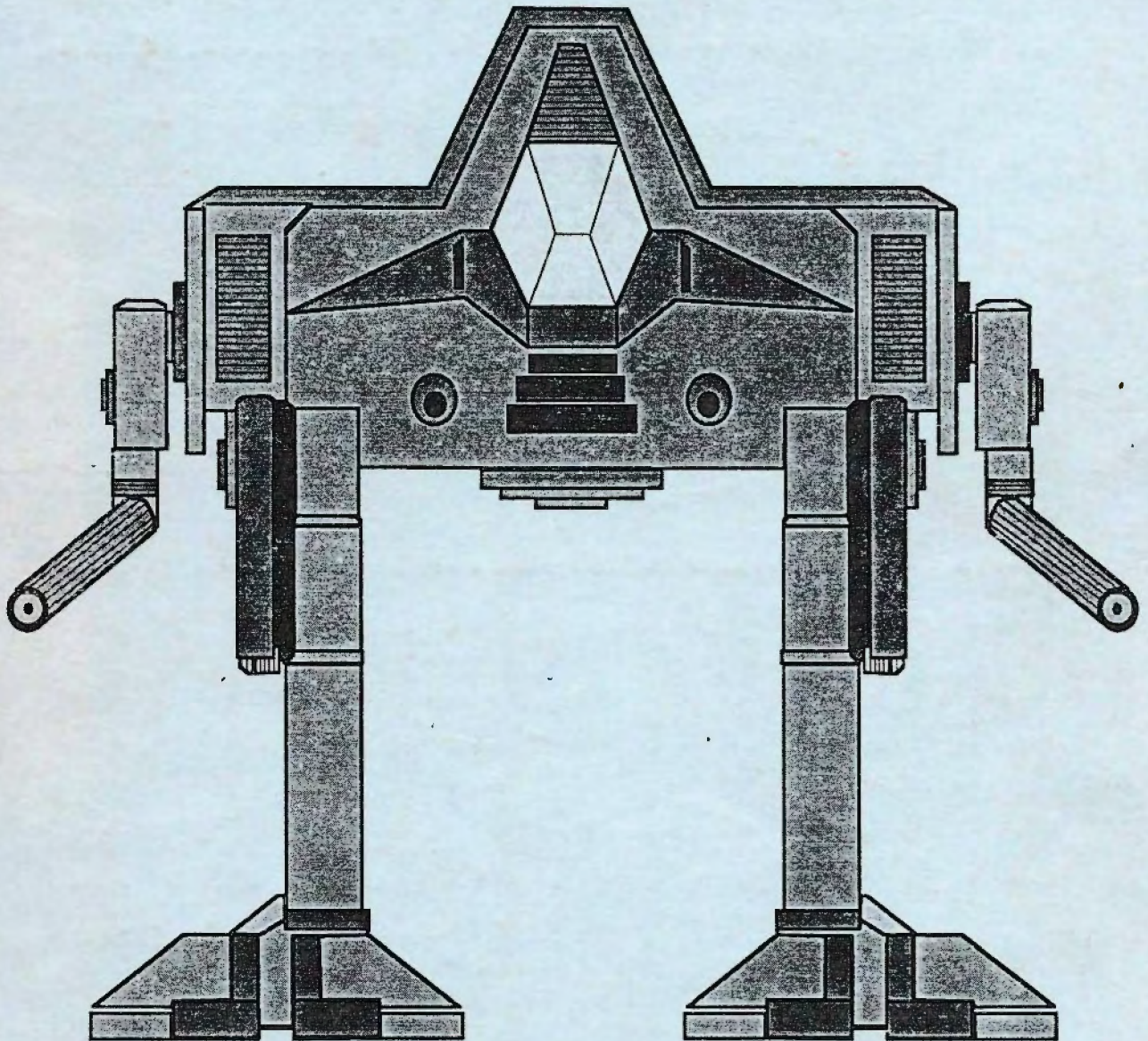


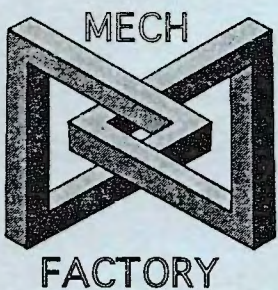
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ISSUE #1

THE MECH FACTORY



WLD-1P WARLORD



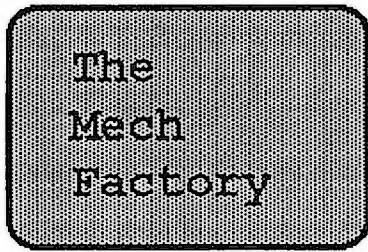
A BattleTech Journal

Editors Notes:

Welcome to The Mech Factory. The Mech Factory is a fanzine written for use with the Battletech game system. This is a reissue of the Mech Factory Volume #1, Issue #1. Originally, the Mech Factory was designed as a magazine for use by our game club. We had the magazine available locally, and we decided to take it (and our second issue) to both Origins, and Gen Con, where it was very well received. One thing led to another, and soon we were negotiating to get the magazine distributed not only in the United States, but in Germany as well! Before reprinting the magazine, we had a lot of work to do. First and foremost, was to make corrections to the few typos we had (and hopefully we haven't introduced any new ones). Also, we had to find a new printing method, as the process we originally used to do the original magazine was too costly for a distribution magazine. With all that said, let's get back to the 'zine.

In this issue we present an eye opening article about four legged battlemechs. We also have sections dealing with construction tricks, new technology for Battletech, and rules questions answered by FASA. Several Play Aids we have developed over the years were also included, and finally what would a mech factory be without a bunch of new mechs! In future issues we plan on doing fiction stories, vehicles, advanced tech (3050/3055) and clan summary sheets, plus advanced tech and clan mechs.

We are always looking for submissions. If you have an article, tactic, construction tip, or mech, send it to us! If we use it, we will send you a free issue, or credit your subscription one free issue. If you have any comments, send those in, as next issue we will be starting a letters column. For further information about submissions see the last page of this magazine.



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ASK FASA

Ask FASA is a forum for Battletech rules questions. These are questions that have been sent to the FASA Battletech support area on GENie, and FASA's official response to them. A big thanks to Sam Lewis who provides the answers.

Q: In the example on page 22 of the Battletech Compendium, are there any modifiers to the fire for Mechs A to F? Or is the modifier to hit for the woods +0?

A: If the LOS passes through the woods, rather than over it the modifiers are used in the book. In this example the modifiers for the trees should be taken into account (half the Mech is obscured by the trees). If F was on a Level 2 hill, then the modifiers would not be used.

Q: When a mech falls, does the pilot save versus damage at 5 or 7 and up? Seven and up because the "mechwarrrior" is falling 1 level because the cockpit is considered 1 level above the ground, or five and up because the mech itself is what matters not where the pilot is. (This is on a level plane, no level changes around)

A: The pilot saves at 5, not 7, since the mech itself is what matters, not where the pilot is.

Q: If a mech is walking, can it combine forward and backward motion?

A: You can combine backwards and forward movement but it must be done at a walk, and the target movement modifier is taken from the last change in direction. (No mombos to avoid getting hit).

Q: When the Internal Structure of a mech's head is hit, how many pilot hits is that. 1 for the head hit and 1 more for the internal structure?

A: It counts as two hits when the IS of the head is hit.

Q: Will an AMS stop an inferno round? The rules state that the round explodes/disintegrates before reaching the target anyway.

A: Yes, AMS stops inferno rounds. The napalm inside does not ignite.

Some questions on Clan Targeting Computers:

Q: It states that Inner Sphere ECM (Guardian) does not affect the Clan Targeting Computer. Does the Clan ECM suite affect a targeting computer?

A: Clan ECM suite doesn't work either.

Q: When custom configuring a Clan OmniMech, do all of the crit locations for the Targeting Computer have to be in the same location?

A: All crit locations for a Targeting Computer must to be in the same location.

Q: If one critical location of Targeting Computer is hit, does the mech lose all use of the Targeting Computer, or can it only target at a - 1 with weaponry equal to or less than the current amount of Targeting Computer available?

A: If one crit location is hit, the Targeting Computer loses all functions.

Q: Can a mech carry a Targeting Computer of insufficient size for its' direct fire weapons as long as it only uses the Targeting Computers bonus/ability with weaponry that does not exceed its' rating?

A: No.

Q: When targeting, since the shot will hit the desired location or not hit at all, does the partial cover modifier to hit apply as long as the shot is aimed at a visible portion of the mech? (It seems that a hill in the way wouldn't matter as the shot will never go there, anyways.)

A: Apply the the partial cover modifier. This reflects the difficulty of getting a lock on a partially concealed mech, rather than the round striking the hill.

Q: If I'm using a Targeting Computer with an ultra Autocannon and I wish to target a specific location (like the right torso) on a mech and I make the to hit role. Do both autocannon shots hit that location or do I have to role on the 2 missile table to see if 1 or 2 autocannon shots hit?

A: Roll on the 2 missile table.

Taking Another Look at Quads

In Battletech only three Four Legged Battlemechs have been introduced into the game. Anyone who has played either the Goliath, the Scorpion or the Tarantula has found the optional rules to be extremely beneficial. Players usually pass over these mechs because none can be thought of as 'killer' mechs, with both the Goliath and the Scorpion being 'inferior'. Only the Tarantula can be thought of as a good mech for its size. Therefore, many players never consider the option of constructing a four legged mech of their own.

There are several inherent advantages that a Quad has. Foremost is the ability to "crab" or move laterally. Crab movement allows the mech to move sideways into a hex that is not directly to the front or rear. This unique movement ability allows a quad to make a move for two movement points, that would take conventional mechs three movement points! The other exceptional ability a four legged battle mech has is the bonus to any piloting skill roll made to avoid a fall. This -2 modifier is useful in all sorts of situations. Most notable is the mechs' extreme suitability to city fighting. Between the modifier and crab movement; a quad is the most mobile mech on concrete or an urban terrain. This modifier is also extremely useful when the mech gets hit for damage. On average, 20 points of damage will cause the average mech warrior (pilot 5) to fall 27% of the time. In a quad, this is reduced to a mere 8%. The final ability of a quad is increased heat dissipation. When standing in level 1 water all heat sinks in the legs of the mech operate at double efficiency, up the maximum allowed. This combined with the pilot bonus when entering water, definitely encourages a quad to seek water as a fighting terrain.

As with everything in life nothing is free, and this is true of quads as well. Quads can't use certain physical attacks because of their lack of arms. Gone is the ability to pop an opponents' head with a well placed punch. Perhaps the most devastating loss for a quad, is the loss of 12 critical slots when replacing arms with legs. With the critical eating systems of XL engines, endo steel, ferro-fibrous armor, and double heat sinks, the loss of 12 critical slots makes it almost impossible to construct an advanced tech mech.

Once you start using four legged battlemechs, you may notice several 'problems' that arise. We will now discuss these, and some possible solutions. The first problem that arises is when a quad is hit by a punch, or when the mech is behind partial cover. The punch chart gives results that can damage a mechs' arms. But on a quad, these are its' legs and can't be hit by the attack in question! One's first impulse is to ignore the roll, and roll again. This unfairly punishes a quad, as it increases the chance of a head hit to 25%. The most logical solution is to ignore arm hits, and transfer the damage to the adjacent torso. This change should only be for attacks on the punch chart, Arm (i.e. Leg) hits are still possible in normal combat. Kicks are another physical attack that causes a problem. When a conventional mech is kicked from its' left flank, the kick automatically hits the left leg. Against a quad, there should always be a roll to determine which leg is hit.

Torso twists are another problem. Can a four legged mech torso twist? My feeling is that they can't, unless the quad has weapons mounted in a turret. Quad's with turrets (i.e. the Goliath) should be able to torso twist the turret. In the Goliath's case, this would be its' PPC. To prevent all weapons from being placed in a turret of a mech being constructed, use the following rule. One section may be defined as a turret, every weapon in that section may be in the turret. A turret, can then twist during the torso twist phase.

Another issue about quads is, why do the front legs of a quad have less internal structure and less armor than a back leg. The arm has definitely been replaced with a leg as the criticals have been changed and the mech has lost the additional 12 critical slots. It makes sense that all legs of a quad should have leg internal structure and armor. Consider adding this house rule when constructing your own quads.

All in all, the advantages of a quad outweigh the disadvantages. Next time you are constructing a mech, give serious consideration to making it a quad.

Uncle Alvin's Body Shop

Welcome to the Body Shop. The body shop is a column in which we will discuss ideas and tricks for designing and constructing your own battlemechs and vehicles.

Heat Sinks vs. Critical Slots.

When designing an advanced tech battlemech, critical slots often become more important than weight. It is advantageous to put as many Heat Sinks as possible in the engine where they do not take up critical slots. Consider using an engine that is slightly larger than necessary for your battlemech. While the engine will weigh slightly more, it will be able to hold an extra heat sink. Consider an 80 ton battlemech moving 4/6. This requires 320 engine. This engine can hold 320/25 or 12 heat sinks in the engine. But, if the mech was built with a 325 engine, it could hold 325/25 or 13 heat sinks in the engine. For the cost of 1/2 ton, using an XL engine, this freed up 3 very important critical slots.

