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The Tech Factory



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The Tech Factory

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(OR24.0) THE FEDERAL REPUBLIC OF AURORA

BACKGROUND

During the period Y116-Y135, the Federation was actively involved in setting up colonies throughout their territory, particularly near the Kzinti and Klingon borders. The idea was to consolidate their hold on these areas, eventually upgrading the defenses to form a solid line outposts in the event of future conflicts. In Y120, when base stations were developed, the Federation began the slow process of constructing these facilities in orbit. In the days before tugs were available to support this operation, base stations might take years (and a considerable workforce) to complete.

In concert with this operation, the Federation decided to commence a serious exploration and expansion drive towards the galactic core, an area not previously surveyed. The focal point of this effort was to be a star system known as Aurora. Aurora III was a beautiful, Eden-like world which seemed a perfect choice for a future major Federation planet, and had been first colonized in Y112. To this end, a small shipyard (capable of building POLs) and maintenance dock (able to service CLs) had been constructed, a base station (then a long-term project) was started, and several self-contained colonies were already on the planet awaiting only the final political vote to launch the exploration. A few old CLs due for the scrapyard had also been flown in under their own power, the intent being to scrap them for raw materials and useful subsystems (hydraulic pumps, computer chips, etc.). Some were even going to be used as colonial platforms, landing directly on a planet's surface to be dismantled for shelter and other building materials. Everything seemed perfect.

Then, disaster struck. In Y130, while the base station was undergoing the last stages of construction, the entire star system vanished! A fleet of ships was sent to investigate, but no trace of the sun, planet, colony, or patrol ships were ever found. Only a static-filled message reporting an unusual cosmic storm approaching the area provided any clue to the mystery. Afraid that news of a vanishing star system (and the Federation's inability to explain the event or prevent a future occurrence) might cause a panic, the Federation Council covered it up as best they could, launching a desperate investigation to discover (and hopefully eliminate) the cause. Unfortunately, it proved impossible to keep a lid on a secret of this magnitude, and when the news broke, half the Council lost their seats in the next election (most of the rest had already resigned), and the idea of launching a major expansion into the coreward area of the Galaxy was delayed for several decades.

A NEW HOME

From the colonists' point of view, the cosmic storm had descended on the Aurora system, causing electrical disruptions and cutting off subspace communications, and when it passed the sky had changed! The stars now dotting the sky were not only unfamiliar, they could not be identified by astrological computer data. Observations of more distant phenomena (such as the galactic core) soon proved, however, that Aurora had been moved almost a quarter of the way across the galaxy to the other side of the Void—and into an area whose stars had never been seen by any telescope or scanner—the area referred to as the "Omega Sector."

The colony's leaders soon realized no return to the Federation would ever be possible and set out building a new nation. A few among them believed strongly that a return to Federation space was not only necessary but was their duty, and refused to participate in this grand venture. Almost all of these were Star Fleet officers, and they were given one of the ships (the CL *Leinster*) to make the attempt. They departed in Y132 and were never heard from again.

The Aurora colony chose the republic as their governmental form (allowing each citizen an equal vote), named their new nation the Republic of Aurora, and set out to fulfilling the basic needs of any self-sufficient colony: food, shelter, and defense. The first two were easy; the last was the tricky part. It was obvious that defense of the world required more ships than the remaining pair of CLs and several POLs (plus a number of freighters and other support ships) that had made the transit with Aurora. The handful of worn-out CLs that had been intended for scrapyard or colonial use were quickly refitted for local defense, at least making the Auroran forces look more powerful than they actually were. The base was completed in haste near the end of Y131, allowing the ships to leave for short periods to recon the nearby star systems. The colonists also received aid from an unexpected source (OR24.99), one which proved quite helpful in gathering information.

The nearby systems, as it turned out, were in the middle of the Mæsrion Empire. The exploring ships returned without being detected, bringing reports of a powerful nation surrounding the new Republic. Exploration was severely curtailed, and construction of new ships and defenses began in earnest. The Aurorans were forced to reverse-engineer the vessels they had (old CLs and POLs), resulting in a line of ships greatly resembling these designs. Fortunately, the CL maintenance dock present at the site could be upgraded to produce new ships, and new CLs (and later CLAs) were soon being built.

When the new Republic was finally discovered by the Mæsrions in Y141, they had no hope of surviving a conflict with the enormous Empire. Instead, they returned the freighter that had discovered them and its crew unharmed, and the gesture was looked upon favorably by the Emperor. After various diplomatic exchanges, the Republic was invited to join the Empire, but was given a five-year period in which to make the decision. By the time that period ended, the Empire was in collapse and the Aurorans wisely chose to remain independent.

THE COSMIC NEXUS

The cosmic storm which brought Aurora into the Omega Sector was not a one-time occurrence. When the colonists arrived and began exploring their immediate vicinity, they discovered several other recent arrivals in the area. These included a long-dead civilization in ruins, a planet with a former colonial base of some kind (now abandoned), a plague-devastated world complete with factories and other infrastructure, and a war-torn planet with a surface blasted by nuclear fires. There were also a small number of dead or useless planets, rocks and other spacegoing debris. The Republic exploited these resources and (eventually) colonized the ones that were useful (the prepackaged colonies stockpiled on Aurora were a Godsend in this instance), once their own rapidly growing population allowed it. Population was critical for the first two decades, but the various biological races of the Republic were convinced by their government (and a charismatic religious leader) to have more children as rapidly as possible. While the social norm in the Federation was for each couple to produce about two offspring, they were certainly capable of producing five or six and there was no shortage of space for new families.

In Y146 the cosmic storm returned, depositing a dead star system into the vicinity of the Republic (and causing no harm to the Republic itself). Scientists gathered data and discovered that the space around Aurora was a kind of nexus zone, formed just a century earlier when a pair of black holes passed close to each other in the region. The spatial fabric had been torn, but was slowly repairing itself; in a millennia or so it would be completely sealed. In the interim, however, the nexus could be opened by unusually powerful ion storms elsewhere in the Galaxy. When the temporary rip in space formed wherever the storm on the other end encountered could be drifted through to the nexus area. Studies showed no way to predict these occurrences, though they could easily be detected once they had happened.

NEW ARRIVALS

In Y171 the nexus flared again, and a new star system appeared within two light-years of Aurora. Ships were dispatched and came upon a surprise: five Klingon ships firing at settlements in a planetary system. Reinforcements were called for, and the home fleet of the Republic arrived shortly thereafter. The Klingons, it seemed, were attempting to put down a revolt on one of their slave colonies, Kraknora. While the Republic attempted to explain the new facts of life to the officers in charge of the operation, the slaves complicated the issue by requesting asylum (which the Aurorans agreed to consider). Unwilling to accept the truth being told to them (and baffled by the presence of Federation ships in what they believed was the heart of Klingon space), the small fleet departed. Shortly thereafter the Aurorans admitted Kraknora (with a population of perhaps 1,000,000 former slaves of various Klingon races) to the Republic (now renamed the Federal Republic, or FRA).

A year later, the Klingon fleet returned, minus one frigate and with heavy damage on the D7. In trying to figure out what was going on, they had blundered into first a Tazol force (which they avoided) and later a small fleet of Vulpa (which they defeated after a fierce battle). Reluctantly, they had realized that they were no longer in the Home Sector (and worse, were in the middle of a war zone), so with nowhere else to go for supplies and repairs, they returned to the FRA.

The Klingons aboard the four surviving ships agreed at first to try joining the Republic (though they wisely refused to go anywhere near the now-free Kraknora). Some were successful, but most found the social atmosphere impossible to deal with. In Y173, the malcontents hijacked the D6 (which was being used for weapon trials) and set out to return to the Home Sector. Like the *Leinster* 26 years before, their fate was never determined.

The remaining three ships (a D7, F5C, and F5) were used in various ways by the Republic. The ships had emptied their drone racks during the bombardment of Kraknora (and their reloads in battle with the Vulpa), and were at first simply refitted to use Federal technologies. The disruptors, once removed, were studied in detail and eventually reproduced (they began to appear on mixed-weaponry ships as early as Y173). The F5C was heavily damaged in battle during the Superpower Wars, and was later taken apart and used as the basis for the FRA's new destroyer design (which first appeared in Y176).

The Aurora Nexus activated several other times, both before and after the arrival of Kraknora. In Y168 it brought a dense asteroid field rich in much-needed resources. In Y173 a Lyran light cruiser was brought through when it dove into an ion storm to avoid pursuit after a raid. In Y178 a large ISC mining settlement was brought through and soon integrated itself into FRA society. A cloaked Romulan ship may have appeared in Y168, but if so it fled the area without making contact. Even Andromedans were not immune; a satellite base (which self-destructed before it could be examined) appeared briefly in Y186. These are just examples; many other transfers were documented, and several others (some a great distance from the heart of the Nexus) were known to have occurred.

The Federal Republic was designed by Bruce Graw. Much of the original background was heavily detailed and refined by Steve Cole and Steve Petrick. The appearance of the Throne of Ozymondas was suggested by Dan O'Connor.

(OR24.01) GOVERNMENT: The original Aurora colony chose to use a Republican style of government, but as new colonies were formed, these were allowed to select their own governmental styles (which were usually Republics or any of several variations on this theme). The arrival of Kraknora and its admittance (which basically transformed the Aurorans into a Federation) convinced them to rename their nation the Federal Republic. Although it was no longer based strictly in the Aurora system, it is formally known as the Federal Republic of Aurora.

The FRA possessed a Senate, made up of representatives from each world or colony (the actual number of representatives determined by population). One member of the Senate was elected President by the senators themselves each five years, with no re-election possible. Members of the Senate were themselves elected by popular vote (or, in the case of Kraknora, appointed). The individual worlds were free to govern themselves as they saw fit, but deferred to the Senate in matters of national policy.

(OR24.02) TECHNOLOGY: The Federal Republic built ships using reverse-engineered "old" Federation designs (based on the POLs and CLs they had in their possession). No ships were present at the colony with separable saucer sections (the only possibilities might have been old Early Years designs, as the "new" CAs, FFs and DDs had not yet come on-line in Federation space). Development of the Republic's line of starships thus followed a totally different technological path (i.e., without saucers). Photons and phaser-1s were the weapons of choice (drones had not yet been adopted by the Federation), though other weapons were later developed.

The technology found in the ruins of the otherwise unoccupied planets that had arrived before the Aurorans was quickly studied and incorporated into the Republic's industrial base. These included several factories able to make components usable in starships (allowing more to be built more quickly) and one factory that produced a unique weapon (OJ2.0) the Aurorans had not seen before.

With the arrival of Kraknora, the Republic found itself with access to certain Klingon technologies. Whereas the Federation might have discarded these weapons as non-standard items too difficult to reproduce, the FRA decided it could not afford to ignore any resource and began installing disruptors on some of its ships in Y164. ADDs (which were of little use in the Omega Sector) were quickly modified into more effective weapons known as short-range cannons, which began appearing on mixed-technology ships as early as Y162.

Note: Drone racks, while feasible, were eventually deemed too wasteful for general use, as the fissionable material needed for the warheads was in short supply and was usually diverted to transporter bomb production. Some experiments with drone-armed ships were performed, and a drone cruiser design (based on the CL) was field tested and rejected; this SSD may appear in a future product.

The arrival of a Lyran ship in Y171 provided the FRA with samples of ESG technology, but it took years to reproduce and was never widely seen, and then only on carrier escorts. (The typical job of such an escort was to raise the ESGs to protect the carrier from Vulpa tachyon missiles, sweep the area of Nucian light mines, or block the effective use of Vari particle probes, which cannot penetrate ESGs.)

During the Second Great War, the FRA (fighting alongside the Mærrons as part of the United Alliance) began installing tachyon missiles on certain ships, but these were never a fleetwide refit. When seen, tachyon-B racks would replace each short-range cannon on a given ship with no change in BPV.

(OR24.1) LIGHT CRUISER (CL): The Federal CL is identical to an unrefitted Federation CL except for slightly increased shield strengths, and because of its high warp speed it was a much-feared opponent by Federal enemies. An assembly line was quickly built to create these ships in the early days of the Republic. The "+" refit is not available for Federal CLs.

No SSD is provided; add 3 boxes to all shields on the Federation CL and increase the BPV by 3 points.

(OR24.2) FRIGATE (FF): In reverse-engineering the Federation POLs they had on hand, the Aurorans were able to optimize excess space to add a few additional systems to the POL (the same space which the Federation had later used for the POL+ refit). The resulting ship was redesignated the Federal FF. There is no "+" refit.

(OR24.3) ARMORED CRUISER (CLA): In Y137 the Aurorans had learned enough about ship construction to create an enlarged CL design. The hull was basically widened and lengthened and existing systems increased in size and power. For all intents and purposes it was treated as a heavy cruiser, and although its power curve was not on the same line as a Federation CA, it was still faster than most CAs in the Omega Sector. The ship proved so popular it was soon being produced at almost the same rate as CLs.

(OR24.4) DESTROYER (DD): The FRA did not build a destroyer at first, believing the class to be unnecessary (and preferring to build CLs and CAs whenever possible). However, in Y162 they signed a treaty with the New Alliance and began patrolling Mæsrion space (in exchange for protection from Superpower incursions). They quickly found their cruisers were too valuable for such a role, and the FF too small for the assignment. Several designs were considered, but the Senate's War Department soon decided on this hybrid Klingon-Federation design based partially on the recently dismantled F5C. The rapid-fire ability of the disruptor and the punch of the photons made the ship ideal for facing any sort of opponent wherever it might go in Mæsrion space.

The boom on this ship, designed along the lines of the F5C, can separate using the rules of (G12.1). Treat the ship as an F5-class for all relevant rules (i.e., it must have at least 4 undestroyed systems, the phaser arcs become FA+LS/RS, 6 crew and 3 boarding parties will remain with the boom, etc.).

Note: Preliminary reports suggest this ship might be overgunned and subject to shock. For now, assume there are no shock effects, but if you wish to playtest this option, the ship has a rating of 17 and must roll for shock if it fires all its heavy weapons within the space of 16 impulses. In addition, it receives one SEP if it fires the disruptor as an overload.

(OR24.5) BATTLECRUISER (BC): The CLA was thought to be the largest ship the FRA could produce from their jury-rigged shipyard, but the Maesrons provided them with technological improvements in Y163 that enabled the yard to be enlarged and enhanced. A battlecruiser design was soon selected, resulting in this powerful ship, the first of which appeared in Y167. A favorite of Auroran captains, the battlecruiser employed the latest in FRA technologies, including short-ranged cannons, a mixed disruptor-photon armament, and multiple shuttle bays for maximum shuttle bomb firepower.

Note: As above, early reports suggest this ship might need to be subject to shock. To playtest this option, assume the ship has a rating of 21 and must roll for shock if it fires all three photons and at least one light photon within the space of 16 impulses. In addition, if it fires more than one standard photon as an overload during a turn, it receives one SEP for each additional one that fires beyond the first.

(OR24.99) ORION RAIDER (CR): The Orion raider cruiser *Throne of Ozymondas* (a privateer) was lurking under cloak near Aurora when the cosmic storm relocated the entire system to the Omega Sector. The pirates quickly realized there would be no more easy freighter raids in their future—but they didn't want to settle down for boring colonial life, either. Instead, they offered their services to the Federal Republic, agreeing to scout nearby stars and gather intelligence on the races and politics of the region. In exchange, the Orions received a friendly base they could return to for repairs, supplies and shore leave. They made their first scouting run for free (in exchange for amnesty for previous crimes against the Federation), and thereafter were paid well for their services.

The original CR was armed with two photons (one in each wing) and a phaser-1. In Y165, it replaced the phaser-1 with a disruptor (range-30). In Y171, it brought back a captured tachyon-B missile rack (refusing to say where they got it) and agreed to turn it over to the FRA if they would install it on the ship (replacing the singular battery); after this conversion, one

cargo box usually carried spare tachyon missiles—the Orions never revealed the source of their ammunition.

The *Throne* served the Republic for many years, narrowly escaping destruction on numerous occasions, and earned an almost legendary status among the people of Aurora. From time to time, the Orions would acquire replacement crew members and never found a shortage of volunteers. The Orions did not discriminate against any race or gender, and soon found their ship competently manned by perhaps the most diverse group of crewmen in the Galaxy.

