
Flank MPs: **6**		
Heat Sinks: **10**		0.00
Control:		4.00
Turret: **Yes**		0.50
Armor: **215 F-Aluminum**		12.00

	AV
Front	**45**
Right	**45**
Left	**45**
Rear	**40**
Turret	**40**

Weapons and Ammo:

Type(Number)	Loc	Tons
Med Laser(3)	Turret	
Streak SRM-2(2)	Right	3.00
Streak SRM-2(2)	Left	3.00
Streak SRM-2(2)	Front	3.00
50 SRM Ammo	Body	1.00
MG(2)	Turret	1.00
100 MG Ammo	Body	0.50
C³ Mstr(2)	Body	10.00
AMS(2)	Turret	1.00
AMS(6)	Front	3.00
84 AMS Ammo	Body	7.00
Guardian ECM	Body	1.00

The main feature of the Rafael is the C³ Master System, which allow linkage to up to eleven other units outfitted with the C³ system. The Rafael contains the satellite uplink capabilities for an entire battalion. Extensive holotank facilities can coordinate other battalion commands.

The Rafael offers all the benefits of the older Mobile HQ vehicles, plus enhanced tactical and strategic command abilities. Armor and defensive weaponry have been greatly increased, but the Rafael's best defense is stealth.

JERICHO WHEELED MISSILE SYSTEM

		Tons
Type: **Jericho MAMS**		
Tonnage: **Assault Wheeled**		80.00
Internal Structure: **Vehicular**		8.00
Engine: **220 XL Fusion**		7.50
Cruise MPs: **3**		
Flank MPs: **5**		
Heat Sinks: **10**		0.00
Control:		4.00
Turret: **No**		0.00
Armor: **63 F-Aluminum**		3.50

	AV
Front	**20**
Right	**15**
Left	**15**
Rear	**13**
Turret	**-**

Weapons and Ammo:

Type(Number)	Loc	Tons
Arrow IV(3)	Front	3.00
45 A-IV Ammo	Body	9.00
Med Laser	Front	3.00
Med Laser	Right	
Med Laser	Left	

The Jericho Mobile Artillery Missile System (MAMS) wheeled vehicle is an impressive example of a modern mobile artillery system. This vehicle can utilize standard area-saturation missiles or homing missiles. A single vehicle is capable of providing adequate artillery support for a battalion. However, multiple Jerichos in a typical support battery can be truly devastating. Accurate spotting with TAG or C³ equipped vehicles can help to deliver incredible damage with pinpoint accuracy. Higher mobility provided by the Jericho is standard for today's battlefield.

MONTGOMERY MISSILE TANK

		Tons
Type: **Montgomery MLRMS**		
Tonnage: **Assault Tracked**		95.00
Internal Structure: **Vehicular**		9.50
Engine: **285 XL Fusion**		12.50
Cruise MPs: **3**		
Flank MPs: **5**		
Heat Sinks: **10**		0.00
Control:		5.00
Turret: **No**		0.00
Armor: **241 F-Aluminum**		13.50

	AV
Front	**70**
Right	**60**
Left	**60**
Rear	**49**
Turret	**-**

Weapons and Ammo:

Type(Number)	Loc	Tons
LRM-20(3)	Front	30.00
54 LRM Ammo	Body	9.00
Artemis FCS(3)	Body	3.00
Med Laser(2)	Front	3.00
AMS(2)	Front	1.00
24 AMS Ammo	Body	2.00
Streak SRM-2	Front	1.50
Streak SRM-2	Right	1.50
Streak SRM-2	Left	1.50
50 SRM Ammo	Body	1.00
C³ Slave	Body	1.00

The Montgomery Multiple Long Range Missile System is designed to provide local fire support in direct and indirect fire. The C³ allows the Montgomery to engage targets with increased accuracy from greater range. The Artemis IV FCS further improves missile accuracy, making sustained direct assault deadly.

Ammunition may be varied from conventional missiles to include Thunder and Swarm. The Streak and Medium laser systems deter close combat, and the anti-missile systems help protect against attacks. Field testing has revealed the MLRMS concept to be a effective approach to fire support.

