

CRITTER-TEK

GIANT ROBOT COMBAT IN A UNIVERSE GONE FUZZY

APPROVED BY
FASA
OR AT LEAST THEY
PROMISED NOT TO SUE!



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*For such great gags as Wolff's
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*For sponsoring and encouraging this
work,*

Bryce Nakagawa

*For helping simplify TEK Building,
and lending me the books.*

and

FASA Corporation

*Who hold the copyright, most
recently 1994, on the game system
obliquely referred to in this book,
and who have a Trademark on
Battletech, 'Mech, Battlemech, and
Mechwarrior.*

Hope you like what you're getting,

L. Douglas Garrett

The Publisher Would Like to Thank:

Doug Sundseth, Aldo Ghiozzi, Matt Miller,
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the little people...

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INTRODUCTION

The Infield, The Fourth Playoff Update, and the arrival of the Crans

The original universe of Critter-TEK was the Infield, with five Franchise Houses, AllStar, various Free Agents and Bleacher Bums. Things have been this way since the Great Slugger Krewzinski lead the Big League All Stars out On Strike and started the Break. This is still the best period to play in this game, with the Fourth Minor League Playoff about to happen, and all kinds of secret plots and conspiracy. But powerful Marketing Forces aligned against the universe, and a time warp wrenched everything forward about twenty years...

Added to the timeline is the Fourth Playoff Update, and the Arrival of the Crans. This adds a whole new dimension to the universe. Now things are really screwed up. So we have added special sections to these rules to cover both these updates. If you want to play in the current universe, read these sections and use all the changes. Otherwise, the original universe is still a great place to play. Just remember to look surprised when things happen to move the story along.

The Parody that would not die, and the Pursuit of Good Fun

This product was conceived of when the author, the artist, and the publisher, got really hammered over a weekend at Los Angeles Origins and Anaheim Westercon, some years ago. You see, Critter Commandos had just come out, with its tip of the hat to the Ribbittech masters and the Zentoadis. Well, it seemed clear that our next 'victim' just had to be FASA's Battletech, the most successful Giant Robot game ever published. The publisher set off to get the cooperation of those who wrote Battletech, and the writer and artist set off to do their thing. Then a bunch of years went by...Seasons turned, other projects became more important, time went by, civilizations fell, Suns went Nova.

But then the publisher came back and asked the author to try one more time. And this is it. We all owe a debt to Jordan K. Weisman & L. Ross Babcock for designing the game system, and to all the guys at FASA who have brought us the best game of its kind ever done. We also need to thank Sam Lewis, President of FASA Corp., for not immediately calling his attorney. We all think you should buy lots and lots and lots of their products. That way, they might not sue us.

So, in the interest of showing how much we love this game, here goes...

ALL-STAR SCOUTING REPORT - BS123

- Written just before the outbreak of the Fourth Playoff

Herein lies the sum total knowledge of life in the universe since the Big League went on break and the five Franchise Houses divvied up most all of the Infield and Outfield systems.

Only the Allstar, the Blessed Order of Roselle, still holds clear knowledge of what life was like in the Big League. Only the Allstar is fit to still communicate using the Big League Radio Network. Only Allstar is fit to issue tickets and the valued Trading Cards, the medium of exchange in this broken universe. Only the Allstar knows that our neutrality is a sham and that some day we will use all the Big League Artifacts and Big League Trading Cards that those TEKwarrior putzes find for us, to rearm and conquer the entire stadium of the universe, and rebuild the Big League in our image. Now is the winter of our discotheque! Ha ha ha ha ha ha!!!!

Eh hem.

Greetings, oh recipient of this Allstar Scouting Report. Please ignore the above paragraph. Life can be tough as an Allstar Umpire and sometimes our brothers get a little carried away. Besides, you are not supposed to know about our plot to dominate the universe until you buy the upcoming rule books and novels. So just go blissfully on your way, and enjoy this informative Allstar Scouting Report and the clever rules included to allow you to play...Critter-TEK. You too can be one of

the elite of the Infield Franchises, the TEKwarrior. Striding about the battlefield in your giant robotic TEK, crushing all resistance before you. The TEKwarriors are the best of the best, with their Big League-style equipment and spiffy uniforms. The highest noble of a franchise is nothing if they are not a battle-proven TEKwarrior. Did I ever tell you that I wanted to be a TEKwarrior, but this bad leg washed me out of the Spring Training? Never mind.

Included within these pages are rules for using the awesome Critter-TEK's, and details on Flyer-TEK aerospace combat and Burrow-TEK ground combat. Blessed Roselle has also provided us with TEKwarrior rules for Spring Training, in which you can play a rookie TEKwarrior and rise by skill, merit, and batting average, to the noble ranks in the powerful (but not as powerful as the Allstar) Franchise Houses that rule the Infield and the Outfield. From our Allstar view atop the Mound in the center of the stadium of the universe, you will be allowed a detailed view of each of the Franchise Houses and their star players, a short overview of our organization, as well as insight into the scum that inhabit the outlying areas of the Bleachers and Foul Territory. Finally, you will have the joy of reviewing the latest information available on TEK's, vehicles, and flyers, used by the forces of the Franchise Houses, including the Secret Big League Code that mysteriously marks the inside of every piece of equipment in service today. So read on, and welcome to the world of Critter-Tek!

ALL-STAR SCOUTING REPORT - RS123



CRITTER-TEK



Note

In this parallel universe, society is totally organized around the use of Giant Killer Robots as battlefield weapons. So...

Force Points: TEKs are expensive, and really deadly, and are the only unit worth having. The force point cost for a TEK is given last in the TEK descriptions herein.

One Critter-TEK hex = 30 meters

One Critter-TEK turn = 10 seconds

To-Hit charts: Critter Commandos was cleverly designed to use those wonderful funny-sided dice that role-playing games use. The authors of Critter-TEK play role-playing games that only use six-sided dice. Get out your six siders.

TEKnology

In the awesome world of Critter-TEK, powerful Big League artifacts control the battlefield. Giant TEKs, armed with lasers and autocannons and machine guns and missile launchers and particle pitching cannon and stuff like that, rule the day! Huge robotic TEKs stride about on fusion powered legs, gyro-stabilized to provide the lone TEKwarrior pilot a deadly and accurate firing platform for his arsenal. Well, that's how it used to be. But, ya gots to understand...that was back in the Big Leagues. Things have fallen back just a bit you see. No one can build any of the Big League stuff any more. Even the Blessed Allstar just keeps the Big League Radio Network running with duct tape and bailing wire. TEKnology just isn't what it used to be.

The average TEK has a crew of several dozen sweaty animals struggling to keep the systems working. And what systems they are:

Engines: A gang of from 2 to 20 bicycle chain drives stolen from scrapped-out three speeds with the gears stripped in one or more places. Walking a TEK requires a bit of effort, and running one requires a whole lot of sweat! This is called "fusion".

Gyros: A big hamster treadmill mounted on its side, with from 1 to 10 dizzy animals running around it so fast that they don't fall out. Really tiring, but at least the TEK doesn't fall over much.

