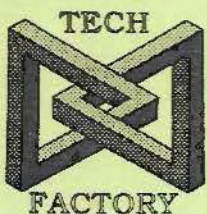
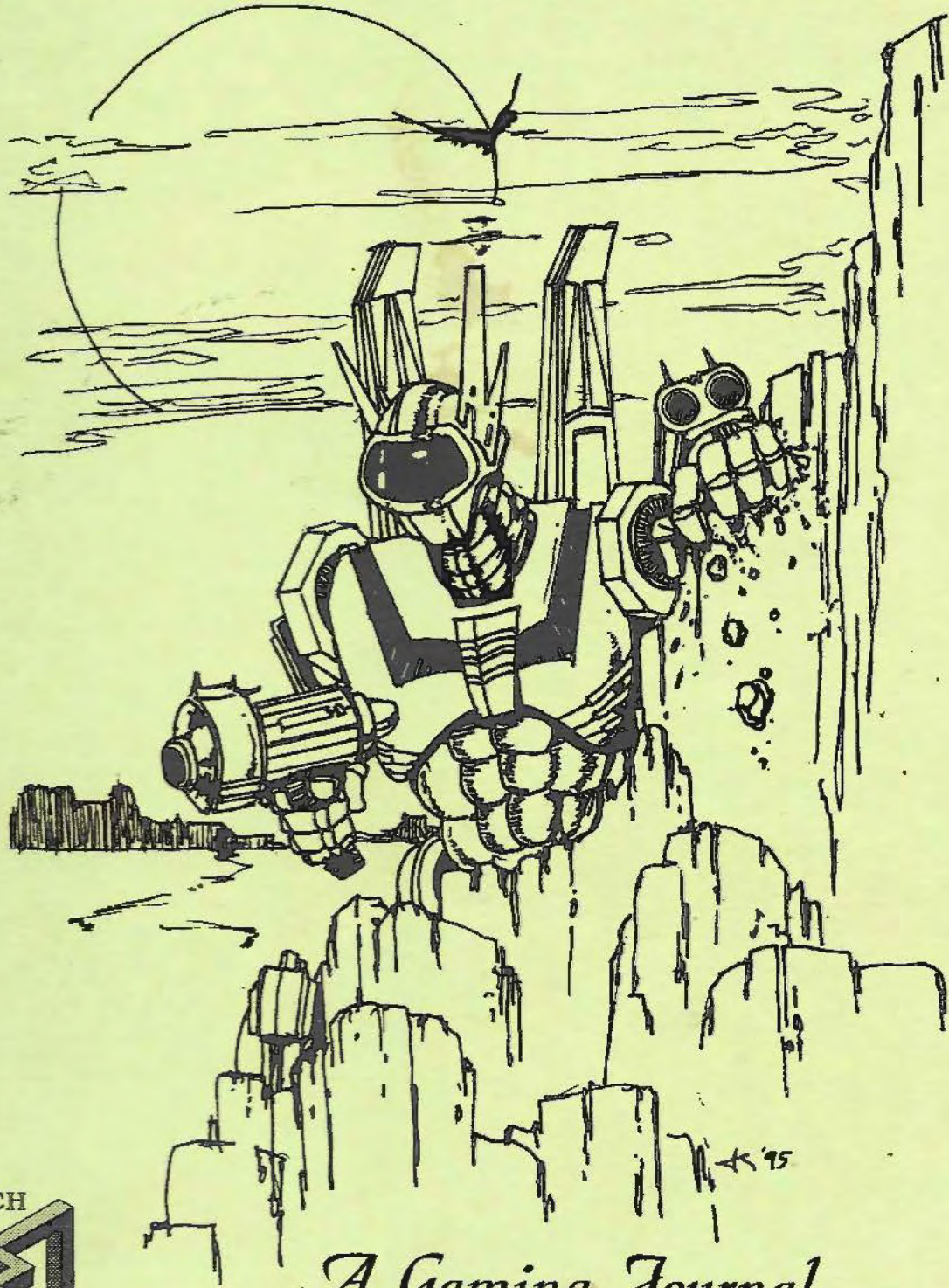


\$4.25

ISSUE #8

# THE TECH FACTORY



*A Gaming Journal*

# The Tech Factory

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# The Tech Factory #8 - Star Fleet Battles

## FRAX X-SHIPS

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As the Klingons began experimenting with improved technology, they received reports that their enemies (as well as their allies) were also working on such systems. Realizing that their fleets (which were, after all, mostly composed of non-X units) might be faced with improved technology in the near future, the Klingon High Command directed the development of several training packages to familiarize active starship commanders with the new technologies and their capabilities. In the press of wartime security, most of the Commanders were simply told that the programs for their training simulations were an upgrade to hone their battle skills. They were not told that the Frax (who were pressed into computer service for this mission) ships in the simulation were based on specifications for the systems that were already being tested for real warships.

The most promising Klingon officers, the ones selected for service on the new technology ships, would hone their initial skills flying simulations of improved ships such as the DX and FX against these same Frax ships, as well as flying the Frax X-ships themselves.—Steven P Petrick

**(R91.924) FRAX IMPROVED COMMAND CRUISER (CCX):** The premier battle simulation intended to serve as the centerpiece of the new Frax battle lines. This ship was used to test both the single ship and the X-squadron theory in the Klingon simulations. The ship was designed with slightly more firepower than the DX, but significantly less power. This may have been a reflection of the an imbedded reflex of the programmers to design a ship intended to operate with consorts.

DATA: Four spare shuttles, service date Y178, Docking 10, Explosion 25, Command Rating 10, First Generation X-Ship.

**(R91.914) FRAX IMPROVED LIGHT CRUISER (CWX):** The CWX was designed as a consort for the CCX. The CWX had less firepower than the comparable Klingon D5X (lacking two GX drone racks) and slightly less power.

DATA: Four spare shuttles, Service date Y178, Docking 6, Explosion 18, Command Rating 8, First Generation X-Ship.

**(R91.915): FRAX IMPROVED DESTROYER (DWX):** The third ship in the Frax X-fleet was this design, intended as an opponent for the FX. Like the other Frax X-ships, it was a significant improvement, but not quite up to the same capabilities as the Klingon X-ships it was expected to oppose in the simulators (although more than able to give a non-X cruiser commander nightmares!). The ship had about the same firepower as the FX, but lacked the FX's power curve.

DATA: Two spare shuttles, Service date Y178, Docking 4, Explosion 14, Command Rating 7, First Generation X-Ship

There was an X-Scout version of this ship which replaced the three disruptors with four special sensors. All data is the same as the DWX except: BPV 183/103.

## STAR FLEET BATTLES UPDATE

Things are really moving in SFB. Following the spring releases (Module M Marines and F&E-2 Marine Assault), Captain's Log #17 (with a new tournament countersheet) proved to be the best issue of all time. But less than a week later, even CL#17 was eclipsed by the most explosive SFB release of all time, Module C4 with NINE new races and 12 new weapons! Even as the galaxy tried to gather its wits from that blockbuster, Module R6 appeared with 95 new ships for SFB, including fast cruisers, modular heavy war destroyers, police flagships, mobile carriers, and more new ships. Now on the slipways is Module D4 with battle squadron SSDs including the new Scout-Carriers.

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Or Forever  
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Peace.**

**Bring on your best!  
Submit your Art, Tactics,  
BattleMechs, Construction  
Tips, Scenarios, or New  
Units for Legions of Steel.**

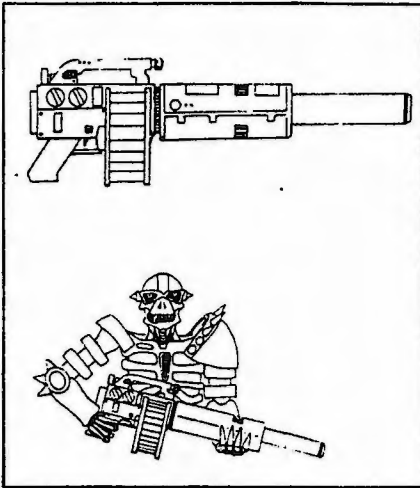
**See page 32 for Submission  
Guidelines**







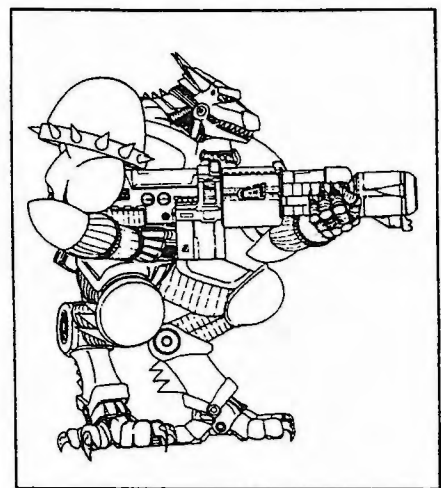
# Legions of Steel - Unit Identification Charts



**G1A NightMare  
With Scattergun**



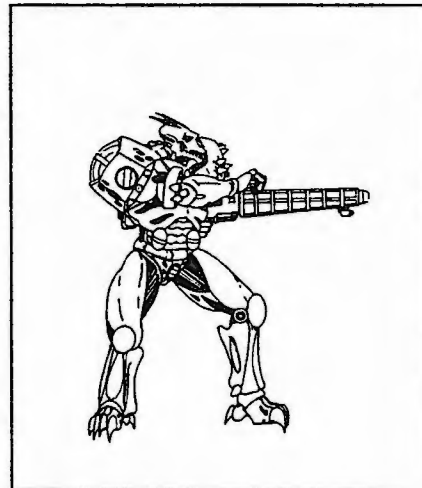
**Mark 1  
Assault Fiend**



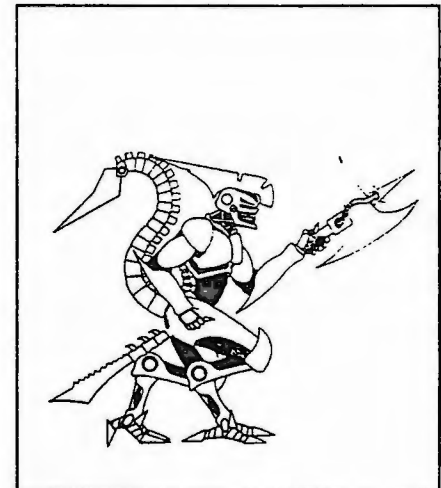
**Mark 1A1  
Assault Fiend**



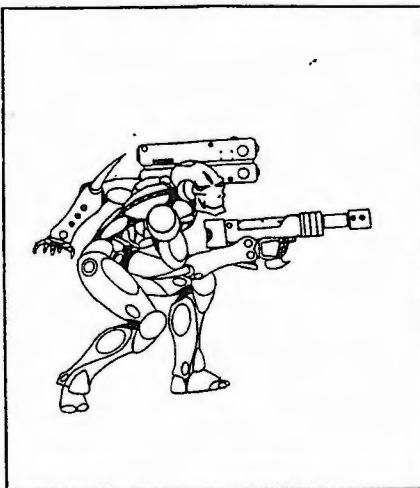
**C1 Succubot  
Command and Control Robot**



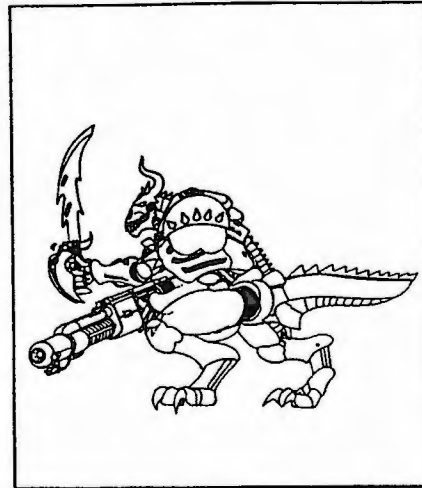
**G3 Predator  
w/Ice Rifle**



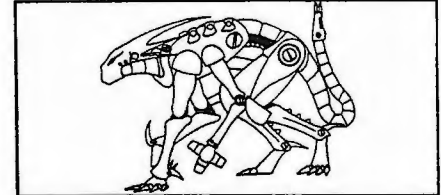
**Mark II  
Assault Fiend**



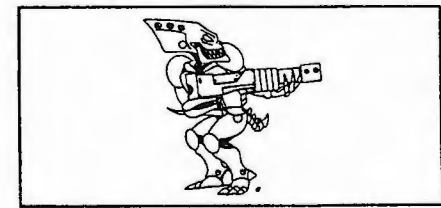
**G6 Sniperbot**



**Mark III Assault Fiend**

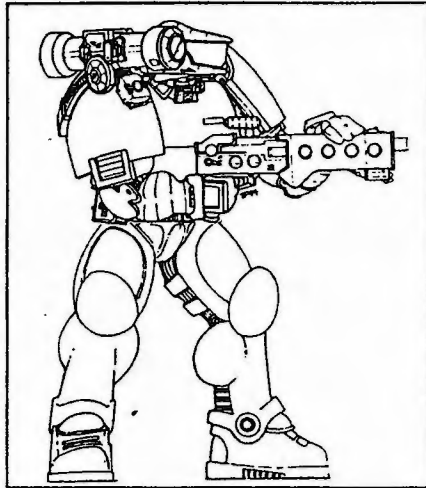


**X1 Runaway**

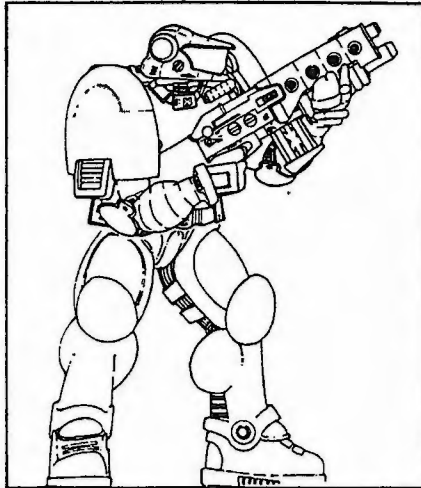


**C4 Gremlin**

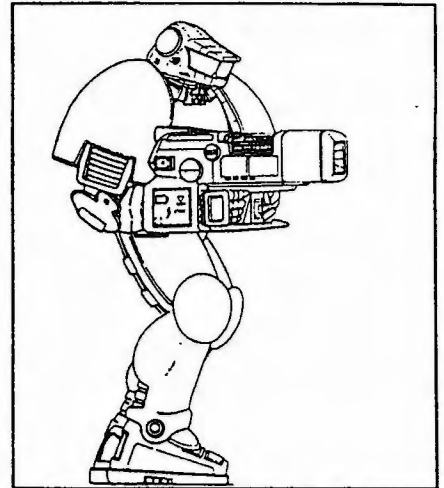
# Legions of Steel - Unit Identification Charts



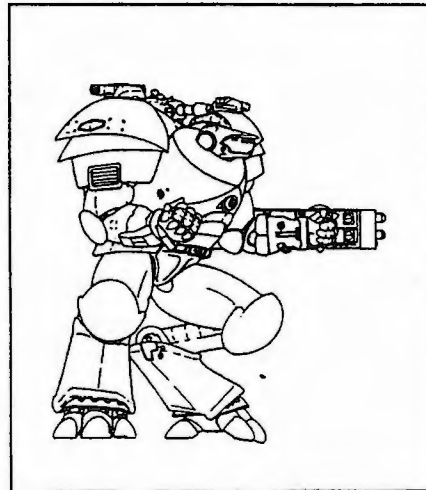
**U.N.E. Trooper with  
RAM Laser and Tow 7**



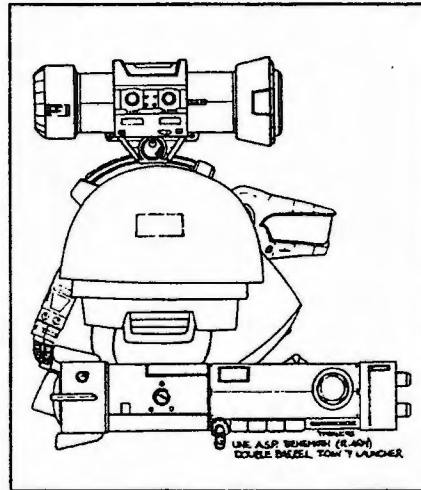
**U.N.E. Trooper with RAM Laser  
and Grenade Launcher**