Optimal Vehicle LRM Firepower.

When constructing a vehicle, LRM 5's are the only type of LRM rack you should consider placing on it. On vehicles, heat sinks are only required for energy weapons, therefore heat penalties for multiple LRM 5's do not apply. For 10 tons, you may purchase one LRM 20. That same 10 tons will buy you five LRM 5's, increasing your damage potential by five. Furthermore, they both take the same amount of critical slots, with the LRM 5's being less susceptible to damage, because if one is hit, the others will still continue to fire.

Count Your Shots.

While it is enticing to design an inner sphere mech with SRM 6's, consider that the SRM 6 gives you the least amount of missiles per ton of ammo. One ton of SRM 6 ammo gives you 15 shots. In all, this is 90 missiles that have the potential of hitting. Both SRM 2's and SRM 4's are better. One ton of SRM 2 ammo gives 50 shots, or a total of 100 missiles. One ton of SRM 4 ammo also has a total of 100 missiles, with 25 shots of 4 missiles.

The Tech Lab

Welcome to the Tech Lab. The Tech Lab is a column in which we will discuss new technologies and new weapons systems for use when creating your own battlemechs.

LRM X, Expansive Ammo.

LRM X ammo was designed to turn LRM launchers into anti-battlemech shotguns. When fired, each missile fragments into smaller submunitions that spread out and encompass a larger area. To determine the number of submunitions that hit, roll on the number of missiles table for the appropriate sized LRM. Because of the expansive area covered by the submunitions, subtract three from the die roll when determining the number of missiles that hit. Artemis IV, and NARC may not be used with LRM X ammo. Attacks made with Expansive Ammo receive a -1 modifier to the To-Hit number at all ranges. Each point of damage caused by LRM X ammo is resolved as a separate hit, rolling a separate location for each hit. LRM X ammo must be bought in one ton lots, and must be designated at the start of the game.

AMA - Anti Mine Array.

The AMA deploys sensors in the legs of a Battlemech. These sensors probe ahead, to determine if a battlemech is entering a mined area. When entering a mined area, the sensors send out a high frequency pulse, that will prematurely detonate mines. Battlemechs equipped with AMA subtract 2 from the die roll when entering a mined hex. On a 9 or greater, the AMA did not nullify the mines, and damage is applied normally. On an 8 or less, the AMA was successful in premature detonation, and the unit takes no damage from the mine. AMA must be placed in all legs of a battlemech. AMA takes 1 critical slot, and weighs 1/4 ton per leg the system is placed in.

Type: COM-3H COMMANDO Tons				Type: YJ-3A YELLOW JACKET Tons				Type: VPR-3X Viper Tons			
Tonnage:	25 Tons	25		Tonnage:	25 Tons	25		Tonnage:	35 Tons	35	
Internal Structure:		2.5		Internal Structure:	QUAD	2.5		Internal Structure:	Endo Steel	1.75	
Engine:	GM 150	5.5		Engine:	Vlar 125	5.5		Engine:	GM 210 XL	4.5	
Walking MP's:	6			Walking MP's:	5			Walking MP's:	6		
Running MP's:	9			Running MP's:	8			Running MP's:	9		
Jumping MP's:	0			Jumping MP's:	4			Jumping MP's:	0		
Total Heat Sinks:	11	1		Total Heat Sinks:	10			Total Heat Sinks:	10 (Standard)		
Cockpit:		3		Cockpit:		3		Cockpit:		3	
Gyro:		2		Gyro:		2		Gyro:		3	
Armor Factor:	88	5.5		Armor Factor:	88	5.5		Armor Factor:	116	6.5 (Ferro Fibrous)	
	Internal Structure	Armor Value			Internal Structure	Armor Value			Internal Structure	Armor Value	
Head:	3	8		Head:	3	8		Head:	3	8	
Center Torso:	8	12/4		Center Torso:	8	12/4		Center Torso:	11	17/5	
Rt./Lt. Torso:	6	9/3		Rt./Lt. Torso:	6	9/3		Rt./Lt. Torso:	8	12/4	
Rt./Lt. Arm:	4	8		Rt./Lt. Arm:	4	8		Rt./Lt. Arm:	6	12	
Rt./Lt. Leg:	6	12		Rt./Lt. Leg:	6	12		Rt./Lt. Leg:	8	15	
Weapons and Ammo:				Weapons and Ammo:				Weapons and Ammo:			
Type	Loc	Critical		Type	Loc	Critical		Type	Loc	Critical	
Large Laser	RA	2	5.0	Large Laser	CT	2	5.0	LB 10-X AC	RT	6	11.0
Small Laser	HD	1	0.5	Med. Laser	HD	1	1.0	SRM 2 (Streak)	LT	1	1.5
				Jump Jets	LT	2	1.0	Ammo (SRM2)	LT	1	1.0
				Jump Jets	RT	2	1.0	Ammo (LB-10)	RT	2	2.0
								Small Laser	HD	1	0.5
OVERVIEW:				OVERVIEW:				OVERVIEW:			
The Commando was designed as an alternate to Wasps and Stingers. Initial problems in the first prototype resulted in the Large Laser being replaced by an SRM four-rack. The engineers at Coventry Defense continued working on the problem, and eventually devised a workable mech design. By placing an additional heat sink in the arm with the Large Laser they were able to overcome the sudden heat surge causing breakdowns in the arm.				The Yellow Jacket was designed as a small alternative to the Panther. The Yellow Jacket's main function is as a fire support mech for small and fast units. While it does not carry a PPC, the turret mounted large laser is a suitable replacement. Engineers at Carllek Enterprises recognized the mechs' suitability to fighting in urban terrain, and proceeded to design the mech on a 4 legged frame. The new frame was unable to support the SRM rack. This deficiency is made up for with a medium laser, increased speed over the Panther, and heavy armor for a mech of its size. Initial plans called for the jump jets to be placed in the legs, but it was found that if a jump jet was destroyed in combat, the other jump jets became useless as jumps became too unbalanced; causing the mech to crash nearly every time.				When Ceres Metals' Snake was released, lance commanders found the Snake to be a very useful mech beyond of its' intended mission of countering the clan elementals. The one drawback of the Snake was that it was too slow to keep up with a lance of light mechs. Ceres Metals introduced the Viper to fill this role. By placing the mech on a smaller frame, using the GM 210 XL engine, and Starshield Ferro-Fibrous armor, they were able to increase its' speed. In order to keep the Mydron Excel LB-10X Autocannon, the mech had to reduce the number of Hovertech Streak SRM 2's carried from three to one. Jump jets became another victim, as the frame could not support there additional weight. The addition of a small laser in the head addressed the mechs' total reliance on ammunition.			

Type: CHT-2P Cheetah			Tons
Tonnage:	40 Tons		40
Internal Structure:	Endo Steel	2	
Engine:	VOX 280 XL	8	
Walking MP's: 7			
Running MP's: 11			
Jumping MP's: 7			
Total Heat Sinks:	12 (24 Double)	2	
Cockpit:		3	
Gyro:		3	
Armor Factor:	136	8.5	
	Internal Structure	Armor Value	
Head:	3	9	
Center Torso:	12	18/5	
Rt./Lt. Torso:	10	15/5	
Rt./Lt. Arm:	6	12	
Rt./Lt. Leg:	10	20	

Weapons and Ammo:			
Type	Loc	Critical	
Md. Pulse Laser	LT	1	2.0
Md. Pulse Laser	LT	1	2.0
Md. Pulse Laser	RT	1	2.0
Md. Pulse Laser	RT	1	2.0
Md. Pulse Laser	CT	1	2.0
Jump Jets	CT	1	0.5
Jump Jets	LT	3	1.5
Jump Jets	RT	3	1.5

OVERVIEW:
The Cheetah was designed by Aerospace Limited North corporation. Best known for its' speed, the Cheetah is an excellent close range mech. Its' armament of five powerful Chilonirk Medium Pulse Lasers allows the pilot the luxury of moving at cruising speed or even jumping, with little concern about reduced weapons accuracy. The mechs biggest strength, the medium pulse lasers, it also its' biggest drawback. With an extremely limited attack range the designers knew the mech would have to withstand a punishment before being able to attack. This was countered by placing the maximum allowable armor on a 40 ton frame. All lasers were placed in the torso or head of the mech, keeping its arms free for physical combat.

Type: HBK-4T Turbo Hunchback			Tons
Tonnage:	50 Tons		50
Internal Structure:		5	
Engine:	Magna 250	12.5	
Walking MP's: 5			
Running MP's: 8			
Jumping MP's: 0			
Total Heat Sinks:	10		
Cockpit:		3	
Gyro:		3	
Armor Factor:	160	10	
	Internal Structure	Armor Value	
Head:	3	8	
Center Torso:	16	26/5	
Rt./Lt. Torso:	12	20/4	
Rt./Lt. Arm:	8	16	
Rt./Lt. Leg:	12	20	

Weapons and Ammo:			
Type	Loc	Critical	
AC/20	RT	10	14
Ammo AC/20	LT	2	2.0
Small Laser	RT	1	1.0

OVERVIEW:
In a radical change to the Hunchback, the Turbo Hunchback replaced the Nissan 200 Engine with a Magna 250. To fit the larger engine in the same body frame required the removal of three Heat Sinks, and both Medium Lasers. The Turbo Hunchback specializes in short range combat, but unlike its parent the HBK-4G, this mech has the speed to close with an enemy. No changes were made to the Tomozuru Type 20 Autocannon, or the amount of ammunition carried. During the redesign process, it was decided to make a slight alteration to the mechs armor distribution. Rear Torso armor was increased to withstand the damage from a Medium Laser, making the mech less susceptible to a flanking maneuver by a fast light mech.

Type: CRK-7J Cricket			Tons
Tonnage:	55 Tons		25
Internal Structure:	QUAD		5.5
Engine:	Core Tek 275		15.5
Walking MP's: 5			
Running MP's: 8			
Jumping MP's: 5			
Total Heat Sinks:	13		3
Cockpit:			3
Gyro:			3
Armor Factor:	168	10.5	
	Internal Structure	Armor Value	
Head:	3	9	
Center Torso:	18	27/8	
Rt./Lt. Torso:	13	20/6	
Rt./Lt. Arm:	9	18	
Rt./Lt. Leg:	13	18	

Weapons and Ammo:			
Type	Loc	Critical	
Large Laser	LT	2	5.0
Med. Laser	LT	1	1.0
Med. Laser	RT	1	1.0
LRM 5/SRM 4	RT	1	1.0
LRM 5/SRM 4	RT	1	1.0
Ammo (lrm/srm)	RT	1	1.0
Jump Jets	LT	2	1.0
Jump Jets	RT	2	1.0
Jump Jet	CT	1	1.0

OVERVIEW:
Inspired by their success with the Yellow Jacket, engineers at Carlek Enterprises designed a larger, more versatile four legged battlemech. A key element to the units success was its' modularity. The mech was designed such that the LRM and SRM racks were interchangeable. Over a period of 24 hours, technicians could easily reconfigure the long range missile launcher to the mighty short range version. Coupled with a powerful turret mounted large and medium laser, this allowed the mech to fulfill both fire support, and assault roles.

