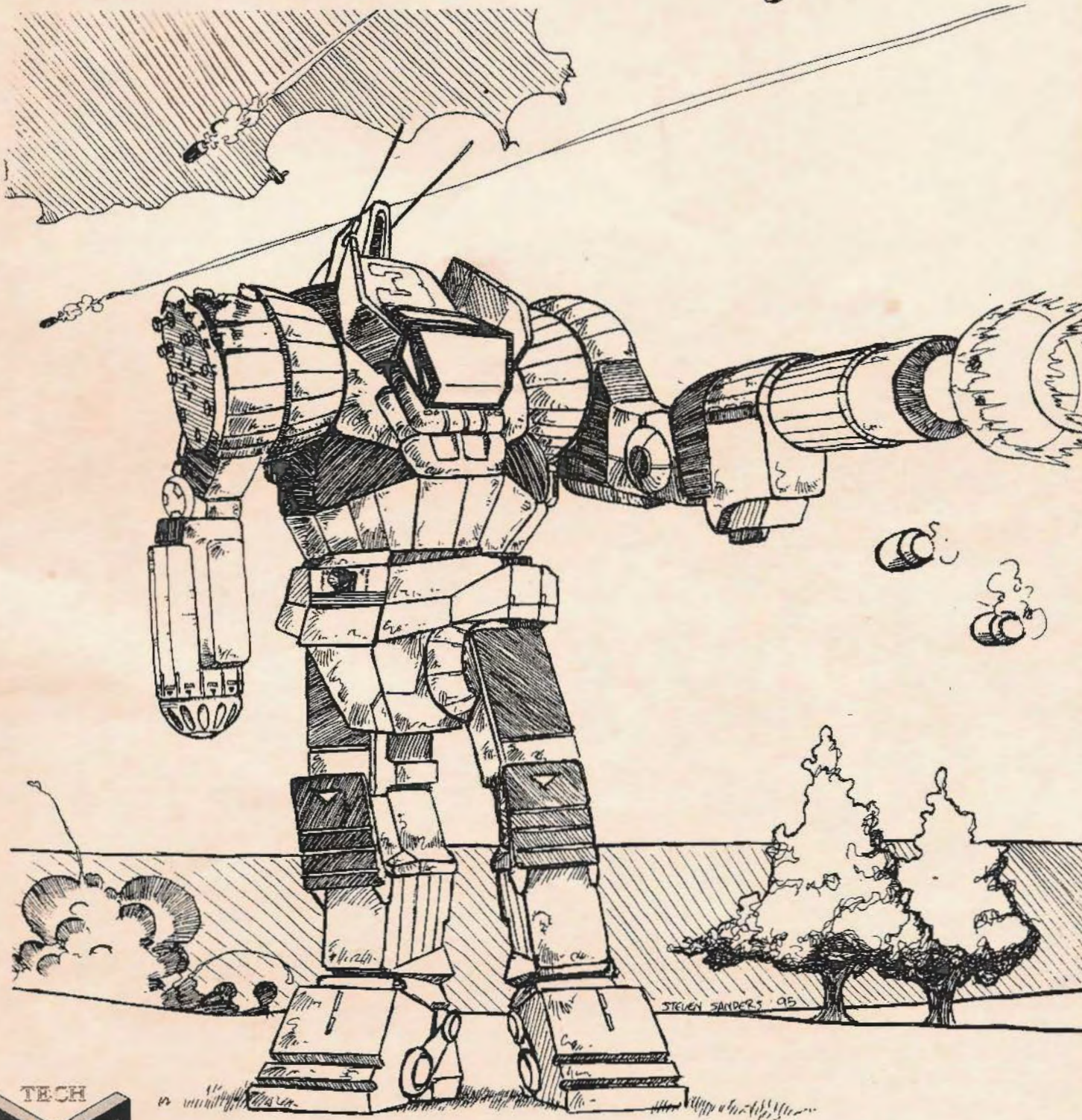


\$4.25

ISSUE #11

The Tech Factory



A Gaming Journal

The Tech Factory

TABLE OF CONTENTS

Page	Article
1:	Table of Contents, Publishing Information.
2-3:	Babylon 5 Wars.
4-5:	Legions of Steel - Planetstorm.
6-9:	BattleTech CCG.
10-11:	Uncle Alvin: C3 Computers.
13:	'Mech Descriptions.
14:	'Mech Descriptions.
15:	'Mech Descriptions.
17:	Artwork by Mike Nelson
18-26:	'Mech Sheets.
28-29:	BattleTech Scenario - WarGames.
30-31:	The Computer Corner - Master Of Orion II: Battle Antares.
32:	Editors Notes, Submission Guidelines.

Tech Factory Staff: Gregg Dieckhaus: Editor, Kent Logsdon, Jay Clendenny, Allen Phelps

Special Assistance: Dick Herbert

Cover Art - Steven Sanders

Interior Art -

p6: Gladiator - Doug Chaffee, p7: Hatchetman - Charles Gillespie, p8 Support Tactics - Pat Morrissey

p8 Support Assembly- Tom Kyffin, p9 Support Politics - Janet Aulisio

p11-12 Vulture OmniMechs - Mike Nelson

p17 Gator - Mike Nelson

'Mech Displays: Kent Logsdon. Drawn on a Mac IICx, using Canvas 3.01.

The Tech Factory is published three times a year and can be ordered by mail or found in better game stores throughout the country.

Subscription rates: A one year subscription (3 issues) is \$12.00. (U.S. Funds). Please state which issue number you would like your subscription to start with. Subscriptions are only available to an address in the U.S. or Canada. Due to circumstances beyond our control, we are unable to take subscriptions to addresses in the State of Missouri.

All subscription payments should be sent to: The Tech Factory, Care of Gregg Dieckhaus, 1223 Dunloe, St.Louis, MO. 63021.

Please make checks payable to Gregg Dieckhaus, we cannot accept checks made to Tech Factory

The Tech Factory, Issue #11: Published January, 1997. All material published in The Tech Factory becomes the exclusive property of the publisher, and may not be republished without permission.

We welcome submissions of material and artwork. Items used will be paid for by our standard rates.

BATTLETECH is a registered trademark owned by FASA and is used without their permission.

STAR FLEET BATTLES material is owned by Amarillo Design Bureau and is used with their permission.

Babylon 5 material is owned by Agents of Gaming and is used with their permission

LEGIONS OF STEEL is a registered trademark owned by Global Games and is used with their permission.

DISCLAIMER: All Battletech material in the Tech Factory has been written exclusively by Tech Factory Staff or has been submitted by our readers. No 'Mech, article, or rule discussed in this magazine is official. Any questions about material in the Tech Factory should be sent to us and not FASA.

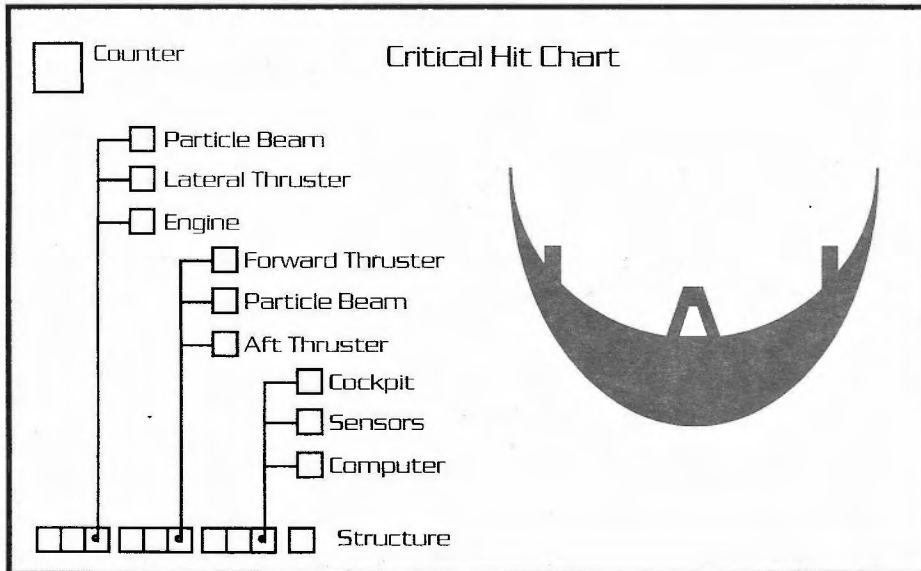
BABYLON 5 WARS OVERVIEW

BABYLON 5 WARS is the game of starship combat in the Babylon 5 universe. It is scheduled for release in March 1997 and is being created by Agents of Gaming under license from Warner Bros. It's important to note the distinction between Babylon 5 Wars and the Babylon Project game. The former is a tabletop board game of tactical ship and fighter combat, while the latter is a role-playing game (and is being produced by an entirely different company).

Babylon 5 Wars, or B5W for short, is played using either counters or miniatures. Full-color counters will be provided with the initial boxed set of the game, plus a few fighter miniatures, although an extensive line of minis for ships, bases and other units is planned for 1997 and beyond.

B5W is designed to allow play on several levels. In the basic level, each fighter and ship is represented by a counter or miniature, and controlled separately. Ship recordkeeping is handled using a "ship control sheet," a sample of which is provided with this article (see next page). Fighter records are kept on similar sheets, each of which covers six fighters, although they are far less complex to manage. A sample fighter diagram appears below, showing the simple damage track and "automatic" critical hits which are scored when specific spots on the track are destroyed.

Centauri Medium Fighter



In addition to the basic level, the rules provide for "flight level" fighter combat in which fighter flights (six fighters) are reduced to a single counter or miniature, greatly speeding larger battles. This allows players to concentrate on fights between ship fleets, while still maintaining the importance of fighters as seen in the show. Of course, it's also possible to play scenarios with fighters only (such as a single Starfury versus a squadron of Raiders, as seen in one memorably episode) or with ships against ships only.

Movement in the game uses an inertial system.

Once a ship or fighter has achieved a certain speed, it continues moving at that speed in the same direction until it uses thrust to make a change. This allows a ship to get up to battle speeds and then spend its power arming weapons and making special maneuvers, like turns and rolls. The emphasis used in the design was towards both realism (with the added goal of simplicity) and faithfulness to the show. Thus, it's possible to pivot a fighter to fire at a target off to the side or behind, all while continuing to move in the original direction. However, capital ships will find such maneuvers impossible or very costly.

There are very few shields in Babylon 5 Wars, so ships and fighters normally depend on armor to protect them. Armor values are shown in numbers within circles (see the Omega Destroyer sheet for numerous examples). As damage comes in to a system, the armor value is subtracted from the damage total. There are several ways in which this is done, depending on the type of weapon (raking, sustained, and piercing are three examples). It's also possible to make a called shot on a system, targeting an engine or weapon specifically. The penalty to this is shown in a rectangular box next to the structure block to which the targeted system is attached.

Ships in the game have a reactor which provides power. Most ships have enough power to operate all weapons and systems without difficulty, and with a few points left over. (Power requirements for systems and weapons are shown in diamond icons on the ship control sheet.) Excess power can be spent for thrust, and in fact the more spent on thrust, the greater the ship's movement options during a combat turn. Thus, it falls to a player to decide (based on the situation) whether to arm everything and limit maneuvers or take a few weapons offline and increase thrust options. However, turns are short and games usually last many turns, so a poor decision won't normally cost one the game.

The four main races described in the first boxed set are the four closest to each other in technology: Earth Force, the Narn Regime, the Centauri Republic, and the Minbari Federation. Technologies and weapons used by these races is described in detail within the basic rulebook. There are also Raider and Civilian units provided for threat and target opportunities, respectively. Agents of Gaming plans to release rules for additional races in the next few products after the boxed set, such as the Vorlons, Shadows, Streib, Dilgar, Vree, Pak'ma'ra, Markab, Drazi, Gaim, and the rest of the League of Non-Aligned Worlds.

Details and updates can be found at the Agents of Gaming web page: <http://members.gnn.com/agent1/aog.htm>. Questions about B5W can be directed to AOG at this email address: agent1@gnn.com.

BABYLON 5 WARS

THE GAME OF STARSHIP COMBAT IN THE BABYLON 5 UNIVERSE

BABYLON 5 IS™ & © 1997 WARNER BROS.

Earth Alliance Omega Destroyer

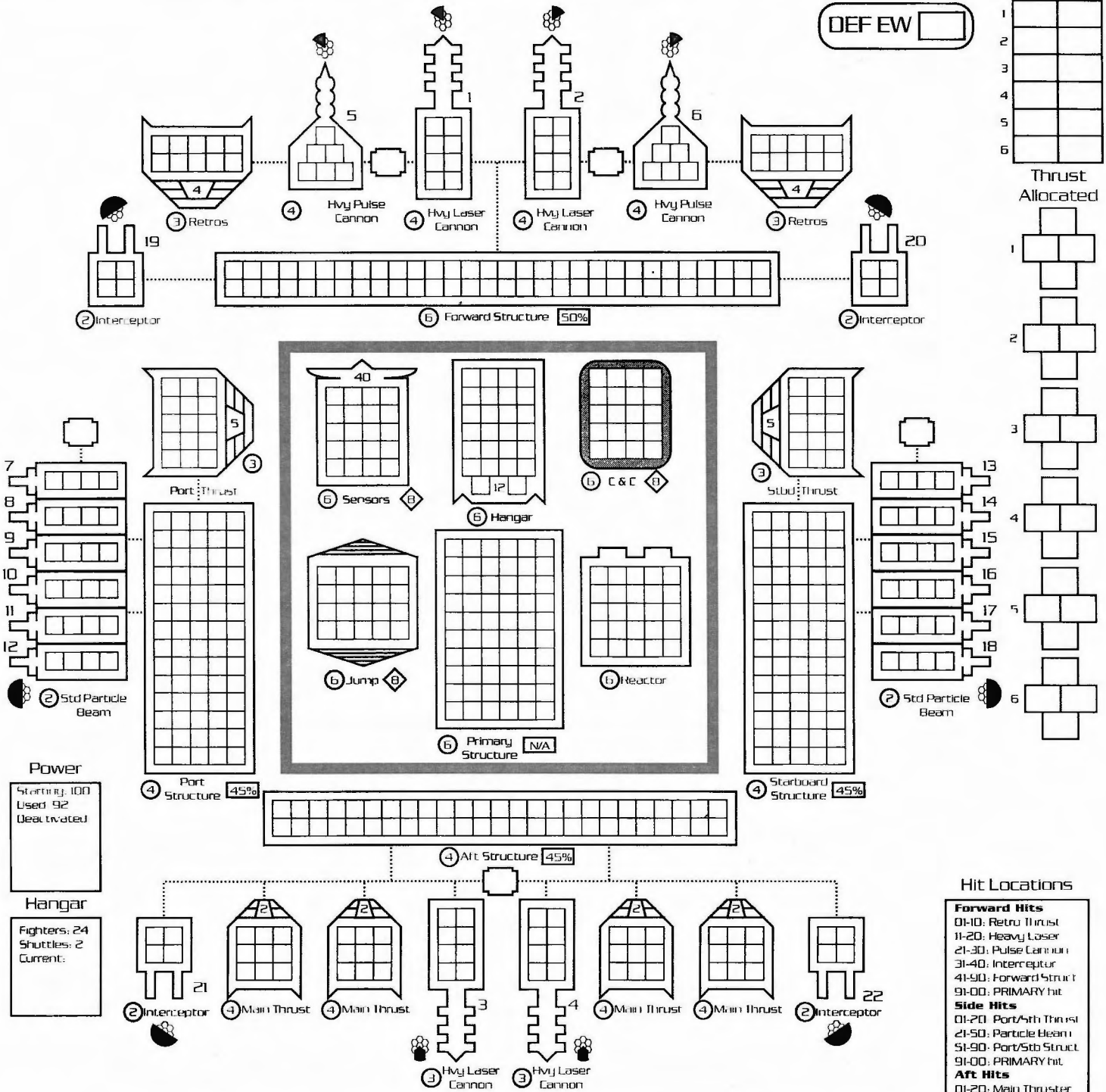
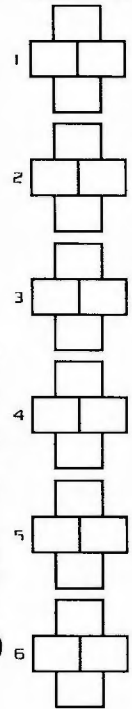
Classification: Capital Ship Turn Cost: 1 x Speed
 Crew: 250 (16 officers) Turn Delay: 1 x Speed
 Point Value: 1350 Pivot Cost: 6 Thrust
 Jump Delay: 20 Rounds Roll Cost: 4 Thrust
 Jump Cost: 68 Power

Defense:
 Fwd/Aft 40
 Strb/Port 55

DEF EW

Rnd	Velocity	
	Start	End
1		
2		
3		
4		
5		
6		

Thrust Allocated



Power
 Starting: 100
 Used: 92
 Deactivated:

Hangar
 Fighters: 24
 Shuttles: 2
 Current:

Weapons Specs

Heavy Laser Cannon
 Modes: R, S
 Damage: 4d10+10
 Range Penalty: 2%
 Fire Control: 15%/10%/20%
 Recharge Time: 4 Phases

Heavy Pulse Cannon
 Damage: 15 d5 times
 Range Penalty: 3%
 Fire Control: 20%/15%/0%
 Recharge Time: 3 Phases

Std Particle Beam
 Damage: 1d10+6
 Range Penalty: 5%
 Fire Control: 10%/10%/15%
 Recharge Time: 2 Phases