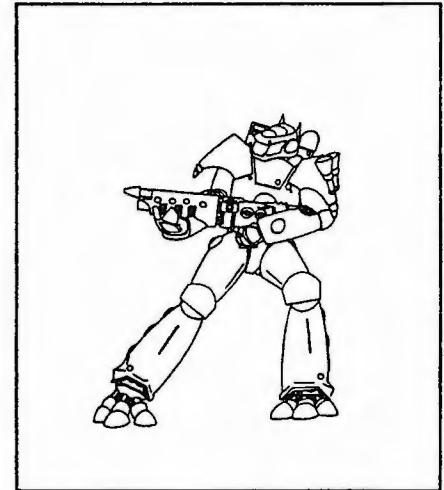
**U.N.E. Heavy Weapon Trooper  
with Plasma Projector**



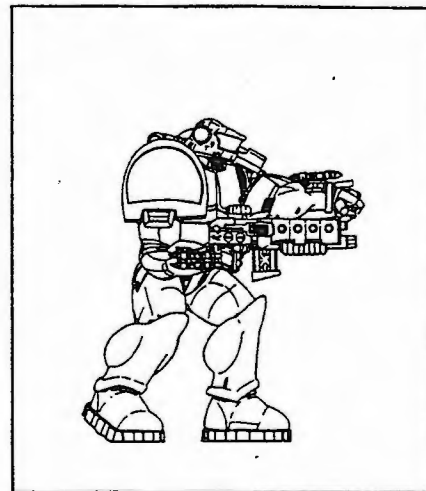
**U.N.E.  
Heavy Assault Trooper**



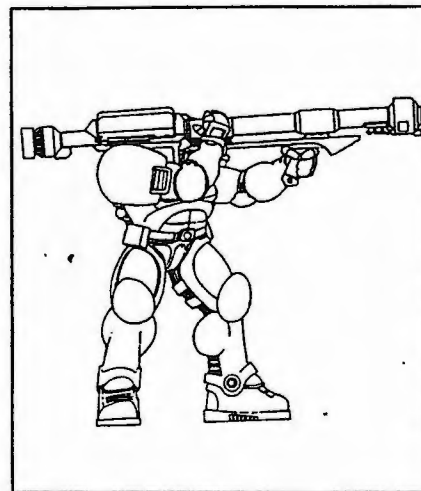
**U.N.E.  
Assault Support Platform**



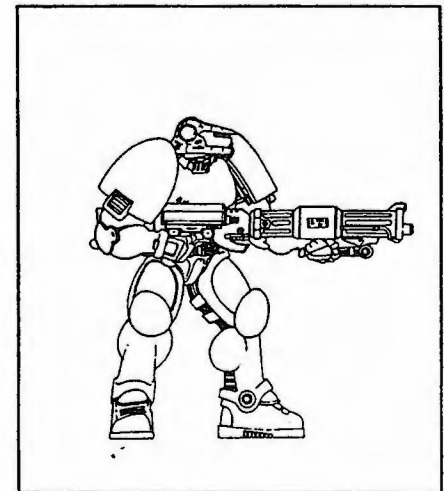
**U.N.E. Recce Commandos**



**U.N.E.  
Assault Trooper**



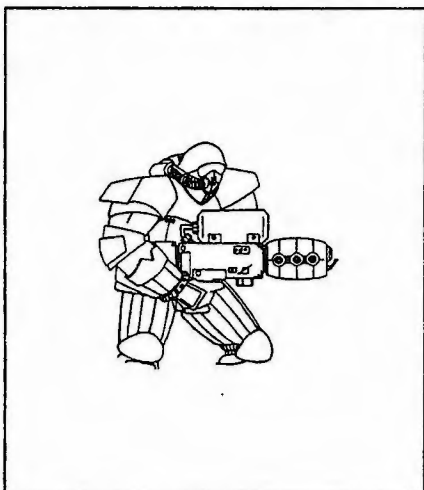
**U.N.E. Support Commando with  
Carl G Mark IV**



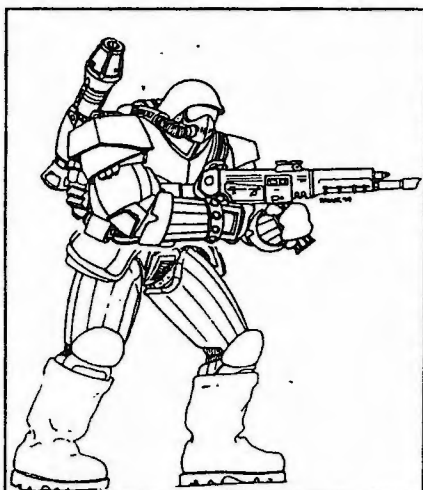
**U.N.E. Support Commando with  
Flechette Gun**



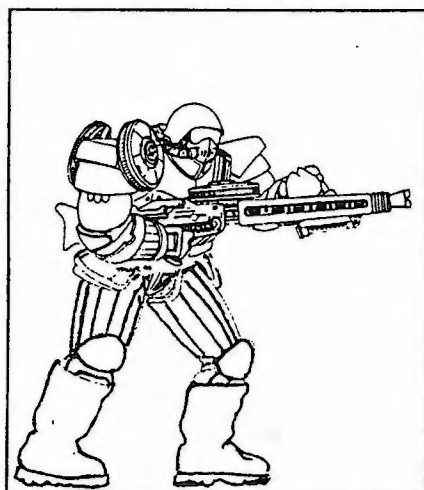
# Legions of Steel - Unit Identification Charts



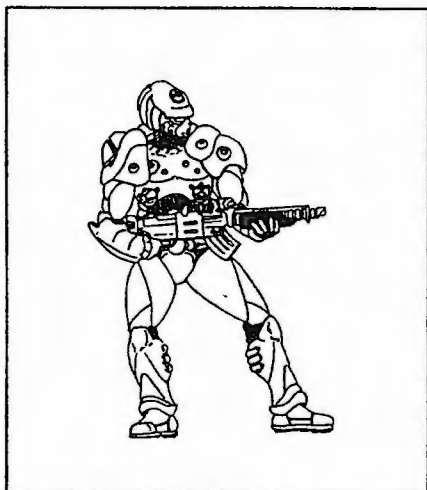
**Fantasian Stormtrooper**



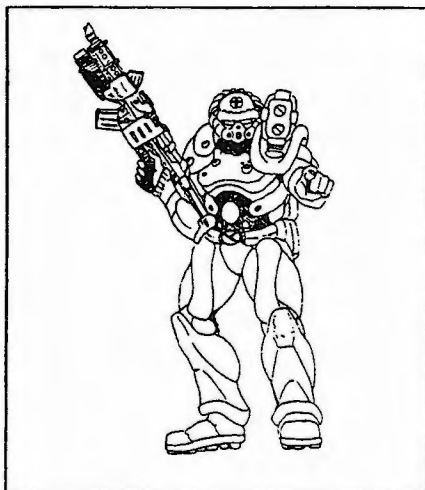
**Fantasian Rifleman with AK**



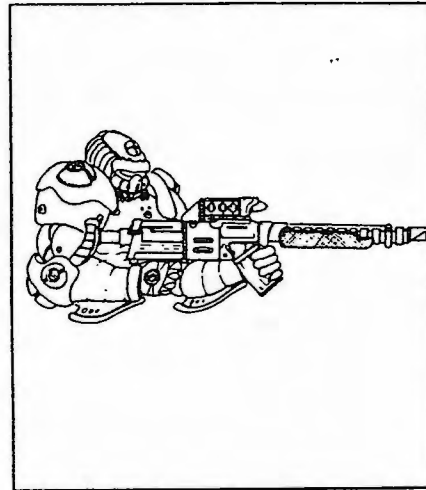
**Fantasian Gunner with RPK**



**Infranite Warrior**



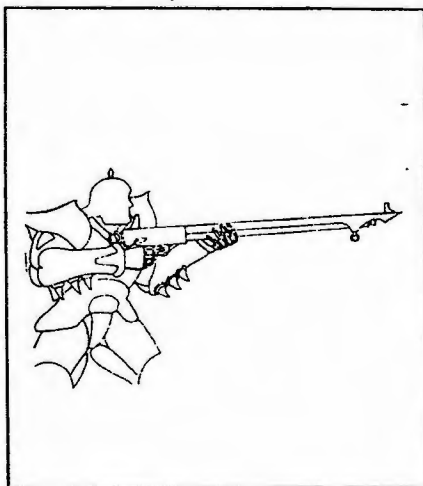
**Infranite War Leader**



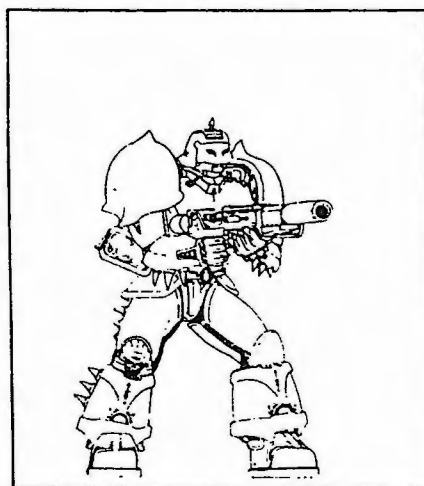
**Infranite Assault Warrior**



**Dark Legion  
Storm Angel**

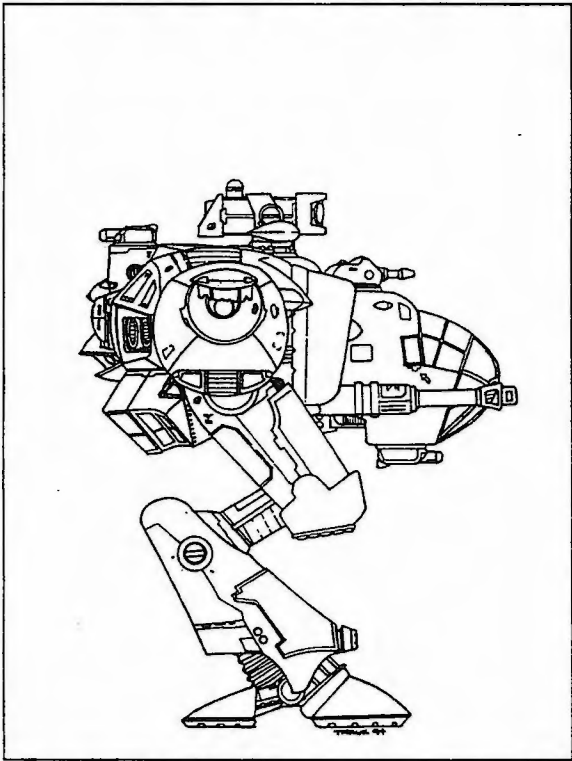


**Dark Legion  
Lancer Takkar**

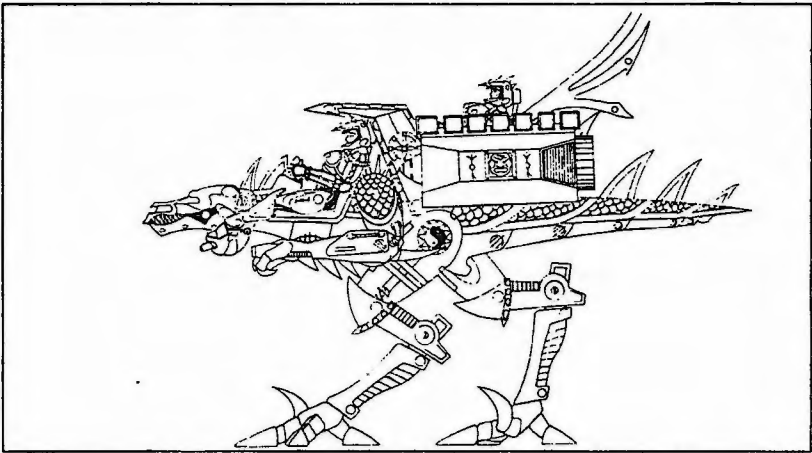


**Dark Legion  
Grenadier Takkar**

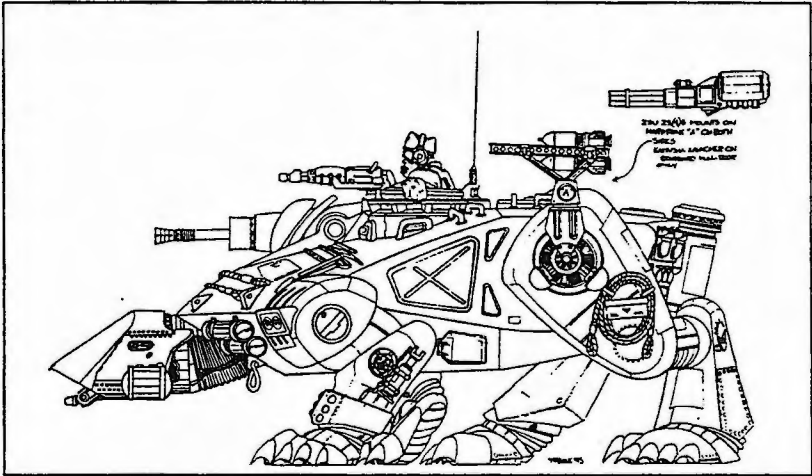
# Legions of Steel - Unit Identification Charts



**U.N.E. SUPERFORTRESS**



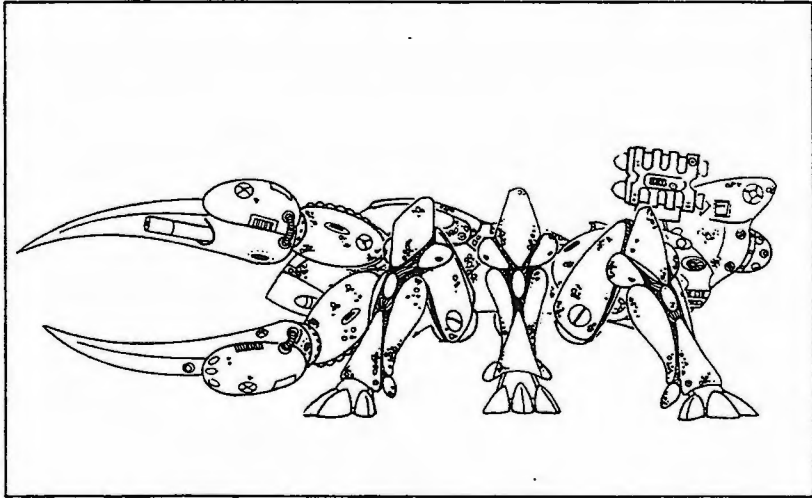
**BLACK EMPIRE SYN RAPTOR**



**FANTASIAN WAR BEAR**



**LEGIONS ARCH FIEND**



**INFRANITE ROCK LOBSTER**

# BattleTech BPV Calculation Sheets

## Inner Sphere Battle Point Value System Calculation Sheet

### Abbreviations

AF: Armor Factor	RS: Running Speed
AP: Armor Points	RSM: RS + SM
BPV: Battle Point Value	SM: Size Modifier
CM: Class Modifier	SRM: Short Range Modifier
DFW: Direct Fire Weapons	SRW: Short Range Weapons ( $\leq 12$ )
HC: Heat Capacity	T: Mech Tonnage
HF: Heat Factor	TF: Tonnage Factor
JC: Jump Capacity	TSF: Triple Strength Factor
JM: Jump Modifier	TSM: Triple Strength Myomers
LRW: Long Range Weapons ( $\geq 13$ )	WP: Weapon Points
MM: MASC Modifier	WPV: Weapon Point Value
MP: Movement Points	WS: Walking Speed

Table 1.0 - Weapon Point Value

BPV	Weapon	Heat	BPV	Weapon	Heat
11	PPC	10	4	LRM-5	2
12	ER PPC	15	7	LRM-10	4
9	ER Large Laser	12	10	LRM-15	5
8	Large Laser	8	13	LRM-20	6
4	Medium Laser	3	3	SRM-2 Streak	2
1.5	Small Laser	1	2	SRM-2	2
9	Large Pulse Laser	10	5	SRM-4	3
5	Medium Pulse Laser	4	7	SRM-6	4
2	Small Pulse Laser	2	1	Artemis IV FCS	0
1	Flamer	3	3	Narc Missile Beacon	0
1	Machine Gun	0	24	Arrow IV System	10
2	Anti-Missile System	1	1	TAG	
3	AC/2	1	2	Guardian E.C.M.	
5	AC/5	1	2	Beagle Active Probe	
10	AC/10	3	24	C3 Master CPU	
15	AC/20	7	5	C3 Slave	
7.5	Ultra AC/5	1	*	Hatchet: * = Mech Weight/15	
12	LB 10-X AC	2			
18	Gauss Rifle	1			

