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MECHFORCE® NORTH AMERICA QUARTERLY

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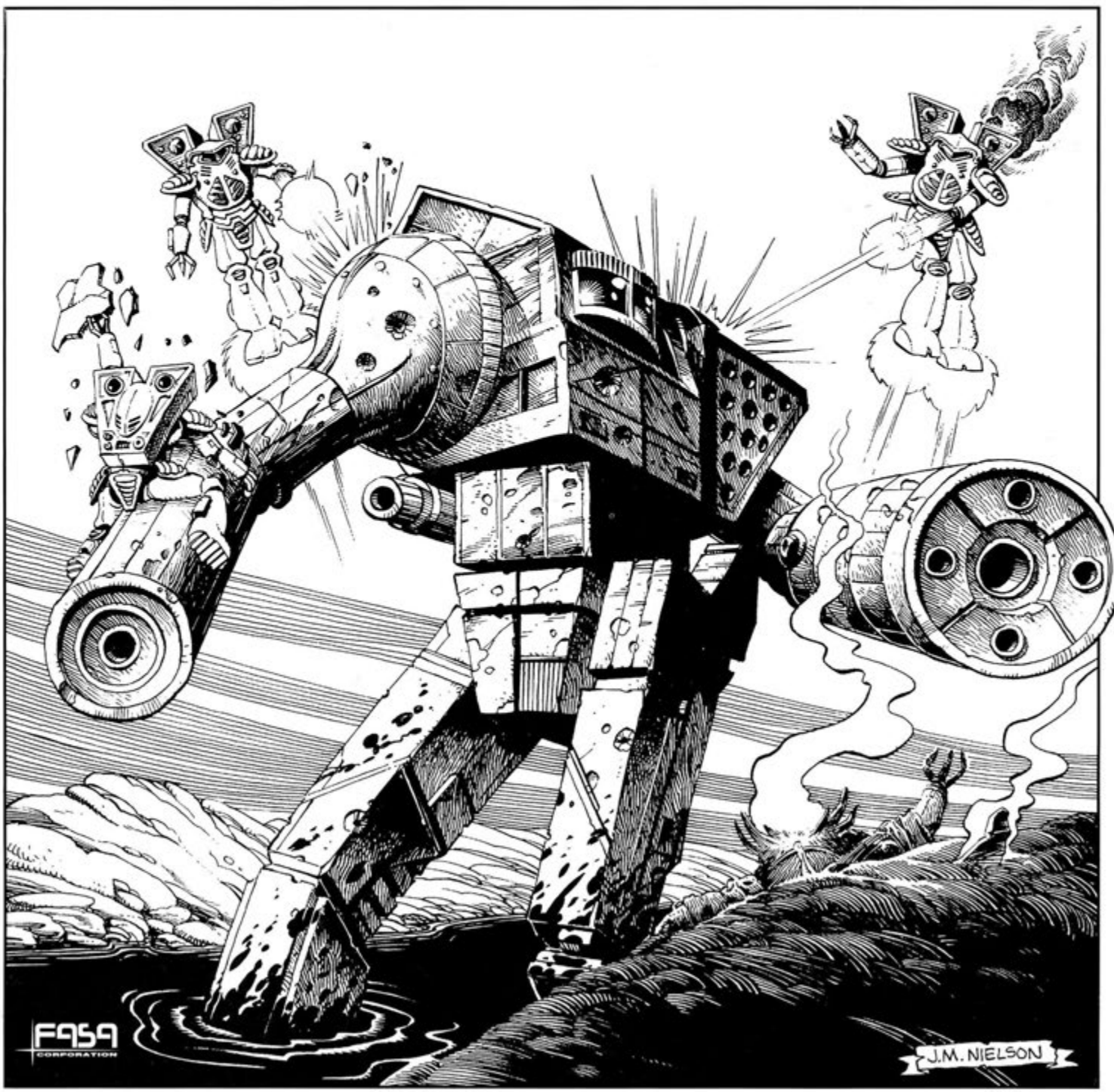

LOCK-N-LOAD

Farewell MechWarriors

The Precentor Chi I Moves on to New Endeavors

It has been a great two years for me at FASA—doing all sorts of work with the tournaments, major conventions, and the MechForce Quarterly. It is a time I'll always remember. But it's time for me to move on and make some changes for the future.

For those of you who attend the GEN CON Game Fair, you will see me helping out at the FASA booth in the dealers room. You couldn't keep me away from the convention this year. Stop by and say Hi.

I've had fun working with everyone at FASA Corporation. I will miss all the friends I've made during the years and through conventions and over the phone talking about BattleTech and MechForce.

I leave knowing the organization is in good hands—yours. I know you, the members, can keep MechForce running stronger than ever before. Remember, it is up to you to write the articles, keep the tournaments going, stage the important Regional events, and rank the battles.

Have fun with all your battles. And keep your 'Mechs in good repair.

Signing out,

Stacy

Precentor Chi I
Stacy Rieckermann

WEAPONS FROM ABOVE

Contests and Smiling Faces

I think the thing I'll always remember about Stacy is her smile. Sitting at MechForce display tables, in the FASA building, working at convention booths, or chatting with members. She was *always* smiling.

Her attitude symbolizes what MechForce and the hobby in general is about—having a good time, making friends, promoting the game, and putting any worries behind you for a while.

I've enjoyed working with her, even though most of our dealings have been over the telephone and in scattered conversations at conventions we both happened to be attending. And I've appreciated all the little touches she added to the magazine—from designing headers and inserting 'Mechs in the middle of a page to coming up with 100-ton snowmen on postcards.

I'll log all those times away as happy memories, and hope that her smile infected other people, too. I, and the rest of MechForce, wish her well and hope that she'll stop in at conventions from time to time—even if it's just to watch a battle or two. And we'll hope that she never stops smiling.

Contests

The results of our "Objective Contest" are displayed in this issue. We had many entries, and we printed the best of them. The winners will receive nifty prizes from FASA. I think contests are great, and I hope you do, too. So here's another contest of sorts (albeit one that's a bit off-the-wall): a Contest Contest.

Come up with good ideas for MechForce Quarterly contests. Weapons, 'Mechs, MechWarrior heroes and villains—you get the idea. Be creative! The best ideas will run in these pages as future contests to test the mettle of your fellow MechForce members.

Deadline: May 1, 1997

Make your contest rules fit on one sheet, and include your name and address. And send them to Contest Contest, MechForce Quarterly, PO Box 779, New Munster, WI 53152.

Limit: Two entries per MechForce member.

Take Care,

Jean

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This issue of MechForce Quarterly is dedicated to Stacy Rieckermann, Precentor Chi I.

•••
Precentor Tau I: Jean Rabe, Editor
Precentor Chi I: Stacy Rieckermann, Designer & Layout
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Precentor Martial: Randall Bills
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The Widow 's Web

SLAYER'S BATTLETECH PAGE

by Mike Nelson

Welcome to the Widow's Web! This issue marks a milestone for me. It's hard to believe that this column started more than a year ago with an offhanded remark to the editor that went something like, "You should see all of the stuff that is out there for BattleTech on the Web!" The result is the fifth installment of the Widow's Web. No one is more shocked than I am.

We continually hear about how the Internet is changing and evolving daily. What was considered top of the line six months ago is now old news. Bigger, better, and faster seem to be the words of the day. The same holds true for the BattleTech Web sites that I look at every day. What started out as a few pages with some links, home-grown units, and 'Mech designs, has turned into what I am starting to call the "Mega-Pages." Instead of a little of everything, Mega-Pages have a lot of everything. The designers and hosts of the sites are truly talented individuals.

One such site is the Slayer's BattleTech Page. Nic Jansma is the driving force behind the name, and boy does he drive. The page started a while back on AOL. Since that time, he has moved his site to Geocities, and it currently takes up more than 10 megs of searchable information. There is so much information provided on these pages, I had a hard time deciding what to write about.

One of the things Nic dabbles in is programming. He has three programs set up as "game aids" for BattleTech. The Heat Tracker, a To-Hit Calculator, and the Unit Engineer program are available to download and use. They have a nice Window's Interface and definitely ease game play.

The To-Hit Calculator is a useful tool if you have access to a laptop or have a PC where you game. You can almost (read that almost) throw your dice away. This little program figures it all out for you.

The Unit Engineer is an interesting item if you want to generate a random force to fight against. Or, better yet, if you want to develop a force of your own, this is the program for you. Just enter several variables pertaining to your desired force composition, click on a button, and — voila! Instant 'Mech unit. As of this writing, Nic is working on a MechWarrior Designer. Keep those fingers moving, Nic.

Moving on, the Slayer's BattleTech Page is also home to McKenzie's Highlanders, a mercenary unit stationed in the Sarna March, where they are repairing and refitting their equipment and personnel. The charismatic leader is Zack McKenzie, who made good on a youthful dream when he formed the unit. The Highlander section provides a Historical Synopsis, Table of Organization and Equipment, and Other Branches (Intelligence, Special Ops, Magna Technology, etc.). Their various contracts are covered from the unit's inception to present time.

Magna Technology produces equipment for McKenzie's Highlanders. Navigation through the area is accomplished by using a diagram of the facility, which has been converted into an Image Map. In addition to BattleMech, Aerospace, and Vehicle design areas, several DropShip and JumpShip designs have been provided.

A new part of the site is the VRML World of Magna Technologies. VRML stands for Virtual Reality Modeling Language. This area is still in its infancy, but Slayer has done an excellent job of setting up a "Virtual Reality" factory for Magna Technologies. Most of the buildings are still wireframed, but the experience is an interesting one.

General Morgan Hasek-Davion has been quoted as saying, "Communication is inarguably the lifeblood of the army." With that thought in mind, Slayer offers what he calls "The LARGEST collection of BattleTech links anywhere." You know what? I believe him. There are more than 250 links on this page, covering everything from the board game to MechWarrior.

Taking communications one step further, Slayer has added a BattleTech WWW chat area. In here, you can go one-on-one with other BattleTech enthusiasts. It is a handy tool! The only downside is going there and not finding someone to chat with.

Complementing the chat area is a message board that resembles a Newsgroup. You can post just about anything here that pertains to BattleTech. I found it refreshing not to have to wade through all the other stuff that is in the rec.games.mecha Newsgroup.

The Slayer's BattleTech Page can be found at: http://www.geocities.com/TimesSquare/3058/index.html.

Now it's time for a shameless plug. If you would like to have your page considered for a future column, check out the Widow's Web Site at:
http://home.earthlink.net/~seeaweed/widow/widopen.htm.

BATTLETECH® CONTEST

AN OBJECTIVE CONTEST
MECHFORCE MEMBERS RALLIED TO THE CALL

A few issues ago we presented a contest. The rules were simple: come up with objectives for attacking and defending sides in a scenario. No 'Mechs, nothing too fancy, just great battle objectives. We'll admit that we didn't give you much time to submit. Still, we received quite a few entries. The best are presented here. The next time you and your friends get together to play BattleTech, consider devising attacking and defending forces for some of these scenarios to see if you can achieve the stated objectives.

FIRST PLACE

Objective: Celentaro
March 3054
ComGuard Facility
Caldwell, Federated Commonwealth

Precentor Caldwell has a mission for you.

"ROM has brought back some very disturbing intelligence reports from the Taurian Concordat. For years, Protector Thomas Calderon has been convinced that the Federated Commonwealth is planning to invade his realm. Those reports reveal that there is a nuclear weapon on the Taurian world of Celentaro, and that ProtectorCalderon intends on using it against the Commonwealth. The weapon will be transported by a 'Mech-guarded monorail to the starport. By the time you arrive, the device will be armed—so destroying or disarming the weapon will be impossible. The only alternative will be to capture it and dispose of it properly in deep space. Your orders are to go to Celentaro, stop the monorail, and destroy all defenders. May the spirit of Blake guide and protect you."

Special rules: The monorail armor is 50 for all sides, has a Cruise of 9, a Flank of 14, and weighs 50 tons. The rail has a CF of 50 per hex. Use the Ground Vehicle tables on page 63 of the **BattleTech Compendium: The Rules of Warfare** for hit locations, with the following modifications: a 3 or a 4 derails the train and detonates the nuclear weapon. If the weapon detonates, all units on the board are destroyed. To stop the train, the attacker must sacrifice one of his 'Mechs, which is considered making a charging attack. The train cannot continue until the 'Mech has been moved.

Christopher Wojciechowski, Valparaiso, IN

SECOND PLACE

Leave Nothing Standing

Attacker: Your mission consists of four primary objectives. One, you must destroy the enemy's radar station—leave nothing standing. After this is accomplished, you must destroy three forward artillery batteries—they must be attacked simultaneously, otherwise they will fire upon you. Three, you must proceed to the enemy's headquarters, where you will find a single, heavily-defended building. Destroy all defenders near the building, but leave the building unscathed. Inside the building is your fourth objective—the designs for a new LRM and the schematics for a new 'Mech. Secure the building, leaving behind some of your forces to act as guards. Send in infantry to steal the designs and schematics. A DropShip will arrive to retrieve your acquisitions.

Defender: Your scientists have been hard at work on a new LRM and a new 'Mech that will be equipped with the weapon. You know that enemy forces have learned of your research and intend to take the designs from you. Your objectives are to hold off the enemy force, defend your radar station, use your artillery batteries to slow or stop your opponent, and finally use the 'Mechs at your headquarters to keep the information safe.

Victory conditions: The defender wins if he can stop the attackers from getting the 'Mech and LRM designs. The attacker wins if he can capture the designs. A partial victory for the attacker can be achieved if he destroys the radar station, artillery batteries, and some of the defender's forces at the headquarters.

Walter Hammel, Quakertown, PA

THIRD PLACE

A Little Camping Trip

Attacker: You must choose a hex where your DropShip lands. Deploy your 'Mechs in the hexes surrounding the ship. Your objective is to reach the enemy's camp on the opposite side of the board, capture the enemy commander there, and disable or destroy all enemy 'Mechs stationed there. To capture the commander, a MechWarrior must get out of his 'Mech, go to the commander's tent, subdue him, and get back to his 'Mech with the commander in tow. This takes five turns. If the 'Mech with the commander inside is destroyed, the attacker fails in his mission and must dust off back at his DropShip. An alternate mission is to destroy the camp's power reactor.

Defender: You must choose five hexes and place your camp. Choose one hex at least two hexes away; this will be

designated as your power reactor. Set up your defending 'Mechs. Your objective is twofold—stave off the attacking force, and reach the enemy's DropShip. At the ship, one of your MechWarriors must plant a bomb. To do this, the MechWarrior must exit his 'Mech, enter the ship, and plant the explosives. This takes five turns. Then he must return to his 'Mech and get at least 10 hexes away or he is considered destroyed in the ensuing blast. If the warrior's 'Mech is destroyed before he can plant the explosives, other MechWarriors on the defender's side can attempt the chore.