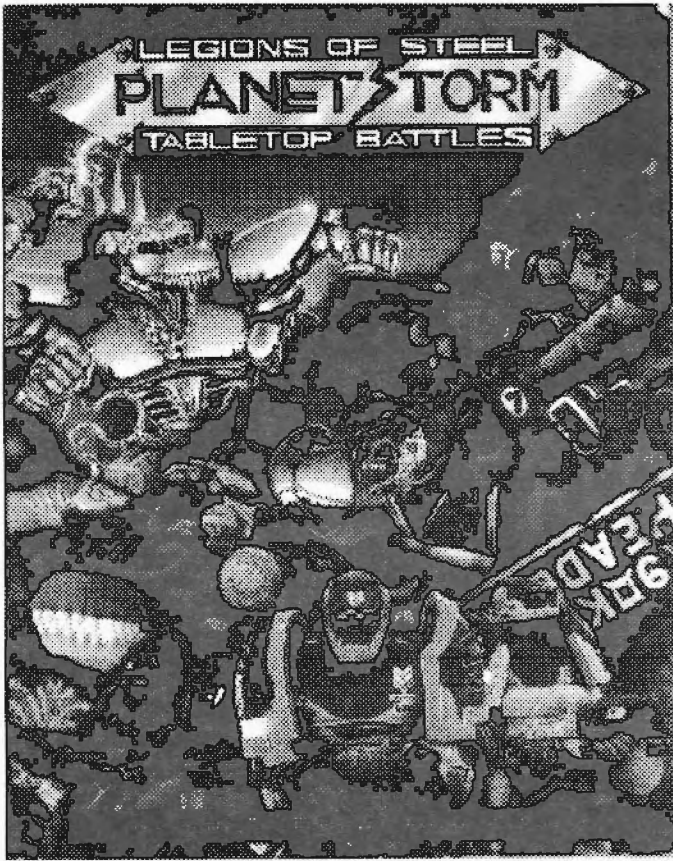
Interceptor
 Intercept Damage: 15
 Intercept Chance: 30%+EW
 Recharge Time: 1 Phase
 OFFENSIVE MODE:
 Damage: 1d10+5
 Fire Control: 10%/10%/50%
 Range Penalty: 10%

Hit Locations

- Forward Hits**
 01-10: Retro Thrust
 11-20: Heavy Laser
 21-30: Pulse Cannon
 31-40: Interceptor
 41-50: Forward Struct
 91-00: PRIMARY hit
- Side Hits**
 01-20: Port/Aft Thrust
 21-50: Particle Beam
 51-90: Port/Stb Struct
 91-00: PRIMARY hit
- Aft Hits**
 01-20: Main Thruster
 21-30: Heavy Laser
 31-40: Interceptor
 41-50: Aft Struct
 91-00: PRIMARY hit
- PRIMARY Hits**
 01-50: Primary Struct
 51-68: Jump Engine
 69-76: Sensors
 77-86: Hangar
 87-90: Reactor
 91-00: C & C

Legions of Steel - Planetstorm

By Gregg Dieckhaus



Planetstorm is the latest offering from Global Games in their Legions of Steel universe. Planetstorm takes the game outside of the dungeon like corridors of the original boxed set, and brings the battles above ground onto open terrain, and your tabletop.

The Planetstorm Rulebook is 192 pages long and is divided into three major sections. The first section deals with the different "races", their historical background, units, unit structures, and weaponry. Much more detail is given to each race's background than has previously been published. The races included in the rulebook are the Machines (The Legions of Steel), The United Nations of Earth, the Black Empire, Fantasia, and the Infranites. This section of the book alone covers 142 of the 192 pages.

In each "races" section are rules for every figure for that race. This section is very nicely done, as it includes a boxed out section that contains a picture for the figure, general background, a standard weapon armament, and the vital unit statistics like Movement, General Modifier, Kills, Hero Points, Leadership, Command, and UPV for the figure. This makes it very easy on the beginning player as he can easily look up any miniature he has, and find its statistics.

After each section describing the figures, there is a segment for weaponry. Each weapon is given its description, background, weapon chart, and any special rules for that particular weapon. Next, each race has its unit organization described, and finally a painting scheme is given for that race's units.

Global Games has recognized that a large attraction to tabletop gaming is the creation of terrain and painting of your particular miniature army. They have captured the need for players to experiment with paint schemes and add their own personal flare to the units. I believe for this reason, Global Games came up with the idea of different machine overlords, and have borrowed heavily from the idea of individualized units - with each unit having unique "nose art" that draws upon the paint schemes and concepts from world war II aircraft. Included in this article are pictures of several templates that are included in the rulebook. While we in Tech Factory are limited to gray scale, they should give you a good idea as to the depth of the color contrast each units paint schemes are given.

In addition to the many pages given to the paint schemes for each unit, Global Games has provided an eight page Painting Guide that teaches general concepts of miniature painting. This guide is excellent! It takes you through many techniques and skill that apply to miniature painting: not just Planetstorm minis. The skills covered by this guide include: prepping and priming, base coating, shading, black lining, washes, drybrushing, and finishing. While reading this section I learned a lot, and any tabletop gamer - whether they play Planetstorm, Battletech or other game system, should get a hold of this section and read it.

I'm sure some of you are saying - sure the minis look cool, and now I know how to paint them, but the important thing is the game system. For those of you familiar with the Legions of Steel boxed set, the game system is essentially the same - with a few enhancements. Below is a short summary of the essential rules areas covered.

Troop Organization: Units Cohesion and Unit Perimeters are the major concepts coming out of this rules section. A unit perimeter is an imaginary line surrounding the unit, and is drawn by 'connecting' the dots of the outermost figures. Units must maintain cohesion, and may not intermix. This makes movement of large groups difficult.

Movement: figures move at a walk, or run. In addition to the two basic forms of movement, two new forms have been added. These are sprinting (which allows figures to move three times there basic movement) and jumping (which allows a figure to move over terrain). Normally figures will move together as a unit. This is called Mass Action Movement. When moving in this manner, all figures of a unit must select the same movement option.

Legions of Steel - Planetstorm

Combat: Once again, the six sided die is used to determine the success of attack rolls. Based on a units weaponry and other modifiers, a desired target number is reached. A new concept introduced into this game is the "upgraded" die roll. This allows a unit to successfully hit even if the target attack number is a 7 or 8. On a roll of a 6, the attacker is allowed to roll again, on a 1-3 the result remains a six, on a 4-5 the result becomes a seven, or a roll of a 6, the result becomes an 8. Another difference, is that the rules explicitly state that when rolling Attack Dice, a natural roll of 1 automatically misses and does not score a kill.

In addition to the normal direct fire weaponry, Planetstorm introduces Indirect Fire. Weapons designated as IF capable may target areas without having a direct line of fire to them. One difference, is the kill number represents the chance to hit the target spot or figure. If the target spot is hit successfully, then the weapon (typically a grenade) goes off normally. If the target spot is missed, then the weapon can deviate. Deviation range is based upon the target number and can be up to 16 inches of deviation.

The Tech Factory is now On-line!

Check out the Tech Factory Home Page at
<http://webusers.anet-stl.com/~gdieck/tfhome.html>

The web page contains an overview of all the Tech Factory issues, as well as sample articles, scenarios, and 'Mechs from each issue.

In addition to information on each issue, the web page contains links to sites dealing with games, and products covered by The Tech Factory.

Coming Soon - New Unpublished 'Mech Variants.

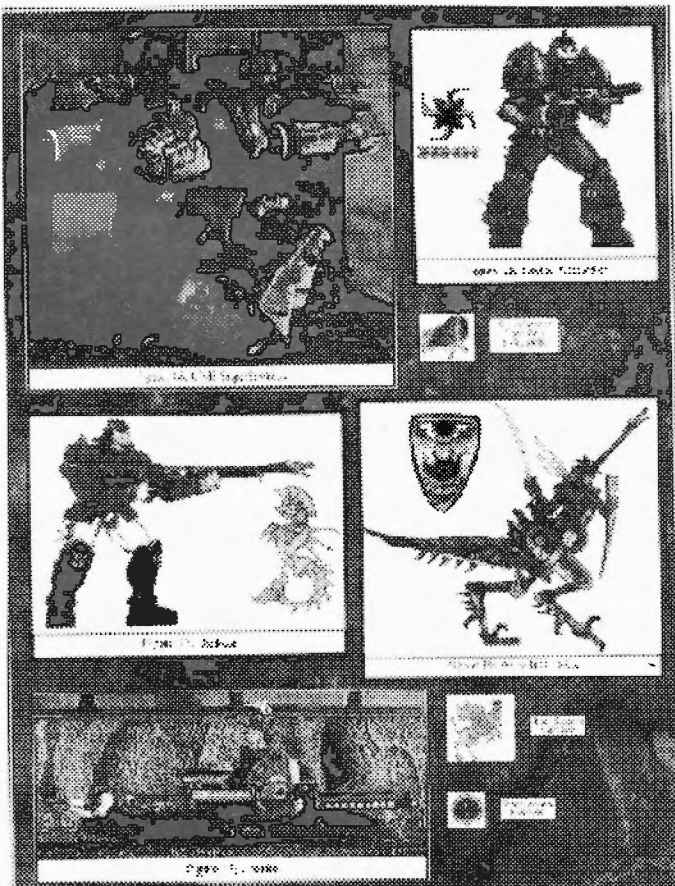
Send E-Mail and Comments to Tech Factory Staff at
gdieck@anet-stl.com

equals the modified kill number, the figure being attacked is pinned instead of killed. Pinned figures have many penalties added to them - including if the figure is moving it must immediately stop moving. If a unit chooses to move without spending time next turn to remove the pinned counter the unit becomes 'exposed' and is easier to kill.

Command and control: Leadership and Command points once again define the flow of the game. Once again, leadership can be used to enhance a specific figures performance. Command points, on the other hand, are limited to use on a units initiative.

Vehicles: Vehicles operate different than a typical Planetstorm unit. Special vehicles called Colossi represent the ultimate outdoor battle machines. Vehicles have separate movement rules, as well as a hit location chart. When a kill is scored against a vehicle, in addition to the kill, a roll is made on the hit location chart. This will yield results of weapons systems being destroyed, or pluses added to fire actions, or loss of movement points. This is important because colossi have many kills and many weapons. The UNE superfortress for example has 5 kills, and 10 weapon systems!

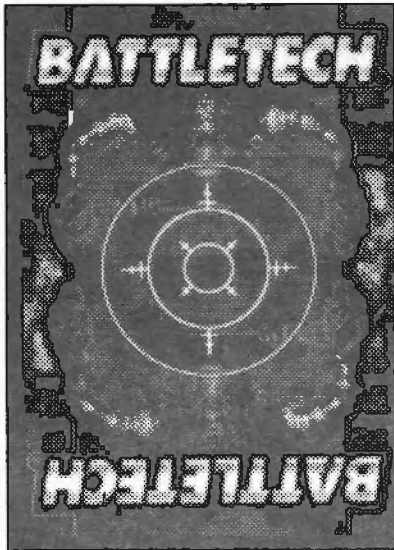
Terrain: As in all tabletop games, terrain has an integral part in the game play. Different types of terrain have movement and fire penalties. Light forest for example has an additional walk cost of 1, and a run cost of 1. It has line of fire modifier of +1 for every two inches fired through. Point terrain (like trees, or man made short walls) provide defense as well, usually providing a modifier of +1. These modifiers can add up fast, and make quite a huge difference in game play. Remember that the system is d6 based and a 1 shift represents 16% change in the kill number.



Other new concepts added to combat are pinning, and a target speed modifier. When the die roll for the attack roll

Review - Battletech Collectable Card Game

BATTLETECH: The Collectable Card Game



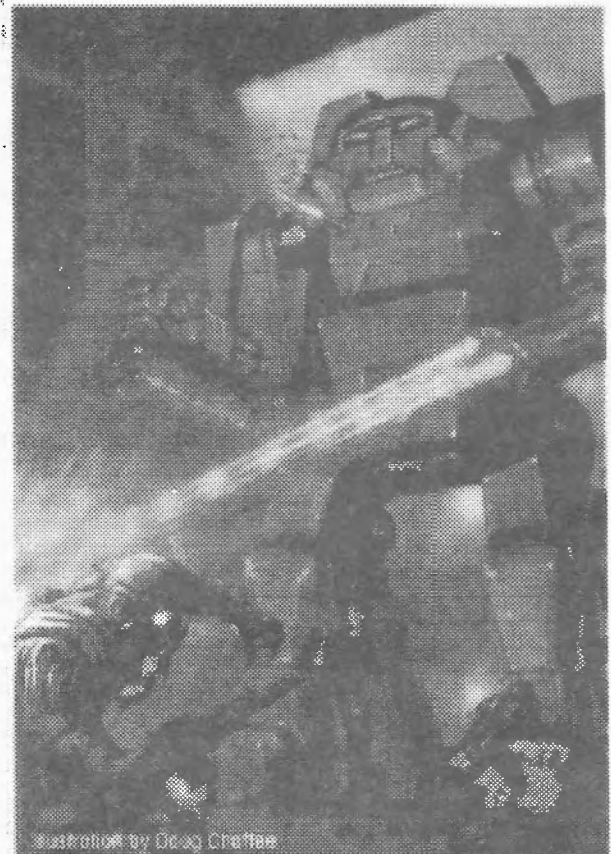
As many of you may have noticed, there is a new BattleTech product out; but this one is not manufactured by FASA. You will find this latest release in the Card Collecting Game (CCG) section of your favorite game store. Before you skip this particular section, this may be the perfect avenue to find some new blood for your gaming group. There may be many players who have never heard of BattleTech or never tried it, but have tried the card game and like it enough to become interested in playing the board game to see what it is like. You will most likely spend some time answering questions about the BattleTech universe; both on what goes on in the BattleTech universe and what some of the items do or mean. And who knows, once you give the game a try, you may become addicted to it as well.

For those of you that are familiar with CCG's, you can skip this paragraph and the next; for those of you who are not: read on. CCG's stormed on the market a couple of years ago with a little game called "Magic: The Gathering". If you have not been in the stone age, you have heard of the game and the impact it has had on the gaming world. Magic ushered in a ton of new card games; all anxious to ride Magic's tailcoats to success. Some have had success (but not as successful as Magic), but many have failed. FASA went to the top of the CCG market and collaborated with Wizard's of the Coast (maker of Magic) to produce this game.

A CCG uses cards the size of poker cards, but that is where the similarity ends. A regular poker deck has the same 52 cards in every pack. In a CCG, the card base is much larger (over 200 cards in this set). There can also be expansions that add more cards. You can buy starter decks (60 cards) or booster packs (15 cards). Each card has a frequency of appearance assigned to it. In this game, there are rares, uncommons, commons, and vital. To give you an idea

of the frequency of each card, there are 1 rare, 2 vital, 3 uncommon, and 9 common cards per booster and a like mix in starter decks with a higher ratio of vital cards.

The format of this game is to cause the your opponent to be run out of cards to draw - e.g. the card stack is out of cards to draw. You construct a deck, (following the rules of construction) and find an opponent to play. Rules, and a die come with each starter deck, so you will need to get at least one starter deck. A couple of booster packs are also recommended to give you a good mix of cards to build your first deck with. (Of course, the more cards, the better, but more on that later).



This game is set in the BattleTech 3050-3052 time line. (Although we do not know, we can speculate that later expansions may add later 'Mechs like the Clan second line variants). Include in the game are 'Mechs, personalities, places, and events/missions that BattleTech fans will recognize. Both the Clan and Innersphere are represented. When playing, you can play a specific Clan or Innersphere House. To this end, there are several 'Mechs and other cards available only to certain Clans and/or houses. As well as the newer Clan/House specific 'Mechs, the game contains some older Innersphere 'Mechs. However, the recently withdrawn 'Mechs like the Innersphere Marauder and WarHammer are not represented in the game.

Review - Battletech Collectible Card Game

Each card has artwork depicting the situation, unit or resource. The artwork itself is very good, and it is all related. In fact, the artwork is one reason for the success of CCG's, as many players struggle to collect the whole set just for the artwork, but none on that level. Also on each card is text to describe what each card does. Moreover, many cards have icons or symbols on them that add to the flavor of the game. (My favorite is an *Intercession Academy*: "If broke some bones & drive your pistons, just do not using weapons".)

Mechs are based on construction cost, armor/structure, attack value, and speed. Moves on the card show if the Mech has a very special abilities (AP for self-penetration, ECM for electronic, NARC for nuclear vulnerability, mine's value, and long range attack). There are also notes if the Mech has an optional value under an alpha strike value. Mechs are rated as slow, medium, or fast. Slow is a walk of 4 or slower, medium is 5-6, fast is 7 and up, and fast has a large legend on the game.

Inflicted weapons. Pilots are also included in this category. Many pilots are not named, for example the Veteran Scout carrier, while others are named and are unique, e.g. *Wings Broken Down*. Pilots usually enhance their 'Mechs' abilities, (usually) but can also work for yourself. Unique individuals can have a big effect on play and also help people not overly familiar with the Battletech universe select names and fleet to side.