Table 2.0 - Size Modifiers

Weight	Modifier	Weight	Modifier	Weight	Modifier
15:	.3	45:	.9	75:	1.5
20:	.4	50:	1.0	80:	1.6
25:	.5	55:	1.1	85:	1.7
30:	.6	60:	1.2	90:	1.8
35:	.7	65:	1.3	95:	1.9
40:	.8	70:	1.4	100:	2.0

'Mech: \_\_\_\_\_

Equation:  $BPV = (TF + AF + HF + MP + WP) \cdot CM$

Tonnage: \_\_\_\_\_ T/5  $\phi^*$  \_\_\_\_\_ TF  
 +  
 Armor Points: \_\_\_\_\_ AP/8  $\rho$  \_\_\_\_\_ AF  
 +  
 Heat Capacity: \_\_\_\_\_ (HC-10)/2  $\phi$  \_\_\_\_\_ HF

Movement Points:  $MP = RS \cdot SM + JM + MM + TSF$

Walk Speed: \_\_\_\_\_

Run Speed: \_\_\_\_\_

Size Modifier  $\rightarrow$ : \_\_\_\_\_  $RS \cdot SM \ddagger$  \_\_\_\_\_ RSM  
 +  
 Jump Capacity: \_\_\_\_\_  $JC/2$  \_\_\_\_\_ JM  
 +  
 MASC: \_\_\_\_\_ Y / N \_\_\_\_\_ WS/2 \_\_\_\_\_ MM  
 +  
 TSM: \_\_\_\_\_ Y / N \_\_\_\_\_ T/10 \_\_\_\_\_ TSF  
 =  
 Total: \_\_\_\_\_ MP \_\_\_\_\_ MP +

Weapon Point Value

Weapon	Heat	LRW	SRW	WPV
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____

$C \phi$  LRW (Total) \_\_\_\_\_  
 $C \phi$  SRW (Total) \_\_\_\_\_  
 SRM (LRW = 0 Then SRM = T/10) \_\_\_\_\_

$WP = [(LRW + SRW) - SRM]$  \_\_\_\_\_ WP \_\_\_\_\_ +  
 Total \_\_\_\_\_  
 \* Class Modifier \_\_\_\_\_ CM  
 Total \* CM \_\_\_\_\_  
 Round +/- \_\_\_\_\_ BPV

- $\phi^*$  Use Table 4.0 - Tonnage Factor
- $\rho$  Use Table 5.0 - Armor Factor
- $\phi$  Use Table 6.0 - Heat Modifier
- $\rightarrow$  Use Table 2.0 - Size Modifier
- $\ddagger$  Use Table 7.0 - Running Speed x Size Modifier
- $C$  Use Table 1.0 - Weapon Point Modifier
- $*$  Use Table 8.0 - Weapon Percentages
- $\bullet$  Use Table 3.0 - Class Modifier

# BattleTech BPV Calculation Sheets

## Clan Battle Point Value System Calculation Sheet

### Abbreviations

AF: Armor Factor	RS: Running Speed
AP: Armor Points	RSM: RS * SM
BPV: Battle Point Value	SM: Size Modifier
CM: Class Modifier	SRM: Short Range Modifier
DFW: Direct Fire Weapons	SRW: Short Range Weapons ( ≤ 12)
HC: Heat Capacity	T: Mech Tonnage
HF: Heat Factor	TCPU: Targeting Computer
JC: Jump Capacity	TF: Tonnage Factor
JM: Jump Modifier	WP: Weapon Points
LRW: Long Range Weapons ( ≥ 13)	WPV: Weapon Point Value
MM: MASC Modifier	WS: Walking Speed
MP: Movement Points	

Table 1.0 - Weapon Point Value

BPV	Weapon	Heat	BPV	Weapon	Heat
20	ER PPC	15	4	LRM-5	2
12	ER Large Laser	12	8	LRM-10	4
7	ER Medium Laser	5	12	LRM-15	5
3.5	ER Small Laser	2	16	LRM-20	6
13	Large Pulse Laser	10	4	SRM-2 Streak	2
8	Medium Pulse Laser	4	8	SRM-4 Streak	3
2.5	Small Pulse Laser	2	12	SRM-6 Streak	4
1	Flamer	3	2	SRM-2	2
1	Machine Gun	0	5	SRM-4	3
3	Anti-Missile System	1	7	SRM-6	4
4	Ultra AC/2	1	1	Artemis IV FCS	10
7.5	Ultra AC/5	1	3	Narc Missile Beacon	
15	Ultra AC/10	3	24	Arrow IV System	
23	Ultra AC/20	7	2	TAG	
2.5	LB 2-X AC	1	2	Guardian E.C.M.	
6	LB 5-X AC	1	2	Beagle Active Probe	
12	LB 10-X AC	2	5	Anti-Personnel Pod	
20	LB 20-X AC	6	*	TCPU: * = DFW BPV/5	
18	Gauss Rifle	1	*	Hatchet: * = Mech Weight/15	

Table 2.0 - Size Modifiers

Weight	Modifier	Weight	Modifier	Weight	Modifier
15	.3	45	.9	75	1.5
20	.4	50	1.0	80	1.6
25	.5	55	1.1	85	1.7
30	.6	60	1.2	90	1.8
35	.7	65	1.3	95	1.9
40	.8	70	1.4	100	2.0

'Mech: \_\_\_\_\_

Equation:  $BPV = (TF + AF + HF + MP + WP) * CM$

Tonnage: \_\_\_\_\_ T/5 <sup>6\*</sup> \_\_\_\_\_ TF +  
 Armor Points: \_\_\_\_\_ AP/8 <sup>Pb</sup> \_\_\_\_\_ AF +  
 Heat Capacity: \_\_\_\_\_ (HC-10)/2 <sup>o</sup> \_\_\_\_\_ HF

Movement Points:  $MP = RS * SM + JM + MM$

Walk Speed: \_\_\_\_\_

Run Speed: \_\_\_\_\_

Size Modifier →: \_\_\_\_\_  $RS * SM$  \* \_\_\_\_\_ RSM

Jump Capacity: \_\_\_\_\_ JC/2 \_\_\_\_\_ JM

MASC: Y / N WS/2 \_\_\_\_\_ MM

Total: \_\_\_\_\_ MP = \_\_\_\_\_ + MP

Weapon Point Value

Weapon	Heat	LRW	SRW	WPV
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
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_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____

C \* LRW (Total) \_\_\_\_\_

C \* SRW (Total) \_\_\_\_\_

SRM (LRW = 0 Then SRM = T/10) \_\_\_\_\_

TC = DFW WPV/5 \_\_\_\_\_

WP = [(LRW + SRW) - SRM] + TC \_\_\_\_\_ WP \_\_\_\_\_ + WP

Total \_\_\_\_\_

\* Class Modifier \_\_\_\_\_ CM

Total \* CM \_\_\_\_\_

Round +/- \_\_\_\_\_ = BPV

- <sup>6\*</sup> Use Table 4.0 - Tonnage Factor
- <sup>Pb</sup> Use Table 5.0 - Armor Factor
- <sup>o</sup> Use Table 6.0 - Heat Modifier
- <sup>→</sup> Use Table 2.0 - Size Modifier
- <sup>\*</sup> Use Table 7.0 - Running Speed x Size Modifier
- <sup>C</sup> Use Table 1.0 - Weapon Point Value
- <sup>\*</sup> Use Table 8.0 - Weapon Percentages
- <sup>\*</sup> Use Table 3.0 - Class Modifier

# BattleTech BPV Calculation Sheets

## BPV Calculation Tables

**Table 3.0 - Class Modifiers**

'Mech Size	Modifier	'Mech Size	Modifier
Light	.90	Heavy	1.05
Medium	1.00	Assault	1.15

**Table 4.0 - Tonnage Factors**

Weight	TF	Weight	TF	Weight	TF
15:	3	45:	9	75:	15
20:	4	50:	10	80:	16
25:	5	55:	11	85:	17
30:	6	60:	12	90:	18
35:	7	65:	13	95:	19
40:	8	70:	14	100:	20

**Table 5.0 - Armor Factor**

AP	AF	AP	AF	AP	AF	AP	AF	AP	AF
8	1.0	67	8.38	134	16.75	202	25.25	269	33.63
9	1.13	71	8.89	136	17.0	206	25.75	272	34.0
10	1.25	72	9.0	143	17.88	208	26.0	278	34.75
16	2.0	77	9.63	144	18.0	211	26.38	280	35.0
18	2.25	80	10.0	152	19.0	215	26.89	287	35.88
19	2.38	81	10.13	157	19.63	216	27.0	288	36.0
24	3.0	86	10.75	160	20.0	221	27.63	296	37.0
27	3.38	88	11.0	161	20.13	224	28.0	298	37.25
29	3.63	90	11.25	163	20.38	226	28.25	304	38.0
32	4.0	96	12.0	168	21.0	230	28.75	305	38.13
36	4.5	99	12.38	170	21.25	232	29.0	307	38.38
38	4.75	104	13.0	173	21.62	233	29.13	314	39.25
40	5.0	106	13.25	176	22.0	240	30.0	317	39.63
45	5.63	108	13.5	179	22.38	242	30.25	323	40.38
48	6.0	112	14.0	182	22.75	248	31.0	332	41.5
54	6.8	115	14.38	184	23.0	250	31.25	336	42.0
56	7.0	116	14.7	189	23.63	251	31.38	340	42.5
58	7.3	120	15.0	192	24.0	256	32.0	346	43.25
63	7.8	125	15.63	197	24.63	260	32.5	355	44.38
64	8.0	128	16.0	200	25.0	264	33.0	365	45.63

**Table 6.0 - Heat Modifiers**

Capacity	Modifier	Capacity	Modifier
1	0	21	5.5
2	0	22	6.0
3	0	23	6.5
4	0	24	7.0
5	0	25	7.5
6	0	26	8.0
7	0	27	8.5
8	0	28	9.0
9	0	29	9.5
10	0	30	10.0
11	.5	31	10.5
12	1.0	32	11.0
13	1.5	33	11.5
14	2.0	34	12.0
15	2.5	35	12.5
16	3.0	36	13.0
17	3.5	37	13.5
18	4.0	38	14.0
19	4.5	39	14.5
20	5.0	40	15

**Table 7.0 - Running Speed & Size Modifier Calculations - (RS\*SM)**

Tons	Modifier	2	3	4	5	6	7	8	9	10	11	12	13	14	15
15	.3	.6	.9	1.2	1.5	1.8	2.1	2.4	2.7	3.0	3.3	3.6	3.9	4.2	4.5
20	.4	.8	1.2	1.6	2.0	2.4	2.8	3.2	3.6	4.0	4.4	4.8	5.2	5.6	6.0
25	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	7.5
30	.6	1.2	1.8	2.4	3.0	3.6	4.2	4.8	5.4	6.0	6.6	7.2	7.8	8.4	9.0
35	.7	1.4	2.1	2.8	3.5	4.2	4.9	5.6	6.3	7.0	7.7	8.4	9.1	9.8	10.5
40	.8	1.6	2.4	3.2	4.0	4.8	5.6	6.4	7.2	8.0	8.8	9.6	10.4	11.2	12.0
45	.9	1.8	2.7	3.6	4.5	5.4	6.3	7.2	8.1	9.0	9.9	10.8	11.7	12.6	13.5
50	1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0	11.0	12.0	13.0	14.0	15.0
55	1.1	2.2	3.3	4.4	5.5	6.6	7.7	8.8	9.9	11.0	12.1	13.2	14.3	15.4	16.5
60	1.2	2.4	3.6	4.8	6.0	7.2	8.4	9.6	10.8	12.0	13.2	14.4	15.6	16.8	18.0
65	1.3	2.6	3.9	5.2	6.5	7.8	9.1	10.4	11.7	13.0	14.3	15.6	16.9	18.2	19.5
70	1.4	2.8	4.2	5.6	7.0	8.4	9.8	11.2	12.6	14.0	15.4	16.8	18.2	19.6	21.0
75	1.5	3.0	4.5	6.0	7.5	9.0	10.5	12.0	13.5	15.0	16.5	18.0	19.5	21.0	22.5
80	1.6	3.2	4.8	6.4	8.0	9.6	11.2	12.8	14.4	16.0	17.6	19.2	20.8	22.4	24.0
85	1.7	3.4	5.1	6.8	8.5	10.2	11.9	13.6	15.3	17.0	18.7	20.4	22.1	23.8	25.5
90	1.8	3.6	5.4	7.2	9.0	10.8	12.6	14.4	16.2	18.0	19.8	21.6	23.4	25.2	27.0
95	1.9	3.8	5.7	7.6	9.5	11.4	13.3	15.2	17.1	19.0	20.9	22.8	24.7	26.6	28.5
100	2.0	4.0	6.0	8.0	10.0	12.0	14.0	16.0	18.0	20.0	22.0	24.0	26.0	28.0	30.0

**Table 8.0 - Percentage of Weapon Point Value Calculations**

%	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
10	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	2.1	2.2	2.3	2.4	2.5
20	.2	.4	.6	.8	1.0	1.2	1.4	1.6	1.8	2.0	2.2	2.4	2.6	2.8	3.0	3.2	3.4	3.6	3.8	4.0	4.2	4.4	4.6	4.8	5.0
30	.3	.6	.9	1.2	1.5	1.8	2.1	2.4	2.7	3.0	3.3	3.6	3.9	4.2	4.5	4.8	5.1	5.4	5.7	6.0	6.3	6.6	6.9	7.2	7.5
40	.4	.8	1.2	1.6	2.0	2.4	2.8	3.2	3.6	4.0	4.4	4.8	5.2	5.6	6.0	6.4	6.8	7.2	7.6	8.0	8.4	8.8	9.2	9.6	10.0
50	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	7.5	8.0	8.5	9.0	9.5	10.0	10.5	11.0	11.5	12.0	12.5
60	.6	1.2	1.8	2.4	3.0	3.6	4.2	4.8	5.4	6.0	6.6	7.2	7.8	8.4	9.0	9.6	10.2	10.8	11.4	12.0	12.6	13.2	13.8	14.4	15.0
70	.7	1.4	2.1	2.8	3.5	4.2	4.9	5.6	6.3	7.0	7.7	8.4	9.1	9.8	10.5	11.2	11.9	12.6	13.3	14.0	14.7	15.4	16.1	16.8	17.5
80	.8	1.6	2.4	3.2	4.0	4.8	5.6	6.4	7.2	8.0	8.8	9.6	10.4	11.2	12.0	12.8	13.6	14.4	15.2	16.0	16.8	17.6	18.4	19.2	20.0
90	.9	1.8	2.7	3.6	4.5	5.4	6.3	7.2	8.1	9.0	9.9	10.8	11.7	12.6	13.5	14.4	15.3	16.2	17.1	18.0	18.9	19.8	20.7	21.6	22.5
100	1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0	11.0	12.0	13.0	14.0	15.0	16.0	17.0	18.0	19.0	20.0	21.0	22.0	23.0	24.0	25.0

# BattleTech: Weather Rules

By Gregg Dieckhaus

The BattleTech Compendium provides rules to simulate combat in hostile environments. These rules simulate combat in extreme temperatures, low gravity, vacuum, swamp, and ice. This got me thinking: most of these conditions only occur on planets with extreme climates, but what about ways to spice up combat on normal (or to borrow a Star Trek Term, Class M) planets? Surely there are many weather related occurrences here on Earth, that could provide hazards to a 'Mechwarrior.

Below, we provide a set of optional rules for BattleTech. These rules can be used to simulate Fog, Heavy Rain, High Winds, Lightning, and Snow. Piloting a Battlemech under any of these conditions, becomes an even bigger challenge.

## FOG

Fog is defined as water vapor that obscures vision. We can extrapolate that if smoke can have an affect on BattleMech sensors and obscure its' vision, then fog may also have such an affect. Before we can give fog rules, we must first define some terminology.