FUTURE WARS

VENGEANCE ARTILLERY VEHICLE

	Tons
Type: **Vengeance Long Tom Carrier**	
Tonnage: **Assault Tracked**	95.00
Internal Structure: **Vehicular**	9.50
Engine: **285 XL Fusion**	12.50
Cruise MPs: **3**	
Flank MPs: **5**	
Heat Sinks: **10**	0.00
Control:	4.00
Turret: **Yes**	4.00
Armor: **197 F-Aluminum**	11.00

	AV
Front	55
Right	55
Left	55
Rear	50
Turret	54

Weapons and Ammo:

Type(Number)	Loc	Tons
Long Tom	Turret	30.00
35 LT Ammo	Body	7.00
Med Laser(3)	Turret	3.00
AMS(2)	Turret	1.00
AMS	Right	0.50
AMS	Left	0.50
48 AMS Ammo	Body	4.00
Streak SRM-2(4)	Turret	6.00
50 SRM Ammo	Body	1.00
ECM	Body	1.00

The Vengeance Mobile Long Tom Artillery System is designed to replace current ICE-powered systems in use throughout the Inner Sphere. The prototype Vengeance takes advantage of the "new" XL technology to provide increased performance on a smaller platform. Armor is dramatically increased, and the added benefit of four anti-missile systems is not to be overlooked. Racks of Streak systems and three medium lasers have been added to the basic design, increasing short range potential. Finally, an ECM suite has been added to help hide the valuable Vengeance from enemy detection.

"MANSLAYER" (OMNIMECH)

	Tons
Type: **ManSlayer (Primary)**	
Tonnage: **Medium**	45.00
Internal Structure: **Endo-Steel**	2.50
Engine: **315 XL**	11.00
Walk MPs: **7**	
Run MPs: **11**	
Jump MPs: **7**	
Heat Sinks: **10 Double**	0.00
Gyro:	4.00
Cockpit::	3.00
Armor: **152 Standard**	9.50

	IS	AV
Head	3	9
CT	14	22
Rr CT	-	5
R/LT	11	17
Rr R/LT	-	5
R/LA	7	14
R/LL	11	22

Weapons and Ammo:

Type(Number)	Loc	Crit	Tons
APOD(2)	RL	2	1.00
APOD(2)	LL	2	1.00
MG(14)	RT,LT	7,7	3.50
MG(2)	RA,LA	1,1	0.50
200 MG Ammo	RA,LA	1,1	1.00
Med Plse Las(2)	CT,H	1,1	2.00
Flamer	RA	1	0.50
Jump Jets(3)	RT	3	1.50
Jump Jets(3)	LT	3	1.50
Jump Jets	CT	1	0.50

	Tons
Type: **ManSlayer (A)**	
Tonnage: **Medium**	45.00
Internal Structure: **Endo-Steel**	2.50
Engine: **315 XL**	11.00
Walk MPs: **7**	
Run MPs: **11**	
Jump MPs: **7**	
Heat Sinks: **10 Double**	0.00
Gyro:	4.00
Cockpit::	3.00
Armor: **152 Standard**	9.50

	IS	AV
Head	3	9
CT	14	22
Rr CT	-	5
R/LT	11	17
Rr R/LT	-	5
R/LA	7	14
R/LL	11	22

Weapons and Ammo:

Type(Number)	Loc	Crit	Tons
MG(2)	RT,LT	1,1	0.50
MG(6)	RA,LA	3,3	1.50
200 MG Ammo	RA,LA	1,1	1.00
ER Sml Las(12)	RT,LT	6,6	6.00
Jump Jets(3)	RT	3	1.50
Jump Jets(3)	LT	3	1.50
Jump Jets	CT	1	0.50
Heat Sink(+2)	RL,LL	2,2	2.00
Heat Sink(+2)	Not Mounted		2.00

These OmniMechs have only been encountered since the end of the Clan Wars. Their other purposes are unknown, but the anti-infantry configurations are the only ones seen in the Inner Sphere.

The Primary "ManSlayer" has seen heavy action in urban areas along the borders with all the Clans. It is a fierce unarmored infantry killer. The high speed and jump jets allow for quick closing in the city. The pulse lasers are for non-infantry targets, and the flamer is for flushing infantry from cover.

The "ManSlayer" A is mainly used against BattleArmored infantry. It has been used against rival Clans' garrison troops, and against Inner Sphere forces known to possess BattleArmor (Wolf's Dragoons, certain Draconis units, and others). These opportunities are rare, so this version is uncommon in the Inner Sphere. (Action against 'Mechs has been reported, and what the Clans have called the "deathbloom", or massive numbers of ER small lasers, is devastating even to non-infantry targets.)

