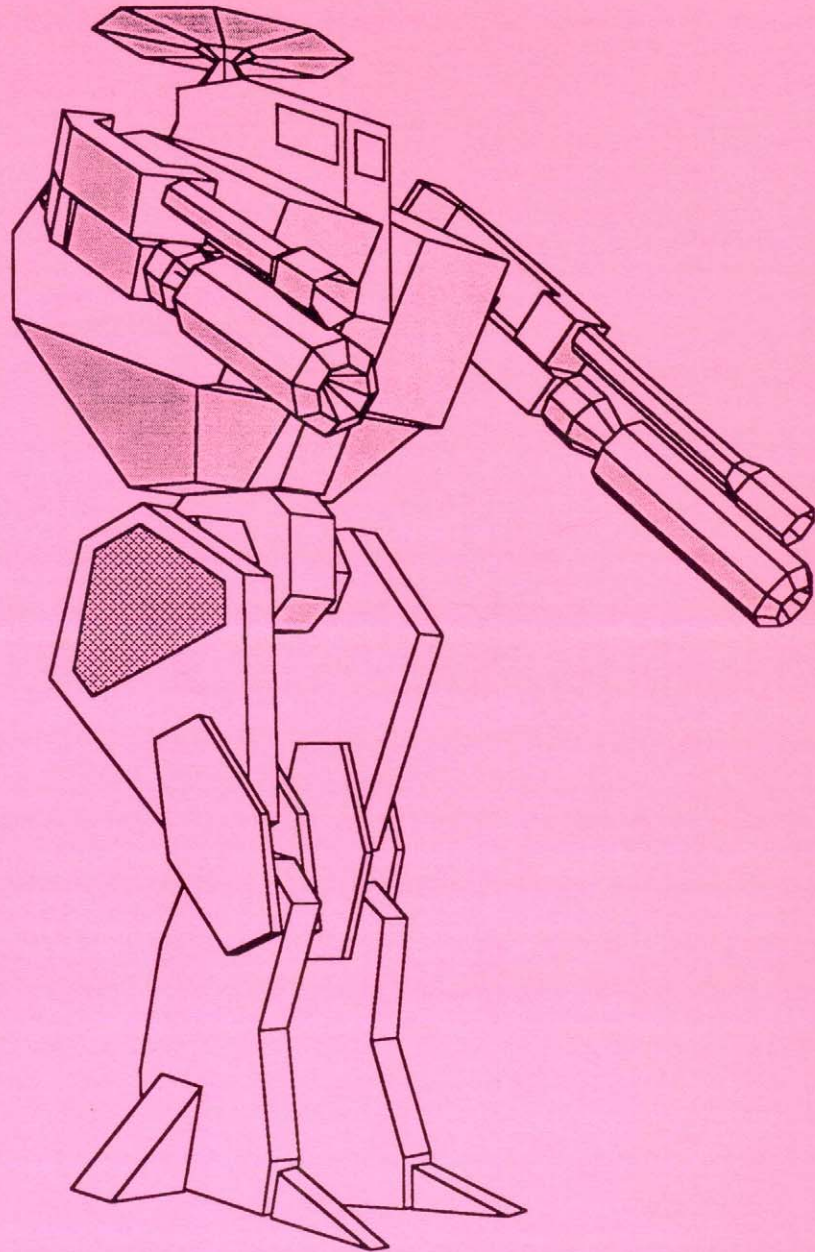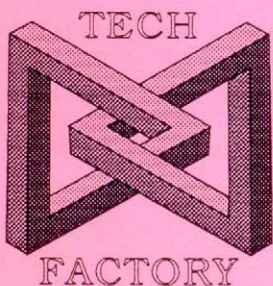# THE TECH FACTORY

JM6-TD JAGERMECH

A Gaming Journal
Formerly The Mech Factory

TECH

FACTORY

Editors Notes:

Part 1: As I write this, we are just starting work on issue number 5. I think things are going pretty well; the magazine seems to be widely accepted. In this issue, we continue to bring you an expanded format of 32 pages. Most of the new mechs in this issue are what we call 2750 mechs. What exactly is a 2750 mech? Well, that is a little difficult, because all we really know is that they are mechs that were built before the Star League collapsed. To keep it simple, we decided that 2750 mechs take advantage of new mech systems (XL engines, Masc, double heat sinks, ferro fibrous armor, etc...) but do not use any of the advanced technology weapon systems.

Meanwhile we are getting ready for our trips to Origins and GenCon. I am really looking forward to these two conventions. At The Tech Factory, we think we are providing a magazine that you, the reader, enjoy; yet we get very little feedback. What do you like? What don't you like? What is your favorite time period in Battletech - Basic (3025), Advanced Tech (3050) or Clan? Should we do more 'Mechs or less? What about new technology, or more tactics articles? Hopefully we have been around long enough that most Battletech players know of our 'zine. Now we hope to meet them and get some good feedback. By the way, if you do have any comments about what we should or should not be doing, send me a letter.

A lot seems to be going on in Battletech these days. Since our last issue, the Tactical Handbook was released. (We have included the official errata sheet for the Tactical Handbook this issue). The Tactical Handbook introduces some new technology and defines Level 3 Battletech. Tactical Readout 3057 should be out in a few days, and at GenCon, FASA is releasing a new hard cover compendium. Battletech certainly is on the move; it should be an interesting summer.

Part 2: After Origins:

Well it's about a week before our deadline, and here I am again hitting my head against the wall trying to get things done. Next time I will not procrastinate any more - I promise! (yeah sure). Origins was pretty fun, although the attendance was well under what everyone was expecting, and it really should have been named Magic Con, because Magic; The Gathering was what everyone was doing. I didn't play very much Battletech (only participating in one game of the open). Mostly this is because I spent all of my time playing in the Star Fleet Battles national championships (So what else is new!). Of the few Battletech people I did talk to though, most had heard of The Tech Factory. I did, however, talk to Sam Lewis - President of Fasa. Sam gave me the scoop on the upcoming Battletech cartoon - see the article about it in this issue. I did see some promotional clips of the cartoon; the artwork and computer animation is excellent!

In addition to talking to Sam, I made a few contacts with other game companies, and we should start doing articles on some of their stuff as well.

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.

STAR FLEET SUBSPACE NEWS #2

STARDATE 9406.10

The following datafiles have become available from Star Fleet Historical Research Command. They comprise data on the Frax submarines used in dissimilar combat training in the simulators of the Klingon DSF Command School.

FRAX SUBMARINES

The Frax were designed, based on wet-navy warships, to test starship captains in the mental skills of dealing with an unknown enemy. The Frax submarine continues that testing process with a new feature, an enemy that can do something theoretically impossible: fire while cloaked! The Frax submarines can fire drones (and no other weapons) while cloaked, using the passive fire control rules. All Frax drones have ATG at no cost. Drones can be controlled normally if the ship is not cloaked. Scatter-packs cannot be launched while cloaked. Note that the drone racks have restricted firing arcs, something "real" ships do not have.

(R91.21) FRAX SUBMARINE FRIGATE (SFF): The smallest of the submarines, this ship was typically used to train small warships and police ships for convoy escort situations.

(R91.22) FRAX SUBMARINE DESTROYER (SDD): This ship, with a movement cost of 1/2, appeared in Starletter #89. This was the primary Frax submarine used in "The Frax War" (a Klingon command training exercise).

(R91.23) FRAX SUBMARINE WAR CRUISER (SCW): Large enough to give a good fight against a real warship, the SCW was the most common duel opponent. A tough opponent for a destroyer, and still a challenge for a war cruiser.

(R91.24) FRAX SUBMARINE MISSILE CRUISER (SCG): This large submarine was designed for a specific purpose: attacking bases! The huge (albeit one shot) missile wave was enough to overwhelm the defenses of a fully armed battle station.

(R91.1F) ANTI-FIGHTER DEFENSE SYSTEM (AFD): This system combines an ADD–12 (normal reloads and reload rules, cannot fire type–VI drones) with a phaser–G in a single mount. The mount can fire either gatling or ADD shots in a given impulse, but not both, and can switch between impulses without delay. Both the ADD and phaser-G can fire at their maximum rate. The AFD can only engage size-6 or size-7 targets. It is destroyed by drone OR phaser hits and has the place in the priority list of the component system (phaser-G or ADD–12). The phaser-G is affected by EW; the ADDs are not. Cost to repair is 12; can be hastily repaired as ph-3, ph-G, or ADD but not a combination. The AFD can only be used by FRAX, not other races.

(R91.1G) FRAX MISSILE RACKS: The larger Frax submarines used "missile racks" (hit on "best" drone rack) to increase their firepower. These operate like drone racks except: They only hold four type–IV drones (and cannot hold any other type of drone); they cannot be reloaded; the submarine can fire one "missile" (drone from a missile rack) every impulse (one total, not one per rack).

SUBMARINE SCENARIOS

Space limitations do not allow us to provide you with complete Frax Submarine Scenarios (one is included in Starletter #89), so we have outlined a few scenario ideas.

Since we haven't written these up yet, you might send us a copy of what you come up with (so long as you send the reports of what happened when you played it along too).

Bombard a Base: Use one or two Frax submarine missile cruisers, and see if you can get a few good hits!

Bombard a Planet: Give it a police ship for defense against one missile sub. If you want to use two missile subs, you might have to add some DefSats or ground bases.

The Drive: Hide a Frax submarine or two using (D20.0), and use other Frax ships to "drive" an enemy force or convoy into the submarines' range.

The Hunt: One player with a Frax submarine tries to cross the map (or more than one map) while another player or players tries to hunt him down. Use hidden cloaking.

Missile Defense: Turnabout is fair play! Use the Frax submarines to defend against a drone bombardment, possibly with some enemy ships along to back up the drones.

And, of course, you can play the Wolfpack scenario in Starletter #89 with various combinations of submarines.

TELL US WHAT YOU THINK!

About the Frax submarines. About Subspace News. About SFB. About anything you want to talk about! We gladly accept playtest reports on any of the playtest material published in Starletter, Subspace News, or on the various computer networks.

STAR FLEET NEWS UPDATE

CAPTAIN'S LOG #15 is now on its way to the stores with a superb cover, great fiction (Kzintis vs. Lyrans), four new tournament ships, and other great features.

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 UPRISING! Just before the General War, Romulan agents have infiltrated the planet Debrock (deep inside Federation Space) and are trying to convince it to remain independent and sell its dilithium to the Empire!

CAPTAIN'S MODULE X1 was the major Origins release this year, with dozens of the most powerful ships in SFB and exciting scenarios where they can show their stuff. Many major changes have been made through the playtest process. Plasma–Ls are now "big–Fs" instead of "non-upgradable Gs" (hold for free, no shotgun or EPT). XESGs now cycle like non-X ones, but can use all 7 points in their capacitors. The Klingons got a D5X. The Gorns got a CMX after we merged the BCX and CCX. And much more!

CAPTAIN'S MODULE F1 – THE JINDARIANS will be out in late Summer. The Jindarians are an ancient race who have been in space for 100,000 years. They build ships out of asteroids, honeycombing them with tunnels and fitting them with warp engines. The Jindarians use the Warp-Augmented Railgun, Anti-Transporter Field, and hordes of shuttles (armed with Prospecting Charges). A preview of their background is in Captain's Log #15.

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

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

FRAX SUB-FF

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #6

SHIELD #5

SHIELD #4

FA DRONE [1|2]
BATTERY
PH-1 PRB [1|X|½]
C HULL
BRIDGE
AFD. TRAN [3|09]
SHUTTLE
PH-1 TRAC [2|X]
BATTERY
L WARP
R WARP
C WARP
IMPULSE
DRN-RA [3]

CNTR

SENSOR [6|5|-|0]

SCANNER [0|-|5|9]

DAM CON [2|2|0]

EX DAM

SHIP DATA TABLE

TYPE =	SFF
POINT VALUE =	60
BREAKDOWN =	6
SHIELD COST =	1/2+1/2
LIFE SUPPORT =	1/2
SIZE CLASS =	4
CLOAK COST =	5/1
REFERENCE =	R91.21

BPV INCLUDES CLOAK

TURN MODE — SPEED

TURN MODE	SPEED
A	1	2 – 6
	2	7 – 12
HET	3	13 – 19
	4	20 – 26
BD	5	27+

THIS SHIP INCLUDES THE AFD SYSTEM IN ITS DESIGN.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

TYPE III DEFENSE PHASER

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

FA = LF + RF
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

LF RF
L R
LR RR

CREW UNITS

[★] [10]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES [4]

PROBES [5]

TRANSPORTER BOMBS [D|D]

DRONE RACKS

1	A
2	A
3	A

ALL RACKS ALWAYS HAD DOUBLE RELOADS. NO REFIT.
RACKS #1 AND #2 CAN ONLY LAUNCH DRONES AT TARGETS IN THE FA ARC. RACK #3 CAN ONLY LAUNCH DRONES AT TARGETS IN THE RA ARC.