*True Range:* The real number of hexes between any two units is known as the true range.

*Actual Range:* The number of hexes used to determine which range category a weapon fires under.

Battlemechs and ground vehicles fighting in fog have their actual range doubled, or  $\text{Actual Range} = \text{True Range} \times 2$ .

*Example:* A Marauder in hex 0405 fires a PPC at a WarHammer in hex 0410

Normal (No Fog): True Range = 5, Actual Range = 5, Therefore the PPC is at Short range.

Fog: True Range = 5, Actual Range = 10, Therefore the PPC is at Medium Range.

*Minimum Range:* Weapons that have minimum range penalties use the true range to determine their minimum range penalty.

*Example:* A Mech in hex 0405 fires an LRM at a 'Mech in hex 0411.

Normal (No Fog): True Range = 6, Actual Range = 6, Therefore the LRM is at Short Range, and has +1 modifier to its' to-hit number.

Fog: True Range = 6, Actual Range = 12, therefore the LRM as if at Medium Range, yet the 'Mech still has a +1 minimum range modifier to its' to-hit number.

**Variations:** Players may vary the thickness and effect of the fog by changing the actual range multiplier. (A multiplier of 3 could be used to simulate a very heavy fog, while a multiplier of 1.5 could simulate a thin fog).

## Heavy Rain:

The density of water droplets encountered in a torrential downpour causes all weapons to be affected as per the fog rules. In addition to fog affects, heavy rain also has a dampening effect on energy weapons. Energy weapons firing in heavy rain have their base damage reduced by one. Heavy rain has no effect on Ballistic or Missile Weapons.

*Example:*

Large Laser: A Large Laser is reduced to 7 damage.

PPC: A standard PPC is reduced to 9 damage.

Autocannon 10: An Autocannon 10 still does 10 points of damage.

Heavy rains can also cause normal ground to turn into a slick muddy surface. 'Mechs running on a muddy surface may slip and lose control. To simulate this, use the pavement skidding rules with an additional -1 piloting skill modifier.

## High Winds:

High winds can buffet a BattleMech causing piloting problems and inaccurate weapons fire. Both Ballistic weapons and Missile weapons are affected by high winds, while energy weapons are not affected by high winds. Ballistic weapons have a +1 penalty added to their to-hit roll. While Missile weapons do not have a to-hit penalty, but rather, the number of missiles that hit are reduced. Missile weapons subtract 3 from their die-roll when determining the number of missiles that hit the target. Because of their cluster ammunition, the LB - X AutoCannons need special attention. LB - X Autocannons firing in cluster mode not only suffer the +1 to-hit penalty, they also suffer the -3 number of missiles that hit penalty.

**Jumping:** Jumping a 'Mech in heavy winds requires that the 'Mechwarrior make a successful piloting roll to avoid a crash landing. A failed piloting skill roll will result in a level two fall into the target hex of the jump.

**Piloting rolls:** All required Piloting skill rolls have an additional +1 modifier.

(Continued on page 16)

# Not 200 Tons Again!

By David Low.

BattleTech is a simple game. The players each choose a few 'Mechs that add up to some tonnage, set up a map or two, and spend the next couple of hours pounding each other into snail snot. The first time they do this, it's great. But by the time you've played this sort of encounter a few dozen times, its attraction starts to wane. So, for all those who have been playing on two mapboards with 200 tons each for years, here are a few ideas gleaned from tournaments, conventions, and conversations, to help enliven your sessions. Who knows, you may even want to run your own tournament!

When you set up a game, there are three things you have to decide upon. Firstly, what forces are going to take part; secondly, where (terrain-wise) are they going to meet; and finally, decide upon a goal for each side. I'll deal with each of these in turn, although when setting up a scenario for yourself you should try and consider all three more or less at the same time. This is especially true if you are going to organize a tournament, which should have some overall linking theme.

The basic idea in setting up forces is one I've already mentioned - tonnage limits. "Each players gets 200 tons of 3025 (or 3050, or Clan) technology" as an example. There are a few simple expansions to this: set a minimum and maximum number of 'Mechs ("At least three but no more than six 'Mechs per side"); force certain selections ("You must include a Wolverine variant"); or eliminate 'Mechs ("No medium 'Mechs allowed"). You could allow mixtures of technology ("150 tons 3025, plus 150 tons 3050 each"), and combine that with the earlier ideas. More drastically, you can have different technology on each side ("You get 300 tons 3025, I get 150 tons Clan"). For this case, however, it is a matter of some dispute as to how to balance Clan, 3050, and 3025 technology. Ultimately, it depends on the terrain and the victory conditions, but a group of players will generally arrive at a consensus. If you can't, check out the Bidding System later in this article.

One popular idea for balancing different technologies is to assign a multiplier for each type. It is usually easiest to deal in some abstract point system for this - say that 3050 technology costs 1 point per ton, 3025 costs 2/3 point per ton, and Clan costs 1.5 points per ton. Give each side a total number of points to build their lance from. Decide beforehand if you will allow layers to mix technology in their force, and any other selection restrictions.

What else can we try? How about setting a total Engine Rating allowed for each side?! Count XL engines as about

{1.5 x rating}, or some equally agreeable multiple, and go for it. This trades off maneuverability with firepower (an Awesome costs the same as a Spider!), and must be used carefully (while a lone Spider may be able to defeat a lone Awesome, in a lance-versus-lance confrontation the lights are in trouble). MechForce North America go the other way with their Combat Values, which do not consider speed at all, being solely concerned with armour and weaponry. If you elect to set forces based on total Combat Values, beware of this (and Dasher-D's in particular). Alternatively, you could allow a total Armor Factor for each side, or total weapon weight, or.... - use your imagination!

So far we have assumed that all MechWarriors are created equal, but as you are no doubt aware, changing the Gunnery and Piloting skill levels can have a significant effect on a battle. Although the following systems were designed with one-on-one battles in mind, they are easily extended to multiple units per side. The first idea, used in the MechForce Clan Bloodname Tournaments at GenCon and Adelaide, simply sets the base Piloting and Gunnery levels depending on the weight class of the 'Mech according to the following table:

CLASS	PILOTING	GUNNERY	REFLEXES
Assault	6	5	4
Heavy	5	4	5
Medium	4	3	6
Light	3	2	7

The REFLEXES score is used as in the MechWarrior 2nd Edition RPG, adding the value to each initiative roll. If you want to include differing technologies with this sort of system, assume the above table for 3050, improve all values by one for 3025, and downgrade them by one for Clan. Note that for more than one 'Mech per side, each 'Mech would have a separate initiative roll. The system was originally used with the Solaris VII duelling rules, making initiative rather important. For normal BattleTech, you may want to simply total the modifiers for each side, and add to the initiative roll. An evening's entertainment could be had by choosing 'Mechs randomly from the variant books, and using the appropriate MechWarrior skills from the table.

A more detailed version of this idea allows players to generate their 'Mech and MechWarrior together, somewhat like an RPG character. By setting costs for everything you think is important, a lance made up of individuals can be constructed. If you use start with the following costs, they can be tinkered to your own tastes:

# Not 200 Tons Again!

- 1 point per ton of 'Mech
- 10 points per level of Piloting improvement
- 10 points per level of Gunnery improvement
- 5 points per level of Reflexes

where the initial Piloting target is 8, the base Gunnery target is 7, and each level of Reflexes confers an initiative bonus of +1. Set reasonable limits, such as minimum targets of 2, and allow about 120 points per 'Mech to get a relatively balanced force. Alternatively, you could allow  $\{N \times 120\}$  points with N 'Mechs per side, but this could present dangers (such as the "Elite Assault 'Mech plus farmhands" lance). To balance between different technologies in this case, change the cost of 'Mechs (say 1.5 points per ton of 3050, and 2.5 points per ton of Clan). Again, note that individual initiative rolls are preferred. This sort of setup is perfect for a big 'Mech bash, with each player controlling just one 'Mech, and either dividing into teams or playing all-on-all.

How about an economic game? The cost in C-Bills for most 'Mechs can be calculated, or taken straight from published sources (such as Peter Stone's miniatures rules in the White Metal book). Each player can be allowed a set budget for purchasing forces. This is especially good for a mini-campaign, where spare parts can be purchased for repairs and reloads. Even pilots and techs can be purchased - try a cost of  $\{0.1MCb \times (LEVEL)^2\}$  where LEVEL is the improvement over base targets of 8. This gives an average cost of 2.5MCb per pilot, which can be figured into the total cash available. Be sure to allow time between battles for repair and resupply - of course, nothing says that this has to be ample time....

Perhaps the best method of balancing forces, especially with different technologies, is to let the players decide themselves. In the Bidding System, one side of the battle has a fixed composition, and the players bid down the size of the opposition. Tonnage is the easiest thing to use in bidding, but players will no doubt find other statistics to use (MFNA combat values come to mind). The lowest bid is then available for the successful player to make up their force. This is quite suitable for scenarios involving the Clans. For example, we might set up a scenario like one of those described later, and decide that the Defender will have a 3025 lance featuring a Marauder, Thunderbolt, Hunchback and Javelin. We set victory conditions, and possibly terrain. The players then alternate tonnage bids for the attacking Clan force. Note that it is essential for the players to know the victory conditions for both sides when making their bids. Depending on the victory conditions (or blood-alcohol content of the bidders), some very different battles can ensue. It is again important to decide if any other

restrictions will apply to the bidden force (especially the number of 'Mechs allowed).

The bidding system can be good for same-tech battles as well, usually by virtue of deliberately unbalanced victory conditions (which leads to bidding aimed at re-balancing the scenario). For example, the fixed lance may be of moderate tonnage, but only has to survive for a short time. Players would have to bid relatively high to have a chance at victory within the time constraints. The truly masochistic may enjoy bidding against a lance including, or made up of, "non-optimal" 'Mechs such as the Rifleman, Blackjack, Scorpion or JagerMech. I apologize to any pilots of the first three (if you pilot a JagerMech, you don't deserve an apology - you deserve a medal for surviving long enough to read this article).

Hopefully, the above suggestions have begun to stimulate your creative juices. The next step is to think about the field of battle, where the main concern is players becoming bored with the same map sheets that they have played on for years. Try an old FASA trick - consider all Water hexes as Woods, for example. This can dramatically alter how you play on some maps. If you have the original cardboard maps, one whole quarter can be folded out of sight to produce a non-playable area (consider the vacant area to be either a chasm or mountain). The same effect can be visualized on the paper maps by those who, like me, wouldn't dream of cutting them. Two of these can be combined to give either a U-shaped playing area, or a zigzag.

Instead of playing on two regularly aligned maps, play on four. This makes maneuver much more important, giving those fast light 'Mechs somewhere to run to, as well as emphasizing the difference between Large Lasers and LRMs. You could set up the maps in a non-regular way, like an I or a T (being careful about the overlap area). One idea that has been tried is an open rectangle of maps (three by three, with the middle map removed), but this is best with more than just four 'Mechs per side. Finally, you could arrange the maps with the Ishiyama Tunnels from Solaris VII as the only link between them. When choosing maps, try different starting conditions: choose one map each, and start on your chosen map, your opponent's map, or on a random map.

Now that we've decided on some different ways of selecting forces, and determining where those forces will fight, we should work out what they are going to do. Trying to reduce each other to component parts is certainly a simple solution, but it is possible to do a lot better. Consider an arbitrary military objective, and think about the things that you could conceivably do with it. Military analysts will tell



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you that there are just four - you can look at it, damage it, transport it, or defend it. Most missions, then, will involve at least one of these actions - respectively, Scout/Scan, Sanction/Interdiction, Escort/Steal, and Assault/Defence. Consider these in turn:

**SCOUT:** spend a set amount of time using your 'Mech's sensors to observe the objective;

**INTERDICTION:** inflict a certain amount of damage to the objective (if the objective is the enemy force, this becomes the standard 'Mech bash scenario);

**ESCORT:** conduct the objective to safety (if the objective started in the possession of the enemy, this becomes a "STEAL" mission);

**ASSAULT:** occupy the objective either by a certain time, or for a number of turns (the DEFENCE mission involves preventing your opponent from reaching or occupying the objective).

Maybe one player is trying to accomplish one of these missions; the other player's mission might be to prevent this, or perhaps they have an objective of their own. However, in most cases it is best to set up an encounter with opposed objectives - "You must do this, I have to stop you (or do it first!)". After deciding on the mission itself, the addition of time limits can force different tactics.

How do you decide who won the battle? If you completed your objectives, you won a strategic victory. If your forces were savaged in the process, it would be considered a tactical loss. The reverse, of course, holds for your opponent. Like in real life, it is very hard to decide on outright winners in most conflicts. If this abstract method doesn't appeal to you, make up a scale of Victory Points which reflect the relative importance of the mission against the value of the forces involved. If each side has 200 tons, worth one point per enemy ton destroyed, and a mission worth only 50 points, your commander has obviously informed you not to lose too much trying to get those trucks across the board! If the mission was worth 150 points, however....

Finally, here are a few mission ideas. Try them with a variety of force and terrain selection methods to gauge their effects. Find out what works best for you!

**Race:** each 'Mech must cross the board and exit the far side. For the truly nasty, reach the far side and return.

**Retrieval:** place a vehicle in the centre of the playing area. It is activated when one side gets a 'Mech adjacent. From that point on, it is controlled by the side with the greatest tonnage within four hexes. The idea is to get the vehicle off your side of the board. Nasty idea - give the vehicle weapons. Real nasty idea - use a 'Mech rather than a vehicle.

**Recon:** each side designates an enemy 'Mech as their target. At the end of each turn you get one point per friendly 'Mech within three hexes of your target. The most points after 15 or so turns wins. Nasty idea - you may not shoot at your target. Real nasty idea - you may either scan your target (and get a point) or shoot (not at your target), but not both.

## BATTLETECH WEATHER RULES - Continued from page 13

### Lightning:

Battlemechs can act as large lightning rods. When BattleMechs are in the midst of a lightning storm, at the end of each turn, roll 2d6 for each 'Mech on the board. If the result is a 2 (snake eyes) the 'Mech has been subject to a lightning strike. (Players may choose to have lightning strike on either 2 or 12 to simulate a particularly heavy lightning storm). 'Mechs struck by lightning take 1d6 damage on a random hit location. To determine the location hit, use the punch chart and roll a d6 to determine front or back (1-3 indicates a hit on the front, while 4-6 indicates the back). In addition to the physical damage, 'Mechs struck by lightning suffer from various electrical surges. The 'Mech suffers a +1 penalty to fire on the turn following a lightning strike. Furthermore, the pilot may be injured. If life support for the struck 'Mech is functioning, the 'Mechwarrior must make a piloting skill roll to avoid taking a pilot hit. If life support is non-functional, a pilot hit is automatic.