(OE22.0) ALTERED-SCALE PHOTON TORPEDOES

When the Federal Republic began reverse-engineering their ships, they found that the photon torpedo could be altered in scale without affecting the accuracy or range of the original weapon. The Federation had (apparently) decided to standardize on the single, ubiquitous "normal" photon design to avoid complex assembly and repair issues (as well as the tactical training needed to train captains to think in terms of altered-scale heavy weapons). The Federal Republic, on the other hand, had no such limitations. Instead, they needed to outfit their ships with the maximum possible firepower and flexibility to meet the challenge of new and unknown foes.

The result of their innovations were two kinds of torpedoes not seen in the galaxy since the earliest days of Federation research: "light" and "heavy" photons. As a general rule, light photons appeared on size class 4 ships and civilian vessels, though sometimes they found their way onto cruisers to enhance firepower. Heavy photons, on the other hand, appeared only on dreadnoughts and bases.

These rules made their first (basic) appearance in Module P6. In those rules, the size class of a ship determined the scale of photon used. The Federal Republic generally followed this design concept, but were known to mix torpedo types on their ships so as to maximize firepower whenever possible. However, there are no ships which field all three types simultaneously!

(OE22.1) GENERAL RULES

(OE22.11) DISCLAIMER: Altered-scale photon torpedoes operate exactly as normal torpedoes in all ways except as defined below. For example, the range and hit probability of all photons are identical regardless of scale; only the energy cost and damage output change.

(OE22.12) TACTICAL INTELLIGENCE: Altered-scale photons can be distinguished from each other (i.e., identified as light, normal, or heavy types) at tactical intelligence level G.

(OE22.13) NO DOWNLOADS: Photon torpedoes cannot be downloaded to smaller types; e.g., a heavy photon cannot fire a light or standard photon.

(OE22.14) NO HASTY REPAIRS: Photon torpedoes cannot be hastily repaired as smaller scale types.

(OE22.2) HEAVY PHOTON TORPEDO

(OE22.21) DESIGNATION: Heavy photons are designated "HPHT" on the SSD and are destroyed on "torpedo" hits. For purposes of damage priority, they rank just above normal photon torpedoes.

(OE22.22) ARMING: Heavy photons cost 50% more power to arm than standard photons. Thus, a standard-load heavy photon will require 3 warp energy points on each of two consecutive turns.

(OE22.23) HOLDING: Heavy photons can be held for 1.5 points of energy per torpedo per turn.

(OE22.24) EFFECT: Heavy photons score 50% more damage when they hit (i.e., 12 points of damage rather than the 8 points of standard photons).

(OE22.25) PROXIMITY FUZES can be used by heavy photons, reducing their damage output to six points.

(OE22.26) OVERLOADS: Heavy photons can be overloaded with a maximum of six additional points of warp power. See the table below for a summary of warhead strengths, feedback, and hold costs.

Total Energy	Warhead Strength	Feed-back	Hold Cost	
			Standard	Fractional
6.5	13	3	2	1.75
7	14	3	2	1.75
7.5	15	4	2	2
8	16	4	2	2
8.5	17	4	3	2.25
9	18	4	3	2.25
9.5	19	5	3	2.5
10	20	5	3	2.5
10.5	21	5	3	2.75
11	22	5	3	2.75
11.5	23	6	3	3
12	24	6	3	3

(OE22.27) REPAIR COST: Heavy photons are repaired for 12 repair points.

(OE22.28) SIZE LIMITATION: Only size class 2 units and bases can mount heavy photon torpedoes. (Some records exist to show that the Aurorans attempted to mount a heavy photon on a super-heavy cruiser hull during the Invasions, but the shock effects made this configuration undesirable and the project was abandoned.)

(OE22.3) LIGHT PHOTON TORPEDOES

(OE22.31) DESIGNATION: Light photons are designated "LPHT" on the SSD and are destroyed on "torpedo" hits. For purposes of damage priority, they rank just below normal photon torpedoes.

(OE22.32) ARMING: Light photons cost 50% less power to arm than a standard photon. Thus, a standard-load light photon will require one warp energy point on each of two consecutive turns. Light photons can be held for 0.5 energy points per torpedo per turn.

(OE22.33) EFFECT: Light photons score 50% less damage when they hit (i.e., 4 points of damage rather than the 8 points of standard photons).

(OE22.34) PROXIMITY FUZES can be used by light photons, reducing their damage output to two points.

(OE22.35) OVERLOADS: Light photons can be overloaded with a maximum of two additional points of warp power. See the chart below for a summary of resulting warhead strengths, feedback values, and hold costs.

Total Energy	Warhead Strength	Feed-back	Hold Cost	
			Standard	Fractional
2.5	5	1	1	0.75
3	6	1	1	0.75
3.5	7	2	1	1
4	8	2	1	1

(OE22.36) REPAIR COST: Light photons are repaired for 4 repair points.

(OE22.37) SIZE LIMITATION: Light photon torpedoes are not restricted to any specific size class of ship, although in general they appear only on size class 4 units and a few of size class 3.

(OE19.0) SHORT-RANGE CANNON

The short-range cannon was a Klingon anti-drone system heavily altered by the Federal Republic for use against a variety of targets. The ADD system would cause only small amounts of damage to tachyon missiles (which the Republic considered the greatest seeking weapon threat in their vicinity). To improve the ADD's tactical usefulness, they replaced the hyper-velocity missiles (which were designed for killing drones) with a kind of energy-assisted explosive shell. While the explosion would not necessarily kill a tachyon missile, it would damage it much more than an ADD would. In addition, the explosion was also strong enough to damage ships. The only drawbacks of the system are a weakening at longer ranges, and the fact that energy is required to activate it.

(OE19.1) DESCRIPTION

(OE19.11) DESIGNATION: Short-range cannons are labeled "SRC" on the SSD and are destroyed on "drone" hits. On the priority of damage chart (Annex #7E), SRCs are ranked just above ADDs.

(OE19.12) SIMILARITY TO ADDS: Unless noted otherwise below, SRCs are treated as ADDs for all purposes. Note that under Tactical Intelligence, SRCs cannot be told apart from ADDs except under level M (and then only if energy is actually being used to arm the weapon), except by its action (i.e., if it fires).

(OE19.2) OPERATION

(OE19.21) ENERGY COST TO ACTIVATE: SRCs require 1/2 point of energy to fire one shot, which could come from allocated or reserve power. The energy used to arm an SRC can come from any source.

(OE19.22) HOLDING: SRCs cannot be held. If not fired by the end of the turn in which they are armed, any energy put into them is discharged (E1.24). This does not result in the loss of any ammunition from the weapon.

(OE19.23) RATE OF FIRE: The SRC can fire at most once per impulse (in the same way as an ADD), and can fire as many times per turn as the player chooses, subject to power availability and ammunition limitations.

(OE19.24) PROCEDURE: The SRC is fired in the same manner as an ADD, with the same effective ranges and chances to hit. The difference is that the SRC scores different amounts of damage based on the size class of the target, causing greater damage to smaller targets (such as shuttles or missiles); see (OE19.4).

(OE19.241) SRCs score damage against asteroids as though they were firing at size class 7 units.

(OE19.242) Like ADDs, SRCs cannot fire through ESGs, and cannot fire through anything that an ADD cannot penetrate. The explosive shell portion of the SRC shot simply impacts on the ESG surface and is destroyed, not damaging the ESG in any way.

(OE19.25) ALTERNATIVE AMMUNITION: SRCs cannot launch type-VI drones; the alterations made to the original ADD system made this impossible.

(OE19.26) FIRING ARC: The firing arc of an SRC is more restricted than that of an ADD. Usually, SRCs have 180° arcs, such as the LS and RS pair on the Federal Republic CA. SRCs with expanded arcs, usually 240°, appeared on certain small escorts. Larger vessels were often limited to 120° SRCs, but tended to compensate with more weapons to ensure a 360° coverage around the ship.

(OE19.3) TYPES OF SHORT-RANGE CANNONS

There are three types of SRCs:

(OE19.31) NORMAL: The standard SRC has 12 shots (it was based on the ADD found on the Klingon F5C) and one set of reloads.

(OE19.32) FIGHTERS: The Federal Republic mounted SRCs on some of their fighters and MRS shuttles. These have six shots and no reloads (but can be reloaded by the carrier at the same rate as ADDs can be reloaded onto MRSs). The carrier must pay the arming cost (1/2 energy per shot) at reload-time or the shots may not be fired by the fighter.

(OE19.33) BASES: The FRA supplied their starbase with special SRCs which had 18 shots and double reloads, but were otherwise identical to the normal SRC. (SRCs on base and battle stations possessed 12 shots and double reloads.)

(OE19.4) SRC COMBAT CHART

See the combat chart provided on the relevant Federal Republic SSDs.

(OE19.5) RELOADING

(OE19.51) GENERAL: Reloading of an SRC is accomplished in the same manner as ADDs are reloaded except as noted below.

(OE19.511) SRCs cannot use type-VI drones and thus cannot use such drones as reloads.

(OE19.512) SRCs do not automatically reload as ADDs do (E5.74); a player must specifically note that a given SRC is being reloaded, and if so, no energy can be allocated (during Energy Allocation Phase) to that SRC. If any power is later applied using reserve power (presumably so a shot may be fired), reloading is cancelled.

(OE19.6) OTHER RULES

(OE19.61) WEAPONS STATUS: At WS-III, an SRC can be assumed to be armed with any amount of energy desired at the start of the scenario. At WS-II, a maximum of 2 points of energy can be assumed to have been applied in prior turns. At all lesser weapons status levels, the weapon can have no energy at the start of the scenario.

(OJ2.0) SHUTTLE BOMBS

When the Aurora colonists arrived in the Omega Sector, they found a number of planetary systems already present, one of which had some factories and infrastructure in place (but its people killed by some unknown plague). One of the construction facilities was set up to produce weapons, in this case shuttle-like devices which operated using antimatter bombs. FRA scientists were able to develop this technology into a kind of enhanced suicide shuttle in Y149.

(OJ2.1) CARRIAGE

(OJ2.11) SHUTTLE REPLACEMENT: Shuttle bombs do not have boxes on the SSD, but occupy shuttle boxes, taking the place of admin shuttles.

(OJ2.112) Any administrative shuttle (except spare shuttles) on a Federal Republic ship may, after Y149, be traded for two shuttle bombs. The shuttle bombs occupy one shuttle box and are destroyed with that box. The cost is 2 BPV to make this trade (this includes the cost of the shuttle).

(OJ2.113) After Y182, advances in miniaturization technology allowed three shuttle bombs to replace a single administrative shuttle. The cost is 3 BPV to make this trade, including the cost of the shuttle.

(OJ2.114) Shuttle bombs may not use overcrowding (J1.64).

(OJ2.2) ARMING

(OJ2.21) WARHEAD: Shuttle bombs are armed much like suicide shuttles (J2.221), except that the power and time requirements are reduced. A shuttle bomb requires 2 turns to arm, not 3 turns, and can be armed with anywhere from 0.5 to 2.0 points of warp energy each turn. The warhead strength is equal to four times the amount of total warp energy used during the arming process (minimum 4, maximum 16).

(OJ2.211) In Y175, the strength of the magnetic bottle on the shuttle bomb was increased to allow it to be armed with up to 2.5 points of energy in any turn, bringing the maximum warhead strength up to 20.

(OJ2.212) In Y188, the magnetic bottle was again increased, allowing up to 3.0 energy to be added in any turn and increasing the maximum warhead to 24.

(OJ2.213) Regardless of the warhead strength, the holding cost of a shuttle bomb is always 1 point of energy from any source.

(OJ2.214) Each shuttle bomb counts as a single "special shuttle" for purposes of weapons armed status. Thus, at WS-III a ship could have at most two shuttle bombs armed and held at the start of the scenario.

(OJ2.3) STATISTICS

(OJ2.31) SIMILARITY TO SHUTTLES: Shuttle bombs possess the same statistics as shuttlecraft (i.e., maximum speed of 6 and damage points of 6).

(OJ2.4) ADDITIONAL RULES

(OJ2.41) LAUNCH: Shuttle bombs are launched and operate exactly like suicide shuttles except as noted. Though they occupy only half (or one-third, depending on the year) of a shuttle box, any launch of a shuttle bomb still counts as a full shuttle launch for launch rate purposes (J1.50).

(OJ2.42) NO PILOT: Shuttle bombs have no cockpit, being designed specifically for suicide use. They cannot operate as an administrative shuttle for any purpose except as dummy bombs; use (J2.226). They cannot be boarded (by enemy units or for recovery) and can only be recovered by tractor beam.

(OJ2.43) TACTICAL INTELLIGENCE: Due to their smaller size and distinctive shape, shuttle bombs are immediately identified as such (though the warhead strength and other attributes cannot be detected without labs) by any unit with tactical intelligence level H. If not using tactical intelligence, they are automatically identified by any unit within range 12 of the shuttle bomb.

(OJ2.44) Shuttle bombs possess the same statistics as shuttlecraft (i.e., maximum speed of 6 and damage points of 6).

CREW UNITS

	*									10
--	---	--	--	--	--	--	--	--	--	----

ADMINISTRATIVE SHUTTLES

NUMBER	HIT POINTS	NOTES

CNTR

FEDERAL REPUBLIC FRIGATE

BOARDING PARTIES

			4
--	--	--	---

T-BOMBS

		D	D
--	--	---	---

PROBES

				5
--	--	--	--	---

LIGHT PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30	
HIT, STD	NA	1-5	1-4	1-3	1-2	1	
HIT, PROX	NA	NA	NA	NA	1-4	1-3	
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA	
DAMAGE, STD	NA	4	4	4	4	4	
DAMAGE, PROX	NA	NA	NA	NA	2	2	
DAMAGE, OVLD	-----VARIES-----					NA	NA

SHIP DATA TABLE

TYPE = FF
 POINT VALUE = 73
 BREAKDOWN = 6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = OR24.2

TURN MODE SPEED

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

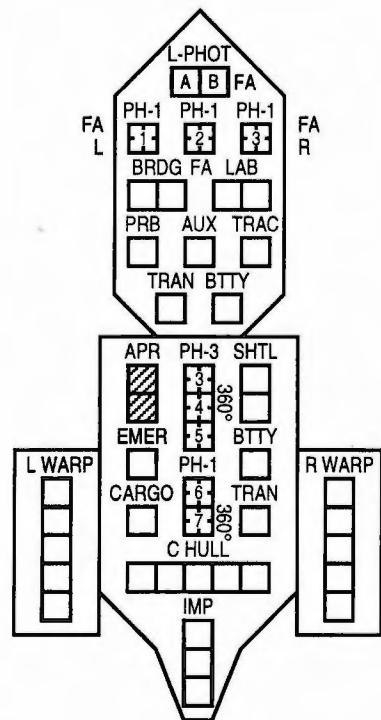
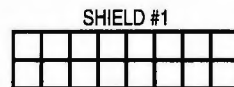
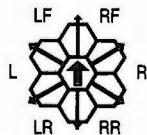
NIMBLE SHIP

TYPE III DEFENSE PHASER

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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE					6-8	9-15	16-25	26-50	51-75
	0	1	2	3	4					
1	9	8	7	6	5	5	4	3	2	1
2	8	7	6	5	5	4	3	2	1	0
3	7	5	5	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0
5	5	4	4	4	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0



SEN

6
5
3
1
0

SCAN

0
1
3
5
9

DAM CON

2
2
0

EX DAM



APR CONVERTED TO AWR BY THE AWR REFIT

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINTS PER HEX

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
0.3	0.7	1.0	1.3	1.7	2.0	2.3	2.7	3.0	3.3	3.7	4.0	4.3	4.7	5.0	5.3	5.7	6.0	6.3	6.7	7.0	7.3	7.7	8.0	8.3	8.7	9.0	9.3	9.7	10.0

CREW UNITS

		*					10
							20
							30
							40

ADMINISTRATIVE SHUTTLES

NUMBER	HIT POINTS	NOTES

CNTR

FEDERAL REPUBLIC ARMORED CRUISER

BOARDING PARTIES

										10
--	--	--	--	--	--	--	--	--	--	----

T-BOMBS

				D	D	D	D
--	--	--	--	---	---	---	---

PROBES

					5
--	--	--	--	--	---

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DAMAGE, OVLD	-----VARIES-----				NA	NA
LIGHT PHOTON DOES 50% DAMAGE AND HAS A 50% SMALLER ARMING COST.						