Armor: TEKs are armored with the finest paper mache ablative armor, with layer upon layer of New York Times Sunday editions bound in by gallons of old oatmeal. Yes, armor is "edible"! As it takes damage it gets Holes in it. Eventually, the armor can no longer protect the Framework in that location, and it gets Holes in it. When there is no more Frame left, that location falls off.



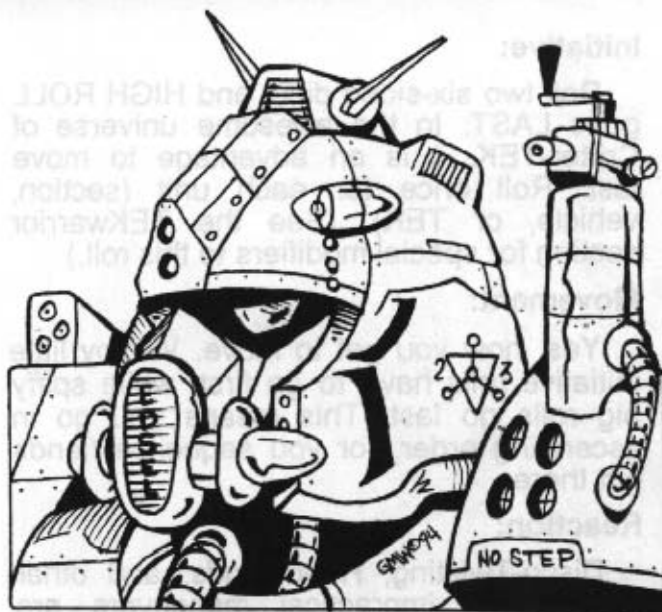
Lasers: Small, Medium, and Large; these "lasers" are in fact powerful spitwad blowguns driven by bellows and 2 to 8 sweaty animals. The bigger the spitwad, the further it travels and the more damage it does!

Machineguns: Real Cartoon Machineguns, you know: budda-budda-budda-budda-budda-budda-budda-budda-budda...click.

Autocannons: "AC's" are really big slingshots firing solid projectiles. The efficiency of the rubber band launchers requires only a handful of the sweaty animals to pull back a shot. Because of the limited elasticity of rubber bands, the bigger the AC, the shorter its range. There is also a danger that a lucky hit on a TEK may cause the rubber bands of these weapons to snap loose and bounce around inside the TEK causing all kinds of havoc!

Missile Launchers: These are actually racks of cheap fireworks left over from the stadiums of the Big League. They were to be used to celebrate "Home Runs", but now they are the most sweat-efficient weapon of the awesome TEKs. One or two really fast animals can run down a rack of "missiles" and light all the fuses (and then duck for cover) in a matter of seconds! However, these weapons are even more dangerous to use than the "MG's" and "AC's" as a lucky hit on a TEK carrying these weapons may cause one of the crew to drop his matches and set off the whole load in a spectacular (and painful) display!

PPC's: Recent efforts by the greatest of scientists have allowed the rebuilding of the devastatingly powerful pitching machines of the Big Leagues. These Particle Pitching Cannon (or PPC's) are run by a ten animal crew spinning up a long lever arm that holds a solid projectile. This "fastball" is capable of passing through any armor but the Financial or Want-Ad sections, causing tremendous damage to the inside of the target TEK. The only surefire defense is reputed to be the old Big League Catcher's Armor, the secret of which has long been lost!



A lot has been said about sweat in the previous paragraphs, and with good reason! Only the TEKwarrior that drives the giant TEK gets to ride in some semblance of comfort. All the other crew are working really hard just to keep the darn thing working! The heat from all this sweating is capable of causing animals to pass out, SO...all TEKs are equipped with special Edsel radiators! The precious PRESTONE is used to cool off the TEK, and keep things from getting so hot that crewmembers start swooning. PRESTONE is one of the great precious commodities of the universe, and whole wars have been fought over the sources and stockpiles of the stuff. Water just won't do to keep TEKs cool in the heat of battle.

Movement and Combat

Critter Commandos used the Minor League turn sequence, and is quite happy with it, thank you.

If one wishes, one can ignore the Minor League turn sequence and do things just like they did back in the Big Leagues. The designer hates games that use funny sided dice for no good reason, so the following is both historically correct and absolutely free of funny sided dice:

CRITTER-TEK

Initiative:

Roll two six-sided dice, and HIGH ROLL goes LAST. In the awesome universe of Critter-TEK, it is an advantage to move last. Roll once for each unit (section, vehicle, or TEK). (See the TEKwarrior section for special modifiers to this roll.)

Movement:

Yes, now you get to move. Wimpy little initiative rolls have to go first, while spiffy big rolls go last. This means you go in ascending order, for you sequence fiends out there.

Reaction:

Disco-Twisting, Headstands, and other brilliant but impractical maneuvers are done now.

Fire (aka Blastin' & Poundin'):

Yes, now you blast each other. Then you thump each other. All damage is simultaneous, so don't count it until after this phase.

Damage:

Now you count the damage, roll all the hit locations, and check any critical hits!

Sweat:

All cooling off is done in this phase. If the crew is still Sweating, check for Swooning and Clumsiness.

Wasn't that much more satisfying than any Minor League turn sequence? Say yes, or the designer will have a 30 foot tall Killer Badger-TEK come over and trash your house.

Movement Rules

In Critter-TEK, units move by hexes. Hexes can be OPEN, BUSHES, TREES, or WATER. (See the Burrow-TEK section for optional terrain.) TEKs move by walking, running, or using their Coil Springs. Walking or running moves through hexes, and pays the following cost per hex:

OPEN:	1 movement point
BUSHES:	2 movement points
ROUGH:	2 movement points
TREES:	3 movement points
WATER:	2 movement points, Check for tripping
Change facing one hexside:	1 movement point

Whenever a TEK walks through WATER, or steps on a giant Banana Peel, the TEKwarrior must make a TEK pilot check. This is a two die roll. For the usual regular TEKwarrior, the TEK falls down on a 2, 3, or 4. (See the TEKwarrior section for details on skill rolls.) TEKs can also walk backwards, but they can only run the direction they are facing.

Hexes can be at different heights. WATER can be deeper than just mid-TEK. In either case, a cost of 1 extra movement point is paid to enter the hex from the next level. If the hexes are 2 or more levels apart, the hexside can only be crossed by using Coil Springs.

Coils Springs are special attachments on the back or legs of some TEKs. To use these, the entire TEK crew runs from the front of the TEK to the back, and the TEKwarrior pilot pulls back on the controls. The TEK then does a back-flop onto the Coils Springs and is launched several hexes up and forward by the powerful recoil! TEKs using Coil Spring movement are harder to hit, and are rather inaccurate if they try to shoot in flight, but pay only 1 movement point per hex irrespective of terrain type sprung over or into.

