THE TECH FACTORY

A Gaming Journal

The Tech Factory

TABLE OF CONTENTS

(R106.0) PARAVIAN MARAUDERS

The Paravians are a birdlike race from a planet located between the Gorn homeworlds and the Galactic Core. Their ships fought a savage war with the Gorns during the Early Years period, and the race is now thought to be extinct.

Paravians are bipedal. While they have wings, their ability to fly is limited. Most individuals can at least glide from a height or running start; some athletic individuals can actually fly for several dozen meters. Some non-athletic individuals cannot fly at all. The feet have three forward and one reverse toes and while they can grasp things, they have almost no dexterity. Their hands have a thumb and two grasping fingers while other fingers form the structure of the wing itself.

The Gorns and Paravians first met in Y24, at the very start of the space exploration period for both races. It was, for both of them, their first contact with a new race of beings. Their first contacts were peaceful, not least because the early exploration ships were anything but the heavily-armed warships seen in later times.

Early discussions quickly exposed that both shared a great mystery: they were NOT native to their home worlds. The fossil record, not to mention an evaluation of existing fauna, indicated that both the Gorns and Paravians had been transplanted to their planets by forces or beings unknown about 13,400 years earlier.

Further explorations provided an even greater surprise: the Paravians were descended from a species virtually identical to the Gorns which had become extinct after an asteroid impact on their homeworld 12,600 years earlier.

The news swept through both cultures like an electrical shock. For the Grey Scale Gorns of Ghdar–I and the Brown Stripe Gorns of Geydar–II, the fact was an interesting footnote of ancient history and nothing more. For the Green Scale Gorns of Gihdahr–III, the reaction was unfortunately racist, and the local media somehow managed to blame the Paravians for the extinction of "the fourth Gorn race". After a few weeks of media attention, this reaction also passed and the more reasonable view took hold.

For the Paravians, however, the extremist Gihdahr view was only one factor in fueling a racial hatred that would have caught fire without any help. The Paravian reaction to the paleontological evidence was a fanatical hatred for the Gorns, as the fossil Gorns of their own world had for centuries held the position of demons and devils. The Paravians declared war and launched a campaign of hatred such as the known galaxy had never seen before and has only rarely seen since.

At the time, however, both races had relatively few ships, and those that existed were not designed for warfare. The Gorns, unaware of the Paravian reaction until the first attacks began, were slow to react and their Confederation Congress took weeks to fund weapons and warship development. The Paravians, however, were all of a single hate-filled mind and immediately began production of weapons and warships.

The conflict lasted for decades at a relatively low level due to the distances involved. In effect, the Paravians of this period were little more than pirates and raiders, and the Gorns were involved in a major war with the second race they had met, the Romulans.

In some regards, the lack of actual fighting was due to the lack of targets. The Gorns were slow to plant colonies due to their inability to provide ships to protect them, while the Paravians had little interest in colonies beyond what materials they could loot from the worlds they could find. This was based in part on the mentality of the Paravians, who had descended from hunting birds that flew over wide territories taking what they wanted, but concentrated their civilization in relatively small areas (i.e., their home planet).

The conflict rapidly escalated when warp-capable ships of the Early Years replaced the sub-light ships starting in Y66. Paravian raiders were now able to reach far into Gorn space, and the Gorns were now able to seed more and more colonies around their homeworld. The Paravian War lasted for nearly 10 years until, in Y75, the Gorns succeeded in blockading the Paravian homeworld and, over the next few years, hunting down all of the surviving raiders and forcing them home (or destroying them).

The Gorns then decided on a radical solution that was to bring their race a deep and abiding shame. Rather than wipe out the Paravians (who refused to hold any negotiations), the Gorns eliminated all of their orbital facilities and any ground facilities related to space travel. A small garrison of warships could then keep the Paravians neatly trapped on their home world without excessive effort. This plan worked for a dozen years, until Y87 when a Sun Snake dove into the Paravian Star and it went nova. The Gorn garrison ships were unable to even attempt a rescue, and the Paravians would not have accepted their help (and did not believe that their star would actually explode).

When the Gorns found themselves in a position to force the Romulans back to their own homeworld (during the long period when the Gorns had tactical warp technology and the Romulans did not), the bitter memory of what they had done to the Paravians stayed their hand.

There were occasional reports of Paravians surviving for decades after the nova incident, the descendants of raiders who had escaped the Gorn hunters, even into the General War era. None were ever confirmed.

(FQ93.0) QUANTUM WAVE TORPEDOES

Quantum Wave Torpedoes (QWTs) are continually expanding waves of energy which seek their target. Due to the large size of the waves, the damage from a Quantum Wave Torpedo tends to slightly envelop the target.

(FQ93.1) LAUNCHERS

(FQ93.11) SSD: Each "QUA" box on the SSD represents one quantum torpedo tube and can arm and fire one quantum torpedo at a time.

(FQ93.12) ARMING: Two points of power are allocated to arm each Quantum Wave Torpedo which is to be launched on a given turn. This power may come from any source.
(FQ93.121) A Quantum Wave Torpedo must be launched or discharged on the turn it is armed, it may not be held. If it is discharged, this fact must be announced.
(FQ93.122) A QWT launcher may launch a torpedo once every turn, but a single launcher may not launch two torpedoes within 1/4 turn (eight impulses) on consecutive turns.
(FQ93.123) QWTs may be armed with reserve power and launched immediately, or at any later point in the turn after the reserve power has been applied (H7.52). It is legal to allocate one point of power to a given quantum torpedo launcher, and then finish it later in the turn with reserve power. If the reserve power is not applied, the allocated point of power will have to be discharged at the end of the turn, and be reported as such.

(FQ93.13) FIRE CONTROL: To launch a Quantum Wave Torpedo, the launching unit must have active fire control. Quantum Wave Torpedoes cannot be launched by ships with Low Power (D6.7) or Passive (D19.0) Fire Control. A ship with disrupted fire control (D6.68) cannot launch QWTs.

(FQ93.14) LAUNCHING: QWTs are launched in the Launch Plasma Torpedoes Step in the Seeking Weapons Stage (6B6) of the Sequence of Play Annex #2.

(FQ93.15) OTHER DATA: Repair cost 6. Orion Option Mount cost 0. HDW Option Mount Cost 4. Not distracted by chaff.

(FQ93.2) MOVEMENT

(FQ93.21) SEEKING WEAPON: Quantum Wave Torpedoes are seeking weapons and move under all the procedures of (F2.0) except as provided here.

Quantum Wave Torpedoes are Self-Guiding Seeking Weapons (F3.42), and operate under those rules. While they could be launched on a ballistic trajectory (F4.0) into empty space, the only targets they could hit by that method are planets or moons for general destruction purposes (P2.311).

(FQ93.22) ENDURANCE: Quantum Wave Torpedoes have an endurance of 20 impulses and are removed thereafter.

(FQ93.23) SPEED: Quantum Wave Torpedoes move at a speed of 32 only.

(FQ93.3) WARHEAD

(FQ93.31) STRENGTH CALCULATION: The warhead strength of a Quantum Wave Torpedo is determined at the instant of impact, based on two factors: the distance the torpedo has moved and the damage done to it by phasers and/or terrain. See the table in (FQ93.34).

(FQ93.32) SPLASH EFFECT: The impact of the weapon is spread over three shields. This is not an optional use of the weapon; it is the way that the weapon always operates. Players cannot voluntarily operate the weapon "without splash" under any circumstances.
(FQ93.321) The main (center damage element) is scored against the facing shield of the target struck by the QWT, while the splash elements damage the two adjacent shields.
(FQ93.322) In the case of size class six and size class seven units (and monsters, planets, small or medium ground bases, or other targets which do not have or never had shields) apply the full damage directly to the unit.
(FQ93.323) Note that because of the splash effect, it is possible that phasers that do not directly face the QWT may be damaged. If one or both splash elements penetrate shields, with or without the main element, the internal damage from the splash elements are determined last, but as part of the same volley, with the left splash element resolved before the right splash element.
(FQ93.324) In the case of Andromedan ships with two groups of PA panels (and Interceptors with two groups of shields):
   If the Quantum Wave Torpedo strikes the position of the #1 shield, all damage is scored on the forward panels.
   If the Quantum Wave Torpedo strikes the position of the #4 shield, all damage is scored on the rear panels.
   If the Quantum Wave Torpedo strikes the position of the #2 or #6 shield, one splash element is scored against the rear panels, while the main element and the other splash element are scored against the forward panels.
   If the Quantum Wave Torpedo strikes the position of the #3 or #5 shield, one splash element is scored against the forward panels, while the main element and the other splash element are scored against the rear panels.
   In the case of units with six groups of panels (e.g., Starbase, BATS), these are treated as shields would be.
   NOTE: There were no QWT-armed units at the time of the Andromedan invasion, nor were any Interceptors developed in this period. This rule is provided for those who wish to experiment with the weapon versus either foe.

(FQ93.33) SEQUENCE: Damage is applied and combined with all other damage resolved during the Resolve Damage From Seeking Weapons Not Resolved Above Step of the Damage During Movement Stage (6A3), see the Annex #2: Sequence of Play. Splash elements are resolved last (left, then right) but as part of the same volley.

(FQ93.34) QUANTUM WAVE TORPEDO TABLE

RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

(FQ93.4) FIRING AT QUANTUM WAVE TORPEDOES

(FQ93.41) DAMAGING QUANTUM WAVE TORPEDOES: Quantum Wave Torpedoes may be weakened by phaser fire, asteroid damage, nebulae damage or dust damage. Asteroid (P3.24), Nebulae (P6.73), Pulsar (P5.33), and dust (P13.3) damage is computed exactly as for plasma torpedoes.
(FQ93.411) Four points of phaser, asteroid, or dust damage will remove the "splash" elements from the torpedo. If the QWT has moved 20 hexes, and the splash element has dissipated to zero, then the main element is reduced to zero.
(FQ93.412) An additional seven points of phaser, asteroid, or dust damage [for a total of 11 when combined with (FQ93.411) above] will completely reduce the main element to zero damage.

(FQ93.413) All damage versus a given QWT is cumulative, e.g., one point of dust damage combined with five points of asteroid damage and two points of phaser damage would leave a Quantum wave torpedo with no splash elements and full warhead strength (but only three more damage points will totally eliminate the warhead).

(FQ93.414) Note that unlike plasma torpedoes, QWTs only have two levels of reduced damage. Any damage less than the required levels does no damage to the torpedo, but the torpedo will be totally destroyed by 11 points of damage regardless of its warhead strength. In this sense, the Quantum Wave Torpedo acts very much like a drone.

(FQ93.42) OTHER WEAPONS: Warp-Augmented Railguns [(E18.432), (E18.54), (E18.61), and (E18.7)] affect QWTs. Convert the damage to "phaser" damage and apply that within the QWT rules.

No other weapon in the game system can affect a QWT at the current time. If a new weapon is able to damage QWTs, it will be noted in its rules.

A displacement device, while it will not damage a QWT, can relocate it as if it were a plasma torpedo. This may cause the Quantum Wave Torpedo to lose tracking and be removed from play in the same manner as a plasma torpedo (G18.71).

A QWT cannot accept another Quantum Wave Torpedo or a plasma torpedo as a target. QWTs cannot be fired through webs, but can fire through ESG fields.

(FQ93.43) OTHER TERRAIN: Each hex of atmosphere (P2.85) or gravity wave (P9.312) traversed by a Quantum Wave Torpedo reduces its strength as if it were a plasma torpedo. Quantum Wave Torpedoes are affected by Black Holes as per (P4.11) and (P4.22). QWTs are affected by gravity waves as plasma torpedoes are (P9.312) If other terrain is added that affects Quantum Wave Torpedoes, the effect will be defined in the rules of that terrain.

(FQ93.5) OTHER SPECIAL CASES

(FQ93.51) DISTRACTION: Quantum Wave Torpedoes may be distracted by "wild weasel" shuttlecraft (J3.0) or by wild SWACS (J9.2). They may accept planets as their targets under some conditions, see (P2.33).

(FQ93.52) SYSTEMS: Some systems can affect Quantum Wave Torpedoes, others cannot.
(FQ93.521) Quantum Wave Torpedoes can be placed in stasis (G16.0), and are affected by Webs as if they were plasma torpedoes (G10.52). Quantum Wave Torpedoes can be displaced, and might lose lock-on as a result (G18.71).
(FQ93.522) Quantum Wave Torpedoes cannot be tractored (G7.0) transported by transporters (G8.0), and are unaffected by ESGs (G23.0).
(FQ93.523) Quantum Wave Torpedoes are affected by crew quality [(G21.114) and (G21.214)] and legendary officers (G22.711) in the same manner as a plasma torpedo.
(FQ93.524) Quantum Wave Torpedoes are affected by cloaking devices as any other self-guiding seeking weapon (G13.334) and (G13.35). Any reduction in warhead under (G13.37) is applied first to the splash elements, which can be reduced to zero as a result, and then to the main element.
(FQ93.525) For purposes of lab identifications, including by probe or aegis, the Quantum Wave Torpedo is treated as any other seeking weapon (G4.2).
(FQ93.526) QWTs cannot be attracted (G24.23) or have their lock-ons broken (G24.22) by special sensors. The launching of a QWT will blind an operating special sensor on a ship equipped with both systems (G24.13).

(FQ93.53) MINES: Phaser-captors fire at QWTs as any other phaser would. PA mines (M10.22) reduce a QWT by 25 points, which (at least in the Early Years) eliminates it entirely. Other mines cannot accept QWTs as targets or damage them.

(FQ93.54) OTHER: QWTs cannot be overloaded, downloaded, enveloped, or bolted. Any loaded torpedoes are lost if the launcher is destroyed before they are launched, i.e., there is no eight impulse grace period. There are no pseudo QWTs.

(FQ93.55) FEEDBACK: If a QWT is launched and impacts in the same hex as the launching ship, the launching ship will receive one point of feedback damage to each of its three facing shields, for a total of three points of damage. This damage is in addition to the damage to the target unit and does not reduce the warhead of the QWT in any way.