Type: WLD-1P Warlord	Tons	Type: MCO-4A Macho	Tons	Type: AWS-JR Awesome	Tons		
Tonnage: 60 Tons	60	Tonnage: 75 Tons	75	Tonnage: 75 Tons	75		
Internal Structure: Endo Steel	3	Internal Structure:	7.5	Internal Structure:	7.5		
Engine: Vlar 300 XL	9.5	Engine: Vlar 300	19	Engine: VOX 225	10		
Walking MP's: 5		Walking MP's: 4		Walking MP's: 3			
Running MP's: 8 (10)		Running MP's: 6		Running MP's: 5			
Jumping MP's: 5		Jumping MP's: 0		Jumping MP's: 3			
Total Heat Sinks: 12 (24 Double)	2	Total Heat Sinks: 16	6	Total Heat Sinks: 26	16		
Cockpit:	3	Cockpit:	3	Cockpit:	3		
Gyro:	3	Gyro:	3	Gyro:	3		
Armor Factor: 201	11.5 (Ferro Fibrous)	Armor Factor: 216	13.5	Armor Factor: 231	14.5		
	Internal Structure		Internal Structure		Internal Structure		
Head:	3	Head:	3	Head:	3		
	Armor Value		Armor Value		Armor Value		
Center Torso: 20	30/10	Center Torso: 23	35/10	Center Torso: 23	35/12		
Rt./Lt. Torso: 14	22/68	Rt./Lt. Torso: 16	24/7	Rt./Lt. Torso: 16	24/8		
Rt./Lt. Arm: 10	20	Rt./Lt. Arm: 12	22	Rt./Lt. Arm: 12	24		
Rt./Lt. Leg: 14	28	Rt./Lt. Leg: 16	28	Rt./Lt. Leg: 16	32		
Weapons and Ammo:		Weapons and Ammo:		Weapons and Ammo:			
Type	Loc	Critical		Type	Loc	Critical	
Lg. Pulse Laser	RA	2	7.0	AC/20	RT	10	14
Lg. Pulse Laser	RA	2	7.0	Ammo AC/20	RT	2	2.0
Md. Pulse Laser	LT	1	2.0	Large Laser	LT	2	5.0
Md. Pulse Laser	CT	1	2.0	Medium Laser	RA	1	1.0
Md. Pulse Laser	HD	1	2.0	Medium Laser	LA	1	1.0
Jump Jets	RT	2	2.0				
Jump Jet	CT	1	1.0				
Jump Jets	LT	2	2.0				
MASC	RT	4	3.0				
OVERVIEW:		OVERVIEW:		OVERVIEW:			
Jaco Incorporated produced the Warlord in very limited quantities. Its' limited range weapon suite make the mech best suited for heavy woods or an urban terrain. But at short range, this mechs' firepower is tremendous. For protection, the mech was armored to its' absolute maximum using Jaco's new light JC 5000 Ferro Fibrous Armor. Speed and mobility is another advantage of the Warlord. It can cruise at 54 kph, and with MASC engaged it can achieve a speed of 108 kph. In addition, thanks to its powerful but light Vlar 300 XL engine, it can accomplish a jump of up to 150 meters. A hidden advantage is the mechs' absence of ammunition, and ability to continue fighting for an extended time.		Planned as a heavy attack mech, the Macho is best for a quick offensive strike. Average speed combined with impressive armor, and awesome weaponry allows the Macho to go toe to toe with most assault mechs. The Macho is somewhat limited in ammunition storage for its' autocannon, and it tends run out quickly. This weakness was offset by placing the AC/20 and Large Laser into the mech's torsos, keeping the mechs' arms free for use in physical combat. Regimental commanders found that a lance consisting of two Machos, and two Hunchbacks could strike a needed location fast and hard. For a short time, these lances could even engage much heavier assault lances.		The designers of the AWS-8Q Awesome developed a smaller version of their fearsome mech. Unable to mount the three Kruess PPCs on the smaller frame, the designers replaced them with Large Lasers. The mech's heat dissipation is incredible, as the mech can run and fire all three Large Lasers without a heat buildup. True to its lineage, the Awesome Jr's defensive capabilities are potent. Able to withstand a huge amount of punishment the mech can stay in the fight for a long time. Once again, the designers sacrificed speed for offensive and defensive capabilities. One flaw addressed was the inability to react to attacks from the rear. The addition of three jump jets helped rectify this problem.			

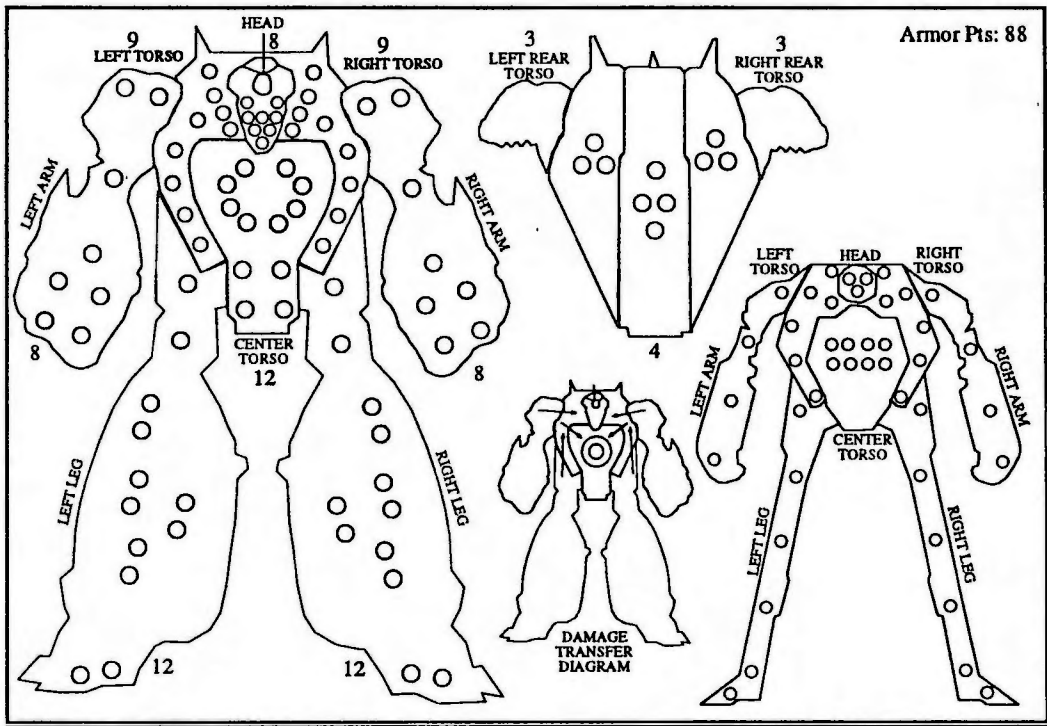
Type: GOL-1C Goliath			Tons			Type: GOL-1E Goliath			Tons			Type: ALN-ASSAULT-1			Tons		
Tonnage: 80 Tons			80			Tonnage: 80 Tons			80			Tonnage: 100 Tons			100		
Internal Structure: QUAD			8			Internal Structure: QUAD			8			Internal Structure:			10		
Engine: Pitban 320			22.5			Engine: Pitban 320			22.5			Engine: Vlar 300			19		
Walking MP's: 4						Walking MP's: 4						Walking MP's: 3					
Running MP's: 6						Running MP's: 6						Running MP's: 5					
Jumping MP's: 0						Jumping MP's: 0						Jumping MP's: 0					
Total Heat Sinks: 14			4			Total Heat Sinks: 14			4			Total Heat Sinks: 30			20		
Gyro:			4			Gyro:			4			Gyro:			3		
Cockpit:			3			Cockpit:			3			Cockpit:			3		
Armor Factor: 232			14.5			Armor Factor: 232			14.5			Armor Factor: 304			19.0		
Internal Structure			Armor Value			Internal Structure			Armor Value			Internal Structure			Armor Value		
Head: 3			9			Head: 3			9			Head: 3			9		
Center Torso: 25			30/19			Center Torso: 25			30/19			Center Torso: 31			49/12		
Rt./Lt. Torso: 17			20/13			Rt./Lt. Torso: 17			20/13			Rt./Lt. Torso: 21			32/10		
Rt./Lt. Arm: 13			24			Rt./Lt. Arm: 13			24			Rt./Lt. Arm: 17			33		
Rt./Lt. Leg: 17			30			Rt./Lt. Leg: 17			30			Rt./Lt. Leg: 21			42		
Weapons and Ammo:						Weapons and Ammo:						Weapons and Ammo:					
Type	Loc	Critical				Type	Loc	Critical				Type	Loc	Critical			
Auto Cannon/10	RT	7	12			Auto Cannon/10	RT	7	12			PPC	RA	3	7		
Ammo AC/10	RT	2	2			Ammo AC/10	RT	2	2			PPC	LA	3	7		
SRM 6	LT	2	3			SRM 4	LT	1	2			Large Laser	CT	2	5		
SRM 6	LT	2	3			SRM 4	LT	1	2			Med. Laser	LT	1	1		
Ammo SRM-6	LT	2	2			Ammo SRM-4	LT	1	1			Med. Laser	LT	1	1		
Med. Laser	HD	1	1			Large Laser	LT	2	5			Med. Laser	LT	1	1		
Small Laser	RT	1	.5									Med. Laser	RT	1	1		
Small Laser	LT	1	.5									Med. Laser	RT	1	1		
												Med. Laser	RT	1	1		
												Med. Laser	HD	1	1		

OVERVIEW:

Combat tests of the GOL-1H persuaded the Brigadier Corporation to develop two variants. Tests showed that the four legged mech was extremely agile in urban terrain. With the ability to move laterally, and its exceptional stability while running on concrete, it was decided to design an urban variant of the Goliath. Two proposals were studied, and eventually prototypes of both were built. Both variants retained the Pitban 320 Engine, and the massive 14.5 tons of armor with the only changes being weapon selection and number of heat sinks. Both variants replaced the PPC with an autocannon 10. Although this increased the mechs dependency on ammunition, it benefitted in two ways. Because the mech was designed to fight in cities, removal of a weapon that had a minimum range was crucial. Second, by placing a low heat output weapon in the turret, it allowed some heat sinks to be removed; making more room for additional weapons. Both variants removed the LRM racks, and replaced them with SRMs; another weapon suited to city fighting. The GOL-1E was generally considered the better of the two mechs. While it gave up little in SRM firepower, the addition of a large laser decreased the mech's dependency on ammo, and made the mech more versatile, as it was more suited to fighting in terrain other than a city.

OVERVIEW:

Aerospace Limited North corporation recognized the large amounts of weaponry and firepower that could be placed on a 100 ton mech. Not wanting to take away from the physical prowess of an assault mech, the engineers reached a compromise. PPCs were placed in the arms where they could be fired at a long range, and massive amounts of laser firepower was added to the torso for short range; leaving the arms free to do physical attacks. The mech's lack of reliance on ammunition is another strong suit. It is less susceptible to lucky hits, and can stay in a firefight for the duration. For this reason the ALN-ASSAULT-1 was a favorite mech of company commanders who knew they were going into a siege situation.



TYPE: COM-3H COMMANDO
TONNAGE: 25 TONS
MOVEMENT POINTS:
 WALKING: 6
 RUNNING: 9
 JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
LARGE LASER	RA
SMALL LASER	H

AMMO:

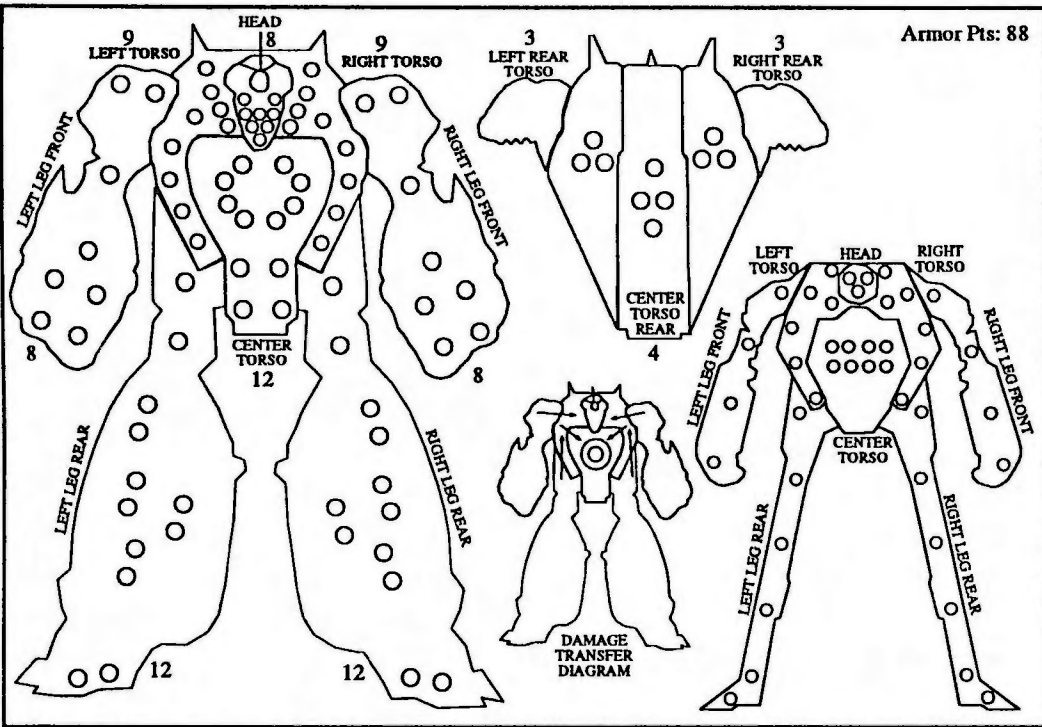
WARRIOR DATA NAME: _____ **GUNNERY:** _____ **PILOTING:** _____
HITS TAKEN: (Consciousness Number): 1st (3), 2nd (5), 3rd (7), 4th (10), 5th (11), 6th (Dead)

