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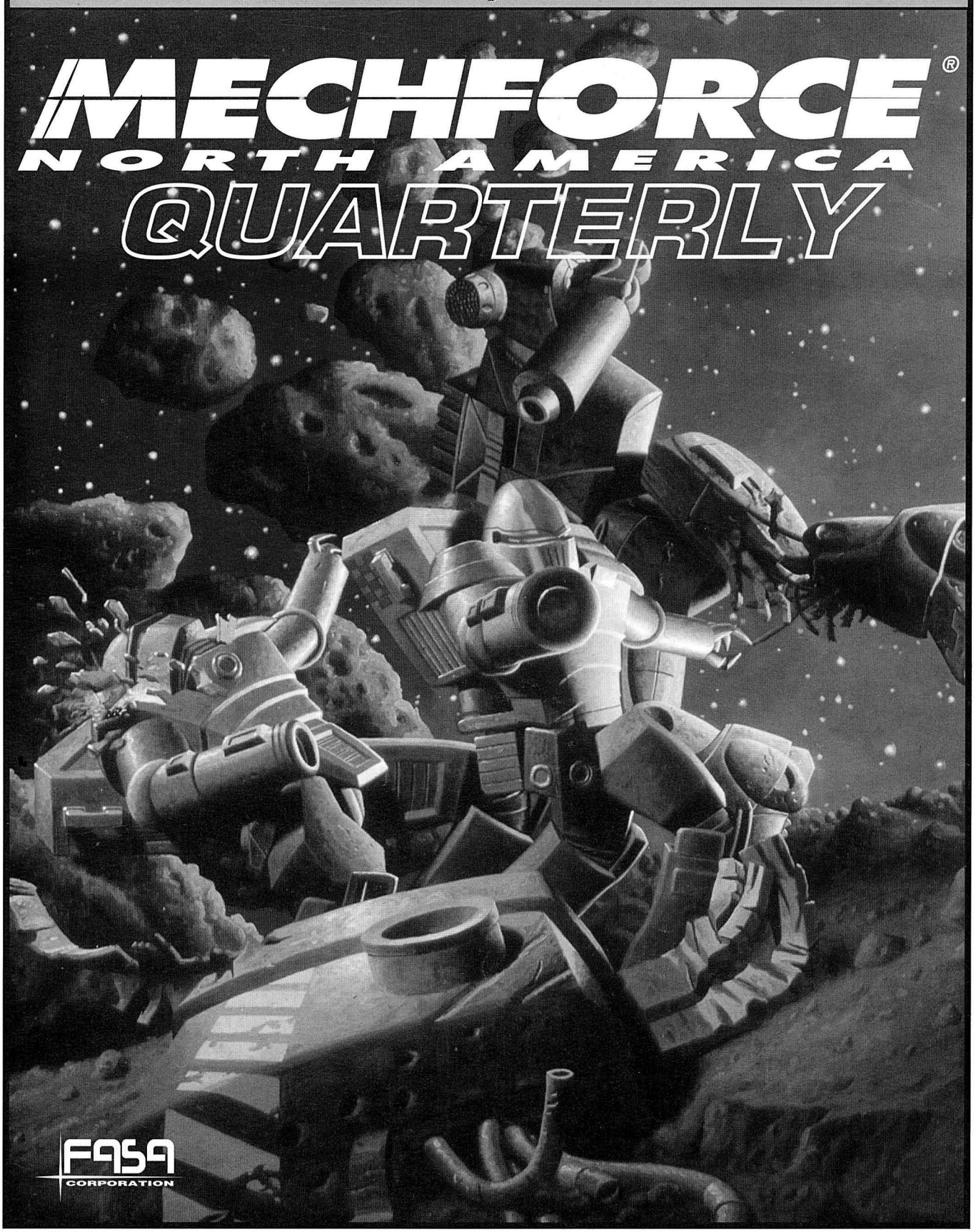

FASA CORPORATION

The Widow's Web

TAKING A TRIP TO THE COLONY WORLD MYOPS

by Mike Nelson

Hello everyone! I'm glad to be back for the third installment of The Widow's Web. In this issue, we are going to tour the lost and forlorn world of Myops. What is Myops? It's a desert world located on the Kurita and Periphery Border in what is now Clan Jade Wolf Territory. It was settled by a colony ship from Terra around 2990. The ship was launched 800 years earlier. Subsequent to the launch, unforseen circumstances arose, and the trip took a little longer than everyone expected.

Let's take a look at the first section, which is the MIRS Historical Archives. Within the archives you'll find an incredible amount of information. Of particular interest are the short stories that chronicle the history of the Myopsian people. While not yet on the same level as the works of Stackpole or some of the other published **BattleTech** authors, these stories are entertaining, enjoyable, and provide additional insight into the world of Myops. They give the reader a good sense of the Myopsian experience.

A chronology that is included lends an element of continuity to the pages and story line. It begins in the year 2040 A.D. and continues to present day. It lists important dates from both Myops and the Inner Sphere.

The Home Base of the Myopsian Mecha Corps is next on the list. It contains the MMC Pilots' Registry and lists all the custom 'Mechs used by the MMC. The majority of the 'Mechs listed here weigh 40 tons or less. Several of the 'Mech designs have extensive statistics provided, along with graphics.

The tendency toward light and ultra-light designs should tell you something about the tactics used by the Myopsian Mecha Corps. Does the world "swarm" mean anything? It would if you fought against these guys.

One of these small 'Mechs is the MPC *Horsefly*. At 20 tons, the *Horsefly* packs the bite of its nasty namesake. It carries five medium lasers and moves at an incredible speed. I must admit that I was skeptical about this design. However, I am here to tell you it works. I don't think anything could withstand a swarm of these things.

On the other side of the proverbial coin is the monster of the Myopsian Mecha Corps, the 100-ton MAC *Nebula Deathstalker*. It holds the distinction of being the only 100-ton 'Mech ever to be constructed in the hangars of the Myopsian Mecha Corps.

In Tales of Myops, the *Deathstalker* holds a position of honor. During the second "Myopsian Exodus," the *Deathstalker* faced the leader of Clan Wolverine and defeated him. That's right, sports fans! You heard it here. Clan Wolverine is alive and well in the Myopsian Tales.

The third section is the MUSCATech R&D Labs. This area holds alternate rules, weapons, and some experimental 'Mech designs. Several alternate rules that appear in this section have seen print as articles in Mecha Press.

The fourth and final section of the Colony World pages details the Myopsian Free Rangers. I consider this section to be the icing on an already tasty cake. The graphics are stunning in their complexity and breathtaking in their beauty.

There are star maps, maps of Myops itself, and the jewel in the crown—a full-color map of the Inner Sphere that is awesome. At this point, it might sound as if I'm going a little overboard in my praise. I'm not.

Colony World Myops is the collaborative creation of Prabal "Probe" Nandy and Julian Fong. Like a good songwriting team, they have combined their talents and produced a gold album. Prabal is responsible for the overall structure and text of the pages, while Julian handles the HTML formatting, graphic design and site maintenance. They have spent innumerable hours working on these pages, and it shows.

I wish I could go on, but space is limited. I want to thank everyone for the e-mail comments. I apologize for any inconvenience caused by my change of e-mail address. I would appreciate any comments you might have on this or future columns. Contact me at **seasys@popd.ix.netcom.com**. See you next time.

Colony World Myops:
http://sunset.bph.jhu.edu/Myops.home.html

MNA Member Pages
Trav's BattleTech Page:
http://www.uncg.edu/~jgtravis/btech.html
Slayer's BattleTech Page: http://pages.prodigy.com/MI/slayer/btech.html
BattleTech Players Database:
http://www.yallara.cs.rmit.edu.au/~s9407307/btech/index.html

MECHFORCE QUARTERLY

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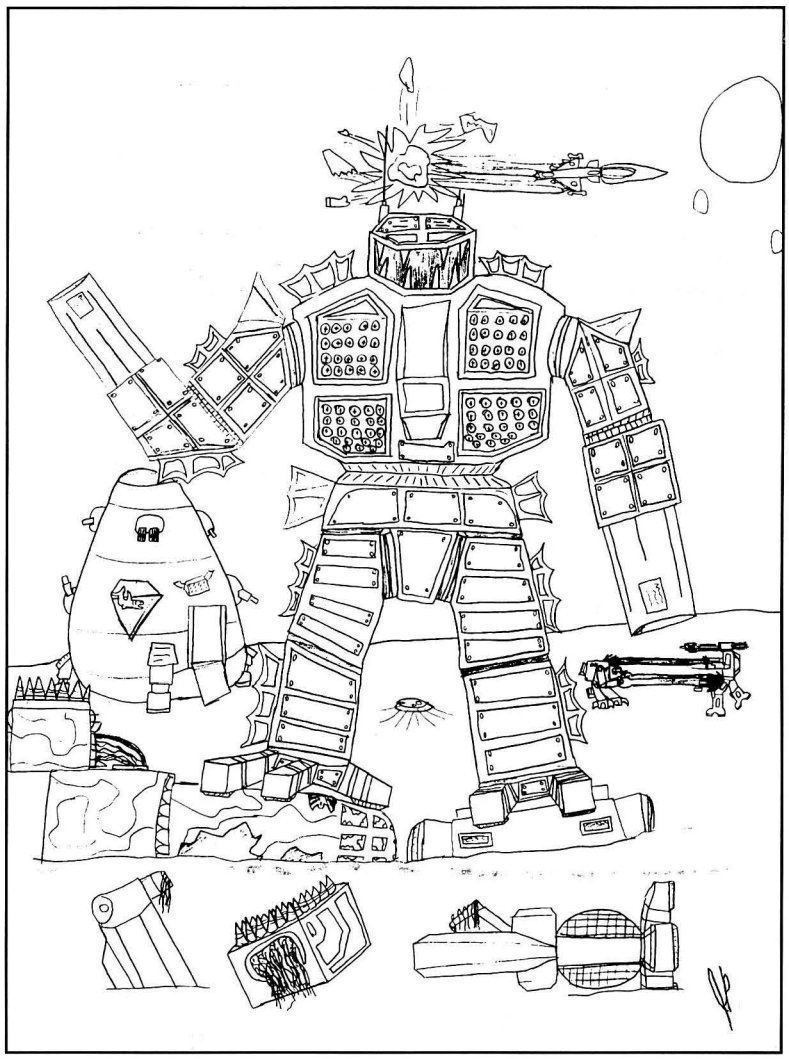
FAN ART:

Art by: Justin Spooner



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DEATH FROM ABOVE

Unveiling an Objective Contest

It's time for a contest—and all MechForce members are eligible. The challenge is to create stimulating objectives for attacking and defending forces in a 'Mech scenario. We don't want you to detail the 'Mechs on either side—we want to leave creating the forces up to whoever will play the scenarios. We don't want you to worry about terrain or weather or any other features. We simply want you to come up with interesting missions, or objectives, for both sides.

For example, let's say the defending force is supposed to protect a newly-constructed office complex and has been ordered to keep any enemy forces from marring the pristine building. If they can prevent the complex from suffering any damage—they're successful. Meanwhile, an attacking force must defeat the defending 'Mechs, break into the complex—a feat consuming—10 combat rounds, and steal plans for the weapons being designed there.

See, that's all there is to it. Of course, the more clever and interesting the objectives you come up with, the better chance you have to win. And I'm confident you can come up with something far better than my off-the-cuff example.

We'll print the best objectives in a future issue of MechForce Quarterly, and we'll award prizes—nifty **BattleTech** products—to the winners.

Rules: MechForce members can submit up to three objectives—any more than that will disqualify you. Each objective cannot exceed 250 words. Contest entries must be typed, with the submitter's name and address appearing somewhere on the page.

Deadline: October 20, 1996.

Send your entries to: Objective Contest, P.O. Box 779, New Munster, WI 53152.

Take Care—and Good Luck,

Jean

THUNDERING QUESTIONS

And Frank Answers

by Frank Crull

A number of questions have come up about Thunders—LRMs that activate a minefield and inflict 20 points of damage to the legs of a 'Mech traversing the hex. These devastating LRMs are detailed in the *BattleTech Compendium: The Rules of Warfare,* page 121. However, I've crossed paths with many gamers who have posed specific questions about Thunders. Here's how I use them in my games:

If you fire Thunders and they end up in a previously-mined hex due to scattering, a unit involved will still only roll once upon entering the hex—regardless of its type of movement. While the hex is more heavily mined than before, keep in mind the size of a **BattleTech** hex. Also, some mines are detonated when the additional Thunders come swarming into the hex. This explains the rule which states that the number of Thunders is never more than a factor of 20 in a hex. Conversely, if you try to clear a "tightly" packed Thunder hex with an LRM-20 or off-board artillery fire, it will still take only one shot to achieve that clearance. This means that the hex has sufficient avenues of escape or entry for the 'Mech. There still may be a few mines in the hex, but these are not enough to damage a BattleMech.

If, upon entering a mined hex, you fail to avoid the mines and your 'Mech suffers 20 points damage, it will have to make a Piloting Skill Roll to see if it stays upright. The roll is done immediately after the damage is applied. If the 'Mech fails its Piloting Skill Roll, it does not have to roll again after falling to avoid further damage from the mines (it has effectively destroyed all the mines around it).

If your 'Mech is standing higher than the surrounding terrain when firing Thunders—such as on a Level 4, with heavy woods at Level 0—the woods are not a factor for line-of-sight.

Use your Gunnery skill with Thunders, as with any other weapons. Normal 'Mech movement is also taken into account. You do not apply a modifier for shooting at the ground—Thunders are still missiles. They are just special missiles laying a minefield.

The Narc and Artemis IV FCS are deemed to be incompatible with Thunders.

BUILDING THE PERFECT BEAST

by Mark Brand

Making Your 'Mechs Suit You

One of the **BattleTech** universe's most intriguing aspects is the ability to create BattleMech designs from scratch. Here are some tips for building your own 'Mechs.

1) The best 'Mech is the one that works the best for you. Many designs are available for combat. Some perform better under different conditions, and some you just plain *like* better. Occasionally, you may find it in your best interests to alter existing models to fit your standards. For example, if you enjoy the effect of anti-missile systems, you might want to pull off that not-so-useful machine gun and replace it with an anti-missile system. However, it all depends on the type of duty that you expect the 'Mech to perform. A riot-control 'Mech may *need* that extra machine gun, while a front-line 'Mech may never even get the chance to fire it. When creating or altering a 'Mech, always consider its role.

2) Choose the right equipment. When selecting a platform, be careful not to sacrifice quality for space and weight. Is that extra ton or two really worth 14 critical slots for endo steel? It all depends on the amount of weaponry you want to mount. The same goes for engines. For example, the newer Atlas models have XL engines. This frees up some tonnage to improve the weapon spread, but also makes the 'Mech easier to kill. I stand by the theory that the Inner Sphere will be beaten by the Clans in the long run if the Inner Sphere can't catch up to the Clans technologically. One example of this is the XL engine tech. Clan 'Mechs with XL tech can survive the loss of one torso section, Inner Sphere models cannot. It's as simple as that.