(FQ93.56) ELECTRONIC WARFARE: Electronic Warfare cannot stop a QWT from being launched, but can reduce its effect when it reaches the target, see Table (D6.361).
(FQ93.561) If the chart indicates that the shift has allowed only 50% damage, then all splash elements are lost.
(FQ93.562) If the chart indicates that the shift has allowed only 25% damage, then the main element is reduced by 50% (round fractions up), in addition to all splash elements being lost.
(FQ93.563) Despite being a self-guiding seeking weapon, the QWT has no built-in electronic warfare capabilities.
(FQ93.564) The Quantum Wave Torpedo benefits from the EW status of its guiding unit as per (F3.33).

(FQ93.X) DESIGNER'S NOTES

The Quantum Wave Torpedo was designed by Gregg Dieckhaus for use in the Early Years period.

The concept that the "coreward race" would be destroyed by a Sun Snake was developed by Stephen V Cole with the help of dozens of players in an active discussion on GEnie. The Paravian history was developed from this concept.

PARAVIAN WARSHIPS

(R106.901) RAPTOR EARLY LIGHT CRUISER (YCL): The Paravian YCL was typical of the early cruisers operated by most races. One noticeable difference was a tendency for its impulse engines to be damaged in combat more readily than those operated by other races. Because of this feature, the ship is shown with only aft hull boxes. This means that rolls of "6" on the DAC will not be scored on any hull boxes, but will instead be scored on the impulse engines. By the same token, the cargo boxes, included nominally to allow the ship to conduct raids, provide padding for the center warp engine of the ship in lieu of forward hull boxes. Damage to the left and right engines of the ship has a deleterious effect on its turn mode as noted on the SSD (Paravian-only rule).
OTHER DATA: Spare Shuttle 0; Year in Service Y165; Docking Points 6; Explosion Strength 10; Command Rating 6.

(R106.902) PEREGRINE EARLY DESTROYER (YDD): The Paravian YDD destroyer, like the YCL, was susceptible to damage to its impulse deck and its maneuver capabilities are degraded by damage to its left and right warp engines. It packed much of the phaser firepower of the YCL had virtually identical firing arcs, and was more maneuverable.
OTHER DATA: Spare Shuttle 0; Year in Service Y165; Docking Points 4; Explosion Strength 7; Command Rating 4.

WILL THE PARAVIANS RETURN?

We certainly left the door wide open for anything from a few raiders to a lost colony to turn up just about any time we need to liven up the universe. Just how and when they'll return has not been decided, and it could fairly be said that until they actually show up, we haven't officially decided that they will return at all!

There are several possibilities. Maybe they met up with some Orions? (Then again, Orions are notoriously bad about keeping secrets when there is a profit in selling them.) Maybe they developed new technology, and maybe they just perfected the QWT. About the only thing that's impossible is that they got over their hate for the Gorns.

How might the QWT have been improved? Hard to say. One improvement for "normal years" fighting might well have been the range, reaching the "normal" range of 30:

(FQ93.34) QUANTUM WAVE TORPEDO TABLE

RANGE	0-5	6-10	11-15	16-20	21-25	26-28	29-30
DAMAGE	8	7	6	5	4	3	1
SPLASH	1-6-1	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

The phaser damage to reduce the main element would probably increase from the 7 points provided by (FQ93.4) to 8 or perhaps even 10.

The QWT would probably acquire two points of built-in ECCM (FQ93.563).

It is doubtful that there would have been a pseudo QWT, but that decision remains unmade.

STEVE COLE RETIRES

Stephen V Cole, the man who designed *SFB* and *F&E* and most of the expansions and supplements, officially retired from active design of new SFB products as of 30 June 1996. (Steve still owns the game system and is involved in negotiating some development contracts.)

When Steve Cole left, he put Bruce Graw (editor of *Star Fleet Times* and designer of Star Fleet Warlord and the Triaxians) with Steven P Petrick (co-designer of most of the recent SFB products and the head of the tactics, tournament, and rules question departments) in charge. They have formed Dayton Design Bureau to develop new products. It will be DDB that decides if the QWT gets a pseudo or not. (Note that Steve Petrick and Bruce Graw have had a major role in running the universe for years and while they're going to take the game in some new directions, most policies and rules will remain unchanged.) Steve Cole owns SFB and cannot be fired or forced out, his decision was his own and took everyone (including Bruce, Petrick, Leanna, and TFG) by surprise.

Steve Cole felt that he had "no worlds left to conquer" in wargaming, having produced a series of mega-blockbusters and more new ideas than virtually any other designer. He has, however, reserved a role in *Star Fleet Assault* (the ground combat system) and *Empire of Steel* (the Prime Directive Klingon sourcebook). There are also rumors he plans to finish the Star Fleet novels he wrote before designing SFB. Steve Cole is active in the Texas State Guard (which recently decorated him "for valor" in saving lives at risk to his own) and is now the editor of the paleontological journal *Dinosaur Discoveries* and the military intelligence journal *FYEO*.
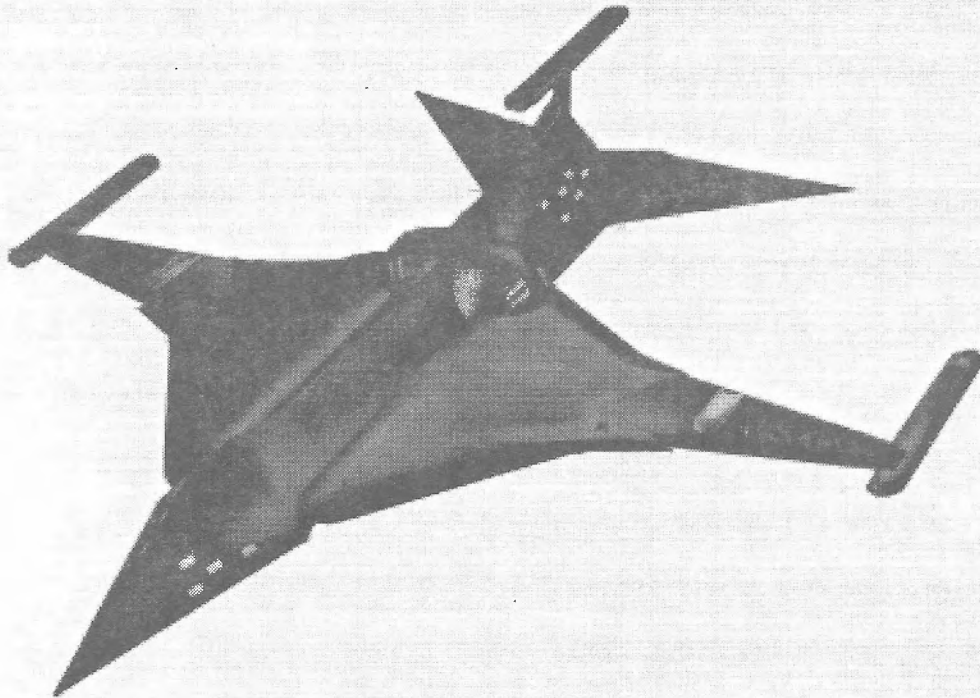
Paravian Raptor Early Light Cruiser
(Computer Simulation by Sandy Ramirez)

PARAVIAN RAPTOR LIGHT CRUISER

CREW UNITS

			✖				10
							20
							30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CNTR

BOARDING PARTIES

								10

TRANSPORTER BOMBS

			D	D

PROBES

				5

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

QUANTUM WAVE TORPEDO TABLE

RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

THIS SHIP NORMALLY HAS A TURN MODE OF "B".
IF ALL OF THE LEFT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE RIGHT BECOMES "D".
IF ALL OF THE RIGHT WARP ENGINE BOXES ARE DESTROYED, THE TURN MODE WHEN TURNING TO THE LEFT BECOMES "D".
THE ORIGINAL TURN MODE IS RESTORED IF AT LEAST ONE BOX ON THE DESTROYED ENGINE IS SUBSEQUENTLY REPAIRED.
THE HET BONUS IS LOST IF ANY ONE ENGINE IS DESTROYED AND CANNOT BE REGAINED BY REPAIRING THAT ENGINE.

SHIP DATA TABLE

TYPE	=	YCL
POINT VALUE	=	70
BREAKDOWN	=	6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R106.901

TURN MODE / SPEED (B)

TURN MODE B	SPEED
1	2-5
2	6-10
HET 3	11-15
4	16-21
BD 5	22-28
6	29+

TURN MODE / SPEED (D)

TURN MODE D	SPEED
1	2-4
2	5-8
3	9-12
4	13-17
BD 5	18-24
6	25+

SENSOR SCANNER

6	0
5	3
1	5
0	9

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

DAM CON EX DAM

4	
2	
2	
0	

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

FH PH-2 1
QWT-FA A B
CGO BRIDGE CGO
LS PH-2 2 — LAB — TRAN — BTTY — RS PH-2 3
HULL R — HULL R
L WARP — C WARP — R WARP
LS PH-3 4 — IMP — IMP — RS PH-3 5
TRAC AUX SHTL
PH-3 6 L+RA — RA+R PH-3 7
FH
LF RF
L R
LR RR

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX   [5] = HET COST   ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

PARAVIAN PEREGRINE DESTROYER

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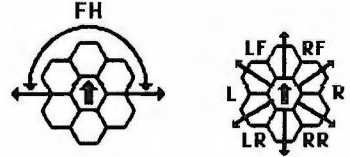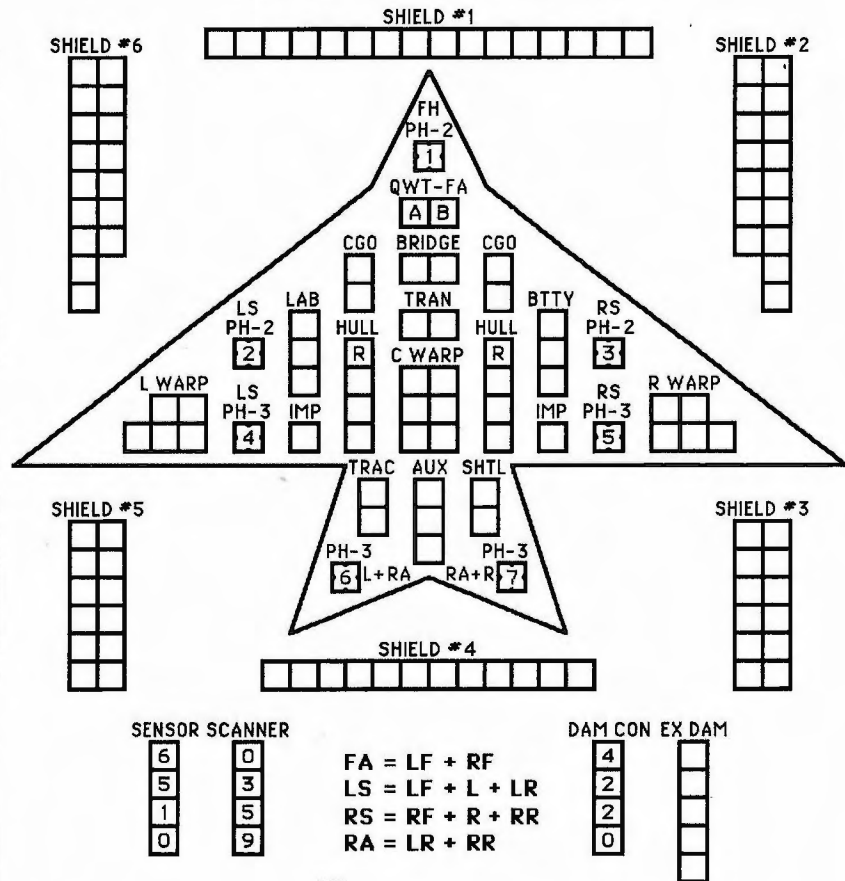
CREW UNITS

| | | ✶ | | | | | | 10 |
| | | | | | | | | 20 |

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS			NOTES	

BOARDING PARTIES

| | | | | | | | 8 |

TRANSPORTER BOMBS

| | D |

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

SHIP DATA TABLE

TYPE	=	YDD
POINT VALUE	=	55
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R106.902

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TURN MODE A	SPEED
1	2-6
HET 2	7-12
3	13-19
BD 4	20-26
5	27+

TURN MODE C	SPEED
1	2-4
2	5-9
HET 3	10-14
4	15-20
BD 5	21-27
6	28+

QUANTUM WAVE TORPEDO TABLE

RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
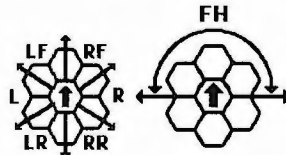
THIS SHIP HAS A TURN MODE OF "A" UNLESS IT HAS LOST ALL OF THE BOXES OF EITHER ITS LEFT OR RIGHT WARP ENGINE. IF ALL OF THE BOXES OF ONE OF THESE ENGINES HAS BEEN DESTROYED AND NONE OF THEM ARE CURRENTLY IN A REPAIRED STATE, THE SHIP'S TURN MODE CHANGES TO "C" AND ITS HET BONUS IS LOST. THE HET BONUS IS LOST WHEN ALL BOXES OF ONE ENGINE ARE DESTROYED IF IT HAS NOT PREVIOUSLY BEEN USED, AND IT CANNOT BE REGAINED DURING THE SCENARIO.

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

SHIELD #6

SHIELD #1

SHIELD #2

FH
PH-2
[1]
QWT-FA
[A]
CGO   CGO
BRIDGE
HULL [R]   HULL [R]   BTTY
LAB
LS PH-2   WARP [C]   RS PH-3 [3]
[2] TRAN   SHTL
IMP   IMP
L WARP   R WARP
AUX   TRAC
PH-3 [4] L+RA   RA+R [5] PH-3

SHIELD #5

SHIELD #3

SHIELD #4

SENSOR SCANNER

6	0
5	3
1	5
0	9

DAM CON

| 2 |
| 2 |
| 0 |

EX DAM

FH

LF   RF
L   R
LR   RR

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX   [5] = HET COST   ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

Legions Of Steel : XenoMorphs!