Nick Stephens, Bethalto, IL

HONORABLE MENTIONS

Water Hole #5

It's a dry, hot planet, with little water anywhere. The temperature is 70-degrees Centigrade in the shade. Unfortunately, there isn't any shade. And there's only one sizeable water hole for hundreds and hundreds of miles.

The defending force must protect the water hole and the water purification plant located in the adjacent hex. The attackers must distract the defending 'Mechs so that you can move in a tanker trunk and fill it up with water.

Remember to watch your heat scales—fighting is hot work in the desert.

Richard L. Hamer and Darrel Castillo

Tunnel Runners

Attackers: Your objective is destroying a building complex filled with 'Mech parts, weapon rounds, and a database with files on parts, weapons, and upgrades. You will have 'Mechs as well as infantry at your disposal. The building complex sits on the top of a small mountain, and to reach it you will have to construct a tunnel that will run directly underneath the place. The infantry will use the tunnel to reach the basement of the complex. The infantry will be carrying shaped charges, and must set them in key locations throughout the complex for them to be effective. Your 'Mechs will remain outside the tunnel and will distract the enemy 'Mechs that guard the complex. Once the infantry has armed the charges and cleared the tunnel, the attacking 'Mechs must pull out. When the attackers' forces are several hexes away, the charges will be detonated, blasting outward and destroying the complex and any adjacent 'Mechs.

Defenders: Your 'Mechs must do their best to eliminate the attacking 'Mech forces. You have some infantry at your disposal, and they must be deployed inside the complex to route any enemy infantry you spot.

Victory is achieved for the attacker if the complex is destroyed. The defender wins if he can prevent the destruction of his property and take down a 'Mech or two from the attacking force.

Walter Hammel, Quakertown, PA

Convoy

The defending unit must escort a convoy of five cargo trucks to a forward repair base. The trucks carry much needed spare 'Mech parts. The trucks should have 10 points of armor on the front, eight on the side, and five in rear. The attacking unit must ambush the convoy and destroy or capture the spare parts.

Victory conditions: The defender wins if he can get three or more trucks off the board, which is considered reaching the forward repair base. The attacker wins if he can stop three or more trucks.

Richard L. Hamer and Darrel Castillo

Scientific Recovery

A rare mineral has been discovered, and it could be very important in the manufacture of 'Mechs and weapons. Two opposing forces have learned where thick veins of the mineral can be found. Both sides must dash to the location, secure a sample large enough so more research can be done, and return safely. Victory is based on how much of the mineral can be recovered. It takes three turns to collect a sample, 30 to collect enough to work into the manufacture of a weapon. It is possible both sides can walk away victors. However, a battle between the sides could result in no one winning and the sample being destroyed. To complicate matters, hazardous weather and a harsh environment makes collecting the sample difficult.

Jon Pehrson, Auburn Hills, MI

The Dome

Sirius V is celebrating the Fifth Anniversary of the rebuilding of the dome over Tiantan. The city and the dome had been virtually destroyed 30 years ago in the Gray Death disaster. Now Sirius V is inside the Chaos March, and two sides in a civil war are fighting for control of Sirius and its largest city Tiantan.

Each side's objective is to destroy the opposing force, while protecting the dome at all costs. The dome has a CF of 30. Any shot that misses an enemy 'Mech and has the range to reach the dome requires that the firing player roll to see if he hits the dome; apply a -4 penalty to the shot. Example: a MAD-5D *Marauder* fires a ER PPC at a WVR-7M *Wolverine* nine hexes away and misses. Six hexes behind the WVR-7M is the city dome. The firing player must roll—on a 5 or better, the dome is hit.

Victory is achieved for either side if it can destroy or route its opponents and protect the dome. Both sides lose if the dome is destroyed.

Richard L. Hamer and Darrel Castillo

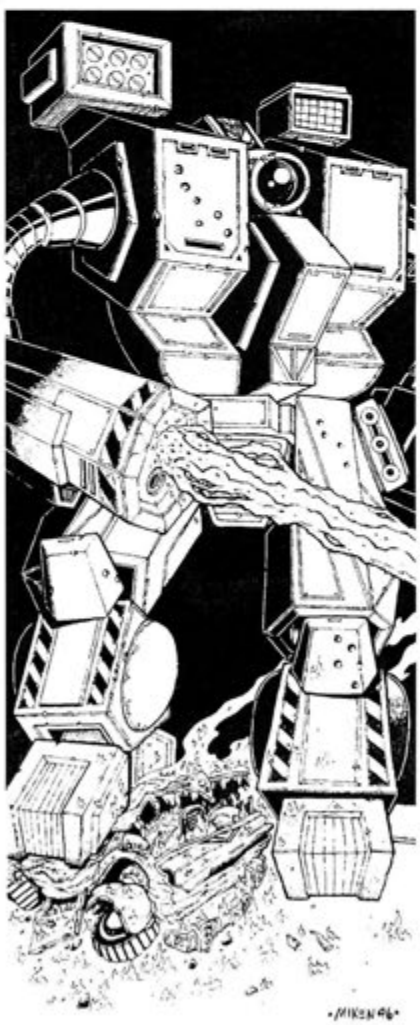
Congratulations Everyone!

Marauders and Pulse Lasers

PUTTING IN TWO CENTS ON 'MECHS AND WEAPONS

by Andrew Norris

I've had many debates over the years with my fellow BattleTech players about several aspects of the game. Most recently we clashed over the 3025 MAD-3R *Marauder* and the 3050 Inner Sphere Pulse Lasers. I believe that the *Marauder* would be better off without the autocannon, and that the standard Inner Sphere lasers generally outperformed their pulse laser counterparts.



Let's deal with the 'Mech first. The MAD-3R *Marauder* is a 75-ton heavy 'Mech that has two PPCs, two Medium Lasers, an AC/5, and 16 heat sinks. I thought the 'Mech would operate more efficiently if it dropped the AC/5 and ammo and added six heat sinks, one ton of armor, and two Medium Lasers. This arrangement would help it keep heat under control and give it more short-range firepower and better protection.

If the MAD-3R *Marauder* fires both PPCs and AC/5 in one round, it will have five to seven heat, depending on whether it stood still, walked, or ran. If the actions are repeated next round, the 'Mech will have a total heat buildup of 10-14, which will give it a -2 penalty to movement (from 4/6 to 2/3). Further, it will suffer a +1 or a +2 modifier to fire—in addition to risking a shutdown on a roll at 4+.

Most pilots will alternate one round of firing both PPCs and the AC/5, with another round of firing one PPC and the AC/5. With that pattern, the damage it can dish out will be 25 points for the first round and 15 for the second, for a total of 40 in two rounds.

As long as the MAD-3R is not moving, it can maintain this pattern and generate five points of heat on alternate rounds. This will reduce its speed from 4/6 to 3/5 on the following round.

My version of the *Marauder* could fire both PPCs in one round and run with no heat buildup. The damage the 'Mech could inflict over the course of two combat rounds still would be 40 points. Further, my version also has more armor and close-range weaponry. There is no worry of ammunition explosions or shortages. Moreover, my version would cost less to construct.

Now let's deal with weapons. With Inner Sphere technology, a Large Pulse Laser weighs seven tons, while a standard Large Laser weighs only five. A Large Pulse Laser is useless at a Large Laser's long range of 11-15 hexes. The Large Pulse Laser's long range of 8-10 hexes is the Large Laser's medium range. In addition to weighing more, the Large Pulse Laser has a worse heat/damage ratio.

Also given Inner Sphere technology, a Medium Pulse Laser weighs two tons, while a standard Medium Laser weighs half that. The Medium Pulse Laser is useless at the standard Medium Laser's long range of 7-9 hexes. And the Medium Pulse Laser also has a worse heat/damage ratio. I can make the same case for a Small Pulse Laser versus a standard Small Laser.

DESIGNING 'MECHS

MECHFORCE MEMBERS OFFER A SECOND OPINION

by Richard Hamer and Darrell Castillo

When designing a 'Mech, the most important thing to remember is the mission the 'Mech will be assigned. For example, you would not use an Atlas for a recon job—it's just too big and too slow. By the same token, you wouldn't want to assault a strong point with a Locust.

Light 'Mechs are for recon work and quick raids behind enemy lines. A skilled pilot also can use them to harass the enemy, but it takes a lot of skill not to lose the 'Mech. All these missions require a 'Mech that is fast and mobile. Let's face facts—no matter how much armor you put on a light 'Mech, it will not be able to go one-on-one with an assault or heavy 'Mech.

A light 'Mech's true protection comes from its speed and mobility. Well-built XL engines allow you to greatly increase the speed of your 'Mech. Jump jets are as close to an absolute must for a light 'Mech as anything can be. The jets give the 'Mech maximum mobility. Speed, agility, and mobility are the only advantages that will keep a light 'Mech pilot alive on the battlefield. As a general rule, light 'Mechs should never have a speed of less than 6/9/6. Movement rates of 7/11/7 or 8/12/8 is much preferred. You never can have too much speed.

Light 'Mechs can also never carry the number of weapons needed to drop another 'Mech with one shot. Therefore, they are the ideal candidates for endo steel internal structure, so you will use up a lot of critical slots. But you'll never notice the loss in a light. Use the extra weight saved to increase your weapon load. Given the light 'Mech's mission of recon and behind-the-lines work, energy weapons are more desirable than ones that use expendable ammo. An ER Large Laser with its lighter weight is a good choice and lets you carry two medium lasers, which might come in handy. Pulse weapons are also a good alternative because of their accuracy.

Medium 'Mechs are used mainly to harass enemy formations and flank the enemy, with a secondary role being recon when no light 'Mechs are available. Again, these missions require a 'Mech that is fast and mobile. A medium 'Mech with a 4/6 movement is fairly useless. All the reasons to install XL engines and endo steel that applied to lights also applies to medium 'Mechs.

Mediums need more fire power than lights to be effective in their primary role as a harasser. ER PPCs are a good choice, as are pulse lasers. The minimum speed for a medium 'Mech should be 5/5, although speeds of 6/9 and more are preferred.

Heavy and assault 'Mechs really only have one mission—hit the enemy and hit him hard. To do this, they need to carry not only a lot of fire power, but they must be difficult to kill. For that reason, it is always a bad idea to put XL engines in an assault or heavy 'Mech. You cannot increase the speed of an assault or heavy enough to justify an XL engine. Jump jets are optional for both assault and heavy—if you have the critical slots available. But they do not buy you much. Always install CASE into heavy or assault 'Mechs that have ammo or gauss rifles. CASE makes an assault or heavy 'Mech much harder to kill. Remember, just as you will dish out a lot of damage in an assault or heavy 'Mech, you will also receive a lot.

Too, the longer it takes the enemy to seriously damage your assault 'Mech, the more time you'll give the medium and light 'Mechs to scout around and finish the job.

Combinations of missiles with Medium Pulse Lasers work well for heavy 'Mechs. Missiles give you a strong long-range punch, while the pulse laser keeps anyone from getting too close.

Avoid gauss rifles if your 'Mech is under 75 tons—they just weigh too much and expend ammo at too costly of a rate to be truly useful.

All 'Mechs should be designed with double heat sinks. The advantages greatly outweigh the critical slots they use. Weapons placement is also important—weapons in the arm give the maximum fire arc, but are more vulnerable. A good idea is to mount the primary weapon in an arm, with secondary weapons mounted in the torso, leaving one arm free of weapons so it can be used in physical combat.

Remember that your 'Mech will be working as part of a lance or company. Consider how the 'Mech will fit into the overall strategy for your lance or company.

FREE WORLDS LEGIONNAIRES: THE BOLD EXPERIMENT

Among the newest forces of the League, the Free Worlds Legionnaires came into existence following the war against Andurien in the 3030s. The long struggle almost destroyed the Defenders of Andurien; the few units that survived the conflict were disbanded. The ten-year war, however, did show Thomas Marik the advantages of integrated combined-arms forces, and he immediately put that lesson to good use.

Using materiel salvaged from the Defenders and other destroyed units, the First Legionnaires entered service in 3042, followed in 3043 by the Second and Third Legionnaires. Personnel assigned to these new brigades underwent intensive political screening for loyalty to the Captain-General.

Surprisingly, a number of officers and men from the defeated Defenders of Andurien found a home in the Legions. Having been pardoned by Thomas following the cessation of hostilities, they have rewarded Thomas's generosity with unswerving loyalty.

The Fourth Legionnaires was formed in 3044, serving as a cadre unit and providing a source of reinforcements during the Westover campaign of 3046. In late 3048, the Fifth Legionnaires took over cadre duties, allowing the Fourth to enter active service. The Clan invasion temporarily halted the expansion of the Legions, but the Sixth Legionnaires joined the roster in 3055, followed by the Seventh in 3057. Preparations for the deployment of the Eighth Legionnaires are well under way and the unit is expected to enter service later this year.

As recent events have shown, the Legionnaires have amply rewarded Thomas's investment. A combination of exhaustive training, good leadership and cutting-edge equipment allows the disparate units that make up each Legionnaire unit to smoothly coordinate their operations.

Thomas repaid the Legionnaires by allowing them to use the former Andurien War College as their private military academy, renaming it the Legionary Training Academy. The first classes from the reopened academy graduated in 3056, forming part of the Seventh Legionnaires. Many graduates from the classes of 3057 and 3058 already have received assignments to various units in the Legionnaires to replace those troops lost in recent engagements; in addition, increasing numbers of graduates have been assigned to the nascent Eighth Legionnaires.

COMMANDING OFFICER

The Captain-General named General Calderon Benge as overall commander of the Free Worlds Legionnaires in 3049. The 66-year-old Benge exemplifies the League's new military structure; he began his career as a scout in the Second Oriente Hussars, then rose to command of that provincial unit and subsequently of the entire Oriente Hussars.

A supreme tactician and gifted leader, General Benge is a consummate soldier, using his skills and those of his troops to carry out the orders of his commanding officer. The general genuinely and strenuously objects to the League's alliance with House Liao, however, and so consistently refuses to allow joint exercises between his troops and those of the Capellan Confederation.

FORCES

The Legionnaires have benefited from the League's strong industrial base; 75 percent of their BattleMechs are new or upgraded machines. As the cornerstone of the League military, the Legionnaires want for nothing. The First and Third brigades field Inner Sphere OmniMechs; the Fourth Battalion of the Fourth Legionnaires, affiliated with the ComStar splinter group Word of Blake, contains OmniMechs of Clan origin.

As a whole, the Legionnaires are loyal to House Marik and the Captain-General, but the structure of the force fosters loyalty to the Legionnaires first and the League second in the longer-established units. Consequently, the LCCC rates the body of the Legionnaires as reliable, though soldiers assigned to the Legionnaires in the past four years clearly rate as fanatically loyal.