SHIP DATA TABLE

TYPE = CLA
 POINT VALUE = 120
 BREAKDOWN = 5-6
 SHIELD COST = 1+1
 LIFE SUPPORT = 1
 SIZE CLASS = 3
 REFERENCE = OR24.1

TURN MODE SPEED

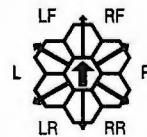
D	1	2 - 4
	2	5 - 8
	3	9 - 12
HET	4	13 - 17
	5	18 - 24
BD	6	25+

TYPE III DEFENSE PHASER

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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0



SHIELD #1

SHIELD #6

SHIELD #2

SHIELD #5

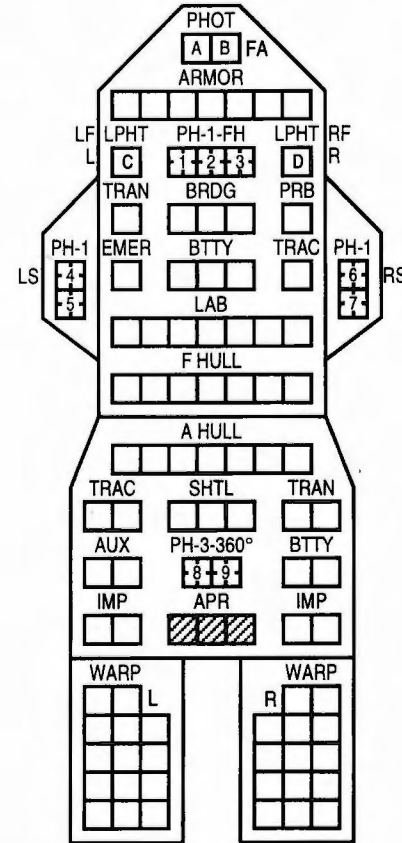
SHIELD #3

SEN

6
6
5
3
1
0

SCAN

0
0
1
3
5
9



SHIELD #4

DAM CON

4
4
2
2
2
0

EX DAM

APR CONVERTED TO AWR BY THE AWR REFIT

MOVEMENT COST = 1 ENERGY POINT PER HEX

Legions of Steel - New Units

Recceth Drakkar:

Recceth Drakkar are the sons/daughters of Nobles, or are lesser Noble Warriors of the Black Empire. These warriors are outfitted with S'Rakk P.B.A. instead of the normal Rakk P.B.A. They are utilized in special recon units, where the armors enhanced speed allows the Recceth Drakkar to more easily close the range where it can utilize its powerful disintegrator, or attack with the D-Blade.

Recceth Drakkar - Full Combat Load

LOS UPV = 77, Planetstorm UPV = 65

S'Rakk P.B.A.
Assault Shield
D-Blade
Disintegrator
2 Parallax Bombs
This unit is Elite

Arecceth Drakkar:

Arecceth Drakkar are "Veteran" Recceth Drakkar. Again, these commandoes are outfitted with S'Rakk P.B.A instead of the normal Rakk P.B.A. Unlike the Seth Drakkar which are almost exclusively male, the ranks of the Recceth and Arecceth Drakkar contain a large number of female warriors. Arraith Recce Angels are often promoted from the female ranks of the of the Arecceth Drakkar.

Arecceth Drakkar - Full Combat Load

LOS UPV = 113, Planetstorm UPV = 85

S'Rakk P.B.A.
Assault Shield
D-Blade
Disintegrator
2 Parallax Bombs
1 Hero Points
This unit is Elite

New Equipment

S'Rakk P.B.A. (Protector of the Wind):

This modified Rakk armor enhances the speed of the Rakk armor at the expense of protection.

* This armor has a +1 General Modifier (In Planetstorm terms, this is a -1 General Modifier) a 5 walking speed, 1 kill, and is sprint capable.

Recon Triad

2 Recceth Drakkar
1 Arecceth Drakkar

Recce Guard

1 Recon Triad
1 Sarraith Recce Angel

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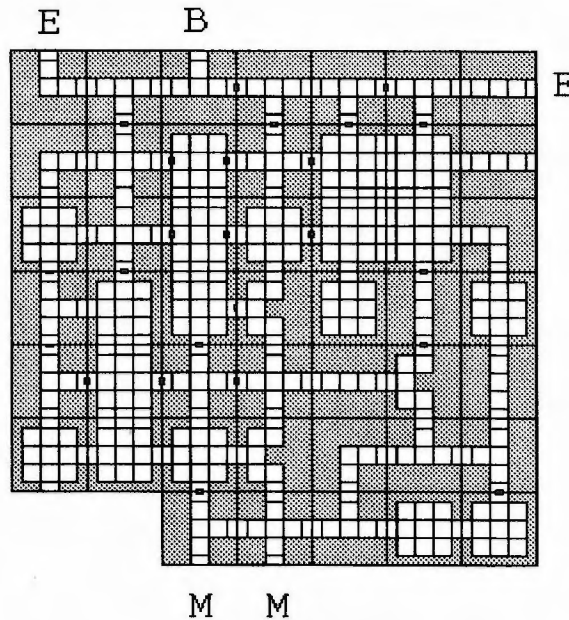
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Legions Of Steel Scenario - Reload

Black Empire Background:

Duchess Megen quickly followed the sleek moving Storm Angel. Still at awe with the speed and firepower provided by the augmented Strass armor she could only smile - knowing that one day she would inherit the right to where such armor. Meanwhile armed in her own S'Rakk P.B.A. she still had to prove herself - soon she would have the opportunity for as they entered the next section sensors were picking up machine activity.



Machine Background:

- : Internal Security Horde assembled
- : Reload and redeploy
- : Intruders detected
- : Eliminate intruders
- : Interrupt
- : Retreat Internal Security horde.
- : Prepare for ammunition reload procedures.

Forces and Setup:

Black Empire:

One Recce Guard enters on turn 1 at the designated Black Empire entry point. (Marked with a "B")

A Recce Guard consists of the following units:

- 2 Recceth Drakkar
- 1 Arecceth Drakkar
- 1 Sarraith Recce Angel

Machine:

Remnants from several Machine Hordes enter on turn 1 at the designated Machine entry points. (Marked with an "M")

The machine units are low on ammunition and need to reload - see special rules below.

- 1 Mark 1 Assault Fiend
- 6 G1 Nightmares
- 2 G3 Predators
- 1 C1 Succubot

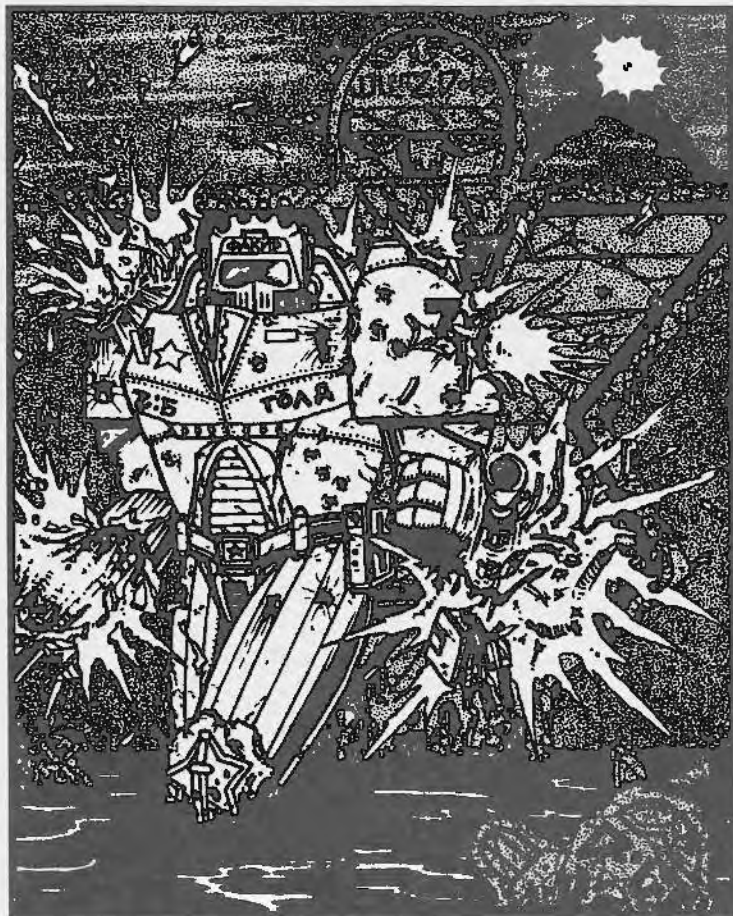
Objective:

The Black Empire force is scouting the area, attempting to sweep it of all machine units.

The Machines are attempting to move to the lower levels where they their ammunition can be reloaded.

Special Rules:

- 1) Victory is determined in the following manner. Each unit destroyed is equal to the UPV of the unit. In addition, each machine that disengages is gets its UPV added to the Machine players total. To successfully disengage a unit, the Machines must exit the unit through the entry points marked "E". The player that accumulates the most UPV points wins.
- 2) The Machines are very low on ammunition. To determine the number of shots each deadbolt launcher, carbine, or ice rifle has -roll a d6 and subtract 2. (Results less than 0 become 0) This is the number of normal firings the weapon has remaining, so for example, an ice rifle with an initial roll of 4 would have $(4-2 = 2)$ 2 shots at a rate of fire 2 during the game. To determine grenade/spaz rocket availability roll a d6. On a 1-4 the grenade has been used, 5-6 the grenade in question is still available.



LEGIONS OF STEEL

THE GAME

Legions of Steel is a fast paced miniatures combat game set in the not so distant future. Save humanity from a siege of mechanical horrors. Play an elite group of Commandos in high tech powered armour on their missions to destroy the base complexes of the Overlord computer. Meanwhile, your opponent maneuvers his horde of robotic minions commanded by ten feet of raw terror: the dreaded Mark I Assault Fiend.

THE RULES

Mechanics are simple. Only six sided dice are required to quickly resolve firefights, but you need more than luck to survive. With Blasters, Deadbolt Launchers, Kinetic Pulse grenades and the Napalm-X Flame Weapon on the field of battle, tactical considerations are many. Before you can out-fight your opponent, you must first out-think him.

LEGIONS OF STEEL

WHAT IS IN THE GAME

-21 Metal Figures at 30mm plus

UNITED NATIONS OF EARTH FORCES
 Commando Sergeant, 2 Troopers,
 Heavy Weapon Trooper, 4 Commando
 Recce Troopers and the Behemoth
 Heavy Assault Trooper

LEGIONS OF STEEL FORCES
 Mark I Assault Fiend, 4 G1 Nightmares,
 C1 Succubot Command and Control
 Robot, 2 G3 Predators and 4 G4
 Gremlins

-48 Geomorphic Interlocking Tiles (4x4
 inch each)

-Rule and background book These are
 the same great rules found in the origi-
 nal boxed set and include 8 scenarios

-full colour two sided counters and
 doors

-2 x dice

-24 plastic stand- ups

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INFERNO

Battles of the Abyss

*In the Hollows of the Abyss, the great Lords
 make war. Vast armies clash endlessly over the
 tortured landscape battling for power and that
 most precious commodity, souls. Striding like
 giants among the Hordes, mighty Archfiends and
 their terrible Lieutenants reap great ruin, slaugh-
 tering their foes over and over again, in bloody
 practice to storm the Heights from which they had
 Fallen so long ago...*

Based on Dante Alighieri's classic work,
 Inferno is a fast-paced fantasy miniatures
 game. It features an elegantly simple rules
 system that is easy to learn, but with plenty
 of tactical flexibility. Players take the roles
 of the Generals of the Abyss, commanding
 armies composed of Archfiends,
 Lieutenants and Hordes. Each unit has a
 unique range of abilities, and armies can
 be tailored to a player's tastes by choosing
 the appropriate combination of forces. A
 wide range of figures are available, in 3
 size ranges: Archfiends (55-65mm),
 Lieutenants (25-35mm), and Hordes
 ("stands" of 7mm figures). Ground scale is
 25m per hex or inch.

The basic game comes as a boxed set,
 and contains 2 map boards (each 17x23"),
 rule book, 2 dice, plastic bases, full colour
 counters and stand-ups, as well as full
 colour terrain features and templates. As
 an additional bonus, the Tome of the
 Abyss is also included (featuring additional
 artwork and background). MSRP: \$29.95.
 Another Damned fine game by Global
 Games

The Tech Factory - Review

BATTLETECH: MAXIMUM TECH



Have you been fighting some strange 'Mechs lately? Chances are that someone has been using the new BattleTech supplement - Maximum Tech and trying out some of the new goodies. This article will tell you about some of the new things in Maximum Tech and what impact they might or might not have.

Before you start playing with Maximum Tech, make sure you read the first section of the book. There are some important disclaimers there; notably that most of these items are experimental at best and only on computers in other cases.

Maximum Tech contains a lot of items that will look familiar to you if you get everything in the Battle Tech universe. Some terrain information is from Explorer Corps and weapons/equipment from the New House Kurita and House Marik books. Much of the other weapons/equipment are brought back from the Tactical Handbook, but while that book had many errors and much of the items made no sense or were unplayable in the regular game; this book cleans up a lot of the problems and there are not that many items that

are really unbalancing. This book is what the Tactical Handbook should have been.

In addition to "old" or revised material, there is a lot of new stuff in the book as well. This includes new equipment and weapons not seen before, as well as a new CPV system for the units that is based more on their combat capabilities. Infantry was given new goodies and vehicles can now be larger and heavier. (More on that later). Repair time, rigging, and salvage of equipment are also covered in great detail.

One of the most important items for the Inner Sphere is the inclusion of weapons to round out certain categories (ER Lasers, LBX Autocannons, Streak SRMs and Ultra class Autocannons). What really makes this important is that they are included as level 2 additions. Level 2 is defined by FASA as advanced tech and would be tournament legal. This is an important dividing line as many groups will play with these weapons, but not some of the other additions. Also added is a nifty Kurita weapon called Medium Range Missiles (MRM). MRM's are a new level 2 weapon that deliver a very heavy load of ordinance out to a range of 15. They work exactly like LRM's, except the rack size goes up to a massive 40 missiles. Heat is not bad and the size, weight considerations are also within good parameters. Problems with the MRM include a low ammo count for each ton, a +1 to hit, and the inability to combine with special ammo or special targeting. For Clan fans; sorry, no new level 2 weapons or equipment is included.

Level 3 is defined as experimental and/or more exotic weapons and systems. Many players do not play with them, but if you are looking for something different; this is the stuff for you. Clan and Inner Sphere get all kinds of new play toys. Clan additions include Streak LRMs (heavy for what they are, but work the same way as the Streak SRM), ER Pulse (more range, heat and only -1). Inner Sphere additions include X-pulse laser (more heat and range, but maintains the -2 to hit), light auto cannons (weigh less but do not shoot as far), and the Thunder Bolt missile system (great for 'Mechs and vehicles both). Both sides get a laser AMS, a variety of armor types, internal structure types, engine types, gyro types, and heat sink types. The internal structure types give various trade offs between taking extra damage, taking less damage, more weight, less weight. The gyros come in heavy duty, extra light, and compact and deserve a look. Armor types are pretty interesting and you may want to experiment with the harden armor and the glazer armor. Both of these armors have some great advantages. Harden armor has some drawbacks, but packing it on a 'Mech means that it can take an AC20 to the head and live! Just the thought that a 100 ton 'Mech may take

The Tech Factory - Review

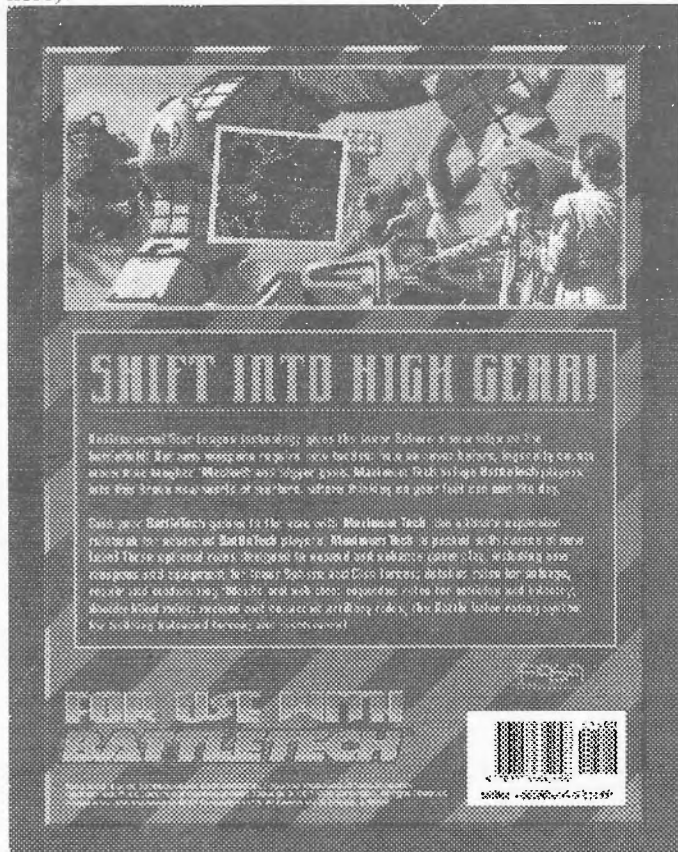
over 500 points of damage to kill makes the staff here drool. Draw backs to harden armor is you need twice as much (38 tons for a 100 ton 'Mech), suffer a penalty of 1 off your run speed, and add +1 to your pilot check. However, the snake-eyes critical chance suffers -2 for a check (no cheap kills here).

