THE TECH FACTORY

A Gaming Journal

TECH

FACTORY

The Tech Factory

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Starfire: The Arachnid Omnivoracity

Some historians have been struck by the fact that Humanity reacted with instant, universal hatred and loathing the moment they first set eyes upon the Arachnids. The reaction is all the more pronounced given that the Orions, Ophiuchi, Gorm, Tangri, Thebans, or even Rigelians had not provoked that reaction. Yet the Bugs did . . . and closer acquaintance only made it worse.

Their physical appearance (see below) was horrific enough, resonating as it did with some of Mankind's darkest phobias, but Humans might have been able to handle the way they looked if not for the way they acted . . . and if they had not epitomized the soulless alien menace with whom communication and compromise alike were utterly impossible. And in fairness to Human phobias, every one of their allies appears to have reacted to the Bugs in precisely the same way. More even than in the case of the Rigelian Protectorate, the only possible objective for either side in the Fourth Interstellar War was the complete extermination of the other.

Fortunately for the rest of the galaxy, it was the Grand Alliance which succeeded in exterminating the "Arachnid Omnivoracity" (the term coined by xenologist Ephraim Matsuhito) rather than the reverse, yet the devastation wreaked upon one-time Arachnid worlds makes the historian's task difficult in the extreme. What follows is an attempt, based on the fragmentary information and artifacts available, to describe the Archnids. For reasons which will become clear, it can be no more than a body of hypotheses, but it reflects the mainstream view of who and what the "Bugs" truly were.

No one knows what the Arachnids actually called their imperium or, for that matter, what they called themselves, for no means of communication with them was ever established. While enormous amounts of electronically stored records of some sort were captured from them, no one has yet found a way to generate intelligible output from them, which appears to lend some support to the notion that the Arachnids were, in fact, the first true telepathic race ever encountered. While the Gorm were telempathic, their sense of minisorchi served only to communicate emotions, not concepts or information and operated on its own "wavelength," which was not detectable by any other known race. The theory of Arachnid telepathy posits that the Bugs were solely telepathic, with no other means of communication, and that the xenologists have, in fact, generated intelligible output from the records but, as non-telepaths, can no more recognize it than a blind man could read a page of print.

Be that as it may, the fact remains that virtually nothing so far deduced about Arachnid society can be positively confirmed. That leaves the field open to the widest of speculations, and generations of xenologists have speculated widely, indeed. Certain things can be said with a fair degree of certainty. First, although the Arachnids were almost universally referred to by the Grand Alliance as "Bugs" (a Terran term whose pronunciation proved serendipitously reproducible by Ophiuchi, Orions, and Gorm, alike), they were not in the least insectoid. Physiologically, Arachnids might best be thought of as gigantic, radially symmetrical, hairy starfish, although they had an undeniably "spidery" look. The central pod which contained an Arachnid's vital organs was approximately the size of a Human's torso and supported by six long, multi-segmented and very powerful legs which rose to pronounced knees above the pod and then reached back down to it. Two additional limbs had developed as arms, and each ended in four long, flexible fingers, all of which were mutually opposable, thus conferring a degree of manual dexterity no Human could match. The arrangement of the limbs and pod undoubtedly accounted for the Office of Naval Intelligence's initial use of the term "Arachnid" to describe the newly encountered race, since Humans instantly thought of them as "spiders," whatever their actual evolutionary history might have been.

An Arachnid's eight eyes were carried on short, thick, periscopic stalks, one projecting approximately twelve centimeters above each of its eight limbs. Under normal circumstances, this gave a "Bug" 360x vision, but it seems probable that it came at the expense of some stereoscopic ability to estimate distances, since, unlike other species, Arachnids' eyes were not fixed relative to one another. On the other hand, a Bug could bring as many as four of its eyes to bear upon a single object at need, which may well have compensated.

Perhaps the most terrifying and disgusting physical aspect of an Arachnid (in Human eyes, at least) was the mouth--a gaping opening on the bottom of the body pod equipped with lamprey-like teeth and surrounded by a nest of short grasping tentacles to hold the Bug's (preferably living) food for ingestion. The tiny handful of individuals, Human or otherwise, who witnessed Arachnids actually feeding and survived to tell the tale react with universal horror to their memories.

In addition to their other peculiarities, Arachnid reproduction was unlike that of any other known sentient species. Like Rigelians, the Bugs were egg-layers, functionally similar to Terran oviparous mammals, but they are generally referred to as having been tri-sexual (not bi-sexual), although this is, in fact, something of a misnomer. Actually, there were only two sexes among Bugs, but one of them was a functional hermaphrodite, equally capable of laying or fertilizing eggs, while the other was the neuter worker/warrior class.

So far as can be determined, the sex of any Arachnid was decided for it at birth and, as with Terran bees or Orion seghaar, depended upon what the infant was fed. A certain number of infants were placed on a diet which allowed them to mature as reproductive hermaphrodites; the vast majority were restricted to a diet which inhibited sexual differentiation and resulted in their becoming neuters. Exactly how the decision as to who was to become what was reached is unknown, though some evidence (see Arachnid Reproductive Decisions, Ephraim Matsuhito,

Oxford University Press, Old Terra) suggests that it was based primarily on three factors: (1) the number of reproducers currently needed to maintain some preselected population density; (2) the current requirement for expendable workers/warriors; (3) the genetic heritage (i.e., racial value) of the individuals in question. There is also strong evidence that Arachnid society routinely bred many more offspring than were needed, then selected the most promising of them for maturity and terminated the remainder in infancy. This deliberate over breeding, which "wasted" food on infants who were doomed to be terminated, would seem to have conflicted with the normal Arachnid emphasis on rational use of resources, but there is some evidence, though more speculative in nature, that the practice was intended to provide a cushion against unanticipated manpower needs, and at least a portion of the wasted sustenance was recouped after termination (see below).

Precisely how all this impacted on Arachnid social organization is difficult to say, since nothing is known of their political structure (assuming they had one) or their philosophical concepts. Empirical evidence suggests that the reproducers were protected from all risk with fanatic determination, but whether or not that means those reproducers constituted some form of aristocracy is unknown. Indeed, some xenologists have gone so far as to suggest that the reproducers were, in fact, virtual slaves, held in thrall by the remainder of the race to insure its continuation. What is known is that the Arachnids embraced a species-wide "communism" unimaginable to any other known intelligent race. Arachnid industry was totally centralized and, apparently, operated to provide a subsistence level of survival for all members of the race. (There are some indications the reproducers' lifestyles were somewhat more "affluent" than those of the neuters, but this must be considered speculative at this time.) The Arachnids appear to have demanded that their "citizens" be maintained in sufficient health to insure the smooth, efficient functioning of their society; beyond that, all industrial potential was directed into the construction and maintenance of the military infrastructure to protect that society from outside threats. In many respects, Arachnids may be thought of as having been organized on a permanent "wartime" basis, with all individual needs subordinated to the survival and expansion of the race as a whole. One of the things which Alliance military personnel found most frightening about Arachnids was that the neuter warriors they encountered appeared to have absolutely no sense of self-preservation. Rigelian and Theban fanatics had been bad enough, but at least both of those races had regarded suicide attacks as a last resort. An Arachnid admiral, on the other hand, apparently viewed his personnel precisely as a Terran or Orion might have viewed any other war machine--i.e., as totally (and reasonably) expendable in routine military operations. Perhaps even worse, from the perspective of those who faced them in combat, the neuter warriors appear to have accepted their expendability with absolutely no rebellion. It has been suggested

that since reproduction was impossible for them, the neuters had no intellectual or emotional stake in the future. Certainly this would explain the unflinching acceptance with which so many of them embarked on deliberately suicidal attacks, but the concept was so alien that it produced an ineffable sense of horror in those who saw it happening. In very many ways, it was as if the Alliance's warriors truly were fighting a race of machines, and the brutal butchery it provoked would be impossible to exaggerate.

Dreadful and incomprehensible as the Alliance's members found the apparent Arachnid concept of self-expendability, what produced the greatest horror among them was the fact that the Bugs were carnivores capable of digesting a very wide variety of meat sources . . . including Humans, Orions, Gorm, and Ophiuchi. Not only was any communication with them impossible, but they clearly considered all other species primarily as food sources. Bug warriors did not surrender--ever--and once the Alliance discovered what happened to Arachnid prisoners, neither did they. The war against the Arachnid Omnivoracity was one in which quarter was neither given nor expected, and no battle of the Fourth Interstellar War ever ended until every single starship, fighter, gunboat, and individual warrior on one side was dead.

While it is impossible to determine exactly how decisions were reached among Arachnids, certain functional aspects of their social and military organization can be readily perceived. Unlike most other star-traveling species, the Arachnids do not appear to have been interested in exploration for its own sake. Humans, on average, are comfortable with higher population densities than most races, but not even Old Terra's Japanese could have endured the density Arachnids appear to have found comfortable. The population of Home Hive-2-A-1, for example, which had a total land area somewhat smaller than Old Terra's, has been estimated at well over thirty billion, a figure which would have produced pathological violence and social anarchy in virtually any other race. Only a species which accepted bare survival as a "comfortable" level of subsistence could have endured such crowding, and the figures become even more appalling when one considers that this was a race of carnivores. It is quite obvious from physical evidence that the Arachnids didn't simply eat other races; they ate one another, as well. Precisely how members of the race were chosen to become food sources for their fellows is unknown, but certainly all infants terminated once they had been determined to exceed the required numbers went into the Bug food chain. It seems likely that the Arachnids regarded this as a perfectly reasonable way to recoup at least a portion of the food "wasted" on unnecessary mouths.

Probably because of the population levels they found acceptable, however, the Bugs apparently felt much less pressure than most other starfaring races to locate additional habitable worlds. Arachnid exploration appears to have been undertaken only once all available planetary real estate had been

well filled with Bugs, but they devoted special attention to particularly suitable stars, such as the five the Alliance classified as "Home Hive" systems. Without exception, the Home Hives possessed multiple habitable worlds and asteroid belts, and they served (in practice, if not by design) as the central nodes which tied the entire Omnivoracity together. The sheer, concentrated industrial and military power of a Home Hive system was terrifying to contemplate, and the Alliance's military casualties in the horrific fighting required to break into one of them were staggering. In general, the Bugs do not seem to have felt any particular concern over unexplored warp points. While it appears to have been their policy to survey at least three or four transits out from any Home Hive system to provide a security zone, they do not appear, as other star-travelers did, to have felt a need to push outward. By Human or Orion standards, Arachn id exploration and expansion moved with glacial slowness, but that may well have reflected the difference between Arachnid and non-Arachnid concepts of military security. Whereas an Orion or Human strategist always wanted to know what was on the far side of any warp point on the theory that it was better to now the worst immediately rather than risk being surprised by unknown threats, the Arachnids apparently concentrated on building up an effectively impregnable military position before risking contact with any unknown threat. Thus while the Federation and Khanate tended to be long, gangling, widespread polities marked by huge numbers of sparsely-settled frontier worlds, the Omnivoracity was compact, heavily populated, and extremely well fortified.

An additional feature of the Omnivoracity which caused the Alliance to make several serious miscalculations early in the war was that the Arachnids had no developed interstellar communication network. Human and Orion space tended to be marked by an infrastructure of navigation buoys, communications relays, etc., but the Bugs were perfectly content to rely upon courier drones and never emplaced communication relay stations at warp points. As a result, there was no way to tell that the Arachnids claimed or had explored a star system unless one actually observed their planetary populations or starships in it. There is enormous debate, even today, over whether this represented a deliberate security decision on the part of the Arachnids or was simply the result of a lack of interest in exploration generally and of star systems without habitable worlds in particular. Perhaps the most telling evidence that it was a deliberate policy lies in the Arachnid practice (long unsuspected by the Alliance) of picketing every single system with permanently cloaked starships whose sole function was apparently to keep watch on the warp points and alert the nearest populated system to any incursion.

Technologically, the Arachnids appear to have been rather more like the Gorm than like Humans. They do not appear to have pursued research for its own sake. From the evidence, an Arachnid researcher was interested only in solutions to specific, known problems. If no problem existed, no research was done,

but this does not mean Bugs were incapable of impressive innovation. Their inability to operate strikefighters, for instance, placed them at a severe tactical disadvantage against the Alliance, and their response to it--the gunboat--was both swift and, given their racial limitations, highly effective. Indeed, the Bugs appear to have originated the concept, carried out the research and development, and placed the system in service in less time than the Alliance took to duplicate it even after seeing it in action. There is no doubt that the Arachnid tendency to react rather than innovate was a pronounced advantage for the Alliance, but it was never safe to rely upon it. The introduction of the monitor, for example, took the Alliance completely by surprise, yet in hindsight it was clearly no more than a logical extension of longstanding trends in Arachnid tactics and ship design.

It is difficult to characterize Arachnid military operations in a non-Arachnid frame of reference. Strategically, the Bugs' decision to stand entirely on the defensive after the first year or so of the war certainly appears questionable to a Human or Orion military analyst. In Alliance eyes, the renunciation of the offensive was tantamount to accepting eventual defeat, but the Bugs don't seem to have seen it in the same light. Of course, the Arachnids had never before encountered a multi-system polity (with the exception of the Crucians, whom they had driven entirely out of explored Arachnid space through a closed WP they could not locate) and may not have realized the true size and power of their opponents. On the other hand, they may have understood precisely how powerful the opposition was and simply decided that since they couldn't conquer such an immense sphere the only logical policy was to defend themselves in an effort to wear their enemies down. Without the ability to decipher their records, it is impossible to know the reasoning behind their strategic stance, and the debate over precisely what they thought they were doing will undoubtedly continue for many years.