Rules for XENOMORPHS in Legions of Steel
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1.0 Basic Rules

1.1 Movement

Xenomorphs have a +1 general modifier, 1 kill, and a walking speed of 6"; Xenomorphs are sprint capable (move 3 times walking, no leadership allowed for movement, same as running except maneuvers cost 3). Xenomorphs may move through each other with no penalty, and up to two Xenomorphs may occupy a single square, if both have the same facing.

1.2 Weapons

All Xenomorphs have a grab-and-bite attack; this is a hand-to-hand weapon, ROF 2, that kills PI on a 4+.

1.3 Figures

Note: all Xenomorphs are morphologically identical, so that there is no way of distinguishing, for example, "Warriors" from "Sentients".

DRONES are basic Xenomorphs and cost 25 UPV's each.

WARRIORS are Xenomorphs with one hero point and cost 33 UPV's each.

SENTIENTS are the brood leaders of the Xenomorph Warriors; they have
one hero point and one leadership. Sentients cost 45 UPV's each.

A WARRIOR BROOD consists of 5 Warriors and one Sentient and costs 210 UPV's. (Three broods cost 630 UPV's, or two more UPV's than one UNE Commando section.)

1.4 Special Rule: "Acid splash."

When a Xenomorph is killed, it sprays acid. (Exception: Xenomorphs killed with flame-throwers do not spray acid.) Treat the acid as a separate grenade attack; the "impact square" is the location of the Xenomorph.

PB/+	PB	S	M	L	X
		1	2	3	

General modifiers apply, and two kill figures receive an additional -1 modifier. If exactly the kill number or the kill number +1 is rolled, the acid "disrupts" (as per a disruptor grenade); when the disruption actually takes effect, one kill is inflicted. If the kill number +2 or higher is rolled, the figure immediately receives one kill. Xenomorphs are unaffected by acid sprays.

2.0 OPTIONAL RULES

2.1. "Hissing."

Xenomorphs locate prey by "hissing", during which they emit and detect pheromones. This process is done fairly quickly, but it does take time -- time during which a Marine can save himself by firing off a quick shot. As soon as a Xenomorph is activated, roll 1d6. On a 1, the Xenomorph loses all movement points and is immediately considered "FIRED"; it may still move using hero points or leadership. (If using this rule, it is recommended that the Xenomorphs have a general modifier of 0 instead of +1.)

2.2. "Grabbing."

2.2.1. How "grabbing" occurs

Xenomorphs do not kill helpless victims. If any roll for a grab-and-bite attack on a one-kill figure is 8+, the Xenomorph has completely overpowered the victim, and the victim is considered to be "grabbed".

2.2.2. Effect of "grabs" on one-kill figures

"Grabbed" figures automatically receives a wound, as per wounding rules; this may result in the figure being killed (through no fault of the Xenomorph). If the victim survives the grab attack, then further special rules apply:
* the victim loses all movement, fire action, heroism, and leadership
* the victim may NOT be attacked by any Xenomorph while grabbed
* the grabbing Xenomorph may NOT attack other figures
* the Xenomorph MAY drag the helpless victim off the board

2.2.3. Rescuing "grabbed" victims

Shots fired at a Xenomorph that has "grabbed" a one-kill figure may hit the grabbed victim. When shooting the Xenomorph, both figures (the Xenomorph and the victim) are attacked; roll separately. The shooter may use a hero point or leadership to add 1 to the attack dice against the Xenomorph; the shooter may also use an additional hero point or leadership to subtract 1 from the attack dice against the victim. If the Xenomorph survives and the victim dies, the Xenomorph loses all movement points and is considered "FIRED"; it may resume moving and attacking normally next turn.

If the Xenomorph is killed and the figure survives, there is a chance of acid splash; note that the "grabbed" figure is attacked at 4+. (On the other hand, if there is a leader within line of sight of the grabbed victim, leadership MAY be used to move the figure before resolving acid effects.) If

the figure survives, place it in the appropriate square; it loses all movement points and is considered "FIRED"; it may move and attack normally next turn.

3.0 New Figures: Psychers

3.1 Basic rules

PSYCHERS are Xenomorphs that psionic abilities. Psychers have a +1 general modifier, 1 kill, and a walking speed of 6"; Psychers are sprint capable. Psychers may move through other Xenomorphs with no penalty.
Psychers are weaker in HTH combat than their Warrior brethren; Psychers claw attacks are ROF 2 and kill power infantry on a 5+. Psychers do not have hero points or leadership, nor may leadership be assigned to them. Psychers each have one psionic attack; see below.

3.2 Psionic attacks

The intended victim(s) must be in the forward arc of the attacking Xenomoroph. Psionic attacks require concentration, so movement modifiers apply. Also, psionic abilities decrease with distance, so range modifiers apply. Finally, intervening figures can dampen or disrupt a psionic attack, so there is the usual penalty for firing through other figures. On the other hand, psionics are not a function of armor penetration, so LOS and general modifiers do not
apply, and there is no penalty for "firing" through corners. Psionic attacks may use spreadfire and may be made as a covering action; psionic attacks may never autofire, and only "Shock" and "Terror" psionic attacks may be used to suppress.

Targets affected by psionic attacks are more susceptible to psionic attacks, as per the EMP rules.

	ROF	PB+	PB	S	M	L	Notes
Blast	1				15	30	1*
Shock	2				6	12	2*
Terror	2				3	6	3*

1* adjacent figures are also attacked, at -1
2* all figures in front arc are attacked
3* treat "burnout" as "controlled"

Rolling exactly the kill number means the target is "dazed", and rolling the kill number+1 means the figure is "stunned". In the case of "Blast", "Shock", and "Terror", rolling the kill number+2 or higher means the figure is catatonic (mental "burnout"). In the case of "Control", rolling the kill number+2 or higher means the figure will be under the mental control of a Xenomorph.

As soon as a victim is "controlled", it is immediately considered "FIRED" and immediately loses all hero points

and leadership. At the beginning of the Xenomorph player's next turn, the victim may move and fire as a normal figure (but still does not have any heroism or leadership). Control lasts as long as the victim starts the turn within the controlling Xenomorph's line of sight. If, at the start of the Xenomorph player's turn, the controlled figure is not within line of sight of the controlling Xenomorph, the victim immediately becomes "stunned".

3.3 UPV Value
PSYCHERS cost 41 UPV's.

4.0 Xenomorph Queen

4.1 Basic Rules

The Xenomorph Queen has a -1 general modifier, 3 kills, and a walking speed of 3"; the Queen is sprint capable.

The Queen has 2 fire actions: claws (HTH ROF 2, 2+), and a tail (HTH ROF 1, 2+, out to range 2) In addition, the queen has 2 leadership points.

4.2 Special Rules: regeneration

Each time the Queen receives a "kill", place a "one kill" marker next to the Queen, and immediately roll for acid splash. If the Queen has taken three or more kills, she immediately loses all movement points and her fire action. While down, she may still be subjected to further "kills". During the initial phase, determine the status of the Queen as follows. For each "kill" the Queen has taken, roll 1d6. For each die that comes up "1" or "2", one kill is removed. If the Queen then starts the turn with three or more kills, remove her from the board -- her wounds have overwhelmed her. On the other hand, if the Queen starts the turn with three or fewer "kills", she may move and attack normally.

4.3 UPV value
The Queen is worth 550 UPV's (or so).

5.0 Reinforcements

5.1 Method
There is an "Alien Reinforcements" Track, as follows:
[0] [1] [2] [3] [4] [5] [6] [7]
Alien reinforcements start somewhere within the Track. At the beginning of the Alien player's turn, move all reinforcements down by one: Aliens in Box 6 get moved to Box 5, Aliens in Box 5 get moved to Box 4, etc.
When Xenomorphs move from Box 2 to Box 1, place a Bogey counter next to a reinforcement point; this is where the Aliens will arrive.

If the Alien reinforcement box is empty (i.e., the Alien(s) for that track have just deployed on-board), first roll to

determine WHAT the reinforcements are; then roll to determine WHEN the reinforcements arrive, and place the reinforcements on the appropriate square along the track.

5.2 Possible Xenomorph Reinforcement Schedule

It is suggested that the Xenomorphs arrive in "swarms" of two or three; one possible reinforcement schedule is as follows:

Roll 1d6:
- 1: 3 Warriors
- 2: 2 Warriors + 1 Sentient
- 3: 1 Warrior + 1 Sentient
- 4: 2 Warriors
- 5: 2 Warriors
- 6: 1 Warrior + 1 Psycher (or 2 Warriors)

This works out to an average of 82 (or 81) UPV's per die roll.

5.3 Xenomorph Reinforcement Rate Multipliers

Depending on how often Xenomorphs arrive, the UPV value of the reinforcements may be decreased -- after all, troops arriving late are worth less than troops arriving on time. The left column tells where to place reinforcements along the Reinforcement Trace (see 5.1); the right column tells the appropriate multiplier.

1d6	0.41
1d6+1	0.27
min(2d6)	0.55
min(2d6+1)	0.33

If using the optional "hissing" rule (and if the general modifier is left at +1 instead of 0), multiply the UPV value of the Xenomorphs by 2/3.

Rules for CORPORATE MILITIA in Legions of Steel:

1.0 Basic Rules

1.1 Movement

All Corporate Militia units walk 4, have 1 kill, and a +2 general modifier.

1.2 Weapons

Weapon	Type	ROF	S	M	L	X	CC	Am
Pistol	DF	2	-	-	10	20	0	5o
M41A Pulse Rifle	DF	1	15	25	35	45	-1	10o
Grenade Launcher							-1	5o

Weapon	Type	ROF	S	M	L	X	CC	Am
M40 Frag Grenade	AOE	6	-	-	15	30		
Hexachlor. Smoke	AOE	1	-	-	15	30		
HEAP	DF	1	-	-	-	30		
M240 Flame-Thrower	DF	2	3	5	10	15	0	10 H
M56 Smart Gun w/ITS	DF	2	-	30	45	60	-3	20 E

Notes:

* The grenade launcher may not autofire or suppress.
* M40 frag grenades have ROF 6 in the impact square, -1 die per square from the impact square. The base kill number is 8+; general modifiers apply.
* Hexachlorine smoke grenades affect the impact square and 8 surrounding squares, last two turns, and impose a -1 LOS modifier to fire through.
* HEAP grenades ignore general modifiers; a successful hit with a HEAP grenade has 1 overkill die at 6+.

** An M240 flame-thrower may not fire through another figure.

*** A smartgun has two fire actions, a primary fire action and a "smart" tracking system. The primary fire action is made as normal; the secondary fire action may be used to either fire at a -1 penalty, or to cover at no penalty. If suppressing, the smartgun has ROF 2 and the ITS is covering 0; if the covering shot is taken, the suppression ends. It takes a fire action for a smartgunner to change weapons.

1.3 Figures

Pulse Rifle Militia: Pulse Rifle w/ 5 grenades, pistol: 24 UPV's

Flame-thrower Militia: flame-thrower, pistol 24 UPV's

Smartgun Militia: smartgun, pistol: 47 UPV's

Corporate Militia Corporal: Pulse Rifle w/ 5 grenades, 1 leadership. 41 UPV's

Corporate Militia Sergeant: Pulse Rifle w/ 5 grenades, 1 leadership, 1 hero point. 68 UPV's

1.4 Units

A "Standard" Corporate Militia squad has 8 figures: 2 pulse rifle Militia, 2 flame-thrower Militia, 2 smartgun Militia, 1 Sergeant, and 1 Corporal. A standard squad costs 299 UPV's.

A platoon of two squads and one Lieutenant (armed with a pistol, rulebook, and one command point) costs 627 UPV's, only one point less than one Commando section.

"Forty-five meters and closing ..."

The welding torch hissed to life and bit into the door's seal. Hull turned his head, trying not to look at the blue arc, wrinkling his nose at the bitter smell of melting steel.

"Forty meters."

Security clearance 'green' not detected. Access denied ...

Underneath the hiss of the torch and the beeps of the motion sensor was the gentle tapping of Ridley's fingers over the computer terminal's keyboard...

'Thirty-five meters."

"Get that door sealed Hull!"

"I'm workin' on it Sarge..." Hull wiped the sweat out of his eyes as he leaned in closer to the torch.

"Thirty meters."

Security clearance 'blue' not valid. Access denied ... initiating automatic power shutdown ... alerting security sensors of potential break-in ...

The gentle tapping stopped as Ridley gave voice to her frustration, slamming the computer terminal with her fists and cursing epithets. "We're not getting anything outa this one Sarge ..." she admitted ...

"Twenty-five meters..." The sound of the motion sensor's beeps were growing into a louder and faster cadence.

"All right Marines look sharp, we're evac-ing ... How's that door Hull?"

"Twenty meters."

Hull flipped the switch on the torch and stood up, clipping it to his shoulder..." Good enough for Government work..."

"but we're not working for the Government we're working for the Corporation...keep that door covered Hull..."

"Fifteen meters."

Hull backed away from the door and grasped his pulse rifle. He caressed the trigger and then pumped a frag grenade into the over-under's breach for good measure.

"Fifteen meters."

The squad was already moving down the hall, looking for another terminal, abandoning Hull to the job of covering their butts. SLAM!!! SLAM!!! SLAM!!! And then a hiss ... the bastards had killed one of their brethren and were burning through the door with it's acid.