This piggish look doesn't detract from the overall appearance, and adds quite a few details. The right and left torsos are indented, leaving room only suitable for FINE detailing or excellent washing. The legs are the same as the Dasher's, and the arms have normal bends to them, though they are blocky.

The Uller is a fast little 'Mech, and has the hunched appearance of so many OmniMechs. It is a squat little fighter, sort of like a bomber with a less bullet-shaped nose. There is also the beginning of a canopy that doesn't quite make it to the cockpit. The legs are canted backward, like a Mad Cat's, and are locked in place between the torso and the feet. Unfortunately, the feet are a little too far apart, and the legs spread near the bottom. Filler may be necessary for the gaps. The Uller has more flat surfaces than the other two 'Mechs, but has more graceful curvature and center of gravity. It paints well.

Of all the light OmniMechs, the Puma looks most like an airplane. It has an old-style fighter/bomber appearance, sort of like a "Groundhog". The whole torso/fuselage is under a canopy of sorts, giving an "umbrella" appearance. The fuselage itself is finely worked. The Puma is far more graceful than the original line art made it seem. It shares the feet/legs with the Uller, and the spreading is far more annoying. The blocky, stiff arms glue onto the canopy, breaking the streamlining of the sides. For the fine detail painter, the canopy holds untold promise. When this 'Mech is painted, it looks superb. Choose the design carefully, to enhance the details of the "fuselage".

A special feature of the Dasher and the Koshi is a special joiner for the torso. This joiner allows the owner to place the Puma/Uller legs on the Dasher or the Koshi. Again, Ral Partha succeeds in demonstrating just how modular OmniMechs can be. This variant tailors the two lighter Omnis, so that the owner has a unique set. Like all the others, the arms are interchangeable.

All the light OmniMechs are among the best Ral Partha has produced, and certainly the best of the Omnis produced so far. We only have to see the Mediums, then we can judge accurately (of course, the TR 3055 will be out by then, and 16 new Omnis will need miniatures). These miniatures were sculpted by David Summers.

The four new Inner Sphere models are impressive. Sculpted by Bob Charrette and retailing for around $4 American, they add quite a bit to the modern Inner Sphere armies.

The Caesar (#20-772) is a large 'Mech. It is perhaps the 'Mech with the most curved surfaces. For a heavy 'Mech, it seems especially graceful, although the arms are more likely to be called "spindly". They do not look capable of doing or sustaining heavy damage, and don't provide much to paint. The arms and Gauss rifle have to be glued onto the torso, and do so well. The arms need to be shaved a little, but the Gauss fits perfectly into the hole provided. This looks more like a "fun" paint job, rather than a serious challenge.

The Cataphract (#20-771) is a less well-worked Caesar. This makes sense, since the Caesar is a Federated-Commonwealth version of the Capellan Cataphract. The torso needs to be glued onto the legs. It doesn't fit perfectly, so a little shaving is necessary. The way the two pieces fit together looks very unbalanced, but it isn't; it even stands well unglued. Like the Caesar, the Cataphract is more of a "fun" job than a serious challenge. Granted, bright neons are out (or are they?), but lots of highlighting this 'Mech with a sight wash or drybrushing will produce nice results.

The Guillotine (#20-773) is a typical Bob Charrette 'Mech-smooth lines, lots of detail, and the illusion of speed in a stationary figure. This is a must-have, if only for the stylized, sweeping shoulders. The 'Mech comes in one piece (a rarity for 'Mechs these days, it seems), and requires the typical cutting of excess metal. The cockpit is weird, sort of like a soft spoken clown, and there's a big box mounted above the head. This is probably a spotlight of sorts. The Guillotine's left arm is a big cannon, a little large for an ER large laser. The right arm bends at the elbow, and ends in two medium laser muzzles. Painting this 'Mech is a challenge, and the painter should really wait until a design slams home. The lines on this miniature are *GOOD*.