Falling Down

TEKs are big, powerful, and about as agile as a drunken sailor with his shoelaces tied together. If not worse. It is only by the skill of the TEKwarrior and his brave gyro crew that the darn things can walk at all. If a TEK steps off a cliff (2 or more level changes), or takes more than 20 holes (before defense) in one turn and the TEKwarrior blows his skill roll, the TEK does a multi-ton face plant. Same thing if he steps on a Giant Banana Peel or Trips. Take the TEK's Punch Damage and apply half to each of the RIGHT (LEFT) TORSO. That's right, even if it was hit from the front, TEKs always fall face down in the mud. Standing up takes 2 hexes of movement and requires a TEK piloting skill roll. If that fails, the TEK gets about halfway up, spins 1 hex facing to the left, flails its arms, and does another face plant in the mud.

Disco Twisting and Headstands

During the Reaction Phase, TEKwarriors may attempt to bring the TEK's weapons to bear on targets in the rear arc of the TEK. There were several techniques to do this, but the best known are Disco Twisting and Headstands.

To do a Disco Twist, the player who controls the TEK must declare that the TEK is doing Disco Twisting, and then shimmy and point like John Travolta in that old movie. After about a minute of this, the TEK may rotate its torso back and forth a few times and eventually be declared to be firing at a target in its rear arc. If the player is not willing to embarrass himself in front of the other players, this maneuver fails.

Headstands are less embarrassing, but much riskier. If the TEK has arms, it can stand on its head, reversing its facing, with a TEK piloting skill roll at a penalty of 3. (Regulars fail on a 2 through 6 on two six-sided dice.) To recover from this position, the TEKwarrior must make another piloting skill roll at the beginning of the next movement phase. Other rear arc firing techniques included Breakdancing and Annie Oakley shots, but the secret of these maneuvers has been lost.



BLASTIN' PHASE

Once all the TEKs have completed the movement and reaction phases, it's time to get to the fun part of the game; Combat! The combat phase, also called the Blastin' Phase, is a massive simultaneous round of blazing away with every weapon each TEK wishes to fire. All shots are resolved, then all melee and SQUISH attacks are done. Remember, Kicks do 1 Hole per 5 Tons of Attacking TEK, Punches do 1 Hole per 10 Tons, but roll a cool hit location. Just for simplicity, each TEK (or other unit) should fire everything it wishes, then the next TEK, and so on. As has been established in the above sections, the authors like to pick on funny sided dice, so in Critter-TEK, all combat is done with two six-sided dice. The mechanics of a shot can be figured out if you study hard, get good grades, and read the charts and rules below.

Basic chance to hit (regular TEKwarrior)
4 or better on two dice.



Weapons List

Weapon Name:	Range in hexes			Other stuff	
	up close (+0)	medium (+2)	way long (+4)	holes per hit	sweat pershot
Little Laser	1	2	3	3	1
Laser	1-3	4-6	7-9	5	3
Big Laser	1-5	6-10	11-15	8	8
Particle Pitching Cannon	4-6*	7-12	13-18	10	10
Machinegun	1	2	3	2	none
Tiny AC	4-8*	9-16	17-24	2	1
Little AC	3-6*	7-12	13-18	5	1
Big AC	1-5	6-10	11-15	10	3
Huge AC	1-3	4-6	7-9	20	7
Long Range Fireworks					
5 rack	6-7*	8-14	15-21	**	2
10 rack	6-7*	8-14	15-21	**	4
15 rack	6-7*	8-14	15-21	**	5
20 rack	6-7*	8-14	15-21	**	6
Short Range Fireworks					
2 rack	1-3	4-6	7-9	***	2
4 rack	1-3	4-6	7-9	***	3
6 rack	1-3	4-6	7-9	***	4
Special Weapons					
Flamethrower	1	2	3	2****	3
Pies	1-2	3-4	5-6	*****	2

Weapons Notes

- * Minimum Range: each hex closer than minimum range adds 1 to the to-hit chance.
- ** Long Range Fireworks do 1 hole for each rocket that hits. See the Fireworks Hit Chart.
- *** Short Range Fireworks do 2 holes for each rocket that hits. See the Fireworks Hit Chart.
- **** Flamethrowers set fire to whatever they hit, and cause 3 sweat points to a TEK hit (but the superior paper mache does not catch fire.)
- ***** Pies do embarrassment damage. TEKs hit by giant pies are messed up and the players all get to laugh at the player whose TEK was so hit. Anvil Pies also do 1 hole. Boxing Glove Pies must roll to hit a second time, at up close range, but if they hit, they do 1 hole to the cockpit/head of the target TEK.

Fireworks Hit Chart

Result is number of rockets that actually hit the target.

2 six-sided dice	Rack size:						
	2	4	5	6	10	15	20
2	1	1	1	2	3	5	6
3	1	2	2	2	3	5	6
4	1	2	2	3	4	6	9
5	1	2	3	3	6	9	12
6	1	2	3	4	6	9	12
7	1	3	3	4	6	9	12
8	2	3	3	4	6	9	12
9	2	3	4	5	8	12	16
10	2	3	4	5	8	12	16
11	2	4	5	6	10	15	20
12	2	4	5	6	10	15	20

Automatic Critical Hits: If the to hit roll was a 12 on the dice, the hit is automatically a Critical Hit. (See *Damage* below.)

Other Modifiers to the To-Hit Chance

Gunnery Skill See the TEKwarrior
section

Target is in
BUSHES or
ROUGH +1
behind BUSHES
or ROUGH +1 per hex

Target is in TREES +2
behind TREES +2 per hex

Target is in WATER
Level 1 +2
Level 2
or more no attack except
Poundin'

Target is
behind terrain
Level +1 of target +3

Target is
embarrassed by
Pie +1

Target is prone +1
Attacker adjacent -2

Target is moving:
0-2 hexes +0
3-4 hexes +1
5-6 hexes +2
7-9 hexes +3
10+ hexes +4
Coil Spring +1



Attacker is moving:
Stationary +0
Walking +1
Running
full speed +2
Coil Spring +3
Slipped on
Giant Banana Peel+2

Attacker is shooting
at a second target +1

Attacker firing at
immobile target (no legs) -4

Attacker is making a
PUNCH attack +1

All modifiers that effect Shootin' also effect
Poundin'.

DAMAGE PHASE

Effects of actually landing a shot on target.

Every time a Shot (from Shootin') or a Pound (from Poundin') lands, it does some damage to the target TEK. Now, in the really cool charts above, each weapon has a rating for damage, in Holes. This is because as the TEK's get blasted into recyclable cellulose, they get gaping holes blown in them. Eventually, the Paper Mache' loses strength and the TEK collapses, leaving a bunch of naked sweaty animals standing in mid-air looking really surprised. So how do we do this?

- 1 Read chart. Notice the damage value in holes.
- 2 Roll for location. See tables, immediately below.
- 3 Remove Armor. Subtract holes from armor value.
- 4 If no more Armor. Subtract holes from Framework. Knock out one weapon in that location per hit that does any Frame Holes. This is called a Critical Hit. If it happens to the Head/Cockpit, the TEKwarrior is SQUISHED.
- 5 If no more Frame, that part of the TEK falls off. This is bad, especially if it's the main body or cockpit.