One undeniable advantage of the Arachnid strategy, however, was that it compelled the enemy to come to them. Having once discovered how the Bugs regarded other species, the Alliance could never settle for anything short of their total defeat. Whether or not the Bugs realized this is impossible to say, but it didn't really matter. In practical terms, the Alliance was committed to an offensive war from the moment it stopped the initial Bug incursions, and the Arachnid stance compelled the Alliance to carry the war to them. Rather than dissipate resources on exploration in a frantic search for new ways to get at the enemy and skirt known defenses, the Bugs (with the notable exceptions of the Proxima Centauris and Kliean Raids) let their opponents do the exploring. Once a point of contact was found, after all, it would lead in both directions and, assuming a successful initial defense, Arachnid fleets could as readily use it to get at their enemies as their enemies could use it to get at them. And one must not forget those cloaked picket ships; on more than one occasion, Alliance survey forces sailed

into bloody ambushes because they had no idea they were already in space the Arachnids had explored and controlled. (In addition, the inability to communicate with the Bugs or to decipher their records meant that, unlike any previous war, there was no astrogation data for the Alliance to capture. Since their intelligence services could make no sense of the data they did capture, it was impossible even for ONI's accomplished astrographers to map Arachnid systems or gain even the vaguest notion of the Omnivoracity's true extent.)

Tactically, the Bugs were very different from anyone else the Alliance's navies had ever fought. Arachnid military operations were marked by enormous concentrations of firepower and a deliberate pace no Human or Orion admiral would have tolerated. Arachnid warships were much slower, tactically, than their opposition because of the Bug practice of relying on commercial rather than military engines. Alliance admirals were initially slow to grasp the advantage in strategic mobility this conferred upon the Omnivoracity's ships, but even after they had done so, they felt no great temptation to build matching, slow units. They preferred to utilize their tactical speed advantages to dictate the range at which engagements were fought, and most of them regarded the Arachnid failure to respond with equally fleet warships as a critical Bug failure. In fact, however, this would appear to reflect a fundamental difference in their strategic and tactical concepts.

Whereas a Terran or Orion admiral embraced Old Terra's Napoleonic dictum to "Ask me for anything but time," an Arachnid commander was apparently quite prepared to spend years preparing an operation in order to undertake it in such strength as to be unstoppable. Arachnid operations showed a distinct tendency to identify an objective the enemy simply had to defend and then to drive straight towards it in overwhelming force. Since their opponents could not concede the objective without a fight, they were compelled to come within range of the Arachnid fleet, however slow it might be. There were, of course, drawbacks to this approach, particularly given the Alliance's monopoly on strikefighters, but the Arachnid development of the gunboat markedly reduced that Alliance advantage, and the sheer ferocity of a Bug warp point assault was horrifying. Given their willingness to sacrifice personnel, the Arachnids were quite prepared to launch enormous forces of cruiser-sized vessels on simultaneous transits even into warp points they knew were protected by heavy minefields, energy buoys, and OWPs, accepting both losses in transit and enormous minefield kills in order to swamp the defenders. The introduction of the warp-capable gunboat can only have made this tactic more attractive to them, and classic Alliance WP defense doctrine had to be radically revised. Moreover, it should be noted that the Arachnid decision to adopt a defensive strategic stance did not preclude local offensive operations. In many respects, the Bugs appear to have adopted a classic concept of attrition--one more effective and far more costly than anything Humanity had ever seen, even during its own World War One. They were entirely prepared to sacrifice their own personnel to wear down an opponent, and they appear to have regarded the "spoiling attack" as a major defensive tool. Once the Alliance went on the offensive, the Bugs knew their enemies would be assembling attack forces on the far side of any strategically important warp point, and they adopted the policy of launching frequent attacks of their own to prune back those forces and preempt Alliance attacks. In a sense, it appears to have been a simple extension of their basic tactical doctrine: they knew the enemy was there and would have to fight to retain control of the warp point, which meant he would be forced to accept battle if they attacked him. One major problem for Alliance analysts was that they were never able to identify any individual Arachnid commander (assuming there were such individual commanders) and get a "feel" for his tactics. In part, this resulted from the inability to communicate, which, in turn, meant that it was impossible to tap Arachnid communications or analyze captured orders, but it went further than that. Arachnid battlegroup command ships often could be identified, but no Alliance admiral ever succeeded in identifying an Arachnid flagship. Indeed, some analysts argued that there were no Bug flagships; certainly the disorganization which often afflicted Alliance formations when flagships were destroyed in action was never observed in any Arachnid task force or fleet.

At the same time, the Bugs' telepathy (which, provable or not, Alliance strategists and tacticians accepted as a given from 2362 on) clearly had its drawbacks. It was, apparently, the reason Arachnids could not operate fighters, since they seem to have required a certain "mental density" to function efficiently. No Arachnid vessel smaller than a cruiser, warship or freighter, was ever observed (except for the Gunboat), and the Bugs appear to have had a peculiar sensitivity to really major casualties. While their combat efficiency was never noticeably degraded by losses in combat, the Alliance observed at Home Hive-1, and again at Home Hive-3, that massive loss of Arachnid life anywhere in a star system seemed to produce a state of shock or confusion in that system's defenders. At Home Hive-1, the first major planetary bombardment strike got in without interception, courtesy of the "El Dorado" warp point, and the performance of the defending fleet was noticeably disjointed thereafter. Some analysts have argued that this was because the planetary strike had taken out some central command facility, but the degradation in Arachnid performance extended to the tactical, as well as the strategic level, and one is tempted to accept the Matsuhito hypothesis. Matsuhito argues that if the Bugs were, in fact, telepathic, they may have sensed the sudden shock of the attack. It is estimated, after all, that the bombardment killed in excess of twenty billion Arachnids in a space of less than thirty minutes, and a telepathic race may have suffered a sort of psychic shock or trauma as a consequence.

Ultimately, the Arachnids presented xenology with its greatest puzzle. They were the only species which no one else was ever

The Tech Factory

By Gregg Dieckhaus

This is the next in our continuing series of articles in which we present new units for Legions of Steel. We got alot of positive feedback from Legions of Steel players about the new units that we presented for LOS in issue #7 of The Tech Factory, so we are going to attempt to make this a somewhat permanent feature. Once again, Global Games has been kind enough to review the units, new weapons, and have provided us with an "official" UPV. Hopefully, you will be able to use these units in your pick up games and they will provide as much enjoyment for you as they do for us.

Top Secret
U.N.E. Intellegence Report #420111
Operation Plantetstorm
Machine Construction

During Operation Planetstorm, U.N.E. operatives discovered the following files with designs and specifications detailing several new machine variants. All U.N.E. commanders should instruct their troops on these possible variants and plan accordingly.

G1-E Nightmare with Thunder Cannon: (60 UPV)

The G1-E Nightmare is a specialty unit of Machine origin. Based on a standard Nightmare frame, the Deadbolt Launcher has been replaced by the ElectroMagnetic Pulse weaponry of the M-E4 Thunder Cannon. This unit is usually employed in Aquisition Hordes, where the objective is to capture enemy units for use in the Machine mind vaults.

Unit	Gen Mod	Kills	Walk	Hero Point	Lead Point	Com-mand	EW	UPV
G1-E	0	1	4	-	-	-	0	60

Unit Summary (Full Combat Loads)
G1 - E Nightmare:
   Thunder Cannon
   1 Nachmacher Grenade
   0 EW

M-E4 Thunder Cannon:

The M-E4 Thunder Cannon is a smaller, less powerful variant of the M-E2 Thunder Lance. Operating under the same principles, the the M-E4, using an electrical discharger, can literally throw lightning bolts. These bolts can short out and fuse electrical circuits with a similar effect to an E.M.P. weapon. The M-E4 Thunder Cannon has a rate of fire one and is capable of automatic fire. It can only target one figure at a time, but may use spread fire to affect two units in a single fire action.

THUNDER CANNON WEAPON CHART

Range	4	8	12	16	20	24
EMP Mod-ifier	-1	0	+1	+2	+3	+4

EMP Effects Chart

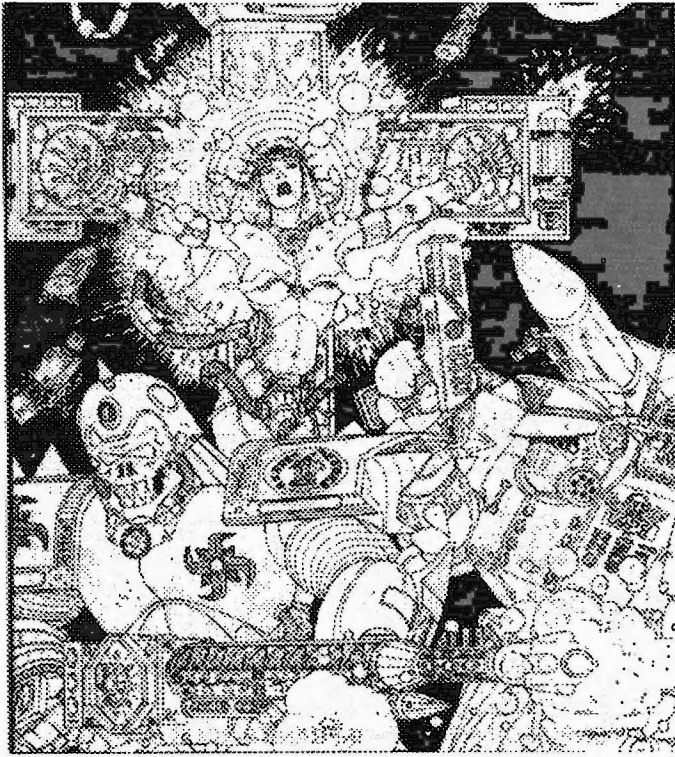| Roll	Effect
2 or less	No Effect
3	Dazed: -1 to fire and -2 MP until the end of the figure's next action phase, +1 on further EMP effects
4	Stunned: Lose all actions and leadership. At the end of a figure's action phase, roll a die: 1-3: Figure is dazed 4-6: Figure remains stunned
5 or more	Burnout: Target is immobilized. Effectively killed unless other optional or special rules are being used

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Top Secret
U.N.E. Intellegence Report #420112
Operation Plantetstorm
New U.N.E. Units

The following new Commandos are being deployed in several U.N.E. sections. U.N.E. commanders and their troops should be aware of the new units. Squadron Commanders should quickly learn to integrate them into their squads and plan their tactics accordingly.

Recce Grenade Commando (46 UPV)

U.N.E. reasearchers, intent on satisfying front line commanders requests for quick units able to deploy multiple grenades developed a variant of the PathFinder P.B.A. Armor that was able to hook on a reduced size Auto-GL. The AutoGL is literally built into the PathFinder Armor, and is controled with power assisted prosthetics, thus making it possible for a man sized unit to wield the cumbersome Auto-GL.

Mark IIA1 Assault Fiend: Walk 6, 2 kills, Heavy Deadbolt Launcher, Power Mace, and 1 point of Leadership

G3B Predator: Walk 4, 1 kill, -1 general modifier, Thumper and Deadbold Launcher.

Mark III A1: Assault Fiend: Walk 4, 2 kills, -2 general modifier. E-Whip, Ice Rifle, and Blitzer Catapult. It also has two fire actions.

U.N.E.

Powered Infantry Trooper: An outdoor counterpart to the underground commando: Walk 4, RZ-2 Ram Laser, and TOW-7 Missile Laucher.

Powered Infantry Grenadier: A companion to the Powered Infantry Trooper. Walk 4, RZ-2 Ram Laser, B3 Grenade Launcher loaded with Plasma Grenades.

Behomoth ASP R.X.S.: An outdoor version of the Behomoth design: Walk 4, 2 kills, - 1 general modifier, 2 Auto RAM lasers (which can link), 2 TOW-7 Missile Launchers, a Calliope Rocket Launcher, and an Auto GL.

Recce Trooper with Jump Pack: Walk 5, -1 general modifier, RZ-2 Ram Laser and two Fade to Grey Grenades (effectively Nachmacher Grenades). Also has the capacity to make powered leaps over obsticals.

In this issue of The Tech Factory, we are pleased to give you a sneak preview of the newest addition to the Legions Of Steel universe - Junction Point, Campaign Pack I. LOS - Junction Point contains rules and information on dozens of new units and weapons. It also includes a series of scenarios or "mini-campaign" in which the outcome of each scenario plays a vital role in available units and the outcome of the next scenario. This product also includes new rules and errata for existing figures.

Junction Point contains rules for over two dozen new figures for Legions of Steel. Below is a short summary of some of them. Because of limited space, our discussion will be limited to new Machine Units and UNE. However , there is a multitude of new units for the Black Empire, Infranites, and Fantasions as well. *(Editors Note: Our advanced copy of Junction Point did not contain a complete updated weaons charts for all the new weapons. Therefore, we can not give the specs for these new weapons.)*

Machines

G1A Nightmare: Walk 4, 1 kill, M2 ScatterGun, Nachmacher grenade

G3A Predator: Walk 4, 1 kill, -1 general modifier, MH5- Protoplasmic Lacerator, two Spaz Rocket Packs.