Another word of advice; never mount XL engines on a 'Mech that weighs less than 40 tons. Clanner weapons can take you out in one shot without much difficulty. Light 'Mechs are vulnerable enough as it is.

Electronic equipment is entirely up to the user. I have almost no use for probes, ECM suites, or TAG. I stick to anti-missile systems or targeting computers (when I can get my hands on them). I usually also include either MASC or triple-strength myomer. Usually you can install these with little cost in space or weight.

Double heat sinks are a must unless you're strapped for cash. You should always plan your heat sink spread after you've decided what types of weapons you will use. For example, if your weapons are going to be mostly missile launchers, you may not need as many heat sinks. Or if your 'Mech is going to have a pair of ER PPCs for its main armament, you will need to get rid of at least 30 heat points per turn.

Armor and jump jets can be touchy issues. I follow the practice of always armoring my 'Mechs as heavily as the chassis will allow. Armor doesn't cost *that* much as far as tonnage is concerned. Also, unless you're a Clanner, stay away from ferro-fibrous or those new armor types. If you simply must try out what I call a "novelty" armor, go for glazed armor—it works rather well.

I recommend putting jump jets on heavy and assault 'Mechs and leaving them off of lighter ones to allow more space for weaponry. The heavier 'Mechs will enjoy the added mobility, and light 'Mechs can surmount most obstacles on foot without the need for jump jets.

3) Plan your weapons spread around a single principle. 'Mechs like the *Shadow Hawk* are wonderfully diverse, but they lack the ballistic specialization needed to swiftly take down another 'Mech. This type of 'Mech relies on coordination of several weapon types to get its job done. Tactically, it is easier to control a 'Mech that uses only one or two types of weaponry. And some types of weapons complement each other well.

If you enjoy the simplicity of energy weapons, the current choice for best performance in the Inner Sphere are large and medium pulse lasers. Their accuracy more than makes up for their lack of effective range. They are also easy to fire while moving. I tend to stay away from extended-range energy weapons. The heat output is, in my opinion, unacceptable. Stick with either regular PPCs or large pulse lasers. Standard medium lasers are also a good choice if you're short on available tonnage or you're looking for a backup weapon for a missile-heavy 'Mech.

Missile weapons can be the answer for 'Mechs that are short on heat sinks or are looking for a distinct range advantage. While they are on average less accurate than ballistic or

energy weapons, missiles can be good for a 'Mech that will mainly play a support role, or that is laden with short-range weapons and is looking to increase its striking power.

Autocannons are a bit of a puzzle to me. The only type that I approve of is the big AC\20s. These monsters are perfect for 'Mechs large enough to handle them. The other models, though they produce little heat, weigh more than they're worth. An exception is LB 10-X ACs. These are particularly useful against Elementals. Also, they increase the probability of a head hit. This can be helpful when duking it out with assault 'Mechs.

I stand by a theory that any 'Mech that weighs more than 60 tons and that will be used in close-quarter fighting with the Clans should be equipped with at least one Gauss rifle. Gauss rifles can equal Clan tech in terms of damage. Pulse lasers will negate the Clans' advantage of weapon accuracy.

Among the more worthless weapons (this is only my opinion) are small lasers, machine guns and AC\2s. The first two are too weak and have too short a range to be any real threat, and AC\2s have good range but are unrealistically heavy. Their damage potential is much too slight to be of any 'Mech-to-'Mech use.

You may have to experiment to find which combinations fit your fighting style. If you enjoy physical combat, it might be wise to invest in a hatchet or mace. Whatever you choose, make sure that your 'Mech's weapon spread is not seriously disadvantaged by limited striking distance, excess heat buildup or poor hitting power. Also, invest in CASE whenever possible.

4) Take care where you place things on your 'Mech. For example, it isn't wise to place ammo in an area that contains vital components for your 'Mech's survival. I recommend ammo slots be allotted in the arms or legs. Try to keep non-volatile components, such as energy weapons or heat sinks, close to the Mech's engine and gyro. These aren't likely to cause your 'Mech unnecessary trouble if they are hit. It's also a good idea to place a smaller, backup weapon in the leg of your 'Mech to allow you to keep fighting if the 'Mech loses its arms. Make sure you dump ammo that is not being used. Your MechWarrior's life is worth more than the cost of refilling a missile bin.

5) Above all, don't try to force a 'Mech to perform a duty that it wasn't built for. Realistically, a fighting withdrawal makes more sense than, say, an *Archer* trying to rush an *Axman.* Going for broke in a blaze of glory may get you past a bunch of greenies, but veteran pilots eat hotshots like that for breakfast.

Once you've created a 'Mech, practice with it. Don't be discouraged if your design gets smoked a lot at first. Give yourself some time to get used to it and don't hesitate to modify the design to meet any unforseen conditions.

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THE GAUNTLET

A SOLO SYSTEM FOR THE BATTLETECH GAME

by Mike and Ian Nelson

Most **BattleTech** scenarios are intended for two or more players. Well, "two or more players" is great if your roommate enjoys **BattleTech** or if you have a friend nearby to game with. Maybe, if you're lucky, you belong to a gaming group or know people who play at a local hobby shop. But what happens if you can only play once a month because opponents aren't readily accessible?

We were on a BBS where one of the past winners of the **BattleTech** Open at the GEN CON Game Fair was asked what he did to prepare for the tournaments. He replied that he played every day he could. He studied all of the hex maps and read and reread the rules.

But how do you practice if you've read all the books, looked at all the maps, and don't have a regular gaming partner? The answer is the Gauntlet. It is a set of basic rules designed to allow solo **BattleTech** play. You fight against a force of drones that are randomly located.

EQUIPMENT

You will need half a dozen six-sided dice of the same color; two 20-sided dice of different colors; Map Set #3, Rolling Hills #2; SDR-9K Venom with FASA Record Sheet; assorted dice; and pencils.

SETUP

The Rolling Hills #2 map should be placed so that you can read the hex numbers. The top is considered north.

DEPLOYMENT

The attacker enters from the south edge of the map after the drones have been deployed.

Each of the six defending drones is placed by rolling 2D20. Assign one color D20 to columns and the other to rows. Both dice are rolled together, with 16 through 20 on the column die and 18 through 20 on the row die being rerolled. The resulting numbers show where to place the drones. The drones are represented by the same-color D6s, with each drone having its own number. When you are finished, you should have six dice with numbers one through six showing. The drones are left in place for the remainder of the game. The drones automatically face toward the attacking ''mech at the beginning of each round. Drones can torso-twist, as allowed in the **BattleTech** rules.

DRONE WEAPONS

The weapons cannot be greater than one-half the Combat Value of the attacking 'Mechs weapons. The drones can have up to 10 weapons. For example, the attacking ''mech is a SDR-9K Venom with four medium pulse lasers. Each laser has a Combat Value of 32, for a total of 128. Therefore, the weapons on each drone cannot be worth more than 64 points.

DRONE MODIFIERS

Use standard modifiers for the drones the first couple of times you run the Gauntlet. The best way to do this is to calculate their modifiers using the same Movement, Piloting, and Gunnery as your 'Mech and pilot. Calculate the modifiers for drones 1 and 2 as if they had walked their full movement; for drones 3 and 4 as if they had run their full movement; and drones 5 and 6 as if they had jumped their full range. Add all other applicable modifiers.

Drones	Weapons	Movement	Gunnery
#1	2 MPLs	Walk-8	4
#2	2 MLs	Walk-8	4
#3	1 LRM 10	Run-12	4
#4	1 AC/5	Run-12	4
#5	10 MGs	Jump-8	4
#6	1 SRM 6	Jump-8	4

GAME PLAY

The attacker moves onto the board after the drones have been placed. His objective is to score a single hit on each drone within eight rounds. The attacker then stalks and destroys the drones with a second hit as quickly as possible. All rules in the *BattleTech Compendium: The Rules of Warfare* are in effect.

VARIATIONS

1: Drones are rerolled and placed on a new hex each round.

2: At the start of each round, 1D6 is rolled for each drone. The result is used as a direction indicator. Use the Scatter Diagram from the *BattleTech Compendium, The Rules of Warfare,* page 79. The drone is moved that number of hexes in the indicated direction, based on the assigned Movement rate. If a drone's movement takes it to the edge of the board, treat it like a bounce.

3: When one drone is destroyed, another replaces it. The new drone cannot fire or be fired upon until the next turn.

4: The Level of Difficulty can be adjusted by increasing or decreasing a drone's weapons, Gunnery skill, Movement rates, and the number of hits required to destroy it.

5: Drones can be assigned an armor value and must receive the corresponding damage to be destroyed.

GAMING AT CONVENTIONS

SCENARIOS FOR THE BATTLETECH GAME

by Randall Bills with Dan Grendell

A scenario is a stage used for the enactment of events—past, present, or future. Some scenarios are rooted in historical facts, probable futures, or in your imagination. And some scenarios can be built using all those techniques. You—the scenario designer and game judge—will decide what elements to use in your battles.

Will the players still be talking animatedly about your game months after the convention? Or will they walk away from your table shaking their heads in disgust at the wasted time? Your efforts will determine the outcome.

Keep in mind that a scenario is a stage, and that all parts of the action are of equal importance.

In our experience with creating scenarios and running them at conventions, we've found there are six basic steps to writing a balanced and fun event.

- Decide on the type of scenario
- Create a storyline
- Select your forces
- Choose the maps
- Obtain prizes
- ORGANIZE!

Type of Scenario

In the **BattleTech** universe, there exist infinite possibilities for crafting scenarios. Depending on how well you like to plan, that you could spend days just thinking about the type of scenario you would like to run. The first step in choosing a scenario is to cut it down to size. Literally, what *type* of scenario do you wish to run—**BattleTech, CityTech, AeroTech, BattleSpace, BattleTroops, ClanTroops, Solaris VII**? See what we mean? First, confine your thoughts to the actual game format. A simple decision to play Level 2 rules, as found in the *BattleTech Compendium: The Rules of Warfare* instantly slices away two-thirds of the universe. There is still a lot to digest before coming up with your final scenario, of course. But choosing a type will simplify things from the outset.

Next, identify the objectives you want involved in your scenario. For example, perhaps the participants need to capture an ammo dump, hold Hill 0607, or simply fight the oncoming forces. Deciding early on the actions you want to see will go a long way toward making everything run smoothly. Discovering—after you choose a company of *Atlas*es as the attackers—that their objective is to race across four map boards in 10 rounds can be an eye-opener.

The time involved and the forces you decide on will depend on the objectives. Whether one side or both sides have goals is up to you. Keep in mind that if you give both sides multiple objectives, the game becomes more complex to run. Convention scenarios can be difficult enough without added complexities.

Finally, consider the element of time. How long will your game run? That information usually will come from the director of gaming at your convention. Knowing the time slot you have is essential, too. Designing a company-on-company battle across eight map boards when you only have two hours is not very wise. Once you know the time slot, you can start thinking of the actual size of the conflict.

Storyline

Many gamemasters hardly spend time on the story behind the scenario. They consider it inferior to the actual mechanics of the game. Others spend an inordinate number of hours developing a complex plot, to the exclusion of the game itself. We believe that balancing the fighting forces involved is just as necessary as bringing in a good storyline to explain the reason for the battle about to take place. Further, we believe in exploiting FASA to the fullest. Why give yourself a throbbing headache to create a good storyline when FASA has already

brought it to you? How many tens of thousands of words have been published about the **BattleTech** universe? Use that material! Grab a 4th Succession War military atlas or House book and start reading. Creative thinking is wonderful, but when you already have your hands full choosing and balancing forces, you do not need the added problem of inventing a good storyline out of whole cloth.

Another reason for culling your ideas from published material is that a great many **BattleTech** players know the game universe. When you give the players a scenario that occurs on the planet Verthandi in the year 3050, a lot of them will know exactly what occurred there. And handing them the chance to change history—albeit temporarily—by giving the losing side in the story a chance to win can add a whole new dimension to the game. A caution here: when you use the storyline in this manner, you need to make sure that your facts are correct. The players who know the universe will be upset and could lose faith in you if you incorporate the wrong details. After all, if you do not spend the time to get your information right, how can they trust you to put together a solid scenario?

Select the Forces

At this point you should have an excellent idea of the type and size of the game you will be running. Without those two elements, choosing your forces will be useless. However, a convention can throw a wrinkle into your plans. Unless the convention sells tickets for your event, you might not have any idea how many people will show up.

If you design a scenario that absolutely requires 24 players, you could be sadly disappointed. Only the largest conventions are able to produce that many **BattleTech** players at a time. The opposite, however, is also true. If you require only four players and seven show up, you are going to have some upset people if you turn them away—especially if yours is the only **BattleTech** session offered at that time.

To deal with both of those situations, we have evolved a system we call stair-stepping: a way to allow for 4 people and for 24.

When we start to design and choose forces for a particular scenario, we almost always choose a company-on-company struggle. When you begin putting them to paper, balance it each step of the way—in other words, a lance at a time. The attacking side's Lance A is balanced against the defending side's Lance A. The attacking side's Lance B is balanced against the defending side's Lance B, and so on. The reason for this type of balancing is maximum flexibility.

If you have designed a game for 24 'Mechs, and 24 players sign up to play, great. Have fun. However, if only four players show up, each player would be required to control six 'Mechs. For most players, one is enough. If you have balanced the scenario, or stepped your forces, you simply leave off four lances. This way you will not have to suddenly restructure the forces to ensure that one side will not annihilate the other. If eight to 12 players sign up, step it up to two lances a side. See how flexible and easy this system is to use? Running a game at a convention is confusing enough. Suddenly finding you need to restructure your entire scenario because of the number of players can drive you away from running a convention game again. Building flexibility into the forces can alleviate that problem.

Choose the Maps

The storyline and type of scenario you have designed invariably decree the type and quantity of maps you need. Remember also that maps are not set in stone. If you decide you suddenly want your scenario to last longer, don't worry. You do not need to start from scratch again with your forces. Making participants play the game on four heavy forests from Map Set #4 will slow any game down. The reverse is also true. Don't be afraid to flip a map over to that pristine white tundra if you suddenly feel cruel. It is your game, and the players signed up of their own free will.

Obtaining Prizes

Most players would never admit that they play **BattleTech** games at conventions just to receive prizes. That would reek of mercenary behavior, and you know how Clan and House units feel about that. However, prizes add an extra-special something to that sense of accomplishment. Receiving recognition for being the only MechWarrior in a *Hellbringer* to take down an unsullied *Dire Wolf* will impress your game upon that particular player for a very long time. However, adding a little recognition for a game well played through bestowing prizes will be the final crown jewel on a perfect scenario.

FASA goes out of its way to support conventions. Contact Stacy Rieckermann and see what type of prize support is available. Also ask if the convention provides gift certificates, ribbons or trophies.

Organization

Once you have all the parts—type of scenario, storyline, forces and maps—organize them. Think of contingencies in case something goes wrong. If you are a member of a MechForce chapter, ask your fellow chapter members to read through your event. Discuss it with them. You can create a masterpiece of a scenario, but if the pieces do not fit smoothly, the puzzle's picture will never be seen.