HIT LOCATION CHART

ROLL 2D6	FRONT/KICK	SIDE	BEHIND
2	Center Torso	(side) Torso	tush
	-----autocrit, re-roll-----		
3	Right Arm	(side) Leg	tush
4	Right Arm	(side) Arm	tush
5	Right Leg	(side) Arm	tush
6	Right Torso	(side) Leg	tush
7	Center Torso	(side) Torso	tush
8	Left Torso	Center Torso	tush
9	Left Leg	(opp.) Torso	tush
10	Left Arm	(opp.) Arm	tush
11	Left Arm	(opp.) Leg	tush
12	Head/Cockpit	Head/Cockpit	Cup Check

PUNCH/BEHIND COVER CHART

<u>ROLL 1D6</u>	<u>LOCATION</u>
1	Left Arm
2	Left Torso
3	Center Torso
4	Right Torso
5	Right Arm
6	Head/Cockpit

Each of these locations has an Armor Value, a Frame Value, and may have something important in them like the engine, or the gyro, or the TEKwarrior. They are listed by name, except for the special results:

Automatic Critical Hit: This result will automatically knock out a weapon or SQUISH a TEKwarrior if he is in the location rolled on the re-roll. This is in addition to the damage caused by Holes, if any.

Tush: When a TEK is hit from behind, the damage is applied to the equivalent location from the front, but because the TEK was tagged in the tush, the TEKwarrior is automatically embarrassed, as if by a Giant Pie.

Cup Check: This is the special bonus damage from behind. It gets the embarrassment bonus as above. The holes are applied to the "head" location, but the target TEKwarrior is considered to have been slammed into his five-point restraining belt with some vigor. Players are encouraged to test this result on the target's player.

Engine Critical Hit: If a Critical Hit in the Center Torso results in an Engine Hit, mark off one of the three boxes, and note the results, including additional Sweat generated by the loss of the highest gear on the main derailleur sprocket.

Gyro Critical Hit: If a Critical Hit in the Center Torso results in a Gyro Hit, mark off one of the two boxes, and note the results (including the +3 to all TEKwarrior Piloting checks because the darn thing is out of balance).

Weapon Ammo Critical: If a weapon that requires Ammo (like 'AC's', 'MG's', or Fireworks Racks) is selected as the system affected by the Critical Hit, Terrible things happen...Rubber Bands fly loose, Fireworks detonate, Bullets explode...This TEK is now full of Holes, and falls apart.

Result of Too Many Holes

If ARM falls off: May not do punch with that arm. May not carry weapon to hand. All future hits on this arm are applied instead to the RIGHT (LEFT) TORSO, adjacent.

If LEG falls off: ONCE: must hop around. 1 hex per turn. +3 TEKwarrior skill rolls vs. movement. Any future hit on this leg is applied instead to the CENTER TORSO.

TWICE: TEK is now a pillbox. TEK may not move. All shots against it are at -4, and target as if a PUNCH for free.

If RIGHT (LEFT) TORSO falls off: Adjacent ARM falls off too. All future hits on this location are applied to the CENTER TORSO.

If CENTER TORSO or HEAD falls off: This TEK collapses in a heap. TEKwarrior and CrewCritters are automatically SQUISHED.

SWEAT PHASE

Or what does that Sweat value mean, any way?

This is the last thing you do in a turn, and it may be the last thing you ever do. The TEK gets to be a really warm place with all this activity going on. If all the animals keep running and puffing and pulling and pushing and pedaling as fast as they can, somebody will keel over after about two minutes. Now this isn't so bad if he was the assistant left side #3 AC Puller, but if he was running in the gyro cage, things start getting pretty wobbly. Likewise, as Pedalers collapse, the TEK moves slower. Worse, the TEKwarrior may Swoon from the heat, and then the TEK will do nose push-ups. Remember, falling down does damage to the TEK. Worst of all, at a certain ridiculous temperatures, the precious PRESTONE in the Radiators boils over, ruining most of the weapons, and the TEKwarrior and crew must bail out and wait for the darn thing to cool off, during which time they may get SQUISHED.

Sweat Phase Instructions

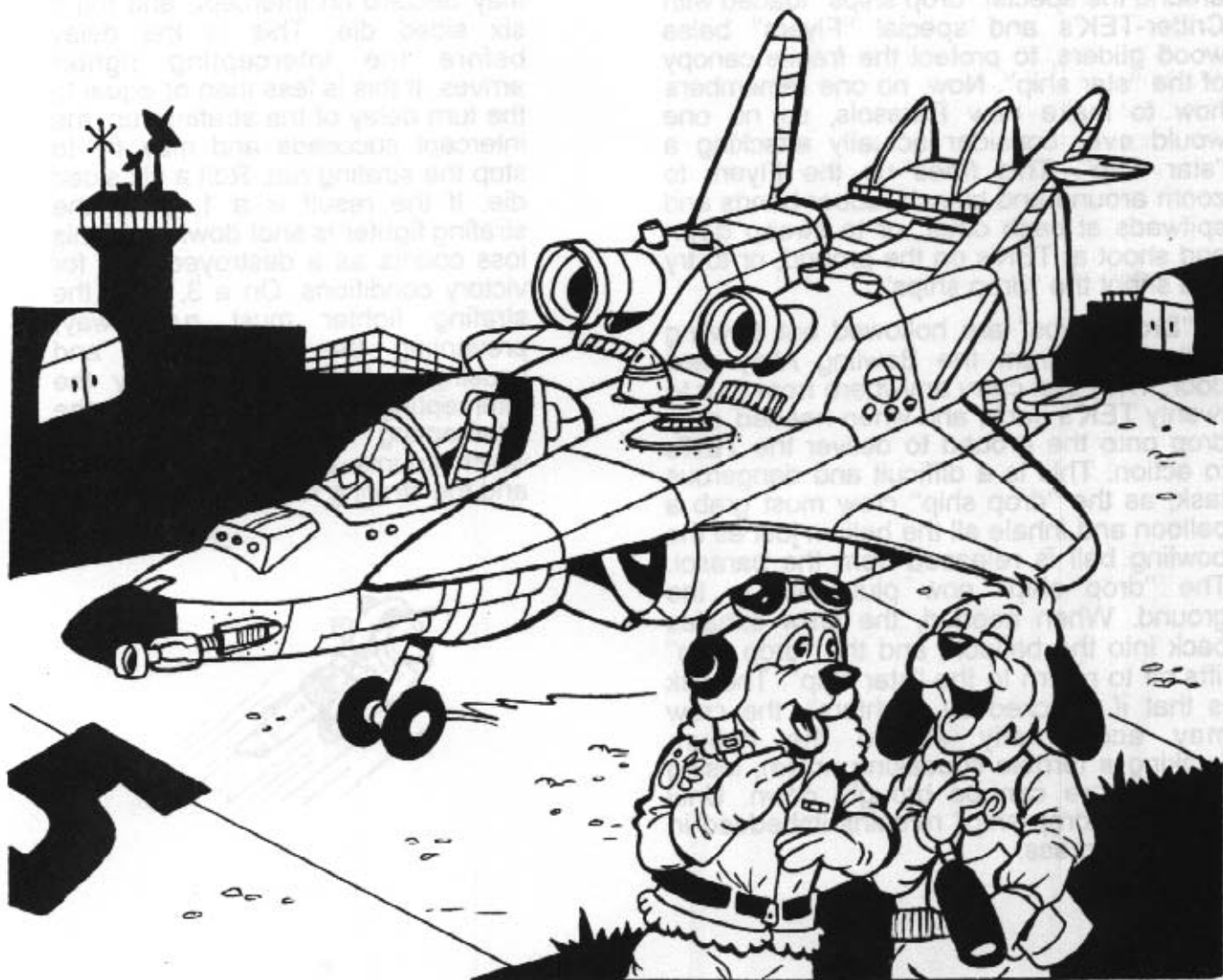
- 0 • Note any remaining Sweat from last turn. Note any automatic Sweat from Critical Hits: Engine.
- 1 If the TEK moved: +1 Sweat to Walk, or +2 to Run, +1 per Hex to use Coil Springs.
- 2 If the TEK fired: + Sweat listed for weapon.
- 3 If hit by Flamethrower or in a burning BURROW or WOODS hex: +3 Sweat each.
- 4 Cool off with Radiators: -1 Sweat for each functional Radiator. -2 if Radiator in LEGS and standing in WATER Hex.
- 5 If Sweat is Positive then see chart below: Else Sweat is Zero.