There are some other rules changes on how vehicles move. They do not go to the craziness of the Tactical Handbook, but do have vehicles declaring how many MP's they will use before movement starts and they must move in units of 4. (This gives the 'Mechs an idea of what they will be up to). There are also some special movement maneuvers units can perform (A bootlegger for example). There are some new rules for VTOL's; they get a limited form of strafing. Vehicles also have rules for crew and other rules to enhance them. One of these rules is to allow vehicles that have gunners to ignore any attacker movement penalty for firing weapons. Oh, by the way; you can now build tanks up to 200 tons.

Infantry was given some additional attention with a new unit; LRM infantry, as well as Tag infantry. There are also special rules for infantry that place some restrictions and give additional capabilities to those units.

Once again, special sighting rules are included to make the game more realistic. There is also a double blind system included to allow players limited intelligence about what their opponent is up to.

The material in Maximum Tech is vast and varied. There is almost certainly something for everyone and the new weapons and systems should have many designers racing for their drawing boards. It would be an excellent addition to any group looking for something new.



Some of the better equipment includes a super charger for the engine. A supercharger works just like MASC, but takes less space on a standard engine or XL engine if the 'Mech is 45 tons or more (Inner Sphere). Supercharging requires a success roll (just like MASC), but failure will result in a possible crit check on your engine instead of locking up your 'Mech. A further advantage is it weighs less than MASC. Another piece of equipment offered is Case II. Case II does not blow out the section containing the Case, but rather, gives the section a good chance to survive. This is very important for Inner Sphere 'Mechs as it means an XL engine probably will survive an ammunition explosion.

One note on construction; because many new pieces of equipment are balanced based on the number of critical slots they take, there is a restriction in level 3 rules for crit slot availability on smaller 'Mechs. The smaller your 'Mech is the fewer crit slots it has. We STRONGLY recommend playing with this rule (so does the book) and our 'Mechs are designed with this restriction.



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The Tech Factory - Uncle Alvin's Body Shop

by Jay Clendenny

This is the first of a two part Uncle Alvin as we take a look at one of FASA's latest releases; Maximum Tech. This particular article is going to look at a lot of the weapon systems and some of the implications they have. The next article will primarily deal with new equipment and some good combinations that seem to work well together. (Just look at some of the 'Mechs in this issue for a preview).

Maximum Tech should be looked at as what a previous FASA product (The Tactical Handbook) was supposed to be. Maximum Tech does not have the bugs, errata, and unbalance items (along with a lot of 'junk') that plagued the Tactical Handbook. Many of the weapon systems are viable and some are workable. There are very few that you would hesitate to try out on a 'Mech.

First off, Maximum Tech is divided into two tiers of rules; that of level 2 (generally thought of as advance tech and legal for tournament play) and of level 3 (experimental only, and may never be brought into service). The InnerSphere has many weapons in both categories and the Clan only has new stuff to choose from if level 3 is being used.

The easy stuff for the Innersphere is the 'rounding out' of ER lasers (there is a small and a medium available now), LBX (all sizes), Ultra (all sizes) and Streak (all sizes). Some new stuff includes Medium Range Missiles (MRMs), and a 'light' gauss rifle.

In the realm of ER's; the small laser is not a bad addition as it matches the medium pulse laser range brackets at short and medium and goes to range 5. Double the heat cost (it now costs two) is a small price to pay for this. The same can't be said of the medium laser. There is a good increase in range (it uses Clan medium pulse chart) but the heat is 5 for 5 points of damage. Only ERPPC's and ERL's have a worse damage to heat ratio. (Old PPC's are the same). For the same heat (15) you can shoot 5 medium lasers for 25 damage or 3 ER medium lasers for 15 damage. They do have a use, but I believe it is a minimal one. (Much like Clan ER mediums are shunned compared to Clan Medium Pulse Lasers).

In the Ultra and LBX department; we will discuss the big boys first (the ones you look for first). The LBX is the clear winner here. 2 less heat, 1 ton less and a better range table against 1 more crit slot is an excellent trade off. The Ultra 20 also has the typical problem of having a less than 50% chance of hitting with the second shot and locking up on a 2. The LBX 5 also deserves a look as it has range like a LRM and adds some useful 'sandpaper' at range.

The streak SRM's are definitely worth a look at. They weigh the same as the Clan counter-part; they just don't have the increase in range. Streaks are good for two reasons; ammo conservation (every shot is going to hit) and

heat management (you can attempt to fire and if they hit, it will be productive heat). The Streak 6 is the the one to consider the most. This is because regular SRM-4s will normally hit with 3 missiles anyway. It should be noted that all the new missile and AC stuff looks good on vehicles. The ER lasers will hard to fit on a vehicle because of the heat sink situation.

Some new entrants to the level 2 weapons include MRM's. This missile system first appeared in the Kurita Handbook. MRM's are revolutionary in a couple of respects for Battle Tech weapons. The first is the range chart is not linear (I.E. each range bracket is not the same size). Short range is very short (0-3) and medium range goes to 8. Long range goes 9-15. This is not too bad, but MRM's also have a +1 penalty to hit in addition to all other normal modifiers. That means you are +5 at long range (assuming no other modifiers) and that is a tall order for most normal gunners. (NOTE: if you like to play with elite <or better> gunners; MRMs are going to rock your opponent big time; load up on them and peel armor). The last problem is they may not be combined with any other missile enhancements (Artemis or Swarm).

MRM's are very economical of weight, size, and heat for the amount of damage they do. A MRM 30 weighs 10 tons, takes 5 slots and generates 10 heat. Each ton holds 8 shots and will do an average of 18 damage in 5 point blocks. To take advantage of this weapon system, a 'Mech with a good turn of speed is going to be needed to help you get into range to use them. MRMs are ideal against slower opponent 'Mechs that can't get a big "to hit" modifier on themselves. A last saving grace is they do work with C3 and you should use it with C3 whenever you can.

A light gauss rifle has been included for the Inner Sphere, but with a weight of 12 tons, an explosion strength of 16, and damage of 8, it is hard to justify putting the weapon on a 'Mech.. Additional ammunition of 16 shots per ton does help a little.

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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.

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

The Tech Factory - New Battlmechs

Tricky Dick

By Richard Herbert

Type: 3055 - Level 2

Name: **Wolverine WVR-TD** Tons

Tonnage: 55 Tons 55

Internal Structure: (Endo Steel) 2.75

Engine: 275 XL 7.75

Walking MP's: 5

Running MP's: 8

Jumping MP's: 5

Total Heat Sinks: 13 (26) 3

Cockpit: 3

Gyro: 3

Armor Factor: 185 12

Internal Structure	Armor Value
--------------------	-------------

Head: 3 9

Center Torso: 18 26/10

Rt./Lt. Torso: 13 20/6

Rt./Lt. Arm: 9 18

Rt./Lt. Leg: 13 26

Weapons and Ammo:

Type	Loc	Critical
ER PPC	RT	3 7
Streak SRM-6	RT	2 4.5
Streak SRM-6	RT	2 4.5
CASE	LT	1 0.5
Small Laser	CT	1 0.5
Med. Pulse Lsr	H	1 2
Medium Laser	RT	1 1
Ammo, SRM-6	LT	1 1
Jump Jets	LT	2 1
Jump Jets	RT	2 1
Jump Jet	CT	1 0.5

DESCRIPTION:

The concept behind the Tricky Dick series of 'Mechs is to take an existing 'Mech, and using newer technology, update and improve it - trying to keep the 'Mech true to some of its' original concepts or to just fix a bad design. This issues 'Mech is first in which we are able to take advantage of the new weapon systems described in Maximum Tech. The Wolverine - TD is based upon the Wolverine 7K. The basic idea was to upgrade the SRM-6 racks with streak SRM-6's. The large pulse and small pulse lasers were replaced by an ER-PPC to make the 'Mech more viable as it gives it a longer ranged attack.

Type: 3055 - Level 2

Name: **CGR-9ZJ Charger** Tons

Submitted by Scott Bonney

Tonnage: 80 Tons 80

Internal Structure: (Endo Steel) 4

Engine: 400 XL 26.25

Walking MP's: 5

Running MP's: 8

Jumping MP's: 5

Total Heat Sinks: 14 (28) 4

Cockpit: 3

Gyro: 4

Armor Factor: 247 15.5

Internal Structure	Armor Value
--------------------	-------------

Head: 3 9

Center Torso: 25 35/15.

Rt./Lt. Torso: 17 24/10

Rt./Lt. Arm: 13 26

Rt./Lt. Leg: 17 34

Weapons and Ammo:

Type	Loc	Critical
ER PPC	LT	3 7
Medium Laser	H	1 1
Medium Laser	CT	1 1
Medium Laser	LA	1 1
Medium Laser	RT	1 1
Medium Laser	LT	1 1
Medium Laser	LT	1 1
Small Laser	LT	1 0.5
Small Laser	LT	1 0.5
TSM	RT	6 0
Katana	RA	5 4
Jump Jets	LT	1 2
Jump Jets	RT	1 2
Jump Jet	CT	1 1

DESCRIPTION:

As a result of the success of Steiner's physical attack 'Mechs and the success of the Kimono, Luthien Armor Works was commissioned to update the Charger. The results of the initial tests are very encouraging. The use of Endo Steel and a XL engine saved enough tonnage to mount a single ER PPC. Several tons of armor were added to allow the CGR-9ZJ to handle damage while it gets close to hit with the Katana. The six medium lasers were added for the increased damage at medium and short range, while the small lasers help the 'Mech balance its finely tuned heat requirements.

Type: 3055 - Level 2

Name: **Slug SLG -3S** Tons

Tonnage: 90 Tons 90

Internal Structure: (Endo Steel) 4.5

Engine: 270 Fusion 14.5

Walking MP's: 3

Running MP's: 5

Jumping MP's: 0

Total Heat Sinks: 10 (20) 0

Cockpit: 3

Gyro: 3

Armor Factor: 279 17.5

Internal Structure	Armor Value
--------------------	-------------

Head: 3 9

Center Torso: 29 48/10

Rt./Lt. Torso: 19 30/8

Rt./Lt. Arm: 15 30

Rt./Lt. Leg: 19 38

Weapons and Ammo:

Type	Loc	Critical
Gauss Rifle	LA	7 15
Gauss Rifle	RA	7 15
ER PPC	LT	3 7
Small Laser	CT	1 0.5
CASE	LT	1 0.5
CASE	RT	1 0.5
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	RT	1 1
Ammo, Gauss	LA	2 2
Ammo, Gauss	RA	2 2

DESCRIPTION:

When their initial release of the DKE-7Z Drake (The Drake was previously published in TF #7) was met with success, the engineers at Jaco Incorporated set out to improve on their design. Again the strong point of the 'Mech is its durability - which is provided by its huge non XL engine, massive armor and long range firepower. Twin gauss rifles are complemented by a single ER PPC, and a suite of medium range lasers. To improve the 'Mechs durability even more, case was added to both of the torso's - allowing the explosion of a gauss rifle to be routed away from the engine.

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The Tech Factory - New Battlemechs

Type: 3058 - Level 3
Name: **Jaguar Jag-4U** Tons

Tonnage: 50 Tons 50
Internal Structure: (Endo Steel) 2.5
Engine: 350 XL 14.75

Walking MP's: 7
Running MP's: 11
Jumping MP's: 7
Total Heat Sinks: 12 (24) 2
Cockpit: 3
Gyro: 4
Special Armor: Reflective Armor
Armor Factor: 154 10.25

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	16	25/6
Rt./Lt. Torso:	12	18/6
Rt./Lt. Arm:	8	15
Rt./Lt. Leg:	12	23

Weapons and Ammo:

Type	Loc	Critical
Med. Pulse Lsr	H	1 2
Med. Pulse Lsr	CT	1 2
Med. Pulse Lsr	LT	1 2
Med. Pulse Lsr	RT	1 2
Targetting CPU	RT	2 2
Jump Jets	RT	3 1.5
Jump Jets	LT	3 1.5
Jump Jet	CT	1 0.5
Reflect Armor	LA	3 0
Reflect Armor	RA	7 0

DESCRIPTION:

Advances in both targeting systems and armor caused Aerospace Limited North corporation to come out with an update to their hugely successful and popular Cheetah design. (editors note: the Cheetah was published in TF #1)
The Jaguar only mounts four medium pulse lasers as weaponry, but it still is a fearsome opponent. With its' ability to jump 7, most weapons will have a difficult time hitting the Jaguar - the only ones that have a reasonable chance to hit are pulse lasers, and the reflective armor severely reduces their threat to the Jaguar. Because of the high probability the Jaguar will be jumping, a targeting CPU was added to further negate jump penalties.

Type: 3058 - Level 3
Name: **Armadillo ADO-5** Tons

Tonnage: 70 Tons 69.93
Internal Structure: (Endo Steel) 3.5
Engine: 350 XL 14.75

Walking MP's: 5
Running MP's: 7 *
Jumping MP's: 5
* Reduction in speed is due to the Hardened Armor
Total Heat Sinks: 10 (20) 0
Cockpit: 3
Gyro: 4
Special Armor: Hardened Armor
Armor Factor: 199 24.88

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	22	36/8
Rt./Lt. Torso:	15	22/8
Rt./Lt. F Leg:	15	22
Rt./Lt. R Leg:	15	21

Weapons and Ammo:

Type	Loc	Critical
ER PPC	RT	3 7
Med. Pulse Lsr	RT	1 2
Med. Pulse Lsr	RT	1 2
Med. Pulse Lsr	RT	1 2
Turret	RT	1 1.3
Variable Range Targeting system	H	1 0

DESCRIPTION:

Carllek Enterprises - the leading developer in four legged battlemech construction, is always looking for ways to improve their designs and push forward the development of quad 'mechs. When Carllek engineers learned of the newly designed hardened armor - they became ecstatic as they saw the armor as a perfect fit for a new quad design. The key to the design was that the piloting problems created by hardened armor are almost negated by quad stability. An incredible equivalent of 298 points of armor is put on this quad frame. Firepower for a 'Mech of this size is reduced, but the 'Mechs extraordinary durability and still good maneuverability should more than make up for its light weapons suite.

Type: 3058 - Level 3
Name: **PeaceMaker PCM-4** Tons

Tonnage: 80 Tons 79.75
Internal Structure: (Endo Steel) 4
Engine: 320 XL 11.25

Walking MP's: 4
Running MP's: 6
Jumping MP's: 0
Total Heat Sinks: 10 (20) 0
Cockpit: 3
Gyro: 4
Armor Factor: 247 15.5

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	25	40/10
Rt./Lt. Torso:	17	27/7
Rt./Lt. Arm:	13	26
Rt./Lt. Leg:	17	34

Weapons and Ammo:

Type	Loc	Critical
Gauss Rifle	LA	7 15
Gauss Rifle	RA	7 15
Case - II	LT	1 1
Case - II	RT	1 1
Med X Puls Lsr	H	1 2
Med X Puls Lsr	CT	1 2
Medium Laser	LT	1 1
Medium Laser	RT	1 1
Null Signature	LT/RT	2 0
Null Signature	CT	1 0
Null Signature	LL/LL	2 0
Null Signature	RA/LA	2 0

DESCRIPTION:

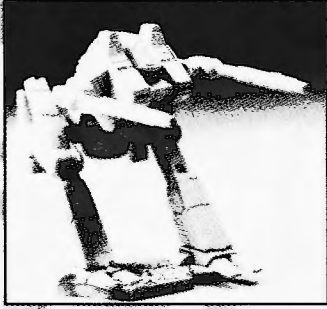
The PeaceMaker was the next logical step in the evolution of the Aerator / Gunslinger designs. Two gauss rifles make up the primary armament of the Peacemaker, and are complemented perfectly by the newly developed null signature system (NSS). The low heat output of the gauss's allow the operation of the intense heat generated by the NSS. Furthermore, the gauss' long range takes advantage of the defensive bonuses given by the NSS. Case II was installed on the PeaceMaker as it makes gauss explosions only a minor nuisance. A suite of both medium and new X-pulse medium lasers round out the 'Mechs weapons.