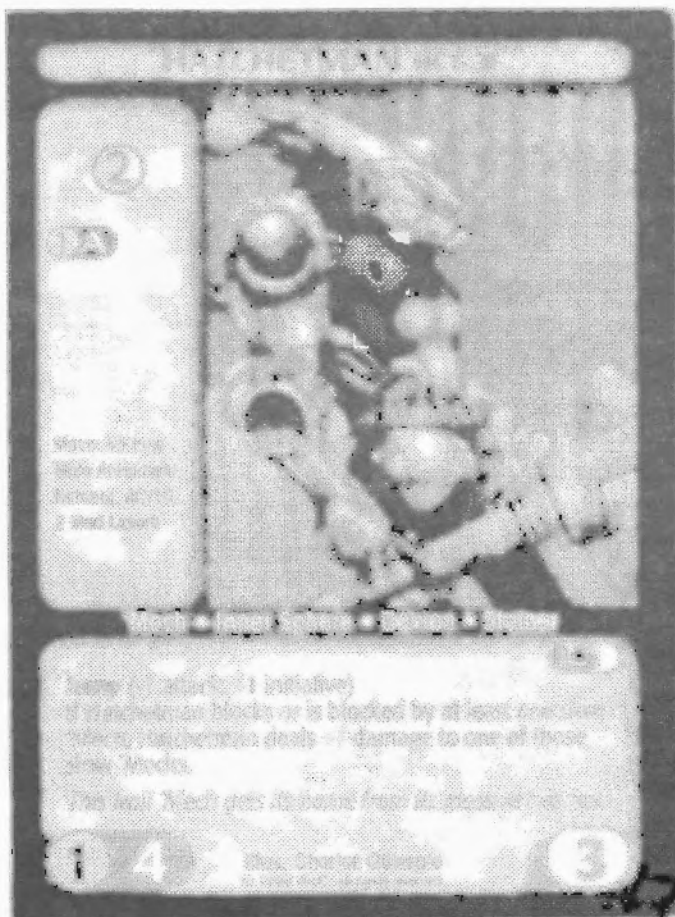
An extremely important sub-category of cards are the advantage cards. An anyone who follows Battletech history knows, while house I can say to one of the masters of the house, they can accomplish much with history. If you want to play the *Intercession Academy* the *Clan Wars* cards must be already considered as the *Intercession* has a much better selection. An experienced advantage cards to consider include *Amish* or *Arise* (aka. *Bliss* on these later). There are also the resurrection of the *Clan Wars* represented. They are unique (only use once) of their name may be to play at any single turn) and most are of the non-category. A majority of the current historical personalities are included for both the *Clan* and *Intercession*. A couple *Mechanics* are included, as well. *Arise* *Kill* is an example of a historical card that is particularly rare.

The last category of *Command* cards are the resource type. These cards are rated as *Value*. These cards are what you use to build your units with and they come in 3 basic categories: *Assembly*, *Logistics*, *Manufacture*, *Politics*, and *Tech*. There are a couple special kind resources (NARC are *Iron* *Clan* *Med* *Warrior Academy* is another one); these are some other effects in the game. Anyone familiar with *Mechs* - *The* *Manufacture* can easily think of these cards as "land".

The last type of card available in the *Mission* card. As the game begins, you can see these when your units are standing and talking up. The use of these cards can help you a lot if you know how and when to use them. Use of *Advantage* cards is limited, and is based on a Mech's armor initiative and the number of *Advantage* resources in play.

Now comes one of the hardest parts of the game; that of deck construction. In order to do well, your deck will have to work well as a deck. In that case, you must have an idea of what you want your deck to accomplish when you put it together. Usually this entails reading up card combinations, (When two cards are combined with each other, the strength of them together has a great effect on play). An example of a simple card combination is having *mine* resources available when you include several *Mechs* that use *LRM's* as an *armament*.

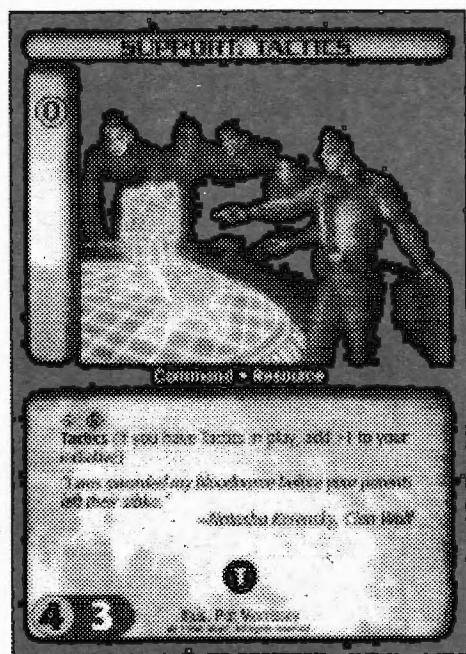
Each deck constructed must be 60 cards, this leaves the player with many decisions to make. The easy part is to have at least 20 resource cards (to equip more would not hurt, especially if you play slow) in addition to resources, you will want approximately 15-20 *Mechs*. That leaves 30 cards or so for other items like *Mission* and *Command* cards. The 30 cards that you select for resources should be a good mix of



Another big category of cards are *Command* Cards. These are several sub-categories of *Command* cards. One category improves initiative and regiments assets (officer, specialist), another is enhancements (usually added to 'Mechs') that may include extra armor, better bridging, or

Review - Battletech Collectable Card Game

resources. Careful consideration must be given to the resources you choose to add to your deck. This is because most 'Mechs have two construction costs. A 'Mech can be constructed cheaper if all the proper resources are in play. For example, the Hatchetman pictured can be constructed for a cost of 2 - if the player has an assembly resource in play. If you do not have the correct resources, 'Mechs may be constructed for a more expensive rate. In our example of the Hatchetman, if an assembly resource is not in play, then an addition cost of 1 is required to construct the 'Mech. Also remember that Command subterfuge cards can be very powerful, but they become very expensive if you don't have a politics resource in play. When building your deck, the only resource card you may want to avoid would be a munitions resource. This resource is only required if you have 'Mechs that use LRMs.



You will want a good mix of 'Mechs, but one overall priority must be given to speed. Unless guarding a specific place (usually your stockpile/draw pile), a 'Mech can only block another 'Mech if it is the same speed or slower. One of the early favorite decks are Clan decks that use a lot of Dragonfly or Fenris 'Mechs. They are all fast and have decent attack values. To these, you want some really good medium speed 'Mechs. (The Ryoken and especially the expensive, but good Mad Cats are good examples). Last, but not least, a couple assault 'Mechs should round out your mix. (A Masakari for example). One assault 'Mech attacking could cause your opponent to sacrifice smaller 'Mechs to stop you from doing damage to the stockpile. Good Innersphere 'Mech examples might be a Cicada (Marik version), Wolfhound, and Jenner; medium speed examples are Grand

Dragon; good assaults include Crockett, Banshee-5, and Awesome. The last part of the deck is mission and command cards.



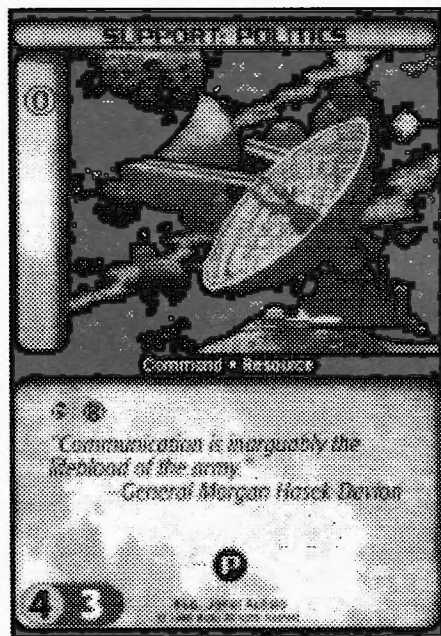
Before completing this section, I have to introduce you to the concept of card management and gaining a card advantage over your opponent. This aspect of the game will have to be better mastered by the Innersphere commander to help offset the Clan 'Mech superiority advantage. Since the objective of the game is to run the other person out of cards and the only way to do that is to get some type of damage against the stockpile, your priority must be to try and choose cards that will help you gain card advantages. If you have to use three cards to get rid of one opponent card, you have placed yourself at a card disadvantage. If you use one card to get rid of several opponent cards, you have gained a card advantage. If you gain enough card advantages over your opponent you will win the game.

The best way to get rid of opponent cards is to attack the stockpile with a 'Mech every turn. You are not using cards and the opponent is losing cards every turn. However, the opponent usually has 'Mechs to block and many people will assign 'Mechs (usually a slow big one) to guard the stockpile. There are other, indirect, ways to attack the stockpile, these are aircraft, artillery, and LRM's. Saturation Bombing is very ugly, especially as a late game card. Another popular deck is the Clan LRM deck. Several Clan 'Mechs have a good LRM ratings and combined with the munitions resource card, this can be brutal. Even if you block the 'Mech attacking your stockpile, the 'Mech can still shoot at your stockpile with LRM's while fighting your blockers. Another way to attack the stockpile is to set up some way, by use of mission or

Review - Battletech Collectable Card Game

subterfuge cards, to remove the blockers or make one of your 'Mechs unblockable.

This is where several of the subterfuge cards come into play. The card "Inside Job" is a card that you should have several of in your deck. It allows a single attacking 'Mech to be unblockable for a turn. Send a big assault over with this and pound away. Pilots are a good help here as are some enhancements; anything to pump up the attack value your unblocked 'Mech is good. When the 'Mech is unblockable, it is a good time to overheat for extra damage. I have seen a Clan 'Mech attack a stockpile for over 20 damage (cards) in one attack. The subterfuge card "Holographic Decoy" is more expensive, but can tap defending 'Mechs at the right time. This is important because Tapped 'Mechs can't defend. A player may build up enough resources on the Holographic Decoy to tap all of an opponents 'Mechs, and allow your entire force to attack the stockpile.



Other cards that can help you are mission cards. These don't count against your deployment limit and are usually free as they don't cost any resources to bring them into play. What your initiative is will tell you how many mission cards you can play and more important; who goes first when allocating missions and who assigns damage first. The Tactics resource generates initiative, and any 'Mech that jumps can generate extra for their side - at the cost of some of the 'Mechs attack ability. Mechwarrior Pilot cards will often give you extra initiative. As with the game, if you get initiative in the battles, it can and will make a big difference. Good mission cards include; Feint (which allows you to take or give no damage), Move to Partial Cover, Lured into Bog, Rapid Cool-down, Heavy Fog, and Studied Move.

Now that we have given you some card tips, there are a few more pointers. These involve card resources. Because there are so many cards and multiple copies of some cards are desirable, it is hard to buy a bunch of cards and get exactly what you want. This is where other players come in. If you have someone that likes to play a particular house and you have a card specific to that house, then you can do some trading with that person.

There are also collectors who just want to collect an entire set, and are willing to trade good play cards for that rare card that they may be missing. It should be noted that the in general, rare cards are better play cards, although this is not always true as some of the best play cards are commons. The unique personalities which often add so much to the game are all rare cards. As of this time, for deck construction, there are no rules except two; a deck may contain no more than 60 cards and you can only have one of each unique card in play at a time. All of the named leaders are unique, so you are not going to want a bunch of them in your deck.

If it sounds like there is a lot to the game; there is. The rules will help you. A basic set of rules is included and is 2 pages. (Smaller than regular paper). The advance rules has excellent examples of play and pictures too.

We would be remiss in our duties if we did not point out at least a couple flaws. The first is inconsistent ratings for structure on a couple omni 'Mechs. (Koshi). The second is some of the combat ratings and missile ratings for 'Mechs do not seem right. Not an oversight I am sure, but none of the original 'Mechs are included in the game. A shame to miss the Locust, the 55 toners, Archer, War Hammer, Marauder, and Battlemaster. The Innersphere could use them.

The game as released is a duel game, only allowing play against one other person. Below is a short set of multiplayer rules that allow you to play with a group of friends.

To play a multiplayer game, everyone sits in a circle, with play advancing to the left. The first person to play still only gets one draw and one deployment on the first turn. Players may only attack the opponent to the left, and have their units defend from the opponent on the right. Artillery (Arrow-IV, Long Tom) can attack targets to either side. (The left or the right) Aircraft may attack anywhere. The last person left wins!! (Note these games can take awhile and there is a difference for deck construction for singles and multiplayer, but we will let you figure that out).

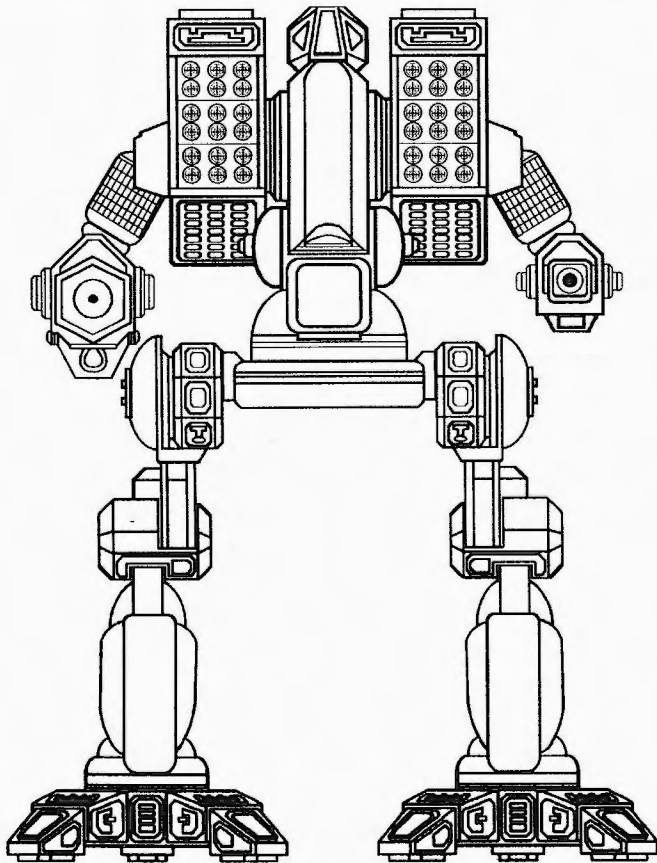
The Tech Factory - Uncle Alvin's Body Shop

By Jay Clendenny

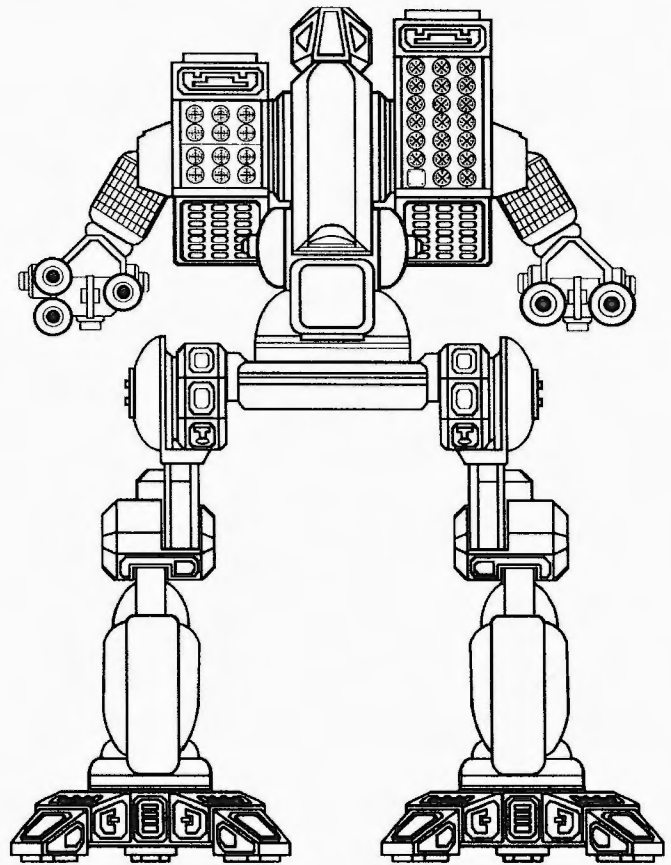
This issue, we look at the implications of Omni 'Mech's in design, construction, and campaigns.

Until recently, Omni's have been the sole property of the Clan's and has been exposed as one of the big reasons of the early Clan success. While not largely evident on a tactical scale, (the 'Mechs already are in the version for that scenario), if we back up and look at it on a strategic scale, the implications of only 12 'Mech frames to supply parts for and the ability to 'customize' each 'Mech to fit the expected tactical situation for a given battle is huge and one of the biggest reasons that Omni 'Mechs should exist.

Imagine a 'Mech that can be "customized" for a mission parameter or to meet certain environmental requirements. After finishing this mission, a follow on mission has a different set of requirements. Techs can switch out different modules to meet these requirements. Techs can also repair battle damage quickly by switching out damaged modules and putting in new ones.



VULTURE - A



VULTURE - B

Some additional factors might be terrain (city for short range weapons, open spaces for long range weapons), climate (cooler weapons for hot places, a hotter weapons suite for cold climates), and the resupply situation (if it is poor, you can load up on energy weapons). Also important is what the rest of the lance has. You can configure for the can opener (PPC, AC20, Gauss) and sandpaper (LBX, SRM) approach for your lance.

As you can see, there are many variables. An Omni 'Mech is not going to be the best at any one thing; specialized 'Mechs are generally going to be better. By definition, an Omni is a jack of all trades, able to do well in many different roles. The more mission profiles that an Omni can do, the better it is, because it is more flexible.