At SWEAT

THEN

- 5 Getting Slow. -1 Hex movement.
- 8 Getting Clumsy. +1 to all rolls.
- 10 Getting Slower. -2 Hex movement.
- 13 Getting Really Clumsy. +2 to all rolls.
- 14 TEKwarrior Swoons. Avoid on 2d6 >= 4.
- 15 Even Slower. -3 Hex movement.
- 17 Even More Clumsy. -3 to all rolls.
- 18 TEKwarrior Swoons. Avoid on 2d6 >= 6.
- 19 Crewcritter Swoons, Drops Lighter into Ammunition Bay. Avoid on 2d6 >= 4.
- 20 Almost in Park. -4 Hex movement.
- 22 TEKwarrior Swoons. Avoid on 2d6 >= 8.
- 23 Crewcritter Swoons, Drops Lighter into Ammunition Bay. Avoid on 2d6 >= 6.
- 24 Can't Get a Grip. -4 to all rolls.
- 25 Nerves Go, need Vacation. -5 Hex movement.
- 26 TEKwarrior Broiled, Keels Over. Avoid on 2d6 >= 10.
- 28 Crew Now Juggling Matches, Hoping to Blow Up. Avoid on 2d6 >= 8.
- 30 Boom...PRESTONE everywhere. Crewcritters and TEKwarrior get out and walk.

FLYER-TEK



CRITTER-TEK

These rules are a short synopsis of the FLYER-TEK rules, provided just because they really deserve the same treatment as the rest of these rules. But, if the reader would like a complete version of these rules, the author will gladly oblige, for a substantial fee.

Strategic Concerns

The Infield is a big place, and to get from one place to another, there is a need for ships capable of carrying entire regiments of Critter-TEK's. Fortunately, there is a lot of wind in both the Infield and Outfield. So, giant Parasols with helium balloons strapped on for extra buoyancy, called "Star Ships", are used to carry around the special "drop ships" loaded with Critter-TEK's and special "Flyers" balsa wood gliders, to protect the fragile canopy of the "star ship". Now, no one remembers how to make new Parasols, so no one would ever consider actually attacking a "star ship". This frees up the Flyers to zoom around and launch rubber bands and spitwads at each other, or to swoop down and shoot at TEK's on the ground, or to try and shoot the "drop ships".

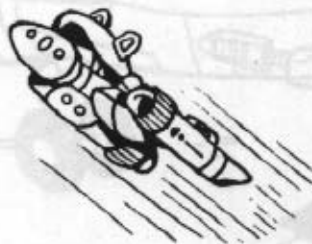
*"Drop Ships" are hollowed out Bowling Balls taken from the Bowling Alley next door. They can carry anywhere from four to twenty TEK's each, and when needed, may drop onto the ground to deliver the TEK's to action. This is a difficult and dangerous task, as the "drop ship" crew must grab a balloon and inhale all the helium just as the bowling ball is released from the parasol. The "drop ship" now plummets to the ground. When needed, the crew exhales back into the balloon, and the "drop ship" lifts off to return to the "star ship". The risk is that if attacked by "fighters", the crew may accidentally exhale the helium (making a terrible squeaking noise), losing it until more can be brought down. Until then, the "drop ship" remains imbedded in the Infield grass.

"Fighters" are not very good at shooting down "drop ships", but are very good at shooting at each other. FLYwarriors *like* to shoot at each other. But what they really like is strafing TEK's on the ground. If a strafing run is allowed in the scenario, use the following rule:

The player calling for the strafing run identifies a hex row on the map that he wishes to target. This path across the map is the strafing run.

Roll a six sided die, and subtract one. This is the delay, in turns, before the strafing run happens.

If the opposing players have any strafing runs allowed in the scenario that they have not yet used, they may declare an Intercept, and roll a six sided die. This is the delay before the intercepting fighter arrives. If this is less than or equal to the turn delay of the strafing run, the intercept succeeds and may try to stop the strafing run. Roll a six sided die. If the result is a 1, or 2, the strafing fighter is shot down, and this loss counts as a destroyed TEK for victory conditions. On a 3, or 4, the strafing fighter must run away, preventing the strafing run and causing a lot of cheering by the intercepting player. Otherwise the intercepting fighter is shot down, which counts as a destroyed TEK, and the strafing run goes through.