COLORS AND INSIGNIA

The Free Worlds Legionnaires use a white paint scheme, with purple and green highlighting panels on the legs and arms of 'Mechs, the control surface of aerospace fighters, or the glacis of armored vehicles. In the field, the Legionnaires use camouflage suited to the terrain.

Field Manual: Free Worlds League
Stock # 1699
Cost: $20.00
Release date: April

Private Battle

A MechWarrior's Fight to Find Herself

by Susan Huntsman

November 24 3058
Solaris City, Solaris VII
Lyran Alliance

It was dark. The night sky was surprisingly clear for Solaris City. Stars peeked through the almost-perpetual cloud cover and were seen by the lucky few outside on the ground below. Nichole didn't consider herself one of the lucky. She had no time or inclination for stargazing tonight.

She maneuvered her 'Mech the last few steps out of the tunnels, a virtual labyrinth that ran beneath the city. The tunnels allowed MechWarriors to move their 'Mechs to the repair bay arenas and stables without the risk of damaging the city above.

Occasionally, a 'Mech had to be moved through the city streets. The local constabularies for each section of Solaris were real sticklers when those situations occurred. Paperwork a mile long, signed in triplicate, was required, and stables were held liable for any damages. Nichole glanced at the forged paperwork, then stuffed it in her pocket. She hoped if she was stopped the documents would pass scrutiny. The plan she and her companions were executing was far from legal—at least in the eyes of the locals.

Employed by the newly-formed Cordwainer Stables to find "lost" BattleMechs, she was promised a slot in the Cordwainer fighting ranks if she succeeded in returning enough 'Mechs. No proof existed that Cordwainer's "lost" 'Mechs had been stolen—other than the empty 'Mech bays. According to less-than-sterling Solaris City officials, those BattleMechs had never existed. However, Nichole wasn't working for the officials, Cordwainer signed her paychecks. And she had a few tips from her fellow MechWarriors that the thefts were indeed real.

The persistence and tenacity of the 'Mechjocks under Cordwainer's retainer did the unit proud. Working together, they had discovered through hard work, old-fashioned gumshoeing, and some computer wizardry, that the thefts pointed to a rival stable—White Swan. The owner of the White Swan cadre, Joseph Tosama, had thought Cordwainer unable to take back the 'Mechs—his force simply wasn't large enough anymore. But that was where Nichole came in.

The *Lover's Kiss* was her 'Mech, one not listed in Cordwainer's roster. A little surprise for the Swan. Nichole was a little bit of a surprise herself. She had no history—not like her fellow 'Mechjocks. She didn't know who her parents were, where she was trained, even how she came to be on this planet. All she had was a computer file matching the fingerprint scan the hospital ran on her. The staff there told her she had been involved in an accident and had sustained a serious injury to her head. The trauma induced amnesia.

No memory, only a set of clothes, and a key to a 'Mech storage area—which contained the *Lover's Kiss*. The WHM-6R Warhammer had seemed familiar when she slid into the command chair. Perhaps the holodisk she found inside claiming she was Nichole D'Courtney was correct. It also claimed she'd acquired the 'Mech about three months ago, though it never explained how, and that she had never been in a battle. A rookie. Now all she had to do was remember who rookie Nichole D'Courtney was.

Remember, she thought, as she eased the 'Mech through the last bit of tunnel. Since discovering the *Lover's Kiss*, she had spent the better part of eight months looking for a job as a 'Mechjock in it, trying to jar her memory, and tinkering with the 'Mech's computer in her spare time. Eventually she fell in with Harrison Smith at Cordwainer's—he had given her a chance when no one else would. The other stables weren't interested in a pilot who couldn't remember anything past her recent hospital stay.

Shaking off the troubling thoughts, Nichole moved the *Lover's Kiss* toward her first objective, the Solaris River. It was a foul and polluted river full of debris and waste from the surrounding city and arenas. One never knew from day to day what might be found in its murky depths. It seemed to be a favorite dumping place for garbage—and leftovers of various nefarious crimes.

Nichole gritted her teeth as she slid her 'Mech into the black oily water. The *Lover's Kiss* would no doubt need a new paint job after this mission. The corrosive water oozed around her cockpit. A moment of unease filled her. Pushing it aside as a case of rookie jitters, she continued into the dark depths. She didn't think she was a completely green pilot, she handled the Warhammer too well for that. Flipping on a searchlight, she wasn't worried that the glow might be seen from the shore. The occurrence of strange lights emanating from the river wasn't uncommon. Some theorized it a combination of phosphates and battery acid. In realty, she suspected it was probably other 'Mechjocks using the Solaris River as a highway, just what she was doing now.

Scattered remains of battle-gutted 'Mechs—*Locusts, Crabs, Wolverines, and Apollos*—loomed grotesquely in the

murky gray-green light. Ancient twisted and acid scarred trophies, she idly thought them discarded remnants of past glories and past defeats—testaments of just how deadly the games could be. Footing was treacherous here, bits of flayed armor and unraveling myomars seemed to reach out and grab at her Warhammer's feet. Skills she hadn't known she possessed came shining through as she maneuvered around the refuse. The push of the current, thick mud that tugged at the *Lover's Kiss*, and the loose piles of unidentifiable trash, made the job of keeping the 'Mech upright difficult. She was sure this was worse than the arena in the Reaches that was affectionately known as "The Pool." If she could handle this river, she could try her hand in the arena.

Unease again stabbed at her. Something felt wrong—about this mission, this river—she couldn't quite put her finger on it. But something continued to flicker in the back of her mind. A memory hinted at, coalesced for a second, a remembrance of treachery. Then it was gone as quickly as it came. Shaken, she tried to push her discomfort and confusion away. These memory flashes were draining, and they were happening too frequently of late.

She focused on moving the Warhammer's seventy-ton bulk one step at a time. The repetition of this action calmed her and allowed her to concentrate on the job. She checked the radar again and confirmed her position. Then she maneuvered the 'Mech just high enough so the aerial antenna poked above the river's surface.

"This is Swamp Rat," she said. "Found my hole, over?"

"This is Pack Rat. We've run into a slight problem." The sound of a weapon discharge bellowed over the com link. A loud explosion followed.

"Pack Rat, come in." Nichole was concerned. The ground team was supposed to sneak in the Swan's place, grab the 'Mechs and pilot them out. She was here as a backup in case something went wrong—fire support.

Suddenly the *Lover's Kiss* was thrown violently forward as several torpedoes slammed into her rear armor. The Warhammer staggered, and Nichole fought with the controls to keep the 'Mech from teetering off balance. She checked her threat board and turned toward her attacker. Her computer identified it as an ARC-2R Archer. It was a nasty customer at seventy tons, made nastier by the torpedoes it carried. It would be an interesting watery battle.

Grinning, Nicole lowered the targeting crosshairs and snapped off a shot with her Particle Projection Cannon. Azure lightning flared up, illuminating the surrounding area. Sparks flew as the beam cut into her opponent's left torso. Armor plating sloughed off and cooled quickly in the cold murky water, leaving strange metal rivulets scarring the Archer.

The *Lover's Kiss* dodged behind a pile of discarded 'Mech parts as another salvo of torpedoes headed in her direction. Muffled explosions erupted in the water all around her. Concussions of the blasts rocked her 'Mech violently. Nichole struggled to keep the 'Mech upright. If the Warhammer fell, it would be tantamount to a death knell. The 'Mech had no hands, only huge cannons on either arm. Standing the 'Mech up was a difficult procedure under the best of conditions—underwater, and in the midst of combat, could be an impossibility. The gyro kicked into high gear, Nichole breathed a sigh of relief, and the *Lover's Kiss* regained its balance.

Saying a quick prayer, Nichole reconfigured the firing TICs. The machine guns and SRMs would be useless in the river. All energy-based weapons would be at half-range, rendering her small lasers ineffective unless the Archer got very close—and she didn't intend that to happen. She slaved one PPC and a medium laser together on the trigger of her joystick, and the other PPC and medium laser on the top button.

Maneuvering the *Lover's Kiss* around the junk pile, she squeezed the trigger. Cerulean light tore from her cannon, followed by the crimson burst of the laser. The PPC bolt went wide, striking a discarded Atlas exo-skeleton. But her laser found the mark, raking down the right leg of the Archer and causing the water to boil around the wounded metal.

Her opponent didn't stand by idly. Two lasers and a swarm of torpedoes sliced through the water toward the Warhammer, savaging the armor in its center torso and right arm. More damage lights flickered to life on her console, joining those from the attack just moments before. The armor was wearing thin on the right arm. Nichole was lucky that none of the torpedoes or lasers had caused a breach—if water rushed into the frame, the section would be inoperable.

She thumbed the button, and more beams seared forth like colored bolts of lightning. Twin beams struck the Archer in its chest, causing metal to run like melting butter. At the same time, several more salvos came toward the *Lover's Kiss*. Standing her ground stoically, Nichole watched as the torpedoes sailed wide of the mark, the current of the river playing havoc with their trajectory.

Changing tactics, Nichole fired both weapon configurations. An intense wave of warmth filled the cockpit and monitors spiked past yellow and into the red zone. The 'Mech's heat sinks whined in protest, and for a moment Nichole thought she had overbid her hand. Still, dual spears of light rushed out from her weapons and headed toward the Archer. She watched, as if in slow motion, as the beams seamed to caress the enemy 'Mech. The deadly touch left furrows trailing up the chest toward the head, which exploded.

Nichole swallowed hard, she hadn't wanted to kill the pilot, just disable the 'Mech. "My first victory," she whispered. "A private battle beneath the river. And I probably can't tell anyone about it. Who'd believe me anyway?"

She maneuvered the *Lover's Kiss* up the far bank and headed toward the building that allegedly contained Cordwainer's 'Mechs and her fellow warriors. Behind her, the Solaris River was burning. The firefight below the surface had ignited some of the volatile muck floating on top. The sounds of emergency klaxons cut through the night.

"Surrender now!" she shouted through her speaker as she closed the distance to the building. Below her, Cordwainer's people scattered like ants in a disturbed hill. Watching with interest, she noted four men with SRM launchers. From some-

where at the edge of her vision, she spotted shards of light streaking her way—missiles! She reached for the controls, but she was not quick enough. Her Warhammer shuddered as armor was flayed off its legs. Angered at the audacity of the ground troops firing at her, she checked her computer for any friendlies and laid down suppression fire with her 'Mech's machine guns.

The men dove for cover, and her com link crackled. "Swamp Rat, this is Pack Rat. Objective obtained, unfriendlies have bugged out. You scared them off!"

Nichole watched as four 'Mechs tromped out of the building and into the burning river—the stolen 'Mechs, going home. She turned and followed them.

The fight hadn't been so difficult, she decided as the water closed over her Warhammer's cockpit. Her computer registered the deeper water as cool, the blaze limited to the surface. She spied the remains of the Archer she fought.

"This wasn't my first battle," she whispered, "despite what the holodisk said. I've done this before." So the disk was false. Maybe her name was false, too. "Who am I?"

Nichole D'Courtney
Age: 27
Status: MechWarrior
'Mech Type: Warhammer
Association: Cordwainer Stables
Residence: International Sector, Solaris City

MECHWARRIOR DATA

Attributes	Characteristics
BLD 3 (+9)	Athletic 9+
REF 6 (+6)	Physical 7+
INT 5 (+7)	Mental 7+
LRN 6 (+6)	Social 8+
CHA 5 (+7)	

Edge: 2

Advantages
Sixth Sense
Extra Edge (1)

Assets: 500 C-bills

Equipment
Cooling Vest
NeuroHelmet
Vid-disk
Hold Out Laser
Basic Field Kit
BattleMech Repair Kit
Medical Kit

BattleMech
WHM-6R *Warhammer*

Skills	Target Number
Bureaucracy	2 (6+)
Communications	1 (6+)
Gunnery/'Mech	3 (4+)
Perception	1 (6+)
Pilot/'Mech	3 (4+)
Small Arms	2 (5+)
Technician/'Mech	2 (5+)

Nichole D'Courtney appears to be of mixed racial heritage. There are obvious signs of Caucasian and Asian ancestry. Her blonde hair is so dark some call it brown, and her skin is a little too yellow to be called white. She is fastidious about the way she looks and always seems to draw stares—even in technician overalls. Nichole doesn't seem to mind the attention, but she keeps her relationships—friends-only. She doesn't want any close involvements until she can figure out who she really is.

Many speculate she comes from either the Kuritan or Liao successor states. However, she speaks with a decidedly Marik-like accent.

The records—found on a disk inside her 'Mech—say she was born November 24, 3032 on the planet Adhafera in the Free Worlds League. Having no memory of her past—except for the last several months on Solaris, she couldn't tell for certain whether her birth records are true. The information disk provides her only link to her past, and it is tenuous, filled with bits and pieces of a person who seems unfamiliar. According to the disk, she was supposedly orphaned at a young age, grew up by being shuffled through various families associated with the government bureaucracy, and was eventually accepted into 'Mech school on a scholarship. The list of her foster parents is sketchy.

Upon graduation, she joined a mercenary unit as a communications officer. She never had the opportunity to pilot a 'Mech in combat—so the disk claims. But a recent fight in the Solaris River triggered memories. Her fingers flew over the controls with an ease that hints she'd done this many times before. The disk reveals that Nichole acquired a Warhammer, apparently in a contest or through a lucky bet, and she decided to find fame with it on Solaris. Arriving on the planet almost a year ago, she was jumped by one of the local gangs. The report of the incident is achingly succinct, and the author of it unknown. Still, she believes a fight must have occurred, and that the resulting injuries put her in the hospital. She stayed there for a few weeks, suffering debilitating nightmares and blackouts, and struggling unsuccessfully to remember—anything.

She currently works with Cordwainer's forces, and her recent success at helping secure "lost" 'Mechs that had found their way into the White Swan stable has lead to a promise that she can compete in the arena.

This Side of Combat

Relive MechWarrior Nichole's Private Battle

by Susan Huntsman

••L22L••Solaris Examiner—On November 24, 3058, a freelance reporter caught on film an unidentified Warhammer illegally entering the Solaris River. Blowups of the pictures are grainy, and experts state that due to the poor quality of the film, it will be impossible to make out any key markings that can lead to the 'Mech's identification. The pilot of this unknown 'Mech is believed responsible for the fire that is still ravishing the Montenegro riverside early this morning. A substantial reward is being offered by the Examiner for information leading to the arrest of the pilot.

Joseph Tosama, the owner of the White Swan Stable, planned to put his enemy, Harrison Smith, out of business. His plan entailed depleting the Cordwainer Stable of its 'Mechs. Tosama's men stole four BattleMechs right out from under the nose of the unprepared Smith. At the same time, one of the White Swan's computer geniuses managed to erase all information that the 'Mechs had ever existed. And one of Tosama's less-than-sterling associates managed to slip enough C-bills in the direction of the authorities so not too many questions were asked. It looked like Smith was a liar when he claimed he had 'Mechs stolen.

