The Tech Factory

T.FRANK 93

A Gaming Journal
Formerly The Mech Factory

TECH

FACTORY

Editors Notes: I'm sure everyone has noticed our format and name change, and is wondering what is going on. After issue number 3 of the Mech Factory was distributed, I got a letter from Sam Lewis, President of FASA. There is no need to reprint the letter here, but basically it said that The Mech Factory was infringing upon FASA's copyright and trademarks, and I needed to call him. This was quite a shock to me because all along we had been talking to FASA and had been told it was OK to print The Mech Factory. In my conversation with Sam, he told me that originally Mech Factory was a "Fanzine", but once it became nationally distributed it could no longer be considered a "Fanzine." Once it moved from Fanzine status to a "real" Battletech supplement, that's when the problems started. Unfortunately, because of some other license agreements by FASA, they were unable to sell us a license to exclusively publish Battletech material. It was suggested to us, that we could still do what we were doing, but we must make The Mech Factory into a generic science fiction gaming magazine. For us to move to a generic gaming magazine, we had to make some changes. First of all, we would need some other "core" gaming systems we would focus on. It was only natural that I would turn to Steve Cole and Star Fleet Battles for help. (For those of you who didn't know, I have been on SFB staff for several years). Printing SFB material always makes for interesting licensing problems. Because of these restrictions, all SFB material we will print will be official playtest material, and will come directly from ADB. We are unable to develop our own SFB material (like a new race for example), and will not accept any submissions for such material. In addition to SFB, I contacted Global Games about the possibility of adding Legions of Steel to our lineup. Legions of Steel is a great game that simulates battles between Commandos and Machines. Legions of Steel fits extremely well into our new format. Not only is it a good science fiction game, but it is played with miniatures - some of which can easily be used for Mechs! (For example the Behemoth Battle Trooper makes a great ALN-Assault). The guys at Global Games were great! They are going to give us as much support as possible. This will include previews of yet to be released products, artwork, and scenarios. These three game systems: Battletech, Legions of Steel, and Star Fleet Battles will be our "cornerstone" games. Material for these games will be in every issue. Once we made the magazine generic, the name no longer made sense (that and Sam Lewis informed us that Mech is a registered trademark). We decided on The Tech Factory for several reasons. First of all, the name makes sense as all of our feature games take place in a futuristic high tech environment. Second, and perhaps more important, was the name was very similar and hopefully we would not lose our name recognition. So for those of you who want more Battletech, I apologize, this is much as we can do. For those of you who picked us up because of Star Fleet Battles or Legions of Steel - welcome aboard! If anyone wants to contact us via E-mail, we are active on GEnie. Send E-Mail to G.Dieckhaus, or A.Phelps3. To use internet, send mail to G.DIECKHAUS@GENIE.GEIS.COM.

SUBSPACE MESSAGE FROM
STAR FLEET COMMAND
RELEASE #1 — STARDATE 9403.21

The following datafiles have become available from Star Fleet Historical Research Command. They comprise data on the ships and weapons used by the Hydrans prior to and during the Klingon invasion and conquest of Y87. You can now watch them go down to defeat (as good Hydrans should).

(YE7.0) NOVA CANNON

The nova cannon is the primary armament of the Hydran Fleet during the Early Years. Its power is derived from a stream of excited deuterium nuclei that are projected to the target via a trans-light warp. The nuclei are then fused into helium, releasing significant energy at the instant of contact. The weapon is short-ranged but powerful.

The standard Hydran tactic is to move rapidly toward the target, leaving the nova cannons uncharged to save power for more speed. The Hydran ship tries to end the turn near the target, then arms and fires its nova cannons at the start of the next turn.

The nova cannon eventually evolved into the fusion beam, but a fusion beam cannot be hastily repaired as a nova cannon.

(YE7.1) DESIGNATION

(YE7.11) SSD: Each box on the SSD represents a single nova cannon. Each such weapon is recorded separately.

(YE7.12) DESTRUCTION: Hydran nova cannons are destroyed on "torpedo" hits.

(YE7.2) ARMING PROCEDURE

(YE7.21) ENERGY: Charging a nova cannon requires one point of power from any source during a single turn.

(YE7.22) COOLING: If the weapon is fired, it requires one turn of cooling and cannot be armed or fired during the game turn after the turn on which it was fired; see (YE7.412). If the weapon is merely discharged (E1.24), cooling is not required.

EXAMPLE: If a nova cannon is fired during any impulse of Turn #1 (no matter whether #1 or #32), it cannot be armed or fired on any impulse of Turn #2.

(YE7.23) HOLDING: Nova cannons cannot be held in an armed state, but must be fired or discharged (E1.24) shortly after (i.e., on the turn that) they were armed. If the weapon is not fired on the turn it is armed, the weapon is discharged (E1.24) and the energy is lost, but the weapon does not need to cool and can be armed and fired during the next turn.

(YE7.24) RESERVE POWER: Nova cannons can be fired with reserve power (H7.52).

Nova cannons can be partially armed with allocated power and then completed at (or prior to) the point of firing with contingent reserve power (H7.6). If this power is not provided and/or the weapon is not fired, the weapon will be discharged and the power will be lost at the end of the turn.

(YE7.3) FIRING NOVA CANNONS

(YE7.31) NOVA CANNON TABLE: Nova cannon fire is resolved on the NOVA CANNON TABLE, which is found on the SSDs of ships armed with nova cannons and is shown below.

DIE ROLL	RANGE (Hexes)					
	0	1	2	3–8	9–12	13–20
1	7	6	4	2	2	1
2	7	6	4	2	1	1
3	7	6	3	1	1	0
4	7	5	3	1	1	0
5	6	5	2	1	0	0
6	6	4	2	0	0	0

(YE7.32) PROCEDURE: Determine the range to the target. Roll one die, and cross-index the die roll result with the range column. The result is the number of damage points scored.

(YE7.4) OVERLOADS

Nova cannons cannot be overloaded.

(YE7.5) HOLDING NOVA CANNONS

Nova cannons cannot be held. They must be fired or discharged on the turn that they are armed.

STAR FLEET NEWS UPDATE

CAPTAIN'S LOG #14 is now in the stores with a superb cover, great fiction (a Federation BC in a Klingon trap; what could be better?), and plenty of tactics, scenarios, etc.

CAPTAIN'S MODULE S2 is now at the printers. The 53 scenarios include 30 brand new ones and 23 classic battles from the Commander's Era. Also included are two campaigns (LDR Commander and Survey Captain). As a special bonus, TFG included a full color Asteroid Field Map!

PRIME DIRECTIVE, the new SFB role-playing game, is creating new excitement in the Star Fleet Universe. The boys on the Prime Team have just released the thrilling adventure GRADUATION EXERCISE. A team of nearly-graduated Primes is sent on a jungle survival test. However, instead of getting in touch with nature, they get in touch with some Cygnan scientists on the run from an Orion raid. And then a platoon of Romulan Marines shows up!

CAPTAIN'S LOG #15 will be along in a few short weeks with more of your favorite features, plus new tournament ships for the LDR and WYNs!

CAPTAIN'S MODULE X1 will be the major Origins release this year, with dozens of the most powerful ships in SFB and exciting scenarios where they can show their stuff. (The playtest department advises that X-ships will no longer have aegis and cannot pulse-fire an overloaded phaser. Also, plasma ships cannot load anything bigger than an F-torp in one turn.)

MORE: CL#16 and Module Y will be along late this year, and don't be surprised if you meet a few new races soon!

CONVENTIONS: ADB will be running the usual array of SFB and F&E events (Fleet Captain, Patrol, Saturday Patrol) at both Origins and GenCon this year. Also, *Team Prime* will be holding a tournament at Origins and the first-ever Prime Directive National Championships at GenCon.

(SP1703.0) IMPASSE

(Y87)   *by Steven Paul Petrick, Texas*

As the Hydran defensive sphere collapsed and the Hydran homeworlds came under direct attack, every Hydran warship was called in a last ditch effort to avert total defeat. The remnants of Commodore Hpsphyt's force found itself blocked from reaching the capital by ships of the Lyran Star Empire. Realizing that the Lyran ships had to be disabled or they would simply follow them back to their homeworld, the Hydrans closed to engage. The Lyran ships, however, were under orders to allow no Hydran ships to pass their lines and reinforce the Hydran homeworld defenses.

(SP1703.1) NUMBER OF PLAYERS: 2; the Hydran player and the Lyran player.

(SP1703.2) INITIAL SET UP
HYDRAN: YCA *Loyalty* in 2101, YCA *Tenacity* in 2301, YFF *Valiant* in 2501, all heading D, speed max, WS–III.
LYRAN: YCA *Prowess* in 2130, YCA *Vicious* in 2330, both heading A, speed max, WS–III.

(SP1703.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SP1703.4) SPECIAL RULES
(SP1703.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Hydran units can only disengage from xx30 map edge. The Lyran units can only disengage from xx01 map edge. Units which disengage in unauthorized areas are considered destroyed.
(SP1703.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
    (SP1703.421) There are no MRS shuttles in Early Years.
    (SP1703.422) There are no fighters in Early Years.
    (SP1703.423) There are no PFs in Early Years.
(SP1703.43) COMMANDER'S OPTION ITEMS
    (SP1703.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra Marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.
    (SP1703.432) There are no drone-armed units in the basic version of this scenario. In a variation where drone-armed units are present, all drones are "slow," i.e., speed–8. Type-II and type-V drones (speed 12) are available for purchase as special "limited availability" drones.

    Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose. See (YFD10.0) for additional data on what drones are available.
    (SP1703.433) If players wish to use the optional rules for Prime Teams (G32.0), one CA on each side can carry one such team.
(SP1703.44) REFITS do not apply to the early years.
(SP1703.45) HYDRAN DISENGAGEMENT: The Hydrans cannot disengage unless they have been crippled, or both Lyran ships are either crippled or destroyed. The Hydrans can disengage if one Lyran ship is destroyed and the other is crippled.
(SP1703.46) LYRAN DISENGAGEMENT: The Lyran ships can only disengage if they are crippled.

(SP1703.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201), except that no points are awarded for disengaged ships.
    The Hydrans gain a 50-point bonus for each uncrippled ship they disengage.
    The Lyrans gain a 50-point bonus for each Hydran YCA that is destroyed and 100-point bonus for each Hydran YCA captured. No bonus points are awarded for the capture or destruction of the Hydran YFF.

(SP1703.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SP1703.61) Replace the Lyran YCAs with Klingon D4s.
(SP1703.62) Replace the Hydran ships with Kzintis.
(SP1703.63) For a smaller and faster battle, delete the Hydran at start YFF and replace the YCAs of both sides with YFFs.

(SP1703.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SP1703.71) Change the Hydran YFF to another Hydran YCA.
(SP1703.72) Replace a Lyran YCA with a Lyran YFF.
(SP1703.73) Delete the Hydran YFF or add a Lyran YFF

(SP1703.8) TACTICS: Get close and destroy the enemy!

(SP1703.9) PLAYTESTERS COMMENTS: This is an official SFB playtest scenario. If you playtest this scenario and send a report to ADB, your names will be listed in Module Y! Your report should include the following information:
1. List the title and the SP number.
2. How many times did you play it? How many to completion? We require at least two playings to completion and prefer more. Provide a summary of each battle.
3. Is the scenario unbalanced? If so, toward whom?
4. Pick one: Fun, boring, unworkable, average.
5. Is there a "trick key" that can unlock the scenario and cause it to fall apart? If so, describe it.
6. List any proposed changes, variants, or balance factors.

HISTORICAL OUTCOME: The Hydran *Loyalty* and *Valiant* were destroyed in the battle. The *Tenacity* was damaged, but managed to elude the badly damaged Lyran *Prowess* (the Lyran YCA *Vicious* had been destroyed) and reach the Hydran homeworld, where it was ultimately destroyed.

REPORTS ON SHIPS
1. List the Race, Class, and Project (900) number.
2. What mission is the ship intended for? Is it suitable? Why?
3. How many times did you test the ship in one-on-one duels? What ships did you test it against? What were the results?
4. How many times did you test it in fleet battles? Describe the fleets and results. Did the ship perform its mission?
5. Are there any hidden flaws? Are power, speed, and systems adequate to the mission?
6. What changes to the ship do you recommend?

REPORTS ON RULES
1. List the rule number and what product the rule is in.
2. Ask your questions about how it works or what it means.
3. List any conflicts with other rules.
4. Describe any changes in balance or tactics it causes.
5. List any typos or mistakes.
6. Indicate anything that you feel should be added, deleted, or changed, clarified. Justify your position.

HYDRAN GRENADIER EARLY CRUISER

DAM CON 4 2 2 0

EX DAM

CNTR

SENSOR 6 5 2 0

SCANNER 0 3 5 9

SHIELD #1 SHIELD #2 SHIELD #3 SHIELD #4 SHIELD #5 SHIELD #6

PH-2-FA 1 2 / 3 4

PRB LAB NC C RF / D R SHTL
BRIDGE C HULL EMER TRAN R WARP
TRAC BTTY AUX TRAN C WARP IMP
NC A / L B SHTL TRAN L WARP IMP
TRAC

RS PH-2 6
TRAC
LS PH-2 5

SHIP DATA TABLE
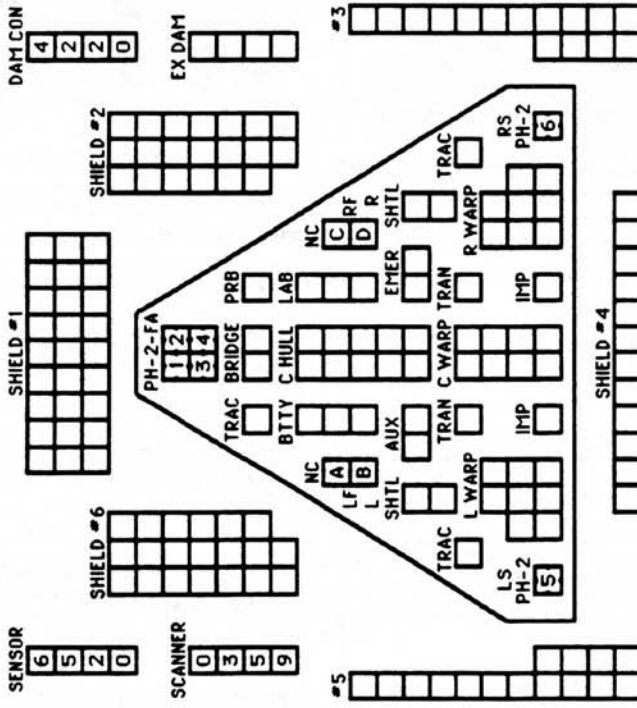
TYPE =	GRN
POINT VALUE =	76?
BREAKDOWN =	5-6
SHIELD COST =	1+1
LIFE SUPPORT =	1
SIZE CLASS =	3
REFERENCE =	YR9.2

