

The **FANPRO** Commando Magazine

COMMANDO QUARTERLY



ISSUE 2
JAN 2006



- 2005: A Year in Review
- SR4 Missions: Welcome to Denver!
- Bodyguard of Lies
- TRO: Vehicle Annex - Preview!
- The Bounty Hunter

COMMANDO QUARTERLY

CONTENTS

Editor's Corner	3
What's on Deck	4
<i>An overview of FanPro products for the First Quarter</i>	
Event Happenings	6
<i>First Quarter convention and event listings</i>	
Firebase Listings	7
<i>A listing of new FanPro Commando Firebases</i>	
2005: A Year in Review	8
<i>An overview of the major Fanpro-related events of 2005</i>	
Welcome to Denver	12
<i>An updated look at the City of Shadows for SR4 Missions</i>	
Quarterly Puzzlers	20
Bodyguard of Lies	24
<i>More fiction and summaries from this premier event</i>	
January's Lancers	30
<i>Further exploits of Captain January and the Lancers</i>	
Explorer Corps Survey	32
<i>The Corps reports on three planets involved in the BoL event</i>	
Kick the Can, part 2	40
<i>Jason Weiser looks at infantry doctrine 31st Century</i>	
How to build a 'Mech Recovery Vehicle	43
<i>Shadhawk takes us through the steps to build this utility vehicle</i>	
Banshee Hunt	44
<i>A scenario for Classic BattleTech</i>	
Tactical Analysis: Assault Class BattleMechs	48
<i>Ron Barter brings us his new series of tactical assessments</i>	
Chaos Unleashed	50
<i>New tracks for use with the Chaos Unbound & Unleashed campaigns</i>	
Technical Readout: Vehicle Annex — Sneak Peek	54
<i>Catch a glimpse of a couple new vehicles from TRO: VA</i>	
Bang! You're Dead!	58
<i>A look at the infamous Bounty Hunter and crew, in miniature form</i>	
Cat & Mouse	65
<i>John Hudson presents part 2 of this scenario</i>	

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EDITOR'S CORNER

Welcome to the First Quarter of '06 and the second issue of the FanPro Commandos Quarterly. I hope that all of you have enjoyed the Holidays.

Iwould also like to welcome all the Shadowrun players that have joined us and hopefully enjoyed the last issue. Welcome and Thank You.

As I said in the last issue we will be doing things a bit differently than the previous CQ and we will be trying to bring you different items. If there is something you would like to see in the CQ please ask, we check the different sites and read what you have to say about what we are doing and would like to know what you want to see. You can also send any questions, suggestions, ideas, or "letters to the editor" to editor@commandohq.com.

To start with we have a yearend review for you. We have many things that are from CBT - as CBT had many, many things going last year. First up is Kings and Pawns, this event started in the end of '04 and finished in Jan of '05. The big ending for K&P was a battalion vs. battalion battle with 84 units total going head to head for control of the planet Hall. The big finish had Commandos in FL., N.Y. And Toronto Canada doing a live web cast of the battle. To all you that played in any or all of the K&P events thank you and I hope you had fun. The CBT Commandos then kicked off the Bodyguard of Lies events that ran from the spring until the end of '05. We are showcasing some of these events we are showing you here in the CQ. All of the Bodyguard of Lies events were drawn up by the Commandos that ran them - so lets have a big thank you for them. Last quarter you got to look at some of the different events that were run for BoL and now we have a couple more.

Last year's major Convention season with the FanPro Demo team running the Canon events at Origins and GenCon was different, and Ben Rome and Christoffer Trossen had let us just say they had a few "twists" for the players this year. During this same time along with BoL the Commandos ran the '05 Martial Olympiad (MO). This year's MO was run using the new Solaris VII map and rule set that FanPro published this past year. Using the new maps gave this years MO something new and something old. The new was the maps and rules from the Solaris VII set, the old was it was more in

line to the older Open tournaments run over the years. To all that played in this years MO, the Commandos were glad to present you this event once more. For all that could finish all three events we have the final list of who finished at what spot. All I have to say to all of you is great job no matter what spot you finished in - and for all the players that could not get all 3 events in, better luck in this years MO. So what will this years MO be... stick around and find out.

Last up is a sneak peek at a couple of new items from the TRO: Vehicle Annex.

This year FanPro gave the Shadowrun players a new rules set for SR in the form of SR4 plus Shadows of Asia and System Failure are just two of the new source books out in '05. These new rules bring Shadowrun into a new direction but also keep the flavor of the previous Shadowrun systems history. I have seen the new SR4 book and so far have liked what I have seen. Now all I need is some time to play.

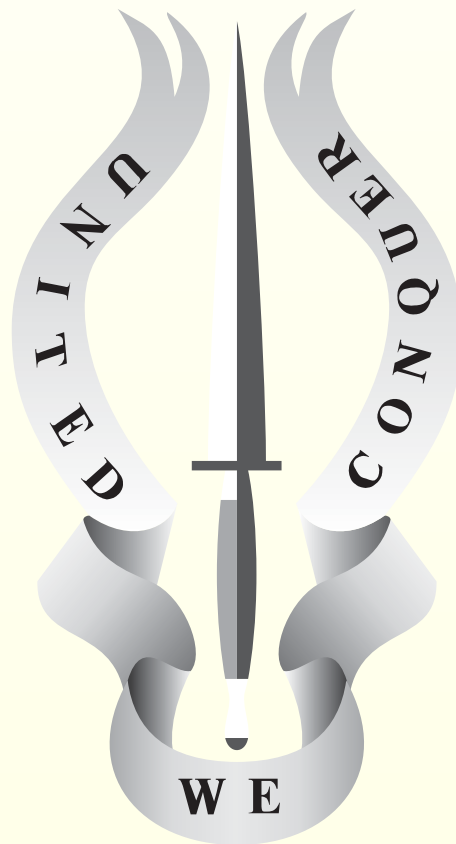
I know that the Shadowrun Commandos ran Shadowrun Missions for the SR players for SR3 and have a new setup for SR4. We have a first look at the new Shadowrun Missions for you here in this issue.

As you can see from the list of new books and minis '06 is starting out were '05 left off FanPro will keep bringing out new toys for all.

One thing I would like all of you who read this to keep in mind, is that the Commandos are always looking for people like you to join our ranks to run the games that all of you now play. So if you think you have what it takes to join us, please go to our site and fill out the paper work to join up.

Now on to what you are here for, I hope that you enjoy what we have for you.

Anthony "Shadhawk" Hardenburgh
FanPro Commando #86



There is an important resource on the bottom of every right-hand page — www.commandohq.com, the FanPro Commando Website. Please visit our website to find other players in your area, listings of our "Firebases" — local game stores or venues that carry and run FanPro games, and local Commandos who support FanPro by running demos and events for you. On-site registration means you will be immediately notified any time your local commandos schedule an event in your area, and registration is a requirement to participate in the yearly premier Classic BattleTech event, the Martial Olympiad.

What's On Deck

SHADOWRUN®



Shadowrun, Fourth Edition®
Stock #: FPR 26000
(August 2005)

The year is 2070. The world is not only Awakened—it's wired. Cyber and bioware implants make your meat body better-than-flesh, while the wireless Matrix enhances your perceptions with hyper-real senses. Deals are made in steel and lead more often than gold or nuyen; success and failure live only a razor's edge apart. Creatures of myth and

legend walk the streets, while the arcane skills of spellslingers are in high demand. Above it all, monolithic megacorps bleed the world dry, sabotaging each other in covert cutthroat competition as they go to war over the bottom line.

You're a shadowrunner, a street operative, scratching out a living on the mean sprawl streets. You may be human, elf, dwarf, or troll. From lethal street samurai to well-connected info brokers, spell-slinging mages or code-cracking hackers. No matter what, you're a professional—corporate pawn or “deniable asset,” you get the job done.

Shadowrun, Fourth Edition offers a completely new rules system that is simple, integrated and accessible. The state-of-the-art has also been advanced, introducing a new level of augmented reality, new gear, new magical discoveries, and more.

This hardcover rulebook contains all the rules gamemasters and players need to create characters and ongoing adventures set in the popular Shadowrun universe. Note that the Shadowrun, Fourth Edition will replace the Shadowrun, Third Edition rules set. Source material from previous editions will still be compatible.



SR4 Gamemaster's Screen™ -
Stock #: FPR 26002

This 4-panel GM Screen provides handy and useful charts for playing Shadowrun, Fourth Edition. Comes with a 32-page gamemaster aide for creating short scenarios, including a selection of ready-to-run plot hooks.



On the Run™ -
Stock #: FPR 26003

This introductory adventure for Shadowrun, Fourth Edition throws the players into the seething underworld conflicts of the year 2070. Includes detailed advice for gamemasters or players.

Street Magic™ -
Stock #: FPR 26004

The advanced magic book for Shadowrun, Fourth Edition. Details the nature of magic and its effects on society in the year 2070. Also contains advanced

rules for alternate magic traditions, initiation and metamagic, enchanting, new spells and adept powers, the metaplanes of astral space, and a host of magical threats. Street Magic contains everything the players and gamemasters need for magic in SR4.



Runner Havens™ -
Stock #: FPR 26005

This first core setting book introduces the players to two of the world's premier shadowrunner sprawls: Seattle and Hong Kong. Each city is described in detail for a shadowrunner's point-of-view, covering key topics such as the balance of power, corporate and underworld affairs, places to see, strange magics, and key features of interest. A wealth of plot hooks are also included. Four other runner-favored cities—Cape Town, Caracas, Hamburg, and Istanbul—are

also covered in lesser detail, and gamemaster advice is provided for transforming any specific urban locale into a shadow hotspot.

CLASSIC BATTLETECH®



CBT Boxed Set -
Stock#: FPR35010

Strap yourself into the ultimate suit of armor: the BattleMech®. Thirty feet tall and weighing up to a hundred tons, this humanoid engine of destruction is a walking arsenal with enough firepower to level a city block.

The introductory game in the Classic BattleTech line, the Classic BattleTech box set hurtles you onto the battlefields of the 31st century. This box contains everything needed to play.

Jihad Hot Spots: 3070™ - Stock#: FPR35026

Jihad Hot Spots: 3070 continues the stunning events revealed in Dawn of the Jihad, using the same rolling format and immersing readers directly in the action as never before.



Technical Readout: 3058 Upgrade™ - Stock#: FPR35015

Contains previously lost 'Mech and vehicle designs, new 'Mechs, tanks, hovercraft and more. Updated to the current timeline of 3067.

Classic BattleTech RPG™ - Stock#: FPR35030

Formerly known as MechWarrior, Third Edition, this rulebook contains all of the material you need to run a roleplaying game in the exciting BattleTech universe.

Originally printed by FASA in 1999, Classic BattleTech RPG will be corrected and reprinted by FanPro.

Classic BattleTech Handbooks

Each volume in the Classic BattleTech Handbook series is filled with the essential histories, politics, culture and industrial complex that makes up the Great Houses of the BattleTech universe; includes rules for personal equipment, creatures, campaign ideas and more for both Classic BattleTech and Classic BattleTech RPG.



Handbook: House Steiner™ (Available Now) - Stock#: FPR35001

Handbook: House Marik™ - Stock#: FPR35019

Handbook: House Davion™ - Stock#: FPR35024

IRON WIND METALS RELEASES FIRST QUARTER 2006

Week of 12/19/05

Classic BattleTech – 3050 Re-sculpt

- 20-373 Dasher Omni Mech – \$6.95
- 20-376 Koshi Omni Mech – \$6.95

Classic BattleTech – Vintage Classics Return

- 20-377 Flashman Mech – \$9.50

Week of 1/2/06

New Classic BattleTech – AeroTech Star Ships

- 20-027 Avatar Heavy Cruiser – \$10.50

New Classic BattleTech – Solaris VII

- 20-358 Onslaught – \$9.95

Classic BattleTech – Vintage Classics Return

- 20-380 Rhino Tank – \$6.95

Week of 1/16/06

New Classic BattleTech – 3055 Upgrade

- 20-378 Peregrine – \$7.50

Classic BattleTech – Pack

- 20-381 MadCat Pryde w/ Aiden Pryde – \$10.95

Week of 1/30/06

Classic BattleTech – Pack

- 10-030 Fed Suns Lance – \$29.95
(Contains: 4 minis plus a Davion Medallion)

Week of 2/13/06

New Classic BattleTech – AeroTech Star Ships

- 20-028 Lola I Destroyer

New Classic BattleTech – 3060

- 20-382 Heavy LRM Carrier

Classic BattleTech – 3050 Re-sculpt

- 20-384 Thug

Week of 2/27/06

Classic BattleTech – Vintage Classics Return

- 20-776 Coolant Truck (2)

Classic BattleTech – 3055 Re-sculpt

- 20-385 Scarabus

Week of 3/13/06

Classic BattleTech – 3025 Re-sculpt

- 20-383 Stalker

New Classic BattleTech – AeroTech Star Ships

- 20-029 Naga Destroyer

New Classic BattleTech – Dark Age Mechs

- 20-387 Mining Mech/MOD

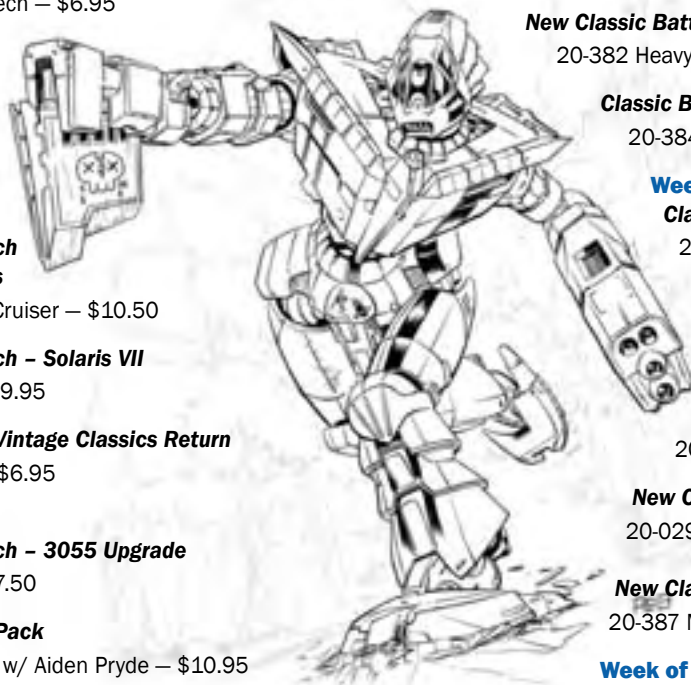
Week of 3/27/06

New Classic BattleTech – 3055 Upgrade

- 20-388 Grand Crusader

Classic BattleTech – Vintage Classics Return

- 20-880 Blackjack



EVENT HAPPENINGS

FANPRO COMMANDOS CONVENTION LISTINGS

DREAMATION 2006

www.dexposure.com/d2006.html
Email: dreamation@dexposure.com
Where: East Brunswick, New Jersey
Dates: January 19 – January 22
Location: The East Brunswick Hilton
FanPro Games: Classic Battletech

TEMPLECON 2006

www.templecon.com
Email: Questions@templecon.com
Where: Providence, Rhode Island
Dates: January 27 – January 29
Location: Holiday Inn on Atwells Avenue
FanPro Games: Classic Battletech

TRICENTRIC

www.concentricconventioncompany.com
Email: info@ConcentricConventionCompany.com
Where: Fort Wayne, Indiana
Dates: February 10 - February 12
Location: Grand Wayne Convention Center
FanPro Games: Classic Battletech

CON OF THE NORTH

www.conofthenorth.com
Email: info@conofthenorth.org
Where: St. Paul, Minnesota
Dates: February 17 - February 19
Location: Holiday Inn St. Paul East
FanPro Games: Classic Battletech

BASHCON XXI

utbash.utoledo.edu/index.php?s=bashcon
Email: Terry.Biel@Gmail.com
Where: Toledo, Ohio
Dates: February 24 – February 26
Location: University of Toledo Student Union
FanPro Games: Classic Battletech, ShadowRun

MEGACON

www.megaconvention.com
Email: info@megaconvention.com
Where: Orlando, Florida
Dates: February 24 - February 26
Location: Orange County Convention Center
FanPro Games: Classic Battletech

OBBERCON 2006

www.oberlin.edu/stuorg/OGRE/obercon/
Email: ogre@oberlin.edu
Where: Oberlin, Ohio
Dates: March 10 - March 12
Location: Wilder Building
FanPro Games: ShadowRun

MARMALADE DOG 11

www.marmaladedog.org
Email: friarbacon@gmail.com
Phone: (269) 387-2292
Where: Kalamazoo, Michigan
Dates: March 24 – March 26
Location: The Bernhard Center
FanPro Games: Classic Battletech

THE GREAT CANADIAN BAYCON

www.greatcanadianbaycon.com
Email: baycon@interlynx.net
Phone: (905) 516-4904
Where: Hamilton, Ontario
Dates: April 28 - April 30
Location: Ramada Plaza Hotel, 150 King St. E
FanPro Games: Classic Battletech



NEW FIREBASES

UNITED STATES

CALIFORNIA

Brookhurst Hobbies

12188 Brookhurst St.
Garden Grove, CA 92840
highlanderburial@juno.com
Commando:
Todd "Highlanderburial" Wardwell

Endgame

921 Washington
Oakland, CA 94607
chris@endgameoakland.com
Commando: Jeston "FyreMoth" Lam

The Gaming Experience

3208 Stine Road
Bakersfield, CA 93309
www.thegxp.com
Commando:
Robert "Hawkeye" Frank II

HobbyTown USA

3915 Fremont Hub
Fremont, CA 94538
htuFremontCa@yahoo.com
Commando: Frank "BT_Snipe" Diaz

Matchplay

560 Showers Dr # 4
Mountain View, CA 94040
conan@matchplay.com
Commando: Frank "BT_Snipe" Diaz

COLORADO

Digital Dungeon

1705 9th
Greeley, CO 80631
ddungeon@qwest.net
Commando: Matt "Joker" Langford

CONNECTICUT

Citadel Game Store

537 Long Hill Rd.
Groton Ct. 06430
860-445-0641
citadel.games@sbcglobal.net
Commando: Matthew "Rogue
Commander" Cahoon

FLORIDA

Hobbytown USA

11727 N Dale Mabry Hwy
Tampa, FL 33618
Commando: Larry "Highball" Leslie

ILLINOIS

Got Game

4 Club Center Circle
Suite E
Edwardsville, IL 62025
Commando:
Chuck "Zerorunner" Rankine

Tomorrow is Yesterday, Inc

5600 N 2nd St
Loves Park, IL 61111
Commando:Nathanael "Doc" Dolan

INDIANA

Game Preserve

305 brown st
on the levee
West Lafayette, IN 47906
customercare@gamepreserve.com
Commando:
Robert "Gunner" Reynolds

Gamerz

7749 South Meridian St.
Indianapolis, IN 46217
Commados:
Jason "Banzai" Byers
Rick "Mattlov" Martin
Ronald "Black Knight" Ralston

MASSACHUSETTES

Hobby Bunker

33 Exchange Street
Malden, MA 02148
matt@hobbybunker.com
Commando:
Brian "Pimp Daddy B." Guarnieri

Pandemonium

Books & Games

Harvard Square (The Garage)
36 JFK St.
Cambridge, MA 02138
werther@hilander.com
Commando:
Brian "Pimp Daddy B." Guarnieri

Your Move Games

389 Highland Avenue
Somerville,, MA 02144
ben@yourmovegames.com
Commando:
Brian "Pimp Daddy B." Guarnieri

MICHIGAN

Fortress Games

425 Albert Ave.
East Lansing, MI 48823
Commando:
John "Mephisto" Dunn

NEBRASKA

Ground Zero Comics

4601 S 50th St.
Suite 301
Omaha , NE 68117
gzhobby@cox.net
Commandos:
Michael "hellhound" Gebert
John "Deacon Blues" Scheibeler

NEW HAMPSHIRE

Wizards Tower

49 Kinsley Street
Nashua, NH 03060
United States
wizardstower@verizon.net
Commando:
Douglas "Pryde" Akin

OHIO

Ahzz'z Arena

3202 Whipple NW
Canton, OH 44718
ahzz@sssnet.com
Commando:
Chuck "Zerorunner" Rankine

Mind Games

2115 N. Renolds Rd.
Toledo, OH 43615
Larryknoke@aol.com
Commando:
Greg "HedgeHog" Bushroe

TENNESSEE

Armchair Warriors

2026 Ft. Campbell Blvd.
Clarksville, TN 37042
awfury@bellsouth.net
Commando:
Joseph "G.I.Journalist" Bicchieri

Grand Adventures Comics and Games

803 N. Thompson Ln
Suite 102A
Murfreesboro, TN 37129
grant@grandadventurescomics.com
Commando:
Lloyd "Enigma Nostra" Houk

CANADA

ONTARIO

The Comic Stop and Toy Cave

2949 Dundas Street West
Toronto, ON M6P 1Z2
comicstop@rogers.ca
Commando:
David "Abatka" Leaver

INTERNATIONAL

Questing Knight Games

6 Old Bakery Row
The Parade, Wellington
Telford , Shropshire , TF11PS
United Kingdom
qkg@btconnect.com
Commandos:
Carl "JadePhoenix" Evans

NAS Keflavik Community Center

US Naval Air Station Keflavik
Bldg. 932
FPO, AE 09728
Iceland
nas_famhsg@naskef.navy.mil
Commando:
Buster "Banshee" McCall

Hauptplatz 14

Schwechat, A-2320
Austria
alexander.fuchs@aon.at
Commando:Johann "Eddie" Haderer

White Dwarf Books

133 William Street
Perth CBD
Perth, 6000
Australia
tim@whitedwarfbooks.com
Commando:
Adam "Ivoryskull" Jones

2005 YEAR IN REVIEW

Welcome to the second issue of the Commando Quarterly. Since it's the start of a new year — following the advice of some of our readers — we thought this would be a great opportunity to go over some of the highlights of 2005. This past year was a turning point for FanPro and fans of both Classic BattleTech and Shadowrun, and if the events of 2005 are any indication, we have many great things to look forward to in the years to come.

Kings and Pawns

2005 began with the Kings & Pawns canon event, which ran from December 2004 through January 2005. The planet Hall, in the Chaos March, had been contested by local powers since it was abandoned by the FedCom in the aftermath of Operation Guerrero. This worldwide event would determine the fate of this planet: would it fall to Burton's Brigade and the Third Dismal Disinherited (representing the Allied Mercenary Command), or would "Emperor" Baranov succeed in ceding the planet to the Free Worlds League — which the AMC believed to be a Word of Blake plot to further their control in the Chaos March.

This event was unique for a couple reasons. For one, the final scenario, which would effect the canon outcome on the world of Hall, was truly massive in scale compared most scenarios previously published — not to mention compared to the scale most players are used to. Over 2 full battalions of troops were fielded for this event, which was played over 9 mapsheets. A few brave souls took up the challenge to paint up these forces — using the correct miniatures painted in the proper schemes — to play the game as a "what-you-see-is-what-you-get" (WYSIWYG) event, in some cases creating 3D terrain for the playing field.

The second reason this event is a first for FanPro, is that the event was webcast simultaneously live on January 8th from 3

locations — New York, Ontario, and Florida — all of whom used the 2+ battalions of "WYSIWYG" miniatures, and/or 3D terrain. The Webcast followed the games in their entirety, and was viewed by hundreds of players world-wide.

Many players have inquired after the results of the event. The fact is, they have already been worked into canon, with information appearing in *Field Manual: Mercenary Supplemental 2* and *Dawn of the Jihad*. However, here is a basic breakdown. For all the games that were played, the final victory conditions had to be tallied, and averaged for an outcome. Furthermore, each game had to keep track of the disposition of all major characters at the end of the battle, and those results we taken into account as well. Not only that, but details of all the play sessions were sent in, to see if there were any interesting nuggets that could be worked into the story — some of you players out there might instantly recognize some of the details of your game in the writeups in FM:MS2 or DoJ.

After a decade of stalmates, the big battle on hall resulted in...a stalemate. A stalemate however, with very interesting and far-reaching consequences. Elly Burton and Baranov were killed in the battle, although Baranov's aides deny his demise. What exactly could they — or the Word of Blake — be playing at? And even though both Count McNally and Elly Burton have passed, they left behind a young son, Alexander Burton-McNally. While only a toddler, will the existance of this heir have any baring on the future of Hall?

While the AMC did not get the evidendence they sought (WoB backing the regime change) — or at the very least, could not get word off-planet — they remain entrenched on Hall. With the Jihad just beginning, however, there's no telling what action they will take next.. And what of the Fourth Oriente Hussars, who were mad with bloodlust for the head of the Dismal Disinherited commander, John Marik-Johns? Well, while they fared much better than their comrades in the battle, all the really managed to do, was to get *thier* commander, Zironmir Bobum, captured by the enemy.



Colonel John Marik-Johns

Bodyguard of Lies

A new type of world-wide event was introduced by the FanPro Commandos in April: the Bodyguard of Lies. This speculative event allowed each of the Commandos to take a planet (based upon their real location on the globe) and play out the intial events of the Jihad — as they imagined it would unfold on those planets.

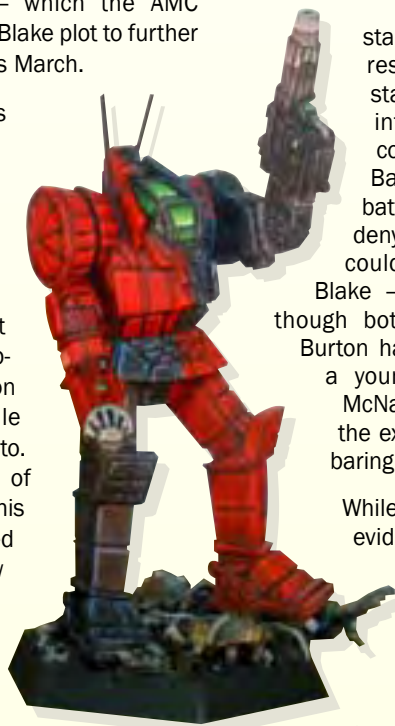
Scores of BoL events have been run, to the delight of players world-wide. Some Commandos have run one-off games, while others have seen fit to play the event as a campaign. Others still, have networked together, linking their events together into a multi-planetary campaign.

The Commando Quarterly has brought you some BoL fiction and sitreps as told by the Commandos who ran them. We would be happy to bring you more, as long as you, the readers, are entertained by them, and as long as we have Commandos willing to come forward and contribute them.

Classic BattleTech Timeline Advances

Since the demise of FASA, fans have waited desperately to see the timeline and story arcs progress, whether in sourcebooks, or fiction, or both. We have all had a long, long wait, and in 2005, our wait finally came to an end.

BattleCorps published the first of the Shadows of Faith series by Loren Coleman, detailing the preamble to the Word of Blake Jihad. Within the first few pages we saw the death of a much beloved an venerable character, bringing home the fact that this is



really and truly a new era we're entering in — and all bets are off.

Shortly after the commencement of the Shadows of Faith series, FanPro published — first in PDF, then print format — the long anticipated Dawn of the Jihad. The sourcebook detailed the opening year of the Jihad (Sep. '67 - Oct. '68) in a collection of newspaper clippings and media originating from all over the known sphere and Clan space. The information is often biased, and at times contradictory, so that the image the reader gathers is hazy, just as it would be if they were actually a person living in that era.



The book also features “Chaos Unbound”, a new open-ended campaign system utilizing what's called the “track”. Future supplements will use this system, as well as expanding on the Chaos Unbound campaign itself. Additions to this campaign will be published from time to time on BattleCorps, as well as the Commando Quarterly.

After the wait endured by Classic Battletech fans, there is only one negative thing that can be said about the timeline finally advancing: now that the door has finally been opened, our patience is exhausted and the demand for new material is greater than before. Can I have my copy of Hot Spots: 3070 — NOW — please?

CamoSpecs Origins Diorama

Another first this year was CamoSpecs' foray into the world of dioramas. Many miniature gaming companies produce dioramas for use in advertising and at conventions, to inspire both long-time players as well as potential players, to capture imaginations and demonstrate the visual potential of the hobby. 2005 was the year that CamoSpecs decided to make an attempt on behalf of Iron Wind Metals, and CBT in general.

The theme chosen was the last push of the battle of New Avalon during the FedCom Civil War, at the base of Mount Davion. The goal of 100 miniatures for the scene was met and exceeded, lovingly painted by a dozen CamoSpecs artists during the year preceding its unveiling. Nearly a dozen distinct commands are depicted, and nearly half a dozen special characters can be seen on the field.

The terrain surface itself was a staggering 4 feet by 8 feet, and was carefully crafted by Allen “Papoose” Soles to match the scarce information provided about the military installations at the foot of Mt. Davion. The diorama made its appearance at Origins 2005, attracting onlookers from all over the convention — dioramas of this size and scale are fairly rare in the gaming community, and is a first for BattleTech.

You can catch a glimpse of the diorama below. Also on this page are a couple of the many stand-out pieces: Yen-Lo-Wang, and the “Gesturing Atlas”.

BattleCorps' 1st Anniversary

BattleCorps, the online publisher of CBT fiction celebrated a milestone on August 2nd — its first anniversary. They made it through that crucial first year, bringing fiction back to the fans, and gave back to the community that supported them by running discounts in the battleshop throughout the month of August.

What made the anniversary even sweeter for BattleCorps and fans alike, was that one of the major objectives of the company was finally met, which was...

Classic BattleTech Fiction Back in Print!

InMediaRes Productions, the entity behind BattleCorps, announced the return of CBT fiction in paper form on August 19. This new deal brokered with WizKids allows IMR to develop, produce and distribute a new CBT trade-paperback anthology.

This anthology will be a mix of some of the best stories BattleCorps has to offer, along with a great deal of new, unpublished material. Though no names have been mentioned, readers can expect to see familiar authors from the old line of novels and the BattleCorps site, as well as many from the new generation of up-and-coming CBT writers.

Holostreets Announced

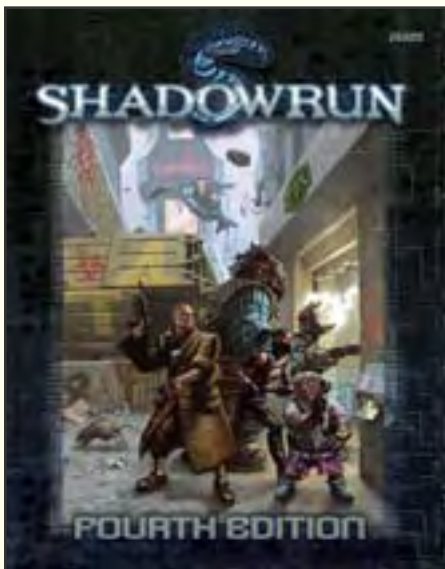
On the heels of the CBT-back-in-print coup, IMR announced that they are negotiating a license for Shadowrun, similar to the license that provides



for BattleCorps, allowing them to create an online source for new Shadowrun fiction. This online community, which is expected to be up and running next year, has been dubbed "Holostreets".

Loren Coleman, author and founder of InMediaRes Productions gave this brief a statement: "Holostreets will provide incredible support for the Shadowrun universe. While the success of BattleCorps provides a good template, Holostreets will introduce key differences to support the unique nature of Shadowrun and its community. One of those key differences will be a heavier emphasis on canon source material, as opposed to straight fiction. For example, we are very pleased to announce — after coming to an agreement with Rob Boyle, the Shadowrun Line Developer — that as our static preview site launches in the near future, sections of Shadows of Latin America will slowly be introduced for free download; a great sampler of canon source material to come once the full site launches. This is just one of the great, unique services that the site will provide for the Shadowrun community, as it works closely with FanPro and its new line of Shadowrun Fourth Edition products."

An email sign-up list has been created at www.Holostreets.com for those who want immediate news regarding the website's development.



ShadowRun 4 Released

In August 2005, a new edition of the Shadowrun RPG was released. The Fourth Edition of this highly successful cyberpunk-fantasy game still has the same high-tech, low-life mix of man, magic and machine that has made Shadowrun one of the top-selling roleplaying games of all time, along with many new features.

The core mechanics were completely revised to be simpler and more streamlined

for quicker, easier and more consistent play. The Matrix rules (Matric 2.0) were updated, creating an all-new level of wireless "augmented reality" which overlays the real world, allowing hackers to be mobile digital wizards.

The timeline was moved forward to 2070, five years since the System Failure took down the old Matrix, and nine years since the passing of the comet unleashed wild and unexplained magic in the world.

Shadowrun Fourth Edition is still the same game you love — only better, with an all-new graphic look and streamlined rules. Released in hardback and PDF format, Shadowrun 4 has been the top seller at BattleCorps since its release in August.

Martial Olympiad 2005

This year, the Commandos went with a Solaris VII theme for the Olympiad, and judging by the number of players who registered the event — and the number who actually completed all 3 bouts, over 200 — this was the most successful Olympiad yet. This Olympiad showcased the reprinted and corrected Solaris VII maps, and made use of many of those maps interesting features. This made for a unique experience for each and every player, and added an extra level to force-section and tactics.