HIT & RUN CLOAK

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6 – 8	9 – 15	16 – 25	26 – 50	51 – 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	0	0
3	7	6	5	4	4	4	3	1	0	0	0
4	6	6	4	4	4	3	2	0	0	0	0
5	5	5	4	4	3	3	1	0	0	0	0
6	4	4	4	3	3	2	0	0	0	0	0

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	–	1-2	1-3	1-4	–

ANTI-DRONES [3]

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

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	3	3	3	4	4	4	5	5	5	6	6	6	7	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

[5] = HET COST   [6] = ERRATIC MANEUVER WARP COST

FRAX SUB-CW

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

Ship systems: DRONE-FA 1 2 3 4 · BATTERY · PH-1-FX · PRB 1 2 · C HULL · MISSILE TRAN 1 2 · BRIDGE · TRAC · AFD 5 6 090 · SHUTTLE · PH-1-RX · AUX 3 4 · BATTERY · L WARP · R WARP · C WARP · IMPULSE · DRN-RA 5 6

CNTR

SHIP DATA TABLE

TYPE =	SCW
POINT VALUE =	110
BREAKDOWN =	5-6
SHIELD COST =	1+1
LIFE SUPPORT =	1
SIZE CLASS =	3
CLOAK COST =	15/2
REFERENCE =	R91.23

BPV INCLUDES CLOAK

TURN MODE

		SPEED
B	1	2-5
	2	6-10
HET	3	11-15
	4	16-21
BD	5	22-28
	6	29+

TYPE III DEFENSE PHASER

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

MISSILE RACKS: 1, 2

Firing arcs:
- FA = LF + RF
- RA = LR + RR
- FX = L + LF + RF + R
- RX = L + LR + RR + R

(LF RF / L R / LR RR)

SENSOR / SCANNER / DAM CON / EX DAM

SENSOR	SCANNER	DAM CON
6	0	4
6	0	4
5	1	2
1	5	2
0	9	0

EX DAM

CREW / BOARDING

CREW UNITS: ✱ | 10
BOARDING PARTIES: | 10
PROBES: 5

DRONE RACKS

1, 2, 3, 4, 5, 6 (all marked B)

ALL RACKS ALWAYS HAD DOUBLE RELOADS. NO REFIT. RACKS #1, #2, #3, AND #4 CAN ONLY LAUNCH DRONES AT TARGETS IN THE FA ARC. RACKS #5 AND #6 CAN ONLY LAUNCH DRONES AT TARGETS IN THE RA ARC.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS: D D D D

HIT & RUN CLOAK

THIS SHIP INCLUDES THE AFD SYSTEM IN ITS DESIGN.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.
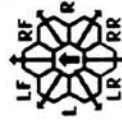
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	4	3	2	1	0
3	7	6	5	4	4	4	3	2	1	0	0
4	6	5	4	4	3	3	2	1	0	0	0
5	5	4	4	3	3	2	1	0	0	0	0
6	4	4	3	2	2	2	0	0	0	0	0

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

ANTI-DRONES: 5, 6

WARP ENERGY MOVEMENT COST = 2/3 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	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

FRAX SUBMARINE MISSILE CRUISER

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

DRONE-FA 1 2 3 4
BATTERY
PH-1-FX 1 2
TRAN
C HULL
BRIDGE
PRB
TRAC
AFD 5 6 9 09
SHUTTLE
PH-1-RX 3 4
AUX
BATTERY
MISSILE 1 2 3 4 5
L WARP
R WARP
C WARP
IMPULSE
DRN-RA 5 6

CNTR

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM

SHIP DATA TABLE

TYPE	= SCG
POINT VALUE	= 150
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 18/4
REFERENCE	= R91.24

BPV INCLUDES CLOAK

TURN MODE

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

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	1	0	0
4	4	4	3	0	0	0
5	4	4	3	0	0	0
6	4	3	3	1	0	0

MISSILE RACKS

1				
2				
3				
4				
5				

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D

HIT & RUN

CLOAK

THIS SHIP INCLUDES THE AFD SYSTEM IN ITS DESIGN.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	3	2	1	-	-
2	8	7	6	5	5	4	3	2	1	1	-
3	7	6	5	4	4	4	3	1	0	0	0
4	6	5	4	4	4	3	2	0	0	0	0
5	5	4	4	3	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

CREW UNITS
* 10
20

BOARDING PARTIES 10

PROBES 5

DRONE RACKS

1					
2					
3					
4					
5					
6					

ALL RACKS ALWAYS HAD DOUBLE RELOADS. NO REFIT.
RACKS #1, #2, #3, AND #4 CAN ONLY LAUNCH DRONES AT TARGETS IN THE FA ARC. RACKS #5 AND #6 CAN ONLY LAUNCH DRONES AT TARGETS IN THE RA ARC.

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

ANTI-DRONES

5				
6				

FA = LF + RF
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

LF RF
L R
LR RR

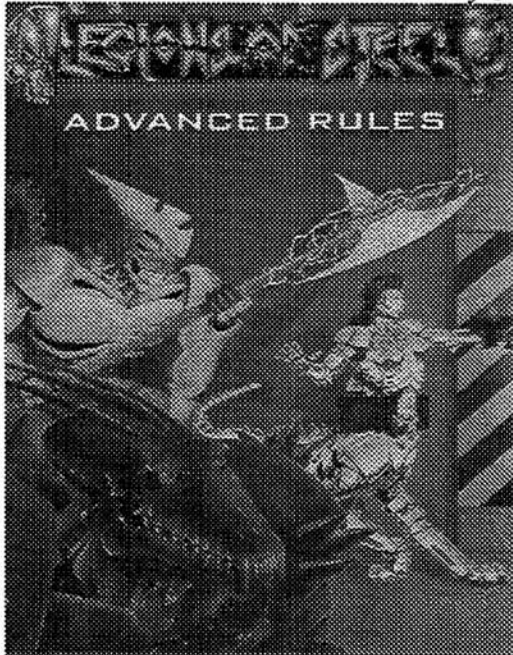## Product Review
Legions of Steel - Advanced Rules
By Gregg Dieckhaus

The advanced rules book can be broken into three distinct sections.
1) New weapons and units
2) New advanced rules
3) New scenarios

Probably the most used section of the rulebook will be the one on the new units and weapons. There are a total of seventeen new units (nine machine and eight commando) using thirty new weapons (thirteen machine, seventeen commando) introduced by the advanced rules book. Here are some of the highlights:

Machines:

The C1 Succubot: The Machines gain a fast command and control unit that has its' own leadership points. However, the armor is not as strong as a normal Nightmare, and it has a +1 general modifier.

The G1C Nightmare with Negasphere Generator: The Negasphere fires and moves down the corridor, (randomly turning at T's) attacking all figures it come in contact with.

Runaway Robots: These small robots have the ability to "jack" into a commando's armor and take control of the commando.

G3 Predator: A "mini" assault fiend, although it only has 1 kill, it still has the -1 general modifier. Its' Ice Rifle is the closest thing the machines have to a plasma projector.

Mark II Assault Fiend: No general modifier, but still has 2 kills, and has 1 leadership point. Deadly in physical combat and employs an E.M.P. weapon.

Mark III Assault Fiend: The mother of all machines. Four arms, deadly in physical combat, and the ability to fire it's multiple weapons at different targets. Furthermore it has 2 Kills, and a -2 General modifier.

Commando:

Assault Trooper: Slower, more heavily armored. Superior armor gets them in and superior firepower gets them out.

Behemoth R.X.S.: What the Mark III is for the machines, behemoth armor is all that and more for the commandos. Multiple nasty weapons systems, and the ability independently lock on and fire at up to three different targets.

Reece Commando: Faster, lighter armored units. These units have a base movement of 5, but have a +1 general modifier.

Support Trooper w/ Carl Gustov Mark IV: The Carl Gustov firing in C.A.R.P. mode has a kill zone of 10 squares from the detonation square (along the line of fire) with a kill number of 3+. Enough said! It may also fire H.E.A.P. which ignores all general modifiers, and kills any unit it hits (even the Mark III Assault Fiend).

Pioneer: A military engineer and demolition specialist. Mine warfare capabilities and special weapons to disarm machine wall rockets.

Each side also gains several new grenades, hand to hand weapons (the commandos can actually use physical combat now) and E.M.P. (electro magnetic pulse) weapons. E.M.P. weapons affect the microcircutry in both the machines and the UNE troopers armor. An E.M.P. attack can create everything from minor system overloads, to complete system burnout. Perhaps the most important thing to note, is that miniatures for all of these units are now available, making the transition to the advanced rules an easy one. Global Games has done a fine

Legions of Steel
Errata and Clarifications

Errata
From the Basic Rules. 1st printing:

1. Grenade Rules: The grenade rules have changed slightly in the second printing of the basic LOS rulebook. The following paragraphs replace those found in the original printing.

Grenades are single shot devices.
Using grenades: A players base chance to hit the target square, on one die, is equal to the range to the target square (e.g. the base chance to hit a square six spaces in front of a Commando is a 6 while only a 1 would be needed for the square directly in front). A grenade can be thrown to any square up to a range of 8. This sometimes results in an instant miss. Remember the diagonal rule for ranges. All roll modifiers apply. Grenades can be thrown into any of the figure's arcs of fire. Within the front arc of fire to hit chances are normal, the side arcs have a -1 modifier and the chance to hit is double the range when throwing a grenade in a figure's rear arc. This is shown in the diagram below, with the chance to hit shown in each square.

K-Pulse grenades: These emit an extremely strong kinetic pulse, possibly scoring a kill on several targets. The kill number for the grenade is determined by the range of the figure from the target square. The diagonal rule applies. One die is rolled for each figure or other target in these squares to determine any kills. The kill numbers for the various ranges are given below.

Target square:	4
Range 1:	5
Range 2:	6
Range 3:	7
Range 4:	8

Assault Fiends (and other 2 kill figures found in later products) have an additional roll modifier of -1 when affected by a K-Pulse grenade. This is due to their heavier armor. As a result, the Mark I Assault Fiend is only affected by a grenade which detonates in its square and a 6 is needed to score one kill. Doors and forcewalls cannot be affected by K-Pulse grenades.

2. Optional Rules: There is also a new optional rule for passing grenades as follows:
Passing Grenades: A grenade can be passed from one figure to another if the receiving figure is at a range of 1 from the passing figure. The passing figure must spend a fire action to pass the grenade.
This rule is extremely useful in instances where figures are lined up in a hallway just before a crossing corridor and the first figure does not have any grenades. The figure behind it could pass a grenade and then the receiving figure could throw the grenade around the corner to eliminate or block the enemy. As only the passing figure spends a fire action, it is also possible to have several figures pass a grenade forward and then have the last one in line throw it.

3. On the combat chart at the back of the rules: The fire modifier for spread fire should be 0.

From the Scenario Pack 1
1. Page 32 - Machine Assault Horde:
    It also should include a Mark II Assault Fiend and the proper UPV cost is 1021
2. Page 22 - Incline Turns: see the same heading under Advanced Rules

From the Advanced Rules
1. Page 22 - Unit statistics chart:
    The C1 Succubot has 2 leadership.
    The Mark I Assault Fiend has a walking speed of 5.
    The Mark II Assault Fiend has 1 EW.
2. Page 25 - W.A.S.P. Missile:
    The weapon has a medium firing range out to 75 squares.
3. Page 36 - Incline turns.
Due to abuses which have become apparent with the use of this rule, it has been amended as follows: It is no longer possible to move a figure to another square while it is incline turned. Before moving from one square to another, a figure must be facing one of the sides of its square.
Thus, if a figure began its turn while incline turned and wants to move further down a corridor, it has to spend a half point to assume normal facing before moving. It is also possible

to move forward a few squares, incline turn and fire, resume normal facing and keep moving forward.

4. From page 44 - Use a Mark I figure to represent the Mark XIII.

CLARIFICATIONS

Q: Do forcewalls create corners?
A: Yes, when a forcewall is created, a corner is formed for line of fire purposes.

Q: If a figure is "pushed" by a forcewall grenade into a square which is occupied by figure B, what happens?
A: Figure B is also pushed in the direction figure A was pushed. If figure B is forced into a wall, it is not destroyed if there is any free adjacent square. Of course, if there are more figures in the way, they are also pushed along.

Q: How does Command and Control work?
A: The following is a clarification of the Command and Control rules provided in the Advanced Rules Book:
Units: A unit is a division of troops. The unit organizations provided in this book are examples of units. A leader can only assign leadership to a figure in the same unit as a leader.
Groupings: Groupings are used strictly for initiative purposes. A grouping may contain anything from part of a unit (even a single figure) to several units (or parts thereof). Each grouping rolls for initiative separately.

When using Leadership, Command or Hero points to affect the initiative roll, remember the following rules:
1. A figure can only use leadership to aid a grouping's initiative roll when the grouping contains only one unit or part of one unit.
2. The only exception to rule number 1 is when a command point is spent by a leader for his own grouping. In this case, any number of units (up to the leader's control limit) can be in the grouping.
3. A hero point is only usable for initiative when the figure makes a grouping all by itself.
4. When using Command to aid a particular grouping, the Command points can only be spent by one leader. (same as leadership)
5. A grouping must have a leader in it to be able to use command to affect the initiative roll.

job getting a line of figures out to support their product. If you only pick up one miniature this summer, GET THE MARK III ASSAULT FIEND! This thing is truly impressive looking! It is huge and awe inspiring.

Advanced rules provide the player an opportunity to add a much greater level of detail to their Legions of Steel games. Advanced rules topics include: Ammunition, Command and Control, Corner Cover, Desperation Fire, Electronic Warfare, Advanced Hand to Hand Combat, Wounding, Kneeling, and Snap Fire. As you can see, there are a lot of rules here, players are encouraged to read them over, and decide which ones they will choose to play with.

The ammunition rules are perhaps the most necessary. Some LOS games tend to bog down into suppression warfare. With limited ammunition, players will have to be more careful about when and how they will lay down suppression.

Possibly the most useful rule is in the scenario section. I am talking about what every gamer craves. A Legions of Steel BPV system! Using the unit point values, you can design your own forces. Now we can stay up all night planning the perfect force that we know is going to lay waste to our friends in next weeks game. A really novel idea that Global Games had was to go back through all the old scenarios and give UPV values to each side. This was a great idea, because it allows us to re-play all the scenarios, but this time choosing our own units.

And finally, included with the advanced rules are two new template sheets containing the following tiles:
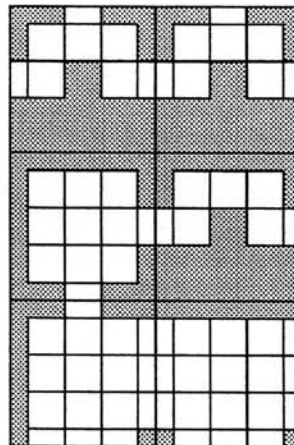
Pinning Action
A Legions of Steel Scenario
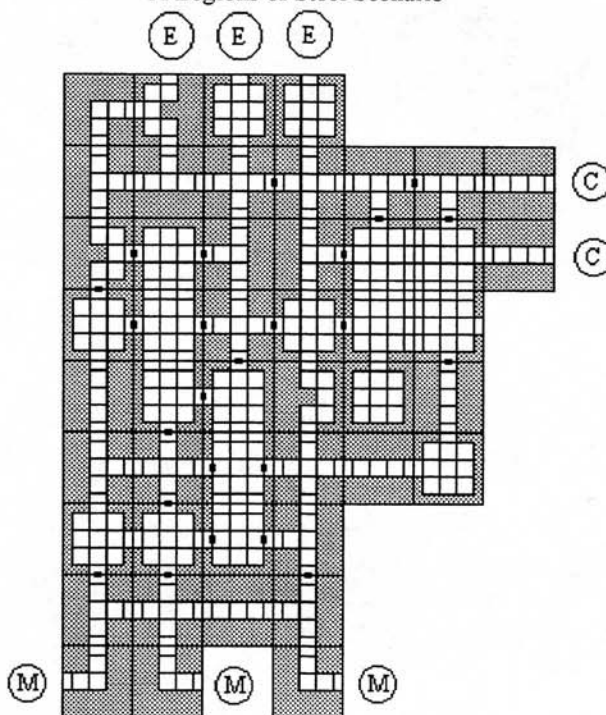
Commando Background:

The mission stank already. First, Sarge gets injured getting off the transport, yet we have to go anyway because the entire mission depends on timing. Our mission is to act as a flank guard, and slow down machine reinforcements from hitting our guys rear. What's worse, we have to play it by ear as we have no idea what to expect. I just hope the extra guys make the difference.