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

TURN MODE

TURN MODE	SPEED
C	1	2 - 4
	2	5 - 9
	3	10 - 14
HET	4	15 - 20
BD	5	21 - 27
	6	28+

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS ✱ 10 20 30

BOARDING PARTIES 10

PROBES 5

T-BOMBS D D

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	0
2	4	4	4	2	0	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	4	3	2	0	0
6	3	3	3	1	0	0

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

NOVA CANNON TABLE

DIE ROLL	RANGE 0	1	2	3-8	9-12	13-20
1	7	6	4	2	1	1
2	7	6	4	2	1	0
3	7	5	3	1	0	0
4	7	5	3	1	0	0
5	6	5	2	1	0	0
6	6	4	2	0	0	0

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	0
2	6	5	4	4	3	2	1	0
3	6	4	4	4	3	1	0	0
4	5	4	4	3	3	0	0	0
5	5	4	3	3	3	0	0	0
6	5	3	3	3	3	0	0	0

HYDRAN VOLTIGEUR EARLY FRIGATE

CNTR

SHIP DATA TABLE

TYPE	=	VLT
POINT VALUE	=	357
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR9.3

CREW UNITS

* | 9

BOARDING PARTIES | 6

PROBES | 5

T-BOMBS | D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIELD #1

#2

#3

SHIELD #4

#6

#5

SENSOR | 6 | 4 | 0

SCANNER | 3 | 5 | 9

DAM CON | 2 | 2 | 0

EX DAM

FA PH-2 1 2
BRDG
AUX TRAN PRB
BTTY HULL LAB
NC A
LF L
PRB
LAB
C
NC B
TRAC PH-2 EMER
PRO IMP SHTL
IMP
3
RF
R
IMP
C WARP

TURN MODE SPEED

C		SPEED
	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
BD	5	21-27
	6	28+

NOVA CANNON TABLE

DIE ROLL	RANGE 0	1	2	3-8	9-12	13-20
1	7	6	4	2	1	1
2	7	6	4	2	1	0
3	7	5	3	1	1	0
4	7	5	3	1	0	0
5	6	5	2	1	0	0
6	6	4	2	0	0	0

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	0
2	6	5	4	4	3	1	0	0
3	6	4	4	4	3	1	0	0
4	5	4	4	3	3	0	0	0
5	5	4	3	3	3	0	0	0
6	5	3	3	3	3	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	-
2	4	4	4	2	1	0
3	4	4	4	2	0	0
4	4	4	3	2	0	0
5	4	3	2	1	0	0
6	3	3	1	-	0	0

LF RF
L f R
LR RR

FA = LF + RF

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX | ⑤ = HET COST | ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

LEGIONS OF STEEL by Global Games, $59.95

Legions of Steel is an exciting new board game produced by Global Games. The game portrays battles between Space Commandos and their machine opponents.

The games' history does a decent job of setting up the background for the game. Here is a short summary: From an unknown galaxy, the machines came. Their ships wandered among the periphery, and eventually settled into mineral rich planets, where massive building programs commenced. The machine empire grew at a devastating pace, and soon it became apparent that the galaxy must unite to defend against this incursion. Galactic races united and formed the Interstellar League for Mutual Defense against Extragalactics. Eventually, Earth is contacted by the League and are told of their impending doom. The league would not deal with multiple Earth governments, so out of the United Nations grew the U.N.E. or United Nations of Earth. Under the instruction of the alien races, Earth's technology was quickly upgraded. Earth, now an accepted member of the League, and its' U.N.E. forces are recognized as some of the most fierce and aggressive fighters in the galaxy. League commanders recognize the machines are fighting a battle of attrition - a battle the League can not win, and decide to make a bold maneuver. They must strike directly at the heart of the machine production facilities. Underground machine facilities prove to be invulnerable to orbital bombardment, and the only way to actually destroy them is to invade, send troops deep into the heart of the planet - destroying production facilities as they go.

Unlike many board games, Legions of Steel is not played on a map that uses hexes, but rather is based upon squares. Underground machine facilities are represented by interlocking terrain grids. These grids can be placed in various formations to provide a multitude of different set ups.

I was first attracted to LOS by its miniatures. The machines - or Nightmares as they are called, look very much like the "exoskeleton" from the Terminator movies. Furthermore, the Assault Fiend is absolutely wicked looking. The boxed game comes with nineteen metal miniatures, or as Global Games puts it - over 1 pound of miniatures. Perhaps a better name for the

game would have been Legions of Lead! Of the nineteen miniatures, ten of them are Nightmares, one is an Assault Fiend, six Commandos, and two heavy weapons troopers. While the initial outlay for game does seem to be high, when you consider that the average price for a miniature these days is anywhere from $3.00 - $5.00, Legions of Steel is a bargain. For the cost of the miniatures alone, you get the rules and all the terrain.

Inevitably, a game based on a "square" system, that features space commandos (or dare we say marines?) against aliens must be compared to Space Hulk. I think Legions of Steel is much better than Space Hulk for the following reasons. LOS is based on squares, but Global Games has taken the diagonals into account in all of there rules. Every other diagonal crossed is counted as two squares (of movement or range). Rather than relying on a random amount of command points, LOS has implemented leadership points. These points come from a group's leaders. This has two effects. First, it makes the leaders much more valuable. Furthermore it reduces the "luck" factor of the game and makes the players rely more upon skill. Space Hulk relies upon Overwatch and physical combat, but LOS deemphasises physical combat. In fact only the Assault Fiend can actually damage others in hand to hand combat. All other combat is ranged. In this game, the machines tend to excel in ranged combat, while the U.N.E. commandos prefer to close the range where their weapons perform better.

The Leadership and Suppression rules are perhaps the most crucial part of the game. Suppression allows a figure to control an area. It is basically laying down a field of fire over multiple squares. Anyone entering these squares is immediately attacked. The drawback to suppression is a figure is not allowed to move. Leadership allows the commandos to move faster, win initiative, and fire their weapons better. Machines generally do not have leadership points available (they make up for this with sheer numbers).

Currently all battles from Legions of Steel take place in the machine underground facilities, but Global Games informs us they are working on an outdoor system.

LEGIONS OF STEEL - A Closer Look.

ONE SHOT PER TURN: Something unique to Legions of Steel, is that each figure only has one fire action it may use during a turn. This fire action can take place at any time during the turn whether it be before movement, after movement, during movement, or covering fire. (Covering fire is a fire action saved for later, and can be used when a target enters your line of sight). Players must be careful to not "waste" fire actions. If all figures fire during an "offensive" part of the turn, you may be leaving your forces open to slaughter in the next phase.

SUPPRESSION: Suppression is a type of automatic fire that is available. When a figure is suppressing, basically it is "unloading" its weapons fire at a specific square for the entire turn. Anything that enters that square, or enters into a direct line of fire to that square is immediately attacked. Suppression allows players to "dig in" and avoid the "one shot per turn" penalty as multiple figures may be attacked. The biggest drawback to suppression is that a figure may not move and then suppress.

LEADERSHIP: Perhaps the trickiest and most confusing rule in the game is leadership. Leadership points may be used at any time. Actions taking place by use of leadership points generally take precedent over any other actions being performed. One example of this is a U.N.E trooper turns the corner to fire at a Nightmare down the hall. The nightmare who was "covering" the hallway may now fire. Cover fire takes place before the U.N.E trooper's fire. If the trooper has leadership points available to him, several interesting options are available. Once the machine player announces his cover fire, the trooper can use his leadership points. One option, is to use the points to move the trooper out of line of sight of the nightmare. In this case, the nightmare is still required to fire his one and only covering shot, and it automatically misses! Another option, would be to use two leadership points to have the Trooper fire. In this case, the troopers' fire takes place before the Nightmare's covering fire. When a figure uses leadership points for movement, for fire purposes, the figure is considered to remain stationary. This allows a figure to move around the corner with leadership, and then start laying suppression fire! Actions taken by leadership points can become confusing as to when, exactly, they take place. Just remember the following simple rules of precedence. 1) Existing suppression fire (suppression that has already been laid) always take precedence over any actions, including leadership. 2) Leadership actions take place before any "normal" action. 3) Covering fire takes precedence over normal fire or normal movement. 4) Normal movement or fire actions take place.

GRENADES: Grenades are a type of "indirect" fire available to players. Figures may throw a grenade around the corner and not be attacked by cover or suppression fire. U.N.E. commandos have two types of grenades available to them: Forcewall, and K-Pulse. K-Pulse grenades are a standard high explosive grenade, capable of destroying machine nightmares, but are virtually worthless against the assault fiend. Forcewall grenades, are a "defensive" weapon. Forcewall grenades create a forcewall in the square they are activated in. This allows a figure to lay a forcewall around a corner, protect himself from cover or even suppression fire, and then continue moving. Perhaps the biggest "dirty trick" in the game involves the use of forcewall grenades. If a forcewall grenade activates in a square that has a figure in it, that figure is normally pushed out of the square. Using the scattering rules, there still is a chance that the figure will not be pushed out of the square. In this case, the figure is pushed to the ceiling, crushed, and dies instantly. The dirty trick comes about when the figure (and specifically an assault fiend) being attacked is in a hallway. In the hallway, there is a 1/3 chance the fiend will be moved 1 square back, a 1/3 chance he will be killed immediately, and a 1/3 chance he will move forward. If he moves forward, a second grenade has a 2/3 chance of killing him immediately! This is especially nasty because this is the only time an assault fiend can be killed in one shot. The Machines do not have K-pulse or forcewall grenades, instead they have nachtmacher or darkness grenades. Units firing into or through darkness encompass severe penalties. While not as effective as forcewalls, nachtmachers allow the machines to move through areas that are being covered or suppressed. Perhaps the best use of a nachtmacher is known as the "Death in the Dark." This involves using a nachmacher to create darkness allowing an assault fiend to move in to physical combat. A Trooper "covering" have a very slim chance (1 in 6) of gaining a hit against the assault fiend, and even if it does, the assault fiend can take two hits before it is killed. Meanwhile the assault fiend has a 75% chance of eliminating what it attacks!
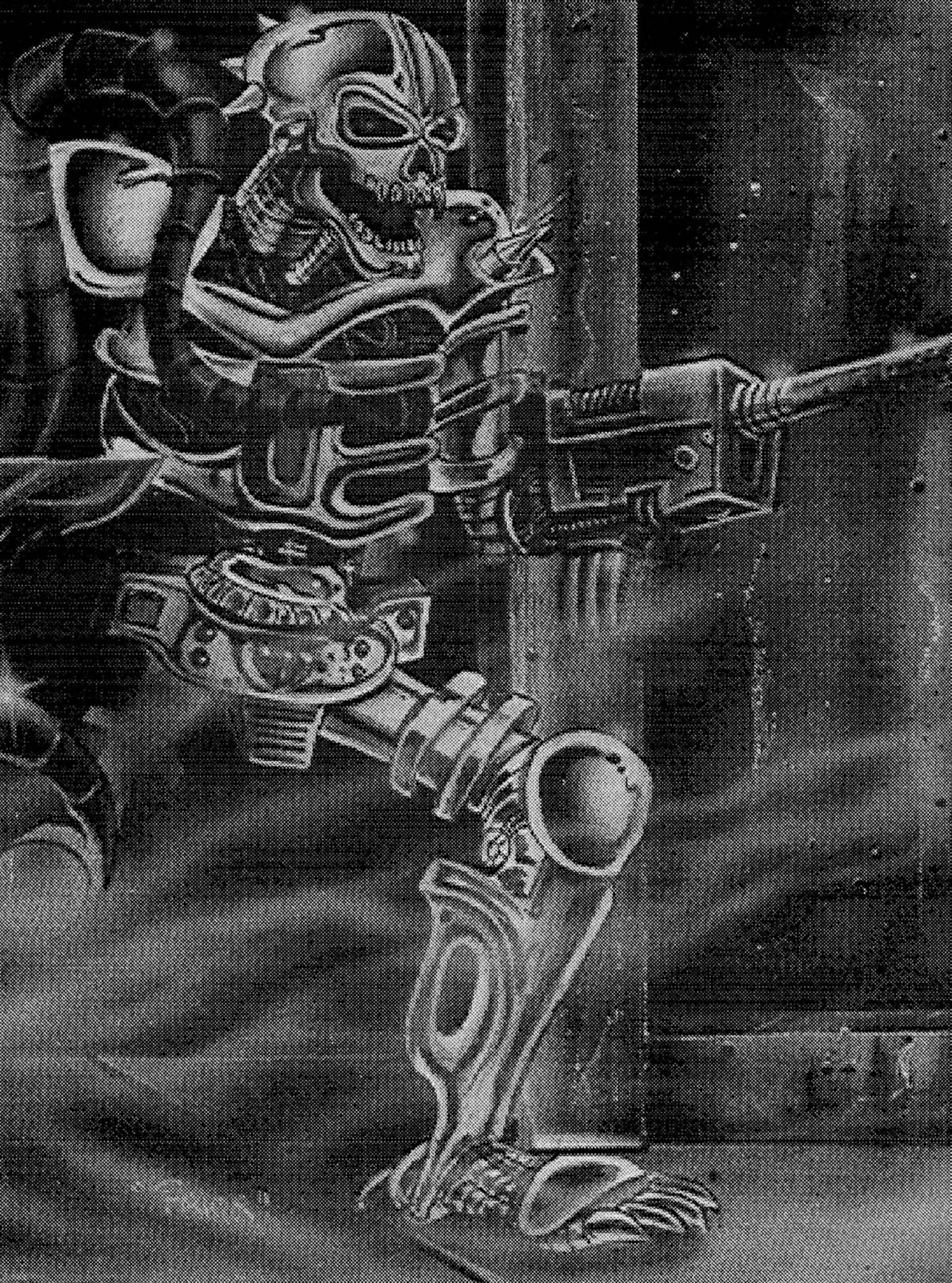
UNITE!
A Legions of Steel Scenario

Commando Background:
The sounds of battle came crackling over the headset. We had won this round, but the cost was high. Sarge, Owen - our heavy weapons trooper and the other half of the squad was lost. Moving on to our objective, we found remnants of the 4203rd were close by. We have decided to join them and create an intact unit before we head on to our next assigned sector.

Machine Background:
Sector 0100.31 Endangered.

Estimate 90% probability enemy units will access through sector 0100.30

Deploy forces from sectors 0100.21 and 0100.31

Engage and destroy enemy units.

(M) Machine Entry Point	Y Corporal's Squad Start
M Nightmare Start	X Sergeant's Squad Start

FORCES AND SETUP:

Commando: Two separate commando units are entering this sector. The first unit contains a Sergeant, a heavy weapons trooper, and two commandos. The second unit contains a Corporal, a heavy weapons trooper and two commandos. Both groups have full combat loads.