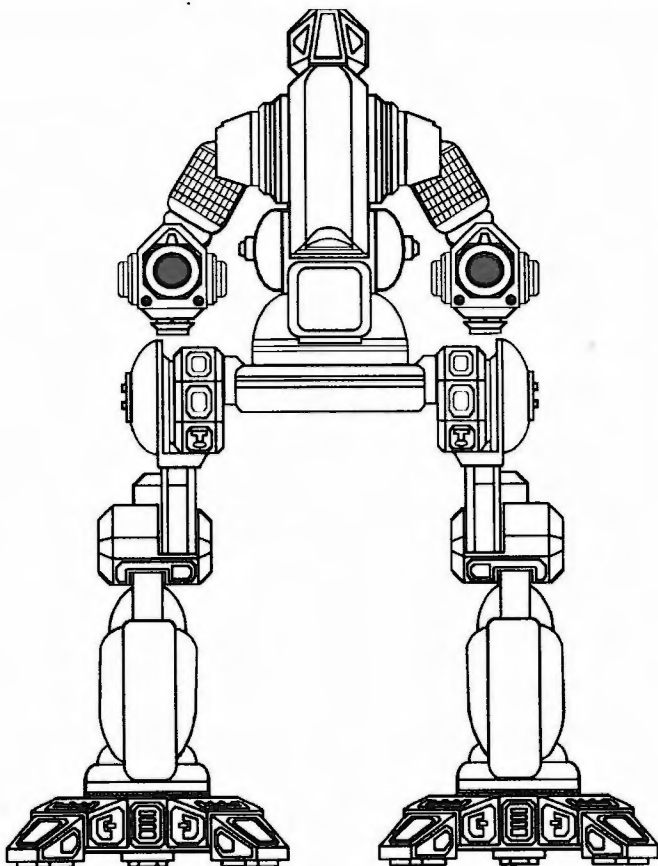
The Tech Factory - Uncle Alvin's Body Shop

To start an Omni 'Mech, you must construct the base frame. The frame can't be at the extremes of speed (too fast - not enough weapons, too slow - not suited for many missions). Average speed or better for the weight size is recommended. A bit faster speed has the added advantage of

heat sinks are in the base unit. Try to pick weapons suites for the different roles you see the 'Mech serving in. An LRM version is good along with a heavy energy weapon version. Depending on the size of the unit, you will want to do recon/electronic versions, heavy (AC-20/Gauss) assault versions. You will have to consider where to put your firepower on each version and make all of them compatible with each other. I like large or long range weapons in the arms and short range stuff in the torso (the better to punch you). Ammo should be in the arms. Always try to find something to put in the two open center torso slots to help with center torso crits. Remember, the more stuff in your torso means a better chance to avoid an engine crit. One or two that can jump are always handy.

For the Innersphere, now that C3 is more available; you may consider putting C3 slaves in most versions; maybe making a C3 master available as a larger variant. The Clan should also make one or two versions with the targeting computer. It is too good to pass up.

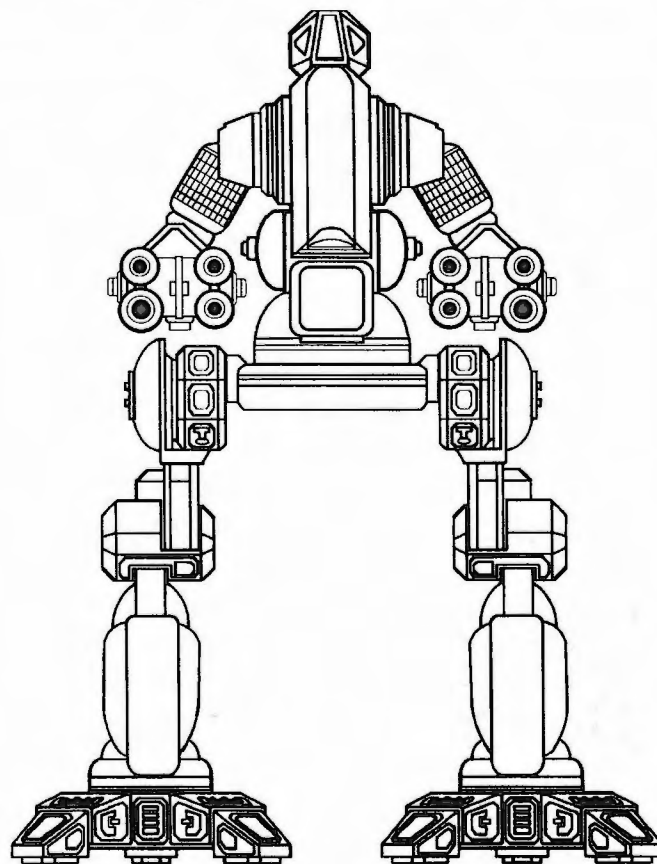
When you are done, you should be able to perform just about any type of mission with the correct variant. Good luck and keep them guessing as to which version showed up.



VULTURE - C

sticking more heat sinks in the engine, freeing needed crit slots. Using an XL engine is just about going to be automatic, so max weight (and flexibility) can be saved for the pods. Max or near max (a Tech Factory standard) armor is a must. Difficult decisions must be made when it comes to Endo and Ferro. You are always better off with Endo and should probably include it in almost any Innersphere Omni design. Adding Ferro is a different story as it does not save much weight and combined with Endo, brings your available crit slots down to a very few, making it hard to fit pods. Clan Omni design is different here as Endo is about automatic and only on the largest designs, would you have any hesitation about Ferro.

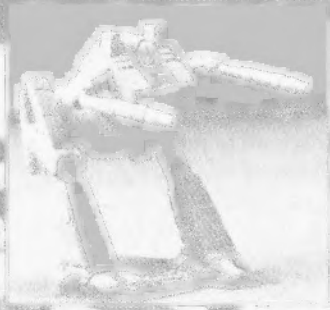
When you get done with the base unit; (both Clan and Innersphere will be close in weight available; it will be in space available and reduced weapons weight that the Clan will get a distinct advantage), it is time to start designing your pods. Look at your space and weight available and how many



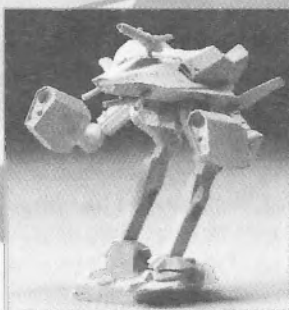
VULTURE - D

BATTLETECH®

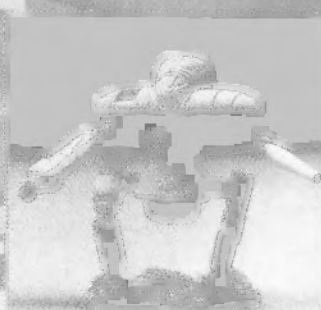
MINIATURES



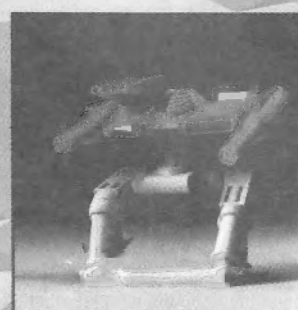
20-644 PUMA



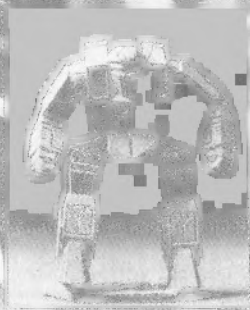
20-645 RHINO



20-650 BULL



20-652 KRACKEN



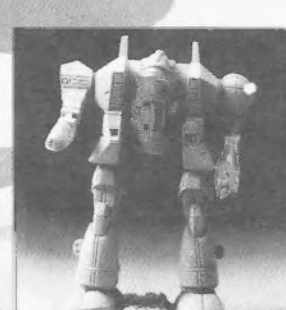
20-654 AARDVARK



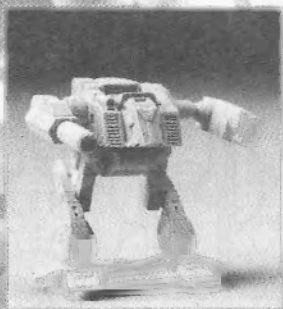
20-654 LIMPIDANCER



20-655 DRAGON LORD



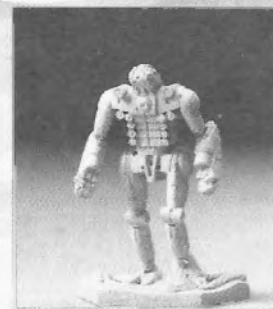
20-697 WAR DOG
War Dog



20-725 COW CAT



Robert



20-676 PIRANHA

...think you know Kyle. Robert, a long time devotee of the hobby, took the lead by creating our brand at Paragon to create a line of miniatures that would be as good as the real thing. His duties include designing and producing the miniatures, jumping legs mechs up and down the industry scale.

TO ORDER

FOR THE BEST PRICE, ORDER FROM THE PARAGON CORPORATION WEBSITE AT www.paragoncorp.com. If you prefer to order by mail, please contact us at (813) 913-0139. We will be happy to provide you with a price quote for your order. We will ship your order to you in a secure, padded box. We will also provide you with a tracking number for your order. We will be happy to provide you with a price quote for your order. We will be happy to provide you with a price quote for your order.

97

RP

ARTHA

1999

PARAGON CORPORATION

PARAGON CORPORATION
1000 N. W. 10th St., Suite 100, Ft. Lauderdale, FL 33304
(813) 913-0139
www.paragoncorp.com



The Tech Factory - New Battlmechs

Type: Inner Sphere - 3058		
Name: Aurora - Primary	Tons	
Tonnage:	35 Tons	35
Internal Structure: Endo Steel		1.75
Engine:	250 XL	6.25
Walking MP's:	7	
Running MP's:	11	
Jumping MP's:	0	
Total Heat Sinks:	10 [20]	
Cockpit:		3
Gyro:		3
Armor Factor:	112	7
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	11	16/5
Rt./Lt. Torso:	8	11/5
Rt./Lt. Arm:	6	11
Rt./Lt. Leg:	8	14

Weapons and Ammo:

Type	Loc	Critical	
T.S.M.	LT/RT	6	0
ER PPC	RT	3	7
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Medium Laser	CT	1	1
Medium Laser	CT	1	1
Medium Laser	H	1	1

DESCRIPTION:

The Aurora series of Omni-Mech's is an attempt to provide a much better platform for Omni design than what was previously available in the Inner Sphere. Considering the OmniMechs that were available in the light class, some purchasers may not consider this to be a bold statement. The Aurora took some steps in basic fundamental 'Mech construction to help facilitate its good design. Double heatsinks are a must in any advanced design. A peculiarity of the Aurora is its engine - which was intentionally enlarged beyond normal specifications for the 35 ton 'Mech frame to create additional room for an extra heatsink. This becomes important, as critical slot management is crucial to any good OmniMech design.

Type: Inner Sphere 3058		
Name: Aurora - A	Tons	
Tonnage:	35 Tons	35
Internal Structure: Endo Steel		1.75
Engine:	250 XL	6.25
Walking MP's:	7	
Running MP's:	11	
Jumping MP's:	0	
Total Heat Sinks:	10 [20]	
Cockpit:		3
Gyro:		3
Armor Factor:	112	7
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	11	16/5
Rt./Lt. Torso:	8	11/5
Rt./Lt. Arm:	6	11
Rt./Lt. Leg:	8	14

Weapons and Ammo:

Type	Loc	Critical	
T.S.M.	LT/RT	6	0
Large Laser	LT	2	5
Large Laser	RT	2	5
Medium Laser	LT	1	1
Medium Laser	CT	1	1
Medium Laser	CT	1	1
Medium Laser	H	1	1

DESCRIPTION: (continued)

Accordingly, only endo steel was used for weight savings. Some other unorthodox designs were also incorporated; that of triple-strength myomers being the prime example, but the model also has the capacity for a C3 computer slave unit to be incorporated into the head of the 'Mech (replacing the Medium laser)

The primary version of the Aurora is equally adept at the range game or up close in your face combat - where with all the extra weapons, triple strength is a factor.

The "A" version exchanges long range for a heavier medium range punch, using some older technology. (The older technology was chosen because it operates

Type: Inner Sphere 3058		
Name: Aurora - B	Tons	
Tonnage:	35 Tons	35
Internal Structure: Endo Steel		1.75
Engine:	250 XL	6.25
Walking MP's:	7	
Running MP's:	11	
Jumping MP's:	7	
Total Heat Sinks:	10 [20]	
Cockpit:		3
Gyro:		3
Armor Factor:	112	7
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	11	16/5
Rt./Lt. Torso:	8	11/5
Rt./Lt. Arm:	6	11
Rt./Lt. Leg:	8	14

Weapons and Ammo:

Type	Loc	Critical	
T.S.M.	LT/RT	6	0
Hatchet	RA	3	3
Medium Laser	LA	1	1
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Medium Laser	RT	1	1
Medium Laser	RT	1	1
Small Laser	LT	1	0.5
Small Laser	CT	1	0.5
Small Laser	RT	1	0.5
Medium Laser	H	1	1
Jump Jet	CT	1	0.5
Jump Jets	LT	3	1.5
Jump Jets	RT	3	1.5

DESCRIPTION: (continued)

cooler, and the 'Mech's high speed was considered fast enough to make up for the shorter range) Triple strength is also viable for this 'mech to use.

The "B" version provides some surprise for a 'mech that most people know does not normally jump. In this version, jump jets are added along with a hatchet. This design is intended for city work or other built up areas. It takes a skilled pilot to get the 'Mech hot enough to effectively use the triple strength, but when performed properly, the hatchet becomes very deadly.

The Tech Factory - New Battlemechs

Type: CLAN		
Name: Barracuda Primary	Tons	
Tonnage: 35 Tons	35	
Internal Structure: Endo Steel	1.75	
Engine: 245 XL	6	
Walking MP's:	7	
Running MP's:	11	
Jumping MP's:	0	
Total Heat Sinks:	11 [22]	
Cockpit:	3	
Gyro:	3	
Armor Factor: 115	6.0 Ferro Fibrous	
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	11	17/5
Rt./Lt. Torso:	8	11/5
Rt./Lt. Arm:	6	11
Rt./Lt. Leg:	8	15

Weapons and Ammo:

Type	Loc	Critical	
Large Pulse Lsr	RT	2	6
Large Pulse Lsr	LT	2	6
ER Small Laser	H	1	0.5
ER Small Laser	LT	1	0.5
ER Small Laser	LT	1	0.5
ER Small Laser	RT	1	0.5

DESCRIPTION:

The Clan invasion of the Inner Sphere exposed the weaknesses of the first series of Clan Light Omni 'Mechs. Specifically the existing Clan Light Omni's either had too much speed and not enough weapons, were too slow, or had poor armor. A new design was made in an attempt to remedy some of these problems. Maximum armor was selected for the structure and a high speed was selected, but enough room was left for several effective weapons packages. Both Endo Steel and Ferro Fibrous armor were used to maximize weight savings. Even with all these changes and updates, the Barracuda still ran on the hot side, and its'

Type: CLAN		
Name: Barracuda - A	Tons	
Tonnage: 35 Tons	35	
Internal Structure: Endo Steel	1.75	
Engine: 245 XL	6	
Walking MP's:	7	
Running MP's:	11	
Jumping MP's:	7	
Total Heat Sinks:	10 [20]	
Cockpit:	3	
Gyro:	3	
Armor Factor: 115	6.0 Ferro Fibrous	
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	11	17/5
Rt./Lt. Torso:	8	11/5
Rt./Lt. Arm:	6	11
Rt./Lt. Leg:	8	15

Weapons and Ammo:

Type	Loc	Critical	
Med. Pulse Lsr	LT	1	2
Med. Pulse Lsr	LT	1	2
Med. Pulse Lsr	RT	1	2
Med. Pulse Lsr	RT	1	2
Streak SRM-4	CT	1	2
Ammo SRM-4	H	1	1
Jump Jets	LT	3	1.5
Jump Jets	RT	3	1.5
Jump Jet	CT	1	0.5

DESCRIPTION: (continued)

'Mechwarrior must keep an eye on the heat gauge.

The primary version has two large pulse lasers as its' primary armament and boasts a battery of 4 ER small lasers for close range work. The Barracuda's high speed should keep the range to the liking 'Mech pilot.

The "A" version exchanges ranged weapons for jump jets to improve it's mobility. An array of 4 medium pulse lasers generate the majority of the firepower with a Streak SRM-4 and an ER small laser rounding out the weaponry. The increased mobility of this design makes it so this

Type: CLAN		
Name: Barracuda - B	Tons	
Tonnage: 35 Tons	35	
Internal Structure: Endo Steel	1.75	
Engine: 245 XL	6	
Walking MP's:	7	
Running MP's:	11	
Jumping MP's:	0	
Total Heat Sinks:	12 [24]	
Cockpit:	3	
Gyro:	3	
Armor Factor: 115	6.0 Ferro Fibrous	
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	11	17/5
Rt./Lt. Torso:	8	11/5
Rt./Lt. Arm:	6	11
Rt./Lt. Leg:	8	15

Weapons and Ammo:

Type	Loc	Critical	
ER PPC	CT	2	6
Streak SRM-4	LT	1	2
Streak SRM-4	LT	1	2
Streak SRM-4	RT	1	2
Ammo SRM-4	H	1	1

DESCRIPTION: (continued)

'Mech can take advantage of a poor maneuver on the part of an enemy target.

The Barracuda "B" version specializes in long range sniping. General battlefield tactics for a 'Mechwarrior fighting in an honorable dual would be to engage the enemy at long range, using speed and maneuverability to keep the range open. Only when an opponent is softened up enough, can the 'Mech close and unload a heavy volley of SRM's to finish the target off. While there is only 1 ton of ammunition for the SRM, the streak fire control will ensure that they will all be effective.