Machine Background:

:Quadrant 2 sector 823 under heavy pressure

:Send all available units to attack

:Alert.

:New intruders detected.

:Command unit 14J7 take charge

:Neutralize intruders and proceed to quadrant 2 sector 823.

FORCES AND SETUP:
Commando: Assault Trooper, 4 Commandos, 2 Heavy Weapons w/plasma projectors, 2 Recon Troopers, Corporal (Commando Trooper)
Machine: C1-Succubot, G3 Predator, 9 G1 Nightmares, G1-B Nightmare, Mark II Assault Fiend.

ENTRY:
Commando: Setup all forces with 5 squares of the areas marked "C"
Machine: Enter on turn 1 in any order at the designated Machine entry points.

REINFORCEMENTS:
Machines: Enter 4 G4 Gremlins through the Machine Entry Points on turn 6.

OBJECTIVE: The player receiving the most victory points wins.
Commandos: Delay or prevent the machine forces from proceeding to the exit points labeled "E".
   Starting on turn three, the commandos are awarded 1 point per turn until the machines are able to exit a unit through a designated exit point.
Machine: Exit the map as soon as possible. The machines receive 1 point per unit exited through an exit point by the end of turn 18.

SPECIAL RULES:
Commando: The Commando player designates one of his units (it may be the Corporal) at the start of the game as a "Hero". This unit has the ability to use 1 hero point (Leadership) per game turn.
This scenario was designed to use all advanced and optional rules except: Voluntary breakdown of command, Electronic Warfare, and Wounding rules.
OPTIONAL ITEMS:
Commando: The Commando player may spend up to 20 UPV points on optional items, but no more than 5 E.M.P. grenades are available.
Machines: The machine player may spend 8 UPV points on optional items.

Uncle Alvin's Body Shop

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

Star League Designs

When applying advanced technology to BattleMech designs, many players get wrapped up in believing that the use of advanced weapons (ER Lasers, Pulse Lasers) automatically comes along with the rest of the advanced tech. Keep in mind that all advanced tech weapons come at a heavy cost in either additional heat (ER weapons), or additional weight (pulse lasers). While these weapons have their uses, the use of standard weapons with double heat sinks can open the door to some very effective (and nasty) designs.

There are several designs already available that use this premise. (The Salamander is one of our favorites). The basic idea is to build a fast light, medium or heavy mech that can somewhat dictate the range so your weapons range disadvantage is not as distinct. Consider the ER PPC versus a normal PPC. An ER PPC causes as much damage as a standard PPC and needs the same "to hit" at range 15-18, yet it generates 50% more heat. By using older PPCs you gain "extra" tons of heatsinks that can be used for other equipment. (This of course follows the premise that you always put enough heat sinks in you mech to fire its' weapons).

When creating mechs of this style, autocannons lose most of their advantages. The major advantage of the autocannon - low heat output, is negated by the double heat sinks. Mechs with double heat sinks do not need to add extra heat sinks (and tons) for their high heat weapons. Additionally, double heat sinks take up more room, and thus the autocannon space requirements also become a problem. The only exception to this rule might be a very high speed mech with an XL engine using an AC/20.

Another calculation for Mech designs could be its' C-Bill cost. In this case you also come out ahead, as standard weapons generally cost less than their advanced tech counterparts. If C-Bills are a consideration, try using a standard (Non - XL) engine with double heat sinks. This not only increases your Mechs' survivability, but is dirt cheap compared to an XL engine.

Battletech Tactical Handbook Implications

The release of level 3 rules and new items have given the Battletech player much to think about. While all this new stuff is very interesting, it is also marred by the many errors and errata for the release. It is also our observation that many of the new systems are not well thought out, and are either too powerful, or virtually useless.

The line of sight rules are probably the most welcome set of new rules as Battletech has always suffered from some 'flaky' sighting rules. Many people have adopted house rules to correct for this, and if you only use one level three rule, this should be it. Other things that look interesting to try out are the blind rules and the operational game.

The new equipment is interesting as the addition of InnerSphere LBX and Ultra Auto-cannons in all categories allows some flexibility for new mech design. The addition of caseless and HV equipment is virtually useless as each design has serious flaws. These items do not offer enough enhanced performance to offset the explosion problems. Caseless has no advantages other than more ammo per ton. For this, you must roll for an explosion? HV's run too hot, weigh too much, carry less ammo, and blow up too. A quick question - would you rather have an HV-10 or a gauss rifle? Mech Mortars generate too much heat in addition to the fact that they are nearly impossible to hit with.

By far the most impact of the new equipment is the different types of ammo. We already liked the Salamander, but with Deadfire Missiles and Magnetic Pulse Warheads, it is elevated to the supreme mech of the battlefield. SRM's now have a lot more possibilities and flexibilities with the addition of the Tandem Charge and Acid Warheads. The Thunderbolt Warheads (especially the T-20) are very nasty; as long as you don't fire them at anything with an anti-missile system. The T-20 has almost rendered the AC/20 obsolete. Extended range LRMs will work fine for mechs, but seem tailor made for vehicles.

As far as the new vehicle rules go (vehicles must move first), this is more than offset by the availability of the various types of LRM and SRM ammo available. Either way you slice it, (cost or weight) vehicles are still going to give a group of mechs a hard time.

The other equipment, while nice, adds chrome to the game without significant impact. Some items like mechanical jump boosters are not practical (they weigh too much), while others such as electronics are not used a lot. However the Angel ECM suite is a must if you are fighting clan mechs that have targeting computers. The coolant system is somewhat useful, but again, carries the risk of explosion.

ASK FASA

In leu of our normal question and answer format, this issue we provide the official errata sheet for FASA's Battletech Tactical Handbook.

BATTLETECH TACTICAL HANDBOOK ERRATA SHEET
Version 1.0, 4/6/94

In spite of our best efforts, a number of errors made it into the Tactical Handbook. We at FASA apologize for any confusion this may have caused. The second printing of the book will incorporate all of the following corrections and clarifications. It is important to note that all of the new weapons and equipment presented in the Tactical Handbook are for use in Level Three games. In addition, most of these items are experimental, and only available in limited quantities to the Specific Houses and Clans listed under the Availability of each item. As such, no price table was included in the book. Mercenary units may attempt to acquire these items from their employers, but may not buy them outright.

Combat Value Tables, page 31

The point value for CASE is per protected location, and only applies to Inner Sphere units. Clan CASE has no CV.

The Missile Loader was cut from the final version of the book. Please ignore this CV listing.

Power-Armor Combat Values Table, page 34

There is no Clan SRM-2 battle armor unit. Reduce all Inner Sphere CVs in this table by 85 points.

Example of Walking-Fire Attack, page 45

The shaded hexes represent the actual path of fire.

Four-Legged Mechs, page 47

The page reference in the second paragraph should read see Hull-Down Rules, p. 48.

Jumping Fire, page 49

The third paragraph says: Any unit firing on a jumping 'Mech adds a +1 To-Hit Modifier as well as all standard to-hit modifiers. This modifier applies only to 'Mechs that are attacking and jumping, not all jumping 'Mechs.

Line of Sight, page 51

The example text does not match the diagram. It should read: In the example chart, T marks the location of a targeted 'Mech standing in a Level 0 hex. Also, the building plotted in the diagram is slightly taller than it should be. The top of the building should rest on the Elevation 2 line.

Mech Mortars, page 54

The +1 modifier for indirect fire described here is the normal modifier for that type of attack, not an additional modifier.

Missile Systems, page 56

When the text refers to "standard" missiles, it means normal SRM or LRM launchers firing normal munitions. Therefore, the various types of missiles and targeting systems may not be combined. For example, a Streak launcher may not be Artemis IV guided, nor may it launch smoke warheads. Likewise, a normal LRM launcher may fire magnetic-pulse warheads, or it may use a heat-seeking guidance system, but not both at once.

Dead-Fire Missile, page 57

Disregard the last sentence of the first paragraph under Game Notes. Hit location for DFM fire should be resolved per the normal rules.

Tandem-Charge Warhead, page 61

Under Game Notes, the term SRU should be SRM. Note that missiles armed with TC warheads affect battle armor as normal SRM rounds.

Thunderbolt Launcher, page 61

Because a Thunderbolt system fires a single missile, all of its damage is applied to a single location. Anti-missile systems affect a Thunderbolt missile as though it were a flight consisting of one missile.

Claw, page 62

A 'Mech gripped by a claw may force his opponent to let go by making a successful Piloting Skill Roll at the beginning of the Movement Phase. This roll is modified by comparing the skill of the held 'Mech to his opponent in the same way as for a Charging attack (see p. 32, BattleTech Compendium). A successful roll means the 'Mech has forced his opponent to let go.

Mechanical Jump Boosters, page 65

As a result of certain technical restrictions, this item may not be installed in four-legged 'Mechs.

Defensive Armaments, page 67

Disregard the reference to a Clan laser anti-missile system. Also note that no unit can mount more than one type of armor.

Laser Anti-Missile System, page 68

The Clan version of this item does not yet exist in the game. Though the Clans are certainly developing such an item, it has not yet been sighted in the Inner Sphere (as indicated by the listed Availability and Manufacturers, which include no Clans).

SLDF Neurohelmet, page 75

This item actually reduces all Piloting Skill Roll target numbers by 1.

Weapons and Equipment Tables, pages 76-77

The LB 2-X AC takes up 4 critical slots.

The LB 5-X AC takes up 5 critical slots.

'Mech Mortar/1 weighs 2 tons.

'Mech Mortar/2 weighs 5 tons.

'Mech Mortar/4 weighs 7 tons.

The Ultra AC/20 should have a Medium Range of 5-8 and a Long Range of 9-12.

The Streak SRM-4 generates 3 heat.

The Streak SRM-6 should generate 4 heat and take up 2 critical slots.

The Mechanical Jump Boosters critical column should read See Special Rules.

The Command Console weighs 5 tons.

The Laser Anti-Missile System weighs 1.5 tons and takes up 2 critical slots.

Solaris VII Weapons and Equipment Table, page 78

Replace the table on page 78 with the following table.

Type	Heat	Damage	Min.	Delay	[0]	[+1]	[+2]	[+3]	[+4]	[+5]
Ballistic Weapons										
CaselessAC/2	4	2	16	0	1-16	17-32	33-48	49-64	65-80	81-96
CaselessAC/5	4	5	12	1	1-12	13-24	25-36	37-48	49-60	61-72
CaselessAC/10	12	10	0	1	1-10	11-20	21-30	31-40	41-50	51-60
Caseless AC/20	28	20	0	2	1-6	7-12	13-18	19-24	25-30	31-36
HV AC/2	4	2	12	1	1-20	21-40	41-60	61-80	81-110	111-140
HV AC/5	12	5	0	2	1-16	17-32	33-48	49-64	65-88	89-112
HV AC/10	28	10	0	2	1-12	13-24	25-36	37-48	49-64	65-80
LB 2-X AC	4	2	24	1	1-20	21-40	41-56	57-72	73-92	93-112
LB 5-X AC	4	5	16	1	1-16	17-32	33-46	47-60	61-74	75-88
LB 20-X AC	24	20	0	3	1-8	9-16	17-22	23-28	29-34	35-40
'Mech Mortar/1	4	*	24	2	1-14	15-28	29-42	43-56	57-70	71-84
'Mech Mortar/2	8	*	24	2	1-14	15-28	29-42	43-56	57-70	71-84
'Mech Mortar/4	20	*	24	2	1-14	15-28	29-42	43-56	57-70	71-84
'Mech Mortar/8	40	*	24	2	1-14	15-28	29-42	43-56	57-70	71-84
Ultra AC/2	4	2	12	1	1-18	19-36	37-58	59-80	81-104	105-128
Ultra AC/10	16	10	0	2	1-14	15-28	29-42	43-56	57-70	71-84
Ultra AC/20	40	20	0	3	1-8	9-16	17-24	25-32	33-40	41-48
Missile Weapons										
ELRM-5	12	1/missile	40	2	1-24	25-48	49-68	69-88	89-120	121-152
ELRM-10	24	1/missile	40	2	1-24	25-48	49-68	69-88	89-120	121-152
ELRM-15	32	1/missile	40	2	1-24	25-48	49-68	69-88	89-120	121-152
ELRM-20	40	1/missile	40	2	1-24	25-48	49-68	69-88	89-120	121-152
LR DFM-5	8	2/missile	16	2	1-12	13-24	25-36	37-48	49-60	61-72
LR DFM-10	16	2/missile	16	2	1-12	13-24	25-36	37-48	49-60	61-72
LR DFM-15	20	2/missile	16	2	1-12	13-24	25-36	37-48	49-60	61-72
LR DFM-20	24	2/missile	16	2	1-12	13-24	25-36	37-48	49-60	61-72
SR DFM-2	8	3/missile	0	1	1-4	5-8	9-12	13-16	17-20	21-24
SR DFM-4	12	3/missile	0	1	1-4	5-8	9-12	13-16	17-20	21-24
SR DFM-6	16	3/missile	0	1	1-4	5-8	9-12	13-16	17-20	21-24
Streak SRM-4	12		0	1	1-6	7-12	13-18	19-24	25-30	31-36
Streak SRM-6	16		0	1	1-6	7-12	13-18	19-24	25-30	31-36
Thunderbolt-5	12	5	20	2	1-12	13-24	25-36	37-48	49-60	61-72
Thunderbolt-10	20	10	20	2	1-12	13-24	25-36	37-48	49-60	61-72
Thunderbolt-15	28	15	20	2	1-12	13-24	25-36	37-48	49-60	61-72
Thunderbolt-20	32	20	20	2	1-12	13-24	25-36	37-48	49-60	61-72

BATTLETECH TACTICAL HANDBOOK is a Trademark of FASA Corporation.

Type: **2750**

Name: **Rifleman 4L**		Tons	
Tonnage:	60 Tons		60
Internal Structure: (Endo Steel)			3
Engine:	300 XL		9.50
Walking MP's: 5			
Running MP's: 8			
Jumping MP's: 0			
Total Heat Sinks: 17 (34)			7
Cockpit:			3
Gyro:			3

Armor Factor:	200	12.5	
	Internal Structure	Armor Value	
Head:	3	9	
Center Torso:	20	31/8	
Rt./Lt. Torso:	14	21/7	
Rt./Lt. Arm:	10	20	
Rt./Lt. Leg:	14	28	

Weapons and Ammo:

Type	Loc	Critical	
Large Laser	LA	2	5.0
Large Laser	LA	2	5.0
Large Laser	RA	2	5.0
Large Laser	RA	2	5.0
Med. Laser	H	1	1.0
Small Laser	CT	1	0.5
Small Laser	CT	1	0.5

OVERVIEW:

In the year 2748, Star League defense forces commisioned Kallon industries to outfit their standard Rifleman Battlemech with updated equipment. The results were quite impressive. Taking full advantage of the 300 XL engine (complete with dual output heat dissipators) and a chassis constructed from Endo Steel II, engineers addressed the original Riflemans' flaws.