Machine: A Nightmare starts at each square marked with an M, facing in any direction. Others enter during the game. All machines start with full combat loads.

ENTRY:

Commando: The Corporal's squad starts in any formation in the squares marked with a "Y". The Sergeant's squad starts in any formation in the squares marked with an "X".

Machine: Two Nightmares enter at each machine entry point at the beginning of their phase on turn 1. An Assault Fiend may enter through any machine entry point at the beginning of the machine phase on turn 2.

REINFORCEMENTS: At the start of turn 3, the machines receive reinforcements. Before the scenario starts, roll a D6. This is the number of Nightmares the machine player may receive as reinforcements. This die roll is kept secret from the commando player. At the beginning of the machine phase, one Nightmare may be brought on from any of the machine entry points. No more machines than a Horde may be on the board at any one time.

OBJECTIVE: The Commandos must disengage any two troopers through the exit point marked "E". The machines must prevent the Commando objective.

SPECIAL RULES: The two commando groups are not a trained unit, and as such are treated as two separate groups. (For those of you with the advanced rules set, use the Grouping Rules). Each group must roll its initiative separately and may not share it's leadership points with the other group. Initiative is handled as follows: Initiative is rolled by all three groups (2 commandos and 1 machine). The player that wins initiative announces whether he will act or pass. If a player passes, then the next player must choose whether they will act or pass. If all groups pass, the player with the lowest initiative ranking is forced to act. Once a player acts, the choice to see who acts next goes back to the top of the initiative ranking.
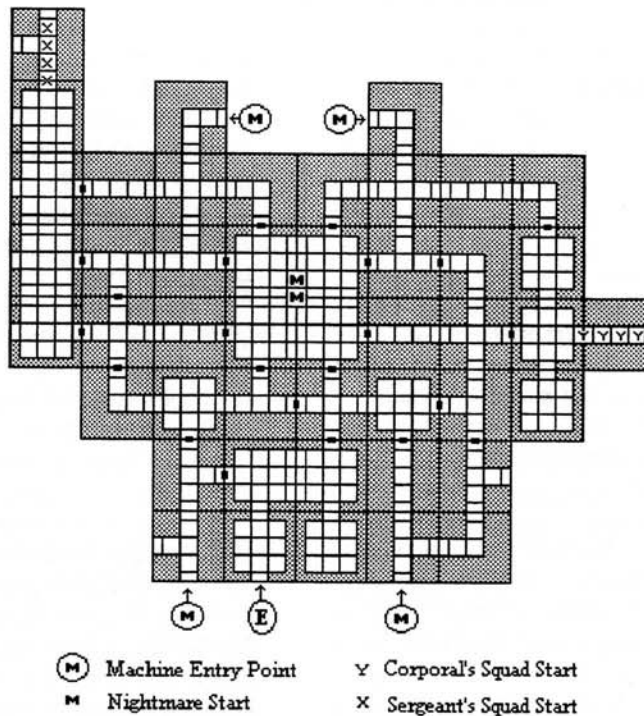
ASK FASA

The following are Rules Questions and Answers that have been uploaded to FASA's support area on GEnie, and FASA's official response to them.

Q: In Battletech, there is a way to dump ammo when the mech has taken so much damage it is likely the ammo will be hit and explode. Is there a way to "turn off" a gauss rifle, where it can no longer be used, but would no longer explode?
A: No.

Q: To take full advantage of Triple Strength Myomers requires a fine balancing of heat output. Is there a way to shut off any specific heat sinks? If so, can any be shut off, or just the ones outside of the engine?
A: As it stands, there is currently no way to turn off a single heat sink.

Q: On page 113 of the Battletech compendium, under item 11 allocate armor values, it states the armor value in a location may not be more than twice the number of internal structure boxes in that location, regardless of whether the armor is standard or Ferro-Fibrous. For example if a mech has 10 IS boxes in its left arm, then the left arm's armor value can be no more than 20. Yet, recently many FASA published mechs with Ferro Fibrous, have been exceeding this limit. (For example the Werewolf, and the Copperhead in Solaris the Reaches). Is FASA considering changing these rules in a future issue of the compendium, or are these errors that somehow slipped through into publication.
A: The rule in the compendium is correct.

Q: A 'Mech is wholly submerged in water and it would like to jump, is jumping possible if the mech stays underwater during the entire jump. For example, a P-Hawk is at water level -10, and want to jump 6 hexes forward (no intervening terrain) that is also water level -10. Is this jump possible, and if so how many piloting skill rolls would it require?
A: Mechs that are wholly submerged in water may not jump.

Q: Does jumping into water have any special penalties, like an additional +1? It seems to me like it would be more difficult to jump into it, than to walk or run into it.
A: Jumping into water has no special effects.

Q: Does the Tarantula or Goliath have a 360 degree field of fire? From the way the miniatures look, they do. Also why are quads designed with legs of unequal armor and internal structure?
A: Neither the Tarantula nor the Goliath have 360 degree turrets. They are limited to torso twists just like the rest of the Mechs. Quads were not part of the original construction rules when the Goliath was created, that is why the legs are of unequal armor and internal structure. Editors Note: Sam Lewis has told me that in the next version of the Battletech compendium this rule will change and quads will get uniform legs.

Q: If smoke is in between two mechs, then is the line of sight blocked? For example, I have two mechs in an open terrain. Smoke is in a hex directly between the two mechs. Both are on ground level. Do the mechs see over the smoke and no penalty is incurred, or does the smoke block the line of sight?
A: Smoke is only one level tall. Mechs can see over it if both smoke and the Mech are on the same level. Vehicles and infantry can not.

Q: A question about death from above. The base to hit is 5, with 3 added on for the jump, making that a total of 8. If this is a charge, while jumping, do you use the piloting skill modifier where the skills are compared?
A: Death from above is not modified for piloting skill.

Q: A mech that's underwater has to roll for breaches and flooding, does a mech that has taken damage on land THEN enters water have to then roll for each damaged location that gets submerged to see if it floods?
A: Mechs that take damage on land do not have to check to see if it's damaged sections flood if it enters the water.

Q: Can clan torpedoes use targeting computers? What about Artemis IV Fire Control, Narc, and Streak Torpedoes?
A: Torps can not use Artemis, Narc, or Streak. Torpedoes do get targeting computer benifits.

Uncle Alvin's Body Shop

Welcome to the Body Shop. The body shop is a column in which we will discuss ideas and tricks for designing and constructing your own battlemechs and vehicles. Tactical tips and ideas will be discussed as well.

Vehicles in Battletech
by Jay Clendenny

Vehicles hold little middle ground in Battletech. Either you like playing with them, or you don't. There are many players that have never played with vehicles. Other players prefer to play with vehicles instead of mechs. This article is meant to give some background and tips to the vehicle enthusiast.

According to Battletech's history, vehicles are supposed to be second rate units compared to Battlemechs, but tell that to a Locust that has to face four Savannah Masters. Vehicles do have restrictions on them, but also have many advantages. Perhaps the most important of which is that ballistic and missile weapons do not generate any heat and do not need the corresponding heat sinks. Designers can take advantage of this by packing large numbers of missile weapons (far more than a mech of the same weight) on a vehicle. Take every shortcut to save weight. For example 4 LRM-5's weighs 8 tons, and generates 8 heat. One LRM-20 weighs 10 tons and generates 8 heat. A vehicle does not need to worry about heat from these systems, so go with the LRM-5's. An exception to this might be if you decide to include Artemis, where you will be better off with large launchers. For the most part, a vehicle can carry a much higher percentage of weapons and move at higher speeds, as compared to the equivalent weight of their mech counterparts.

Another advantage of vehicles includes the fact that vehicles have no critical slots. This can be used to take advantage of several things. First of all, it allows the player to mount multiple weapon systems and ammo with no concern for space allocations. Secondly, a vehicle can use ferro fibrous armor for no penalty. Also note that as far as armor is concerned, vehicles are not limited to a maximum of 2 armor pips per internal structure point.

The two biggest disadvantages for vehicles are critical hits and vulnerability to fire. Critical hits are devastating to vehicles, and counter the fact that a vehicle has no restriction on the amount of armor it can carry. The two most dangerous weapons against vehicles are the LB-X autocannon, and the SRM inferno. Weapon systems that generate multiple hit location die rolls can easily turn a charging 100 ton tank into a pile of junk, by barely scratching its' armor. There is nothing, short of tactical maneuvering, a vehicle can do to stop this sort of attack. Vehicles are vulnerable to missiles, but this can be tempered somewhat by the use of Anti Missile Systems.

Vehicles come in several flavors; wheeled, tracked, VTOL, and hover. Wheeled is probably the most overlooked and the most boring as you only get a small suspension factor. However, they are the cheapest to construct. Tracked vehicles are best used for larger vehicles. They are slow but can enter any variety of terrain. These units are better off in fire support role, where the numerous long range weapons they can mount make speed less of a liability. VTOL have several problems, the first of which is trying to hit something as they are usually under a "jump" penalty when conducting fire. The second problem is the small amount of armor that may be placed on the rotor. Taking almost any hit on the rotor virtually assures destruction of the VTOL. However, Vtol are quite fast, and can carry an amazing amount of weaponry for their size.

By far the most dangerous vehicle is the Hovercraft. While having an additional limitation that 20% of the weight must be the engine and shielding, hovers are very fast (making them hard to hit) and can carry a considerable amount of weapons. While being restricted in what terrain can be entered, in certain terrains (specifically water) they excel. Because of their increased vulnerability, hovers are often used in a short range role, where their speed protects them long enough to get in close. But, an often overlooked role, is the role of a fire support platform. By staying at long range, and moving so enemies must fire with a +4 penalty, the Hovercraft is virtually impossible to hit.

The last vehicle types we will discuss are naval vessels. The advantage of naval units is they may be constructed larger than any other vehicle or battlemech, with the maximum size of a naval surface unit being 300 tons!

Type: **2750**		
Name: **NTO-1B Nitro**		Tons
Tonnage:	40 Tons	40
Internal Structure: Quad -Endo Steel		2.0
Engine:	280 XL	8.0
Walking MP's: 7		
Running MP's: 11		
Jumping MP's: 0		
Total Heat Sinks: 10 (20)		0.0
Cockpit:		3.0
Gyro:		3.0

Armor Factor:	128	8.0
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	12	15/6
Rt./Lt. Torso:	10	15/5
Rt./Lt. Arm:	6	12
Rt./Lt. Leg:	10	17

Weapons and Ammo:

Type	Loc	Critical	
Autocannon 20	LT/CT	9/1	14.0
Ammo (AC/20)	LL	1	1.0
Ammo (AC/20)	RL	1	1.0

OVERVIEW:

Star League records indicated the existence of a four legged mech design long before Dr. David Harrison ever conceived of the Scorpion project at Brigaidier Inc. Apparently, the knowledge of this mech was one small part lost with the disappearance of General Kerinsky. The Nitro is devastatingly quick, and is able to bring its' powerful autocannon into range quicker than any known battlemech. In addition to its' incredible speed, the quad design allows for further increased mobility. Standard tactics of the mech call for it to use both speed and enhanced movement capabilities to maneuver behind an enemy mech - where the autocannon can easily smash through even the most armored opponent. Of course the drawback of the design is its' dependency on ammo, and utter reliance upon a solitary short range weapon.

Type: **3055**		
Name: **CAD-1C Caddy**		Tons
Tonnage:	75 Tons	74.75
Internal Structure: Endo Steel		3.75
Engine:	300 XL	9.5
Walking MP's: 4		
Running MP's: 6		
Jumping MP's: 4		
Total Heat Sinks: 16 (32)		6
Cockpit:		3
Gyro:		3

Armor Factor:	231	14.5
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	23	36/10
Rt./Lt. Torso:	16	25/7
Rt./Lt. Arm:	12	24
Rt./Lt. Leg:	16	32

Weapons and Ammo:

Type	Loc	Critical	
ER PPC	LA	3	7.0
ER PPC	RA	3	7.0
Lrg. Pulse Laser	CT	2	7.0
Md. Pulse Laser	H	1	2.0
Md. Pulse Laser	LT	2	4.0
Md. Pulse Laser	RT	2	4.0
Jump Jets	RL	2	2.0
Jump Jets	LL	2	2.0

OVERVIEW:

JACO developed this variation based upon a Marauder chassis to counter the Clan tactic of running very fast medium mechs such as the Fenris and Dragon Fly into the minimum range of heavy and assault fire support mechs like the Archer and Salamander. Its' primary objective is as a teammate to fire support mechs, but its' armament is balanced enough that it allows independent operations. Because of its' intended mission, only moderate speed was required, and the addition of jump jets helped give it extra mobility. A large number of pulse weapons was considered essential to hit the fast moving clan opponents. The pair of ER PPC's allows the mech to chip in for long range attacks. The heaviest possible armor and lack of any ammunition, means the Caddy will be tough to kill, and can stay involved in the action for extended periods of time.

Type: **3025**		
Name: **HNT-5VK Hunter**		Tons
Tonnage:	25 Tons	25
Internal Structure:		2.5
Engine:	150	5.5
Walking MP's: 6		
Running MP's: 9		
Jumping MP's: 0		
Total Heat Sinks: 10		
Cockpit:		3
Gyro:		2

Armor Factor:	80	5.0
	Internal Structure	Armor Value
Head:	3	8
Center Torso:	8	11/3
Rt./Lt. Torso:	6	9/2
Rt./Lt. Arm:	4	8
Rt./Lt. Leg:	6	10

Weapons and Ammo:

Type	Loc	Critical	
SRM 2	RA	1	1.0
SRM 2	LA	1	1.0
SRM 2	RT	1	1.0
SRM 2	LT	1	1.0
SRM 2	CT	1	1.0
Ammo (SRM2)	RT	1	1.0
Ammo (SRM2)	LT	1	1.0

OVERVIEW:

The Hunter was designed as a triple purpose mech. While it could fulfill the role of a recon mech, its primary mission was that of a vehicle killer. Taking advantage of a vehicles susceptibility to multiple hits and excessive heat, this mech lives up to its mission. The Hunter was normally outfitted with one ton of normal SRM ammo, and one ton of inferno ammo. By mounting both types of ammo it could choose which was best to fire based on the current tactical situation. Commanders of companies or regiments would deploy this mech to support an attack group. By itself, it is of little threat to a medium or heavy mech, but with the ability to throw heat on an approaching lance, use the inferno to block terrain, and take advantage of a weakened armor section, the Hunter is a welcome addition to any company.

Have you ever noticed that there are lots of mechs out there that, well for lack of a better word - stink! Yet, for some reason or another you decided to go ahead and buy the miniature. (Maybe it looked neat, or maybe you needed it in a scenario.) Anyway, now you have this miniature that you will never use again, because NO ONE would ever CHOOSE to play the worthless heap of garbage. If so, this series of articles is for you. Our resident design specialist will tinker with these battlemechs and make design improvements - keeping the original philosophy of mech intact, yet come up with a workable design.