TOTAL HEAT SINKS
 ○○○○○○○○○○ SINGLE
 ○ 11

CRITICAL HIT TABLE		
<p>LEFT ARM</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Reroll Reroll <p>1</p> <ol style="list-style-type: none"> Reroll Reroll Reroll Reroll Reroll Reroll <p>2</p> <p>LEFT TORSO</p> <ol style="list-style-type: none"> Heat Sink Reroll Reroll Reroll Reroll Reroll <p>1</p> <ol style="list-style-type: none"> Reroll Reroll Reroll Reroll Reroll Reroll <p>2</p> <p>LEFT LEG</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Reroll Reroll 	<p>HEAD</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Small Laser Sensors Life Support <p>CENTER TORSO</p> <ol style="list-style-type: none"> Engine Engine Engine Gyro Gyro Gyro <p>1</p> <ol style="list-style-type: none"> Gyro Engine Engine Engine Heat Sink Heat Sink <p>2</p>	<p>RIGHT ARM</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Large Laser Large Laser <p>1</p> <ol style="list-style-type: none"> Heat Sink Reroll Reroll Reroll Reroll Reroll <p>2</p> <p>RIGHT TORSO</p> <ol style="list-style-type: none"> Heat Sink Reroll Reroll Reroll Reroll Reroll <p>1</p> <ol style="list-style-type: none"> Reroll Reroll Reroll Reroll Reroll Reroll <p>2</p> <p>RIGHT LEG</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Reroll Reroll
<p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensors Hits ○○</p>		

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier 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 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	



Armor Pts: 88

TYPE: YJ-3A YELLOW JACKET

TONNAGE: 25 TONS

MOVEMENT POINTS:

WALKING: 5

RUNNING: 8

JUMPING: 4

WEAPONS INVENTORY:

Type:	Location:
<u>LARGE LASER</u>	<u>CT</u>
<u>MEDIUM LASER</u>	<u>H</u>
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

AMMO:

WARRIOR DATA NAME: _____ GUNNERY: _____ PILOTING: _____
 HITS TAKEN: (Consciousness Number): 1st (3), 2nd (5), 3rd (7), 4th (10), 5th (11), 6th (Dead)

TOTAL HEAT SINKS
 ○○○○○○○○○○ SINGLE
 10

CRITICAL HIT TABLE QUAD

LEFT LEG FRONT

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Reroll

HEAD

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

RIGHT LEG FRONT

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Reroll

LEFT TORSO

- Jump Jet
- JumpJet
- Reroll
- Reroll
- Reroll
- Reroll

CENTER TORSO

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

RIGHT TORSO

- Jump Jet
- Jump Jet
- Heat Sink
- Reroll
- Reroll
- Reroll

- Reroll
- Reroll
- Reroll
- Reroll
- Reroll
- Reroll

- Gyro
- Engine
- Engine
- Engine
- Large Laser
- Large Laser

- Reroll
- Reroll
- Reroll
- Reroll
- Reroll
- Reroll

LEFT LEG REAR

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Reroll

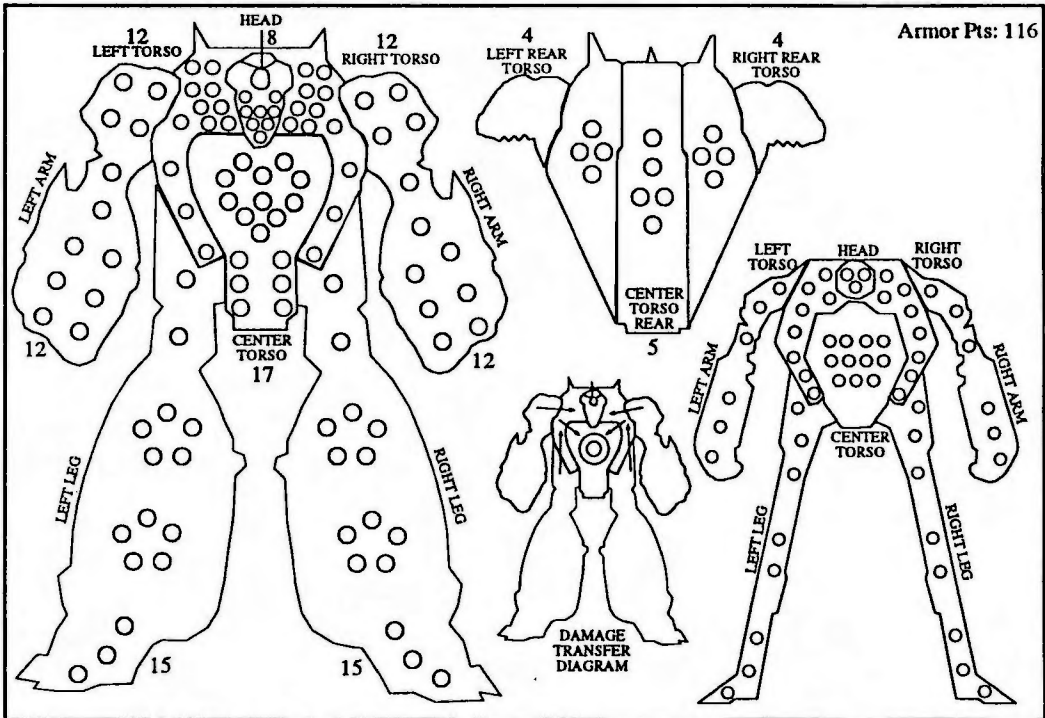
Engine Hits	○○○
Gyro Hits	○○
Sensors Hits	○○

RIGHT LEG REAR

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Reroll

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier 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 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	



Armor Pts: 116

TYPE: VPR-3X VIPER
 TONNAGE: 35 TONS
 MOVEMENT POINTS:
 WALKING: 6
 RUNNING: 9
 JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
LBX-10	RT
STREAK SRM2	LT
SMALL LASER	H

AMMO:

WARRIOR DATA NAME: _____ GUNNERY: _____ PILOTING: _____
 HITS TAKEN: (Consciousness Number): 1st (3), 2nd (5), 3rd (7), 4th (10), 5th (11), 6th (Dead)

TOTAL HEAT SINKS
 ○○○○○○○○○○ SINGLE
 10

CRITICAL HIT TABLE

<p>LEFT ARM</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Endo Steel Endo Steel <p>1</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel Ferro-Fibrous <p>LEFT TORSO</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Streak SRM2 SRM2 Ammo(50) Heat Sink <p>1</p> <ol style="list-style-type: none"> Heat Sink Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>2</p> <p>LEFT LEG</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Ferro-Fibrous Ferro-Fibrous 	<p>HEAD</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Small Laser Sensors Life Support <p>CENTER TORSO</p> <ol style="list-style-type: none"> Engine Engine Engine Gyro Gyro Gyro <p>1</p> <ol style="list-style-type: none"> Gyro Engine Engine Engine Ferro-Fibrous Ferro-Fibrous <p>2</p>	<p>RIGHT ARM</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Endo Steel Endo Steel <p>1</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel Ferro-Fibrous <p>2</p> <p>RIGHT TORSO</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine LBX-10 LBX-10 LBX-10 <p>1</p> <ol style="list-style-type: none"> LBX-10 LBX-10 LBX-10 LBX Ammo(10) LBX Ammo(10) Ferro-Fibrous <p>2</p> <p>RIGHT LEG</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Ferro-Fibrous Ferro-Fibrous
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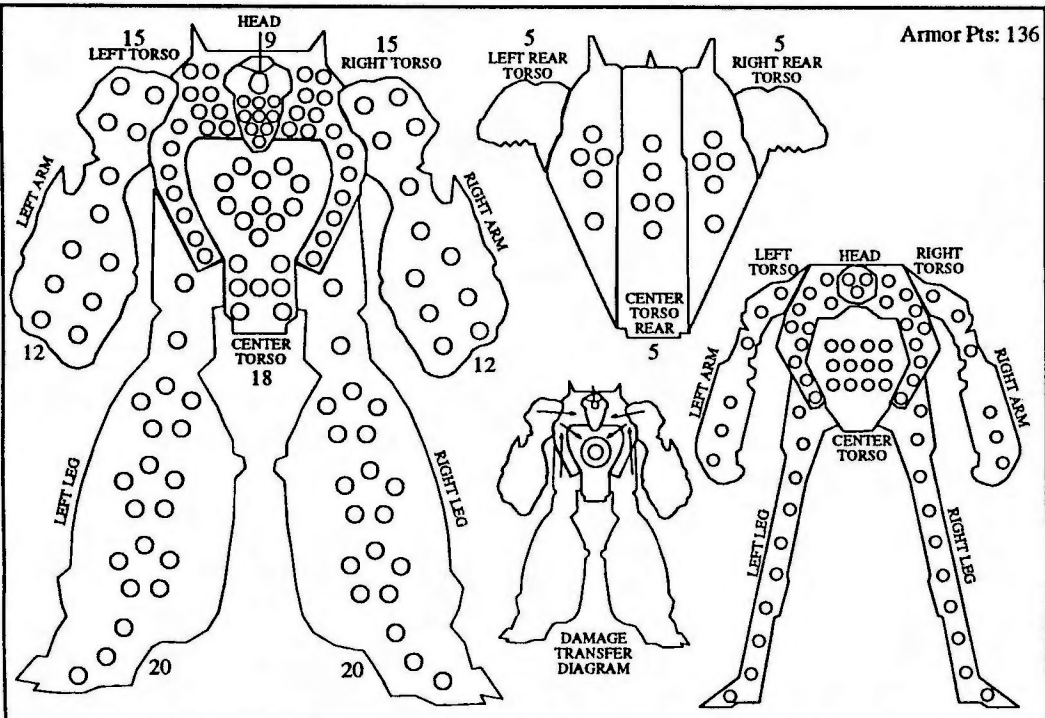
Engine Hits ○○○

Gyro Hits ○○

Sensors Hits ○○

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier 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 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	



Armor Pts: 136

TYPE: CHT-4P CHEETAH
 TONNAGE: 40 TONS
 MOVEMENT POINTS:
 WALKING: 7
 RUNNING: 11
 JUMPING: 7

WEAPONS INVENTORY:

Type:	Location:
MD. PULSE LASER	<u>H</u>
MD. PULSE LASER	<u>RT</u>
MD. PULSE LASER	<u>RT</u>
MD. PULSE LASER	<u>LT</u>
MD. PULSE LASER	<u>LT</u>

AMMO:

WARRIOR DATA NAME: _____ GUNNERY: _____ PILOTING: _____
 HITS TAKEN: (Consciousness Number): 1st (3), 2nd (5), 3rd (7), 4th (10), 5th (11), 6th (Dead)

TOTAL HEAT SINKS
 ○○○○○○○○○○ DOUBLE
 ○○ 12(24)

CRITICAL HIT TABLE

<p>LEFT ARM</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Reroll Reroll <p>RIGHT ARM</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Reroll Reroll 	<p>HEAD</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Md. Pulse Laser Sensors Life Support 	<p>LEFT TORSO</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Heat Sink Heat Sink Heat Sink <p>RIGHT TORSO</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Heat Sink Heat Sink Heat Sink
<p>LEFT LEG</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel 	<p>CENTER TORSO</p> <ol style="list-style-type: none"> Engine Engine Engine Gyro Gyro Gyro 	<p>RIGHT LEG</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel

Engine Hits ○○○○

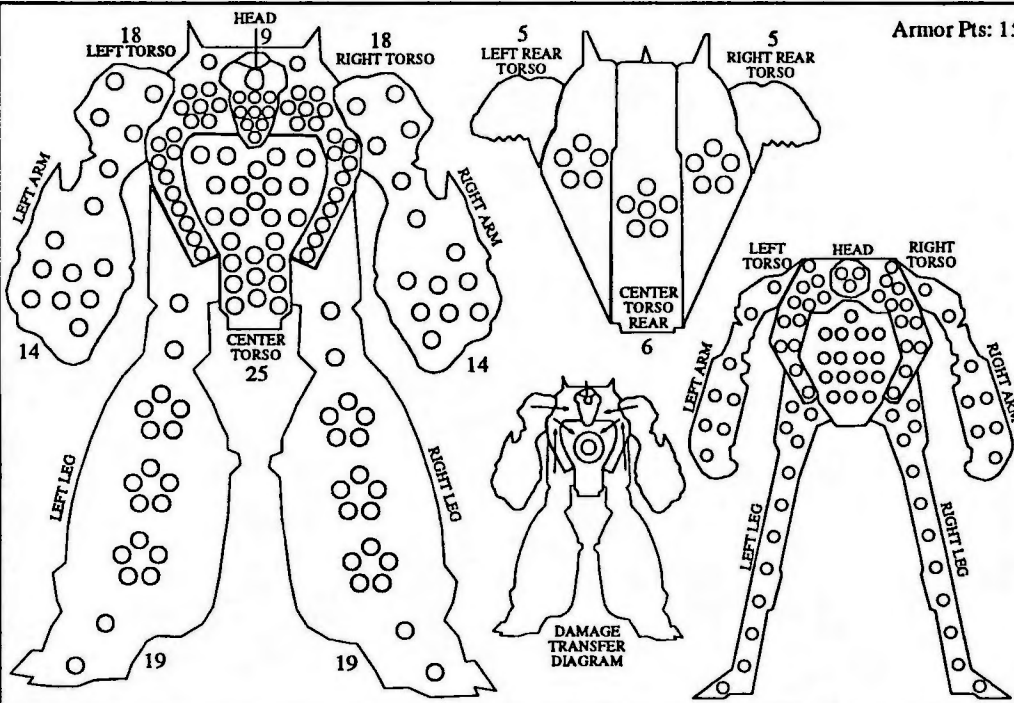
Gyro Hits ○○

Sensors Hits ○○

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier 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 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	