With new heat dissipation technology they could remove the 'mechs reliance on low heat output autocannons, and instead mount four Mark II heavy lasers. Removal of the heavy autocannons allowed Kallon industries to address the problem of the 'mech's tissue thin armor, as the Rifleman 4L has the maximum amount of armor its' Endo Steel II internal structure can carry.

Type: **3025**

Name: **RPR-Y5 Reaper**		Tons	
Tonnage:	90 Tons		90
Internal Structure:			9
Engine:	GM 270		14.5
Walking MP's: 3			
Running MP's: 5			
Jumping MP's: 0			
Total Heat Sinks: 22			12
Cockpit:			3
Gyro:			3

Armor Factor:	264	16.5	
	Internal Structure	Armor Value	
Head:	3	9	
Center Torso:	29	47/10	
Rt./Lt. Torso:	19	30/8	
Rt./Lt. Arm:	15	27	
Rt./Lt. Leg:	19	34	

Weapons and Ammo:

Type	Loc	Critical	
LRM-20	LT	5	10.0
LRM-20	RT	5	10.0
Large Laser	CT	2	5.0
Med. Laser	LT	1	1.0
Med. Laser	RT	1	1.0
Med. Laser	H	1	1.0
Ammo(LRM 20)	LA	1	1.0
Ammo(LRM 20)	LA	1	1.0
Ammo(LRM 20)	RA	1	1.0
Ammo(LRM 20)	RA	1	1.0

OVERVIEW:

In the year 2875, Stormvanger Assemblies, introduced a varient of their not too popular Cyclops design. This varient used the same internal structure of the CP 10-Z, but in most respects, can be defined as a completely new 'Mech design. Gone is the huge 33 ton 360 Hermes engine. It has been replaced by the smaller 270 GM engine which allows maximum armor to be placed on a fundamentally solid internal structure. Mobilty lost is negligable compared the upgrades in armor and weapons systems. Designers decided that due to the 'Mechs slower speed, it should have a longer range weapon suite. The AC 20 was replaced with an LRM 20, while the LRM 10 was upgraded to an LRM 20. A suite of lasers were added to protect the mech during close in combat.

Tricky Dick.
By Richard Herbert.

This is our second in a series of articles where our design specialist takes a mech that generally thought of as a poor mech design, and tinkers with it. Our intent is to keep most of the original design philosophy intact, yet come up with a workable mech design.

Type: **3050**

Type: **Jagermech-TD**		Tons	
Tonnage:	65 Tons		65
Internal Structure: (Endo Steel)			3.25
Engine:	260 XL		6.75
Walking MP's: 4			
Running MP's: 6			
Jumping MP's: 0			
Total Heat Sinks: 16 (32)			6
Cockpit:			3
Gyro:			3

Armor Factor:	208	13.0	
	Internal Structure	Armor Value	
Head:	3	9	
Center Torso:	21	35/6	
Rt./Lt. Torso:	15	25/5	
Rt./Lt. Arm:	10	20	
Rt./Lt. Leg:	15	29	

Weapons and Ammo:

Type	Loc	Critical	
ER PPC	LA	3	7.0
ER PPC	RA	3	7.0
AC/2	RA	1	6.0
AC/2	LA	1	6.0
CASE	RT	1	0.5
Med. Laser	RT	1	1.0
Med. Laser	LT	1	1.0
Small Laser	H	1	0.5
Ammo (AC/2)	RT	1	1.0

OVERVIEW (Editor's Note)

When you think of "bad" mechs, the Jagermech has to be one that comes to mind. By adding an XL engine (with double heat sinks) and endo steel, we were able to save enough weight that we could remove the two Ultra Autocannon 5's, and replace them with ER PPCS! As usual, maximum armor is a must ,and the mech can fire its' long range suite of weapons with no heat buildup.

Name: **SLG-2A SledgeHammer**

Type: **2750**			Tons
Tonnage:	100 Tons		100
Internal Structure:			10.0
Engine:	300 XL		9.5
Walking MP's: 3			
Running MP's: 5			
Jumping MP's: 0			
Total Heat Sinks: 16 [32]			6
Cockpit:			3
Gyro:			3
Armor Factor:	304	19	
	Internal Structure	Armor Value	
Head:	3	9	
Center Torso:	31	45/16	
Rt./Lt. Torso:	21	30/12	
Rt./Lt. Arm:	17	34	
Rt./Lt. Leg:	21	41	

Weapons and Ammo:

Type	Loc	Critical	
PPC	LA	3	7.0
PPC	LA	3	7.0
PPC	LT	3	7.0
AutoCannon 20	RA/RT	9/1	14.0
SRM 4	RT	1	2.0
SRM 4	RT	1	2.0
SRM 4	RT	1	2.0
Med. Laser	H	1	1.0
Med. Laser	LA	1	1.0
Med. Laser	RA	1	1.0
Med. Laser	CT	1	1.0
Med. Laser	CT	1	1.0
Ammo (AC/20)	RT	1	1.0
Ammo (AC/20)	RL	1	1.0
Ammo (SRM4)	RL	1	1.0
Case	RT	1	0.5

OVERVIEW:

The SLF-2A SledgeHammer represents the crowning achievement of Star League Technology. Designed in response to General Kerensky's call for a powerful new 'Mech in 2741, the SledgeHammer was a walking messenger of doom. Politics, rather than performance, became its' undoing. It may have been the best design submitted, but because it failed to use all of the "new technologies" such as Endo Steel, or Ferro Fibrous armor it failed to make the final cut. Only a few prototypes were built, and those left with the Exodus. Brief references to the 'Mech, and its' design were discovered in the newly uncovered Star League cache.

Name: **SDP-2O Sandpiper**

Type: **2750**			Tons
Tonnage:	40 Tons		40
Internal Structure: (Endo Steel)			2
Engine:	280 XL		8
Walking MP's: 7			
Running MP's: 11 [14]			
Jumping MP's: 0			
Total Heat Sinks: 13 (26)			3
Cockpit:			3
Gyro:			3
Armor Factor:	136	8.5	
	Internal Structure	Armor Value	
Head:	3	9	
Center Torso:	12	18/5	
Rt./Lt. Torso:	10	15/5	
Rt./Lt. Arm:	6	12	
Rt./Lt. Leg:	10	20	

Weapons and Ammo:

Type	Loc	Critical	
MASC	CT	2	2.0
Medium Laser	RA	1	1.0
Medium Laser	RA	1	1.0
Medium Laser	LA	1	1.0
Medium Laser	LA	1	1.0
6 x Small Laser	LT	6	3.0
6 x Small Laser	RT	6	3.0
Small Laser	H	1	0.5

OVERVIEW:

Introduced in the summer of 2683, the Sandpiper quickly became a favorite mech of commanders faced with action in an urban terrain - where its' short ranged weapons were less of a liability. Unlike the 'Mech's chief competition - the WVE-5N Wyvern, the Sandpiper could fulfill a variety of missions. It's incredible cruising speed of 75.6 K.P.H. and max speed of 118.6 K.P.H. without its MASC system engaged, made it the perfect choice for a reconisance and scouting missions.

At short range, the Sandpiper is able to produce enormous amounts of firepower. This short range firepower, combined with the 'Mech's exceptional speed, makes even the most heavily armored opponent start watching it's backside.

Name: **Komodo IIC**

Type: **Clan**			Tons
Tonnage:	75 Tons		75
Internal Structure: (Endo Steel)			3.75
Engine:	375 XL		19.25
Walking MP's: 5			
Running MP's: 8			
Jumping MP's: 0			
Total Heat Sinks: 21 (42)			11
Cockpit:			3
Gyro:			4
Armor Factor:	220	11.5 (Ferro-Fibrous)	
	Internal Structure	Armor Value	
Head:	3	9	
Center Torso:	23	35/8	
Rt./Lt. Torso:	16	25/7	
Rt./Lt. Arm:	12	23	
Rt./Lt. Leg:	16	29	

Weapons and Ammo:

Type	Loc	Critical	
Md. Pulse Laser	LA	1	2.0
Md. Pulse Laser	LA	1	2.0
Md. Pulse Laser	LA	1	2.0
Md. Pulse Laser	LA	1	2.0
Md. Pulse Laser	RA	1	2.0
Md. Pulse Laser	RA	1	2.0
Md. Pulse Laser	RA	1	2.0
Md. Pulse Laser	RA	1	2.0
Md. Pulse Laser	CT	1	2.0
Md. Pulse Laser	CT	1	2.0
Guardian ECM	LT	1	1.0
Anti Missile Sys.	RT	1	0.5
Ammo, AMS	RA	1	1.0

OVERVIEW:

The Clan Komodo IIC (so named by the Inner Sphere intelligence agencies because of its' abundance of medium pulse lasers) has seen very limited action. The mech is seen primarily on garrison worlds, where it serves to compliment stars consisting of Warhammer IICs and Marauder IICs. The devastating firepower of ten medium pulse lasers, is enough to make any Inner Sphere pilot cringe at the thought of closing the range. Opponents that do, quickly become pulverized and 'Mechs that stay away, are easily picked apart by the Warhammer and Maurader PPCs. With an allotment of 11.5 tons of ferro fibrous armor, the Komodo IIC is able to absorb a tremendous amount of punishment - something its' Inner Sphere namesake is unable to accomplish.

Name: MCH-2F MicroHammer

Type: 2750			Tons
Tonnage:	35 Tons		35
Internal Structure: (Endo Steel)			1.75
Engine:	245 XL		6.0
Walking MP's: 7			
Running MP's: 11			
Jumping MP's: 0			
Total Heat Sinks: 11 (22)			1.0
Cockpit:			3
Gyro:			3
Armor Factor:	107	6.0 (Ferro Fibrous)	

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

Weapons and Ammo:

Type	Loc	Critical	
PPC	LA	3	7.0
PPC	RA	3	7.0

Overview:

The MicroHammer was developed by the Star League as fast fire support platform. The MicroHammer has unprecedented speed for a 'Mech with its' firepower. The Mech is often compared to the Warhammer, because the similar weapons suite, and occasionally was used as a replacement for it. But, lance commanders who tried to make it a complete replacement for the Warhammer were sorely disappointed. The 'Mech is quick, but its' mobility can not make up for the fact that it is still a light battlemech, carrying a light battlemech's armor. The Microhammer may have been able to dish out damage like a Warhammer, but absorb it - it could not.

Name: Ranger R-3065
Submitted by: Andrew Norris

Movement Type: Hover			Tons
Tonnage:	50 Tons		50
Internal Structure:			5.0
Power Plant:	265 XL		10.5
Cruising Speed: 10			
Flank Speed:	15		
Jump Speed:	10		
Control:			2.5
Lift Equipment:			5.0
Total Heat Sinks: 10			0.0
Turret:			0.8
Armor Factor:	152	8.5(Ferro Fibrous)	

	Internal Structure	Armor Value
Front:	5	31
Rt./Lt. Side:	5	30
Back:	5	30
Turret:	5	31

Weapons and Ammo:

Type	Loc	
Large Laser	Turret	5.0
2xStreak SRM2	Turret	3.0
Ammo (SRM2)	Body	1.0
Ammo (MG)	Body	1.0
Machine Gun	Left Side	0.5
Machine Gun	Right Side	0.5
Small Laser	Front	0.5
Small Laser	Rear	0.5
Case	Body	0.5
Jump Jets	Body	5.0

Overview:
The Ranger is produced in a wide variety of camouflage patterns, with woodland patterns being the most popular. It was designed to be a fast and maneuverable strike vehicle, and is well suited for a variety of roles from recon to heavy combat. The crew consists of a driver, gunner and commander, with controls for each station being reduntant in case of failures or crew incapacitation. The jump system, like the rest of the vehicle, is extremely reliable. It was designed to make standard leaps, but it could also vary the leap by pivoting the jets in flight, making the hover a difficult target to hit; this, along with the 8.5 tons of durallex FF armor enabled the ranger to sustain itself on the battlefield. With practice, the crew can pilot the Ranger at high speeds or precision jumps while laying down accurate fire.

Name: Caravan Hover Tank
Submitted by: Gary Rucker

Movement Type: Hover			Tons
Tonnage:	50 Tons		50
Internal Structure:			5.0
Power Plant:	165 Fusion		10.0
Cruising Speed: 8			
Flank Speed:	12		
Control:			2.5
Lift Equipment:			5.0
Total Heat Sinks: 10			0.0
Turret:			0.45
Armor Factor:	120	7.5	

	Internal Structure	Armor Value
Front:	5	26
Rt./Lt. Side:	5	24
Back:	5	22
Turret:	5	24

Weapons and Ammo:

Type	Loc	
Med. Laser	Turret	1.0
Med. Laser	Turret	1.0
SRM2	Turret	1.0
SRM2	Turret	1.0
Ammo (SRM2)	Body	1.0
Ammo (MG)	Body	1.0
Machine Gun	Turret	0.5
Machine Gun	Front	0.5
Machine Gun	Left Side	0.5
Machine Gun	Right Side	0.5
Machine Gun	Back	0.5
Cargo Storage	Body	10.0
Infantry	Body	1.0

Overview:
The Caravan Hover Tank is the logistics work horse of the Star League. Having a cargo capacity of 10 tons, combined with a battlefield armament of two medium lasers, two SRM 2's, and 6 machine guns, allowed the tank to provide both supply and support. As its' standard compliment, it carried a squad of infantry. This, combined with the hover tanks weaponry made it an excellent vehicle to engage enemy infantry. The tanks weaponry generated very little heat, therefore commanders preferred the SRM launchers to be loaded with inferno ammunition where it could be used without concern for the ammunition overheating.
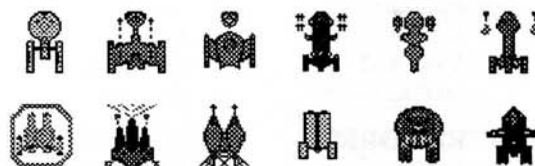
BATTLETECH COMBAT VALUES

As a service to our readers, starting with this issue we are including the Battletech Combat Value of our mechs. These values were computed using the formulas given in The Battletech Tactical Handbook. For those who have previous issues of The Tech Factory, we are providing the following list.