Remember, the stage is set for each player to walk away from your game saying "Wow!" Organization can help guarantee that they will.

Consider the scenario that follows on the next page. It has a historical flavor, and it was designed with all these steps in mind.

REVENANT

LYRAN AND KURITAN FORCES CLASH

by Randall N. Bills with Dan Grendell

Massingham Valley, Marfik
Kessel Prefecture, Dieron M.D.
29 August 3028

The Lyran Side

Light flooded the valley as the sun burst above the horizon. The stark, dawn-white glare of Marfik's class K star flashed for a moment off the retreating BattleMechs of the 11th Legion of Vega, before being swallowed with them by the forest gloom. Flickering lights filled the sky as LRMs raced toward the advancing units. Violent detonations and chaotic flashes danced across the prairie floor as the missiles rent the earth. It was all a gesture—the LRMs had been launched from well over a kilometer away, a brief show of resistance followed by disappearance.

So this is the vaunted Pillar of Iron. The thought flashed across Hauptmann-Kommandant Kathleen Heany's mind as she slowly brought her 'Mech to a halt. Laughter threatened to bubble out of her thin lips as she shook her head in disbelief. *All these years of fear. . . .*

She trembled for a moment as she sought to regain control of her mutinous laughter. Clenching her teeth, she opened a comlink to the rest of the unit.

"All units, this is Heany," she said brusquely. "It seems the vaunted Iron Pillar is completely rusted through. A slight push and it will tumble to the ground. This will show those Davion scum that the Steiner way is still the best." The last was added with more than a touch of scorn. "Before darkness comes we will show the Dracs and Feds why assault 'Mechs were christened the kings of the battlefield."

The intense silence that greeted her comments was deafening—and pleasing. A cold smile spread across her face. She expected no less from her men, no arguments. "All units, general advance. Let's take 'em, 4th Skye Rangers!"

She clenched her teeth to open up a second comlink. "This is Alpha Flight to Nest. I repeat, Alpha Flight to Nest. Theodore Kurita will be ours before the sun goes down." The cold smile turned dangerous.

The Kurita Side

"Sumimasen, Sho-sa Kurita-sama, but it seems that you were correct in your estimation of the 4th Skye Rangers' first actions." The wonder in *Chu-i* Jetneke's voice even managed to make it through the computer's synthesized reproduction.

A tight smile edged across Theodore's face.

"Do not invest a simple deduction with a mystical aura, Jetneke." Theodore's voice was soft, without a hint of emotion. He was not displeased with *Chu-i* Jetneke, but there were enough rumors about him as it was to give birth to a few concerns. To have prescience added to his already larger-than-life description would be intolerable.

Besides, Theodore pondered as he shrugged his shoulders to readjust the dead weight of his neurohelmet, *Jetneke will take that as more of a reprimand than any I could give him. He is a true samurai, unlike many I could mention.* A brief grimace rose to his lips, but he pushed it aside. Show no one your thoughts and you will always win the advantage of surprise against them—he had learned that axiom only recently, but he would take it to his grave.

"Chu-i Otake and Johnson, report. Are the Steiners advancing without their conventional forces?" Only those intimately connected with the Heir-Designate of the Draconis Combine would have noticed that his voice held a note of expectation.

"Hai, Sho-sa," Otake answered in a voice perfectly inflected to address a superior officer. "They have left their entire conventional force behind. This must be a ruse, *Sho-sa.* No one leaves half their forces behind when they could bring it all to bear on us at once."

"I concur with *Chu-i* Otake," Johnson's voice crackled across the comlink. "Not even the LCAF is that incompetent."

The heavy sarcasm lacing *Chu-i* Johnson's comment brought a fleeting glint to Theodore's eyes. "It is not incompetence that mars the 4th's performance." He paused for a moment to check the secondary screen by his left knee. The Steiner forces, from the last received reports, should make an appearance soon. "Their mistake this time comes from simple prejudice. As soon as I learned who the attacking forces were, I grazed through the ISF file on the Rangers. They believe 'Mechs are the answer to everything. In most cases this happens to be true." He paused while his eyes scanned the topography displayed before him. *Any time now . . .* "We will simply make it quite clear, even to a unit as thick as the 4th, that this is not always the case."

Sitika County, North Galfree, Marfik
Kessel Prefecture, Dieron M.D.
27 September 3028

The date was August 3028. Unknown to most of the Inner Sphere, the 4th Succession War had begun. Operation Gotterdammerung, the code name for the Steiner offensive in the war, fell like a hammer blow across the entire Steiner/Kurita border. The belittled and scorned LCAF had come of age and was paying back years of abuse from House Kurita with a vengeance. At the time, it was hard to tell who was more shocked at their unbelievable successes—the DCMS or the LCAF.

Of all the worlds targeted in the first wave, none held such strategic importance as Marfik—not for its industrial base or

location, but for its occupant. Normal LIC channels had confirmed that Theodore Kurita, Heir-Designate to the Dragon Throne, was stationed on the world with the 11th Legion of Vega. To capture the heir would be a prize indeed!

Unfortunately for House Steiner, the attacking forces were made up of the 4th Skye Rangers. Their loyalties were attached to only two things—Skye and their BattleMechs. With the usual old-time Steiner prejudice against conventional forces, the Rangers' first advances left the conventionals in the rear. Theodore, much to the 4th's frustration, used that weakness to its fullest, harassing them for weeks.

Unfortunately for Theodore, enough assault 'Mechs can make up for incompetence. Hounded and pursued, the Combine forces were finally cornered. Their only hope lay in the *Arctic Fox,* a Lyran *Union* class DropShip. If they could hold on long enough to acquire the DropShip, then the heir could be shunted off-planet to fight another day. To the 11th Legion of Vega, there was no higher priority. The heir must survive!

SET-UP

Lay out four BattleTech maps. Use Rolling Hills maps #1 and #2 from Map Set #3 and two Desert Hills maps from Map Set #2. Position both Rolling Hills maps end to end on the left, with Map 1 farthest from your position. The 01XX row of both maps should be to your left. Lay out both Desert Hills maps end to end with their 01XX row edge meeting that of the Rolling Hills maps. North is in the direction of the map numbers.

Defender

The defender consists of one reinforced company from the 11th Legion of Vega.

11th Legion of Vega
MAD-3R *Marauder*
CPLT-K2 *Catapult*
OR1-K *Orion*
DRG-1G *Grand Dragon*

SHD-2H *Shadow Hawk*
PXH-1K *Phoenix Hawk*
WTH-1 *Whitworth*
PNT-9R *Panther*

BLR-1D *Battlemaster*
BLR-1G *Battlemaster*
LGB-7Q *Longbow*
AWS-8Q *Awesome*

Vedette Medium Tank
Pike Support Vehicle
Schreck PPC Carrier
Bulldog Medium Tank

Deployment

The defender will position all of his forces within six hexes of the eastern edge of either Rolling Hills map.

Attacker

The attacker consists of one company of the 4th Skye Rangers.

4th Skye Rangers
ZEU-6S *Zeus*
WHM-6R *Warhammer*
TDR-5S *Thunderbolt*
CRD-3R *Crusader*

GRF-1N *Griffin*
TBT-5N *Trebuchet*
HCT-3F *Hatchetman*
PXH-1 *Phoenix Hawk*

AS7-D *Atlas*
STK-3F *Stalker*
GOL-1H *Goliath*
VTR-9A *Victor*

Deployment

The attacker moves onto the eastern edge of either Desert Hills map during the first turn.

VICTORY CONDITIONS

The 11th Legion of Vega will win a Decisive victory if, after 12 rounds, Theodore Kurita is able to withdraw off the west edge of either Rolling Hills map. There is no Partial victory for the Kurita forces.

The 4th Skye Rangers win a Decisive victory if they capture Theodore before the 12 rounds are up. They win a Partial victory if they kill Theodore.

SPECIAL RULES

The names of the MechWarriors involved in the battle have not been included. In addition, to further conceal each MechWarrior, all Piloting and Gunnery skills are 5/4, respectively. However, Theodore is in one of the 'Mechs. To capture Theodore Kurita, the attacking player must learn which 'Mech Theodore is in, and then disable it so it can no longer move. If Theodore's 'Mech has been shut down or immobilized, the attacker must position one of his 'Mechs next to it for one round. For example, in Round 2 the defender announces that one of his units has become immobile. At the beginning of Round 3, during the Movement Phase, the attacker must move a 'Mech to an adjacent hex. At the end of Round 3, if the attacker's 'Mech is still operational, the defending MechWarrior is considered captured and his identity revealed.

BattleFront Byline

Adopting a Wait & See Attitude

by B.B. Kitty

Welcome, my friends, to the show that never ends ...
—Lyrics from an old Terran rock-and-roll song

As I sit here in my favorite hangout, drinking my favorite Loxley dark lager, I watch the world pass me by and wonder when this show of ours is going to end. With less than 10 years remaining in the Clan truce, we—the ordinary people of the Inner Sphere—look to our supposed wise and learned leaders for guidance and help in defeating our common enemy, the Clans.

But do we get this help? Do we see our leaders working with one another as they once did? No. What we have gotten in return for our faith and trust in our leaders are a number of things—none of which will help us defeat the Clans.

What we've gotten is a grieving father and his lap dog waging a war on innocent people.

We got to see the breakup of the mighty Federated Commonwealth.

We were also privileged to see a prince claim that he was not like his father—and yet he has turned out to be just like his father. Lucky us.

Finally, the gracious House Lords have given us something else to remember their dirty little war by. I am, of course, speaking of the Chaos March—a region of space that separates the Lyran Alliance and the old Federated-Commonwealth.

This so-called Chaos March came about through the hollow victory achieved by Thomas Marik and Sun-Tzu Liao against the Federated Commonwealth. I say hollow victory because both Thomas and Sun-Tzu have left this region in turmoil. And if that wasn't bad enough, Prince Victor has neither the troops nor the JumpShips to retake the worlds he lost and reestablish order.

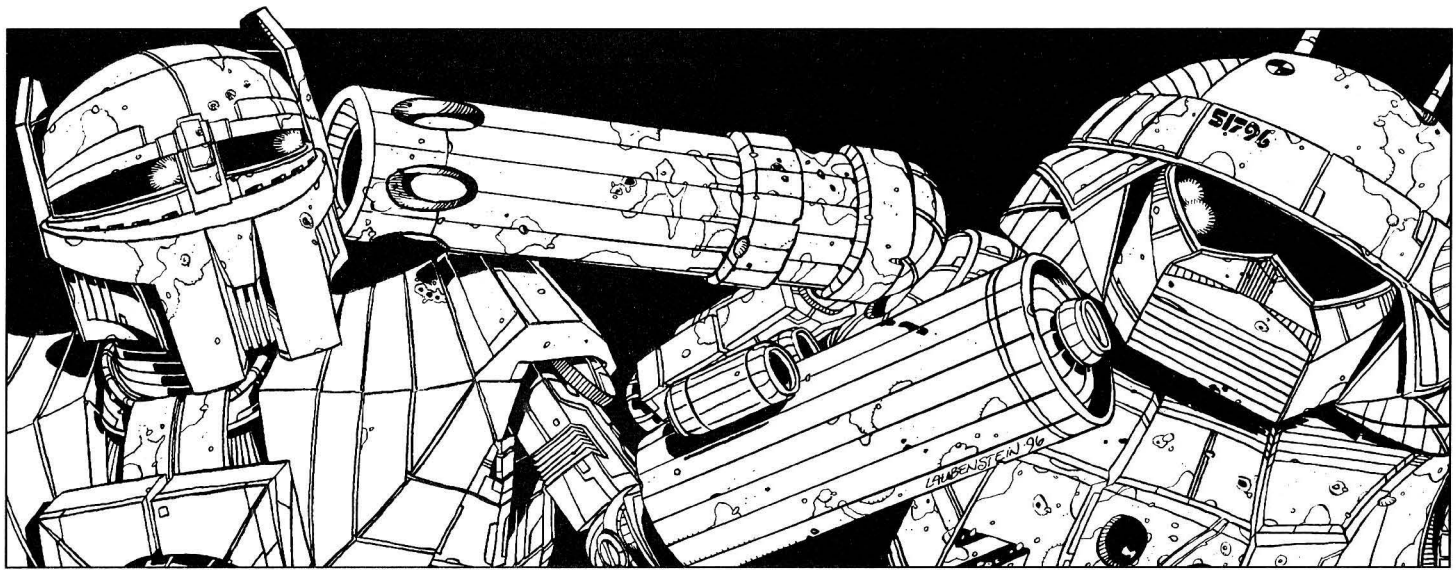
Besides not having any JumpShips (he can thank his sister for that) or troops to send to the March, there's only one problem standing in the way of his reclaiming the March worlds. It seems that the now-liberated folks in the former Sarna March have gone and gotten it into their heads that they can govern themselves better than the House Lords. You might ask yourself if this is a bad thing. Surely the people of the Chaos March could do a better job of running their own lives than their former House Lords. On this point I must take a wait-and-see attitude.

What this latest war has done to this region of the Inner Sphere is to create an endless mire of ever-changing alliances, rulers, and mutual defense pacts as old realms and great-great-great grandchildren of long-dead rulers try to reclaim the power and prestige their ancestors once had. This has caused great hardships on some of these worlds, while promoting economic growth on others. Unfortunately, the planets that have progressed are few and far between. Most of these worlds suffer from some hardship. Let's take the Sirian Holds as a prime example.

The Sirian Holds is made up of the planets Sirius and Procyon—formerly of the Federated Commonwealth. Like hundreds of others in the March, these two planets welcomed the chance to become independent. After a few months, as has happened on so many other worlds in the March, they soon realized that freedom comes with a heavy price. However, instead of trying to better themselves, they turned control of their lives over to a religious zealot named Alisendar Gyrn.

My sources inform me that Gyrn is a former ComStar acolyte who thinks he's Jerome Blake reincarnated. This Gyrn person attracted a substantial following on Sirius and Procyon. When the Marik-Liao war came and went, Gyrn and his followers took over the HPG stations on these planets and declared themselves rulers of the Sirian Holds.

From what little information I have gotten since, it seems Gyrn has declared the Sirian Holds an anti-technology state.



Several JumpShips that went into the area have been threatened with destruction if they did not leave pronto. Of course, Gyrn must know that destroying a JumpShip is a clear violation of civilized society's rules and would bring the wrath of the Inner Sphere down on his head. Gyrn also has declared that all people of higher learning—technicians, intellectuals, and the like—will be sent to reeducation camps. Unfortunately, there's one major problem with this: we haven't seen any of these camps. Rumors keep floating back suggesting that these people will never be seen again by their friends and loved ones. I can only hope this is not true. The history of the Inner Sphere and mankind alike is awash in blood from tyrants like Gyrn who feel the need to reeducate people who do not believe in the same thing the tinpot rulers do.