This was truly the year of the underdog, as the top third of the faction standings are dominated by periphery realms and home Clans, and yes, even the Free Rasalhague Republic made it into the top 10. The allegiance of the top 10 players is a little more varied, but it is interesting to note that 2 out of those 10 players for Clan Cloud Cobra, and 2 for the Eridani Light Horse. The top 10 players and scores were:

1. Jeyar	Taurian Concordat	312
2. Greyson	Eridani Light Horse	289
3. SkuMM	Clan Hell's Horses	287
4. cf-Ghost	Capellan Confederation	263
5. Tank_SGT	Clan Wolf	261
6. Battlemaster	Eridani Light Horse	256
7. Falconer-8r	Clan Cloud Cobra	245
8. Shado'hawk	Free Rasalhague	245
9. GOOBER-2	Draconis Combine	244
10. Sni	Clan Cloud Cobra	244

Congratulations to Jeyar! Many people have expressed an interest in the details of the games he participated in, so briefly, here they are:

Bantam Battle. Stinger-3R (7/7), Urban-mech-R60 (3/2), Panther-9R (3/3), Stalker-5S (3/3). Played in Hartford Gardens vs. Draconis Combine troops: Jenner-C (4/5), Jenner-D (4/5), Jenner-F (3/5), Jenner-K (4/4).

Middle Battle. Stinger-3R (7/7), Warhammer-6R (2/2), Archer-2R (3/2), Stalker-3F (2/2). Played in the Pool vs. Clan Hell's Horses: Victor-9A (5/7), Orion-K (4/5), Ryoken E (4/5), Mad Dog Prime (4/5).

Heavy Battle. Whitworth-1 (4/2), Catapult-C4 (3/2), Archer-2R (3/2), Stalker-3F (3/2). Played in the Pool vs. Lyran Alliance forces: Cestus-6Z (3/4), Sagatare-8R (2/2), Penetrator-4D (2/4), Battlemaster-3S (2/4).

Shadowrun Missions

November saw the end of the current Shadowrun 3 Missions story arc, with the adventures Duplicity and For Whom the Bell Tolls. The new story arc for Shadowrun 4 will kick off at Origins 2006.

Characters will not transfer between systems. Instead, new characters will be built under the new SR4 rules. However, karma will carry over from your SR3 character to your new SR4 character. This could be an entirely new character concept, or it could be exactly the same character you had before — created under the SR4 rules. Its entirely your perogative.

Shadowrun Fiction Back in Print

November saw the relaunch of the Shadowrun novel series, starting with Born to Run, by Stephen Kenson.

"Shadowrun fans have been champing at the bit for new fiction, and this novel series delivers in spades," said Sharon Turner Mulvihill, WizKids director of Publishing. "Acclaimed novelist Stephen Kenson begins the relaunch with a trilogy, of which Born to Run is the first installment."

You can expect to see more Shadowrun novels in the future, featuring authors such as Jean Rabe, John Helfers, Jason Hardy, and Stephen Dedman. The books are being published through Roc and will be available in bookstores everywhere.

The Commando Quarterly

Last but not least, we'd like to briefly mention the PDF Publication of the Commando Quarterly in the last quarter of 2005. We hope you enjoyed that issue — and this one. The staff here look forward to bringing you more in the time to come. We hope you are as excited as we are for what the future holds in store.

We at the CQ would like to invite input from readers, whether questions for the editors, suggestions of the kind of articles you'd like to see, or even submissions you'd like us to consider. Please email us at editor@commandohq.com.

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WARGAMES

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InMediaRes
Productions

SHADOWRUN

in 2071

Missions

Welcome to Denver

By the Shadowrun Missions Writing Team

Karma Rollover

If you played in the Shadowrun Missions campaign using the third edition rules, DON'T PANIC! Six years have passed since the events of "For Whom the Bell Tolls." In the intervening years, some characters may have left the shadows through death or retirement. Others may have decided that Denver was the new land of opportunity and moved there.

Either way, you'll need to start off by creating a character from scratch, using the standard SR4 character creation rules. The good news is that once you've finished character creation, you'll get to rollover your Total Career Good Karma from your SR3 character onto your new SR4 character. (Important note - extra contacts, nuyen, or items do NOT transfer. Only good karma transfers.) This Karma may then be spent to advance your character (SR4 p263-5) or saved towards a future advancement.

The first time you use your character with rollover Karma, you'll need to fill out a Karma Rollover log. (This log will be packaged with the player handouts of the first several fourth edition SRM adventures.) Once this log is complete, your GM will review your third edition logs, and sign off on it. You'll want to keep the rollover log with your new character. (Your third edition debriefing logs can be retired after this.)

Shadowrun Missions (SRM) is the FanPro sponsored dynamic sixth-world campaign. Those who choose to play in Shadowrun Missions adventures have the opportunity to develop a character that can interact and grow in sanctioned events with those of other players from all around the world. These characters can have a direct impact on the development of the campaign.

The SRM campaign is open to all players worldwide. Participation is free, and the adventures are freely available to any GMs interested in running them. As a warning, some of the scenarios will address mature themes. After all, this is game about people who commit illegal acts for money. SRM events are also run by FanPro Commandos at public venues such as game shops and conventions.

With the advent of Shadowrun, Fourth Edition (SR4), there are a few changes, aside from the rule set. The biggest one is a change of venue. SRM will be set in Denver, the Front Range Free Zone. (More on that later.) We'll also be streamlining the GM event feedback, with on-line feedback forms for all SR4 adventures. (This way, we can more easily incorporate adventure outcomes into the story arc!)

We're also changing the focus of the adventures. The DocWagon Rose Croix story arc has now run its course. With our move to Denver, we'll also be shifting our focus to a street level campaign. Expect to see a fair bit of grit as your characters interact with organized crime, go-gangers, and smugglers.

Obviously, the new SRM story arc will begin before all of the advanced rulebooks for SR4 are available. Because of that, players who created their characters before those books were published, may see exciting new toys that they really want. In order to accommodate this, street legal materials from new publications will be freely available for purchase to characters as soon as the new books are published. New skills, qualities, and other items purchased with karma will be immediately available as advancement options. Items with high availability or restricted status will require a GM's help to role-play out their acquisition.

CHARACTER CREATION

Characters created for SRM use the standard character creation rules, as outlined in SR4. Please make sure that you have the latest Errata files from FanPro when creating your character. All characters start out with 400 build points, of which no more than 200 may be spent on Physical and Mental attributes. Further, no more than 50 points may be spent on resources. Take care to observe the maximum availability limit of 12. Don't forget that characters may have no more than 1 starting attribute at racial maximum. Finally, keep in mind the notes about limits for starting ranks in skills and skill groups.

One significant change in SR4 is the reputation system (SR4 p257-8). Throughout a character's career they'll have opportunities to gain Street Cred, Notoriety, and Public Awareness. All three have their upside and their downside. Please try to keep these repercussions in mind when playing through adventures. Being a well known cold-blooded killer can come in handy when you're trying to intimidate a ganger. On the other hand, it's mighty inconvenient when you need to sleaze some information out of your target's minister.

At the end of each SRM event, all players will continue to receive a debriefing log for the adventure. This debriefing log will summarize the events of the adventure. Please save these with your character sheet. At the start of an adventure, a GM may ask to review your character sheet and past debriefing logs. While you're welcome to play your SRM character at any time you'd like, s/he may only earn Karma, nuyen, gear, etc through published SRM events. So, if you decide that you want to use that character in your non-SRM home game as well, please use a separate sheet and track advancement separately for the "home game" version.

DENVER

THE CITY OF SHADOWS

Politics

In 1818, the Treaty of Denver created the NAN and ended the war between the old USA and the Amerindian population. As one of the concessions of the war, it Denver was created as the Front Range Free Zone (FRFZ). A place where citizens of the Ute, Sioux, Aztlan, Pueblo Corporate Council, and United States of America could freely intermingle. Citizens of the FRFZ were immune to taxation by any of these nations. Instead, they were governed by the Council of Denver. Each of the 5 signatory nations had the right to appoint one council member.

That worked about as well as you might expect. The only thing the council could universally agree on was to tax the hell out of the city's inhabitants. (Flat 15% Income Tax, 10% VAT) The Ute, Sioux, and PCC councilors quickly formed a voting bloc, which enabled them to control most decisions in the city.

Things continued to deteriorate until 2023 when the UCAS decided it'd had enough. They sketched out a "sector" of the city and built a wall around it. The other 4 signatories promptly took similar actions.

In 2034, the CAS seceded from the UCAS. To accommodate this split, the UCAS Sector was split into two parts. The CAS was then given a voting spot on the Council. Because votes needed to be won by a simple majority, and there were now 6 council members, there was suddenly a large problem with tie votes.

In December of 2061, Ghostwalker came back to Denver. He claimed the city as his lair, annihilated the Aztlan Sector, and kicked the survivors out. This event, rather neatly, returned the council to an odd number of voters, and resolved the problem of ties.

However, Ghostwalker also announced that the council ruled only with his permission. He had the council create the Zone Defense Force (ZDF). The ZDF is a military group created out of an equal number of troops from each of the 5 (remaining) treaty nations. The ZDF answers directly to Ghostwalker and has authority in all sectors of Denver.

In 2067, the Ute nation was absorbed by the PCC. When this happened, the Ute lost their seat on the Council and that sector came under PCC rule. This left the Council of Denver Representatives at 4 members. All council meetings also include Ghostwalker's representative, an Ork Shaman named Nicholas Whitebird.

Climate

Denver has long been known as the gateway to the Rocky Mountains. But, the gorgeous views might not be the only thing taking your breath away, omae. First off, the fact that the city is 1.61 clicks above sea-level (that's a mile for you old-schoolers), means that the air is a bit thin up here. Add in the fact that there's been a vile cloud of brown pollution hovering over the city since the mid-twentieth century, and you'll find that the locals have a special set of lungs.

While the area surrounding Denver is famous for its ski resorts, the city proper doesn't get the weather that an outsider might expect. In late fall to early winter, it's not uncommon for a seven foot snowfall to hit the Rockies, but see the Denver area unaffected. The coldest seasons stretch from November to February, with the occasional big snowstorm in March. Those late winter storms don't always last very long. In March and April, a dry Chinook wind can sweep through Denver and melt through a foot of snow in just hours.

Sectors

CAS Sector

The area that was once downtown Denver has become a series of closely guarded international borders. The downtown area still has its Millionaire's row homes and an aura of gentility. However, with the partitioning off of "The Hub," many of these homes lost their convenient access to the business district. That was bad for realty, and bad for many of the small shops and restaurants in the area. This area now shows a stark contrast with squatters living in dilapidated buildings interspersed with elaborately fenced off mansions. It's a booming area for security services.

South of downtown is the campus of the University of Denver and the neighborhood of Englewood. This area has a distinct

college town feel. There are dozens of small bars, eateries, used clothing shops, and even stores where you can find old paper books. There's a fair bit of drug trafficking through Englewood, and an awful lot of low-rent housing. Back in the '50's, this was part of the Aztlan district. It's still rumored that refugees hide out in ancient tunnels under this district. Both Wuxing and Saeder-Krupp have established corporate offices atop the ruins of old Aztechnology buildings in this area.

Southeast of Englewood is the Chinatown district of Denver. This area is an eclectic mix of Western and Eastern architecture, philosophy, and language. While the area is popular with tourists during the daylight

Upcoming Adventures

As a sneak peak for Commando Quarterly readers, here's some information on the first few Fourth Edition Shadowrun Missions.

SRM02-01: Parliament of Thieves (March) — Author: John Dunn

A simple smuggling job. Get the goods from the Koshari. Deliver it to the Mafia. Avoid the Yakuza, the Triads, the UCAS border patrol, and the Zone Defense Force. Just another day in the Front Range Free Zone.

SRM02-02: Best Served Cold (April) — Author: Stephen McQuillan

Revenge, corporate interference and dealings with the mafia, it's all part of the day to day life of shadowrunners. When a high-ranking executive gets involuntarily extracted though, it's time for a team of deniable assets to bring him back.

SRM02-03: The Grab (May) — Author: Cliff Hensley

The shadows can be a dirty place to make a living, but a runner's got to make end's meet somehow. When opportunity calls, you answer. But when answering that call involves extracting an eleven-year-old girl as part of an elaborate and bizarre extortion scheme, the shadows can get much dirtier... and some stains can never be washed out.

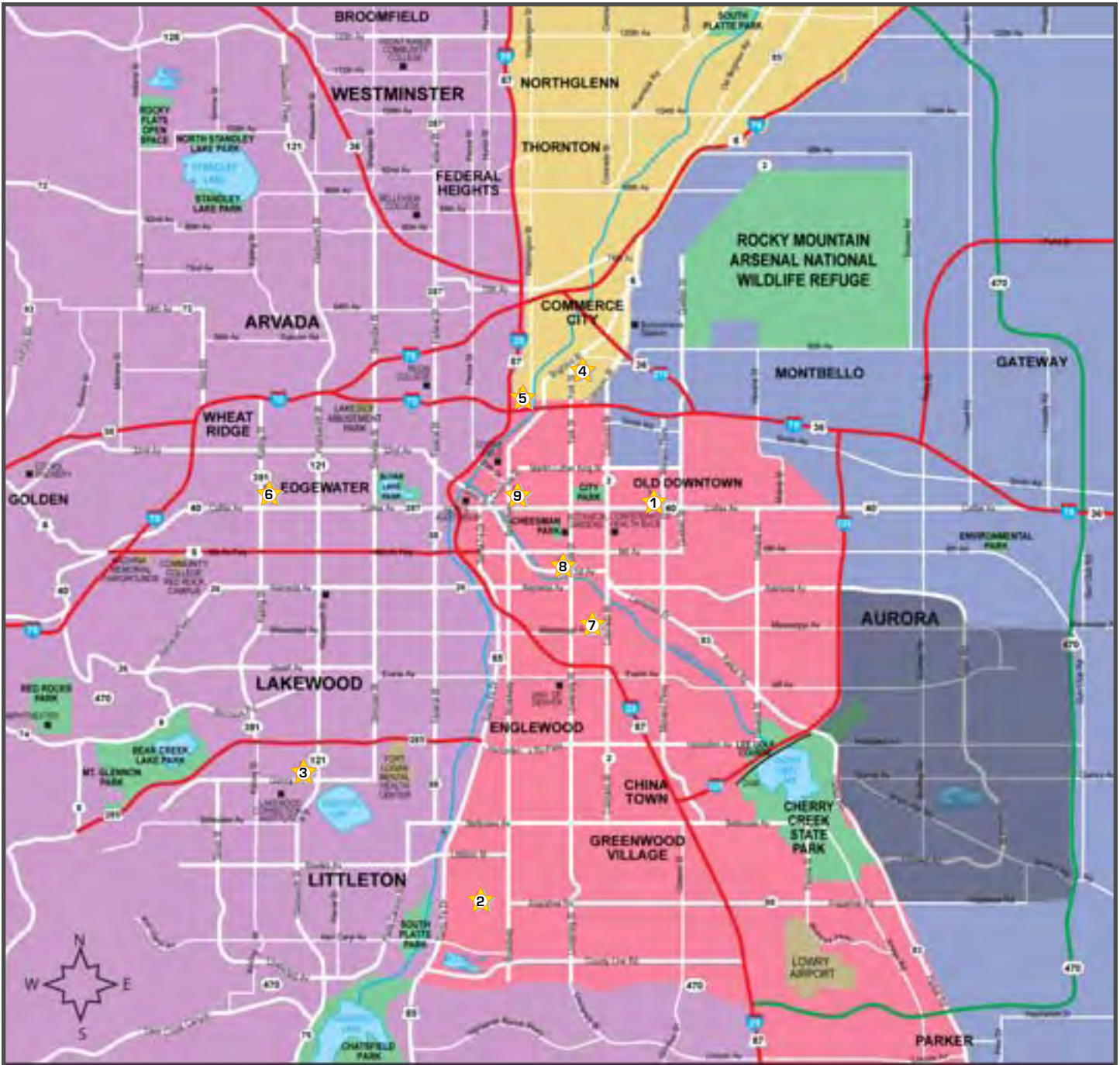
While that's a sampling of things to come, we're always looking for more authors! If you're interested in writing a Shadowrun Missions adventure, please contact missions@srrpg.com.

hours, neither Knight Errant nor wary natives venture in here after dark. The Triads control this area, and they have a strict policy about letting foreign devils into their territory.

Directly south of Chinatown is Greenwood Village. If you follow the trail of

money through the CAS sector, most of it leads directly to Greenwood. The area is made up of sprawling homes on huge lots. If you're looking for people from the gossip column of the FRFZ Voice, then this is the place to look.

Just west of Greenwood is Littleton. Littleton is primarily made up of gated corporate communities. Quality of housing is directly proportionate to placement within the corporate hierarchy. Here, good wageslaves can raise their families under corporate protection,



CAS Sector

PCC Sector

Sioux Sector

UCAS Sector

- 1. Rock Solid @ Colfax and Monaco
- 2. Ketring Park
- 3. Tablelands Restaurant @ Wadsworth (121) and Quincy
- 4. Denver Food Industries @ Brighton and York
- 5. Hardpan--Washington St, North of I-70

- 6. Club Denim--Kipling St, North of Colfax
- 7. WuXing @ Mississippi & Colorado
- 8. SK Prime @ University Blvd becomes York St & 1st Ave
- 9. The Hub

without fear of exposure to “the bad element.” Incidentally, the Yakuza make a killing on the narcotics business in this area.

To the southeast of Centennial airport, is Parker. Parker epitomizes middle class suburbia at its worst. This district is home to high quality education, low crime rates, and an inordinate number of Humanis Policlubbers.

Pueblo Corporate Council Sector

Broomfield is primarily a residential community, but does maintain several corporate enclaves. Families here are firmly middle class, and the streets are generally quiet. The region is on the northeastern border of the main Denver sprawl, and the mountains are clearly visible to the west. PuebSec maintains a firm grip on what little crime is found in this area.

South of Broomfield, Westminster is an upper-middle class region. A seemingly endless series of upscale, gated communities enclose fairly well secured housing. While the communities themselves are fairly safe, the streets are characterized by constant ganger activity. Most of the gangs are the poser children of corporate drones, but the Godz have been known to recruit here. Recruitment nights also tend to draw PuebSec attention.

Southeast of Westminster, Federal Heights looks down on downtown Denver, but up at the Rockies to the west. This scenic area has become dominated with upscale housing. Here, the well to do of the PCC sector endlessly compete to see who can build the most excessive home with the most beautiful view. PuebSec knows that the people

signing their paychecks make their homes in this area, and the security level is proportionate to that fact.

Across I-36, to the southwest of Federal Heights, are the Arvada Barrrens. When the Anglos left, this region turned into a ghost town. Then things really went downhill. Dozens of painstakingly constructed planned communities have been overrun by gangers and squatters. The, once beautiful, landscaping has been long since destroyed by violence and debris. The area is crowded with the descendants of those who stubbornly refused to leave and with those who found their way here through ill fortune.

Golden, to the southwest of Arvada, is most famous as the home of Coors brewery. The brewery remains the largest employer in this area, and with their continued economic success, the area has become both a corporate enclave and an Anglo holdout. Because of the high Anglo population, PuebSec maintains only a minimal security rating for the area. In response to this, all of the corporations and many of the neighborhoods have contracted with other firms for additional security. Runs that venture into Golden can be a real mixed bag.

Wheat Ridge and Edgewater are both lower middle class suburban districts south of Arvada. They are primarily residential areas, but there are a few corporate facilities spread throughout. The busiest spot in the area is probably the casino at Lakeside Amusement Park. PuebSec keeps these sleepy neighborhoods pretty safe, but it's not uncommon for

go-gangs from Arvada to head into them and shake things up.

Further south, Lakewood is a thoroughly industrialized urban region packed with low income housing. Most of the predominantly ork and dwarf population work in this regions factories, and live in its homes. Lakewood is also home to the Lakewood Correctional Institute. “The Can” is the largest and highest security prison in the PCC. The Koshari maintain a very steady income through chip and narcotic sales in Lakewood.

South of Lakewood is the much more prestigious region of Littleton. The corporate up and comers who can't quite afford housing in Federal Heights often live here. Sprawling ranches and getaway resorts are interspersed with the high priced housing. PuebSec works hard to keep the lower class residents of Lakewood from venturing in to disturb the peaceful residents here.

Sioux Sector

Northglenn and Thornton are virtually indistinguishable neighborhoods. Both are filled with planned communities of pre-fabricated homes packed on to postage stamp sized lots. Admittedly, their well-patrolled streets are nicely interspersed with parks, golf courses, public schools, and conveniently located shopping. They also bear all the trademarks of eco-friendly planning and construction. But the bottom line is that they feel far more western than any NAN neighborhood should. Most of the people living here make daily commutes into the Sioux portion of “The Hub” to their jobs.



The Hub

Once the heart of Downtown Denver, the area nicknamed “the Hub” has become an interconnected series of border crossings. This region stretches from Colfax in the south to 28th Avenue in the north, and from Speer Boulevard in the west to Pearl Street in the east. This rough rectangle is split approximately in half, with the northern portion controlled by the Sioux and the southern controlled by the UCAS. The entire district is set within CAS sector.

The Hub contains the Denver Council Hall (Fifteenth St. and Arapahoe), Ghostwalker's Liaison office (Eighteenth St. and Curtis). Among others, it contains autonomous corporate enclaves for Evo, Shiawase, and Mitsuhama. Finally, this neighborhood has some of the nicer restaurants, theaters, and clubs in the FRFZ.

A combination like that makes the hub a target rich environment for shadowruns. However, border patrols for three nations, security forces for several megas, and both Lone Star and Eagle Security Services make this a dangerous place for shadow actions. If you're heading into the Hub, subtlety must be your watchword.

In sharp contrast, to the casual atmosphere of the northern neighborhoods, Commerce City is interspersed with both heavy industry and tightly packed, low-cost housing. Even Lucinda Gray Arrow has publicly condemned the industrial facilities located here for their clearly unacceptable levels of pollution. But, somehow, it just seems to continue. Perhaps this is because odd prevailing winds always seem to carry the airborne contaminants directly into the UCAS sector. Eagle Security Services works in concert with the corporate security manning the many manufacturing facilities here to keep the area reasonable safe. At the same time, with a high population of working-class poor, the average response time to a police emergency call is regarded as unacceptable.

UCAS Sector

Just south of the Rocky Mountain National Reserve, Montbello is a quiet region that is nearly an extension of the park. Here, carefully planned homes interface with the natural wildlife in a manner unlike any other UCAS town. Of course, the downside of this is that once or twice a year, one of these rich slots makes the news when he and his car are eaten by a piasma. Most of the residents here either work in The Hub, or in the few corporate facilities of Gateway.

To the west of Montbello are the corporate enclaves of Gateway. Many UCAS citizens who work in the hub, make their daily commute from this neighborhood. Most choose to take the corporate shuttles, specifically designed to make the four border crossings as painless as possible. Housing in this area is almost exclusively in well-planned and well-patrolled neighborhoods. There are a few corporate offices in this area, but most are set up as convenience branches of larger facilities downtown.

The Aurora Warrens have been slated for demolition since the Treaty was first signed. Somehow, though, the demolition always seems to get pushed back another six months. Meanwhile, tribes of urban squatters continue to make their homes in the decrepit high rises that pack the area. Lone Star never patrols here. Instead, go-gangs and syndicates rule the streets. Power and running water are rare luxuries. With the exception of the rare temporary network, it's all one big wireless dead zone.

Organized Crime

A near endless series of international borders, and a close proximity to the t-bird smuggling routes of the Rockies, has turned Denver into a land of endless criminal opportunity. Of course, that sort of opportunity breeds greed. Greed breeds competition.

When dealing with the criminal underworld, that sort of competition can reach new heights (and depths). Runners who need to work in this environment do better if they know both the players and the scores.

The DFW-based Chavez and the Denver-based Casquilho mafia families have their strongest foothold in the CAS and UCAS sectors. In UCAS sector, the Casquilho run a series of gambling dens and brothels throughout the Aurora Warrens. In PCC sector, the Chavez family operates a massive casino at Lakeside Amusement Park. Both families have several brothels located through out the CAS sector. While the Casquilho once ran an extensive CalHot smuggling racket out of their Casquilho Imports front, that location seems to have gone legit. It currently specializes in ancient artifacts of questionable magical power.

Oyabun Kasigi Toda holds the reins of the Yamato Yakuza clan. While his empire was once based on information brokerage, an awkward encounter with the Denver Data Haven abruptly terminated that practice. Now, they control the FRFZ narcotics and BTL trade and compete with the mafia for the UCAS and CAS prostitution business. Over the past few years, the Yamato have been direct competition with shadowrunners for sabotage and assassination assignments. The oyabun also maintains a personal vendetta against the White Lotus triad.

As the most magically active of Denver's criminal groups, the White Lotus and Golden Triangle Triads operate almost exclusively out of the Chinatown district in the CAS. From there, they compete with the Yakuza for the BTL trade, and branch out into procuring illegal cyberware and other electronics. Persistent rumors suggest that the Triads have tight ties to the Wuxing enclave in CAS. The recent increase in low grade Wuxing cyberware on the streets of Chinatown seem to support these rumors.

The Koshari sect of the Kachina society are, appropriately, at their most powerful in the PCC. They maintain near exclusive control in smuggling CalHots into the UCAS and CAS. While these chips are perfectly legal in their home nation, they're decidedly illegal in those destination countries. Unlike their competition, the Koshari seem comfortable playing the waiting game. They also seem to have the tightest ties to the government of their home sector.

The Awakened

When discussing Denver's awakened culture, you pretty much have to start with

Ghostwalker. There's something about a massive ivory Great Western Dragon that brings him to the top of the list. The facts that he runs the city and has a church dedicated to his worship are also more than just minor footnotes.

Ghostwalker's presence seems to have had effects that extend beyond his mundane rule of the city. During his time in Denver, the spiritual activity in the area has skyrocketed. Free spirits of virtually all known types have been identified in the area. Ghostwalker hasn't offered any explanation, but most speculators see this as a chicken-egg effect. Everyone wonders - are the spirits so active because Ghostwalker is here, or is Ghostwalker here because of the heightened spiritual activity?

While this heightened astral activity may also have had a spillover effect. Recent census figures have shown a disproportionately high percentage of awakened among Denver's youth. As a consequence, Denver's schools have been actively recruiting thaumaturgical educators. This has created a trickle down effect, to the point that it seems that there's a new talismonger shop opening every month.

WHO'S WHO

Elizabeth Kalheim

[CAS Representative]

Connection Rating: 5

Betty's a human female with piercing blue eyes, and a gorgeous head of shoulder length dark hair. Her southern-belle façade often makes new acquaintances wonder just how she managed to secure a council seat. For some unfortunates, an encounter with her manipulative side quickly reveals that she deserves it. Rumor has it that her appointment may also be due to ties with either Ares or the Yamato clan of the Yakuza.

Betty was first appointed to the council in January of 2054. At the time, she was a young woman who was seen as a rising star in certain CAS political circles. Seventeen years on the same job (and a Leonization treatment) have left her a bitter woman. It seems that as Leonization has become more common, political upward mobility has become limited.

Betty has a strong media presence in Denver. The Free Zone Voice interviews Betty more often than any other member of the council. Over her years in office, Betty has parlayed that media presence into popularity through a perceived role as the mediator and voice of reason on the council.

Juanita Iglala**(PCC Representative)**

Connection Rating: 5

Juanita is a svelte ork female who wears her black hair in a pair of traditional Hopi black braids. She presents a direct attitude both in council meetings and with the media. She has earned a reputation as a go-getter and a champion for metahuman rights, which has made her very popular among the ork population of Denver.

Juanita first came to power as an aide to Jonathan Pope. During the early '60's, she served as pro-tem President of the PCC sector. In 2068, when Pope stepped down from the council, she was appointed to take his seat.

Juanita proudly identifies herself as a member of the Kachina Society. Rumors in the shadows suggest that she's also tied to the Koshari. If her heritage weren't enough of a reason, these two factors cause her to frequently butt heads with Iain Lesker in council meetings.

Lucinda Gray Arrow**(Sioux Representativer)**

Connection Rating: 5

Lucinda is powerfully built human woman of obvious Sioux descent. She maintains a reputation as a potent cat shaman, and often attends council meetings in traditional shamanic garb. While Lucinda once had a large gray cat ally spirit, it hasn't been seen for nearly ten years.

Lucinda has a reputation, even among her Sioux backers, as a puppet of Dunkelzahn. This is in part because they seem to share a common philosophy about the rights of spirits and the preservation of the environment. At the same time, Lucinda has been seen attending Church of the Dragon services.

Lucinda has a very cool relationship with the other members of the council and with the media. In spite of her very public appointment, Lucinda's private life remains, in large part, a mystery. Her Sioux appointed bodyguards (all "retired" Wildcats) are key in maintaining that privacy.

**Iain Lesker (UCAS Representative)**

Connection Rating: 5

Lesker is a human, Caucasian male in his late 30's. His short brown hair, strong chin, and furrowed brow match well with his bulldog demeanor. He latches onto ideas and refuses to give them up until he is satisfied with the outcome. Lesker is as loud and bold in the council chambers as he is in his private life. He tows the line as much as he needs to, but distrusts the Voice of Ghostwalker when the ork comes to council meetings.

Lesker came into power on Jeremy Falloon's coattails, promising labor reform and an end to unemployment. So far unemployment has lowered slightly, after the initial rush passed of those willing to take any kind of job. He has cut back on welfare for mothers with more than three children, and begun placing human children into good families. Most metahumans get left in the orphanages.

Publicly, Lesker points to the Warrens and says that everyone there chooses to be there. He has offered a job to any man or woman who wants one. If anyone is unemployed it's their own fault. Privately, he sees the value of the Aurora warrens as a dumping ground for undesirables.

Miguel Sanchez**(Mafia Fixer)**

Connection Rating: 3

Growing up in the barrio, Miguel cut his teeth doing enforcement work. You can take the ork out of the sprawl, but...yeah, cliché describes Miguel. He's more comfortable with the sprawl gangers than the Chavez and Casquilho families he often fixes for. For the last year or so, Miguel has worked to become more presentable. His ties to the sprawl and understanding of the street-level violence have made him an important asset if not a well respected one within the family.

At 2m and 100kg, Miguel fills most rooms that he walks in. He's loud, brash, and often tries to intimidate those around him if he thinks that he can get away with it. He is street tough down to his badly shaven head and gold plated tusk. Miguel understands the pulse and hardship that moves through the squatter life. Under his coat, Miguel often has a couple bucks in hard currency or a few granola bars to pass out to kids he sees.

Tabitha "Tabby" Morgan**(Corporate Fixer)**

Connection Rating: 3

Tabby is a changeling human female, 5'6" (1.7m) who weighs in at 135 lbs (62 kg). Athletic and furry are two of the first words to come to mind when describing her. She has tawny two toned fur and cat slit eyes.

She worked as a face for a shadowrun team until Halley's comet made its last pass. With SURGE came a need to re-invent herself. She shortened her name to Tabby and built up a network of runners. Now she tracks the various favors that she owes and is owed among the Denver shadow community.

On the surface, she's playful and to the point. It's said that Tabby believes that she has the nine lives of a cat. Four of them have been used, but she has five to go. Underneath, is a woman who had her sense of self-identity stripped away from her by a random surge of ambient mana.

Specializing in Corporate politics, Tabby tries to avoid dealing directly with the syndicates whenever possible. She is based primarily in the CAS sector and does occasional work in the Hub or outlying sectors of Denver when a favor is called in from her associates.

Jing “Wheezer” Xiu

(Syndicate Fixer)

Connection Rating: 3

Wheezer is a thin Asian man who looks like he’s in his sixties, though with all the smoking he does, he could be in his late thirties. Jing is extremely tightfisted, and extends his financial conservatism to every aspect of his life. He wears threadbare suits from thrift stores, yet expends them to his client of the moment. He smokes cheap herbal cigarettes, which leave a perpetual dark haze and horrible odor everywhere he goes.

His nickname came from the semi-metallic sound of his breathing. Rumor goes that he was so cheap, that he replaced a failing lung with second-hand cyber. Nonetheless, he’s very efficient in getting a job done on time and well under budget.

For all of his eccentricities, he has somehow maintained good standing with both the Yakuza and the Triads. Word on the street is that he’d done some work in Hong Kong before coming to Denver.

MAKING THE SCENE

The Hardpan

By the time the sun sets, the Hardpan is in full swing. Outside the beat of heavy bass reverberates through the ground beneath your feet. Most of the cars in the parking lot are four by four jeeps which have obviously seen a lot of use on back hill roads common in the outer extremities of the Sioux sector where the border patrol is thinner. Looking into the wind, you see the Riverside Cemetery’s well-kept lawns and silently thank any greater power you believe in that you are upwind from the sewage treatment plant. One odd thing you do notice is, despite the obvious popularity of the bar, there is no bouncer.