The last 'Mech to be reviewed is the Axeman (#20-770). Both arms and the *head* need to be glued on. The head is long and curved in the back, sort of like an aerodynamic "Alien". The head mounts forward of the left shoulder, giving it a strange appearance compared to the TR 3050 picture. This one is a bit skinnier than even the Caesar, but is more poseable. The arms can be shifted around, so that the axe is either way in the air or down low. The left arm can be positioned the same way, and the two can be brought together over the head for a double-handed swing. The paint job will be very good, but depending on the arms' positions, it can be difficult. This is definitely a 'Mech for a creative paint job.

MONTGOMERY MLRMS
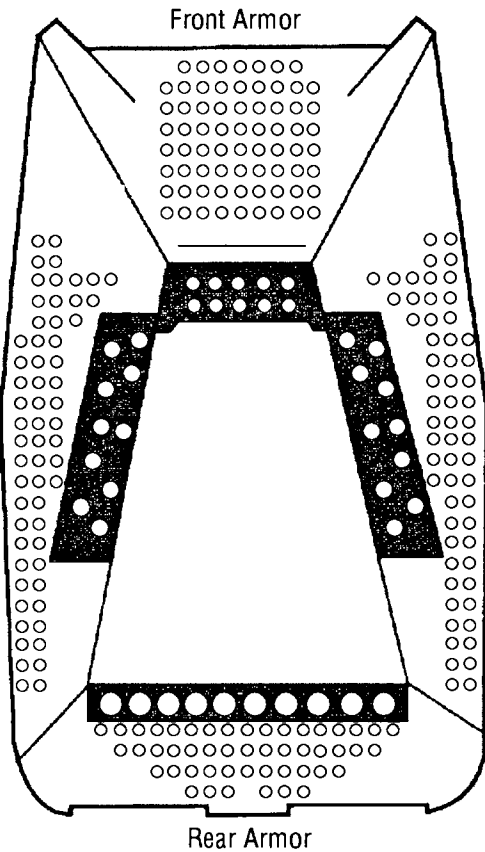
Front Armor

Left Armor

Right Armor

Rear Armor

Type: **TRACKED**
Tonnage: **95**
Movement Points:
  Cruise: **3**
  Flank: **5**
Engine Type: **285 XL FUSION**
Turret: **No**

Equipment/Ammo Inventory

#	Type	Location
3	LRM-20	FRONT
2	MEDIUM LASER	FRONT
2	ANTI-MISSILE SYS.	FRONT
3	STREAK SRM-2	F/R/L
1	C³ SLAVE	BODY
3	ARTEMIS IV FCS	BODY
24	ANTI-MISSILE AMMO	BODY
54	LRM-20 AMMO	BODY
50	SRM-2 AMMO	BODY

Crew Data

Gunnery Target/Level:
Piloting Target/Level:
Status: Alive   KOd   Dead

Heat Sinks
SINGLE
10

Armor
Front: **70**
Right: **60**
Left: **60**
Rear: **49**

Notes

VENGEANCE LONG TOM CARRIER
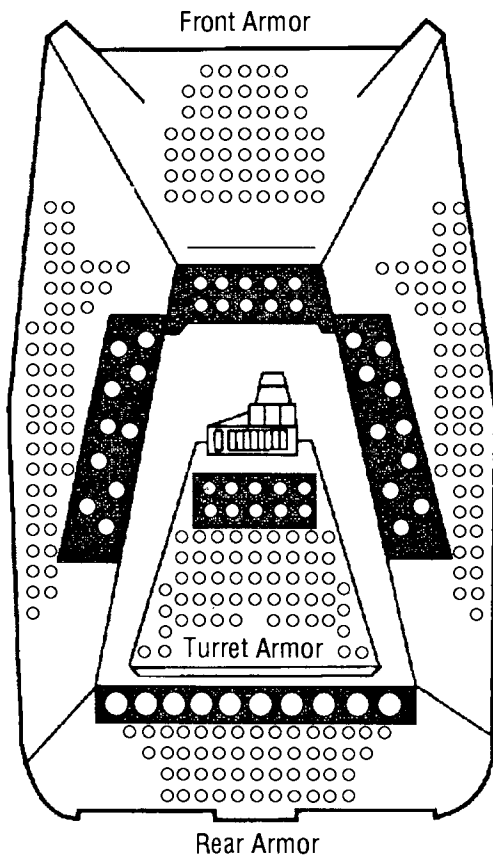
Front Armor

Left Armor

Right Armor

Turret Armor

Rear Armor

Type: **TRACKED**
Tonnage: **95**
Movement Points:
  Cruise: **3**
  Flank: **5**
Engine Type: **285 XL FUSION**
Turret: **YES**