Issue #1		
Code	**Name**	**Pts**
COM 3H	Commando	1138
YJ-3A	Yellow Jacket	1238
VPR-3X	Viper	1716
CHT-2P	Cheetah	2790
HBK-4T	T. Hunchback	2139
CRK-7J	Cricket I	2804
CRK-7J	Cricket II	2814
WLD-1P	Warlord	4013
MCO-4A	Macho	3666
AWS-JR	Awesome Jr.	4697
GOL-1C	Goliath	3773
GOL-1E	Goliath	3712
ALN	Assault-1	6469

Issue #2		
Code	**Name**	**Pts**
PNT-9G	Grand Panther	1947
	Thunder Hawk	6616
ALN	Assault-2	7350
ARC-1	Arachnoid	1494
THS-4A	Thanotos	3266
NCO-13	Necromancer	3390
PKT-1	Pocket Titan	3993
	Centurion 9X	2558
BZK-G1	Hollander	1634
	Fulminator	3095
	Heavy	
	LRM Carrier	8216

Issue #3		
Code	**Name**	**Pts**
Primary	Fullback	7031
A	Fullback	7765
B	Fullback	7182
BM-IID	Battlemaster	6403
Primary	Halfback	3157
A	Halfback	3427
B	Halfback	2977
	IS-Behomoth	5550
	Wolf Spider	4373
	Albemarle	1962
	Tecumseh	3936 *

Issue #4		
Code	**Name**	**Pts**
NTO-1B	Nitro	2305
CAD-1C	Caddy	5620
HNT-5VK	Hunter	1083
ANH-TD	Annihilator	5904
PNR-S2	Pioneer	4091
W	Ryoken	3551
	Mountain Lion	1330
	Sniper L	1444
	Sniper S	1564
	Stormhawk	1291
	LRM Hover	2545

Issue #5		
Code	**Name**	**Pts**
RFL-4L	Rifleman	4225
RPR-Y5	Reaper	5035
JGR-TD	Jagermech	4464
SLG-2A	Sledgehammer	6786
SDP-20	SandPiper	2672
	Komodo IIC	6388
MCH-2F	Microhammer	2123
R-3065	Ranger	2991
T-100	Caravan	2101 *

*Does not include the cost of any infantry carried by the vehicle.

Combat values for the Sniper L, Sniper S, and Ryoken W assume that Torpedo Launchers have the same BPV as Missile Launchers.
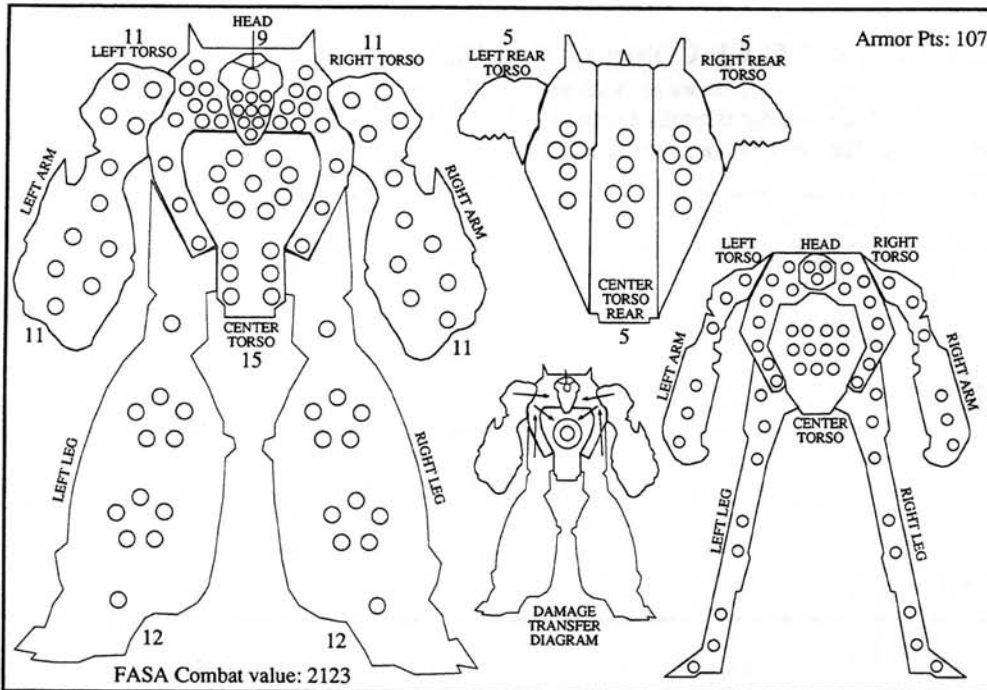
HEAD 9

11 LEFT TORSO

11 RIGHT TORSO

5 LEFT REAR TORSO

5 RIGHT REAR TORSO

LEFT ARM

RIGHT ARM

CENTER TORSO 15

11

11

LEFT LEG

RIGHT LEG

12

12

FASA Combat value: 2123

CENTER TORSO REAR 5

LEFT TORSO

HEAD

RIGHT TORSO

LEFT ARM

RIGHT ARM

CENTER TORSO

LEFT LEG

RIGHT LEG

DAMAGE TRANSFER DIAGRAM

TYPE: INNER-SPHERE 2750

NAME: MCH-2F MICROHAMMER

TONNAGE: 35 TONS

MOVEMENT POINTS:

WALKING: 7

RUNNING: 11

JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
PPC	RA
PPC	LA

AMMO:

WARRIOR DATA NAME:_____ GUNNERY:_____ PILOTING:_____

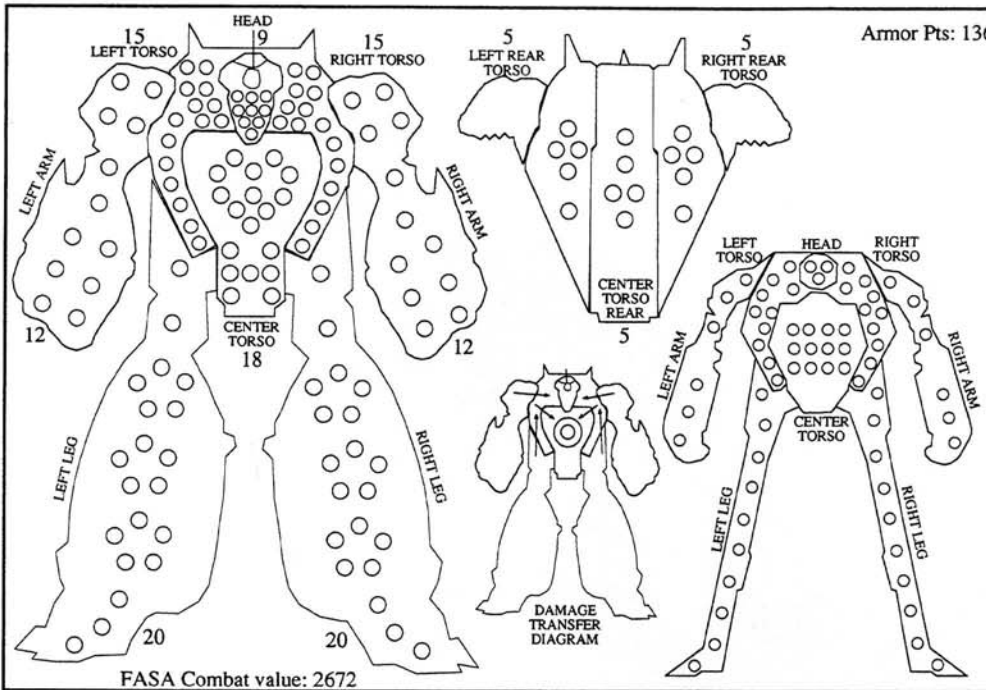HITS TAKEN: (Consciousness Number): 1st (3), 2nd (5), 3rd (7), 4th (10), 5th (11), 6th (Dead)

CRITICAL HIT TABLE

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

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

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

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

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

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

1. *Endo Steel*
2. *Endo Steel*
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. XL Engine
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. *Endo Steel*
2. *Endo Steel*
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. *Ferro-Fibrous*

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

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

TOTAL HEAT SINKS
○○○○○○○○○ DOUBLE
○
11(22)

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: 136

15 LEFT TORSO — HEAD 9 — 15 RIGHT TORSO — 5 LEFT REAR TORSO — 5 RIGHT REAR TORSO

LEFT ARM — RIGHT ARM — 12 — CENTER TORSO 18 — 12 — CENTER TORSO REAR 5

LEFT LEG — RIGHT LEG — 20 — 20

LEFT TORSO — HEAD — RIGHT TORSO — LEFT ARM — RIGHT ARM — CENTER TORSO — LEFT LEG — RIGHT LEG

DAMAGE TRANSFER DIAGRAM

FASA Combat value: 2672

TYPE: INNER-SPHERE 2750
NAME: SDP-2O SANDPIPER
TONNAGE: 40 TONS
MOVEMENT POINTS:
 WALKING: 7
 RUNNING: 11(14)
 JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
MEDIUM LASER	RA
MEDIUM LASER	RA
MEDIUM LASER	LA
MEDIUM LASER	LA
SMALL LASER x6	RT
SMALL LASER x6	LT
SMALL 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
OOOOOOOOO DOUBLE
OOO   13(26)

CRITICAL HIT TABLE

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

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

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

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

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

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

1. Small Laser
2. Small Laser
2 3. Small Laser
4. Small Laser
5. Small Laser
6. Small Laser

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. MASC
6. MASC

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

1. Small Laser
2. Small Laser
2 3. Small Laser
4. Small Laser
5. Small Laser
6. Small Laser

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: 200

HEAD 9
LEFT TORSO 21
RIGHT TORSO 21
LEFT REAR TORSO 7
RIGHT REAR TORSO 7
LEFT ARM 20
RIGHT ARM 20
CENTER TORSO 31
CENTER TORSO REAR 8
LEFT LEG 28
RIGHT LEG 28

DAMAGE TRANSFER DIAGRAM

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

FASA Combat value: 4225

WEAPONS INVENTORY:

Type:	Location:
LARGE LASER	RA
LARGE LASER	RA
LARGE LASER	LA
LARGE LASER	LA
MEDIUM LASER	H
SMALL LASER	CT
SMALL LASER	CT

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
DOUBLE
17 (34)

CRITICAL HIT TABLE

LEFT ARM
1. Shoulder
2. Upper Arm Actuator
1 3. Large Laser
4. Large Laser
5. Large Laser
6. Large Laser

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

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

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

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

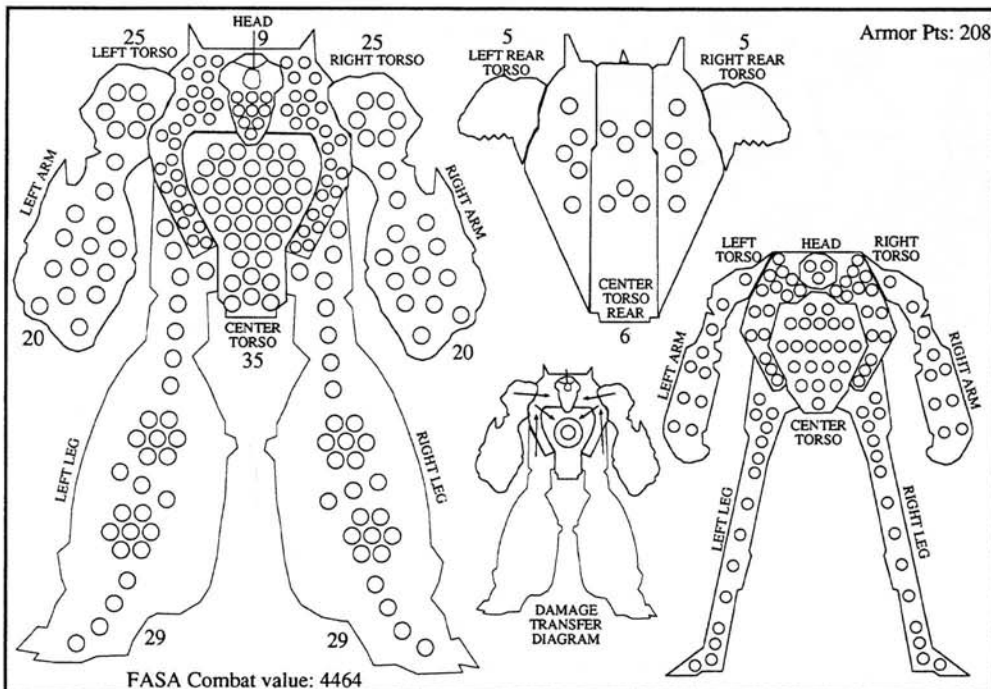**LEFT TORSO**
1. XL Engine
2. XL Engine
1 3. XL Engine
4. Heat Sink
5. Heat Sink
6. Heat Sink

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

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

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

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

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

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

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

RIGHT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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: 208

HEAD 9
25 LEFT TORSO
25 RIGHT TORSO
LEFT ARM
RIGHT ARM
20
CENTER TORSO 35
20
LEFT LEG
RIGHT LEG
29
29

FASA Combat value: 4464

5 LEFT REAR TORSO
5 RIGHT REAR TORSO
CENTER TORSO REAR 6

DAMAGE TRANSFER DIAGRAM

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

TYPE: INNER-SPHERE 3050
NAME: JM6-TD JAGERMECH
TONNAGE: 65 TONS
MOVEMENT POINTS:
    WALKING: 4
    RUNNING: 6
    JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
ER PPC	RA
ER PPC	LA
AC/2	RA
AC/2	LA
MEDIUM LASER	RT
MEDIUM LASER	LT
SMALL LASER	H