Armor Pts: 152



HBK-4T
 TYPE: TURBO HUNCHBACK
 TONNAGE: 50 TONS
 MOVEMENT POINTS:
 WALKING: 5
 RUNNING: 8
 JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
AC/20	RT
MEDIUM LASER	H

AMMO:
 Ammo AC/20 (10) LT

WARRIOR DATA NAME: _____ GUNNERY: _____ PILOTING: _____
 HITS TAKEN: (Consciousness Number): 1st (3), 2nd (5), 3rd (7), 4th (10), 5th (11), 6th (Dead)

TOTAL HEAT SINKS
 ○○○○○○○○○ SINGLE
 10

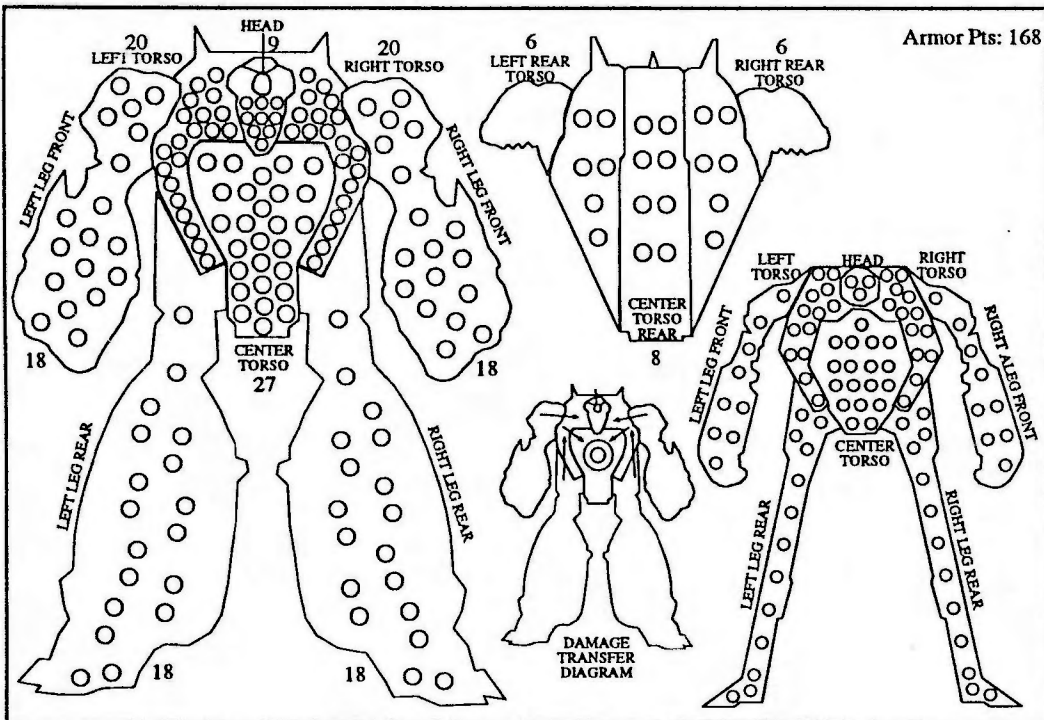
HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier 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 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	

CRITICAL HIT TABLE

LEFT ARM	HEAD	RIGHT ARM
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Hand Actuator	4. Medium Laser	4. Hand Actuator
5. Reroll	5. Sensors	5. Reroll
6. Reroll	6. Life Support	6. Reroll
1. Reroll		1. Reroll
2. Reroll		2. Reroll
3. Reroll		3. Reroll
4. Reroll		4. Reroll
5. Reroll		5. Reroll
6. Reroll		6. Reroll
LEFT TORSO	CENTER TORSO	RIGHT TORSO
1. AC/20 Ammo	1. Engine	1. AC/20
2. AC/20 Ammo	2. Engine	2. AC/20
3. Reroll	3. Engine	3. AC/20
4. Reroll	4. Gyro	4. AC/20
5. Reroll	5. Gyro	5. AC/20
6. Reroll	6. Gyro	6. AC/20
1. Reroll	1. Gyro	1. AC/20
2. Reroll	2. Engine	2. AC/20
3. Reroll	3. Engine	3. AC/20
4. Reroll	4. Engine	4. AC/20
5. Reroll	5. Reroll	5. Reroll
6. Reroll	6. Reroll	6. Reroll
LEFT LEG	RIGHT LEG	
1. Hip	1. Hip	
2. Upper Leg Actuator	2. Upper Leg Actuator	
3. Lower Leg Actuator	3. Lower Leg Actuator	
4. Foot Actuator	4. Foot Actuator	
5. Reroll	5. Reroll	
6. Reroll	6. Reroll	

Engine Hits	○○○
Gyro Hits	○○
Sensors Hits	○○



Armor Pts: 168

TYPE: CRK-7J CRICKET

TONNAGE: 55 TONS

MOVEMENT POINTS:

WALKING: 5

RUNNING: 8

JUMPING: 5

WEAPONS INVENTORY:

Type:	Location:
LARGE LASER	LT
LRM5/SRM4	RT
LRM5/SRM4	RT
MEDIUM LASER	LT
MEDIUM LASER	RT

AMMO:

LRM5/ SRM4 Ammo (24/ 25) RT

WARRIOR DATA NAME: _____ GUNNERY: _____ PILOTING: _____
 HITS TAKEN: (Consciousness Number): 1st (3), 2nd (5), 3rd (7), 4th (10), 5th (11), 6th (Dead)

TOTAL HEAT SINKS
 ○○○○○○○○○○ SINGLE
 ○○○ 13

CRITICAL HIT TABLE QUAD

LEFT LEG FRONT

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reroll
- Reroll

HEAD

- Life Support
- Sensors
- Cockpit
- Reroll
- Sensors
- Life Support

RIGHT LEG FRONT

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reroll
- Reroll

LEFT TORSO

- Large Laser
- Large Laser
- Medium Laser
- Heat Sink
- Reroll
- Reroll

CENTER TORSO

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

RIGHT TORSO

- LRM5/ SRM4
- LRM5/ SRM4
- LRM5/ SRM4 Ammo
- Medium Laser
- Heat Sink
- Reroll

- Jump Jet
- Jump Jet
- Reroll
- Reroll
- Reroll
- Reroll

- Gyro
- Engine
- Engine
- Engine
- Jump Jet
- Reroll

- Jump Jet
- Jump Jet
- Reroll
- Reroll
- Reroll
- Reroll

LEFT LEG REAR

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reroll
- Reroll

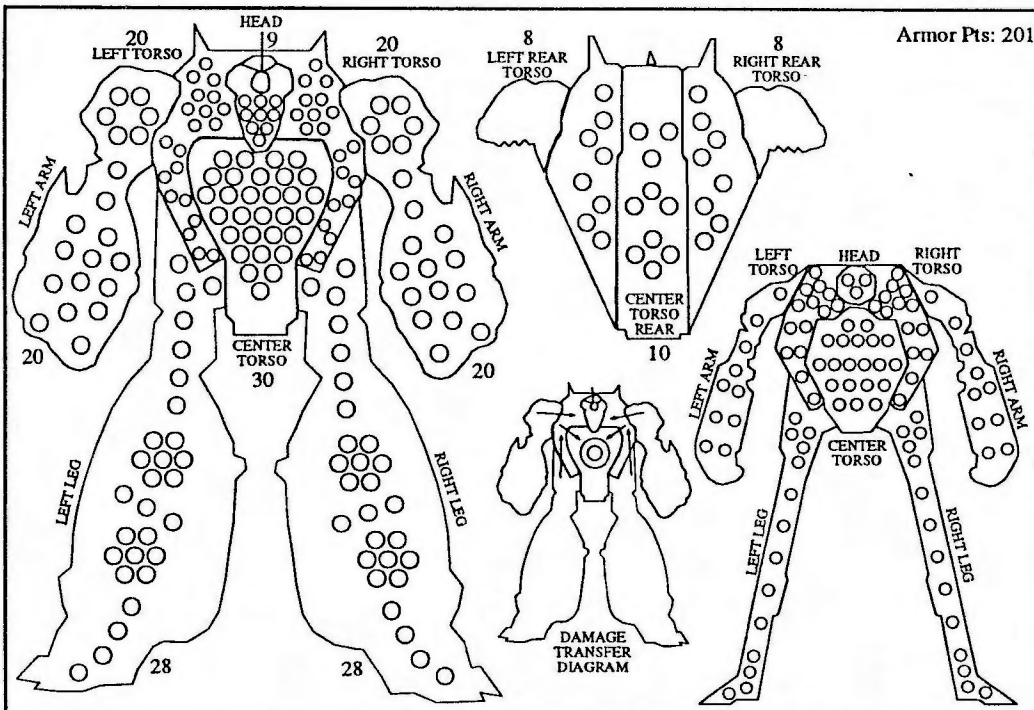
RIGHT LEG REAR

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reroll
- Reroll

Engine Hits ○○○
 Gyro Hits ○○
 Sensors Hits ○○

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier 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 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	



TYPE: WLD-1P WARLORD
 TONNAGE: 60 TONS
 MOVEMENT POINTS:
 WALKING: 5
 RUNNING: 8 (10)
 JUMPING: 5

WEAPONS INVENTORY:

Type:	Location:
LARGE PULSE LASER	<u>LA</u>
LARGE PULSE LASER	<u>RA</u>
MD. PULSE LASER	<u>H</u>
MD. PULSE LASER	<u>LT</u>
MD. PULSE LASER	<u>CT</u>

AMMO:

WARRIOR DATA NAME: _____ GUNNERY: _____ PILOTING: _____
 HITS TAKEN: (Consciousness Number): 1st (3), 2nd (5), 3rd (7), 4th (10), 5th (11), 6th (Dead)

TOTAL HEAT SINKS

 DOUBLE
 12 (24)

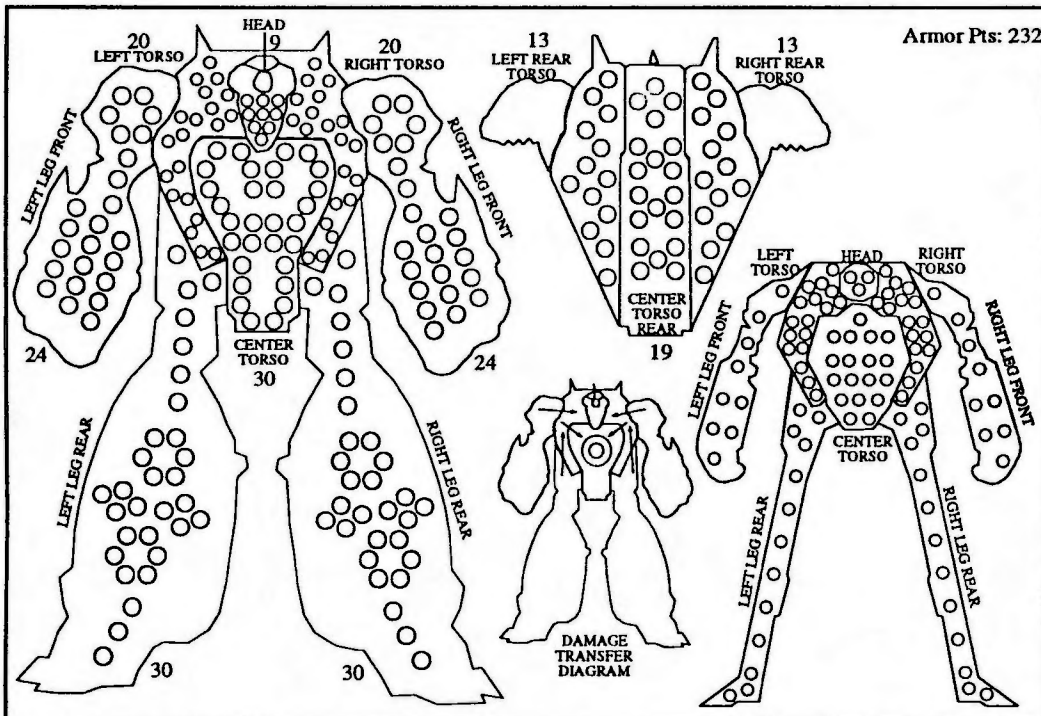
CRITICAL HIT TABLE

<p>LEFT ARM</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Large Pulse Laser Large Pulse Laser Endo Steel <p>1</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel <p>2</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>LEFT TORSO</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Medium Pulse Laser Ferro-Fibrous Ferro-Fibrous <p>1</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>2</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<p>HEAD</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Medium Pulse Laser Sensors Life Support <p>1</p> <ol style="list-style-type: none"> Engine Engine Engine Gyro Gyro Gyro <p>1</p> <ol style="list-style-type: none"> Gyro Engine Engine Engine Medium Pulse Laser Jump Jet <p>2</p>	<p>RIGHT ARM</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Large Pulse Laser Large Pulse Laser Endo Steel <p>1</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel <p>2</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>RIGHT TORSO</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine MASC MASC MASC <p>1</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>2</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet
--	--	--