Entering the bar, the reason for the lack of bouncer becomes quite apparent. With the exception of your team, every single person in the bar is a Sioux Amerindian. Wildcats rub elbows with faces and reputations that you’ve heard whispered through the shadows. The bartender is an imposing woman who looks like she has probably seen it all and bought the t-shirt. Her cyber-eyes focus tightly on all the non-Sioux in your team, even as her lip takes on a heavy curl of discontent. Behind the bar, a large “No Smoking” sign hangs clearly.

Rachel Sands, Hardpan’s owner, does a solid, regular trade despite the rundown neighborhood. Seated between the Riverside Cemetery, a sewage treatment plant, and the

algae tanks, it’s a Locals-Only watering hole for the most part. Sandy, as her friends and colleagues call her, has obvious cyber-eyes and occasionally works as a fixer. For that reason the Hardpan is a common hangout for many of the Sioux Sector’s Amerindian runners. The bar is particularly popular with Sioux warriors. (Note: Rachel Sands has a strong bias against Non-Amerindians.)

The Splatter Bar

It’s been said that the Splatter Bar is a nice place for appetizers and entertainment. What’s less known is that security at the door hands you a firearm when entering. Rumors might also fail to mention that you should duck as that virtual devil rat isn’t a friendly hostess.

On the corner of 20th street and Arapahoe, across from the greyhound terminal, the Splatter Bar is part of a small chain of bars throughout CAS and UCAS. The Bar is 3 stories of grey concrete with tall narrow windows on the outside. Inside are multiple levels of balconies and catwalks with colored lights and steaming pipes for that faux urban jungle feel.

The original Splatter Bar offered paint ball rounds with games of “Shoot the DJ” and had sprinklers to hose down the patrons, but times change. The new Splatter bar hosts a node with a full spectrum augmented environment and offers modified firearms with the cover charge. The Dance floor is more of a gauntlet to the bar or restrooms as virtual beasts roam the joint.

The price of drinks and fillers varies based on your gunplay. Having a buddy to hold your booth is helpful as you have to pickup your order from the bar below. “Dead men walking” pay up to twice the usual price.

The owner — Alex, a.k.a. Jitters — has kept the Splatter Bar chain going for more than 10 years. Semi-retired from a career in the shadows, he has never had to pay more than half price at his Bar and he doesn’t have to cheat.

Little D’s Gourmet Emporium

Needing a little grocery shopping to cook (or at least have your appliances cook) for that special someone, you drive to the Gourmet Emporium for some last minute foodstuffs. Inside you find a bonanza of soy processing units: Genetically modified, Unmodified, Imitation, and unique treats. You spot your favorite, the Three Runner chocolate bar: The SIN-fully delicious chocolate energy bars shaped like credsticks (Packs of 3). Inside each pack are Ebony

(30% Real Chocolate mixed with Rich dark Chokolade), Platinum (Chokolade with powered sugar coating) and Gold (Layered with caramel).

Little D’s Gourmet Emporium is located on E. Ellesworth Ave off of N Potomac St. They carry an extensive line of Soy Processing units and general foodstuffs. Because of their extensive network of legitimate shipping sites, they have been known to bring in the occasional eccentric item for clients. The shop has worked hard to maintain neutrality with the Mafia, Triad, and Yakuza through diplomacy and delicacies. The Koshari have not been as understanding, and Little D’s has been known to hire from the shadows to protect their assets.

Marcel’s

It’s late and you need something to eat now. Deciding against the stuffer-shack, you head on down to Marcel’s. There’s no doorman and the woman behind the counter finishes showing off her new tattoo that seems to crawl of its own volition up and down her spine, before seating you. Groups of sararimen in the corner, their food untouched, have done everything but pull out a camera and start taking pictures as mod-boys and chrome girls move about their business, tails swishing between the tables.

Locals come here because it’s open late. The food’s not gourmet and the prices are high enough to make you think about it, but there’s always eye-candy. That is, if you like your candy perforated by piercings, covered in tattoos, or touched by the unknowing grace of a Comet. For you, it’s all about the troll-sized portions and the spicy fries.

Esponsing “All the Street You can Eat,” the restaurant gets by a lot on the shock value of their wait staff who are all heavily tattooed and pierced or have undergone body mod surgery. Changelings who underwent serious changes are also hired. The food is decent but higher priced than most diners. Primarily the patrons are corporate wage-slaves who want to add a little spice to their life by “slumming” it and teenagers who desperately strive for whichever type of youthful rebellion will upset their parents the most.

All of the wait staff will gladly recommend their favorite body artists and give guests business cards to some of the best tattoo and piercing parlors in town. What most patrons don’t realize is that Marcel’s is run by the Casquilho Family of the Mafia as a money-laundering scheme and front for many of their soldiers to blend in.

Happy Canyon Shopping Center

Driving through Chinatown, you pull into, at first glance, a shopping center, to find a stuffer shack. Stepping out of the Car, you find yourself not only back in time but also in the wrong country. It's like someone took a piece of China and plopped it in Cherry Hills.

Happy Canyon Shopping Center was transformed from the standard mall strip, to a small Chinese city with buildings having the traditional four-sloped, double-caved, glazed roofs, all-around verandas and colored and carved dougong brackets supporting the overhanging eaves. Nine stores operate in the Center. These include a laundry, a grocery, a clothing store, an office rental space, a health store, two restaurants (Golden Dawn, and Lotus Pond), an electronics store, and the postal annex. A miniature wall and nine, 2m faux guard towers border the center along Happy Canyon Road. An addition to this shopping center is a five-story temple for various celebrations in the Chinese community. Five wooden pavilions located in the parking area are used for various functions from street market vendors, to weddings, to just getting out of the heat of the day.

It's all nice and innocent for the tourist, but underneath the veneer, the Golden Triangle Triad has been pushing non-Chinese out of the area, allowing for others to start their businesses. The Golden Triangle operates the electronics store as a front in the sale of illegal chips as well as awarding loyal families, opportunities in the Center.

The White Lotus Triad has been impartial to Golden Triangle's work at the Center since an agreement to allow White Lotus use of the Temple.

Rocky Mountain Dynamics

Rocky Mountain Dynamics (RMD) has a small manufacturing plant located in the PCC sector. Their facility is a prime example of one of the smaller shops that supplies components systems for other corporations throughout the region. Their contracts include dealings with corps in all 4 of the Denver sectors and beyond. Most of the employees live near the plant, in corporate sponsored housing.

RMD is a small corporation. In fact, it's not capable of qualifying for extraterritoriality. However, their international contracts require that they have regular dealings with many of the larger firms. As with many such companies, rumors circulate about how RMD has avoided a takeover action. Some suggest they have government support. Others mention ties to organized crime. There's even been word that they're actually already a owned by one of the big ten, through a series of shell corporations.

The Meat Market

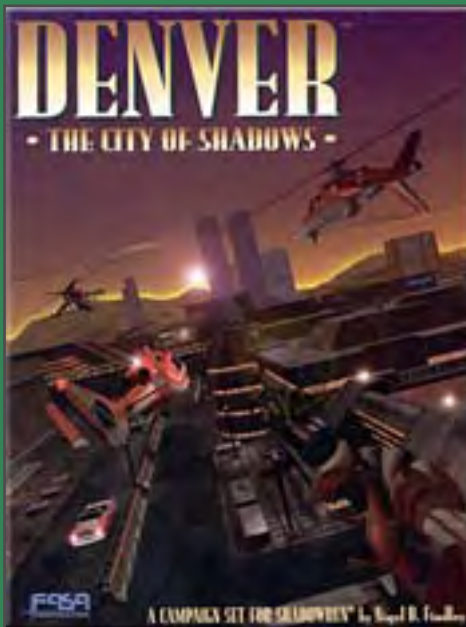
The rundown husk of the old Aurora Mall stands in the northwest corner of the Warrens. Most of the companies pulled out as soon as the area started to take a dive. Soon after that, the property management group tanked as well. It stood abandoned for almost

a week before some of us started moving in. We slept in stores that used to sell commlinks and clothing. It was better than some of the high rises where you have to climb fifty sets of stairs to bed down. Then they came. Moving in the night, able to see in the darkness the way I would in the noon-time sun. Only a handful of us escaped cleanly-others were killed for fear of what they might become.

Shove off mate, no one believes those ghost stories any more...

The Aurora Mall was hit hard by the decline on the Aurora area. When the property management company filed for bankruptcy, all the stores fled and the doors were boarded over. Now the mall is home to Denver's ghoulish community. The ghouls have a symbiotic relationship with the squatters outside, by providing protection against some of the gangs that roll through the area and disposing of bodies that no one wants to think about. More than one Humanis member has met their end in the belly of a ghoulish.

They also patrol their own, keeping most of the ravenous mindless hunters off the street. The feral ones are kept in the underground parking garage, where they feed off each other. Stories are whispered about the possibility that the leader of the pack will one day let his people swarm across the Warrens in a vast hunt for flesh, but it has not happened...yet.



Bibliography

There are a number of both in print and out of print Shadowrun books that reveal a great deal about Denver. If you're interested in learning more about the background story and the relevant legal and criminal organizations, please consider the following:

In Print and e-Book:

Loose Alliances (Especially the DIY Crime section)

In Print as a hardcopy:

Shadows of North America (Denver section)

Dragons of the Sixth World (Ghostwalker and Denver sections)

Hardcopy out of print, e-Book available:

Underworld Sourcebook

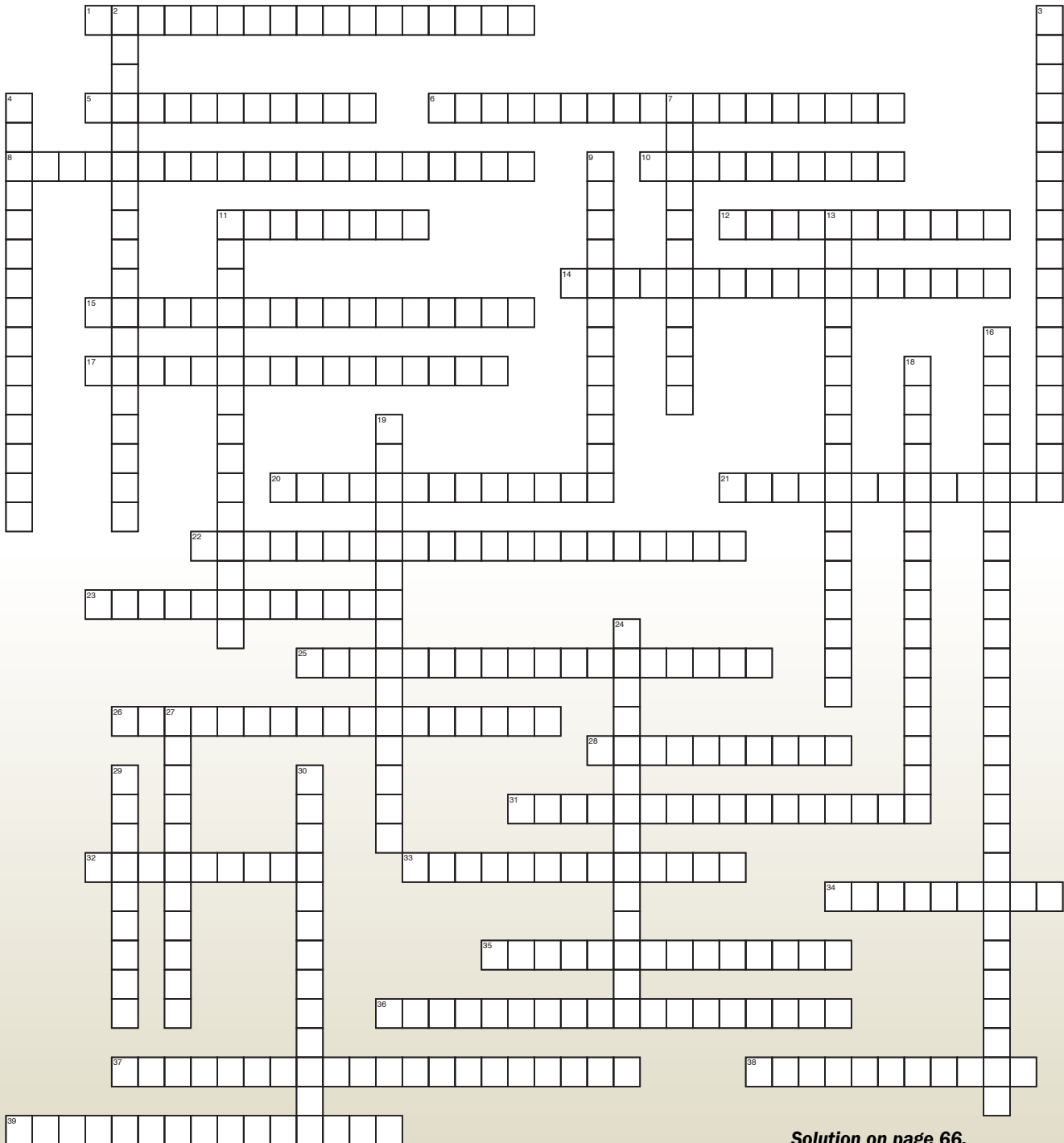
Out of print:

Denver: City of Shadows (Note that by 2071, this is roughly 16 years outdated.)

Quarterly Puzzlers

MERCENARIES IITM SUPPLEMENTAL II

Crossword Puzzle by Charles Wilson



Solution on page 66.

www.CrosswordWeaver.com

ACROSS

- 1 A Thraxian devourer ate their most famous MechWarrior
- 5 Left the FWL for lucrative contracts in the Chaos March
- 6 Former ex-Explorer Corps Mercs
- 8 A mixed company of VTOLs, Infantry and Conventional fighters
- 10 Former Rasalhague military athletes
- 11 Broke contract with the LC for the FWL in 3039
- 12 Named after the the "Legend Killer"
- 14 Fled the FedCom and went pirate rather than fight the Clans
- 15 Their pirate raids have started retaliatory raids between the Federated Suns and the Taurian Concordat
- 17 Formed by disenfranchised soldiers with a hatred for House Liao
- 20 Was once attached to Interstellar Expeditions
- 21 CO was a former madam on Solaris VII
- 22 Taurian mercs who refused to fight for Liao
- 23 Sends a portion of their proceeds to rebuild the Blackjack School of Combat
- 25 Have no problem using civillians as "human shields"
- 26 Sponsored by Jamie Wolf and part of the AMC
- 28 Offered their services to the Outreach Government before the Jihad
- 31 XO had an affair with Protector Jeffrey Calderon
- 32 Pilots a "Pink" Panther
- 33 Unit is deep in debt to Lyran Commonwealth Banks
- 34 Corporate sponsors of a brewery
- 35 Currently supporting the 3rd Taurian Lancers
- 36 Deeply anti-Clan band of former Rasalhague warriors
- 37 Where a renegade ex-Wolf's Dragoons battalion ended up
- 38 A mixture of Clan and Inner Sphere infantrymen
- 39 Experts in aquatic and amphibious warfare

DOWN

- 2 Have an active tech-exchange program with the Light Horse
- 3 Has a vendetta against Gray's Ghosts
- 4 Garrison force who chose not to fight the Clans
- 7 Unit that places principle before profit
- 9 FedSuns covert merc troubleshooting unit
- 11 Wanted Morgan Kell's Archer as part of their payment
- 13 A merc unit with nothing but technicians
- 16 Shattered on Genoa and Arboris
- 18 Son took command after father died of the Thurrock flu
- 19 Proponents of the One Star Faith
- 24 Linked up with the Third Dismal Disinherited on Hall in order to survive.
- 27 Formed from two Bulldog squadrons
- 29 Intensely hated by the Ghost Bears for "dishonorable" actions.
- 30 Reappeared after a 36-year absence due to a mis-jump

CLASSIC BATTLETECH 20 QUESTIONS

Solutions on page 66.

by Andrew McBride

1. Can a 'Mech run from a depth 2 water hex into an adjacent level 0 clear hex?
 - A. Yes
 - B. No
2. Can a 'Mech or Infantry/Battlearmor unit jump within a building?
 - A. Yes- both 'Mechs and Infantry/Battlearmor.
 - B. Yes- just 'Mechs.
 - C. Yes- just Infantry/Battlearmor.
 - D. No.
3. Is a standing 'Mech with a Jumping MP of 3 capable of making a jumping movement from a level 20 building hex to a level 0 clear hex located 3 hexes away?
 - A. Yes
 - B. No
4. When a 'Mech loses a leg, takes a gyro hit or leg actuator damage, do all piloting modifiers apply not only to avoid falling but also to avoid MechWarrior damage?
 - A. Yes.
 - B. No.
5. If prone 'Mech "A" is in a level 5 hex and standing 'Mech "B" is 10 hexes away from 'Mech "A" in a level 0 hex with an intervening level 6 hex that is not adjacent to either 'Mech, is there line of sight between both units?
 - A. Yes.
 - B. No.
6. Can a unit fire through up to 2 light woods or 1 heavy woods and into 1 light or 1 heavy woods?
 - A. Yes.
 - B. No.
7. Which has a wider angle, the front firing arc of a 'Mech or the front direction of attack against a 'Mech?
 - A. The front firing arc of a 'Mech.
 - B. The front direction of attack against a 'Mech.
 - C. Neither A or B.
8. Do vehicles have the same front firing arc as 'Mechs?
 - A. Yes.
 - B. No.
9. If 'Mech "A" is in the adjacent level 0 clear hex directly behind 'Mech "B" which is in a level 0 hex, can 'Mech "B" torso twist right to fire its right arm weapons or make a punch attack with its right arm against 'Mech "A" ?
 - A. Yes
 - B. No
10. If a standing 'Mech is on a level 2 hex and firing at the front of a standing 'Mech in an adjacent level 0 hex, how is the damage resolved?
 - A. To front BattleMech punch location table.
 - B. To front BattleMech kick location table.
 - C. To front BattleMech hit location table.
11. When artillery damages a Battlearmor unit, how is the damage resolved?
 - A. Each member of the Battlearmor unit takes full artillery damage.
 - B. Damage from the artillery is allocated to the unit as a whole.
12. If the side torso of a 'Mech is flooded, is the corresponding arm affected?
 - A. Yes
 - B. No
13. If the side torso of a Quad is destroyed, are any of its legs affected?
 - A. Yes. Both legs on the corresponding side.
 - B. Yes. Just front leg on corresponding side.
 - C. Yes. Just rear leg on corresponding side.
 - D. No.
14. If a 'Mech had a MG taking up 1 critical slot in the side torso at the start of the weapon attack phase, and that side torso took 3 critical hits in that weapon attack phase, how would the critical hits be resolved?
 - A. Just the MG would be critically hit.
 - B. The MG would be critically hit and then the remaining 2 critical hits would transfer to the center torso.
 - C. Neither A or B.
15. If the internal structure of a location is depleted, are all the slots of an XL engine in that location also destroyed?
 - A. Yes.
 - B. No
16. If the internal structure of a location is depleted, does ammunition in that location automatically explode?
 - A. Yes.
 - B. No.
17. Can a 'Mech make one kick attack and two punch attacks in the same turn?
 - A. Yes.
 - B. Yes, but only one punch attack with the one kick attack in the same turn.
 - C. No.
18. Can ProtoMechs make charge attacks or be the subject of charge attacks?
 - A. Yes.
 - B. No.
19. When using TAG and Semi-Guided LRMs, after a successful TAG attack during the off-board attack phase by the spotter unit, does the unit making the attack with the LRMs during the weapon attack phase ignore the target movement modifiers?
 - A. Yes.
 - B. Yes, except the LRM attack is also made during the Off-Board Attack Phase.
 - C. Yes, except the LRM attack does not ignore target movement modifiers.
 - D. No.
20. When using a C3 system, does the firing unit suffer minimum range penalties?
 - A. Yes, only from the spotting unit.
 - B. Yes, only from the firing unit.
 - C. No.

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BODYGUARD OF LIES

*"In wartime, truth is so precious that she should always be attended by a bodyguard of lies."
— W. Churchill, 20th Century Terran Statesman*



The FanPro Commandos present sitreps and short fiction based on the campaigns of this world-wide speculative event set at the Dawn of the Jihad.

POISON GHOSTS

by David Baughman

Quarantine Zone

Saint Greame, Cobayne Island
Piedmont, Dieron Military District
Draconis Combine
6 January, 3068

Centuries ago, a nuclear explosion had turned the outside of the Piedmont institute for Disease Control - the parts that had stayed standing at least - into a craggy, blackened edifice. Crocus was fairly certain, however, that radiation had not killed the dessicated corpse at his feet. Nudging the husk out of the way with the rubber boot of his ash gray hazard suit, he gingerly picked up a glass slide that was resting alone in a white plastic tray.

A tiny label still clung to the slide, its sides curling slightly with age. The carefully scrawled characters were still legible after all these years: Chungai Zuimakuen 2766. Glancing at the far end of the table, past the rows of dust-shrouded microscopes and computers, Crocus saw exactly what he wanted to see: a lead canister with a faded red bio-hazard decal. A canister with its top firmly screwed on.

Crocus turned to his two companions, his voice tinny through the suit's speaker, "Time is of the essence; we must begin production immediately and prevent any delays. I expect the first culture to be ready in five days."

Grasping the canister firmly, Crocus formed a thin smile. He had pressing business on Dieron, and he would accept no delays.

Fish Quarter, Aozorashijou
Saint Laurence Island
Piedmont, Dieron Military District
Draconis Combine
15 March, 3068

Kurakumo could feel the vibration in his chest; not a good sign when he was cocooned inside his thirty-five ton Panther. A quick check on his thermograph confirmed his suspicion: dropships were descending through the atmosphere almost right on top of his position.

Of course, he reconciled himself, I'd be feeling this way dropships or not. After all in

the jumpseat behind him, Seidler was shaking like a leaf. Kurakumo knew the young technician was a nervous wreck, but he still couldn't get over the way the young man seemed to be cracking under the strain of today's crisis.

"Kochira Aohyou," he said into his throat mike - 'this is blue panther' - "Enemy dropships in-bound. Proceeding on course to the harbor." Pushing the throttle forward, the Panther stomped an abandoned cart flat as it rounded the corner and left the open-air market.

Somewhere in the distance, one of the 50mm anti-aircraft guns opened up, and Kurakumo knew the enemy was getting close. Then with a crash, a white BattleMech touched down against three hundred meters down range, smashing a wooden udonya restaurant with one foot.

"*Stinger*" was the first thought that Kurakumo had looking at the enemy 'Mech. Its white paint was smudged and sooty in places, but the blue bands of the Sun Zhang cadre were clearly visible on its...

Kurakumo took a second look as he started to train his PPC on the target. No hands, he thought, and no main gun. This must be a new model. But the humanoid head with its square viewport stood out. "*Stinger*", he decided.

Depressing his firing stud, Kurakumo sent a ray of electric blue energy into the enemy machine, causing it to snap back violently as the particle beam flayed armor off its torso and showered sparked over the smashed undonya.

Then, the *Stinger* was off like a sprinter. By the time Kurakumo's PPC had recharged, the swift little 'Mech was almost behind him. What were the ISF thinking when they swapped out this *Panther's* SRMs? Kurakumo thought to himself. His hand left the stick to reach for the field inhibitor override switch, but he stopped himself. Can't risk a blowout with Seidler onboard.

Instead, he swung his left leg out towards the *Stinger* and was greeted with solid whack! and the scraping of metal on metal as his heavier *Panther* sent the enemy machine sprawling. With surprising grace, the white 'Mech rolled to its side and peppered Kurakumo with laser beams from the recesses of its handless arms — so that's where the guns went — before Kurakumo's *Panther* could plant its armored foot on the enemy 'Mech's chest.

Inhibitors or not, he thought, you've lost. Now wasn't the time for gloating, however; Kurakumo brought his PPC in line with the enemy machine's already severely damaged right torso and let loose a point blank blast. The enemy 'Mech struggled for a second more then went rigid as Cherenkov-blue exhaust billowed from out of the breached fusion reactor. An instant later, the exhaust was replaced with thick black smoke.

After a moment's more hesitation to make sure his enemy wouldn't be getting back up, Kurakumo took off at top speed towards the harbor. He could clearly see the dropships now, several of them throwing out streams of tracers and energy beams towards the ground as more white 'Mechs tumbled out of their side bay doors.

Saint Laurence Sougoubyouin
Saint Laurence Island
Piedmont, Dieron Military District
Draconis Combine
15 March, 3068

Nambu-sensei jumped back when his lab's door was kicked in, but he relaxed instantly when he saw Ilari Lukin was the perpetrator. The scowl on Lukin's face, along with the way he menacingly held his shotgun, returned a new furrow of concern to Nambu's face.

"Time to go, doc. You're going to miss the boat," he said. Despite having lived years on Piedmont, Lukin's Japanese had a distinct accent. Russian? thought Nambu as he scrutinized the bear of a man who had just broken into his office.

"Listen, Lukin-san, this is really important," he said, gesturing to a petri dish next to his workstation, "this is a culture from that fisherman who the patrol pulled in. I need at least another hour to make a clear."

"I'm sorry, Nambu-sensei, but there's no time. You need to get to the docks — you know what'll happen if they capture you," Lukin gestured to the door, "Take whatever you can carry, but we have to leave now."

As if to punctuate Lukin's point, a half dozen gunshots rang out from the corridor; moments later, Jimmy Tang stepped backwards into the room, ejecting the spent magazine from his handgun.

"They're here. Black outfits, like the ones from the trawler." Tang said quickly, slapping home a new clip. And the Observatory, thought Lukin. Outside, the

pound of boots carried faintly into Nambu-sensei's office.

Grim-faced, Lukin chambered a shell in his shotgun.

Onboard Isuginchaku-Maru
Saint Lawrence Island
Piedmont, Dieron Military District
Draconis Combine
15 March 3068

With a sharp crack from his rifle, Jonathan Mann picked off another soldier from the pier. For years, Mann had regarded the basic military training ComStar put him through as time wasted from his life; now, he was starting to reconsider that sentiment.

Next to him, Faruq Al-Ghambi was peering through binoculars, "They're running late, Precentor. At this rate, we'll have to leave without them."

Mann wondered for a second how someone like Al-Ghambi, with his unpleasant personal habits and utter lack of the Japanese language, could rise as far as 'Mr. French' had gone in the yakuza.

"We won't have much of a choice," Mann reluctantly agreed, "but we'll have to hold out as long as we can."

On the pier below, the enemy soldiers were sheltering behind a pair of metal shipping containers and occasionally ducking out to fire off a few rounds. Mann couldn't be sure, but by his count there were at least eight more of them down there.

Before he could finish his train of thought however, a series of sharp cracks dragged the Demi-Precentor's attention to his right. The distinct sound — like the piezoelectric igniter on my stove, thought Mann — of a pulse laser left no doubt what was shooting at them.

Mann didn't take the time to try and spot the new shooter - he hit the deck.

Southbound, Kageshima Daidou
Saint Lawrence Island
Piedmont, Dieron Military District
Draconis Combine
15 March 3068

The tough little Yungsing jeep bucked as its right wheel slammed through a pothole that looked as if a mortar round had

made it. Lukin and Nambu — both firmly belted in — barely felt it, but Tang (who was leaning out the passenger side window) took it like a punch in the gut.

"Kisama," growled Tang as he made a futile grasp for the submachine gun that had just went rocketing out of his hands. "Larry, I'm going to need a new gun..." he trailed off as he pulled himself back into his seat and saw what was in front of him.

Lukin's sudden sharp turn sent Tang grasping for Jesus handle as the sonic boom shook the jeep like a thunderbolt. Barely visible in poor dusk lighting, Tang had only a few seconds to pick out the tank parked at the next stop sign. Our left turn, he thought.



And then, they were clear. Houses rushed by as Lukin shot down a side street at about a hundred and thirty kilometers an hour.

"Well, I guess that means they've taken the airport," said Ilari Lukin, "We can still make it on the coastal road," he continued, doing his best to sound upbeat.

Nambu, both hands clutching his shoulder belt, shook his head. "I don't think we've lost them yet," he said as the white van peeled onto the side street on two wheels.

Akatonbo Kaigan
Saint Lawrence Island
Piedmont, Dieron Military District
Draconis Combine
15 March 3068

The patrol boat exploded in a shower of wood and fiberglass splinters before it could get its deck gun to bear on Kurakumo's Panther.

Unfortunately, thought Kurakumo, there are two more, as he watched his PPC capacitor slowly recharge. Here he was, ankle deep in the water and being picked at by unarmored patrol boats.

No sense standing around, he thought as he kept pushing forward, "Kochira Aohyou," he hissed into his throat mike, "feet wet."

With tracers zipping by literally from all sides, Kurakumo did his best to sprint into the surf, but his 'Mech wasn't really made for moving in the water - at least not on foot. Each footstep was a challenge for Kurakumo, who not only had to keep his machine upright but also had to keep from over-compensating and getting a foot stuck in the wet sand.

Apparently, someone on the nearest patrol boat wanted to be a hero, because as Kurakumo got about waist deep in the water the diesel-powered vessel cut a hard turn and started accelerating toward him.

Kurakumo would have none of it, "Out of my way, kusottare!" he snarled — causing Seidler to recoil slightly — as he smashed the boat to flinders with a back-hand blow and kept moving. The water resistance was seriously starting to slow down his Panther now, but Kurakumo was almost in deep enough to switch on those hydro-jets the ISF had installed.

Only a spy would try to turn a 'Mech into a submarine, he thought, as an armor-piercing slug ricochet off his chestplate.

Then the PPC charge light turned green.

Coastal Route 2
Saint Lawrence Island
Piedmont, Dieron Military District
Draconis Combine
15 March 3068

Tang suppressed the urge to aim low; the last thing he needed was for the van to careen, out of control, into his little Yungsing. Instead, he aimed Lukin's shotgun for the driver's side window and let loose.

The van pulled away to the right, and Tang dared to hope he had taken out the driver. A second later he realized the window was still intact - he'd missed.

"We're almost there, Tang," shouted Lukin as they crested the last hill before the harbor district, "get them off us!"

"chick-chick" Tang loaded a fresh shell and tried to draw a bead on the van, which was closing in again - trying to pull in front of them.

It never looked this hard in the vids, thought Tang.

Leading the van a little more this time, Tang squeezed the trigger and sent another load of buckshot into the van. With great satisfaction, he watched as the tinted driver's side window disintegrated — for a second, he could see the driver trying to keep control of the speeding van with one hand while clutching at his peppered face with the other.

A second later, the front right wheel of the van left the pavement; as soon as it hit the rocky dirt the drag jerked the van further right and into a sharp spin that sent it skidding onto its side. Lukin didn't slow down to check for survivors.

Lukin's face sank, however, when he saw the *Isuginchaku-Maru* pulling away from the dock, trailing smoke from a fire somewhere on the front part of its deck.

A dozen or so other ships were also putting out to sea, making their best speed away from the island. Only a couple of ships were left, and they were all towards the far end of the docks.

"Dammit, there goes another one," said Lukin - mainly to himself - as he saw *Aqua Dream* pull in her gangplanks only a few seconds ahead of a mob of soldiers.

Then, with a shriek, the first artillery shell landed.

**Onboard *Aqua Dream*
Saint Lawrence Island
Piedmont, Dieron Military District
Draconis Combine
15 March 3068**

Captain Jensen ducked instinctively as the near-miss sprayed the bridge windows with an impressive water spout.

"Dammit, Ken, get the reactor powered up now! They're shelling the harbor!" he shouted into his mike.

Intellectually, Albert Jensen knew there was nothing he could do to speed up the reactor warm-up; however, with shells weighing a tenth of a ton each going off all around him, the intellectual side of the captain wasn't running the show.

For the better part of ten minutes, all Jensen could do is wait as the barrage pounded the harbor. One shell connected straight on with the conning tower of *Lucky Crescent 2*, moored a few hundred yards away; when the smoke cleared Jensen could only see a mass of twisted, burning steel.

Jensen, starting transfixed at what he was sure would be his fate any second, didn't notice the subtle vibration that passed through the ship as its reactor ramped up to full power.

His trance was broken only a second later when a heavy shell plowed into the deck only a few meters ahead of his bridge. Jensen gritted his teeth, but the explosion didn't come.

With an almost explosive rush of energy he exclaimed, "Its a dud! Helm, get us out of here — full power reverse!"

**Funatsukiba-ku
Saint Lawrence Island
Piedmont, Dieron Military District
Draconis Combine
15 March 3068**

Nambu ducked as a spread of tracers tore through a building only a few meters away from the abandoned and smoking *Yungsing*.

"Polar Nymph looks like she's starting up her engines — we don't have any time, so move it Doc!" shouted Lukin as he made for some rubble closer to the pier.

On the opposite end of the harbor, the burning superstructure of *Lucky Crescent 2* belched black smoke that gradually dissolved into the light gray haze that surrounded Nambu, Lukin, and Tang.

Nambu was still trying to get to grips with how they'd survived the round of shelling that had caught them. Barely, that's how, he told himself as he caught up with Tang.

With his good arm, Jimmy Tang fired a few shots from his handgun in the direction the tracers had come from. He knew it wouldn't do any good, but it helped him forget about the sizzling pain in his left arm

where the long and vicious-looking shell splinter had lodged. Glancing at the improvised bandage around his bicep he consoled himself, at least we had Nambu here to get it out.