Gyrn reminds me of the Terran leaders of the old Soviet Union. Every man and woman was supposedly equal and would share in the wealth of the country. But according to history, that's not what happened. One can only hope that saner heads will prevail in the Sirian Holds.

Amid all this doom and gloom, there is a ray of hope. Thomas Marik, before the war, sent one of his mercenary units—the 590th Royal BattleMech Division—to garrison Procyon. This unit is led by a lass named Lynn Cameron. According to the word around the Hiring Hall on Outreach, she is related to the Camerons of the old Star League. But no one has been able to prove this. Also, according to my information, the 590th is supposed to be a pretty hot 'Mech unit. Supposedly its mission was to find and repair the old 'Mech production plant on Procyon.

One can hope that the fanatics have not gotten to the 590th and taken out their leaders, as happened with the other two mercenary units on the planet. I hope this Lynn Cameron can either talk to or outright get rid of Gyrn. The last thing the Inner Sphere needs is another petty dictator.

Don't let this gloom about one small corner of the March get you down. There were, at last count, 18 stable planets and two stable alliances in the March. The Northwind Highlanders have declared the planet Northwind an independent world after having fought not only a civil war among themselves, but a battle against Prince Victor's Third Royal Guards. I've been told that the Highlanders took this action because the Federated Commonwealth broke its contract with the Highlanders with respect to their mission on Glengarry. Seems the Highlanders helped the Gray Death Legion put down a planet-wide rebellion, and then the Fedrats refused to pay up and repair the Highlander 'Mechs. Word is Colonel McCloud had to import repair parts from the Free Worlds League. Rumor is also that the Fedrats stiffed the Highlanders when the bill for the imported spare parts came due.

Another point of contention with the Highlanders was the fact that Prince Victor reneged on his vow to follow through with his father's promise to deed the planet Northwind to the Highlanders when they jumped ship on House Liao back in 3028.

Since the Highlanders have declared themselves and the planet Northwind independent, the Free Worlds League, House Liao, and—so I'm told—the Lyran Alliance have all granted them diplomatic recognition. No word yet on what Prince Victor and the Federated Commonwealth are going to do about Northwind. There's also an interesting side note to this story involving the Gray Death Legion. Seems they have their own problems with Prince Victor. After putting down the rebellion on Glengarry, the Legion was ordered to send one of its battalions to the planet Caledonia to help put down another movement by certain groups to break free from the FedCom and become independent. Well, according to my sources in and around Glengarry, Caledonia is the home of Major Davis McCall, the Legion's XO.

Anyway, the story goes that McCall and Alex Grayson, son of the Gray Death's leader Colonel Grayson, were sent ahead on a sort of recon mission to check things out on Caledonia. Major McCall's mother sent him an HPG message asking for his help. Now the story gets a little hazy from here, as my sources on Caledonia seemed to have dried up. But from what I've been able to piece together, Major Davis and Alex Grayson

got to Caledonia and talked to the Davis family and the planetary governor. After that, all hell seemed to break loose. When the Legion's battalion arrived on planet, they ended up fighting for the rebels.

And if that wasn't bad enough, the Legion fought and stomped the better part of two battalions from the Davion Heavy Guards. Reports also say that Colonel Grayson was badly wounded and that Major McCall is now temporarily in charge of the Legion until Colonel Grayson gets back on his feet. But the trouble for the Legion may only just be starting. Close sources on Glengarry reveal that a large fleet of Dropships have started a high-speed burn for the planet and that their mission is to place the Gray Death Legion personnel under arrest for breach of contract—and strip Colonel Grayson of his title.

This could become a major flashpoint if Katherine decides she doesn't like her brother sending uninvited troops into her realm. My advice to Prince Victor: "Let it go." According to a copy of a report filed by the new military governor on Caledonia, Prince Victor's man in charge and his military aide were both just as bad as the aforementioned tyrant of Procyon. It seems to me that a fever of delusional godhood has again reared its ugly head and swept through the Inner Sphere at a time when we need it least. These petty people do more harm than good.

My two cents to Prince Victor on the Gray Death subject: "Drop it. Don't get your sister mad at you. You might just start another civil war—only this time it won't be just you and your sister fighting, it will be the whole Inner Sphere." In the end everyone will lose. Another piece of advice I'm going to offer up is for Prince Victor, Sun-Tzu and Thomas Marik. Since they were the ones who created the Chaos March, they shouldn't be so surprised if people in that region of space want to have a strong and free hand in ruling themselves. Instead of trying to bring the people back into the fold, work with them and help them become independent. In the long run it will work out better. Having these people as allies must be preferable to having them as enemies.

Well, enough ranting and raving about our intrepid and somewhat misguided leaders. Let's turn our attention to another subject near and dear to our hearts. I am speaking of BattleMechs. If you haven't seen the promo holovid or read the promotional pamphlet from Skobel MechWorks of Terra, head on down to your local 'Mech repair facility and check out this baby. Skobel was the builder of the first 'Mech, the *Mackie*, way back in 2439. To commemorate the BattleMech's 620th birthday, the techs at Skobel have put together a nifty 20-minute holovid showing the making of the *Mackie*. From what I've seen, it's a knockout. The guys even got hold of some old and very rare footage of the *Mackie*'s first combat trial. On a similar note, the new recurring holovids for the Lyran Alliance and the Free Worlds League have set a score of local techs' tongues wagging.

It seems these recruiting vids show a score of new 'Mechs. I watched one for the Alliance military the other day with a buddy of mine. A tech, he was in seventh heaven. He pointed out at least four 'Mech designs that were used by the Star League. And he said they haven't been seen or used in the Inner Sphere since the end of the First Succession War. He also told me that the Free Worlds League vids had about as many "lost 'Mech" designs as the Alliance vids. They can start a 'Mech buff thinking. Rumors have been running rampant lately that several of the new 'Mech producers have gotten hold of copies of the Gray Death memory core and are producing these old designs. The rumor is supported by the fact that almost every major and minor 'Mech manufacturer in the Inner Sphere has an office on Solaris VII.

From what I've been told, these offices are staffed by techs and engineers who scour the fight arenas looking for new weapons and 'Mechs. Added to the mix is the fact that two 'Mech manufacturers, Blue Shot Weapons and Norse-Storm BattleMechs, have recently opened up production plants on Solaris. This can only mean that we are about to see a resurgence in lost 'Mech designs. I hope our friendly technoid addicts at the FASA Corporation (a ComStar front company) will enlighten us with yet another of their brilliant **Technical Readouts** that will give us the latest news on these "lost 'Mech" designs.

On yet another subject, the mercenary hiring frenzy continues at a feverish pace. The Mercenary Review and Bonding Commission recently announced that the Lyran Alliance had come to contract terms with two units. The Ghosts of the Black Watch and the Black Heart Roses, both battalion-sized 'Mech outfits, have inked long-term contracts with Archon Katherine's realm, and at last report were heading for their new duty stations. House Liao has recently signed two merc 'Mech units of company size. No names or details of the contracts were released.

The Draconis Combine is still hiring mercs at a steady pace. Word is that most of the contracts are loaded with lots of incentives and have a continuous rollover clause in them. Mission assignments, as per Kurita-style, are kept a secret until you sign on the dotted line. But it seems a lot of mercenary units are willing to blindly work for Theodore and his new-look military.

The Chaos March worlds are hiring anyone they can get their hands on. The leaders of these independent worlds are trying to bolster their meager militaries. From what I've been told by my sources on Outreach, these governments are offering high pay. And the ones that aren't offering good money are offering full salvage rights. I only hope the units that take these contracts don't abuse them.

THE GAME GUILD BATTLETECH LEAGUE

'MECHS CONTINUALLY CLASH IN THE BASEMENT OF A GAME STORE

by Don Perrin

A **BattleTech** League. It's a great idea!

But how does one work?

We valiant 'Mech pilots at the Game Guild in Lake Geneva, Wisconsin have been fighting it out in league competition for several months. Let me tell you how we do it—then consider starting a league of your own.

It began with an announcement in our store's newsletter:

*"Due to the overwhelming demand, we are going to start a **BattleTech** league at the Game Guild. Players will be invited to form teams for competition in the Battle Circus of Oberon IV. As players build up points in victories, they might be asked to join Princess Patricia's Oberon Light Infantry, the lead unit in King Hendrik III's mercenary fighting forces."*

The southern continent of Oberon IV is a barren place, made up mostly of desert and mountainous terrain. King Hendrik III uses the continent for a training ground for his mercenary forces. The small local population views the battles as a form of entertainment, referring to the simulated fights as a circus.

The One-Ring Circus

The league has stuck with the 3025 timeline for ease of play for newer players. A "circus" of miniatures was started by donations of 'Mech models to the central "stable." Any 'Mech placed in the stable became available for use in the league. If two players want the same 'Mech during a match, then the player with the lowest accumulated kills total is allowed to choose first.

To make the battles even, the Game Guild purchased various GeoHex terrain features with the hexes painted on them, along with a large mat, also with hexes. The terrain can be used by all league members. Also, when one side selects what terrain to fight on, the opposing side is allowed to choose where their 'Mechs get to enter the field. Sometimes games are played without terrain.

Players regularly challenge each other for fights in the circus. As long as a player does not challenge another player more often than other potential foes, the challenge cannot be denied. A player must have challenged all other league members before he or she can challenge another player twice. However, exceptions are made if some league members are unavailable (as co-owner of the Game Guild, I am one of the busy, guilty parties).

The initial challenge between two sides allows players 3,200 tactical points' worth of 'Mechs, as described in the **BattleTech Tactical Handbook.** Those 'Mechs must be in the stable, of course. For each pilot above average, the player pays 250 points. For each Gunnery skill above average, the player pays 500 points. It is not uncommon to find a *Phoenix Hawk* PXH-1 with one improved Gunnery skill and two improved Piloting skills versus two *Jenner* JR7-Ds with no modifications.

Second and subsequent challenges range from 5,000 tactical points and up. The players decide on what point values they wish to use before the 'Mechs are chosen. If the players can't agree, 5,000 points are used.

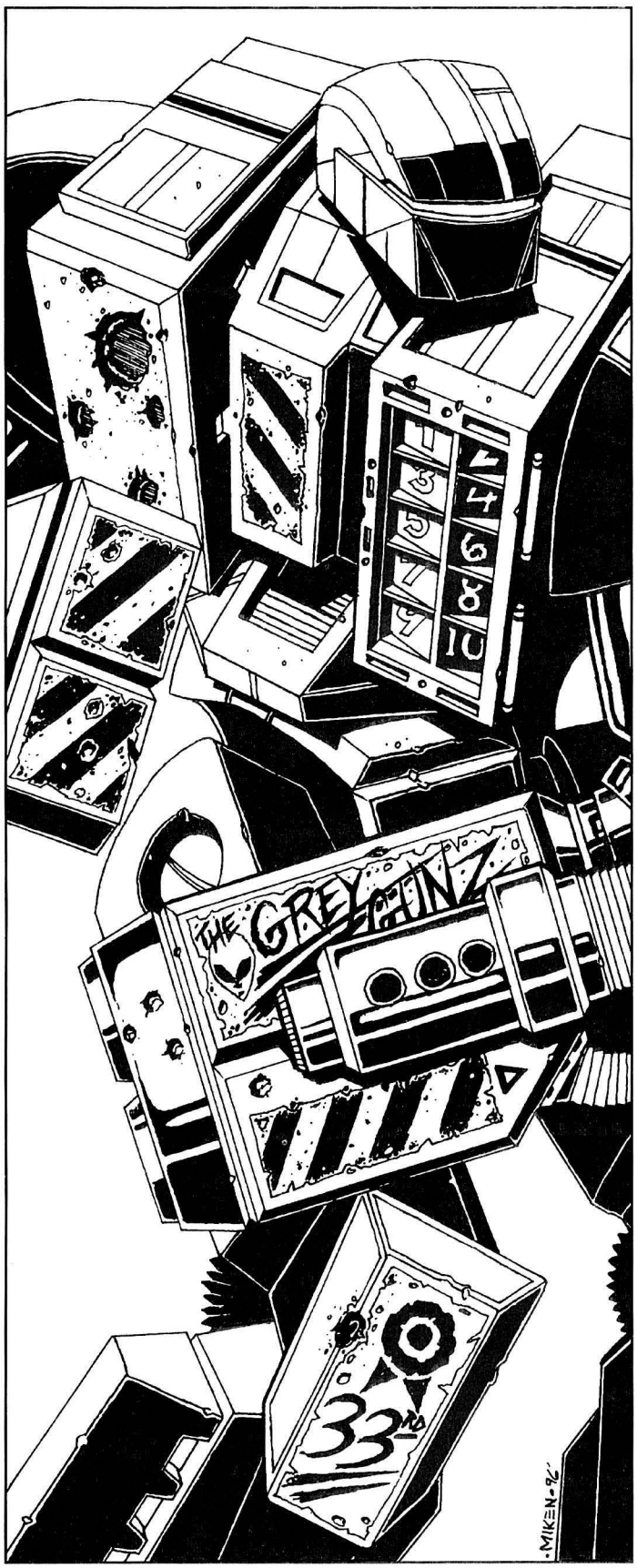
The Oberon Light Infantry

Once a pilot wins nine victories, he or she is asked to join Princess Patricia's Oberon Light Infantry as a recruit. This part of the league is being developed as you read this. Princess Patricia has a Light Infantry Regiment, famed for its aggressive nature, in King Hendrik III's forces. Hendrik uses them whenever the fighting on a world has come to a standstill and his forces are not winning—a very unprofitable position for a mercenary. Princess Patricia's regiment is used, mainly without added expense to the client, to break the stalemate—coming in to push through and carry the day.

The new recruits have proven their worth as MechWarriors, but they still know very little about combined-arms operations within a fighting force. Battle lances have been formed from among those league players already asked to join the regiment. Simulated fights are used to teach the players how to fight as a team. When not enough players are available, one side is given tanks and grav vehicles. Their fighting styles are vastly different from standard 'Mech combat, giving everyone a hearty challenge.

No one has yet been called in to aid in a stalemated combat—however, it will happen soon. Unknown to the league players, war has broken out between the Farmers' Coalition and the government on Vincennes' Planet. King Hendrik III, known as a bandit king, has taken on a contract with the Farmers' Coalition, mainly to ensure a cheap food source for his kingdom in the future. Fighting against the government force has been slow, and in fact has gone against the Coalition backed by the mercenaries. The government of Vincennes' Planet has hired their own band of mercenaries, the 21st Centauri Lancers. These lancers are well known as a heavy 'Mech unit, and they will be a good challenge for the Light Infantry players.

It will be up to the Game Guild staff to create interesting and exciting battles for the **BattleTech** League. One plan is to have Princess Patricia's forces surprised by a technologically superior force using Clan weaponry. If the league members' 'Mechs can survive—and take some of the wreckage back for analysis—the process of upgrading from 3025 to later technologies will begin.



Players will be allowed to upgrade their 'Mechs with newer technology as it is captured. Eventually, the goal is to take the players to 3058 technology, to keep in pace with the newer materials in FASA's **BattleTech** world.