Tricky Dick: By Richard Herbert

Name: **Annihilator, ANH-TD**		Tons		Weapons and Ammo:			
Tonnage:	100 Tons	100		Type	Loc	Critical	
Internal Structure:		10.0		CASE	RT	1	0.5
Engine:	300 XL	9.5		CASE	LT	1	0.5
Walking MP's: 3				Med. Laser	LA	1	1.0
Running MP's: 5				Med. Laser	RA	1	1.0
Jumping MP's: 0				Med. Laser	CT	1	1.0
Total Heat Sinks: 11 (22)		1		Med. Laser	CT	1	1.0
Cockpit:		3		LB 10-X AC	LT	6	11.0
Gyro:		3		LB 10-X AC	RT	6	11.0
Armor Factor:	296 18.5			LB 10-X AC	LA	6	11.0
	Internal Structure / Armor Value			LB 10-X AC	RA	6	11.0
Head:	3 9			Ammo LB-X	LT	2	2.0
Center Torso:	31 41/18			Ammo LB-X	RT	2	2.0
Rt./Lt. Torso:	21 30/12			Ammo LB-X	LL	1	1.0
Rt./Lt. Arm:	17 32			Ammo LB-X	RL	1	1.0
Rt./Lt. Leg:	21 40						

G.A.KALIN, 94
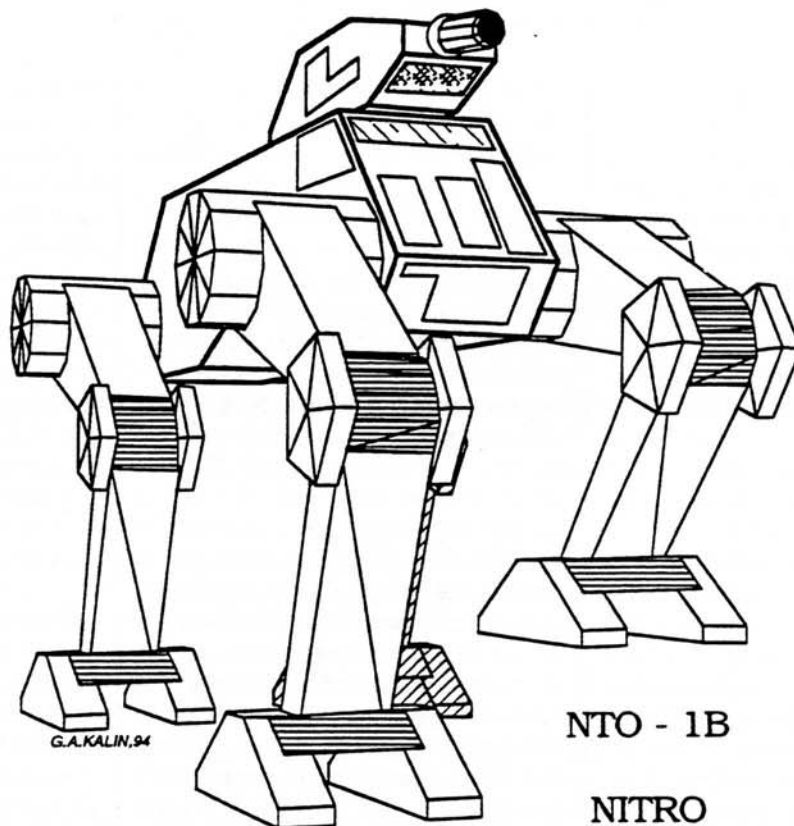
NTO - 1B

NITRO

Type: **3050**		
Name: **PIONEER PNR-S2**		Tons
Tonnage:	65 Tons	64.75
Internal Structure: (Endo Steel)		3.25
Engine:	390 XL	23
Walking MP's: 6		
Running MP's: 9 [12]		
Jumping MP's: 0		
Total Heat Sinks: 11 (22)		2
Cockpit:		3
Gyro:		4

Armor Factor:	211	12 (Ferro Fibrous)
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	21	32/10
Rt./Lt. Torso:	15	22/8
Rt./Lt. Arm:	10	20
Rt./Lt. Leg:	*15*	*30*

Weapons and Ammo:

Type	Loc	Critical	
MASC	RT	3	3.0
ER Large Laser	RA	2	5.0
ECM / BEAGLE	LA	2	1.5
Md. Pulse Laser	LT	1	2.0
Md. Pulse Laser	LT	1	2.0
Md. Pulse Laser	LT	1	2.0
Med. Laser	LA	1	1.0
Med. Laser	CT	1	1.0
Med. Laser	CT	1	1.0

OVERVIEW:

Kingsly Engineering Technologies was commisioned to design a heavy scout class mech. The Pioneer is their result. With the stipulation that the mech should be able to keep up with smaller scout lances, K.E.N.T had little choice, but to make the the mech move at 97 K.P.H. - making little room for an impressive weapons suite. However, the unit is important because of a design break-through in the Mech's electronic warfare capability. K.E.N.T was able to design a modular system easily configurable to either Guardian ECM, or a Beagle Active probe. Furthermore, this modular unit was designed to be hand held so mechs of any size class could carry it. To switch functionality, techs have to open the unit up, and change out five computer chips - an operation that takes less than one hour in optimal conditions.

Editors Note: See the Front Cover for a picture of the Pioneer.

Type: **CLAN**		
Name: **Ryoken "W"**		Tons
Tonnage:	55 Tons	55
Internal Structure: Endo Steel		2.75
Engine:	330 XL	12.25
Walking MP's: 6		
Running MP's: 9		
Jumping MP's: 0		
Total Heat Sinks: 10 (20)		0
Cockpit:		3
Gyro:		4

Armor Factor:	185	10.0 (Ferro Fibrous)
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	18	25/11
Rt./Lt. Torso:	13	17/9
Rt./Lt. Arm:	9	18
Rt./Lt. Leg:	*13*	*26*

Pod Space:			23

Weapons and Ammo:

Type	Loc	Critical	
LRT - 15	RA	2	3.5
LRT - 15	RT	2	3.5
LRT - 15	LA	2	3.5
LRT - 15	LA	2	3.5
ER Med. Laser	H	1	1.0
Ammo (LRT 15)	LT	2	2.0
Ammo (LRT 15)	RT	1	1.0
Ammo (LRT 15)	LA	1	1.0
Ammo (LRT 15)	RA	1	1.0
Targeting CPU	RT	3	3.0

OVERVIEW:

The type "W" pods for the Ryoken provide for a unit seen only very rarely in the Inner Sphere. Optimized for underwater combat, the Ryoken - W inspires fear and terror into those unfortunate enough to meet it in its' element. By themselves, four LRT 15's should be cause for concern. But, it is the targeting computer that makes the unit even deadlier. Clan mechwarriors often choose to target the torsos of enemy units, where an armor breach will destroy an engine. Care was taken to protect the unit from complete ineffectiveness when a breach of the armor occurs. By strategically placing its LRT launchers in four different locations, the potential damage of an armor breach is minimized.

Type: **3025 - Submarine**		
Name: **Sniper Attack Sub**		
Movement Type: Underwater		Tons
Tonnage:	35 Tons	34.85
Internal Structure:		3.5
Power Plant:	180 Fusion	10.5
Cruising Speed: 6		
Flank Speed: 9		
Control:		1.75
Lift Equipment:		3.5
Power Amplifier:		0
Total Heat Sinks: 10		0
Turret:		0.60

Armor Factor:	7.0	112
	Internal Structure	Armor Value
Front:	4	36
Rt./Lt. Side:	4	25
Back:	4	10
Turret:	4	16

Weapons and Ammo:

Type	Loc	
LRT-5 / SRT-4	Turret	2.0
LRT-5 / SRT-4	Turret	2.0
LRT-5 / SRT-4	Turret	2.0
Ammo (Torp)	Body	2.0

OVERVIEW:

The Sniper attack submarine comes in two distinct variants - long range torpedoes, and a short range torpedoes. Both submarines mount their torpedoes in a turret that provides target acquisition to a nearly 360 degree arc. The turret is partially blocked by the rear dorsal fin, which does create a small blind spot directly to the rear of the sub. (In game terms, the sub may not fire down the rear hex row).

Designed to operate in hunting packs, a single sub does not have enough firepower by itself to seize control of a strategic waterway.

Both subs have different advantages. The LRT variant is generally thought to be superior due to it's longer range, but the SRT option can prove to be quite deadly as each short range torpedo that hits has the potential to breach an enemies' armor.

(Due to page constraints, both variants are shown on the same page)

Type: **3025**		
Name: **Mountain Lion Armored Car**		
Movement Type: Wheeled		Tons
Tonnage:	30 Tons	29.75
Internal Structure:		3.0
Power Plant:	130 Fusion	6.75
Cruising Speed: 5		
Flank Speed: 8		
Control:		1.5
Power Amplifier:		0.0
Total Heat Sinks: 10		0.0
Turret:		1.0
Armor Factor:	104	6.5

	Internal Structure	Armor Value
Front:	3	28
Rt./Lt. Side:	3	22
Back:	3	20
Turret:	3	12

Weapons and Ammo:

Type	Loc	
PPC	Turret	7.0
SRM-6	Turret	3.0
Ammo (SRM 6)	Body	1.0

DESCRIPTION:

Engineers at UrbanCorp were commissioned by House Kurita to design a cheap inexpensive alternative to the Panther. The Mountain Lion armored car is their result. The weapons suite of a PPC and SRM 6 actually provides more destructive capacity than the Panther. Furthermore, the litranium frame is able to support as much armor as the Panther, without sacrificing any speed. In fact, the URB-HW suspension system allows a the Mountain Lion to carry the more powerful PlasmaStar 130 engine, giving the vehicle flank speeds up to 86K.P.H. As they knew the cars maneuverability was restricted by its lack of jump capability, the design team felt it was essential to place both weapons systems in a turret - giving the car a more effective field of fire than its battlemech counterpart.

Planned as a mass production combat vehicle the Mountain Lion excels at nothing, yet does well in almost any battle environment.

Type: **3050**		
Name: Stormhawk		
Movement Type: VTOL		Tons
Tonnage:	30 Tons	30
Internal Structure:		3.0
Power Plant:	160 XL	4.5
Cruising Speed: 10		
Flank Speed: 15		
Control:		1.5
Lift Equipment:		3.0
Power Amplifier:		0.0
Total Heat Sinks: 10		0.0
Armor Factor:	62	3.5 (Ferro Fibrous)

	Internal Structure	Armor Value
Front:	3	23
Rt./Lt. Side:	3	14
Back:	3	9
Rotor :	3	2

Weapons and Ammo:

Type	Loc	
LB 10-X AC	Front	11.0
Ammo (LB 10-X)	Body	2.0
Anti Missile Sys	Front	0.5
Ammo (AMS)	Body	1.0

DESCRIPTION:

Designed as a mobile anti-air platform the Stormhawk mounts the potent Micron LB 10-X autocannon. It's secondary role as a fire support helicopter is fulfilled nicely. The Stormhawk is able to engage the enemy at his most extreme ranges, making it a very ornery target. Meanwhile, the cluster ammunition helps the pilot compensate for the choppers somewhat turbulent movement. The Micron LB 10-X was chosen over other brands for its' small size - which enabled it's placement in the already crowded nose of the vehicle. A disadvantage of this decision was reduced service reliability. After several missions, the Micron LBX barrel has been shown to suffer heat stress and become inaccurate. Micron Inc. has released a technical bulletin to this effect, and explains the LBX should be recalibrated after every firing - an inexpensive but timely process. Powered by the light VTL XL engine, the chopper is able to achieve a flank speed of 162 K.P.H.

Type: **3025**		
Name: **LRM HOVER**		
Movement Type: Hovercraft		Tons
Tonnage:	50 Tons	50
Internal Structure:		5.0
Power Plant:	215 Fusion	14.25
Cruising Speed: 9		
Flank Speed: 14		
Control:		2.5
Lift Equipment:		5.0
Power Amplifier:		0.0
Total Heat Sinks: 10		0.0
Turret:		1.2
Armor Factor:	96	6.0

	Internal Structure	Armor Value
Front:	5	22
Rt./Lt. Side:	5	20
Back:	5	18
Turret:	5	16

Weapons and Ammo:

Type	Loc	
LRM 5	Turret	2.0
LRM 5	Turret	2.0
LRM 5	Turret	2.0
LRM 5	Turret	2.0
LRM 5	Turret	2.0
LRM 5	Turret	2.0
Ammo (LRM 5)	Body	4.0

DESCRIPTION:

The LRM HOVER was the first vehicle ever produced by todays' well known KJ Enterprises. While it was simply named the LRM HOVER, there was nothing simple about the vehicle. The LRM HOVER ushered in a new era of tactics for hovercraft. Until the LRM HOVER was introduced, conventional wisdom stated that a hovercraft must have high speed, to provide maneuverability until the hovercraft could reach short range - where its weapons became effective. The LRM HOVER changed all that. This hovercraft uses its' high speed to stay out of range of most weapons, and make those weapons that do reach have a negligible chance of hitting. Another popular tactic used by pilots of the unit was for it to snuggle up to a hill, providing it with complete cover, and fire the LRMs indirectly.

Armor Pts: 231

MOVEMENT POINTS:

WALKING: 4

RUNNING: 6

JUMPING: 4

WEAPONS INVENTORY:

Type:	Location:
ER PPC	RA
ER PPC	LA
LARGE PULSE LASER	CT
MEDIUM PULSE LASER	RT
MEDIUM PULSE LASER	RT
MEDIUM PULSE LASER	LT
MEDIUM PULSE LASER	LT
MEDIUM PULSE LASER	H

AMMO:

WARRIOR DATA   NAME:_____   GUNNERY: _____   PILOTING: _____

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

TOTAL HEAT SINKS

OOOOOOOOOO DOUBLE
OOO   OOO 16(32)

CRITICAL HIT TABLE

LEFT ARM

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

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

HEAD

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

RIGHT ARM

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

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

LEFT TORSO

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

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Medium Pulse Laser
5. Medium Pulse Laser
6. *Endo Steel*

CENTER TORSO

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

1. Gyro
2. Engine
3. Engine
4. Engine
5. Large Pulse Laser
6. Large Pulse Laser

RIGHT TORSO

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

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Medium Pulse Laser
5. Medium Pulse Laser
6. *Endo Steel*

LEFT LEG

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

RIGHT LEG

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Engine Hits OOO
Gyro Hits OO
Sensors Hits OO

HEAT SCALE

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

Armor Pts: 80

TYPE: INNER-SPHERE 3025
NAME: HNT-5VK HUNTER
TONNAGE: 25 TONS
MOVEMENT POINTS:
   WALKING: 6
   RUNNING: 9
   JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
SRM2	RA
SRM2	LA
SRM2	CT
SRM2	RT
SRM2	LT

AMMO:
SRM2 (50)	RT
SRM2 (50 inferno)	LT

WARRIOR DATA NAME:_____ GUNNERY:_____ PILOTING:_____

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

TOTAL HEAT SINKS
OOOOOOOOO SINGLE
10

CRITICAL HIT TABLE

LEFT ARM
1
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM2
6. *Reroll*

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

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

RIGHT ARM
1
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM2
6. *Reroll*

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

LEFT TORSO
1
1. SRM2
2. SRM2 Ammo Inferno
3. Heat Sink
4. Heat Sink
5. *Reroll*
6. *Reroll*

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

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

2
1. Gyro
2. Engine
3. Engine
4. Engine
5. SRM2
6. *Reroll*

RIGHT TORSO
1
1. SRM2
2. SRM2 Ammo
3. Heat Sink
4. Heat Sink
5. *Reroll*
6. *Reroll*

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

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

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

Engine Hits OOO
Gyro Hits OO
Sensors Hits OO

HEAT SCALE

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

Armor Diagram

Armor Pts: 296

- LEFT TORSO: 30
- HEAD: 9
- RIGHT TORSO: 30
- LEFT REAR TORSO: 12
- RIGHT REAR TORSO: 12
- LEFT ARM: 32
- CENTER TORSO: 41
- RIGHT ARM: 32
- CENTER TORSO REAR: 18
- LEFT LEG: 40
- RIGHT LEG: 40

LEFT ARM, RIGHT ARM, LEFT LEG, RIGHT LEG, CENTER TORSO, HEAD, LEFT TORSO, RIGHT TORSO

DAMAGE TRANSFER DIAGRAM

TYPE:	INNER-SPHERE 3050
NAME:	ANH-TD ANNIHILATOR
TONNAGE:	100 TONS

MOVEMENT POINTS:
- WALKING: 3
- RUNNING: 5
- JUMPING: 0

WEAPONS INVENTORY:

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

AMMO:	
LB 10-X AC (20)	RT
LB 10-X AC (20)	LT
LB 10-X AC (10)	RT
LB 10-X AC (10)	LL

WARRIOR DATA NAME: _____ GUNNERY: _____ PILOTING: _____

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

TOTAL HEAT SINKS
OOOOOOOOOO DOUBLE
O
11/(22)

CRITICAL HIT TABLE

LEFT ARM

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

2
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. Medium Laser
5. *Reroll*
6. *Reroll*

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

RIGHT ARM

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

2
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. Medium Laser
5. *Reroll*
6. *Reroll*

LEFT TORSO

1
1. XL Engine
2. XL Engine
3. XL Engine
4. Ammo LB 10-X AC
5. Ammo LB 10-X AC
6. *Case*

2
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

CENTER TORSO

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

2
1. Gyro
2. Engine
3. Engine
4. Engine
5. Medium Laser
6. Medium Laser

RIGHT TORSO

1
1. XL Engine
2. XL Engine
3. XL Engine
4. Ammo LB 10-X AC
5. Ammo LB 10-X AC
6. *Case*

2
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

LEFT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo LB 10-X AC
6. *Reroll*

RIGHT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo LB 10-X AC
6. *Reroll*

Engine Hits OOO
Gyro Hits OO
Sensors Hits OO

HEAT SCALE

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

MOVEMENT POINTS:
WALKING: 6
RUNNING: 9 (12)
JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
ER LARGE LASER	RA
MEDIUM PULSE LASER	LT
MEDIUM PULSE LASER	LT
MEDIUM PULSE LASER	LT
MEDIUM LASER	LA
MEDIUM LASER	CT
MEDIUM LASER	CT

AMMO:

Armor Diagram labels:
HEAD 9
LEFT TORSO 22 / RIGHT TORSO 22
LEFT ARM 20 / RIGHT ARM 20
CENTER TORSO 32
LEFT LEG 30 / RIGHT LEG 30
LEFT REAR TORSO 8 / RIGHT REAR TORSO 8
CENTER TORSO REAR 10
DAMAGE TRANSFER DIAGRAM

WARRIOR DATA NAME:_____ GUNNERY: _____ PILOTING: _____

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

TOTAL HEAT SINKS
OOOOOOOOO DOUBLE
O
11 (22)

CRITICAL HIT TABLE

LEFT ARM
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Guardian E.C.M.
6. Guardian E.C.M.

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

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

RIGHT ARM
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Large Laser

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

LEFT TORSO
1. XL Engine
2. XL Engine
3. XL Engine
4. Medium Pulse Laser
5. Medium Pulse Laser
6. Medium Pulse Laser

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

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

1. Gyro
2. Engine
3. Engine
4. Engine
5. Medium Laser
6. Medium Laser

RIGHT TORSO
1. XL Engine
2. XL Engine
3. XL Engine
4. MASC
5. MASC
6. MASC

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

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

Engine Hits OOO
Gyro Hits OO
Sensors Hits OO

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

HEAT SCALE

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

Armor Pts: 185

TYPE: CLAN
NAME: RYOKEN W
TONNAGE: 55 TONS
MOVEMENT POINTS:
WALKING: 6
RUNNING: 9
JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
LRT-15	RA
LRT-15	RT
LRT-15	LA
LRT-15	LT
ER MEDIUM LASER	H

AMMO:	
LRT-15 (8)	RA
LRT-15 (8)	RT
LRT-15 (8)	LA
LRT-15 (16)	LT

Armor labels: LEFT TORSO 17, HEAD 9, RIGHT TORSO 17, LEFT REAR TORSO 9, RIGHT REAR TORSO 9, LEFT ARM 18, RIGHT ARM 18, CENTER TORSO 25, CENTER TORSO REAR 11, LEFT LEG 26, RIGHT LEG 26

DAMAGE TRANSFER DIAGRAM

WARRIOR DATA NAME:_____ GUNNERY:_____ PILOTING:_____

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

TOTAL HEAT SINKS

OOOOOOOOOO DOUBLE
10(20)

CRITICAL HIT TABLE

LEFT ARM
1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. LRT-15
5. LRT-15
6. LRT-15 Ammo

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

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

RIGHT ARM
1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. LRT-15
5. LRT-15
6. LRT-15 Ammo

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

LEFT TORSO
1. XL Engine
2. XL Engine
1 3. LRT-15
4. LRT-15
5. LRT-15 Ammo
6. LRT-15 Ammo

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

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

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

RIGHT TORSO
1. XL Engine
2. XL Engine
1 3. LRT-15
4. LRT-15
5. LRT-15 Ammo
6. Targeting Computer

1. Targeting Computer
2. Targeting Computer
2 3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

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

Engine Hits OOO
Gyro Hits OO
Sensors Hits OO

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

HEAT SCALE

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

Armor Pts: 128

TYPE: INNER-SPHERE 3055
NAME: NTO-1B NITRO
TONNAGE: 40 TONS
MOVEMENT POINTS:
  WALKING: 7
  RUNNING: 11
  JUMPING: 0
WEAPONS INVENTORY:

Type:	Location:
AC-20	LT/CT

Armor diagram labels: 15 LEFT TORSO, HEAD 9, 15 RIGHT TORSO, LEFT LEG FRONT, RIGHT LEG FRONT, 12, CENTER TORSO 15, 12, LEFT LEG REAR, RIGHT LEG REAR, 17, 17, 5 LEFT REAR TORSO, 5 RIGHT REAR TORSO, CENTER TORSO REAR 6, LEFT TORSO, HEAD, RIGHT TORSO, LEFT LEG FRONT, RIGHT A LEG FRONT, CENTER TORSO, LEFT LEG REAR, RIGHT LEG REAR

DAMAGE TRANSFER DIAGRAM

AMMO:
AC-20 (5)   LLR
AC-20 (5)   RLR

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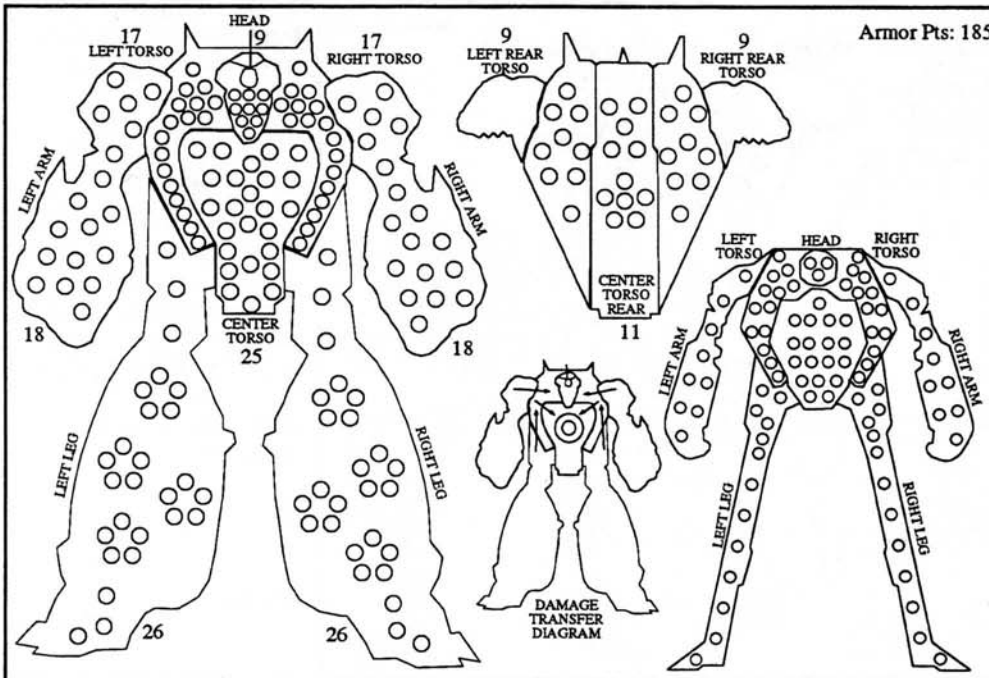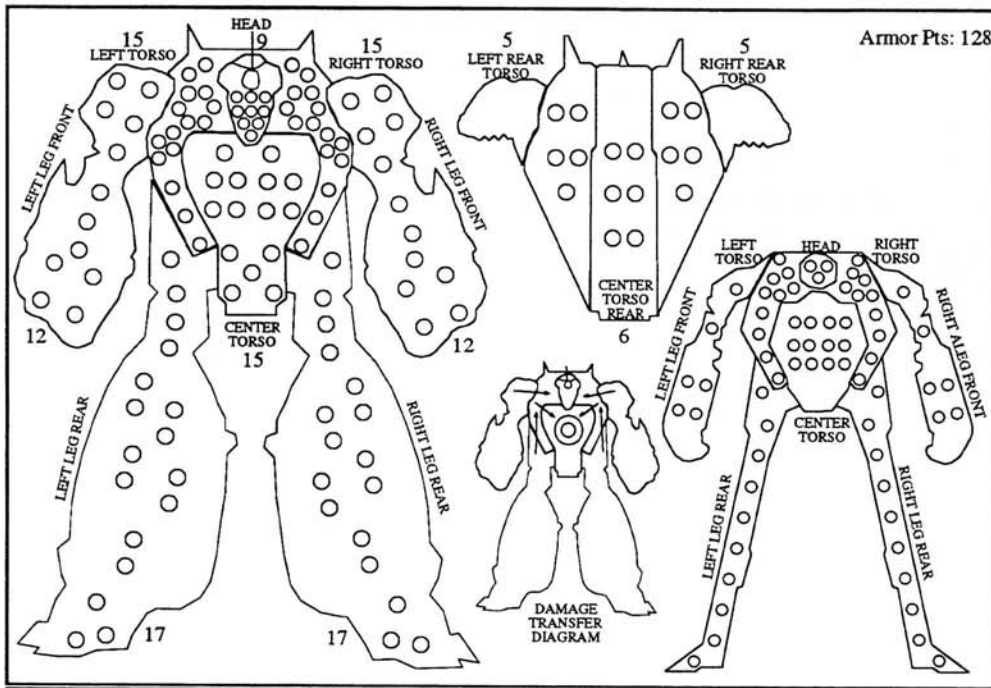**HITS TAKEN: (Consciousness Number): 1st (3), 2nd (5), 3rd (7), 4th (10), 5th (11), 6th (Dead)**

TOTAL HEAT SINKS
OOOOOOOOOO DOUBLE
10(20)

CRITICAL HIT TABLE QUAD

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

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

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

LEFT TORSO
1
1. XL Engine
2. XL Engine
3. XL Engine
4. AC-20
5. AC-20
6. AC-20

2
1. AC-20
2. AC-20
3. AC-20
4. AC-20
5. AC-20
6. AC-20

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

2
1. Gyro
2. Engine
3. Engine
4. Engine
5. AC-20
6. *Endo Steel*

RIGHT TORSO
1
1. XL Engine
2. XL Engine
3. XL Engine
4. *Reroll*
5. *Reroll*
6. *Reroll*

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

LEFT LEG REAR
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. AC-20 Ammo
6. *Endo Steel*

Engine Hits OOO
Gyro Hits OO
Sensors Hits OO

RIGHT LEG REAR
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. AC-20 Ammo
6. *Endo Steel*

HEAT SCALE

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

Vehicle Record Sheet

Unit Type: SNIPER-L/S ATTACK SUB			Driving Skill:	
Move. Type: SUBMARINE	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 35 TONS	6	9	**Weapons & Ammo**	
Engine Rating: 180	Tonnage: 10.5	Engine Type: FUSION	LRT-5 (2)	Turret
Control Tonnage: 1.75		Lift Equipment: 3.5	LRT-5 (2)	Turret
Power Amplifier: 0		Heat Sinks: 10	LRT-5 (2)	Turret
Internal Structure: 3.5		Turret: 0.6	LRT-5 Ammo • 48 (2)	Body
Armor Tons: 7	Armor Points: 112		OR	
Front:	36		SRT-4 (2)	Turret
Left Side:	25		SRT-4 (2)	Turret
Right Side:	25		SRT-4 (2)	Turret
Rear:	10		SRT-4 Ammo • 50 (2)	Body
Turret:	16			

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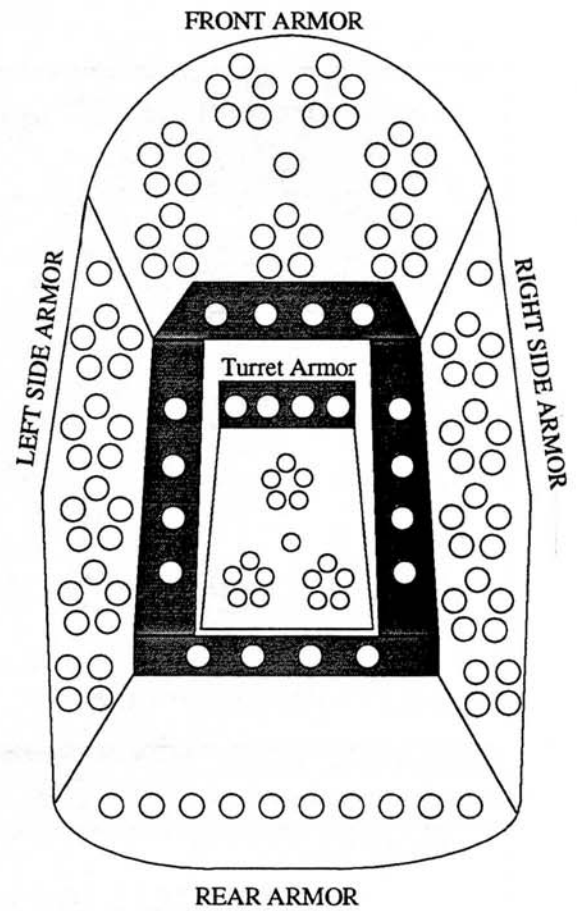
Vehicle Record Sheet

Unit Type: STORMHAWK			Driving Skill:	
Move. Type: VTOL	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 30 TONS	10	15	**Weapons & Ammo**	
Engine Rating: 160XL	Tonnage: 4.5	Engine Type: FUSION	LB 10-X AC (11)	Front
Control Tonnage: 1.5		Lift Equipment: 3.0	ANTI MISSILE SYS (.5)	Front
Power Amplifier: 0		Heat Sinks: 10	LB 10-X AC Ammo • 20 (2)	Body
Internal Structure: 3		Turret: 0	AMS Ammo • 12 (1)	Body
Armor Tons: 3.5(FF)	Armor Points: 62			
Front:	23			
Left Side:	14			
Right Side:	14			
Rear:	9			
Roter:	2			

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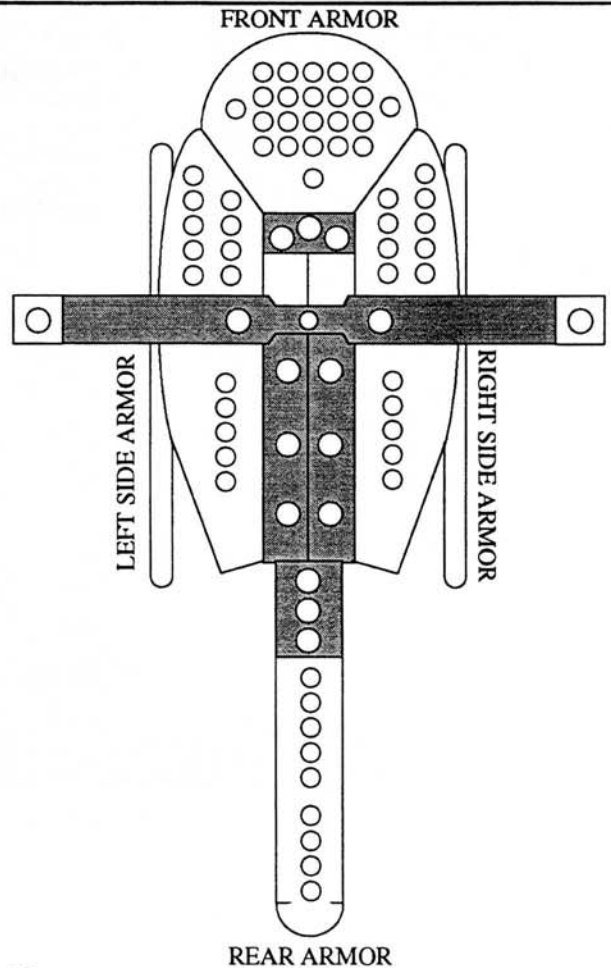
Vehicle Record Sheet

Unit Type: LRM HOVER			Driving Skill:
Move. Type: HOVER	Cruise Speed:	Flank Speed:	Gunnery Skill:
Tonnage: 50 TONS	9	14	**Weapons & Ammo**
Engine Rating: 215	Tonnage: 14.25	Engine Type: FUSION	LRM-5 (2) — Turret
Control Tonnage: 2.5		Lift Equipment: 5.0	LRM-5 (2) — Turret
Power Amplifer: 0		Heat Sinks: 10	LRM-5 (2) — Turret
Internal Structure: 5.0		Turret: 1.2	LRM-5 (2) — Turret
Armor Tons: 6	Armor Points: 96		LRM-5 (2) — Turret
Front:	22		LRM-5 (2) — Turret
Left Side:	20		LRM-5 Ammo • 96 (4) — Body
Right Side:	20		
Rear:	18		
Turret:	16		

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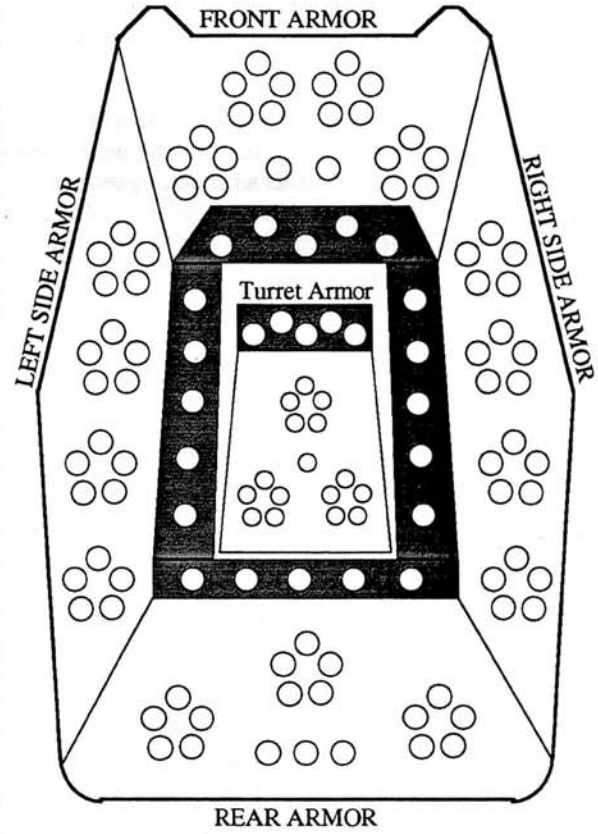
Vehicle Record Sheet

Unit Type: MOUNTAIN LION ARMORED CAR			Driving Skill:
Move. Type: WHEELED	Cruise Speed:	Flank Speed:	Gunnery Skill:
Tonnage: 30 TONS	5	8	**Weapons & Ammo**
Engine Rating: 130	Tonnage: 6.75	Engine Type: FUSION	PPC (7) — Turret
Control Tonnage: 1.5		Lift Equipment: 0	SRM 6 (3) — Turret
Power Amplifer: 0		Heat Sinks: 10	SRM 15 Ammo • 15 (1) — Body
Internal Structure: 3		Turret: 1.0	
Armor Tons: 6.5	Armor Points: 104		
Front:	28		
Left Side:	22		
Right Side:	22		
Rear:	20		
Turret:	12		

FRONT ARMOR / LEFT SIDE ARMOR / RIGHT SIDE ARMOR / Turret Armor / REAR ARMOR
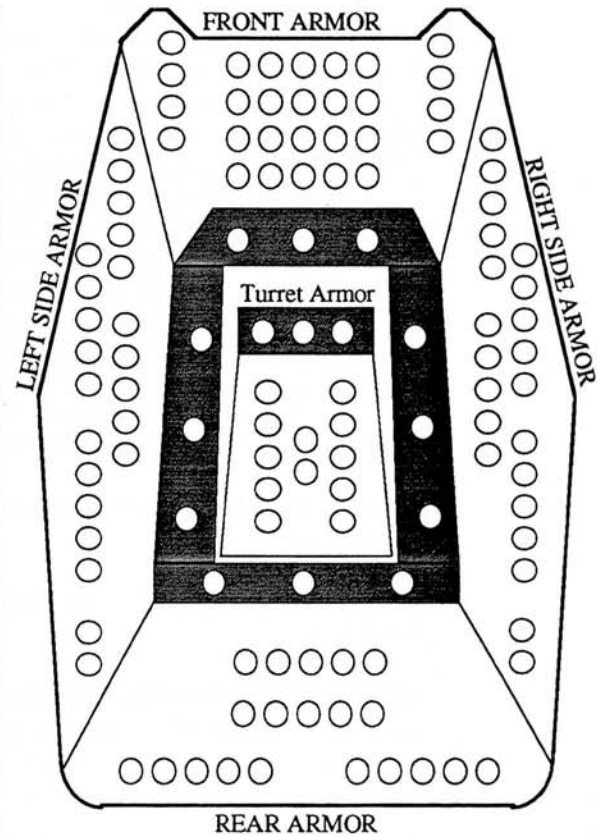
Sticky Situation

Overheard in a bar in Outreach ...

"I Still can't believe it. We were supposed to maneuver through Ilsmail swamp, and come out behind the White Knights where our speed and agility would create havoc for them. But somehow - someway, they found out about it and sent reinforcements there to meet us. Here we were, a fast raiding force, trudging through a swamp - getting stuck in the mud every few minutes when - wham our fire control starts throwing warning lights like a fireworks display."

"What did you do?"

"The only thing we could. See, right away we realized the White Knights' Achilles Heel - they had very little short range weaponry. In fact, most of their weapons had minimum ranges. So the mechs that could jump did. The others, we just pushed our mechs as hard as we could and hoped we didn't get stuck in the mud."

Legend:
- Rough
- Lv Change
- Light Trees
- Heavy Trees
- Water

N
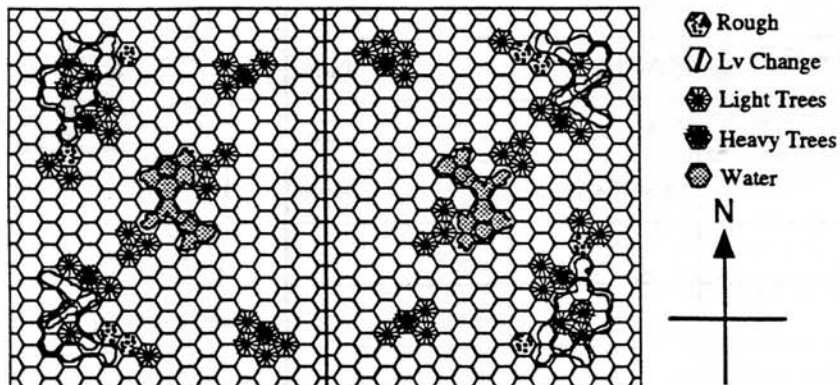
SETUP: Use the standard battletech maps, and place them end to end as shown in the picture.

DEFENDER: The White Knights Mercenary Unit

        Seargent Rex Sanders (Gunnery 3, Piloting 4) Huron Warrior R4L

        Jason Jones (Gunnery 4, Piloting 5) Apollo APL-1M

        Mark Smith (Gunnery 3, Piloting 4) Caddy CAD - 1C

        Howard Gritz (Gunnery 3, Piloting 4) Salamander PPR - 5S

DEPLOYMENT: Defending mechs start on the eastern edge of Map 1.

ATTACKER: PowerLance Grenadiers Mercenary Unit

        Captain David Nell (Gunnery 4, Piloting 5) Pioneer PNR - S2

        Fredrick Stream (Gunnery 3, Piloting 4) Dervish DV-7D

        Sancho Lopez (Gunnery 3, Piloting 4) Nitro NTO-1B

        Wake Russell (Gunner 4, Piloting 5) Stealth STH-1D

        Roger Fox (Gunnery 4, Piloting 4) Komodo KIM-2A

        Dannielle Palmer (Gunnery 4, Piloting 5) Wolfhound WLF-2

        Alex Williams (Gunnery 4, Piloting 5) Nightsky NGS-4S

        Chrissy Powers (Gunnery 3, Piloting 4) Centurion CN9-D

DEPLOYMENT: The attacker enters at the west edge of map 2.

SPECIAL RULES: The entire map surface is a swamp. All hexes except those level 1 or higher are treated as swamp hexes.

SCENARIO LENGTH: The scenario continues until all units of one side have been destroyed or have disengaged.

VICTORY CONDITIONS: The PowerLance Grenadiers were attempting to flank the White Knights when they were attacked. To succeed, they must destroy or force the enemy units to disengage by the end of turn 20.

Face-off at Namur

In the year 3051, the Ghost Bear Clan invaded the planet Bremen. Bremen was a very water rich planet, making it somewhat of an anomaly in the inner sphere. The planet was so water rich, that over half of its surface area was covered with water. Bremen defense leaders attempted to use the natural terrain to their advantage, and place their command and control centers deep in underwater outposts. The Ghost Bear's felt that destruction of the command centers would lead to a swift and decisive victory, and set forth to destroy them. The plan called for use of Battlemechs optimized for underwater combat to approach and destroy the command center. Most centers had little defense, other that being underwater and out of range of Battlemech weaponry. Other, more important posts served as bases for the planet's submarine lances. One such center was located deep in the underwater Straits of Namur, where an attacking clan force met up with a powerful planetary defense. Could the Submarines destroy the approaching clan force in time?
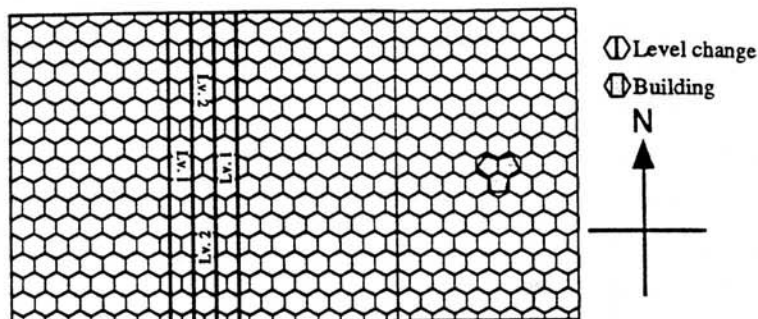
SETUP: Overlap two blank battletech maps as shown in the picture. Add the following terrain to the maps.

There is an underwater ridge that crosses the entire first map. Level 1 of this ridge starts 7 hexes from the west edge of the map. Level 2 starts 8 hexes from the west edge of the map, and another level 1 ridge starts 9 hexes from the west edge of the map. An underwater command facility is located 14 hexes away from the start of the ridge.

DEFENDER: Breman Planetary Defenders
> Neptune Submarine (Gunnery 3, piloting 4)
> Sniper L Attack Sub (Gunnery 4, piloting 5)
> Sniper L Attack Sub (Gunnery 4, piloting 5)
> Sniper L Attack Sub (Gunnery 4, piloting 5)
> Sniper S Attack Sub (Gunnery 4, piloting 5)
> Sniper S Attack Sub (Gunnery 4, piloting 5)
> Sniper S Attack Sub (Gunnery 4, piloting 5)
> Command Facility - 3 hexes, 100 C.F. each hex.

DEPLOYMENT: Defending submarines start on the east edge of the map.

ATTACKER: Ghost Bear Clan
> Alvert (Gunnery 3 Piloting 4) Ryoken "W"
> Donnuld (Gunnery 3, Piloting 4) Ryoken Primary
> Diayko (Gunnery 3, Piloting 4) Peragrine
> Kelth (Gunner 3, Piloting 4) Peragrine
> Lesly (Gunnery 3, Piloting 4) Dragonfly "B"

DEPLOYMENT: The Clan enters from the west edge of map 1.

SPECIAL RULES:
1) The entire map is underwater. All units are under the restrictions of being submerged.
2) For the purpose of the scenario, consider water to be depth 15. I.E. the mechs are at Level 0, but the highest level a submarine may move to is level 15.
3) The Ryoken "W", and the Peragrine, were both designed for use underwater. For this reason, these mechs gain a -1 to their piloting when rolling for movement underwater.
4) The underwater command facility is a 3 hex, level 1 building with 100 C.F. For the building to be destroyed, each hex must be destroyed. When firing at the building, players should still roll to see if there has been a breach. A breach will destroy the building hex that was attacked, but will have no affect on other building hexes.

SCENARIO LENGTH: The scenario continues until all units of one side have been destroyed or have disengaged.

VICTORY CONDITIONS: The Clan is attempting to destroy the underwater command facility. If the clan succeeds in completely destroying the facility they win. If not, the Breman Planetary Defense forces win.

OPTIONAL SOLO SCENARIO RULES: Because the Clan units are so restricted in movement, it is very easy to play this scenario as a solo scenario. If playing solo, all clan mechs will always move 1 hex towards the command center. Clan mechs will always fire at the target that is easiest to hit. If possible, each clan mech will choose a different target. Once the command center is within range, half of the remaining Clan force will fire at the building.

DESIGNERS NOTES: At some point, I'm not sure when, I noticed that there really were no underwater scenarios for Battletech, yet there were all these neat rules that were written for underwater combat. I set out to create a scenario that was both *fun and different*. This scenario is different for several reasons. Normally the clan could easily wipe out a group of eight vehicles, but with the battle underwater, it is alot riskier. The clan units (except the Dragonfly) are restricted to a maximum of 1 hex of movement. They have no movement bonus, meanwhile the submarines should always have a +3 defense bonus. Second, the submarines have weapons systems that definitely take advantage of the breach rules. By getting lots of different hits, they have good chances to breach sections of attacking mechs.

Legend for Vehicle Summary Sheets

Name = Name of Vehicle
C/F/J = cruise speed/ flank speed/ jumping distance of Vehicle
I/F = I (I.C.E.) or F (Fusion) engine
EPC = Total # of ER Particle Projection Cannons on Vehicle
GR = Total # of Gauss Rifles (amount of ammo)
SL/ML/LL = Total # of small lasers/ medium lasers/ large lasers
AC 2/5/10/20 = Total # of Autocannons (amount of ammo) i.e. AC2s/AC5s/AC10s/AC20s
LRM 5/10/15/20 = Total # of LRMs(amount of ammo) i.e. LRM5s/LRM10s/LRM15s/LRM20s
Art/BAP/Nar/Tag = Total # of Artemis IV FCSs/Beagle Active Probes/Narc Missile Beacons (amount of ammo)/TAGs
MG = Total # of Machine Guns (MG ammo is not listed)

Tons = Weight of Vehicle
HS = Total # of heat sinks
Armor = Total number of Armor pips on Vehicle
PPC = Total # of Particle Projection Cannons on Vehicle
ERL = Total # of ER large lasers
SP/MP/LP = Total # of small pulse/ medium pulse/ large pulse lasers
UL5/LB10 = Total # of Ultra AC5s/LBX-10s (amount of ammo)
SRM 2/4/6 = Total # of SRMs, Streaks are denoted by a S following the # i.e. 1S(50)/0/0 would be 1 SRM 2 Streak
AMS = Total # of Anti-Missile Systems (amount of ammo)
ECM = Guardian ECM Suite
Flamer = Total # of Flamers

Source = Where the Vehicle record sheet or where the Vehicle is described if there is no record sheet
V5 = Record Sheets Vol. 5 Vehicles
MF# = Mech Factory Issue #

3025 = Variant described in 3025 Technical Readou
3026 = Variant described in 3026 Technical Readou
MAC = Vehicle described in McCarron's Armored Cavalry
TF# = Tech Factory Issue #

TRACKED	Tons	C/F	I/F	Arm.	HS	PPC	GR	SL/ML/LL	SP/MP/LP	ERI	AC 2/5/10/20	UL5/LB10	LRM 5/10/15/20	Art/BAP/Nar/Tag	SRM 2/4/6	AMS	MG	Flam	ECM	Source
JET SLED	3	8/12	I	8	0															V5
APC TRACKED	10	6/9	I	40	0		7 Men & Equipment		Cargo 1.05 Tons								1			V5
SCORPION	25	4/6	I	64	0						0/1(20)/0/0						1			V5
SCORPION II	25	4/6	I	64	0										7(100)/0/0		1			3026
BADGER	30	6/9	F	80	10			1/3/0		1 Infantry Platoon					1(50)/0/0					V5
GALLEON GAL-100	30	6/9	I	56	5			2/1/0												V5
HUNTER	35	5/8	F	96	10								0/0/0/1(12)				1			V5
ENGINEERING VEHICLE	40	6/9	I	32	0				Construction Equipment 9 Tons											V5
GOBLIN	45	4/6	I	128	8			0/0/1		1 Infantry Squad							1			V5
CHAPRRAL	50	4/6	F	88	10			0/2/0					ARROW IV(15)		0/0/1(15)					V5
VEDETTE	50	5/8	I	96	0						0/1(20)/0/0						1			V5
AC/2 CARRIER	60	3/5	I	48	0						5(180)/0/0/0									V5
BULLDOG	60	4/6	I	60	8			0/0/1							0/2(50)/0		1			V5
HI-TECH DRONE CARRIER	60	4/6	I	88	0		Sensor/Comm. Equipment							Drones 3 Tracked & 3 Hover	1(50)/0/0					V5
PATHTRACK TRACKED	3	8/12	I	8	0		Sensor Equipment													V5
NAPFIND HOVER	2	25/38	F	0	10		Sensor Equipment													V5
LRM CARRIER	60	3/5	I	48	0			0/1/0					0/0/0/3(24)							V5
MANTICORE	60	4/6	F	176	13	1		0/1/0					0/1(12)/0/0		0/0/1(15)					V5
PIKE	60	3/5	I	144	0						3(225)/0/0/0				1(50)/0/0					MAC
PO	60	4/6	I	168	0						0/0/1(20)/0						2			V5
SRM CARRIER	60	3/5	I	48	0			0/0/1							0/0/10(60)					V5
MARKSMAN	65	4/6	F	134	10			0/0/1		Sniper Artillery(20)										V5
PATTON	65	4/6	F	224	11			1/0/0			0/0/1(20)/0		1(24)/0/0/0				1			V5
ROMMEL	65	4/6	F	184	11			1/0/0			0/0/0/1(15)		1(24)/0/0/0							V5
MAGI	70	5/8	F	170	10			0/3/0									2			V5
BURKE	75	2/3	F	108	30	3							0/1(12)/0/0							V5
PADILLA	75	5/8	F	96	10				0/2/0			Arrow IV Artillery(30)		0/0/0/1		1(24)				V5
VON LUCKNER VNL-K65N	75	3/5	F	176	10						0/0/0/1(15)		0/1(12)/0/0		0/1(25)/2(15)					V5
VON LUCKNER VNL-K100	75	3/5	F	176	10						0/0/0/2(25)									3025
ZHUKOV	75	3/5	I	176	0						0/0/2(20)/0				0/0/1(15)					V5
DEMOLISHER	80	3/5	I	160	0						0/0/0/1(20)									V5
DEVASTATOR DVE-5B	80	3/5	F	160	10			2/1/0			0/0/0/2(20)				0/1(25)/0		1			V5
FURY	80	4/6	F	240	10		1(16)				0/4(40)/0/0									V5
PARTISAN	80	3/5	I	96	0			1/2/0									2			V5
RHINO	80	3/5	F	272	10								0/1(12)/0/2(18)							V5
SCHREK	80	3/5	F	120	30	3											3			V5
STURMFEUR	85	3/5	I	312	0								0/0/0/2(12)							V5
LONG TOM LT-MOB-25	95	2/3	I	64	0		Long Tom Artillery			Comm./Targeting/Tracking Equipment				2 Ammo & 2 Support Carriages			4			V5
AMMO CARRIAGE	NA	NA		64	0		Long Tom Ammo(25)													V5
SUPPORT CARRIAGE	NA	NA		64	0															V5
ONTOS	95	3/5	I	285	24			0/8/0					2(24)/0/0/0							V5
PUMA	95	3/5	F	208	16	1		1/2/0					0/0/0/2(12)		0/1(25)/0		1			V5
BEHEMOTH	100	2/3	I	208	0						0/0/2(20)/0		4(48)/0/0/0		4(50)/0/2(30)		4			V5
HEAVY LRM CARRIER	100	2/3	F	232	10								0/0/6(64)/0			3(24)				MF2

HOVER	Tons	C/F	I/F	Arm.	HS	PPC	GR	SL/ML/LL	SP/MP/LP	PERL	AC 2/5/10/20	UL5/LB10	LRM 5/10/15/20	Art/BAP/Nar/Tag	SRM 2/4/6	AMS	MG	Flam	ECM	Source
GABRIEL	5	15/23	F	18	10			0/1/0												V5
SKIMMER	5	18/27	F	8	10			1/0/0										1		V5
SAVANNAH MASTER	5	13/20	F	24	10			0/1/0												V5
APC HOVER	10	10/15	I	24	0				7 Men & Equipment								2			V5
HOVER SCOUT	10	12/18	F	16	10		Sensor & Comm. Equipment	0/1/0												V5
BEAGLE	15	12/18	F	63	10			1/1/0						0/1/0/0						V5
HARASSER	25	10/15	I	32	0			0/1/0							0/0/2(30)					V5
HARASSER II	25	10/15	I	48	0								0/1(24)/0/0							3026
J. EDGAR HOVER	25	11/17	F	104	10			0/1/0							2(50)/0/0					V5
WEAPONS CARRIER A	25	6/9	F	32	8			0/0/1	Cargo .75 Tons											V5
FULMINATOR	35	11/17	F	107	10										1(12)	14(80)				MF2
LIGHTNING	35	11/17	F	63	10			0/2/0							0/2(OS)/0	1				V5
PEGASUS SCOUT	35	8/12	I	104	3			0/1/0	Sensor Equipment						0/0/2(30)					V5
PLAINSMAN	35	9/14	I	80	0										1(50)/0/2(30)					V5
SALADIN	35	8/12	I	32	0						0/0/0/1(15)									V5
SARACEN	35	8/12	I	112	0								0/1(24)/0/0		3(50)/0/0					V5
SCIMITAR	35	8/12	I	96	0			0/0/1			0/1(20)/0/0				2(50)/0/0					V5
ZEPHYR	40	9/14	F	125	10			1/3/0						0/0/0/1	0/0/1(30)				1	V5
WHIRLWIND	45	8/12	F	104	10			0/2/0			2(90)/0/0/0									V5
BANDIT	50	9/14	F	176	10			0/3/0		1 Infantry Platoon					2(50)/0/0	2				V5
CONDOR	50	7/11	I	96	9			0/3/0			0/1(20)/0/0						1			V5
CONDOR D	50	7/11	I	128	0						0/2(60)/0/0									3026
CONDOR L	50	7/11	I	104	15			0/5/0												3026
DRILLSON	50	6/9	F	112	10			0/0/1					0/1(24)/0/0		2(50)/0/0		2			V5
DRILLSON II	50	6/9	F	112	10			0/0/1							7(100)/0/0/0		2			3026
FALCON	50	9/14	I	88	3			0/1/0							0/0/2(2)/0					V5
HOVER TANK	50	6/9	I	88	10	1					Cargo 4.3 Tons				0/0/1(30)					V5
KANGA	50	8/12/6	I	56	0						0/1(20)/0/0		0/1(12)/0/0		0/1(25)/0/0		1			V5
LRM HOVER	50	9/14	F	96	10								6(96)/0/0/0							TF4
MAXIM	50	8/12	I	88	0		1 Infantry Platoon						3(24)/0/0		0/0/1(15)		3			V5

AIRCRAFT	Tons	C/F	I/F	Arm.	HS	PPC	GR	SL/ML/LL	SP/MP/LP	PERL	AC 2/5/10/20	UL5/LB10	LRM 5/10/15/20	Art/BAP/Nar/Tag	SRM 2/4/6	AMS	MG	Flam	ECM	Source
BOOMERANG	5.5	13/20	I	0	0		Recon Camera													3025
BOEING JUMP BOMBER	20	9/14	I	16	0		External Ordinance													MAC
MECHBUSTER FIGHTER	50	5/8	I	48	0						0/0/0/1(5)									3026
PLANETLIFTER TRANS.	50	4/6	I	48	0		Cargo 20 Tons													3026

WHEELED

WHEELED	Tons	C/F	I/F	Arm.	HS	PPC	GR	SL/ML/LL SP/MP/LP	ERL	AC 2/5/10/20	UL.5/LB10	LRM 5/10/15/20	Art/BAP/Nar/Tag	SRM 2/4/6	AMS	MG	Flam	ECM	Source
GROUND CAR	3	10/15	F	16	10		Cargo .8 Tons												V5
JEEP	5	7/11	I	24	0		Cargo 1.75 Tons												V5
SPEEDER	5	18/27	F	16	10		Cargo .25 Tons												V5
SWIFT WIND SCOUT	7.5	10/15	F	24	10		Communications Equipment												V5
APC WHEELED	10	6/9	I	48	0		7 Men & Equipment									2			V5
J-27 ORDNANCE TRANS	10	5/8	I	8	0		Ammunition 3 Tons									1			V5
TRAILER	25	NA		16	0		Ammunition 20 Tons												V5
COMMAND VAN	15	6/9	I	64	0							1(24)/0/0/0				1			V5
HEAVY TRANSPORT B1	20	5/8	I	48	0		Cargo 7 Tons							1(50)/0/0					V5
M.A.S.H.	20	5/8	F	64	10		Hospital Equipment	2/0/0											V5
PACKRAT PKR-T5	20	7/11	F	64	10		1 Infantry Squad	0/0/1						0/0/1(45)		1			V5
ROTUNDA	20	9/14	F	18	10			0/0/1						1(50)/0/0					V5
SKULKER	20	7/11	I	72	3		Sensors	0/1/0											V5
WHEELED SCOUT	20	7/11	I	64	3		Sensors	0/1/0											V5
MOBILE HQ	25	6/9	F	90	10		Communications Equipment	0/1/0											V5
COOLANT TRUCK	30	4/6	I	96	0		Coolant									2			V5
MOUNTAIN LION	30	5/8	F	104	10									0/0/1(15)					TF4
STRIKER	35	5/8	I	104	0									0/0/1(30)					V5
HETZER	40	4/6	I	96	0	1				0/0/0/1(20)		0/1(12)/0/0							V5
THOR	55	5/8	F	134	10		Thumper Artillery (40)	0/2/0											V5
DEMON	60	4/6	F	160	10		1(16)	0/2/0						0/0/1(30)					V5