The Tech Factory - New Battlemechs

Type: 3058 Name: CYCLONE Primary Tons			Type: 3058 Name: CYCLONE - A Tons			Type: 3058 Name: CYCLONE - B Tons		
Tonnage:	75 Tons	75	Tonnage:	75 Tons	75	Tonnage:	75 Tons	75
Internal Structure:	Endo Steel	3.75	Internal Structure:	Endo Steel	3.75	Internal Structure:	Endo Steel	3.75
Engine:	375 XL	19.25	Engine:	375 XL	19.25	Engine:	375 XL	19.25
Walking MP's:	5		Walking MP's:	5		Walking MP's:	5	
Running MP's:	8		Running MP's:	8		Running MP's:	8	
Jumping MP's:	5		Jumping MP's:	0		Jumping MP's:	0	
Total Heat Sinks:	16 [32]		Total Heat Sinks:	15 [30]		Total Heat Sinks:	15 [30]	
Cockpit:		3	Cockpit:		3	Cockpit:		3
Gyro:		4	Gyro:		4	Gyro:		4
Armor Factor:	224	14	Armor Factor:	224	14	Armor Factor:	224	14
	Internal Structure	Armor Value		Internal Structure	Armor Value		Internal Structure	Armor Value
Head:	3	9	Head:	3	9	Head:	3	9
Center Torso:	23	37/8	Center Torso:	23	37/8	Center Torso:	23	37/8
Rt./Lt. Torso:	16	25/7	Rt./Lt. Torso:	16	25/7	Rt./Lt. Torso:	16	25/7
Rt./Lt. Arm:	12	22	Rt./Lt. Arm:	12	22	Rt./Lt. Arm:	12	22
Rt./Lt. Leg:	16	31	Rt./Lt. Leg:	16	31	Rt./Lt. Leg:	16	31
Weapons and Ammo:			Weapons and Ammo:			Weapons and Ammo:		
Type	Loc	Critical	Type	Loc	Critical	Type	Loc	Critical
ER PPC	RA	3 6	Gauss Rifle	LT	7 15	LRM 15	LT	3 7
ER PPC	LA	3 6	Gauss Ammo	RL	1 1	LRM 15	RT	3 7
Medium Laser	LT	1 1	Gauss Ammo	LL	1 1	ER Large Laser	CT	2 5
Medium Laser	LT	1 1	Medium Laser	RT	1 1	Medium Laser	LT	1 1
Medium Laser	RT	1 1	Medium Laser	RT	1 1	Medium Laser	RT	1 1
Medium Laser	RT	1 1	Medium Laser	RT	1 1	Medium Laser	H	1 1
Medium Laser	CT	1 1	Medium Laser	RT	1 1	Ammo LRM-15 LL		1 1
Medium Laser	HT	1 1	Medium Laser	RT	1 1	Ammo LRM-15 LL		1 1
Jump Jets	LL	2 2	Medium Laser	RT	1 1	Ammo LRM-15 RL		1 1
Jump Jets	RL	2 2	Medium Laser	CT	1 1	Ammo LRM-15 RL		1 1
Jump Jet	CT	1 1	Medium Laser	CT	1 1			
			Medium Laser	H	1 1			
DESCRIPTION:			DESCRIPTION: (continued)			DESCRIPTION: (continued)		
<p>After the initial run of new heavy Omni-Mechs, some redesign and rethinking of strategy was required. Lack of mobility, armor and a less than full integration of new construction techniques was cited as problems for failures of past designs.</p> <p>The Cyclone attempts to address some of these problems. The 'Mech carries near maximum armor for its' seventy five ton frame, and provides as much mobility as can be expected in its' weight class. Any further speed increases would significantly decrease the weapons weight capacity, and make the design less effective than most medium 'Mechs. The</p>			<p>inclusion of endo steel meant less room for larger weapons systems, but created weight availability for other items, and is generally considered to be a must on any modern 'Mech design.</p> <p>As in the Aurora, care was taken to make the Cyclone computer friendly. In an attempt to take advantage of the newest and most fierce weapon system in the inner sphere, special modular designed control circuitry easily allow replacing the medium laser in the head with a C3 Computer Slave unit.</p> <p>The primary version has two ER PPCs for ranged combat and jump jets for increased maneuverability. Six medium</p>			<p>lasers round out the short range weapons.</p> <p>The "A" version features a heavy hitting gauss rifle and a battery of nine medium lasers. This version is used when fighting is expected to be in tight quarters. A sub-option allows for the replacement of five right torso medium lasers with a C3 master computer.</p> <p>The "B" version is designed for fire support from range. With two LRM-15's and a ER large laser, this unit can dish out the damage in support of a lance. Three medium lasers round out the close-in weapons, should an enemy close the range to the "Mech.</p>		

Come get some.

PLAY THE TRADING CARD WAR GAME OF THE FUTURE.

Command elite
troops and
heavy metal
'Mechs
Set in
the same
universe as
MechWarrior®: 2.

Open up on a friend.

Find out more about BattleTech® at www.wizards.com



Wizards of the Coast® Customer Service: (206)624-0933

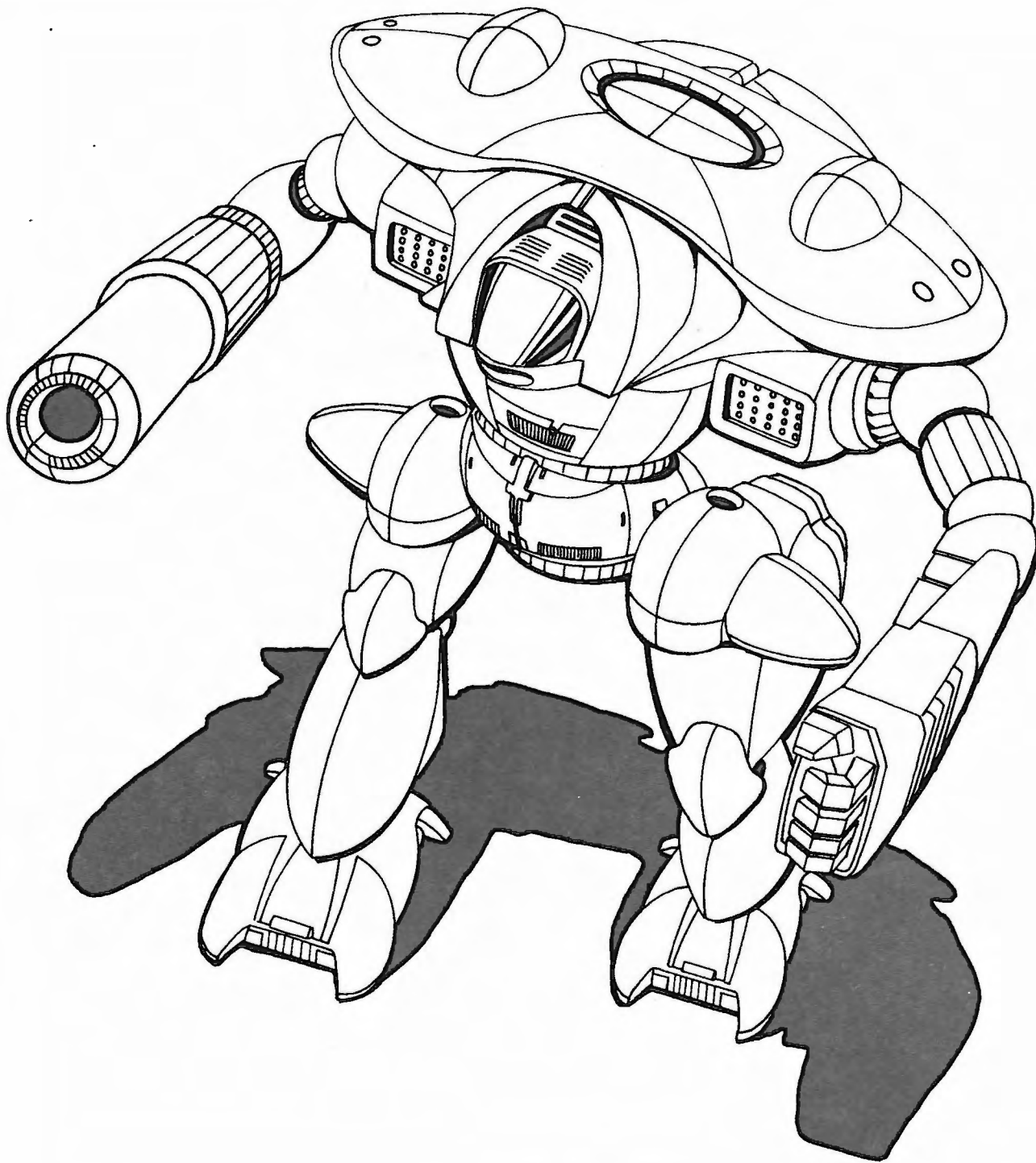


60-card starter decks: \$8.95
15-card booster packs: \$2.95

BattleTech, MechWarrior, and 'Mech are registered trademarks of FASA Corporation. The BattleTech universe is owned by FASA Corporation and used under license. WIZARDS OF THE COAST is a registered trademark of Wizards of the Coast, Inc. Illus. by Dermot Power. ©1996 Wizards of the Coast, Inc.



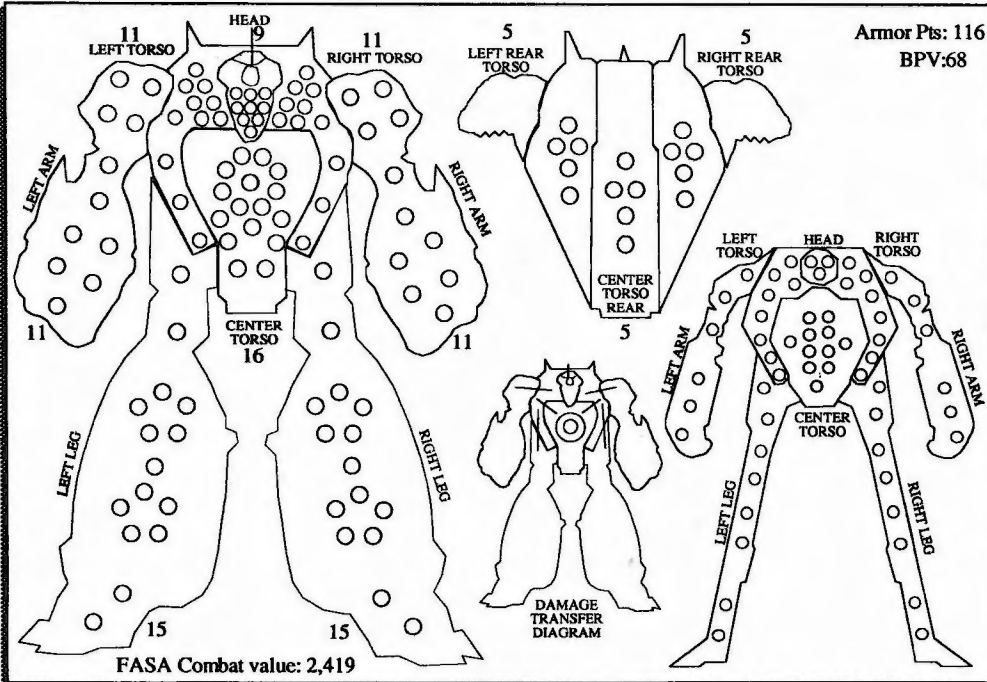
The Tech Factory



GTR-42 GATOR

Editors Note: The Gator pictured above represents the GTR-42 GATOR - A 'Mech Published in The Tech Factory #6

The Tech Factory #11 - BattleMech Sheet



Armor Pts: 116
BPV:68

TYPE: CLAN 3058
NAME: BARRACUDA Primary
TONNAGE: 35 TONS

MOVEMENT POINTS:
WALKING: 7
RUNNING: 11
JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
LARGE PULSE LASER	RT
LARGE PULSE LASER	LT
ER SMALL LASER	RT
ER SMALL LASER	LT
ER SMALL LASER	LT
ER SMALL LASER	H

AMMO:

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

TOTAL HEAT SINKS

○○○○○○○○○○○○○○ DOUBLE
○ 11(22)

CRITICAL HIT TABLE

- LEFT ARM**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Reroll
 - Reroll
- RIGHT ARM**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Reroll
 - Reroll

- HEAD**
- Life Support
 - Sensors
 - Cockpit
 - ER Small
 - Sensors
 - Life Support

- LEFT TORSO**
- XL Engine
 - XL Engine
 - Large Pulse Laser
 - Large Pulse Laser
 - ER Small Laser
 - ER Small Laser
- RIGHT TORSO**
- XL Engine
 - XL Engine
 - Large Pulse Laser
 - Large Pulse Laser
 - ER Small Laser
 - Heat Sink

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

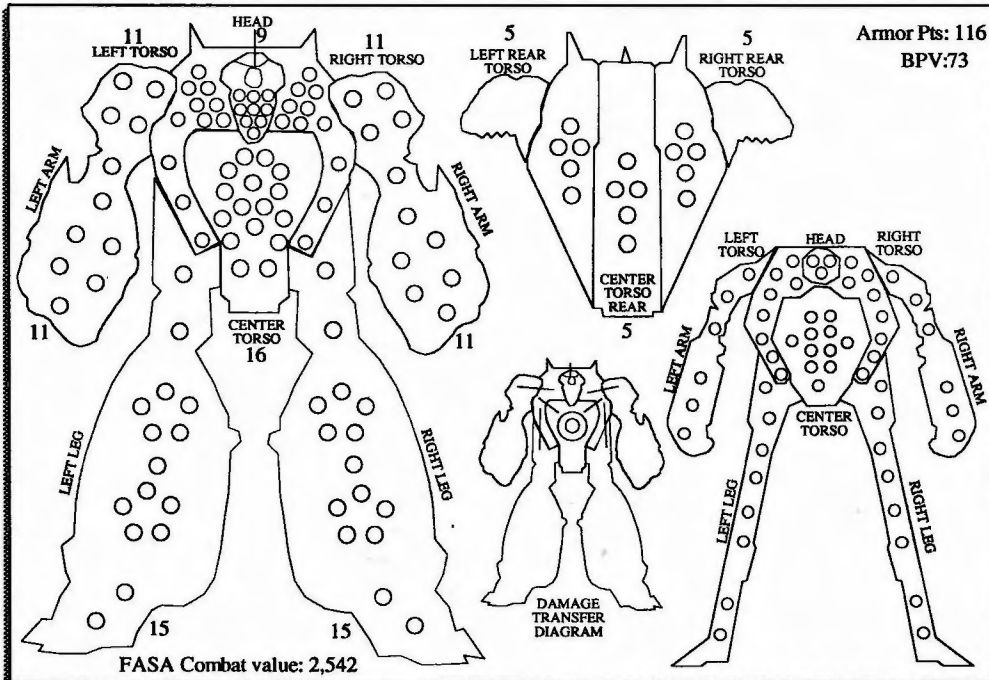
- LEFT LEG**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Ferro-Fibrous
- RIGHT LEG**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Ferro-Fibrous

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	

The Tech Factory #11 - BattleMech Sheet



TYPE: CLAN 3058
NAME: BARRACUDA A
TONNAGE: 35 TONS

MOVEMENT POINTS:
WALKING: 7
RUNNING: 11
JUMPING: 7

WEAPONS INVENTORY:

Type:	Location:
MEDIUM PULSE LASER	RT
MEDIUM PULSE LASER	RT
MEDIUM PULSE LASER	LT
MEDIUM PULSE LASER	LT
ER SMALL LASER	LT
SRM 4 STREAK	CT

AMMO:
SRM 4 Streak (25) H

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
10(20)

CRITICAL HIT TABLE		
LEFT ARM		RIGHT ARM
1. Shoulder		1. Shoulder
2. Upper Arm Actuator		2. Upper Arm Actuator
3. Lower Arm Actuator		3. Lower Arm Actuator
4. Hand Actuator		4. Hand Actuator
5. Reroll		5. Reroll
6. Reroll		6. Reroll
1. Reroll		1. Reroll
2. Endo Steel		2. Endo Steel
3. Endo Steel		3. Endo Steel
4. Ferro-Fibrous		4. Endo Steel
5. Ferro-Fibrous		5. Ferro-Fibrous
6. Ferro-Fibrous		6. Ferro-Fibrous
LEFT TORSO	CENTER TORSO	RIGHT TORSO
1. XL Engine	1. Engine	1. XL Engine
2. XL Engine	2. Engine	2. XL Engine
3. Medium Pulse Laser	3. Engine	3. Medium Pulse Laser
4. Medium Pulse Laser	4. Gyro	4. Medium Pulse Laser
5. ER Small Laser	5. Gyro	5. Heat Sink
6. Jump Jet	6. Gyro	6. Heat Sink
1. Jump Jet	1. Gyro	1. Jump Jet
2. Jump Jet	2. Engine	2. Jump Jet
3. Reroll	3. Engine	3. Jump Jet
4. Reroll	4. Engine	4. Reroll
5. Reroll	5. SRM 4 Streak	5. Reroll
6. Reroll	6. Jump Jet	6. Reroll
LEFT LEG		RIGHT LEG
1. Hip		1. Hip
2. Upper Leg Actuator		2. Upper Leg Actuator
3. Lower Leg Actuator		3. Lower Leg Actuator
4. Foot Actuator		4. Foot Actuator
5. Endo Steel		5. Endo Steel
6. Ferro-Fibrous		6. Ferro-Fibrous