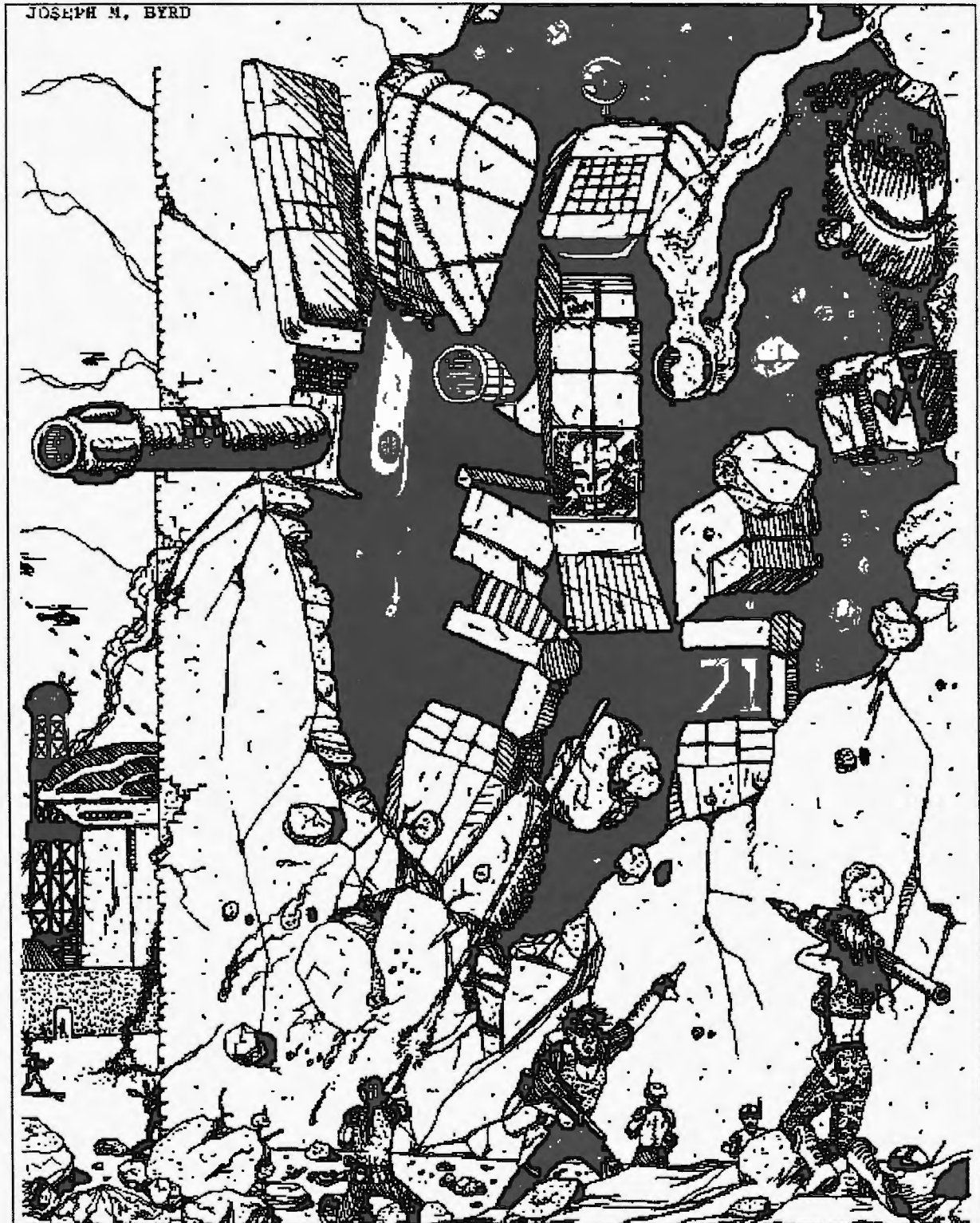
### Thunderstorms:

Thunderstorms combine many of the weather elements we have just described. A typical thunderstorm will have heavy rains, high winds, and lightning - a recipe for one of the nastiest terrain features a 'Mechwarrior can fight in.

### Snowstorms:

Use the same rules as heavy rain and high wind, except piloting skill rolls required by running use the pavement skidding rules without the additional -1 piloting skill modifier. Optionally, players may add a heat dissipation bonus for the extreme cold temperatures.

# The Tech Factory



# The Tech Factory - New Battlmechs

Type: 3025		
Name: VR1 - Deceiver	Tons	
Submitted by Gary Rucker		
Tonnage: 55 Tons	55	
Internal Structure:	5.5	
Engine: 220 Fusion	10	
Walking MP's:	4	
Running MP's:	6	
Jumping MP's:	0	
Total Heat Sinks:	15	5
Cockpit:	3	
Gyro:	3	
Armor Factor: 152	9.5	
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	18	25/6
Rt./Lt. Torso:	13	18/6
Rt./Lt. Arm:	9	15
Rt./Lt. Leg:	13	17

Weapons and Ammo:			
Type	Loc	Critical	
Large Laser	LA	2	5
Large Laser	RA	2	5
Med. Laser	LA	1	1
Med. Laser	RA	1	1
AC/2	H	1	6
Ammo, AC/2	RT	1	1

## DESCRIPTION:

In 3005, G.K.R. Industries started project Homunculus. The purpose of project Homunculus was to provide "miniature" versions of many well known battlmechs. It was hoped that these miniature versions would sell well because of the successor states "familiarity" with the "Mech designs. G.K.R. designers went over many "Mechs and observed their typical roles and missions. From there they surmised which weapons would be provided on each miniature "Mech frame. In Year 3011, the Deceiver was the first "Mech off the Homunculus production line. The Deceiver is a medium-sized version of a Marauder, and was available in several different models. All Deceivers come with weapon suite similar to those

Type: 3025		
Name: VR 2 - Deceiver	Tons	
Submitted by Gary Rucker		
Tonnage: 55 Tons	55	
Internal Structure:	5.5	
Engine: 220 Fusion	10	
Walking MP's:	4	
Running MP's:	6	
Jumping MP's:	0	
Total Heat Sinks:	19	9
Cockpit:	3	
Gyro:	3	
Armor Factor: 168	10.5	
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	18	27/8
Rt./Lt. Torso:	13	20/6
Rt./Lt. Arm:	9	16
Rt./Lt. Leg:	13	20

Weapons and Ammo:			
Type	Loc	Critical	
Large Laser	LA	2	5
Large Laser	RA	2	5
Med. Laser	LA	1	1
Med. Laser	RA	1	1
SRM-2	H	1	1
Ammo, SRM-2	RT	1	1

## DESCRIPTION:

continued ...  
found on the Marik (MAD-3M) variant of the Marauder. Arm mounted PPCs were downgraded and replaced with the powerful Sunglow Type 2 Large Lasers. On both Deceiver variants, the GM Whirlwind AutoCannon 5 was replaced. On the Deceiver - VR1, Mydron Model D AutoCannon 2 proved to be a worthy substitute.

The Deceiver - VR2, replaces the AutoCannon with the smaller and lighter SRM-2. This allowed the engineers to increase the Deceiver's heat dissipation ability (something of a flaw on the VR1 model). Additional weight was taken up by a small but important one ton increase in armor.

Type: 2750		
Name: EGL - 1E Eagle	Tons	
Submitted by Gary Rucker		
Tonnage: 35 Tons	35	
Internal Structure: (Endo Steel)	1.75	
Engine: 280 XL	8	
Walking MP's:	8	
Running MP's:	12	
Jumping MP's:	0	
Total Heat Sinks:	10 [20]	0
Cockpit:	3	
Gyro:	3	
Armor Factor: 116	6.5 (Ferro Fibrous)	
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	11	15/6
Rt./Lt. Torso:	8	11/5
Rt./Lt. Arm:	6	12
Rt./Lt. Leg:	8	15

Weapons and Ammo:			
Type	Loc	Critical	
PPC	RA	3	7
Med. Laser	LT	1	1
Med. Laser	CT	1	1
Med. Laser	CT	1	1
Med. Laser	RT	1	1
Med. Laser	H	1	1
Small Laser	LT	1	1

## DESCRIPTION:

In the early days of the Star League, commanders recognized the need for a recon 'Mech that was not only fast, but have enough firepower to slip into a support role as needed. The EGL - 1E was designed and built to fulfill these desires. Featuring a powerful but light 280 X.L. engine, the Eagle can cruise at speeds of 130 K.P.H. While speed is its primary defense - it is not its' only one. A striking weapons suite is included. Mounted in its' right arm is the powerful Starburst PPC. Backed up by five Medium Lasers, the Eagle is able to engage in fire fights with some of the most heavily armored opponents. In addition to weapons, the Eagle is protected by 6.5 tons of ferro fibrous armor.

# The Tech Factory - New Battlemechs

Type: 3055		
Name: <b>THR-5T Thrasher</b>	Tons	
Tonnage:	60 Tons	60
Internal Structure: (Endo Steel)	3	
Engine:	300 XL	9.5
Walking MP's:	5	
Running MP's:	8	
Jumping MP's:	0	
Total Heat Sinks:	11 [22]	1
Cockpit:		3
Gyro:		3
Armor Factor:	200	12.5
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	20	30/9
Rt./Lt. Torso:	14	20/8
Rt./Lt. Arm:	10	20
Rt./Lt. Leg:	14	28

#### Weapons and Ammo:

Type	Loc	Critical	
Hatchet	RA	4	4
Lrg Pulse Laser	RT	2	7
LB 10-X AC	LA	6	11
Med. Laser	LT	1	1
Med. Laser	LT	1	1
Med. Laser	CT	1	1
Med. Laser	RT	1	1
Ammo LB-X	LA	1	1
Ammo LB-X	LA	1	1

#### DESCRIPTION:

The THS-5T Thrasher is the latest design from Defiance Industries. The designers of the HCT-5S Hatchetman retained the physical prowess of that model in the Thrasher. Also retained was the Defiance Disintegrator LB 10-X Autocannon. Jump Jets were given up in favor of a higher speed, and a Large Pulse Laser was added for extra punch. Four Medium Lasers helped fill in the Thrasher's weapon suite. By using advanced double heat sink technology, Defiance addressed the heat problem so prevalent in the Thrashers' elder cousin. With its 22 heat dissipation capacity, a respectable salvo of 3 Medium Lasers, 1 Large Pulse, and the LB 10X can be fired.

Type: Clan		
Name: <b>NightHawk</b>	Tons	
Tonnage:	45 Tons	45
Internal Structure: Endo Steel	2.25	
Engine:	270 XL	7.25
Walking MP's:	6	
Running MP's:	9	
Jumping MP's:	6	
Total Heat Sinks:	12 [24]	2
Cockpit:		3
Gyro:		3
Armor Factor:	153	8 (Ferro Fibrous)
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	14	21/7
Rt./Lt. Torso:	11	17/5
Rt./Lt. Arm:	7	14
Rt./Lt. Leg:	11	22

#### Weapons and Ammo:

Type	Loc	Critical	
Lrg Pulse Laser	LA	2	6
Lrg Pulse Laser	RA	2	6
Targeting CPU	RT	3	3
ER Small Laser	LT	1	0.5
ER Small Laser	LT	1	0.5
ER Small Laser	LT	1	0.5
Jump Jets	LT	2	1
Jump Jets	CT	2	1
Jump Jets	RT	2	1

#### DESCRIPTION:

The NightHawk is obviously a highly evolved descendent of the Inner Sphere Phoenix Hawk. Upon casual examination, one can easily see that they both share similar body frames and maneuver qualities.

The NightHawk gets its' nickname from its' Clan targeting computer system - which has advanced night vision capabilities. When fighting at night, or in the dark, the Mechwarrior piloting the NightHawk suffers no darkness penalties. This allows the NightHawk to target as though it has a spotlight on any 'Mech it is aiming at, without the negative effects of a spotlight.

Type: Clan		
Name: <b>Task Master</b>	Tons	
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:	0	
Total Heat Sinks:	24 [48]	14
Cockpit:		3
Gyro:		4
Armor Factor:	211	11 (Ferro Fibrous)
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	22	34/10
Rt./Lt. Torso:	15	23/7
Rt./Lt. Arm:	11	20
Rt./Lt. Leg:	15	29

#### Weapons and Ammo:

Type	Loc	Critical	
ER PPC	LA	2	6
ER PPC	RA	2	6
ER PPC	CT	2	6
Guardian ECM	H	1	1
ER Small Laser	LT	1	.5

#### DESCRIPTION:

The Task Master seems to be a smaller version of the Marauder IIC, having the same basic appearance and weapons layout. The Task Master is faster and can fire all ER PPC's without fear of heat buildup. The 'Mech should have a better combat record than it does, but eager warriors have tried to take on too many assault 'Mechs, only to find out the armor is not quite heavy enough to see the battle through. The Task Master still remains a feared 'Mech on the battlefield against any opponent.

# The Tech Factory - New BattleMechs

## Tricky Dick

By Richard Herbert

Type: Inner Sphere 3055

Name: WHM-TD WarHammer Tons

Tonnage: 70 Tons 70

Internal Structure: (Endo Steel) 7

Engine: 280 XL 8

Walking MP's: 4

Running MP's: 6

Jumping MP's: 0

Total Heat Sinks: 18 (36) 0

Cockpit: 3

Gyro: 3

Armor Factor: 208 13

	Internal Structure	Armor Value
Head:	3	9

Center Torso:	22	31/10
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Rt./Lt. Torso:	15	22/8
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Rt./Lt. Arm:	11	22
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Rt./Lt. Leg:	15	27
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Weapons and Ammo:

Type	Loc	Critical
------	-----	----------

ER PPC	LA	3	7
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ER PPC	RA	3	7
--------	----	---	---

SRM-6	RT	2	3
-------	----	---	---

Med. Pulse Lsr	RT	1	2
----------------	----	---	---

Med. Pulse Lsr	RT	1	2
----------------	----	---	---

Med. Pulse Lsr	LT	1	2
----------------	----	---	---

Med. Pulse Lsr	LT	1	2
----------------	----	---	---

Small Laser	CT	1	.5
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AMS	CT	1	.5
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Ammo, SRM-6	RT	1	1
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Ammo, AMS	LT	1	1
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Movement Type: Tracked

Name: CMA-54 Chimaera Tons

Tonnage: 85 Tons 85

Internal Structure: 8.5

Power Plant: 255 XL 9.75

Cruising Speed: 3

Flank Speed: 5

Control: 4.25

Total Heat Sinks: 15 5.0

Turret: 2.9

Armor Factor: 313 (Ferro Fibrous) 17.5

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

Front:	9	69
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Rt./Lt. Side:	9	64
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Back:	9	50
-------	---	----

Turret:	9	65
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Movement Type: VTOL

Name: LB-1 Lightning Bolt Tons

Tonnage: 25 Tons 25

Internal Structure: 2.5

Power Plant: 110 XL 2.63

Cruising Speed: 10

Flank Speed: 15

Control: 1.25

Lift Equipment: 2.5

Power Amplifier: 0.0

Total Heat Sinks: 15 5.0

Armor Factor: 71 (Ferro Fibrous) 2.5

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

Front:	3	22
--------	---	----

Rt./Lt. Side:	3	17
---------------	---	----

Back:	3	13
-------	---	----

Rotor:	3	2
--------	---	---

### DESCRIPTION:

When it first appeared in 3056, the Chimaera impressed commanders with its' weaponry and thick ferro fibrous armor.

The Chimaera was designed as a long range, all purpose heavy vehicle, whose purpose was to supplement assault 'Mech forces. Leopard Armor Engineers chose to go with three different weapon systems - each of which have long range capacity, and when combined together provide an impressive tandem.

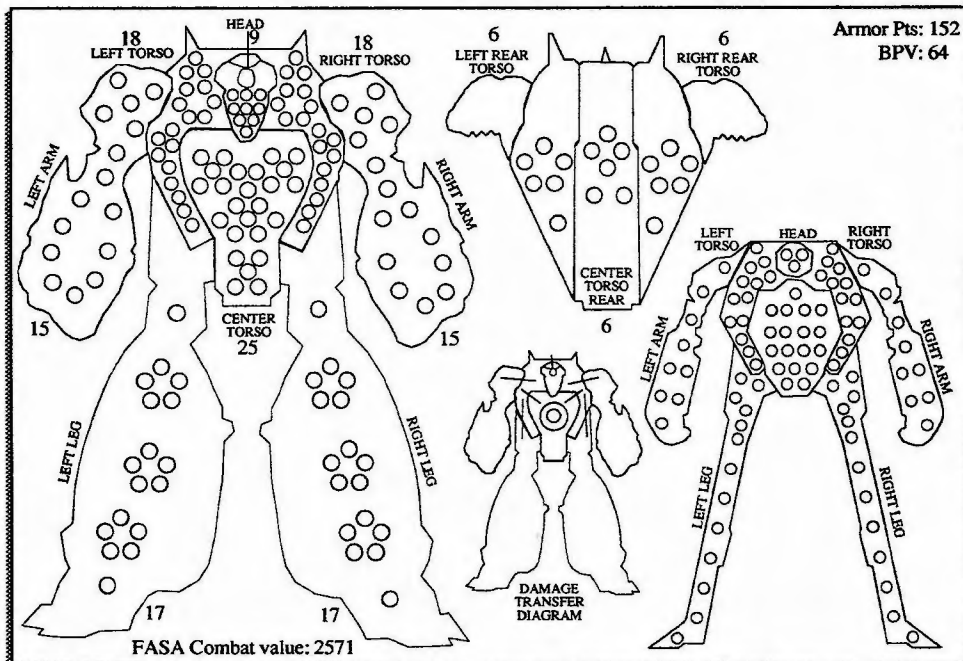
Built on a tracked vehicle tank-like frame, the Chimaera had the ability to enter almost any terrain that 'Mech forces would go. With an LRM-20, ER PPC, and LB 10-X Autocannon, the Chimaera can quickly bolster the defense capacity of any force.