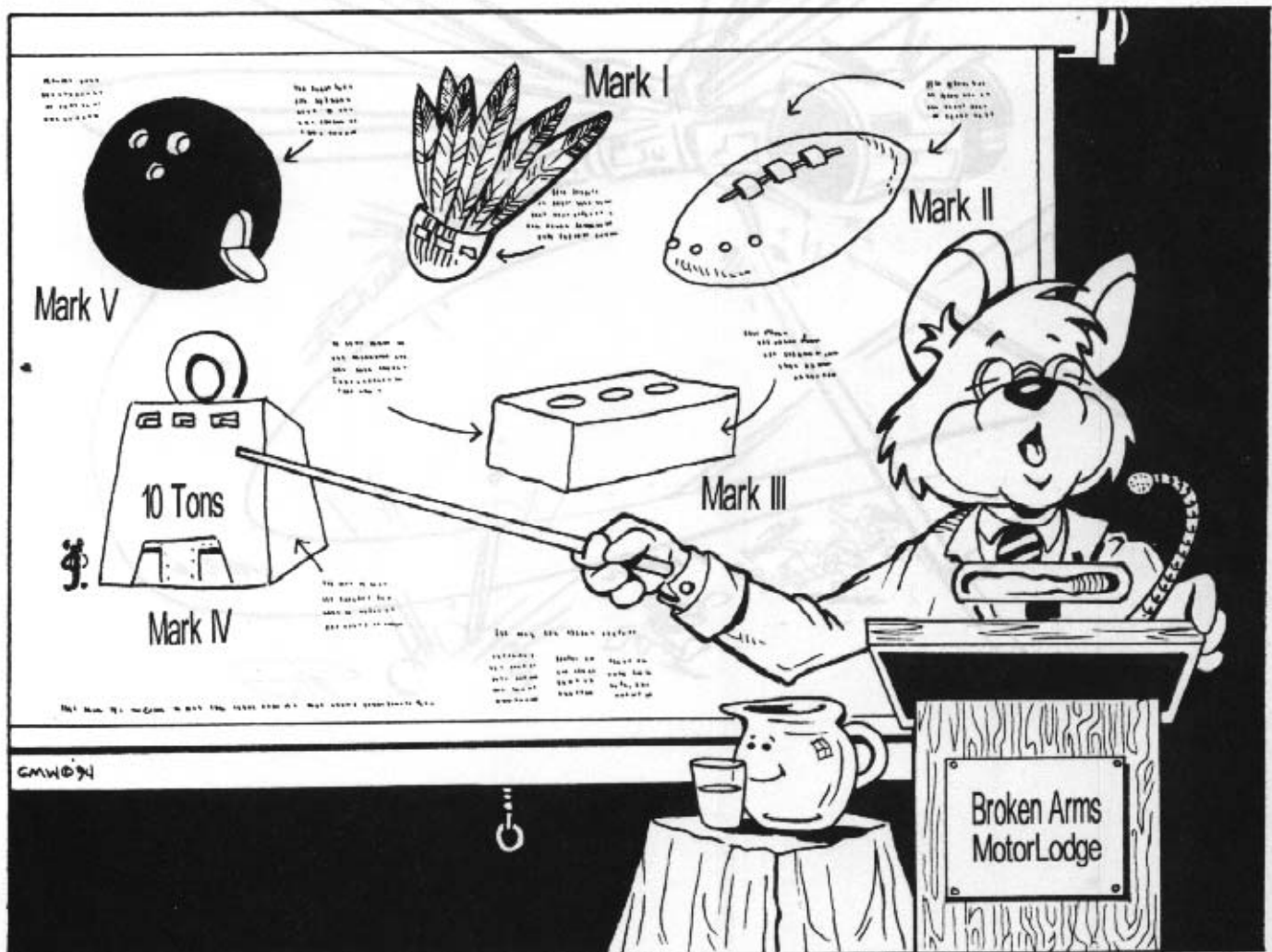


When a strafing run arrives, the player making the attack may fire at ALL the TEK's in a three hex wide swath along the hex row called for. This attack varies by the type of "fighter", but an example would be to roll attacks for two (2) large spitwad Lasers against each target. Or you could just roll a billiard ball across the map real hard and knock over all the miniatures along the path. This may be a more accurate model, but it does scuff up the figures.

Tactical concerns

There is limitless opportunity to make fun of rules for FLYwarriors; space combat between Flyers, and "drop ships"; Go Juice, the fuel that powers Flyers; and GRAVITY, or the amazing fact that certain parts of the Infield really suck. But that would take up way too much space.

One item of particular note; There are a few amazing Land-Air-TEK's capable of fighting as Flyers or as TEK's. But, like most switch hitters, these LAF's are better as one or the other, and really don't do either very well.

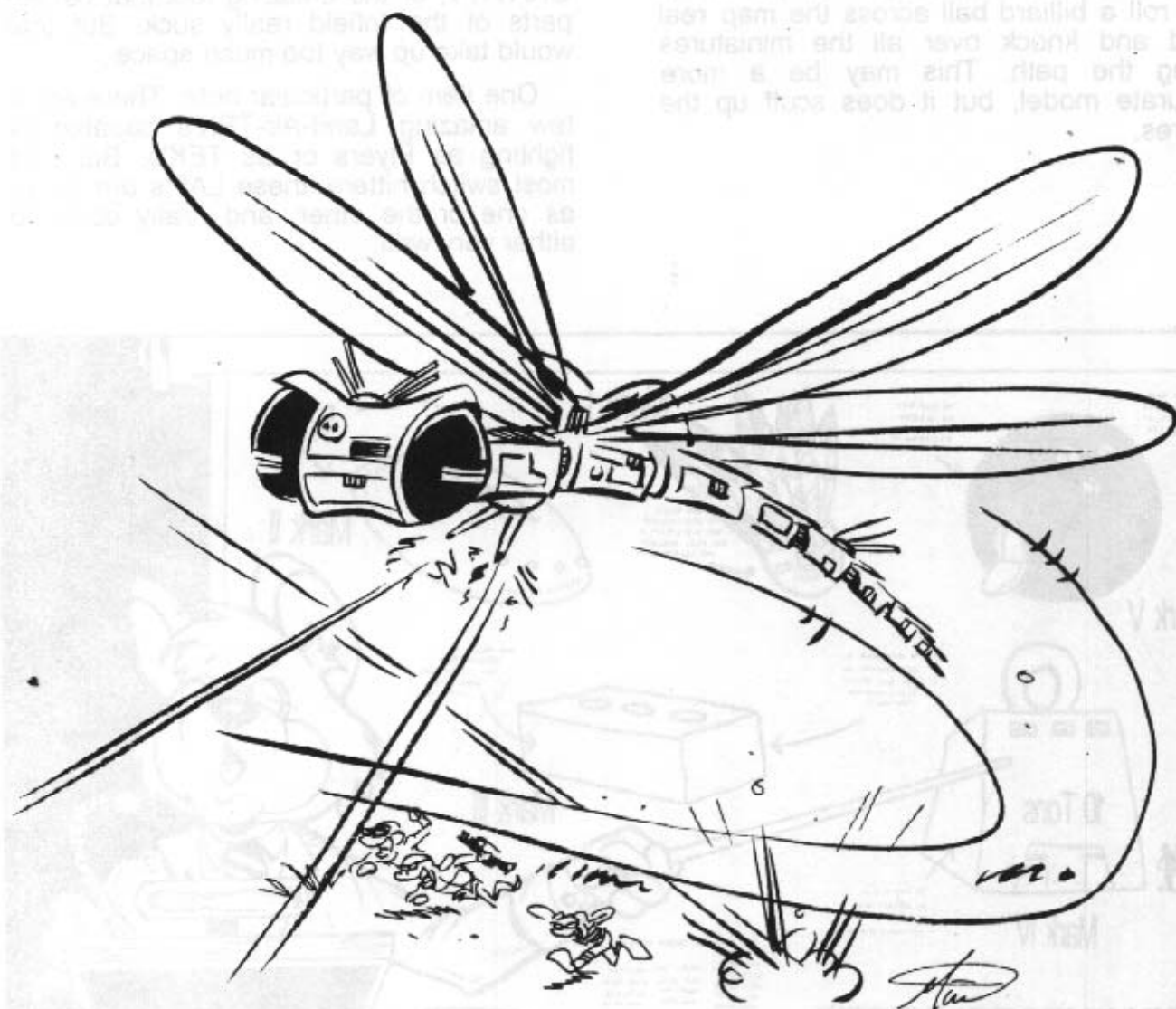


Evolution Of Dropship Design

Tactical concerns

There is another major concern for rules for FLYWHEEL. The combat between FLYWHEEL and other units. Juice the fuel tank power system and GRAVITY of the enemy's fuel tank. Parts of the field early on. The field would take away too much space.