Equipment/Ammo Inventory

#	Type	Location
1	LONG TOM	TURRET
3	MEDIUM LASER	TURRET
4	ANTI-MISSILE SYS.	T/R/L
4	STREAK SRM-2	TURRET
1	ECM SUITE	BODY
35	LONG TOM AMMO	BODY
48	ANTI-MISSILE AMMO	BODY
50	SRM-2 AMMO	BODY

Crew Data

Gunnery Target/Level:
Piloting Target/Level:
Status: Alive   KOd   Dead

Heat Sinks
SINGLE
10

Armor
Front: **55**
Right: **55**
Left: **55**
Rear: **50**
Turret: **54**

Notes

Rafael C³ Command Vehicle

Front Armor
Left Armor
Right Armor
Turret Armor
Rear Armor
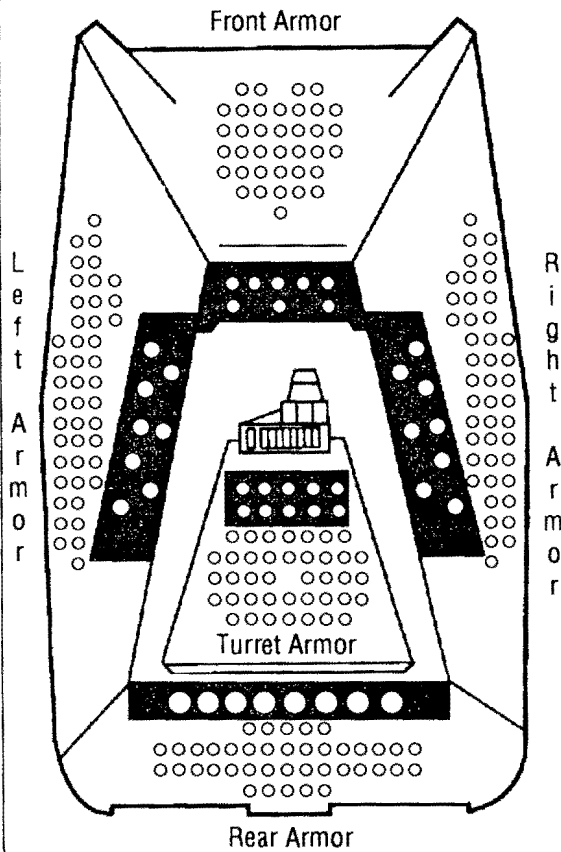
Type: **Tracked**
Tonnage: **75**
Movement Points:
Cruise: **4**
Flank: **6**
Engine Type: **300 XL Fusion**
Turret: **Yes**

Equipment/Ammo Inventory

#	Type	Location
3	Medium Laser	Turret
2	Machine Gun	Turret
2/3	Anti-Missile Sys.	Turret/F
2/2/2	Streak SRM-2	F/R/L
2	C3 Master	Body
1	ECM Suite	Body
50	SRM-2 Ammo	Body
84	Anti-Missile Ammo	Body
100	MG Ammo	Body

Crew Data
Gunnery Target/Level:
Piloting Target/Level:
Status: Alive   KOd   Dead