Engine Hits	○○○
Gyro Hits	○○
Sensors Hits	○○

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier 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 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	



Armor Pts: 232

TYPE: GOL-1C GOLIATH

TONNAGE: 80 TONS

MOVEMENT POINTS:

WALKING: 4

RUNNING: 6

JUMPING:

WEAPONS INVENTORY:

Type:	Location:
<u>AUTO CANNON/10</u>	<u>RT</u>
<u>SRM6</u>	<u>LT</u>
<u>SRM6</u>	<u>LT</u>
<u>MEDIUM LASER</u>	<u>H</u>
<u>SMALL LASER</u>	<u>RT</u>
<u>SMALL LASER</u>	<u>LT</u>
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

AMMO:

<u>AC/10 Ammo (20)</u>	<u>RT</u>
<u>SRM6 Ammo (30)</u>	<u>LT</u>

WARRIOR DATA NAME: _____ GUNNERY: _____ PILOTING: _____
 HITS TAKEN: (Consciousness Number): 1st (3), 2nd (5), 3rd (7), 4th (10), 5th (11), 6th (Dead)

TOTAL HEAT SINKS
 ○○○○○○○○○○ SINGLE
 ○○○○ 14

CRITICAL HIT TABLE QUAD

LEFT LEG FRONT

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reroll
- Reroll

HEAD

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

RIGHT LEG FRONT

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reroll
- Reroll

LEFT TORSO

- SRM6
- SRM6
- SRM6
- SRM6
- SRM6 Ammo
- SRM6 Ammo

CENTER TORSO

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

RIGHT TORSO

- AC/10
- AC/10
- AC/10
- AC/10
- AC/10
- AC/10

LEFT LEG REAR

- Small Laser
- Reroll
- Reroll
- Reroll
- Reroll
- Reroll

CENTER TORSO

- Gyro
- Engine
- Engine
- Engine
- Heat Sink
- Heat Sink

RIGHT TORSO

- AC/10
- AC/10 Ammo
- AC/10 Ammo
- Small Laser
- Reroll
- Reroll

LEFT LEG REAR

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reroll
- Reroll

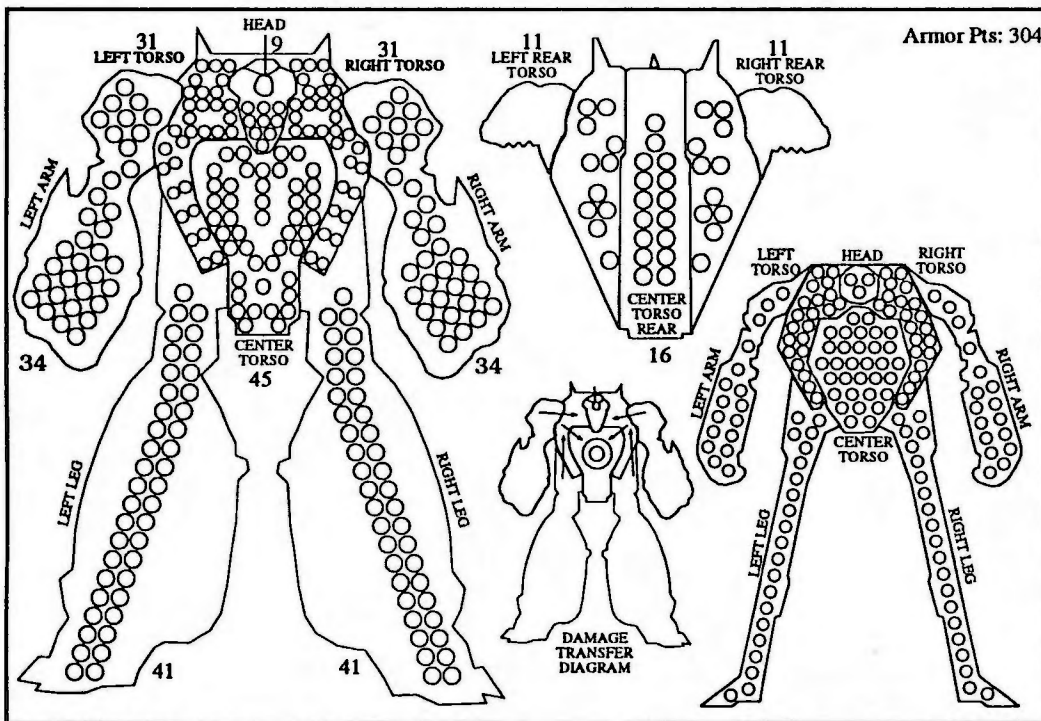
Engine Hits	○○○
Gyro Hits	○○
Sensors Hits	○○

RIGHT LEG REAR

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reroll
- Reroll

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier 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 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	



Armor Pts: 304
 TYPE: ALN-ASSAULT-1
 TONNAGE: 100 TONS
 MOVEMENT POINTS:
 WALKING: 3
 RUNNING: 5
 JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
PPC	LA
PPC	RA
LARGE LASER	CT
MEDIUM LASER	LT
MEDIUM LASER	LT
MEDIUM LASER	RT
MEDIUM LASER	RT
MEDIUM LASER	RT
MEDIUM LASER	H

AMMO:

WARRIOR DATA NAME: _____ GUNNERY: _____ PILOTING: _____
 HITS TAKEN: (Consciousness Number): 1st (3), 2nd (5), 3rd (7), 4th (10), 5th (11), 6th (Dead)

TOTAL HEAT SINKS

○○○○○○○○○○○○○○○○	SINGLE
○○○○○○○○○○○○○○○○	30
○○○○○○○○○○○○○○○○	

CRITICAL HIT TABLE

- LEFT ARM**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - PPC
 - PPC

- PPC
- Heat Sink
- Heat Sink
- Reroll
- Reroll
- Reroll

- LEFT TORSO**
- Medium Laser
 - Medium Laser
 - Medium Laser
 - Heat Sink
 - Heat Sink
 - Heat Sink

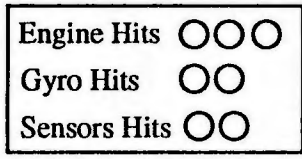
- Heat Sink
- Heat Sink
- Reroll
- Reroll
- Reroll
- Reroll

- LEFT LEG**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Heat Sink

- HEAD**
- Life Support
 - Sensors
 - Cockpit
 - Medium Laser
 - Sensors
 - Life Support

- CENTER TORSO**
- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro

- Gyro
- Engine
- Engine
- Engine
- Large Laser
- Large Laser



- RIGHT ARM**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - PPC
 - PPC

- PPC
- Heat Sink
- Heat Sink
- Reroll
- Reroll
- Reroll

- RIGHT TORSO**
- Medium Laser
 - Medium Laser
 - Medium Laser
 - Heat Sink
 - Heat Sink
 - Heat Sink

- Heat Sink
- Heat Sink
- Reroll
- Reroll
- Reroll
- Reroll

- RIGHT LEG**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier 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 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	

Summary of 3025 Light Mechs.

Name	Tons	W/R/J	HS	Armor	PPC	SL/ML/LL	AC 2/5/10/20	LRM 5/10/15/20	SRM 2/4/6	MG	Flamer	Source
FLEA FLE-4	20	6/9/0	10	32		2/0/1					1	R1
FLEA FLE-15	20	6/9/0	10	48		2/2/0				2	1	R1
HORNET HNT-151	20	5/8/5	10	64		1/1/0		1(24)/0/0/0				R1
LOCUST LCT-V1	20	8/12/0	10	64		0/1/0				2		3025
LOCUST LCT-1E	20	8/12/0	10	64		2/2/0						R1
LOCUST LCT-1M	20	8/12/0	10	16		0/1/0		2(24)/0/0/0				R1
LOCUST LCT-1S	20	8/12/0	10	48		0/1/0			2(50)/0/0			R1
LOCUST LCT-3V	20	8/12/0	10	56		0/2/0				2		R1
STINGER STG-3R	20	6/9/6	10	48		0/1/0				2		3025
STINGER STG-3G	20	6/9/6	10	64		0/2/0						R1
WASP WSP-1A	20	6/9/6	10	48		0/1/0			1(50)/0/0			3025
WASP WSP-1D	20	6/9/6	10	48		2/1/0					1	R1
WASP WSP-1K	20	6/9/6	10	56		0/1/0				1		R1
WASP WSP-1L	20	6/9/6	10	48					0/1(25)/0			R1
WASP WSP-1W	20	6/9/6	10	48		6/0/0						R1
COMMANDO COM-2D	25	6/9/0	10	64		0/1/0			0/1(25)/1(15)			3025
COMMANDO COM-3A	25	6/9/0	10	48		0/1/0			0/0/2(15)		1	R1
COMMANDO COM-3H	25	6/9/0	11	88		1/0/1						MF#1
YELLOW JACKET YJ-3A	25	5/8/4	10	88		0/1/1						MF#1
FALCON FLC-4N	30	6/9/6	12	96		2/1/0				2		R1
FIREFLY FFL-4A	30	5/8/4	10	104		4/3/0		1(24)/0/0/0				R1
JAVELIN JVN-10N	30	6/9/6	10	64					0/0/2(30)			3025
JAVELIN JVN-10F	30	6/9/6	12	96		0/4/0						R1
SPIDER SDR-5V	30	8/12/8	10	56		0/2/0						3025
SPIDER SDR-5D	30	8/12/8	10	56		0/1/0					1	R1
SPIDER SDR-5K	30	8/12/6	10	56		0/1/0				2		R1
URBANMECH UM-R60	30	2/3/2	11	96		1/0/0	0/0/1(10)/0					3025
URBANMECH UM-R60L	30	2/3/2	11	64		1/0/0	0/0/0/1(5)					R1
URBANMECH UM-RM1	30	4/6/4	10	96		0/0/1			0/2(25)/0			BT#18
URBANMECH UM-RM2	30	2/3/2	13	104	1	1/0/0				6		BT#18
SUBURBANMECH UM-RS	30	3/5/3	13	96	1	1/2/0						BT#18
VALKYRIE VLK-QA	30	5/8/5	11	96		0/1/0		0/1(12)/0/0				3025
VALKYRIE VLK-QF	30	5/8/5	11	96				0/1(12)/0/0			1	R1
FIRESTARTER FS-90H	35	6/9/6	10	88		0/2/0				2	4	3025
FIRESTARTER FS-90M	35	6/9/6	11	120		2/2/0				2		R1
JENNER JR7-D	35	7/11/5	10	64		0/4/0			0/1(25)/0			3025
JENNER JR7-F	35	7/11/5	10	112		0/4/0						R1
OSTSCOUT OTT-7J	35	8/12/8	10	72		0/1/0						3025
PANTHER PNT-9R	35	4/6/4	13	104	1				0/1(25)/0			3025
WOLFHOUND WLF-1	35	6/9/0	10	119		0/4/1						R1

Name = Name of BattleMech, Tons = Weight of BattleMech, W/R/J = walking speed/ running speed/ jumping distance of BattleMech
 HS = Total # of heat sinks, Armor = Total # of Armor pips on BattleMech
 PPC = Total # of Partical Projection Cannons on BattleMech
 SL/ML/LL = Total # of small lasers/ medium lasers/ large lasers
 AC 2/5/10/20 = Total # of Autocannon(amount of ammo) ie. AC2s/AC5s/AC10s/AC20s
 LRM 5/10/15/20 = Total # of LRM's(amount of ammo) ie. LRM5s/LRM10s/LRM15s/LRM20s
 SRM 2/4/6 = Total # of SRM's(amount of ammo) ie. SRM2s/SRM4s/SRM6s
 MG = Total # of Machine Guns (MG ammo is not listed), Flamer = Total # of Flamers
 Source = Where the BattleMech is found if other than from official BattleTech books or record sheets: 3025 = 3025 Tech Readout, MF# = Mech Factory issue #, BT # = Battle Technology, issue #, R1 = Record Sheets 1 Light Mechs.

Summary of 3025 Medium Mechs.