### DESCRIPTION:

With the ongoing Clan invasion, Kingsley Engineering Technologies recognized the Inner Spheres need for a fast response, long range fire support vehicle. Not only would this vehicle have to be fast, but it would need to respond to conditions in nearly any terrain, therefore, hovercraft were ruled out.

The Lightning Bolt is the first of several VTOLS that came out of project "quick-strike". Able to cruise at speeds of 162 K.P.H. the Lightning Bolt is able to quickly respond to any emergency situation. It's mighty High Point Extended Range Particle Cannon, provides more punch than many light 'Mechs, and can easily penetrate the rear armor of most 'Mechs.

# The Tech Factory #8 - BattleMech Sheet



Armor Pts: 152  
BPV: 64

TYPE: INNER SPHERE 3025  
NAME: VR-1 DECIEVER  
TONNAGE: 55 TONS

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

**WEAPONS INVENTORY:**

Type:	Location:
LARGE LASER	RA
LARGE LASER	LA
MEDIUM LASER	RA
MEDIUM LASER	LA
AC/2	H

AMMO:  
AC/2 (45) 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  
○○○○○ 15

**CRITICAL HIT TABLE**

**LEFT ARM**

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Laser
- Large Laser
- Medium Laser

1

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

2

**LEFT TORSO**

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

1

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

2

**LEFT LEG**

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

**HEAD**

- Life Support
- Sensors
- Cockpit
- AC/2
- Sensors
- Life Support

1

**CENTER TORSO**

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

2

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

**RIGHT ARM**

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Laser
- Large Laser
- Medium Laser

1

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

2

**RIGHT TORSO**

- Ammo AC/2
- Heat Sink
- Heat Sink
- Reroll
- Reroll
- Reroll

1

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

2

**RIGHT LEG**

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

Engine Hits ○○○

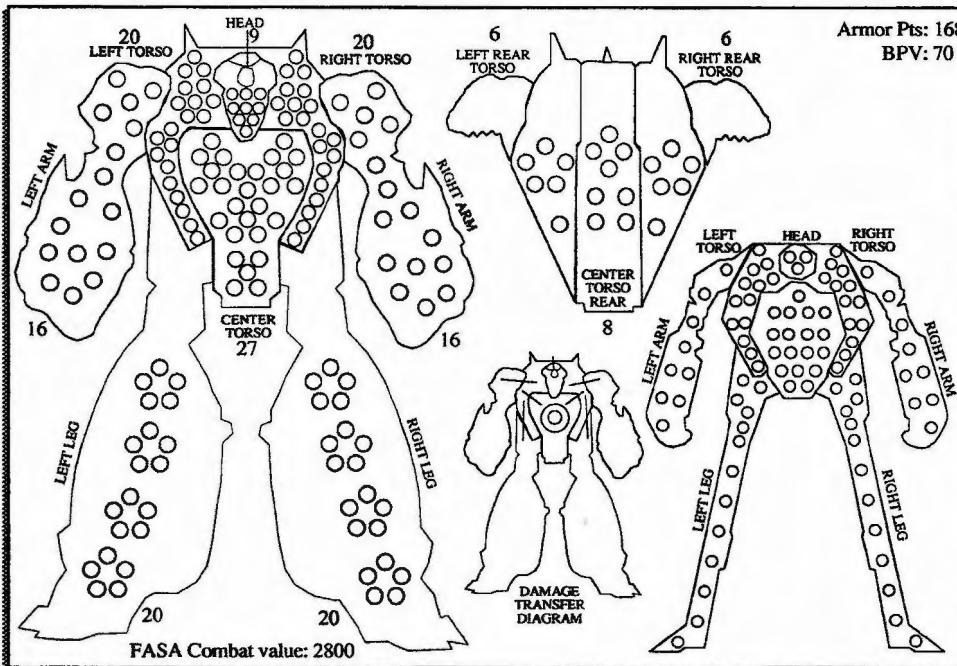
Gyro Hits ○○

Sensors Hits ○○

**HEAT SCALE**

30	Shutdowns
29	
28	Ammo Explosion, avoid on 4+
27	
26	Shutdowns, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdowns, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdowns, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdowns, 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 #8 - BattleMech Sheet



TYPE: INNER SPHERE 3025  
 NAME: VR-2 DECIEVER  
 TONNAGE: 55 TONS  
 MOVEMENT POINTS:  
 WALKING: 4  
 RUNNING: 6  
 JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
LARGE LASER	RA
LARGE LASER	LA
MEDIUM LASER	RA
MEDIUM LASER	LA
SRM2	H

AMMO:  
 SRM2(50) 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

LEFT ARM	CRITICAL HIT TABLE	RIGHT ARM
1. Shoulder	<b>HEAD</b> 1. Life Support 2. Sensors 3. Cockpit 4. SRM2 5. Sensors 6. Life Support	1. Shoulder
2. Upper Arm Actuator		2. Upper Arm Actuator
3. Lower Arm Actuator		3. Lower Arm Actuator
4. Large Laser		4. Large Laser
5. Large Laser		5. Large Laser
6. Medium Laser		6. Medium Laser
1. Reroll	<b>LEFT TORSO</b> 1. Heat Sink 2. Heat Sink 3. Heat Sink 4. Gyro 5. Gyro 6. Gyro	1. Reroll
2. Reroll		2. Reroll
3. Reroll		3. Reroll
4. Reroll		4. Reroll
5. Reroll		5. Reroll
6. Reroll		6. Reroll
1. Reroll	<b>CENTER TORSO</b> 1. Engine 2. Engine 3. Engine 4. Gyro 5. Gyro 6. Gyro	1. Reroll
2. Reroll		2. Reroll
3. Reroll		3. Reroll
4. Reroll		4. Reroll
5. Reroll		5. Reroll
6. Reroll		6. Reroll
1. Reroll	<b>RIGHT TORSO</b> 1. Ammo SRM2 2. Heat Sink 3. Heat Sink 4. Heat Sink 5. Gyro 6. Gyro	1. Reroll
2. Reroll		2. Reroll
3. Reroll		3. Reroll
4. Reroll		4. Reroll
5. Reroll		5. Reroll
6. Reroll		6. Reroll
1. Hip	<b>LEFT LEG</b> 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink	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. Heat Sink		5. Heat Sink
6. Heat Sink		6. Heat Sink

Engine Hits ○○○○

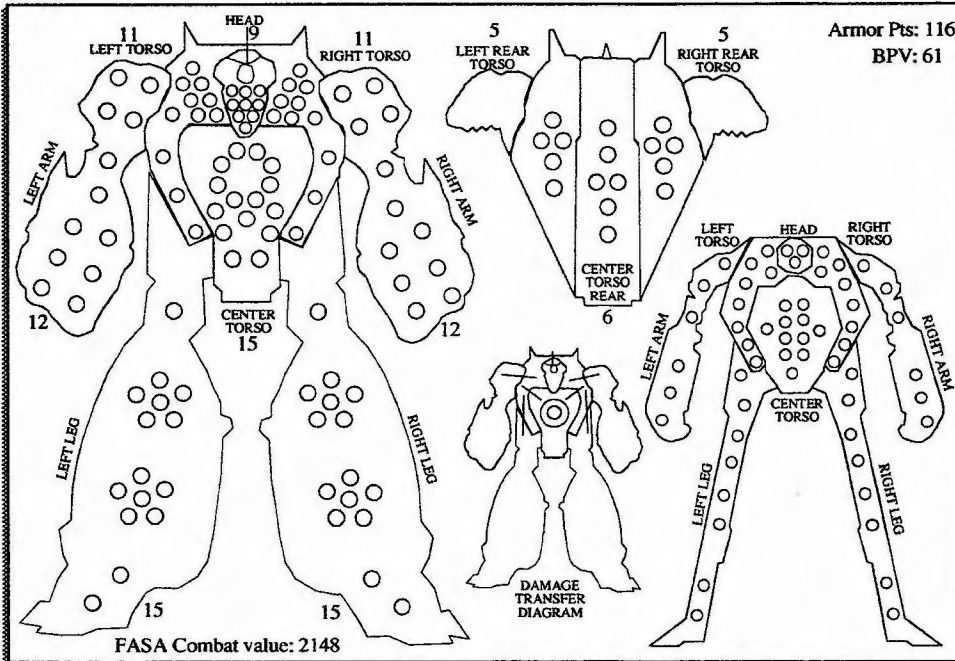
Gyro Hits ○○

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 #8 - BattleMech Sheet



TYPE: INNER SPHERE 2750  
NAME: EGL-1E EAGLE  
TONNAGE: 35 TONS

MOVEMENT POINTS:  
WALKING: 8  
RUNNING: 12  
JUMPING: 0

**WEAPONS INVENTORY:**

Type:	Location:
PPC	RA
MEDIUM LASER	RT
MEDIUM LASER	CT
MEDIUM LASER	CT
MEDIUM LASER	LT
MEDIUM LASER	H
SMALL LASER	LT

AMMO:

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

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

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

**CRITICAL HIT TABLE**

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

- LEFT TORSO**
- XL Engine
  - XL Engine
  - XL Engine
  - Medium Laser
  - Small Laser
  - Ferro-Fibrous
- 1**
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Reroll
  - Reroll
  - Reroll
- 2**

- CENTER TORSO**
- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1**
- Gyro
  - Engine
  - Engine
  - Engine
  - Medium Laser
  - Medium Laser
- 2**

- RIGHT ARM**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - PPC
  - PPC
  - PPC
- 1**
- Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
- 2**

- RIGHT TORSO**
- XL Engine
  - XL Engine
  - XL Engine
  - Medium Laser
  - Endo Steel
  - Endo Steel
- 1**
- Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Reroll
  - Reroll
- 2**

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

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

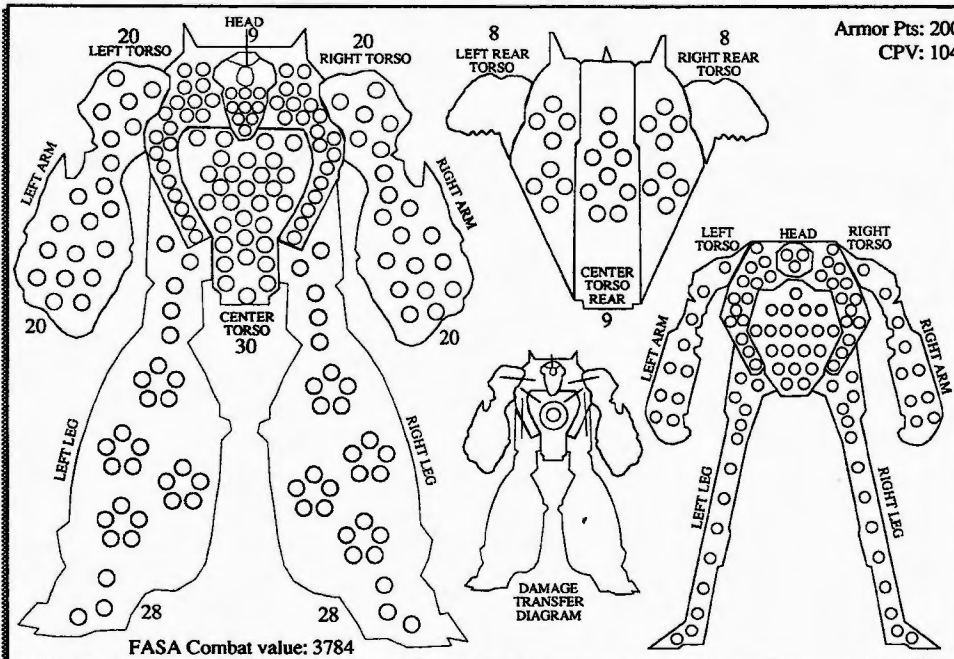
- RIGHT LEG**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Endo Steel
  - Ferro-Fibrous

**HEAT SCALE**

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



# The Tech Factory #8 - BattleMech Sheet



TYPE: INNER SPHERE 3055  
NAME: THR-5T THRASHER  
TONNAGE: 60 TONS  
MOVEMENT POINTS:  
WALKING: 5  
RUNNING: 8  
JUMPING: 0

### WEAPONS INVENTORY:

Type:	Location:
LB 10-X AC	LA
MEDIUM LASER	LT
MEDIUM LASER	LT
MEDIUM LASER	CT
MEDIUM LASER	RT
LARGE PULSE LASER	RT
HATCHET	RA

AMMO:  
LB 10-X AC (20) LA

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

### TOTAL HEAT SINKS

○○○○○○○○○○ DOUBLE  
○ (1122)

### CRITICAL HIT TABLE

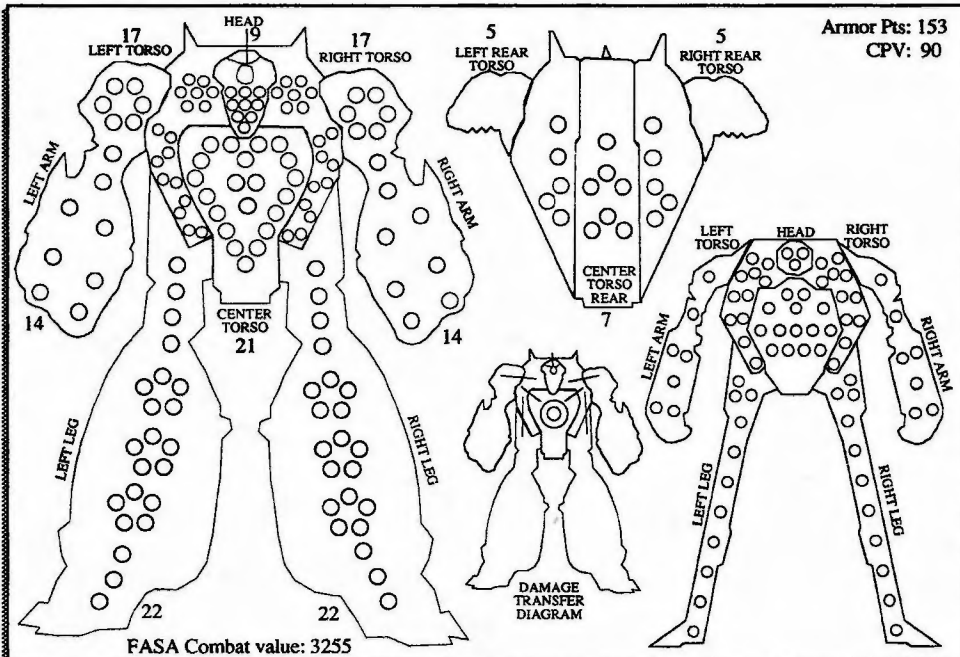
LEFT ARM	RIGHT ARM
1. Shoulder	1. Shoulder
2. Upper Arm Actuator	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Lower Arm Actuator
4. Hand Actuator	4. Hand Actuator
5. LB 10-X AC	5. Hatchet
6. LB 10-X AC	6. Hatchet
1. LB 10-X AC	1. Hatchet
2. LB 10-X AC	2. Hatchet
3. LB 10-X AC	3. Endo Steel
4. LB 10-X AC	4. Endo Steel
5. Ammo LB 10-X	5. Endo Steel
6. Ammo LB 10-X	6. Endo Steel
LEFT TORSO	RIGHT TORSO
1. XL Engine	1. XL Engine
2. XL Engine	2. XL Engine
3. XL Engine	3. XL Engine
4. Medium Laser	4. Large Pulse Laser
5. Medium Laser	5. Large Pulse Laser
6. Reroll	6. Medium Laser
1. Reroll	1. Reroll
2. Reroll	2. Reroll
3. Reroll	3. Reroll
4. Reroll	4. Reroll
5. Endo Steel	5. Endo Steel
6. Endo Steel	6. Endo Steel
LEFT LEG	RIGHT LEG
1. Hip	1. Hip
2. Upper Leg Actuator	2. Upper Leg Actuator
3. Lower Leg Actuator	3. Lower Leg Actuator
4. Foot Actuator	4. Foot Actuator
5. Endo Steel	5. Endo Steel
6. Endo Steel	6. Endo Steel
HEAD	
1. Life Support	
2. Sensors	
3. Cockpit	
4. Endo Steel	
5. Sensors	
6. Life Support	
CENTER TORSO	
1. Engine	
2. Engine	
3. Engine	
4. Gyro	
5. Gyro	
6. Gyro	
1. Gyro	
2. Engine	
3. Engine	
4. Engine	
5. Medium Laser	
6. Endo Steel	