Heat Sinks
Single
10

Armor
Front: **45**
Right: **45**
Left: **45**
Rear: **40**
Turret: **40**

Notes

Jericho MAMS

Front Armor
Left Armor
Right Armor
Rear Armor
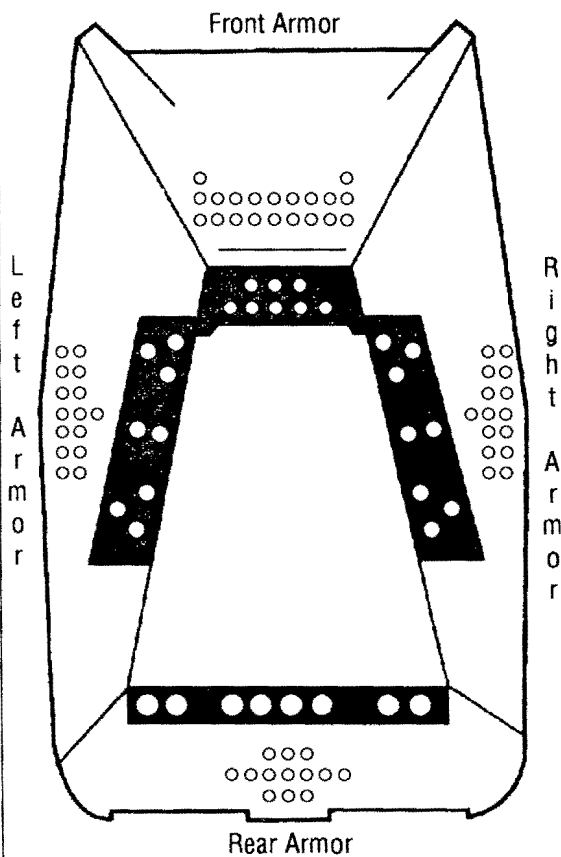
Type: **Wheeled**
Tonnage: **80**
Movement Points:
Cruise: **3**
Flank: **5**
Engine Type: **220 XL Fusion**
Turret: **No**

Equipment/Ammo Inventory

#	Type	Location
3	Arrow IV Missile	Front
1/1/1	Medium Laser	F/R/L
45	Arrow IV Ammo	Body

Crew Data
Gunnery Target/Level:
Piloting Target/Level:
Status: Alive   KOd   Dead

Heat Sinks
Single
10

Armor
Front: **20**
Right: **15**
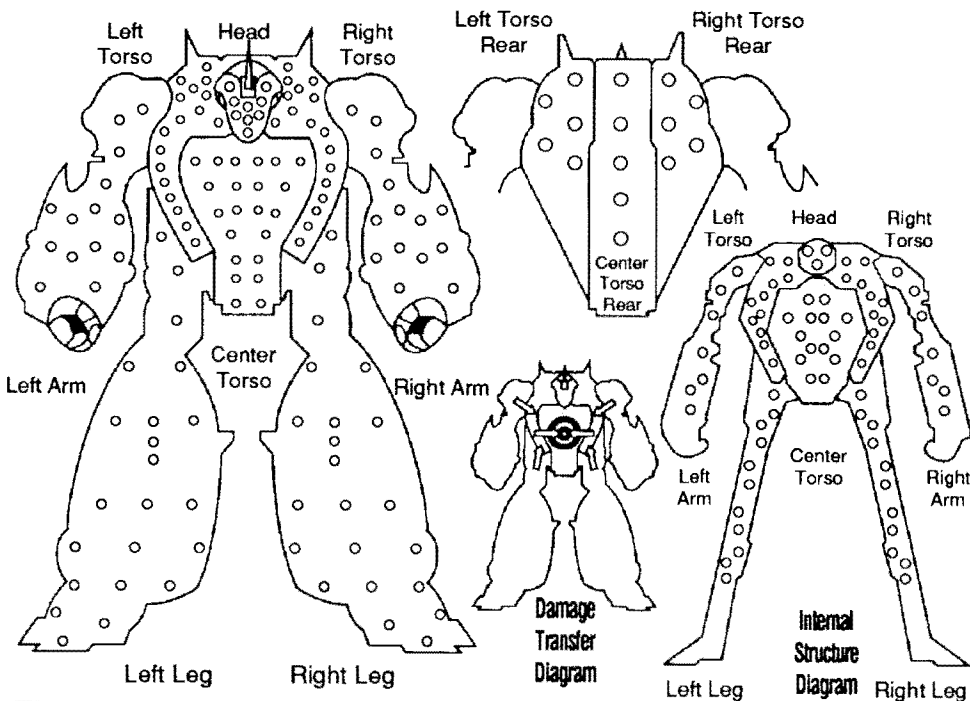Left: **15**
Rear: **13**

Notes

Armor Diagram

Left Torso · Head · Right Torso

Left Torso Rear · Right Torso Rear

Center Torso Rear

Left Torso · Head · Right Torso

Left Arm · Center Torso · Right Arm

Left Leg · Right Leg

Damage Transfer Diagram

Internal Structure Diagram

Left Arm · Center Torso · Right Arm

Left Leg · Right Leg

BattleMech Data

Type: **MANSLAYER (PRIMARY)**
Tonnage: **45**
Movement Points:
Walking: **7**
Running: **11**
Jumping: **7**