Hull sighted the rifle on the dissolving steel. Well, he knew they'd get through sooner or later, just like they'd get through him and his pulse rifle. But if the rest of his squad could hack past the safety over-rides and send the fission reactor core into a meltdown it would all be worth it...
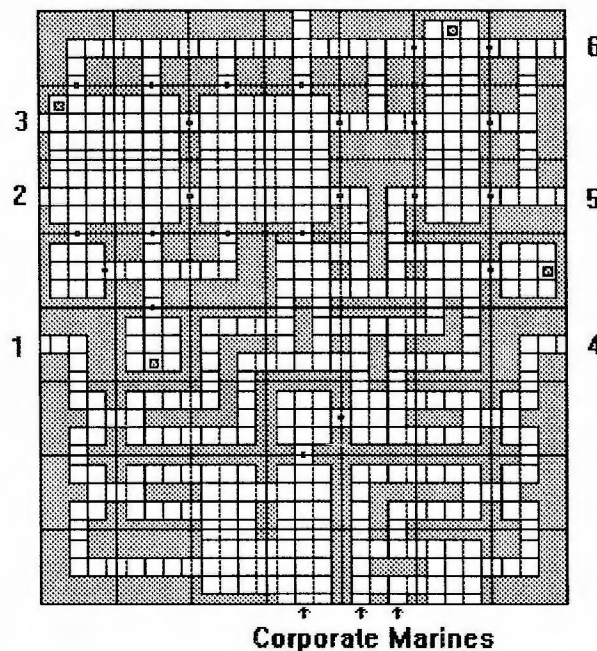
FORCES

Colonial Marines:

1 Colonial Marine Squad
1 Assault Marine
1 Lieutenant, Pistol Only

Entry:
Enter all forces through entry Marine entry points on turn 1

Corporate Marines

Xenomorphs:
1 Blip,
Unlimited Reinforcements

Entry: Enter 1 blip from entry point 1-6 (determine randomly) on turn 1, Starting on turn 2, roll 1d6 and place a blip on the corresponding number of the reinforcement track. When that blip reaches "1" on the reinforcement track, place it at a randomly determined entry point and roll a d6 to determine where the next blip is to be placed on the reinforcement track.

Objective:

Colonial Marines: The Colonial Marines are attempting to bypass the computer's safety over-rides and purposely send the fission reactor core into a meltdown.

Xenomorphs: prevent Colonial Marine objectives

Special Rules

Terminals are denoted on the map as small grey filled boxes, and have a general modifier of +1 to kill. Xenomorphs can not kill computer terminals directly, but they may destroy them with Acid Splash.

Place the blue and red "Bogie" counters numbered 1-7 in a cup. Every time a Marine remains stationary in front of an active computer terminal and spends a fire action, the Marine player draws one counter. Once two counters have been drawn from a single computer terminal, that terminal becomes inactivated.

When the Marine player draws to identical chits of different colors (e.g. the red 2 and blue 2) the safety-overrides have been bypassed and the Colonial Marines have achieved their objective.

CORPORATE MILITIA RULES CONTINUED

2.0 Optional Rules

2.1 Welding Doors

Militia carry portable welding torches that may be used to seal doors. It takes a fire action to weld a door shut. The welding figure must be adjacent to, or 1" away and facing, the door being welded. Each fire action spent on the door decreases a door's general modifier by 1. Up to a total of two fire actions may be spent on any one door. (Thus, an ordinary door could have a -3 general modifier.)

2.2 Flame-thrower misfire.

Whenever a flame-thrower Militia is killed, there is the chance of accidental misfire. Roll 1d6 to determine the direction of misfire: 1 means "North", 2 means "East", 3 means "South", 4 means "West", 5 means "Rupture", and 6 means "No effect." On a 1-4, all figures within 5" and in the appropriate fire arc are attacked:

Weapon	Type	ROF	S	M	L	X
M240 Misfire	DF	1	1	-	3	5

On a roll of a 5, the fuel tank explodes as per a K-pulse grenade:

Weapon	Type	ROF	S	M	L	X
M240 fuel rupture	DF	1	0	1	2	3

2.3 Limited Ammo

The Militia have "limited ammo" as per the basic rules: Militia can not suppress without risking running out of ammunition. At the start of the turn after a Militia suppresses, roll 1d6 and cross-reference the weapon type on the table below; rolling the indicated number or higher means the weapon is out of ammo:

pistol	2+
pulse rifle	4+
flame-thrower	5+
smartgun	5+

If a weapon is out of ammo, no further fire actions may be made with that weapon. It takes a stationary fire action to reload a weapon; normally only pulse rifles can be reloaded. (For a smartgunner, it takes a fire action to switch weapons; for other Militia, a backup weapon -- usually a pistol -- may be switched to at no penalty.)

The newly released Battletech 3058 book has introduced several units with C3 computer systems as standard equipment. This issue, we will discuss the implications and possible tactics of the C3 system and we have included a some sample custom designs.

C3 was introduced with the release of 3050, but has not been given a lot of support from FASA with the Naginata being the only 'Mech published as having C3 installed until the release of 3058. Because of this, many players did not use the C3 system. Proper use of the C3 system can have a devastating impact on a battle due to the benefits it bestows on friendly units. (Basically, you may shoot your weapons of the lance at the range the closest unit of the lance is away from the target).

In order to use C3, you must have one C3 master unit and up to 3 slave units for your lance. The master weighs in at a heavy 5 tons and occupies 5 critical slots, meaning the 'Mech it is installed on will be short some firepower. The slaves are much easier to employ, as they only weight 1 ton and occupy 1 critical slot (usually a medium laser can be replaced).

In general wisdom, you will want the master heavily protected as its demise will mean the loss of C3 capability among your lance. Keeping an eye on enemy equipped Guardian ECM units is also important as Guardian will interrupt the network if it is in range. The master equipped 'Mech should then have long range combat in mind when equipping it with weapons. (The Naginata does this along with the Sunder-B). The master 'Mech is usually going to be the target of choice for the enemy in an attempt to disable the network. It goes without saying that the master should have the heaviest armor possible. Good mobility would be helpful to keep the enemy from slugging your brains out in a couple rounds. The longer you can keep your network intact, the longer you will have the advantage to hit something.

Your lancemates should include two heavy hitting range types, (excellent examples would a Salamander and a Awesome) and a fast, highly maneuverable spotter. (A Wraith would work well). The long range weapons of the group should have range 7 still be short range for them. (LRM's, ERPPC, ERLL, Gauss). The object for the spotter is not necessarily do a lot of shooting, but to hang a big modifier on itself and achieve range 7 to the target 'Mech of choice so the other 3 members can blast it from long range shooting as if they were at short range. The other reason for range 7 is the Clan Guardian only has a range of 6 and as long as you maintain your spotter at range 7 and keep it in line of sight of the rest of your force, you can continue to take advantage of the network.

It can be argued that vehicles can use a C3 network even better than 'Mechs. Just imagine a couple LRM carriers along with a fast hover or vtol spotter. How about a PPC carrier or an Alacorn Gauss carrier in the group? C3 is also one of the few systems that it is possible to combine with an advanced missile fire control sytem with. Artemis controlled launchers still work, allowing you to plaster your opponent with extra missiles everytime you hit.

There are some alternate C3 tactics that can be devastating, but are also much riskier. We have discussed using C3 to keep the range long and take advantage of our better to hit numbers. C3 can also be used in conjunction with short range weapons (AC20 especially), giving an aggressive attacker the chance to keep an opponent from opening the range up. Of course, this means that you have to get close and will be getting hit quite a bit, but you hope your heavier hitting short range weapons will carry the day. (The SRM carrier at range 9 shooting as if it was at range 3 is a much larger threat and would make the most veteran warrior have some pause for concern).

Getting tired of your friends telling you how tough the Clans are; suprise them with a C3 force and find out who is tougher than who. (Just hope they don't have Guardian and it should be a long day for them).

CMD-2FM Field Marshal

Type: 3058
Name: CMD-2FM Field Marshal
Tonnage: 75 Tons — 75
Internal Structure: Endo Steel — 3.75
Engine: 375 XL — 19.25

Walking MP's:	5	
Running MP's:	8	
Jumping MP's:	5	

Total Heat Sinks: 11 (22) 1
Cockpit: 3
Gyro: 4
Armor Factor: 231 — 14.5

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	23	36/10
Rt./Lt. Torso:	16	25/7
Rt./Lt. Arm:	12	24
Rt./Lt. Leg:	16	32

Weapons and Ammo:

Type	Loc	Critical	Tons
C3 Computer	LT	5	5
C3 Computer	RT	5	5
Guardian ECM	LT	2	1.5
ER PPC	RA	3	7
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Medium Laser	RT	1	1
Medium Laser	RT	1	1
Medium Laser	CT	1	1
Medium Laser	H	1	1
Jump Jet	CT	1	1
Jump Jets	LL	2	2
Jump Jets	RL	2	2

DESCRIPTION: When the General was designed, it was realized that a company commander variant would be needed to take full advantage of the C3 system. Named the Field Marshal, it maintains the full mobility and armor protection of the original, but carries a different weapons suite. The addition of yet another C3 master computer severely limited the amount of weapon weight available. An ER PPC is used for ranged action and 6 medium lasers round out the close range weaponry. A Guardian ECM package remains to help survivability. Simulator tests have shown a company of C3 equipped 'Mechs including the General and Field Marshal, have been able to accomplish most any mission.

CMD-1G General

Type: 3058
Name: CMD-1G General — Tons
Tonnage: 75 Tons — 75
Internal Structure: Endo Steel — 3.75
Engine: 375 XL — 19.25

Walking MP's:	5	
Running MP's:	8	
Jumping MP's:	5	

Total Heat Sinks: 10 (20) 0
Cockpit: 3
Gyro: 4
Armor Factor: 231 — 14.5

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	23	36/10
Rt./Lt. Torso:	16	25/7
Rt./Lf. Arm:	12	24
Rt./Lt. Leg:	16	32

Weapons and Ammo:

Type	Loc	Critical	Tons
C3 Computer	LT	5	5
LRM-20	RT	5	10
Artemis IV	RT	1	1
Guardian ECM	LT	2	1.5
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Medium Laser	RT	1	1
Medium Laser	CT	1	1
Medium Laser	H	1	1
Jump Jet	CT	1	1
Jump Jets	LL	2	2
Jump Jets	RL	2	2
Ammo LRM20	RA	3	3

DESCRIPTION:

Jaco Inc. acting upon the realization that the two C3 master 'Mechs currently in service were slow and immobile, embarked on an the development of a new type of C3 master Mech. Existing 'Mechs, they reasoned, did not cope well with the ebb and flow of a fast moving battlefield now required when facing the Clan. The General was developed with mobility in mind. If the opponent tried to concentrate his attack on the General, it had enough mobility to play keep away while the rest of the network dealt with the attackers. The General is unusual in that the designers made the 'Mech appear as a venerable Archer - a deception helped by the General's LRM launcher.

PathFinder

Type: 3058
Name: PathFinder — Tons
Tonnage: 45 Tons — 45
Internal Structure: Endo Steel — 2.25
Engine: 315 XL — 10.75

Walking MP's:	7	
Running MP's:	11	
Jumping MP's:	7	

Total Heat Sinks: 10 (20) 0
Cockpit: 3
Gyro: 4
Armor Factor: 152 — 9.5

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	14	20/7
Rt./Lt. Torso:	11	15/7
Rt./Lt. Arm:	7	14
Rt./Lt. Leg:	11	22

Weapons and Ammo:

Type	Loc	Critical	Tons
ER Large Laser	LT	2	5
SRM-2	RT	1	1
SRM-2	RT	1	1
Guardian ECM	LT	2	1.5
Beagle Probe	RT	2	1.5
C3 Slave	H	1	1
Ammo SRM-2	RA	1	1
Jump Jets	LL	2	1
Jump Jets	RL	2	1
Jump Jets	LT	1	0.5
Jump Jets	RT	1	0.5
Jump Jets	CT	1	0.5

DESCRIPTION:

While designing the C3 master 'Mechs, Jaco felt that a specialized 'spotter' 'Mech might be more efficient than simply converting current models. The Path Finder was designed from the outset to be that specialized spotter. High mobility and maximum armor are keys, but the Path Finder goes one step farther with the inclusion of Guardian and Beagle electronic packages to avoid nasty surprises and to neutralize enemy electronics. The designers purposely used old SRM-2 launchers because the 'Mech usually carries infernos to help discourage pursuit from enemy light forces and to help reduce enemy firepower with the added heat burden.

Column 1

Type: 3058

Name:	**WKS-3X Wakizashi**		Tons
Tonnage:	55 Tons		55
Internal Structure:	Endo Steel		2.75
Engine:	330 XL		12.25
Walking MP's:		6	
Running MP's:		9	
Jumping MP's:		6	
Total Heat Sinks:		10 (20)	0
Cockpit:			3
Gyro:			4
Armor Factor:	184	11.5	

	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	26

Weapons and Ammo:

Type	Loc	Critical	Tons
Sword	RA	4	4
ER PPC	LA	3	7
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Medium Laser	RT	1	1
Medium Laser	RT	1	1
Medium Laser	RT	1	1
Small Laser	CT	1	0.5
Small Laser	CT	1	0.5
Small Laser	H	1	0.5
T.S.M.	LT/RT	6	0

DESCRIPTION:

The WKS-3X Wakizashi takes advantage of new technology gained by House Kurita in a recent exchange with House Davon. As part of the exchange, Kurita provided house Davon with C3 computers, while house Davon provided Kurita with the secret of Triple Strength Myomers. The Wakizashi is one of the first Kurita built 'Mechs that use this new Davon technology. The Samurai like short sword functions in all regards as a hatchet, yet the TSM assisted attack gives the 'Mech a physical presence that even assault 'Mechs must respect. A Kurita favorite - the Lords Light ER PPC provides the 'Mech with ranged firepower and the lasers provide a deadly up close punch.