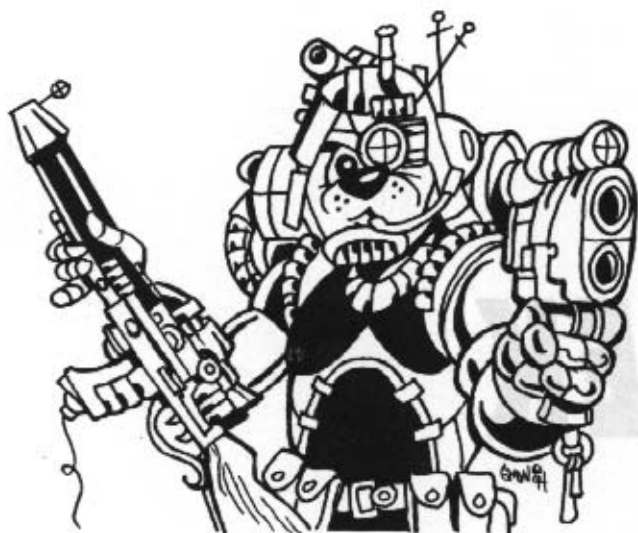
When a starting run arrives the player making the attack may live at ALL the TEK's in a three way switch along the hex row called for. This attack varies by the type of fighter, but an example would be to roll attacks for two (2) large against Lasers against each target. Or you could just roll a billiard ball across the map reel hard and knock over all the miniatures along the path. This may be a more accurate model, but it does sort up the figures.



Evolution Of Dropship Design

BURROW-TEK





There is no place in the contests of the Minor Leagues for infantry, or even tanks (AFV's), like in...oh...Critter Commandos. This is not to say that they don't exist. They are just rather useless versus the awesome power of a whole lineup of TEK's. To reflect this, here are a series of special rules covering the uses and abuses of conventional forces in Critter-TEK.

Infantry, • SQUISH Attacks, and Burrows

Infantry Critters are grouped into units of about twenty eight critters, called Platoons, each of which gets a counter. The standard Platoon is assumed to be armed with Infantry weapons (as in Critter Commandos), but one Platoon has TEK-Killer fireworks launchers in addition. Infantry Platoons can be equipped with Giant Matches and Giant Banana Peels at an extra cost. Jump Infantry is any Platoon equipped with Jet Packs, or Jet Pogo Sticks.

Infantry Movement

Infantry moves One Hex through any terrain. Jump Infantry moves Two Hexes.

Infantry Attacks

Infantry can attack other infantry Platoons. Roll two six sided dice. On a 6 or less, the target Platoon is filled with holes and the counter removed from play.

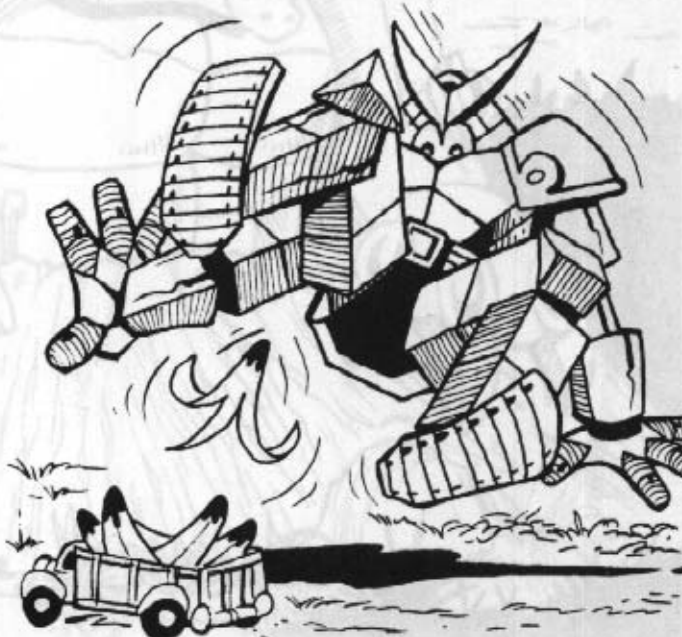
Infantry can shoot at TEK's and AFV's (below), with either Infantry weapons or TEK-Killer fireworks.

Infantry Weapons attacks roll two six sided dice and add the range in hexes. On a Four or less, the TEK or AFV takes One Hole.

TEK-Killer fireworks attack just like a Short Range Fireworks Two-Rack.

Infantry adjacent to a TEK armed with Giant Matches may place the Match and light it, causing the TEKwarrior to make a Pilot roll at +1, and to face plant if the roll fails. This results in an automatic SQUISH if the Infantry is in the front hex of the TEK. Not too bright, that Infantry.

Infantry armed with Giant Banana Peels may place the Peel on any turn they would otherwise attack. Giant Banana Peels are camouflaged, so note the Hex number where they are placed and surprise any TEK that enters the Hex.



Attacking Infantry

A TEK or AFV may fire at Infantry, at +2 to hit. Any hit that does Two Holes or an AutoCrit wipes out the Squad.

A TEK may move through a Hex containing an Infantry Platoon or a TEK crew that Bailed Out. This does a SQUISH attack. SQUISH attacks are rolled on two six sided dice. Any roll of Eight or less on two dice squashes the target, wiping out the unit.

Burrows

In some scenarios, Infantry units are allowed to set up in Burrows. This provides some protection from attack. A Platoon in a Burrow may not be SQUISH'ed, and is +2 extra to be hit by Shoot'n. Burrows are considered armor, which absorbs the first Two Holes of any attack. If penetrated, the Burrow collapses. If a Burrow is hit by a Flamethrower, it catches fire and the critters inside have to roll around on the ground to stop burning. This is considered to wipe out the Platoon. Duplex Burrows count as two Burrows for set up, and can take Four Holes before they collapse. Duplex Burrows are much more roomy and comfortable, and can have ground mounted weapons. These cost and Shoot just like TEK and AFV weapons, but are -1 to be hit by Shoot'n and are destroyed on any autocrit or if the Burrow collapses.

AFV's

Oooh, Tanks. I'm sooo scared. AFV's are the poor man's TEK, and only the dumbest of Critters willfully rides in one. You see, AFV's should be better than TEK's, what as they don't got joints and legs and other loose pieces. But this is a game about TEK's. So they suck. An AFV costs a lot for what you get, and what you get is a TEK weapon or two inside Armor, with a movement type and rate. No special hit locations. No Framework. No nothing. If you do all it's Holes, the AFV falls apart. BOOM. Unless listed below, vehicles use all the rules for TEK's.