**Onboard *Isuginchaku-Maru*
Near Saint Lawrence Island
Piedmont, Dieron Military District
Draconis Combine
15 March 3068**

"Only two more. No sign of any surface ships in the area."

Jonathan Mann sighed slightly as he listened to the report, Only two more at the docks, because half of our ships are sunk, you mean, he silently added.

Mann had hoped he was wrong; hoped he was imagining things. Now, however, he couldn't deny it. With a sour look, he replayed the footage on his monitor again, and even with its legs hidden by the smoldering ruins of a warehouse block, there was no denying that the 'Mech was a *Toyama*.

Only one army in the Inner Sphere used the *Toyama*, and their presence on *Piedmont* answered a great many questions.

Mann turned off the computer screen and walked quietly over to *Al-Ghambi*.

"Ghambi-san," he said, feeling like he had become ten years older in the space of the last ten minutes, "we need to talk privately."

**Onboard *Polar Nymph*
Saint Lawrence Island
Piedmont, Dieron Military District
Draconis Combine
15 March, 3068**

Lukin caught the soldier in the face with the butt of his shotgun, eliciting a satisfying crunch and putting the enemy trooper off balance. A solid left-handed punch sent him over the side, and Lukin tossed the empty shotgun to the deck.

"Dammit, cast off already. More of 'em are coming," he shouted in the general direction of *Nymph's* crew. Towards the little ship's bow, Lukin could see Tang doing his best to keep the rest of the squad behind cover.

Watching the dock recede, Lukin felt a surge of relief knowing they had finally

broken out of the damn death-trap that used to be Saint Lawrence Island. Smuggler's paradise — right, he thought.

A soaking jet of water snapped Lukin out of his momentary revellie, and his jaw nearly dropped when he looked back to the dock. Standing oddly lopsided with one foot punched clean through the pier was a Warhammer. Lukin could swear it was the same 'Mech he'd seen blow up the HPG station that January.

"Book it, boss!" he shouted as he watched another stroke of lightning pour forth from the huge machine's particle cannons. The two energy beams, pale and almost-dispersed by the time they reached the boat nevertheless wreaked havoc.

The miss did enough damage on its own, sending chains of static electricity up the boat's metal fittings and setting some of the rigging alight.. The direct hit smashed right through the mast and snapped the boat sideways sharply.

For a second, Lukin feared he was about to be stuck under a capsized boat, but the Nymph righted herself and the crew sprung to work on the fires.

"Blake's Blood," he muttered, "I'm glad the can has an electric motor," forgetting for a second that the next energy blast was probably only a few seconds away.

But, much to Lukin's surprise it never came. He heard the crackle and saw electricity arcing over the water, but the beam itself had dispersed by the time it reached the Nymph.

"Blake's Blood," he repeated, hoping the Warhammer at the pier would be the last of his worries for the day.

**Rendezvous Point
 North Sea
 Piedmont, Dieron Military District
 Draconis Combine
 17 March 3068**

The Panther floated face down in the water, revealing an access hatch at the back of its 'neck.' Seidler was the first to crawl out, followed by Kurakumo. After stopping a second to make sure the relief pilot didn't have any problems, they climbed the rope ladder to the deck of Isuginchaku-Maru.

"Welome back, Kurakumo-san," said Jonathan Mann. Kurakumo though it was odd to see Mann in his ComStar robes at a time like this, but he decided to save the questions later.

"Its good to be back, Demi-Precentor."

Seidler, he noted, was already heading for the radio shack. Does he ever sleep? Kurakumo thought.

"Things are moving quickly now, Kurakumo-san; you're due on the vid in less than two hours. Please get straight to the showers; Ghambi-san's men will bring you a fresh uniform right away," he paused for a moment, then continued, "There have been a few changes to our plan, so please stop by my cabin after you're changed, so I can bring you up to speed."

**Pirate Satellite Broadcast
 All net, all channels
 Piedmont, Dieron Military District
 Draconis Combine
 17 March 3068, 1800 hours**

The interior of the radio shack looked the part of a news desk perfectly. Whatever else Kurakumo thought about the Yakuza, they had some excellent carpenters. Seeing the light on the camera go green, Kurakumo steadied his face and began his address.

"Citizens of Piedmont, the stories of Davion infiltration are lies. The government officials currently conducting the witch hunt for so-called enemies of the state are traitors,"

"Two days ago I left Saint Lawrence Island, where occupation forces masquerading as the 16th Sun Zhang Training Cadre massacred the local population. The pictures you see," he did his best to not glance at the blank wall behind him, "were taken by cameramen who risked their lives to document this atrocity."

"Demi-Precentor Jonathan Mann, of ComStar, was also present at the massacre. He will now present unimpeachable evidence of the true face of our oppressors," nodding to his right, Kurakumo waited for Mann — still wearing his ComStar robes - to sit beside him.

"People of Piedmont, the Ides of March is known to history as a day of betrayal," he started...

CLAWS OF THE DRAGON — ALLAH'S REVENGE

by *Lou Myers*

Dabih. The bountiful Azami World. For centuries a prize the Kuritas could only "ask favor of". The fanatical Azami never fully submitted to the Dragon nor would Dabih fully belong to them. But, that was about to change.

Caliph Ibrahim Hassan, the Venerable Ibrahim as he was known to the people of Dabih, was found dead in his bead chamber by his aide on the morning of June 20th 3066. The venerable Ibrahim had apparently died in his sleep, Allah taking him at 92 years of age. With the Caliph passing, a 30 day period of mourning was set to be observed out of respect for him. Within fourteen days however, the Combine government sent in a prefect to take control of Dabih citing the current dangers of the fighting on the Draconis Fed Suns border. Prefect Anwai Mohseni, a half Arab/Japanese and a self proclaimed Muslim tried to play off the far very fact he was for "his people". But, the citizens of Dabih had a wary eye for him just the same as he did wear the Kurita Insignia on his dress clothes.

A week had tensely passed. Then, prefect Mohseni attended open and public prayer at the Great Mosque in Barheidabad, the largest mosque in the planetary capital. After prayer outside the mosque, the prefect met with both Dabih's civil leaders and clerics. He announced that the 30 day period of mourning for the late and beloved Caliph Hassan would have to end a week early, to make up loses in oil production. "After all," he explained, "our enemies, the Federated Suns are at our throats and our tanks need oil." The civil leaders and clerics vehemently protested this "outrage". They argued it was blatant disrespect to do such a thing, and especially on the grounds of production. They also argued the fact that their oil facilities were eight months ahead of quota. That did not sway the prefect, and without batting an eyelid threatened to lift the century's old law protecting charities from tax. That silenced the Muslim leaders, but inflamed their hearts with anger. They had to bow and call off the 30 days of mourning. To add even more fuel to the fire, prefect Mohseni, one week later, removed the 2 percent pay raise due in September to the refinery workers and increased work hours. The 12 hour "swing shifts" cut into prayer time and made the locals furious. The end of August saw more protestors in Barheidabad. Police tried to restore order but failed. The planetary militia was called out.

The night of August 14th was especially horrible as militia troops gunned down their own countryman as they attempted to scale the walls of the Government House. 122 men had died and twice as many were wounded. The clerics screamed for calm. The people heeded — but for how long?

As long as the planetary militia kept their position in the capital.

For eight weeks, the militia kept a very tense but peaceful order until they were finally recalled to their barracks. Meanwhile, Prefect Mohseni was not idle. He resurrected the farming initiatives on Shakhi — by bayonet of course. He forcibly sent over 200 families whose farms on Dabih were in debt and not producing enough to be cost effective to Shakhi “to repay” the government. They also were to revitalize the Shakhi farming enclaves and with bloody hands (if they had to) grow enough food for export for rest of the combine. Prefect Mohseni also did away with many of the mining corporations safety laws. He deemed them “Overcautious, time-consuming, and therefore wasteful to the Combine.” and openly offered huge pay bonuses to the miners and engineers to dig deeper, faster and find more veins of precious minerals. He also changed their work schedules as well, to

reflect those of the refinery workers. Many did not live long enough to protest. Lifting the safety laws caused many accidents and deaths amongst the miners in their mad rush to work harder and collect the bonuses promised to them.

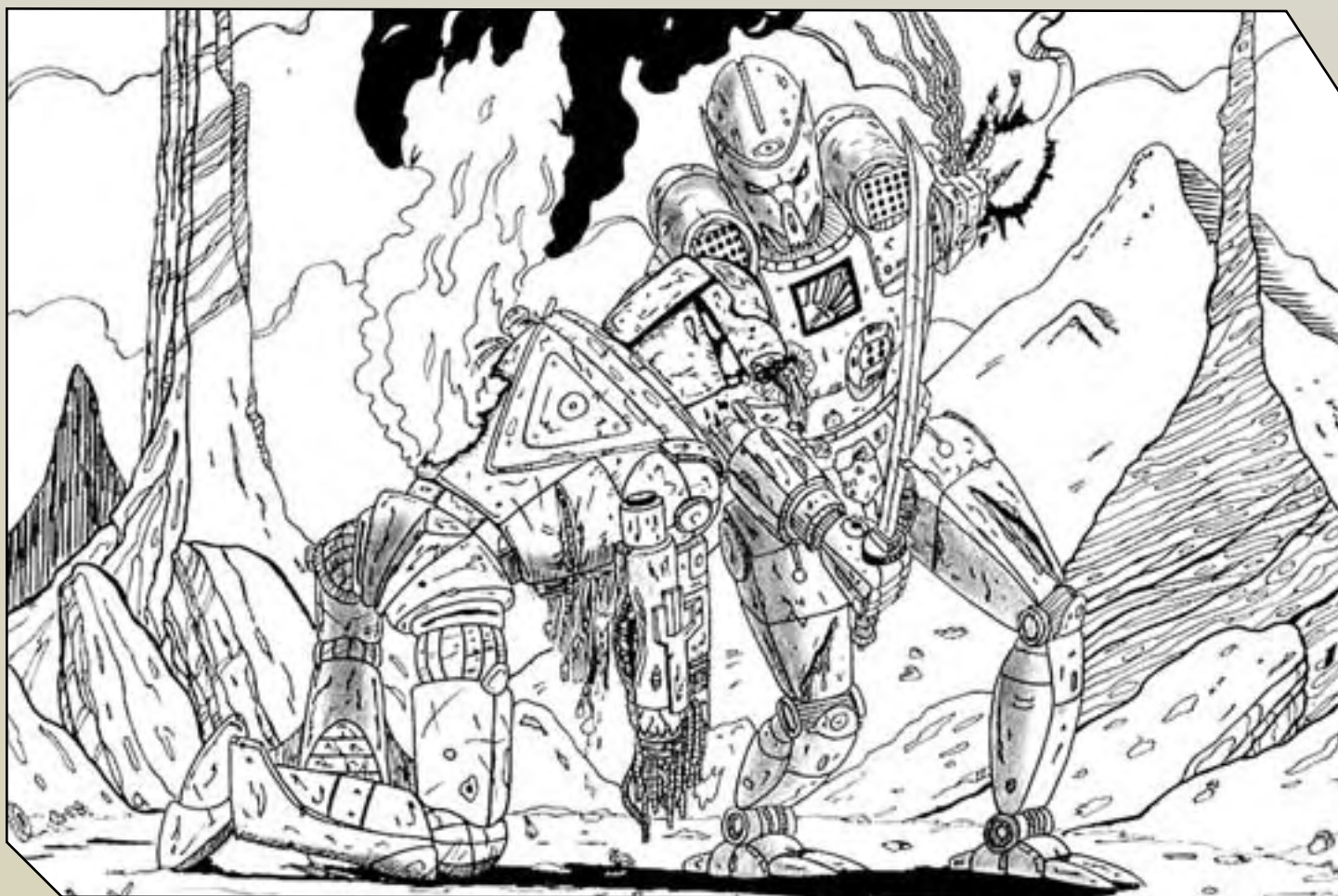
The clerics had enough. Muslims were dying, by either the prefect laws or by their own militia under his orders. The clerics would call for a Jihad, but the 'Mechs of the militia would make a Jihad short and unwinnable for them. They turned their Ayatollah. Ayatollah Saljanin, a holy man 80 years of age, had a way of dealing with the militia.

On the morning of October 17th, about the time the Prefect woke up to rockets landing in the Government House gardens, the militia was served pork with their morning meal. When the Prefect made his frantic call to the militia commander for support, the militia commander did not answer. Tired of the harsh treatment he was forced to dole out to his subordinates on the Prefect's orders, angry they had to fire on their own brothers, and now being forced to eat pork by the prefect? Enough! The militia exuberance launched off Dabih to Shakhi as their courier sent a message to Arkab via HPG at the capital calling for removal of the

Prefect. Prefect Mohseni was forced to flee Government House as fanatics stormed the walls. The Ayatollah was pleased. He fled to the ComStar compound and passed the militia courier on his way. Mohseni sent word to Ashio of the situation. Their reply was the 16th Sun Zhang Cadre.

When the 16th Sun Zhang Cadre arrived in system, they first split into two groups. One group landed on Shakhi to smash the rebellious militia and the other to retake Dabih's capital, Barheilobad. The group at Shakhi landing wiped out the militia at their base at Garhenna and took it over. The second group on Dabih took the capital with much loss of civilian life as fanatical groups charged 'Mechs with homemade rockets and petrol bombs. In the end, Prefect Mohseni sat in control of Dabih at Government house. It would not be long again for a challenge to his authority would come.

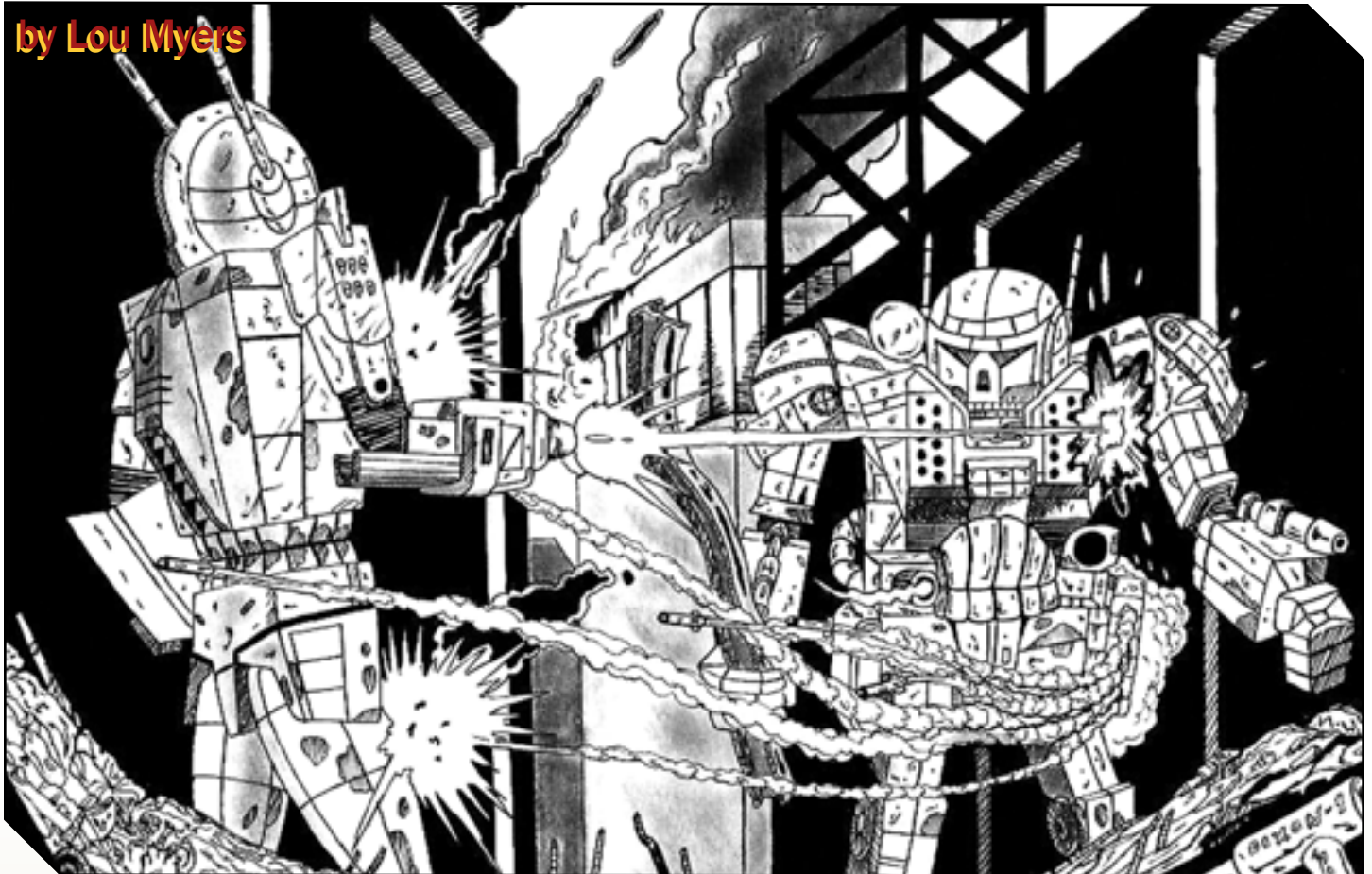
The Muslim leaders on Arkab, upon receiving the Ayatollah's message were incensed with rage at the Combine government. With one caustic rebuke from Arkab to Luthien, the leaders on Arkab sent the 4th Arkab Legion to Dabih to enact Allah's Revenge.



JANUARY'S LANCERS

CARNIVAL OF CHAOS PART TWO

by Lou Myers



Highway One
Kerioth, Styk
Styk Commonality
18 December 3058
0958 hours

January cursed Colonel Whistler as he swung his cross hairs over that butchering *Firestarter*. Before he pressed down on the firing stud for the AC20, Captain January barked this angry order over his comms.

"All units! All units! Back door formation to my left and hinge on me! All hostiles, I repeat all hostiles to be destroyed! No quarter! No quarter!" Then January fired the gun.

The mighty *Atlas* recoiled just a bit as that big gun thundered and smoked. The heavy caliber round streaking from the woods made a low roar as it covered the short distance, into the left torso of that

murdering *Firestarter*. Hell was unleashed it seemed, for the flames consumed that devil. Sprays of flame and hot metal rocketed every which way, slicing into the *Firestarter's* comrade machines and into the helpless civilians. That flaming devil stood in silhouette as it burned in its own white hot napalm. Captain January launched his *Atlas* into a run and his company spilled out of the woods to execute his orders.

The sight of a full company of 'Mechs charging out of the woods hardly moved the Canopian's, for they had expected and prepared for such a counter attack. The *Raven* and the two *Spiders* high tailed north on the highway, dodging heavy fire from the Lancers. One shot hit the *Raven's* right leg but failed to cripple it.

Through the smoke and flame and over the bodies of fallen civilians more light 'Mechs began to charge the Lancers.

January's troops executed their "back door" formation, catching and herding the light Canopian 'Mechs into the cornfield on the side of the highway, but it seemed too easy to Bob.

"Why are they so enthusiastic to sacrifice? Sacrifice for a retreat! Damn!" he thought. But, it was too late. The ground erupted in front of him sending fire and earth splashing up into the *Atlas's* chest and face.

"Incoming!" Endicott screamed.

"Scatter!" January followed.

Shell after shell slammed into the earth, as the 'Mechs scrambled about in terror.

"Form on me and get into the city! Take cover in the ruins, move!" yelled January as artillery rained down on to them. Casualties began to mount. Gyrick's *T-bolt* got blasted and Carson's *Hermes* disappeared. Three Canopian 'Mechs bought it as well, but they

now formed a line over the highway and were laying down a brutal fire into the oncoming Lancers.

The First Canopian Light Horse finally broke under the Lancers brutal return fire and after two more 'Mech casualties the Canopians fell back into the ruins of Kerioth. January's Lancers followed.

His command Lance formed up, Bob keyed his comms.

"Jess?"

"I'm here. Dudley and Cho are with us." She responded.

"Salter?" With a sound of a question in January's voice.

"Yeah, I lost Gyrick and Levy's Archer is minus a right arm." replied Lieutenant Jacob Salter.

Salter was a fighting man through and through and his reporting tone made light of his Lancers loss.

"Tell?"

"Lost Carson, I think I wet myself." No one laughed. Tell was short a few cans of a six pack, but everyone knew when he was serious — like now.

"No more than two blocks apart between lances. Two 'Mechs per block in a search and kill pattern. Watch the civilians, they've suffered enough."

The sun shined down in shades of gray through the smoke and flames that consumed the Kerioth. January's *Atlas* and Endicott's *Thunderbolt* lumbered down a smoke filled street. The buildings were warehouses and machine shops. Bob picked up three blips, and then his tracking system went haywire.

"That *Raven* must have survived and the damned thing is jamming us!" He thought.

His thoughts were broken by an AC10 slug. It hit his *Atlas* in the right leg. The impact barely moved him, but it caught him by surprise just the same. Before Bob could return fire, Jessica charged her *Thunderbolt* at the infidel, a *Centurion*.

Across the way and to the left stood a Canopian *Gallowglas*. This new *Gallowglas* began to level its autocannon at her.

"How the hell they get a *Gallowglas*?" Captain January thought as he pressed the firing stud for his LRM 20.

His missiles arced over the PPC bolt the *Gallowglas* sent straight at him. Twelve missiles impacted on the *Gallowglas*, tearing armor off its right torso. The PPC bolt missed

January, just barely, but singed his left torso's paint. The 'Mechs crashed about the ruins like drunken sailors, firing their terrible weapons in the one effort to end the others' breathing days.

The *Atlas* and *Gallowglas* fought their way deeper and deeper into the ruins. Bob grabbed a sturdy stanchion with his right arm, and in an effort to finally close (and conserve ammo), he charged to bash the *Gallowglas*' head in! As he charged, the *Gallowglas* fired its PPC again catching January's *Atlas* in the left torso. 100 tons of assault war machine came down with that steel stanchion onto the *Gallowglas*' already damaged right torso with a sickening smash and flying Lamellar Armor sprayed everywhere. The *Gallowglas*, its steel fist balled up, swung its left arm and hit the *Atlas* in the chest. Both felt the concussion from the punch and Bob pushed the *Gallowglas* back with his left shoulder.

The *Gallowglas* lost it's footing in the debris and fell on its right side. His right torso was now fully open. Bob made a foolish assumption, charged up to the fallen 'Mech to, he thought, finish it. Twin large and medium lasers caught him square up the left and center torso. The impact threw his

Atlas back. The *Gallowglas* sat up, propping itself with its left arm and fired its PPC. The shot hit the *Atlas*' right leg and tore the already damaged limb open melting armor and exposing myomer.

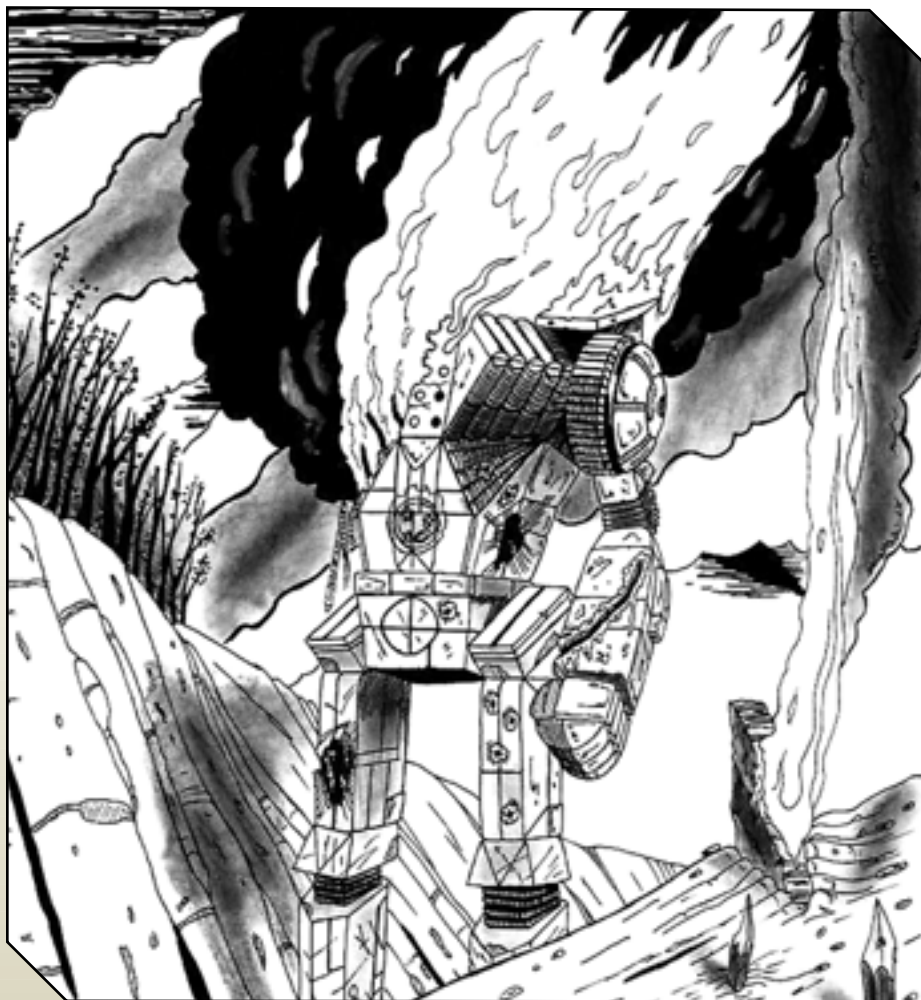
Captain January instinctively let loose his AC20 and SRM6, backed up by his left arm medium laser. The AC round blasted into the exposed right torso, followed by the two SRM missiles in the same location. The blast sent the PPC and the right arm hurtling through the air, trailing flame. Hot metal shards blew everywhere and fire erupted from and engulfed the *Gallowglas*. As the mortally wounded machine rolled left, Bob ran his *Atlas* forward and with great anger slammed the steel stanchion down onto the *Gallowglas*' head. The machine crashed, burning.

"Is it over?" January thought. His comms cackled.

"Bob, are you hurt?" It was Jessica. The *Centurion*, her opponent stood burning and vanquished.

"I'm fine... I think this S.O.B. has had it."

Had he though?



EXPLORER CORPS SURVEY



PIEDMONT ORMSTOWN QUENTIN

Breaking News!

From here on out there will be BattleForce 2 maps made available for download of all the planets presented herein. At the time of this report, maps are available for all planets from the previous Quarterly as well as this one. Check them out at:

www.commandohq.com/BF2Maps/

PIEDMONT

STELLAR DATA

Astronomical Code:	HIP 501519
Star:	Piedmont
Stellar Type:	G6IV (Yellow Sub Giant)
Mass:	2.10 Solar Masses (4.1769e30 kg)
Radius:	2.89 Solar Radii (2,011,440 km)
Luminosity:	6.41 Solar Luminosity (2.49e34 ergs/sec)
Lifespan:	3.2761 Billion Years
Current Age:	1.7992 Billion Years
Current Status:	Stable

PLANETARY SYSTEM DATA

Planets:	7
Rocky Worlds:	5
Gas Giants:	2
Major Asteroids*:	10
Minor Asteroids*:	36
Asteroid Belts:	2

*Major Asteroids are defined by Comstar as asteroids above 500km in radius. Minor Asteroids are above 50km in radius. Most systems have countless asteroids smaller than this, and thus are not listed here.

PIEDMONT I

Common Name:	Hilltop
Mean Orbital Radius:	0.8065 AU

Mean Orbital Velocity:	48.0964 km/sec
Orbital Inclination:	3.92 degrees
Orbital Eccentricity:	0.02
Perihelion:	0.79037 AU
Aphelion:	0.82263 AU
Period:	182.4273 Standard Days
Mass:	3.6805e24 kg (0.6159 Earth)
Radius:	5413 km (0.8487 Earth)
Density:	5.54 g/cm ³ (1.091 Earth Standard)
Gravity:	0.8564 G's
Rotational Period:	31.16 Hours
Axial Tilt:	0.04 degrees
Atmosphere:	Thin (0.4305 Earth Standard)
Composition:	Carbon Dioxide Nitrogen
Hydrosphere:	None
Mean Temperature:	441K
Moons:	4

PIEDMONT II

Common Name:	Piedmont
Mean Orbital Radius:	2.2230 AU
Mean Orbital Velocity:	28.9698 km/sec
Orbital Inclination:	0.00 degrees
Orbital Eccentricity:	0.01
Perihelion:	2.20077 AU
Aphelion:	2.24523 AU
Period:	2.2872 Standard Years





Mass: 6.2175e24 kg (1.0404 Earth)
Radius: 6416 km (1.0060 Earth)
Density: 5.62 g/cm³
 (1.0237 Earth Standard)
Gravity: 1.0298 G's
Rotational Period: 22.27 Hours
Axial Tilt: 28.29 degrees
Atmosphere: Standard
 (1.2477 Earth Standard)
Composition: Nitrogen
 Oxygen
 Argon
 Carbon Dioxide
 Neon
Hydrosphere: Water
Mean Temperature: 284K

PLANETOGRAPHY

Total Surface Area: 517,295,350.06 km²
Land Surface Area: 181,053,372.52 km²
% coverage of Hydrosphere: 65%
Satellites: Cottage (67 km radius)
 4.7436 Day Period
 Moorefield (320 km radius)
 57.1930 Day Period

ECONOMY

Natural Resources: Titanium
 Magnesium
 Bauxite
Processed/Manufactured Goods: Refined Metals
 Food products
 Medical Supplies

POPULATION

Population: 58,610,854 (As of 3067)
Population density (km²): 0.3237 (Over all land surface)
Urbanization: 18.4186%
Ethnic Groups: European (85%)
 Asian (10%)
 Other (5%)
Religion: Buddhist (50%)
 Taoist (20%)
 Judeo-Christian (15%)
 Islam (5%)
 Other (10%)
Labor Force: Agriculture (45%)
 Education (15%)
 Industry (20%)
 Service (10%)
 Other (10%)
Planetary Militia: 1 Company of 'Mechs
 2 Companies of Armor
 2 Lances of Conventional Fighters
 1 Battalion of Infantry

NOTES

By all accounts a lovely and bountiful world, with lush forests and jungles covering the better part of its six main continents, Piedmont nonetheless hid a secret that nearly wiped out the first colonists to make planetfall. Rich mineral deposits in the mountains, particularly on the equatorial continents of Victoria and Anistasi, drew the first settlers, who established several mining and refining outposts in the intervening

valleys. Three other continents, Austin and Calcutta in the north and Mollasia in the south, boasted fertile lands, well-irrigated by a series of rivers and inland lakes, as well as a diverse ecology of mostly harmless wild beasts.

The planet's perfect native splendor took a turn for the worse as the population began to expand across Calcutta: an epidemic suddenly broke out in the community of Chun-Gai. The neurological virus, which had evolved from native bacteria in the thick tropical jungles of Calcutta's lower latitudes and which spread through a host of vectors, including human contact and airborne infection, came to be known as chungalomeningitis, after the first township in which it was diagnosed. Hundreds of farmers and townsfolk across Calcutta died from the disease, whose initial symptoms included fever and palsy, before doctors could isolate the cause. By that point, the plague had spread to the other major settlements and even offworld. A treatment was eventually found, but only after more than a thousand colonists had perished and another thousand had been crippled by severe brain damage.

In the days of the Star League, the Draconis Combine founded a medical research facility on the remote island continent of Cobayne, in the city of Saint Greame. The Piedmont Institute for Disease

Control's primary mandate was to study the dormant but still dangerous chungalo-meningitis virus and to discover a more permanent cure for the disease, which continued to claim dozens of lives every year. Unfortunately, the Amaris coup intervened. In an effort to harness chungalo-meningitis as a biological weapon, Amaris' troops stormed the PIDC and seized several containers of stored virus cultures, which the tattered DCMS troops onplanet attempted to recapture. In the battle that followed, the Usurper's desperate forces released a mutated strain of the virus.

Unfortunately for both sides, the altered strain was even more virulent than the original, with a cycle that ran three times as fast. Out of control within days of its release, the plague affected nearly every inhabitant on Cobayne and forced the DCMS troops there to call in a nuclear strike on themselves. The entire continent is still a quarantine zone, forbidden even for inbound vessels to fly over. The blackened husk of Saint Greame and the PIDC are still visible, however, on orbital scans of the surface. Centuries later, a cure for the disease continues to elude the grasp of the PIDC's successors, however, preventative treatments have kept new cases of chungalomeningitis galaxywide to a mere handful each year.

The planetary capital of Curtiss Valley, is located on Victoria.