Column 2

Tricky Dick

By Richard Herbert

Type: CLAN

Name:	**Loki TD Primary**		Tons
Tonnage:	65 Tons		65
Internal Structure:	Endo Steel		3.25
Engine:	325 XL		11.75
Walking MP's:		5	
Running MP's:		8	
Jumping MP's:		0	
Total Heat Sinks:		18 (36)	8
Cockpit:			3
Gyro:			4
Armor Factor:	211	11	

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	21	30/12
Rt./Lt. Torso:	15	23/7
Rt./Lt. Arm:	10	20
Rt./Lt. Leg:	15	30

Weapons and Ammo:

Type	Loc	Critical	Tons
ER PPC	LA	2	6
ER PPC	RA	2	6
Streak SRM-6	RT	1	1
Targeting CPU	LT	3	3
ER Med. Laser	LT	1	1
ER Med. Laser	LT	1	1
ER Med. Laser	LT	1	1
Guardian ECM	LT	1	1
Active Probe	LT	1	1
Ammo, SRM6	RT	1	1

DESCRIPTION:

By Gregg Dieckhaus

This issue of the Tech Factory, Dick takes his first stab at reworking a Clan 'Mech. As most of you know, Tricky Dick is a column in which Dick takes an official 'Mech and working within the framework of providing the same "look and feel" sets out to make improvements. When we started looking at the Clan 'Mechs, nothing stood at more as needing improvement, than the Loki. The most significant improvement on both varients is the dramatic increase in armor. Perhaps the official Loki's most deficiant area is its' reletively paper-thin

Column 3

Tricky Dick

By Richard Herbert

Type: CLAN

Name:	**Loki TD A**		Tons
Tonnage:	65 Tons		65
Internal Structure:	Endo Steel		3.25
Engine:	325 XL		11.75
Walking MP's:		5	
Running MP's:		8	
Jumping MP's:		0	
Total Heat Sinks:		16 (32)	6
Cockpit:			3
Gyro:			4
Armor Factor:	211	11	

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	21	30/12
Rt./Lt. Torso:	15	23/7
Rt./Lt. Arm:	10	20
Rt./Lt. Leg:	15	30

Weapons and Ammo:

Type	Loc	Critical	Tons
ER Large Laser	LA	1	4
ER Large Laser	LA	1	4
LB 5-X AC	RA	4	7
ER Med. Laser	H	1	1
LRM-20	RT	4	5
Artemis IV	RT	1	1
Active Probe	LT	1	1
Ammo, LB-X	RA	1	1
Ammo, LRM20	RT	1	1
Ammo, LRM20	RT	1	1

DESCRIPTION:

armor. The primary version still retains its' telltale twin ER PPC's, Streak - 6, Guardian ECM, Beagle Probe and Targeting CPU. All Machine Guns, and A-Pods were removed to compensate for the increased armor. TD Configuration A combines the best features of the official A and B variants. Two ER Large Lasers, combined with an LB 5-X Autocannon, and LRM 20 make the Loki -TDA one of the best long range sniper 'Mechs available. Once again, machine guns and NARC were removed to make room for the increased armor. However, the 'Mech does retain the Beagle Probe that the "A" variant is known for.

HECTOR

Column 1
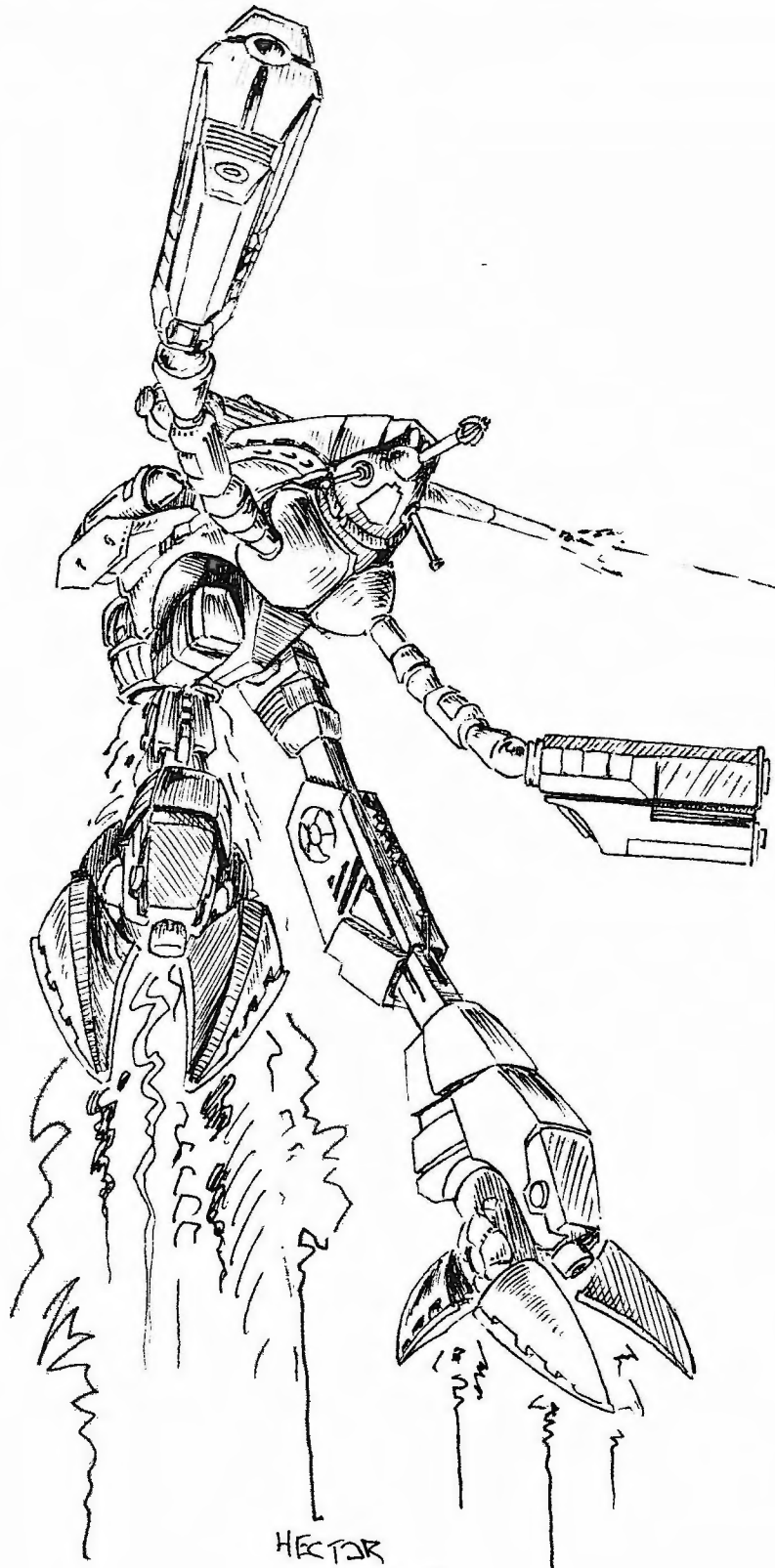
Type: 3055
Name: **KNCO-3G King Necromancer**

Tonnage:	75 Tons	75
Internal Structure: Endo Steel		3.75
Engine:	300 XL	9.5
Walking MP's:	4	
Running MP's:	6	
Jumping MP's:	4	
Total Heat Sinks:	10 (20)	0
Cockpit:		3
Gyro:		3
Armor Factor:	231	14.5

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	23	32/12
Rt./Lt. Torso:	16	22/10
Rt./Lt. Arm:	12	24
Rt./Lt. Leg:	16	32

Weapons and Ammo:

Type	Loc	Critical	
Gauss Rifle	LA	7	15
LB 10-X AC	RT	6	11
Med. Pulse Lsr	CT	1	2
Med. Pulse Lsr	CT	1	2
Med. Pulse Lsr	H	1	2
Medium Laser	LT	1	1

DESCRIPTION:

In a bit of a departure from the normal "Historical background" that we usually give for every 'Mech, I am going to explain how the King Necromancer came about, and why I designed it the way I did. Two of my favorite weapons in the game are the LB-10X autocannon and the Gauss rifle, yet very rarely (if ever) are they seen on the same 'Mech. In issue #2 of The Tech Factory we published a 'Mech called the Necromancer, and it quickly became one of my favorites. But, the Necro does have its' problems - specifically, it does not jump, and it is the smallest "heavy" 'Mech tonnage. This is important in games where players can "choose a 'Mech and your 'Mech class determines your gunner." Basically it was these types of games I built the King Necromancer for. It provides the one two punch I like, with the ability to jump.

Column 2

Movement Type: Tracked
Type: 3055

Name: **Rommel II**		Tons
Tonnage:	65 Tons	65
Internal Structure:		6.5
Power Plant:	325 XL	17.63
Cruising Speed: 5		
Flank Speed:	8	
Control:		3.25
Turret Weight:		1.9
Total Heat Sinks: 10		0.0
Armor Factor:	206 (Ferro Fibrous)	11.5

	Internal Structure	Armor Value
Front:	7	44
Rt./Lt. Side:	7	41
Back:	7	36
Turret:	7	44

Weapons and Ammo:

Type	Loc	
Gauss Rifle	Turret	15
LRM-5	Turret	2.0
Med. Pulse Lsr	Turret	2.0
Flamer	Back	1.0
Ammo, Gauss	Body	3.0
Ammo, LRM-5	Body	1.0

DESCRIPTION:

Taking advantage of rediscovered Star League Technology, Defiance Industries updated thier workhorse armor units. The first such unit to be upgraded was the Rommel Tank. A new more powerful 325 XL engine replaced the old 260 Fusion engine, thereby giving huge weight savings and additional speed required by the modern combat battlefield. The old tech Autocannon 20 was replaced by the more versatile longer ranged Gauss Rifle. The Coventry Five-Tube Missile system remained a standard weapon. After years of seeing the success of the flamer weapon on the Patton, designers decided to add a HotShot Flamer to the Rommel-II weapon suite. Standard armor was replaced by lighter more powerful Ferro Fibrous armor, giving the Rommel - II a ten percent increase in armor capacity

Column 3

Movement Type: Tracked
Type: 3055

Name: **Patton II**		Tons
Tonnage:	65 Tons	65
Internal Structure:		6.5
Power Plant:	325 XL	17.63
Cruising Speed: 5		
Flank Speed:	8	
Control:		3.25
Turret Weight:		1.6
Total Heat Sinks: 10		0.0
Armor Factor:	232 (Ferro Fibrous)	13.0

	Internal Structure	Armor Value
Front:	7	51
Rt./Lt. Side:	7	48
Back:	7	35
Turret:	7	50

Weapons and Ammo:

Type	Loc	
LB 10-X AC	Turret	11
LRM-10	Turret	5
Flamer	Back	1
Medium Laser	Front	1
Ammo LB 10-X	Body	3
Ammo LRM-10	Body	2

DESCRIPTION:

The Patton II is the next unit in the second generation of vehicles being produced by Defiance Industries. Once again, taking advantage of rediscovered Star League Technology engineers updated their highly successful Patton Armored Tank. The 325 XL engine is the workhorse of the Patton design. Its reduced weight and increased firepower give the Patton augmented speed over its' predecessor. The autocannon 10 is replaced by the more versatile LB 10-X autocannon. Once more the Coventry Five-Tube Missile system remained, as well as the HotShot Flamer.
It is hoped, that with these upgrades the Patton and Rommel will be better prepared to combat 'Mechs on the current field of battle.
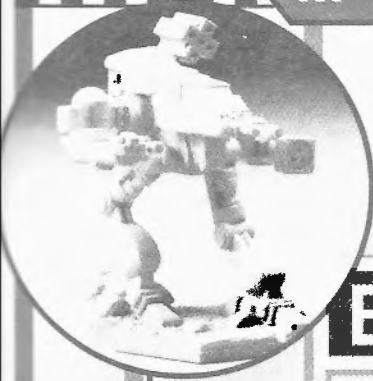
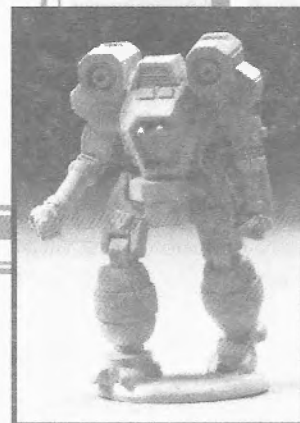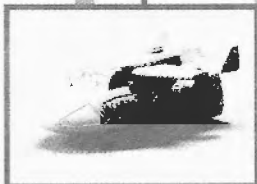The long awaited 3058 Technical Readout has finally hit the street and this article is intended to give you an overview of this product, along with some observations.

The first thing most diehard Battletech fans are going to noticed is that something seems familiar about all this. Included are many 'Mechs that have been released previously, mostly in campaign products like McCarron's Armored Cavalry. If you have all these products, then the 3058 book is not the new bonanza you might have thought it was. If you don't have all these products, then this book means more to you as there were several good 'Mechs republished from those earlier products.

This book also marks the return of new vehicles, most use advanced tech equipment. FASA seems to have let their quality control slip a little here as there are several illegal units. Most problems involve hover engines not meeting the 20% of total vehicle weight rule (e.g. Pegasus) or not enough heat sinks to fire all energy weapons (e.g. Badger D). There are many good vehicle designs (including some concepts already seen in TF like the Gauss Vtol). There are also some poor ones as well.
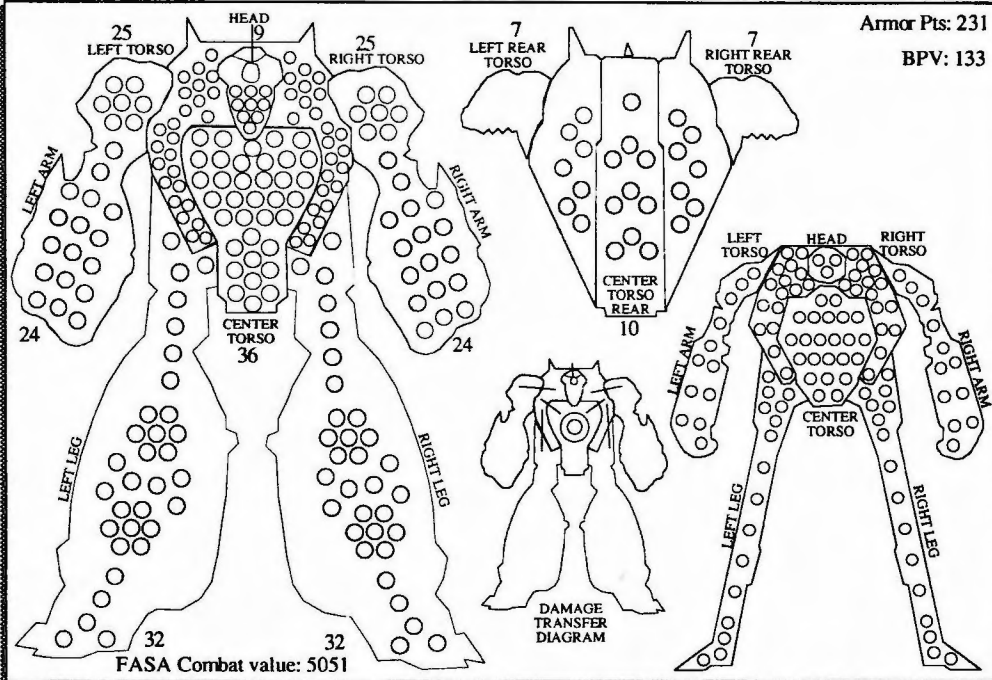
For those of you that only play with official FASA 'Mechs, this issue introduces two major items not seen on a large scale before: Innersphere Omni and C3 'Mechs. The Omni's are mostly smaller Kurita 'Mechs, but the readout does include one larger version. Most of these designs are rather uninspired affairs, although this may be intentional as this is supposedly the Innersphere's first attempt at Omni construction. Of the first three, one has very thin armor; even for a 25 tonner and the other two do not have double heat sinks. We can not fathom a reason why would you build an advance tech unit without double heat sinks! If there is one item of advance technology to be put in, it should be double heat sinks.