The league takes a break in late summer. However, it will be back in full swing in the fall. All are welcome to come and take on some of Princess Patricia's Oberon Light Infantry if they find themselves in the Lake Geneva, Wisconsin area. The stable has lots of 'Mechs waiting for the chance to do battle, and the pilots are all grinning at the prospect of new meat for their victory counts. The Game Guild is found at 752 W. Main Street, Lake Geneva, WI 53147. Phone number: (414) 249-0779.

The following list names the 'Mechs in the **BattleTech** League's stable, including their quantity, tonnage, and the tactical point cost for selecting them.

BattleMech	# Available	Tons	Tactical Point Cost
Locust LCT-1V	1	20	752
Stinger STG-3R	2	20	936
Wasp WSP-1A	1	20	929
Commando COM-2D	3	25	1,098
Javelin JVN-10N	1	30	1,447
Valkyrie VLK-QA	1	30	1,436
Jenner JR7-D	3	35	1,540
Panther PNT-9R	1	35	1,776
Assassin ASN-21	1	40	1,856
Hatchetman HCT-3F	1	45	2,270
Phoenix Hawk PHX-1	2	45	2,375
Vindicator VND-1R	1	45	2,375
Enforcer ENF-4R	1	50	2,353
Hunchback HBK-4G	2	50	2,334
Trebuchet TBT-5N	1	50	2,170
Griffin GRF-1N	1	55	2,721
Ostsol OTL-4D	1	60	2,979
Rifleman RFL-3N	2	60	2,395
Catapult CPLT-C1	2	65	3,162
Crusader CRD-3R	1	65	2,913
Archer ARC-2R	3	70	3,123
Warhammer WHR-6R	1	70	3,486
Marauder MAD-3R	1	75	3,556
Victor VTR-9B	1	80	3,885
Battlemaster BLR-1G	1	85	4,368
Atlas AS7-D	2	100	5,371

by Chris Hussey

Black Hills Days

With The Blackness Closing In

This was not good. Here I was, stuck behind some dumpster in a rat-hole section of Solaris City. I had nearly fifteen Triad gang members looking for me, and less than ten rounds for my Python. Plus, it was raining so hard I was soaked to the bone. Oh, that's right, I forgot to mention that I was possibly holding information that could put away a bad Cathay cop. Then again, I might've been holding zilch.

Like a genius, I had listened to the lead I was given by a known criminal. Who knew what I really had in this laptop computer in my hand? To top it off, I had forgotten to pick up my kid, as it was my turn this weekend. My ex-wife had wanted me to take him because she had an important meeting in Montenegro. Did I mention that things were not good?

I had to get out of here, and soon. I'd just recently escaped from the upper floor of a bar which was a hangout of the Hundred Swordsmen Triad gang. I suspected that a Cathcop named Jimson may have been doing some dirty dealings with the gang, and I hoped I had the proof. I'm a cop from the International Zone here in SolCit. And, yes, generally we Interpol guys stay out of things like this. But I poked my nose in because I hate bad cops.

My mind flashed back to all the *Immortal Warrior* holovids I'd watched in the past, and I remembered a particular scene where the hero was in a similar situation. Except when the bad guys came around to the dumpster where he was hiding, Mr. Warrior was gone. I wished I had such magic.

So I opted for the direct approach. After a quick peek, which told me nothing of where the Swordsmen might be because it was so dark out, I jumped from behind the dumpster and coaxed two rounds out of the Python. I heard some swearing, but didn't wait around to digest the words. I ran hard.

They opened up on me. I zig-zagged all over the alley, which seemed only six centimeters wide. I heard all kinds of whizzes, then felt something hit my left shoulder. Suddenly, there was pavement in my face. I'd been shot once before. Without getting into the details, I'll just say the experience was one I'd prefer not to remember. And now I was experiencing deja vu. I scrambled to my feet, gritting my teeth the whole way.

I had my Python in my right hand and the laptop in the left, which was quickly going numb. Blood loss is a wonderful thing. I ran, not looking back. I heard a few more whizzes and shouts, but it was pretty hard to hear much of anything else, thanks to the great acoustics in the alley.

When I finally stopped running, I had no idea where I was or what time it was. I figured that I wasn't too far from the bar, so the Swordsmen were still kicking around.

The pain in my shoulder was getting worse, which meant I needed to get somewhere quick. I didn't want my last resting place to be in the John Doe section of friggin' Solaris City. I thought of my kid, and my ex, Kelley—reasons to live. A humming neon sign cut through the blackness and I headed for it, bursting through the door beneath it.

The girl behind the desk was surprised. I'd only seen eyes that big in Kurita animation. I must've looked like the bloodiest drowned rat she'd ever seen. I heard a noise behind me. Without thinking, I whirled in the direction, my Python leading. I stopped right in front of a large Capellan. He froze.

"I need a telecom and a bed, now!" I said.

The girl behind the counter hesitated.

"Do it!" I persisted.

The next thing I heard was a voice saying, "Right this way." I hit the bed, then hit the telecom. I dialed the only number I could think of. After nearly a dozen rings, she answered.

"Mary," I started. Mary's a cop, too.

She looked drowsy, then her eyes cleared and she saw me. "Oh my—Than! What the hell happened? Where are you?"

"Mar, I've been shot. I need some help."

"Where are you?"

"I don't know. Cathay. Some dive."

"That could be anywhere, Than."

I was getting lightheaded, but I managed to push off from the bed and shuffle to the door. I knew the Capellan and the girl were there eavesdropping, so I opened it. Again, the girl was surprised.

"Where am I?"

She didn't hesitate this time. "Ming's Arms."

I didn't feel like moving. "Did you hear that, Mar?"

"Yes. I'm on my way."

I slowly closed the door. It was then I noticed that the laptop had taken a round. Things were not good.

* * *

"What were you doing out there?"

The words cut through my fog. I liked the fog. It was comfortable.

"C'mon, Than. Wake up!"

"Kelley?"

"No. It's Mary. You're going to be okay. You've lost a fair amount of blood, but you're gonna pull through. You're in Amida Hospital. It was closest. We're still in Cathay."

The laptop. "The computer. Do you have it?"

She nodded. "What's so important about it?"

"Let's get out of here, and we'll talk in the car." Mary did her best to help me to her car. It wasn't that bad, really—31st century painkillers are pretty good. We started toward her place. She wouldn't let me anywhere near my digs. That's the nice thing about Mar, she cares almost too much.

I told her the whole thing. About Jimson, the Swordsmen, and the possible connection. Hopefully the proof was in the hard drive of the shot-up laptop, and hopefully Mar could crack it. When we got to her place, I slumped on the couch and reached over to turn on the comm. I dialed Kelley's number, knowing I'd probably end up talking to the sitter.

"Than? What are you doing calling at this hour?"

"Kelley?" I couldn't believe she was there. "I thought you had a meeting in Montenegro?"

"I did. You forgot to pick up Will. Again. I couldn't get someone to watch him, so I had to cancel—and lose a big account. Thanks, Than. Thanks a hell of a lot."

"I'm sorry, Kelley . . ."

"Don't even bother." She paused. "Where are you? That's not your place." She paused again. "You're with her, aren't you?"

"Kelley! Wait! You don't know what happened tonight."

"I don't even want to hear it, Thanadros!" The screen went blank.

Mary came over and tugged off my jacket. "You need some sleep—here on the couch. I've got some more painkillers and wound binders on the table."

"Mar, I killed someone tonight." I'd killed before. Yeah, I'm a cop, but as far as I'm concerned, killing is not a part of my job.

Mary leaned me back on the couch. She was too close. Or was she?

"It's going to be okay, Than. Just sleep."

"Mar, I—"

The warm feel of a kiss is probably the best tension reliever in the universe. But Mary was right. I needed to sleep. I was out before I could push her away.

* * *

When I got up the next morning, Mar was already working on the computer. The pain in my shoulder was so strong, it almost put me back out again. I pumped myself full of the killers and went over to her.

"How you feeling?" Her voice was musical.

"Like I've been shot."

"You're probably going to feel worse. I talked to the Chief, told him what happened. Needless to say, he wasn't the happiest man in the galaxy."

That didn't surprise me. I was actually supposed to be working on a robbery case in my own sector, not some possible gang-cop connection in Cathay.

"Great. Maybe I should have let the Swordsmen finish me off."

"It seems the Swordsmen are a rather busy gang," she said. "Looks like they're trying to hit the big time. And I'm not sure that Sergeant Jimson of the Cathay PD is involved—or is the only one involved. The stuff we've got here doesn't label anyone in particular, but there's some strong indications that the Cathay PD is connected."

"You mean the whole department?"

"It's possible."

It hit us both at the same time. I started to put my clothes on. Still damp. Great. By the time I finished the one-arm dress trick, Mar was holstering her Python. She tossed me an extra clip, then she shoved her own laptop and the other's hard drive in her backpack.

I listened at the door—just in case someone had followed us here and was waiting. I didn't check the window.

Solaris City is not the safest place. Gangs care very little when and where they hit people. The crash through the glass made us both jump, but we recovered quickly. At least Mary did. I was still having problems figuring out how to become the one-armed supercop.

The first guy never got off a shot. Mar plugged him in the leg, and he went down. But there were plenty more where he came from, and I thought I heard a crash from the bathroom window. It was time to leave. A round from one of Mary's new houseguests punched a hole through the door just as I was opening it. I answered back with my Python, but didn't check to see if I hit anything.

I yelled to Mary as I stepped out into the hallway. Distance was the main thing on my mind. We needed to get as far away from these guys as possible. I figured they were Swordsmen, but wasn't sure. I couldn't see any gang signs on them.

We raced toward the stairs, our friends right behind us—and more racing up the steps to block our way. Being stupid, I charged the ones on the stairs, firing away with the Python. It appeared to work. I think a couple went down and the rest backed off. The next thing I knew, Mary and I were at ground level and hoofing it for her car. We got in and were outta there in a heartbeat. The Swordsmen (I figured it had to be them) shot up Mary's car as she sped away. We were now driving a slice of Swiss cheese with a shattered back window. But we were still gone—and alive.

It was only after we'd cleared a few blocks that I finally took a look at her. I've seen white knuckles around a steering wheel before, but well . . . you know what I mean.

"You okay?"

She didn't respond. It hit me that Mary had been a desk pusher all her career. This was not her thing.

"Mary? You with the rest of us?"

She slowed the hovercar and started paying attention to the stop signs and lights. After a few more blocks, she looked at me.

"Hey, it's okay," I offered. "We made it. Your car's not so good, but you're okay."

* * *

We had to get to a telecom and call for assistance. Mary parked the car, and we walked to a local diner. Mary was pretty quiet, numb. Can't say I blame her. Her apartment was toast, her car too. She didn't have much left—and all this because of me. Still, if I hadn't called her, I'd be dead. I know how Mary feels about me, and to be honest, I sometimes feel the same.

Right after Kelley divorced me, Mary was there. But I was hung up on Kelley. Still am.

I knew we had a couple of things going for us. First, what we had was pretty important.

What was going against us was the Swordsmen—who couldn't be too far behind. If we didn't get where we could hide soon, well … . The second strike against us was that we were in the Black Hills sector. While the Blackness is geographically next to the Inter Zone, we were still quite far away, and I didn't know how long it would take for someone to rescue us.

On the plus side, the Swordsmen are from Cathay and are not welcome in the Blackness. It's unfamiliar territory for them.

Mary and I turned into a small greasy spoon and I sat her down at a table.

"Look, I need you right now. C'mon, snap out of it. Whatever it is that we've got here is pretty damn important. We have to be on our toes for a while. The Swordsmen are probably still looking for us."

"I've lost everything," she whispered.

"Not everything. You're still alive. I'm here. And we're in a smelly restaurant."

"I shot somebody," she said. "I never shot anyone before."

Couldn't say much to that. "I'm going to call HQ. Just sit tight, I'll be right back."

I went over to the telecom and dialed home. Why I call that place home, I don't know. I started doing it after Kelley and I split. I was patched through to the Chief. Lucky for me, he was in.

"Than!" He looked shocked.

"Mary and I are in a cafe in the Blackness. We need … "

The Chief still looked pretty shocked. "You and Mary are dead. Your deaths were reported about an hour ago by the Black Hills PD. We were going to send out a unit to investigate, but the BHPD told us the area was already cleared."

Black Hills PD? What did they have to do with this?

"Look, Chief," I finally said. "We've got something very big going on here. I've no idea what it really is, but it's big. You've got to send a car to pick us up. And soon."

I noticed some motion outside the cafe, but couldn't make it out. I tried to get a better look, but the Chief called me back.

"It's on the way, Than. Just stay there."

The Chief killed the com, and I turned toward the table. Three figures entered the cafe and instantly spotted Mary and me. Mary didn't see them, though, because her back was to them. I tried to shout for her to move, but my mouth was slower than their auto pistols.

By the time I cracked off a shot from my Python, they had opened up on Mary's table. I moved forward and squeezed off another round, dropping the tallest of the three. I fired again as I rushed to Mary, and my shot pushed one of our attackers out through the door in a spray of blood and glass. The remaining goon ducked outside.

I yanked Mary out of the booth and slung her over my bad shoulder, then raced toward the back of the restaurant. I felt the impact of several rounds in the wall next to me as we ducked into the kitchen. Swordsmen reinforcements had arrived.

I stumbled through the kitchen, trying to reach the exit at the other end. Whoever the owner was, I vowed to give him a lesson in organization if I ever got out of this alive. There were boxes and crates in every wrong place. You'd have to be a gymnast to navigate through them. I kicked open the door to the alley, then doubled back inside the kitchen and hid behind a large stack of crates.

The Swordsmen burst into the room, firing. I heard them moving toward the back door. Good. They were taking the bait. Then my shoulder gave out, and Mary slid off and banged into the crates.

I edged my head out, raised my Python and fired. Click. I didn't know my luck could get this bad. With what energy I had left, I kicked the crates over and knocked one of the Swordsmen down in the process. Then I charged the exit, where the rest were standing. At some point I must've grabbed Mary, because the pain in my shoulder returned. I clocked one of the gangers in the face and kicked another in the knee. Two more opened up as I lumbered out into the alley behind the restaurant.

I knew I wasn't going to get far. I could feel my shoulder wound reopening, and the painkillers were wearing off. Then I felt blood running down my back—Mary's or mine. I made it to the mouth of the alley and kept running. After about a half a block my legs gave out and I collapsed to the sidewalk. I managed to switch clips in the Python. Not easy with one good arm. I could hear them coming.

The Swordsmen came out of the alley and stopped dead in their tracks. Coming down the street toward them were friends of mine. Even though Intercops don't have much power outside our Zone, the sight of three of our squad cars still carries a presence. The Swordsmen zipped back into the alley and, I assume, escaped.

Just before I blacked out, I remembered that Mary's backpack was still at the cafe.

* * *

I walked into Mary's room in the hospital. She was sleeping, which was just as well. She'd taken at least four rounds in the back, three of which the doctors were able to remove. I laid the flowers on the table.