Legions of Steel - Junction Point contains errata for old weapons and figures. Most of these changes were made to increase play balance or give extra "oomph" to existing figures. For example, consider the following change to the Hellfire Cannon. The Hellfire Cannon is able to fire a Hellfire Bolt, which allows the Hellfire Cannon to fire in a concentrated bolt instead of its higher rate of fire. In exchange for the lower rate of fire, the Hellfire cannon fired in this mode has an improved "to kill" number.
The UPV's of several units have changed as well. *(Editors Note: our advanced copy of Junction Point did not contain a revised UPV chart, so we are unable to tell you which units changed)*

Perhaps the most intriguing, and worthwhile piece of the supplement, is the Junction Point Mini Campaign. This campaign consists of seven linked scenarios - in which the outcome of each determines forces availabe for use in the next. Along with the actual scenarios comes a slue of rules that can be used in multi scenario campain settings.

Campaign Background - The Abduction

The Junction Point campaign is set up by a short piece of fiction. In the story, we find out that the machines have been able to capture a Black Empire transport carrying over 400 psi - corp trainees. Lady Meline, a Sarraith Drakkar, and distant relative to the thone leads a mission to recapture the freighter. This mission not only fails, but ends in disaster as Lady Meline is captured by Machine forces. The Black Empire is sending another Talon to try to rescue her. Meanwhile the League of Aliens governing council intercepts a message describing the battle, and in an attempt to learn more about the Black Empire Psi-Corp, decides to send its' own expedition to Junction Point. This mission's objective is to snatch the Psi-Corp prisoners away from the machines - ahead of the Black Empire.

The special rules for this multi scenario campaign include the following topics: Orginization of Forces, Active Pool, Repair Pool, Casualties, Two Kill Figures, Point Averaging, Reinforcements, and Figures gaining rank. While these rules are specific to the Junction Point mini campaign, they can be adopted for use in your own multi scenario games.

Orginization of forces: The players total campaign force is divided into two groups or pools of figures. These are the Acive pool and the Repair Pool. The Active Pool consists of all figures that are available to participate in the next scenario, the repair pool consists of those figures that were eliminated in previous scenarios, but whose ultimate fate has not yet been determined. Casualties recieved during the course of a normal scenario as of a result of a "kill" are placed in the repair pool. At the end of the scenario, a die is rolled for each figure in the repair pool. This die roll can determine whether the figure has utimitely been destroyed,

its' fate is still inconclusive, or is ready for redeployment. Global Games has basically take the position that units "killed" in scenarios are mostly wounds and power armor that has been made disfunctional. A true "kill" is a rather rare and uncommon event.

Two kill units follow a different procedure for the repair pool. The two kill unit repair chart allows for the fact that a unit recieving a single kill can effectively become a permanent one kill figure.

Another area explored by Junction Point, is experience points for figures. Figures participating in battles can gain experience points for their outcome of their actions. Whenever a unit accumulates experience equal to the base UPV of the unit, an experience check is made. This is essentially a roll on an exerience result table. Each Alien power has their own expierience result table, and results vary from no change, to +1 hero point, to conversion of leadership to command points, to a command upgrade.

Junction Point looks like a worthy supplement and a valuable expansion to the Legions of Steel Universe. While not a necessary product, most Legions of Steel connoisseurs will find hours of fun and enjoyment in this latest addition to the Legions of Steel Universe. All that said, I would be bereft of my duty as reviewer if I did not mention what Junction Point is not. Junction Point calls itself a campaign pack, yet it is realistically a single mini-campaign. It does not address the need for a "real" Legions of Steel campaign system. A real system would include rules for generation of different machine complexes, machine production and repair rates in these complexes, and how units interact between grids in a large machine complex. Junction Point scratches the surface, and gives us rules that can be adopted to a full scale campaign of this sort - yet leaves us yearning for a more in depth, detailed full scale campaign system. Hopefully Global Games will address this need in the future.

**The Tech Factory
New Legions of Steel Units
Continued from Page 6**

Recce Grenade Commando:
  PathFinder P.B.A.
  Auto-GL with Plasma Grenades.
  2 Forcewall Grenades
  1 EW

Unit	Gen Mod	Kills	Walk	Hero Point	Lead Point	Com-mand	EW	UPV
RC-GL	+1	1	5	-	-	-	1	46

Commando Background:

"It was unbelievable. We had fought our way through many sectors. Many of our buddies didn't make it this far. But suddenly the battle felt different. Each time we headed laterally to a new sector, we encountered stiff resistance; however every time we pressed forward, things went easy. Almost too easy. It's like they are trying to corral us or something.
I wonder what the demons are up to now"
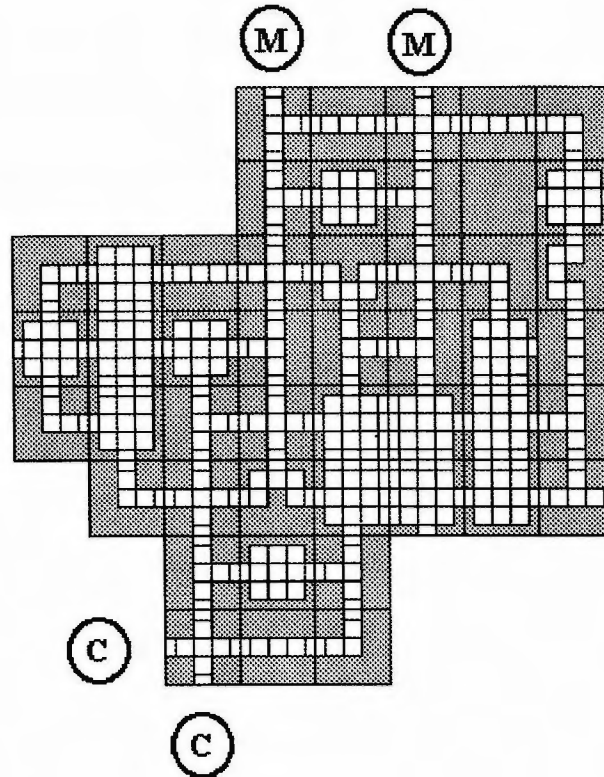
Machine Background:

:C1 sensors sweeping quadrant 10, sector 212.

:Enemy forces detected

:Deploy Internal Security horde to eliminate intruders.

:Interrupt procedure initiated

:Higher priority algorithm implemented

:Seek replacements for organism information processors

:Deploy Acquisition Horde, attempt to capture invaders.

Forces and Setup:

Commando:
One Commando Section enters on turn 1 at the designated Commando entry points. (Marked with a "C")

Machine:
One Machine Acquisition Horde enters on on turn 1 at the designated Machine entry ponts. (Marked with an "M")
  A Machine Acquistion Horde consists of the following units:
  1 Mark II Assault Fiend
  2 G1-E Nightmares
  4 G1 Nightmares
  8 X1 Runaways

Objective:

The Commandos are attempting to sweep the area and eliminate all machine units.
The Machines are attempting to capture Commando units. Victory is, in part, determined by how many Commando units the Machines are able to "jack" and disengage with. Players accumulate points equal to the UPV of an enemy unit if they destroy it. The Machines receive double a units UPV if they are able to "jack" a unit, and disengate with it. To succesfully disengage a unit, the Machines must exit the unit through a Machine entry point. The player that accumulates the most UPV points wins.

By Jay Clendenny

The topic of discussion this time is the Solaris system and what effect it has on 'Mech construction and tactics. Since Mech Warrior 2 works much the same way as Solaris does, many of these hints will be applicable and we will discuss some of the differences between Mech Warrior 2 and Solaris. It is true that Solaris is out of print now, but many groups play it off and on as a change of pace to their regular games.

The biggest difference with Solaris over regular Battle Tech is the time scale and map scale are 4 times smaller. Weapons delay and increased heat are the order of the day. Overall, a game of Solaris is slower than a regular game, because of this increased scale and that four turns of Solaris are needed to equal one turn of regular Battle Tech. 'Mechs that are 'killer' in the regular world, can be at a disadvantage in Solaris and Solaris 'Mechs are generally not well thought of in the regular world.

Some things never change: near max armor and good mobility are a must in both game systems. Heat sink balance might be off a bit on a regular 'Mech in the Solaris world; you might need an extra heat sink to shoot what you want and walk/run without heating to dangerous levels.

Many things have changed in the weapon area, especially with large energy weapons (especially ER's) that work so well regularly, are a heavy liability in the Solaris arena because of their heat generation and the fact that their extra range usually does not matter. LRM's also have problems, because of their minimum range requirement and the usual smallness of the Solaris arena. At the opposite end; machine guns that are almost never used on regular 'Mechs, are down right deadly en-mass, because they generate no heat and can fire every turn. 'Mechs with 7-10 machine guns are not uncommon Solaris opponents, but in the regular world, they are not very good.

Gauss and auto cannons fall mid-range in usefulness and are probably stronger in the Solaris arena than normal. They still weigh and have longer delay times, but the heat is manageable. Mech Warrior 2 takes one of it's major departures here as auto cannons guzzle ammo at crazy rates. While normal ammo loads are sufficient in the Solaris World, huge amounts of ammo must be carried in Mech Warrior 2. Mech Warrior also features the chance to engage in longer range battles than the normal Solaris fare. Medium lasers are a good weapon of choice and at least a couple should be included on any design you have. Small lasers are a good alternative for machine guns for those of you who don't like lots of ammo. Streaks are excellent

weapons, due to the heat situation and SRM's are a decent choice as well. The Gauss is probably the only heavy puncher available that you can do other things with as well, because of the very low heat and the delay time.

Several considerations must be taken into consideration when designing your 'Mech. An extra complication is the firing circuits. You must either fire your weapons individually, or as a preset group. How you group your weapons goes a long way to either managing your heat or causing you to be under heat penalties much of the game. As you add weapons, try to determine which weapons will go under what group. Look at your heat capacity as well.

No discussion of Solaris would be complete without looking at physical attacks and the increased chance of their use. MW2 does not have physical attacks included in the game, although both 'Mech's take damage from collision. A couple items that can be seen together are the inclusion of triple strength and a physical weapon. (Axes are the most common, but Solaris and level III rules include more play-toys for warriors interested in this fair).

With reduced weapons fire because of heat restrictions, physicals become a good way to inflict heavy damage with no heat build up. Good things happen when any physical attack hits as you get a shot at the head or force a piloting roll for a kick to the leg. There are several 'Mech designs to that take advantage of this. They have the disadvantage of displaying brute strength in this area: when you have an ax, or see an ax, you know what they are going to try for. There are more opportunities to be more subtle.

Physical weapons weight a lot and do have some restrictions. You can't make two punches, (increasing your chance for a head hit) while lugging an ax around. Triple strength has an advantage in only occupying space and not weight. If you have room, you should include it, even if you don't intend to use it. It should also be noted that you may try to include hand actuators on your design to avoid punching penalties.

Solaris also includes a modified form of aiming where a specific half of a 'Mech can be targeted at a modifier. Depending on your house rules, this can be open to some nasty problems. If your friends like to play it, we recommend a 'snoozer' special with a couple LBX and shooting cluster high. A couple noggin shots and your opponent will be out cold. If you are playing a can opener-sandpaper type 'Mech, after you have the hole open someplace, you may wish to shoot for that specific area with the small stuff.
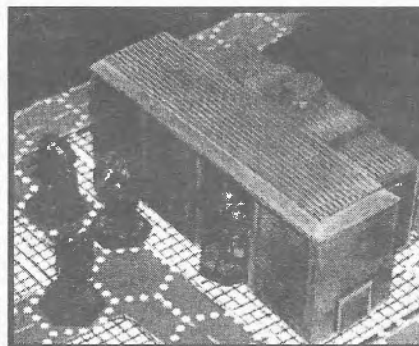
SOLARIS VII

3. There is a 44% difference between the two. This is a number you can definitely take to the bank! This time, you put it into game terms in your head. See what I mean.

The mathematical pyramid will continue even further. All that is required is a paper and pencil in addition to a little effort. Although shots that have a percentage spread of four numbers are rare, it will still happen regularly enough that it is worth while to know what is going on. This is a quick and dirty synopsis of the potential that percentages hold. It is imperative that you know how to maneuver strategically and tactically around the battlefield. By paying attention and playing the percentages you can enhance that ability even more! With a little extra effort, you can give yourself an advantage that some might call unfair. Just remember, all is fair in love and war! Go get them!

Table 1.0 - Percentage of Possibility (% of Poss.)