Tosama thought the matter covered and untouchable—until he spotted several people from Harrison's outfit snooping around. He thought all his tracks had been hidden by a thick smoke screen.

Conducting his own snooping, Tosama learned that Harrison had hired an amnesiac MechWarrior with a Warhammer and would be using it to help recover the "lost" 'Mechs. How the Warhammer had happened to be on Solaris, he couldn't discover. Usually his sources of the comings and goings of 'Mechs was first-rate, infallible. But this time nothing registered on the pilot or the machine.

Fearing that Harrison's group would be persistent enough to find where the 'Mechs were hidden on the White Swan property, Tosama set up his own little surprise.

GAME SET-UP

This battle uses the 'Mech dueling rules on pages 43-51 in the Gamemaster's Book in the Solaris VII boxed set. The map used for this scenario is The Pool, as detailed in Solaris: The Reaches. The battle takes place under the Solaris River. If you do not have this map, substitute one with a significant amount of water that can be used to represent the river.

DEFENDER

The defender is the White Swan Archer. Its objective is to destroy the attacking 'Mech before it can aid ground troops in the 'Mech hanger. The Archer is equipped with torpedoes.

Nicky Bowman (Piloting 4, Gunnery 4), ARC-2R *Archer*

Deployment

The defending 'Mech starts hidden anywhere on the map board.

ATTACKER

The attacker is in a Warhammer, here to act as fire-support for ground troops attempting to steal back the missing Cordwainer 'Mechs. The Warhammer's objective is to destroy or subdue the enemy 'Mech within 10 turns, or 40 dueling turns, after being engaged in combat.

Nichole D'Courtney (Piloting 4, Gunnery 4), WHM-6R *Warhammer*

Deployment

The attacking Warhammer begins five hexes from any map edge. At the time of its placement, the battle at the 'Mech hanger on the other side of the river has begun.

VICTORY CONDITIONS

The defender is considered the victor if he can stop the Warhammer from exiting the river and joining the fight at the White Swan 'Mech hanger. The attacker is considered the victor if he can disable or destroy the Archer during the battle in the river and join the ground troops at the hanger.

Special Rules

The first time Nichole rolls a 12 on either her piloting or gunnery attempt, roll 1d6: 1-3=no results, 4-6=she "remembers" a new tactic, and her skill level goes up by one. For example, she fires her PPC. She rolls a 12 for her gunnery. Rolling another 1d6 and scoring a 5, her gunnery skill is now 3 instead of 4. This rule is used once during the combat.

There are several intake and outtake tubes along the banks of the Solaris River. Due to the machinery that operates in the tubes, sucking the water in and out of the river rapidly, every other turn the 'Mechs must make a piloting roll—with no modifier. A failed roll means they were caught off guard by the changing currents and fall, suffering half falling damage. It takes a +2 piloting roll to stand because of the thick muck lining the bottom of the river.

Another Patrol

Outnumbered, Outgunned, and Outclassed

by Bradley William Wood

The sky hung low over the plains, the heavy clouds promising more rain. The seemingly perpetual storms of the past week had left the ground soggy—except where standing pools had formed. The weather was making the days long and damp, and the nights dreary and chilly.

The 'Mech, a *Scout*, loped along at a ground-eating pace. *Another patrol*, mused the pilot, Sgt. Lena Turgo. She really didn't mind the duty, even though she grumbled about it. It beat holding up in the stuffy quarters of The Outlaws' combat unit. The patrol also gave her the opportunity to test some modifications she'd made to the *Scout*'s sensors. And the duty was far better than dusting supply crates or playing one more game of cards. She complained—to herself and to her fellow MechWarriors—simply because she didn't want command to think she really liked this job. Then they might reassign her.

A larger-than-usual pond appeared in front of Lena, and she engaged the *Scout*'s jump jumps. The 'Mech soared over the water, landing on the other side and sinking a little into the wet ground. A ridge topped with tall, leafy trees loomed ahead. The 'Mech hardly slowed as it climbed the incline with ease.

As she crested the ridge and entered the line of trees, her sensors went dead. "Damn!" she softly swore. She'd been contemplating a long, hot bath when she returned to HQ. Now she'd be spending her off-time readjusting her 'Mech's sensors.

The closeness of the huge trees limited her movement, and she slowed the 'Mech to a walk. Paying little attention to her surroundings, Lena fiddled with the controls. The sensor panel blinked alive for a moment, rekindling thoughts of the bath, then went out. Lena swore again and continued her hurried ministrations.

After a few more failed tries, a horrible revelation slammed into Lena's mind like a blast from a heavy laser. The sensors weren't inoperative—they were jammed. Hurriedly, she backed the scout into the densest section of trees. Just as she tried to blend in with the foliage, two heavy BattleMechs, *Grizzly*s from the look of them, lumbered into the only clearing she spotted. No doubt they were searching for her.

Frantically trying to override the jam, Lena realized her plight was growing worse. The signals scrambling her sensors and com link came from two sides—and from behind her. *No chance of running,* she decided, *they'll see me for certain.* While her 'Mech could easily outdistance any of the heavy 'Mechs in the clearing, it had no weapons, and its light armor wouldn't hold up under their assault. If she made a run for it, and the 'Mechs caught her in a crossfire, she would lose her chance of warning The Outlaws—not to mention losing her life.

Suddenly a tree next to her exploded in flames. She'd thought too long. Desperately, she engaged her jump jets, and her 'Mech moved, snapping branches as it shot upward. Laser fire sprouted all around.

Landing and using the trees for cover, Lena piloted her *Scout* between the thickest trunks. Gauss rounds tore into their thick boles, while laser fire cleared sections of the forest and sent shivers of fear down her spine. Lena knew she'd have to make a break for it soon. Staying amongst the trees confused the heavy 'Mechs, but without her sensors she didn't know whether she was running away from trouble or right into it. She might evade the two 'Mechs she knew about only to emerge directly in front of more.

A laser burst sent her 'Mech skidding into a tree, snapping the trunk in half. Only years of experience and her own well-defined sense of balance kept her 'Mech from toppling. Regaining her balance, she tried to move again. To her horror, she discovered that the Scout's right leg was badly damaged. She'd just lost her only advantage—speed.

Decision time, she told herself. Bursting out of the smoke and trees, and charging as fast as her machine allowed, the *Scout* momentarily surprised the two *Grizzly*s. By heading

Another Patrol

toward them and causing their pilots to suffer a moment of confusion, the *Scout* had spoiled their aim. Retargeting took another moment, and again their shots went wild as Lena hit the jump button. She headed back toward the trees amidst heavy laser fire. Then she reversed her course and dashed across the clearing. Two more 'Mechs entered the glade, *Nobori-nin*s, Banner-bearers. An odd mix, she idly thought—*Grizzlies* and *Nobori-nin*s. Not wanting to waste time contemplating the situation any longer, she edged the *Scout*'s controls forward, and the 'Mech darted forward in response—and promptly clambered down the ridge.

Fighting pangs of guilt, Lena ejected from the 'Mech. It seemed the only choice, and she desperately hoped that she would fool the enemy into thinking they had destroyed her 'Mech. Regardless, she would use the mometary respite to escape on foot. Once the ruse was uncovered, the MechWarriors would start combing the ridge for her and the possibility of other forces. If she was caught on the open plain, she would be easy prey. Alone and unarmed, she would be dead.

Reaching the base of the ridge, Lena took a quick look at the plain that stretched out before her. Not much chance of staying out of sight, so she made a beeline toward The Outlaw's HQ. She couldn't see it, but she knew where it was. And without a 'Mech's giant legs to do the walking, it was a long distance away. She tested her personal com link. Nothing. Out of range.

The muddy ground slowed her progress. Her feet sunk into knee-deep mud. Still, she plowed forward, her breath coming in short pants now—caused by fear more than by the exertion. *Can't stop*, she scolded herself. Slipping on a patch of wet ground, she went down with a soft thud. Her short dark hair, wet from rain and sweat, hung in her eyes. Lena ran a slim hand through it as she took a quick glance behind.

Atop the ridge, silhouetted against the trees, stood an enemy *Grizzly*. Pausing for only a second, it started to climb down the ridge. Had it seen her?

Panic gripped Lena's belly, and for an instant she couldn't move. *Can't die here*, she thought. *Can't!* Summoning her resolve, she bolted forward, running erratically to spoil her enemy's aim. She did not look back again.

She tried her com link once more—still no success. A patch of turf exploded near her, sending a shower of dirt into the air. The wet grass hissed as steam rose from evaporated water. She was in range of their weapons. And it was no longer a question whether she'd been spotted. She dodged to the right, and the ground she'd occupied a second ago disappeared, becoming a smoking mass of dirt. She moved to the left now, tumbling to the ground, her legs aching fiercely. The 'Mech's weapon struck a rock, shattering it and throwing fragments through her jumpsuit and into her calves.

The ground around her continued to churn, shot by laser fire. From the firing interval, she could tell the shots were coming from only one *Grizzly*. Either the others had not seen her, were occupied elsewhere, or this pilot thought only one 'Mech was needed to finish her.

She crawled forward, pain cutting into her legs and almost making her pass out. "No!" she sputtered. The large pond she'd so easily jumped in her 'Mech several minutes before now blocked her way.

The air was hot, cooked from the 'Mech pilot's rapid laser fire. A haze settled above the ground and the pond, birthed by the heat of the air and the coolness of the water. She skittered forward like a crab, hiding in the mist and clinging to the bank. The enemy pilot's vision reduced by his own trigger-happiness—he would find it difficult to get a clear shot at her in the haze. He was firing at random now, figuring he'd eventually hit her and making the haze thicker.

The rain had started again, falling hard and steady, obscuring the pilot's sight even more. Lena looked at the pond's surface, pulled herself into the cold dirty water, and slowly kicked with her wounded legs until she reached a patch of reeds. She turned onto her back, keeping only her face above the water. The hot bath was sounding better all the time.

With ground-shaking steps, the *Grizzly* approached. Out of the corner of her eye, she saw its torso swiveling back and forth, the pilot in the cockpit searching for his prey. For interminably long minutes the 'Mech's feet pounded across the sodden turf, skirting the edge of the pond. Then it finally moved away, still firing randomly.

Lena didn't move, didn't want to risk that the pilot might take a backward glance and spot her. How long she stayed in the reeds, she couldn't guess. But just as she was about to move, she heard pounding footsteps again. The same 'Mech? Or another one that had been sent to search for a body? She waited until the footsteps finally retreated, waited several minutes longer until the only sound she could hear was her breathing, waited until she was so cold she could hardly feel her toes. Only then did she pull herself from the water. She headed toward home, and after a few miles found that her com link was in range.

A bored communications tech answered her signal. His boredom quickly faded when she warned him of the enemy 'Mechs and the likely pending attack. The Outlaws would not be surprised, not this time, because Lena successfully completed yet another patrol.

Choppers and Tanks and Hovercrafts, Oh My

Four New Vehicles for the Battlefield

by Chris Hussey

MICHAELSON HEAVY ATTACK CHOPPER

Mass: 30 tons
Movement Type: VTOL
Power Plant: Michaelson 160 Internal Combustion
Cruising Speed: 105 kph
Flank Speed: 153 kph
Armor: StarSlab 3
Armament:
1 Valiant Heavy Crossbow 10 Rack
1 Valiant Light Sling 2 Rack
Manufacturer: Michaelson Heavy Industries
Primary Factory: Ruchbah
Communications System: Johnston Wide Band
Targeting and Tracking System: OptiSight-12

OVERVIEW

The Michaelson Heavy Attack Chopper has been the staple helicopter for Michaelson Heavy Industries since nearly the corporation's inception. The chopper has been around for decades, and has had a solid service record with the AFFC. In nearly all categories, the Michaelson has been given favorable reviews by pilots and other combat personnel.

CAPABILITIES

The Michaelson is actually a simple design. Mounting the Valiant Heavy Crossbow 10 Rack, the chopper has excellent long-range support capabilities for combat units. For in-close battles, the Michaelson mounts the Valiant Light Sling SRM 2 Rack. While not a potent weapon for close ranges, it can play havoc with infantry—for which its in-close fighting was designed. Many pilots also load the racks with inferno rounds for use against 'Mechs and other vehicles.

The Michaelson is fast, and sections of the chopper are armored well. The front armor alone can withstand a standard Particle Cannon burst and continue flying. This has been one of the chopper's strongest selling points.

DEPLOYMENT

The Michaelson is found in nearly all AFFC RCTs, as well as in numerous militias and home guard units. The choppers are often grouped as lances, making highly mobile and effective fire-support groups.

VARIANTS

With the advent of rediscovered technology, Michaelson Industries has put out a variant that turns the chopper into a highly-armored scout vehicle. By removing the SRM launcher and ammo and replacing them with Target Acquisition Gear, the Michaelson can call in artillery barrages with deadly accuracy. This also allows for an extra ton of armor plating to be added. Michaelson Heavy Industries has begun selling refit kits to change current designs.

Type: Michaelson Heavy Attack Chopper
Technology Base: Inner Sphere
Movement Type: VTOL
Tonnage: 30

Equipment		Mass
Internal Structure:		3
Engine:	160	12
Type:	ICE	
Cruising MP:	10	
Flank MP:	15	
Heat Sinks:	0	0
Control Equipment:		1.5
Lift Equipment:		3
Power Amplifier:		0
Armor Factor:	40	2.5
	Armor Value	
Front	12	
R/L Side	10/10	
Rear	6	
Rotor	2	

Weapons and Ammo	Location	Tonnage
LRM 10	Front	5
Ammo (LRM) 12	Body	1
SRM 2	Front	1
Ammo (SRM) 50	Body	1

MICHAELSON SPRINT SCOUT CHOPPER

Mass: 10 tons
Movement Type: VTOL
Power Plant: Galas Lightpower 100 Fusion
Cruising Speed: 152 kph
Flank Speed: 235 kph
Armor: StarSlab 1 Ferro-Fibrous
Armament:
1 Intek Truearrow Medium Laser
Manufacturer: Michaelson Heavy Industries
Primary Factory: Ruchbah
Communications System: Johnston Wide Band
Targeting and Tracking System: OptiSight-12

OVERVIEW

The Michaelson Sprint Scout VTOL was designed out of a necessity to obtain up-to-the-minute data on enemy positions or possible escape routes in case of retreat. With high speed and state-of-the-art electronic suites, the Sprint is quickly proving to be one of the best scout VTOLs on the battlefield.