"Mar, I don't know where to start," I whispered. "But all I can say right now is thanks. When you get out of here, you can live with me until we find you a new place. Look, I'll be back tomorrow."

"I'd like that."

"Have you been awake this whole time?"

"Than, I'm sorry about the computer." She slowly opened her eyes.

"Hey, it's not your fault." I checked my chrono. "Look, Mar, I've got to go."

There was one of those awkward pauses as we looked at each other.

"I love you, Than."

"I love you, too," I answered. I saw Kelley in the back of my mind. What did that mean?

* * *

I pulled my car out of the parking garage and hit the road. I had to hoof it over to Silesia. It was 1400 hours and I had to pick up Will at 1430. If traffic was good, I figured I might make it in time. If my luck was holding, traffic would be lousy.

UPCOMING CONVENTIONS

NOVACON '96
Oct. 11-13, 1996
Bloodright
Contact:
MSCNova
Memorial Student Center
Texas A & M
Box J-1
College Station, TX 77844
mscnova@tamu.edu

ESSEN
October 17-20
visit with FASA artist
Jeff Laubenstein
for more information call
(0201) 7244-2 24
Germany

Western Challenge '96
Oct. 18-20, 1996
North Regional & Bloodright
For more info, contact:
Western Challenge '96
423 Montreal Ave S.
Saskatoon, Saskatchewan
S7M 3L2
Canada
jar126@mail.usask.ca
306-384-3875 Rob Forsyth

Summer Revel
June 6-8, 1997
Midwest Regional
Guests include:
Stacy Rieckermann, Randall Bills, Jean Rabe and many more
Convention site
Hotel Wisconsin
downtown Milwaukee
For more info, contact:
Bruce Rabe
Summer Revel
PO Box 779
New Munster, WI 53152

The BattleTech Museum

With your curator, Precentor Martial Randall Bills

BattleTech, the game we all know and love, celebrates 12 years of fun and excitement this year. As we look back over those years, we realize that it has been **BattleTech**'s fans that have allowed the game to expand and grow beyond anything we could have hoped. During that time, many licensees have produced various paraphernalia for **BattleTech** that is no longer available. Beginning with this issue and continuing in subsequent issues, I will take you on a tour of *The BattleTech Museum*. I will show you—in each issue—an exhibit of paraphernalia that is no longer available, and that you may not be aware existed. Some exhibits offer knowledge about **BattleTech** that you might not know. Others will display product that **BattleTech** collectors may not have seen, but now know to look for. Whatever the case, I hope your trip through these halls leaves you with a better appreciation of a great game: **BattleTech**!

Exhibit 1: Languages and Distribution

Our first stop on our tour is the *Language Exhibit*. I have a special interest in this particular exhibit, because it shows how much **BattleTech** has grown over the years.

As of this date, English versions of **BattleTech** are distributed in these countries: United States, Canada, the United Kingdom, Australia, New Zealand, all of Europe, Singapore, Hong Kong, Japan, the Philippines and Israel. In addition, **BattleTech** has been translated into French, German, Italian, Spanish, Hebrew, Czech, Japanese, Portuguese, Norwegian, Swedish, Finnish, Chinese and Polish. Finally, **BattleTech** novels are also distributed worldwide in English and have been translated into Russian. Impressive, no?

Next issue, the next stop on the tour ...

Using Intelligence on the Battlefield

by Patrick Dillon

Taking a Closer Look

A crucial element of warfare is information-gathering. Not all units have access to Scout Drone Carriers and other units to provide up-to-date information. In many cases, the recon lance is the only source of data. But with a little extra time and effort, intelligence-gathering can be put in the hands of the players with the following unofficial, optional system.

Recon scenarios are best played on four or more mapsheets. The defending player's units remain hidden until they are detected by the recon element—or until they reveal themselves by opening fire. The defender must play his forces as if they do not know the whereabouts of the attacker's recon units—until, of course, they are spotted by blind luck or through errors on the attacker's part.

The basic **BattleTech** game does not change. Each side rolls for initiative and then plots its moves accordingly. The defender moves in secret, noting the positions of his 'Mechs on paper. After both sides have moved, the defender and attacker check for any valid line-of-sight targets. Visual sighting range is hampered by time and weather. Below is a random weather-generator that can be customized to fit individual planets.

Random Weather Table

2D6	Result
2	Blizzard, hurricane
3	Hail, freezing rain, high winds
4	High winds
5	Fog
6	Calm, light winds
7	Calm, light winds
8	Calm, partly cloudy
9	Light rain
10	Heavy rain
11	Thunderstorm, heavy snow, dust storm
12	Tornado

The weather and time combine to affect visual spotting differently for 'Mechs, vehicles, fighters and infantry. The following table is modified from the double-blind game rules.

Visual Spotting Range Table

Conditions	'Mech	Vehicle	Fighter	Infantry
Darkness	5	4	3	2
Daylight	60	45	120	30
Twilight	15	12	15	8
Fog, rain, snow	10	8	10	3
Low cloud cover	7	5	2	4
Blizzard, heavy rain	3	2	2	2

To visually spot an opposing or defending unit, the recon element must have a valid line-of-sight (LOS), have the unit in a forward firing arc, and be within the range specified by the table above. Note that infantry has a 360-degree firing arc. The opposing unit also has a chance to visually identify the recon unit.

If LOS exists but visual sighting is not possible because of weather, the sensor arrays of the recon unit and the defending unit are checked. Both sides must announce if they have anything that might alter the outcome of a sensor check, such as Beagle active probes, standard Clan probes, etc.

Next, each side rolls 2D6 and consults the sensor spotting chart, making any necessary modifications. If the modified roll meets the target number, the unit is spotted. The sensor spotting chart and modifiers appear below.

Sensor Spotting Table
LOS Required, Non-hidden Units Only

'Mech/	Short Range	Medium Range	Long Range
Vehicle	6+	8+	10+
Beagle	1-13	14-24	25-36
Bloodhound	1-16	17-32	33-48
Clan Active Probe	1-15	16-30	31-45
Scout Vehicle	1-11	12-22	23-33
Standard AeroFighter	1-12	13-23	24-34
Standard VSTOL/VTOL	1-11	12-22	23-33

'Mech/Vehicle	Short Range	Medium Range	Long Range
Standard 'Mech	1-8	9-16	17-24
Standard Vehicle	1-6	7-12	13-18
WatchDog	1-20	21-40	41-60

No LOS Required, Detection of Ground Units Only

'Mech Seismic Sensor	1-2	3-4	5-6
Vehicle Seismic Sensor	1	2	3

Modifiers to Sensor Checks

Target Scanned	Die Modifier
'Mechs, Vehicles, Fighters	0
Infantry	+1
Power Infantry	+3
Guardian ECM	-3
Angel	-5
WatchDog	-6
Standard Clan Active	-4
Buildings	+3
Weapons Emplacement	0

For example, a Beagle scout tank attempts to reconnoiter an enemy lance. After several rounds of no contact, the lance announces an LOS is valid at a range of 20. However, since it is raining hard, neither the lance nor the scouting Beagle can see each other. Sensor checks are required, and reveal that both units are in each others' forward firing arcs. The defender announces that he has no modifiers, and the Beagle notes that it carries a probe. Both sides roll. The defender gets a 6, which means he has failed to see the player controlling the Beagle because only his short-range sensors were operational. The Beagle's player rolls an 8, which is good enough to spot the defending lance—an *Atlas*—at medium range. The Beagle will likely slip away and notify its own lance mates before the *Atlas* can crush it. If the *Atlas* had spotted the Beagle, it could have opened fire.

Once a unit is spotted, it remains spotted until contact has been broken for two consecutive rounds. However, once a unit moves out of sensor range for two consecutive rounds, the contact is broken.

Scouting Equipment

A plethora of scouting equipment is available, from hand-held infantry radios to *Ostscout*s that can probe deep into enemy territory.

Remote Sensors

Reporting range: 50 kilometers

Detecting range: 10 kilometers (334 hexes), 360 degrees

Types: motion, heat, radar, profiles, movement, electromagnetic

Remote sensors can detect practically everything from wild dogs to crazed infantrymen. However, it is up to the monitoring scout to determine the nature of the signal. One monitoring station can handle up to 15 sensors. If the sensor makes contact with something, the scout must make a skill check to correctly identify what the sensor detected. The following is a general guide to use if the personnel monitoring the sensors are not seasoned MechWarriors.

1. Determine the skill of the scout. Roll 1D8 and consult the table below.

1D8	Skill
1	6
2	6
3	5
4	5
5	5
6	4
7	4
8	4

2. Determine the modifier of the object that the remote sensors detected.

'Mechs, vehicles, fighters: +2
Infantry: +1
Power infantry: +2
Guardian ECM: -3*
Angel: -5*
Watchdog: -6*
Standard Clan active probe (Beagle): -4*

* Disregard the 'Mech, vehicle, fighter, or infantry modifier that would normally apply.

3. Rolling the target number or above means that the scout has correctly identified the object detected by the remote sensor.

For example, a remote radar sensor placed on a Level 4 hill reports a contact to the monitoring station. The object detected is a lance of light 'Mechs. The scout rolls a Skill Check of 4 against his Skill of 6. The roll is modified by +2 for 'Mechs, meaning the scout correctly identifies the lance as light 'Mechs. If the lance had Guardian ECM or another ECM suite activated, the roll would have suffered a -3 penalty, meaning the scout could not correctly identify what the sensor picked up.

4. The probed unit now rolls 2D6. If the result is 5 or better, the unit discovers that it has been spotted. Another 2D6 roll of 8 or better reveals the location of the remote sensor. Hi Scout Carriers and drones modify this roll by -6.

5. Remote sensors can only identify lance/Star/platoon-sized elements and larger. This does not allow for the identification of specific 'Mechs, but can allow a weight-class determination. Refer to the table on p. 25.

Weight of Lance	Die Roll Modifier
Light	-3
Medium	-2
Heavy	+2
Assault	+3
Infantry	+1
Power Infantry	+2

Scout Vehicles

Faster, cheaper, and easier to infiltrate than BattleMechs, scouting vehicles make excellent platforms from which to spy upon the enemy. Below is an overview of these units. The sensor ranges listed are for monitoring troop movements of lance/platoon/Star-sized units and larger. Where a vehicle or 'Mech carries a more powerful sensor, like a Bloodhound, the Bloodhound probe's range would be used in place of the standard scouting vehicle range.

Packrat: Jams all communications in a 5-kilometer range (150 hexes). This gives a -4 initiative modifier for opposing units, and no reinforcements or aerospace coordination is allowed. Communication range of 20 kilometers (668 hexes). Enters rubble hexes at cruise speed.

Pegasus Scout Tank: 30-kilometer (1,000 hexes) scanning range.

Skulker Scout Tank: 30-kilometer (1,000 hexes) communication range. Remote sensor monitoring station.

Swift Wind Scout Car: Enters rubble hexes at 5 MP/turn, 100-kilometer (3,334 hexes) communication range. Communications with DropShips and JumpShips possible. Can attempt to listen to enemy frequencies with a success rate of 7+.

Darter: Enters rubble hexes at 7 MP/turn, 100-kilometer (3,334 hexes) communications range. Communications with DropShips and JumpShips possible. Can attempt to listen to enemy frequencies with a success rate of 6+.

Centipede: Enters rubble hexes at 9 MP/turn, 100-kilometer (3,334 hexes) communications range. Communications with DropShips and JumpShips possible, as well as linking two space-going crafts' communication systems.

Boomerang: Sends live video feed, infrared capable, to units up to 20 kilometers (668 hexes) away. Serves as an artillery spotter as well, and has two separate cameras.

Ferret VTOL: Deploys and monitors up to 15 remote sensors.

Hi Scout Carrier: 60-kilometer (2,000 hexes) detection range. Detection rolls are made at a -6 penalty. The carrier has a 500-channel communications package, with three Napfind and three Pathfind drones.

Napfind Drone: Sensor radius is 10 kilometers (334 hexes). Treat sensors as Bloodhound package with detection rolls made at a -5 penalty.

Pathfind Drone: Sensor radius is 20 kilometers (668 hexes). Treat sensors as Bloodhound package with detection rolls made at a -5 penalty.

Gabriel: Sensor and communication range is 10 kilometers (334 hexes).

Beagle Scout Tank: Carries Beagle probe.

Rotunda: 10-kilometer (334 hexes) sensor range. Can monitor enemy communications successfully on a roll of 8+.

Nightshade: Carries Guardian ECM.

Cyrano: Carries Beagle probe.

BattleMechs also are excellent scouts. Remember that a BattleMech carrying a more powerful probe uses the probe's sensor range, not the standard 'Mech sensor range.

Ostscout

The *Ostscout* is a valuable recon platform. It has a reporting range of more than 100 kilometers (3,334 hexes). When it map-scans, it records a topographical map, as well as environmental, hydrological and manmade features in an eight-hex radius. Any abnormalities are brought to the pilot's attention.

The *Ostscout* is vulnerable when it is map-scanning, as it cannot at the same time detect enemy units. When not map-scanning, its sensors function with the following effectiveness:

Short Range (3+): 1-25
Medium Range (5+): 26-50
Long Range (7+): 51-75

Some of the *Ostscout* 'Mechs no longer have this great sensor array. A roll of a 1 or a 2 on 1D6 indicates that the 'Mech has lost its original sensor system. Though the map-scanning ability is retained, the sensor is treated as a Beagle probe for purposes of range only.

MECHFORCE®

CHAPTER NEWS

Words from the *BlackSheep* and the *Chaos Warriors*

by Dave Noven and Robert Shewring

The BlackSheep Rise

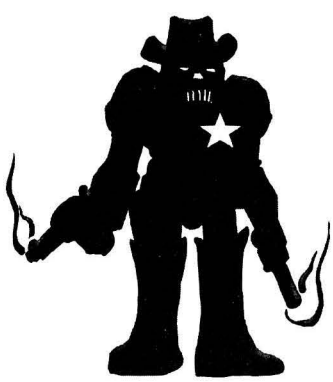
The BlackSheep started in June of 1992. At that time we called ourselves the Bloody Badgers. Our membership consisted of four MechWarriors. But in 1993, the club meeting base moved to Edgerton, Wisconsin, and we more than doubled our ranks. Here, we fought battles with the Stone Rhinos and The Horsemen, and we won glory for our chapter.

By the end of 1995, we were 20 members strong, and our meeting place was getting small. In May, we had our first mini-convention. We called it Krypto Kon. We worked with a local game store in Janesville, and we had 120 people show up. The con was a success. At the beginning of this year, our membership numbered 40. We'd merged with another chapter, which was called The Warriors. And we just had our second mini-con, this time drawing 250 attendees.

The biggest problem for our chapter is getting funds. We have made field trips to the BattleTech Center in Chicago, and we helped some of our members make it to the GEN CON Game Fair in Milwaukee. By the end of the year, our chapter is always out of C-bills.

We try to keep our meetings fun by playing **BattleTech, MechWarrior,** and other games. All of our members are outstanding. Some of these standouts include James Degenhardt, our resident artist; Len Martin, the "Game Master"; and Jim Walstad, our vice president.