Engine Hits ○○○

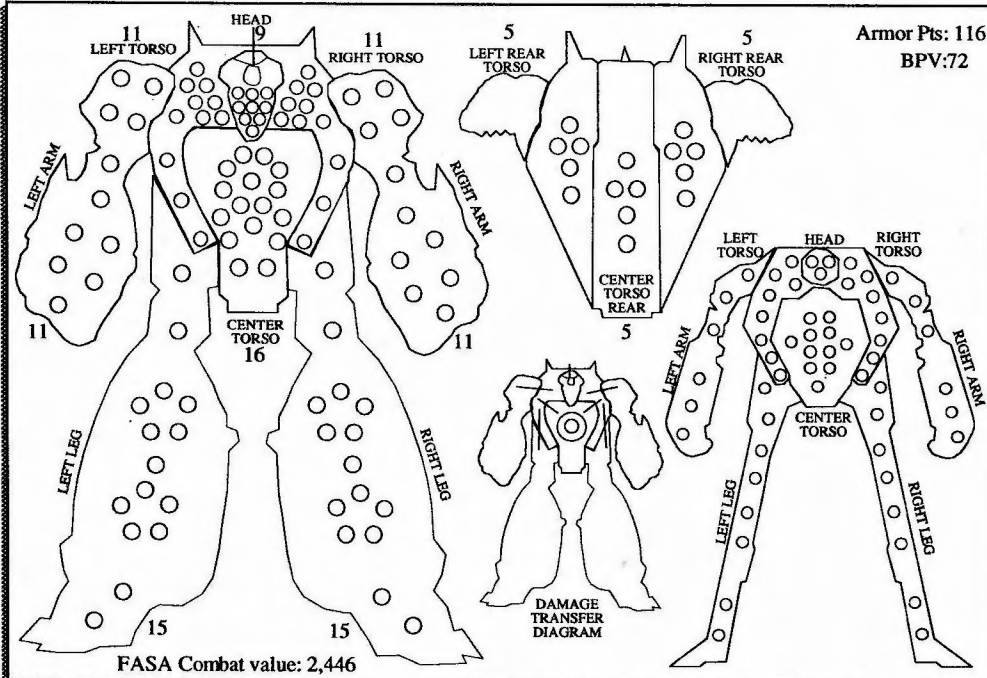
Gyro Hits ○○

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	

The Tech Factory #11 - BattleMech Sheet



Armor Pts: 116
BPV:72

TYPE: CLAN 3058
NAME: BARRACUDA B
TONNAGE: 35 TONS

MOVEMENT POINTS:
WALKING: 7
RUNNING: 11
JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
ER PPC	CT
SRM 4 STREAK	RT
SRM 4 STREAK	LT
SRM 4 STREAK	LT

AMMO:
SRM 4 Streak (25) H

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

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

CRITICAL HIT TABLE

- LEFT ARM**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1**
- Hand Actuator
 - Reroll
 - Reroll
- 2**
- Reroll
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

- HEAD**
- Life Support
 - Sensors
 - Cockpit
 - Ammo SRM 4 Streak
 - Sensors
 - Life Support

- RIGHT ARM**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1**
- Hand Actuator
 - Reroll
 - Reroll
- 2**
- Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous

- LEFT TORSO**
- XL Engine
 - XL Engine
 - SRM 4 Streak
 - SRM 4 Streak
- 1**
- Reroll
 - Reroll
- 2**
- Reroll
 - Reroll
 - Reroll
 - Reroll
 - Reroll
 - Reroll

- CENTER TORSO**
- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- 1**
- Gyro
 - Engine
 - Engine
 - Engine
- 2**
- ER PPC
 - ER PPC

- RIGHT TORSO**
- XL Engine
 - XL Engine
 - SRM 4 Streak
 - Heat Sink
 - Heat Sink
- 1**
- Reroll
 - Reroll
- 2**
- Reroll
 - Reroll
 - Reroll
 - Reroll
 - Reroll
 - Reroll

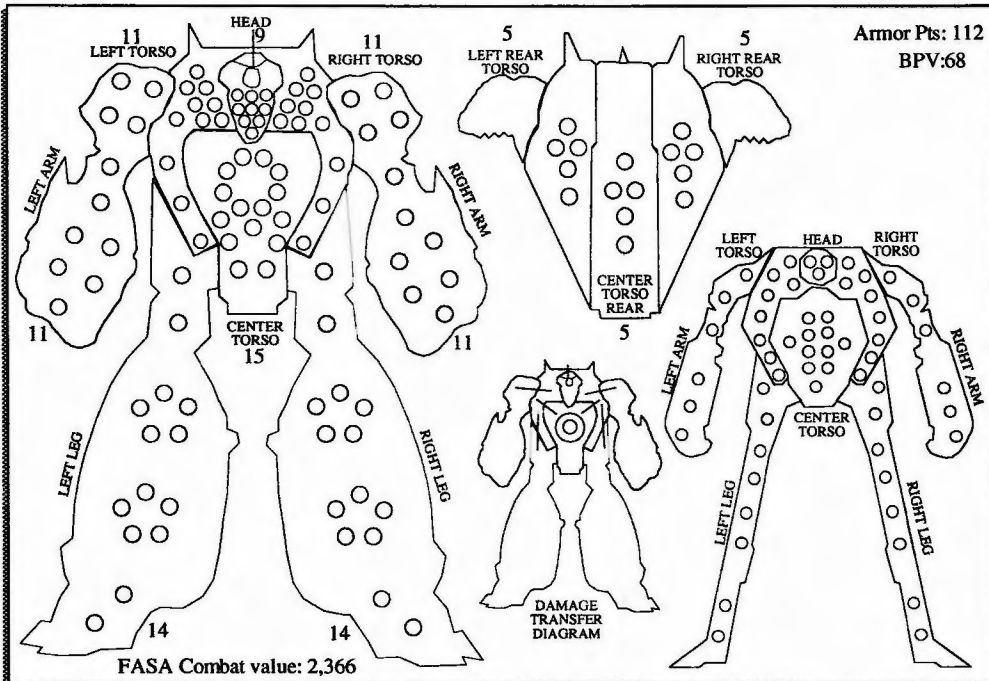
- LEFT LEG**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Ferro-Fibrous

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

- RIGHT LEG**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Ferro-Fibrous

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 #11 - BattleMech Sheet



TYPE: INNER SPHERE 3058
NAME: AURORA ARA-Primary
TONNAGE: 35 TONS

MOVEMENT POINTS:
WALKING: 7
RUNNING: 11
JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
ER PPC	RT
MEDIUM LASER	RT
MEDIUM LASER	CT
MEDIUM LASER	CT
MEDIUM LASER	LT
MEDIUM LASER	LT
MEDIUM LASER	LT
MEDIUM LASER /C3 Slave	H

AMMO:

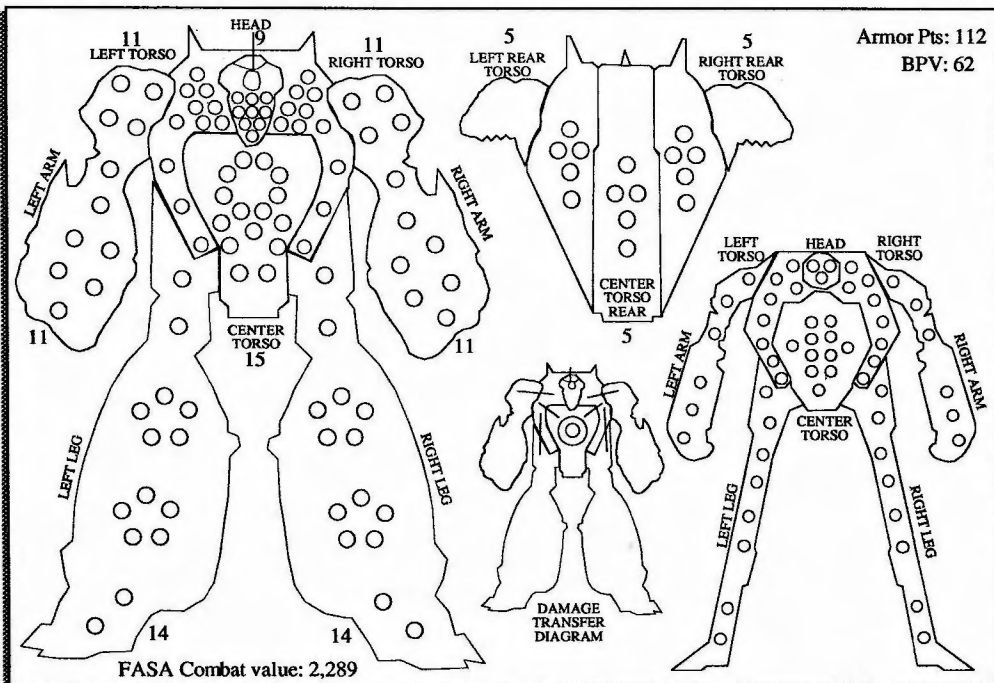
WARRIOR DATA NAME: _____ GUNNERY: _____ PILOTING: _____
HITS TAKEN: (Consciousness Number): 1st (3), 2nd (5), 3rd (7), 4th (10), 5th (11), 6th (Dead)

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

CRITICAL HIT TABLE		
LEFT ARM 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. <i>Reroll</i> 6. <i>Reroll</i> 1. <i>Reroll</i> 2. <i>Endo Steel</i> 3. <i>Endo Steel</i> 4. <i>Endo Steel</i> 5. <i>Endo Steel</i> 6. <i>Endo Steel</i>	HEAD 1. Life Support 2. Sensors 3. Cockpit 4. Medium Laser /C3 Slave 5. Sensors 6. Life Support	RIGHT ARM 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. <i>Reroll</i> 6. <i>Reroll</i> 1. <i>Reroll</i> 2. <i>Endo Steel</i> 3. <i>Endo Steel</i> 4. <i>Endo Steel</i> 5. <i>Endo Steel</i> 6. <i>Endo Steel</i>
LEFT TORSO 1. XL Engine 2. XL Engine 3. XL Engine 4. Medium Laser 5. Medium Laser 6. Medium Laser 1. <i>Reroll</i> 2. <i>Reroll</i> 3. <i>Reroll</i> 4. <i>3x Strength Myomer</i> 5. <i>3x Strength Myomer</i> 6. <i>3x Strength Myomer</i>	CENTER TORSO 1. Engine 2. Engine 3. Engine 4. Gyro 5. Gyro 6. Gyro 1. Gyro 2. Engine 3. Engine 4. Engine 5. Medium Laser 6. Medium Laser	RIGHT TORSO 1. XL Engine 2. XL Engine 3. XL Engine 4. ER PPC 5. ER PPC 6. ER PPC 1. Medium Laser 2. <i>Reroll</i> 3. <i>Reroll</i> 4. <i>3x Strength Myomer</i> 5. <i>3x Strength Myomer</i> 6. <i>3x Strength Myomer</i>
LEFT LEG 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. <i>Endo Steel</i> 6. <i>Endo Steel</i>	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> Engine Hits ○○○ Gyro Hits ○○ Sensors Hits ○○ </div>	RIGHT LEG 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. <i>Endo Steel</i> 6. <i>Endo Steel</i>

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 #11 - BattleMech Sheet



TYPE: INNER SPHERE 3058
 NAME: AURORA ARA-A
 TONNAGE: 35 TONS
 MOVEMENT POINTS:
 WALKING: 7
 RUNNING: 11
 JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
LARGE LASER	RT
LARGE LASER	LT
MEDIUM LASER	LT
MEDIUM LASER	CT
MEDIUM LASER	CT
MEDIUM LASER /C3 Slave	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
10(20)

CRITICAL HIT TABLE

<p>LEFT ARM</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Reroll Reroll <p>RIGHT ARM</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Reroll Reroll 	<p>HEAD</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Medium Laser/C3 Slave Sensors Life Support 	<p>LEFT TORSO</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Large Laser Large Laser Medium Laser <p>RIGHT TORSO</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Large Laser Large Laser Reroll
<p>LEFT LEG</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel 	<p>CENTER TORSO</p> <ol style="list-style-type: none"> Engine Engine Engine Gyro Gyro Gyro 	<p>RIGHT LEG</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel

Engine Hits ○○○

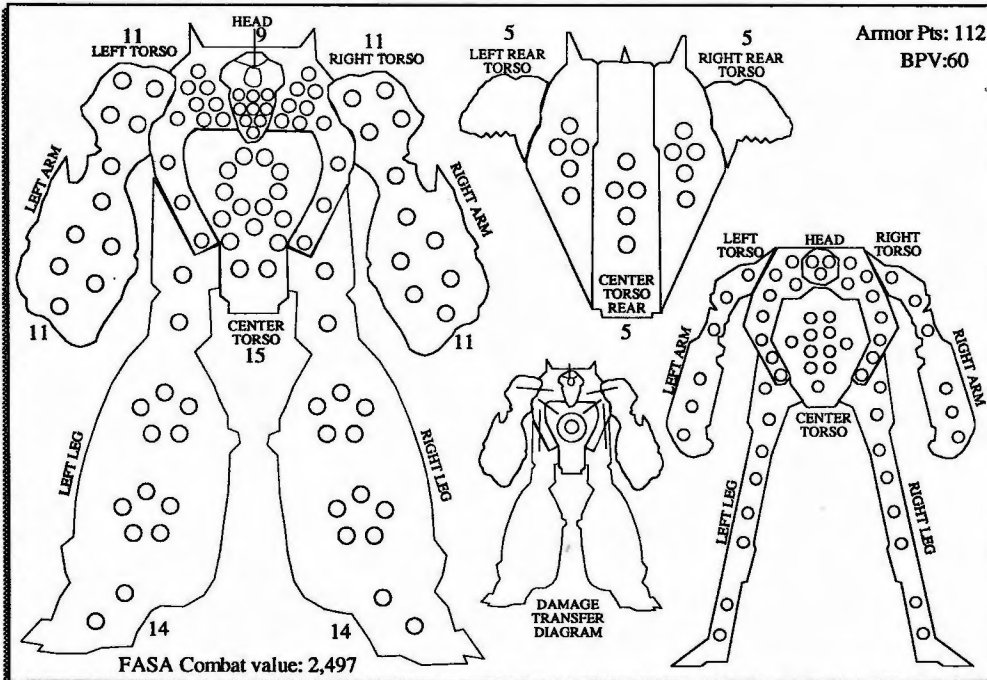
Gyro Hits ○○

Sensors Hits ○○

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	

The Tech Factory #11 - BattleMech Sheet



Armor Pts: 112
BPV:60

TYPE: INNER SPHERE 3058
NAME: AURORA ARA-B
TONNAGE: 35 TONS
MOVEMENT POINTS:
WALKING: 7
RUNNING: 11
JUMPING: 7

WEAPONS INVENTORY:

Type:	Location:
HATCHET	RA
MEDIUM LASER	LA
MEDIUM LASER	RT
MEDIUM LASER	RT
MEDIUM LASER	LT
MEDIUM LASER	LT
MEDIUM LASER /C3 Slave	H
SMALL LASER	RT
SMALL LASER	LT
SMALL LASER	CT

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
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	

CRITICAL HIT TABLE

LEFT ARM	RIGHT ARM
1. Shoulder	1. Shoulder
2. Upper Arm Actuator	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Lower Arm Actuator
4. Hand Actuator	4. Hand Actuator
5. Medium Laser	5. Hatchet
6. Reroll	6. Hatchet
1. Reroll	1. Hatchet
2. Endo Steel	2. Endo Steel
3. Endo Steel	3. Endo Steel
4. Endo Steel	4. Endo Steel
5. Endo Steel	5. Endo Steel
6. Endo Steel	6. Endo Steel
LEFT TORSO	RIGHT TORSO
1. XL Engine	1. XL Engine
2. XL Engine	2. XL Engine
3. XL Engine	3. XL Engine
4. Medium Laser	4. Medium Laser
5. Medium Laser	5. Medium Laser
6. Small Laser	6. Small Laser
1. Jump Jet	1. Jump Jet
2. Jump Jet	2. Jump Jet
3. Jump Jet	3. Jump Jet
4. 3x Strength Myomer	4. 3x Strength Myomer
5. 3x Strength Myomer	5. 3x Strength Myomer
6. 3x Strength Myomer	6. 3x Strength Myomer
LEFT LEG	RIGHT LEG
1. Hip	1. Hip
2. Upper Leg Actuator	2. Upper Leg Actuator
3. Lower Leg Actuator	3. Lower Leg Actuator
4. Foot Actuator	4. Foot Actuator
5. Endo Steel	5. Endo Steel
6. Endo Steel	6. Endo Steel

HEAD

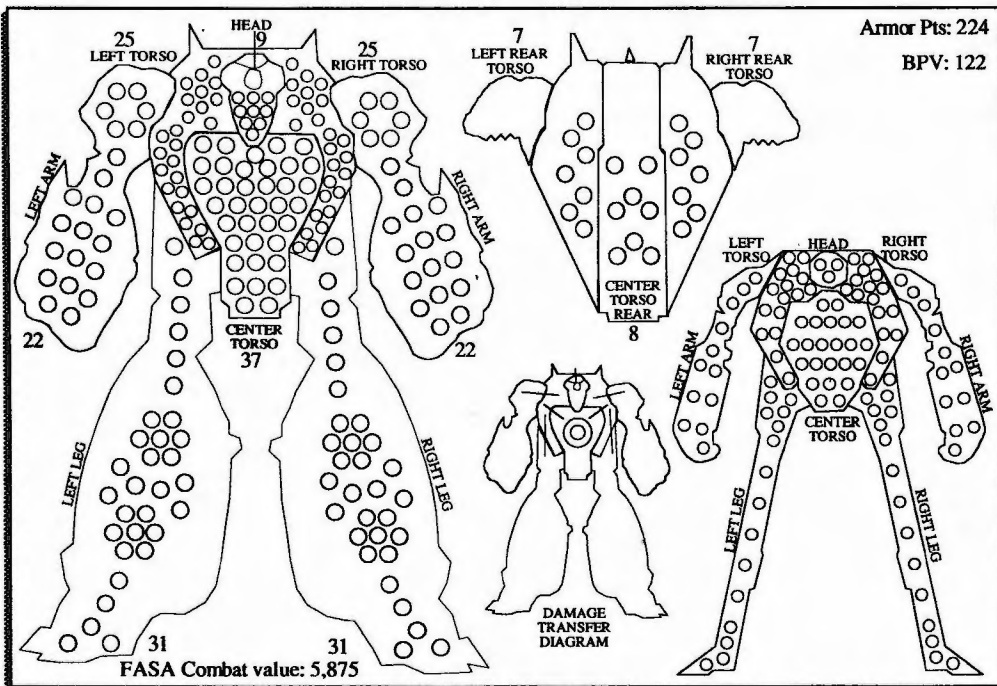
- Life Support
- Sensors
- Cockpit
- Medium Laser/C3 Slave
- Sensors
- Life Support