Name	Tons	W/R/J	HS	Armor	PPC	SL/ML/LL	AC 2/5/10/20	LRM 5/10/15/20	SRM 2/4/6	MG	Flamer	Source
ASSASSIN ASN-21	40	7/11/7	10	72		0/1/0		1(24)/0/0/0	1(50)/0/0			3025
ASSASSIN ASN-101	40	7/11/5	10	64		3/1/0		1(24)/0/0/0	1(50)/0/0			R2
CICADA CDA-2A	40	8/12/0	10	64		1/2/0						3025
CICADA CDA-2B	40	8/12/0	10	56		0/2/0					1	R2
CICADA CDA-3C	40	7/11/0	11	64	1					2		R2
CLINT CLNT-2-3T	40	6/9/6	10	72		0/2/0	0/1(20)/0/0					3025
CLINT CLNT-1-2R	40	6/9/0	10	72		0/1/0	0/0/1(10)/0					R2
CLINT CLNT-2-4T	40	6/9/0	10	72		0/1/0	2(45)/0/0/0					R2
HERMES II HER-2S	40	6/9/0	10	120		0/1/0	0/1(20)/0/0				1	3025
HERMES II HER-2M	40	6/9/0	12	120		0/3/0				2	1	R2
HERMES III HER-4K	40	6/9/0	12	120		0/0/2						R2
VULCAN VL-2T	40	6/9/6	10	80		0/1/0	1(45)/0/0/0			1	1	3025
VULCAN VL-5T	40	6/9/6	12	112		0/4/0				1	1	R2
WHITWORTH WTH-1	40	4/6/4	10	128		0/3/0		0/2(24)/0/0				3025
WHITWORTH WTH-1S	40	4/6/4	14	128		0/3/0			0/0/2(30)			R2
BLACKJACK BJ-1	45	4/6/4	11	136		0/4/0	2(45)/0/0/0					3025
BLACKJACK BJ-1DB	45	4/6/4	17	120		0/2/2						R2
BLACKJACK BJ-1DC	45	4/6/0	12	136		2/4/0	2(45)/0/0/0					R2
HATCHETMAN HCT-3F	45	4/6/4	14	104		0/2/0	0/0/1(20)/0	1 HATCHET				3025
PHOENIX HAWK PHX-1	45	6/9/6	10	128		0/2/1				2		3025
PHOENIX HAWK PHX-1D	45	6/9/6	12	128		0/2/1						R2
PHOENIX HAWK PHX-1K	45	6/9/0	13	152		1/2/1						R2
VINDICATOR VND-1R	45	4/6/4	16	144	1	1/1/0		1(24)/0/0/0				3025
VINDICATOR VND-1AA	45	5/8/5	16	72	1	1/1/0		1(24)/0/0/0				R2
CENTURION CN9-A	50	4/6/0	10	136		0/2/0	0/0/1(20)/0	0/1(24)/0/0				3025
CENTURION CN9-AH	50	4/6/0	10	136			0/0/0/1(10)	0/1(24)/0/0				R2
CENTURION CN9-AL	50	4/6/0	16	172		1/2/1		0/1(24)/0/0				R2
ENFORCER ENF-4R	50	4/6/4	12	144		1/0/1	0/0/1(10)/0					3025
MALLEUS MSL-1A	50	5/8/5	12	128		0/3/0		2(24)/1(12)/0/0				BT#11
MALLEUS MSL-1B	50	5/8/5	12	128		0/3/0		0/1(12)/0/0	0/2(25)/0			BT#11
HUNCHBACK HBK-4G	50	4/6/0	13	160		1/2/0	0/0/0/1(10)					3025
HUNCHBACK HBK-4H	50	4/6/0	13	160		1/4/0	0/0/1(20)/0					R2
HUNCHBACK HBK-4J	50	4/6/0	14	160		1/5/0		0/2(24)/0/0				R2
HUNCHBACK HBK-4N	50	4/6/0	13	160		1/4/0	0/1(20)/0/0	2(24)/0/0/0				R2
HUNCHBACK HBK-4P	50	4/6/0	23	160		1/8/0						R2
HUNCHBACK HBK-4SP	50	4/6/0	19	160		1/4/0			0/0/2(30)			R2
TURBO HUNCHBACK HBK-4T	50	5/8/0	10	152		0/1/0	0/0/0/1(10)					MF#1
TREBUCHET TBT-9E	50	5/8/0	10	120		0/3/0		0/0/2(16)/0				3025
TREBUCHET TBT-5J	50	5/8/5	15	128		0/3/0		0/0/1(8)/0				R2
TREBUCHET TBT-5S	50	5/8/0	18	128		0/3/0			0/0/2(30)			R2
TREBUCHET TBT-7K	50	5/8/0	11	128	1		1(20)/0/0/0		1(50)/0/0			R2
CRICKET CRK-7J I	55	5/8/5	13	168		0/2/1		2(24)/0/0/0				MF#1
CRICKET CRK-7J II	55	5/8/5	13	168		0/2/1			0/2(25)/0			MF#1
DERVISH DV-6M	55	5/8/5	10	120		0/2/0		0/2(24)/0/0	2(100)/0/0			3025
GRIFFIN GRF-1N	55	5/8/5	12	152	1			0/1(24)/0/0				3025
GRIFFIN GRF-1S	55	5/8/5	16	152		0/2/1		1(24)/0/0/0				R2
GRIFFIN GFN-1RG	55	5/8/0	17	160		2/3/1				2		BT#9
HOPLITE HOP-4C	55	4/6/0	16	184			0/0/1(10)/0	1(24)/0/0/0				R2
LYNX LYN-5X	55	4/6/0	17	168	1	0/3/0		1(24)/0/0/0	0/1(25)/0			BT#
SCORPION SCP-1N	55	6/9/0	10	112	1				0/0/1(15)			3025
SCREAMINGHAWK SCR-1A I	55	5/8/5	14	160	1	0/2/0		1(12)/0/0/0				BT#7
SCREAMINGHAWK SCR-1A II	55	5/8/5	14	160	1	0/2/0			0/1(12)/0			BT#7
SHADOWHAWK SHD-2H	55	5/8/3	12	152		0/1/0	0/1(20)/0/0	1(24)/0/0/0	1(50)/0/0			3025
SHADOWHAWK SHD-2D	55	5/8/3	14	72		0/2/0	0/1(20)/0/0	1(24)/0/0/0	2(50)/0/0			R2
SHADOWHAWK SHD-2K	55	5/8/3	17	152	1			1(24)/0/0/0				R2
WOLVERINE WVR-6R	55	5/8/5	12	152		0/1/0	0/1(20)/0/0		0/0/1(15)			3025
WOLVERINE WVR-6K	55	5/8/0	14	176		1/2/1			0/0/1(30)			R2
WOLVERINE WVR-6M	55	5/8/5	14	168		0/2/1			0/0/1(15)			R2

Summary of 3025 Heavy Mechs.

Name	Tons	W/R/J	HS	Armor	PPC	SL/ML/L	AC 2/5/10/20	LRM 5/10/15/20	SRM 2/4/6	MG	Flamer	Source
DRAGON DRG-1N	60	5/8/0	10	160		0/2/0	0/1(40)/0/0	0/1(24)/0/0				3025
DRAGON DRG-1C	60	5/8/0	10	200		0/2/0	1(45)/0/0/0	0/1(24)/0/0				R3
GRAND DRAGON DRG-1G	60	5/8/0	12	160	1	0/3/0		0/1(24)/0/0				R3
MERLIN	60	4/6/4	18	160	1	0/2/0		1(24)/0/0/0		1	1	R3
OSTROC OSR-2C	60	5/8/0	15	144		0/2/2			0/1(25)/0			3025
OSTROC OSR-2L	60	5/8/0	15	144		0/2/2		1(24)/0/0/0				R3
OSTROC OSR-2M	60	5/8/5	15	144		0/0/2						R3
OSTROC OSR-3C	60	5/8/0	15	144		0/0/3						R3
OSTSOL OTL-4D	60	5/8/0	16	144		0/4/2						3025
OSTSOL OTL-4F	60	5/8/0	16	144	2							R3
QUICKDRAW QKD-4G	60	5/8/5	13	128		0/4/0		0/1(12)/0/0	0/1(25)/0			3025
QUICKDRAW QKD-4H	60	5/8/5	13	128		0/4/0		0/1(12)/0/0	0/1(25)(R)/0			R3
QUICKDRAW QKD-5A	60	5/8/5	17	128		0/6/0			0/1(25)/0			R3
RIFLEMAN RFL-3N	60	4/6/0	10	120		0/2/2	0/2(20)/0/0					3025
RIFLEMAN RFL-3C	60	4/6/0	10	136		0/2/0	0/0/2(20)/0					R3
RIFLEMAN RFL-4D	60	4/6/0	15	120	2	0/0/2						R3
RIFLEMAN RFL-4K	60	4/6/0	17	120		0/2/4			0/1(25)/0			BT#9
CATAPULT CPLT-C1	65	4/6/4	15	160		0/4/0		0/0/2(16)/0				3025
CATAPULT CPLT-A1	65	4/6/4	15	192				0/0/2(32)/0				R3
CATAPULT CPLT-C4	65	4/6/4	10	160		2/0/0		0/0/0/2(24)				R3
CATAPULT CPLT-K2	65	4/6/0	20	152	2	0/2/0				2		R3
CRUSADER CRD-3R	65	4/6/0	10	192		0/2/0		0/0/2(16)/0	0/0/2(15)	2		3025
CRUSADER CRD-3D	65	4/6/0	14	192		0/2/0		0/0/2(16)/0	0/2(25)/0			R3
CRUSADER CRD-3K	65	4/6/0	16	192		0/2/0		0/2(24)/0/0	0/0/2(15)			R3
CRUSADER CRD-3L	65	4/6/4	12	192		0/2/0		0/2(24)/0/0	0/2(25)/0	2		R3
JAGERMECH JM6-S	65	4/6/0	10	96		0/2/0	2(45)/2(40)/0/0					3025
JAGERMECH JM6-A	65	4/6/0	10	128		0/2/0	2(45)/0/0/0	0/0/2(16)/0				R3
THUNDERBOLT TDR-5S	65	4/6/0	15	208		0/3/1		0/0/1(16)/0	1(50)/0/0	2		3025
THUNDERBOLT TDR-5SE	65	4/6/4	17	208		0/3/1		0/1(24)/0/0				R3
THUNDERBOLT TDR-5SS	65	4/6/0	21	208	1	0/3/0			0/0/1(15)		1	R3
ARCHER ARC-2R	70	4/6/0	10	208		0/4/0		0/0/0/2(24)				3025
ARCHER ARC-2K	70	4/6/0	12	176		0/0/2		0/0/2(32)/0				R3
ARCHER ARC-2S	70	4/6/0	10	208		0/4/0		0/0/2(32)/0	0/2(50)/0			R3
ARCHER ARC-2W	70	4/6/0	10	160		0/2/0		0/0/0/2(24)	0/2(25)/0			R3
CATAPHRACT CTF-1X	70	4/6/0	16	176	1	0/4/0	0/0/1(10)/0					R3
GRASSHOPPER GHR-5H	70	4/6/4	22	208		0/4/1		1(24)/0/0/0				3025
STALKER STK-4P	70	3/5/0	20	216		0/0/2		0/1(12)/0/0	0/0/2(30)			R4
WARHAMMER WHM-6R	70	4/6/0	18	160	2	2/2/0			0/0/1(15)	2		3025
WARHAMMER WHM-6D	70	4/6/0	20	216	2	2/2/0						R3
WARHAMMER WHM-6K	70	4/6/0	20	160	2	2/2/0			0/0/1(15)			R3
WARHAMMER WHM-6L	70	4/6/0	18	160	2	2/2/0			0/0/1(15)		2	R3
AWESOME AWS-JR	75	3/5/3	26	231		2/2/3						MF#1
BUSHIDO BSD-7K	75	4/6/4	15	231	1	2/2/1	SWORD					BT#18
MARAUDER MAD-3R	75	4/6/0	16	184	2	0/2/0	0/1(20)/0/0					3025
MARAUDER MAD-3D	75	4/6/0	20	184	2	0/2/1						R3
MARAUDER MAD-3L	75	4/6/0	18	184	1	0/2/1	0/1(20)/0/0					R3
MARAUDER MAD-3M	75	4/6/0	20	184		0/2/2	0/1(20)/0/0					R3
MACHO MCO-4A	75	4/6/0	16	216		0/2/1	0/0/0/1(10)					MF#1
ORION ONI-K	75	4/6/0	10	224		0/2/0	0/0/1(20)/0	0/0/1(16)/0	0/1(37)/0			3025
ORION ONI-V	75	4/6/0	10	184		0/2/0	0/0/1(20)/0	0/0/1(16)/0	0/2(50)/0			R3
ORION ONI-VA	75	4/6/0	16	231		0/2/0	0/0/1(20)/0		0/2(50)/0			R3
STALKER STK-4N	75	3/5/0	26	216		0/4/2			0/0/2(30)			R4