The Firestarter, Black Jack, Black Hawk and Avatar are ok and provide some good variants, but they are nothing to get excited about. Many variants would enjoy action on an ice planet because they all have a tendency to run hot. The Sunder A version is very good and the company command version is serviceable, but the primary version is not very inspiring. In our opinion, a speed 4-6 'Mech is going to have a lot of problems trying to get a shot with an AC/20 and is liable to be shot at rather consistently at range 10+. This 'Mech seems particularly flawed, as there was plenty of heat capacity available to make the two large lasers ER versions that could add some respect to the 'Mech's punch beyond range 9.

Aside from the Omni-Mechs there are regular 'Mechs in the book as well: some of them are good and some of them not. Certain concepts might look familiar from past Tech Factory issues. (E.G. their Thunder Hawk with triple Gauss Rifles is very similar to our IS Behemoth). A lot of designs use a mixture of old weapons (it seems like there is a surplus of regular large lasers out there) and new weapons. Sometimes these are not used in very good combination (the Pillager comes to mind with a standard large laser, when an ER model would be better since there is plenty of heat capacity). This book does have the best crop of 100 tonners; if you fix a few problems. Why doesn't the Thunder Hawk have double heatsinks, for example?

There are several Clan designs available, but players will find that they either run much too hot, have too thin armor, or both. Most designs are not very good and the Clan will have trouble beating the best of the InnerSphere if they elect to use a lot of these 'Mechs. Two designs do stand out as really nasty. The Night Gyr and Turkina have several good variants, with the Turkina B variant and Night Gyr D variant being at the top of the list.

Armor Pts: 231
BPV: 133

HEAD
9

LEFT TORSO 25

RIGHT TORSO 25

LEFT ARM

RIGHT ARM

LEFT REAR TORSO 7

RIGHT REAR TORSO 7

CENTER TORSO REAR 10

CENTER TORSO 36

24

24

LEFT LEG

RIGHT LEG

32

32

DAMAGE TRANSFER DIAGRAM

LEFT TORSO · HEAD · RIGHT TORSO

LEFT ARM

RIGHT ARM

CENTER TORSO

LEFT LEG

RIGHT LEG

FASA Combat value: 5051

TYPE: INNER SPHERE 3058
NAME: CMD-1G GENERAL
TONNAGE: 75 TONS
MOVEMENT POINTS:
WALKING: 5
RUNNING: 8
JUMPING: 5
WEAPONS INVENTORY:

Type:	Location:
LRM 20	RT
MEDIUM LASER	RT
MEDIUM LASER	LT
MEDIUM LASER	LT
MEDIUM LASER	CT
MEDIUM LASER	H

AMMO:

LRM 20 (6)	RA
LRM 20 (6)	RA
LRM 20 (6)	RA

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

TOTAL HEAT SINKS
OOOOOOOOOO DOUBLE
10(20)

CRITICAL HIT TABLE

LEFT ARM
1. Shoulder
2. Upper Arm Actuator
1   3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

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

HEAD
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

RIGHT ARM
1. Shoulder
2. Upper Arm Actuator
1   3. Lower Arm Actuator
4. Hand Actuator
5. Ammo LRM 20
6. Ammo LRM 20

1. Ammo LRM 20
2. Endo Steel
2   3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

LEFT TORSO
1. XL Engine
2. XL Engine
1   3. XL Engine
4. C-3 Master CPU
5. C-3 Master CPU
6. C-3 Master CPU

1. C-3 Master CPU
2. C-3 Master CPU
2   3. Guardian ECM
4. Guardian ECM
5. Medium Laser
6. Medium Laser

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

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

RIGHT TORSO
1. XL Engine
2. XL Engine
1   3. XL Engine
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. LRM 20
2   3. Artemis IV FCS
4. Medium Laser
5. Endo Steel
6. Reroll

LEFT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Engine Hits   OOO
Gyro Hits   OO
Sensors Hits   OO

RIGHT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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: 231

BPV: 158

HEAD 9

25 LEFT TORSO

25 RIGHT TORSO

7 LEFT REAR TORSO

7 RIGHT REAR TORSO

LEFT ARM

RIGHT ARM

24

24

CENTER TORSO 36

CENTER TORSO REAR 10

LEFT LEG

RIGHT LEG

32

32

LEFT TORSO HEAD RIGHT TORSO

LEFT ARM RIGHT ARM

CENTER TORSO

LEFT LEG RIGHT LEG

DAMAGE TRANSFER DIAGRAM

FASA Combat value: 5416

TYPE: INNER SPHERE 3058
NAME: CMD-2FM FIELD MARSHAL
TONNAGE: 75 TONS

MOVEMENT POINTS:
WALKING: 5
RUNNING: 8
JUMPING: 5

WEAPONS INVENTORY:

Type:	Location:
ER PPC	RA
MEDIUM LASER	RT
MEDIUM LASER	RT
MEDIUM LASER	LT
MEDIUM LASER	CT
MEDIUM LASER	CT
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
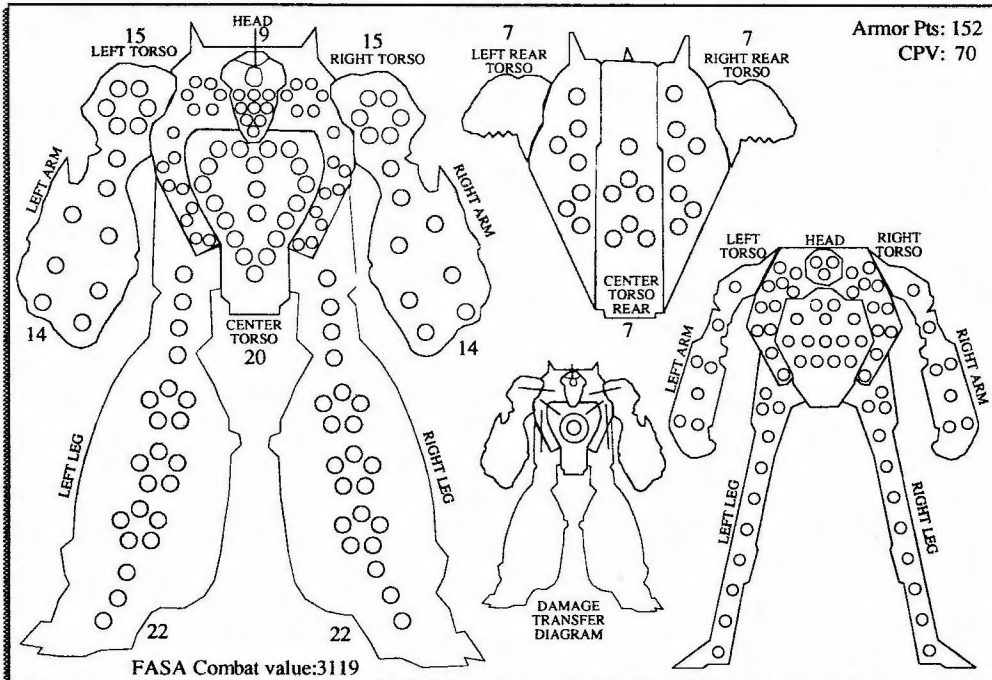
○○○○○○○○○ DOUBLE
○   11(22)

CRITICAL HIT TABLE

LEFT ARM
1 — 1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

2 — 1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

HEAD
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

RIGHT ARM
1 — 1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER PPC
6. ER PPC

2 — 1. ER PPC
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

LEFT TORSO
1 — 1. XL Engine
2. XL Engine
3. XL Engine
4. C-3 Master CPU
5. C-3 Master CPU
6. C-3 Master CPU

2 — 1. C-3 Master CPU
2. C-3 Master CPU
3. Guardian ECM
4. Guardian ECM
5. Medium Laser
6. Medium Laser

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. Medium Laser
6. Jump Jet

RIGHT TORSO
1 — 1. XL Engine
2. XL Engine
3. XL Engine
4. C-3 Master CPU
5. C-3 Master CPU
6. C-3 Master CPU

2 — 1. C-3 Master CPU
2. C-3 Master CPU
3. Medium Laser
4. Medium Laser
5. *Reroll*
6. *Endo Steel*

LEFT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

RIGHT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. 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: 152
CPV: 70

HEAD 9

LEFT TORSO 15
RIGHT TORSO 15
LEFT ARM 14
RIGHT ARM 14
CENTER TORSO 20
LEFT LEG 22
RIGHT LEG 22

LEFT REAR TORSO 7
RIGHT REAR TORSO 7
CENTER TORSO REAR 7

DAMAGE TRANSFER DIAGRAM

FASA Combat value: 3119

TYPE: INNER SPHERE 3058
NAME: PF-1A PATH FINDER
TONNAGE: 45 TONS
MOVEMENT POINTS:
   WALKING: 7
   RUNNING: 11
   JUMPING: 7
WEAPONS INVENTORY:

Type:	Location:
ER LARGE LASER	LT
SRM2	RT
SRM2	RT

AMMO:

SRM2 (50)	RA

WARRIOR DATA NAME:_____ GUNNERY: _____ PILOTING: _____

HITS TAKEN: (Consciousness Number): 1st (3), 2nd (5), 3rd (7), 4th (10), 5th (11), 6th (Dead)

CRITICAL HIT TABLE

LEFT ARM
1
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

2
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Reroll
5. Reroll
6. Reroll

HEAD
1. Life Support
2. Sensors
3. Cockpit
4. C-3 Slave
5. Sensors
6. Life Support

RIGHT ARM
1
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ammo SRM2
6. Endo Steel

2
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Reroll
6. Reroll

LEFT TORSO
1
1. XL Engine
2. XL Engine
3. XL Engine
4. ER Large Laser
5. ER Large Laser
6. Guardian ECM

2
1. Guardian ECM
2. Jump Jet
3. Endo Steel
4. Endo Steel
5. Reroll
6. Reroll

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. Jump Jet
6. Reroll

RIGHT TORSO
1
1. XL Engine
2. XL Engine
3. XL Engine
4. SRM2
5. SRM2
6. Beagle Activr Probe

2
1. Beagle Activr Probe
2. Jump Jet
3. Endo Steel
4. Endo Steel
5. Reroll
6. Reroll

LEFT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

RIGHT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

TOTAL HEAT SINKS
○○○○○○○○○○ DOUBLE
10(20)

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: 184
BPV: 100

HEAD
9
20 LEFT TORSO
20 RIGHT TORSO
6 LEFT REAR TORSO
6 RIGHT REAR TORSO
LEFT ARM
RIGHT ARM
CENTER TORSO REAR 8
CENTER TORSO 27
18
18
LEFT TORSO
HEAD
RIGHT TORSO
LEFT ARM
RIGHT ARM
LEFT LEG
RIGHT LEG
LEFT LEG
RIGHT LEG
26
26

DAMAGE TRANSFER DIAGRAM

FASA Combat value: 3841

TYPE: INNER-SPHERE 3058
NAME: WKS-3X WAKIZASHI
TONNAGE: 55 TONS
MOVEMENT POINTS:
WALKING: 6
RUNNING: 9
JUMPING: 6

WEAPONS INVENTORY:

Type:	Location:
ER PPC	LA
SWORD	RA
MEDIUM LASER	LT
MEDIUM LASER	LT
MEDIUM LASER	LT
MEDIUM LASER	RT
MEDIUM LASER	RT
MEDIUM LASER	RT
SMALL LASER	CT
SMALL LASER	CT
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)

CRITICAL HIT TABLE

LEFT ARM
1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. ER PPC

1. *Endo Steel*
2. *Endo Steel*
2 3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

HEAD
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

RIGHT ARM
1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Sword
6. Sword

1. Sword
2. Sword
2 3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

LEFT TORSO
1. XL Engine
2. XL Engine
1 3. XL Engine
4. Medium Laser
5. Medium Laser
6. Medium Laser

1. Jump Jet
2. *Endo Steel*
2 3. *Endo Steel*
4. *Triple Str. Mynomer*
5. *Triple Str. Mynomer*
6. *Triple Str. Mynomer*

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

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

RIGHT TORSO
1. XL Engine
2. XL Engine
1 3. XL Engine
4. Medium Laser
5. Medium Laser
6. Medium Laser

1. Jump Jet
2. *Endo Steel*
2 3. *Endo Steel*
4. *Triple Str. Mynomer*
5. *Triple Str. Mynomer*
6. *Triple Str. Mynomer*

LEFT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

RIGHT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Engine Hits	O O O
Gyro Hits	O O
Sensors Hits	O O

TOTAL HEAT SINKS
O O O O O O O O O O DOUBLE
10(20)