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

### HEAT SCALE

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

# The Tech Factory #8 - BattleMech Sheet



TYPE: CLAN  
 NAME: NIGHTHAWK  
 TONNAGE: 45 TONS  
 MOVEMENT POINTS:  
 WALKING: 6  
 RUNNING: 9  
 JUMPING: 6

WEAPONS INVENTORY:  
 Type: Location:  
 LARGE PULSE LASER RA  
 LARGE PULSE LASER LA  
 ER SMALL LASER LT  
 ER SMALL LASER LT  
 ER SMALL LASER LT

AMMO:

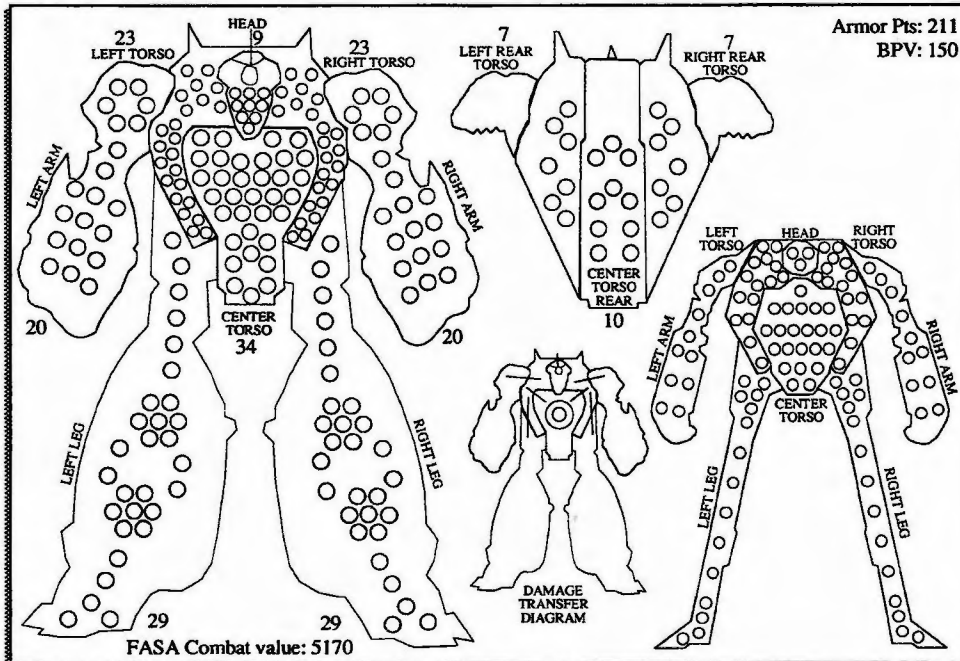
WARRIOR DATA NAME: \_\_\_\_\_ GUNNERY: \_\_\_\_\_ PILOTING: \_\_\_\_\_  
 HITS TAKEN: (Consciousness Number): 1st (3), 2nd (5), 3rd (7), 4th (10), 5th (11), 6th (Dead)

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

CRITICAL HIT TABLE		
<b>LEFT ARM</b> 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Large Pulse Laser 6. Large Pulse Laser 1. <i>Endo Steel</i> 2. <i>Endo Steel</i> 2. <i>Ferro Fibrous</i> 4. <i>Ferro Fibrous</i> 5. <i>Reroll</i> 6. <i>Reroll</i>	<b>HEAD</b> 1. Life Support 2. Sensors 3. Cockpit 4. <i>Reroll</i> 5. Sensors 6. Life Support	<b>RIGHT ARM</b> 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Large Pulse Laser 6. Large Pulse Laser 1. <i>Endo Steel</i> 2. <i>Endo Steel</i> 2. <i>Ferro Fibrous</i> 4. <i>Ferro Fibrous</i> 5. <i>Reroll</i> 6. <i>Reroll</i>
<b>LEFT TORSO</b> 1. XL Engine 2. XL Engine 3. ER Small Laser 4. ER Small Laser 5. ER Small Laser 6. Jump Jet 1. Jump Jet 2. <i>Endo Steel</i> 3. <i>Endo Steel</i> 4. <i>Ferro Fibrous</i> 5. <i>Reroll</i> 6. <i>Reroll</i>	<b>CENTER TORSO</b> 1. Engine 2. Engine 3. Engine 4. Gyro 5. Gyro 6. Gyro 1. Gyro 2. Engine 2. Engine 3. Engine 4. Engine 5. Jump Jet 6. Jump Jet	<b>RIGHT TORSO</b> 1. XL Engine 2. XL Engine 3. Targeting Computer 4. Targeting Computer 5. Targeting Computer 6. Jump Jet 1. Jump Jet 2. <i>Endo Steel</i> 2. <i>Ferro Fibrous</i> 4. <i>Ferro Fibrous</i> 5. <i>Reroll</i> 6. <i>Reroll</i>
<b>LEFT LEG</b> 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink	<b>Engine Hits</b> ○○○○ <b>Gyro Hits</b> ○○ <b>Sensors Hits</b> ○○	<b>RIGHT LEG</b> 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink

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

# The Tech Factory #8 - BattleMech Sheet



Armor Pts: 211  
BPV: 150

TYPE: CLAN  
NAME: TASK MASTER  
TONNAGE: 70 TONS  
MOVEMENT POINTS:  
WALKING: 5  
RUNNING: 8  
JUMPING: 0

### WEAPONS INVENTORY:

Type:	Location:
ER PPC	RA
ER PPC	LA
ER PPC	CT
ER SMALL LASER	LT

AMMO:

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

## 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. ER PPC	4. Guardian ECM	4. ER PPC
5. ER PPC	5. Sensors	5. ER PPC
6. Heat Sink	6. Life Support	6. Heat Sink
1. Heat Sink		1. Heat Sink
2. <i>Endo Steel</i>		2. <i>Endo Steel</i>
3. <i>Endo Steel</i>		3. <i>Endo Steel</i>
4. <i>Endo Steel</i>		4. <i>Endo Steel</i>
5. <i>Ferro-Fibrous</i>		5. <i>Ferro-Fibrous</i>
6. <i>Ferro-Fibrous</i>		6. <i>Ferro-Fibrous</i>
LEFT TORSO	CENTER TORSO	RIGHT TORSO
1. XL Engine	1. Engine	1. XL Engine
2. XL Engine	2. Engine	2. XL Engine
3. ER Small Laser	3. Engine	3. Heat Sink
4. Heat Sink	4. Gyro	4. Heat Sink
5. Heat Sink	5. Gyro	5. Heat Sink
6. Heat Sink	6. Gyro	6. Heat Sink
1. Heat Sink	1. Gyro	1. Heat Sink
2. Heat Sink	2. Engine	2. Heat Sink
3. Heat Sink	3. Engine	3. <i>Endo Steel</i>
4. <i>Ferro-Fibrous</i>	4. Engine	4. <i>Ferro-Fibrous</i>
5. <i>Reroll</i>	5. ER PPC	5. <i>Ferro-Fibrous</i>
6. <i>Reroll</i>	6. ER PPC	6. <i>Reroll</i>
LEFT LEG	Engine Hits ○○○	
1. Hip	Gyro Hits ○○	
2. Upper Leg Actuator	Sensors Hits ○○	
3. Lower Leg Actuator		
4. Foot Actuator		
5. Heat Sink		
6. Heat Sink		
RIGHT LEG		
1. Hip		
2. Upper Leg Actuator		
3. Lower Leg Actuator		
4. Foot Actuator		
5. Heat Sink		
6. Heat Sink		

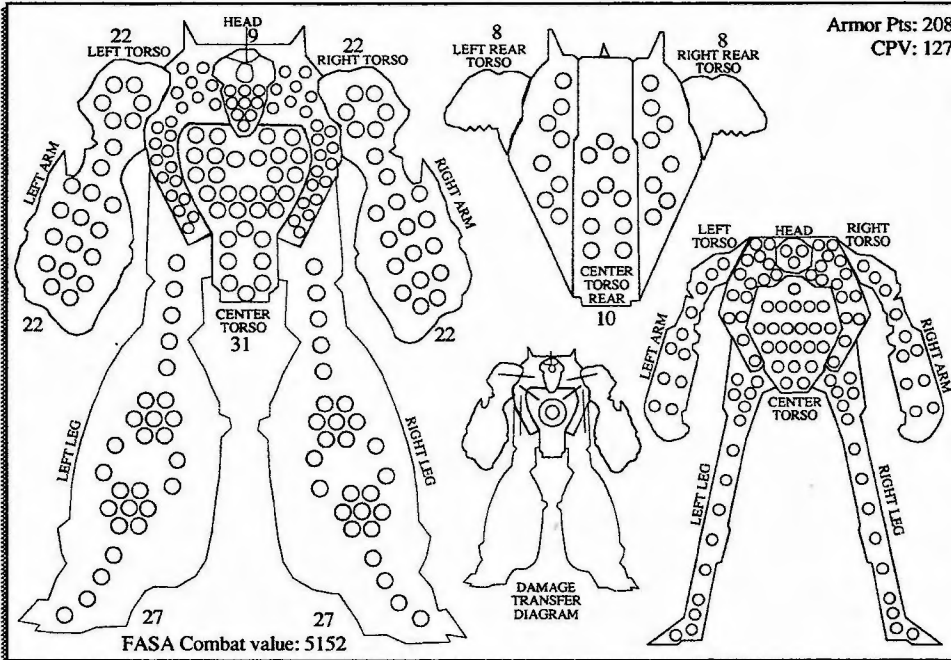
### TOTAL HEAT SINKS

○○○○○○○○○○ DOUBLE  
○○○○○○○○○○ 24(48)  
○○○○

### HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 5+
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 #8 - BattleMech Sheet



TYPE: INNER-SPHERE 3055  
 NAME: WHM-TD WARHAMMER  
 TONNAGE: 70 TONS

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

**WEAPONS INVENTORY:**

Type:	Location:
ER PPC	RA
ER PPC	LA
SRM-6	RT
MED. PULSE LASER	RT
MED. PULSE LASER	RT
MED. PULSE LASER	LT
MED. PULSE LASER	LT
SMALL LASER	CT
AMS	CT

AMMO:  
 SRM6 (15) RT  
 AMS (12) 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  
 ○○○○○○○○ 18(36)

LEFT ARM	CRITICAL HIT TABLE	RIGHT ARM
1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. ER PPC 5. ER PPC 6. ER PPC 1. Heat Sink 2. Heat Sink 3. Heat Sink 4. Heat Sink 5. Heat Sink 6. Heat Sink	<b>HEAD</b> 1. Life Support 2. Sensors 3. Cockpit 4. Reroll 5. Sensors 6. Life Support	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. ER PPC 5. ER PPC 6. ER PPC 1. Heat Sink 2. Heat Sink 3. Heat Sink 4. Heat Sink 5. Heat Sink 6. Heat Sink
<b>LEFT TORSO</b> 1. XL Engine 2. XL Engine 3. XL Engine 4. Ammo AMS 5. Medium Pulse Laser 6. Medium Pulse Laser 1. Heat Sink 2. Heat Sink 3. Heat Sink 4. Heat Sink 5. Heat Sink 6. Heat Sink	<b>CENTER TORSO</b> 1. Engine 2. Engine 3. Engine 4. Gyro 5. Gyro 6. Gyro 1. Gyro 2. Engine 3. Engine 4. Engine 5. Small Laser 6. AMS	<b>RIGHT TORSO</b> 1. XL Engine 2. XL Engine 3. XL Engine 4. SRM6 5. SRM6 6. Ammo SRM6 1. Medium Pulse Laser 2. Medium Pulse Laser 3. Heat Sink 4. Heat Sink 5. Heat Sink 6. Reroll
<b>LEFT LEG</b> 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Reroll 6. Reroll	Engine Hits ○○○ Gyro Hits ○○ Sensors Hits ○○	<b>RIGHT LEG</b> 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Reroll 6. Reroll

**HEAT SCALE**

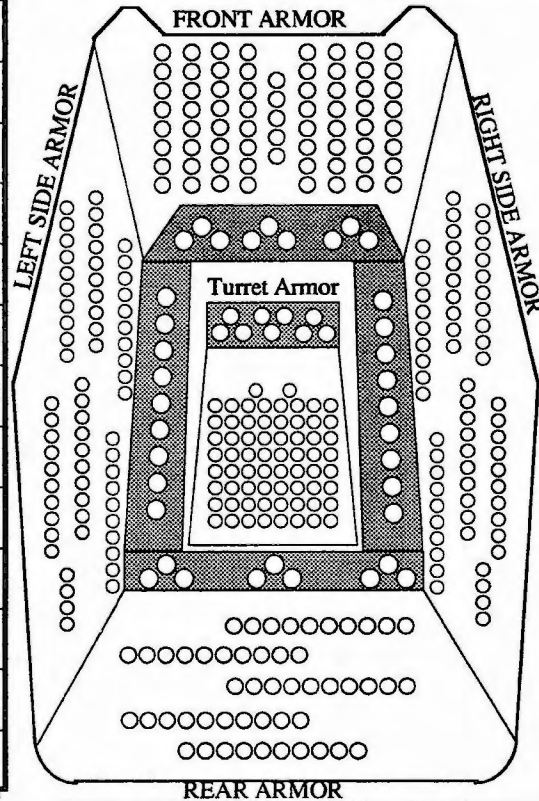
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

# The Tech Factory #8 - BattleMech Sheet

## Vehicle Record Sheet

FASA Combat Value: 4932

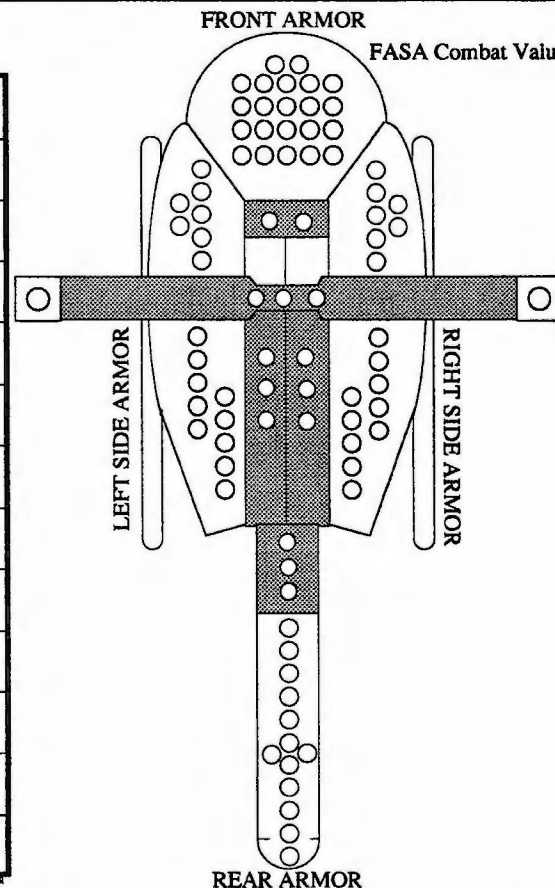
Unit Type: Chimaera CMA-3			Driving Skill:	
Move. Type: Tracked	Cruise Speed: 3	Flank Speed: 5	Gunnery Skill:	
Tonnage: 85 TONS			Weapons & Ammo	
Engine Rating: 255 XL	Tonnage: 9.75	Engine Type: FUSION	ER PPC (7)	Turret
Control Tonnage: 4.25	Lift Equipment: 0.0		LB 10-X AC (11)	Turret
Power Amplifier: 0	Heat Sinks: 15		LRM 20 (10)	Turret
Internal Structure: 9.0	Turret: 2.9		Artemis IV (1)	Turret
Armor Tons: 17.5 FF	Armor Points: 313		Flamer (1)	Rear
Front:	69	LRM 20 • 24 (4)		Body
Left Side:	64	LB 10-X AC • 30 (3)		Body
Right Side:	64			
Rear:	50			
Turret:	66			



## Vehicle Record Sheet

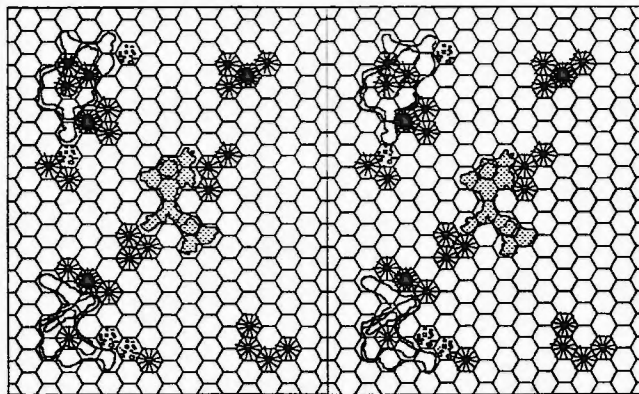
FASA Combat Value: 1167

Unit Type: Lighting Bolt LB-1			Driving Skill:	
Move. Type: VTOL	Cruise Speed: 10	Flank Speed: 15	Gunnery Skill:	
Tonnage: 25 TONS			Weapons & Ammo	
Engine Rating: 110 XL	Tonnage: 2.63	Engine Type: FUSION	ER PPC (7)	Front
Control Tonnage: 1.25	Lift Equipment: 2.5			
Power Amplifier: 0	Heat Sinks: 15			
Internal Structure: 2.5	Turret: 0			
Armor Tons: 4.0 FF	Armor Points: 71			
Front:	22			
Left Side:	17			
Right Side:	17			
Rear:	13			
Rotor:	2			

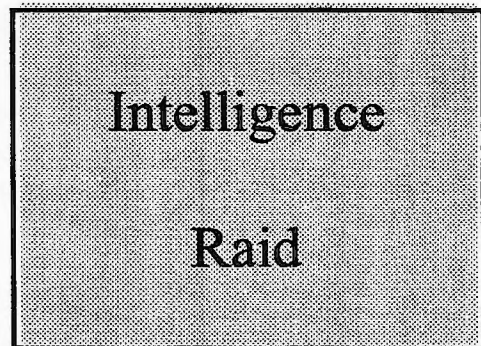


# The Tech Factory - BattleTech Scenario

**BACKGROUND:** We have heard the Steiner's are working on a new version of the Banshee. We have learned of a remote testing ground where they are doing field exercises. A large force would attract too much attention, but it maybe possible to send a small scout force. Your mission is to learn as much as you can about this new version. The security of the empire depends on it!