PIEDMONT III

Common Name:	Ledges
Mean Orbital Radius:	4.6262 AU
Mean Orbital Velocity:	20.0818 km/sec
Orbital Inclination:	8.97 degrees
Orbital Eccentricity:	0.01
Perihelion:	4.57994 AU
Aphelion:	4.67246 AU
Period:	6.8664 Standard Years
Mass:	1.1947e25 kg (1.9992 Earth)
Radius:	7939 km (1.2447 Earth)
Density:	5.70 g/cm ³ (1.0383 Earth Standard)
Gravity:	1.2924 G's
Rotational Period:	20.29 Hours
Axial Tilt:	47.17 degrees
Atmosphere:	Thick (6.4424 Earth Standard)

Composition:	Methane Nitrogen
Hydrosphere:	Methane
Mean Temperature:	183K
Moons:	2

PIEDMONT IV

Common Name:	Belmont
Mean Orbital Radius:	9.4382 AU
Mean Orbital Velocity:	14.0595 km/sec
Orbital Inclination:	9.90 degrees
Orbital Eccentricity:	0.02
Perihelion:	9.24944 AU
Aphelion:	9.62696 AU
Period:	20.0089 Standard Years
Mass:	1.0090e27 kg (168.8499 Earth)
Radius:	60834 km (9.5381 Earth)
Density:	1.07 g/cm ³ (0.1949 Earth Standard)
Gravity:	1.8590 G's
Rotational Period:	28.54 Hours
Axial Tilt:	9.65 degrees
Atmosphere:	Ultra Thick (Gas Giant)
Composition:	Hydrogen Helium Nitrogen Carbon Dioxide Water Vapor Ammonia
Hydrosphere:	None
Mean Temperature:	128K at cloud tops
Moons:	14
Rings:	Inner: 61,924 km radius Outer: 99,377 km radius

PIEDMONT V

Common Name:	Holloway
Mean Orbital Radius:	16.2953 AU
Mean Orbital Velocity:	10.7000 km/sec
Orbital Inclination:	8.29 degrees
Orbital Eccentricity:	0.04
Perihelion:	15.64349 AU
Aphelion:	16.94711 AU
Period:	45.3925 Standard Years
Mass:	1.3675e27 kg (228.8333 Earth)
Radius:	66907 km (10.4903 Earth)
Density:	1.09 g/cm ³ (0.1985 Earth Standard)
Gravity:	2.0828 G's
Rotational Period:	27.74 Hours
Axial Tilt:	11.07 degrees
Atmosphere:	Ultra Thick (Gas Giant)
Composition:	Hydrogen Helium

Hydrosphere:	None
Mean Temperature:	99K at cloud tops
Moons:	18
Rings:	Inner: 69,698 km radius Outer: 84,936 km radius

PIEDMONT VI

Common Name:	Loghaven
Mean Orbital Radius:	27.7483 AU
Mean Orbital Velocity:	8.1997 km/sec
Orbital Inclination:	13.03 degrees
Orbital Eccentricity:	0.04
Perihelion:	26.63837 AU
Aphelion:	28.85823 AU
Period:	100.8660 Standard Years
Mass:	4.9061e23 kg (0.0821 Earth)
Radius:	3072 km (0.4817 Earth)
Density:	4.04 g/cm ³ (0.7359 Earth Standard)
Gravity:	0.3544 G's
Rotational Period:	31.03 Hours
Axial Tilt:	37.01 degrees
Atmosphere:	Vacuum
Composition:	None
Hydrosphere:	None
Mean Temperature:	76K
Moons:	2

PIEDMONT VII

Common Name:	Kennon
Mean Orbital Radius:	33.7296 AU
Mean Orbital Velocity:	7.4372 km/sec
Orbital Inclination:	5.50 degrees
Orbital Eccentricity:	0.01
Perihelion:	33.39230 AU
Aphelion:	34.06690 AU
Period:	135.1783 Standard Years
Mass:	1.1523e24 kg (0.1928 Earth)
Radius:	3960 km (0.6209 Earth)
Density:	4.43 g/cm ³ (0.8069 Earth Standard)
Gravity:	0.5010 G's
Rotational Period:	41.69 Hours
Axial Tilt:	35.36 degrees
Atmosphere:	Vacuum
Composition:	None
Hydrosphere:	None
Mean Temperature:	68K
Moons:	1

ORMSTOWN

STELLAR DATA

Astronomical Code: HIP 501465
Star: Ormstown
Stellar Type: F5IV (Yellow-White Sub Giant)
Mass: 2.00 Solar Masses (3.9780e30 kg)
Radius: 2.60 Solar Radii (1,809,600 km)
Luminosity: 10.5 Solar Luminosity (4.084e34 ergs/sec)
Lifespan: 1.9048 Billion Years
Current Age: 0.5052 Billion Years
Current Status: Stable

Orbital Eccentricity: 0.03
Perihelion: 1.58168 AU
Aphelion: 1.67952 AU
Period: 1.4723 Standard Years
Mass: 1.1843e24 kg (0.1982 Earth)
Radius: 3716 km (0.5826 Earth)
Density: 5.51 g/cm³ (1.0036 Earth Standard)
Gravity: 0.5848 G's
Rotational Period: 30.07 Hours
Axial Tilt: 14.96 degrees
Atmosphere: Thin (0.2423 Earth Standard)

Gravity: 0.9493 G's
Rotational Period: 33.74 Hours
Axial Tilt: 22.98 degrees
Atmosphere: Standard (0.8442 Earth Standard)
Composition: Nitrogen
 Oxygen
 Methane
 Carbon Dioxide
 Argon
Hydrosphere: Water
Mean Temperature: 285K

PLANETARY SYSTEM DATA

Planets: 2
Rocky Worlds: 2
Gas Giants: 0
Major Asteroids*: 16
Minor Asteroids*: 149
Asteroid Belts: 1

Composition: Carbon Dioxide
 Nitrogen
 Sulfur Dioxide
Hydrosphere: None
Mean Temperature: 327K
Moons: 2

PLANETOGRAPHY

Total Surface Area: 485,079,109.08 km²
Land Surface Area: 145,523,732.72 km²
% coverage of Hydrosphere: 70%
Satellites: Huntington (27 km radius) 1.7433 Day Period
 Stanislas de Kostka (1316 km radius) 24.7720 Day Period
 Timothee (564 km radius) 63.2303 Day Period

*Major Asteroids are defined by Comstar as asteroids above 500km in radius. Minor Asteroids are above 50km in radius. Most systems have countless asteroids smaller than this, and thus are not listed here.

ORMSTOWN II

Common Name: Ormstown
Mean Orbital Radius: 3.5370 AU
Mean Orbital Velocity: 22.4131 km/sec
Orbital Inclination: 0.00 degrees
Orbital Eccentricity: 0.01
Perihelion: 3.50163 AU
Aphelion: 3.57237 AU
Period: 4.7037 Standard Years
Mass: 5.3746e24 kg (0.8994 Earth)
Radius: 6213 km (0.9741 Earth)
Density: 5.35 g/cm³ (0.9745 Earth Standard)

ORMSTOWN I

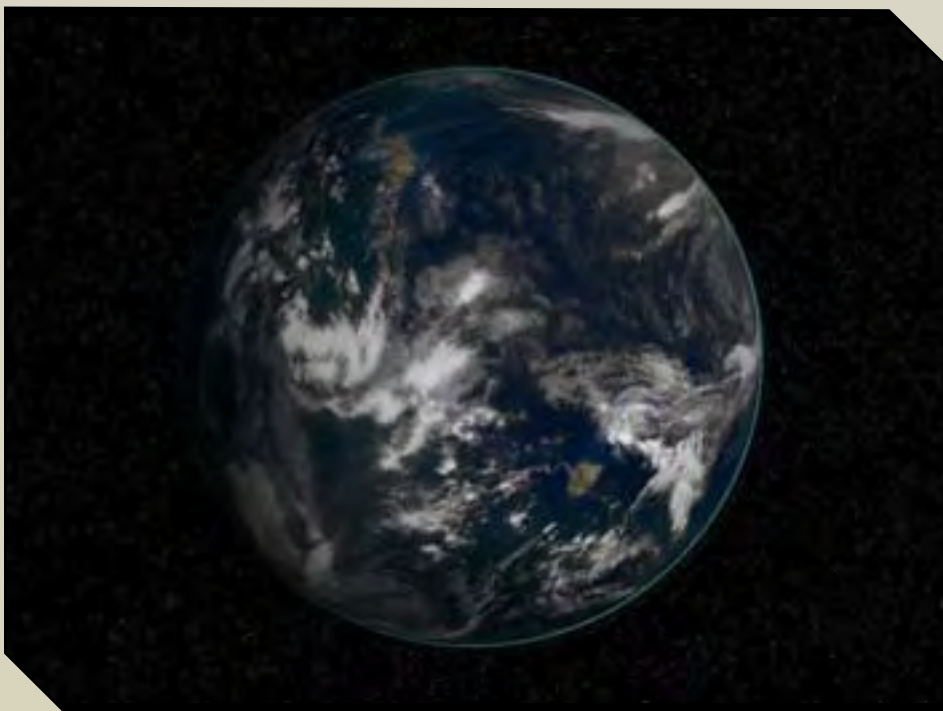
Common Name: Melocheville
Mean Orbital Radius: 1.6306 AU
Mean Orbital Velocity: 33.0100 km/sec
Orbital Inclination: 16.38 degrees

ECONOMY

Natural Resources: Iron
 Gemstones
 Zinc
Processed/Manufactured Goods: Sheet metal
 Jewelry
 Food products

POPULATION

Population: 712,964,839 (As of 3067)
Population density (km²): 4.8993 (Over all land surface)
Urbanization: 10.8442%
Ethnic Groups: European (55%)
 African (30%)
 Indian (5%)
 Other (10%)
Religion: Judeo-Christian (65%)
 Buddhist (30%)
 Other (5%)
Labor Force: Agriculture (20%)
 Education (10%)
 Industry (20%)
 Service (25%)
 Other (25%)
Planetary Militia: 2 Companies of 'Mechs
 2 Companies of Armor
 2 Lances of Conventional Fighters
 2 Battalions of Infantry





NOTES

Ormstown is a world whose primary language is French rather than the usual German of the rest of the Alliance. It was originally settled by French Canadians and they brought much of their culture and beliefs with them. Thus the Catholic belief is

a high proportion of the Judeo-Christian religions here.

Ormstown is also known for its diamonds and emeralds which are made into jewelry on world and shipped off for the greater market of the Alliance.

Much of the land mass of Ormstown is covered by thick forests seeded during the Star League terraforming efforts. These forests are used for much of the construction material on this world and Ormstown's long year provides an excellent growing season for these plants.

QUENTIN

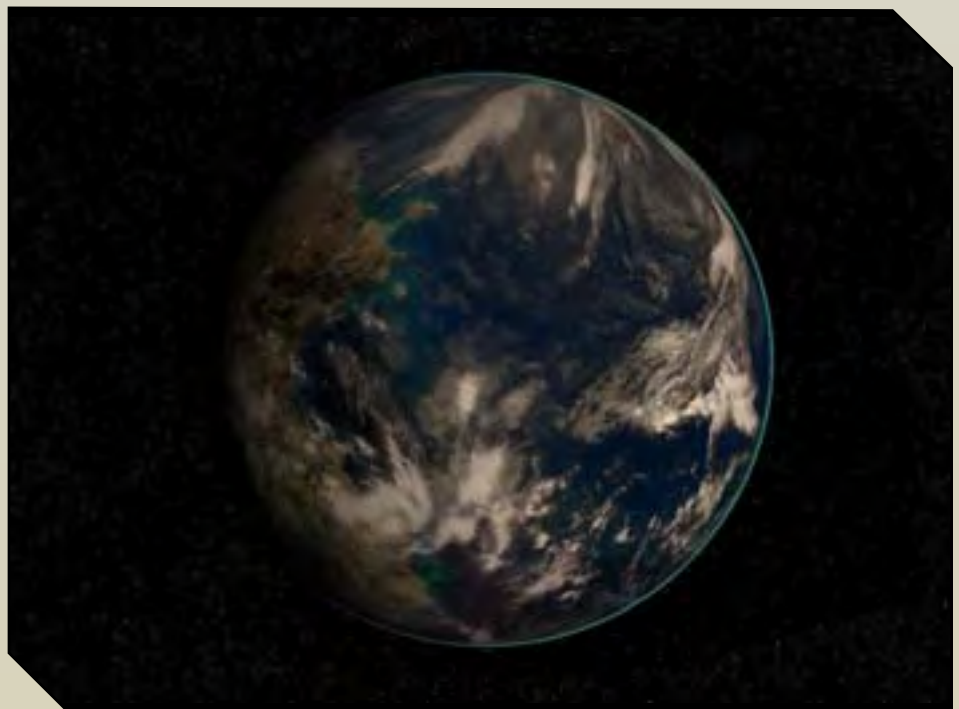
STELLAR DATA

Astronomical Code: HIP 501577
 Star: Quentin
 Stellar Type: K9IV (Orange Sub-Giant)
 Mass: 2.00 Solar Masses (3.978e30 kg)
 Radius: 1.20 Solar Radii (835,200 km)
 Luminosity: 0.112 Solar Luminosity
 (4.36e32 ergs/sec)
 Lifespan: 178.5714 Billion Years
 Current Age: 7.2285 Billion Years
 Current Status: Stable

PLANETARY SYSTEM DATA

Planets: 7
 Rocky Worlds: 7
 Gas Giants: 0
 Major Asteroids*: 13
 Minor Asteroids*: 571
 Asteroid Belts: 1

*Major Asteroids are defined by Comstar as asteroids above 500km in radius. Minor Asteroids are above 50km in radius. Most systems have countless asteroids smaller than this, and thus are not listed here.



QUENTIN I

Common Name: Rocherty
Mean Orbital Radius: 0.0155 AU
Mean Orbital Velocity: 338.5743 km/sec
Orbital Inclination: 4.28 degrees
Orbital Eccentricity: 0.04
Perihelion: 0.01488 AU
Aphelion: 0.01612 AU
Period: 11.9533 Standard Hours
Mass: 2.0907e23 kg (0.0350 Earth)
Radius: 2033 km (0.3188 Earth)
Density: 5.94 g/cm³
 (1.0820 Earth Standard)
Gravity: 0.3449 G's
Rotational Period: 37.86 Hours
Axial Tilt: 43.14 degrees
Atmosphere: Vacuum
Composition: None
Hydrosphere: Molten Silicates
Mean Temperature: 1370K
Moons: 0

QUENTIN II

Common Name: Zinns Mill
Mean Orbital Radius: 0.0871 AU
Mean Orbital Velocity: 142.8272 km/sec
Orbital Inclination: 2.51 degrees
Orbital Eccentricity: 0.01
Perihelion: 0.08623 AU
Aphelion: 0.08797 AU
Period: 6.6345 Standard Days
Mass: 5.9071e23 kg (0.0988 Earth)
Radius: 2919 km (0.4577 Earth)
Density: 5.67 g/cm³
 (1.0328 Earth Standard)
Gravity: 0.4727 G's
Rotational Period: 34.48 Hours
Axial Tilt: 40.93 degrees
Atmosphere: Vacuum
Composition: None
Hydrosphere: None
Mean Temperature: 592K
Moons: 0

QUENTIN III

Common Name: Burd
Mean Orbital Radius: 0.2006 AU
Mean Orbital Velocity: 94.1140 km/sec
Orbital Inclination: 7.28 degrees
Orbital Eccentricity: 0.05
Perihelion: 0.19057 AU
Aphelion: 0.21063 AU
Period: 23.1886 Standard Days
Mass: 2.0425e23 kg (0.0342 Earth)
Radius: 2015 km (0.3159 Earth)
Density: 5.96 g/cm³
 (1.0856 Earth Standard)
Gravity: 0.3430 G's
Rotational Period: 41.02 Hours
Axial Tilt: 30.02 degrees
Atmosphere: Vacuum

Composition: None
Hydrosphere: None
Mean Temperature: 398K
Moons: 0

QUENTIN IV

Common Name: Cornwall
Mean Orbital Radius: 0.3923 AU
Mean Orbital Velocity: 67.2993 km/sec
Orbital Inclination: 5.87 degrees
Orbital Eccentricity: 0.03
Perihelion: 0.38053 AU
Aphelion: 0.40407 AU
Period: 63.4169 Standard Days
Mass: 5.0132e23 kg (0.0839 Earth)
Radius: 2735 km (0.4288 Earth)
Density: 5.85 g/cm³
 (1.0656 Earth Standard)
Gravity: 0.4569 G's
Rotational Period: 17.11 Hours
Axial Tilt: 24.94 degrees
Atmosphere: Vacuum
Composition: None
Hydrosphere: None
Mean Temperature: 275K
Moons: 1

QUENTIN V

Common Name: Gretna
Mean Orbital Radius: 0.6785 AU
Mean Orbital Velocity: 51.1735 km/sec
Orbital Inclination: 5.74 degrees
Orbital Eccentricity: 0.09
Perihelion: 0.61744 AU
Aphelion: 0.73957 AU
Period: 144.2456 Standard Days
Mass: 3.1783e23 kg (0.0532 Earth)
Radius: 2570 km (0.4029 Earth)
Density: 4.47 g/cm³
 (0.8142 Earth Standard)
Gravity: 0.3281 G's
Rotational Period: 13.23 Hours
Axial Tilt: 18.26 degrees
Atmosphere: Vacuum
Composition: None
Hydrosphere: None
Mean Temperature: 202K
Moons: 0

QUENTIN VI

Common Name: Fontana
Mean Orbital Radius: 0.8310 AU
Mean Orbital Velocity: 46.2402 km/sec
Orbital Inclination: 8.29 degrees
Orbital Eccentricity: 0.04
Perihelion: 0.79776 AU
Aphelion: 0.86424 AU
Period: 195.5147 Standard Days
Mass: 4.8200e23 kg (0.0807 Earth)
Radius: 2781 km (0.4360 Earth)

Density: 5.35 g/cm³
 (0.9745 Earth Standard)
Gravity: 0.4249 G's
Rotational Period: 21.58 Hours
Axial Tilt: 34.57 degrees
Atmosphere: Vacuum
Composition: None
Hydrosphere: None
Mean Temperature: 194K
Moons: 2

QUENTIN VII

Common Name: Quentín
Mean Orbital Radius: 1.0868 AU
Mean Orbital Velocity: 40.4338 km/sec
Orbital Inclination: 0.00 degrees
Orbital Eccentricity: 0.01
Perihelion: 1.07593 AU
Aphelion: 1.09767 AU
Period: 292.4168 Standard Days
Mass: 2.5739e24 kg (0.4307 Earth)
Radius: 4867 km (0.7631 Earth)
Density: 5.33 g/cm³
 (0.9709 Earth Standard)
Gravity: 0.7409 G's
Rotational Period: 43.45 Hours
Axial Tilt: 16.82 degrees
Atmosphere: Standard
 (0.8559 Earth Standard)
Composition: Tainted
 Nitrogen
 Oxygen
 Argon
 Carbon Dioxide
 Methane
 Biological Material
Hydrosphere: Water
Mean Temperature: 277K

PLANETOGRAPHY

Total Surface Area: 297,668,278.97 km²
Land Surface Area: 139,904,091.12 km²
% coverage of Hydrosphere: 53%
Satellites: None

ECONOMY

Natural Resources: Radioactives
 Rare Earth Elements
 Timber
Processed/
Manufactured Goods: Refined Metals
 Products of Independence Weaponry

POPULATION

Population: 1,844,513,275 (As of 3067)
Population density
 (km²): 13.1841 (Over all land surface)
Urbanization: 100.0000%
Ethnic Groups: Asian (45%)
 European (45%)
 African (5%)
 Other (5%)



- Religion:** Buddhist (35%)
Judeo-Christian (35%)
Islam (15%)
Other (15%)
- Labor Force:** Agriculture (15%)
Education (20%)
Industry (35%)
Service (20%)
Other (10%)
- Planetary Militia:** 4 Battalions of 'Mechs
1 Battalion of Armor
3 Lances of Conventional Fighters
2 Battalions of Infantry

NOTES

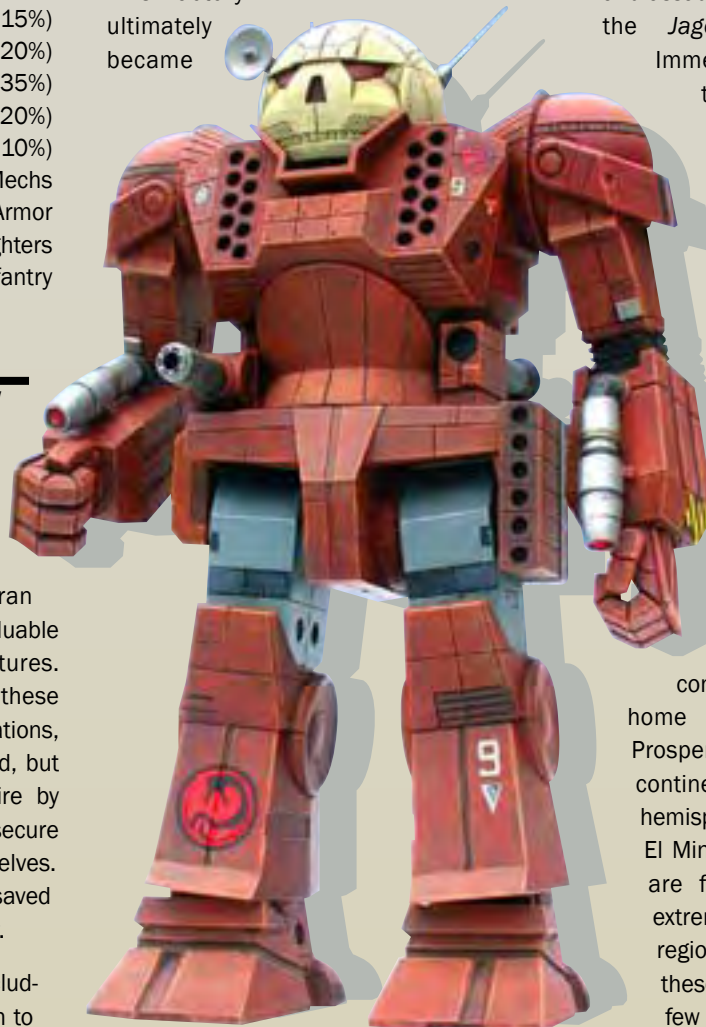
A world of abundant raw materials, from basic industrial metals to rarer radioactive elements and even naturally-formed crystalline minerals useful in various optical products, the first settlers to Quentin were actually employees of Terran corporations hoping to exploit such valuable resources for their ambitious ventures. During the Age of War, many of these industries turned to military applications, and the planet's economy truly thrived, but with such prosperity came the desire by various neighboring governments to secure Quentin and its industries for themselves. Only the rise of the Star League saved Quentin from the worst ravages of war.

The League's dominion, which included Quentin, brought even more wealth to

the world when they established a major BattleMech manufacturing plant in the densely industrialized Steel Valley region. This factory ultimately became

the centerpiece for Independence Weaponry in the centuries after the League's collapse, and, in its heyday, produced scores of heavy and assault BattleMech designs — including the *JagerMech*, *Victor*, and *Atlas*. Immediately after the collapse of the League, however, forces from the Draconis Combine, Capellan Confederation, and the Federated Suns fought bitterly for control of this important world.

The planet still retains the scars of that fighting in the form of its caustic atmosphere — the result of a massive biological-weapon attack, launched against the world by retreating would-be conquerors in the First Succession War. The majority of the planet's population today resides in and around Steel Valley, on the equatorial continent of Morandi, which is also home to the planetary capital of Prosperity Point. The other planetary continents, El Largo in the northern hemisphere, Gladius in the south, and El Minoro in the southern polar region, are far less populous, due to the extreme cold temperatures in those regions, and the gradual decline of these outlying areas during the last few centuries of war.



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KICK THE CAN

Part 2: Doctrine and tactics for unarmored infantry

By Jason Weiser

In our last installment, we discussed the historical development of anti-'Mech tactics for infantry and how they developed (or didn't). In this installment, we look at doctrines, as they exist now, and specific weapons used by each realm in the given role, we even look at Clan developments, or lack thereof.

Some general notes on anti-'Mech tactics in general do bear out. Infantry seeks to engage 'Mech targets at as close a range as possible for the limited weaponry it can carry or maneuver into position. Infantry also seek to hit such targets with multiple weapons and/or from the sides and flanks, as 'Mech visibility is not the best, even with multi-spectral sensors, which can be spoofed easily by the modern infantryman, using a 'Mech's poor all-around visibility against it.

Lyran Alliance

The Lyran Alliance has always had well-trained troops but sadly, a reputation for incompetence in it's officer corps. Happily, this has not manifested itself in Lyran anti-'Mech tactics and doctrine. Lyran military theory has always been one of trial and error and lively debate, more so with the Davion influences from the Federated Commonwealth. This has benefited the LAAF infantryman immensely, and with two recent Archons who understood the plight of the average infantryman, infantry doctrine in general for the Lyrans has been realistic and sensible.

The principle anti-'Mech weapon for Lyran infantry has been SRM launchers issued liberally to the infantry companies. (They are even issued to non-infantry units such as Techs and QM units). Also, with the massive Lyran industrial complex, many Lyran infantry companies have trained scout-sniper teams, who besides the usual role of tactical reconnaissance, killing enemy officers and specialists, still train for the "plinking" role in an anti-'Mech ambush.

General Lyran anti-'Mech tactics are for all units (including rear-area units) to prepare for anti-'Mech defense by covering likely approaches with all available weapons and to tie "Mech-proof" terrain into the defensive plan. Terrain is rated as "Mech-proof", "Mech-risk" and "Mech-feasible". Surprisingly, Lyran doctrine says little about the new technology of portable-LRM launchers, their use being seen as something that will often give infantry anti-'Mech ambushes away with little or no gain. Extensive minefields are also seen as counterproductive, and time consuming to emplace properly. Therefore, smaller, point minefields are used to "channelize" enemy 'Mechs into ambushes and PAKfronts.

Field guns, where available, are used en masse in an ancient tactic known as a "PAK front". All guns available are massed to cover likely 'Mech approaches at short range. The 'Mechs are then shorn through various means of their supporting infantry and the 'Mechs allowed to blunder into the PAKfront, which then opens fire simultaneously, often at ranges under 100 meters.

Lyran doctrine does address close assault by infantry assets, but it is seen as a last resort, and something that is done more to "blind and halt" rather than to kill 'Mechs. Such units are often formed only when there are no field guns or other support available, or in urban environments where the ranges can get close enough. Support weapons would work on separating supporting infantry from a target 'Mech as well as laying down smoke to cover the assault teams. Scout-Sniper teams will concentrate on sensor blisters and exposed equipment to help blind the 'Mech. The close assault teams, usually 3 men each, with two teams taking on a 'Mech at once, would usually attack from the sides or rear, and seek to go after the legs as a priority, to halt the 'Mech. If a 'Mech is successfully brought down, the cockpit is usually breached with a shaped charge, followed up by a hand grenade, and then left for the salvage crews to deal with.

Draconis Combine

The DCMS doctrine on infantry versus 'Mechs is still steeped in the ancient code of

Bushido. Even with the reforms brought about by Theodore, infantry is still looked down upon in the Combine, and often the tools they are given to deal with enemy 'Mechs would be considered downright criminal in other realms. Field Guns for Combine infantry are rare, and often not very reliable, as a new design hasn't been produced by the Combine in decades. Thus the ammunition for such weapons, let alone the weapon itself is often old, suffering from poor maintenance with ammunition that is often unpredictable as to it's effect on the enemy, let alone the user.

Sadly for the average Kurita infantryman, the most common anti-'Mech weapon is the Type 55 anti-'Mech magnetic mine. A common credo in Kuritan infantry field manuals is 'five lives for a 'Mech'. Kuritan doctrine has an emphasis on close assault against 'Mechs, with the Kuritans emphasizing the idea of luring enemy 'Mechs into favorable terrain where the tank hunter teams can go to work. Ideal terrain is considered to be that which slows the 'Mech down, especially faster light 'Mechs.

'Mech-hunter teams consist of six to eight men under a junior NCO, These men would work in pairs, with one man carrying smoke grenades and Type 55s and the other with fragmentation grenades and "Takashi Cocktails" (known to the rest of the Inner Sphere by their traditional name of "Molotov Cocktails") or hand-held inferno grenades. Another approach was for an infantry platoon to break up into a diversionary team meant to attract the target 'Mechs attention, a leg team meant to go after the leg actuators, a cockpit team meant to breach the cockpit and kill/capture the 'Mechwarrior and a covering team meant to lay down cover fire for the other three teams.

Kuritan infantrymen have been taught that they must kill the enemy 'Mechwarrior to kill the 'Mech, and will go to any lengths to do so. One notorious example is during the fighting on Buckminster, Steiner 'Mechs reported encountering "dragon droppers" or fanatical Kuritans armed with nothing more than swords, bayonets, and hand grenades. Captured "droppers" told LCAF interrogators that they were attempting to breach the cockpit somehow and kill the 'Mechwarrior.

Federated Suns

The AFFS has had a bit of schizophrenia with regards to its infantry arm in recent memory. While the RCT concept and solid AFFS training regimen have produced an all-around good infantry arm, it has been always overshadowed by 'Mechs and the "culture of Camelot" that has pervaded the Federated Suns in general. Weapons are of the highest order for infantry units. However, the doctrine is sometimes a bit of an "all or nothing" nature. Field Guns and mines are used in massive quantities and with artillery available to most RCTs, the firepower available to infantry for anti-'Mech defenses is staggering. Unlike Lyran practice, the Davions have embraced the new LRM man-portable launcher, seeing it as a means to preserve infantry assets in contact with 'Mechs.

Davion anti-'Mech defenses are based on the layer principle, where a defense in depth is set up on a given "terrain box", usually tied into 'Mech-adverse terrain. The defenses are in depth, and consist of all arms, with each anti-tank weapon, whether it is a field gun, or a 3-man assault team having at least two alternate positions. Mines are used extensively to both tie in positions or to "channelize" 'Mechs into a kill zone. Davion minefields can often be extensive and intricate, rivaling Liao fields. Like Lyran practice, close assaults are frowned upon, and all anti-'Mech weapons are concentrated

either in an outpost line, or the main line of resistance, with nothing held in reserve. The idea is that the infantry unit will hold the enemy 'Mech unit in place while friendly 'Mech or armor units maneuver to deal with the enemy 'Mech unit. In all cases, sustained contact with an enemy 'Mech unit by Davion infantry is not seen as a likely, or even desirable idea.

Capellan Confederation

The Capellan Confederation has the distinction of having the oldest and most mature infantry anti-'Mech doctrine in the Inner Sphere. Tactics have changed little since Commander Yao wrote his treatise. As 'Mechs are at a premium, Capellan infantry commanders, unlike their other Inner Sphere counterparts are expected to be able to take on and defeat a 'Mech unit one size lower than their own. For example, a Capellan infantry battalion is expected to be able to potentially defeat an enemy 'Mech company. Such doctrine may sound ludicrous on its face, but the Capellans have managed it many times, even with troops of marginal quality.

Capellan anti-'Mech weapons include the usual mix of SRM launchers (usually restricted to specialists) and V-LAWs (lavishly given out, sometimes as many as three or four per soldier). The CCAF does use the man-portable LRM launcher, but due to it's cost, it is held for certain elite units, such as the Death Commandos and the Warrior Houses. Other weapons include a staggering array of anti-'Mech grenades as well as the ubiquitous Molotov Cocktail and/or various improvised pentaglycerine charge kits (the latter found mostly in the Home Guard), and large caliber anti-material rifles, and a bewildering array of field guns. Mines are used religiously, and almost are a trademark of the Capellan anti-'Mech ambush.

Capellan anti-'Mech defenses emphasize depth and improvisation. A Capellan "anti-'Mech belt" can be as much as 4km deep with close coordination between all arms. Even Snipers and

Thumpers, when available, are used in the direct fire role against 'Mechs. Lighter field guns are positioned well forward, with larger guns further back in the belt covering key lines of approach. Infantry armed with SRMs and V-LAWs cover the guns. Artillery is pre-sighted and often Arrow IV rounds will deliver FASCAM fields behind the enemy 'Mechs to prevent their escape. Other guns and infantry units are held in reserve to stop those enemy 'Mechs that get past the "fire sack".

Depending upon the regiment involved, close assaulting enemy 'Mechs is either a point of honor, or a punishment detail.

Capellan infantrymen are taught to be creative in taking down enemy 'Mechs. CCAF infantry have literally tried everything in the proverbial book to kill enemy 'Mechs. Recorded examples include everything from packing peanuts being stuffed into heat sinks (Chesterton, 3012), to high tension wire trip falls and pit falls hollowed out under city streets (Shensi, 3028), to collapsing buildings on top of advancing enemy 'Mechs (Truth, 3024). Only the Taurian Defense Force can be said to be more prolific in it's "creativity" in ways to kill enemy 'Mechs.

The Free Worlds League

Many of the principalities often either borrows from older Star League doctrine on the subject (a sparse doctrine that does little more than speak in generalities) or Steiner doctrine (common in principalities that either border the Alliance or can afford to equip their own infantry units as lavishly) or some bastardized version of either. Liberation Units are expected to simply make do, and are equipped so badly in some cases, that any kind of anti-'Mech defense is near impossible.

Marik weapons for the task often borrow from older Star League designs, but with the new man-portable Light Gauss Rifles arriving among Marik infantry units, there has begun a lively debate on how to put them to use against 'Mechs, especially since their range rivals the man-portable LRM launchers. Some argue for replacing the LRM launchers with the LGRs and some argue for specialist LGR platoons. The debate shows no sign of ending and the LCCC has re-written the new draft field manual on the subject a record ten times.