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: 211
CPV: 151

HEAD 9
LEFT TORSO 23
RIGHT TORSO 23
LEFT ARM 20
RIGHT ARM 20
CENTER TORSO 30
LEFT LEG 30
RIGHT LEG 30

LEFT REAR TORSO 7
RIGHT REAR TORSO 7
CENTER TORSO REAR 12

DAMAGE TRANSFER DIAGRAM

FASA Combat value: 5307

TYPE: CLAN 3058
NAME: LOKI TD Primary
TONNAGE: 65 TONS
MOVEMENT POINTS:
  WALKING: 5
  RUNNING: 8
  JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
ER PPC	LA
ER PPC	RA
ER MEDIUM LASER	LT
ER MEDIUM LASER	LT
ER MEDIUM LASER	LT
STREAK SRM 6	RT

AMMO:
STREAK SRM6 (15)   RT

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

CRITICAL HIT TABLE

LEFT ARM
1
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. Heat Sink

2
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

HEAD
1. Life Support
2. Sensors
3. Cockpit
4. Reroll
5. Sensors
6. Life Support

RIGHT ARM
1
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. Heat Sink

2
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

LEFT TORSO
1
1. XL Engine
2. XL Engine
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. ER Medium Laser

2
1. ER Medium Laser
2. ER Medium Laser
3. Guardian ECM
4. Beagle Active Probe
5. Reroll
6. Ferro-Fibrous

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. Endo Steel
6. Endo Steel

RIGHT TORSO
1
1. XL Engine
2. XL Engine
3. Streak SRM6
4. Streak SRM6
5. Ammo Streak SRM6
6. Reroll

2
1. Heat Sink
2. Heat Sink
3. Reroll
4. Reroll
5. Reroll
6. Endo Steel

LEFT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

RIGHT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

TOTAL HEAT SINKS

○○○○○○○○○ DOUBLE
○○○○○○○○ 18(36)

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	

The Tech Factory #10 - BattleMech Sheet

Armor Pts: 211
CPV: 123

HEAD 9
LEFT TORSO 23
RIGHT TORSO 23
LEFT ARM 20
CENTER TORSO 30
RIGHT ARM 20
LEFT LEG 30
RIGHT LEG 30

LEFT REAR TORSO 7
RIGHT REAR TORSO 7
CENTER TORSO REAR 12

FASA Combat value: 4947

DAMAGE TRANSFER DIAGRAM
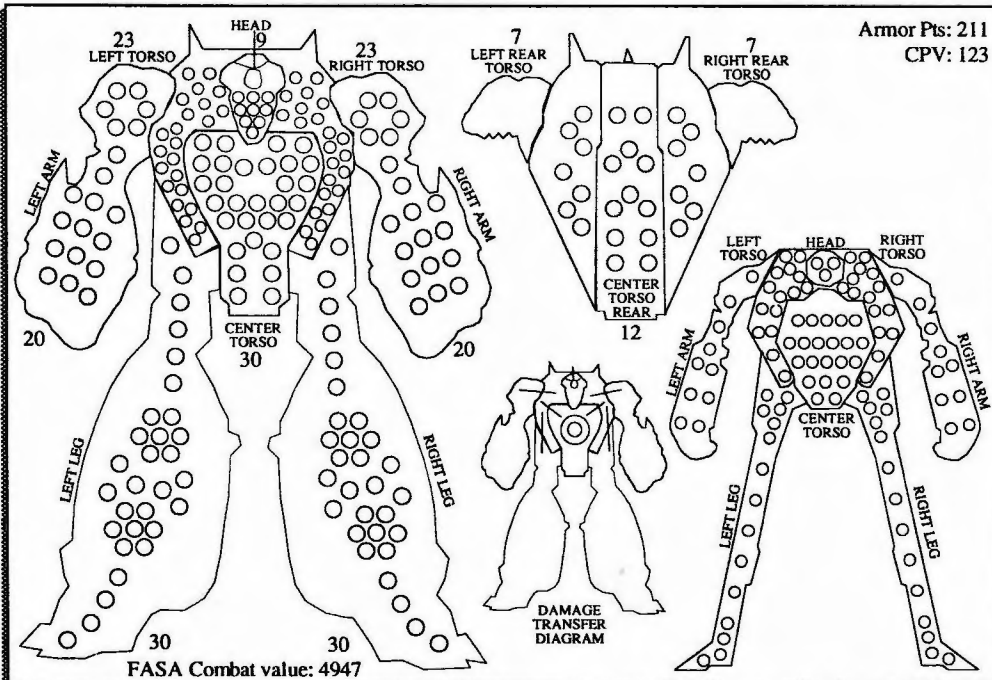
TYPE: CLAN 3058
NAME: LOKI TD A
TONNAGE: 65 TONS

MOVEMENT POINTS:
WALKING: 5
RUNNING: 8
JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
ER LARGE LASER	LA
ER LARGE LASER	LA
ER MEDIUM LASER	H
LRM 20	RT
LB 5-X AC	RA

AMMO:

LRM 20 (12)	RT
LB 5-X AC (20)	RA

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

CRITICAL HIT TABLE

LEFT ARM
1 1. Shoulder
  2. Upper Arm Actuator
  3. Lower Arm Actuator
  4. ER Large Laser
  5. ER Large Laser
  6. *Reroll*

2 1. *Reroll*
  2. *Reroll*
  3. *Reroll*
  4. *Ferro-Fibrous*
  5. *Ferro-Fibrous*
  6. *Ferro-Fibrous*

HEAD
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

RIGHT ARM
1 1. Shoulder
  2. Upper Arm Actuator
  3. Lower Arm Actuator
  4. LB 5-X AC
  5. LB 5-X AC
  6. LB 5-X AC

2 1. LB 5-X AC
  2. Ammo LB 5-X AC
  3. *Reroll*
  4. *Ferro-Fibrous*
  5. *Ferro-Fibrous*
  6. *Ferro-Fibrous*

LEFT TORSO
1 1. XL Engine
  2. XL Engine
  3. Beagle Active Probe
  4. Heat Sink
  5. Heat Sink
  6. Heat Sink

2 1. Heat Sink
  2. Heat Sink
  3. Heat Sink
  4. *Reroll*
  5. *Reroll*
  6. *Ferro-Fibrous*

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. *Endo Steel*
  6. *Endo Steel*

RIGHT TORSO
1 1. XL Engine
  2. XL Engine
  3. LRM 20
  4. LRM 20
  5. LRM 20
  6. LRM 20

2 1. Artemis IV FCS
  2. Ammo LRM 20
  3. Ammo LRM 20
  4. *Reroll*
  5. *Reroll*
  6. *Endo Steel*

LEFT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

RIGHT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

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

TOTAL HEAT SINKS

○○○○○○○○○ DOUBLE
○○○○○○   16(32)

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: 231
BPV: 116

TYPE: INNER SPHERE 3058
NAME: KNCO-3G KING NECRO
TONNAGE: 75 TONS

MOVEMENT POINTS:
- **WALKING: 4**
- **RUNNING: 6**
- **JUMPING: 4**

WEAPONS INVENTORY:

Type:	Location:
GAUSS RIFLE	LA
LB 10-X	RT
MEDIUM LASER	LT
MEDIUM PULSE LASER	CT
MEDIUM PULSE LASER	CT
MEDIUM PULSE LASER	H

AMMO:

GAUSS RIFLE (16)	LT
LB 10-X S (10)	RT
LB 10-X C (10)	RT

Armor diagram labels: 22 LEFT TORSO, HEAD 9, 22 RIGHT TORSO, 10 LEFT REAR TORSO, 10 RIGHT REAR TORSO, LEFT ARM, RIGHT ARM, 24, 24, CENTER TORSO 34, CENTER TORSO REAR 12, LEFT LEG, RIGHT LEG, 32, 32, LEFT TORSO, HEAD, RIGHT TORSO, LEFT ARM, RIGHT ARM, CENTER TORSO, LEFT LEG, RIGHT LEG

DAMAGE TRANSFER DIAGRAM

FASA Combat value: 4837

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

TOTAL HEAT SINKS

OOOOOOOOOO DOUBLE
10(20)

CRITICAL HIT TABLE

LEFT ARM

1
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Gauss Rifle
6. Gauss Rifle

2
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. *Endo Steel*

HEAD
1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

RIGHT ARM

1
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Endo Steel*
6. *Endo Steel*

2
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Reroll*
6. *Reroll*

LEFT TORSO

1
1. XL Engine
2. XL Engine
3. XL Engine
4. Ammo (Gauss Rifle)
5. Ammo (Gauss Rifle)
6. Medium Laser

2
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

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. Medium Pulse Laser
6. Medium Pulse Laser

RIGHT TORSO

1
1. XL Engine
2. XL Engine
3. XL Engine
4. Ammo (LB 10-X) S
5. Ammo (LB 10-X) C
6. LB 10-X

2
1. LB 10-X
2. LB 10-X
3. LB 10-X
4. LB 10-X
5. LB 10-X
6. *Endo Steel*

LEFT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

RIGHT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Engine Hits	OOO
Gyro Hits	OO
Sensors Hits	OO

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	

Vehicle Record Sheet

Unit Type: PATTON II			Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 65 TONS	5	8	Weapons & Ammo	
Engine Rating: 325 XL	Tonnage: 17.63	Engine Type: FUSION	LB 10-X AC(11)	Turret
Control Tonnage: 3.25		Lift Equipment: 0.0	LRM 10 (5)	Turret
Power Amplifer: 0		Heat Sinks: 10	Medium Laser (1)	Front
Internal Structure: 7.0		Turret: 1.6	Flamer (1)	Rear
Armor Tons: 13 FF	Armor Points: 232		Ammo LB 10-X C • 20 (2)	Body
Front:	51		Ammo LB 10-X S • 10 (1)	Body
Left Side:	48		Ammo LRM 10 • 24 (2)	Body
Right Side:	48			
Rear:	35			
Turret:	50			

FRONT ARMOR
LEFT SIDE ARMOR
RIGHT SIDE ARMOR
Turret Armor
REAR ARMOR
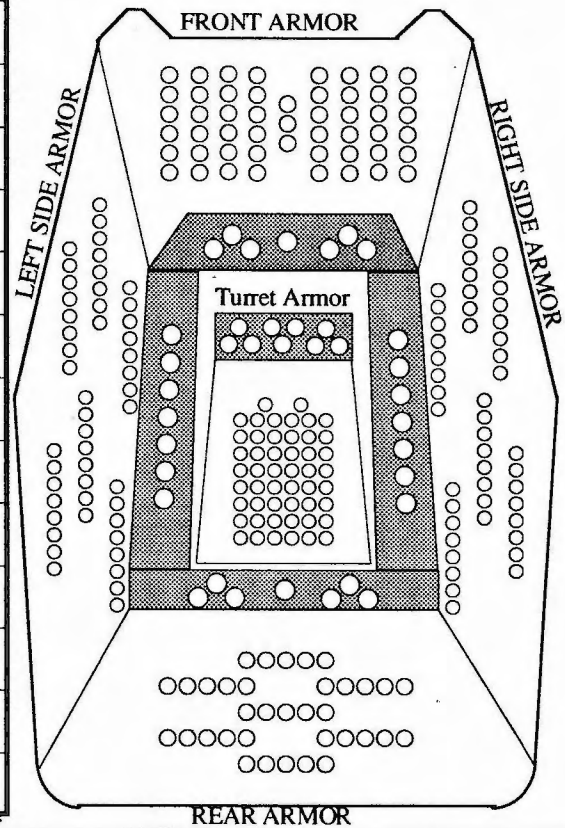
Vehicle Record Sheet

Unit Type: ROMMEL II			Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 65 TONS	5	8	Weapons & Ammo	
Engine Rating: 325 XL	Tonnage: 17.63	Engine Type: FUSION	Gauss Rifle(15)	Turret
Control Tonnage: 3.25		Lift Equipment: 0	LRM 5 (2)	Turret
Power Amplifer: 0		Heat Sinks: 10	Medium Pulse Laser (2)	Turret
Internal Structure: 7.0		Turret: 1.9	Flamer (1)	Rear
Armor Tons: 11.5 FF	Armor Points: 206		Ammo Gauss Rifle • 24 (3)	Body
Front:	44		Ammo LRM 5 • 24 (1)	Body
Left Side:	41			
Right Side:	41			
Rear:	36			
Turret:	44			

FRONT ARMOR
LEFT SIDE ARMOR
RIGHT SIDE ARMOR
Turret Armor
REAR ARMOR
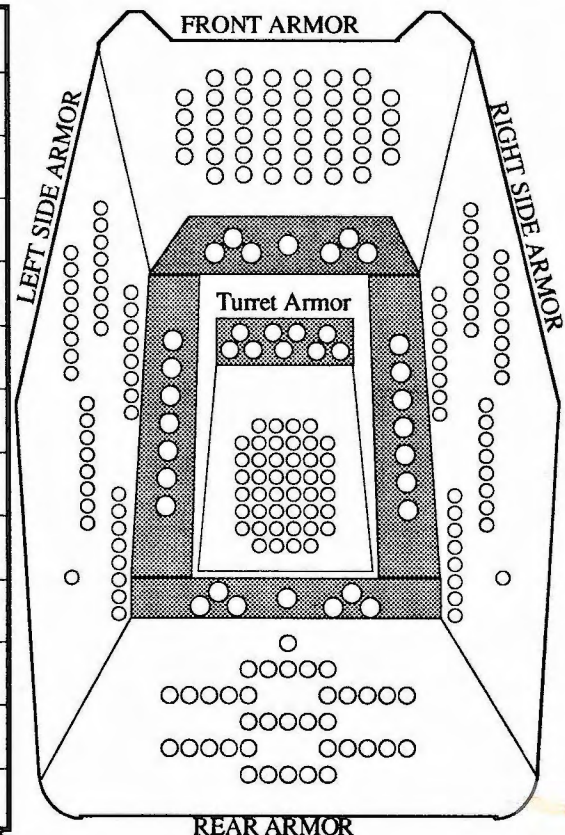
BattleTech Scenario: Bear Hunt

BACKGROUND:

In late 3058 Federated Suns and Kurita forces staged a joint raid into Rasalhague against a Ghost Bear Garrison world. The purpose of this raid was the joint testing of newly shared technologies.