Source: R3 = Record Sheets 3 = Heavy Mechs, R4 Record Sheet 4 Assault Mechs

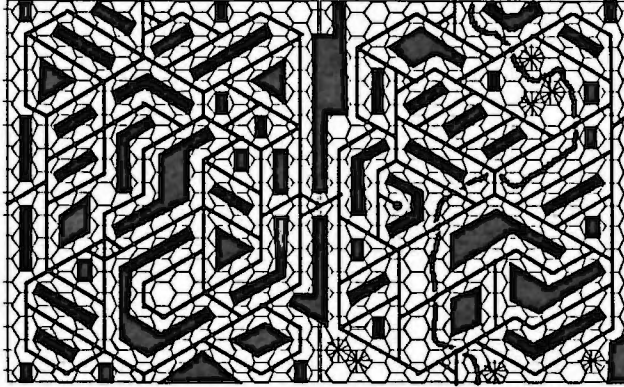
Summary of 2025 Annual Meets

Name	Time	WWT	EB	Armed	PPC	ARL	AL	AW	LEN	STW	SRN	MC	Flown	Score
AWESOME AWS-BQ	80	300	28	240	3	100								300
AWESOME AWS-BK	80	300	28	240		100			000(100)					300
AWESOME AWS-BL	80	300	28	240		100			000(100)					300
AWESOME AWS-BY	80	300	28	240	2	100			000(100)					300
CHARGER CHG-LA	80	300	28	240		100								300
CHARGER CHG-LB	80	300	28	240		100								300
CHALLENGER CHG-SB	80	300	28	240		100								300
COLIADH COL-DE	80	400	13	340	1				000(100)			1		300
COLIADH COL-ED	80	400	14	300		200	000(100)			000(100)				300
COLIADH COL-ER	80	400	14	300		000	000(100)			000(100)				300
VICTOR VTR-DE	80	400	13	340		000	000(100)			000(100)				300
VICTOR VTR-DA	80	400	13	300		000	000(100)			000(100)	1	2		300
VICTOR VTR-DB	80	400	13	300		000	000(100)			000(100)	2			300
VICTOR VTR-DC	80	400	13	270		000	000(100)			000(100)				300
BRICKED-BK	80	400	13	340		000	000(100)	000(100)						300
BRICKED-BL	80	400	13	270	1	000	000(100)							300
BATTLEMASTER BLB-DB	80	400	13	300	1	000				000(100)	2			300
BATTLEMASTER BLB-DC	80	400	14	240	1	000					2			300
LADONOW LON-DB	80	400	13	240		100			000(100)					300
BUCKAR BUC-DE	80	300	17	240	1				000(100)	000(100)				300
STALKER STE-DE	80	300	20	210		000			000(100)	000(100)				300
STALKER STE-DB	80	300	20	210		000			000(100)	000(100)				300
CYCLOPS CYP-DE	80	400	13	340		000	000(100)	000(100)	000(100)	000(100)				300
CYCLOPS CYP-DB	80	400	13	300		000			000(100)	000(100)				300
CYCLOPS CYP-DC	80	400	14	180		000			000(100)	000(100)				300
MANHOLE MNC-DE	80	400	16	240	1	100	000(100)							300
MANHOLE MNC-DB	80	400	16	240	2	100								300
MANHOLE MNC-DC	80	400	15	240		100	000(100)							300
MANHOLE MNC-DE	80	300	21	240	2	200	000(100)			000(100)				300
AMPLIFIER AMP-LA	100	300	18	200		000	000(100)							300
ALFA ABL-DE	100	300	20	300	2	000								300
ALFA ABL-DB	100	300	20	300		000	000(100)	000(100)	000(100)	000(100)				300
IMP IMP-DE	100	300	20	200	2	000			000(100)					300
PARADISE PAR-LA	100	300	20	300	3	000								300
TITAN TTA-LA	100	300	20	300	3	000				000(100)				300
TITAN TTA-DE	100	300	20	300	3	000				000(100)				300
TITAN TTA-DB	100	300	20	300	2	000				000(100)				300
TITAN TTA-DC	100	300	20	300	3	000				000(100)				300

Score: 34 - Record Check 4 Annual Meets.

Battle for Crystal Creek Industrial Complex

SETUP:



Use the Hills/Residential maps from Map Set 3 and ignore all elevation changes. All 1 hex buildings are 1 lv. CF 15, 2 hex buildings are 2 lv. CF 40, 3 hex buildings are 2 lv. CF 65, 4+ hex buildings are 3 lv. CF 90. Crystal Creek is 1 lv deep water. If you do not have map set 3 then setup 2 maps with 16 1 hex buildings, 13 2 hex buildings, 10 3 hex buildings, 15 4+ hex buildings, 7 light trees and 1 stream as above.

DEFENDER:

The defender is GD's Urban Lance. This is a special lance of experimental quads that have been optimized for urban warfare. Also defending are the remnants of the 1st Crystal Creek Militia.

GD's Urban Lance:

Lieutenant Gary Deeks (Gunnery 2, Piloting 3) CRK-7J II Cricket

Sergeant David Hamton (Gunnery 3, Piloting 3) GOL-1C Goliath

Cindy Tomp (Gunnery 3, Piloting 4) CRK-7J II Cricket

John McCormer (Gunnery 3, Piloting 4) YJ-3A Yellow Jacket

Elements of 1st Crystal Creek Militia:

3 Infantry Platoons, 1 Platoon Rifle, 1 Platoon MG, 1 Platoon Jump Laser

DEPLOYMENT:

GD's Urban Lance sets up last anywhere on the west map. The infantry sets up hidden anywhere west of Crystal Creek.

ATTACKER:

The attacker is the heavy lance of the Bronze Cat Mercenary Battalion; 2nd Company.

Lieutenant Lura Mallory (Gunnery 3, Piloting 3) WHR-6R WarHammer

Sergeant Eric Jewell (Gunnery 3, Piloting 3) TDR-5D ThunderBolt

Michelle Massin (Gunnery 2, Piloting 3) QKD-4G QuickDraw

Mike Hoffman (Gunnery 3, Piloting 4) HBK-4G Hunchback

DEPLOYMENT:

The attacker sets up on the east edge of the map after the infantry but before the defender.

VICTORY CONDITIONS:

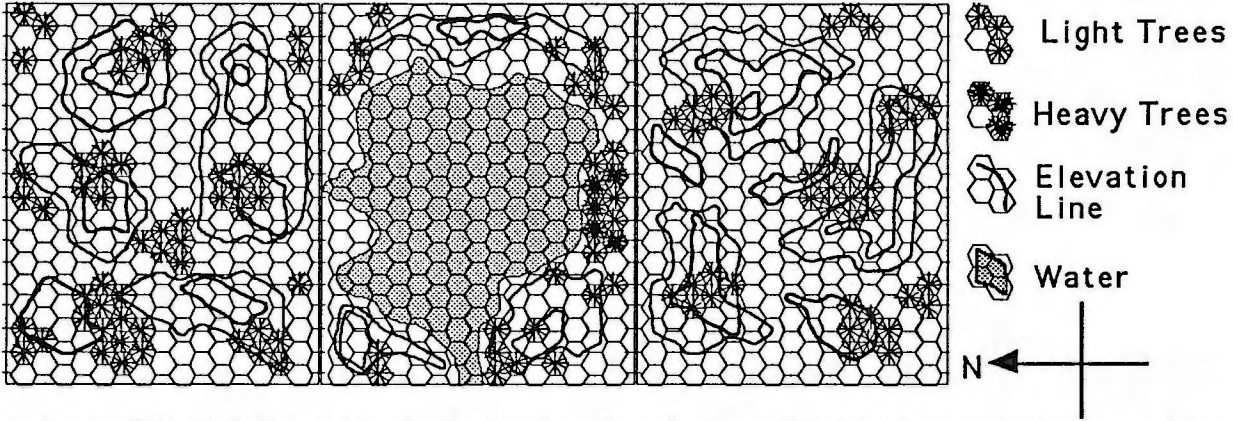
The battle lasts 12 turns or until all forces of one side have been destroyed or retreated. On turn 13 reinforcements arrive for both sides and the weaker side will withdraw. If the defender damages more than 4 building hexes, (8 hexes for the attacker), that side loses. Only the first side to damage a building hex counts toward this total. The weaker side is determined by adding up the surviving tons of the mechs. If a mech has no weapons surviving, or 1 gyro hit & 1 engine hit, or 2 engine hits, or 1 leg gone, (2 for quads) it counts as 1/2 tonnage. If a mech has 2 gyro hits or both legs destroyed, (3 for Quads), they count as no tonnage. Each infantry platoon counts as 10 tons, after it takes 50% damage it counts as 5 tons, destroyed counts as no tonnage.

SPECIAL RULES:

The CF of the buildings applies to each hex and not the whole building. When damage is applied to a building apply 1/2 of the damage to the CF of each adjacent hex as structural damage, (this structural damage does not count toward the number of buildings damaged for victory conditions). Basement rules are in effect.

Scout's Honor

SETUP:



Use the Rolling Hills #1 & #2 from Map Set 3 and the Large Lake #1 (hexes 0802 & 0901 are part of the river also) from Map Set 4. If you do not have the above maps then setup the 3 maps as shown above.

DEFENDER:

The defender consists of 2 lances from the Quick Response Company; Cutter's Battalion.

Captain John Vacely (Gunnery 3, Piloting 2) WLD-1P Warlord
Sergeant Max (Dead Eye) Johnson (Gunnery 1, Piloting 3) PHX-3K Phoenix Hawk
Terry Percher (Gunnery 3, Piloting 4) STH-1D Stealth
Sam Blants (Gunnery 4, Piloting 5) CHT-2P Cheetah
Lieutenant Tom Zandes (Gunnery 3, Piloting 3) VPR-3X Viper
Corporal Gary Hobins (Gunnery 3, Piloting 4) MON-66 Mongoose
Jenny Minverski (Gunnery 4, Piloting 4) VPR-3X Viper
Larry Minverski (Gunnery 4, Piloting 5) ZPH-1A Tarantula

DEPLOYMENT:

The defender enters from the south map edge after the attacker has moved all of his mechs, then fire is conducted normally.

ATTACKER:

The attacker consists of the recon star of a renegade Clan mech force that is raiding Inner Sphere planets.

Zith (Gunnery 2, Piloting 2) Thor (D), replace the MG & ammo with a Beagle Active Probe
J'ari (Gunnery 2, Piloting 3) Fenris (Primary)
Jorge (Gunnery 3, Piloting 3) Shadow Hawk IIC
Kel'e (Gunnery 3, Piloting 4) Dragonfly (B)
Su'zan (Gunnery 2, Piloting 4) Locust IIC

DEPLOYMENT:

The attacker enters from the north map edge first with all of their mechs moving before the defenders, then fire is conducted normally.

VICTORY CONDITIONS:

The defender must keep the Clan mechs from getting to the rear of Cutter's Battalion and cutting off supplies. If 3 of the Clan mechs (with functioning weapons) escape off the southern map edge they will be able to destroy Cutter's supplies forcing them to retreat back to their base. The Clan must disengage before turn 15 when reinforcements arrive for the defender.

SPECIAL RULES:

The lake is a hot sulfur spring, any mech in it the gains no heat sink benefit from being in the water. The river exiting to the west out of the lake is flowing so fast that no mech may enter it safely, any mech entering the river must make a piloting roll at +4 or be knocked off its feet, swept down the river and destroyed. If shooting across more than 4 hexes of water the steam rising up adds a +1 penalty to fire.

Optional rules for play balance, change one of the following. Allow the defender to have inferno missiles. Allow the attacker to replace the Thor with a Ryoken. Vary the number of turns the attacker has to escape off the map.

BattleTech Fire Declaration Form

Players may use this form to keep track of all announced fire, or use it in an alternate method of fire declaration. In the Weapon Attack Phase, players are supposed to alternate back and forth declaring any attacks they plan to make with a mech's weaponry. After all announcing is done, weapons fire is resolved, with the results being simultaneous. In large battles it often is hard to remember which weapons were announced. Simply fill in all weapons fire as it is announced, then resolve it mech by mech, until all fire has been resolved.

A variation of normal fire declaration is to require all players to secretly and simultaneously write down all of their units targets and attacks. Fire resolution is then resolved normally. Strategy and tactics become more important when playing this variation because players are unaware of the amount of firepower (and heat) their opponent will unleash. Players in Battletech tournaments should use this method of fire declaration.

The use of the form is simple. Just write down the attacking mech, his target, and the number of weapons he is firing in the appropriate column. For example if a Phoenix Hawk is firing its Large Laser and two Machine guns, it would put a 1 in the Large Laser column, and a 2 in the Machine Gun column.

Submission Guidelines

We are always looking for submissions. If you have an article or mech, send it to us! If we use it, we will send you a free issue, or credit your subscription one free issue. To make sure you get the credit you deserve, follow these simple submission guidelines.

- 1) Please type or print legibly all material sent in.
- 2) All submissions become the property of The Mech Factory. If you would like our comments about your submission, send along a self addressed stamp envelope.
- 3) Print your name and address on every page of the submission.
- 4) Keep a copy of your submission. This way we may call for a replacement if necessary.
- 5) Submitted mechs should not only list the statistics of the mech, but should also include background, and comments about the mechs intended mission. All mechs must be 'legal' and follow rules in the battletech compendium.
- 6) Articles should be a minimum of one page of text, but not more than three.
- 7) Ask Alvin, Tactical advice, and New Technology are not considered 'articles' for purposes of compensation. Authorship credit will be given. Multiple submissions published in the same magazine will only result in one free issue.
- 8) Failure to comply with these submission guidelines will result in immediate rejection of material.

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