AMMO:
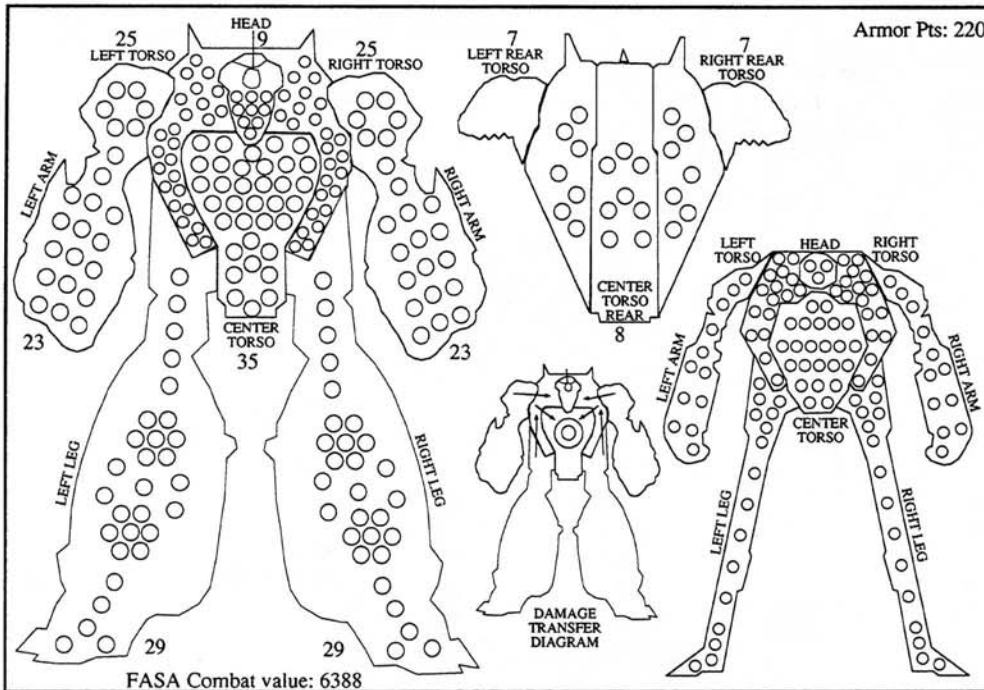**AC/2 (45)**   **RT**

WARRIOR DATA   NAME:_____   **GUNNERY:** _____   **PILOTING:** _____

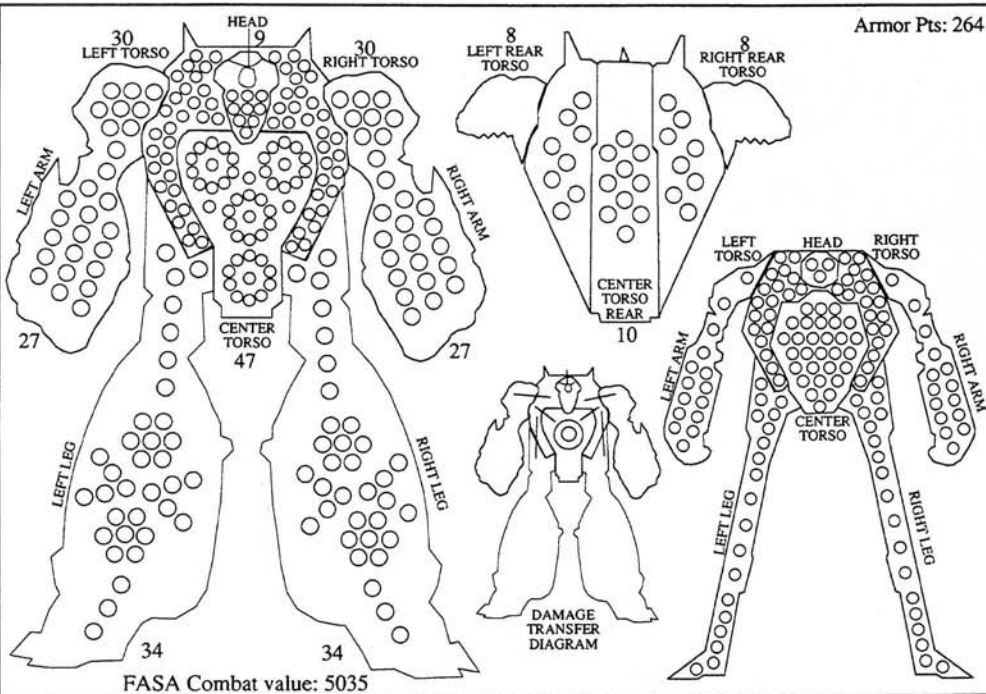**HITS TAKEN:** (Consciousness Number): 1st (3), 2nd (5), 3rd (7), 4th (10), 5th (11), 6th (Dead)

CRITICAL HIT TABLE

LEFT ARM
1. Shoulder
2. Upper Arm Actuator
1 3. ER PPC
4. ER PPC
5. ER PPC
6. AC/2

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

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

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

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

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

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

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

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

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

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Medium Laser
5. Ammo (AC/2)
6. Case

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

TOTAL HEAT SINKS
OOOOOOOOOO
OOOOOO
DOUBLE
16 (32)

HEAT SCALE

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

Armor Pts: 220

MOVEMENT POINTS:
WALKING: 5
RUNNING: 8
JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
MEDIUM PULSE LASER	LA
MEDIUM PULSE LASER	LA
MEDIUM PULSE LASER	LA
MEDIUM PULSE LASER	LA
MEDIUM PULSE LASER	RA
MEDIUM PULSE LASER	RA
MEDIUM PULSE LASER	RA
MEDIUM PULSE LASER	RA
MEDIUM PULSE LASER	CT
MEDIUM PULSE LASER	CT
AMS	RT
GUARDIAN ECM	LT
AMMO:	
AMS (24)	RT

HEAD 9
LEFT TORSO 25
RIGHT TORSO 25
LEFT REAR TORSO 7
RIGHT REAR TORSO 7
LEFT ARM 23
RIGHT ARM 23
CENTER TORSO 35
CENTER TORSO REAR 8
LEFT LEG 29
RIGHT LEG 29

FASA Combat value: 6388

DAMAGE TRANSFER DIAGRAM

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

CRITICAL HIT TABLE

LEFT ARM
1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Medium Pulse Laser
5. Medium Pulse Laser
6. Medium Pulse Laser

1. Medium Pulse Laser
2. Reroll
2 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

RIGHT ARM
1. Shoulder
2. Upper Arm Actuator
1 3. Lower Arm Actuator
4. Ammo AMS (24)
5. Medium Pulse Laser
6. Medium Pulse Laser

1. Medium Pulse Laser
2. Medium Pulse Laser
2 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

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

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. Guardian ECM
5. Reroll
6. Endo Steel

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

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

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

1. Heat Sink
2. Heat Sink
2 3. Heat Sink
4. AMS
5. Reroll
6. Ferro-Fibrous

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

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

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

TOTAL HEAT SINKS
○○○○○○○○○○ DOUBLE
○○○○○○○○○○ 21(42)
○

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: 264

TYPE: INNER-SPHERE 3025
NAME: RPR-Y5 REAPER
TONNAGE: 90 TONS
MOVEMENT POINTS:
 WALKING: 3
 RUNNING: 5
 JUMPING: 0

WEAPONS INVENTORY:

Type:	Location:
LRM-20	RT
LRM-20	LT
LARGE LASER	CT
MEDIUM LASER	RT
MEDIUM LASER	LT
MEDIUM LASER	H

AMMO:

LRM-20 (12)	RA
LRM-20 (12)	LA

HEAD 9
LEFT TORSO 30
RIGHT TORSO 30
LEFT ARM 27
RIGHT ARM 27
CENTER TORSO 47
LEFT LEG 34
RIGHT LEG 34

LEFT REAR TORSO 8
RIGHT REAR TORSO 8
CENTER TORSO REAR 10

DAMAGE TRANSFER DIAGRAM

FASA Combat value: 5035

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

TOTAL HEAT SINKS
○○○○○○○○○○
○○○○○○○○○○ SINGLE
○○   22

CRITICAL HIT TABLE

LEFT ARM
1 1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Ammo LRM-20 (6)
 6. Ammo LRM-20 (6)

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

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

RIGHT ARM
1 1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Ammo LRM-20 (6)
 6. Ammo LRM-20 (6)

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

LEFT TORSO
1 1. LRM-20
 2. LRM-20
 3. LRM-20
 4. LRM-20
 5. LRM-20
 6. Medium Laser

2 1. Heat Sink
 2. Heat Sink
 3. Heat Sink
 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. Large Laser
 6. Large Laser

RIGHT TORSO
1 1. LRM-20
 2. LRM-20
 3. LRM-20
 4. LRM-20
 5. LRM-20
 6. Medium Laser

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

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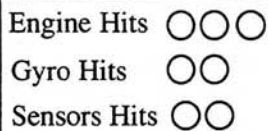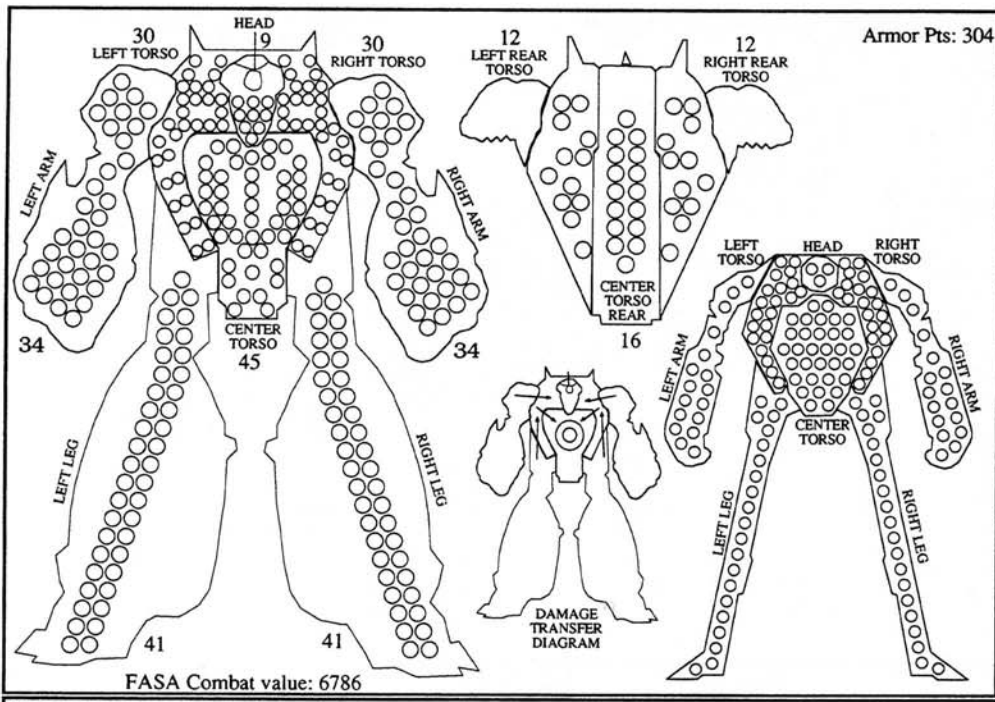3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

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

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

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: 304

Diagram labels:
- HEAD 9
- LEFT TORSO 30
- RIGHT TORSO 30
- LEFT ARM 34
- RIGHT ARM 34
- CENTER TORSO 45
- LEFT REAR TORSO 12
- RIGHT REAR TORSO 12
- CENTER TORSO REAR 16
- LEFT LEG 41
- RIGHT LEG 41

DAMAGE TRANSFER DIAGRAM

FASA Combat value: 6786

TYPE: INNER-SPHERE 2750
NAME: SLG-2A SLEDGEHAMMER
TONNAGE: 100 TONS

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

WEAPONS INVENTORY:

Type:	Location:
PPC	LA
PPC	LA
PPC	LT
AC/20	RA/RT
MEDIUM LASER	LA
MEDIUM LASER	RA
MEDIUM LASER	CT
MEDIUM LASER	CT
MEDIUM LASER	H
SRM 4	RT
SRM 4	RT
SRM 4	RT

AMMO:

AC/20 (5)	RT
AC/20 (5)	RL
SRM 4 (25)	RL

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
OOOOOO 16(32)

CRITICAL HIT TABLE

LEFT ARM
1. Shoulder
2. Upper Arm Actuator
1 | 3. Medium Laser
4. PPC
5. PPC
6. PPC

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

LEFT TORSO
1. XL Engine
2. XL Engine
1 | 3. XL Engine
4. PPC
5. PPC
6. PPC

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

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

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

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

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

Engine Hits OOO
Gyro Hits OO
Sensors Hits OO

RIGHT ARM
1. Shoulder
2. Upper Arm Actuator
1 | 3. Medium Laser
4. AC/20
5. AC/20
6. AC/20

1. AC/20
2. AC/20
2 | 3. AC/20
4. AC/20
5. AC/20
6. AC/20

RIGHT TORSO
1. XL Engine
2. XL Engine
1 | 3. XL Engine
4. Heat Sink
5. Heat Sink
6. Heat Sink

1. AC/20
2. SRM 4
2 | 3. SRM 4
4. SRM 4
5. *Case*
6. Ammo AC/20

RIGHT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo AC/20
6. Ammo SRM 4

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:	R-3065 RANGER		Driving Skill:

Move. Type: HOVER	Cruise Speed: 10	Flank Speed: 15	Gunnery Skill:

Tonnage: 50 TONS	Jump: 10		**Weapons & Ammo**

Engine Rating: 265XL	Tonnage: 10.5	Engine Type: FUSION	LARGE LASER (5)	Turret
Control Tonnage: 2.5		Lift Equipment: 5.0	SRM 2 STREAK x2 (3)	Turret
Power Amplifer: 0		Heat Sinks: 10	SMALL LASER (.5)	Front
Internal Structure: 5.0		Turret: 0.8	SMALL LASER (.5)	Back
Armor Tons: 8.5 FF	Armor Points: 152		MG (.5)	Right
Front:	31		MG (.5)	Left
Left Side:	30		SRM 2 Ammo • 50 (1)	Body
Right Side:	30		MG Ammo • 200 (1)	Body
Rear:	30		CASE (.5)	Body
Turret:	31		JUMP JET x10 (5)	Body

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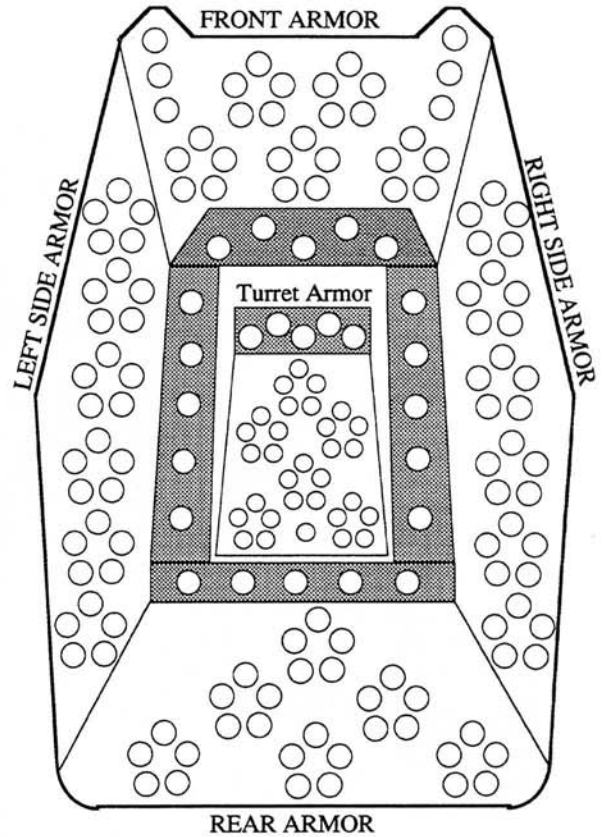
Vehicle Record Sheet