The Tech Factory - New Battlmechs

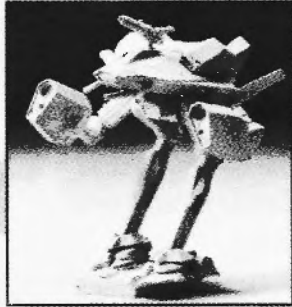
Type: Year			Type: CLAN			Type: Clan		
Name: Katyusha		Tons	Name: Mad Cat "E"		Tons	Name: Hydra		Tons
Tonnage:	60 Tons	60	Tonnage:	75 Tons	75	Tonnage:	75 Tons	75
Internal Structure:	Endo Steel	3	Internal Structure:	Endo Steel	3.75	Internal Structure:	Endo Steel	3.75
Engine:	300 XL	9.5	Engine:	375 XL	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:	0		Jumping MP's:	5		Jumping MP's:	0	
Total Heat Sinks:	11 (22)	1	Total Heat Sinks:	20 (40)	10	Total Heat Sinks:	10 (20)	0
Cockpit:		3	Cockpit:		3	Cockpit:		3
Gyro:		3	Gyro:		4	Gyro:		4
Armor Factor:	200	12.5	Armor Factor:	230	12 (Ferro Fibrous)	Armor Factor:	230	12 (Ferro Fibrous)
	Internal Structure	Armor Value		Internal Structure	Armor Value		Internal Structure	Armor Value
Head:	3	9	Head:	3	9	Head:	3	9
Center Torso:	20	31/8	Center Torso:	23	36/9	Center Torso:	23	36/9
Rt./Lt. Torso:	14	21/7	Rt./Lt. Torso:	16	25/7	Rt./Lt. Torso:	16	25/7
Rt./Lt. Arm:	10	20	Rt./Lt. Arm:	12	24	Rt./Lt. Arm:	12	24
Rt./Lt. Leg:	14	28	Rt./Lt. Leg:	16	32	Rt./Lt. Leg:	16	32
Weapons and Ammo:			Weapons and Ammo:			Weapons and Ammo:		
Type	Loc	Critical	Type	Loc	Critical	Type	Loc	Critical
MRM - 30	LT	5 10	ER Large Laser	LT	1 4	LB 10-X AC	LA	5 10
MRM - 30	RT	5 10	ER Large Laser	LA	1 4	LB 10-X AC	RA	5 10
Med. Laser	CT	1 1	ER Large Laser	RA	1 4	Streak SRM-4	LT	1 2
Med. Laser	RT	1 1	ER Small Laser	LT	1 0.5	Streak SRM-4	RT	1 2
Med. Laser	RT	1 1	ER Small Laser	LT	1 0.5	Streak SRM-4	CT	1 2
C3 Slave	H	1 1	ER Small Laser	LA	1 0.5	Ammo-SRM4	LT	1 1
Small Laser	CT	1 0.5	ER Small Laser	LA	1 0.5	ER Med Laser	RT	1 1
Case	LT	1 0.5	ER Small Laser	RA	1 0.5	ER Med Laser	LT	1 1
Ammo MRM	LT	1 1	ER Small Laser	RA	1 0.5	Ammo LBX	LA	1 1
Ammo MRM	LT	1 1	Targetting CPU	RT	3 3	Ammo LBX	LA	1 1
Ammo MRM	LT	1 1	Jump Jets	LT	2 2	Ammo LBX	RA	1 1
			Jump Jet	CT	1 1	Ammo LBX	RA	1 1
			Jump Jets	RT	2 2			
DESCRIPTION:			DESCRIPTION:			DESCRIPTION:		
As the DMCS continued to rebuild their military, field tests were carried out with the new weapons and most results were encouraging. One of the biggest problems of the new MRM launcher was a lack of range. When put on a slower unit, the unit could not close the range to effectively use the weapon. A specialized platform was needed and the DCMS turned to an old warhorse in the Dragon. Updating the chassis using endo and a 300 XL to save weight, Combine engineers added two heavy hitting MRM-30s with an optional C3 slave hookup. A battery of 3 medium lasers (or 4 if no slave) and a small laser round out the weaponry			There is very little information known about this new variant of the Mad Cat OmniMech that has recently been making appearances. It is unknown whether this is a newly encountered design represents new construction and design philosophy or is just a newly discovered unit. The "E" variant relies upon its extended range large lasers and mobility to engage the inner sphere at ranges where their weapons can not even reach. As it is often attacking at long range, a targetting computer aids the attack. Once an enemy is sufficiently softened up, the Mad Cat "E" can then move in and take advantage of its' close range weaponry.			The Hydra is one of the new 'Mech designs that have come out of the Kell Hound and Wolf clan alliance, and is based upon the clan workhorse - the Madcat. It was built upon the Mad Cat internal structure, but it required major modifications to the standard engine the number of heat sinks differ. The Hydra mounts dual LB 10-X autocannons, and triple streak SRM-4's. When fulfilling a support role, the combined effect of these is devastating to 'Mechs with gaps in thier armor. Another advantage is with an ability to hit its' targets with multiple attacks, it has a knack of finding an enemies cockpit or seam in the armor.		

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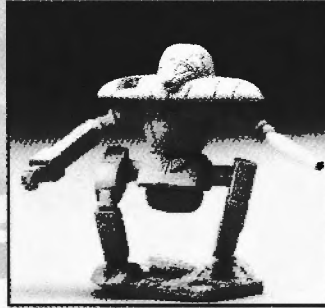
MINIATURE



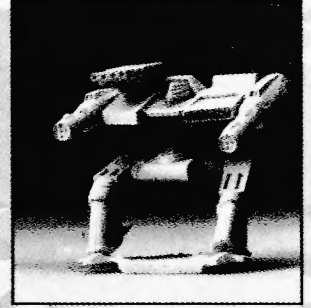
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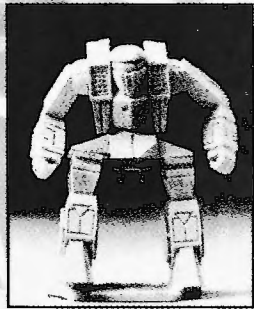
20-645 Marauder IIc



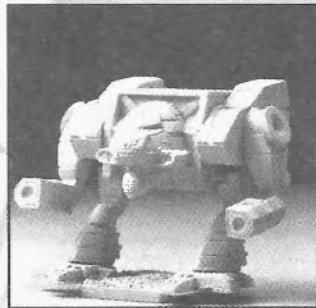
20-648 DMO-1K Daimyo



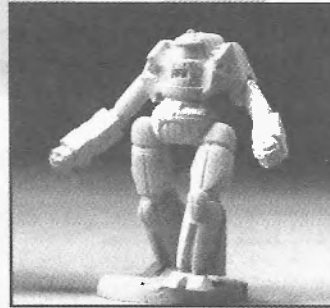
20-652 KRAKEN



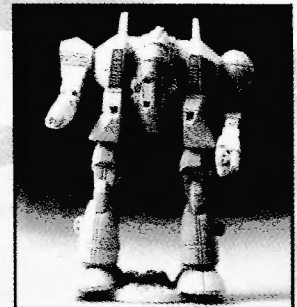
20-656 APOLLO



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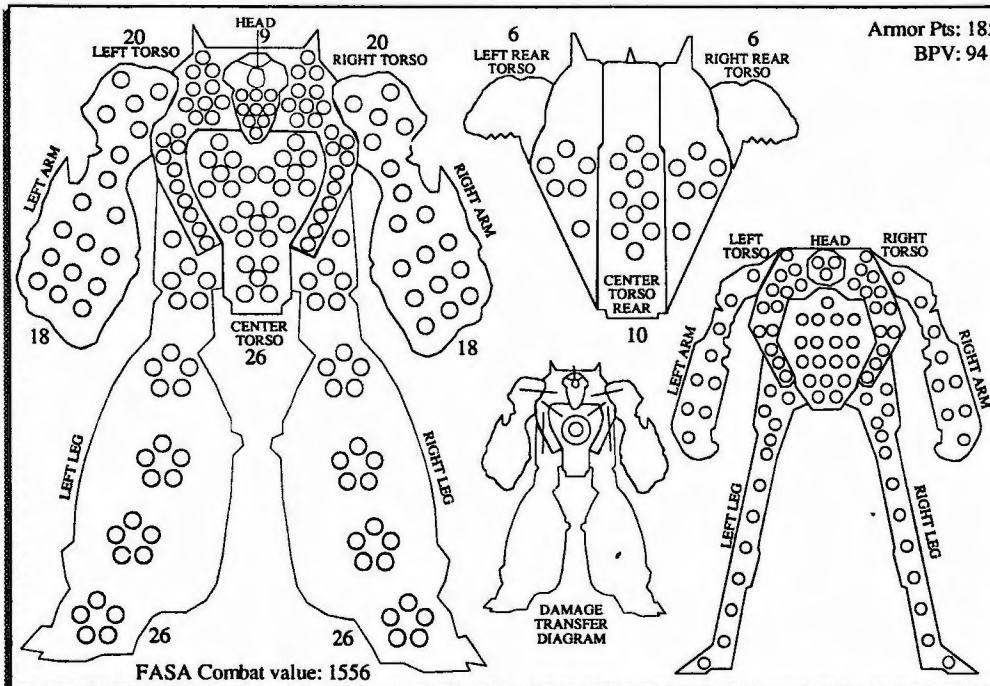
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The Tech Factory #13 - BattleMech Sheet



TYPE: INNER-SPHERE 3058
 NAME: WVR-TD WOLVERINE
 TONNAGE: 55 TONS
 MOVEMENT POINTS:
 WALKING: 5
 RUNNING: 8
 JUMPING: 5

WEAPONS INVENTORY:

Type:	Location:
ER PPC	RA
STREAK SRM-6	RT
STREAK SRM-6	LT
MEDIUM PULSE LASER	H
MEDIUM LASER	RT
SMALL LASER	CT

AMMO:
 STREAK SRM-6 (15) RT

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

CRITICAL HIT TABLE

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

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

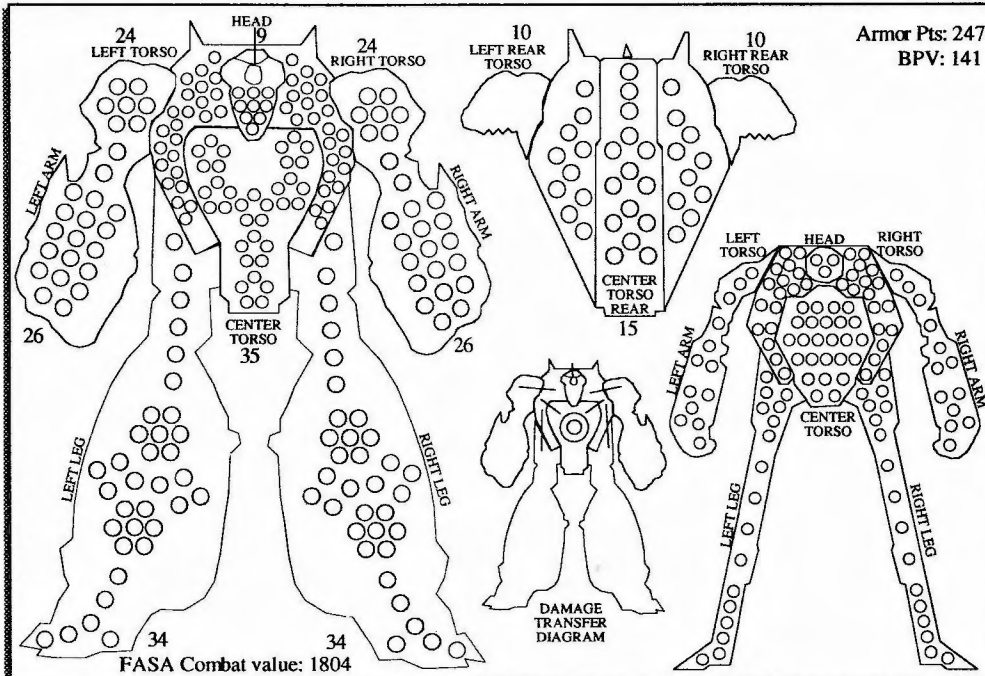
TOTAL HEAT SINKS

○○○○○○○○○○ DOUBLE
 ○○○ 13(26)

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+1 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 #13 - BattleMech Sheet



TYPE: INNER SPHERE 3058
 NAME: CHARGER CGR-9ZJ
 TONNAGE: 80 TONS

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

WEAPONS INVENTORY:

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

AMMO:

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

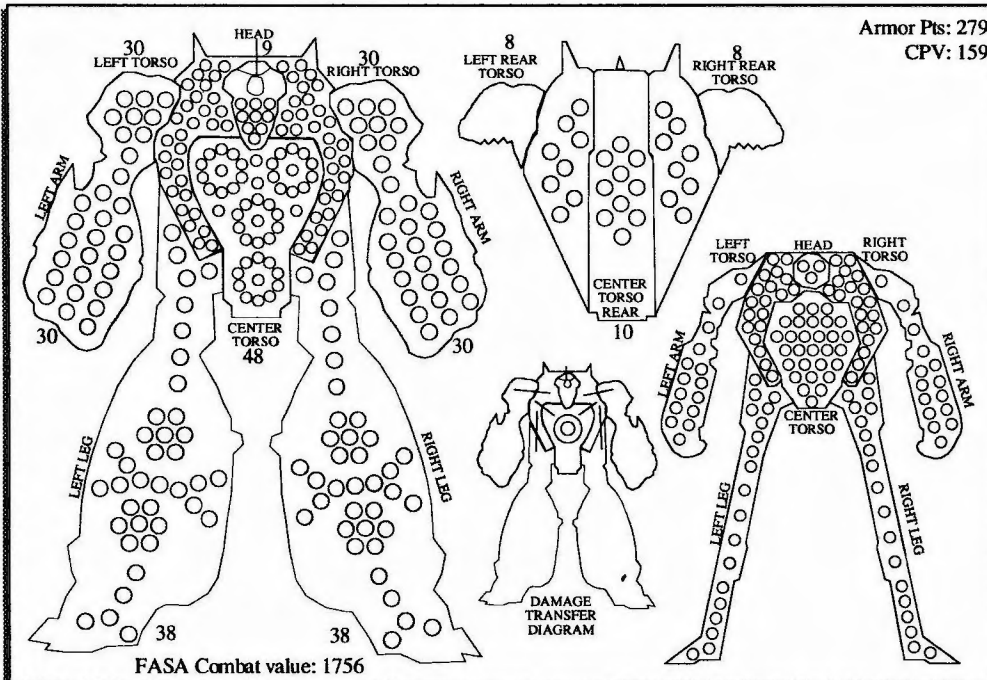
TOTAL HEAT SINKS
 ○○○○○○○○○○○○ DOUBLE
 ○○○○ 14(28)

LEFT ARM	CRITICAL HIT TABLE	RIGHT ARM
1. Shoulder	HEAD 1. Life Support 2. Sensors 3. Cockpit 4. Medium Laser 5. Sensors 6. Life Support	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. Sword
6. Reroll		6. Sword
1. Endo Steel	CENTER TORSO 1. Engine 2. Engine 3. Engine 4. Gyro 5. Gyro 6. Gyro	1. Sword
2. Endo Steel		2. Sword
3. Endo Steel		3. Endo Steel
4. Endo Steel		4. Endo Steel
5. Endo Steel		5. Endo Steel
6. Endo Steel		6. Endo Steel
1. XL Engine	RIGHT TORSO 1. XL Engine 2. XL Engine 3. XL Engine 4. Medium Laser 5. Jump Jet 6. Jump Jet	1. Triple Str. Mynomer
2. XL Engine		2. Triple Str. Mynomer
3. XL Engine		3. Triple Str. Mynomer
4. ER PPC		4. Triple Str. Mynomer
5. ER PPC		5. Triple Str. Mynomer
6. ER PPC		6. Triple Str. Mynomer
1. Medium Laser	LEFT LEG 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel	1. Hip
2. Medium Laser		2. Upper Leg Actuator
3. Small Laser		3. Lower Leg Actuator
4. Small Laser		4. Foot Actuator
5. Jump Jet		5. Endo Steel
6. Jump Jet		6. Endo Steel
1. Engine Hits ○○○○	Engine Hits ○○○○ Gyro Hits ○○ Sensors Hits ○○	1. Triple Str. Mynomer
2. Gyro Hits ○○		2. Triple Str. Mynomer
3. Sensors Hits ○○		3. Triple Str. Mynomer