CAPABILITIES

The Sprint's main purpose is to find and relay enemy positions. It is able to perform this task with excellent efficiency, thanks in part to two things. The first is the Beagle Probe, located on the chopper's nose. This unit can usually pierce any enemy ECM, save a Guardian. The Beagle is wired directly into the Johnston Wide Band comm system, which can instantly relay the information back to the main unit.

The Sprint can cover large amounts of land in a hurry. One of the fastest choppers in its class, the Sprint can get to most positions in minutes. This speed is also the vehicle's saving grace, as it can easily outrun most enemy forces.

To further protect itself, the Sprint comes equipped with a Guardian ECM Suite, which blocks nearly all sensing devices. The Guardian was designed semi-modular so that it can be removed and replaced with other electronic equipment, such as TAG. This option has created a few software and communications problems between the Suite and the onboard monitors, but these have proven minimal. In the event of any physical confrontation, the Sprint is equipped with one Intek medium laser. This is only used as a last resort, as there is little armor on the Sprint.

The Sprint is designed for one pilot use, but carries two extra seats which can be used to carry scouts or wounded.

DEPLOYMENT

The Sprint was designed in 3052 to help units facing the Clans. When attacking, most Clan units would either jam or destroy any communication satellites, and leave most defending forces blind. Since the Treaty of Tukayyid, production has been nonstop, and the Sprint can now be found in almost every garrison unit on the Clan border. In another show of unity, Michaelson Industries has been allowed to sell the units to Draconis units along the Clan border.

VARIANTS

With the versatility of the semi-modular Guardian suite, a few variants have popped up. Some replace the Guardian with TAG, allowing the Sprint to act as a deadly spotter for artillery fire. In the Combine, another variant has shown up. Using a C3 slave unit, the Sprint is attached to a lance and used as a spotter for direct-fire weapons and LRM fire. Another variant removes both the Guardian, Beagle, and laser to make room for troopers. However, this latter variant has proven unpopular, as there is little comfort in the makeshift cargo bay.

Type: Michaelson Sprint Scout Chopper
Technology Base: Inner Sphere
Movement Type: VTOL
Tonnage: 10

Equipment		Mass
Internal Structure:		1
Engine:	100	3
Type:	Fusion	
Cruising MP:	15	
Flank MP:	23	

Equipment		Mass
Heat Sinks:	10	0
Control Equipment:		.5
Lift Equipment:		1
Power Amplifier:		0
Armor Factor:	18	1
	Armor Value	
Front	7	
R/L Side	3/3	
Rear	3	
Rotor	2	

Weapons and Ammo	Location	Tonnage
Medium Laser	Front	1
Beagle Active Probe	Front	1.5
Guardian ECM Suite	Body	1

PLAINSMASTER HOVERCRAFT

Mass: 15 tons
Movement Type: Hover
Power Plant: Nissan 95 Fusion
Cruising Speed: 122 kph
Flank Speed: 184 kph
Armor: SimplePlate 30-K
Armament:
1 Cyclops Eye Heavy Laser
Manufacturer: Gienah Combat Vehicles
Primary Factory: Gienah
Communications System: CommuTech XL
Targeting and Tracking System: HartfordCo XKZ 1

OVERVIEW

With the success of the Savannah Master hovercraft, Gienah Combat Vehicles set about to create an even more powerful fast hovertank that could compete with the vaunted Savannah Master and its manufacturer, S. L. Lewis. To its credit, the project succeeded, and many military units are now testing the Plainsmaster to see if it will live up to its proclamations.

CAPABILITIES

The Plainsmaster is slightly heavier than the Savannah Master. While this has slowed the vehicle somewhat, the difference is minimal. The Plainsmaster also boasts superior weaponry in the form of a Cyclops Eye Heavy Laser. This massive weapon has a greater damage curve than the small Defiance laser used in the Savannah Master. It also boasts a much greater range.

What makes the Plainsmaster even more appealing is the heavier armor, allowing the vehicle to stay in battle, even in the event of a hit.

When stacked up against its main competition, the Plainsmaster came out on top in several lengthy combat trials. Gienah has touted these results to help increase its share of the market.

DEPLOYMENT

As the Plainsmaster is relatively new, the tank has seen little actual combat use. In action against the Clans, the vehicle has proven itself extremely well against fast, light Clan 'Mechs in harassing actions. Most of the newer Plainsmasters coming off the line are being shipped into the Chaos March regions for further combat tests and sales.

VARIANTS

As of this time, Gienah has yet to produce any variants of the Plainsmaster.

Type: Plainsmaster Hovercraft
Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 15

Equipment		Mass
Internal Structure:		1.5
Engine:	95	3
Type:	Fusion	
Cruising MP:	12	
Flank MP:	18	
Heat Sinks:	10	0
Control Equipment:		1
Lift Equipment:		1.5
Power Amplifier:		0
Turret:		0
Armor Factor:	48	3
	Armor Value	
Front	14	
R/L Side	13/13	
Rear	8	

Weapons and Ammo	Location	Tonnage
Large Laser	Front	5

HAMMER ASSAULT HOVERTANK

Mass: 50 tons
Movement Type: Hover
Power Plant: Kathil 315 Fusion Extra-Light
Cruising Speed: 111 kph
Flank Speed: 170 kph
Armor: Kressly Stoneskin 40X
Armament:
1 Mydron Mjnolnir Class 20 Autocannons
1 Johnston Parti-Cannon
Manufacturer: Kressly Warworks
Primary Factory: Epsilon Eridani
Communications System: Angst Clear Channel 3
Targeting and Tracking System: Dwyerson Mark XII

OVERVIEW

The Hammer Assault Hovertank is a story of designers using their big egos and influence to push a project through—regardless of cost. The Hammer tank has gone through numerous alterations and redesigns, before its final was settled on.

Needing a fast, heavy-hitting hovercraft, the AFFC High Command looked at several plans, eventually agreeing to accept Kressly War Works' original design, which called for two Class 20 Autocannons and a top speed of 130 kph.

Without first testing this design, project director Christopher Davetal pushed the Hammer through both Kressly and the AFFC. Unfortunately, after acceptance of the design, Professor Davetal discovered that such a design was impossible. His aide, Professor Julie Twigchudz, proposed several other alternatives, which still granted the tanks speed, but greatly reduced their firepower. Unsatisfied, and disliking the pushiness of Professor Twigchudz, Davetal threw out those optional designs and went ahead with his own schematic.

For months the professor and his team failed in attempt after attempt to design a hovercraft which even closely resembled the original specs. During this time, numerous arguments over the design occurred between both professors. It wasn't until nearly a year after the original acceptance by the AFFC, did a final design emerge. In the end, the prototype actually came close to the original specifications, but its price was far outside budget requirements, costing Kressly millions.

Using his connections within the AFFC and Kressly, Professor Davetal got his design accepted at the original budget goals and production began on the model—despite the loss of revenue to Kressly War Works. Immediately after the acceptance of the model, Professor Twigchudz resigned, sighting differences between herself and Professor Davetal.

CAPABILITIES

The Hammer is actually an impressive vehicle. Mounting a Mydron heavy autocannon, the weapon can disable most opponents in one salvo. Coupled with the firepower of the Johnston Parti-Cannon, the tank indeed has fearsome firepower for its class. Both weapons are in a fixed arc however, limiting the field of fire.

What makes the Hammer so impressive is its speed. With a top speed rivaling the vaunted Savannah Master, the Hammer can close the distance with opponents quickly. This speed comes at a great expense, in the form of a Kathil Extra-Light Fusion engine. This has caused the price of the Hammer to be exceptionally high for a hovertank. Many engineers consider the use of such an engine in a hovertank to be a complete waste. Most of these protests came from Davetal's own design team, but fell on deaf ears, as the professor pushed his project through. Use of this engine also slows production, as the production of the reactor itself is low.

The tank lacks somewhat in armor protection, but Kressly points out that its speed more than makes up for it—making the tank much harder to hit. The Hammer also comes with cargo space for supply storage or deployment and retrieval of infantry.

DEPLOYMENT

The first Hammers rolled off the assembly lines in early 3057. The first two years' production is slated for the Federated Commonwealth units stationed in the Chaos March and Capellan Confederation border.

VARIANTS

As Professor Davetal is too protective of his design, no variants have been allowed or even attempted.

Type: Hammer Assault Hovertank
Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 50

Equipment		Mass
Internal Structure:		5
Engine:	315	10.75
Type:	XL Fusion	
Cruising MP:	11	
Flank MP:	17	
Heat Sinks:	10	0
Control Equipment:		2.5
Lift Equipment:		5
Power Amplifier:		0
Turret:		0
Armor Factor:	56	3.5
	Armor Value	
Front	18	
R/L Side	14/14	
Rear	10	

Weapons and Ammo	Location	Tonnage
AC/20	Front	14
Ammo(AC) 10	Body	2
PPC	Front	7
Cargo	Body	.25

BATTLETECH®
V.T.O.L. RECORD SHEET

Unit Type: **MICHAELSON Sprint Scout Chopper**

Movement Type: **VTOL**	Cruising MP:	Flank MP:
Tonnage: **10**	**15**	**23**
Piloting Skill:	Technology Base: **Inner Sphere**	
Gunnery Skill:	**3050**	

Cost: **773,617**

Ammo

Ammo Type	Rounds	Ammo Type	Rounds

Critical Damage

Rotor Damaged ☐ Engine Hit ☐
Rotor Destroyed ☐

#	Type	Loc.	Dam.	Min.	S	M	L
1	Medium Laser	F	5	—	1–3	4–6	7–9
1	Beagle Active Probe	F	—	—	—	—	4

Body Inventory

1	Guardian ECM Suite	B	—	—	—	—	6

Elevation

Turn	Elevation
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
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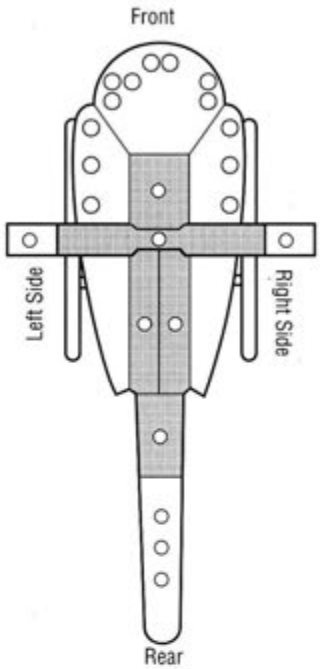
21	



BATTLETECH®
V.T.O.L. RECORD SHEET

Unit Type: **MICHAELSON Heavy Attack Chopper**

Movement Type: **VTOL**	Cruising MP:	Flank MP:
Tonnage: **30**	**10**	**25**
Piloting Skill:	Technology Base: **Inner Sphere**	
Gunnery Skill:	**3050**	

Cost: **894,000**

Ammo

Ammo Type	Rounds	Ammo Type	Rounds
LRM 10	12		
SRM 2	50		

Critical Damage

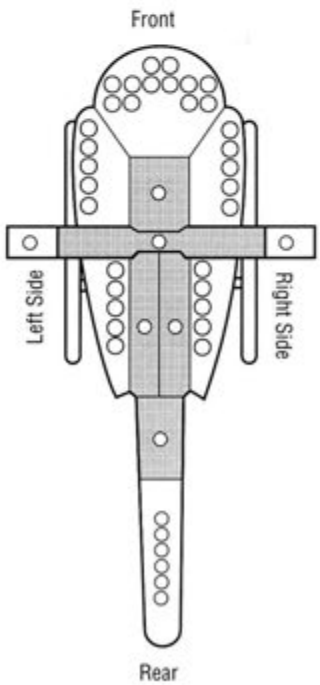
Rotor Damaged ☐ Engine Hit ☐
Rotor Destroyed ☐

#	Type	Loc.	Dam.	Min.	S	M	L
1	LRM 10	F	1	6	7	14	21
1	SRM 2	F	2	—	3	6	9

Body Inventory

Elevation

Turn	Elevation
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	
21	



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BATTLETECH®
HOVERCRAFT RECORD SHEET

Unit Type: **PLAINSMASTER Hovercraft**

Movement Type: **Hover**	Cruising MP:	Flank MP:
Tonnage: **15**	**12**	**18**

Driving Skill: | Technology Base: **Inner Sphere 3050**

Gunnery Skill:

Cost: **364,000**

Ammo

Ammo Type	Rounds	Ammo Type	Rounds

Critical Damage

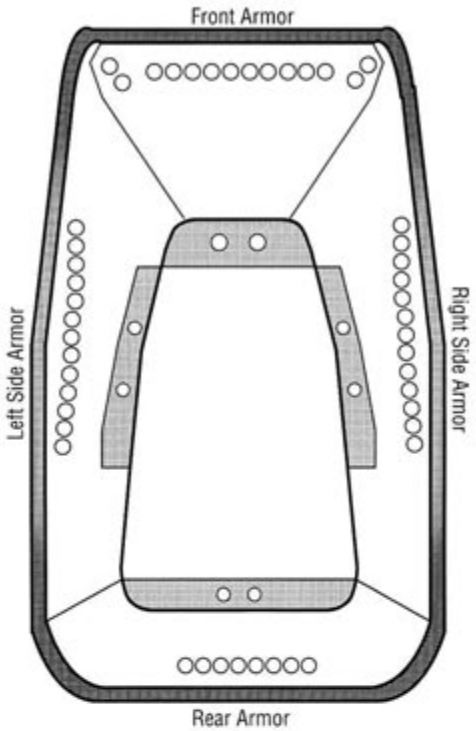
Airskirt Damaged ☐ Engine Hit ☐

Lift Fan Destroyed ☐

Weapons Inventory

#	Type	Loc.	Dam.	Min.	S	M	L
1	Large Laser	F	8	—	5	10	15

Body Inventory



BATTLETECH®
HOVERCRAFT RECORD SHEET

Unit Type: **HAMMER Assault Hovertank**

Movement Type: **Hover**	Cruising MP:	Flank MP:
Tonnage: **50**	**11**	**17**

Driving Skill: | Technology Base: **Inner Sphere 3050**

Gunnery Skill:

Cost: **9,860,000**

Ammo

Ammo Type	Rounds	Ammo Type	Rounds
AC/20	10		

Critical Damage

Airskirt Damaged ☐ Engine Hit ☐

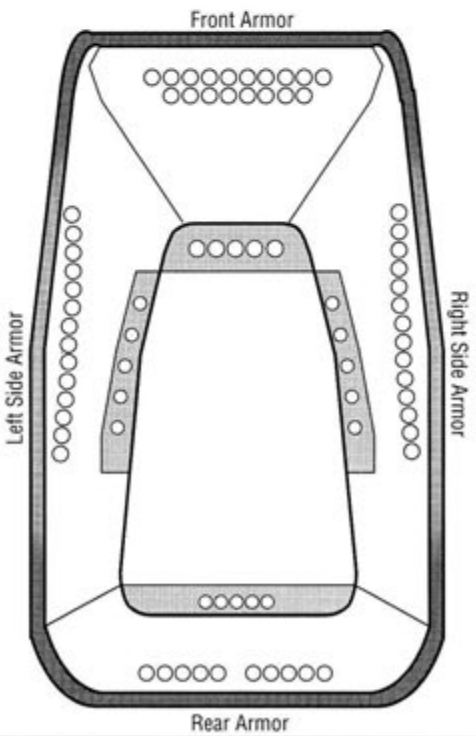
Lift Fan Destroyed ☐

Weapons Inventory

#	Type	Loc.	Dam.	Min.	S	M	L
1	AC/20	F	20	—	3	6	9
1	PPC	F	10	3	6	12	18

Body Inventory

1	Cargo (.25 tons)	B	—	—	—	—	—



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HIGH MOUNTAIN DROP-OFF

Tanner's Greatest Challenge is Yours to Try

by Chris Hussey

In 3057, the LAAF attempted to save the resistance movement on the Steel Viper-held world of Parakoila. The supplies and personnel were running low, threatening to cripple the operation permanently. Believing a full-scale raid would be ineffective, the LAAF decided to send a small, conventional force to Parakoila to deliver the needed weapons—along with volunteers willing to fight against the Clan.