Naval

Naval	Tons	C/F	I/F	Arm.	HS	PPC	GR	SL/ML/LL SP/MP/LP	ERL	AC 2/5/10/20	UL.5/LB10	LRM 5/10/15/20	Art/BAP/Nar/Tag	SRM 2/4/6	AMS	MG	Flam	ECM	Source
SEA SKIMMER HYDROFOIL	25	12/18	I	40	0							3(48)/0/0/0		0/1(25)/0		3			V5
SNIPER-L ATTACK SUB.	30	6/9	F	112	10									0/3(50)/0					TF4
SNIPER-S ATTACK SUB.	30	6/9	F	112	10									0/0/1(15)					TF4
ALBEMARLE HYDROFOIL	45	7/11	F	170	10			0/0/1			0/1(20)			3(50)/0/0					MF3
MONITOR NAVAL VESSEL	75	3/5	I	128	0			10 Jump Troops		0/0/0/2(15)									V5
TECUMSEH MONITOR	80	3/5	F	304	10	2(32)		0/1/0		10 Jump Troops					2(24)				MF3
NEPTUNE SUBMARINE	100	3/5	I	232	8			0/0/1				0/0/1(6)		0/0/2(15)					V5
NEPTUNE IID SUBMARINE	100	3/5	I	232	0							0/0/0/2(24)		0/0/2(15)					3026
NEPTUNE IIID SUBMARINE	100	3/5	I	232	0							0/0/0/1(18)		0/0/5(45)					3026

VTOL

VTOL	Tons	C/F	I/F	Arm.	HS	PPC	GR	SL/ML/LL SP/MP/LP	ERL	AC 2/5/10/20	UL.5/LB10	LRM 5/10/15/20	Art/BAP/Nar/Tag	SRM 2/4/6	AMS	MG	Flam	ECM	Source
FERRET	5	15/23	I	8	0		1 Infantry Squad		Sensor Equipment										V5
RIPPER GUNSHIP	10	12/18	F	27	10		0/2/0		1 Infantry Squad							1			V5
WARRIOR H-7 ATTACK	21	10/15	I	24	0		Remote Sensors		1(45)/0/0/0					0/1(25)/0					V5
KESTREL	25	12/18	I	24	0		Cargo 3.75 Tons									2			V5
NIGHTSHADE	25	12/18	F	32	10		0/1/0											1	V5
CYRANO	30	12/18	F	9	10		0/0/1						0/1/0/0						V5
KARNOV UR TRANSPORT	30	11/17	I	24	0		Cargo 6 Tons												V5
PEREGRINE	30	12/18	F	8	10									0/2(25)/0		2			V5
STORMHAWK	30	10/15	F	62	10						0/1(20)			1(12)					TF4

Product Review
Solaris: The Reaches by FASA
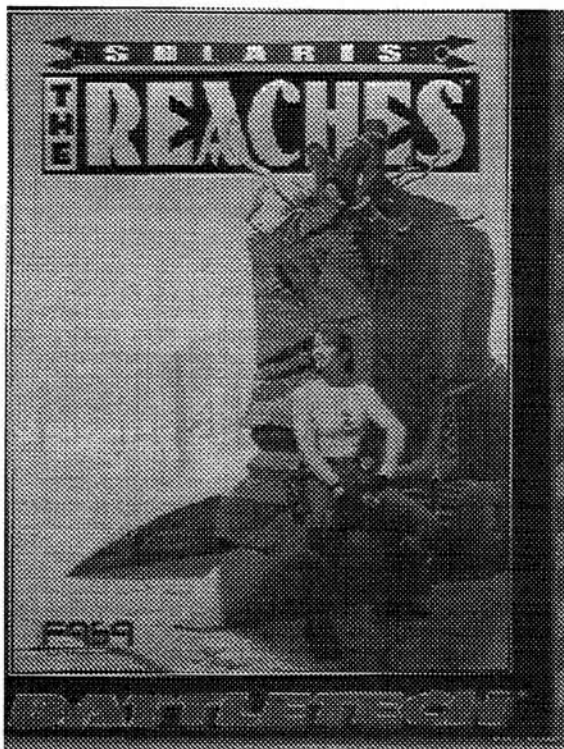
Solaris: The Reaches provides new locations, 'Mech arenas, BattleMechs, and supplemental rules for MechWarrior campaigns set on Solaris VII. All items in *Solaris: The Reaches* could be modified for MechWarrior campaigns set in other locales as well. *Solaris: The Reaches* is presented in three sections, Background, Locations, and New Rules and Technology. Background for the reaches is short, but provides enough history that a gamemaster can get a good feeling for the area.

The most important of all locations presented in the second section are the new BattleMech Arenas. Five new arenas are presented for the Battletech player. Each arena is almost the size of a Battletech map. (In fact it is one hex row short of being a full map). The maps, by themselves, are worth the price of the product. We wish they would have printed the maps as "standard size", so they could more easily be used with the maps from other products.

Here is a short look at the new arenas:

Hartford Gardens: This arena is located in an old estates' garden area. There are level 2 walls that impede movement and line of sight. Features added to make 'Mech combats more interesting are quicksand pits and hidden turrets that fire on mechs that enter the hex next to them.

King of the Mountain: A large arena built in the middle of a massive crater. The crater was used by locals as a dump of toxic materials. The dump has since been converted into a BattleMech arena. The mountain contains five ridge lines, each considered to be a three level change for line of sight purposes. The mountain is surrounded by a moat that is depth 2 toxic water.

The Scrapyard: Embankments of waste and scrap industrial material create level 2 walls that block line of sight and movement. There is also potential of scrap landslides that create obstruction hexes. And finally the arena contains acid pits that do damage to a mech each turn it is in the pit.

The Pool: A completely underwater arena with mounds of debris at the bottom that block line of sight.

The Mudpit: A five level deep pit, all terrain in the pit is either mud or water. Jumping is not possible in the pit and all other forms of movement cost twice their normal movement points.

The final section of the book deals with new roleplaying rules, supplemental dueling rules, and new BattleMechs. One interesting idea presented is the optional critical hit chart.

These are optional rules that may be used when endo steel or ferro-fibrous armor is hit by a critical hit. Instead of rerolling, other things like myomer power disruptions may occur. Three new 'Mechs are presented. In Battletech terms, these 'Mechs are not that impressive, but if using Solaris rules they perform well. Two of the 'Mechs have problems, as FASA has exceeded the maximum allowable armor pips on the 'Mech.

Another important rules section is the use of Clan weapons on Solaris. Generally speaking, Clan weapons have shorter recycle times than their inner sphere counterparts. Because of cycle time and heat efficiency, Streak SRMs are the new master of Solaris Arenas.

Intermixed throughout the product are short works of fiction. Though the stories are enjoyable, they should have been better proof read. In one story for example, a 'Mech is described as taking a gauss rifle hit in the rear center torso - destroying half of the armor. But the 'Mech only has 10 armor in the aforementioned section. If you put these problems aside, you have a very nice and enjoyable supplement.

The Computer Corner: In this column, we will review and give stratagies for many popular computer games. This issue, we will talk about Dune II - The Building of a Dynasty. Although Dune II is not brand new, it is one of the best strategy wargames available and is worthy of being talked about.

Dune II - The Building of a Dynasty - Develeped by Westwood Studios. Distributed by Virgin Games.
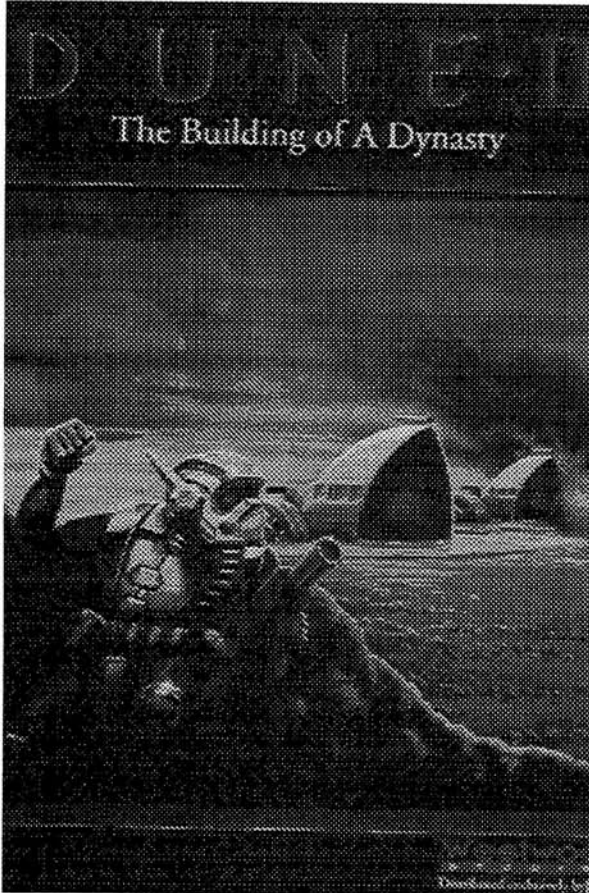
Dune II takes place on Arrakis, and is based upon Frank Herbert's Dune novels. As a player, you are responsible for bringing one of three major houses- the Atredies, the Harkonnen, and the Ordos, to victory. To encourage rapid spice harvesting the Emperor has made on offer: the house that delivers the most spice gains sole governorship of the planet Arrakis. Dune II is strictly strategy and does not concern itself with "role-playing" elements such as players controlling personalities like Paul Atredies.

Dune II is very much like a cross between Empire and Sim City. Each scenario starts with the player having a construction facility and some spice resources. From here, the players are required to build further structures and investigate the area. Players have no idea of surrounding terrain as it is shrouded in darkness, and it only appears as "black" on the screen until a unit explores the area. To win the game you must win nine scenarios, each progressively harder. Unfortunately there is no way to bypass a scenario and play more advanced ones. This is disheartening to the player who gets "stuck" and can't get past a certain scenario.

To be successful, a player must harvest spice. Spice is the key to Dune. Everything is bought and paid for in spice credits. A player that runs out of spice will quickly be out of the game. There are 18 different structures a player may need to build - everything from Spice factories to power plants (wind traps) to heavy tank factories. Up to twenty different unit types may be built by players. These units range from spice harvesters to missile tanks. Not all units are available to every house, and not all units are obtainable in every scenario. Introducing new units to the player every scenario, allows for an easy introduction to the game, and prevents a player from being swamped.

Players view all the action through an easy to understand tactical window. The tactical window displays the current main field of play, a smaller radar screen of the entire area, and a command window showing what is currently being constructed.

An excellent array of digitized speech and sound make the game even more exciting. Units respond to commands with a hearty "Yes Sir!". Combat sounds let you know how the battle is going (My favorite sound is the scream of an infantry unit that gets crushed by a heavy tank). In summary, DUNE II is one of the best strategy games developed in recent years. This well thought out game leads to many hours of fun and enjoyment.
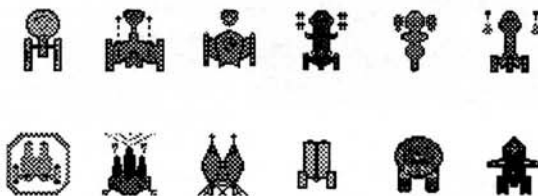
TACTICAL WINDOW
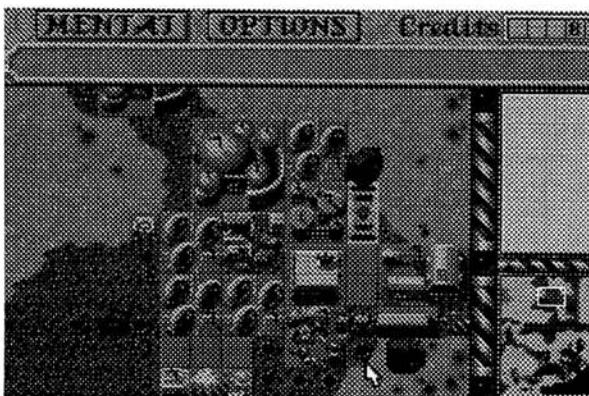
Submission Guidelines

We are always looking for submissions. If you have an article about any gaming system, or Battletech 'Mech, send it to us! If we use it, we will send you a free issue, or credit your subscription one free issue. To make sure you get the credit you deserve, follow these simple submission guidelines.   Due to our contractual obligations with ADB and Task Force Games, all Star Fleet Battles material must come directly from them. We are unable to accept submissions for Star Fleet Battles.

1) Please type or print legibly all material sent in.

2) All submissions become the property of The Tech Factory. If you would like our comments about your submission, send along a self addressed stamp envelope.

3) Print your name and address on every page of the submission.

4) Keep a copy of your submission. This way we may call for a replacement if necessary.

5) Submitted 'Mechs should not only list the statistics of the 'Mech, but should also include background, and comments about the 'Mechs intended mission. All 'Mechs must be 'legal' and follow rules in the Battletech Compendium.

6) Articles should be a minimum of one page of text, but not more than three.

7) Ask Alvin, Tactical advice, and New Technology are not considered 'articles' for purposes of compensation. Authorship credit will be given. Multiple submissions published in the same magazine will only result in one free issue.

8) Failure to comply with these submission guidelines will result in immediate rejection of material.

The Tech Factory
Issue #4

In This Issue:

BATTLETECH:
Six new Battlemechs, five new vehicles.
Scenarios -
Face off at Namur: The Clan has invaded, and is attempting to destroy an underwater command post.
Sticky Situation: A usually agile force gets trapped in a swamp, can they get out?
Ask Fasa - Rules questions and answers from FASA.
The Body Shop - An in depth look at vehicles.
Play Aids - Quick reference summary sheets describing vehicles published by FASA.

STAR FLEET BATTLES:
Early Year Hydrans - Two SSD's featuring a sneak peek at an entirely new race for Star Fleet Battles.
Including rules for their primary weapon - The NovaCannon.
Scenario - Impasse: Early Hydrans take on the Lyrans.

LEGIONS OF STEEL:
Review - We take a close look at the game which features Commandos versus Machines.
Scenario - A new scenario for Legions of Steel