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 #13 - BattleMech Sheet



TYPE: INNER-SPHERE 3058
NAME: SLG-3F SLUG
TONNAGE: 90 TONS
MOVEMENT POINTS:
 WALKING: 3
 RUNNING: 5
 JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
GAUSS RIFLE	RA
GAUSS RIFLE	LA
ER PPC	LT
MEDIUM LASER	RT
MEDIUM LASER	RT
MEDIUM LASER	LT
MEDIUM LASER	H
MEDIUM LASER	CT
SMALL LASER	CT

AMMO:
 GAUSS RIFLE (16) RA
 GAUSS RIFLE (16) LA

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**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle

- RIGHT ARM**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle

- LEFT TORSO**
- ER PPC
 - ER PPC
 - ER PPC
 - Medium Laser
 - CASE
 - Reroll

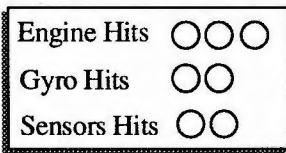
- RIGHT TORSO**
- Medium Laser
 - Medium Laser
 - CASE
 - Reroll
 - Reroll
 - Reroll

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

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

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

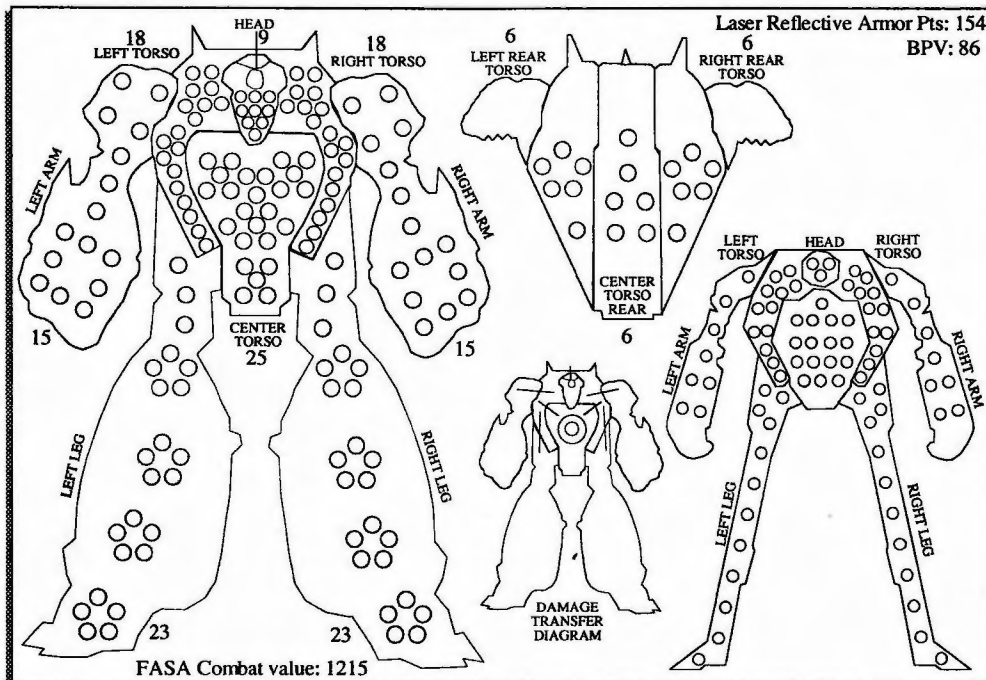
- RIGHT LEG**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel



HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+1 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 #13 - BattleMech Sheet



TYPE: INNER-SPHERE 3058
NAME: JAG-4U JAGUAR
TONNAGE: 50 TONS
MOVEMENT POINTS:
 WALKING: 7
 RUNNING: 11
 JUMPING: 7

WEAPONS INVENTORY:

Type:	Location:
MEDIUM PULSE LASER	RT
MEDIUM PULSE LASER	LT
MEDIUM PULSE LASER	CT
MEDIUM PULSE LASER	H

AMMO:

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

- LEFT ARM**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Laser Reflect Armor
 - Laser Reflect Armor
- 1**
- Laser Reflect Armor
 - Endo Steel
- 2**
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Dead Space

CRITICAL HIT TABLE

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

- LEFT TORSO**
- XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
- 1**
- Medium Pulse Laser
 - Endo Steel
- 2**
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Dead Space

- CENTER TORSO**
- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- 1**
- Gyro
 - Engine
- 2**
- Engine
 - Engine
 - Medium Pulse Laser
 - Jump Jet

- RIGHT ARM**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Laser Reflect Armor
 - Laser Reflect Armor
- 1**
- Laser Reflect Armor
 - Laser Reflect Armor
- 2**
- Laser Reflect Armor
 - Laser Reflect Armor
 - Laser Reflect Armor
 - Dead Space

- RIGHT TORSO**
- XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
- 1**
- Medium Pulse Laser
 - Targeting Computer
- 2**
- Targeting Computer
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Dead Space

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

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

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

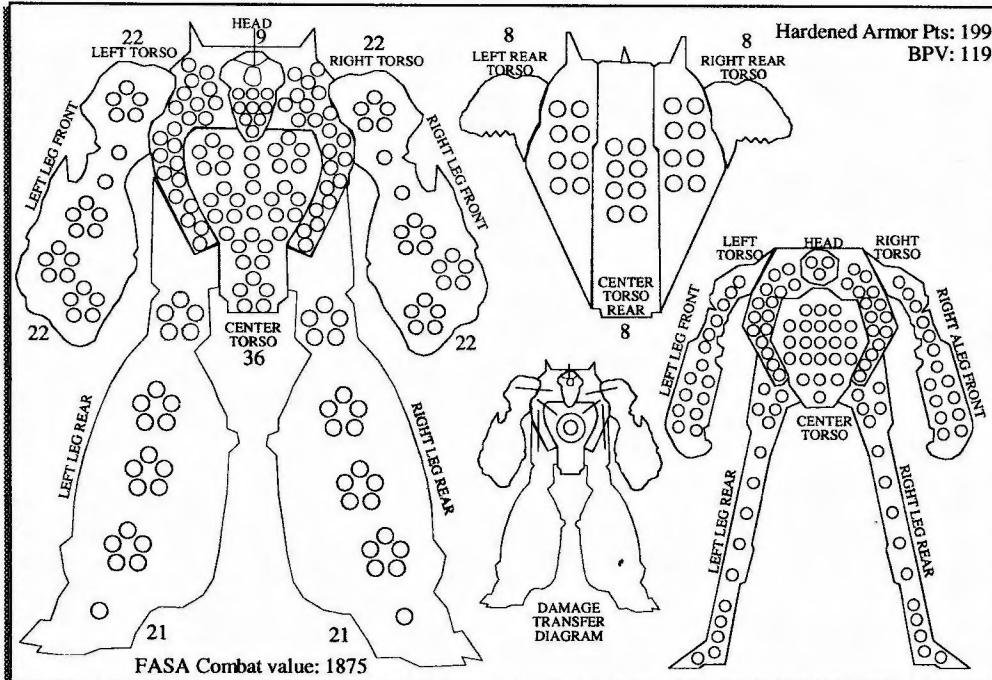
TOTAL HEAT SINKS

○○○○○○○○○○○○○○ DOUBLE
 ○○ 12(24)

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 #13 - BattleMech Sheet



TYPE: INNER-SPHERE 3058
 NAME: ADO-5 ARMIDILLO
 TONNAGE: 70 TONS

MOVEMENT POINTS:
 WALKING: 5
 RUNNING: 7
 JUMPING: 5

WEAPONS INVENTORY:

Type:	Location:
ER PPC	RT
MEDIUM X-PULSE LASER	RT
MEDIUM X-PULSE LASER	RT
MEDIUM X-PULSE LASER	RT

AMMO:

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

CRITICAL HIT TABLE

LEFT FRONT LEG

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Dead Space

HEAD

- Life Support
- Sensors
- Cockpit
- Var. Targeting System
- Sensors
- Life Support

RIGHT FRONT LEG

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Dead Space

LEFT TORSO

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Endo Steel

CENTER TORSO

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

RIGHT TORSO

- XL Engine
- XL Engine
- XL Engine
- Turret
- ER PPC
- ER PPC

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Gyro
- Engine
- Engine
- Engine
- Jump Jet
- Endo Steel

- ER PPC
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Jump Jet
- Jump Jet

LEFT REAR LEG

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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

RIGHT REAR LEG

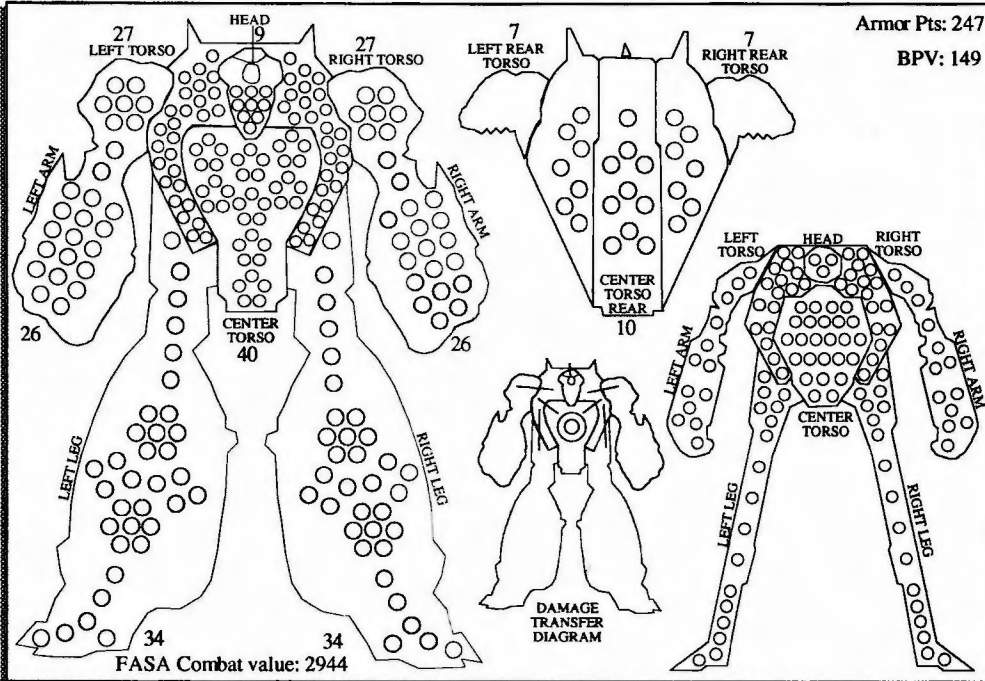
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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	

The Tech Factory #13 - BattleMech Sheet



TYPE: INNER SPHERE 3058
 NAME: PEACEMAKER PCM-4
 TONNAGE: 80 TONS

MOVEMENT POINTS:
 WALKING: 4
 RUNNING: 6
 JUMPING: 0

WEAPONS INVENTORY:

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

AMMO:

GAUSS RIFLE (16)	RA
GAUSS RIFLE (16)	LA

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

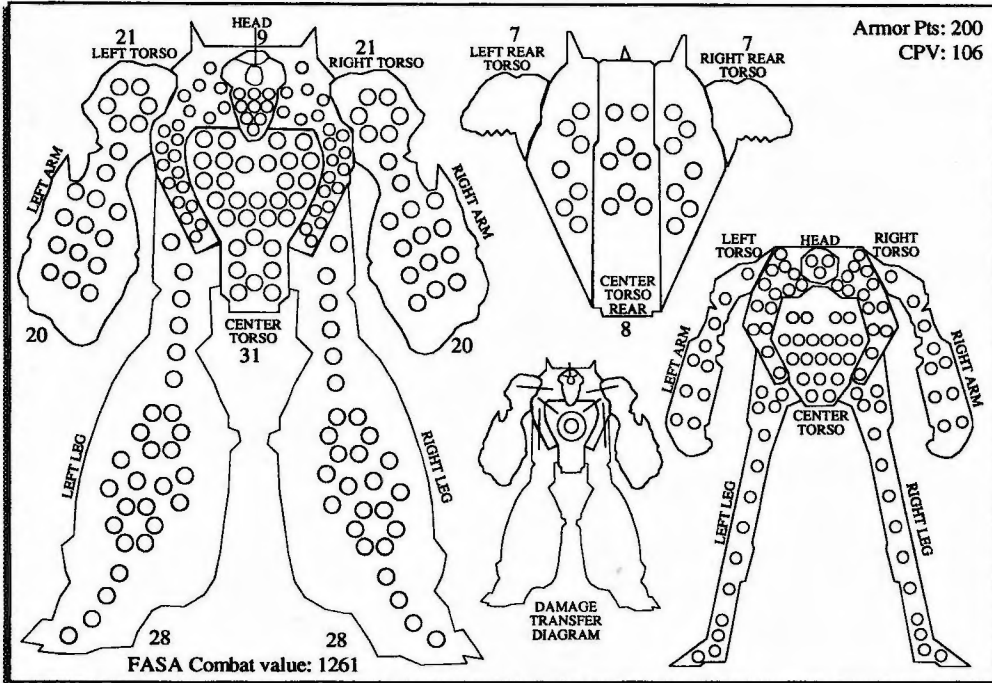
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement 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	HEAD
1. Shoulder	1. Shoulder	1. Life Support
2. Upper Arm Actuator	2. Upper Arm Actuator	2. Sensors
3. Gauss Rifle	3. Gauss Rifle	3. Cockpit
4. Gauss Rifle	4. Gauss Rifle	4. Medium X-Pulse Laser
5. Gauss Rifle	5. Gauss Rifle	5. Sensors
6. Gauss Rifle	6. Gauss Rifle	6. Life Support
1. Gauss Rifle	1. Gauss Rifle	
2. Gauss Rifle	2. Gauss Rifle	
3. Gauss Rifle	3. Gauss Rifle	
4. Ammo Gauss Rifle	4. Ammo Gauss Rifle	
5. Ammo Gauss Rifle	5. Ammo Gauss Rifle	
6. Null Signature Field	6. Null Signature Field	
LEFT TORSO	RIGHT TORSO	CENTER TORSO
1. XL Engine	1. XL Engine	1. Engine
2. XL Engine	2. XL Engine	2. Engine
3. XL Engine	3. XL Engine	3. Engine
4. Medium Laser	4. Medium Laser	4. Gyro
5. CASE II	5. CASE II	5. Gyro
6. Null Signature Field	6. Null Signature Field	6. Gyro
1. Endo Steel	1. Endo Steel	1. Gyro
2. Endo Steel	2. Endo Steel	2. Engine
3. Endo Steel	3. Endo Steel	3. Engine
4. Endo Steel	4. Endo Steel	4. Engine
5. Endo Steel	5. Endo Steel	5. Medium X-Pulse Laser
6. Endo Steel	6. Endo Steel	6. Null Signature Field
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. Null Signature Field	5. Null Signature Field	
6. Endo Steel	6. Endo Steel	

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

The Tech Factory #13 - BattleMech Sheet



TYPE: INNER SPHERE 3058
 NAME: KSA-30M KATYUSHA
 TONNAGE: 60 TONS

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

WEAPONS INVENTORY:

Type:	Location:
MRM-30	RT
MRM-30	LT
MEDIUM LASER	RT
MEDIUM LASER	RT
MEDIUM LASER	CT
SMALL LASER	CT

AMMO: MRM-30 (24) LT

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

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. Endo Steel	5. Endo Steel
6. Endo Steel	6. Endo Steel
1. Endo Steel	1. Endo Steel
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. Reroll	6. Reroll
LEFT TORSO	RIGHT TORSO
1. XL Engine	1. XL Engine
2. XL Engine	2. XL Engine
3. XL Engine	3. XL Engine
4. MRM-30	4. MRM-30
5. MRM-30	5. MRM-30
6. MRM-30	6. MRM-30
1. MRM-30	1. MRM-30
2. MRM-30	2. MRM-30
3. Ammo MRM-30	3. Medium Laser
4. Ammo MRM-30	4. Medium Laser
5. Ammo MRM-30	5. Reroll
6. Case	6. Reroll
LEFT LEG	RIGHT LEG
1. Hip	1. Hip
2. Upper Leg Actuator	2. Upper Leg Actuator
3. Lower Leg Actuator	3. Lower Leg Actuator
4. Foot Actuator	4. Foot Actuator
5. Reroll	5. Reroll
6. Reroll	6. Reroll

CENTRAL HIT TABLE
HEAD
1. Life Support
2. Sensors
3. Cockpit
4. C3 Slave
5. Sensors
6. Life Support
CENTER TORSO
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
3. Engine
4. Engine
5. Medium Laser
6. Small Laser

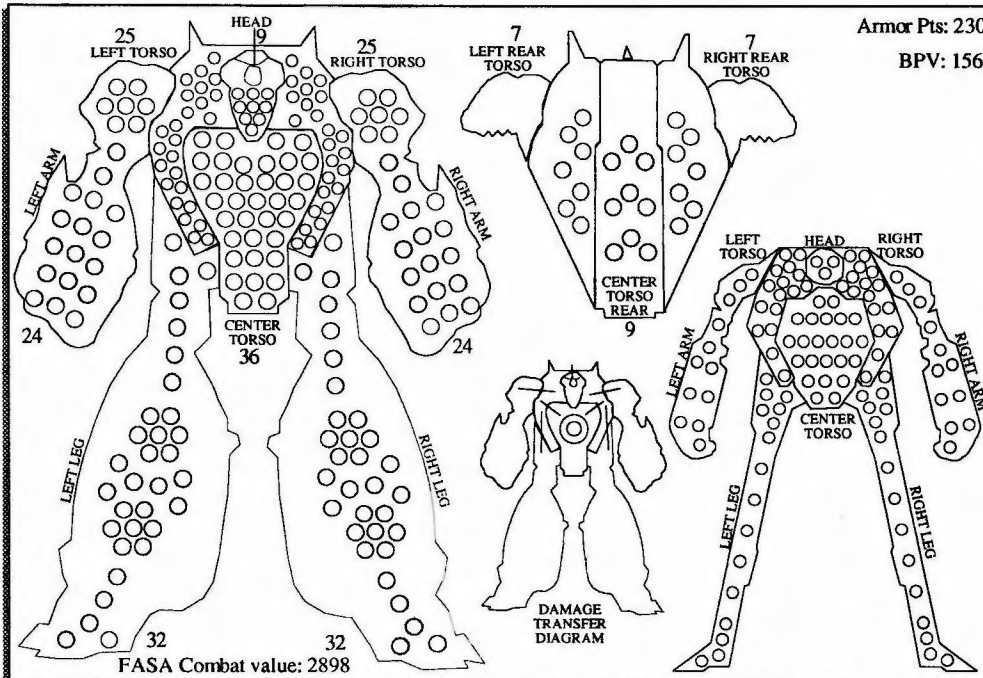
Engine Hits	○○○
Gyro Hits	○○
Sensors Hits	○○

TOTAL HEAT SINKS

○○○○○○○○○○ DOUBLE
 ○ 11(22)

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 #13 - BattleMech Sheet



TYPE: CLAN 3058
NAME: MAD CAT E
TONNAGE: 75 TONS
MOVEMENT POINTS:
WALKING: 5
RUNNING: 8
JUMPING: 5

WEAPONS INVENTORY:

Type:	Location:
ER LARGE LASER	RA
ER LARGE LASER	LA
ER LARGE LASER	LT
ER SMALL LASER	RA
ER SMALL LASER	RA
ER SMALL LASER	LA
ER SMALL LASER	LA
ER SMALL LASER	LT
ER SMALL LASER	LT

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
○○○○○○○○○○○○ 20(40)

CRITICAL HIT TABLE

<p>LEFT ARM</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator ER Large Laser ER Small Laser <p>1</p> <ol style="list-style-type: none"> ER Small Laser Ferro-Fibrous <p>2</p> <ol style="list-style-type: none"> Heat Sink Heat Sink Heat Sink <p>LEFT TORSO</p> <ol style="list-style-type: none"> XL Engine XL Engine ER Large Laser ER Small Laser ER Small Laser Heat Sink <p>1</p> <ol style="list-style-type: none"> Heat Sink Jump Jet <p>2</p> <ol style="list-style-type: none"> Jump Jet Endo Steel Ferro-Fibrous Ferro-Fibrous <p>LEFT LEG</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel 	<p>HEAD</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Ferro-Fibrous Sensors Life Support <p>CENTER TORSO</p> <ol style="list-style-type: none"> Engine Engine Engine Gyro Gyro Gyro <p>1</p> <ol style="list-style-type: none"> Gyro Engine <p>2</p> <ol style="list-style-type: none"> Engine Engine Jump Jet Endo Steel 	<p>RIGHT ARM</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator ER Large Laser ER Small Laser <p>1</p> <ol style="list-style-type: none"> ER Small Laser Ferro-Fibrous <p>2</p> <ol style="list-style-type: none"> Heat Sink Heat Sink Reroll Reroll <p>RIGHT TORSO</p> <ol style="list-style-type: none"> XL Engine XL Engine Targeting Computer Targeting Computer Targeting Computer Heat Sink <p>1</p> <ol style="list-style-type: none"> Heat Sink Jump Jet <p>2</p> <ol style="list-style-type: none"> Jump Jet Endo Steel Ferro-Fibrous Ferro-Fibrous <p>RIGHT LEG</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel
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Engine Hits ○○○

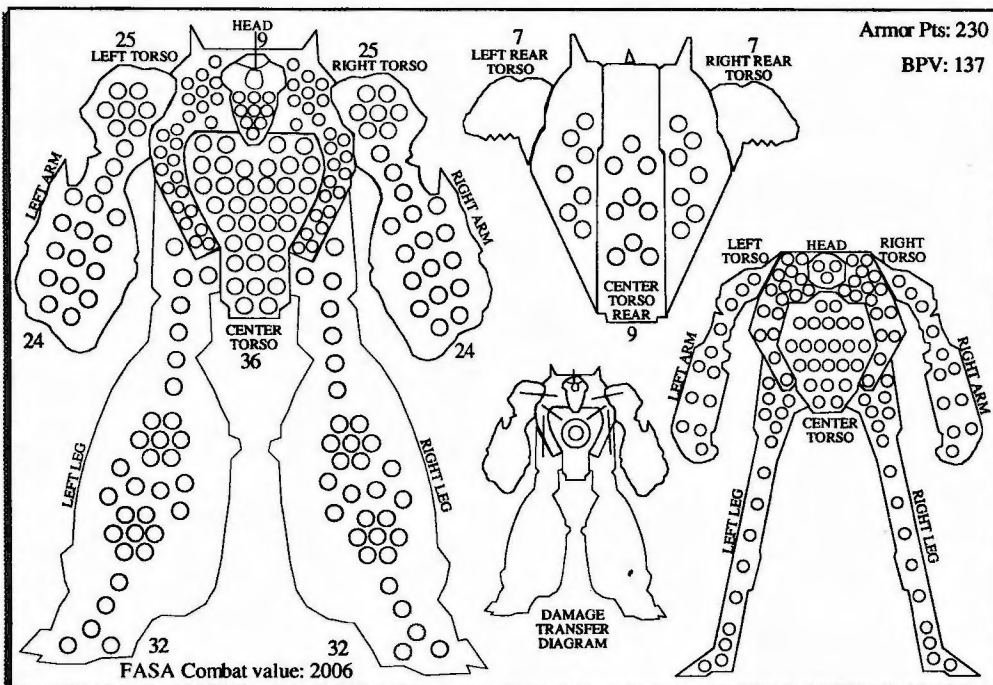
Gyro Hits ○○

Sensors Hits ○○

HEAT SCALE

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

The Tech Factory #13 - BattleMech Sheet



TYPE: CLAN 3058
 NAME: HYDRA
 TONNAGE: 75 TONS
 MOVEMENT POINTS:
 WALKING: 5
 RUNNING: 8
 JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
LB 10-X AC	RA
LB 10-X AC	LA
STREAK SRM-4	RT
STREAK SRM-4	LT
STREAK SRM-4	CT
ER MEDIUM LASER	RT
ER MEDIUM LASER	LT

AMMO:

LB 10-X AC (20)	RA
LB 10-X AC (20)	LA
STREAK SRM-4 (25)	LT

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

TOTAL HEAT SINKS

○○○○○○○○○○ DOUBLE
 10(20)

CRITICAL HIT TABLE		
<p>LEFT ARM</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator LB 10-X AC LB 10-X AC LB 10-X AC <p>1</p> <ol style="list-style-type: none"> LB 10-X AC LB 10-X AC Ammo LB 10-X Ammo LB 10-X Reroll Ferro-Fibrous <p>2</p> <p>LEFT TORSO</p> <ol style="list-style-type: none"> XL Engine XL Engine ER Medium Laser Streak SRM-4 Ammo Streak SRM-4 Reroll <p>1</p> <ol style="list-style-type: none"> Reroll Reroll Reroll Endo Steel Ferro-Fibrous Ferro-Fibrous <p>2</p> <p>LEFT LEG</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel 	<p>HEAD</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Ferro-Fibrous Sensors Life Support <p>1</p> <p>CENTER TORSO</p> <ol style="list-style-type: none"> Engine Engine Engine Gyro Gyro Gyro <p>1</p> <ol style="list-style-type: none"> Gyro Engine Engine Engine Streak SRM-4 Endo Steel <p>2</p>	<p>RIGHT ARM</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator LB 10-X AC LB 10-X AC LB 10-X AC <p>1</p> <ol style="list-style-type: none"> LB 10-X AC LB 10-X AC Ammo LB 10-X Ammo LB 10-X Reroll Ferro-Fibrous <p>2</p> <p>RIGHT TORSO</p> <ol style="list-style-type: none"> XL Engine XL Engine ER Medium Laser Streak SRM-4 Reroll Reroll <p>1</p> <ol style="list-style-type: none"> Reroll Reroll Reroll Endo Steel Ferro-Fibrous Ferro-Fibrous <p>2</p> <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 19+
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

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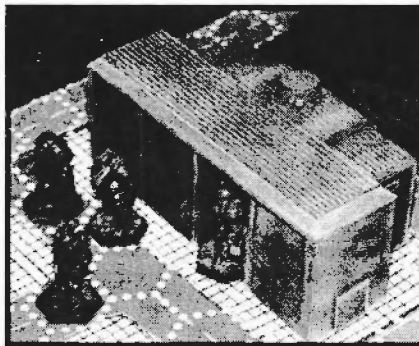
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BATTLETECH STRUCTURES

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 speeport. Check your local hobby store!!



The Tech Factory - Desert Force 500

The Forces listed below are intended for operations on desert planets.

The 'Mech combinations you see here weight a total of 500 tons (300 tons for Clan Forces), and are optimized for fighting on desert planets. To create a variety of scenarios using these forces, match up two historical groups against each other. The scenario maps should be wide open, and vegetation sparse or non-existent. Heat sink capacity is reduced by 25% when fighting on a desert planet.

The (##) following each 'Mech Name is the gunnery/piloting skills for the 'Mechwarrior.

The HS colum stands for heat sinks. The first number is the number of heat sinks, and the second number is the adjusted heat sink cooling capacity.

INNER SPHERE FORCES

KURITA	TON	ARMOR	HS(HP)	MOVE
NAGINATA, NG-C3A (3/4)	95	240	30(23)	3/5/0
SUNDER-A, SD1-O (4/3)	90	264	30(23)	4/6/0
DRAGONFIRE, DGR-3F(2/2)	75	231	20(15)	4/6/0
MAELSTROM, MTR-5K (4/4)	75	231	38(29)	5/8/0
AVATAR-A, AV1-O (3/3)	70	192	20(15)	4/6/4
OWENS-A, OW1-O (3/4)	35	112	10(8)	8/12/0
OWENS-P, OW1-O (4/5)	35	112	10(8)	8/12/0
RAPTOR-D, RTX-O (3/4)	25	56	20(15)	7/11/0
TOTALS	500	1438	178(136)	

2 GR, 2 ERPPC, 3 LRM15, 5 LRM5, 1 LL, 1 AC20, 1 LB-10X, 1 ERL, 6 MPL, 1 SPL, 4 SL, 4 MG, 2 SRM6, 1 ML, 1 ECM, 3 BEAGLE, 3 TAG, C3 MASTER, 3 C3 SLAVE, 5 SRM2 STREAK, # OF JUMPERS: 1.

DAVION	TON	ARMOR	HS(HP)	MOVE
DEVASTATOR, DVS-2 (3/4)	100	296	28(21)	3/5/0
GUNSLINGER, GUN-1ERD (4/3)	85	248	20(15)	3/5/2
BANDERSNATCH, BNDR-01A (2/2)	75	176	20(15)	4/6/0
CAESER, CES-3R (4/4)	70	168	32(24)	4/6/0
CESTUS, CTS-6Y (3/3)	65	211	26(20)	4/6/4
FIRESTARTER-P, FS9-O (3/4)	45	136	24(18)	6/9/6
SPECTOR, SPR-5F (4/5)	35	119	22(17)	7/11/7
TARANTULA, ZPH-1A (3/4)	25	72	20(15)	8/12/8
TOTALS	500	1426	192(145)	

6 GR, 1 ERPPC, 2 PPC, 3 LL, 3 LRM5, 2 LB-10X, 6 MPL, 2 ML, 1 SL, 2 FLAM, 1 SRM2 STREAK, 2 ECM, 1 BEAGLE, # OF JUMPERS: 5.

LYRAN	TON	ARMOR	HS(HP)	MOVE
THUNDERHAWK, TDK-7X (3/4)	100	307	10(8)	3/5/0
NIGHTSTAR, NSR-9J (4/3)	95	293	28(21)	3/5/0
EMPEROR, TZ-7EA (2/2)	90	279	24(18)	3/5/3
LYNX, LNX-9Q (4/4)	55	185	30(23)	5/8/5
ENFIELD, END-6Q (3/3)	50	169	22(17)	5/8/0
FIRESTARTER-B, FS9-O (3/4)	45	136	24(18)	6/9/6
TALON, TLN-5W, (4/5)	35	119	22(17)	8/12/0
BATTLEHAWK, BH-K305 (3/4)	30	99	22(17)	5/8/5
TOTALS	500	1587	182(139)	

The Tech Factory - Desert Force 500

5 GR, 3 ERPPC, 3 LL, 3 LB-10X, 2 LPL, 9 MPL, 13 ML, 3 SL, 1 SRM2 STREAK, 1 AMS, 1 TAG, 1 C3 SLAVE, # OF JUMPERS:4.

MARIK	TON	ARMOR	HS(HP)	MOVE
CERBERUS, MR-V2 (3/4)	95	197	24(18)	4/6/0
HERCULES, HRC-LS-9000 (4/3)	70	197	24(18)	5/8/0
ARCHER, ARC-4M (2/2)	70	216	20(15)	4/6/0
TEMPEST, TMP-3M (4/4)	65	208	22(17)	4/6/4
RIFLEMAN, RFL-5M, (3/3)	60	136	24(18)	4/6/0
SHADOWHAWK, SHD-5M (3/4)	55	168	20(15)	5/8/5
BLACKJACK-A, BJ2-O (4/5)	50	152	20(15)	4/6/4
FALCON HAWK, FNHK-9K (3/4)	35	119	26(20)	5/8/0
TOTALS	500	1393	180(136)	

3 GR, 2 ERPPC, 5 LRM20, 1 LB-10X, 3 AC5 ULTRA, 2 LL, 1 LPL, 7 MPL, 13 ML, 3 SPL, 1 SL, 2 MG, 2 SRM2 STREAK, 1 SRM6, 2 AMS, # OF JUMPERS: 3.

LIAO	TON	ARMOR	HS(HP)	MOVE
EMPEROR, EMP-6A (3/4)	90	279	24(18)	3/5/3
WARDOG, WR-DG-02FC (4/3)	75	215	20(15)	4/6/0
THUNDER, THR-1L (2/2)	70	216	22(17)	5/8/0
CATAPHRACT, CTF-3L (4/4)	70	176	32(24)	4/6/0M
GRIFFEN, GRF-3M (3/3)	55	152	28(21)	5/8/5
BLACKJACK-B, BJ2-0 (3/4)	50	152	20(15)	4/6/4
VINDICATOR, VND-3L (4/5)	45	144	30(23)	4/6/4
SNAKE, SNK-1V (3/4)	45	112	22(17)	5/8/5
TOTALS	500	1446	198(150)	

2 GR, 3 ERPPC, 1 LRM20, 1 LRM10, 1 LRM5, 4 LB-10X, 1 AC20, 2 LL, 1 LPL, 12 MPL, 1 ML, 1 SPL, 2 SL, 5 SRM2 STREAK, 1 AMS, 1 ECM, 1 C3 SLAVE, # OF JUMPERS: 5.