Control of the operation was given to Kommandant Aaron Tanner, an unorthodox tank commander who loved to prove he could take on any force and win. The drop-off would be tricky, as it would involve navigating a treacherous mountain range near the resistance fighters' stronghold.

This would prove to be Tanner's greatest challenge, as his company quickly ran into a Steel Viper Nova out on patrol.

GAME SET-UP

Use the Rolling Hills #1 and Desert Mountain #1 Maps from **BattleTech Map Set 3**. Orient both maps vertically so that you can read them. The Desert Mountain map should be on top. The north side of the map is the side facing farther away.

DEFENDER

The defender consists of elements from Bravo Molt, from the 1st Fang of Zeta Galaxy, second-line and Inner Sphere refitted Clan 'Mechs.

Star Commander Rock Daley (Piloting 3, Gunnery 2) *Viper*
MechWarrior Tina Hunter (Piloting 3, Gunnery 3) *Goshawk*
MechWarrior Gregunst Rae (Piloting 4, Gunnery 3) *Vixen*
MechWarrior Piotr Pitt (Piloting 4, Gunnery 3) *Vixen*
MechWarrior Maurice Dolor (Piloting 4, Gunnery 3) *Hellhound*
Point Commander Tallis Marks, 4 Elementals
Point Commander Denna Graves, 4 Elementals
Point Commander Froed Chaney, 4 Elementals

Deployment

The defender can set up anywhere on the lower half of the Rolling Hills Map. His units are searching for the LAAF force, which they believe dropped somewhere in the area.

ATTACKER

The attacker is the 1st Support Company, Third Battalion, 4th Skye Rangers RCT. They alone have dropped down to resupply the Parakoila resistance.

Command Lance

Kommandant Aaron Tanner (Piloting 3, Gunnery 2), Fulcrum Heavy Hovertank
Sergeant Garrick Hane (Piloting 4, Gunnery 3), Plainsman Medium Hovertank
Sergeant Shasha Dufresne (Piloting 4, Gunnery 4), Condor Heavy Hovertank
Sergeant Fred DeCorman (Piloting 4, Gunnery 4), Condor Heavy Hovertank

Support Lance

Leutnant Kory Folding (Piloting 5, Gunnery 4), Saladin Assault Hovertank
Sergeant Faith Folding (Piloting 5, Gunnery 4), Saladin Assault Hovertank
Sergeant Ken Copus (Piloting 5, Gunnery 4), Saladin Assault Hovertank
Sergeant Grover Cinci (Piloting 5, Gunnery 4), Plainsman Medium Hovertank

Air Lance

Leutnant Gary Danielson (Piloting 4, Gunnery 3), Michaelson Heavy Attack Chopper
Sergeant Phil Pela (Piloting 4, Gunnery 3), Michaelson Heavy Attack Chopper
Sergeant Camy Brock (Piloting 4, Gunnery 4), Michaelson Heavy Attack Chopper
Sergeant Dan Bruary (Piloting 3, Gunnery 4), Michaelson Heavy Attack Chopper

This company also contains a lance of hover transport vehicles which act as Hover APCs with two tons of cargo space. While these units are counted for purposes of movement, they are not counted for determining initiative.

Deployment

The attacker enters from the northern edge of the map.

VICTORY CONDITIONS

The Steel Vipers don't know it, but they have just passed up the hiding Parakoila resistance fighters. This forces the attacker to engage the Vipers long enough for the rebels to flee. The attacker must remain on the map for five turns before attempting to exit the southern edge. The attacker wins if he can get half or more of the hover transports and half or more of the fighting force across the southern edge of the map.

The defender wins if he can eliminate all four hover transports, or more than half of the attacking force.

Level Three Options

If both sides agree, they may use the following options from the **BattleTech Tactical Handbook** for this scenario: Disengaging PPC Field Inhibitors, p. 47; Hot Loading LRM, p. 48; Hull-Down, p. 48; and Smoke Warheads, p. 59-60.

Fields of Chaos
Skepticism Turns to Surprise on the Battlefield

We were briefed that this mission would seriously cripple the Grenadiers' operations for at least two months. That claim made me skeptical. But when they showed us what our unit composition was going to be, I was even more skeptical. I never liked a force composed of almost similar machines. I told the Kommandant this, too. He said he understood. Eventually, believe it or not, he listened, and he took most of my recommendations.

Once we started out, and made our initial strikes, I was surprised. I didn't think we would do so well. I guess it probably had to do with the speed of our force. The Capellans never knew what hit them, and by the time they did, it was too late—until we hit Player's Point.

Synopsis

In an effort to weaken the Capellan position on the planet Arboris in the Chaos March, the AFFC decided to conduct a live field test of two new fast-attack hovertank designs.

Using the conventional arm of the Arboris SMM, the AFFC equipped the 3rd Company with new designs, and sent them out on an extended hit and run mission. When the company arrived on the high elevation plateau known as Player's Point, a recognized Capellan observation post, they expected only a small lance of BattleMechs. However, they soon ran into a stronger force.

GAME SET-UP

Use the Scattered Woods and the Large Lake maps from the **Battletech Map Set. 2**. Align the two maps so the rivers connect. North is the XX01 side of the Scattered Woods map. All full and partial water hexes are considered a sheer drop-off, as the battle takes place on a high plateau.

DEFENDER

The defender consists of scattered elements of Ishara's Grenadiers, who have been on the world since the Capellan invasion.

Captain Shen Linn (Piloting 4, Gunnery 3), THR-1L *Thunder*

Mechwarrior James Goulf (Piloting 5, Gunnery 4), HUR-WO-R4L *Huron Warrior*

Mechwarrior Kate Chon (Piloting 5, Gunnery 4), VND-3L *Vindicator*

Mechwarrior Kano Gaipou (Piloting 5, Gunnery 4), VND-1R *Vindicator*

2 Platoons SRM foot infantry with Wheeled APC transport

2 Platoons Machine Gun foot infantry with Wheeled APC transport

1 Platoon Jump Laser infantry with Hover APC transport

Deployment

The defender sets up anywhere on the southern mapboard. The SRM and Machine Gun infantry must start in either the 0704, 0803, or 0903 hexes on the southern mapboard.

ATTACKER

The attacker is the 3rd Company, First Battalion, Conventional Arm, Arboris SMM. The company has been almost completely refitted with new hovertank designs.

Command Lance

Hauptmann Curtis Mannin (Piloting 3, Gunnery 3), *Hammer Assault Hovertank*

Reginald Kor (Piloting 4, Gunnery 3), *Hammer Assault Hovertank*

Marsha Dowdy (Piloting 4, Gunnery 4), *Hammer Assault Hovertank*

Louise Salda (Piloting 5, Gunnery 4), *Hammer Assault Hovertank*

Support Lance

Leftenant Kim Motosson, (Piloting 4, Gunnery 4), *Hammer Assault Hovertank*

Skip Wimans (Piloting 5, Gunnery 4), *Drillson Heavy Hovertank*

Dave Groth (Piloting 5, Gunnery 4), *Drillson Heavy Hovertank*

Larry Smyth (Piloting 5, Gunnery 4), *Pegasus Scout Hovertank*

Strike Lance

Leftenant Franco Tillman (Piloting 3, Gunnery 2), *Plainsman Hovercraft*

Dale Moore (Piloting 5, Gunnery 4), *Plainsman Hovercraft*

Cyndy Ryk (Piloting 5, Gunnery 4), *Plainsman Hovercraft*

Sandy Kind (Piloting 5, Gunnery 4), *Plainsman Hovercraft*

Deployment

The attacker enters onto the northern edge of the northern mapsheet.

VICTORY CONDITIONS

The attacker wins if his units can inflict more than 60 points of damage on four of the following hexes: 0704, 0705, 0803, 0804, 0805, 0903, 0904, 0905 (see Special Rules).

The defender wins if his units can destroy or disable half of the attacker's force before the attacker completes his mission.

Special Rules

The following hexes: 0704, 0705, 0803, 0804, 0805, 0903, 0904, 0905 make up the Player's Point Observation Post, which the attacker must destroy. All hexes are considered Heavy Buildings and have a CF of 70.

Chasm: All water hexes are actually sheer drop-offs to the ground some 2,000 meters below. Partial chasm hexes (river hexes of a one-hex width) may be passed by 'Mechs expending 4 total MPs. Ground-bound vehicles and infantry cannot cross these hexes.

Level Three Options

If both sides agree, they may use the following Level Three Rules from the **BattleTech Tactical Handbook**, and **Chaos March** rulebooks: LRM Infantry (CM, p. 67-8) replace SRM infantry; Craters (TH, p. 47); Disengaging PPC Field Inhibitors (TH, p. 47); Hot Loading LRMs (TH, p. 48); Hull-Down (TH, p.48); Jumping Fire (TH, p.49); AP Warheads (TH, p. 56)—attacker only.

BATTLETECH®
CONTEST

FASA Corporation is pleased to announce the third in an ongoing series of writing contests. This contest is for aspiring authors and **BattleTech** fans who would like to write for **BattleTech**. The best three entries will be posted on the **BattleTech** page of the FASA website. Each winner will receive a prize (see below) and the opportunity to write for an upcoming **BattleTech** product.

The contest consists of two parts: an essay, and 10 trivia questions concerning **BattleTech** game rules and events in the **BattleTech** universe. To be considered, an entry must include both parts.

If you've ever wanted contribute to the **BattleTech** universe, this is your chance! Send your written submission today!

SECTION ONE: ESSAY

Choose one of the following topics and write a 1,000 word essay.

1.The effect that Takashi Kurita's rule of the Draconis Combine had on the Inner Sphere.

2. Explain BattleTech to someone who has never before played the game.

SECTION TWO: TRIVIA

Answer each of the following trivia questions as completely as possible.

1.Who is Tomoe Sakade?

2.What is the Columbus facility and on what planet is it located?

3.What was Operation Odysseus?

4.What is the Invader Galaxy?

5.Who is Ninyu Kerai and what title does he hold?

6.What Inner Sphere 'Mech was designed as an exact copy of the *Timber Wolf*.

7. List all of the Clan names for Clan 'Mechs—both OmniMechs and 2nd Line BattleMechs—that have been published by FASA.

8.You are constructing an Inner Sphere BattleMech using Level 2 technology. So far you have included 2 LRM 15s and 2 LRM 10s and you wish to add the Artemis IV FCS. How much tonnage and how many critical spaces will you need?

9.You are currently playing a Level 2 BattleTech game using all the Special Case Rules. During the Weapon Attack Phase of Round 1, your untouched 'Mech is hit in the head with an Inner Sphere PPC. In round two you attempt to Walk through a Depth 1 Water hex and fail your Piloting Skill Roll to stay standing. What happens?

10. What is the Base Ramming Attack To-Hit Number against a DropShip?

BattleTech Contest Prizes

First Prize: One (1) copy of next upcoming **BattleTech** product, **BattleTech** t-shirt

Second Prize: **BattleTech** t-shirt

Third Prize: 1996 **BattleTech** poster, signed by the artist

CONTEST RULES

1. No purchase necessary to enter.

2. Only one entry per person. Employees, agents or contractors of FASA Corporation, and their immediate families or relatives, are not eligible.

3. Send entries to: **BattleTech** Contest, Attn: Bryan Nystul, FASA Corporation, 1100 W. Cermak Suite B305, Chicago IL 60608. To be eligible, all entries must be completed fully. All entrants must include their name, mailing address and telephone number. Entries must be received by **June 9, 1997**. No electronic submissions accepted. No submissions will be returned. The wining entries will be posted on the FASA website by **June 30, 1997**. Winners will also be notified by mail.

4. Winners will be chosen by FASA Corporation in its sole discretion, based upon the content and style of the essay and the number of correct answers to the trivia questions. Each wining entrant must consent to and grant permission for use of his/her name and likeness by FASA Corporation for promotional purposes without additional compensation. All winning materials become the sole property of FASA Corporation and may be used by FASA Corporation for any purpose. Future submissions remain subject to FASA Corporation's standard submission procedures. Winners of the **BattleTech** Contest are not guaranteed to have future submissions accepted for publication by FASA Corporation.

5. By participating in this contest, entrants agree to be bound by the Contest Rules and the decisions of FASA Corporation.

6. Void where prohibited by law.

Jokers Wild

The Game of Espionage Deals the Ghost a Tough Hand

by Dean Davis

Jimmy Reper prowled in the shadows of the BattleMech bay like a hungry panther. His silent form slipped from one dark spot to another, allowing only a moment of light to fall on his slim frame. His chalky skin glistened with a thin coat of sweat, seeming to heighten the brilliance of his pink eyes. His albino features contrasted with what he wore, a black ECM suit, which fit him snuggly.

Reper glided into a hanger bay, one fleeting shadow merging with a myriad of others. He crept up to the ankle of a *Dervish* and pressed his back against it to eavesdrop on a pair of armed men patrolling the grounds. The bay was quiet—dim and eerie this night. The majority of the populace could be found in their beds. Those who were nocturnal were few and varied—drunkards staggering out of the local bars nearby, these guards, himself.

Reper listened to the passing guards' insipid war stories, then his eyes narrowed to crimson slits as he searched for the *Thunderbolt,* his liaison's BattleMech. He spotted it across the clearing, standing in the darkness of the wall's shadows to face the *Dervish* he hid behind.

When the guards were far enough away, he sprinted with feline grace to the other side of the bay. He gambled a brief glance up through the glass dome on the ceiling. A honeycomb pattern, with each plate framed in a steel pane, one of them broken.