Weapons Inventory

#	Type	Location
2,2	A-POD	RL, LL
7,7,2	MG	R/LT, R/LA
2	MED PLSE LASER	CT, HEAD
1	FLAMER	RA
200	MG AMMO	R/LA

POD SPACE 15 TONS, 36 CRITICALS

Total Heat Sinks
○○○○○
○○○○○
DOUBLE
10 (20)

Warrior Data

Name:
Gunnery Target/Level:
Piloting Target/Level:
Hits Taken:

1st	2nd	3rd	4th	5th	6th
(3+)	(5+)	(7+)	(10+)	(11+)	Dead

Critical Hit Table

Left Arm

1
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. **MG**
6. **100 MG AMMO**

2
1.
2.
3. ENDO-STEEL
4. ENDO-STEEL
5. ENDO-STEEL
6. ENDO-STEEL

Left Torso

1
1. XL ENGINE
2. XL ENGINE
3. **MG**
4. **MG**
5. **MG**
6. **MG**

2
1. **MG**
2. **MG**
3. **MG**
4. JUMP JET
5. JUMP JET
6. JUMP JET

Left Leg

1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. **A-POD**
6. **A-POD**

Head

1. Life Support
2. Sensors
3. Cockpit
4. **MED PULSE LASER**
5. Sensors
6. Life Support

Center Torso

1
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

2
1. Gyro
2. Engine
3. Engine
4. Engine
5. **MED PULSE LASER**
6. JUMP JET

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

Right Arm

1
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. **MG**
6. **100 MG AMMO**

2
1. FLAMER
2.
3.
4. ENDO-STEEL
5. ENDO-STEEL
6. ENDO-STEEL

Right Torso

1
1. XL ENGINE
2. XL ENGINE
3. **MG**
4. **MG**
5. **MG**
6. **MG**

2
1. **MG**
2. **MG**
3. **MG**
4. JUMP JET
5. JUMP JET
6. JUMP JET

Right Leg

1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. **A-POD**
6. **A-POD**

Heat Scale

30	SHUTDOWN!
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Penalty to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Penalty to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Penalty to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Penalty to Fire
07	
06	
05	-1 Movement Point
04	
03	
02	
01	

BATTLETECH

Armor Diagram

Left Torso — Head — Right Torso
Left Torso Rear — Right Torso Rear

Left Torso — Center Torso Rear — Right Torso

Left Arm

Center Torso

Right Arm

Left Arm — Head — Right Arm

Left Torso — Right Torso

Left Arm — Center Torso — Right Arm

Left Leg — Right Leg

Damage Transfer Diagram

Internal Structure Diagram

Left Leg — Right Leg

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. MG
6. 100 MG Ammo

1. MG
2. MG
3. Endo-Steel
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

Left Torso
1. XL Engine
2. XL Engine
3. MG
4. ER Small Laser
5. ER Small Laser
6. ER Small Laser

1. ER Small Laser
2. ER Small Laser
3. ER Small Laser
4. Jump Jet
5. Jump Jet
6. Jump Jet

Left Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Heat Sink
6. Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4.
5. Sensors
6. Life Support

Center Torso
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6.

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. MG
6. 100 MG Ammo

1. MG
2. MG
3.
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

Right Torso
1. XL Engine
2. XL Engine
3. MG
4. ER Small Laser
5. ER Small Laser
6. ER Small Laser

1. ER Small Laser
2. ER Small Laser
3. ER Small Laser
4. Jump Jet
5. Jump Jet
6. Jump Jet

Right Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Heat Sink
6. Heat Sink

BattleMech Data

Type: MANSLAYER (A)
Tonnage: 45
Movement Points:
Walking: 7
Running: 11
Jumping: 7

Weapons Inventory

#	Type	Location
3,3,1,1	MG	R/LT, R/LA
6,6	ER Small Laser	R/LT
200	MG Ammo	R/LA

Pod Space 15 Tons, 36 Criticals

Total Heat Sinks ○○○○○ ○ Double
○○○○○○ ○○ 14 (28)

Warrior Data
Name:
Gunnery Target/Level:
Piloting Target/Level:
Hits Taken:

1st	2nd	3rd	4th	5th	6th
(3+)	(5+)	(7+)	(10+)	(11+)	Dead

Heat Scale

30	SHUTDOWN!
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Penalty to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Penalty to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Penalty to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Penalty to Fire
07	
06	
05	-1 Movement Point
04	
03	
02	
01	

It has been a long issue, folks. I am finally beginning to write this afterword, but I'm not really done yet. The vehicle record sheets have to be created, and the ManSlayer sheets laid out yet. I barely had room for the articles we put in here. We've been trying to keep Future Wars as current as possible, so a lot of the reviews literally just came in. And still I had to cut some of the more recent stuff!