Our chapter is looking for a challenge. Any club in the middle to south Wisconsin area that would like to do battle for honor and glory should write to us: the 422nd BlackSheep Gamers, c/o President David Vanden Noven, PO Box 156, Evansville, WI 53536-0156.



The Chaos Warriors

Our chapter started in May of 1995 after I finished at the University at Brock in St. Catherine's, Ontario. While I (Robert Shewring) was in St. Catherine's, a comic book store offered a **BattleTech** 3-D tournament every other week. At first, only a few people showed up. But after a month, we had well more than a dozen. Unfortunately, when school ended and a few of us left, it fell apart. I had played **BattleTech** before, but never on a 3-D map. I enjoyed it so much that I wanted to start a chapter in Oshawa.

At first there were no takers—not even after advertising in the only two comic stores in Oshawa. But eventually I started to get phone calls, and slowly people came to play. We now have 10 members, with a couple of others showing up once in a while. Our members' ages range from 15 to 35, but average around 18.

I have a double-door garage with a converted room above it with a pool table we put a board across and play on. When I was younger, it used to be my model train room. But I have converted it mostly to **BattleTech** now. We meet regularly once a week on Sundays, from about 10 a.m. to 6 p.m.—or whenever we want to stop.

One of our members has a side business and sells **BattleTech** miniatures to other members at a discounted price. As a result, our miniature collections are growing. Another member has helped in making movable terrain so if it appears a battle will move off the playing field, we can move the scenery and keep fighting.

We hope to find other members and any events that will be held in our area. Going to the States is out of everyone's budgets and times. We also want to challenge other chapters in our area and possibly take a trip to Toronto to the CN Tower, where there is a computer 3-D simulator for **BattleTech.**

Contact the Chaos Warriors, c/o Robert Shewring at Box 31, RR #5, Oshawa, Ontario, Canada, L1H 8L7.

CHAPTER CHALLENGE

ComStar Archives Expand Your Universe

by the BC Legion

With scant months having passed since our first hyper-pulse transmission, the culmination of our current effort is on its way. We would like to thank Primus Sharilar Mori, who—in her graciousness—has allowed us infinite access to the ComStar history vaults. With the willing aid of her stoic adepts, we have gathered another batch of questions to stimulate your minds. Our continuing hope, beyond the desire to please everyone with the fruits of our labors, is that the window of knowledge that has been opened will illuminate us all in its light.

Layman Level

1. What is the area surrounding the Inner Sphere called?
2. What House has an eagle as its emblem?
3. Name the current Archon Prince of the Federated Commonwealth.
4. How many 'Mechs are in a Clan Star?
5. What is the title of the leader of the Capellan Confederation?
6. On which planet is the NAIS located?
7. What does the term "freebirth" mean?
8. What is the monetary unit of ComStar commonly called?

Scandal-Vid Watcher

1. Who was the first Khan of the Jade Wolf Clan?
2. Name the poem used by the Clans to record history.
3. Who killed Richard Cameron?
4. How many pillars make up the Draconis Combine?
5. Name Thomas Marik's son who died of leukemia.
6. What rank grants command of the Com Guards?
7. What planet is known as the "Game World?"

Intelligence Operative

1. Name the first Primus of ComStar.
2. What BattleMech was the basis for the OmniMech?
3. What is Anastasius Focht's real name?
4. Name the ComStar JumpShip that found the Clans.
5. What city was razed by Clan Smoke Jaguar from orbit?

Intelligence Director to the First Lord

1. Who are the "seven sons of Solon?"

Any Questions?

The BC Legion wants your trivia questions! If we use one of your questions in the ComStar Archives, we will give you credit on the page.

Send your trivia to: ComStar Archives, care of the BC Legion at 5008 S. Birch St., Tempe, AZ 85282. As you can see on the list of answers below, we have included the book and page number of the source most applicable to the question. This lets you verify that we know what we're talking about. When you send us your questions, include the sourcebook and page number, along with your answer.

Answers

Layman Level

1. The Periphery (*The Periphery*, page 5)
2. House Marik (*House Marik*, cover)
3. Victor Steiner-Davion (*Natural Selection*, page 177)
4. Five (*Wolf Clan Sourcebook*, page 12)
5. Chancellor (*House Liao*, page 27)
6. New Avalon (*House Davion*, page 161)
7. An individual conceived and born by natural means (*Wolf Clan Sourcebook*, page 125)
8. C-bill (*MechWarrior, Second Edition*, page 141)

Scandal-Vid Watcher

1. Vladimir Ward (*The Falcon and the Wolf*, page 42)
2. The Remembrance (*Wolf Clan Sourcebook*, page 5)
3. Stefan Amaris (*Star League*, page 82)
4. Five (*House Kurita*, page 115)
5. Joshua Marik (*Chaos March*, page 8)
6. Precentor Martial (*ComStar*, page 61)
7. Solaris VII (*MechWarrior, Second Edition*, page 131)

Intelligence Operative

1. Conrad Toyama (*ComStar*, page 19)
2. Mercury (*Wolf Clan Sourcebook*, page 23)
3. Frederick Steiner (*Lost Destiny*, page 343)
4. Outbound Light (*ComStar*, page 65)
5. Edo (*Invading Clans*, page 56)

Intelligence Director to the First Lord

1. The Free Worlds League Central Coordination and Command Council (*House Marik*, page 79)

Constructing DropShips

It Takes [illegible], Patience, Frog Eyes and Glue

by David Andrade

What do you do when you want a scale model, but there's none on the market? In my case, I wanted a DropShip, and after some brainstorming I decided to make one. I quickly settled on a sphere shape. Actually, my eyes had settled on our Earth globe, and I figured that was pretty close to the right size.

A quick trip downtown to my wife's favorite craft store netted me two cans of dark gray primer and a pack of frog eyes. I was ready to start.

At home, after removing the globe's stand, I used a small, flat screwdriver to strip the thin outer covering off the globe. They glue this covering, which has all the continents and oceans printed on it, to a cardboard sphere. But once a corner of the covering has been lifted, it comes off easily. Left with a fuzzy ball of cardboard, I sanded it with two-twenty grit sandpaper to remove the rough edges. I then placed it back in its stand, and soaked it with primer. The object was to saturate the cardboard—hopefully stopping the fuzz effect that you get from working with cardboard.

Leaving it to dry, I dug through my collection of **BattleTech Technical Readouts.** In the **3057** manual, I found the *Fortress* Class DropShip. As our chapter here in Topeka is Clan-oriented, the ship would be converted to Clan standards—which will help me explain the difference in appearance between my model and the picture in the manual.

With the globe dry and sanded (with a finer grade of paper), I was delighted to discover that the cardboard sphere was divided into precise segments—saving me the time of making measurements. I drew six cargo doors, spacing them equally around the bottom half.

Casting about the garage, I found an old six-volt flashlight. The entire lens assembly came off and was about six inches in diameter. With the plastic lens lightly sanded and painted, this became the main thruster at the bottom of the ship. Using the hole on the bottom of the globe, I used a drill to enlarge the hole for the thruster. I also drilled the area for one of the cargo doors. A skill saw with a fine-toothed blade was pressed into service to finish the cuts.

I found six electrical wiring insulators about one inch in diameter with a half-inch hole in the center. They were made of hard plastic, and I figured I could use them for something. Hmm. Yes! Landing leg pads. Cutting six pieces of small PVC tubing, I angled the ends of each of them. I placed the wiring insulators on newspaper, inserted the PVC into their ends, angle down. This left them off-center about 10 or 15 degrees. I mixed and poured five-minute epoxy between the insulators and tubes, filling the gaps. The entire weight of the ship would be resting on the legs, so I wanted them strong.

Once the epoxy was set, the other ends of the PVC tubes were also cut at angles so that when mated to the ship, the landing pads would set flat on the table. Next, I glued three quarter-inch long, quarter-twenty bolts—threads pointing out—into the ends of the PVC. I kept with the same angle as the cut. After some work with a drill and a wrench, the legs were bolted in place.

I used SuperGlue as filler where the legs contacted the ship. Then I glued small rectangular pieces of plastic to the landing legs to depict the hatches that seal when the ship would be in flight.

Now for the seams, which define the armor plating that protects the ship. Checking the picture in the manual as a basic guide, I drew the armor the way I wanted it to appear. With a small hacksaw blade, I cut a third of the way into the cardboard, following my lines carefully. I did this also to the cargo doors,

landing pad hatches, and any other areas I wanted to define.

Then I took a hobby wood-burning iron with the V-shaped end attached, and I followed my cuts. This accomplished two things—it burned away the cardboard fuzz and turned the straight cuts into more realistic seams.

Now for the frog eyes. They're plastic, dome-shaped, and three-quarters of an inch across. They have pins for fastenings coming out of their flat undersides. PPC turrets they will be!

A search through my spare modeling parts box turned up a group of laser rifles. Off with their barrels! I drilled two small holes into each turret, and affixed the barrels with a little glue. My ship was armed! But wait, I wanted more. Another dive into the parts box yielded four miniature binoculars and eight armored shoulder pads. A little filing here and there, some glue, and with the small end of the binoculars pointing out from between the pads, I had more turrets. Each was fitted with dual large pulse lasers. I felt that any more armaments showing might take away from the look I wanted for the ship, so I stopped there.

Remember the cargo door I cut? With some flat modeling plastic, I cut a piece to fit it, then used five-minute epoxy to glue it to the inside of the door. This made the ramp. With the ship sitting on a table, I glued the bottom of the cargo door to the opening it was cut from, with what used to be the top of the door now touching the table. Two different sizes of small plastic tubing, cut to length, made the hydraulic-looking ramps. Now she was ready to off-load her 'Mechs.

Here came the hard part. For the open cargo door, I wanted a neat-looking interior view. This meant that a separate removable cargo hold had to be built. Also, when finished it would have to fit through the largest opening—the thruster hole at the bottom.

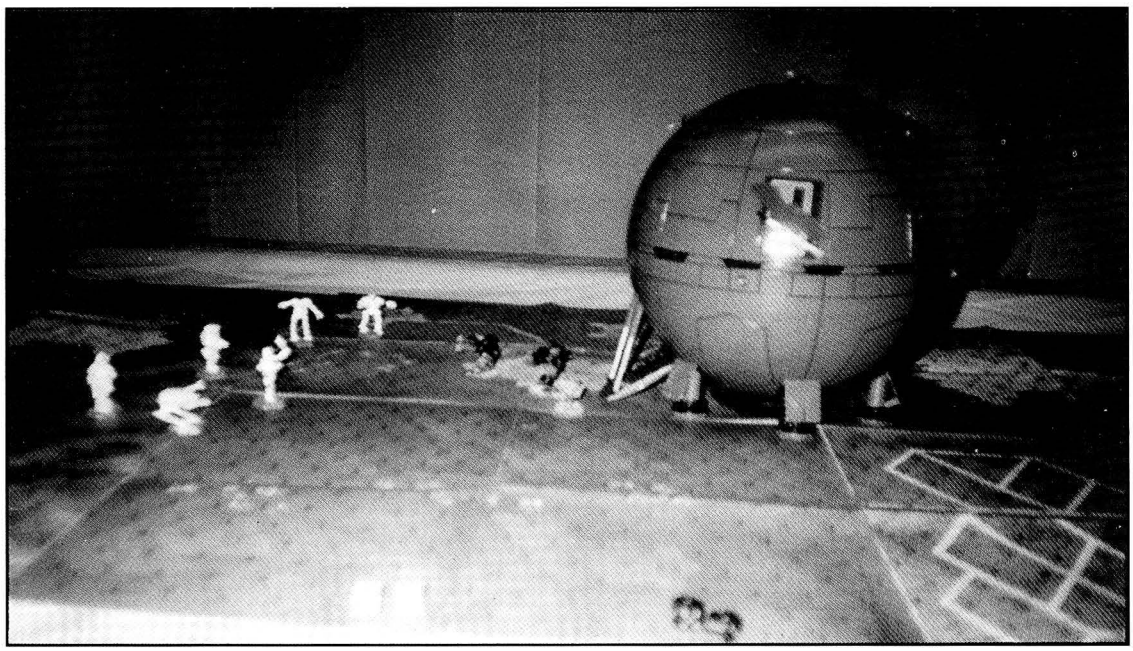
One of your local hobby stores should have an assortment of plastic modeling pieces. They come in all shapes and sizes—flat sheets, round tubes, and best of all . . . "I" beams. Using one of the flat, thicker pieces, four inches wide by a foot long, I cut eight inches off one end. This piece would become the floor. Next, I drew out a curve on the plastic and cut it so the side would fit against the inside of the ship. I drew and cut another curve on the opposite side. It looked like a flat quarter-moon, with the ends cut square. Two side-wall pieces were cut four inches tall, and these also had to be curved to fit against the inner wall of the ship. I used SuperGlue to attach these to the floor piece.

I cut a thinner piece of plastic to serve as the back wall. Once it was all glued together and dried, I followed along the seams with more SuperGlue to strengthen the entire assembly. Next, I glued three small metal "L" brackets to the cargo hold—one each to the outside edge of the side walls, about halfway up. The remaining one was affixed to the bottom edge of the floor, again centered.

While checking the fit, I marked where the holes in the brackets were and lined them up to the inside wall of the ship. I used a small drill to make the holes, which were then countersunk with a larger drill from the outside. I placed machine screws in each hole, threads pointing inward. Their heads were sunk below the level of the cardboard hull. With a couple of drops of glue, I locked them in place. After it dried, I used some five-minute epoxy to cover the holes above the screw heads to make it flush with the hull.

Wanting to liven up the cargo hold, I took the plastic "I" beams. I cut sections to reach from floor to ceiling. Larger "I" beams were placed in boiling water until they were soft. Then I bent them to follow the curvature inside the ship. Once bent, I ran them under cold water so they'd retain their new form. I glued them all in place and decided that the hold was ready to paint. First came a spray coat of white primer, the end walls receiving a coat of black. I wanted to create the feeling of distance when viewed from outside the open cargo door. The beams were painted blue-gray, and the back wall was brushed with a dark cream color to help lighten the inside. I put some arrows on the floor, pointing the way to the bay door.

Then I selected three 'Mech miniatures to grace the hold. A *Timber Wolf* (*Mad Cat*, to you freebirth Inner Spheroids) would



stand in the open doorway, along with a single Elemental (Toad). A *Kit Fox* (*Uller*) would be behind them, moving toward the door. I cut the miniatures' feet from their bases using small files and an x-acto knife. Be careful doing this—stitches hurt worse than the cuts. I drilled small holes into the bottoms of the feet. Pins glued into the holes provided a solid way to attach the miniatures to the corresponding holes I drilled in the cargo hold floor.

With the miniatures assembled and primed white, they were ready to paint. I used the primer as my base coat. Then I settled on a striped camouflage scheme for the two 'Mechs, using light gray, blue and black. The Elemental received a light brown. I glued them in place and sprayed the entire assembly with several light coats of clear paint, then set it aside to dry.