Modifier	% of Poss.	Column 1	Column 2	Column 3
2	100%			
		2/3 - 3%		
3	97%		2/4 - 9%	
		3/4 - 6%		2/5 - 17%
4	91%		3/5 - 14%	
		4/5 - 8%		3/6 - 25%
5	83%		4/6 - 20%	
		5/6 - 11%		4/7 - 33%
6	72%		5/7 - 25%	
		6/7 - 14%		5/8 - 42%
7	58%		6/8 - 30%	
		7/8 - 16%		6/9 - 44%
8	42%		7/9 - 30%	
		8/9 - 14%		7/10 - 42%
9	28%		8/10 - 25%	
		9/10 - 11%		8/11 - 33%
10	17%		9/11 - 20%	
		10/11 - 8%		9/12 - 25%
11	8%		10/12 - 15%	
		11/12 - 5%		
12	3%			

Table 2.0 - Column 1

Modifier	% of Poss.	Column 1	Column 2	Column 3
2	100%			
		2/3 - 3%		
3	97%		2/4 - 9%	
		3/4 - 6%		2/5 - 17%
4	91%		3/5 - 14%	
		4/5 - 8%		3/6 - 25%
5	83%		4/6 - 20%	
		5/6 - 11%		4/7 - 33%
6	72%		5/7 - 25%	
		6/7 - 14%		5/8 - 42%
7	58%	7/8 - 16%	6/8 - 30%	
8	42%			6/9 - 44%
		7/9 - 30%		
		8/9 - 14%		7/10 - 42%
9	28%		8/10 - 25%	
		9/10 - 11%		8/11 - 33%
10	17%		9/11 - 20%	
		10/11 - 8%		9/12 - 25%
11	8%		10/12 - 15%	
		11/12 - 5%		
12	3%			

Table 3.0 - Column 2

Modifier	% of Poss.	Column 1	Column 2	Column 3
2	100%			
		2/3 - 3%		
3	97%		2/4 - 9%	
		3/4 - 6%		2/5 - 17%
4	91%		3/5 - 14%	
		4/5 - 8%		3/6 - 25%
5	83%		4/6 - 20%	
		5/6 - 11%		4/7 - 33%
6	72%		5/7 - 25%	
		6/7 - 14%		5/8 - 42%
7	58%		6/8 - 30%	
		7/8 - 16%		6/9 - 44%
8	42%		7/9 - 30%	
		8/9 - 14%		7/10 - 42%
9	28%		8/10 - 25%	
		9/10 - 11%		8/11 - 33%
10	17%		9/11 - 20%	
		10/11 - 8%		9/12 - 25%
11	8%		10/12 - 15%	
		11/12 - 5%		
12	3%			

Table 4.0 - Column 3

Modifier	% of Poss.	Column 1	Column 2	Column 3
2	100%			
		2/3 - 3%		
3	97%		2/4 - 9%	
		3/4 - 6%		2/5 - 17%
4	91%		3/5 - 14%	
		4/5 - 8%		3/6 - 25%
5	83%		4/6 - 20%	
		5/6 - 11%		4/7 - 33%
6	72%		5/7 - 25%	
		6/7 - 14%		5/8 - 42%
7	58%		6/8 - 30%	
		7/8 - 16%		6/9 - 44%
8	42%		7/9 - 30%	
		8/9 - 14%		7/10 - 42%
9	28%		8/10 - 25%	
		9/10 - 11%		8/11 - 33%
10	17%		9/11 - 20%	
		10/11 - 8%		9/12 - 25%
11	8%		10/12 - 15%	
		11/12 - 5%		
12	3%			

PCA-1 Predator

		Tons
Type: 3055		
Name: **PCA-1 Predator**		Tons
Tonnage:	65 Tons	65
Internal Structure: Endo Steel		3.25
Engine:	325 XL	11.75
Walking MP's:	5	
Running MP's:	8	
Jumping MP's:	5	
Total Heat Sinks:	10 [20]	0
Cockpit:		3
Gyro:		4
Armor Factor:	208	13.0

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	21	31/10
Rt./Lt. Torso:	15	22/8
Rt./Lt. Arm:	10	20
Rt./Lt. Leg:	15	29

Weapons and Ammo:

Type	Loc	Critical	
Gauss Rifle	LA	7	15.0
Med. Pulse Lsr	CT	1	2.0
Med. Pulse Lsr	LT	1	2.0
Med. Pulse Lsr	RT	1	2.0
Med. Pulse Lsr	H	1	2.0
Ammo, Gauss	LA	1	1.0
Ammo, Gauss	LA	1	1.0
Jump Jet	CT	1	1.0
Jump Jet	RT	1	1.0
Jump Jet	LT	1	1.0
Jump Jet	RL	1	1.0
Jump Jet	LL	1	1.0

DESCRIPTION:

The Predator series of close assault 'Mechs were produced in 3055 by Global Industrial Teknologies. Both 'Mechs are based on 3.25 ton endo steel frames, and are powered by a 325 XL engine. Both 'Mechs in the Predator series are configured with jump capability, making them one of the most manueverable 'Mechs in its' weight class.

The majority of the PCA-1 Predators' firepower is derived from the almighty Gauss Rifle. Four Medium Pulse Lasers, give the 'Mech a "self-escorting" capacity, as it is able to move in close, and slug it out with nearly any opponent.

PCA-2 Predator

		Tons
Type: 3055		
Name: **PCA-2 Predator**		Tons
Tonnage:	65 Tons	65
Internal Structure: Endo Steel		3.25
Engine:	325 XL	11.75
Walking MP's:	5	
Running MP's:	8	
Jumping MP's:	5	
Total Heat Sinks:	12 [24]	2
Cockpit:		3
Gyro:		4
Armor Factor:	208	13.0

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	21	31/10
Rt./Lt. Torso:	15	22/8
Rt./Lt. Arm:	10	20
Rt./Lt. Leg:	15	29

Weapons and Ammo:

Type	Loc	Critical	
LB 10-X	LA	6	11.0
Med. Pulse Lsr	CT	1	2.0
Med. Pulse Lsr	LT	1	2.0
Med. Pulse Lsr	RT	1	2.0
Med. Pulse Lsr	RT	1	2.0
Med. Pulse Lsr	H	1	2.0
Ammo, LB-10	LA	1	1.0
Ammo, LB-10	LA	1	1.0
Jump Jet	CT	1	1.0
Jump Jet	RT	1	1.0
Jump Jet	LT	1	1.0
Jump Jet	RL	1	1.0
Jump Jet	LL	1	1.0

DESCRIPTION:

The PCA-2 Predator replaces the Gauss Rifle with a LB-10X autocannon, and an additional Medium Pulse Laser.

Predator 'Mechs were designed to operate in Lances code named "Predator Hordes" A Predator Horde consists of three PCA-1 Predators, and a single PCA-2 Predator. The PCA-1 Predators' responsibilities are to engage the enemy units, attempting to strip as much armor as possible from them. The PCA-2 provided a support role, and its' LB-10X autocannon was used to "clean up" enemy units softened up by the initial PCA-1 strikes.

CRK-9B Cricket

		Tons
Type: 3055		
Name: **CRK-9B Cricket**		Tons
Tonnage:	55 Tons	55
Internal Structure: (QUAD)		5.5
Engine:	275 XL	7.75
Walking MP's:	5	
Running MP's:	8	
Jumping MP's:	5	
Total Heat Sinks:	14 [28]	4
Cockpit:		3
Gyro:		3
Armor Factor:	184	11.5

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	18	27/8
Rt./Lt. Torso:	13	20/6
Rt./Lt. F.Leg:	13	22
Rt./Lt. R.Leg:	13	22

Weapons and Ammo:

Type	Loc	Critical	
Streak SRM-2	RT	1	1.5
Streak SRM-2	RT	1	1.5
Case	RT	1	0.5
Ammo SRM2	RT	1	1.0
ER PPC	LT	1	7.0
Med. Pulse Lsr	RT	1	2.0
Med. Pulse Lsr	RT	1	2.0
Med. Pulse Lsr	CT	1	2.0
Jump Jet	LFL	1	0.5
Jump Jet	RFL	1	0.5
Jump Jet	LRL	1	0.5
Jump Jet	RRL	1	0.5
Jump Jet	CT	1	0.5

DESCRIPTION:

The Cricket 9B represents the modernization of the CRK-7J Cricket originally developed in 3018 by Carllek Enterprises. The Cricket 9B maintains the same Quad frame and manueverability, but replaced the CoreTek 275 engine with the lighter 275 XL engine. Improvements were almost exclusively in the weapon system upgrades. The single Large Laser was replaced by an ER-PPC, the two SRM-4's were replaced by two of the more heat efficient Streak SRM-2's. Three Medium Pulse Lasers round out the Cricket's weaponry. *Editors Notes: The Cricket - 7J was originally published in The Mech Factory - Issue #1.*

PM5 - PlayMaker
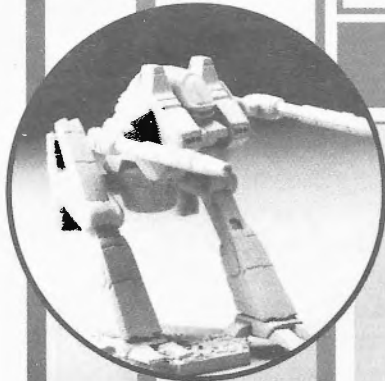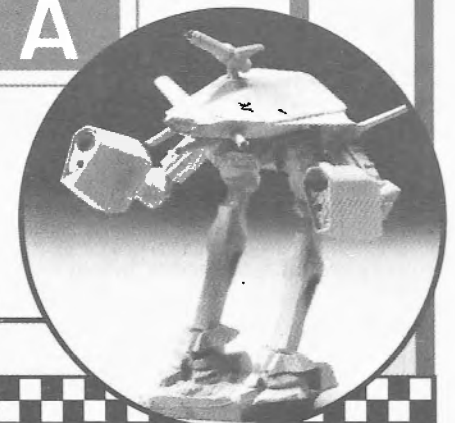
Type: 3055			
Name: **PM5 - PlayMaker**		Tons	
Tonnage:	35 Tons	35	
Internal Structure: Endo-Steel		1.75	
Engine:	280 XL	8.0	
Walking MP's:	8		
Running MP's:	12		
Jumping MP's:	0		
Total Heat Sinks:	10 [20]	0	
Cockpit:		3	
Gyro:		3	
Armor Factor:	116	6.5 (Ferro Fibrous)	

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	11	16/5
Rt./Lt. Torso:	8	11/5
Rt./Lt. Arm:	6	12
Rt./Lt. Leg:	8	15

Weapons and Ammo:

Type	Loc	Critical	
ER PPC	RA	3	7.0
SRM-2 Streak	LT	1	1.5
SRM-2 Streak	LT	1	1.5
SRM-2 Streak	CT	1	1.5
Ammo (SRM2)	LT	1	1.0

DESCRIPTION:

"Better, Faster, Cheaper. These words perhaps best sum up the design principles behind the PlayMaker. For all practical purposes, the PlayMaker provides medium 'Mech firepower on a Locust frame." These statements were made in a Stormwager Industries press release. While the comparisons are stretched a bit, the basic statements ring true. Yes, the PlayMaker is produced on a larger frame than a Locust, but it does move at the same maximum cruising speed of 129 K.P.H. as the Locust. The PlayMaker's weaponry consists of the Darktun Inc. Extended Range Particle Cannon and three of the ultra accurate SmartCorp Streak SRM missile launchers. The ER PPC and the SRM launchers do provide firepower comparible to the majority of medium 'Mechs.

Tight End

Type: Clan			
Name: **Tight End**		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:	0		
Total Heat Sinks:	16 [32]	6	
Cockpit:		3	
Gyro:		3	
Armor Factor:	182	9.5 (Ferro Fibrous)	

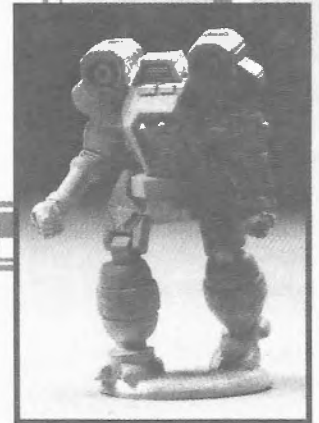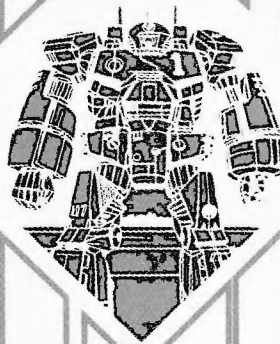|	Internal Structure	Armor Value
Head:	3	9
Center Torso:	18	27/8
Rt./Lt. Torso:	13	20/6
Rt./Lt. Arm:	9	18
Rt./Lt. Leg:	13	25

Weapons and Ammo:

Type	Loc	Critical	
Gauss Rifle	LA	6	12.0
SRM-4 Streak	LT	1	2.0
SRM-4 Streak	LT	1	2.0
SRM-4 Streak	RT	1	2.0
ER Medium Lsr	H	1	1.0
ER Medium Lsr	RT	1	1.0
Ammo (Gauss)	LA	2	2.0
Ammo (SRM4)	RA	1	1.0

DESCRIPTION:

The Tight End was designed by Tech Factory staff as a 'Mech that could fight in a Solaris or a MechWarrior II environment. The over-abundance of heat sinks allows the 'Mech to rapidly dissipate the quick heat build up that is characteristic of these two environments. This 'Mech is intended to provide an alternative to the machine gun heavy environment that currently rules the Solaris games. All weapons on the Tight End have extremely short recycle times; this, combined with its excellent heat dissipation, make it an excellent choice for action in a Solaris Arena.