Unit Type:	CARAVAN HOVER TANK		Driving Skill:

Move. Type: HOVER	Cruise Speed: 8	Flank Speed: 12	Gunnery Skill:

Tonnage: 50 TONS			**Weapons & Ammo**

Engine Rating: 165	Tonnage: 10	Engine Type: FUSION	MEDIUM LASER x2 (2)	Turret
Control Tonnage: 2.5		Lift Equipment: 5	SRM 2 x2 (2)	Turret
Power Amplifer: 0		Heat Sinks: 10	MG (.5)	Turret
Internal Structure: 5		Turret: 0.45	MG (.5)	Front
Armor Tons: 7.5	Armor Points: 120		MG (.5)	Right
Front:	26		MG (.5)	Left
Left Side:	24		MG (.5)	Back
Right Side:	24		SRM 2 Ammo • 50 (1)	Body
Rear:	22		MG Ammo • 200 (1)	Body
Turret:	24		INFANTRY • 7 MEN (1)	Body
			CARGO (10)	Body

FRONT ARMOR
LEFT SIDE ARMOR
RIGHT SIDE ARMOR
Turret Armor
REAR ARMOR
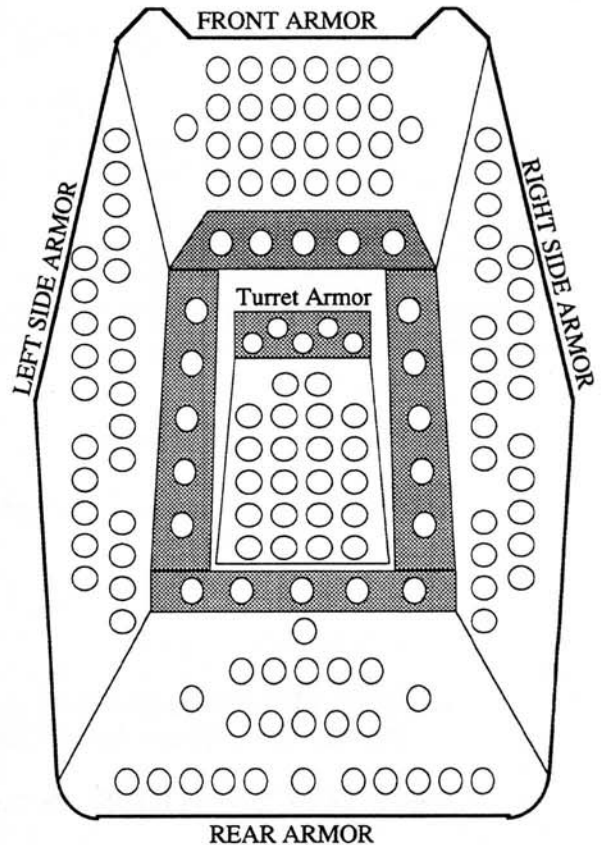
CITY FORCE 500

Below are historical forces for operations in urban terrain in the year 3055. Mech combinations have been chosen for close-in fighting ability in the urban environment. All forces consist of two lances, totaling 500 tons.

The (#/#) following each mech name is the gunnery/piloting skills for the Mechwarrior. HP stands for heat dissipation points.

Liao	Ton	Armor	HP
Grand Titan (3/4)	100	288	20
War Dog WR-DG-02FC (4/3)	75	215	20
Thunder THR-1L (2/2)	70	216	22
Cataphract CTF-3L (4/4)	65	176	32
Crusader CRD-4D (3/3)	65	192	13
Huron Warrior R4L (3/4)	50	160	11
Snake SNK-1V (4/5)	45	112	22
Tarantula (3/4)	25	72	20
TOTALS:	500	1431	160

2 GR, 3 LRM 15, 2 LBX-10, 1 AC/20, 3 LPL, 1 ER PPC, 1 ER LL, 14 MPL, 2 ML, 10 Streak 2, 2 SRM 6, 1 LRM 5, 2 AMS, # of Jumpers: 2

Marik	Ton	Armor	HP
Cerberus MR-V2 (3/4)	100	197	24
Marauder MAD-5M (4/3)	75	184	32
Bandersnatch - 01A (2/2)	75	176	20
Tempest TMP-3M (4/4)	65	208	22
Anvil ANV-3M (3/3)	60	152	24
Wraith TR1 (3/4)	55	161	20
Phoenix Hawk PXH-3M (4/5)	45	128	20
Hammer HMR-3M (3/4)	30	96	11
TOTALS:	500	1300	173

3 GR, 5 LRM 5, 3 LBX-10, 2 ER LL, 6 LPL, 10 MPL, 12 ML, 1 SRM 6, 1 MG, 2 AMS, # of Jumpers: 5

Kurita	Ton	Armor	HP
Gunslinger GUN-1ERD (3/4)	85	248	20
Charger CGR-3K (4/3)	80	179	24
Marauder MAD-5D (2/2)	75	224	32
Gallowglass GAL-1GLS (4/4)	70	192	36
Wolverine WVR-7K (3/3)	55	184	26
Komodo LIM-2 (3/4)	45	120	28
Phoenix Hawk PHX-3K (4/5)	45	143	24
WolfTrap WFT-1 (3/4)	45	128	10
TOTALS:	500	1418	200

2 GR, 3 ER PPC, 1 LRM 20, 1 LRM 10, 1 LB-10X, 2 LPL, 11 MPL, 1 SPL, 2 LL, 16 ML, 2 SRM 6, 1 Streak 2, 2 AMS, # of Jumpers: 7

Fed. Commonwealth	Ton	Armor	HP
Berzerker BRZ-A3 (3/4)	100	296	32
Penetrator PTR-4D (4/3)	75	208	24
Falconer FLC-8R (2/2)	75	182	20
Axeman AXM-1M (4/4)	65	197	20
Nightsky NGS-4S (3/3)	50	152	22
Hatchetman HCT-5S (3/4)	45	152	10
Phoenix Hawk PHX-3S (4/5)	45	152	24
Stealth STH-1D (3/4)	45	152	20
TOTALS:	500	1501	172

1 GR, 3 ER PPC, 2 ER LL, 1 LB-10X, 5 LPL, 11 MPL, 1 SPL, 11 ML, 3 AMS, 1 SRM 6, 1 Streak 2, 2 MG, 1 Flamer, 4 Hatchets, # of Jumpers: 7

COMSTAR	Ton	Armor	HP
King Crab KCG-000 (3/4)	100	287	15
Crocket CRK 5003-1 (4/3)	85	263	30
Flashman FLS-8K (2/2)	75	216	30
Champion CHP-1N (4/4)	60	143	10
Grim Reaper GRM-PR29 (3/3)	55	185	20
Kintaro KTO-19 (3/4)	55	179	10
Wyvern WVE-5N (4/5)	45	152	12
Mongoose Mon-66 (3/4)	25	90	10
TOTALS:	500	1515	137

1 LRM 20, 1 LRM 10, 1 LRM 5, 3 ER LL, 2 LB-10X, 2 AC/20, 5 LL, 1 MP, 11 ML, 7 SRM 6, 3 LS, 2 AMS, 1 Narc, # of Jumpers: 2

The Tech Factory	Ton	Armor	HP
ALN-Assault-2 (3/4)	100	307	32
Battlemaster IID (4/3)	85	263	30
Caddy CAD-1C (2/2)	75	231	32
Warlord WLD-1P (4/4)	60	201	24
Necromancer NCO-13 (3/3)	60	201	20
SandPiper SDP-20 (3/4)	40	136	26
Cheetah CHT-2P (4/5)	40	136	24
Nitro NTO-1B (3/4)	40	128	20
TOTALS:	500	1603	208

2 GR, 6 ER PPC, 1 AC/20, 1 LB-10X, 4 LPL, 26 MPL, 1 SRM 6, 14 SL, 4 ML, # of Jumpers: 4

SETUP: Use any two city maps.

DEFENDER: The Defender consists of 1 of the House Forces listed above. Your mission is to prevent the overrun of the city.

ATTACKER: The Attacker consists of 1 of the House Forces listed above. Your mission objective is to sieze control of the city.

DEPLOYMENT: Both forces enter on opposite sides of the maps, with the first numbered hex entered counting towards the movement points of each 'mech.

VICTORY CONDITIONS: The battle lasts until one side has either been destroyed or retreated.
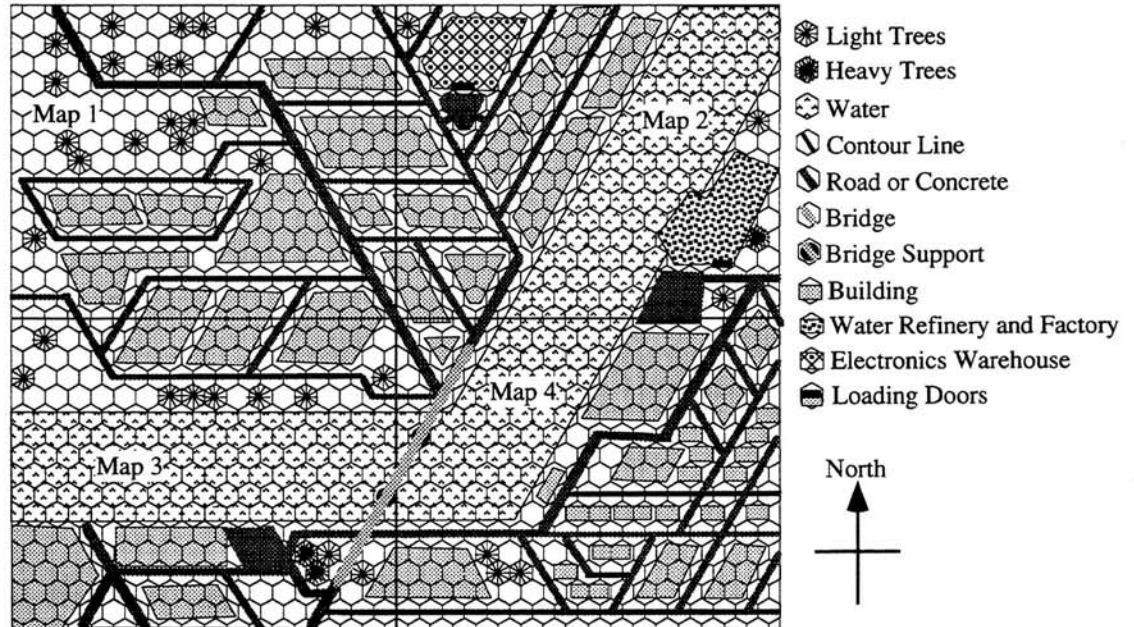
Raid On A Water Refinery

Star League Defense Forces briefing room:
A common threat faced by many Star League Defense garrisons on the periphery are pirate raids. In an effort to boost the defensive threat of light lances on garrison duty, several new fast 'Mechs have been assigned to these lances. Your lance's objective is to teach these pirates a lesson and destroy them.

Pirate Captain's speech to his crew:
This planet is a ripe plum for the picking. We get in and out quickly and we will be gone before they know it. Then, I know a half dozen other planets that will pay a pretty penny for the water refining parts and electronic sensors. Even if we only get half our load, we will still break even with a little to spare.

SETUP:

✸	Light Trees
✹	Heavy Trees
✿	Water
◊	Contour Line
◣	Road or Concrete
▨	Bridge
▩	Bridge Support
▤	Building
▦	Water Refinery and Factory
▧	Electronics Warehouse
⬡	Loading Doors

North

Place four blank BattleTech maps together with hex 0101 being the lower left hand corner of each map, and add terrain as shown in the picture.

DEFENDER:

Tarrigan's 1st Support Brigade:
1 x Badger Tank (Gunnery 4, Piloting 4)
1 x Hunter Tank (Gunnery 4, Piloting 5)
1 x Goblin Tank (Gunnery 3, Piloting 4) no infantry
4 x Rifle, 1 x Laser Infantry Platoons
2 x MG, 1 x Laser Jump Infantry Platoons

SLDF 385th Recon Garrison Lance:
Lieutenant Mark Farnest (Gunnery 3, Piloting 3) MCH-2B MicroHammer
Corporal Tim Reys (Gunnery 4, Piloting 3) HER-1S Hermes
Greg Huntly (Gunnery 3, Piloting 4) MCY-99 Mercury
Don Blookster (Gunnery 3, Piloting 4) MCY-99 Mercury

DEPLOYMENT: The 4 Rifle Infantry platoons start the scenario hidden. They may start anywhere on maps 1 and 4, with no more than two squads per map. The vehicles enter, turn 4, on the south edge of map 1. The Laser Infantry Platoon starts on board the Badger. Jump infantry enters turn 6, on any edge of map 1, but not within 5 hexes of a pirate unit. The 'Mechs all enter on the road in the Northwest corner of Map 1. The Hermes enters on turn 9, both Mercuries enter on turn 10, and the MicroHammer enters on turn 11.

ATTACKER:

Trader Jack's Pickup Service:
3 x Caravan Hover Tanks (Gunnery 4, Piloting 5)
2 x Scimitar Hover Tanks (Gunnery 4, Piloting 5)
1 x J. Edgar Hover Tank (Gunnery 4, Piloting 5)
1 x Saladin Hover Tank (Gunnery 4, Piloting 5)
1 x Condor Hover Tank (Gunnery 3, Piloting 4)

DEPLOYMENT: The attacker enters turn 1, on any of the river hexes on the west edge of map 3. The attacker must also exit from one of these hexes.

SPECIAL RULES:

Bridge: The bridge spans hex 1303 of map #3 through hex 0214 of map #4, and may not be shot at.
  Line of sight modifiers: The bridge does not completely block line of sight, but its' spans do interfere with fire. Anytime the line of sight is traced through a bridge hex, there is a +1 modifier per hex crossed by the line of sight. If the unit firing is on the bridge, then there is no modifier for its' hex.
  Movement underneath: The bridge is considered to be Level 2. The last 2 hexes on each side of the bridge are Level 1. Units may move underneath the level 2 portion of the bridge, with the exception of hexes 0616 (map 4) and 0901 (map 3), which are considered support hexes.
River: The river is depth 1 water.
Buildings: Buildings 1 or 2 hexes in size are Level 1, CF 20. Buildings 3 or 4 hexes in size are Level 2, CF 30, and buildings 5 hexes or larger are Level 2, CF 40.
  Targeting buildings: The Defender may not target any building hex. A Caravan loading inside the building may be targeted only if the LOS crosses one of the two hex sides forming the door. The attacker may target buildings. The CF of the building applies to each hex of the building.
  Entering buildings: No units may enter a building, except the Caravans (who are to begin loading), and the Rifle Infantry that starts hidden. Once the infantry leaves its' starting building, it may not enter any other buildings.
  Breaking into the factory or warehouse: The warehouse and factory each have reinforced doors that have 40 CF. When a door is destroyed, a Caravan may move into the first hex inside the door, turn around, and have its' infantry squad begin loading one ton of cargo a turn. A Caravan may not move on a turn it is being loaded. A Caravan parked in one of the hexes in front of a destroyed door can be loaded with one ton of cargo every other turn.