Comstar/Word of Blake

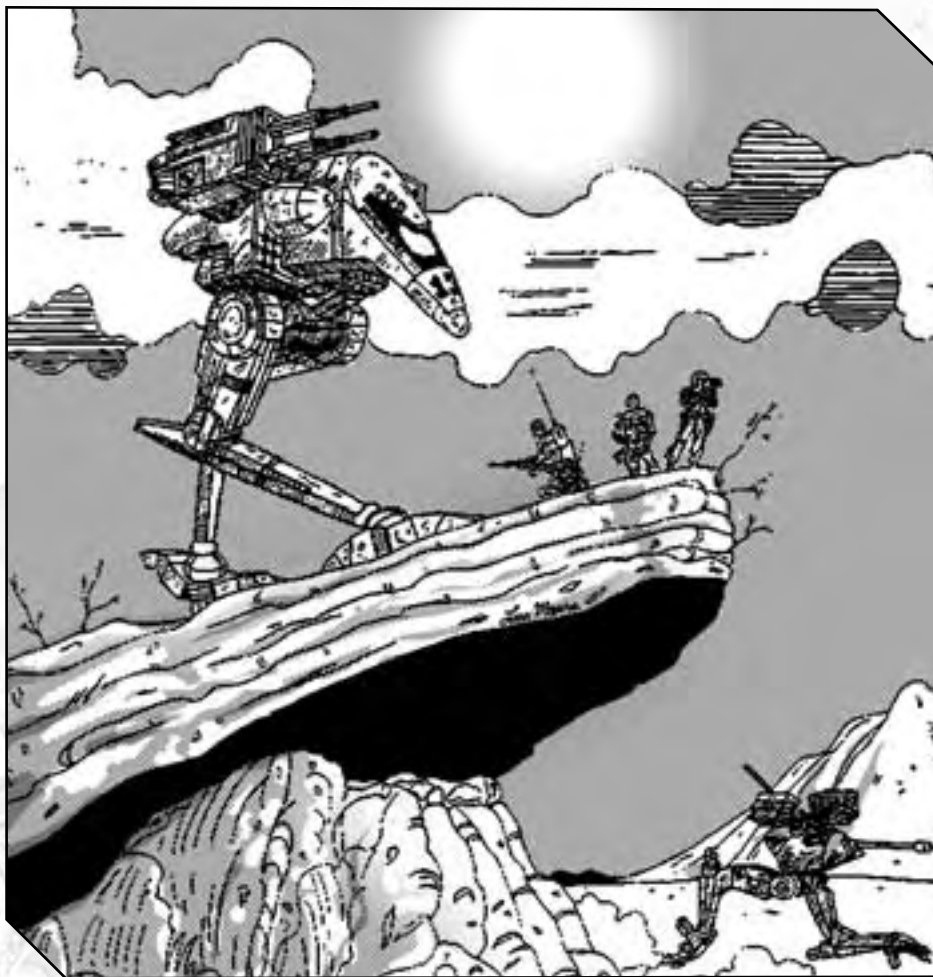
Comstar and the Word of Blake both derive their doctrine from the SLDF, and though the SLDF left the Inner Sphere, as a whole, a wealth of doctrinal thought and has been a touchstone for every military force in known space, the fact is, they didn't have much to say about infantry and 'Mechs. Why? To suggest that the "honorable" SLDF would stoop to such tactics was, well, anathema to the SLDF's sense of "fair play". However, the Great Houses were taking notes copiously, and later on, many SLDF units would apply the lessons taught by the Taurians against Aramis. In the SLDF's view, infantry simply didn't fight 'Mechs, they fell back, marked the 'Mechs as targets with their Mauser 960s and let other arms of the division handle it.

While Focht's origins will never be known with certainty, it is interesting that he adopted the Lyran infantry doctrine for ComGuard Infantry, with some refinement, of course, and taught ComGuard infantry leaders to use "less dogma and more grey matter". By the time Tukayyid rolled around, ComGuard infantry was well versed in the Lyran infantry anti-'Mech doctrines, and used them to good effect, and even came up with some of their own ideas ("Toad Culling", as mentioned in the last article, for example).

When the split with Word of Blake occurred, the Blakists took much of the ComGuard doctrine with them, and in exercises with the FWLM, refined it, surprising their former brethren in 3058 when they came to "reclaim" Terra.

Periphery Powers

Most Periphery powers can be said to have a "catch as catch can" approach to military doctrine as a whole, let alone infantry doctrine in particular. As for most infantry units in the Periphery, it is safe to say that most of them are not much better than poorly armed and trained rabble who are left most often with older equipment cast off from the Great Houses or worse, crude field-expedient methods that most of the time, only work because their most common opponents, pirate bands often are more tactically inept than they are. On one occasion, a militia unit on a small periphery band immobilized a Pirate *Shadow Hawk* with crowbars wedged into the leg actuators. The 'Mech fell, crushing a dozen militiamen, and causing millions of C-Bills in property damage but it does show the risks inherent in infantry action against Battlemechs at close range.



Taurian infantry train around 'Mechs from the second week of their basic training and are taught to use *any* weapon to achieve a mobility kill on a 'Mech. The Taurian thought is that if one downs a 'Mech, it is then easy to gain access to the cockpit and kill the 'Mechwarrior inside.

Since the Concordiat never signed the Ares Conventions, nothing is "out of bounds" for the Taurians, and much like the Capellans, the TDF has a variety of means they are willing to try, including on one occasion setting a city on fire during the Reunification War in the face of SLDF forces and then leaving stay-behind Close Attack teams in SLDF uniforms to close with and kill SLDF 'Mechs and vehicles among the flaming ruins. Buildings have been filled with pentaglycerine and used to decoy greedy pirate 'Mechs, then blown in their face. On another occasion during the Reunification War, an ambush of SLDF infantry was meant to attract SLDF 'Mechs and vehicles to come to their rescue, the routes were ringed with Close Attack teams and minefields. A dozen 'Mechs and vehicles were lost before they relived the SLDF infantry company.

The Clans

The Clans, being steeped in a very ritualistic warrior culture that as a matter of course limits their doctrine to what is ritualistically acceptable to the warrior class. Though contact with the Inner Sphere has limited this somewhat, unarmored infantry is little more than a dumping ground for older warriors who have far outlived their usefulness. Poorly equipped and taught little more than how to die well enough to make way for a younger generation, Clan unarmored infantry often kills or immobilizes enemy 'Mechs more out of luck or a fanatical willingness to trade their lives for a downed enemy 'Mech.

One notable exception is Clan Steel Viper. Though their infantry is often little more than an elite guard force, it has been taught a doctrine that is a combination of SLDF doctrine, repackaged for Clan sensibilities. A given star's commanders will bid amongst their points for the honor of downing a given enemy 'Mech.

How to Make a

'Mech Recovery Vehicle

By Anthony "shadhawk" Hardenburgh

The items you see in the picture below are what you need for this conversion. I know a lot of you may think that this is very difficult to do, do not worry it's not as bad as it looks. First things first you will need a CAV Whisper Missile System (Reaper O7024) and some brass tube, you can use aluminum tube if you like. The tools you see will help but you can use others. The tube cutter will cut the brass tube and not mar it and cuts tube faster than any type of saw. The file is to clean up any mold lines and to remove the burr from the tube after you cut it. The hobby knife and nail clipper are also for clean up of the mini and cutting the heavy thread you will use for the winch cable. Last off is the pin vise this is for drilling the holes for the power ram of the recovery deck.



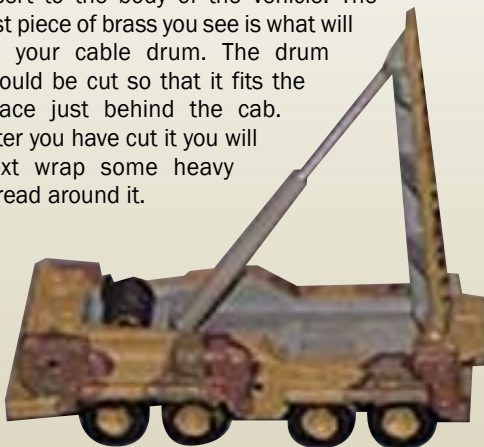
With all of this done you now have all the parts you need to finish your recovery vehicle. Like not as hard as it sounds. Now it will be a little bit harder as you will have to drill 2 holes at an angle. You will need to drill one into the body of the vehicle and one into the deck. The both will need to be at the same angle. This I will leave up to you as you will pick how far up the deck will be. For this part I will recommend you drill the holes 2 times, one with a small bit to get the angle and to start it off and the other the size of the tube you use so that the smaller tube will fix in this hole. Keep in mind that the drill bit will make the hole a little larger than it is, this is a good thing just do not use to large of a bit. As you can see from this next picture the holes need to be centered on the center line of the vehicle and the deck.



To start you will have to clean up the mini of any extra metal just like any mini that you build. After you have cleaned up the mini you will have to cut the blast panel off the back end of the missile deck (now your recovery deck). You can see in the picture the deck before and after cutting off the blast deflector. Next you will need to cut the brass tube for the power ram. You will need two different sizes of tube, one smaller in diameter the other so that the smaller one will fit into the larger one. You can cut them to the length you like. The smaller tube will run the full length you want and the larger one should be about 2/3's the size of the smaller one. When you put the two together you will want the smaller tube to stick about 1/16 to 1/8 of an inch past the large diameter tube. The over hang will be the part that you will insert to the body of the vehicle. The last piece of brass you see is what will be your cable drum. The drum should be cut so that it fits the space just behind the cab. After you have cut it you will next wrap some heavy thread around it.

Now that the hard part is done all you need to do now is prime and paint the mini and your recovery deck ram. When you paint the mini do not be afraid to dry brush it with a metal color to show that it has been put to work. You can also give it a heavy black wash to show the dirt and grease that get all over with this type of vehicle. You can also add different color "spills" because of all the different fluids that a Battlemech uses.

One last thing you do not need to glue any of this mini as the deck fits nice into the notches at the rear and the ram will fit nice into the holes you drilled. This is a nice side effect as you now have one mini for both in "action" and in drive mode.



BANSHEE HUNT

Fort Loudon Prime

Fort Loudon

Tamar March, Lyrans Alliance

31 December 3063

Captain Susan "Siouxie" Nansouty lay flush with the roofline of an old warehouse situated across a wide alley from the Fort Loudon Prime Penitentiary. Loyalists transformed the city jail into a holding area for revolutionaries after Prince Victor declared his sister, Katrina, unfit to rule. Siouxie's combination Camo/IR sneak suit's highly specialized sensor array detected the reflective properties of the tar and gravel roof and mimicked the pattern on the opposite side of the suit, making her nearly invisible to the naked eye. The prison's IR sensors were equally blind to her presence due to the high-tech cloth, which collected and dissipated her body heat in measured portions to exactly match the surrounding air temperature. Using the suit's built-in night-vision goggles, Siouxie could easily see a lone guard standing sentry atop the loading dock where every morning at about 0300 hours a local farmer delivered fresh milk, butter, and eggs for the warden's mess.

The night-vision goggles dimmed as they compensated for a bright light in the alleyway. Siouxie checked the chronometer displayed in the lower left corner of her visor's data display. Two-fifty-eight. Seems our delivery will be a little early this morning.

The farmer, Gerard, carefully backed his hover-truck into the same loading bay he used every morning. Killing the power, as usual, he let his hover-truck settle onto the pavement before opening the door and stepping down from the cab. Same way he did every morning. Gerard always followed the same routine as he delivered fresh milk and eggs to the maximum-security prison.

Just like every morning since the facility opened, Gerard greeted the sentry as he reached the tailgate. "Bon jour. Como c'est va?"

Despite hearing the farmer's friendly greeting dozens of times over the past year, the sentry never bothered or cared to socialize with the locals. In fact, he took advantage of every opportunity to insult the elderly farmer. "Yeah, whatever hayseed. Just hurry up an' get those eggs t' the mess."

"Ceva Bien. Merci." Gerard's usual, pleasant response. Not showing any signs of understanding the insult, the farmer continued through the normal routine of delivering his goods.

After lowering the tailgate, Gerard stepped back and allowed the guard to perform his customary inspection. After a brief look, the guard's usual scowl took on an even more menacing look. He pointed his rifle right at the farmer's nose.

"What'cha waitin' for! Get this stuff unloaded or I'll find someone born after the fall of Star League t' make these deliveries." Laughing as he lowered his weapon, the guard turned, walked over to the door and radioed the command center to unlock the door to loading dock number two.

On a nearby rooftop, another sneaksuit-clad warrior lay hidden beneath a chameleon tarp. Trent "Headhunter" Thiébaud slowly exhaled as he relaxed his finger from the trigger of his compound crossbow. "That guard doesn't know how lucky he is."

Back at the dock, Gerard quickly went about his usual, methodical process of activating the hover pallet and carefully sliding, first the milk, then the eggs out of the truck and onto the dock. Gerard fed on months of well-concealed hate for the soldiers who killed his only son during an unjustified raid of the family homestead. His hate provided the strength needed to overcome the growing fear of being caught delivering a bit more than his usual breakfast fare, but the guards little prank set new and unsettling fears into motion. Gerard began to lose faith in the plan. When one is nervous, minor, inconsequential mistakes are amplified to the point where even a poorly-trained, arrogant guard might notice something out of the ordinary.

Ready to push the pallets to the mess, Gerard nodded to the guard who then activated the retracting door. Gerard unconsciously wiped the sweat that was forming on his brow, despite the brisk morning chill and the lack of any strenuous physical exertion. As he slowly pushed the produce through the door, the guard stepped forward and hit Gerard in the shoulder with the butt of his rifle.

"Where's your head old man? You're leaving the box of butter behind. I don't have time to baby sit you for two trips."

Rubbing his shoulder, Gerard went back to the truck to get the box of fresh butter without locking the pallet stabilizers. The untended pallet started to drift slowly toward the edge of the loading ramp. Seeing movement out of the corner of his eye, Gerard turned and snatched the control rail and activated the stabilizer, rocking the pallet to a sudden stop. One egg-shaped container of knock-out gas fell free from a crate right in front of the guard only to be caught just a few centimeters off the ground by Gerard.

The guard just glared at the farmer. "Go ahead. Mess up my dock an' I'll make you lick it up."

Smiling at the guard, Gerard nodded then with shaking hands placed the egg back into the crate and continued with his delivery. He left the full pallet in the usual place and brought back the empty pallet from yesterday's delivery. The eggs would remain untouched for at least an hour, when the cooks arrived. By then, there would no longer be any need to conceal their contents.

Less than ten minutes Gerard's hover-truck disappeared around a corner and Captain Nansouty completed her survey of the prison's perimeter through the snaked coils of a fiber-optic camera. Satisfied no unexpected friends would show up to ruin her party, Siouxie remotely released the colorless odorless gas into the prison. With the assistance of a nearby air intake located in the kitchen, the potent chemical rapidly spread throughout the complex, incapacitating everyone inside. Confident the gas was doing its job, Siouxie gave Trent the green light to get this show on the road.

Trent’s bolt passed through the sentry’s windpipe and lodged somewhere between the second and fourth vertebra. “Well, I guess your luck just ran out.”

Siouxie and Budgie, a hulking Clan elemental, dropped down to the alley and quickly crossed over to the docks. As Budgie initiated a security override, Siouxie tended to the still conscious guard, who, unable to move or speak, stared up at her in horror.

“What makes a man so hateful? Why must the strong prey upon the weak? Your time is near. I pray you find redemption in purgatory.” Siouxie reached down and closed the sentries’ eyes just as Budgie opened the loading dock door.

Siouxie and Budgie moved quickly through the corridors toward the holding cells careful not to trip over any unconscious guards. The resistance believed Martin Stevenson, Siouxie’s adopted brother, and Major Lawrence Montkreith were held in this prison. Reports also indicated that they might soon be executed as traitors. As the Banshees neared their objective, Siouxie checked to make sure the gas agent’s antidote was still in its place. She really didn’t look forward to carrying anyone back to Trent and the awaiting get-away truck.

The escape truck’s tires laid long black tracks as they dug into the last few meters of ferrocrete roadway before coming to a screeching stop. Trent jumped out of the truck and hit the ground running across the remaining 200 meters of soft ground towards the jungle’s edge. Siouxie, Budgie, and six rescued prisoners bailed out of the truck with a matching sense of urgency. All Trent could see ahead were trees and dense jungle undergrowth – no movement, no sign of his ‘Mech. Glancing at Captain Nansouty, who’s long strides quickly erased Trent’s early lead, the “Headhunter” expressed his nagging doubt. “Our techs better have our ‘Mechs powered up or this will be one short battle!”

Captain Nansouty replied between carefully controlled breaths, “Have faith, Trent. Have faith.” No sooner had Siouxie finished speaking than the sight of six three-story tall metal giants began to take shape among the thick vines and massive, leafy hardwoods of an ancient jungle. “Right where they’re supposed to be. Mount up!”

Siouxie, Budgie, and Trent headed straight for their waiting ‘Mechs, reaching the chain link entry ladders just as the ‘Techs were jumping the last few feet toward the ground to get out of the way. The rescued prisoners, carrying Martin’s still unconscious body, were still precious seconds away from the tree line. Two medics burst out of the

jungle to help Martin and the rest of the freed prisoners back to the awaiting skimmers as Siouxie settled into her command chair and donned her neurohelmet. Activating the communications line, the Captain ordered an immediate status report.

Sir Rodney’s familiar voice came through clearly over the landlines connecting the Banshee ‘Mechs. “So Susan, you’ve brought some friends to the party. I count two lances. Moving fast. Estimate 30 seconds out. You have six fully operational ‘Mechs at your disposal.”

Quickly running through her hot-start checklist, “You know me. Always picking up strays. We have Martin.”

Sir Rodney breathed a heavy sigh of relief. “Thank God! We must buy the evac team a couple minutes head start.”

“Roger that Uncle.” Switching to the company channel, Siouxie issued her orders, “Listen up. We have to buy the evac team some time. No one gets through our line. Let the bogeys get into short range, then unleash the Banshee’s wrath!”

As her men confirmed understanding of the order, Siouxie knew they were ready for battle. But was she? She had to clear her head or be worthless in the fight. There’ll be time to find out why Lawrence wasn’t at the prison when we’re finished here. An enemy Vulcan landed among the dense jungle growth less than 30 meters away. This one’s for you Lawrence.

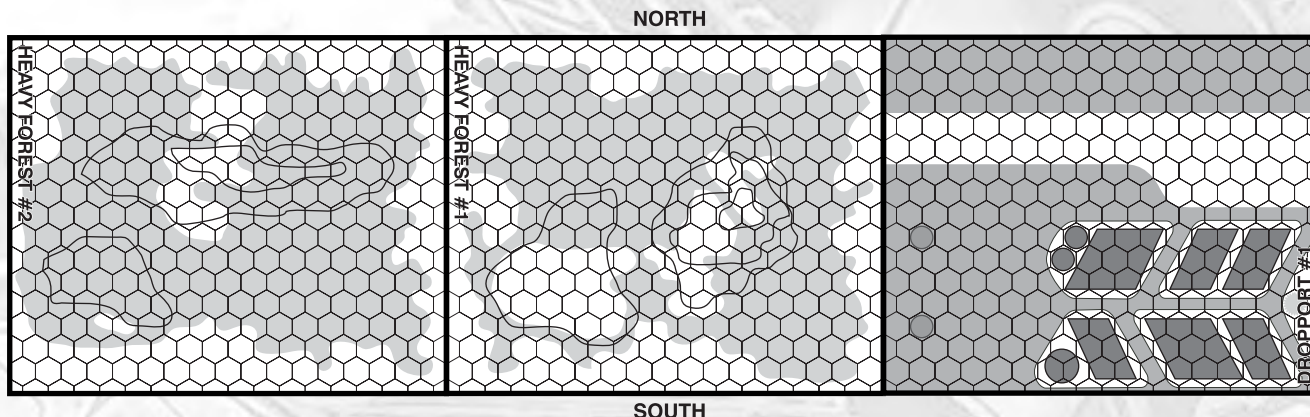
SITUATION

Forte Châtiment
Fort Loudon
Tamar March, Lyran Alliance
2 January 3063

Six Banshee ‘Mechs are attempting to buy her ground crew a head start by stopping two lances of pursuing Loyalist ‘Mechs. Loyalist reinforcements are only minutes away, so the Banshees can’t fight for long before pulling back themselves. The Loyalists are trying to destroy the retreating ground forces while inflicting as much damage as possible on the Banshee ‘Mechs.

GAME SETUP

Set up the BattleTech maps as shown (hex 1517 on the Heavy Forest #2 map is the southwest corner of the board and hex 1517 of DropPort #1 the northeast corner).



Defender

The Defending forces are comprised of Siouxsie's Banshees' command lance.

Command Lance

Captain Siouxsie Nansouty (3/2), *Leopard* LPD-D1, (BV 2,400)
 (You can find this 'Mech in HM Pro under the MechForce UK 'Mech directory. Looks just like the old Battledroid Cestus)
 NOTE: May substitute a *Victor* VTR-10D (BV 2,584)
 Budgie (4/3), *Yu Huang* Y-H9G (BV 2,226)
 Trent "Head-Hunter" Thiébault (4/3), *Enforcer III* ENF-6T (BV 2,018)
 Nigel Campisi (4/3), *Tempest* TMP-3M (BV 2,016)
 Sir Rodney Stevenson (2/2), *BattleMaster* BLR-4S (BV 2,489)
 Mangku Pastika (3/3), *Ti Ts'ang* TSG-9H (BV 1,901)

Attacker

The attacker's force consists of the Exorcists' heavy lance and scout lance.

Heavy Lance

Belle Clark (4/3), *Anvil* ANV-5M (BV 1,815)
 Colin O'Grady (4/3), *Guillotine* GLT-5M (BV 1,619)
 Bill Cavanaugh (4/3), *Blackjack* BJ2-OB (BV 1,622)
 Roman Wesley (4/3), *Panther* PNT-10K (BV 882)

Scout Lance

Lucas Johnson (5/4), *Firestarter* FS9-OF (BV 1,225)
 Austin Bates (4/3), *Phoenix Hawk* PXH-3M (BV 1,321)
 Alex Lane (3/2), *Wraith* TR1 (BV 1,634)
 Jenifer McAffe (3/3), *Vulcan* VT-5M (BV 989)

Deployment

Siouxsie's Banshees set up in any wooded hex on the map using hidden unit rules. Exorcists enter from west edge during turn 1. Count movement from the first full hex entered.

Objective

The Banshees must prevent as many Exorcists 'Mechs as possible from exiting off the east edge. The Exorcists must exit as many 'Mechs as possible off the east edge, but get bonus points for any Banshee 'Mech crippled or destroyed.

VICTORY CONDITIONS

Victory level is determined by the amount of Exorcist 'Mechs that manage to exit off the east map edge.

NOTE: The Attacker gets credit for one 'Mech exiting off the east edge for every Banshee 'Mech crippled or destroyed. The Attacker gets credit for three 'Mechs exiting off the east edge if they cripple or destroy Siouxsie's *Leopard*.

VICTORY LEVEL TABLE

Total 'Mechs Exited	Results
Two or less	Decisive Defender Victory
Three to Four	Marginal Defender Victory
Five	Draw
Six to Seven	Marginal Attacker Victory
Eight	Decisive Attacker Victory

SPECIAL RULES

Special Unit Rules

The Banshee player may seize the initiative twice during the scenario. The Banshee player must declare this before rolling the dice for initiative. This represents Siouxsie's knack for anticipating the enemy's next move.

Heavy Jungle

The battle takes place in a heavy jungle. To represent this light woods are treated as heavy woods and heavy woods are treated as follows: +3 modifier to shoot into a heavy jungle hex and no line of sight can be traced through a heavy jungle hex.

Crippling Damage

For this game, 'Mechs are considered crippled if they meet any of the following criteria.

- Leg destroyed
- Two destroyed hip actuators
- Gyro destroyed

Hidden Units

The Banshees may use hidden unit rules.

AFTERMATH

4 January 3064

Captain Nansouty threw her remote field communications suite across the command tent and buried her head in her hands. When she noticed the strange absence of a rewarding crash, she snapped her head back up, tears streaming down her cheeks, to see what, or in this case who, had stolen the satisfaction from her attempt to kill the messenger.

Budgie looked at the communications device, a small toy in his giant hands, then at his commanding officer. "It would be a waste to destroy such a valuable piece of equipment."

Siouxsie said nothing. She returned to her sobbing as though still alone in her headquarters.

Budgie turned the viewer over in his hands until he could read the short text message still etched on the screen.

Banshee,
 Lawrence Montkreith, traitor,
 executed by firing squad,
 3 January 3064.
 Happy New Year,
 Jerico

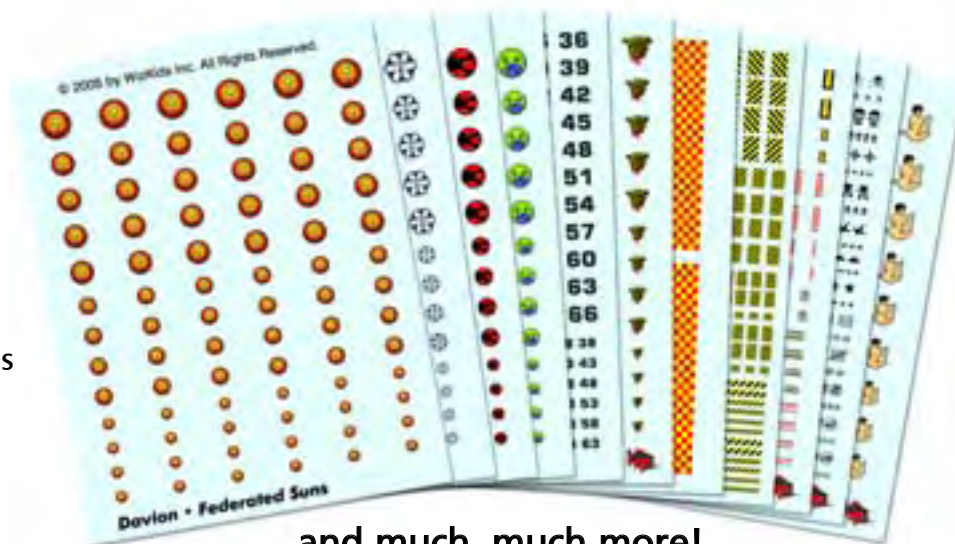
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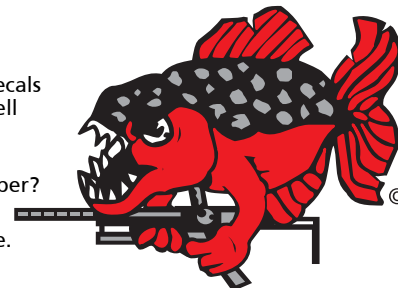
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TACTICAL ANALYSIS:

Assault Class BattleMechs

By: Ron Barter

Ranging in weight from 80 to 100 tons, these machines are the ultimate expression of power on the battlefield with maximum offensive firepower. If the heavy 'Mech is the "queen" of the battlefield; the the assault 'Mech is definitely the "King" of the Battlefield.

Like the chess piece of the same name, this 'Mech class features typically slow mobility, but is extremely powerful and dangerous, especially at close quarters. A tactical disadvantage of this fact is that like the king chess piece, the assault 'Mech is actively sought out as a primary target.

The three maxims of speed, firepower, and protection still apply to this class of BattleMech. Most assault class 'Mechs have a maximum speed of 50 KPH, a few can reach speeds of 60-80 KPH and a few can attain short duration bursts of 100 KPH by using the expensive and complicated MASC technology. Unlike other 'Mech classes, speed is not a deciding factor; 30-50 KPH is suitable for the roles of this class. If additional mobility is required, jump jets may be used, but are very large and bulky for this assault 'Mechs. This class truly does not rely on speed but on the other two maxims to make its name and on the battlefield.

Firepower. No other Battle-Mech class can wield the number of weapons with heavy damage potential than this class of 'Mech can field. A single *Thunderhawk* assault 'Mech carries more firepower than 3 *Hollander* class light 'Mechs or 2 *Daikyu* class heavy 'Mechs. A 100 ton assault 'Mech with a maximum speed of 50 KPH and a unmodified chassis (no specialized armor or internal structure) with full armor protection has a theoretical maximum weapon payload of 45.50 tons; with a light fusion engine this increases to 50.0 tons, and if fitted with a extra-light fusion engine the payload increases to 55 tons. This allows for a combination of hard-hitting weapons and an ample supply of ammunition, a heavy concentration of energy weapons with ample heat sink coverage, or a mixture of long range and close range weapons to fill a variety of roles.

The final maxim is armor protection; armor can be the primary deciding factor in a battle, the 'Mechs that can withstand the heaviest damage without succumbing (excluding the very difficult head shots of course) may very well rule the day. A

medium class BattleMech can carry a maximum of 12 tons of protective armor; a heavy class can carry 14.5 tons. The assault class 'Mech has a maximum protection capacity of 19.50 tons, a staggering amount of armor that can protect an assault from withering hostile fire that would surely destroy a light or medium 'Mech outright, and probably cripple a heavy 'Mech beyond repair.

As implied by the title of this 'Mech weight class the primary role envisaged for this class is assault, whether to rout an enemy on the battlefield, assault a fortification or base, or counter an enemy assault this 'Mech class fits its title role aptly. The class is also suited to several other roles that include:

1. Fire support (direct and in-direct)
2. Close Assault
3. Urban Defense/Assault
4. Breach
5. Command and Control

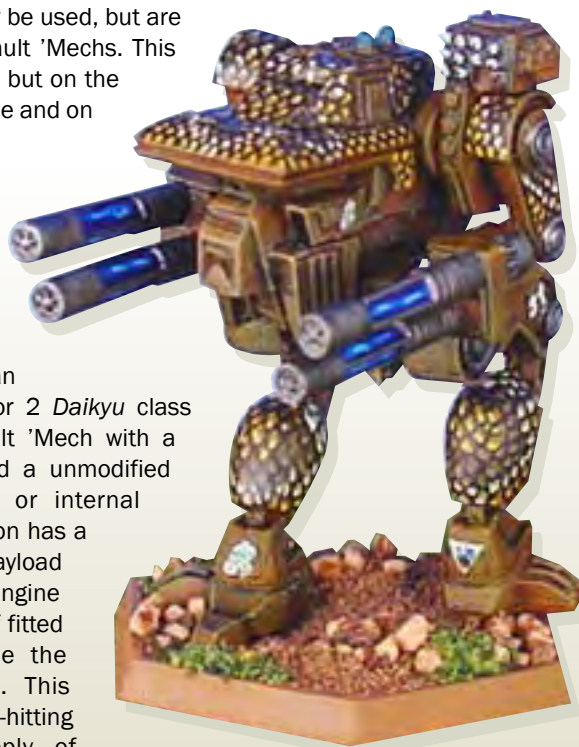
Fire support is a role that can be accomplished by any class of 'Mech. What makes assault 'Mechs ideally suited to this role is the number of weapons that can be carried and more

importantly the ammunition that can be carried to support the weapons. The *ARC-8M Archer* class heavy 'Mech features 2 Type 15 Long-range missile launchers and carries a comfortable 4 tons of ammunition, adequately filling the fire support role with a volley of 30 missiles. The assault class *PPR-5S Salamander* Battlemech features 3 class 20 Long-range missile Launchers and a staggering 9 tons of ammunition. While a lance of medium weight fire support mechs such as the *Trebuchet* (4.1 million c-bills each) is cheaper than a single *Salamander* (18.6 million), the fact remains the lance requires 4 mech warriors, and 4 times the maintenance and repair costs of a single BattleMech and reduces the space on a DropShip for carrying other 'Mech types.

Similarly, in-direct fire support in the form of Arrow IV launchers can carried by heavy 'Mechs such as the *Catapult* and the *Anvil*, however they can only carry a single launcher and ammunition is limited. The Clan *Naga* and the DCMS *O'Bakemono* are both equipped with 2 Arrow IV launchers and typically 6 tons of ammunition.

Assault 'Mechs in this role carry sufficient armor and ammunition to provide sustained fire support on the battlefield, thus making them ideal to any commander.

Sometimes it is advantageous to move quickly into an enemy's line of advance and disrupt their plan of attack by causing massive mayhem and confusion. Some assault 'Mechs have been configured for such a role although some were not



originally designed that way. The DCMS *Charger* mech was initially conceived as a fast recon 'Mech, a role that it was not quite suited for. As technology improved, so did its role. One of the current variants, the CGR-SA5, fields a class 20 LBX autocannon, streak-6 missiles, and extended range lasers, along with high speed, allowing it to get close to the enemy and deliver devastating firepower. A more famous 'Mech that uses this formula is the *Battlemaster*, mounting a single long range weapon and a battery of short range weapons, it would close with the enemy and seed confusion amongst their own lines of advance. The *Berserker* is another 'Mech suited to this role and adds more danger in the form of a 7-ton hatchet!

An assault 'Mech in an urban environment may seem out of place; large and slow, it should be an easy target. But some 'Mech classes are ideally suited for this. The *King Crab* for example features a low profile and 2 class 20 autocannons, with some long range weapons for keeping the enemy from entering the urban area. If they do close, then the class 20's will make short work of them.