Future Wars introduced me to a fellow 'Tech player, Tony Imbo. By the time this gets read, though, Tony and I will be hundreds of miles apart, not just dozens. I'm looking to build a good staff of people, so anyone near my home address this summer should get in touch with me. We can't pay much, but we can build your resume.

Speaking of friends, it has been a rough couple of months. My social life entered a time of upheaval, and I realized "I'm graduating in May!" I fear and long for it, but we'll see in June...

I love doing this magazine, but it gets tiring. So far, there's at least 40 hours put into this (One 25.5 hour stretch, and this 16+ hour stretch, plus some time here and there). I want to help get this to the Big Time. I need this computer in my own home. *grin*

Incidentally, if anyone is interested in having a personal record sheet for any Battle-Mech, vehicle, of Fighter, please write to me. My Address is

Phil DeLuca
261 Riddle Street
Brentwood, NY 11717

I will custom-design a sheet like the ones in this issue, for $2 per sheet (this may change, depending on the complexity of the design).

If desired, a Mad Cat (Timber Wolf) silhouette can be used in place of the traditional armor diagram. These are perfect to distinguish at a glance that your design is a Clan "Mech.

FUTURE WARS FOUND HERE!

If your store is not listed here, drop us a note and we'l include it in the next issue possible.

Waterloo Hobbies, Gilbert, AZ
Citadel, New London, CT
Merlin's Bookstore, Tampa, FL
Zeno's Ent, Jacksonville, FL
Just For Fun, Honolulu, HI
Scale Models, South Holland, IL
The Game Room, Washington, IL
The Game Preserve, Indianapolis, IN
Rusty Scabbard, Lexington, KY
Alcove Hobby, Royal Oak, MI
Frontline and Fantasy, Roseville, MI
Hobby House, Westland, MI
RC Hobbies, Pontiac, MI
Riders Hobby, Ann Arbor, Canton, Flint, Grand Rapids, Lansing, Ypsilanti, MI
Raven's Loft, St. Louis, MO
Toy City, Concord, NH
Modular Pegasus, Garwood, NJ
Wargames West, Albuquerque, NM
Adventure and Hobbies, Rochester, NY
Armadillo Games, Rotterdam, NY
Bay Shore Hobbies, Bay Shore, NY

Dragon and Dragoon Store, Rochester, NY
Men at Arms Hobbies, Middle Island, NY
The Game Master, Plattsburgh, NY
Waterloo Hobbies II, Williston Park, NY
Dragon's Lair, Dayton, OH
The Guard Tower, Columbus, OH
Tin Soldier, Canterville, OH
Comic Store, West York, PA
Comic Store, Lancaster, PA
Games Unlimited, Pittsburgh, PA
Mr. Fonor's, New Cumberland, PA
Dungeon Books and Comics, San Antonio, TX
Campaign H, Newport News, VA
Eagle and Empire Games, Alexandria, VA
One Eyed Jaques, Richmond, VA
Eagle Games, Bellingham, WA
Napoleon's Shore, Wood, WI
Pegasus Games, Madison, WI
OK Hobby and Games

This issue, I've dedicated my efforts to people special to me. Normally, I do it without saying who they are (usually in honor of my parents). This time, though, I'll name names.

My parents, because they deserve every bit of praise that can be given. To you, Naomi and Salvatore DeLuca.

To Tricia Vertucci, for sticking by me (even now, working on the ManSlayer sheets) when I tried to keep her away in my eternal frustration (with the 'magazine and other stuff).

To Bertram C. Ulrich III, for never holding back the truth.

To Risa Multer, for loving life while she's alive.

To my Uncle "Freddy" Frederick DeLuca, for loving life until he died, April 20 1992.

FUTURE WARS

3RD CLASS MAIL

TO: