

\$4.25

ISSUE #6

THE TECH FACTORY



*A Gaming Journal
Formerly The Mech Factory*

The Tech Factory

Editors Notes:

Here we are again, welcome to issue six of The Tech Factory. This issue, as you probably have noticed, we have implemented some pretty major format changes. These changes, in our opinion, help add to the look and feel of the magazine. This was a conscious effort on our part to bring The Tech Factory's quality up a notch and help move it from "fanzine" to real magazine. One of the most significant changes is that our borders have decreased in size. This is important to you, the reader, because you are now getting more words and more information per page than before. These changes, coupled with the increase in pages from 28 to 32, is a major increase in the amount of gaming material you get to see in The Tech Factory. Not only have we added more pages, but we have been able to keep the cost down and not changed our original price of \$4.25. We're not sure how long we can keep doing this, but we will try to hold our prices down for as long as possible.

True to my promise, this issue was put together in a more scheduled pace. My schedule wasn't perfect, but it gave us deadline dates, and for the most part, we kept to them. This was a significant effort, because of all the work that went into the new format changes - we could no longer go back and copy page setups from old issues. There is no grand theme to this issue, we have tried to present a well balanced mixture of 'Mechs from all time periods. We tried to include an extra 'Mech and scenario that deals with the 3025 or "standard BattleTech" time period. This is based on feedback we received from many BattleTech gamers who only play the "old stuff".

This issue, we have made a conscious effort to try and use more submissions. This is supposed to be a fanzine, and that means giving you, the fans of gaming, a chance to be heard. I'm sure there are those who would love to hear other peoples opinions and ideas. To this end, I am asking (make that pleading) for submissions. To all of you aspiring mech designers out there, let me give you a hint. It seems like most submissions we receive are 100 ton gun platforms (about half of which are Clan 'Mechs). You will have a much better chance of getting a submission published if it is not the 100 ton gun platform. While I am begging for submissions, let me continue, and beg for artwork. **WE NEED ART BAD!!!** For those of you who have our first two issues, you can easily tell that our art has improved, (those first two covers were drawn by me), yet our art supply is running drastically low. To this end, **we are going to start paying cash for artwork.** (yeah, CASH, you know, the green stuff). It's not much, but if you send us artwork that we use, we will pay you \$40.00 for the cover, and \$10.00 for a piece of art we use on the interior. So all you artists out there - get busy!

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

Special Assistance: Dick Herbert

Cover Art - Tom Frank, used with permission of Global Games

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

The Tech Factory is published three times a year and can be ordered by mail or found in better game stores throughout the country. **Subscription rates:** A one year subscription (3 issues) is \$12.00. (U.S. Funds). Please state which issue number you would like your subscription to start with. Subscriptions are only available to an address in the U.S. or Canada. Due to circumstances beyond our control, we are unable to take subscriptions to addresses in the State of Missouri.

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

The Tech Factory, Issue #6: Published December, 1994. All material published in The Tech Factory becomes the exclusive property of the publisher, and may not be republished without permission.

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

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

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

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

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

All Star Fleet Battles material was developed by Amarillo Design Bureau.

STAR FLEET SUBSPACE NEWS #4

STARDATE 9408.18

The Alliance never built Maulers (and we do not plan to change the history at this late date), but many Alliance players have asked for "conceptual" designs to use in their local campaigns and for various experiments.

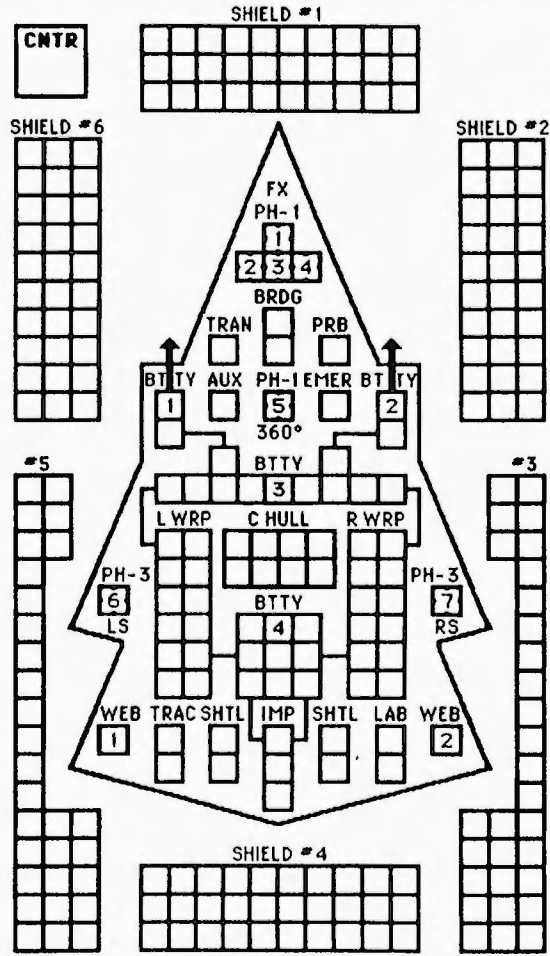
KZINTI MCW: Spare shuttles 1, Year in service Y172, Docking 6, Explosion 20, Shock 13.
 GORN MHD: Spare shuttles 1, Year in service Y172, Docking 6, Explosion 20, Shock 13.
 HYDRAN NUMIDIAN MCW: Spare shuttles 1, Year in service Y172, Dock 6, Explosion 19, Shock 13, No fighters.
 THOLIAN MCW: Spare shuttles 1, Year in service Y172, Docking 6, Explosion 19, Shock 13.
 FOR F&E, assume all are 7-point war maulers, and can be substituted for CWs or converted from CWs for 4 points. Maximum mauler production for an Alliance power is 1 war mauler and 1 heavy cruiser mauler per year (1 ship per turn).

THOLIAN WAR CRUISER MAULER

SHIP DATA TABLE	
TYPE	= MCW
POINT VALUE	= 138
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R7.933
SNARE REFIT	= +6

LS = LF + L + LR
 RS = RF + R + RR
 FX = L + LF + RF + R

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



SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES; SEE (E13.3) IN MODULE C2.
 WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

CREW UNITS		ADMINISTRATIVE SHUTTLES		
	10	IDENT	HIT POINTS	NOTES
	20			
	30			

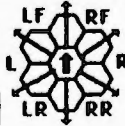
THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

	10
--	----

TRANSPORTER BOMBS PROBES

	5
--	---

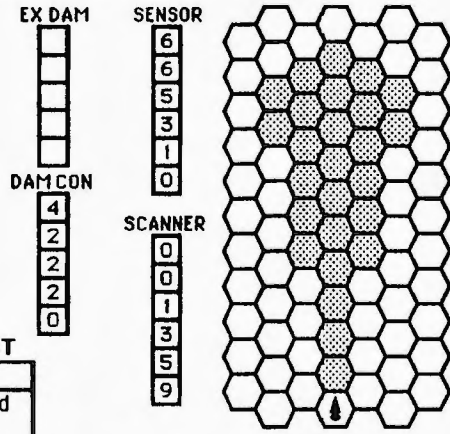


TYPE I OFFENSIVE PHASER TABLE

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

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



ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
 SEE (D23.0) FOR SHOCK DAMAGE.
 SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.

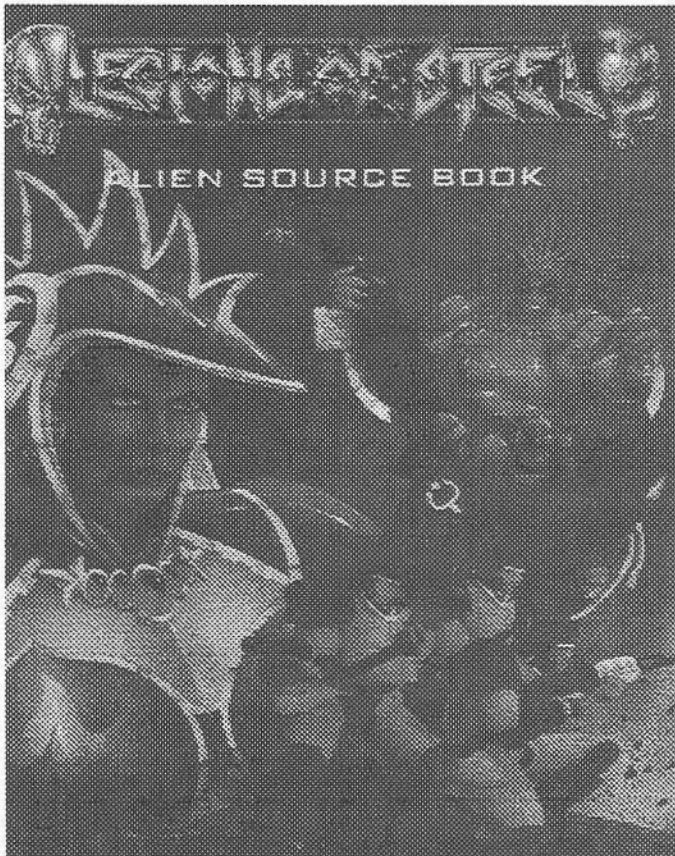
MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

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

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

Legions Of Steel Overview - Alien Source Book

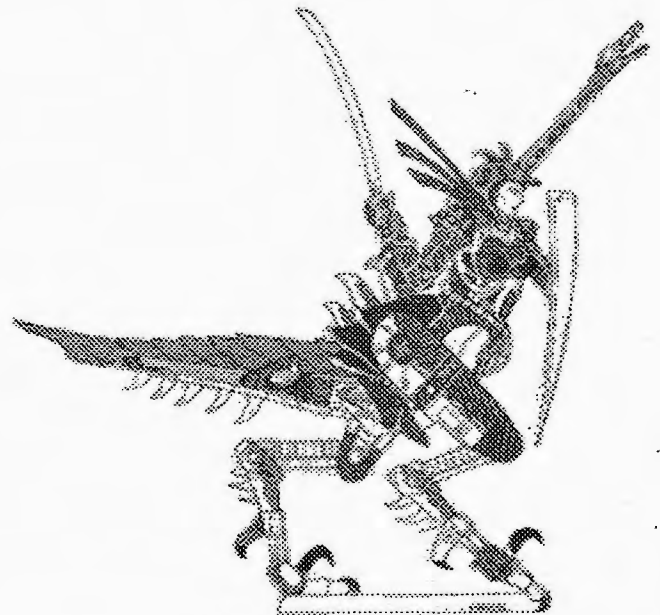


The latest Legions of Steel supplement from Global Games is the *Alien Source Book*. This supplement provides background on three alien races which, along with the humans, are at war with the Machines. Provided is an overview of each race's physiology, culture and history, as well as complete descriptions of new fighting units.

The first of these, The Black Empire, is an imperialistic and totalitarian society. Physically, Tzorens (the primary race that controls the Black Empire) look like humans. It is also mentioned that some Tzoren possess psionic abilities. This rare ability is most commonly found in females, and plays a large role in the Black Empire Imperial Structure. The Black Empire is not a member of The League of Aliens, but has been in contact with them for several centuries. The Empire's expansionist nature eventually brought them into contact with its Alien neighbors, and it was only a matter of time before hostilities broke out. These aliens attempted to warn the Empire of the approaching machine incursion, but the empire refused to deal with its neighbors, and continued to attack them until they themselves were assaulted by the Legions of Steel. Little communication exists between the League and The Black Empire as the Empire is officially at war with some races on its' border who are league members.

Black Empire military units:

- **Seth Drakkar:** Noble Warriors. Walk 4, 1 kill, Disintegrator, D-Blade, Parrallax Bomb, Assault Shield, and 1 Hero Point.
- **Aseth Drakkar:** Veteran Noble Warriors. Walk 4, 1 kill, Disintegrator, D-Blade, Parrallax Bomb, Assault Shield, and 2 Hero Points.
- **Storm Angel:** Walk 5, 0 general modifier and 1 kill. Energy Field, Assault Shield, Heavy Lance, D-Sword, Ovincar CAW, and 2 Hero Points. A command variant also carries ATAS.
- **Grenadier Takkar:** Walk 3, -1 General Modifier, Tarnak Grenade Launcher.
- **Lancer Takkar:** Walk 3, -1 General Modifier, Lance.



STORM ANGEL

Weapons used by the Black Empire. Best Range is listed first, followed by the weapons long range.

- **Disintegrator:** ROF 1, *PB* - 10, *Long* - 25.
- **D-Blade:** Hand to Hand weapon - ROF 1, kill number 3+
- **Parrallax Bomb:** Grenade weapon - Area affect of 9 squares. Creates a -2 LOF modifier, and movement costs are doubled.
- **Assault Shield:** Provides a -1 General Modifier to all attacks whose line of fire crosses the front arc of the figure being attacked
- **ATAS:** Advanced Targeting Acquisition System: Adds one fire action and does not suffer from the -1 secondary fire action modifier.

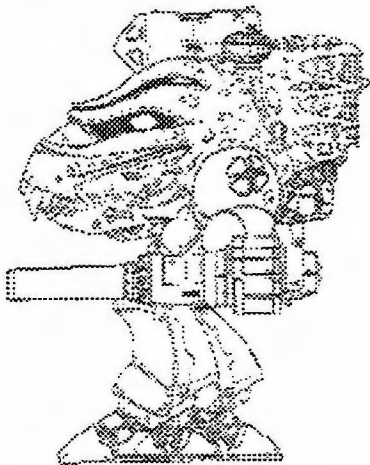
Legions Of Steel Overview - Alien Source Book

- **D-Sword:** Hand to Hand weapon - ROF 2, kill number 2+.
- **Heavy Lance:** ROF 4, *Medium* - 25, *Long* - 40.
- **Ovincar CAW:** Close Assault Weapon that follows the same rules as SPLAT.
- **Lance:** ROF 4, *Long* - 25.
- **Tarnak Grenade Launcher:** *PB* - 10, *Long* - 55. Grenades affect 9 hexes, with a kill number of 5+, and ignores all General Modifiers.

The second alien race introduced by the Alien Source Book is the Infranites. The Infranites are a silicon based humanoid whose body color becomes a fiery red during its adulthood. Infranite bodies have evolved to emit heat (as opposed to conserving it like the human body does), and the average temperature of an infranite is 140 degrees Fahrenheit. As the Infranite gets very hot, excited or angry, its' body secretes a liquid that glows when it comes in contact with air - giving the appearance that the creature is on fire or surrounded by flames.

Infranite Military Units

- **Warrior:** Walk Rate of 4, 1 kill, Tempest Assault Rifle, SSRP, Razor Arm Blades.
- **Chain Gunner:** Walk rate of 4, 1 kill, -1 General Modifier, Chain Cannon, Razor Arm Blades.
- **War Leader:** Walk rate of 4, 1 kill, -1 General Modifier, Tempest Assault Rifle, RiP, Typhoon GL, Forcewall, K-Pulse Grenade, and 3 Leadership.
- **Lesser War Chief:** Walk Rate of 4, 1 kill, -1 General Modifier, Tempest Assault Rifle, RiP, Typhoon GL, Forcewall, K-Pulse Grenade, and 2 Leadership.
- **Volcano B.A.P:** Walk rate of 4, 2 kills, -1 general modifier, Dual Heavy Chain Cannons, Battery Rocket Launcher, Sprinkler CAW, and ITS fire control.



Volcano B.A.P.

Infranite Weapons:

- **RiP Rocket Pod:** ROF 1, *Medium* - Range 20, *Long* - Range 30.
- **Tempest Assault Rifle:** Uses two types of Ammunition.
 1. Assault Round: ROF 1, *PB+* - 5, *Long* - 25.
 2. LRE Round: ROF 1, *Short* - 25, *Long* - 55
- **SSRP Single Shot Rocket Pod:** ROF 1, *Medium* - 20, *Long* - 30. Each shot has potential to inflict 2 kills.
- **Chain Cannon:** Uses four types of Ammunition.
 1. Flechette Round: ROF 3, *Short* - 5, *Long* - 20
 2. Heap Round: ROF 1, *Short* - 20, *Long* - 45
 3. HE++ Round: ROF 2, *PB* - 25, *Long* - 55. Area effect of 9 squares, and kill number of 5+.
 4. Smoke Round: ROF 2, *PB* - 25, *Long* - 55. Covers 10 squares wide, 2 squares deep, and creates a -1 LOF modifier for anyone firing through it.
- **Heavy Chain Cannon:** Uses the same ammo types as the chain cannon, these may be linked to produce multiple die rolls, and carries 4 magazines of ammunition.
- **Razor Arm Blades:** Physical Weapon. ROF 2, kill Number 4+.
- **Typhoon Grenade Launcher:** ROF 1, *PB* - 5, *Long* 30. Carries 5 rounds of Plasma Grenades (as per Advanced rule book)
- **Rocket Quad Pod:** ROF 2, *Short* - 20, *Long* - 45. Each shot has potential to inflict 2 kills.
- **Sprinkler CAW:** Kill zone of range 4 from the B.AP. All targets in kill zone are attacked at a kill number of 3+.

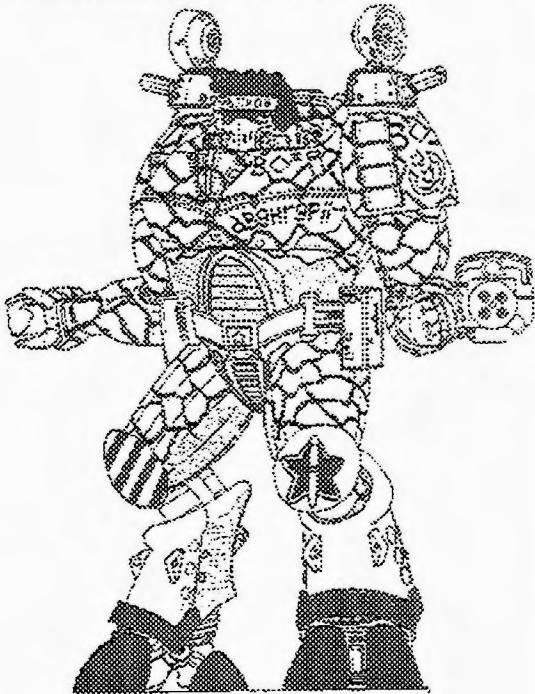
The third race presented by the Alien Source Book is the Fantasions. The Fantasions' world is a harsh climate, whose average temperature is approximately at 0 degrees Celcius. Fantasions are short, broad and muscular. The Fantasions developed in a society ruled by local kings and clans. Currently, the Fantasion State is a racist, facist regime controlled by three power blocks: The Party, The Securitat, and The Military. Their xenophobic ways were only overcome when the Party realized the threat offered by the machines. Most fantasion military personal are conscripted from the mass population. Their military units reflect this as the mass produced armor tends to be worse than other League of Alien counterparts. Lack of quality, however, is made up in quantity.

Fantasion Military Units

- **StormTrooper:** Walk 5, +1 General Modifier, PPSH, and 2 Gauss Grenades.
- **Starshina:** Equivalent to a UNE warrent officer, this unit is a StormTrooper with two Leadership points.

Legions Of Steel Overview - Alien Source Book

- **Support StormTrooper:** Walk 5, +1 General Modifier, 2 Gauss Grenades and either PKM or SS 2000
- **T85/34 StormTrooper:** Walk 4, 2 kills, 5 Gauss Grenades, ZSU, and Mini Shilka.



T85/35 StormTrooper

Fantasion Military Weapons

- **PPSH Flechette SMG:** ROF 2, *Short* - 3, *Long* - 25.
- **Gauss Grenade:** Offensive and Defensive modes. Can act as an EMP grenade, or block LOF at a -1 penalty.
- **PKM "Canopener" support weapon:** ROF 1, *PB* - 25, *Long* - 55
- **SS 2000:** A flame projector. ROF 2, *PB+* - 2, *Long* - 25. Affects nine squares at a kill number of 6+.
- **ZSU "Woodpecker":** ROF 4, *Short* - 5, *Long* - 25.
- **Mini Shilka:** Designed for close defense. ROF 3, *Long* - 10. Or may be fired in AES mode. AES targets up to two figures, and each time they move, a die is rolled for a kill. (Sort of a limited suppression)

And finally, what would an Legions of Steel supplement be without a few new machines:

C2 Centurion: Advanced Command And Control Robot. Walk 4, 2 kills, 2 Spaz Rockets, Heavy Deadbolt Launcher, Blitzzer, Nachtmacher Generator, and 2 command points.

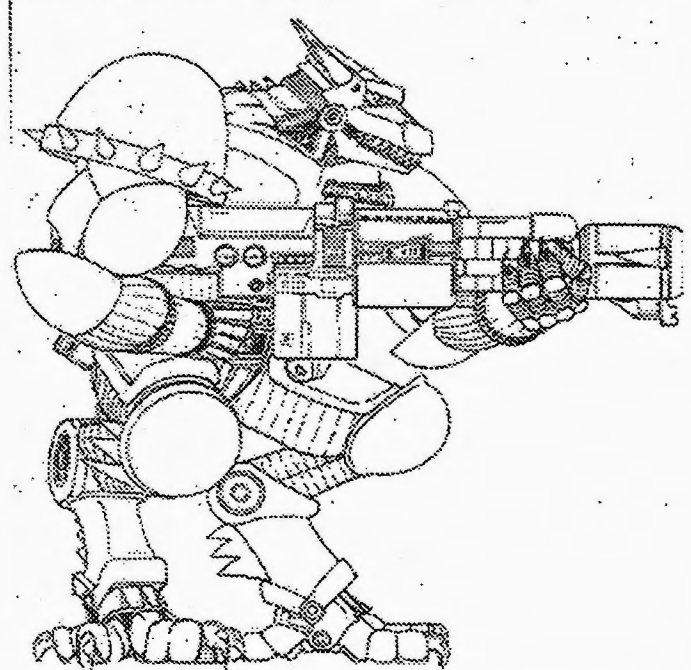
Heavy Deadbolt: Same as the standard Deadbolt with a ROF of 2.

Nachtmacher Field Generator: A darkness field (-1 LOF) is created and moves with the Centurion.

Blitzzer: Uses disruption rules, and has twice the range of a normal thrown grenade.

G5 Stalker: A pursue and destroy machine. Walk 5 - can sprint for 15, 2 kills, carries Deadbolt Lancher and Wasp Missiles.

Mark 1A1: Walk 5, 2 Kills, -1 general modifier. It carries a Hellfire cannon (ROF 2, *Short* 20, *Long* 45), has claw attacks (ROF 1 at 4+) and 1 point of Leadership.



In addition to all the new units, there are six new scenarios designed to allow the players to use the new alien races. Also included are new weapons and summary charts detailing every units' (including those in the basic and advanced game) standard loadout. Handy cross reference tables have been made that make it easier for a player to look up his unit abilities and weapons.

Global Games has done another fine job with interior art. (Some of it is shown here in this article) One of the parts I liked the best was the painting guides. There are several detailed sketches of miniatures that are shaded and numbered. These sketches detail the different paint schemes to be used on the miniatures.

Speaking of miniatures, all miniatures for The Black Empire, and the Infranites are available now. New Infranite and Machine miniatures should be available by time this article makes it to the stores. Out of the lot, there are two exceptional works. The first, is the Volcano B.A.P. I didn't think there could be a bigger mini than the Mark III Assault Fiend. I was wrong. Another new miniature, The Storm Angel is also an impressive piece of modeling. Its' unique armor and detailed molding should make it a fine addition to anyones' miniature collection.

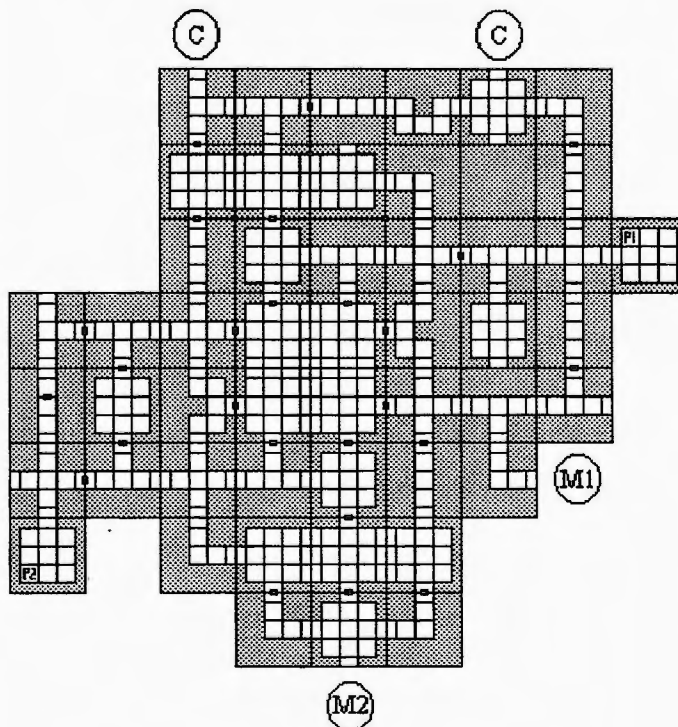
Legions Of Steel Scenario - Power Grid Lock

Commando Background:

"We continued our descent into the bowels of the machine complex.

I could see clearly on the sensoscanner that the objectives lie ahead - the power grids were within our reach. Once those were knocked out, machine defenses on the whole level would be left on their own. Lacking guidance from the machine overmind, it should be easy to mop up in the ensuing chaos.

Everything had gone well so far. Things were still an eerie quiet. Almost too quiet ..."



Machine Background:

:Warning. Warning.

:Invaders detected.

:Power Grid 7724 and 7725 in jeopardy

:Deploy G1 Machines at power grids.

:Remaining units converge on sector and form Internal Security Horde.

:Deactivate threat.

Forces and Setup:

Commando: One Section with Full Combat Loads, enter on turn 1 at the designated commando entry points.

Machine: Two G1 Nightmares start in each room with a power grid. Three G1 Nightmares and a Mark 1 Assault Fiend enter, turn 1, at Machine entry point M1. One G1 Nightmare enters, turn 1, at Machine entry point M2.

Reinforcements:

Machine: The machine player can receive up to four G1 Nightmare reinforcements. The power grids are labeled P1, and P2. On odd numbered turns, power grid P1 will gain one reinforcement through entry point M1. On even numbered turns, power grid P2 will gain one reinforcement through entry point M2. When a power grid is destroyed, it no longer receives reinforcements. (The Machine player still gets the reinforcements. Now it just takes them longer to arrive, as only one will arrive every other turn.) No more machines than an Internal Security Horde may be present at any one time.

Objective: The Commandos must destroy both power grids. If both power grids are destroyed, the Commando player wins. Any other result is a Machine victory.

Special Rules:

Power Grids: Squares marked P1 and P2 contain power grids. Each Power Grid is considered to have one kill, and a general modifier of +1.

Variations:

- 1) Vary the number of machine reinforcements.
- 2) Require the Commando player to destroy both power grids and disengage a number of units off the map. (*Favors Machine*)
- 3) Replace the Commando Section with an Infrantite War Party.
- 4) Replace the Commando Section with Dark Legion Triad plus a Storm Angel - Arraith Drakkar, and limit the machines to three reinforcements.

Uncle Alvin's Body Shop

INITIATIVE TACTICS: It is not always a disaster when you lose initiative. Indeed, there are times you hope you lose initiative. We will examine some of those situations and also examine some other things to strive for.

- A. You can move a 'mech to block a narrow path to clog up an enemy advance. A 'mech with a high modifier is the best.
- B. Steal your opponents good terrain hex. (Jumping into a heavy woods hex that your opponent was going to use).
- C. Try to avoid moving one of your units early in the turn that will result in the enemy moving all their units out of the line of fire. If you can't avoid this, try using a smaller mech, so your firepower will not be greatly impacted.
- D. When winning, try to setup yourself so that some of the opposing units will not have a shot after they move. You can use your full firepower while your opponent only has part of theirs.
- E. Attempt to move last on each flank; you will effectively get the last move twice.

FORCE CONSTRUCTION: When you play a free-for-all or are playing in a campaign that you may select your forces, there are several approaches to the makeup of your force. Terrain is very important along with what the objectives are. BattleTech is always a trade-off between speed, firepower, and armor; you can't have it all. You know you have been successful when your force's effectiveness is greater than the sum of its parts. Below are some force "Archetypes" that we have thought of.

- A. *"Can opener and sandpaper"*. This force has some heavy hitting weapons (Gauss, AC-20, PPC) to punch some holes, then uses "sandpaper" (LBX in cluster, SRM's) to try for multiple critical hits.
- B. *"A little of everything"*. Include a speed guy, a big slug, a long range support type, and a in your face 'Mech. Sometimes each of these types are combined into one 'Mech. Examples could include; Wraith, Awesome, Archer, and Ax Man.
- C. *"Speed and Fire Support"*. Have a 'mech that usually moves first for you that is not too choosy on range. (The Awesome or Archer above would fit this category). Your front units then get to see at least one of the enemy move before they do.

MOVEMENT: Knowing how to move (run, jump, walk, or park) and what the enemy has done is very important. In an example situation, (you both have the same 'mech) your target has elected to park in the open. He currently needs a 6 to hit you and you need a 6 to hit him if you stay where you are. If you walk 5 (the range stays the same), he will now need an 8 to hit you while you need a 7 to hit him. The general rule of thumb is to move your opponent to above 7's, while keeping your numbers at 7 or less. The change between a 7 and 8 is a 16% greater chance of a miss.

SPREAD THE ENEMIES FIRE WHILE CONCENTRATING YOUR OWN: You should try to shoot at the same 'mech from one turn to the next in order to get it out of the game. You will want to prevent the enemy from doing this to you, so if you had a 'mech take heavy damage, try to make shooting that 'mech as difficult as possible. Of course, knowing when to shoot a fresh target or keep shooting at a damaged target that is harder to hit is part of the fun of the game.

We
Want
You!

To Submit
To
The Tech
Factory

Submit your Tactics, and Construction
Tips for use in future "Alvin" articles.

The Tech Factory - Battletech BPV System

BATTLE POINT VALUE SYSTEM, By Kent Logsdon

If you have ever tried to use FASA's point system to generate two lances of fairly equal combat power for a game, you will quickly realize that it does not work. This is because FASA's system was created to provide quick battle report results and is based more on economics (money) than on the 'Mechs destructive capabilities. For example, there is no way that a Charger CGR-1A1 with a combat value of 3,032 is even close to the Clan Ryoken Primary whose Combat Value is 2,933. If this example was only one of several inconsistencies, I could live with it, but it is not. This example is a common problem through out. I decided that I wanted a combat value system that would allow each person to generate a force that would be balanced against another equal point force. At first, I looked at using tonnage as many of groups do, but there are problems there too. Again, consider the Charger versus the Awesome.

After spending several months of trying different equations, I came up with the formula below. I have been playtesting this system for over two years now, and in two different gaming groups. It seems to work very well. I am sure that not everyone will agree with it, but it does follow a logical mathematical formula. Using the formula, and the numbers below, you can generate forces for a battle and not be restricted to the same tonnage on each side. All this said, be warned that the system does break down somewhat if the two opposing forces have a large difference in the number 'Mechs being played. (I.E. 1 on 4 or 2 on 10).

$$\text{MECH BPV} = (\text{T} + \text{A} + \text{H} + \text{M} + \text{W}) * \text{CM}$$

T: Tonnage Points = The tonnage of 'Mech divided by 5.

A: Armor Points = Total armor pips divided by 8.

H: Heat Points = $(\text{HC} - 10) / 2$.

HC is a 'Mechs heat capacity and is the number of points of heat a mech can dissipate in a single turn.

M: Movement Points. Movement points are computed by the following formula

$$\text{M} = \text{R} * \text{SM} + \text{JM} + \text{MASC} + \text{TS}$$

R = Running speed of the Mech.

SM = Size Modifier (See chart on next page).

JM = Jump Modifier: 1/2 of the Mech's jump capacity rounded up.

MASC = MASC Modifier: (1/2 of a Mech's walk speed if the 'Mech is equipped with MASC)

TS = Triple Strength Modifier: (Tonnage of 'Mech / 10 if the 'Mech is equipped with Triple Strength Myomers).

W: Weapon Points = $\text{LRW} + \text{SRW} - \text{SRM}$

To generate a 'Mechs weapons points is a somewhat complex process. Weapons are broken into two categories: LRW (Long Range Weapon Points) and SRW (Short Range Weapon Points). Long Range Weapons have a range of 13 or greater, while Short Range weapons have a range of 12 or less. Each weapon has a specific cost, use the chart below to compute your weapon costs. To account for the interaction of weapons and heat, only count weapons points for weapons that you have the heat capacity to fire. Use a percentage of the weapon points if only part of a weapons heat exceeds a 'Mechs heat capacity. If the 'Mech has no long range weapons, its' combat value needs to reflect this. Thus, a SRM or short range modifier is used. A 'Mechs SRM is equal to a mechs tonnage divided by 10. This is all a bit complex, so an example is probably in order. Consider a mech that has 12 Heat capacity, a PPC, and an LRM 10.

SRW = 0. Because the mech has no short range weapons.

LRW = 15.8 (An LRM 10 = 7, and uses 4 Hps. The PPC is normally worth 11, but because the 10 heat it would generate would push the mech above its 12 Heat Capacity, this weapon is partially discounted. There is a heat capacity of 9 remaining, and the PPC generates 10 heat, so we are required to pay 8/10 of the PPC's weapon cost: $8/10 * 11 = 8.8$

SRM = 0. Because the 'Mech has long range weapons.

NOTE: When computing weapons points, you must always choose the most expensive combination. Thus, a 'Mech with 10 heat sinks, a PPC, and a Gauss Rifle, would pay full cost for the Gauss, and 9/10 cost for the PPC. Not full cost for the PPC, and a free Gauss Rifle.

CM: Class Modifier. The class modifier is a "fudge factor" that was required to get 'Mechs of different classes balanced against each other.

Light Mechs = .90, Medium Mechs = 1.0, Heavy Mechs = 1.05, Assault Mechs = 1.15

The Tech Factory - Battletech BPV Sytem

Example:

Consider a GRF-1N Griffin. This mech is 55 tons, moves 5-8-5, has 12 single heat sinks, 152 armor, and weapons of an LRM 10, and a PPC.

$$T = 55/5 = 11$$

$$A = 152/8 = 19$$

$$H = (12-10)/2 = 1$$

$$M = (8*1.1) + (5/2) + 0 + 0 = 11.3$$

$$W = 7 + ((8/10) * 11) = 15.8$$

$$CM = 1.0$$

$$BPV = (11 + 19 + 1 + 11.3 + 15.8) * 1.0 = 57.6 \text{ (rounded up to 58)}$$

This looks hard and it probably requires a calculator or a computer spreadsheet to perform, but I wanted to let you know how I arrived at the BPVs listed on the following pages. In the next issue, we will publish the weapon values for Clan weapons and the BPVs of Clan 'Mechs. The tables listed below contain the weapon point values and the movement size modifier values.

Don't Be Left Out.
Get Your Back Issues of
The Tech Factory
Now !

Issues #1 thru #5 Available!

Send 4.25 plus 1.25 shipping and handling for each issue ordered to:

The Tech Factory
Gregg Dieckhaus
1223 Dunloe
St. Louis, Mo. 63021

TABLE 1.0 - WEAPON POINT VALUES

BPV	WEAPON	BPV	WEAPON	BPV	WEAPON
11	PPC	3	Autocannon/2	2	SRM-2
12	ER PPC	5	Autocannon/5	5	SRM-4
9	ER Large Laser	10	Autocannon/10	7	SRM-6
8	Large Laser	15	Autocannon/20	1	Artemis IV FCS
4	Medium Laser	7.5	Ultra AC/5	3	Narc Missile Beacon
1.5	Small Laser	12	LB 10-X AC	24	Arrow IV System
9	Large Pulse Laser	18	Gauss Rifle	1	TAG
5	Medium Pulse Laser	4	LRM-5	2	Guardian E.C.M.
2	Small Pulse Laser	7	LRM-10	2	Beagle Active Probe
1	Flamer	10	LRM-15	24	C3 Master
1	Machine Gun	13	LRM-20	5	C3 Slave
2	Anti-Missile System	3	SRM-2 Streak	*	Hatchet: * = Hatchet wieght

TABLE 2.0 - MOVEMENT SIZE MODIFIER VALUES

Weight	Mod.	Weight	Mod.	Weight	Mod.	Weight	Mod.	Weight	Mod.	Weight	Mod.
20:	.4	35:	.7	50:	1	65:	1.3	80:	1.6	95:	1.9
25:	.5	40:	.8	55:	1.1	70:	1.4	85:	1.7	100:	2
30:	.6	45:	.9	60:	1.2	75:	1.5	90:	1.8		

3025 LIGHT	Tons	CPV	W/R/J
FLEA FLE-4	20	21	6/9/0
FLEA FLE-15	20	23	6/9/0
HORNET HNT-151	20	24	5/8/5
LOCUST LCT-VI	20	19	8/12/0
LOCUST LCT-1E	20	23	8/12/0
LOCUST LCT-1M	20	21	8/12/0
LOCUST LCT-1S	20	19	8/12/0
LOCUST LCT-3V	20	21	8/12/0
STINGER STG-3R	20	19	6/9/6
STINGER STG-3G	20	22	6/9/6
WASP WSP-1A	20	19	6/9/6
WASP WSP-1D	20	20	6/9/6
WASP WSP-1K	20	19	6/9/6
WASP WSP-1L	20	18	6/9/6
WASP WSP-1W	20	21	6/9/6
COMMANDO COM-2D	25	28	6/9/0
COMMANDO COM-3A	25	27	6/9/0
COMMANDO COM-3H	25	27	6/9/0
HUNTER HNT-5VK	25	24	6/9/0
YELLOW JACKET YJ-3A	25	30	5/8/4
FALCON FLC-4N	30	30	6/9/6
FIREFLY FFL-4A	30	39	5/8/4
JAVELIN JVN-10N	30	30	6/9/6
JAVELIN JVN-10F	30	36	6/9/6
SPIDER SDR-5V	30	26	8/12/8
SPIDER SDR-5D	30	24	8/12/8
SPIDER SDR-5K	30	24	8/12/6
URBANMECH UM-R60	30	30	2/3/2
URBANMECH UM-R60L	30	28	2/3/2
VALKYRIE VLK-QA	30	33	5/8/5
VALKYRIE VLK-QF	30	30	5/8/5
FIRESTARTER FS-90H	35	32	6/9/6
FIRESTARTER FS-90M	35	37	6/9/6
JENNER JR7-D	35	33	7/11/5
JENNER JR7-F	35	37	7/11/5
OSTSCOUT OTT-7J	35	26	8/12/8
PANTHER PNT-9R	35	39	4/6/4
PIXIE PIX-3	35	37	7/11/7
WOLFHOUND WLF-1	35	44	6/9/0

3025 MEDIUM	Tons	CPV	W/R/J
ASSASSIN ASN-21	40	39	7/11/7
ASSASSIN ASN-101	40	42	7/11/5
CICADA CDA-2A	40	31	8/12/0
CICADA CDA-2B	40	30	8/12/0
CICADA CDA-3C	40	38	7/11/0
CLINT C2NT-2-3T	40	40	6/9/6
CLINT C2NT-1-2R	40	38	6/9/0
CLINT C2NT-2-4T	40	34	6/9/0
HERMES II HER-2S	40	40	6/9/0
HERMES II HER-2M	40	42	6/9/0
HERMES III HER-4K	40	43	6/9/0
GRAND PANTHER PNT-9-4	40	50	5/8/4
VULCAN VL-2T	40	37	6/9/6
VULCAN VL-5T	40	42	6/9/6
WHITWORTH WTH-1	40	57	4/6/4
WHITWORTH WTH-IS	40	51	4/6/4
BLACKJACK BJ-1	45	54	4/6/4
BLACKJACK BJ-1DB	45	59	4/6/4
BLACKJACK BJ-1DC	45	55	4/6/0
HATCHETMAN HCT-3F	45	53	4/6/4
PHOENIX HAWK PHX-1	45	54	6/9/6
PHOENIX HAWK PHX-1D	45	53	6/9/6
PHOENIX HAWK PHX-1K	45	55	6/9/0
VINDICATOR VND-1R	45	58	4/6/4
VINDICATOR VND-1AA	45	51	5/8/5
CENTURION CN9-A	50	60	4/6/0
CENTURION CN9-AH	50	57	4/6/0
CENTURION CN9-AL	50	66	4/6/0
ENFORCER ENF-4R	50	57	4/6/4
HUNCHBACK HBK-4G	50	57	4/6/0
HUNCHBACK HBK-4H	50	66	4/6/0
HUNCHBACK HBK-4J	50	71	4/6/0
HUNCHBACK HBK-4N	50	68	4/6/0
HUNCHBACK HBK-4P	50	69	4/6/0
HUNCHBACK HBK-4SP	50	65	4/6/0
TUBROHUNCHBACK HBK	50	52	5/8/0
TREBUCHET TBT-5N	50	65	5/8/0
TREBUCHET TBT-5J	50	61	5/8/5
TREBUCHET TBT-5S	50	59	5/8/0
TREBUCHET TBT-7K	50	53	5/8/0
CRICKET CRK-7J I	55	69	5/8/5
CRICKET CRK-7J II	55	71	5/8/5
DERVISH DV-6M	55	63	5/8/5
GRIFFIN GRF-1N	55	61	5/8/5
GRIFFIN GRF-1S	55	62	5/8/5
GRIFFIN GFN-1RG	55	68	5/8/0
HOPLITE HOP-4C	55	58	4/6/0
SCORPION SCP-1N	55	53	6/9/0
SCREAMINGHAWK I	55	67	5/8/5
SCREAMINGHAWK II	55	68	5/8/5
SHADOWHAWK SHD-2H	55	56	5/8/3
SHADOWHAWK SHD-2D	55	53	5/8/3
SHADOWHAWK SHD-2K	55	59	5/8/3
WOLVERINE WVR-6R	55	58	5/8/5
WOLVERINE WVR-6K	55	72	5/8/0
WOLVERINE WVR-6M	55	68	5/8/5

3025 HEAVY	Tons	CPV	W/R/J
DRAGON DRG-1N	60	70	5/8/0
DRAGON DRG-1C	60	72	5/8/0
GRAND DRAGON DRG-1G	60	79	5/8/0
MERLIN MER-1N	60	77	4/6/4
OSTROC OSR-2C	60	77	5/8/0
OSTROC OSR-2L	60	74	5/8/0
OSTROC OSR-2M	60	66	5/8/5
OSTROC OSR-3C	60	63	5/8/0
OSTSOL OTL-4D	60	82	5/8/0
OSTSOL OTL-4F	60	66	5/8/0
QUICKDRAW QKD-4G	60	73	5/8/5
QUICKDRAW QKD-4H	60	73	5/8/5
QUICKDRAW QKD-5A	60	67	5/8/5
RIFLEMAN RFL-3N	60	66	4/6/0
RIFLEMAN RFL-3C	60	71	4/6/0
RIFLEMAN RFL-4D	60	59	4/6/0
RIFLEMAN RFL-4K	60	74	4/6/0
CATAPULT CPLT-C1	65	89	4/6/4
CATAPULT CPLT-A1	65	78	4/6/4
CATAPULT CPLT-C4	65	76	4/6/4
CATAPULT CPLT-K2	65	84	4/6/0
CRUSADER CRD-3R	65	93	4/6/0
CRUSADER CRD-3D	65	93	4/6/0
CRUSADER CRD-3K	65	92	4/6/0
CRUSADER CRD-3L	65	90	4/6/4
JAGERMECH JM6-S	65	62	4/6/0
JAGERMECH JM6-A	65	71	4/6/0
THUNDERBOLT TDR-5S	65	93	4/6/0
THUNDERBOLT TDR-5SE	65	88	4/6/4
THUNDERBOLT TDR-5SS	65	92	4/6/0
ARCHER ARC-2R	70	94	4/6/0
ARCHER ARC-2K	70	76	4/6/0
ARCHER ARC-2S	70	94	4/6/0
ARCHER ARC-2W	70	87	4/6/0
CATAPHRACT CTF-1X	70	93	4/6/0
GRASSHOPPER GHR-5H	70	93	4/6/4
STALKER STK-4P	70	99	3/5/0
WARHAMMER WHM-6R	70	95	4/6/0
WARHAMMER WHM-6D	70	96	4/6/0
WARHAMMER WHM-6K	70	96	4/6/0
WARHAMMER WHM-6L	70	95	4/6/0
AWESOME AWS-JR	75	105	3/5/3
MARAUDER MAD-3R	75	87	4/6/0
MARAUDER MAD-3D	75	88	4/6/0
MARAUDER MAD-3L	75	90	4/6/0
MARAUDER MAD-3M	75	89	4/6/0
MACHO MCO-4A	75	95	4/6/0
POCKET TITAN PKT-1	75	99	4/6/0
ORION ONI-K	75	96	4/6/0
ORION ONI-V	75	93	4/6/0
ORION ONI-VA	75	93	4/6/0
STALKER STK-4N	75	114	3/5/0

3025 ASSAULT	Tons	CPV	W/R/J
AWESOME AWS-8Q	80	110	3/5/0
AWESOME AWS-8R	80	106	3/5/0
AWESOME AWS-8T	80	109	3/5/0
AWESOME AWS-8V	80	109	3/5/0
AWESOME MB	80	129	3/5/0
CHARGER CGR-1A1	80	56	5/8/0
CHARGER CGR-1L	80	64	5/8/0
CHARGER CGR-SB	80	109	3/5/0
GOLIATH GOL-1H	80	99	4/6/0
GOLIATH GOL-1C	80	101	4/6/0
GOLIATH GOL-1E	80	97	4/6/0
VICTOR VTR-9B	80	85	4/6/4
VICTOR VTR-9A	80	79	4/6/4
VICTOR VTR-9A1	80	83	4/6/4
VICTOR VTR-9S	80	85	4/6/4
ZEUS ZEU-6S	80	96	4/6/0
ZEUS ZEU-6T	80	98	4/6/0
BATTLEMASTER BLR-1G	85	115	4/6/0
BATTLEMASTER BLR-1D	85	108	4/6/0
LONGBOW LGB-0W	85	90	4/6/0
SHOGAN SHG-2E	85	118	3/5/3
STALKER STK-3F	85	133	3/5/0
STALKER STK-3H	85	131	3/5/0
CYCLOPS CP10-Z	90	95	4/6/0
CYCLOPS CP10-HQ	90	98	4/6/0
CYCLOPS CP10-Q	90	96	4/6/0
REAPER RPR-Y5	90	131	3/5/0
BANSHEE BNC-3E	95	93	4/6/0
BANSHEE BNC-3M	95	104	4/6/0
BANSHEE BNC-3Q	95	84	4/6/0
BANSHEE BNC-3S	95	138	3/5/0
ANNIHILATOR ANH-1A	100	128	2/3/0
ALN-ASSAULT-1	100	156	3/5/0
ATLAS AS7-D	100	140	3/5/0
IMP IMP-2E	100	152	3/5/0
MARAUDER MAD-4A	100	135	3/5/3
TITAN TIA-1A	100	151	3/5/0

The Tech Factory - BattleTech RPV System

3050+ LIGHT	Tons	CPV	W/R/J
FIREBALL ALM-7D	20	19	11/17/0
FIREBALL ALM-7E	20	24	11/17/0
FIREBALL ALM-7F	20	22	11/17/0
FLEA FLE-17	20	25	6/9/0M
HORNET HNT-171	20	24	5/8/3
LOCUST LCT-1L	20	21	8/12/0TS
LOCUST LCT-3D	20	20	8/12/0
LOCUST LCT-3M	20	23	8/12/0
LOCUST LCT-3S	20	20	8/12/0
MERCURY MCY-97	20	23	8/12/0M
MERCURY MCY-99	20	26	8/12/0M
STINGER STG-5M	20	20	6/9/6
THORN THE-N	20	24	6/9/0
WASP WSP-1S	20	21	6/9/6
WASP WSP-3M	20	19	6/9/6
WASP WSP-3W	20	20	6/9/6
ARACHNOID ARC-1	25	41	10/15/0M
COMMANDO	25	27	6/9/0
DART DRT-3S	25	20	9/14/0
DART DRT-3S	25	26	9/14/0
KOTO KT-P2	25	32	8/12/0
MONGOOSE MON-66	25	32	8/12/0
TARANTULA ZPH-1A	25	34	8/12/8
WILD WEASEL WS3-L2	25	34	10/15/0
BATTLE HAWK BH-K305	30	44	5/8/5
FALCON FLC-4P	30	31	6/9/5
FIREFLY FFL-4B	30	39	5/8/4
HAMMER HMR-3M	30	41	5/8/0
HERMES HER-1S	30	28	9/14/0
HERMES HER-3S	30	28	9/14/0M
HERMES HER-3S1	30	28	9/14/0M
HERMES HER-3S2	30	26	9/14/0M
HITMAN HM-1	30	42	7/11/0M
HUSSAR HSR-200D	30	29	9/14/0
HUSSAR HSR-400D	30	29	8/12/0
JACKAL JA-KL-1532	30	35	7/11/0
JAVELIN JVN-10P	30	29	6/9/6
KOOKABURRA KBA-01	30	47	8/12/8
MANTIS SA-MN	30	39	9/14/0M
SCARABUS SCB-9A	30	36	10/15/0
SCARABUS SCB-TSM	30	40	10/15/0TS
SLAMMER HMR_3M	30	35	5/8/0
SPIDER SDR-7M	30	28	8/12/8
URBANMECH UM-R63	30	34	2/3/2
VALKYRIE VLK-QD	30	36	5/8/5
FIRSTARTER FS9-S	35	34	6/9/6
FIRESTARTER FS9-S1	35	34	6/9/6
HOLLANDER BZK-F3	35	36	5/8/0
HOLLANDER BZK-G1	35	42	5/8/0
JENNER JR7-K	35	32	7/11/5
LONGSHOT LNB-1B	35	51	7/11/0
MICROHAMMER MCH-2F	35	50	7/11/0
OSTSCOUT OTT-7K	35	23	8/12/8
PANTHER PNT-10K	35	39	4/6/4
RAVEN RVN-1X	35	32	5/8/0
RAVEN RVN-3L	35	39	6/9/0
SPECTOR SPR-5F	35	52	7/11/7
VENOM SDR-9K	35	36	8/12/8
VENOM SDR-9K	35	40	8/12/8
VENOM SDR-9K	35	38	8/12/6
VIPER VPR-3X	35	39	6/9/0
WOLFHOUD WLF-2	35	52	6/9/0

3050+ MEDIUM	Tons	CPV	W/R/J
ADDER	40	67	7/11/7
ASSASSIN ASN-23	40	39	7/11/7
CICADA CDA-3M	40	48	8/12/0
CHEETAH CHT-2P	40	65	7/11/7
CLINT CLNT-2-3U	40	50	6/9/6
DAIMYO DMO-1K	40	61	5/8/0
HERMES II HER-5S	40	52	6/9/0
NITRO NTO-1B	40	50	7/11/0
SANDPIPER SDP-2O	40	77	7/11/0M
SENTINEL STN-3L	40	38	6/9/0
SENTINEL STN-3M	40	41	6/9/0
TSUNAMI TS-P1	40	49	6/9/6
VULCAN VT-5M	40	46	6/9/6
VULCAN VT-5S	40	43	6/9/0M
WATCHMAN WTC-4M	40	53	5/8/5
WHITWORTH WTH-2	40	51	4/6/4
BLACKJACK BJ-2	45	68	4/6/4
BUGOUT BUG-1B	45	65	6/9/0
DAEDALUS DAD-3C	45	64	6/9/6
HATCHMAN HCT-5S	45	65	4/6/4
KOMODO KIM-2	45	83	5/8/5
KOMODO KIM-2A	45	79	5/8/5
PHOENIX HAWK PXH-3D	45	71	6/9/6
PHOENIX HAWK PXH-3K	45	73	6/9/6
PHOENIXHAWK PHX-3M	45	71	6/9/6M
PHOENIX HAWK PXH-3S	45	67	6/9/6M
SNAKE SNK-1V	45	61	5/8/5
STEALTH STH-ID	45	65	7/11/7M
VIN DICATOR VND-3L	45	65	4/6/4
WOLFTRAP WFT-1	45	61	6/9/0
WYVERN WVE-5N	45	60	4/6/4
WYVERN WVE-9N	45	64	4/6/4
CENTURION CN9-D	50	61	6/9/0
CENTURION CN9-X	50	80	4/6/0TS
CRAB CRB-27	50	63	5/8/0
ENFORCER ENF-5D	50	64	5/8/5
HUNCHBACK HBK-5M	50	64	4/6/0
HUNCHBACK HBK-TD	50	68	6/9/6
HURON WARRIOR R4L	50	70	5/8/0
NIGHTSKY NGS-4S	50	67	6/9/6
RONIN SA-RN	50	73	5/8/0
STARSLAYER STY-3C	50	78	5/8/5
TREBUCHET TBT-7M	50	76	5/8/5
APPOLLO APL-1M	55	74	4/6/0
BIG RED	55	87	5/8/5
BUSHWACKER BSW-X1	55	81	5/8/5
DERVISH DV-7D	55	74	5/8/5
GRIFFIN GRF-1DS	55	74	5/8/5
GRIFFIN GRF-1M	55	77	5/8/5
GRIM REAPER GRM-PR29	55	85	5/8/0
HOPLITE HOP-4D	55	61	4/6/0
KINTARO KTO-19	55	66	5/8/0
KINTARO KTO-20	55	81	5/8/0
SCORPION SCP-1O	55	50	6/9/0
SHADOWHAWK SHD-2D2	55	58	5/8/3
SHADOWHAWK SHD-5M	55	76	5/8/5
THANOTOS	55	83	5/8/0
WOLVERINE WVR-7D	55	68	5/8/5M
WOLVERINE WVR-7K	55	78	5/8/5
WOLVERINE WVR-7M	55	85	5/8/5M
WRAITH TRI	55	65	7/11/7

3050+ HEAVY	Tons	CPV	W/R/J
ANVIL ANV-3M	60	70	5/8/3
BERSERKER BZK-3R	60	86	6/9/0
CHAMPION CHP-1N	60	73	5/8/0
CHAMPION CHP-3N	60	96	5/8/0
DRAGON DRG-5N	60	64	5/8/0
GRAND DRAGON DRG-5K	60	83	6/9/0
LANCELOT LNC-25-01	60	85	6/9/0
NECROMANCER NCO-13B	60	88	5/8/0
OSTROC OSR-2D	60	69	5/8/0
PASTOL OTL-5M	60	85	5/8/0
OSLADIN PAL-2A	60	79	5/8/0
QUICKDRAW QHD-5K	60	81	5/8/5
QUICKDRAW QHD-5M	60	78	5/8/5
RIFLEMAN RFL-4L	60	106	5/8/0
RIFLEMAN RFL-5D	60	92	4/6/0
RIFLEMAN RFL-5M	60	86	4/6/0
WARLORD WLD-1P	60	83	5/8/5M
BOMBARDIER BMB-12D	65	91	5/8/0
AXMAN AXM-1N	65	92	4/6/4
AXMAN AXM-2N	65	102	4/6/4
CATAPULT CPLT-C3	65	90	4/6/4
CRUSADER CRD-4D	65	86	4/6/0
CRUSADER CRD-4K	65	96	4/6/0
CRUSADER CRD-5M	65	97	4/6/4
CRUSADER CRD-5S	65	97	4/6/0
EXTERMINATOR EXT-4D	65	84	6/9/6
JAGERMECH JM6-DD	65	66	4/6/0
JAGERMECH JM6-TD	65	102	4/6/0
PIONEER PNR-S1	65	110	5/8/5
PIONEER PNR-S2	65	100	6/9/0M
MORPHEUS MR-P1	65	76	6/9/6
TEMPEST TMP-3M	65	105	4/6/4
THUNDERBOLT TDR-7M	65	98	4/6/0
THUNDERBOLT TDR-9S	65	98	4/6/0
THUNDERBOLT TDR-9SE	65	91	4/6/4
ARCHER ARC-4M	70	105	4/6/0
ARCHER ARC-5R	70	88	4/6/0
ARCHER ARC-5S	70	110	4/6/0
ARCHER ARC-5W	70	100	4/6/0
CAESAR CES-3R	70	105	4/6/0
CATAPRACT CTF-3D	70	90	4/6/4
CATAPRACT CTF-3L	70	108	4/6/0M
DAIKYU DAI-01	70	95	5/8/0
EXCALIBUR EXC-B1	70	83	5/8/0
GALLOWGLAS GAL-1GLS	70	105	4/6/3
GALLOWGLAS GAL-2GLS	70	99	4/6/3
GRASSHOPPER GHR-5J	70	83	4/6/4
GUILLotine GLT-3N	70	91	4/6/4
GUILLotine GLT-5M	70	92	4/6/4
HERCULES HRC-LS-9000	70	101	5/8/0
SHOOTIST	70	98	4/6/0
THUNDER THR-1L	70	99	5/8/0
WARHAMMER WMH-7M	70	104	4/6/0
WARHAMMER WMH-7S	70	104	4/6/0
BANDERSNATCH 01A	75	119	4/6/0
BLACK KNIGHT BL6-KNT	75	98	4/6/0
BLACK KNIGHT BL9-KNT	75	128	4/6/0
CADDY CDY-C1	75	130	4/6/4
FALCONER FLC-8R	75	111	5/8/5
FLASHMAN FLS-8K	75	117	5/8/0
MARAUDER MAD-5D	75	117	4/6/4
MARAUDER MAD-5M	75	105	4/6/4
MARAUDER MAD-5S	75	116	4/6/0
ONSLAUGHT SA-OS	75	99	5/8/5
ORION ONI-M	75	106	4/6/0
RAKSHASA MDG-1A	75	113	5/8/0
PENETRATOR PTR-4D	75	114	4/6/4
WAR DOG WR-DG-02FC	75	107	4/6/0

3050+ ASSAULT	Tons	CPV	W/R/J
AWESOME AWS-9M	80	131	4/6/0
CHARGER CGR-3K	80	110	5/8/5
CUDGEL CDG-1B	80	104	5/8/0M
GOLIATH GOL-3M	80	107	4/6/0
HATAMOTO-CHI HTM-27T	80	109	4/6/0
HATAMOTO-HI HTM-27U	80	117	4/6/0
HATAMOTO-KAZE HTM-27V	80	99	4/6/0
HATAMOTO-KU HTM-27W	80	97	4/6/0
HATAMOTO-MIZO HTM-27Y	80	99	4/6/0
VICTOR VTR-9K	80	100	4/6/4
SALAMANDER PPR-5S	80	132	4/6/0
SPARTAN SPT-N1	80	97	4/6/0
THUG THG-11E	80	121	4/6/0
ZEUS ZEU-9S	80	119	4/6/0
BATLEMASTER BLR-3M	85	138	4/6/0
BATLEMASTER BLR-3S	85	123	4/6/0
BATLEMASTER IID	85	153	4/6/4
CROCKETT CRK 5003-1	85	137	3/5/3
GATOR GTR-42	85	130	4/6/0
GUNSLINGER GUN-1ERD	85	151	3/5/2
KATANA CRK 5003-2	85	118	3/5/3
SHOGUN SHG-2F	85	116	3/5/3
STALKER STK-5M	85	143	3/5/0
STALKER STK-5S	85	116	3/5/0
CYCLOPS CP 11-A	90	103	4/6/0
HIGHLANDER HGN-732	90	130	3/5/3
JUGGERNAUT SA-JG	90	116	3/5/0
MAULER MAL-1R	90	114	3/5/0
ALBATROSS ALB-3U	95	141	4/6/0
BANSHEE BNC-5S	95	155	4/6/0
BEHEMOTH IS	95	159	3/5/0
CERBERUS MR-V2	95	142	4/6/0
CERBERUS MNT-ARY-5M	95	152	4/6/0
COLOSSUS CL-P3	95	122	3/5/2
NAGINATA NG-C3A	95	162	3/5/0
ALN-ASSAULT-2A	100	198	3/5/0TS
ANNIHILATOR ANH-2	100	141	2/3/0
ANNIHILATOR ANH-TD	100	160	3/5
ATLAS AS7-K	100	147	3/5/0
ATLAS AS7-S	100	159	3/5/0
BERSERKER BRZ-A3	100	143	4/6/0M
DEVASTATOR DVS-2	100	179	3/5/0
GRAND TITAN T-TIT-N10M	100	135	4/6/0
IMP IMP-3E	100	152	3/5/0
KING CRAB KGC-000	100	134	3/5/0
KING CRAB KGC-001	100	152	3/5/0
MARAUDER II MAD-5A	100	143	3/5/3
SLEDGEHAMMER SLG-2A	100	187	3/5/0

The Tech Factory - New BattleMechs

Time Period: Inner Sphere - 3025

Name: **Pixie PIX-3** Tons
 Tonnage: 35 Tons 35
 Internal Structure: 3.5
 Engine: 245 Fusion 12.0
 Walking MP's: 7
 Running MP's: 11
 Jumping MP's: 7
 Total Heat Sinks: 10 0.0
 Cockpit: 3.0
 Gyro: 3.0
 Armor Factor: 112 7.0

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	11	16/5
Rt./Lt. Torso:	8	11/5
Rt./Lt. Arm:	6	10
Rt./Lt. Leg:	8	15

Weapons and Ammo:

Type	Loc	Critical
Medium Laser	H	1 1.0
Medium Laser	LT	1 1.0
Medium Laser	RT	1 1.0
Jump Jets	RT	2 1.0
Jump Jet	RL	1 0.5
Jump Jets	LT	2 1.0
Jump Jet	LL	1 0.5
Jump Jet	CT	1 0.5

DESCRIPTION:

This 'Mech is designed to counter enemy recon 'Mechs. Not only does it have heavy armor, but with its' three medium lasers, it also outguns most smaller recon 'Mechs. While a bit slower than the Spider, the Pixie has 50% more firepower and almost double the armor. The Pixie was a very popular unit with the military commanders, who hoped to keep their movements obscured. Yet it was not constructed in large numbers due to its' high production costs.

Time Period: Inner Sphere 3025

Name: **Awesome MB** Tons
 Tonnage: 80 Tons 80
 Internal Structure: 8
 Engine: 240 11.5
 Walking MP's: 3
 Running MP's: 5
 Jumping MP's: 0
 Total Heat Sinks: 19 9
 Cockpit: 3
 Gyro: 3
 Armor Factor: 247 15.5

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	25	38/12
Rt./Lt. Torso:	17	24/10
Rt./Lt. Arm:	13	26
Rt./Lt. Leg:	17	34

Weapons and Ammo:

Type	Loc	Critical
SRM-4	LT	1 2.0
SRM-4	LT	1 2.0
SRM-4	LT	1 2.0
SRM-4	RT	1 2.0
SRM-4	RT	1 2.0
SRM-4	RT	1 2.0
SRM-4	RT	1 2.0
LRM-5	LT	1 2.0
LRM-5	LT	1 2.0
LRM-5	RT	1 2.0
LRM-5	RT	1 2.0
LRM-5	RT	1 2.0
Ammo LRM-5	LT	2 2.0
Ammo LRM-5	RT	1 1.0
Ammo SRM-4	RT	2 2.0
Ammo SRM-4	LT	1 1.0

DESCRIPTION:

Designed as a concept 'Mech, the Awesome-MB introduces a radical departure in design philosophy. The 'Mech was intended to fulfill a modified fire support role. The abundance of long, and short range missiles attempt to provide fire support at nearly any range. It is best deployed in a company, where it can take advantage of holes in armor opened by its' company mates.

Time Period: Inner Sphere 3055

Name: **Big Red**
 Submitted by: James Bell 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: 184 11.5

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	18	29/6
Rt./Lt. Torso:	13	22/4
Rt./Lt. Arm:	9	18
Rt./Lt. Leg:	13	26

Weapons and Ammo:

Type	Loc	Critical
Large Laser	LT	2 5.0
Large Laser	RT	2 5.0
Medium Laser	LA	1 1.0
Medium Laser	LA	1 1.0
Medium Laser	LA	1 1.0
SRM-6	RT	2 3.0
Ammo (SRM6)	RT	1 1.0
CASE	RT	1 0.5
HATCHET	RA	4 4.0
Jump Jets	LL	2 1.0
Jump Jets	RL	2 1.0
Jump Jets	CT	1 0.5

DESCRIPTION:

Built in late 3055 from salvage bought at a ComStar auction, the "Big Red" was built due to a bet made by members of Team Bansai. The tek team of Team Bansai wagered that they could build a viable 'Mech completely from salvage. Named "Big Red" for the 'Mechs unique coloration, the mech uses "outdated" weaponry, but packs quite a punch. (Literally!) Reports that thirty cases of Timbiqui Dark Lager changed hands after the first 'Mech trials have not yet been substantiated.

The Tech Factory - New BattleMechs

Type: Clan		
Name: Black Shark		
Tonnage:	70 Tons	70
Internal Structure:	Endo Steel	3.5
Engine:	350 XL	14.75
Walking MP's:	5	
Running MP's:	8	
Jumping MP's:	5	
Total Heat Sinks:	13 [26]	3
Cockpit:		3
Gyro:		4
Armor Factor:	211 (Ferro Fibrous)	11
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	22	34/10
Rt./Lt. Torso:	15	23/7
Rt./Lt. Arm:	11	21
Rt./Lt. Leg:	15	28

Weapons and Ammo:

Type	Loc	Critical	
LB 20-X AC	RA	9	12.0
Lg. Pulse Laser	LT	2	6.0
ER Small Laser	H	1	0.5
Med. Pulse Lsr.	RT	1	2.0
Med. Pulse Lsr.	RT	1	2.0
Jump Jets	LL	2	2.0
Jump Jets	RL	2	2.0
Jump Jet	CT	1	1.0
Ammo LB 20-XRT		3	3.0

*Case installed in all ammo locations.

Description:

The Black Shark is a second line BattleMech found throughout most of the Clans, but is deployed in greatest numbers by the Diamond Shark Clan.

This 'Mech provides exceptional speed and mobility for its' size. The addition of jump jets, (something of a rarity in the Clans) further enhances this mobility. The powerful LB-X Autocannon is the key to the 'Mechs weaponry and could easily cripple an opponent in one shot. Pulse Lasers provide fire support and help counteract any gunnery penalties incurred by jumping.

Type: Inner Sphere - 3055		
Name: GTR-42 Gator		
Tonnage:	85 Tons	85
Internal Structure:	Endo Steel	4.25
Engine:	340 XL	13.5
Walking MP's:	4	
Running MP's:	6	
Jumping MP's:	0	
Total Heat Sinks:	10 [20]	0
Cockpit:		3
Gyro:		4
Armor Factor:	256	16
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	27	45/8
Rt./Lt. Torso:	18	30/6
Rt./Lt. Arm:	14	28
Rt./Lt. Leg:	18	33

Weapons and Ammo:

Type	Loc	Critical	
Gauss Rifle	RA	7	15
LRM-20	LT	5	10
Artemis IV	LT	1	1
CASE	LT	1	0.5
LRM-20	RT	5	10
Artemis IV	RT	1	1
CASE	RT	1	0.5
Ammo (Gauss)	RA	1	1.0
Ammo (Gauss)	RA	1	1.0
Ammo (LRM)	LT	1	1.0
Ammo (LRM)	LT	1	1.0
Ammo (LRM)	RT	1	1.0
Ammo (LRM)	RT	1	1.0

Description:

AeroSpace Limited North quickly became enamoured by the Salamander, however, battle reports quickly showed the 'Mech lacked a "killer punch". Furthermore, A.L.N. research showed that it rarely used all of its' ammunition. To this end, A.L.N. introduced the GTR-42 Gator. The Gator is slightly larger than its' Salamander brother, but has replaced one LRM-20 with a Gauss Rifle. Artemis Fire Control was added to both remaining LRM launchers, and armor was proportionately increased.

Type: Inner Sphere 3055 (Quad)		
Name: BUG-1B BugOut		
Submitted by: John Theil		
Tonnage:	45 Tons	45
Internal Structure:		2.25
Engine:	270 XL	7.25
Walking MP's:	6	
Running MP's:	9	
Jumping MP's:	0	
Total Heat Sinks:	10 [20]	0
Cockpit:		3
Gyro:		3
Armor Factor:	152	9.5
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	14	20/7
Rt./Lt. Torso:	11	17/5
Rt./Lt. Arm:	11	18
Rt./Lt. Leg:	11	18

Weapons and Ammo:

Type	Loc	Critical	
ER PPC	LT	3	7.0
LB 10-X	RT	6	11.0
Ammo LB 10-XRL		2	2.0

Description:

After the successful deployment of quad technology by Carllek Enterprises, other BattleMech manufacturers started taking another look at four legged platforms. Theil Industries was one of those companies. The combination of an ER PPC and LB X Autocannon provide a powerful one, two punch at nearly any range. These weapons, combined with speed and quad mobility make it a threat at both long and short ranges. At long range, its' speed makes it a difficult target, while at short range, back shots are the norm. One "quirk" of the design, was the placement of the LB-X ammo. Engineers placed the ammo in the right rear leg for several reasons. First, was the hopes that it would be hit less often. Because it is a quad, the chances of kicking a rear leg are reduced. While an explosion results in a leg loss, it probably will not penetrate through the torsos, thus providing mechwarrior longevity.

The Tech Factory - New BattleMechs

TRICKY DICK

By Richard Herbert

Another in a series of articles where our design specialist takes a 'Mech that is generally thought of as a poor design, and tinkers with it.

Type: Inner Sphere - 3050

Name: HBK-TD Hunchback Tons

Tonnage: 50 Tons 50

Internal Structure: Endo Steel 2.5

Engine: 300 XL 9.5

Walking MP's: 6

Running MP's: 9

Jumping MP's: 6

Total Heat Sinks: 10 [20] 0

Cockpit: 3

Gyro: 3

Armor Factor: 160 10.0

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	16	25/6
Rt./Lt. Torso:	12	18/6
Rt./Lt. Arm:	8	16
Rt./Lt. Leg:	12	20

Weapons and Ammo:

Type	Loc	Critical	
AutoCannon 20	RT/CT	8/2	14.0
Medium Laser	RA	1	1.0
Medium Laser	LA	1	1.0
Small Laser	H	1	0.5
Ammo AC/20	LT	2	2.0
Jump Jets	LL	2	1.0
Jump Jets	RL	2	1.0
Jump Jet	LT	1	0.5
Jump Jet	RT	1	0.5
CASE	LT	1	0.5

Description: (Editor's Notes)

This issue we present a new variation of the 3050 Hunchback. When the Hunchback was converted to advanced technology, they did not make very many improvements. This variant represents what could have been accomplished if they had better taken advantage of advanced technology.

Movement Type: Hover

Name: Assault Hovercraft TONS

Tonnage: 50 Tons 50

Internal Structure: 5.0

Power Plant: 165 I.C.E. 12.0

Cruising Speed: 8

Flank Speed: 12

Control: 2.5

Lift Equipment: 5.0

Power Amplifier: 0.0

Total Heat Sinks: 0 0.0

Turret: 1.5

Armor Factor: 125 Ferro Fibrous 7.0

	Internal Structure	Armor Value
Front:	5	30
Rt./Lt. Side:	5	25
Back:	5	21
Turret:	5	24

Weapons and Ammo:

Type	Loc	
Gauss Rifle	Turret	15
Ammo (Gauss)	Body	2.0

Description:

Kingsley Engineering Technologies set out to design a powerful, yet cheap alternative in anti-clan weaponry. The result of their work is the Assault Hovercraft. The two key elements to the Assault are its' Gauss Rifle, and its' 165 Internal Combustion Engine. The Internal Combustion Engine is incredibly cheap as compared to a fusion engine, yet requires much more weight. To counteract this, the K.E.N.T. engineers were forced to use more expensive ferro fibrous armor to provide the vehicle with adequate protection.

Despite the much bulkier I.C.E. engine, the hovercraft is able to obtain an acceptable flank speed of 139 K.P.H. The Gauss rifle is an incredibly heavy and huge weapon to be carried on a hover vehicle, yet with its' long range and damage capability, groups of Assault Hovers should provide any clan force a difficult opponent.

Movement Type: Hover

Name: NarcMaster Tons

Tonnage: 35 Tons 35

Internal Structure: 3.5

Power Plant: 140 XL 7.5

Cruising Speed: 9

Flank Speed: 14

Control: 1.75

Lift Equipment: 3.5

Power Amplifier: 0.0

Total Heat Sinks: 10 0.0

Turret: 0.6

Armor Factor: 107 Ferro Fibrous 6.0

	Internal Structure	Armor Value
Front:	4	24
Rt./Lt. Side:	4	21
Back:	4	21
Turret:	4	20

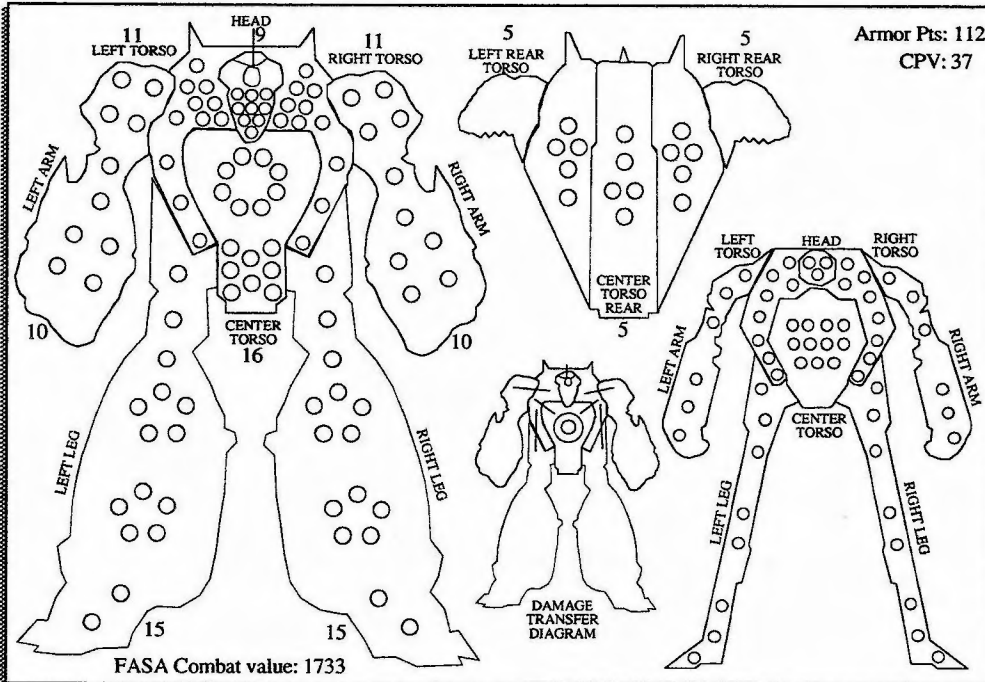
Weapons and Ammo:

Type	Loc	
Guardian ECM	Body	1.5
TAG	Body	1.0
Narc Missile Beacon	Turret	3.0
Anti-Missile System	Body	0.5
Ammo (AMS)	Body	1.0
Medium Laser	Turret	1.0
Medium Laser	Turret	1.0
Medium Laser	Turret	1.0
Ammo (Narc)	Body	1.0
Ammo (Narc)	Body	1.0

Description:

Jaco Inc. developed this rather unusual hovercraft. The NarcMaster is a vehicle designed for combined arms deployment. The best use of the vehicle is to use it for fast NARC pod deployment. The hovercrafts speed is its' main defense although the patented JACO anti missile system helps. During development, Jaco engineers decided that a Narc deployment vehicle was a good concept, but could be construed as "too limited" in its' uses. Therefore they set out to make the NarcMaster more versatile. The addition of TAG for "off map" artillery, 3 medium lasers for its defense, and Guardian ECM helped "flesh out" its capabilities.

The Tech Factory #6 - BattleMech Sheet



TYPE: INNER SPHERE 3025
 NAME: PIX-3 PIXIE
 TONNAGE: 35 TONS
 MOVEMENT POINTS:
 WALKING: 7
 RUNNING: 11
 JUMPING: 7
 WEAPONS INVENTORY:
 Type: Location:
 MEDIUM LASER H
 MEDIUM LASER LT
 MEDIUM LASER RT

AMMO:

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

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

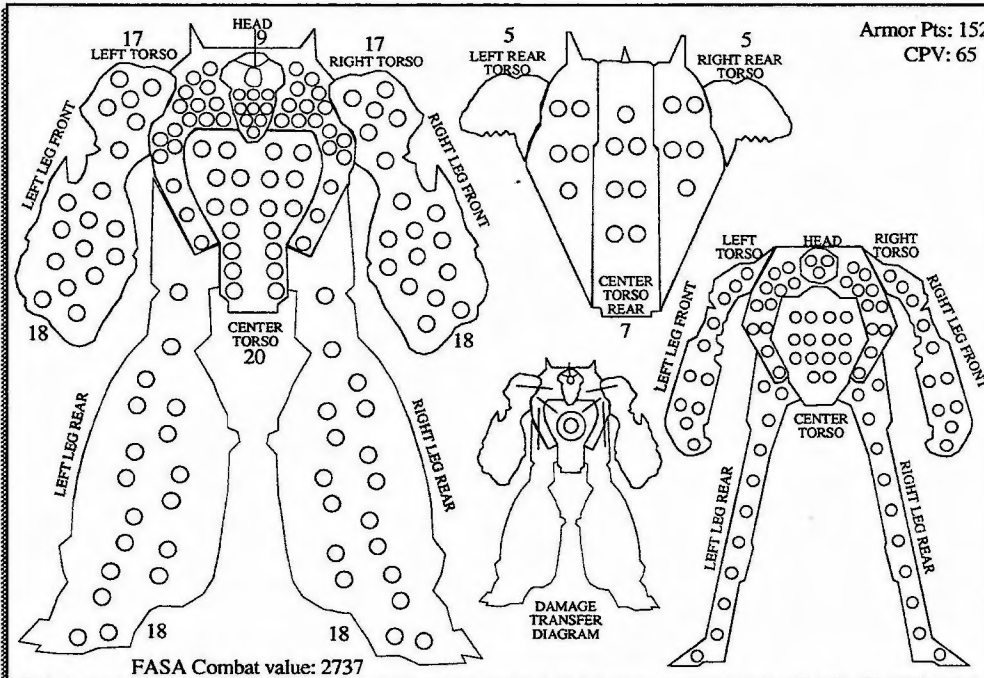
CRITICAL HIT TABLE		
LEFT ARM	HEAD	RIGHT ARM
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Hand Actuator	4. Medium Laser	4. Hand Actuator
5. Reroll	5. Sensors	5. Reroll
6. Reroll	6. Life Support	6. Reroll
LEFT TORSO	CENTER TORSO	RIGHT TORSO
1. Medium Laser	1. Engine	1. Medium Laser
2. Jump Jet	2. Engine	2. Jump Jet
3. Jump Jet	3. Engine	3. Jump Jet
4. Reroll	4. Gyro	4. Reroll
5. Reroll	5. Gyro	5. Reroll
6. Reroll	6. Gyro	6. Reroll
1. Reroll	1. Gyro	1. Reroll
2. Reroll	2. Engine	2. Reroll
3. Reroll	3. Engine	3. Reroll
4. Reroll	4. Engine	4. Reroll
5. Reroll	5. Jump Jet	5. Reroll
6. Reroll	6. Heat Sink	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. Jump Jet	5. Jump Jet	
6. Reroll	6. Reroll	

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

HEAT SCALE

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

The Tech Factory #6 - BattleMech Sheet



Armor Pts: 152
CPV: 65

TYPE: INNER SPHERE 3050
NAME: BUG-1B BUGOUT
TONNAGE: 45 TONS

MOVEMENT POINTS:
WALKING: 6
RUNNING: 9
JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
ER PPC	LT
LB 10-X AC	RT

AMMO:
LB 10-X AC (20) RL

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

CRITICAL HIT TABLE QUAD

LEFT LEG FRONT

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

HEAD

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

RIGHT LEG FRONT

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

LEFT TORSO

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

CENTER TORSO

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

RIGHT TORSO

- XL Engine
- XL Engine
- XL Engine
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

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

- Gyro
- Engine
- Engine
- Engine
- Endo Steel
- Endo Steel

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Endo Steel
- Endo Steel
- Endo Steel

LEFT LEG REAR

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

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

RIGHT LEG REAR

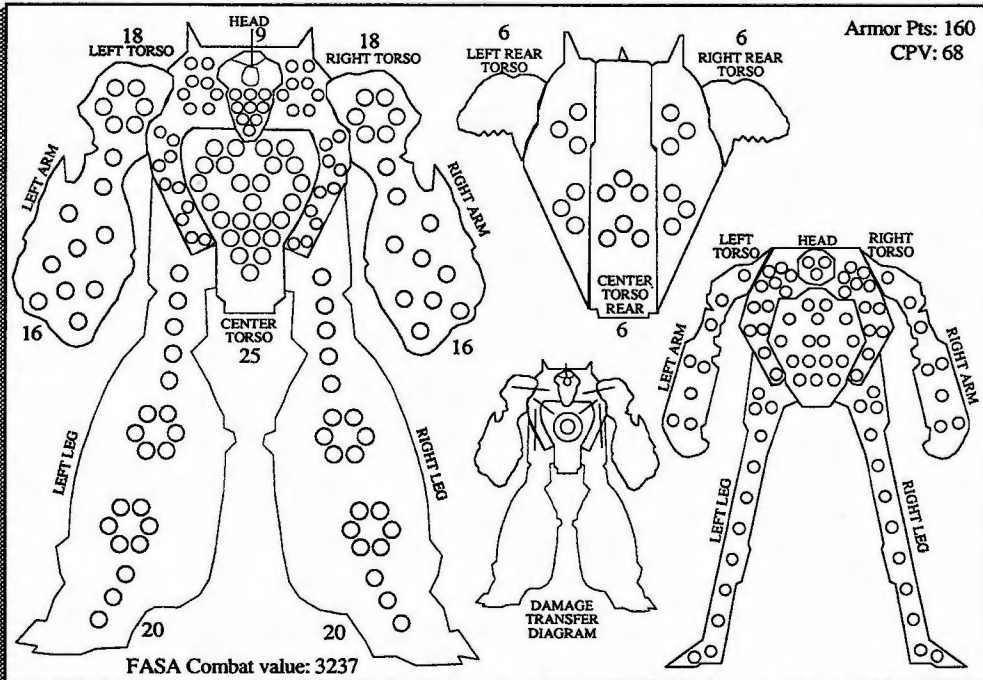
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo LB 10-X
- Ammo LB 10-X

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 3+
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 #6 - BattleMech Sheet



Armor Pts: 160
CPV: 68

TYPE: INNER SPHERE 3055
NAME: HBK-TD HUNCHBACK
TONNAGE: 50 TONS

MOVEMENT POINTS:
WALKING: 6
RUNNING: 9
JUMPING: 6

WEAPONS INVENTORY:

Type:	Location:
AC/20	RT/CT
MEDIUM LASER	RA
MEDIUM LASER	LA
SMALL LASER	H

AMMO: AC/20 (10) LT

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

TOTAL HEAT SINKS

○○○○○○○○○○ DOUBLE
10(20)

HEAT SCALE

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

CRITICAL HIT TABLE

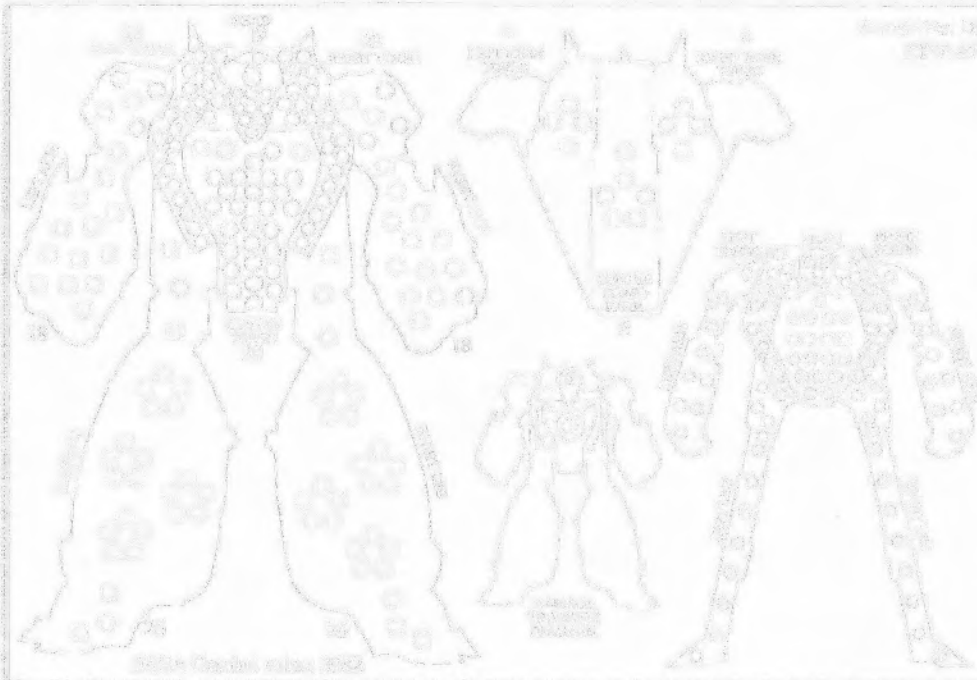
LEFT ARM	RIGHT ARM
1. Shoulder	1. Shoulder
2. Upper Arm Actuator	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Lower Arm Actuator
4. Hand Actuator	4. Hand Actuator
5. Medium Laser	5. Medium Laser
6. Endo Steel	6. Endo Steel
1. Endo Steel	1. Endo Steel
2. Endo Steel	2. Endo Steel
3. Endo Steel	3. Endo Steel
4. Endo Steel	4. Endo Steel
5. Endo Steel	5. Endo Steel
6. Endo Steel	6. Endo Steel
1. XL Engine	1. XL Engine
2. XL Engine	2. XL Engine
3. XL Engine	3. XL Engine
4. Ammo AC/20	4. Jump Jet
5. Ammo AC/20	5. AC/20
6. Jump Jet	6. AC/20
1. Case	1. AC/20
2. Reroll	2. AC/20
3. Reroll	3. AC/20
4. Reroll	4. AC/20
5. Reroll	5. AC/20
6. Reroll	6. AC/20
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. Jump Jet	5. Jump Jet
6. Jump Jet	6. Jump Jet

HEAD	CENTER TORSO	RIGHT TORSO
1. Life Support	1. Engine	1. XL Engine
2. Sensors	2. Engine	2. XL Engine
3. Cockpit	3. Engine	3. XL Engine
4. Small Laser	4. Gyro	4. Jump Jet
5. Sensors	5. Gyro	5. AC/20
6. Life Support	6. Gyro	6. AC/20
1. Gyro	1. Gyro	1. AC/20
2. Engine	2. Engine	2. AC/20
3. Engine	3. Engine	3. AC/20
4. Engine	4. Engine	4. AC/20
5. AC/20	5. AC/20	5. AC/20
6. AC/20	6. AC/20	6. AC/20

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. Jump Jet	5. Jump Jet
6. Jump Jet	6. Jump Jet

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

The Tech Factory #6 - BattleMech Sheet



TYPE: **INNER SPHERE BORG**
 NAME: **THE SPOT**
 TONNAGE: **80 TONS**

EQUIPMENT PARTS:
 WALLS: 2
 MOUNTS: 2
 JOINTS: 2

WEAPONS INVENTORY:

Weapon	Location
LARGE LASER	18
LARGE LASER	17
MEDIUM LASER	16
MEDIUM LASER	14
MEDIUM LASER	13
SMALL	12
HEAT SINK	11

SENSOR:
 MISS-A (S) 17

WARRIOR DATA: **WARRIOR** **CRUISER** **PLAZA**
 AFT: **CRUISER (2x), WARRIOR (2x), PLAZA (2x), CRUISER (2x), WARRIOR (2x), PLAZA (2x)**

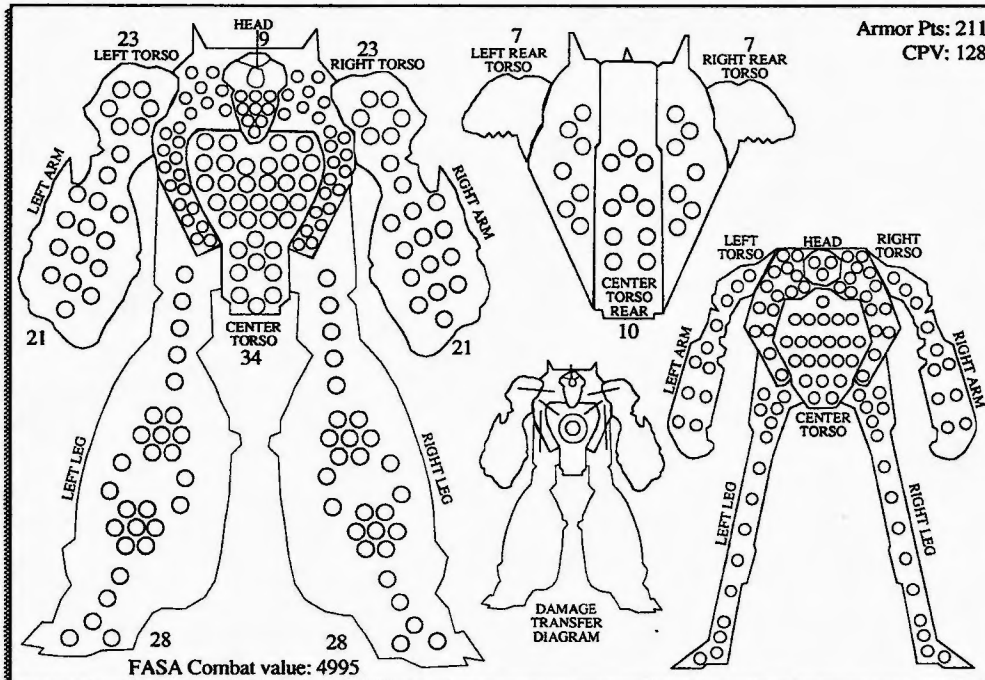
LEFT ARM	CENTRAL MPT TABLE	RIGHT ARM
1. Shoulder	HEAD	1. Shoulder
2. Upper Arm Assembly	1. Life Support	2. Upper Arm Assembly
3. Lower Arm Assembly	2. Sensors	3. Lower Arm Assembly
4. Hand Actuator	3. Cockpit	4. Hand Actuator
5. Medium Laser	4. Main Brain	5. Hand Actuator
6. Medium Laser	5. Sensors	6. Hand Actuator
7. Hand Steel	6. Life Support	7. Hand Steel
8. Hand Steel		8. Hand Steel
9. Hand Steel		9. Hand Steel
10. Hand Steel		10. Hand Steel
11. Hand Steel		11. Hand Steel
12. Hand Steel		12. Hand Steel
13. Hand Steel		13. Hand Steel
14. Hand Steel		14. Hand Steel
15. Hand Steel		15. Hand Steel
16. Hand Steel		16. Hand Steel
17. Hand Steel		17. Hand Steel
18. Hand Steel		18. Hand Steel
LEFT TORSO	CRUISER TORSO	RIGHT TORSO
1. HL Engine	1. Engine	1. HL Engine
2. HL Engine	2. Engine	2. HL Engine
3. HL Engine	3. Engine	3. HL Engine
4. Heat Sink	4. Jump Jet	4. Heat Sink
5. Heat Sink	5. Jump Jet	5. Heat Sink
6. Heat Sink	6. Jump Jet	6. Heat Sink
7. Heat Sink	7. Jump Jet	7. Heat Sink
8. Heat Sink	8. Jump Jet	8. Heat Sink
9. Heat Sink	9. Jump Jet	9. Heat Sink
10. Heat Sink	10. Jump Jet	10. Heat Sink
11. Heat Sink	11. Jump Jet	11. Heat Sink
12. Heat Sink	12. Jump Jet	12. Heat Sink
13. Heat Sink	13. Jump Jet	13. Heat Sink
14. Heat Sink	14. Jump Jet	14. Heat Sink
15. Heat Sink	15. Jump Jet	15. Heat Sink
16. Heat Sink	16. Jump Jet	16. Heat Sink
17. Heat Sink	17. Jump Jet	17. Heat Sink
18. Heat Sink	18. Jump Jet	18. Heat Sink
LEFT LEG		RIGHT LEG
1. Hip		1. Hip
2. Upper Leg Assembly		2. Upper Leg Assembly
3. Lower Leg Assembly		3. Lower Leg Assembly
4. Foot Actuator		4. Foot Actuator
5. Jump Jet		5. Jump Jet
6. Jump Jet		6. Jump Jet

HEAT SCALE

0
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
31
32
33
34
35
36
37
38
39
40
41
42
43
44
45
46
47
48
49
50

Engine Life **000**
 Heat Sink **00**
 Jump Jet **00**

The Tech Factory #6 - BattleMech Sheet



TYPE: CLAN
 NAME: BLACK SHARK
 TONNAGE: 70 TONS
 MOVEMENT POINTS:
 WALKING: 5
 RUNNING: 8
 JUMPING: 5

WEAPONS INVENTORY:

Type:	Location:
LB 20-X AC	RA
LARGE PULSE LASER	LT
ER SMALL LASER	H
MEDIUM PULSE LASER	RT
MEDIUM PULSE LASER	RT

AMMO:
 LB 20-X Solid (5) RT
 LB 20-X Cluster (10) RT

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

TOTAL HEAT SINKS

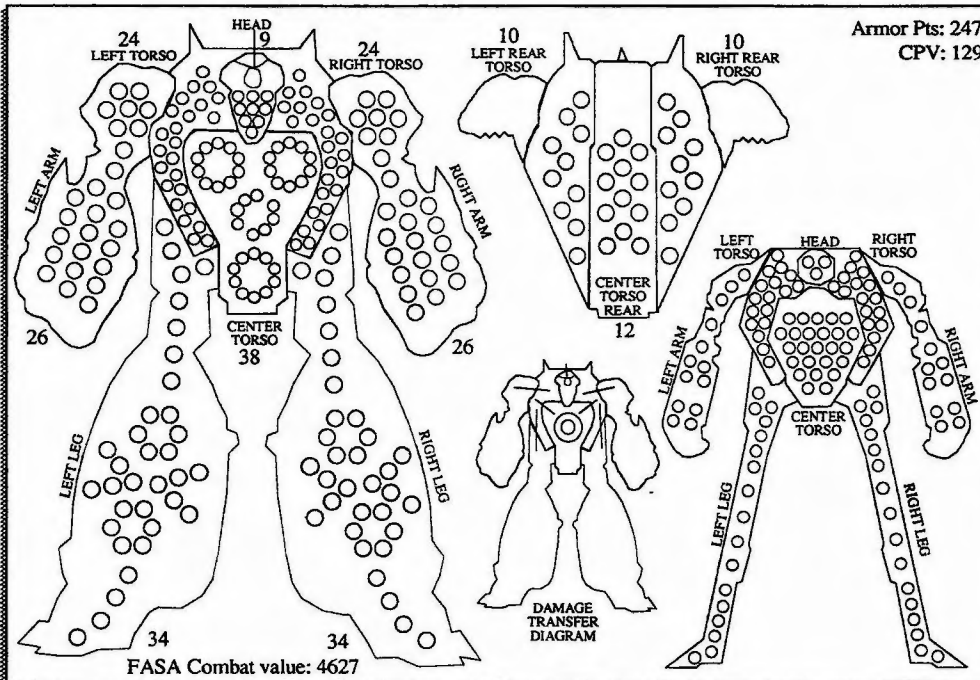
○○○○○○○○○○ DOUBLE
 ○○○ 13(26)

LEFT ARM	CRITICAL HIT TABLE	RIGHT ARM	
1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Ferro-Fibrous 6. Ferro-Fibrous	HEAD 1. Life Support 2. Sensors 3. Cockpit 4. ER Small Laser 5. Sensors 6. Life Support	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. LB 20-X AC 5. LB 20-X AC 6. LB 20-X AC	
1. Endo Steel 2. Endo Steel 3. Reroll 4. Reroll 5. Reroll 6. Reroll		CENTER TORSO 1. Engine 2. Engine 3. Engine 4. Gyro 5. Gyro 6. Gyro	1. LB 20-X AC 2. LB 20-X AC 3. LB 20-X AC 4. LB 20-X AC 5. LB 20-X AC 6. LB 20-X AC
LEFT TORSO 1. XL Engine 2. XL Engine 3. XL Engine 4. Large Pulse Laser 5. Large Pulse Laser 6. Ferro-Fibrous		1. Gyro 2. Engine 3. Engine 4. Engine 5. Jump Jet 6. Endo Steel	RIGHT TORSO 1. XL Engine 2. XL Engine 3. Ammo LB 20-X (S) 4. Ammo LB 20-X (C) 5. Ammo LB 20-X (C) 6. Medium Pulse Laser
1. Ferro-Fibrous 2. Ferro-Fibrous 3. Endo Steel 4. Endo Steel 5. Reroll 6. Reroll		LEFT LEG 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	1. Medium Pulse Laser 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Endo Steel 5. Endo Steel 6. Reroll
RIGHT LEG 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet		Engine Hits ○○○ Gyro Hits ○○ Sensors Hits ○○	RIGHT LEG 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet

HEAT SCALE

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

The Tech Factory #6 - BattleMech Sheet



TYPE: INNER SPHERE 3025
NAME: AWESOME MB
TONNAGE: 80 TONS

MOVEMENT POINTS:
WALKING: 3
RUNNING: 5
JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
SRM-4	LT
SRM-4	LT
SRM-4	LT
SRM-4	RT
SRM-4	RT
SRM-4	RT
LRM-5	LT
LRM-5	LT
LRM-5	LT
LRM-5	RT
LRM-5	RT
LRM-5	RT
AMMO:	
SRM-4 (25)	LT
SRM-4 (50)	RT
LRM-5 (48)	LT
LRM-5 (24)	RT

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

TOTAL HEAT SINKS

○○○○○○○○○○ SINGLE
○○○○○○○○○○ 19

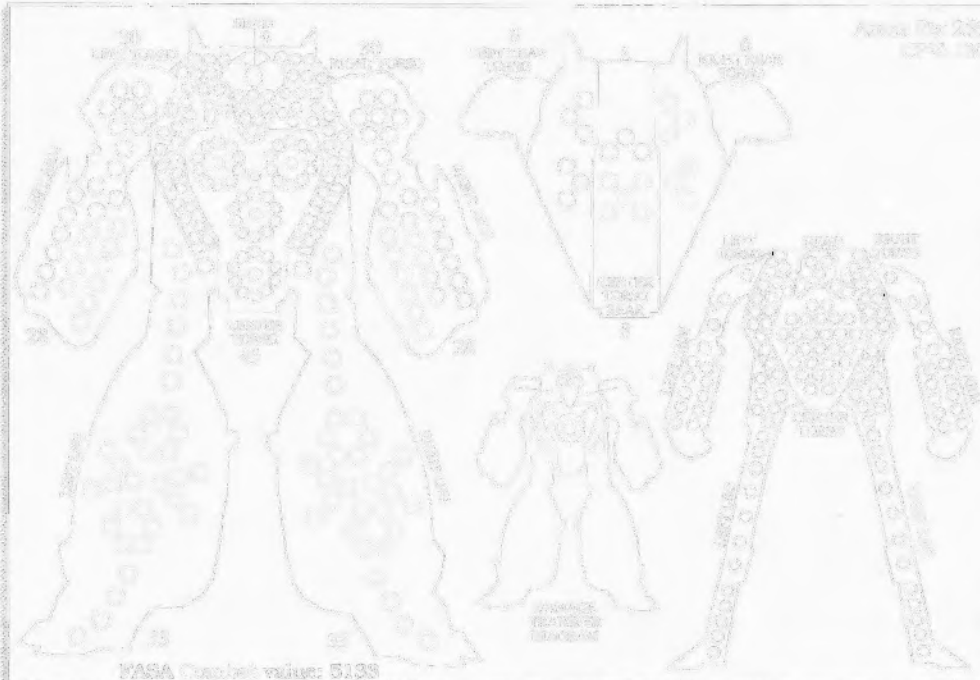
CRITICAL HIT TABLE

<p>LEFT ARM</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Reroll Reroll <p>RIGHT ARM</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Reroll Reroll 	<p>HEAD</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Reroll Sensors Life Support 	<p>LEFT TORSO</p> <ol style="list-style-type: none"> LRM-5 LRM-5 LRM-5 AMMO LRM-5 AMMO LRM-5 AMMO SRM-4 <p>RIGHT TORSO</p> <ol style="list-style-type: none"> LRM-5 LRM-5 LRM-5 AMMO LRM-5 AMMO SRM-4 AMMO SRM-4
<p>LEFT LEG</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Heat Sink Heat Sink 	<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 Heat Sink Heat Sink 	<p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensors Hits ○○</p>

HEAT SCALE

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

The Tech Factory #6 - BattleMech Sheet



TYPE/INNER SYSTEMS CODE:
NAME: GUN-48 GATOR
TORSAK: 25 TONS
MOVEMENT POINTS:
 WALKING: 3
 RUNNING: 0
 JUMPING: 0
WEAPONS INVENTORY:

Type	Location
GAUSS RIFLE	RA
LRM 20	RT
LRM 20	LT

ARMOR:

GAUSS RIFLE (04)	RA
LRM 20 (02)	RT
LRM 20 (02)	LT

WARRIOR DATA: *(Name)* **SKILLS:** *(Skill)* **PILOTS:** *(Pilot)*
NOTATIONS: (C=Comms) (R=Range) (1=1) (2=2) (3=3) (4=4) (5=5) (6=6) (7=7) (8=8) (9=9) (10=10)

LEFT ARM	CRITICAL HIT TABLE	RIGHT ARM
1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Forearm 5. Hand 6. Back Hand 7. Side Hand 8. Back Hand 9. Side Hand 10. Back Hand 11. Side Hand 12. Back Hand 13. Side Hand	HEAD 1. Left Eye 2. Sensor 3. Helmet 4. Back Head 5. Sensor 6. Left Eye	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Forearm 5. Hand 6. Back Hand 7. Side Hand 8. Back Hand 9. Side Hand 10. Back Hand 11. Side Hand 12. Back Hand 13. Side Hand
LEFT TORSO 1. XL Engine 2. XL Engine 3. XL Engine 4. Ammo LRM 20 5. Ammo LRM 20 6. Ammo LRM 20 7. LRM 20 8. LRM 20 9. LRM 20 10. LRM 20 11. Core	CENTER TORSO 1. Engine 2. Engine 3. Engine 4. Engine 5. Engine 6. Engine 7. Engine 8. Engine 9. Back Head 10. Back Head	RIGHT TORSO 1. XL Engine 2. XL Engine 3. XL Engine 4. Ammo LRM 20 5. Ammo LRM 20 6. Ammo LRM 20 7. LRM 20 8. LRM 20 9. LRM 20 10. LRM 20 11. Core
LEFT LEG 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Back Foot 6. Side Foot	ENGINE DATA Engine Size: 000 Core Size: 00 Sensor Size: 00	RIGHT LEG 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Back Foot 6. Side Foot

TOTAL HEAT SINKS:
 00000000000000000000

ROKAT SCALE:

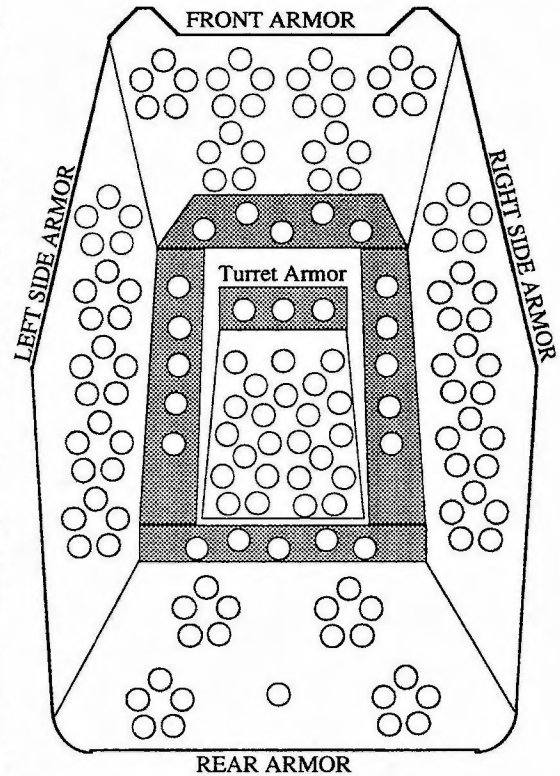
20
27
23
24
25
21
19
17
15
13
11
9
7
5
3
1

The Tech Factory #6 - BattleMech Sheet

Vehicle Record Sheet

FASA Combat Value: 1653

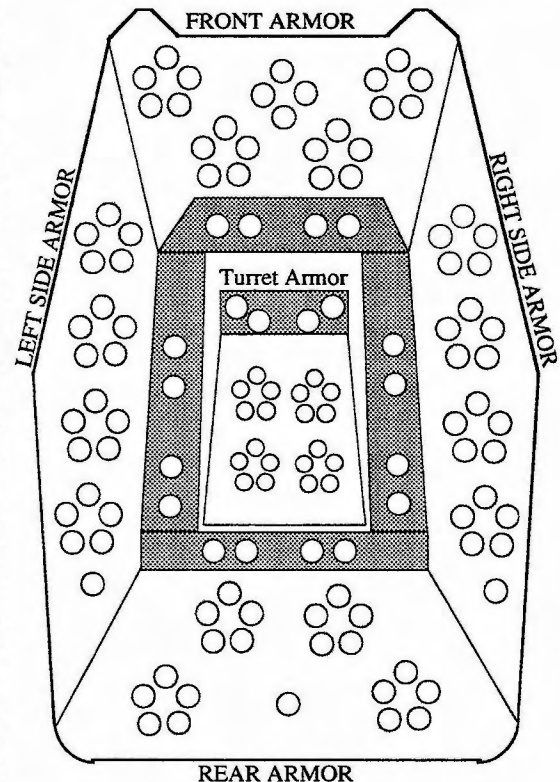
Unit Type: ASSAULT HOVER			Driving Skill:
Move. Type: HOVER	Cruise Speed:	Flank Speed:	Gunnery Skill:
Tonnage: 50 TONS	8	12	Weapons & Ammo
Engine Rating: 165	Tonnage: 12	Engine Type: I.C.E.	GAUSS RIFLE (15 Turret
Control Tonnage: 2.5	Lift Equipment: 5.0	GAUSS RIFLE Ammo • 16 (2) Body	
Power Amplifier: 0	Heat Sinks: 0		
Internal Structure: 5.0	Turret: 1.5		
Armor Tons: 7 FF	Armor Points: 125		
Front:	30		
Left Side:	25		
Right Side:	25		
Rear:	21		
Turret:	24		



Vehicle Record Sheet

FASA Combat Value: 1822

Unit Type: NARC MASTER			Driving Skill:
Move. Type: HOVER	Cruise Speed:	Flank Speed:	Gunnery Skill:
Tonnage: 35 TONS	9	14	Weapons & Ammo
Engine Rating: 140	Tonnage: 7.5	Engine Type: XL	NARC MISSILE BEACON (3) Turret
Control Tonnage: 1.75	Lift Equipment: 3.5	MEDIUM LASER (1) Turret	
Power Amplifier: 0	Heat Sinks: 10	MEDIUM LASER (1) Turret	
Internal Structure: 3.5	Turret: 0.6	MEDIUM LASER (1) Turret	
Armor Tons: 6 FF	Armor Points: 107	ANTI MISSILE SYSTEM (.5) Body	
Front:	24	GUARDIAN ECM (1.5) Body	
Left Side:	21	TAG (1) Body	
Right Side:	21	NARC Ammo • 12 (2) Body	
Rear:	21	AMS Ammo • 12 (1) Body	
Turret:	20		



The Tech Factory - BattleTech Scenario

Background: Colonel Steve Shiref, commander of the mercenary battalion Shiref's Guards, is briefing his son Mark on his companies next raid - Tarrgin's Planet.

"Mark I'm not going to send your recon lance along. There should only be one lance of medium 'Mechs guarding the mining plant. With odds like that, it's entirely possible that you may capture a 'Mech or two. Who knows, they may even surrender when they find out they are outnumbered 2 to 1. If they do surrender, you'r going to need space on the dropship. After you have finished the 'Mechs, destroy the mining plant and get back here with whatever you can salvage. This raid should pull at least a company or so of Fedrats off the line."

"You will have to be careful, Tarrgin's Planet has poor conditions for fighting. It gets almost no light, the ground vibrates, and the metallic content of the air is barely breathable. Worse, it interferes with your 'Mech's sensors. Using visual, you'll only be able to see a hundred meters, and your sensors will be useless. Watch yourself and play it by the book."

SETUP:

Use any 4 maps, having the numbers all running in the same direction.

DEFENDER: The defender consists of 2 lances.

Clan Anti-tactics Instructors lance.

Captain John Vacely (Gunnery 3, Piloting 2) FLC-8R Falconer
Lieutenant Max (Dead Eye) Johnson (Gunnery 1, Piloting 3) GTR-42 Gator
Sergeant Terri Percher (Gunnery 3, Piloting 3) GRF-1DS Griffin
Sally Blants (Gunnery 3, Piloting 4) BUG-1A BugOut

AFFC garrison lance

Tom Zandes (Gunnery 3, Piloting 4) NGS-4S Nightsky
Gary Hobins (Gunnery 3, Piloting 5) ENF-5D Enforcer
Jenny Minverski (Gunnery 4, Piloting 4) WVR-7K Wolverine
Larry Minverski (Gunnery 4, Piloting 5) PHX-3S Phoenix Hawk

DEPLOYMENT:

The defender enters from the south map edge. (Bottom of the map)

ATTACKER: The attacker consists of 2 lances from the Shiref's Guards mercenary unit.

Captian Mark Shiref (Gunnery 1, Piloting 2) ALB-3U Albatross
Luke Taggs (Gunnery 3, Piloting 4) R4L Huron Warrior
Jerry Burns (Gunnery 3, Piloting 4) GRM-PR29 Grim Reaper
Tom Wallston (Gunnery 4, Piloting 4) GRF-1M Griffin
Lieutenant Ben Dovers (Gunnery 3, Piloting 3) HBK-TD Hunchback
Mark Miller (Gunnery 3, Piloting 4) BR-1 Big Red
Tom Small (Gunnery 4, Piloting 4) TMP-3M Tempest
Sam Reggles (Gunnery 3, Piloting 5) TR1 Wraith

DEPLOYMENT:

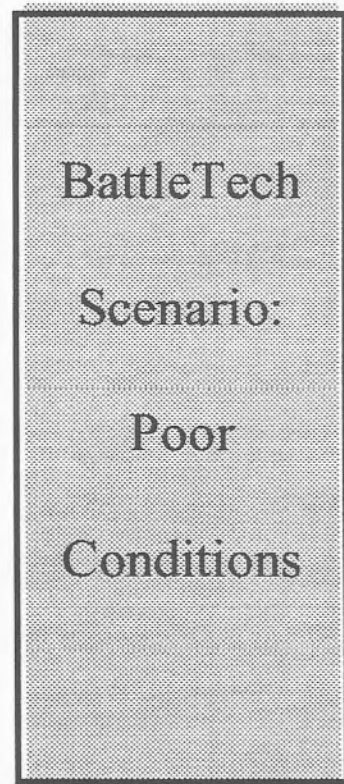
The attacker enters from the north map edge. (Top of the map)

VICTORY CONDITIONS:

Who ever is in control of the map at the end of the battle is the victor. Any 'Mech that disengages may not return to the battle.

SPECIAL RULES:

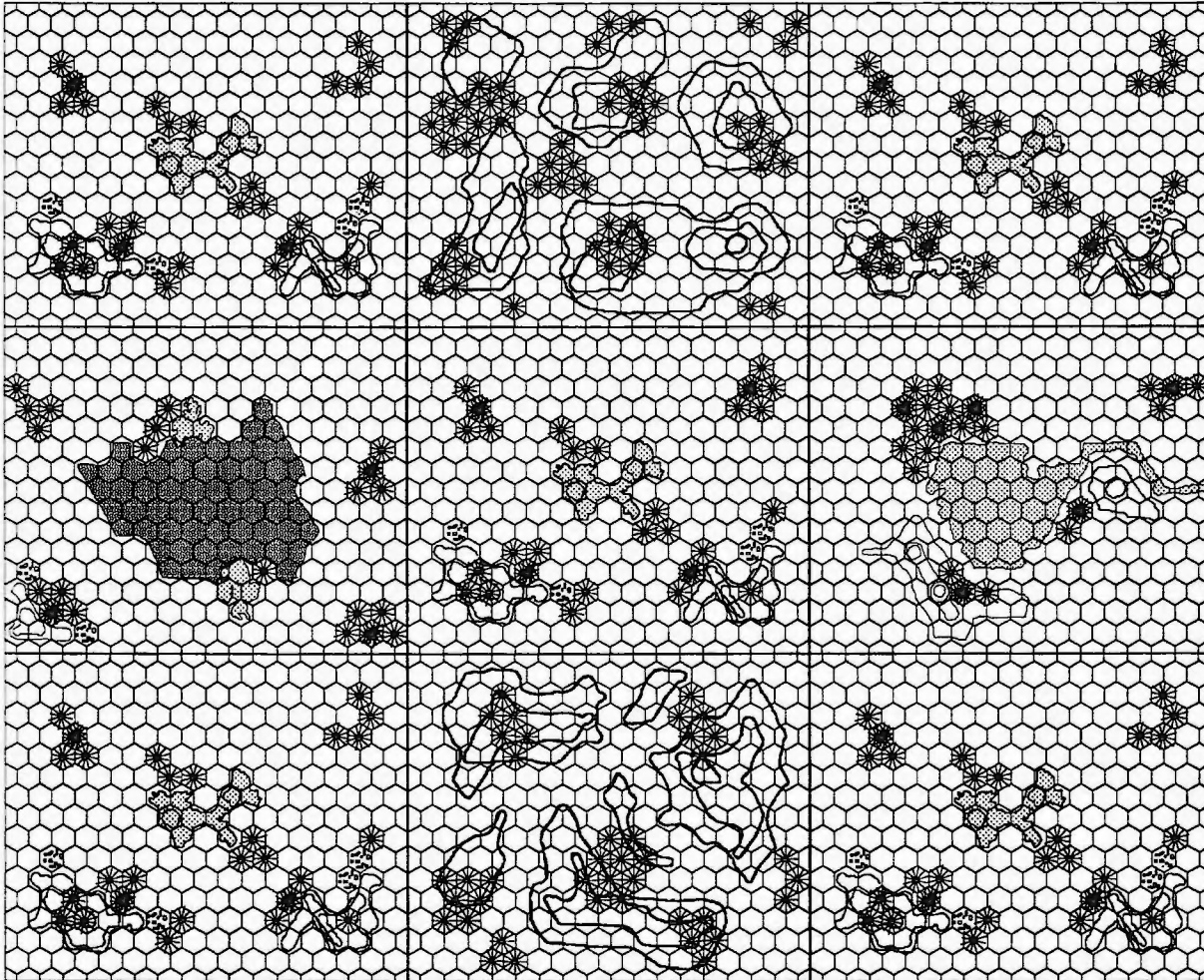
Tarrgin's Planet's thick cloud cover keeps out most light. This causes visual sight distances to be drastically reduced. The atmospheres' high metal content and ground's vibrations makes a 'Mechs sensors virtually useless. In game terms this means several things. To hit modifiers are adjusted as follows: +3 at range 16 or greater, +2 at ranges 9-15, +1 at range 5-8, and no penalty at range 0-4. When playing, a 'Mech is not automatically identified. A player can determine a 'Mechs location out to range 40. You may determine the 'Mechs weight at a range 8, and you may identify a 'Mech by sight at range 4. (You must have a valid line of sight). Players should exchange 'Mech identification information immediately after all 'Mechs have completed their movement.



BattleTech Scenario

BACKGROUND: In the year 3028, as part of the fourth succession war, Averon - a planet in Capellan Confederation space, was invaded by the Federated Suns. Capellan forces fought gallantly against superior numbers. One such battle had a outnumbered Capellan force catching a Federated Suns company during the initial drop. What followed was a long, bloody battle.

SETUP:



**Fight
To
The
Last
Drop**

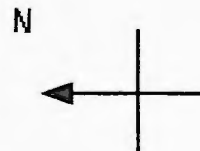
DEFENDER:

1st Lance:

Lieutenant Peter Lewis (Gunnery 2, Piloting 3) CTF-1X Cataphract
Corporal Loraine Whithome (Gunnery 3, Piloting 4) ARC-2R Archer
Kip Summit (Gunnery 3, Piloting 4) AS7-D Atlas
Rebecca Kender (Gunnery 4, Piloting 5) WHM-6R WarHammer

2nd Lance:

Corporal Vallerie Powers (Gunnery 4, Piloting 4) MAD-3L Marauder
Alfred Markarus (Gunnery 3, Piloting 4) TDR-5S ThunderBolt
Derek Solamnia (Gunnery 4, Piloting 3) PHX-1 Phoenix Hawk
Donna Bittnick (Gunnery 4, Piloting 5) VND-1R Vindicator



-  Rough
-  Rubble
-  Light Woods
-  Heavy Woods
-  Water
-  Lv Change

BattleTech Scenario

ATTACKER:

Lance A: Corporal Andrew Hochrien (Gunnery 4, Piloting 4) PHX-1D Phoenix Hawk
Debra Cottman (Gunnery 4, Piloting 5) VLK-QA Valkrie
Eric Otlinger (Gunnery 4, Piloting 5) VLK-QA Valkrie
August Franke (Gunnery 3, Piloting 4) ENF-4R Enforcer

Lance B: Captain Kimberly Long (Gunnery 2, Piloting 3) WHM-6D WarHammer
Lieutenant Steve Weiche (Gunnery 3, Piloting 4) MAD-3R Marauder
Bruce Kempf (Gunnery 3, Piloting 4) HBK-4G Hunchback
Sally Demay (Gunnery 4, Piloting 3) Awesome-MB

Lance C: Corporal Cecil Pearson (Gunnery 4, Piloting 4) Merlin
Todd Doelling (Gunnery 4, Piloting 3) BJ-1DB BlackJack
Kendel Blustone (Gunnery 4, Piloting 5) SHD-2H Shadowhawk
Malcom Marting (Gunner 3, Piloting 4) DV-6M Dervish

DEPLOYMENT:

The attackers' Mechs are scattering from a combat drop. The attacking player must choose the order his lances will drop. The first lance to drop will end up on maps 1-3, the second on maps 4-6, and the third on maps 7-9. Once the attacker has chosen where his lances will drop, the defender may then set up his 'Mechs. The defender may set up his 'Mechs in any hex, any facing, with the restriction that there be no more than five 'Mechs on any one map.

Once the defender has placed his 'Mechs on the board, the attacker must determine which hex his 'Mechs scatter to. This is a three step process. Each 'Mech must determine map, direction, and distance of the scatter.

To determine the map, roll a d6.

1st Lance: A result of 1-2 indicates Map 1, 3-4 indicates Map 2, and 5-6 indicates Map 3.

2nd Lance: A result of 1-2 indicates Map 4, 3-4 indicates Map 5, and 5-6 indicates Map 6.

3rd Lance: A result of 1-2 indicates Map 7, 3-4 indicates Map 8, and 5-6 indicates Map 9.

Once a 'Mechs map is determined, its' exact hex must be determined. All 'Mechs scatter from hex 0808. Roll a d6 for the direction, (with 1 being north), and a D6x2 for the distance. A 'Mech may be faced in any direction the attacker chooses.

Example: A 'Mech in Lance 1 is dropping in. A D6 is rolled, and the result is a 4 - indicating the mech will land on Map 2. Then another D6 is rolled to determine its' scatter direction. A result of 2 indicates the NorthEast hex row. Finally a D6 is rolled, in this case a 3, and the hex is moved 6 hexes down the NorthEast hex spine from 0808 to 1405.

A 'Mech may scatter from one map to another, but a scatter result that moves a 'Mech off the entire map means the 'Mech completely missed the drop area. It may arrive as a reinforcement at the start of turn 3, on the map edge that it scattered off of. If a 'Mech scatters into a hex already occupied by another unit, reroll.

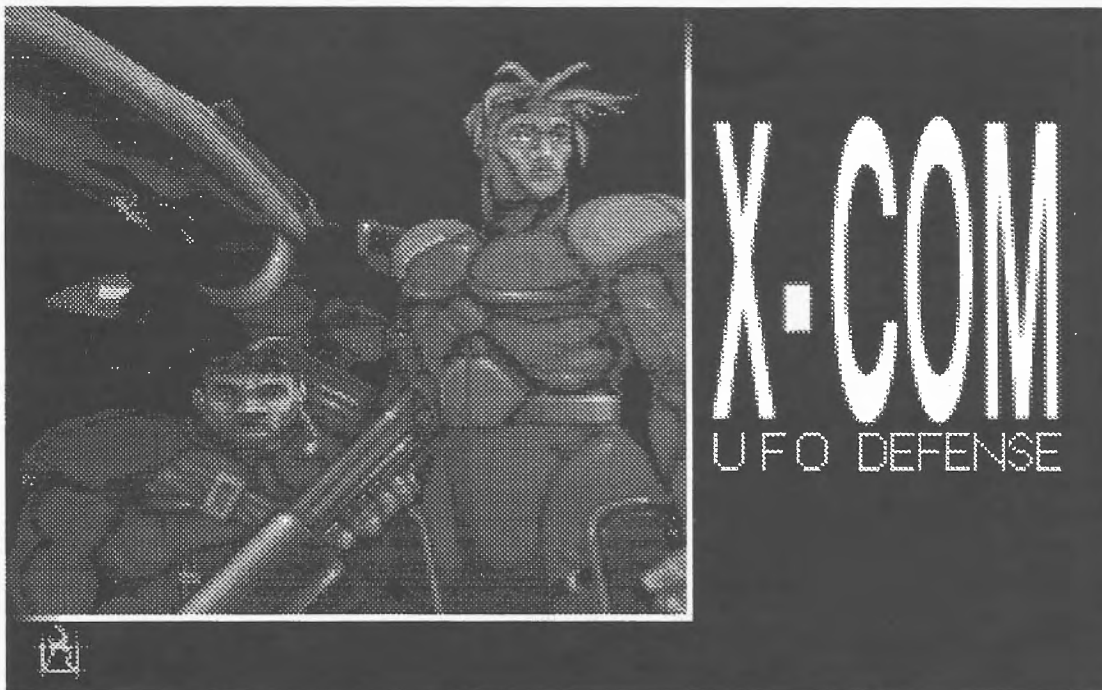
SPECIAL RULES:

Use the rules for combat drops as listed in the Battletech Compendium. The Capellan forces may attack the Federated Suns forces while they are dropping in. The Capellan forces may stay still, or move (while remaining in their starting hex) to bring weapons to bear on Davion 'Mechs. Davion 'Mechs may not return fire on turn 0. For targeting purposes, a BattleMech that is dropping in has a +1 modifier on it, however because the 'Mechs are dropping, intervening terrain has no effect. (The defending 'Mechs are shooting at the attacking 'Mechs before they drop below hills, etc...)

After all fire has been completed, attacking forces must make piloting rolls to successfully land their 'Mechs. Remember that any damage a unit recieved during fire on turn 0, will affect this piloting roll. Any unit that misses its piloting roll will suffer a fall of one level for every difference between the actual and required die roll. (For example, a pilot who has skill level 5, suffers 20 points of damage during the drop. He must now roll a 6 or better to succeed. He rolls a 2, and fails horribly, taking a level 4 fall!) Once turn 0 is complete, roll initiative and procede with normal movement.

VICTORY CONDITIONS: SIEZE the battlefield. Play continues until one side has disengaged or has been completely destroyed.

The Computer Corner



One of the most engaging of the recent computer game releases is 'XCOM - UFO Defense', by Microprose. The game places you in control of XCOM, an international organization formed to stem the sudden surge of UFO incidents worldwide. You are charged with the responsibility of preventing further incursions by the aliens and eventually unraveling the mystery behind their invasion.

The game is divided into two main levels in which you operate. On one level, you assume the management of the XCOM organization as a whole. You are responsible for allocating funds between research, equipment and personnel. On the other level, you direct the troops of XCOM as they battle the aliens they encounter. Your mission is to neutralize (i.e. kill, usually) the aliens and recover as much of their technology as you can get your hands on.

On the strategic level, you must make many decisions which affect your organization's ability to respond to the alien threat. The first of these is the location of your main base. This determines what part of the globe you will be able to give immediate coverage against the alien threat. Good spots are Central North America, Europe and Western Asia. Any of these allows you to cover several of the nations which provide your funding. Interdicting the aliens over these nations usually leads them to improve their contribution. On the other hand, nations which you do not protect will reduce the funding they provide. This encourages you to expand your operations with new bases to eventually provide world-wide coverage. After your main

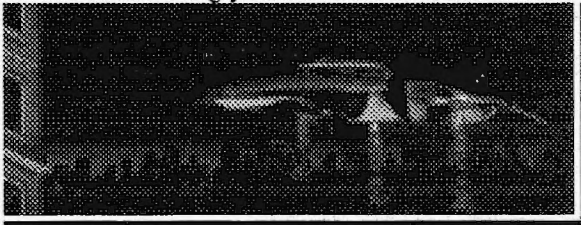
base has been placed, you need to decide how to best budget your resources. You should start research projects to develop new weaponry and to discover the secrets of the alien technology. The scientific staff should be beefed up to speed this process. New base facilities should be added to your installations. More soldiers should be hired and those with inferior statistics should be sacked (this is an elite unit, and not everybody makes the grade). Additional equipment to supplement the soldiers current outfitting should be purchased and, if enough capital exists, consider investing in a tank to lead your troops into battle. Once new weaponry and equipment becomes available, your engineering staff can begin producing them. How well you choose and arm your soldiers helps determine their effectiveness in the other aspect of the game.

The tactical level of the game depicts your soldiers engaging the aliens in small unit combat. This is the heart of the game and where you spend the majority of your time. Players of tabletop miniature games (such as The Tech Factory staple: "Legions of Steel") will find many similarities between that genre and this portion of XCOM. The software implementation allows a great deal of detail to be added which is difficult to easily match on the tabletop. Multiple levels, with indoor and outdoor elements, are provided, along with the ability to flip between the levels with a simple mouse click. Lines of sight for even the most complicated map can easily be calculated by the computer between any two units. On the other hand, the computer AI

The Computer Corner

you are facing sometimes makes mistakes that a human opponent would probably not be likely to make.

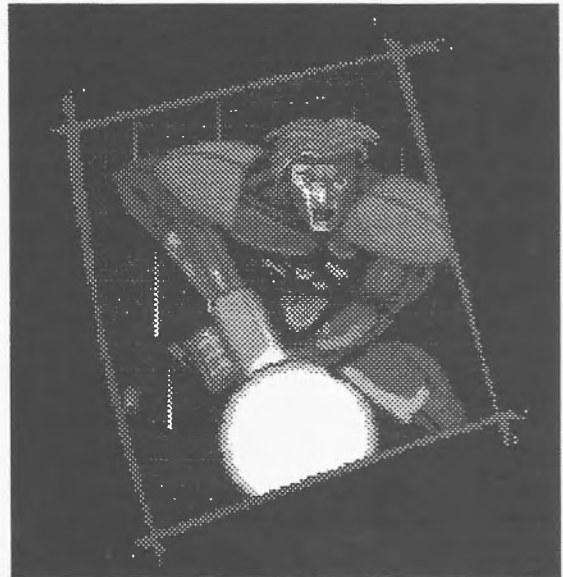
Combat in XCOM is turn based with allowances for units reacting to actions taken by the enemy. Every combat unit has an amount of time units available to it to perform its actions. As soldiers progress in experience, this is increased and they are able to perform more tasks during a turn. However, the amount of equipment they carry also affects the number of time units available. A soldier weighed down with equipment and ammunition will be able to actually do very little. After a unit has completed their actions for a turn, the remaining time units are available for reaction fire. If an enemy unit moves within the line of sight of a unit with enough time units remaining they will engage the unit. Based on the number of time units, this can take the form of aimed, auto, or snap shots with their selected weapons. The aliens also have this ability available to them so care must be taken when moving your units into action.



Several different types of tactical encounters are possible within XCOM. The most common is the investigation of a crash site. This occurs when your interceptors have downed an alien craft and your troops are called upon to clear the site of surviving aliens and recover any technology they can find. Terrain can vary widely based on where the alien craft comes down. Desert landscapes, forest clearings, even small farms are all potential mission locations. A similar, but slightly more difficult encounter occurs when your forces engage an alien craft landing site. Since no damage has been done to the aliens by your interceptors, they have a full complement of crew available to resist your forces. If you prove yourself successful in interfering in the alien plans, you may find your own base under assault by alien forces. Later, you are able to return the favor by clearing the bases the aliens have set up on the earth. One of the most difficult of the encounters you will face will be the terror sites. These are locations where the aliens have sent their forces into a populated area to frighten them into submission. Dislodging them is complicated by their numbers and the presence of civilians whom you are charged to protect. The stakes are high because a terror site which is left alone will likely result in the country in which it takes place withdrawing from the XCOM project, with the loss of all of their funding. This must be avoided if you are to progress forwards to your ultimate goal. Eventually, you

will leave the earth and engage the aliens on their home turf in a climatic battle, winner take all.

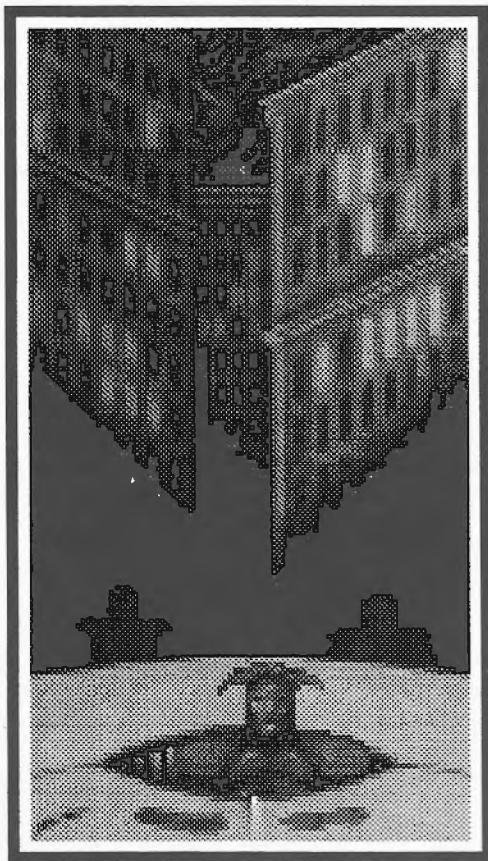
A wide array of equipment is available to your troops to aid their struggles with the alien invaders. Initially, the majority of your units will be armed with rifles and grenades. A few will have heavy weapons such as rocket launchers and auto-cannon to support the advance of the more lightly armed regulars. Heavy weapons platforms and miniature robotic tanks also provide support weapons in a heavily armored package. One of the first advances your scientist can provide to you is the advent of laser weaponry. Laser rifles are harder hitting than their projectile counterparts and have no dependence on ammunition, thus lightening the load your soldiers must carry with them into combat. When your research staff begins to unravel the secrets of alien weaponry, you will be able use their own technology against them. Their plasma weaponry does require ammunition, but its advantages in accuracy and firepower make this sacrifice more than worthwhile. In addition, the powerful alien grenades and guided blaster bombs make for very effective support weapons. More than just weaponry is needed to be successful however. Medical kits can help save an injured trooper to fight another day. Body armor can also improve a soldiers chance for surviving an encounter with the aliens. Eventually, flying harnesses will greatly enhance your units maneuverability in any situation. In addition, devices which allow your troopers to use their latent psychic abilities, once trained, to counter the aliens initial superiority in this arena.



The Computer Corner

However, the aliens forces you face also have a wide array of capabilities which will challenge even your most well equipped troops. All of the weapons you copy from them they have available as original equipment and initially you will have to face them without having its benefits yourself. In addition, the aliens have many intrinsic abilities. Some aliens are capable of flight. Others have powerful psychic abilities of their own. Some have incredible endurance and are very resistant to many types of weapons fire. One type of alien has the ability to infect humans so that they become aliens themselves. They demonstrate this capability on civilians and even on your own soldiers!

Morale also is taken into account in XCOM. Either side upon taking heavy casualties, may be faced with the prospect of their troops breaking. Units may freeze in combat, drop their weapons, even begin firing widely in all directions (with potentially disastrous results).



Try to keep casualties to a minimum to avoid this or you may end up losing the whole squad. Also consider sacking team members who seem particularly suspect to panic. As your troops become more hardened, this should occur less and not be as large of a factor. Many elements combine to create a successful unit leader in XCOM. As previously mentioned, selection and arming of your squad determines what you will have available to you. After this, it is up to you to make maximum use out of what you have. Advance cautiously, making maximum use of cover and leave some units with enough time to take advantage of reaction fire. In the first few scenarios, your soldiers generally are lacking in experience and not that accurate. Area effect weapons (like high explosive shells and hand grenades) are often useful in such situations when getting the ordnance in the general vicinity of the target is usually sufficient. Care must be taken to prevent casualties from friendly fire when using such weapons. Also, never leave a soldier with an area effect weapon with time to use reaction fire as he will not take into consideration if the explosion will affect his teammates (or even himself).

The survival of your soldiers is a very high priority if you are to move on to the more difficult scenarios as the game progresses. As your troops gain experience, they become more accurate, have more time units available to perform actions, and are less likely to panic in tight situations. They will be less reliant on the area effect weapons and more able to engage targets with precision fire. Veterans will prove their worth in your struggle stem the alien tide. When equipping your soldiers, try to provide them with the tools they need to perform their jobs, but avoid loading them down so much that they cannot perform that job. Strive to achieve as light a loadout of equipment as possible to make your troops mobile and hard hitting. Remember that in an emergency your troops can return to the transport to pick up any extra supplies that it contains (they are in the last position on the floor of the transport before the exit ramp, the first soldier selected to exit the craft is standing on top of the excess supplies).

XCOM is one of the most entertaining games I have had the pleasure of playing recently. The strategic elements help move the game along in pursuit of an eventual goal resulting in increasingly difficult tactical combats for your soldiers to face. **WARNING!** this game is very addicting. Like many of the best in the computer field it is not uncommon to find yourself at 2:00 in the morning pursuing "just one more" crash site.

Battletech: The Animated Series

No doubt many of you have tuned in BATTLETECH the animated series on FOX since it started a couple of months ago. For some of you that have not, this article is a little review of what to expect if you decide to tune in, or to let you know what you are missing.

You may have seen our preview in the last issue, but for those that may have missed it, the premise of the series is a small unit, led by Adam Steiner (a distant cousin of Melisa Steiner), is trying to make their way back to Adam's home planet of Somerset. (The unit is called the Somerset Strikers). Somerset fell in the initial invasion of the Clan Jade Falcon. The Inner Sphere does not know of the Clans, but the Clans have superior technology in all areas and lots of it. The Inner Sphere nations have had to put their wars aside to fight this outside threat. The result is the Somerset Strikers are transported around by a Kurita transport.

This is not your standard Saturday morning animated series or superhero show. The series is very structured from one episode to the next. (Think of it as a movie shown in half hour segments). At the beginning of each show, a quick background is given of the Inner Sphere and the formation of the Strikers.

While the computer animation is good, it seems that parts of the battle scenes are repeated quite a bit. (It was a disappointment that the "proof of concept" computer animation described last issue was not used.) The standard animation, on the other hand, is marginal at best. Character movement is somewhat jerky, and does not seem to flow very well. The show has suffered other problems as well, the most minor of which is that one week Major Steiner's Axeman appears with a black/yellow color scheme, and the next week, it is white/yellow. The biggest problem is with the arrival of episodes. After several episodes, there was an episode thrown together, using elements of the first four

episodes, which brought us to the same end point as the fourth episode. The next week, the first episode was repeated, then after that, new episodes were started again. But it seems that these episodes are being shown out of order. This has hurt the flow of the story as some things remain unexplained, but then are explained in the following episode.

For game terms, the animated series shares the same inaccuracies as the books do. A Clan Hunchback was seen to take a lot of punishment, yet according to the 'tactical display' only suffers minimal damage. All this on a 'Mech that has 96 armor. There also seems to be a problem with the 'Mechs firing all kinds of weapons with no real pause in them, yet not overheat. (Some of the Clans are particularly guilty of this). In one episode, Major Steiner leads his Axeman out of the dropship, into a battle in space. He uses his jump jets to maneuver his 'Mech like an aerospace fighter. He fires his 'Mech's LRM launchers, yet there is no recoil of any sort. Furthermore, at one point he detonates his LRM missiles in flight to create a heat zone that confuses enemy heat seeking missiles. While this makes for an interesting scene, it is impossible to duplicate these events within the game of BattleTech. Another annoying problem is the lack of 'Mech types. The only Inner Sphere 'Mechs we have seen in the first episodes are the Wolfhound, Mauler, Centurion, Axeman. In one episode the Strikers meet Victor Steiner, yet he was piloting a Mauler, not a Victor.

The overall product is good entertainment and while there could be improvements, (as with everything), I believe the marriage between the game and the animated series has blazed new trails for the industry as a whole and the future looks bright for this type of animated series to be repeated by some other game systems.

The Tech Factory: Submission Guidelines

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

The Tech Factory

Issue #6

In This Issue:

BATTLETECH:

Seven new BattleMechs, two new vehicles.

Scenarios -

Fight To The Last Drop: A superior Federated Suns force attacks a Capellan planet. But the Federated Suns forces have scattered during the combat drop. Can they regroup in time?

Poor Conditions: Tarrgin's Planet's atmosphere makes BattleMech sensors virtually useless. Two "hidden" forces engage each other using only visual sighting.

The Body Shop - Uncle Alvin concentrates on BattleTech Tactics.

BattleTech, The Animated Series - An update on the new television series.

STAR FLEET BATTLES:

Alliance War Cruiser Maulers - Includes four new SSDs!

LEGIONS OF STEEL:

Review - Legions of Steel, Alien Source Book.

Scenario - Power Grid Lock. The Commandos attempt to destroy two critical Machine power grids.

COMPUTER CORNER:

XCOM, UFO DEFENSE - Review and strategy discussion.