Meanwhile, the DropShip had received several light coats of dark gray primer. Between each coat I sanded lightly with six-hundred grit paper. Once happy with the smoothness of the primer, I used a #1/0 paint brush and painted black all the cuts I made on the outside of the ship. This really defined the armor sections, doorways, and the landing pad hatchways.

I painted the turrets' barrels gunmetal gray and put a drop of red paint on their tips. Then I put black and yellow warning stripes along the sides of the landing ramp leading to the ground. I chose a large section of armor, and—after many, many practiced tries on paper—painted the Jade Falcon insignia. I believe that Turkina guided my hand, for my friends told me the insignia looks good.

I decided on a name for the ship, and "The Falcon's Eyrie" was soon gracing the opposite side in green paint. Ship numbers 251 in red finished my painting spree. Again, I used many light coats of clear to finish her.

Using what my wife assures me is called plastic canvas—a sheet of plastic with a multitude of square holes molded into it—I cut out a roof for the cargo hold. Then I glued a small Christmas light socket in the center of it so that the bulb would hang down. A double-A battery pack, holding four batteries, some wires, and a very small toggle switch, and I was ready. I drilled a hole through the thruster (up high, so it wouldn't be seen), and I mounted the switch there. One wire from the battery pack was attached to one side of the switch. From the other side ran a wire to the light socket. Another wire from the light socket to the wire on the battery pack completed the circuit. The battery pack was glued to the inside top of the thruster. Hint: leave the wires extra long, this will make it easier to apply the roof and change the batteries when they wear out.

I took the cargo hold and carefully placed it inside the ship, making sure the screws lined up through the holes I made in the L brackets. I put a flat washer over each screw, on the top of the brackets, with nuts following behind. Tightened down, these secured the cargo hold in place.

The roof followed, held in place with blue tack, which is a reusable sticky clay-like substance used to hold posters to walls. A gentle push on the thruster, and it popped into place. Done!

You don't have to use the same materials I did. Consider my experience a guide. Just use your imagination, and think about how some pieces of PVC, plastic, or model kit parts might fit the look that you want.

I have to tell you that during "The GateKeepers" Second Annual Painting Contest, held here in Topeka, KS, they awarded my DropShip First Place in Best Overall, Second Place in Diorama, and Third Place in Most Unique.

What's next on my agenda? Well, a friend mentioned something about a JumpShip. Hmm. Wait a minute! That cardboard box my son's electric guitar came in might be perfect.

With Your Host, Primus Bryan Nystul

This issue, I thought you might like a sneak preview of some of the **BattleTech** products planned for 1997, as well as an opportunity to help with the creation of a major new rulebook. Read on!

BATTLETECH: 1997

Note: This is a partial and preliminary list. Titles and contents are subject to change.

The Battle of Coventry

Originally planned for release in 1996, this scenario pack recreates the epic struggle between the Jade Falcons and some of the toughest mercenary units in the Inner Sphere.

BattleTech Map Set 5

At long last, a set of new mapsheets showcasing some unusual terrain arrangements sure to spice up any **BattleTech** game.

BattleTech Field Manual: Free Worlds League

The second of the Field Manual line of military guidebooks, this book will give a long-awaited look at the military of the factious Free Worlds League, including the chivalrous Knights of the Inner Sphere.

BattleTech Advanced Rulebook

This is it! Crank your **BattleTech** games up to the max with this one. See **Maximum 'Tech** for more information on this book and how you can help make it happen.

BattleTech Field Manual: Mercenaries of the Inner Sphere

Mercenaries have been a perennial favorite in **BattleTech**. Now they get the deluxe treatment. We describe the most famous mercenary units of the Inner Sphere, and also include complete, concise and playable rules for building and managing your own merc unit.

BattleForce, Second Edition

This all-new game will allow you to play large-scale engagements easily, from company-on-company raids to all-out planetary assaults! Variable difficulty levels allow players to add complexity if they want it. There will be rules for supply lines, weather, orbital bombardment and more. Fully integrated with **BattleTech** and **BattleSpace** for an ultimate campaign system!

MAXIMUM 'TECH!

The biggest thing to happen to **BattleTech** since the first **Technical Readout** is coming in 1997! The book's working title is "**BattleTech Advanced Rulebook**." It will contain a wealth of new optional rules for players who want more out of **BattleTech**: more realism, more weapons, more detail and—most importantly—more fun!

Here are some of the things I already plan on including: detailed rules for salvage, repair, and customizing BattleMechs; expanded conventional vehicle rules that add more realism as well as rules for drones, minesweepers, bridgelayers, trailers, and more; one-on-one **BattleTech** rules expanding the game in a similar fashion to **Solaris VII**; new weapons and equipment, combining the best of the **Tactical Handbook** and **Field Manuals** with all-new material; rules for double-blind **BattleTech** games; revised and expanded artillery rules for more detail and realism; veteran MechWarrior abilities that allow you to increase more than just your Gunnery Skill; and much, much more!

So how can you help? It's simple: Tell me what you want to see!

In the course of **BattleTech** play, most people come up with home rules to cover special situations that the **Compendium** doesn't cover. Sometimes, there is a part of the **BattleTech** universe that doesn't seem to be sufficiently represented in the game. Whatever the case, I need to know what you want added to this book. Please do not send me fully written rules, however! Send only brief letters describing what you want to see included in the **Advanced Rulebook**.

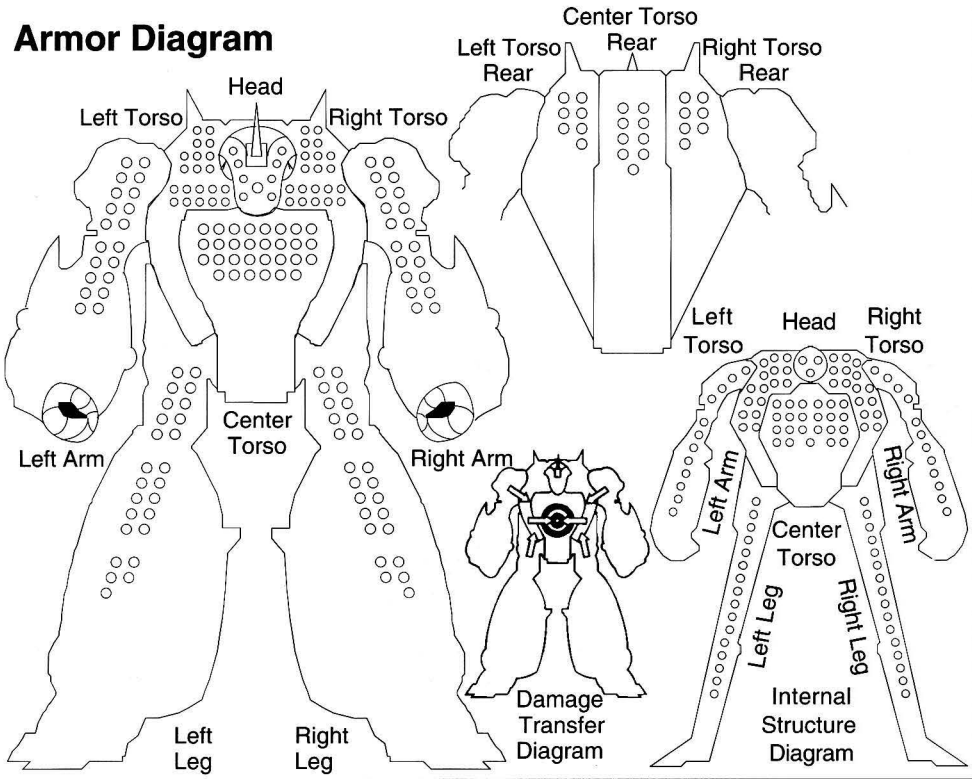
An example of this might be: "Dear FASA, I always thought tanks got the bad end of the stick in **BattleTech**. Please include more detailed rules for them in the **Advanced Rulebook**."

You can be a little more descriptive, but please don't include complete rules for your suggestions. It would be virtually impossible to sort through all the rules, giving the proper people credit for each one.

Mail your suggestions to FASA (address on page **3** of this book), to the attention of **BattleTech Advanced Rules.** You can also email your suggestions to <fasainfo@aol.com>. Include as the subject of the email "Advanced Rulebook Suggestions." Try to get your suggestions in before the end of October, 1996, for the best chance at being heard. I hope to hear from you soon!

BATTLETECH
BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **TYM-1A Toyama**

Tonnage: **75**

Movement Points
- Walking: **4**
- Running: **6**
- Jumping: **0**

Technology Base: Inner Sphere

3058

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
2	ER Large Laser	RA	12	8	0	7	14	19
3	Medium Laser	LT	3	5	0	3	6	9
1	LB 10-X AC	LA	2	10	0	6	12	18
1	LRM 20	RT	6	1	6	7	14	21
1	Guardian ECM Suite	RT	0	0	0			6

Ammo Type	Rounds
LB 10-X AC	20
LRM 20	12

Total Double Heat Sinks: 14 [28]

○○○○○ ○○○○○
○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Left Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. LB 10-X AC
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

4-6
3. Ammo (LB 10-X) 10
4. Ammo (LB 10-X) 10
5. *Endo Steel*
6. *Endo Steel*

Left Torso

1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Medium Laser
5. Medium Laser
6. Medium Laser

1. *Endo Steel*
2. *Endo Steel*

4-6
3. *Endo Steel*
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. *Endo Steel*
6. *Endo Steel*

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso

1. XL Engine
2. XL Engine
3. XL Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine

4-6
3. XL Engine
4. XL Engine
5. *Endo Steel*
6. *Endo Steel*

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Combat Value	4,929
Cost	16,330,125

Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. Heat Sink
2. Heat Sink

4-6
3. ER Large Laser
4. ER Large Laser
5. ER Large Laser
6. ER Large Laser

Right Torso

1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. LRM 20

4-6
3. Guardian ECM Suite
4. Guardian ECM Suite
5. Ammo (LRM 20) 6
6. Ammo (LRM 20) 6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
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	
0	

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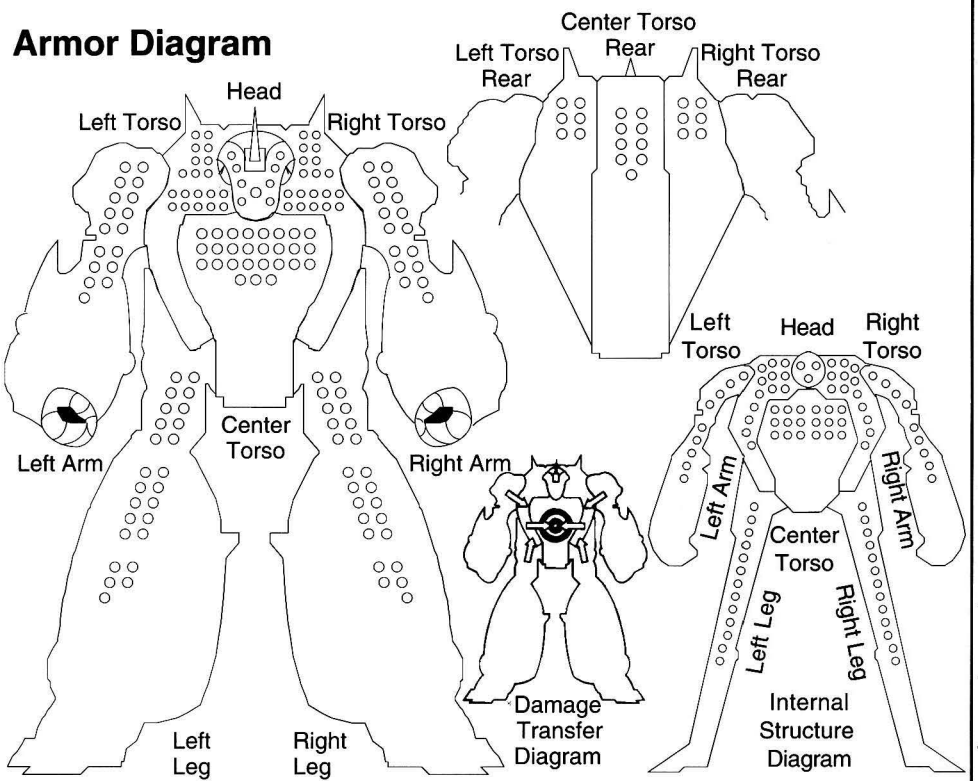
BATTLETECH®
BATTLEMECH RECORD SHEET

Armor Diagram



Mech Data

Type: **BCN-3R Buccaneer**

Tonnage: **55**

Movement Points
Walking: **6**
Running: **9**
Jumping: **0**

Technology Base: Inner Sphere
3058

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	ER Large Laser	RA	12	8	0	7	14	19
1	Medium Laser	H	3	5	0	3	6	9
2	Medium Laser	CT	3	5	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Pulse Laser	LT	4	6	0	2	4	6
1	SRM 6	LT	4	2	0	3	6	9
1	Hatchet	LA	0	11	0	1		

Ammo Type	Rounds
SRM 6	15

Total Double Heat Sinks: 10 [20]
oooooooooo

Auto Eject
☐ Operational ☐ Disabled

Warrior Data
Name: _____
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3

4. Hand Actuator
5. Hatchet
6. Hatchet

1. Hatchet
2. Hatchet

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine

1-3

4. Medium Pulse Laser
5. SRM 6
6. SRM 6

1. Artemis IV FCS
2. Ammo (SRM 6) 15

4-6

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

Left Leg

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

Critical Hit Table

Head

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

Center Torso

1. XL Engine
2. XL Engine
3. XL Engine

1-3

4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine

4-6

4. XL Engine
5. Medium Laser
6. Medium Laser

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Combat Value	3,285
Cost	11,622,520

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3

4. ER Large Laser
5. ER Large Laser
6. Ferro-Fibrous

1. Roll Again
2. Roll Again
3. Roll Again

4-6

4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine

1-3

4. Medium Laser
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous

4-6

4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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Cover art: Explorer Corps™ source book out in November

BATTLETECH MINIATURES FROM RAL PARTHA

September

Piranha
Grendel
Typhoon (Vehicle)
Raptor

October

Gallowglas
Longbow (**TR: 3058** version)
Komodo
Nightstar

November

No miniatures for November

ORIGINS '96

BATTLETECH OPEN WINNERS

Michael Martin
John Daugherty
David Quast

GENCON® '96

OPEN
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Rich Cencarik
Reid Wilson

TOY TECH
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Kyle Lewis
Mike Chapman

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Chris Trossen

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Theodore Penn

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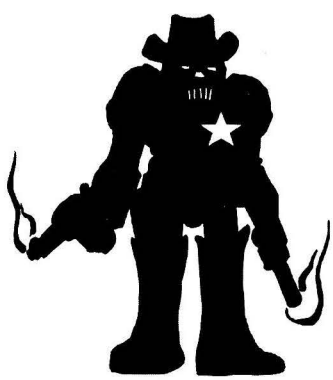
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