CENTER TORSO

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

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

The Tech Factory #11 - BattleMech Sheet



Armor Pts: 224
 BPV: 122
 TYPE: INNER SPHERE 3058
 NAME: CYCLONE CYC-Primary
 TONNAGE: 75 TONS
 MOVEMENT POINTS:
 WALKING: 5
 RUNNING: 8
 JUMPING: 5

WEAPONS INVENTORY:

Type:	Location:
ER PPC	RA
ER PPC	LA
MEDIUM LASER	LT
MEDIUM LASER	LT
MEDIUM LASER	LT
MEDIUM LASER	RT
MEDIUM LASER	CT
MEDIUM LASER /C3 Slave	H

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

TOTAL HEAT SINKS

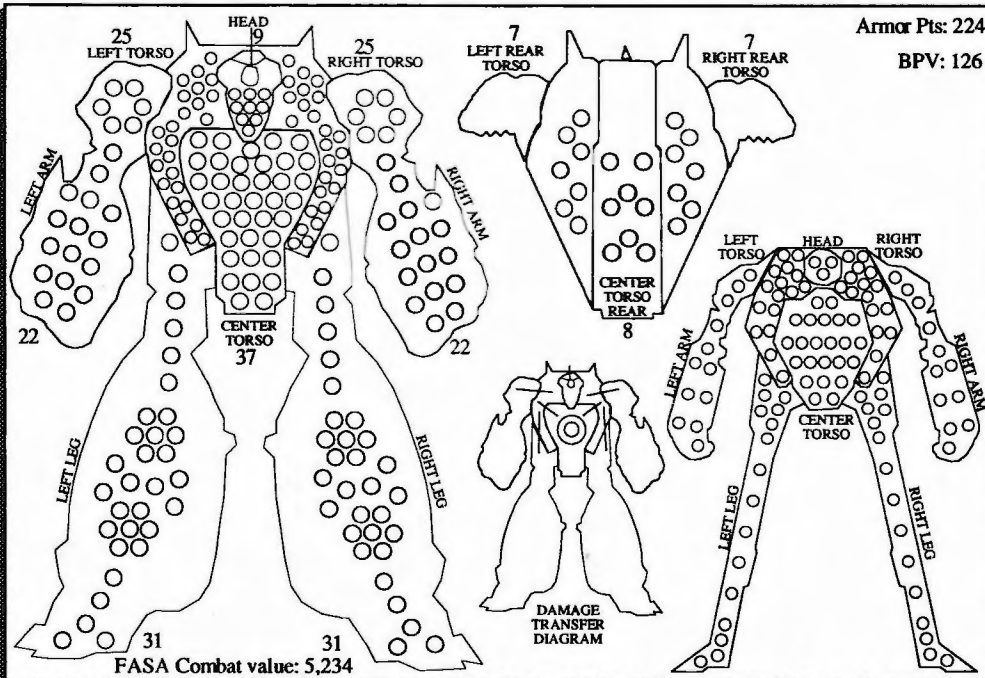
○○○○○○○○○○○○○○○○○○○○ DOUBLE
 ○○○○○○ 16 (32)

LEFT ARM	CRITICAL HIT TABLE	RIGHT ARM
1. Shoulder		1. Shoulder
2. Upper Arm Actuator		2. Upper Arm Actuator
3. Lower Arm Actuator		3. Lower Arm Actuator
4. Hand Actuator		4. Hand Actuator
5. ER PPC		5. ER PPC
6. ER PPC		6. ER PPC
1. ER PPC		1. ER PPC
2. Endo Steel		2. Endo Steel
3. Endo Steel		3. Endo Steel
4. Endo Steel		4. Endo Steel
5. Endo Steel		5. Endo Steel
6. Endo Steel		6. Endo Steel
LEFT TORSO	CENTER TORSO	RIGHT TORSO
1. XL Engine	1. Engine	1. XL Engine
2. XL Engine	2. Engine	2. XL Engine
3. XL Engine	3. Engine	3. XL Engine
4. Medium Laser	4. Gyro	4. Heat Sink
5. Medium Laser	5. Gyro	5. Heat Sink
6. Medium Laser	6. Gyro	6. Heat Sink
1. Reroll	1. Gyro	1. Medium Laser
2. Reroll	2. Engine	2. Reroll
3. Reroll	3. Engine	3. Reroll
4. Reroll	4. Engine	4. Reroll
5. Endo Steel	5. Medium Laser	5. Endo Steel
6. Endo Steel	6. Jump Jet	6. Endo Steel
LEFT LEG	Engine Hits ○○○○	RIGHT LEG
1. Hip	Gyro Hits ○○	1. Hip
2. Upper Leg Actuator	Sensors Hits ○○	2. Upper Leg Actuator
3. Lower Leg Actuator		3. Lower Leg Actuator
4. Foot Actuator		4. Foot Actuator
5. Jump Jet		5. Jump Jet
6. 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	

The Tech Factory #11 - BattleMech Sheet



Armor Pts: 224
BPV: 126

TYPE: INNER SPHERE 3058
NAME: CYCLONE CYC - A
TONNAGE: 75 TONS
MOVEMENT POINTS:
WALKING: 5
RUNNING: 8
JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
GAUSS RIFLE	LT
MEDIUM LASER	RT
MEDIUM LASER	RT
MEDIUM LASER	RT
MEDIUM LASER	RT
MEDIUM LASER	RT
MEDIUM LASER	RT
MEDIUM LASER	CT
MEDIUM LASER	CT
MEDIUM LASER /C3 Slave	H

AMMO:
Gauss Rifle (8) LL
Gauss Rifle (8) RL

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

TOTAL HEAT SINKS

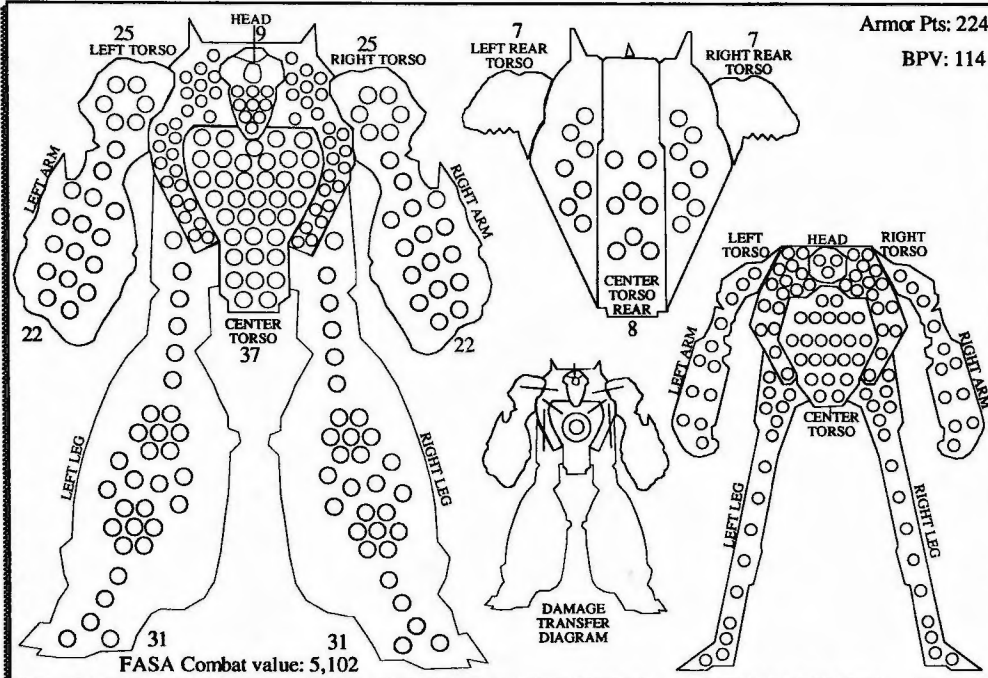
○○○○○○○○○○○○○○○○ DOUBLE
○○○○○ 15 (30)

LEFT ARM	CRITICAL HIT TABLE	RIGHT ARM				
<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Reroll Reroll 	<p>HEAD</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Medium Laser /C3 Slave Sensors Life Support 	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Reroll Reroll 				
<ol style="list-style-type: none"> Reroll Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel 		<p>CENTER TORSO</p> <ol style="list-style-type: none"> Engine Engine Engine Gyro Gyro Gyro 	<ol style="list-style-type: none"> Reroll Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel 			
<p>LEFT TORSO</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gauss Rifle Gauss Rifle Gauss Rifle 			<p>RIGHT TORSO</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Medium Laser Medium Laser Medium Laser 	<ol style="list-style-type: none"> Reroll Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel 		
<ol style="list-style-type: none"> Gauss Rifle Gauss Rifle Gauss Rifle Gauss Rifle Endo Steel Endo Steel 				<p>LEFT LEG</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Ammo Gauss Rifle Reroll 	<ol style="list-style-type: none"> Medium Laser Medium Laser Medium Laser Reroll Endo Steel Endo Steel 	
<p>RIGHT LEG</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Ammo Gauss Rifle Reroll 					<p>RIGHT LEG</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Ammo Gauss Rifle Reroll 	<ol style="list-style-type: none"> Medium Laser Medium Laser Medium Laser Reroll Endo Steel Endo Steel
						<p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensors Hits ○○</p>
		<ol style="list-style-type: none"> Medium Laser Medium Laser Medium Laser Reroll Endo Steel Endo Steel 				
		<ol style="list-style-type: none"> Medium Laser Medium Laser Medium Laser Reroll Endo Steel Endo Steel 				
		<ol style="list-style-type: none"> Medium Laser Medium Laser Medium Laser Reroll Endo Steel Endo Steel 				
		<ol style="list-style-type: none"> Medium Laser Medium Laser Medium Laser Reroll Endo Steel Endo Steel 				

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 #11 - BattleMech Sheet



TYPE: INNER SPHERE 3058
 NAME: CYCLONE CYC - B
 TONNAGE: 75 TONS

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

WEAPONS INVENTORY:

Type:	Location:
LRM 15	LT
LRM 15	RT
ER LARGE LASER	CT
MEDIUM LASER	LT
MEDIUM LASER	RT
MEDIUM LASER /C3 Slave	H

AMMO:

LRM 15 (16)	RL
LRM 15 (16)	LL

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
 ○○○○○○ 15 (30)

CRITICAL HIT TABLE

LEFT ARM

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Reroll
- Reroll

- Reroll
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

LEFT TORSO

- XL Engine
- XL Engine
- XL Engine
- LRM 15
- LRM 15
- LRM 15

- Medium Laser
- Reroll
- Reroll
- Reroll
- Endo Steel
- Endo Steel

LEFT LEG

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo LRM 15
- Ammo LRM 15

HEAD

- Life Support
- Sensors
- Cockpit
- Medium Laser /C3 Slave
- Sensors
- Life Support

CENTER TORSO

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

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

RIGHT ARM

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Reroll
- Reroll

- Reroll
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

RIGHT TORSO

- XL Engine
- XL Engine
- XL Engine
- LRM 15
- LRM 15
- LRM 15

- Medium Laser
- Reroll
- Reroll
- Reroll
- Endo Steel
- Endo Steel

RIGHT LEG

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo LRM 15
- Ammo LRM 15

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	

SOLARIS VII

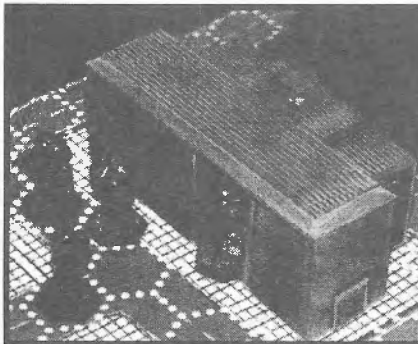
... with **GEO-HEX®**, the revolutionary, patented, tabletop terrain simulation system. Unlike a series of boring rectangles or one off hills that limit your possibilities, the **GEO-HEX®** system is comprised of seven shapes engineered to simulate any portion of the earth's surface you wish to duplicate. Whether you play historical, fantasy role-play, or Sci-Fi this system is designed for you. If you campaign, **GEO-HEX®** is the key to simulating those battlefield maps you've studied for hours. If you just like to game, the **GEO-HEX®** system will provide beautiful, challenging terrain for you to explore. Turn your entire tabletop into a single hillside; run streams or waterfalls downhill to a river below; fight a battle on the beaches of some far away ancient sea; assault an enemy in mountainous terrain... All this and much more can be done with the unique shapes in the **GEO-HEX®** system. All our systems come finished and ready to use in your choice of green or desert flocking in two formats: **Gamescape®** our award winning original terrain; and **Battlescape®**, a revolution in gameboard design with a 1 1/2" hex grid printed on the surface, a 1991 **GAMA Origins** award winner pictured here. Available at your local store, or contact us for a catalog.

At
Your
Fingertips . . .

GEO-HEX

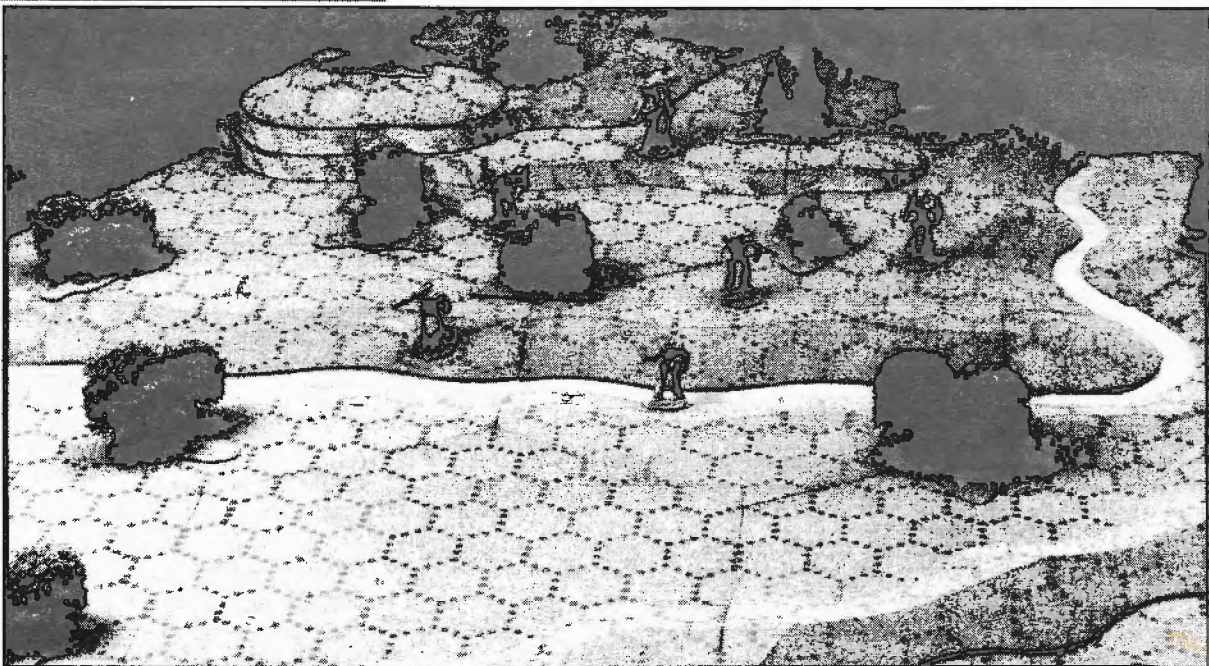
2126 NORTH LEWIS PORTLAND, OR 97227

tel: 503 288 4805 fax: 503 288 8992 e-mail: GEOHEX@aol.com



BATTLETECH STRUCTURES

Made under license from FASA, this new line will have buildings and structures based on the Battletech universe. Our first offering, the Somerset University Mech Facility is shown above on our City Blox Set 02, Downtown Blocks. Our current release, The Comstar FTL Message Center, a five building set, will be complete by Christmas '95! Future planned releases include a farm and a spaceport. Check your local hobby store!!