⊙ Rough  
★ Light Woods  
■ Heavy Woods  
☉ Water  
⊕ Lv Change



**SETUP:** Use the Standard Battletech maps and place them end to end as shown in the picture.

## DEFENDER:

Major Marc Gipson (Gunnery 2, Piloting 3) BNC-3S Banshee  
Captain Max Holstein (Gunnery 3, Piloting 4) HER-2S Hermes  
Sergeant Heather Smith (Gunnery 4, Piloting 4) LCT-1S Locust

**DEPLOYMENT:** The Banshee must start within 3 hexes of 0408 on the West map. The Hermes starts within 0408 hexes of on the East map. The Locust enters from the 01xx hex row of the east map on turn 3.

## ATTACKER:

Captain Somi Toya (Gunnery 3, Pilot 3) ASN-21 Assassin.  
Lieutenant Hediki Sato (Gunnery 3, Pilot 4) SDR-5K Spider.  
Sergeant Noriki Sabuta (Gunnery 4, Pilot 4) OTT-7J Ostscout.  
Corporal Naoshi Ota (Gunnery 4, Pilot 5) JR7-D Jenner.

**DEPLOYMENT:** All forces enter on turn 1 anywhere along the 15xx hex row of the East map.

## SPECIAL RULES:

**INFORMATION:** The attacker is attempting to gather information on the Banshee and also give it a minor combat test. To gather information; a 'Mech must be at a range of 1, 2, or 3 hexes away from the Banshee. This range is calculated from the closest point the 'Mech in question comes to the Banshee during the turn. If the closest the 'Mech came was 3 hexes, roll on the SRM-2 chart for the amount of information gathered, for 2 hexes, use the SRM-4 chart, and for 1 hex, use the SRM-6 chart. A 'Mech may not gather information if in the middle of a jump. If a 'Mech jumps, it gathers information from either its' starting or its' ending hex. The Ostscout gets a bonus for its' special 'scout' sensors - information ranges for the Ostscout are double that of normal mechs. Die rolls for information points gathered are made just prior to the "fire" phase.

**BANSHEE LIMITATIONS:** The Banshee has just been finished recently and needs some work. (The point of this field test). All weapons fire is adjusted by adding a +1. Physical attacks work normally. A pilot check must be made if the Banshee runs.

**SCENARIO LENGTH:** The scenario ends after 10 turns. Any attacking 'Mechs left on the map are considered destroyed by reinforcements. Attackers may disengage to the north or west edges of the map.

**VICTORY CONDITIONS:** The attacker must gather 70 points of information on the Banshee. Only one 'Mech need escape after the information points have been gathered for the points to count. Alternatively, the attacker may win if they destroy the Banshee. The defender wins by avoiding the attacker's victory conditions.

**VARIANTS:** For play balance, change the number of information points needed, when the Locust arrives, or how many turns the attacker has before the scenario ends.

# The Tech Factory - BattleTech Scenario

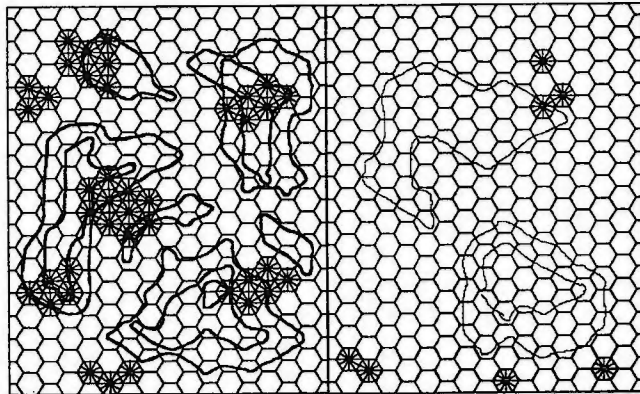
## BACKGROUND:

"Captain Cordson, the latest satellite scan shows the Marik forces moving towards the city of K'io. Take your lance, intercept, and attempt to terminate their advance."

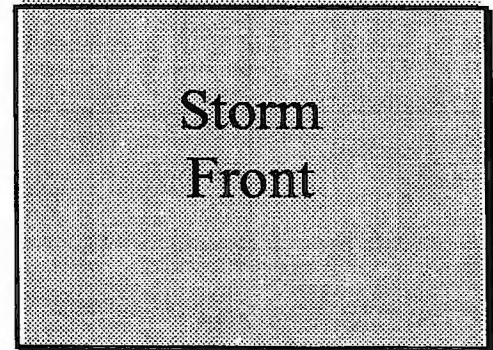
"This is Cordson to Cavaliers. You heard 'em. We've got to stop the Marik advance towards K'io. We'll have to be careful, it's looking pretty nasty out here - the sky is almost green. Holt, can we get a weather report?"

"Linking to Weather Central", responded Katie Holt, "Radar shows strong Thunderstorms moving into K'io province."

"O.K. folks, let's get moving. Hopefully the storms will slow them down, but be prepared for the worst."



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



**SETUP:** Use two maps and place them together as shown in the picture above.

## DEFENDER: Cordson's Cavaliers

Captain Bryon Cordson (Gunnery 2, Piloting 3) WHM-TD WarHammer

Conrad Heidenstien (Gunnery 4, Piloting 3) BLR-3S BattleMaster

Katie Holt (Gunnery 4, Piloting 4) ON1M - Orion

Fizban Zifnab (Gunnery 3, Piloting 3) GUN-1ERD GunSlinger

## DEPLOYMENT:

Defending 'Mechs enter from the Eastern map edge.

## ATTACKER:

Major Blaine Carter (Gunnery 2, Piloting 3) GRM-PR29 Grim Reaper

Captain Ramirez Castillo (Gunnery 3, Piloting 4) TMP-3M Tempest

Rose Ketchlin (Gunnery 3, Piloting 3) GRF-1M Griffin

Jacob Bond (Gunnery 4, Piloting 4) PHX-3M Phoenix Hawk

Tracy Altoon (Gunnery 4, Piloting 4) THR-5T Thrasher

Beverly Marshall (Gunnery 4, Piloting 3) TR1 - Wraith

## DEPLOYMENT:

Attacking 'Mechs enter from the Western map edge.

## SPECIAL RULES:

### WEATHER:

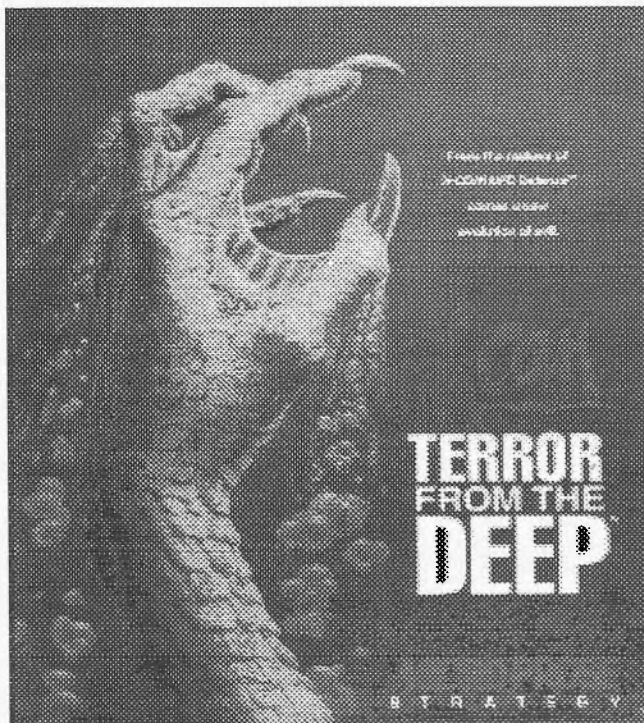
This scenario takes place during a Thunderstorm. See Weather rules on page 13 for complete details.

### VICTORY CONDITIONS:

Sieze the Battlefield. The scenario continues until one side has either been destroyed or disengaged.

# The Computer Corner

By Allen Phelps



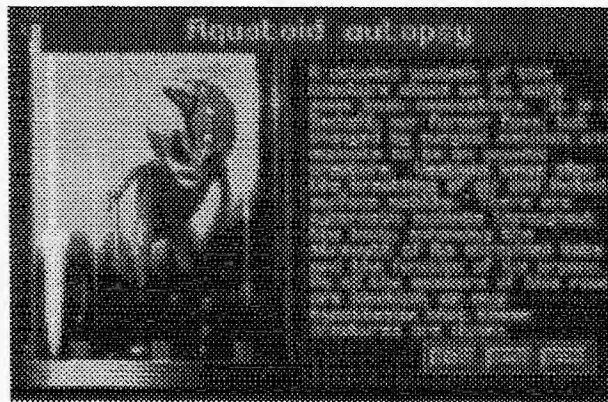
It has been 40 years since the alien invasion was crushed with the destruction of their Cydonian base on the surface of Mars. With the defeat of the aliens, Earth has known peace. X-Com, the organization that engineered the aliens downfall, has faded to a pale shadow of its former strength, its services apparently no longer necessary. But the peace is about to be shattered. Aliens are again striking out against the inhabitants of the Earth. They are attacking shipping, terrorizing communities and establishing bases as



preliminaries to their eventual conquest. All is not lost however, X-Com is once again gearing up to halt the

incursions. The struggle is about to commence, again. X-Com, Terror From the Deep (TFTD) is the sequel to Microprose's popular computer strategy game X-Com (see Tech Factory #6 for review). This time the alien threat is based in the world's oceans. An ancient colonization ship that lay dormant for 65 million years has been awakened by a signal from the base at Cydonia destroyed at the climax of the first X-Com. Alien craft with the ability to navigate beneath the waves as well as through the air, are the foes you will have to face this time.

At its heart, X-Com TFTD is the same basic game as its predecessor but with a whole new set of tactical challenges. Your soldiers must now be able to combat the aliens under the water as well as on land. Although you have access to underwater weapons with the same abilities as their less exotic counterparts, many do not function in the above water environments. This requires you to be careful to appropriately arm your troopers for their current mission (underwater or on land). X-Com TFTD also has many missions which must be fought in two stages, with no ability to call upon new troopers or supplies between missions. These multi-stage missions can be a severe test of the players ability to conserve troops and resources to achieve the final objective.



X-Com, Terror From the Deep is a solid follow on product to the successful original. If you enjoyed the first installment, you should find yourself spending many more enjoyable hours conquering this release. One note of warning, some early versions did have some problems with bugs (I personally experienced the invisible alien who would keep stepping out of nowhere to kill my troopers again and again). If you encounter these problems, patches can be obtained from Microprose which should resolve them. Nothing will then stand in your way of defeating the alien threat once and for all. Happy Hunting!



# 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) Normal compensation is one free issue. Ask Alvin, Tactical advice, and New Technology are not considered 'articles' for purposes of compensation. Multiple submissions published in the same magazine will only result in one free issue. We will pay \$40.00 for a piece of art we use as our cover, or \$10.00 for a piece of art we use on the inside of the magazine.
- 8) Failure to comply with these submission guidelines may result in immediate rejection of material.

## Editors Notes:

Hi everyone. Welcome to issue #8 of The Tech Factory. I just got back from Origins, and we have about two weeks to put all the final touches onto the magazine before we send it to the printer. If we do everything right, some of you will be reading this at GenCon. Several people wrote and requested that we start covering StarFire. We had planned on bringing you material for StarFire this issue, but a few glitches cropped up. So you StarFire fans - hold on! We should be able to bring you some StarFire in the near future.

This issue also marks the first in several articles written by BattleTech fans, and posted to the internet. While surfing the Net, I discovered "Not 200 Tons Again", by David Low (not the same David Low of MNA fame). I found the article well written and so interesting, that I pursued David, and asked permission for The Tech Factory to print it. The problem was apparently it was already published in *Australian Realms*. But, David pursued the issue with *Australian Realms*, and they being the cool guys that they are, gave us permission to reprint the article. The BattleTech Weather rules is a good companion article to "Not 200 Tons Again.", as it also can be used to "spice up" almost any ordinary scenario.

We also included BattleTech BPV quick reference charts. These forms help you quickly calculate the Tech Factory BPV of any "Mech. These forms were submitted Mike Nelson, and we thank him for all the work he did on the project. See Issues number 6 and 7 for complete details on the BPV system.

Trading card games seem to be the rage across the nation. We, the staff at The Tech Factory have not been immune to this infection, and we have been wondering if we should try to add a "card corner" or something to that effect to the magazine. If you have any thoughts on this, let me know. One fact I can pass along to you all is that BattleTech is definitely going to be making a collectable trading card game. I talked with Sam Lewis at Origins, and he told me the game was being developed by Wizards of the Coast, and should be out in about 6 months (that would be around January 1996). This GenCon also marks the release of a new Technical Readout - 3058. At this time I do not know what is included in the book. I can only speculate with the rest of you, but I hope that it includes some new "weapons" systems in addition to new 'Mech designs.

Global Games was polite enough to provide us with unit recognition charts that we have included this issue. We felt that these charts would be good to include for several reasons. The most important of these is that when we start discussing Legions of Steel units, there are those of you out there who are unfamiliar with the game, and can't visualize what we are talking about. These recognition charts should help everyone get a better feel for Legions of Steel. Global Games tells us they are going to be releasing a new campaign pack at GenCon and I am looking forward to seeing it. Campaigns in LOS, as in all game systems, will tend to make the games more interesting, and less of a blood bath because players recognize that, yes - indeed, there will be another day to fight.

# The Tech Factory

Issue # 8

## In This Issue:

### BATTLETECH:

Seven new BattleMechs, two new vehicles.

Weather Rules - Add excitement to any battle with these weather rules.

Scenarios -

Storm Front: Marik and Steiner forces clash in the midst of a raging thunderstorm.

Intelligence Raid: The first Banshee S is out on trial runs when it gets attacked by a small scouting force.

BattleTech BPV system - Quick Calculation Sheets to compute any 'Mechs BPV.

### STAR FLEET BATTLES:

Frax X-Ships - Includes SSDs for three new X-Ships.

### LEGIONS OF STEEL:

Unit Identification Charts - pictures to help you identify many Legions of Steel Units.

### COMPUTER CORNER:

Review: XCOM - Terror From the Deep.