TECH FACTORY (Mercenary)	TON	ARMOR	HS(HP)	MOVE
BEHEMOTH-IS, (3/4) {ISSUE 3}	95	296	20(15)	3/5/0
GATOR, GTR-42 (4/3) {ISSUE 6}	85	256	20(15)	4/6/0
CYCLONE-A, (2/2) {ISSUE 11}	75	224	30(23)	5/8/0
NECROMANCER, NCO-13 (4/4) {ISSUE 2}	60	201	20(15)	5/8/0
WOLVERINE-TD, WVR-TD (3/3) {ISSUE 13}	55	185	26(20)	5/8/5
THANATOS, THS-4A (3/4) {ISSUE 2}	55	184	20(15)	5/8/0
CHEETAH, CHT-4P (4/5) {ISSUE 1}	40	136	24(18)	7/11/7
EAGLE, EGL-1E (3/4) {ISSUE 8}	35	116	20(15)	8/12/0
TOTALS	500	1598	180(136)	

7 GR, 1 ERPPC, 1 PPC, 1 ERL, 2 LRM20, 1 LB-10X, 6 MPL, 15 ML, 2 SL, 2 SRM6 STREAK, 16 MG, # OF JUMPERS: 2.

The Tech Factory - Desert Force 500

CLAN FORCES

JADE FALCON	TON	ARMOR	HS(HP)	MOVE
TURKINA-A (2/3)	95	288	30(23)	3/5/3
NIGHT GYR-B (1/2)	75	221	24(18)	4/6/4
THOR-B (3/4)	70	173	28(21)	5/8/5
ULLER-A (3/4)	30	77	20(15)	6/9/0
VIXEN (2/3)	30	105	20(15)	9/14/0
TOTALS	300	864	122(92)	

5 GR, 4 LRM20, 1 LPL, 2 LB-2X, 4 ER ML, 2 SRM4, 5 MG, 1 NARC, 1 AMS, # OF JUMPERS: 3.

GHOST BEAR	TON	ARMOR	HS(HP)	MOVE
GLADIATOR-P (2/3)	95	211	38(29)	4/6/4M
GRIZZLY (1/2)	70	208	22(17)	4/6/4
RYOKEN-C (3/4)	55	185	20(15)	6/9/0
DRAGONFLY-P (3/4)	40	134	20(15)	8/12/8
DRAGONFLY-C (2/3)	40	134	20(15)	8/12/8
TOTALS	300	872	120(91)	

2 GR, 2 ER LL, 2 LPL, 1 LRM10, 1 LB-10X, 2 ER ML, 5 MPL, 1 SPL, 1 SRM4, 7 MG, 3 FL, 1 AMS, # OF JUMPERS: 4.

SMOKE JAGUAR	TON	ARMOR	HS(HP)	MOVE
DAISHI-A (2/3)	100	304	42(32)	3/5/0
CAULDRON-BORN-P (1/2)	65	182	26(20)	5/8/0
VULTURE-C (3/4)	60	160	20(15)	5/8/0
SHADOWCAT-P (3/4)	45	134	20(15)	6/9/0M
HANKYU-P (2/3)	30	77	20(15)	8/12/6
TOTALS	300	857	132(100)	

5 GR, 3 LPL, 1 LRM10, 2 LRM5, 1 LB-5X, 5 ER ML, 2 SRM6 STREAK, 1 SRM2, 1 FL, 1 AMS, 2 BEAGLE, 1 ECM, 1 TAG.

WOLF	TON	ARMOR	HS(HP)	MOVE
MADCAT-A (2/3)	75	230	42(32)	5/8/0
LINEBACKER-B (1/2)	65	192	28(21)	6/9/0
LINEBACKER-D (3/4)	65	192	28(21)	6/9/0
GALAHAD (3/4)	60	201	20(15)	4/6/0
PUMA-C (2/3)	35	115	20(15)	6/9/0
TOTALS	300	930	138(104)	

3 GR, 2 ERPPC, 2 LRM15, 5 ER ML, 4 MPL, 2 ER SL, 5 SRM6 STREAK, 1 FL, 1 NARC, # OF JUMPERS: 0.

TECH FACTORY	TON	ARMOR	HS(HP)	MOVE
FULLBACK-P (2/3) {ISSUE 3}	90	272	36(27)	4/6/0
BLACKSHARK (1/2) {ISSUE 6}	70	211	26(20)	5/8/5
TIGHT END (3/4) {ISSUE 9}	55	182	32(24)	5/8/0
HALFBACK-A (3/4) {ISSUE 3}	50	169	22(17)	6/9/0M
SKYBLAZER-A (2/3) {ISSUE 12}	35	115	24(18)	7/11/0
TOTALS	300	949	140(106)	

2 GR, 2 ERPPC, 1 LPL, 2 LRM20, 1 LB-20X, 3 ER ML, 11 ER SL, 2 MPL, 4 SRM6 STEAK, 3 SRM4 STREAK, 6 SRM4, # OF JUMPERS: 1.

The Tech Factory

Back in Issue #6 and 7, The Tech Factory published a BPV system for BattleTech.

With the release of Maximum Tech, we are providing for our readers an updated list of weapons, with their respective Tech Factory BPV's.

IS WEAPONS	BPV	DAM.	Heat	S	M	L	CLAN WEAPONS	BPV	DAM.	Heat	S	M	L
PPC; 3min.	11	10	10	1-6	7-12	13-18	ER PPC	20	15	15	1-7	8-14	15-23
ER PPC	12	10	15	1-7	8-14	15-23	ER Large Laser	12	10	12	1-8	9-15	16-25
ER Large Laser	9	8	12	1-7	8-14	15-19	ER Medium Laser	7	7	5	1-5	6-10	11-15
ER Medium Laser	5	5	5	1-4	5-8	9-12	ER Small Laser	3.5	5	2	1-2	3-4	5-6
ER Small Laser	2	3	2	1-2	3-4	5	ER Large Pulse Laser	14	10	10	1-7	8-15	16-23
Large Laser	8	8	8	1-5	6-10	11-15	ER Medium Pulse Laser	8	7	4	1-5	6-9	10-14
Medium Laser	4	5	3	1-3	4-6	7-9	ER Small Pulse Laser	5	3	2	1-2	3-4	5-6
Small Laser	1.5	3	1	1	2	3	Large Pulse Laser	13	10	10	1-6	7-14	15-20
Large Pulse Laser	9	9	10	1-3	4-7	8-10	Medium Pulse Laser	8	7	4	1-4	5-8	9-12
Medium Pulse Laser	5	6	4	1-2	3-4	5-6	Small Pulse Laser	2.5	3	2	1-2	3-4	5-6
Small Pulse Laser	2	3	2	1	2	3	Flamer	1	2	3	1	2	3
X-Large Pulse Laser	10	9	14	1-5	6-10	11-15	Anti-Missile System	3	-	1	-	-	-
X-Medium Pulse Laser	6	6	6	1-3	4-6	7-9	Laser Anti-Missile System	3	-	2d6	-	-	-
X-Small Pulse Laser	2.5	3	3	1-2	3-4	5	Machine Gun	1	2	-	1	2	3
Heavy Flamer	3	4	5	1-2	3-4	5-6	Grenade Launcher	1	-	-	1	-	-
Flamer	1	2	3	1	2	3	LBX-2; 4min.	3.5	2	1	1-10	11-20	21-30
Anti-Missile System	2	-	1	-	-	-	LBX-5; 3min	6	5	1	1-8	9-15	16-24
Laser AMS	3	-	2D6	-	-	-	LBX-10	12	10	2	1-6	7-12	13-18
Machine Gun	1	2	-	1	2	3	LBX-20	20	20	6	1-4	5-8	9-12
Grenade Launcher	1	-	-	1	-	-	Ultra AC/2; 2min	4	2	1	1-9	10-18	19-27
Autocannon/2; 4min.	3	2	1	1-8	9-16	17-24	Ultra AC/5	7.5	5	1	1-7	8-14	15-21
Autocannon/5; 3min	5	5	1	1-6	7-12	13-18	Ultra AC/10	15	10	3	1-6	7-12	13-18
Autocannon/10	10	10	3	1-5	6-10	11-15	Ultra AC/20	23	20	7	1-4	5-8	9-12
Autocannon/20	15	20	7	1-3	4-6	7-9	Gauss Rifle; 2min	18	15	1	1-7	8-15	16-22
LAC 2	2	2	1	1-6	7-12	13-18	Streak LRM-5; no min.	6	5*	2	1-7	8-14	15-21
LAC 5	5	5	1	1-5	6-10	11-15	Streak LRM-10; no min.	12	10*	4	1-7	8-14	15-21
Ultra AC/2; 3min	3.5	2	1	1-8	9-17	18-25	Streak LRM-15; no min.	18	15*	5	1-7	8-14	15-21
Ultra AC/5; 2min	7.5	5	1	1-6	7-13	14-20	Streak LRM-20; no min.	23	20*	6	1-7	8-14	15-21
Ultra AC/10	14	10	4	1-6	7-12	13-18	LRM-5; no min.	4	1/Msl	2	1-7	8-14	15-21
Ultra AC/20	22	20	8	1-3	4-7	8-10	LRM-10; no min.	8	1/Msl	4	1-7	8-14	15-21
LB 2-X AC; 4min.	3	2	1	1-9	10-18	19-27	LRM-15; no min.	12	1/Msl	5	1-7	8-14	15-21
LB 5-X AC; 3min.	6	5	1	1-7	8-14	15-21	LRM-20; no min.	16	1/Msl	6	1-7	8-14	15-21
LB 10-X AC	12	10	2	1-6	7-12	13-18	Streak SRM-2	4	2/Msl	2*	1-4	5-8	9-12
LB 20-X AC	20	20	6	1-4	5-8	9-12	Streak SRM-4	8	2/Msl	3*	1-4	5-8	9-12
Lt. Gauss Rifle; 3min	9	8	1	1-8	9-17	18-25	Streak SRM-6	12	2/Msl	4*	1-4	5-8	9-12
Gauss Rifle; 2min	18	15	1	1-7	8-15	16-22	SRM-2	2	2/Msl	2	1-3	4-6	7-9
LRM-5; 6min	4	1/Msl	2	1-7	8-14	15-21	SRM-4	5	2/Msl	3	1-3	4-6	7-9
LRM-10; 6min	7	1/Msl	4	1-7	8-14	15-21	SRM-6	7	2/Msl	4	1-3	4-6	7-9
LRM-15; 6min	10	1/Msl	5	1-7	8-14	15-21	Narc Missile Beacon	3	-	0	1-4	5-8	9-12
LRM-20; 6min	13	1/Msl	6	1-7	8-14	15-21	Arrow IV System	24	20/10	10	5 Boards Max		
MRM-10	5	1/Msl	4	1-3	4-8	9-18							
MRM-20	10	1/Msl	8	1-3	4-8	9-18							
MRM-30	15	1/Msl	10	1-3	4-8	9-18							
MRM-40	20	1/Msl	12	1-3	4-8	9-18							
SRM-2 Streak	3	2/Msl	2*	1-3	4-6	7-9							
SRM-4 Streak	6	2/Msl	3*	1-3	4-6	7-9							
SRM-6 Streak	9	2/Msl	4*	1-3	4-6	7-9							
SRM-2	2	2/Msl	2	1-3	4-6	7-9							
SRM-4	5	2/Msl	3	1-3	4-6	7-9							
SRM-6	7	2/Msl	4	1-3	4-6	7-9							
TunderBolt 5; 5min.	5	5	3	1-6	7-12	13-18							
TunderBolt 10; 5min.	10	10	5	1-6	7-12	13-18							
TunderBolt 15; 5min.	15	15	7	1-6	7-12	13-18							
ThunderBolt 20; 5min.	20	20	8	1-6	7-12	13-18							
TAG	1	-	-	1-5	6-10	11-15							
Narc Missile Beacon	3	-	0	1-3	4-6	7-9							
Long Tom Cannon; 4min.	25	20/10	20	1-6	7-13	14-20							
Sniper Cannon; 2min.	12	10/5	10	1-4	5-8	9-12							
Thumper Cannon; 3min.	6	5/2	6	1-4	5-9	10-14							
Arrow IV System	24	20/10	10	5 Boards Max									

NAME	BPV	BPV	NAME
Hardened IS	Mech Tonnage/5	1	Artemis IV FCS
Null-Signature Sys.	Mech Tonnage/10	1	Beagle Active Probe
Reactive Armor	Armor Points/6	2	Bloodhound Probe
Laser-Reflective Armor	Armor Points/5	2	Guardian ECM
Hardened Armor	Armor Points/4	3	Angle ECM
Coolant Pod	# of HS/2	3	PPC Capacitor
Triple Str. Myomer	Mech Tonnage/10	1	CASE II
MASC	Walk/2		
Supercharger	Run/2		
Turret	Lt:1,Md:2,Hv:3,As:4		
Variable Targeting Sys.	Weapon BPV/10		
Targeting Computer	Dir. Fire BPV/5		
C3 CPU Master	24		
C3 Slave	5		
Hatchet	= Tonnage		
Sword	= Tonnage		

The Tech Factory Submission Guidelines

Please our care in addition to the price of the material. The business is not a charity.

10/11/14

40.00 for a page of text, or 100.00 for a page of \$10.00 for a page of text, or 100.00 for a page of text, or 100.00 for a page of text.

Editorial Notes

Editorial notes to issue #11 of The Tech Factory.

First of all, as you probably noticed, this issue is longer than our previous issues as it contains 28 whopping pages full of stuff for you guys to read here. The reason responsible for this increase is the Fleet section. We are proud to present a new Fleet section now - The Federal Republic - complete with background and design. The Federal Republic is one of the many new ones that will be seen in the new 2015 edition "The Orange Ocean." We are not sure when this project will be released but only know it will be after the infamous "Yes!" has been released and that will be that, enjoy these pages as we bring them to you.

The second big change in Tech Factory is our inclusion of Level 3 Design from Blackman Tech. Unlike the Federal Republic, the new equipment in Blackman Tech seems to be balanced and really useful. This new equipment put us in a dilemma - should we use it or not? In the past, we have avoided Level 3 equipment, because we know many of you out there do not play with those ones. But, after a lot of consideration, we decided to go ahead and use the Blackman Tech equipment. We decided this mainly because of the official release request, we felt that we were also getting and because of the new way that it brings to the BlackTech universe. With the "Black" already published by FARA, and the "Blue" already published by Tech Factory, we felt that we should need to start including this equipment in our issue to bring out what the high quality "Black" designs they have come to regard than The Tech Factory. If you have any opinions about whether we should continue using the new level 3 stuff, please let me know. One final note about the Blackman Tech equipment - because the old RADA 10V system does not have values for the Blackman Tech equipment, the RADA's total on the BlackTech are the new 10V system that was given to Blackman Tech.

On the down side ... Well, we unfortunately, Tech Factory will only be published two times a year - January and July. There are two reasons for this. The first reason is the printing industry seems to be in a downturn right now. As I talk to the distributors - many of them feel that they are having a lot of game stress. It's particularly stressed to us, regarding sales in the printing industry have fallen sharply in the past year and a half. The fact that Tech Factory, but other well-known magazines like Game and Dragon have had their subscriber's drastically reduced. The distributors - having more fall, are being very cautious in their magazine orders. The second and most important reason we are running back to two issues a year is that as most of you know in the last year and a half we have really struggled to get The Tech Factory out on time and meet our schedule. It's increasing stress against it that over that I will not be able to meet a schedule of three issues per year. I feel it is best to keep that and accept with my readers about this. I have nothing whatsoever I have I can't or won't make. My going to you means I feel we will be able to deliver the time required to produce a quality product for you guys.

Best and best ...

Greg

The Tech Factory
Issue #13

IN THIS ISSUE:

BATTLETECH:

Nine new BattleMechs.

Maximum Tech

- Review of the new BattleTech supplement.

- Uncle Alvin looks at some of the new equipment introduced in Maximum Tech and evaluates its' uses.

Scenarios -

Desert Force 500:

Choose from six Inner Sphere or five Clan forces - each designed to fight in the inhospitable environment and challenges presented by desert warfare.

STAR FLEET BATTLES:

A special oversized section featuring a new race - The Federal Republic. This section is complete with background and ships. The Federal Republic is one of the many new races that will be seen in the new SFB universe "The Omega Sector."

Legions Of Steel:

Two new units for the Black Empire, plus a scenario pitting these units against a desperate Machine force.