VICTORY CONDITIONS:

Attacker escapes with a negative amount of cargo: Outstanding victory for the Defender and raids against this planet cease for years.
Attacker escapes with 0-4 tons of cargo: Major victory for the Defender and raids decrease.
Attacker escapes with 5-8 tons of cargo: Minor victory for the Defender.
Attacker escapes with 9-11 tons of cargo: Draw.
Attacker escapes with 12-15 tons of cargo: Minor victory for the Attacker.
Attacker escapes with 16-18 tons of cargo: Major victory for the Attacker.
Attacker escapes with 19-20 tons of cargo: Outstanding victory for the Attacker and raids increase dramatically on this planet, causing it to demand more protection from the SLDF.

Each Attacking vehicle that is destroyed counts subtracts 1 from the cargo total: each defending 'Mech destroyed adds 1.

VARIATIONS:

For a faster scenario, delete the hidden and jump infantry from the Defender. Also remove one scimitar from the attacker. The Attacker may set up in any hexes of his choosing, with the both warehouse doors destroyed, and the Caravans loading cargo. The Caravans have 11 tons of cargo loaded at the start of the game: this cargo may be distributed to the Caravans in any manner by the Attacking player. The Defender comes in from his original starting positions, but all forces enter on turn 1.

Product Review

Hot Spots by FASA
Reviewed by Gregg Dieckhaus

Hot Spots is a Battletech and Mechwarrior supplement recently published by FASA. *Hot Spots* gives the player mercenary unit contracts that can be used in the creation of a custom Battletech campaign.

The product comes in two books: a players book and a gamemasters book. The players book contains sixty contracts for missions the players may want their mercenary units to accept. These missions range in size from small strike teams, to lance, and all the way up to battalion. One thing that should be mentioned right away is that *Hot Spots* assumes the player has a copy of the *Mercenary Handbook 3055*. A player is assumed to be running a mercenary unit, and accepting contracts from prospective employers. Information given on all of the contracts are based on the mercenary units rating - as defined in the *Mercenary Handbook 3055*.

For each contract, there is a players page describing what the employers are telling the mercenary units about their situation, and a gamemasters page that gives in a little more detail the historical background of the situation and the types of enemies the merc. unit is likely to encounter. The game master information had me wishing there was more. Hints are given about how to set up obstacles for players and it provides quite a good scenario background, but it is entirely up to a GM if he wants to have the players mercenary unit meet enemy forces, and if so, how many and on what terrain. I wished that FASA had taken that extra step, and provided a real scenario or two for each contract. Perhaps the best thing in Hot Spots are the force archetypes or enemy force generation charts. These charts provide a way to quickly generate an opposing force for any size unit, in any year, for any successor state. These look to be quite good, and their usefulness is not limited to just contracts given by *Hot Spots*. They may be used by anyone attempting to set up a quick historical scenario. Also included are charts that provide for random generation of previous damage. An obvious set of charts that seem to be missing is the random generation of terrain.

For anyone attempting to run a mercenary campaign, *Hot Spots* is a must. I personally think this is what the *Mercenary Handbook* should have been (instead of all the background on existing mercenary units). It's biggest problem is each contract is very open ended and too much is left to the GM, but it does give any GM willing to invest the time an excellent start.

The Computer Corner

In this column, we will review and give strategies for many popular computer games. Unless otherwise stated, we will always be reviewing the "IBM PC" or clone version of the game.

MASTER OF ORION (Microprose)
by Jay Clendenny

Master of Orion has been present on the market for awhile and has occupied quite a bit of our time. (The game is extremely addicting). We have learned quite a bit from trial and error and the purpose of this article is to present some of the strategies, background, and 'dirty tricks' to help you succeed.

Master of Orion is a complex military-political-economic strategy game. It has been nick-named "Civilization in Space" and there are many parallels. Master of Orion takes things a step further in that you design your own ships and the diplomatic action is a bit more involved. You can win by either conquering the whole galaxy or by being voted in supreme leader.

Ship design (you can have only six designs in service at once) is one of the most important features of the game and will go a long way to winning or losing the game. Ship design is also going to be based upon available technology. Older tech is not as effective, but is cheaper and occupies less space.

Several schools of thought prevail; you can build lots of little ships (and lose some every combat) or build a larger fleet, but you may not have the coverage you need. You can go missile heavy with the advantage of longer reach, but limited ammo and that missiles can be countered. You can use many beam weapons for increased short range power, but you may take losses getting to where you are going against the missile boys and planetary defence.

Shields (and ECM) on the small ships might take a back seat as they take a lot of room and you might be better off buying a higher maneuverability (makes you harder to hit with beams and missiles) as it takes less space and you get the added advantage of increased tactical movement. Duralloy armor is not a good buy for fighters as it costs more and takes extra space and you only get 1 extra hit point. Inertial stabilizers are one of the best early inventions and should be worked on as soon as possible as they help all ship classes.

Auto repair, heavy armor, and huge ship designs add up to a lot of staying power in battle. There will be many cases where an opposing fleet or planetary defence will not be able to hurt you. Auto repair only becomes worth while on large and huge ships.

A good tactic early in the game is to design a huge ship design and make it expensive as possible. Start construction on it at several planets at a slow-medium pace. When you need a bunch of ships (getting ready to attack or be attacked), prepare fresh designs, utilizing the latest in tech and switch over the ship yards to your new design. Another trick is to rebuild the same ship class (colony ships are good for this) just as soon as something that affects that ship goes up in tech level. You will have more room and/or the ship will become cheaper to build.

In the mid to late game, you will want to have the advance space scanner so you can determine where the enemy will be attacking and with what. You will be able to prepare a surprise meeting. To keep the enemy from getting away, you will want fast tactical ships with the high energy focus for range.

You will want to try and keep on decent terms with some races. An effective means of this is tribute with developments. If you are not a missile person, by all means, give it for tribute or for trade.

Master of Orion allows you to play any race you wish and the other races (up to five) will be selected at random in your current game. Each race has a list of advantages (usually scientific or combat) and disadvantages (usually scientific). While the manual has some basic tips for each race, we have come up with some more tactics and strategies for each race and to help counter that race.

ALKARI: A good combat race that specializes in small ships. Getting the inertial damper really makes these guys tough and they usually get a chance to shoot first. Good missiles and a high computer rating are a good counter. Can be a nasty opponent.

BULRATHI: The ground combat specialists; Bulrathi have good ratings in weapons and construction. They usually have a good selection of weapons and are generally pretty vicious. The achilles heel is the poor computer rating, allowing spies to pilfer weapons secrets. Several ground combat weapons will neutralize the ground combat bonus. Can be very ugly if they have good tech.

DARLOKS: The spy specialist and one of the hardest races to figure out what is going on. They have a good computer science rating, but start out on poor terms with nearly everyone. It is generally hard to tell if Darloks are stealing from you because of their advantages in this area. Try trading your inventions and get some gain out of

them until you can crush them. Usually not too tough.

HUMANS: Diplomats and traders. This can be a frustrating race to play as I have had everyone hate me despite lots of tribute and you lose your main advantage of trade. Against them, they can be a good or fickle ally. You may not want to trade much with them as they get a lot more out of it than you do. Humans make good gains in several science areas. Can be an ugly opponent in a large game.

KLACKON: One of the two industrial types, Klackons have problems if they are not around a lot of planets because of their poor rating in propulsion. They do have good construction ratings. An OK race.

MEKLAR: The other industrial type, Meklars are probably better off than the Klackons if this is your cup of tea. Meklars are not good at planetology, but are excellent at computers, which help them in the spy department. A good tactic (if you are willing to eat the political fallout) is to use bio-warfare to reduce an enemy planet. (Doing this lowers the environment to 10, but leaves all the industry). Resettle the planet and with your superior factory control, you can quickly clean the planet up. Usually not tough.

MRRSHAN: The other combat enhanced race, they can be ugly opponents and do not need to put big computers on their ships. They usually have the best weapons around to make things worse, but suffer from poor construction. A worthy opponent that usually moves and shoots first. Missiles work well here.

PSILONS: Science is the forte and nothing else. They generally get a larger pick of what to develop as well. They don't seem to use it that well and a good economy will outstrip them. They need a good start to really do well. You can offer a lot for tribute, but if you have a bunch of aggressors, you can be in trouble.

SAKKRA: Reproduction at a prodigious rate. Sakkra excel at planetology science and have no other scientific weakness. You can afford to launch some 'wave' tactics into ground combats to take advantage of your superior growth rate. You can also put biological warfare to use like the Meklars. Just repopulate the planet and clean the environment up as quickly as possible and take advantage of all that free industry. These guys can be tough opponents.

SILICOID: Environmentally immune, Silicoids can populate any planet right away and do not have to worry about what is next to them for planets as long as they can reach them. Some of the hostile environments protect you from invasion as an attacking race can't land there until they have acquired the tech to land on that planet. All this good stuff comes at a price and while good at computers, Silicoids are bad in all other categories of science. If that was not enough, growth rate is half normal. They can be fun to play and are a tough opponent.

MINIATURES CONVERSION: (TARANTULA)

Ral Partha has release many new miniatures, especially of the 3055 'mechs. All these miniatures have generally been of high quality, but are made of the new lead free ralidium. Ralidium has some different characteristics than lead. Generally, they are lighter and the metal much harder. (It makes it much harder to file or shape the unit). For whatever reason, most of the miniatures have been huge for what they are compared to the older lead miniatures, although new ralidium miniatures for older designs are the same as the older designs.

One of the biggest offenders of the 'I-am-huge' group is the 25 ton Tarantula. With the legs spread out and mounted on the stand that comes with the miniature, it takes up about 5 hexes if you are playing on a hex map, or looks awkward if playing on a 3-D terrain table.

A good way to fix this problem is to mount the miniature to a standard base. Just slowly bend each leg (except the right-front) at each of the joints in toward the base. You must be careful as the metal is brittle. Just bend a little at each joint and continue working each leg towards the middle. The foot will have to have the toes rotated up at a hard angle (like it would be standing on tippy-toes) and have the heel bent down to match. Little grooves will have to be cut in the edge of the base and each foot should hang halfway over in the final form. Glue it there and I recommend you fill the base with putty to make it look like solid ground. Prime the miniature normally and you have a nice compact miniature compared to the original.

Yes, you heard right. Battletech will soon be entering a new age - an era of pop culture, and mass market television. The Battletech cartoon starts airing on September 17th on FOX affiliates and other independents. For this project, FASA has teamed up with some well known names in the animation business. The Producer: Kurt Weldon, and writers: Bob Skier and Mary Isenburg, have all come over from the X-Men cartoon. Most of the animation will be computer animation. I have seen promotional pieces of it, and believe me it is spectacular!

The time period is set just after the start of the Clan invasion, and will primarily deal with events happening in and around the Jade Falcon corridor. Its' first season consists of thirteen episodes, which takes the viewer through four months of the Clan invasion. The entire Battletech history, is too huge of a project to handle, so the cartoon primarily deals with two units, and follows their story. The first season is devoted primarily to the Summerset Strikers. The Strikers are led by a Major Adam Steiner, who is a very distant relative of Melissa Steiner. Adam Steiner has always taken a lot of flack over this fact as most people believe he has achieved his current military position purely on his name - nothing could be further from the truth.

The story starts with the Clan invading Adam Steiners' home planet of Summerset. Eventually, he is able to get off planet, and for the first time in his life actually pulls his "name" out, and gets an audience with Melissa. Melissa offers some assistance, and he is allowed to form a small unit - the Summerset Strikers: whose mission is to go out and find out just who these people (the Clan) are, and what they want. This is only a partial success, as it is not quite what Adam wanted - he really wants to go back to Summerset and liberate it and his family.

There are supposed to be many cross references to Michael Stackpole's novels. For example one episode deals with the time period where Victor Davion gets thrown off Trellwan and goes to Tharkad. In Stackpole's novel, it is just mentioned that the jumps took place. However, in an episode of the cartoon, the Summerset Strikers run into Victor during this time period and have an adventure with him. This is just one example of the "holes" FASA is hoping to fill.

Now for all the "techie" information. The Summerset Strikers consist of six mechs: an Axeman, Mauler, Centurion, Wolfhound, Bushwacker (a new design), and an Awesome. In addition to the mechs, they end up with some experimental combat armor (elemental power suits) called the Sloth and the Infiltrator. There are no available Steiner military jumpships, so the Strikers end up getting a small confiscated smuggling ship - with a Draconis Combine crew. The Clan mechs we should expect to see are: Madcats, Vultures, Thors (including a new variant that has the cockpit moved to center), and a Hunchback IIC. (According to FASA, the Hunchback IIC has 2 Ultra AC 20's, but very little armor, and not enough ammo to survive for very long on the battlefield).

With any cartoon nowadays, there must be a line of toys, and Battletech is no exception. The toy line should start appearing in your stores shortly after Christmas '94. It consists of 4" action figures representing characters from the cartoon, and the Battlemechs that they ride in. The Battlemechs are supposed to be large enough for the figures to sit inside of, and have moving arms, legs, and other movable parts - including ejecting cockpits.

FASA is moving Battletech from something only gamers know about, into the mass market. By doing so, they are accomplishing something that no other game company has yet been able to do. We wish them the best of luck!

Submission Guidelines

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 #5

In This Issue:

BATTLETECH:

Seven new Battlemechs, two new vehicles.
Scenarios -
Raid on a Water Refinery: A pirate force attempts to steal parts from a manufacturing plant. Star League defense forces attempt to stop them.
City Force 500: Choose two historical forces and fight it out on your favorite city maps.
Ask Fasa - Complete errata sheet for the Tactical Handbook.
The Body Shop - Articles on Star League designs and the implications of the Tactical Handbook.
The BattleTech Cartoon - A sneak peek at the upcoming BattleTech Cartoon.

STAR FLEET BATTLES:

Frax Submarines - Three new SSDs.
Includes new rules for their primary ability - Firing while cloaked!

LEGIONS OF STEEL:

Review - Legions of Steel, Advanced Rules
Scenario - Pinning Action. The Commandos attempt to keep the Machine horde from reaching a crucial sector.
Clarifications - Rule Clarifications from Global Games.

COMPUTER CORNER:

Master of Orion - Review and strategy discussion.