Breach, a seemingly simple word that has many meanings — and can strike fear in military minds for some of those meanings — in this case it refers to breaching a defensive perimeter or fortification to allow other units to break through and exploit the breach. Almost any assault 'Mech can fill this role, but the ones with moderate speed, heavy armor, and powerful weapons fill this niche the best. Examples include the *Cerberus*, *Emperor*, and *Devastator*.

The field of battle can be very fluid. Sudden changes in the environment and enemy tactics can cause carefully laid battle plans to fail. Battlefield commanders need to be on site to have real-time information so that they can oversee the battle and adjust the tactics as situations arise. Forward Command posts are traditional means of accomplishing this, but these are susceptible to being overrun, and if threatened they are forced to pack up and evacuate taking the Commander out of the information loop, typically at a critical time. Mobile Command posts quickly followed, however they typically lack sufficient armor and mobility to keep them out of harm's way, and their uniqueness on the battlefield marks them as a primary target for the enemy forces. The solution is simple: mount the field commander in a command post on a BattleMech, one that has good mobility and armor protection as well as defensive firepower to deal with most headhunter units. The placing of a field commander in a 'Mech creates a new problem — the field commander has to pilot a 'Mech, use its weapons, monitor mech systems and coordinate tactical plans, a very daunting task, Lance commanders can do it, but what about company commanders or battalion commanders who coordinate the actions of lance commanders as well as supporting units (artillery, air support, logistics, med-evac etc..). The solution?



A second operator seat in a 'Mech with basic mech controls and more advanced command and control equipment (extra map displays, communications gear etc...). This was first seen in DCMS BLR-2C *Battlemaster* in what became known as the dual cockpit. More advanced versions would later develop into the command console system which would be featured in the *Cyclops* class 'Mech. The Combines development of the C3 system seemed ideally suited to assault class chassis. While primarily a target hand off system, the master computer required to control a lance is large and not really suited to be fitted on smaller weight class mechs and still leave them ample protection/firepower.

Notable examples of assault BattleMechs include:

GOL-4S Goliath: A recent resurgence for older designs, fitted with a light fusion engine and 16 tons of armor, this 80 ton quadruped design has been modified with a shorter and wider stance, making it a more stable weapons platform. Top speed is 60 KPH and mounts a Heavy Gauss Rifle, Type 10 LRM Launcher and 2 ER Medium Lasers.

NG-C3A Naginata: A 95 ton fire support design, top speed of 50 KPH, mounting an impressive 15 tons of armor protection, this 'Mech features 3 Type 15 LRM launchers with 6 tons of ammunition, and an ER PPC for self defense. The design also features a C3 master computer, allowing this 'Mech to fulfill command and control duties in addition to fire support and direct assault.

Y-H9G Yu Huang: A 90-ton Capellan BattleMech, meant to dominate the battlefield. Mounting 17 tons of armor, it has an extra light fusion engine allowing it to reach speeds of 60 KPH and it can also make jumps up to 120 metres. This very mobile assault 'Mech is armed with a Class 20 LBX autocannon, Type 10 LRM launcher, an ER PPC and 2 Medium lasers.

Warhawk: One of the first Clan OmniMechs seen on the battlefield, massing at 85 tons with a top speed of 60 KPH and 13.5 tons of ferro fibrous armor, it is capable of mounting 32.5 tons of weapons in omni configurable pods. Most versions also mount an advanced targeting system increasing the accuracy and deadliness of this design.

Atlas: This 100 ton venerable design bristling with weapons still strikes fear in opponents, that skull-like head design adding to the mystique and psychological imposition on its opponents. Top speed is 50 KPH, armor is typically maximum, the weapons load out varies with each variant but usually includes the heaviest of autocannon and missile weapons with some energy weapons for added punch.

SD1-0 Sunder: This 90 Ton Combine design was the first Inner Sphere assault class OmniMech, equipped with an extra light fusion engine it is capable of speeds up to 60 KPH, with 15 double strength heat sinks fitted as standard and 16.5 tons of armor. It is capable of fielding a payload of 36 tons of weapons.

In conclusion, assault 'Mechs are a valued asset on the modern battlefield, as they provide a unit commander with a high degree of tactical flexibility that when employed correctly are almost sure of guaranteeing success.

CHAOS UNLEASHED

Scenario tracks for the ongoing Jihad campaign

Below are two campaign tracks. One will be printed in Hotspots: 3070 (JHS:3070), the other is a bonus track for use with the Chaos Unbound campaign from Dawn of the Jihad (DotJ). Both are canon.

The campaign tracks presented in JHS:3070 follow the same rules as originally presented in DotJ. As such, to use the tracks in JHS: 3070, players will need the rules presented on pages 134 to 138 of DotJ; those rules can also be found on-line at www.classicbattletech.com.

Players and game masters (GMs) will also find these rulebooks handy, depending on the type of campaign run: Battletech Master Rules, Revised (BMR), AeroTech 2, Revised (AT2), Classic BattleTech RPG (CBT: RPG), Classic BattleTech Companion (CBTComp), Maximum Tech, Revised (MT), Combat Operations (CO), Combat Equipment (CE), Interstellar Players (IP), FM: Mercenaries, Revised

(FMMercs), Mercenaries Supplemental I and II (MS1 and MS2, respectively).

If a track does not specify certain parameters, it is up to the GM to decide what is fair to their particular player group. The overall concept of this campaign is to present GMs with a framework that allows them to bring their players through the massive conflagration known as the Word of Blake Jihad. Player groups may begin their Chaos campaign with 1,000 Warchest Points, starting with the either Resisting Arrest or One For the Money; all generic militias referenced in these tracks are non-'Mech forces, using the D column of their parent affiliation's random assignment table.

Be on the lookout for more tracks appearing in the Commando Quarterly in the future!

CHAOS UNLEASHED: RESISTING ARREST

RESISTING ARREST

"Ok boys, party's over. Just got word from our pickets that there's some baddies on the inbound stretch. Lead the way out and keep them off our butts."

"Roger that, Gray One. Hey, did you get Stafford's autograph for me?"

"You were serious about that?"

SITUATION

Sublevel 6-E, Ishiyama Complex
Kobe District, Solaris VII
Lyrans Alliance
20 June 3068

Just before lifting from Solaris after some much-needed R&R - and escaping the growing riots from what seems to be a Word of Blake attack - your CO gets a private call from a stable located in the city proper. Apparently some favors are called in and next thing you know, you're bodyguarding two Silver Dragon warriors to a meeting deep in the bowels of Ishiyama. While not party to the private communications, the meet is made up of several warriors of different stables - you note Cenotaph, Overlord, Galahad and even a Renegades 'Mech parked in one of the huge caverns of the complex.

The meeting breaks up suddenly and your charge tells you to lead the way out. Apparently a Word of Blake hunter squad is in the area looking for holdouts and rebels. All you need to do is escort your two charges out to the main underground thoroughfare so they can escape.

Oh, yeah. And don't let them get killed, ok?

CHAOS UNLEASHED: RESISTING ARREST

GAME SETUP

This track uses the rules system introduced in the Dawn of the Jihad: Chaos Unbound campaign. If the players wish to use it in the Chaos Unbound setting, this track may be accessed after any of the following tracks: Running From the Devil, Game On! GMs will need to have the Map Pack: Solaris VII on hand in order to properly run this track.

This track is only useable with player units that incorporate BattleMechs. There are no AT2 rules, though creative GM's may be able to adapt RPG rules for their campaigns.

CBT: Lay out a minimum of six Ishiyama mini-maps (from MapPack: Solaris VII) in random order. Connect the maps in a line while adjoining the longer sides as shown. All Obstructions, Mines, Pits, and Traps are turned "off" for this track.

Attacker

The Attacker is made up of several Word of Blake 'Mechs that have entered Ishiyama. The Blakists have orders to destroy any 'Mechs that do not surrender and to take the pilots prisoner, if possible.

The Attacker should be 100% of the Defender's total deployed force. Units should be determined from any column on the Word of Blake RAT and the pilots have Veteran skills.

Deployment

Place the Word of Blake units in pairs near any entrance on maps 1 and 2. If there remains only one unit left after all pairs have been placed, that unit may be placed near a previously placed pair.

Defender

The Defender is made up of the player's unit and two Silver Dragon 'Mechs. The players may deploy up to 25% of their total force but they must be 'Mech units. To determine the two Silver Dragon units, randomly determine two heavy 'Mechs from the Combine RAT using either the 'A' or 'B' columns. The two stable warriors are of Veteran experience.

Deployment

The Defender sets up after the Attacker. Place half of the Defender's force on map 1 within four hexes of each other. Place the other half of the Defender's force on map 2 within four hexes of each other. One Silver Dragon warrior should be placed on each map. None of the Defender's forces should be within three hexes of any WOB unit.

WARCHEST

Track cost: 1000

Optional Bonuses (all bonuses cumulative):

+300 "Live" Arena: All standard Ishiyama Arena rules (see MapPack: Solaris VII, p. 48) are considered "on".

+350 Night Fighting: Use the Special Rules for Night Combat (see BMR p. 87). Any of the Defender's units may be

designated with searchlights. None of the Attacker's units have searchlights.

Victory Bonuses (Bonuses Not Cumulative):

+750 Partial Victory: (complete at least one objective)

+1100 Total Victory: (complete all objectives)

OBJECTIVES

1.) Survival. At least one of the two Silver Dragon units must exit the mapboard at a GM-designated exit (determined after Deployment but before the Initiative Phase of turn one).

2.) Sow confusion. Destroy the WOB hunter unit so that they only sink more resources into combing the miles of passageways.

SPECIAL RULES

The following rules are in effect for this track:

Salvage

The salvage rule is not in effect for this track unless Objective #2 is achieved.

Endless Tunnels

At the GM's discretion, the "Endless Tunnels" optional rule (see MapPack: Solaris VII p. 48) may be used. GM's who use this rule must decide when the exit passageway is determined — once done so, the Endless Tunnel rule is no longer in play.

AFTERMATH

After a long game of cat and mouse, you finally lose the Blakists that were pursuing you and your charges and enter one of the massive underground "highways" for 'Mechs on the Game World. After a quick transfer of the final portion of payment, the two Silver Dragons make haste away from you, headed towards Montenegro. Why the Dracs were headed into FWL territory isn't your business. Right now, you need to plot a quick path back to the International Zone — and safety. Though the Word hasn't set up roadblocks down here as of yet, it's only a matter of time. Best to get moving before they decide to seal you in for good.

You have to wonder, though, if these 'resistance fighters' can even hold a multi-stable coalition together. Well, not much really your concern. All you can do is hope that Eric Gray and his partner have the force of personality to pull it off — or the Game World may just tear itself apart without the Blakist's help.

ADDITIONAL HOOKS

The path back to the DropShip may be rife with obstacles thrown up by the Word — they're already beginning to crack down on resistance to their surprise invasion already. Perhaps a running gunfight among the subterranean tunnels is in order...

CHAOS UNLEASHED: RESISTING ARREST

Expansion ideas

Multiple short scenarios can be linked before and after the meeting. A series of Chase, Recon, and Probe scenarios can be used to simulate the player unit's escape to their DropShip. It is possible, perhaps, to even have the player unit run an orbital gauntlet as well in order to rendezvous with their JumpShip(s). Or, perhaps, one of the clandestine Solaris warriors is sympathetic to the Word of Blake...

NEXT TRACKS

Falcon Ptomaine, Final Curtain

CHAOS UNLEASHED: ONE FOR THE MONEY

ONE FOR THE MONEY...

Entry 810

We've been at the Gienah nadir jump point for almost a week now, waiting for a bunch of clowns calling themselves Hal's Heinous Halberds. Their Gazelle decided that today was a good day to die — it's power plant just up and quit on them. Our burn in-system is delayed yet again. A full company of assault tanks is nice, but I don't think it's worth this wait. We've wasted a week now. Gienah's GOT to know what's going on by now. I can smell another disaster.

Entry 811

Things got worse. Four JumpShips showed up and are spilling DropShips as we speak. We're being challenged and ordered to surrender. Two outfits just hijacked a Merchant and jumped out. The Halberds idiots wasted no time in surrendering. Our fighters started to skirmish with them, and plugged a Fury. Of course, five of our guys had to die to get that done. For things to suck any harder, I'd need to expose myself to hard vacuum.

Entry 812

Things got better. Turns out the commander of that JumpShip coterie is on the same mission as us, and thought we were intercepting them. The Halberds un-surrendered, and apart from the wimps who split or died, we've got a pretty decent taskforce. Eight more days till we make landfall. Gienah's supposed to be mostly undefended, which is just as well. This whole mess really soured things up; I don't think there'll be much cooperation.

SITUATION

Inbound Vector

Gienah, Lyran Alliance

30 September 3068

A Mr. Askai hired numerous mercenary units from nearby Lyran and League space to attack Gienah, specifically the Gienah Automotive and Gienah Combat Vehicles sites. The strikes succeeded, largely because of the mercenaries' overwhelming numbers and the lack of an organized 'Mech force to oppose them. The Gienah militia, however, with support from corporate security forces (and surprisingly well-armed labor union workers), has managed to inflict a serious toll on the mercenaries, exploiting a lack of cooperation among the invaders.

The mercenaries are wrapping up their operations. Some secondary objectives remain, including a vehicle supply dump midway between Gienah Combat Vehicles and the spaceport. It must be destroyed.

CHAOS UNLEASHED: ONE FOR THE MONEY

GAME SETUP

CBT: Use at least one Urban map. Deploy four Heavy two-hex Level 1 buildings. Deploy at least four additional Medium one-hex Level 1 buildings.

AT2: Use a similar setup as for CBT, using the Aerospace on BattleTech Maps rules (p. 40, AT2).

RPG: Gamemasters may prepare an appropriate environment according to the plans the players decide. The environment should include at least four hardened hangars, surrounded by chain-link fences. The players can elect to destroy the vehicles inside by collapsing the hangars using demolition charges, or by using internal fuel tanks to start a fire, or via another means of destruction.

Attacker

The Attacker consists of up to 25 percent of the player group's total force. All friendly units begin with half their ammunition load as a result of prior engagements. In addition, the gamemaster (or the players, with gamemaster approval) fields two other forces in support of the player group, both equaling 100 percent of the players' deployed force. Both support forces must have lower-quality technology and lesser experience than the players' force.

Each of the three forces enters from a different map side with a starting Velocity of 6 or lower (if applicable).

Defender

The Defender equals 100 percent of the Attacker's total deployed force and must be of lower quality than the players' force in technology and experience. For example, a Regular 'Mech force with B technology would face Green conventional troops with C or lower technology. A Veteran aerospace company would face Regular conventional fighters and anti-aircraft tanks. Deploy all forces near the hangars.

WARCHEST

Track Cost: 250 WP

Optional Bonuses (all bonuses cumulative):

+150 High Ambient Temperature: It's a balmy 52 degrees Celsius outside (see p. 83, BMR). If using AT2 rules, consider the same effect a result of some freakish magnetic belt emissions in the area.

+150 Reinforcements: Local personnel manage to reactivate two Centipede Scout Cars per hangar if the hangars survive up until Turn Five.

+150 Disorganized: Reflecting poor cooperation between the three attacking forces, all friendly forces suffer a -2 penalty to their Initiative rolls.

Victory Bonuses (not cumulative):

+200 Partial Victory: Completing one objective

+400 Total Victory: Completing all objectives

OBJECTIVES

- 1) **Fireworks!** At least two hangars are destroyed.
- 2) **Urban renewal:** All hangars are destroyed.
- 3) **Wipe them out!** All hostile forces are destroyed or forced to withdraw.

SPECIAL RULES

The following rules are in effect for this track.

Forced Withdrawal

All Defending forces must use the Forced Withdrawal rules (see pp. 135-136, DotJ).

AFTERMATH

Despite the mercenaries' disarray and the valiant efforts of the factory workers and security forces, the Gienah Combat Vehicles and most of the Gienah Automotive sites were destroyed or heavily damaged. Combat took a high toll among the mercenaries, which escalated further when various units began blaming each other for various failures, demanding compensation in salvage or funds for the damage they had suffered. The resulting skirmishes caused tremendous damage and loss of life in the town of Molfetta, and tied down several attacking units long enough for reinforcements from nearby worlds to descend upon them. Only a few of the mercenary raiders survived to retreat from Geinah and press charges of contract breach against their apparent employers in the Free Worlds League.

ADDITIONAL HOOKS

Detail-oriented gamemasters can expand this track to cover full insertion, from inbound to outbound vectors. Curious players may want to find out more about their "partners" in the endeavor, especially whether or not the supporting forces have goals compatible with the players' own. And just who is this Mr. Askai?

Furthermore, the competing nature of several of the players' allies may prompt infighting that — left unchecked — could delay or strand the players' force on planet long enough for the nearest defending reinforcements to arrive. (Though delayed themselves by communication and transport difficulties, the Kirkpatrick's Invaders mercenary command, a battalion-sized veteran 'Mech force stationed on nearby Arcadia, will arrive to hunt down any stragglers still on Geinah within three weeks of the initial attack; the Invaders' 'Mech and aerospace forces—one air lance per 'Mech company—use the B column of the Mercenary RAT; additional rules and information on this force may be found in MS2, pp. 44 and 75.)

Expansion Ideas

The Gienah plants in Molfetta are gigantic; significantly damaging them required several days. Gamemasters may set up various other objective raids as a part of this brief campaign, or the players may get an offer to hire on with the local defenders — either to defend the facilities from the other attacking forces, or to help contain the infighting that ravaged Molfetta.

NEXT TRACK

My Bonnie Lies Over the Ocean; Brew-Ha-Ha; Seed of Discontent

TRO: VEHICLE ANNEX — SNEAK PEEK

With the publication of the book *Combat Equipment* last year, we were finally presented with construction rules for non-military (civilian and paramilitary) vehicles compatible with the Classic Battletech board game and Roleplaying Game, including ground, air, space, naval, and submarine vehicles. Pretty much anything under the sun you can think of is buildable with this new rules set.

Technical Readout: Vehicle Annex is coming soon, filling the need for ready-made, canon vehicle examples and stats. This book

has everything from fire engines to foresty 'Mechs, from motorcycles to monorail trains, from satellites to stretch limos.

We at the CQ are proud to present you with a small sneak peek at a couple entires from this new book. We hope you enjoy them. As an extra treat for you Doug Chaffee fans, we're including his proposal sketches along the his finished pen and ink artwork. Please be advised that as of this writing the book is still in production and these previews are first edits and still subject to change.

HEAVY LAW ENFORCEMENT VEHICLES

CELLCO RANGER UPU-3000

Although hardly the most advanced or sophisticated of its kind in today's market, Quikscell Company's CellCo Ranger is arguably the most common example of the typical heavy law enforcement vehicle, with many variants of its design a common sight on the streets of major cities throughout Lyran space and beyond. Originally designed as an armored personnel carrier for use in urban combat environments, the current incarnation of the Ranger, the UPU-3000, first surfaced during the closing years of the Third Succession War. But while the design was remarkable for its use of less advanced technology than commonly available to military units of the day-making the UPU (Urban Pacification Unit) nominally easier to maintain in the scavenger culture that dominated the Inner Sphere at the time-these features failed to override the vehicle's somewhat higher cost and its inherent weaknesses compared to military-grade APCs of the day, at least in the eyes of the LCAF Quartermasters. The Ranger thus quickly became a staple not of the LCAF, but of various police agencies throughout the Commonwealth.

Light, but comparatively slow, the Ranger is not powered for pursuit, but for containment of trouble spots within built up urban areas. Its well-armored hide protects its cargo of up to seven SWAT troops in full riot gear against small arms and most support-grade weaponry, and can even repel most light military grade weapons with ease. Lacking any on-board fire control systems, the Ranger's weapons-typically a turreted support machine gun and two liquid sprayers (hard-mounted front and rear) for crowd control-must be aimed and operated manually by the vehicle's crew. Unfortunately, the Ranger's cramped interior is designed for only two crewmen-one driver and one gunner in the vehicle's turret blister, which means that the vehicle's passengers must man the spray cannons as necessary, aiming these crowd control weapons with little more aid than the limited field of vision their armored viewport slits offer.

Despite the drawbacks that led to its failure as a military APC, the Ranger's basic design has proven most effective for highly trained law enforcement units and corporate security forces throughout Lyran and FedSuns space. Modified versions of this vehicle have even seen use as armored cars, VIP transports, and even mobile command centers for various corporate and security agencies throughout the former FedCom states. Similar vehicles abound in other realms as well, with the best known including the venerable Chi-ha CCV (the 24-ton Combine-produced equivalent with design roots dating back to the Age of War), the Capellan-made Urban Enforcer IV, or the more sophisticated Raptor RRV, a more advanced Free Worlds favorite that is lighter and less heavily armored than the Ranger, but features an extended range support laser with basic fire control systems, a roomier passenger bay, and space for extra field gear such as communications and heavy support weapons.

Type: CellCo Ranger UPU-3000 Heavy Law Enforcement Vehicle
Chassis Type: Tracked (Medium)
Tonnage: 17
Equipment Rating: C/C/E

Equipment		Mass
Chassis/Controls:	Tracked, Armored	4.5
Engine/Trans:	ICE (Natural Gas)	6
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	0	0
Fuel:	667 km range	0.5
Turret:		0.5
Armor Factor (BAR 8):	34	2.5
	Internal Structure	Armor Value
Front	2	7
Right/Left Side	2	7/7
Rear	2	7
Turret	2	6

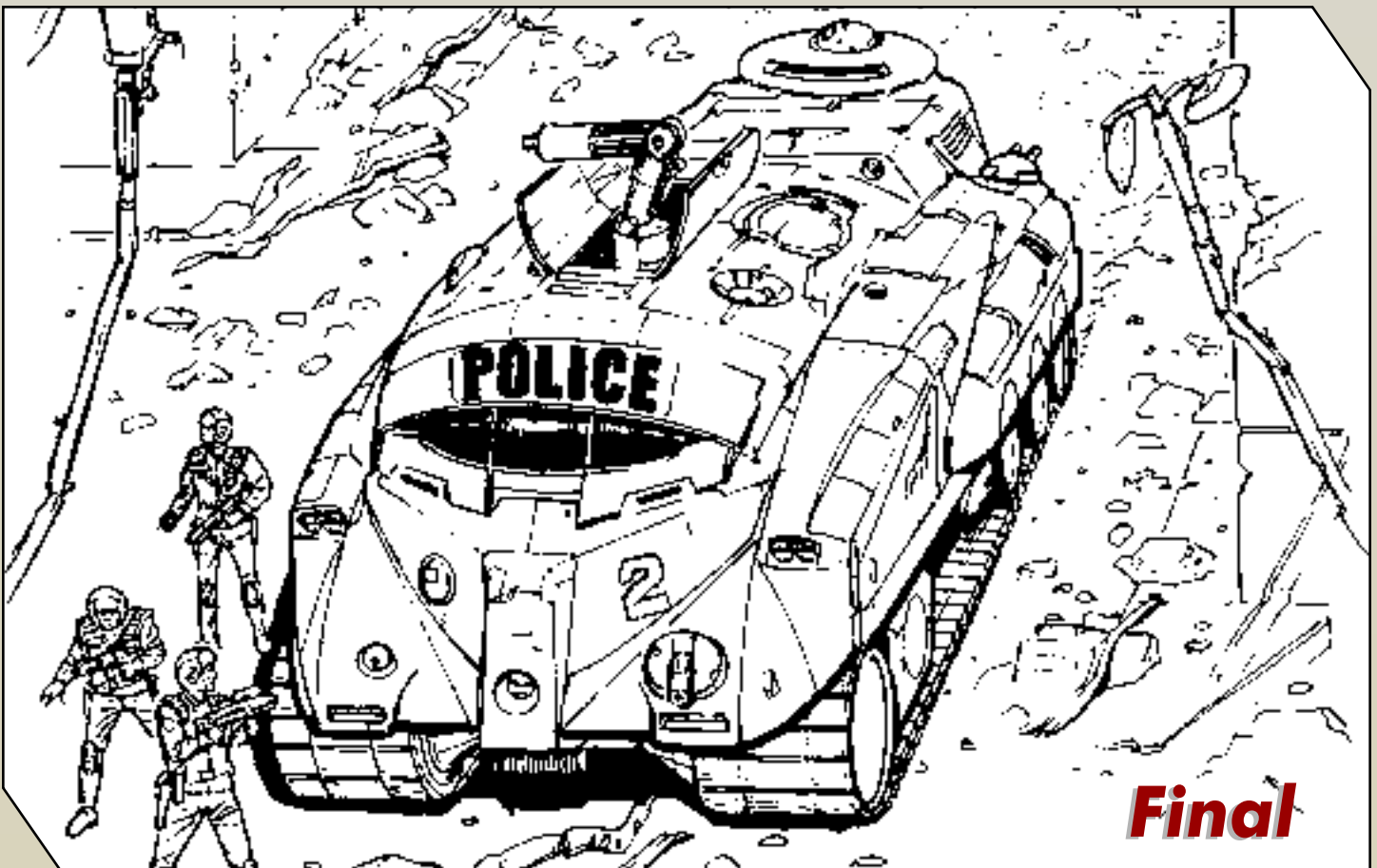
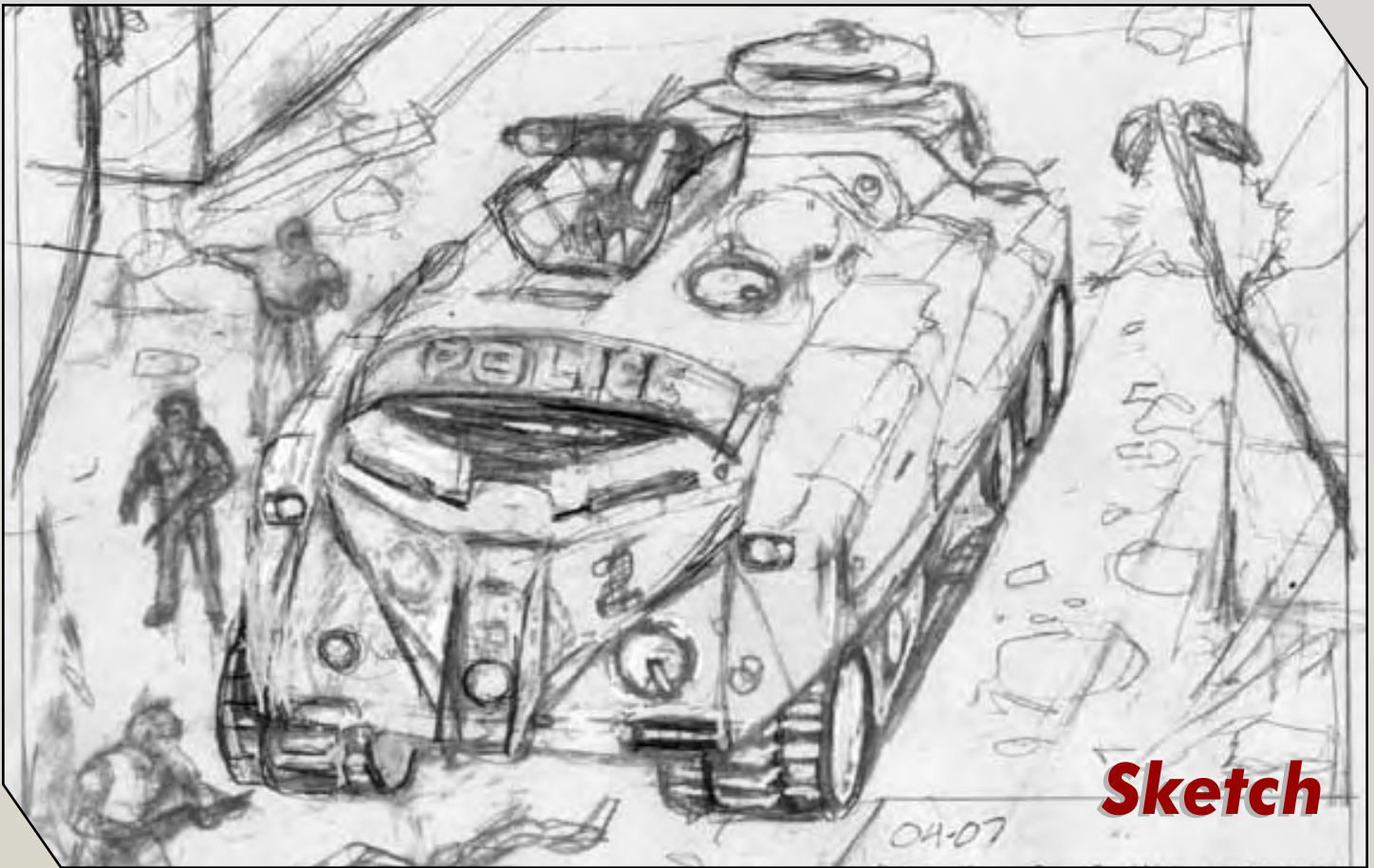
Weapons and Ammo	Location	Mass
Machine Gun	Turret	0.5
Ammo (MG) 100	Body	0.5
Sprayer	Front	0.015
Sprayer	Rear	0.015
Ammo (Sprayer) 0.86 tons	Body	0.95

Crew: 2

Cargo

Infantry (1 ton) 1 Door (Rear)

Notes: Features 3 Hand Searchlights (0.005 tons each, 270-meter range); sprayer "ammo" treated as liquid cargo storage; no fire control system



HOVER RACERS

CHAMPION HOVERSPORTS CRIMSON STREAK HOVER RACER

Within the vehicle racing subculture, there are literally hundreds of different leagues and classes. Just within the hovercar race leagues are more than a dozen different classes based on engine type, body type and the nature of the course or track that the race is run upon. Because of the specialized nature of each league and class, few manufacturers choose to build vehicles specifically for the races; instead, they offer a number of different chassis and engine/drivetrain combinations that the various drivers and teams can choose-and then customize to their own specifications.

Champion Hoversports chose to go a different route, however. The company rose to prominence more than forty years ago when it transitioned from being a lowly Outback racing team to a true force to be reckoned with in the ISCHAR and LHRS leagues. With a stable of winning drivers and highly customized vehicles, Champion Hoversports continued to add to its impressive list of wins and drivers. By 3042, it had banked enough money and made enough industrial contacts that its controlling partners decided to expand the business by simultaneously producing two new lines of sports hovercars-one for the racing market and one, stripped down but otherwise based on the race model, for the civilian market

The Crimson Streak is Champion Hoversports' newest offering. Drawing upon advances in materials engineering and engine construction made in the past several years, the Crimson Streak is faster and more fuel efficient than its predecessors, and also more durable. Champion gave three of the model's five prototypes to its racing team, generating more buzz in the media for the Crimson Streak than any ad campaign could. Aleisha Cotten drove her Crimson Streak to a fourth ISCHAR championship and Teren San-Hi garnered a second-place LHRS finish. Even the totaling of the third car in the Edwards 1,000 brought significant good press-caught up in a seventeen car pileup in which three drivers lost their lives and eleven more were seriously injured, the Crimson Streak absorbed the brunt of the damage, allowing its driver to walk away from the accident. A year after it was officially introduced, the Crimson Streak Hover Racer is now a part of twenty-seven different teams competing in forty-three different leagues-and is the chosen ride of no less than fifteen drivers currently ranked in the top ten of their leagues.

The civilian version, the CS535, began shipping fifteen months ago, and dealerships across the Inner Sphere are finding it almost impossible to keep in stock. Anything but a family vehicle, it is designed for two, though a third passenger can ride in the cramped space behind the driver and front passenger. Likewise, the tiny "boot" at the front of the vehicle is barely large enough to fit a couple of small bags. But then again, that's not the purpose of this hover car with a published top speed in excess of 220 kph-though owners regularly claim to be able to hit 300 kph or more on straight-aways with little difficulty.