Gator - CLN

Type: Inner Sphere / Clan Conversion			
Name: **Gator - CLN**		Tons	
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:	13 [26]	3	
Cockpit:		3	
Gyro:		3	
Armor Factor:	263	16.5	

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	27	46/8
Rt./Lt. Torso:	18	30/6
Rt./Lt. Arm:	14	28
Rt./Lt. Leg:	18	36

Weapons and Ammo:

Type	Loc	Critical	
Gauss Rifle	RA	6	12.0
Ammo (Gauss)	RA	2	2.0
LRM-15	CT	2	3.5
LRM-15	RT	2	3.5
LRM-15	RT	2	3.5
LRM-15	LT	2	3.5
LRM-15	LT	2	3.5
Ammo LRM-15	LT	4	4.0
Ammo LRM-15	RT	4	4.0
Case	LT	1	0.5
Case	RT	1	0.5

DESCRIPTION:

In 3057, Aerospace Limited North signed a lucrative contract with Blackwell International. This gave them access to the most advanced technology available. The Gator - CLN was one of A.L.N.'s first projects using the new technology. Lighter weapons meant they were able to replace the side torso mounted LRM 20's with two LRM 15's. And, with minor modification of the existing Gator Endo Steel frame, an additional LRM was placed in the center torso. Additional heat sinks were placed into the engine, and a supply of ammo that correlates to the increased number of missile launchers was added.
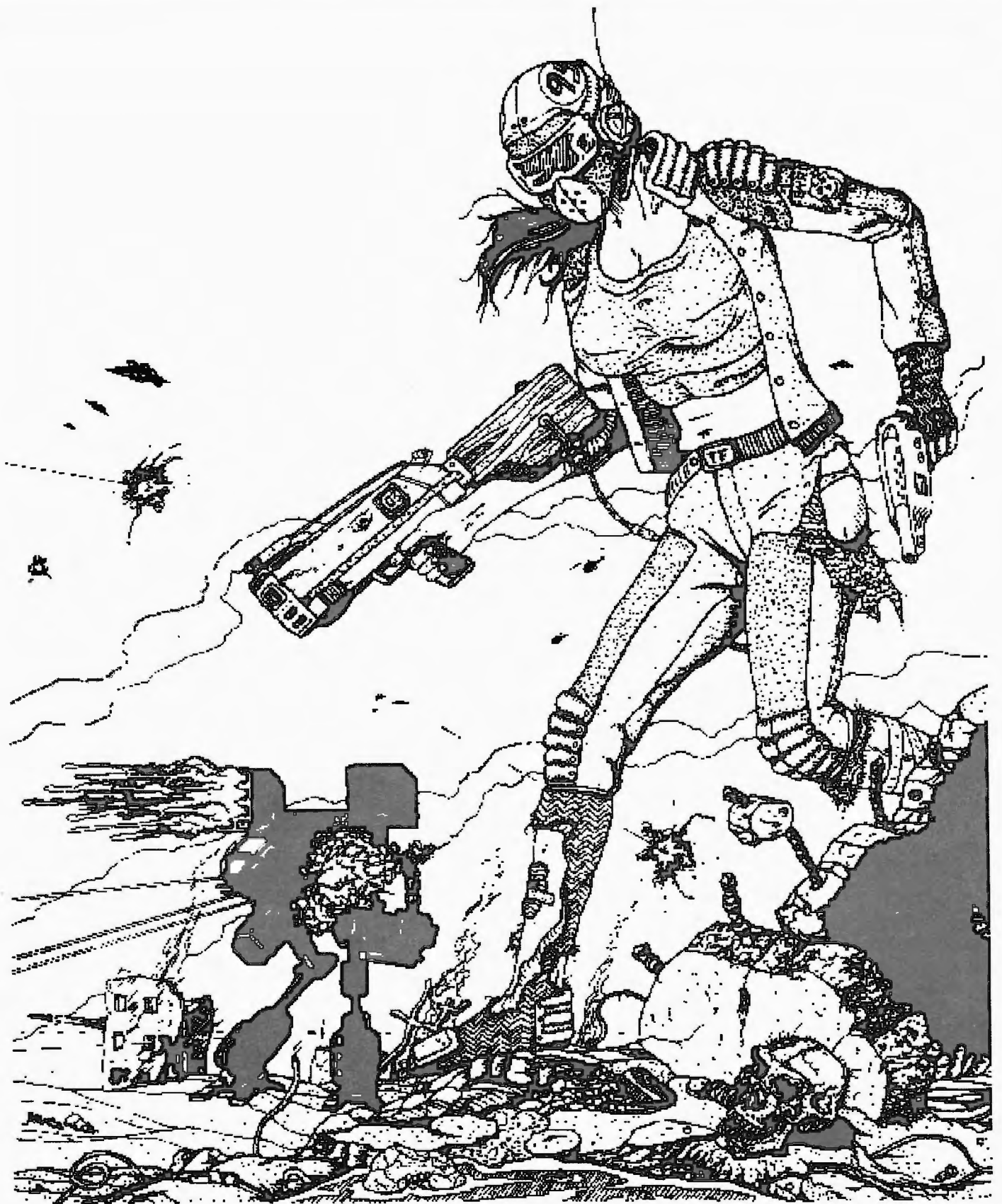
Tricky Dick

By Richard Herbert
Type: Inner Sphere 3025

Name: BLR-TD BattleMaster	Tons	
Tonnage:	85 Tons	85
Internal Structure:		8.5
Engine:	255	13
Walking MP's:	3	
Running MP's:	5	
Jumping MP's:	3	
Total Heat Sinks:	23	13
Cockpit:		3
Gyro:		3
Armor Factor:	263	16.5

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	27	42/12
Rt./Lt. Torso:	18	28/8
Rt./Lt. Arm:	14	28
Rt./Lt. Leg:	18	36

Weapons and Ammo:

Type	Loc	Critical	
PPC	RA	3	7
PPC	RA	3	7
Med. Laser	LT	1	1
Med. Laser	LT	1	1
Med. Laser	LT	1	1
Med. Laser	RT	1	1
Med. Laser	RT	1	1
Med. Laser	RT	1	1
SRM-6	LT	2	3
Ammo, SRM-6	LT	1	1
Small Laser	LA	1	0.5
Small Laser	LA	1	0.5
Jump Jet	LL	1	1
Jump Jet	RL	1	1
Jump Jet	CT	1	1

DESCRIPTION:

By replacing the BattleMaster's 340 fusion engine with a 255 engine, the BLR-TD BattleMaster slows down by one movement point, but picks up fourteen tons of space for weapons. A second PPC was added as well as the additional heat sinks required to fire it. To compensate for the slower speed, jump jets were placed in the legs and center torso.

Movement Type: Tracked

Name: TGA-14 Tonga		Tons
Tonnage:	35 Tons	35
Internal Structure:		3.5
Power Plant:	175 Fusion	10.5
Cruising Speed: 5		
Flank Speed:	8	
Control:		1.75
Total Heat Sinks: 10		0.0
Turret:		1.10
Armor Factor:	107 (Ferro Fibrous)	6.0

	Internal Structure	Armor Value
Front:	4	27
Rt./Lt. Side:	4	20
Back:	4	20
Turret:	4	20

Weapons and Ammo:

Type	Loc	
Large Pulse Laser	Turret	7.0
SRM-4	Turret	2.0
SRM-4	Turret	2.0
Ammo (SRM-4)	Body	1.0

DESCRIPTION:

The Tonga Heavy Duty Tank attempts to combine the best of both proven and new technology in an endeavor to furnish a unit capable of thriving in various terrains.

The main drawback of the Tonga is its' weaponry range. With its' main weaponry having a maximum range of 100 meters and its' backup systems having a maximum range of 90 meters, the Tonga was suseptable to long range missile fire. While there is no reasonable explanation, other than bad luck, the Tonga quickly earned a reputation in the field as a vehicle that was susceptable to quick and violent deaths. It has been theorized that there was a design flaw in the armor that allowed weaponry to penetrate the treads and hit the Tonga's ammunition. Engineers have never been able to prove this or find out any reason for the units seeming lack of fortitude.

Movement Type: Hover

Name: SBR - 9N Sabre		Tons
Tonnage:	25 Tons	25
Internal Structure:		2.5
Power Plant:	100 Fusion	5.0
Cruising Speed: 9		
Flank Speed:	14	
Control:		1.25
Lift Equipment:		2.5
Turret Weight:		0.7
Power Amplifier		0.0
Total Heat Sinks: 10		0.0
Armor Factor:	107 (Ferro Fibrous)	6.0

	Internal Structure	Armor Value
Front:	3	27
Rt./Lt. Side:	3	20
Back:	3	20
Turret:	3	20

Weapons and Ammo:

Type	Loc	
PPC	Turret	7.0

DESCRIPTION:

Built by Scarborough Ltd. the Sabre takes lessons learned by engineers and pilots of the Scimitar and Sarecen hover tanks, and applies them to a smaller more efficient unit.

The first lesson they learned was that speed is life. Thus, the Sabre is powered by a more expensive, yet more powerful fusion engine. The second lesson was that while a thick belt of armor was good, lighter ferro fibrous armor was better.

The third and final lesson they learned was that ranged attacks made by extremely small and mobile units were both hard to defend from and difficult to create an effective attack against - thus the installation of the Covenant TrueBolt PPC as the Sabre's only weapon.

The Tech Factory #9 - BattleMech Sheet
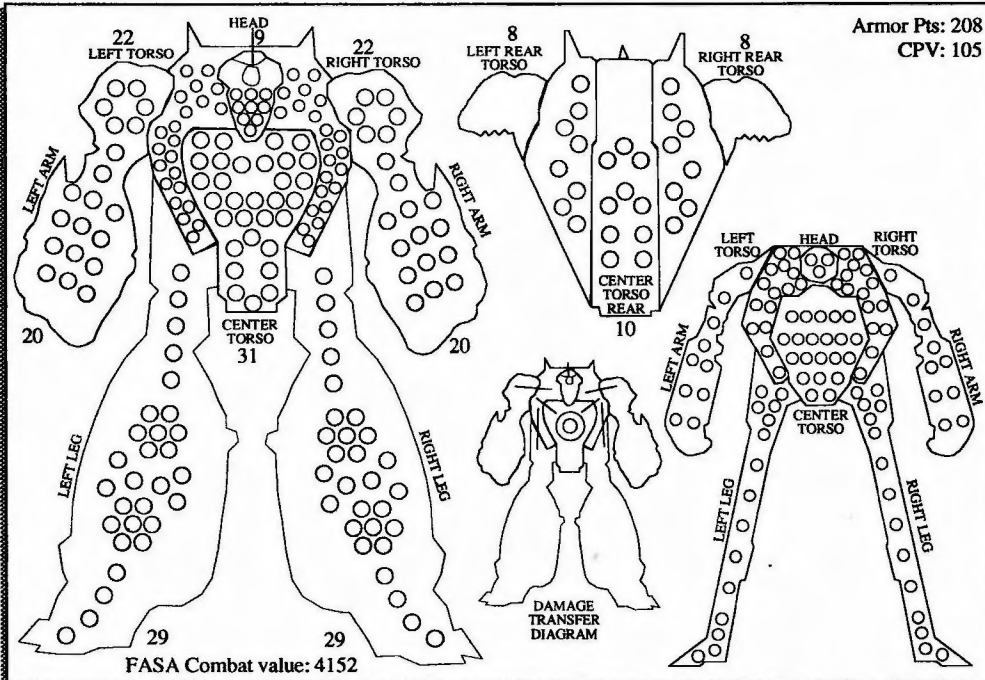
Armor Pts: 208
CPV: 105

TYPE: INNER-SPHERE 3055
NAME: PCA-1 PREDATOR
TONNAGE: 65 TONS
MOVEMENT POINTS:
    WALKING: 5
    RUNNING: 8
    JUMPING: 5

WEAPONS INVENTORY:

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

AMMO:

GAUSS RIFLE (8)	LA
GAUSS RIFLE (8)	LA

Armor diagram labels: 22 LEFT TORSO, HEAD 9, 22 RIGHT TORSO, 8 LEFT REAR TORSO, 8 RIGHT REAR TORSO, LEFT ARM, RIGHT ARM, 20, CENTER TORSO 31, 20, CENTER TORSO REAR 10, LEFT TORSO, HEAD, RIGHT TORSO, LEFT ARM, RIGHT ARM, CENTER TORSO, LEFT LEG, RIGHT LEG, LEFT LEG, RIGHT LEG, 29, 29, DAMAGE TRANSFER DIAGRAM

FASA Combat value: 4152

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

TOTAL HEAT SINKS

OOOOOOOOOO DOUBLE
10(20)

CRITICAL HIT TABLE

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

1. Gauss Rifle
2. Gauss Rifle
2 3. Gauss Rifle
4. Gauss Rifle
5. Ammo (Gauss Rifle)
6. Ammo (Gauss Rifle)

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

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

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

LEFT TORSO
1. XL Engine
2. XL Engine
1 3. XL Engine
4. Medium Pulse Laser
5. Jump Jet
6. *Reroll*

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

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

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

RIGHT TORSO
1. XL Engine
2. XL Engine
1 3. XL Engine
4. Medium Pulse Laser
5. Jump Jet
6. *Reroll*

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

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

Engine Hits	OOO
Gyro Hits	OO
Sensors Hits	OO

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

HEAT SCALE

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

Armor Pts: 208
CPV: 107

HEAD 9
LEFT TORSO 22
RIGHT TORSO 22
LEFT REAR TORSO 8
RIGHT REAR TORSO 8
LEFT ARM 20
RIGHT ARM 20
CENTER TORSO 31
CENTER TORSO REAR 10
LEFT LEG 29
RIGHT LEG 29

DAMAGE TRANSFER DIAGRAM

FASA Combat value: 4339

TYPE: INNER-SPHERE 3055
NAME: PCA-2 PREDATOR
TONNAGE: 65 TONS
MOVEMENT POINTS:
    WALKING: 5
    RUNNING: 8
    JUMPING: 5

WEAPONS INVENTORY:

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

AMMO:

LB 10-X AC (10)	LA
LB 10-X AC (10)	LA

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

CRITICAL HIT TABLE

LEFT ARM
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1 4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1. LB 10-X AC
2. LB 10-X AC
2 3. LB 10-X AC
4. Ammo (LB 10-X AC)
5. Ammo (LB 10-X AC)
6. *Reroll*

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

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

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

LEFT TORSO
1. XL Engine
2. XL Engine
1 3. XL Engine
4. Medium Pulse Laser
5. Jump Jet
6. *Reroll*

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

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

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

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

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

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

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. *Endo Steel*

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

HEAT SCALE

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

TYPE: INNER SPHERE 3050

NAME: CHR-911 CRICKET

TONNAGE: 55 TONS

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

WEAPONS INVENTORY:

Type	Location
ER PPC	LT
SRM2 STREAK	RT
SRM2 STREAK	RT
MEDIUM PULSE LASER	RT
MEDIUM PULSE LASER	RT
MEDIUM PULSE LASER	CT

AMMO:

SRM2 STREAK (50)	RT

WARRIOR DATA: NAME: _____ GUNNERY: ____ PILOTING: ____

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

CRITICAL HIT TABLE

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

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

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

LEFT TORSO
1. ER PPC
2. ER PPC
3. ER PPC
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. XL Engine
2. XL Engine
3. XL Engine
4. Heat Sink
5. Heat Sink
6. Heat Sink

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

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

RIGHT TORSO
1. SRM2 Streak
2. SRM2 Streak
3. Ammo (SRM2 Streak)
4. Case
5. Medium Pulse Laser
6. Medium Pulse Laser

1. XL Engine
2. XL Engine
3. XL Engine
4. Heat Sink
5. Heat Sink
6. Heat Sink

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

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

Engine Hits ◯◯◯
Gyro Hits ◯◯
Sensor Hits ◯◯

TOTAL HEAT SINKS

◯◯◯◯◯ ◯◯◯◯ DOUBLE

◯◯◯◯

HEAT SCALE

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

TYPE: INNER SPHERE MECH
NAME: PRAE PLAYMAKER
TONNAGE: 85 TONS
MOVEMENT POINTS:
     WALKING: 3
     RUNNING: 12
     JUMPING: 0

WEAPONS INVENTORY:
Type	Location
ER PPC	RA
STREAK SRM2	LT
STREAK SRM2	LT
STREAK SRM2	RT

AMMO:
STREAK SRM2 (50)   50

WARRIOR DATA:

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

CRITICAL HIT TABLE

LEFT ARM
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

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

HEAD
1. Life Support
2. Sensor
3. Cockpit
4. Sensor
5. Sensor
6. Life Support

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

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

LEFT TORSO
1. XL Engine
2. XL Engine
3. XL Engine
4. Streak SRM2
5. Streak SRM2
6. Ammo (Streak SRM2)

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Endo
5. Endo
6. Endo

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

1. Gyro
2. Engine
3. Engine
4. Engine
5. Streak SRM2
6. Ferro-Fibrous

RIGHT TORSO
1. XL Engine
2. XL Engine
3. XL Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

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

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

Engine Hits ◯◯◯
Gyro Hits ◯◯
Sensor Hits ◯◯

TOTAL HEAT SINKS
◯◯◯◯◯◯◯◯◯◯◯◯◯◯
10(20)

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

The Tech Factory #9 - BattleMech Sheet

Armor Pts: 182
BPV: 111

HEAD 9
20 LEFT TORSO
20 RIGHT TORSO
6 LEFT REAR TORSO
6 RIGHT REAR TORSO
LEFT ARM
RIGHT ARM
18
CENTER TORSO 27
18
CENTER TORSO REAR 8
LEFT TORSO
HEAD
RIGHT TORSO
LEFT ARM
RIGHT ARM
LEFT LEG
RIGHT LEG
25
25
LEFT LEG
RIGHT LEG

DAMAGE TRANSFER DIAGRAM

FASA Combat value: 4086

TYPE: CLAN 3055
NAME: TIGHT END
TONNAGE: 55 TONS
MOVEMENT POINTS:
  WALKING: 5
  RUNNING: 8
  JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
GAUSS RIFLE	LA
STREAK SRM4	LT
STREAK SRM4	LT
STREAK SRM4	RT
ER MEDIUM LASER	RT
ER MEDIUM LASER	H

AMMO:

GAUSS RIFLE (16)	LA
STREAK SRM4 (25)	RA

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

CRITICAL HIT TABLE

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

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

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

RIGHT ARM
1
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ammo (Streak SRM4)
6. *Reroll*

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

LEFT TORSO
1
1. XL Engine
2. XL Engine
3. Streak SRM4
4. Streak SRM4
5. *Reroll*
6. *Reroll*

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

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

2
1. Gyro
2. Engine
3. Engine
4. Engine
5. *Endo Steel*
6. *Ferro-Fibrous*

RIGHT TORSO
1
1. XL Engine
2. XL Engine
3. ER Medium Laser
4. Streak SRM4
5. *Reroll*
6. *Reroll*

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

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

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

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

TOTAL HEAT SINKS

○○○○○○○○○ DOUBLE
○○○○○○ 16(32)

HEAT SCALE

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

Armor Pts: 263
CPV: 173

TYPE: INNER SPHERE/CLAN 3058
NAME: GTR-CLN GATOR
TONNAGE: 85 TONS
MOVEMENT POINTS:
    WALKING: 4
    RUNNING: 6
    JUMPING: 0
WEAPONS INVENTORY:

Type:	Location:
GAUSS RIFLE (C)	RA
LRM 15 (C)	RT
LRM 15 (C)	RT
LRM 15 (C)	CT
LRM 15 (C)	LT
LRM 15 (C)	LT

Armor Diagram labels:
HEAD 9
30 LEFT TORSO, 30 RIGHT TORSO
6 LEFT REAR TORSO, 6 RIGHT REAR TORSO
LEFT ARM, RIGHT ARM
CENTER TORSO 46
CENTER TORSO REAR 8
28, 28
LEFT LEG, RIGHT LEG
36, 36
LEFT TORSO, HEAD, RIGHT TORSO
LEFT ARM, RIGHT ARM
CENTER TORSO
LEFT LEG, RIGHT LEG

DAMAGE TRANSFER DIAGRAM

FASA Combat value: 5981

AMMO:

GAUSS RIFLE (16)	RA
LRM 20 (32)	RT
LRM 20 (32)	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
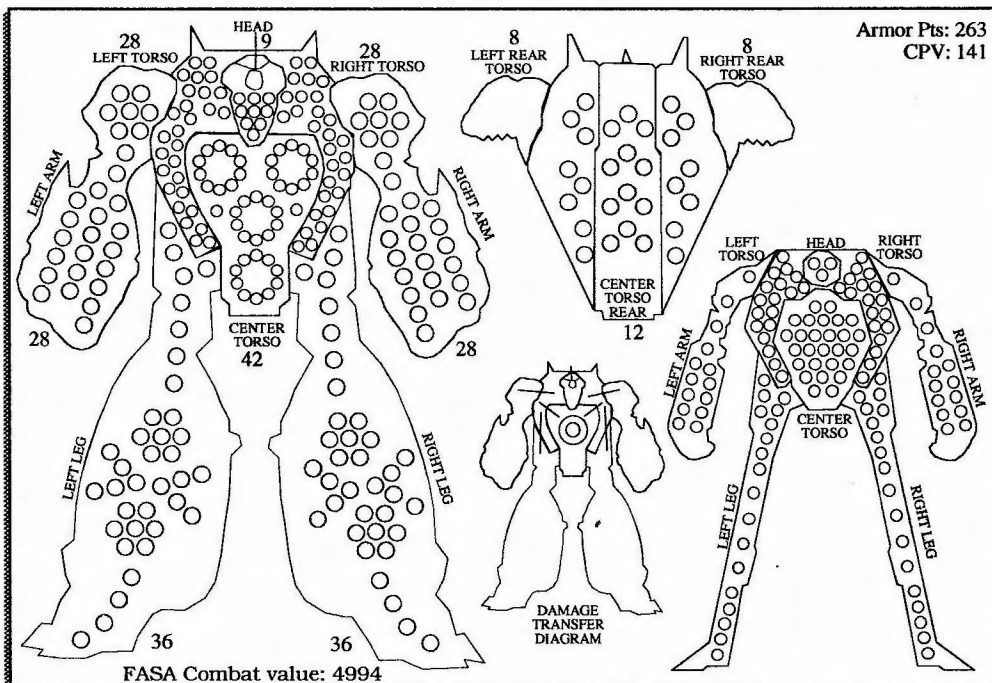OOOOOOOOO DOUBLE
OOO   13(26)

CRITICAL HIT TABLE

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

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

HEAD
1. Life Support
2. Sensors
3. Cockpit
4. *Endo Steel*
5. Sensors
6. Life Support

RIGHT ARM
1   1. Shoulder
    2. Upper Arm Actuator
    3. Lower Arm Actuator
    4. Gauss Rifle (C)
    5. Gauss Rifle (C)
    6. Gauss Rifle

2   1. Gauss Rifle (C)
    2. Gauss Rifle (C)
    3. Gauss Rifle (C)
    4. Ammo Gauss Rifle
    5. Ammo Gauss Rifle
    6. *Endo Steel*

LEFT TORSO
1   1. XL Engine
    2. XL Engine
    3. XL Engine
    4. LRM 15 (C)
    5. LRM 15 (C)
    6. LRM 15 (C)

2   1. LRM 15 (C)
    2. Ammo LRM 15
    3. Ammo LRM 15
    4. Ammo LRM 15
    5. Ammo LRM 15
    6. *Case*

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

2   1. Gyro
    2. Engine
    3. Engine
    4. Engine
    5. LRM 15 (C)
    6. LRM 15 (C)

RIGHT TORSO
1   1. XL Engine
    2. XL Engine
    3. XL Engine
    4. LRM 15 (C)
    5. LRM 15 (C)
    6. LRM 15 (C)

2   1. LRM 15 (C)
    2. Ammo LRM 15
    3. Ammo LRM 15
    4. Ammo LRM 15
    5. Ammo LRM 15
    6. *Case*

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

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

Engine Hits OOO
Gyro Hits OO
Sensors Hits OO

HEAT SCALE

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

Armor Pts: 263
CPV: 141

HEAD 9
LEFT TORSO 28
RIGHT TORSO 28
LEFT REAR TORSO 8
RIGHT REAR TORSO 8
CENTER TORSO 42
CENTER TORSO REAR 12
LEFT ARM 28
RIGHT ARM 28
LEFT LEG 36
RIGHT LEG 36

DAMAGE TRANSFER DIAGRAM

FASA Combat value: 4994

TYPE: INNER SPHERE 3025
NAME: BLR-TD BATTLEMASTER
TONNAGE: 85 TONS
MOVEMENT POINTS:
   WALKING: 3
   RUNNING: 5
   JUMPING: 3

WEAPONS INVENTORY:

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

AMMO:
SRM 6 (15)	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
OOOOOOOOOO
OOOOOOOOOO SINGLE
OOO 23

CRITICAL HIT TABLE

LEFT ARM
1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Hand Actuator
5. Small Laser
6. Small Laser

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

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

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

1. PPC
2. PPC
2 3. PPC
4. PPC
5. Heat Sink
6. Heat Sink

LEFT TORSO
1. Medium Laser
2. Medium Laser
1 3. Medium Laser
4. SRM 6
5. SRM 6
6. Ammo SRM 6

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

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

1. Gyro
2. Engine
2 3. Engine
4. Engine
5. Heat Sink
6. Jump Jet

RIGHT TORSO
1. Medium Laser
2. Medium Laser
1 3. Medium Laser
4. Heat Sink
5. Heat Sink
6. Heat Sink

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

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

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

RIGHT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
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 #9 - BattleMech Sheet

Vehicle Record Sheet

Unit Type: SBR-9N SABRE			Driving Skill:	
Move. Type: HOVER	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 25 TONS	9	14	Weapons & Ammo	
Engine Rating: 100	Tonnage: 5	Engine Type: FUSION	PPC (7)	Turret
Control Tonnage: 1.25		Lift Equipment: 2.5		
Power Amplifer: 0		Heat Sinks: 10		
Internal Structure: 2.5		Turret: .7		
Armor Tons: 6 FF		Armor Points: 107		
Front:	27			
Left Side:	20			
Right Side:	20			
Rear:	20			
Turret:	20			

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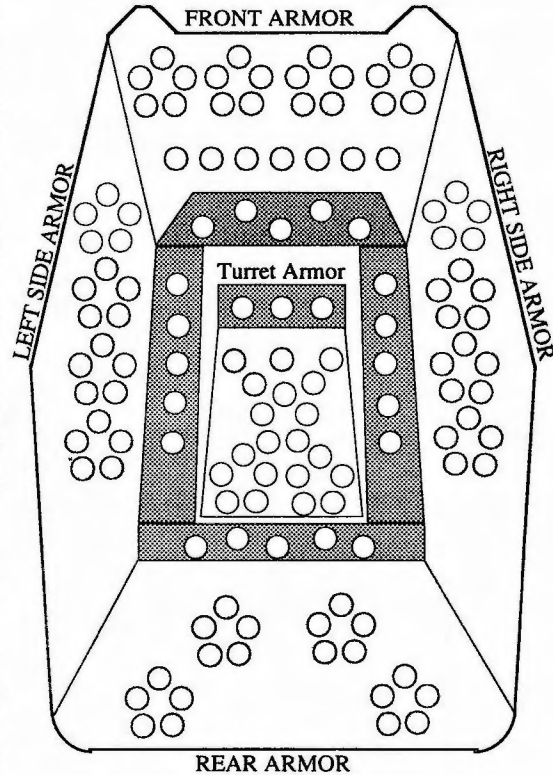
Vehicle Record Sheet

Unit Type: TGA-14 TONGA			Driving Skill:	
Move. Type: TRACKED	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 35 TONS	5	8	Weapons & Ammo	
Engine Rating: 175	Tonnage: 10.5	Engine Type: FUSION	LARGE PULSE LASER (7)	Turret
Control Tonnage: 1.75		Lift Equipment: 0	SRM 4 (2)	Turret
Power Amplifer: 0		Heat Sinks: 10	SRM 4 (2)	Turret
Internal Structure: 3.5		Turret: 1.1	AMMO SRM 4 (1) • 25	Body
Armor Tons: 6.FF		Armor Points: 107		
Front:	27			
Left Side:	20			
Right Side:	20			
Rear:	20			
Turret:	20			

FRONT ARMOR
LEFT SIDE ARMOR
RIGHT SIDE ARMOR
Turret Armor
REAR ARMOR

Surprise, Surprise

BACKGROUND:

During the invasions known as the Chaos March, it was common practice to drop in a heavy company of 'Mechs to secure the Space Port. These drops did not always turn out as expected though.