SETUP:
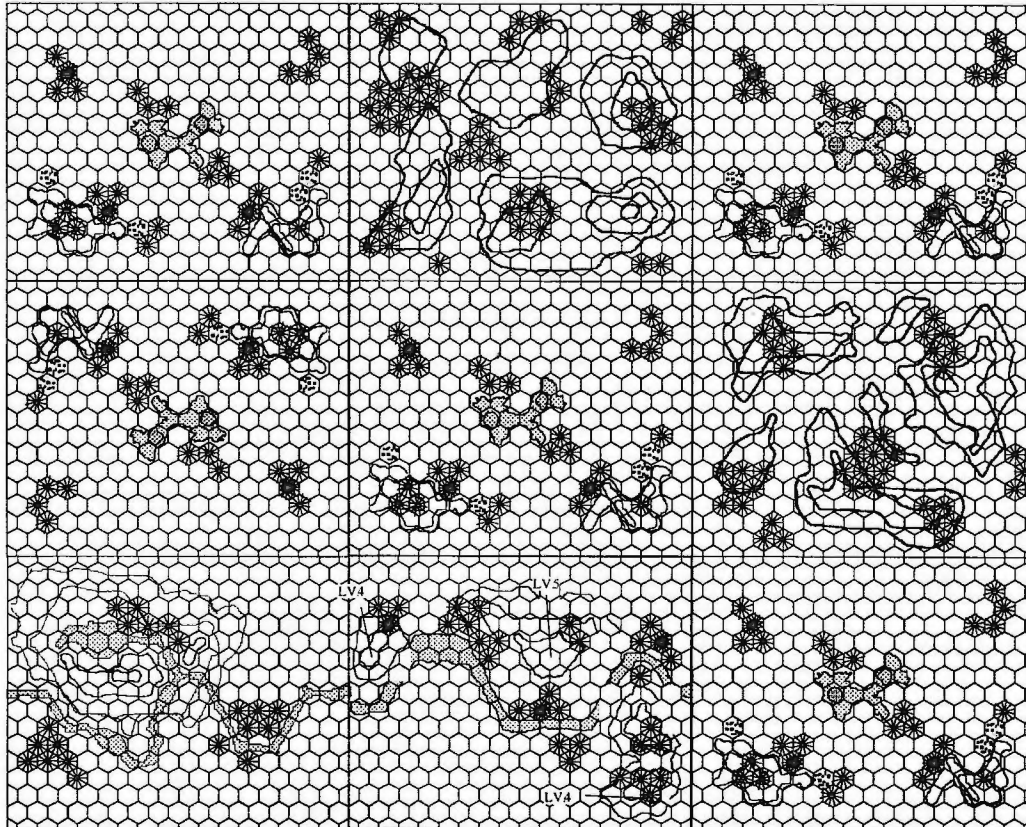
Rough
Light Woods
Heavy Woods
Water
Lv Change

N

DEFENDER: The Defender consists of an Omni Star and a Garrison Star.

Omni Star (Gunnery: 2, Piloting: 3)
Turkina C
Man O War C
Loki TD Primary
Loki TD A (may change 1T ammo for swarm)
Black Lanner C

Garrison Star (Gunnery: 3, Piloting: 4)
Kodiak
Marauder IIC
Grizzly A (may change 1T ammo for swarm)
Rifleman IIC
HunchBack IIC

DEPLOYMENT:

The Defender sets up first. All 'Mechs must start within 3 hexes from western map edge. Each Stars must start on a separate half of the map.

ATTACKER: The Attacker consists of a combined company of Federated Suns and Kurita Mechs. All three lances have C3 computers and are linked together. All 'Mechwarriors are Gunnery: 3 and Piloting: 4 except as noted.

Command Lance:
CMD-2FM Field Marshal (Gunnery: 3, Piloting: 3)
FLC-8R Falconer (Exchange the Med. Laser in LT for C3 Slave)
KNCO-3G King Necromancer (Exchange Med Laser in LT for C3 Slave)

FS9-OD Firestarter

Assault Lance:
NG-C3A Naginata (Gunnery: 2, Piloting: 3) May carry up to two tons of swarm ammunition.
EMP-6A Emperor (Exchange Med. Laser in head for C3 Slave)
NSR-9J Nightstar (Exchange 1 Ton of CT ammo for C3 Slave)
PPR-5S Salamander (Exchange 1Ton of LT ammo for C3 Slave) May carry up to two tons of swarm ammunition.

Close Assault Lance:
CMD-1G General (Gunnery: 3, Piloting: 3) May carry up to one ton of swarm ammunition.
BHKU-O Black Hawk (Exchange Small Lasers in LT and RT for C3 Slave in LT)
WKS-3X Wakizashi (Exchange Med. Laser in RT for C3 Slave)
PF-1A Path Finder May carry up to one ton of inferno ammunition.

DEPLOYMENT:
The Attacker sets up second, one lance per map. All 'Mechs must start within 3 hexes of Eastern map edge.

VICTORY CONDITIONS: The Battle continues until one side has been destroyed or retreated.

SPECIAL RULES:
The Clan units operate under a set of modified honor rules. Clan 'Mechs will attempt to fight in one-on-one combat and will offer and accept challenges to dual.

CHALLENGES:
The winner of initiative may issue challenges to an opponent before movement of the turn. An exception to this rule is that on the first turn of play, the Clan issue the challenges.

If a challenge is accepted then the Clan 'Mech will only fire at that target until one of the following conditions are met: Clan honor is broken, the enemy 'Mech retreats from the map or is destroyed, or the enemy 'Mech retreats attempting to avoid combat for more than three turns in a row.

If a 'Mech fires on another 'Mech that is already challenged, that 'Mech will be considered to be challenged by both 'Mechs.

If an Inner Sphere 'Mech challenges a Clan 'Mech, The Clan must accept this challenge unless it is already under a challenge or the challenging 'Mech is more than 25 tons heavy or lighter than the Clan 'Mech. If this is the case, the Clan 'Mech may choose to refuse the challenge. Likewise, Clan 'Mechs will not issue challenges outside the parameters of these weight restrictions.

If a Clan 'Mech enters the fire phase of a turn unchallenged, then it may fire at any 'Mech not yet challenged (this does not "lock" this 'Mech on this target), but no more than one Clan 'Mech may fire at a single 'Mech per turn this way.

On turns that the Inner Sphere issues challenges, it may issue as many challenges as it desires. However, if the Inner Sphere offers no challenges, then the Clan Force may then issue challenges.

On turns that the Clan may issue challenges if the Clan issues challenges by at least half of the Clan force not already under challenge restrictions, the Inner Sphere must accept at least one of these new challenges, or risk breaking honor.

VIOLATING HONOR AND BROKEN HONOR:
If 2 or more Inner Sphere 'Mechs fire at a single Clan 'Mech on the same turn, the Inner Sphere is considered to have violated honor. Each time honor is violated, roll a six sided die at the start of the every turn. If the resulting die roll is 6 or more then honor is considered to have been broken.

The Clan may add 1 to the die roll for each time honor is broken.

If a Clan 'Mech is destroyed by the Inner Sphere violating honor, add an additional +1.

On turns that the Clan may issue challenges, if the Clan issues challenges by at least half of the Clan force not already under challenge restrictions, the Inner Sphere must accept at least one of these new challenges. If they refuse, honor is violated and a the die roll may be made starting next turn. If honor has already been broken, then add an additional +1.

Once honor is broken, then the Clan mechs do not have to follow honor engagement rules, and may fire at any target at will.

Physical attacks by the Inner Sphere at its' challenged 'Mech are not a breach of honor. Clan mechs will not conduct physicals until they have been successfully attacked by a physical attack. Once a Clan 'Mech has been damaged by physical attacks, it is released from this honor restriction.

By Kent Logsdon

In 'MechWarrior 2 Ghost Bear's Legacy (MW2-GBL) you play the Ghost Bear clan. MW2-GBL provides the players with 9 new clan 'Mechs & 5 Inner Sphere 'Mechs. Included also, are 6 new weapons and 1 new defensive weapon; the Anti-Missile System (AMS). Of the new systems, the AMS is easily the most powerful. I recommend at least 1 AMS with 2 tons ammunition for every 'Mech design. In combat, it is not uncommon to watch your ammo counter go down as enemy missiles are shot down before hitting you. Another weapon of note is the Inferno launcher. Inferno's in the computer game differ significantly from the board game in that each Inferno missile does cumulative heat damage to the target: e.g. 2 shots from 4 SRM-2 Infernos will shut down almost any 'Mech and one more hit will blow up any 'Mech carrying ammo. One more weapon included is the Arrow IV System. This weapon is huge in every way: weight, critical slots, length of reload time, and damage. Two Arrow IV launchers will kill most small to medium 'Mechs if they hit, and a 2nd salvo that hits will kill any 'Mech. But this weapon has one VERY BIG problem; it is susceptible to AMS.

The play (graphics & motion) in this game seems to be smoother in this than in the original. One very nice feature is when you use the keyboard for movement, you can still use the mouse to change your targeting by moving your torso up/down & left/right. This movement is much smoother than actually moving the 'Mech left or right, allowing you to track a plane or fast moving object easily.

They also have changed the combat simulator in this version. It is now a random choice of terrain and enemy 'Mechs while you are the only friendly 'Mech. The simulator does have the enemy appear by themselves, so if you are quick enough in the kill, you only have to fight 1 enemy at a time.

The story line in this game is O.K., but it really does not offer any choices in the missions you have to play. I do like that you must keep the same 'Mech through multiple missions, however I wished the game allowed you to change 'Mechs every 3 or 4 missions instead of only 3 times. Even though you are restricted to the same 'Mech in these missions, it will allow full modifications on your 'Mech each mission.

All in all this is a very good game. If you liked the first one, you will like this one as well.

Mission Summaries:

MISSION 1: Trial on Alshain — Terrain: Snow Field — Time: Day (New 'Mech)
MISSION 2: Defend on Mannedorf — Terrain: Snow Field — Time: Day
MISSION 3: Patrol on Mannedorf — Terrain: Ice/Snow Storm — Time: Day

Equip your 'Mech with LRMs and/or Streaks to lock onto the PPC carriers fast and destroy them quickly. 2 LRM 20's or 2-3 Streak 6's will kill one. Do not fire at them unless you kill with your first or second shot as each PPC carrier has 3 PPCs and can damage you fast. Kill as many of them as you can, then take the defending 'Mech quickly as there is an Atlas coming up fast.

MISSION 4: Trial on Alshain — Terrain: Snow Field — Time: Day (New 'Mech)
MISSION 5: Defend on Chandler — Terrain: Desert — Time: Day

The ER PPC blast radius will kill several Elementals if they are close together, otherwise use Streak missiles to hit the tiny Elementals.

MISSION 6: Strike on Chandler — Terrain: Plains — Time: Day
MISSION 7: Strike on Wolcott — Terrain: Forest — Time: Dusk

Do not kill the general to advance, just cripple his 'Mech.

MISSION 8: Circle of Equals — Terrain: Mesa — Time: Day

Equip your 'Mech with long range weapons and you will win before he can get into range. Be careful not to back off the cliff.

MISSION 9: Raid on Jeanette — Terrain: Marsh — Time: Day
MISSION 10: Defend Jumpship — Terrain: Space — Time: N/A

Equip your 'Mech with at least 3 ER PPCs as there is no heat build up in space. Do not group fire them, use the mouse after you get pointed in the right direction and fill the sky with PPC balls in the direction of the enemy and he will die.

MISSION 11: Trial of Possession — Terrain: Canyon — Time: Day
MISSION 12: Defend Alshain — Terrain: Ice — Time: Night
MISSION 13: Trial on Alshain — Terrain: Snow Field — Time: Day (New 'Mech)
MISSION 14: Underwater Strike — Terrain: Underwater/Cave — Time: Dawn (Executioner)

This mission is ridiculous. You must fight with Executioner that has SRM2 torpedoes and ER PPCs. You are given no option of trying different weapons or configurations. In underwater combat you are at risk every time you are hit. When a section hit and can be breached, and destroyed. So one lucky hit can destroy your almost undamaged 'Mech. The only way to complete this mission is by luck after 10 or 20 tries or by using the cheat code for invulnerability. Ctrl + Alt + Shift + Clark = Xray vision. Ctrl + Alt + Shift + Kent = Invulnerability

MISSION 15: Strike on Moritz — Terrain: City — Time: Dusk
MISSION 16: Strike on Moritz 2 — Terrain: River Valley/Cave — Time: Day
MISSION 17: Destroy Orbital Platform — Terrain: Space — Time: N/A

This mission is tough! I recommend 2 ER PPCs, 2 SRM2 Infernos (they still work in space), and as many ER Medium Lasers as you can get; also you will want jump jets. Once you have destroyed the gun turrets, switch to enhanced imaging to find the hole n the hull then line yourself up and jump for the hole. Kill all the 'Mechs except the Stone Rhino in the reactor room. You can kill him without fighting him by firing into the room and destroying the reactor. Then turn and beat feet out the door, be careful not to jump across the hole and not go though. Once outside, drop down to your ship, keep your secondary display on the down screen. If you have to use your jump jets sparingly to make sure you land on your ship. Then watch the Orbital Platform go boom.

Editors Notes:

The Tech Factory
Issue #10

IN THIS ISSUE:

BATTLETECH:
Seven new BattleMechs, two new vehicles.

C3 Computers - Uncle Alvin tackles issues regarding C3 strategy and tactics.

Scenarios -
Bear Hunt: Using C3 technology, Federated Suns and Kurita forces stage a joint raid against a Clan Ghost Bear garrison world.

Review: Technical Readout - 3058.

STAR FLEET BATTLES:
The Paravians! - Background for the early year race, including rules for their weapon, the Quantum Wave Torpedo. Also included are two new Paravian SSDs.

LEGIONS OF STEEL:
Rules supplements for the XenoMorphs (exoskeleton bug like creatures from outer-space) and the Corporate Militia (a military unit employed by Earth's corporations to keep Earth's colonies safe).

COMPUTER CORNER:
Review and Strategy Hints for MechWarrior 2 - Ghost Bear Legacy.