Type: Champion Hoversports Crimson Streak Hover Racer

Chassis Type: Hover

Tonnage: 4.75

Equipment Rating: E/D/C

Equipment		Mass (kg)
Chassis/Controls:	Standard	808
Engine/Trans:	Electric (Fuel Cell)	3,132 kg
Cruise MP:	17	
Flank MP:	26	
Heat Sinks:	0	0
Fuel:	958 km	450
Armor Factor (BAR 8):	8	360

	Internal Structure	Armor Value
Front	1	3
Left/Right Side	1	2
Rear	1	1

Weapons and Ammo	Location	Mass (kg)
None	-	-

Crew: 1

Cargo:
None

Notes: None

.....
Type: Champion Hoversports CS535 Hover Car

Chassis Type: Hover

Tonnage: 4.75

Equipment Rating: E/D/B

Equipment		Mass (kg)
Chassis/Controls:	Standard	808
Engine/Trans:	ICE (Petrochemicals)	3,088 kg
Cruise MP:	14	
Flank MP:	21	
Heat Sinks:	0	0
Fuel:	1,214 km	375
Armor Factor (BAR 2):	4	48

	Internal Structure	Armor Value
Front	1	1
Left/Right Side	1	1
Rear	1	1

Weapons and Ammo	Location	Mass (kg)
2 Crew Seats	Body	160

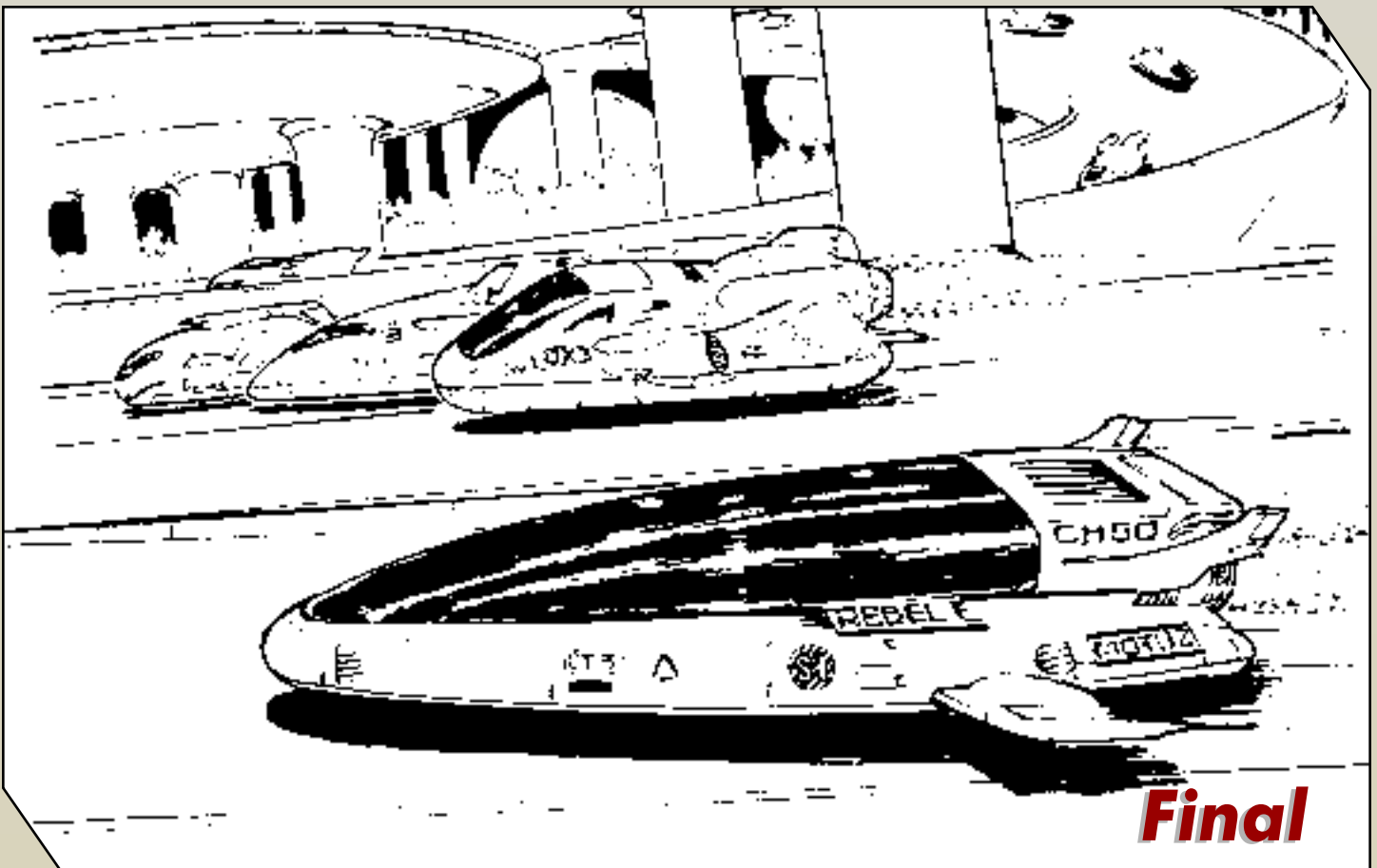
Crew: 1

Cargo:
281 kg 1 Door (front)

Notes: None



Sketch



Final

BANG!

YOU'RE DEAD!

A look at the Bounty Hunter and his crew in miniatures form

“Bang! You’re Dead”

With those words we were introduced to one of the most enduring, fascinating, and mysterious characters in the BattleTech Universe.

No other character with his longevity has had less written about him, with brief appearances that span from his introduction in the 1988 novel *Wolves on the Border*, through the 2005 novel *Daughter of the Dragon*. He has been hero and villain, mercenary and assassin, rescuer and kidnapper; but there is one thing this enigmatic MechWarrior has been throughout his 2-century existence: The Bounty Hunter.

When the novel *Heir to the Dragon* was published, we learned that the Bounty Hunter is not actually one person, but rather a persona handed down through the centuries. We knew very little else about him, save for his feud with Natasha Kerensky, the Black Widow, and the fact that he pilots a green *Marauder* adorned with credit symbols. Now, however, with the publication of *Interstellar Players* (ISP) this past year, we have finally been given a small but tenuous glimpse of this infamous BattleTech character. We may never know who the men (and women?) behind the mask were, but we now have an account of his exploits, from the Third Succession War to the FedCom Civil War. ISP also lists (or should I say speculates about) his equipment, the makeup of his crew, his methods, how to contact him, and how to use him in a game or campaign. I highly recommend ISP to anyone who has an interest in the Bounty Hunter.

What first intrigued me about the Bounty Hunter — and what likely drew most people to him — was the fact that he had beaten the Black Widow; that in fact his trademark *Marauder* was her old ‘Mech.

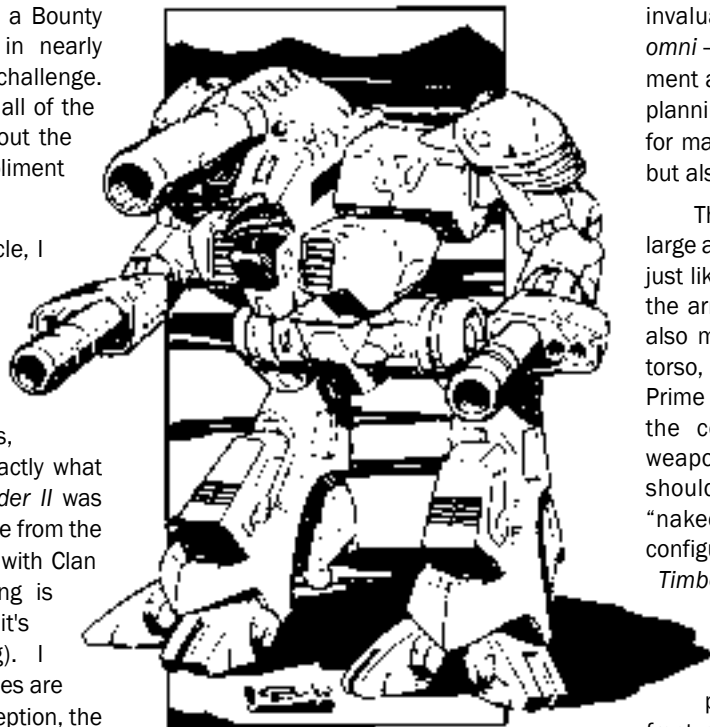
After FASA had spent some time building up the character of Natasha Kerensky, how she was one of the greatest MechWarriors in the Inner Sphere, and nigh unbeatable, they let us in on a little secret — this thug, this cipher, this *bounty hunter*, clocked her and was running around in her ‘Mech! And as we got to know him, little by little, we can infer this was not through an act of desperation or mere luck like with Joanna, but instead the Widow was beaten through the Hunter’s skill, animal cunning — and treachery.

I was thrilled when I read ISP to find that the Hunter has through the ages played both hero and villain, and has the potential to be a truly multi-faceted character — due to the fact that he’s actually several characters throughout the ages, much like the *Phantom* or the *Dread Pirate Roberts*. When I read about him heroically fighting — and winning — against the Clans, I was hooked on the character once again, and decided that I *had* to try to create him and his forces in miniature form. The fact that



very few people have painted up a Bounty Hunter miniature (I've seen 2 in nearly 20 years) only added to the challenge. Luckily ISP included the stats for all of the Bounty Hunter's 'Mechs (throughout the eras), as well as his current compliment of associates.

For the purposes of this article, I only tackled the Bounty Hunter's current 'Mechs, the custom *Mad Cat* he captured from the Smoke Jaguars, and the custom *Marauder II*. Before I started chopping up miniatures, however, I wanted to plan out exactly what needed to be done. The *Marauder II* was relatively easy, as it varied very little from the loadout of the 4S variant, except with Clan weapons (in fact the entire thing is ClanTech from the ground up – it's now the undisputed BV king). I decided that since the weapon types are the same, that for the sake of deception, the 'Mech should probably appear very similar to the stock model. So what did I need to change? The arms carry 2 medium lasers each instead of one, so I needed to consider that. The art from ISP (shown on p.58) shows the ports vertical to each other, but that's not really practical considering both the mini and the original MAD-4S art, so I planned on placing them horizontally. The only other change was replacing the heavy gauss with a standard (Clan) gauss rifle. To show this change, I planned to remove the



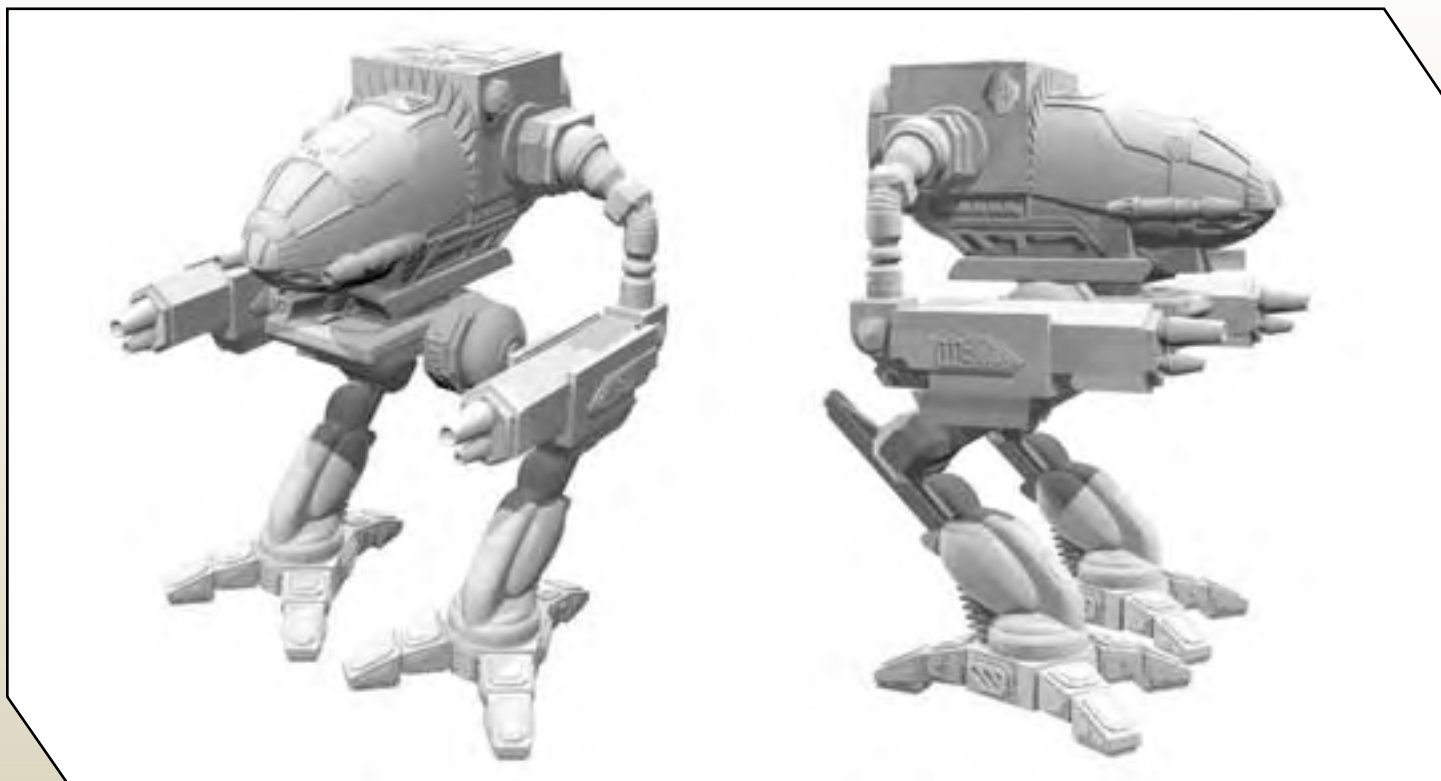
flared rear cowling to the gun, taking it to be the extra recoil suppression/stabilization mechanisms required by the heavy gauss. The result would look nearly identical to the MAD-4S on the field (pictured above).

I then tackled the planning on the *Mad Cat*. A veritable electronics cornucopia, this version was far more unique and required much more planning. Chris "Thudgun" Lewis' work on the OmniMechs proved

invaluable. By making OmniMechs truly *omni* – standardizing Clan weaponry, equipment and loadout styles – he simplified the planning process for enthusiasts; not only for making any given existing configuration, but also planning out new ones.

The Bounty Hunter's *Mad Cat* has a large and a medium pulse laser in each arm, just like the *Mad Cat B*'s left arm, therefore the arms should look like that. The 'Mech also mounts a medium pulse in each side torso, and following the example of the Prime variant, I placed those on the side of the cockpit. Since there are no other weapons in the side torsos, it has no shoulder boxes, as indicated by Lewis' "naked *Mad Cat*" (this is the only configuration I know of like that, giving this *Timber Wolf* a unique profile). It does however mount an ECM in one torso, and a probe in the other. On the advice of Brian "Cache" Benzing, I placed these just above and to the front of the arms. Lastly, this configuration carries a light tag unit in its center torso. I placed it just under the chin, but then went back and built a small housing under the cockpit so that it wouldn't stick out willy-nilly, or get lost under the torso.

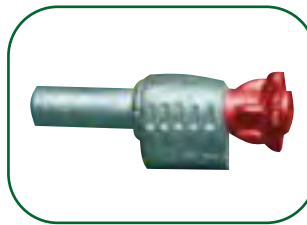
All in all, it was actually much easier than I expected, all thanks due to Chris Lewis' work on the OmniMech Hangar: www.thudgun.com/BTech/Omnis.html. The result can be seen below. Now I had to actually build the suckers.



CONVERTING THE BOUNTY HUNTER'S MARAUDER II



1 Fill in the medium laser ports with a strong epoxy and allow to cure. Sand/file the area smooth. Drill 2 1.5mm holes for the new ports.



2 Saw off the indicated area from the gauss rifle. Sand/file it smooth. Detail the new flat area with styrene, putty and or bits as you see fit.



3 I used Green Stuff to create a cowling for the shoulders. I just feel this looks better than the exposed ball and socket.

CONVERTING THE BOUNTY HUNTER'S MAD CAT

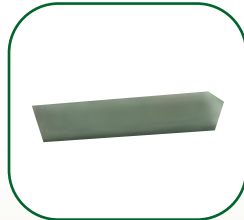
For the *Mad Cat*, you'll need an extra torso medium laser sprue. You'll also need a resculpt *Loki* torso — we won't be cutting it up though, so you won't need to get a spare one. We'll also be using a length of 2mm diameter plastic rod and Green Stuff.

One thing you may notice that's different from the original plans are the arm lasers. The difference between the ER and pulse lasers, visually, is rather minor, consisting mainly of a slightly flared base. I considered altering the standard lasers with

green stuff, or using *Mad Dog* laser tips, but in the end it seemed to fiddly just to achieve a result that's barely noticeable at this scale. If Timber Wolf B arms are ever produced, we could use those, and be all the more accurate.



1 Clip off and file down the missile box pegs from the shoulders.



2 Cut a 5mm length from the 2mm plastic rod. Sand it into a triangular wedge shape for the light TAG.



3 Glue the TAG under cockpit, and allow glue to cure. Build up the housing around it with Green Stuff.



4 The torso laser pegs are off-center, so for the right torso, drill a hole just above the existing hole, so that the torso laser will be even.

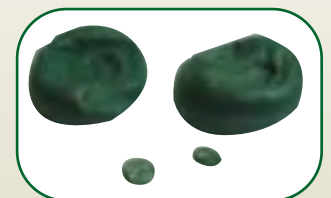
I could have created the ECM and probe from green stuff, but I decided to try something different. The resculpt *Hellbringer's* torso comes equipped with both suites, and I decided to try and cast them using the torso as a source.



I mixed together some Green Stuff with petroleum jelly, which keeps the epoxy from bonding to the miniature. I then pressed the Green Stuff onto the electronics on the *Hellbringer's* torso. After the epoxy cured, I peeled off the green stuff — new molds for Clan ECM and probes!



Once again I mixed together some Green Stuff with petroleum jelly, and carefully pressed it into the molds. After it cured, I popped them out of the molds and trimmed off the excess. Lastly, I glued the electronic bits to the appropriate torsos on the *Mad Cat*.



PAINTING THE BOUNTY HUNTER AND HIS CREW

Painting the Bounty Hunter and his minions was relatively straight-forward. The only undisputed fact about his machine is that its painted a bright green, and decorated with credit symbols. The green has been at times described as “bright”,

“neon”, or “emerald”. I used the cover of Daughter of the Dragon as a basis, since that shade of green seems to fit all those adjectives nicely. As for the credit symbols, its never been clear exactly what is meant by “credit symbols” or what pattern they follow.

To keep it simple, I used the symbol depicted in ISP, and followed the description that stated the credit symbols were set at the “four points of his ‘Mech”, as well as the placement on by the cockpit, as shown in the ISP image.



1 The miniatures were primed black, and overbrushed with GW Goblin Green for the base coat.



2 The next step was to evenly drybrush the miniatures with a 50/50 mixture of GW Scorpion Green and Vallejo Livery Green. Even with the darker green in the recesses, the miniature is still looking a little flat.



3 The miniatures were then given a wash to add depth. This consisted of the “magic wash” formula, to which was added a drop of black and sepia inks, and 3-5 drops of Vallejo Dark Green, at a ratio of 3 parts wash to 1 part ink/paint.



4 I then highlighted the miniatures with Vallejo Livery Green — either drybrush, panel-line or blend to taste. I did a mix of all three. Follow up with a glaze of cyan (blue) ink to give it back that “emerald glow”.



5 Next up, the details; paint all the non-green areas black to start. Paint all the ports, grills, cowlings gray or gunmetal, and paint the cockpit red. I applied decals to taste, including the credit symbols as stated earlier.



6 Lastly I did some weathering: paint chips by applying black scratches and then painting over them with gunmetal; Fluid streaks and stains by painting on streaks of watered down Vallejo Dark Flesh, and dusted the lower extremities with shades of brown and sand.

THE BOUNTY HUNTER'S FORCES

Considering how long the Bounty Hunter's been around, and how many alter-egos he's had, one can easily assume that he's had every manner of man and machine as part of his crew at one time or another. Thankfully, ISP provides a good amount of information on his current crew.

Whether piloting the *Mad Cat* or the *Marauder II*, he is usually accompanied by a *Falconer* and a *Shadowhawk*, along with

one to three other 'Mechs. All the 'Mechs are painted the same bright green, and they are always pristine (which I took to mean perfect working order, not necessarily spotless paint jobs), and the pilots are all elite+.

Below are some sample forces that could be encountered when dealing with the Bounty Hunter in the current era. For other eras, just about any force could be

constructed, and any individual paint schemes are possible. Specifics have not been well documented, other than Vic Travers and his Tiger Striped *Orion*, who appeared in *Wolves on the Border*, *Heir to the Dragon*, and ISP, and in the early 3030's became the Bounty Hunter himself.

Keep watching the CQ for a special scenario and an "after action report" featuring the Bounty Hunter, coming soon!

Extraction Team

This force is configured for extraction missions, so the key here is speed. All of the Bounty Hunter's compliment here are jump-capable, with ground speeds ranging from 86 to 118 km/hour. Another important consideration is electronics suites. The Hunter's *Mad Cat* is equipped with an active probe, to seek out any potential threats or ambushes, as well as an ECM to throw off opponents with sophisticated equipment. The *Spector* is also equipped with an ECM, allowing the team to expand its ECM coverage, or to split up if necessary.

Also of note is the fact that half of the team has working hand actuators, giving this team a total of 13 tons of carrying capability.

This force averages 17k BV, but dropping the *Phoenix Hawk* rounds this unit to about 15k.

SHD-5D *ShadowHawk*

JVN-11D *Javelin*

FLC-8R *Falconer*



PHX-3PL *Phoenix Hawk*

The Bounty Hunter

SPR-5F *Spector*

C3-Network Force

This force is specially configured to make use of the C3 system. First off, the *Cauldron-Born* is in a unique master configuration, swapping out the LB 5-X, ER medium, and SRM-2 for a C3M, ER PPC, and ER small. The *Warhammer*, *Shadowhawk*, and *Falconer* all swap out an ER mediums for a C3 unit. The C3 units all have comparable speed, lending flexibility to the unit, as the role of spotter can vary upon what the situation at the moment demands. However the *Shadowhawk* would be the likely choice, due to its superior jump capability and its limited long-range capability.

At first glance the *Marauder II* appears to be at a disadvantage, since its not hooked up to the C3 network, and due to its slow speed. However, the Bounty Hunter in this 'Mech is a veritable 1-hit-1-kill monster without any help, with greater accuracy at longer ranges than his partners. This in itself may cause opponents confusion, as they try to decide where to concentrate fire — on the Bounty Hunter, or on the C3 Master.

This force averages 20k BV.

FLC-8R *Falconer*

Cauldron Born Omni



WHM-9D *Warhammer*

The Bounty Hunter

SHD-5D *ShadowHawk*

General Purpose Unit

The core to this configuration are the three OmniMechs: a *Ryoken*, a *BlackHawk-KU*, and a *Cauldron Born*. The remaining 'Mechs are fairly mobile, with the *Falconer* and *Mad Cat* being long-to-medium range hitters, and the *Shadowhawk* a medium-to-short range unit. The *Mad Cat* is not jump-capable, but has a bevy of electronics suites. With that in mind, the remaining three Omnis can take on varying configurations altering the M.O. of the unit as a whole.

My preferred setup is mainly vanilla, with the *Cauldron Born* in its Prime configuration in a similar role to the *Mad Cat* and

Falconer, while the the *BlackHawk-KU Prime*, *Ryoken B*, and *Shadowhawk* push forward to closer allowing the *Ryoken* to bring the Ultra AC to bear.

Another possibility is to use the *BlackHawk-KU D*, armed with semiguided missiles, while the *Mad Cat* and *Cauldron Born B* alternate painting target with TAG. A *Ryoken B* could be used to cover the TAGers up close, or you could go with an A or D for even more missile goodness.

This force averages at about 20K BV, depending on the skills and Omni configurations picked.



All-Out Assault

The idea for this force is rather straightforward – to hit the enemy *hard*. This would come into play either in extraction scenarios where the subject is well guarded and the opposition must be met with overwhelming firepower, or for assassination attempts when finesse has been thrown out the window.

The *Warhammer* looks like the weakest link, until you take a look at its armor factor, mobility, and the fact that its targeting computer can help make every shot count. The *Thunderbolt* has nearly maximum armor, is jump-capable, carries a gauss rifle, can alpha strike while barely overheating, is equipped with ECM, and best of all, has a standard fusion engine. The *Cauldron Born*

is a force to be reckoned with regardless of the configuration, although I prefer the Prime and the H. Then there's the *Marauder II*. As stated earlier, this 'Mech, piloted by the Bounty Hunter, is simply inhuman, and can theoretically core through a 100-ton 'Mech in one volley.

The *Falconer* and *Shadowhawk* are once again mandatory choices, but not without merit. They can bring considerable firepower to bear, and their maneuverability lends them to the role of harrassers, leading the opponent on, while the Bounty Hunter picks them off one by one.

This team averages at over 22k BV.



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Cat & Mouse: Part 2

A CAMPAIGN FOR I-CON 25

by John Hudson

**Office of the Precentor Martial
War Academy of Mars
04 October, 3067
1315 Mars Standard**

There was a gentile knock on the door, that if I were not expecting it, I would probably not even hear it.

"Come in."

As the door opened, the familiar form of Precentor ROM entered the room.

"Ahh, Alexander, come in and sit down."

"Good afternoon Cameron how was your lunch?"

"About what you would expect on Mars, although the Caesar Salad was good. By the way, that was a good job that your operatives have been doing in the Chaos March."

"Thank you, but you know that it was a collective effort that included practically all true believers. Well, to each their strengths, Cameron. Just following the plans laid out by the Holy Blake."

A knock on the door interrupted any further conversation.

"Enter."

"Precentor Martial, here are today's dispatches."

"Thank you Adapt."

St Jamais took the pad from the communications tech, and started scrolling through the read-outs.

"Here is something interesting...it looks like the heretics are at it again. It seems that our wayward brothers are on Fletcher re-building the HPG station there."

"I know."

"Really?"

"Yes, I have known for some time."

"And the reason you have been holding on to this little tidbit of information?"

"Well, I figured I would let ComStar do all of the work, and then swoop in and take all of the credit... not to mention the HPG station... and Fletcher while I was at it."

"Please, enlighten me Alex."

"Well, you see, about an hour ago..."

**HPG Generating Station
Royce, Fletcher
04 October, 3067
1030 Standard (1147 Mars Standard)**

"I assure you Mr. President, you must take more of an interest in what happens in your city. If you do not watch what ComStar is doing from one minute to the next, well the next thing you know Tukayyid all over again."

"Well Precentor, How would I know what to look for?"

"That is why I am here, Mr. President. I have the technical know how to keep them in line. You just leave it to me. Ah, here we are."

As they came around the corner, they could see the newly renovated HPG Station. ComStar has been working for nearly six months to bring back what was destroyed during the Marik-Liao invasion in 3057. The gray façade was newly installed, covering up the years of damage and neglect. All references to mercenaries for hire were removed, much to the dismay of the trade. In concession for moving out of the RPG station, President Stanton gave them his residence to use. The President then moved into the Royce Regency, on ComStar's account, of course.

As they approached the site, one of the things that Precentor Kennedy noticed was the heavy guard leading into the building. It is very unusual for a construction site to be guarded by a squad of power armor...Clan Power Armor. The Elemental suits were painted an urban camouflage with what appeared to be emerald green painted on the right shoulder guard.

"That's strange. Where did ComStar acquire five Clan suits? And why are they guarding this site? Are they worried about us? Or maybe it is the Mercs that has them scared. Well, what ever that has them pulling out all of the stops for I am all for. The more nervous they are, the easier it will be for me to gain control of everything."

A guard wearing the normal clothing of a ComGuard soldiery came out of a booth and asked them both for their identifications.

"Good day, gentlemen. May I see some Identification, please? Also, please state for the record the business that you wish to conduct here today."

"I am sorry, sergeant but what do you mean that what business we wish to conduct?"

"Actually, President Stanton, it is Adapt, and do you mean that you are operational?"

As the guard checked their Identifications, he answered in the affirmative.

"Well, the Heretics are full of surprises today. First, we have the Clan suits. Then we have a guard with an Iota 15 badge on his collar. And now I have a patch that I do not recognize...a scimitar on a white shield... interesting."

"Our business is with the HPG Precentor, Adapt. As you know this is President Stanton, and I am the Precentor for the Word of Blake contingent on Fletcher. If you would be as so kind and get him for us, please?"

"Of course Precentor, at once."

The guard handed back their id's as a runner went off inside.

"Precentor, is it not unusual to have armed suits of power armor patrolling the grounds?"

"Yes Mr. President, it is unusual. Usually you have a lance of Battlemechs patrolling the grounds. Is that not right Adapt?"

"Yes sir, a full Level II of six mechs would be on hand. But, we do not want to make the Mercenaries uncomfortable, now do we?"

Just then the door opened and out stepped a young man wearing the robes of a RPG tech, and started heading towards them.

"Now this is the face of ComStar that every citizen recognizes. These are the tech

wizards that will allow the great unwashed to contact friends and family throughout the universe. And all seems right in the universe. Except for these guards. And those Elementals...”

“Good day gentlemen, I am Adapt Oswald. How may I help you today?”

“Well Adapt, I am Precentor Kennedy, and this is President Stanton. I am assuming that you will be directing us to the Precentor?”

“Of course, could you follow me, please?”

As the Adept turned on his heels the stone on his robes caught the attention of President Stanton.

“That is an interesting stone, Adapt. Where did you get it?”

“This is a Bloodstone from the deserts of Caph, Mr. President.”

“Wait a second, what dispatches did I see on Caph...oh yea, we just brought them into the fold of the Blessed Blake. And we booted ComStar off the planet as well. What unit was that? The Eighth, or was it the Eighteenth? No, that is right, it was the Eleventh. Punted them right off the planet. Now what did they call the Eleventh? They are called the Wing Clippers. I remember the vids now. Those desert tan mechs with the emerald green right shoulder boards...”

“And their insignia was a scimitar on a white shield! The Eleventh is here on Fletcher. “

“I’m sorry, Precentor, what did you say?”

“Nothing Adapt, I was just thinking out loud.”

As the Adapt got up to the doorway of the HPG Station, he turned toward the two men, holding a Needler pistol in his hand.

“I heard exactly what you said, and I am afraid that that information must note get out. I am very sorry, gentlemen.

Blood sprayed everywhere as Adapt Oswald shot into the stunned men. As the bodies hit the ground the high pitched roar sounded as a Elemental cut in his jump jets toward the shooting.

“Stand down Adapt, and you will not be harmed”

But the Adapt started to shoot the Needler at the approaching Elemental. The Elemental backhanded the Adapt to subdue him. But when you take a suit that was designed to shred mech armor like paper, flesh and blood is not going to handle it. The Adapts neck snapped and he was dead before he hit the ground.



Hall of Perpetual Light
Hilton Head, Terra
04 October, 3067
1607 Terran Standard

“And after the events today on Fletcher, I would recommend to this conclave that we must step in and restore order. With the death of both The President and our Head of Diplomacy there is no leadership on Fletcher. As much as we rely on mercenaries to project the holy word of Blake, They are not suited to planetary rule. Only the divine truth of Blake’s love can rule a people benevolently. Thank you for your time.”

“Well, I can honestly say that this is a tragedy. I do not see any reason for us to wait on this. With everyone’s permission I think that we should send in a Diplomatic team to take control.”

“That is all well and good Precentor Hettig, but there is a slight rub.”

“And what might that be Precentor ROM?”

“ComStar’s 11th Division is on Fletcher”

“So we respond in kind. Precentor Martial, I am sure that you can supply us with a means to neutralize that threat.”

“Hummm...I am sure that the 5th Division can handle it. I can cut the orders and have them underway inside of an hour...with your permission, of course.”

“I think that we should vote on this so that we can stabilize Fletcher as fast as possible. What say you?”

“Aye.”

“Yes.”

“Of course, we should do this.”

“Well, it is unanimous. Precentor Martial You have the Councils permission to re-direct the 5th Division to Fletcher and restore law and order there.”

“Thank you ladies and gentlemen, I will take your leave now so that I can work the will of Blake.”

Office of the Precentor Martial
War Academy of Mars
04 October, 3067
1620 hours Standard

“That went well Alex. Your plan worked to perfection.”

“Yes it did Cameron, yes it did. It is a shame that we had to sacrifice two believers in order to accomplish it. But as they say... the tree of liberty needs to be watered with the blood of patriots for it to grow.”

“I did not know that President Stanton was a True Believer?”

“He wasn’t.”

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 P K Y BADDREAM W P K
 T S L A VINSONSVIGILANTES
 O N R A L DEDRICKSONSDEVILS N B I N H L I M
 S H E A V Y H E L L R A I S E R S D G E S K A N T O C
 S S E N S G A D E T D E V I L S B R I G A D E G A E L S G R I N D E R S
 S R I GORDONSARMOREDCAVALRY S A L V A G E B A L L S H E R M S P A N Z E
 O N E E Y E D J A C K S G B R O A D S T R E E T B U L L I E S U R T L O N E W O L V E S I T
 13 T H S T A L K I N G H O R S E T L E T P R E Y S D I V I S I O N A L S
 B E B L A T A C E D A R W I N D R A G O N S B R E A T H R E E D S B R E W
 K U S C I G B L A C K A N G U S B O Y S
 M A S C O Y E R I K S S O N S E I N H E R J A R
 E N S O G A B H A R D T S C A R A B I N E E R S R A G I N G H O R D E
 N S O E
 K R A K E N U N L E A S H E D

Answers to 20 Questions:

1. A, 2. D, 3. A, 4. A, 5. B, 6. A, 7. B, 8. A, 9. A, 10. C, 11. B, 12. B, 13. B, 14. A, 15. A, 16. B, 17. C, 18. B, 19. A, 20. B.

Score:

- 20 Questions answered correctly: Battletech Grand Master.
 17-19 Questions answered correctly: Battletech Master.
 14-16 Questions answered correctly: Battletech Expert.
 11-13 Questions answered correctly: Battletech Veteran.
 10 or less Questions answered correctly: Battletech Novice.