Things didn't start well for Charlie Company on this particular drop - They had already lost a lance from their reinforced company when a lance of enemy aerospace fighters caught them still on board when they destroyed their drop ship. To make matters worse, in the confusion of the scrambled drop, they had landed well south of the Space Port - making them closer to their secondary targets than the primary. From where they landed, it was 3 hours to either the Power Plant or the Munitions Factory (They lay in opposite directions: east and west) and it was more than 6 hours to the Space Port due north.

Captain Binnar, the leader of Charlie Company, thought he finally got a break when he found out the Davion forces defending this world had split their forces. They had deployed a single lance at each the Power Plant & Munitions Factory, and had left only 1 'Mech defending the Space Port (In preparation for the drop, a suicide Commando Squadron had entered out the spaceport and managed to sabotage three 'Mechs, placing them temporarily out of commission - with days to repair.

Captain Binnar believed that if he tied up the defender's two lances at the secondary targets, he could sneak one lance through to capture the spaceport from the single 'Mech guarding it. And, if he got lucky, if either of the two secondary attacks were successful, he might even get a promotion out of it. Losing the secondary battles would not be good, but at least those battles would prevent the Davions from being able to get to the Space Port on time to keep it from falling. He could see the General stepping off the dropship now to reward him.

Contrary to the Marik Captain's plans, the Davion forces were able to retreat to an underground maglev transport system. By using the maglev trains, they were able to carry their 'Mechs back to the Space Port, and were able to get there an hour ahead of the Marik attackers. Once back, they had an hour wait, and put it to good use by partially rearming and repairing some armor damage to their 'Mechs.
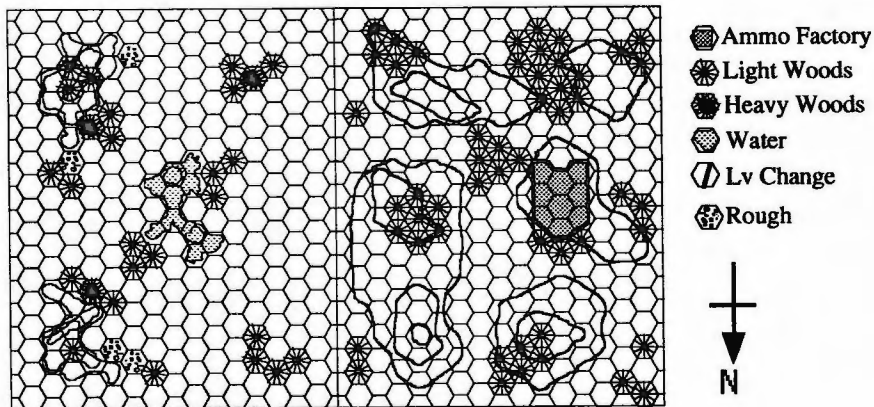
DESCRIPTION:

The following scenarios simulate the battles fought by Charlie Company. The first two battles will determine the forces available for the final battle at the spaceport.

SCENARIO #1: Attack on the Munitions Factory
SETUP:
MUNITIONS FACTORY POWER PLANT MAP

- Ammo Factory
- Light Woods
- Heavy Woods
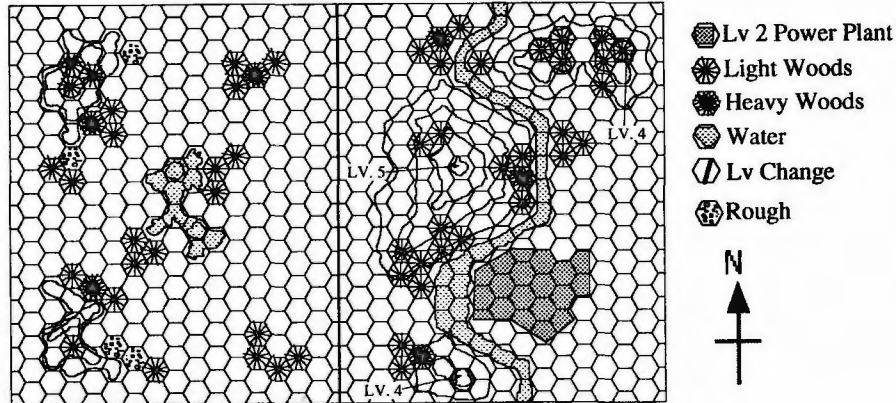- Water
- Lv Change
- Rough

Use the Rolling Hills #1 from Map Set 3 and a Standard Map; lay them as shown above. The defender sets up first, west of the 08XX hex row on the Rolling Hills Map. The attacker enters on turn 1 from the east.

BattleTech Scenario

## SCENARIO #2: Attack on the Power Plant
SETUP: POWER PLANT MAP

Lv 2 Power Plant
Light Woods
Heavy Woods
Water
Lv Change
Rough

N

Use the River and Hill from Map Set 2 and a Standard Map; lay them as shown above. The defender sets up first on the River and Hill map east of the river. The attackers enter on turn 1 from the west.

SCENARIO #3: Attack on the Space Port
SETUP: SPACE PORT MAP

Road
Concrete
Lv 2 Space Port
Light Woods
Heavy Woods
Water
Lv Change
Rough

N
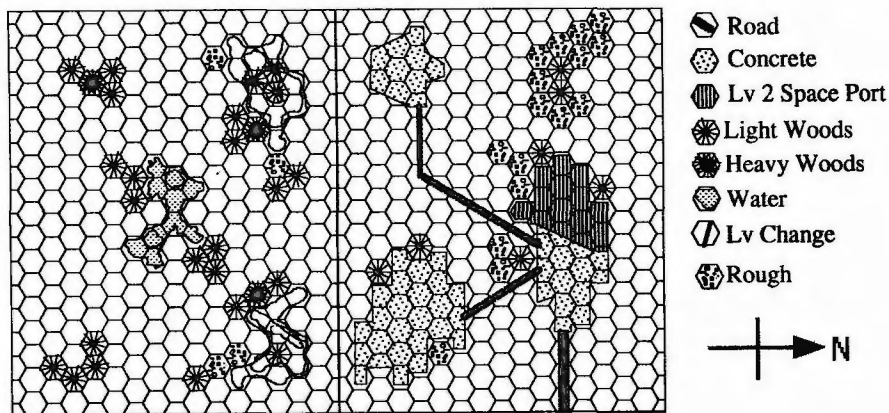
Use the City Ruins from Map Set 2 and a Standard Map; lay them as shown above. The defender sets up first, north of row 08xx on the City Ruins map. The attacker enters on turn 1 from the south.

LANCE DEPLOYMENT
DEFENDING FORCES:
The defender consists of 9 'Mechs.

Captain John Vacely (Gunnery 2, Piloting 3) BNC-5S Banshee
Lieutenant Max Johnson (Gunnery 3, Piloting 4) SPR-5S Salamander
Terry Percher (Gunnery 4, Piloting 3) ZEU-9S Zeus
Sergeant Sam Blants (Gunnery 3, Piloting 4) FLC-8R Falconer
Tom Zandes (Gunnery 3, Piloting 4) MAD-5D Marauder
Lieutenant Gary Hobins (Gunnery 3, Piloting 4) CRK-9B Cricket
Sergeant Jenny Minverski (Gunnery 3, Piloting 4) GRF-1DS Griffin
Larry Minverski (Gunnery 3, Piloting 5) WVR-7D Wolverine
Tom Minverski (Gunnery 4, Piloting 4) ENF-5D Enforcer

DEFENDER DEPLOYMENT:

The defender assignes four 'Mechs to the Munitions Factory (Battle 1), four 'Mechs to defend the Power Plant (Battle 2), and one 'Mech as a reserve at the Spaceport (Battle 3). You must assign an Assault 'Mech as the reserve 'Mech, and one Assault and one Heavy 'Mech to battles 1 and 2.

ATTACKERING FORCES:

The attacker consists of Charlie Company of the 2nd Battalion, 3rd Marik Regulars.

Gary Tomp (Gunnery 3, Piloting 2) ALB-3U Albatross
Sergeant David Hamton (Gunnery 3, Piloting 4) BLR-3M BattleMaster
Captain Cindy Binnar (Gunnery 2, Piloting 3) AWS-9M Awesome
John McCormer (Gunnery 3, Piloting 4) PDR-1 Predator
Lieutenant Lura Mallory (Gunnery 3, Piloting 4) PDR-2 Predator
Eric Jewell (Gunnery 4, Piloting 4) TDR-7M ThunderBolt
Michelle Massin (Gunnery 2, Piloting 2) TMP-3M Tempest
Mike Hoffman (Gunnery 3, Piloting 4) GRF-3M Griffin
Scott McMorin (Gunnery 3, Piloting 4) SHD-5M ShadowHawk
Eric Crieds (Gunnery 4, Piloting 5) TR1 Wraith
Lieutenant Dan Tomoe (Gunnery 3, Piloting 4) GRM-PR29 Grim Reaper
Anshin Tafmun (Gunnery 3, Piloting 5) PHX-3M Phoenix Hawk

ATTACKER DEPLOYMENT:

The attacker assigns four 'Mechs to each of the three battles. You must assign one Assault, one Heavy, and one Medium 'Mech to each battle.

SPECIAL RULES:

The buildings in all three battles may not be shot at, entered, climbed on, jumped on, or damaged in any way. The missile carrying 'Mechs may use Artemis IV, Narc, and Swarm ammunition, but ammuniton deployment must be decided upon before any of the 3 battles begin.

Battles 1 and 2 are fought during the same time frame. The Davion survivors from battles 1 and 2 are brought back to fight at the SpacePort (Battle 3). A 'Mech with one or more legs missing or 2 gyro hits may not fight in the final battle. (The Cricket may fight with 1 leg missing but not 2).

Repairs: Before the final battle at the SpacePort, each defending 'Mech is able to reload 1/2 of the Ammo they used in battles one or two. The Davion player may also replace up to 8 armor points per damaged location, up to a maximum of half the missing armor. He also has a pool of 24 armor points he can place anywhere he chooses.

Retreat: The defenders do not wish to give up the power plant or the munitions factory too easily. To reflect this, the defenders may not retreat until they are crippled. A 'Mech is considered crippled if it has any of the following conditions: 1 gyro hit, 2 engine hits, missing torso, or no armor in 3 seperate damage locations. To disengage, a 'Mech must be able to run or jump off the edge of the map. (i.e. a succesfull piloting roll must be made)

VICTORY CONDITIONS:

If the attacker wins the Space Port battle and one of the other battles he wins. If the attacker wins both battles 1 and 2 but loses battle 3, the scenario is a a draw. If the attacker loses both battles 1 and 2, but wins the SpacePort battle, the scenario is a draw. Any other result is a Defender Victory.

As most of you already know, the long awaited Mech Warrior 2 is now out and is the subject of our computer corner attention this time around.

MW2 offers a huge step forward from the original, but this bench mark game comes with a heavy penalty: the system requirements are very strict. You need at least a 486/66, 8 meg RAM, SVGA, MS-DOS 6.0, Double-speed CD-ROM, and 45 meg of hard drive space. A good, fast video card is also needed for optimum game performance. 486/100 (my system) is good, but you probably need a Pentium for the best performance or the system can get slow to respond to your commands.
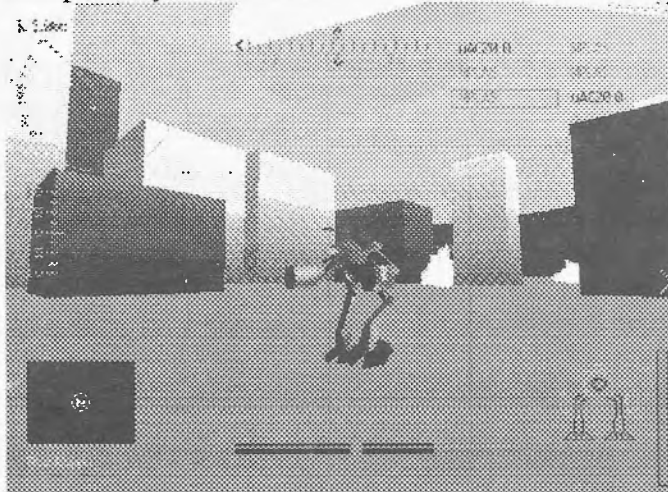
MW2 gives you the choice of joining Clan Jade Falcon or Clan Wolf. Both have the same tutorials (only the 'Mechs are slightly different) and will take you through the functions of piloting and shooting. Many control options can be used. Mouse, joy stick, keyboard, and several flight simulator joy sticks are supported. The game also contains a fictional story you can read as the game goes along.