Reper darted from one pocket of black to another before reaching the *Thunderbolt.* Only one item was hitched to his waist, a graphite rod approximately two inches in diameter and a meter in length. Known as a torikku sutekki, the object was only issued to members of the Draconis Elite Strike Team. He unscrewed the cap at one end and tucked it into a pocket as he emptied the rod's contents onto the floor.

He quickly sorted through the objects and snatched up a twelve-inch metal tube with holes of varying diameters drilled into it. Beside it a slender chain snaked over three pencil-length shafts, each of their silver ends threaded. The chain wrapped around a retractable grappling hook, which he also snatched up. Reper removed the cap from his pocket and gently pressed its center. The middle fell away, transforming the cap into a ring. He passed the chain through the ring before slipping a gold pin into a link. A quick jerk brought the pin snugly between the lip of the ring. A click threatened the silence, announcing that the assembled pieces were interlocked.

At the opposite end of the chain, the grappling hook was attached. Its flukes were coated in a thin plastic to stifle the grapple's impact. Satisfied, the pallid agent swung the rod. The chain became taut, taking the grapple in an arc which ended at the BattleMech's knee joint. As Reper began scaling the *Thunderbolt,* he remembered his instructions.

"The activator chip is in the main computer room," the woman had informed him. She had approached him during an opera on Axton a few days ago. In the dark theater he hadn't bothered to identify her. Most times in covert operations it was best not to know your employer, sort of like concealing your hand in a card game. One card face up on the table with fifteen face down around it and the rest up the player's sleeves. With each mission Reper found himself being played differently. Sometimes he was the joker, other times a wild card.

It did not take long for Reper to reach the top of the BattleMech. He glanced about to see if the security guards were nearby. Satisfied they were in another bay, he slipped into the cockpit.

Inside, only the auxiliary lights disturbed the darkness. Reper didn't attempt to don the nuerohelmet, which linked man to machine. He didn't need to. Most MechWarriors, despite their clever pretensions, used security levels no higher than class three. Child's play to a DEST operative. He removed a ring from his finger. It was an ornate gold band emblazoned with the Draconis crest. Inserting it into a facet on the control panel, Reper fed commands into the standby systems. As the computer chirped and clicked, he visualized what was happening. A transmitter located in the 'Mech's hotbox was sending a signal to a relay station disguised as a HPG near Junction. There, the message would soon be encoded and then would return to Ludwig with incoming transmissions. After it was intercepted and decoded, the signal would reveal the location of the 'Mech and its unit to his employer. A long series of clicks told Reper that the process was finally complete. He retrieved the ring and exited the cockpit.

His hands shielded his fiery eyes, as the sudden light from a thousand candle power bulbs chased away the darkness. Reper squatted like a cornered animal as the sounds of infantry resounded from another part of the complex. Already a platoon of soldiers was gathering around the *Thunderbolt* and aiming their weapons at him. Somewhere to Reper's left, the unsettling sound of a BattleMech coming to life caused his ears to twitch.

A form strolled arrogantly across the floor below him. He squinted, his albino eyes becoming bloody stilettos as the figure halted near the center of the clearing.

"Well, well, well," she stated with blatant amusement.

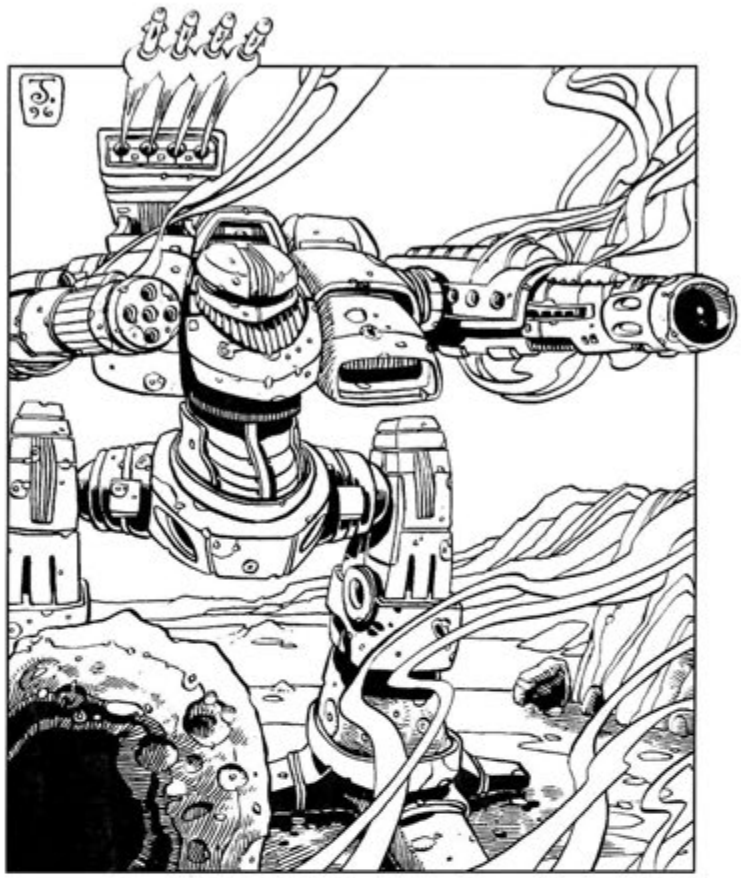
Reper's mouth fell open, but not from her battlefield uniform which carried the Kurita symbol or its ornamentations that suggested nobility. It was the voice—the voice of his enigmatic employer.

"Looks to me like we've caught a spy," she continued, as her hands fell to her hips. "Get him down from there so we can . . . interrogate him." She withdrew a laser scalpel from her boot and held it before her sparkling dark eyes.

Her command triggered an anxious soldier's weapons. As bullets pinged off the *Thunderbolt's* armor, Reper dove back into the cockpit. He began disassembling the torikku sutekki as more clanging came from without. He could hear the woman barking about incompetence, as his chain, grappling hook, and gold pin were disconnected. He opened the torikku sutekki's other end and withdrew a thinly braided rope and a spring.

"A setup. But why?" Reper thought, as he slid the spring into the bored tube. He glanced up as the clanging grew louder. A *Mauler,* one of the Combine's malevolent war toys, turned to face the *Thunderbolt.*

Reper concentrated on the same pin that had bonded the chain to the ring. It was placed in the metal tube after the spring inside the tube was compressed. Next, one of the longest shafts was screwed into the ring. The *Mauler* raised the barrels that were its arms. Reper fumbled to fasten the rope before he placed the silver shaft into the tube and onto the spring. His thumb slammed down on a button, then swung the grappling hook again. Two thick green beams sliced through the air from the *Thunderbolt* to the *Mauler,* beheading the latter 'Mech.



Bits of falling metal pinged against the floor and mixed with the woman's cackles. Below, he spied more soldiers moving into the bay.

Reper slunk out of the cockpit and swayed back and forth behind the Thunderbolt's head. He clung to the rope that the magnetic cap and grapple supported from one of the ceiling arches. He frowned, his pale features wrinkling to form a highway of shadows on his face. It was common for spies to become scapegoats. Whomever this woman was, she had full knowledge of his potential. Still, Reper could not decipher the entire picture.

He quickly climbed up into the rafters, finding shadows to hide in. At least on the battlefield, it was easy to spot your enemy, Reper mused, as he darted through the broken pane in the honeycomb ceiling and went out into the night.

His counterparts in the DEST called him *bakemono,* or ghost. The nickname was derived from his uncanny way of surviving certain death. The cards were in his favor this night—but just barely. This night fate had allowed him to play the joker. But tomorrow? Would he have as many cards up his sleeve?

CHAPTER CHALLENGE

ComStar Archives Expands Your Universe

by the BC Legion

We must apologize to those who have come to rely on us for information. Due to recent events—namely the invasion of humanity's birth world by the frothing zealots of the Word of Blake—my compatriots and I had to flee for our lives. They called us heretics and accused us of throwing the proverbial pearls before swine, and they hunted us like dogs for months.

However, during our flight, we managed to download megapulses of information that we will yet see broadcast to the stars. It is not only our wish to disseminate the light of knowledge to everyone, but to see the Word of Blake suffer for their fanatical mouthings.

Layman Level

1. Name the intelligence service of the Draconis Combine.

2. Which House has an emblem an upheld katana in a green triangle?

3. How many 'Mechs are in an Inner Sphere company?

4. What current House leader was a former ComStar acolyte?

5. What is an OmniMech?

6. Name the capital of the Capellan Confederation.

7. How much does an *Atlas* class BattleMech weight?

8. Who was nicknamed the Fox?

Scandal-Vid Watcher

1. What Clan shares an Occupation Zone with Clan Nova Cat?

2. Who is the current Primus of ComStar?

3. What was the name of the first BattleMech?

4. What Periphery realm borders both the Draconis Combine and the Federated Commonwealth?

5. Who is Isis Marik engaged to?

6. What was the title of the leader of the Star League?

7. What does Guni no Kanrei mean?

Intelligence Operative

1. Name the current Khan of Clan Jade Falcon.

2. Who was the prince of the Federated Suns before Hanse Davion?

3. Who was the first commander of the Ryuken?

4. Name the Jade Falcon Companion of Elizabeth Hazen.

5. What title do 'Mech pilots in the Rasalhague Kungsarme go by?

Intelligence Director to the First Lord

1. What is Crippen Station?

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 this page. Send your trivia to: ComStar Archives, care of the BC Legion at 5230 N. Reserve, Chicago, IL 60656. As you can see from the list of answers below, we have included the book and page number of the source most applicable to the trivia questions. This lets you verify that we know what we're talking about and will help you learn a bit of BattleTech history. When you send your questions, include the sourcebook and page number with the answer.

Answers

Layman Level

1. Internal Security Force (Intelligence Operations Handbook, p 48)
2. House Liao (House Liao, cover)
3. One dozen (Mercenary's Handbook: 3055, p 17)
4. Thomas Marik (Introduction to BattleTech, p 17)
5. The special type of BattleMechs used by the Clans (BattleTech Compendium: The Rules of Warfare, p 8)
6. Sian (House Liao, p 133)
7. 100 tons (Revised BattleTech Technical Readout: 3025, p 119)
8. Hanse Davion (Introduction to BattleTech, p 16)

Scandal-Vid Watcher

1. Clan Smoke Jaguar (Invading Clans, p 7)
2. Sharilar Mori (ComStar, p 76)
3. Mackie (Star League, p 31)
4. Outworlds Alliance (Periphery, p 7)
5. Sun-Tzu Liao (Lost Destiny, p 377)
6. First Lord (Star League, p 99)
7. Deputy of Military Affairs (BattleTech Field Manual: Draconis Combine, p 9)

Intelligence Operative

1. Marthe Pryde (Malicious Intent, p 192)
2. Ian Davion (House Davion, p 93)
3. Minobu Tetsuhara (BattleTech Field Manual: Draconis Combine, p 125)
4. Turkina (Jade Falcon Sourcebook, p 9)
5. Kavallrist (20 Year Update, p 48)

Intelligence Director to the First Lord

1. The first industrial space station, launched into low orbit in 2005 (BattleSpace Rulebook/Sourcebook, p 7)

The BattleTech Museum

With Your Curator Precentor Martial Randall Bills

I hope you're enjoying our tour of the BattleTech Museum which started in issue #7 of MechForce Quarterly. The reason for the museum's existence—and hence, this tour—is to give you the opportunity to see and appreciate products and ideas associated with the world of **BattleTech.**

Exhibit #2: BattleTech Miniatures

Our next stop is the BattleTech Miniatures Exhibit. This extensive display was designed for players wanting to see the vast collection of miniatures that have been produced by Ral Partha. Feel free to pick up the flyers near the hall entrance—they offer a complete checklist for the various BattleTech miniatures that have been sculpted, poured, and released to the market.

Since 1986, Ral Partha has produced:

* 14 boxed sets
* More than 180 BattleMechs
* More than 35 vehicles
* More than a dozen aerospace fighters
* And about 30 other game accessories, including hex bases, spare parts, infantry, and more.

Has anyone seen a Regiment vs. a Galaxy of miniatures arrayed across a playing field? It is exceptionally impressive.

Please, look at your flyer, and let us continue. . . .

BATTLETECH MINIATURES LIST

*Limited quantities still available.
**Original molds—since redone.
***This 'Mech was originally sold under the name '*Archer*' but the name was later changed to *Bombardier*.
****These figures are original—different from the current miniatures of the same name.

NAME	STOCK	TYPE	STATUS
Box Set: Recon Lance	10-801	'Mechs	Discontinued
Box Set: Light Lance	10-802	'Mechs	Discontinued
Box Set: Medium Lance	10-803	'Mechs	Discontinued
Box Set: Fire Lance	10-804	'Mechs	Discontinued
Box Set: Heavy Lance	10-805	'Mechs	Discontinued
Box Set: Regimental Command	10-807	'Mechs	Available
Box Set: Assault Lance	10-806	'Mechs	Discontinued
Box Set: Pursuit Lance	10-808	'Mechs	Available
Box Set: Light OmniMechs	10-840	'Mechs	Available
Box Set: Medium OmniMechs	10-841	'Mechs	Available
Box Set: Heavy OmniMechs	10-842	'Mechs	Available
Box Set: Assault OmniMechs	10-843	'Mechs	Available
Box Set: Kurita BattleTroops	10-850	Infantry	Discontinued
Box Set: Steiner BattleTroops	10-851	Infantry	Discontinued
Steiner MechWarriors (3)	20-900	Special	Discontinued
Steiner Ground Troopers (3)	20-901	Special	Discontinued
Steiner Aerospace Pilot	20-902	Special	Discontinued
Steiner Security Guard	20-903	Special	Discontinued
Kurita MechWarriors (3)	20-920	Special	Discontinued
Kurita Ground Troopers (3)	20-921	Special	Discontinued
Special Forces-Kurita Death Squad	20-922	Special	Discontinued
Kurita 'Mech Tech	20-923	Special	Discontinued
Liao MechWarriors (3)	20-940	Special	Discontinued
Liao Troopers (3)	20-941	Special	Discontinued
Liao Death Commando	20-942	Special	Discontinued
Liao Aerospace Pilot	20-943	Special	Discontinued
Marik MechWarriors (3)	20-960	Special	Discontinued
Marik Ground Troopers (3)	20-961	Special	Discontinued
Marik Security Guard	20-962	Special	Discontinued
Marik DropShip Crewman	20-963	Special	Discontinued
Davion MechWarriors (3)	20-980	Special	Discontinued
Davion Ground Troopers (3)	20-981	Special	Discontinued
Davion Aerospace Pilot	20-982	Special	Discontinued
Davion JumpShip Crewman	20-983	Special	Discontinued
Albatross	20-794	'Mech	Available
Annihilator	20-897	'Mech	Available
Anvil	20-669	'Mech	Available
Apollo	20-656	'Mech	Available
Archer***	20-815	'Mech	Discontinued
Archer**	20-842	'Mech	Discontinued
Archer	20-842	'Mech	Discontinued
Assassin	20-875	'Mech	Available
Atlas	20-845	'Mech	Available
Awesome	20-847	'Mech	Available
Axeman	20-770	'Mech	Available
Bandersnatch	20-650	'Mech	Available