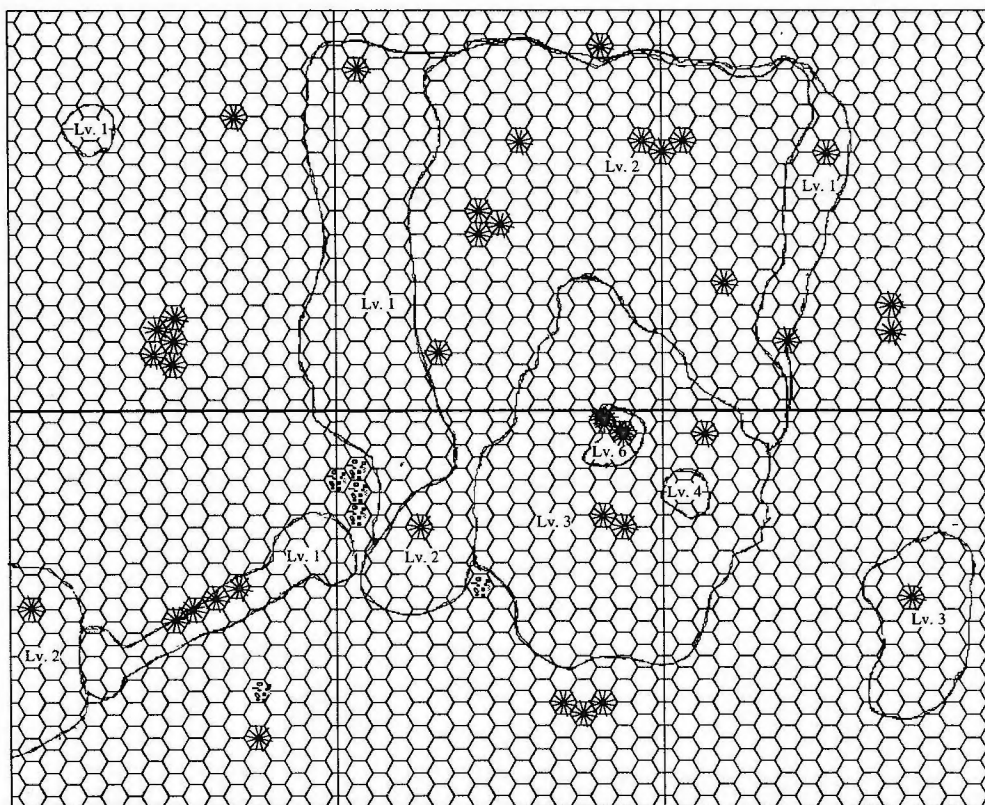


BattleTech Scenario - Wargames

War Games

Wanting to combat test their new Omni-Mech designs the Kell Hounds and the Wolf Clan set up a joint exercise to test the different variants against each other. In an effort to teach the two forces 'MechWarriors to fight together, they inter mixed the Wolf Clan pilots and 'Mechs with the Kell Hound pilots and 'Mechs. The objective of the scenario was simple: capture and hold the level six hill in the middle of the map. Combining Clan technology with InnerSphere training equipment they were able to achieve a very realistic simulation of combat, without nearly as much risk as a normal Clan training mission. Unfortunately there is no way to simulate physical attacks, thus they are not allowed.

SETUP:



- ☼ Light Woods
- ☼ Heavy Woods
- ◊ Lv Change
- ⊗ Rough



Red Team:

The Red Team consists of a Clan star and an Inner Sphere lance.

Red Star:

Captain Scot Feinstien (Gunnery 2, Piloting 3) Phoenix Hawk PHX-3S
Lynda (Gunnery 3, Piloting 4) Barracuda B
Marc (Gunnery 3, Piloting 4) Barracuda A
Jon Karere (Gunnery 3, Piloting 4) Aurora ARA-A
Erik (Gunnery 3, Piloting 3) HellHound

Red Lance:

Star Commander Marc (Gunnery 2, Piloting 3) Line Backer C
Mike Brandon (Gunnery 3, Piloting 4) Cyclone CYC-Primary
Dianna Esten (Gunnery 3, Piloting 4) Cyclone CYC-B
Guy (Gunnery 3, Piloting 4) Ryoken C

BattleTech Scenario - Wargames

DEPLOYMENT:

The Red Star starts within 2 hexes of the east side and within 10 hexes of the South side. The Red Lance starts within 2 hexes of the east side and within 10 hexes of the North side.

Blue Team:

The Blue Team consists of a Clan star and an Inner Sphere lance.

Blue Star:

Star Commander Brian (Gunnery 2, Piloting 3) Fenris Primary
Diana (Gunnery 3, Piloting 4) Barracuda Primary
Dan Tomoe (Gunnery 3, Piloting 4) Aurora ARA-Primary
Sven Sorenson (Gunnery 3, Piloting 4) Arurora ARA-B
Ashin (Gunnery 3, Piloting 4) Hellhound

Blue Lance:

Lieutenant Rich Sharpe (Gunnery 2, Piloting 3) Cyclone CYC-A
Michelle (Gunnery 3, Piloting 4) Ryoken A
Rick Wellen (Gunnery 3, Piloting 4) Cyclone CYC-B
Michi (Gunnery 3, Piloting 3) Thor Primary

DEPLOYMENT:

The Blue Star starts within 2 hexes of the west side and within 10 hexes of the South side. The Blue Lance starts within 2 hexes of the west side and within 10 hexes of the North side.

VICTORY CONDITIONS:

The level six hill in the middle of the map is the objective. One side wins when the other is destroyed or retreats, or at the end of 15 turns the side with least amount of damage wins. A retreated 'Mech counts as 1/2 of a destroyed 'Mech, no matter what the damage to it is.

SPECIAL RULES:

- 1) As this is a combat training mission with all damage being simulated by computers, neither side may conduct physical combat.
- 2) To practice unit cohesion and combat maneuvering, the members of each lance and star must stay within 15 hexes of each other until a member of that lance/star is fired upon. Once a unit has been fired upon, the lance is free of this restriction.
- 3) A 'Mech that is crippled (i.e. missing half or more of its weapons, has internal leg or torso damage) may retreat. Any 'Mech retreating off the edge of the map may not re-enter.
- 4) The Clan forces are not under dueling engagement restrictions during this battle.

VARIATIONS:

- 1) Allow physical attacks to take place.
- 2) Put all the InnerSphere and Clan 'Mechs on a team into their respective lances / stars.

**Get Your Back Issues of
The Tech Factory
Now!**

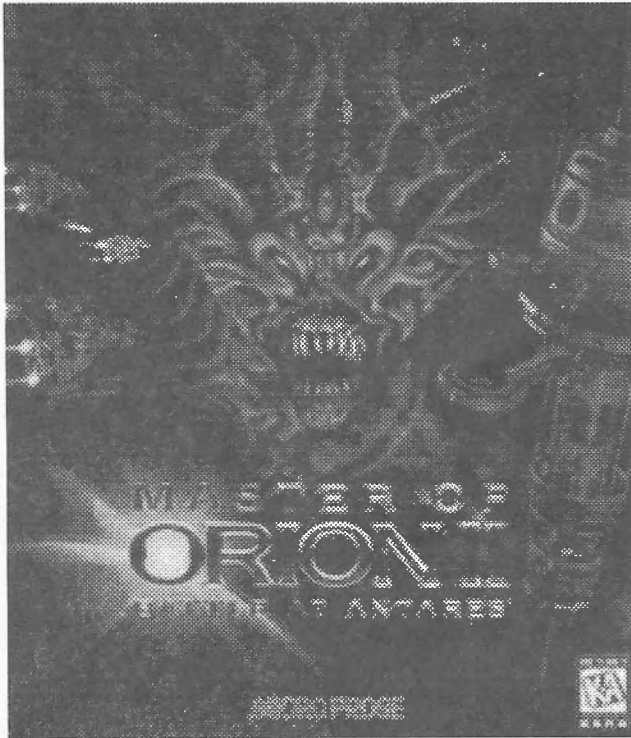
Issues #4 thru #10 Available.

Send \$5.50 for each issue to:
(This covers the cost of the magazine plus shipping and handling)

Gregg Dieckhaus
1223 Dunloe
St. Louis, MO. 63021

The Computer Corner - Master Of Orion II

by Allen Phelps



This holiday season was made more joyous to many of the members of the Tech Factory staff by the release of the sequel to a perennial favorite of ours. Microprose's release of "Master Of Orion II - Battle of Antares" gave us all a chance to once again whet our appetites with the joys of galactic conquest.

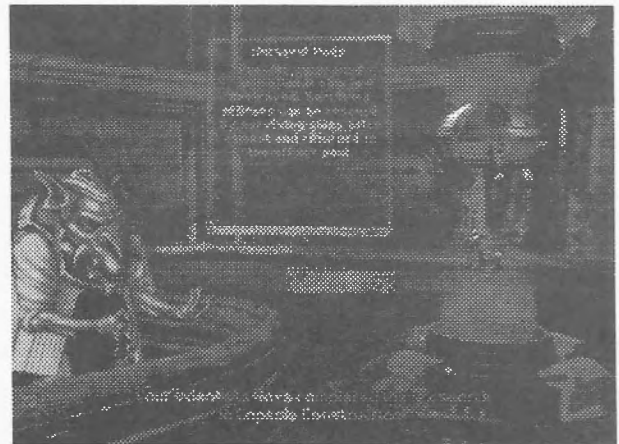
Microprose had a tough act to follow with the release of this sequel. The original Master of Orion was perhaps the best of the galactic conquest games. It was the cause of many late nights, with gamers struggling to achieve just one more tech advance, conquer one more planet, conclude a final treaty. Initial playtesting shows however, that MOO II is just as capable as its illustrious predecessor at inducing sleep deprivation.

At its heart, MOO II is the same basic game as the original. The player takes the role of leader of a space faring civilization bent on dominating the galaxy. It is necessary to balance the tasks of building your economy, establishing new colonies, and building fleets for defense (or attack depending on your temperament). Other races join in the fray, competing for the limited resources. A political system allows you to create alliances to foil your common enemies (although trusting some of the races to uphold their part of the bargain can be somewhat foolhardy). Ultimately, your empire must find the lost planet Orion, defeat its formidable guardian, and use the ancient technology found to establish your supremacy over the stars.

When starting MOO II for the first time, players will notice that it has been given a substantial facelift from its previous incarnation. A very slick intro sequence gives the gamer a good indication of the pleasures that await. Graphics and sound throughout the game are up to modern standards and greatly enhance the feel of the game. At the same time, old hands will feel a comforting familiarity with the interface. The initial star screen is substantially the same, but many improvements have been made in the overall interface.

But upgraded graphics and an improved interface are just the beginning of the changes which have been made. Right from the start, the player is offered a wider range of options than were previously available. In addition to picking the size of the galaxy, the initial technological level of your empire can be chosen. A pre-space flight level may be chosen for those who wish to start at the very beginning. Conversely, you may chose to already be a highly advanced race to get right into the thick of it as soon as possible. New races have been added, along with the ability to create a custom race of your own devising. This allow you to select the racial advantages (and disadvantages) to a configuration which best suits your style of play (or personality).

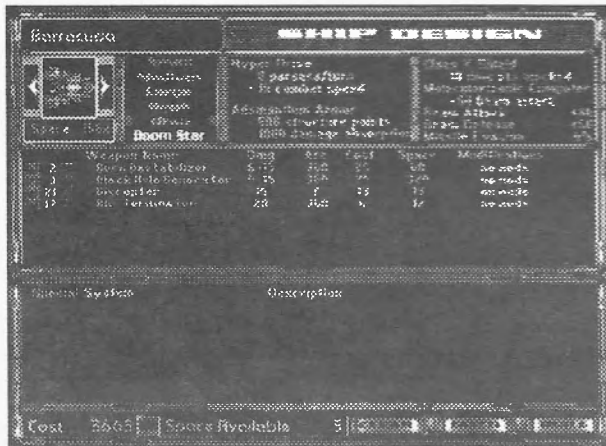
The race for technology has received its own overhaul. New technologies have been added to give you an edge over your foes. Advances are still divided into different categories of study, such as physics, chemistry, and biological. However, several advances are now grouped into fields of study which are researched sequentially. Only one of the advances in this field may be achieved by your race. Others must be traded for, or stolen from, other races in the game. This forces you to chose carefully what will best fit your needs. The exception to this is races which have the creative trait. They get ALL of the advances from every field they research. Clearly a desirable characteristic to possess!



Personalities have been added to the game as well. They are divided into two groups. The more significant are the system administrators which can give significant bonuses to all of the colonies within a star system. Still worthwhile

The Computer Corner - Master Of Orion II

though, are the navy personnel. They can give offensive and defensive bonuses to the ship they are on and provide useful abilities such as assassinating enemy spies. The personalities help add flavor to the game while not growing to dominate it, as is the case in some games.



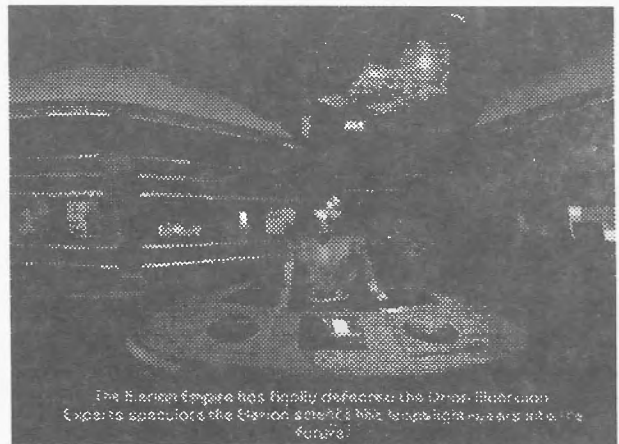
Ship building and tactical combat shows perhaps one of the greatest improvements over the original. One option now is to skip the tactical phase completely, allowing the computer to determine the results statistically. Doing so though, would deny you seeing an aspect of MOO II where it clearly outstrips the earlier game.



A larger tactical map allows for all of the ships to be deployed individually, rather than the stacks of the original. Each ship has its own facing in addition to its position. They also have four distinct shield arcs. Fire which drops one shield will leave the others intact (unless enveloping weapons are deployed). More agile ships can use maneuver to stay on the same shield or to deny the enemy the ability to do the same. This becomes somewhat less important as the number of ships grows and entire fleets unload massive volleys at each other. New ship classes are introduced, including the mighty Doom Star (a planetoid size

starship capable of holding a vast array of weaponry). Graphics and sounds are superb in the tactical display. Watching two great fleets clash, firing beams, launching waves of fighters, volleys of missiles and plasmas, and employing a variety of offensive and defensive devices is one of the great pleasures of MOO II.

In addition to the recovery of the Orion system and the defeat of the opposing races, MOO II introduces another requirement for victory. The Antareans, ancient foes of the Orions must be met and overcome. They manifest themselves throughout the game by sending squadrons of ships to raid random colonies. Eventually you will gain the technology to build a dimensional portal through which you can attack their homeworld, repaying them for their unprovoked acts of violence. Be sure to take along a substantial fleet however. The Antarean fleet, though few in number, can be very deadly if you are not sufficiently prepared.



The initial release of MOO II was plagued with a few problems. The game would hang upon occasion (particularly in the tactical combat portion). I would strongly recommend downloading the patch from Microprose. It appears to fix most of the problems. A warning to owners of older video cards (which could mean as recent as early last year in my case). When MOO II loads the DirectX video components onto Windows 95, it may overwrite your existing video driver. If this occurs, it is best to run the game from the MS-DOS mode.

The complaints are minor though compared with the overall excellent job done on this sequel. All of the changes have been beneficial, introducing new flavor and subtlety to the game while staying true to all of the things that made the original such a compelling challenge. With Microprose continuing to come out with releases of this caliber, it is a wonder I ever get any sleep.

The Tech Factory: Submission Guidelines

Print your name and address on the back of the article and attach it to the back of the article.

Editor's Notes

Although by now you read this it may be over as I write this column, it's that time of year when we all close our minds and are thankful for our friends and family. In the four years that we have been publishing Tech Factory I look back on the many good things that have happened. I have had an opportunity to meet and speak with many of you in person, and others via e-mail and mail order, and everyone has been a pleasure to talk with. And to a real extent, I have come to think of you, the readers of Tech Factory as friends. So friends, let me offer you wishes for a happy and safe holiday season.

It's now your other things change as we look at ourselves and make ourselves as best we can better ourselves. The name is now for The Tech Factory. This year is the beginning of many changes we hope to bring about in the next year. The year may have ended, the biggest change with Tech Factory is the addition of our coverage of the SeattleTech Collective's Chris Garcia. This issue we present a new column view of the game, as well as a simple set of our magazine rules. We hope to continue our coverage of the SeattleTech CXC in the future, and my planning on producing articles for each play, as well as next week's column / strategy, and deck building magazine.

Also, this issue marks the beginning of our coverage for another new game system - Babylon 5. Bruce F. Jones and I are all friends from our days at Star Trek. Bruce still follows, and when I heard about his new venture publishing the Babylon 5 Space Command game, I quickly I knew I was going to give Tech Factory a place of its own. This issue, Bruce has provided us with a short introduction to the game system, as well as these plans for the game.

When we started The Tech Factory (issue #1) we wanted to be the world's best card game magazine. These systems were based on Star Wars, Star Trek, and Legends of Heros. But our coverage of all these new game systems has to within a publisher's pages. We will still continue to cover these game systems, but in the future, we may see a new, less expensive, less costly game system to every issue. Before anyone panics, let me state that HerosTech is the only game system we cover. We truly are a SeattleTech magazine and we will not cover any other than these ones. Every issue will continue to have new "Missions, Strategies, Deck Builds, etc. One idea we have is that we may occasionally reduce the number of new "Missions (and/or) Strategies" more than as needed.

While you mostly I would like to see our coverage of Star Wars Battlefront game, we have received some steps in our ability to provide you material. My agreement for Tech Factory material was with Steve Carter, and we were not allowed to "re-use" steps, rules, or scenarios as we do with other game systems. With Steve's retirement from SFS, and now his "unofficial" - new development of Star Wars Battlefront material has led a temporary leading position. With this official new development program - we have nothing new to bring you.

Hopefully working with you, here you will see a change in our "Missions Shows". We are currently negotiating with PML and PASA for rights to use PML's "Missions" construction and printing program. If we are successful, the Tech Factory games will look exactly like the official PASA "Missions" shows.

The Tech Factory Issue #11

IN THIS ISSUE:

BATTLETECH:

Nine new BattleMechs. Featuring both Clan and InnerSphere Core-Mechs.

Core-Mech Construction - Uncle Alvin tackles issues regarding Core-Mech Design.

Scenarios -

War Games: Wanting to combat test their new Core-Mech designs, the Hell Hounds and the Wolf Clan set up a joint exercise.

BABYLON 5 WARS:

A Sneak Preview of the new standing combat game based upon Babylon 5!

BATTLETECH COLLECTABLE CARD GAME:

The Tech Factory starts its coverage of the new card game by Wizards of the Coast.

LEGIONS OF STEEL:

PlanetStorm - An overview of the tabletop version of Global Games' popular Legions of Steel game.

COMPUTER CORNER:

Master of Orion II - Battle of Antares.