The game is a simulation that will remind players of a Solaris type system. Each weapons system has a unique delay, and you can remain airborne for extended periods of time by using jump jets. All 'Mech's available to the player are either Clan OmniMechs or Clan refits of older 'Mechs. Some other Innersphere 'Mechs will be found as opponents in some of the scenarios.

One major difference that players will notice right away is the difference between some weapons in MW2 and Battletech. ER large lasers, ER PPC's, and the smaller cannons all have much shorter ranges than you would expect to see. The Gauss is the king of the range game, with almost double the range of the next weapon. There is no difference between SRM and Streak SRM ranges. Players will also find out that auto cannons munch tons of ammo at a very quick pace. A quick hit of the space bar will rip 3-5 shots. To use the AC/20 for any length of time requires 4-5 tons of ammo at least.
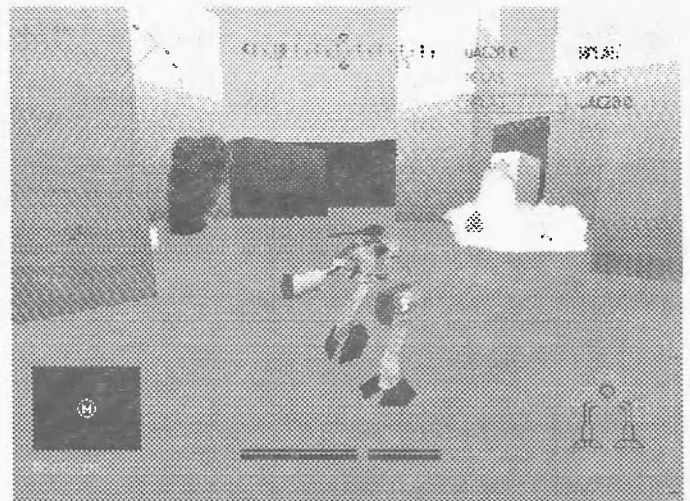
You have many options available for controls. Enhanced imaging, night vision, various camera angles, and a overhead shot highlight views available for your use. You have the standard 3 firing circuits (just like Solaris) to link your weapons into fire groups. Damage displays and radar on a HUD display give you lots of things to look at.

You can modify your 'Mech as you see fit before departing on each mission. If you have lance mates, you can assign them 'Mechs of your choice. If you complete your mission, you get to move on. If you fail, you get to do it again and again. If you are not playing the Clan campaign

games, Trials of Grievance are available to you to test out 'Mechs on any planet surface against opponents of your choice in either single or group combat.
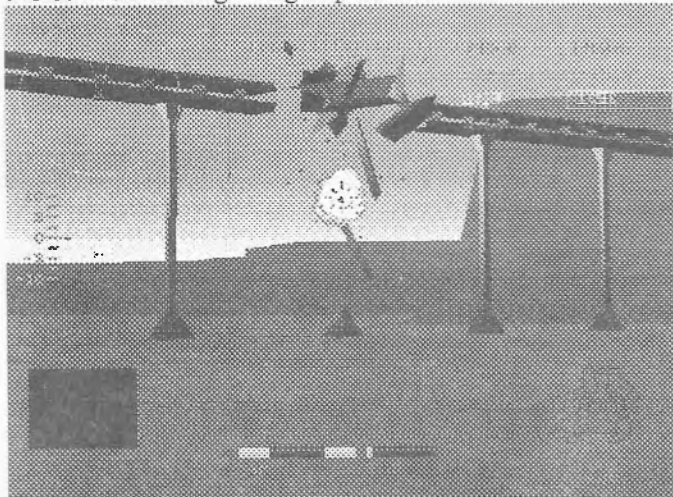

Most 'Mech designs in use for this game revolve around some Tech Factory standards. You need all the armor you can get, decent mobility, and plenty of heat sinks. (You should check on the mission parameters to figure out if you can 'fudge' on heat sinks; the ice planet is nice). For custom designs, some weapons of choice are several Streak SRM's (after getting lock-on, their missiles will change direction to hit the target 'Mech) and a couple of ER mediums. LRM's are a good choice as they can 'indirect' around terrain to hit their target. The Ultra AC/20 also has it's uses in some scenarios and is just fun to use. Bring plenty of ammo for it and watch the pieces come off your target. Make sure you have a good set of back-up weapons when you run out of ammo for the big gun.
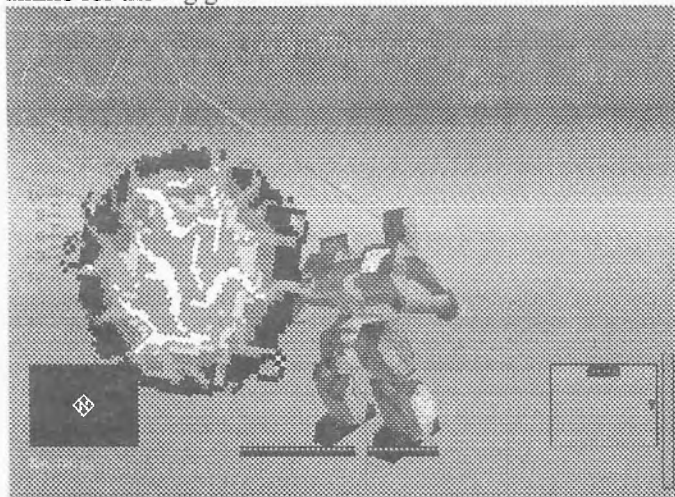
A problem with the faster 'Mech designs that is not in the regular game (or any other aspect of Battle Tech) is the loss of steering control at high speed. You simply will not make those nice, hard turns that are possible at lower speeds. In this respect, think of it as an airplane at high speed; you are moving straight in a hurry, but must slow down to improve manuvarability.

There is a design solution to this problem and it is also a non-standard Battle Tech tactic. Most 'Mechs can jump for the majority of their regular movement. To fix the lack of turning ability, include one or two jump jets on your design. You can run at high speed and tap the jump key. While jumping; you can break off hard turns in any direction you wish. A skilled Jennur pilot can maintain speed and change direction on a dime. Designs are not limited to your personal 'Mech as you may have your mates take one of your designs. Remember though, the AI does not have your skill in working the 'Mech. Computer Lance mates don't hit very well, so ammo adequite for you, may leave your mate empty. Heavy armor, plenty of heat sinks, and a couple of big energy weapons seem to work the best. When designing 'Mechs for your lancemantes, rember the AI does have some good tricks with jumpers, so try to work in jump jets as well. It may help your mate stay alive longer and keep one of the enemy units busy as well.
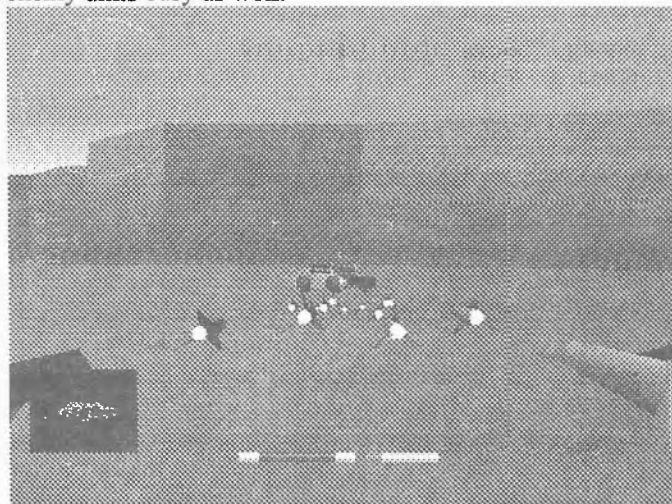
Your opponent is not exactly hot stuff and you must usually destroy many enemy units to accomplish your mission. It will be virtually impossible to recreating any of these battles on the game board, because you would have a hard time to recreating such a success in the game. (Unless you gave all your enemies 6 gunners and you made yourself a 0 or a 1).

I enjoyed playing MW2, but I am not a real simulator fan. For those people who like simulators, this is a great game. For those of you that are not a real fan of them, but a fan of Battle Tech, the game is ok, but I can't wait for the network/modem play of head to head action when it becomes available and I can get rid of the computer sissies and get a chance to kick some real butt.

Editors note: If you do get stuck, their are two phrases to remember: CTRL+ALT+SHFT BLORB and CTRL+ALT+SHFT ICANTHACKIT.

Starfire: The Arachnid Omnivoracity, continued from page 4

able to understand. Incomprehensible as the genocidal impulses of the Rigelians may have been initially, it was still possible to consult their surviving records and determine what had driven them and to construct models to predict and study their behavior. The same was true, on a lesser scale, for the Federation in its war with the Theban theocracy, but no one could even communicate with the Arachnids. They were--and remain--the great, faceless menace, the very personification of the pre-space Human nightmare of the utterly incomprehensible "alien menace," which undoubtedly accounts for the enduring fascination they hold not simply for Human but for Orion, Ophiuchi, and Gorm xenologists, as well. And it also, no doubt, helps explain the ferocious determination with which the fleets of the Alliance hunted down and destroyed every single Arachnid in existence. The Rigelians had been exterminated because the Alliance of that war had no choice; it seems likely the Arachnids would have been exterminated even if the ISW-4 Alliance had been offered another option. Even the Ophiuchi, who had refused to take part in the bombardments of Rigelian civilian populations, participated unflinchingly in the destruction of the Arachnid race.

And perhaps that harsh, merciless attitude should come as no surprise, for whatever the truths of Arachnid military policy, social organization, philosophy, communication, and ultimate objectives may have been, their consequences were only too evident to the Grand Alliance and its citizens. The Fourth Interstellar War was the most costly--in civilian, as well as military casualties--that any of the Alliance's members had ever fought.

Editor's Notes: Well it is coming up on that dreaded crunch time and it looks like we just might make our self imposed deadline for this issue. If we're lucky, you will be reading this in January (meaning we got it out to the distributors early December).

This issue marks another several firsts for The Tech Factory. The most significant is the addition of some sponsors. Both Ral Partha, and Geo Hex have decided to advertise in our magazine. Both of these companies make quality products that enhance play and enjoyment of Battletech games. I would like to thank them for their support, and ask you, our readers to support them in any way that you can. And if you do talk to them, let them know that you saw their advertising here in The Tech Factory.

This issue, we have included a neat article on percentages by Mike Nelson. Mike has become a regular contributor to the Tech Factory. In addition to the percentages article, Mike has submitted some sketches of the Vulture OmniMech variants. He also has complimented us by coming up with a technical drawing for the GTR-42 Gator that we published in The Tech Factory: Issue #6. Speaking of older issues of The Tech Factory (that was a very nice segway wasn't it.), make sure that you get all of your back issues! We are starting to run really low on some of the early issues. Back issues are available for $5.50 each (This covers the cost of the magazine plus shipping and handling) to: Gregg Dieckhaus, 1223 Dunloe, St. Louis MO. 63021

I also got some very nice art from Harold (Somebody) Jr. Harold, I really like your art, but I messed up and threw away your return address. To make matters worse, I can't even read the last name. Anyway the two pieces of art are a Tank in front of a crashed 'Mech, and a pair of elementals jumping into battle. I apologize again, but please contact me as soon as you can.

I have changed E-mail addresses. My new E-mail Address is gdieck@anet-stl.com *(News Flash: As of this writing, I have put up a basic web page. It is located at: http://webusers.anet-stl.com/~gdieck/tfhome)* ANET is an internet provider in the St. Louis area. They will have local sites in St.Louis, Dallas, and Fort Worth, and soon will have local sites in Chicago. Basic internet services start at $9.95 a month, and they provide unlimited PPP access for $20.00 a month. Anyone interested in this should contact them at 314-653-ANET, or toll free 1-800-776-8894, or check out their home page at WWW.ANET-STL.COM. Until next time ....

The Tech Factory
Issue # 9

In This Issue:

BATTLETECH:

Seven new BattleMechs and two new vehicles.

Playing The Percentages - An in depth look at how to manipulate hit percentages to your best advantage.

Scenarios -
BattleTech Mini Campaign - Surprise, Surprise. Join Charlie Company as they fight during the Chaos March. The results of each battle determines forces available in future battles.

The Body Shop - Uncle Alvin takes us on a tour of Solaris and gives construction advice for the Solaris arenas.

STAR FIRE:

An Encyclopedic Galactic report on the Arachnids.

LEGIONS OF STEEL:

Sneak Preview: Junction Point -We provide our readers with a preview of the new LOS Campaign Pack.
New Units - Two new units are provided for your LOS enjoyment.
Scenario - Acquire: Using their new Acquisition Horde, the Legions of Steel attempt to capture a commando raiding force.

COMPUTER CORNER:

MechWarrior 2 - Review and strategy discussion.