BattleTech Miniatures List

NAME	STOCK	TYPE	STATUS
Banshee	20-882	'Mech	Available
Battleax	20-811	'Mech	Discontinued
Battle Cobra	20-662	'Mech	Available
Battlehawk	20-649	'Mech	Available
Battlemaster**	20-838	'Mech	Discontinued
Battlemaster	20-838	'Mech	Discontinued
Behemoth**	20-821	'Mech	Discontinued
Behemoth	20-792	'Mech	Available
Berserker	20-642	'Mech	Available
Black Hawk	20-610	'Mech	Available
Blackjack	20-880	'Mech	Available
Black Knight	20-774	'Mech	Available
Bombardier	20-815	'Mech	Discontinued
Bulldog Medium Tank	20-825	Vehicle	Discontinued
Bushwacker	20-636	'Mech	Available
Calvalry Attack Helicopter	20-725	Vehicle	Available
Cataphract	20-771	'Mech	Available
Catapult	20-852	'Mech	Available
Ceasar	20-772	'Mech	Available
Centurian	20-849	'Mech	Available
Cerberus	20-641	'Mech	Available
Cestus****	20-814	'Mech	Discontinued
Champion	20-787	'Mech	Discontinued
Charger	20-881	'Mech	Available
Cheetah	20-704	Aerospace	Discontinued
Chippewa	20-706	Aerospace	Available
Cicada	20-858	'Mech	Available
Clint	20-879	'Mech	Available
Commando	20-865	'Mech	Available
Condor Heavy Hover Tank	20-817	Vehicle	Discontinued
Coolant Truck	20-776	Vehicle	Discontinued
Corsair	20-702	Aerospace	Available
Crab	20-804	'Mech	Available
Crockett	20-778	'Mech	Discontinued
Crossbow****	20-813	'Mech	Discontinued
Crusader	20-834	'Mech	Discontinued
Cyclops	20-863	'Mech	Available
Daikyu	20-655	'Mech	Available
Daimyo	20-648	'Mech	Available
Daishi	20-607	'Mech	Available
Dart	20-668	'Mech	Available
Dasher	20-612	'Mech	Available
Davion Infantry	20-824	Infantry	Available
Demolisher**	20-822	Vehicle	Discontinued
Demolisher Heavy Tank	20-822	Vehicle	Available
Dervish	20-876	'Mech	Available
Dragon	20-868	'Mech	Available
Dragonfly	20-608	'Mech	Available
Drillson Heavy Hover Tank	20-818	Vehicle	Discontinued
Elementals (1)	20-950	Infantry	Available
Elementals (30)	20-821	Infantry	Available
Enforcer	20-867	'Mech	Available
Exterminator	20-895	'Mech	Available
Falcon**	20-802	'Mech	Discontinued
Falcon	20-777	'Mech	Discontinued
Falconer	20-674	'Mech	Available
Fireball	20-657	'Mech	Available
Firebee	20-804	'Mech	Discontinued
Firefly	20-894	'Mech	Available
Firestarter	20-850	'Mech	Available
Fenris	20-609	'Mech	Available
Flashman	20-786	'Mech	Discontinued
Flea	20-805	'Mech	Available
Flight Bases	20-799	Bases	Available
Galahad	20-624	'Mech	Available
Gallowglas	20-680	'Mech	Available
Galleon	20-752	Vehicle	Available
Gladiator	20-803	'Mech	Discontinued
Gladiator	20-606	'Mech	Available
Goliath	20-846	'Mech	Available
Goshawk	20-637	'Mech	Available
Grand Crusader	20-670	'Mech	Available
Grand Titan	20-616	'Mech	Available
Grasshopper	20-888	'Mech	Available
Grendel	20-677	'Mech	Available
Griffin**	20-835	'Mech	Discontinued
Griffin	20-835	'Mech	Available
Grim Reaper	20-632	'Mech	Available
Grizzly	20-666	'Mech	Available
Guillotine	20-773	'Mech	Available
Gunslinger	20-620	'Mech	Available
Hammer	20-798	'Mech	Available
Hatamoto-Chi	20-810	'Mech	Available
Hatchetman	20-864	'Mech	Available
Heavy & Assault 'Mech Arms	20-745	Special	Discontinued
Hellhound	20-643	'Mech	Available
Hermes	20-785	'Mech	Discontinued
Hermes II	20-885	'Mech	Available
Hetzer Wheeled Assault Gun	20-829	Vehicle	Available
Hex Bases	20-800	Bases	Available
Highlander	20-896	'Mech	Available
Hitman	20-618	'Mech	Available
Hollander	20-793	'Mech	Available
Hoplight	20-803	'Mech	Available
Hornet****	20-801	'Mech	Discontinued
Hornet	20-890	'Mech	Available
Hunter**	20-806	Vehicle	Discontinued
Hunter Light Support Tank	20-806	Vehicle	Available
Hunchback	20-854	'Mech	Available
Hunchback IIC	20-651	'Mech	Available
Huron Warrior	20-625	'Mech	Available
Hussar	20-780	'Mech	Available
Imp	20-898	'Mech	Discontinued
J. Edgar Hover	20-783	Vehicle	Available
JagerMech	20-861	'Mech	Available
Javelin	20-866	'Mech	Available
Jenner	20-869	'Mech	Available
Jenner IIC	20-795	'Mech	Available
Jump Jets & Fins	20-749	Special	Discontinued
Kanga	20-639	Vehicle	Available

NAME	STOCK	TYPE	STATUS
King Crab	20-899	'Mech	Available
Kintaro	20-781	'Mech	Discontinued
Kodiak	20-660	'Mech	Available
Koshi	20-613	'Mech	Available
Kraken	20-652	'Mech	Available
Kurita Infantry	20-823	Infantry	Available
Lancelot	20-814	'Mech	Discontinued
Light & Medium 'Mech Arms	20-746	Special	Discontinued
Linebacker	20-664	'Mech	Available
Locust**	20-844	'Mech	Discontinued
Locust	20-844	'Mech	Available
Locust IIC	20-634	'Mech	Available
Loki	20-601	'Mech	Available
Longbow	20-889	'Mech	Discontinued
Longbow (TR: 3058)	20-681	'Mech	Available
Long Tom	20-751	Vehicle	Available
LRM Carrier	20-627	Vehicle	Available
Lucifier	20-709	Aerospace	Discontinued
Mad Cat	20-603	'Mech	Available
Man O'War	20-604	'Mech	Available
Manticore Heavy Tank	20-779	Vehicle	Available
Marksman-Self Propelled Artillery	20-631	Vehicle	Available
Masakari	20-605	'Mech	Available
Mauler	20-809	'Mech	Available
Marauder**	20-843	'Mech	Discontinued
Maurader	20-843	'Mech	Discontinued
Maurader II	20-893	'Mech	Discontinued
Maurader IIC	20-645	'Mech	Discontinued
Maxim Transport	20-819	Vehicle	Available
Mechbuster	20-724	Vehicle	Available
Mercury	20-813	'Mech	Available
Missiles	20-748	Special	Discontinued
Mixed Aux. Weapons	20-744	Special	Discontinued
Mongoose	20-802	'Mech	Available
Naga	20-633	'Mech	Available
Naginata	20-659	'Mech	Available
Nightsky	20-622	'Mech	Available
Nightstar	20-675	'Mech	Available
Ontos Heavy Tank	20-827	Vehicle	Discontinued
Orion	20-848	'Mech	Available
OstScout	20-874	'Mech	Discontinued
Ostsol	20-855	'Mech	Discontinued
Ostroc	20-877	'Mech	Discontinued
Packrat LRPV	20-782	Vehicle	Available
Panther	20-853	'Mech	Available
Pegasus**	20-808	Vehicle	Discontinued
Pegasus Scout Hover Tank	20-808	Vehicle	Available
Penetrator	20-644	'Mech	Available
Phantom	20-629	'Mech	Available
Phoneix Hawk	20-833	'Mech	Discontinued
Phoenix Hawk LAM	20-884	'Mech	Discontinued
Phoenix Hawk IIC	20-626	'Mech	Discontinued
Pike Support Vehicle	20-826	Vehicle	Available
Piranha	20-676	'Mech	Available

NAME	STOCK	TYPE	STATUS
Pouncer	20-630	'Mech	Available
Puma	20-615	'Mech	Available
Puma (Tank)	20-635	Vehicle	Available
Quickdraw	20-872	'Mech	Available
Rakshasa	20-638	'Mech	Available
Raptor	20-679	'Mech	Available
Raven	20-812	'Mech	Available
Regulator Hovertank	20-671	Vehicle	Available
Rhino	20-647	Vehicle	Available
Riever	20-707	Aerospace	Available
Rifleman**	20-841	'Mech	Discontinued
Rifleman	20-841	'Mech	Discontinued
Rifleman IIC	20-791	'Mech	Discontinued
Rommel/Patton	20-750	Vehicle	Available
Ryoken	20-611	'Mech	Available
Samurai	20-710	Aerospace	Discontinued
Salamander	20-790	'Mech	Available
Savannah Master	20-828	Vehicle	Available
Scarabus	20-653	'Mech	Available
Schreck PPC Carrier	20-753	Vehicle	Available
Scorpion	20-859	'Mech	Available
Sentinel	20-788	'Mech	Discontinued
Seydlitz	20-708	Aerospace	Discontinued
Shadow Cat	20-672	'Mech	Available
Shadow Hawk**	20-836	'Mech	Discontinued
Shadow Hawk	20-836	'Mech	Available
Shadow Hawk IIC	20-648	'Mech	Available
Shilone	20-712	Aerospace	Available
Shogun	20-892	'Mech	Available
Sholagar	20-711	Aerospace	Discontinued
Shootist	20-684	'Mech	Available
Shoulder Socket Weapons	20-747	Special	Discontinued
Slayer	20-713	Aerospace	Available
Stalker	20-862	'Mech	Available
Stealth	20-640	'Mech	Available
Sparrowhawk	20-701	'Mech	Available
Spider	20-873	'Mech	Available
SRM Carrier	20-623	Vehicle	Available
Starslayer	20-673	'Mech	Available
Stinger**	20-831	'Mech	Discontinued
Stinger	20-831	'Mech	Discontinued
Stringer LAM	20-878	'Mech	Discontinued
Stingray	20-705	Aerospace	Available
Striker**	20-807	Vehicle	Discontinued
Striker Light Tank	20-807	Vehicle	Available
Stuka	20-703	Aerospace	Available
Sunder	20-665	'Mech	Available
Tarantula	20-789	'Mech	Available
Tempest	20-617	'Mech	Available
Thor	20-602	'Mech	Available
Thor-Self Propelled Artillery	20-619	Vehicle	Available
Thorn	20-784	'Mech	Discontinued
Thrush	20-720	Aerospace	Discontinued
Transit	20-721	Aerospace	Discontinued

BattleTech Miniatures List

NAME	STOCK	TYPE	STATUS
Transgressor	20-722	Aerospace	Discontinued
Trebuchet	20-887	'Mech	Available
Thunder	20-628	'Mech	Available
Thunderbolt	20-839	'Mech	Available
Thug	20-801	'Mech	Available
Tokugawa	20-667	Vehicle	Available
Typhoon	20-678	Vehicle	Available
Uller	20-614	'Mech	Available
Urbanmech	20-857	'Mech	Available
Valkyrie	20-851	'Mech	Discontinued
Vedette**	20-816	Vehicle	Discontinued
Vedette Medium Tank	20-816	Vehicle	Available
Venom	20-646	'Mech	Available
Victor	20-860	'Mech	Available
Vindicator	20-871	'Mech	Available
Viper	20-663	'Mech	Available
Vixen	20-661	'Mech	Available
Von Luckner	20-830	Vehicle	Available
Vulcan**	20-812	'Mech	Discontinued
Vulcan	20-886	'Mech	Available
Vulture	20-600	'Mech	Available
War Dog	20-797	'Mech	Available
Warhammer**	20-840	'Mech	Discontinued
Warhammer	20-840	'Mech	Discontinued
Warhammer IIC	20-796	'Mech	Discontinued
Warrior Attack Helicopter	20-723	Vehicle	Available
Wasp**	20-832	'Mech	Discontinued
Wasp	20-832	'Mech	Discontinued
Wasp LAM	20-883	'Mech	Discontinued
Watchman	20-654	'Mech	Available
Whitworth	20-870	'Mech	Discontinued
Wolfhound	20-891	'Mech	Available
Wolftrap	20-811	'Mech	Available
Wolverine**	20-837	'Mech	Discontinued
Wolverine	20-837	'Mech	Available
Wraith	20-621	'Mech	Available
Wyvern	20-775	'Mech	Discontinued
Yellow Jacket Gunship	20-726	Vehicle	Available
Zeus	20-856	'Mech	Available

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RAL PARTHA RELEASES

February

Nothing scheduled.

March

No-Dachi
Owens
Peregrine
Hercules

April

Toyama
Fire Falcon
Supernova
Goblin Infantry Support Vehicle

Ral Partha is currently in the planning stages for producing miniatures for variants of 'Mechs that already have miniatures. For example, one of the more popular designs/figures is the Awesome. Currently, the miniature you purchase depicts either the AWS-8Q or AWS-9M—the two variants are almost identical for miniature purposes. However, what about the AWS-8T or the AWS-8V. How about a HBK-4P Hunchback! If you have any questions or comments concerning this—whether you think it is a good idea and what should the first variants be—feel free to contact Ral Partha at Ral Partha Enterprises, Inc., 5938 Carthage Court, Cincinnati, OH 45212-1197 USA, (800)543-0272 / Fax (513)631-0028, Website: http://www.ralpartha.com / Email: rparth19@mail.eos.net

CONVENTIONS

KRYPTO-KON III
April 6, 1997
This convention will hold many BattleTech events.
For more info write
Dave Vanden Noven
P.O. Box 156
Evansville, WI 53536

Mid-Michigan BattleTech Open
April 19, 1997
At the Gold Room B in the Union Building at MSU.
For more info contact
Eric Welch
(517) 482-1838

MID-ATLANTIC REGIONAL
I-Con XVI
P.O. Box 550
Stony Brook, NY 11790
April 4-6, 1997

NEW ENGLAND REGIONAL
Northeast War Con V
April 4-6, 1997
At the Radison Hotel downtown Burlington, Vermont.
Special appearances by Mike Stackpole and an unknown FASA staff member.
For more information contact Quarter Staff Games at
(802) 863-3666

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