Vehicle Movement

Vehicles have two speeds, Cruise and Really Fast. This corresponds to Walking and Running for purposes of To Hit and being Hit by Shoot'n and Pound'n.

Vehicles may not cross Hexsides that change more than Two levels of elevation.

Vehicles have a Movement Type that effects their construction cost, their sound effects, and restricts what type of terrain they can enter. No vehicle can enter a Burrow. The types are Wheels, Treads, and Hovercraft.

Wheels: Wheeled vehicles may not enter ROUGH, TREES, or WATER Hexes. The player must say "Zoom!" whenever he moves a wheeled vehicle.

Treads: Tracked vehicles may not enter TREES or WATER Hexes. The player must say "Clank! Clank!" whenever he moves a tracked vehicle.

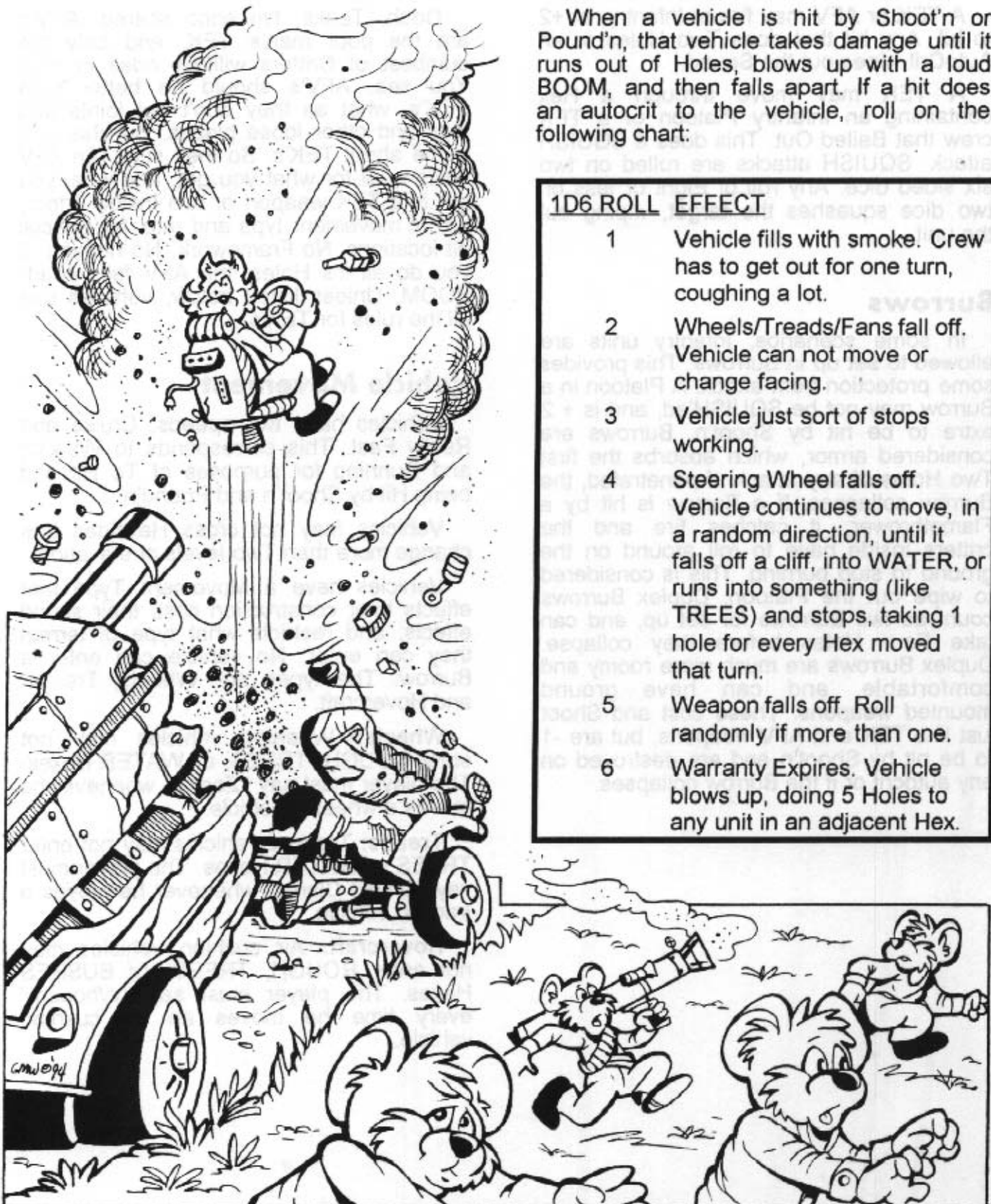
Hovercraft: Air cushion vehicles may not enter ROUGH, TREES, or BUSHES Hexes. The player must say "Whoosh!" every time he moves an air cushion vehicle.

Vehicle Damage Charts:

When a vehicle is hit by Shoot'n or Pound'n, that vehicle takes damage until it runs out of Holes, blows up with a loud BOOM, and then falls apart. If a hit does an autocrit to the vehicle, roll on the following chart:

1D6 ROLL EFFECT

- 1 Vehicle fills with smoke. Crew has to get out for one turn, coughing a lot.
- 2 Wheels/Treads/Fans fall off. Vehicle can not move or change facing.
- 3 Vehicle just sort of stops working.
- 4 Steering Wheel falls off. Vehicle continues to move, in a random direction, until it falls off a cliff, into WATER, or runs into something (like TREES) and stops, taking 1 hole for every Hex moved that turn.
- 5 Weapon falls off. Roll randomly if more than one.
- 6 Warranty Expires. Vehicle blows up, doing 5 Holes to any unit in an adjacent Hex.



TEK-WARRIOR



No set of rules for a miniatures game would be complete without the special Role-playing rules. This section covers playing a TEKwarrior as a character, defines Green, Regular, Veteran, and Elite status, discusses Individual Combat, and has rules for Experience. No where in this section is the slightest clue as to how to use these rules as a referee (the TEKmaster) to tell a story or do anything vaguely resembling a real Role Playing Game.

Spring Training

Ah, spring, when a young man's fancy turns to...BASEBALL.

Congratulations, Rookie. You've just reported to Spring Training for the local bush league team, in the hope that someday, if you're good enough, and work really hard, somebody might put you in a Minor League lineup as a TEKwarrior. Well then, you had better read the following rules on building a Rookie character:

A character is composed of Stats, Skills, and Status. Just like back in the Big League days, Stats are more important.

*A Rookie character is considered Green, and so is -2 to Initiative. For Free, every character starts with TEKpiloting and TEKgunnery, both based on Stats, on average a value of 6. Coincidentally, this is a 6 or better roll to succeed. This stinks.

A Rookie character is allowed to spend 500 Character points to buy his Stats, Skills, and Status. Back in the Big League, there was a really complicated set of charts for the costs of everything, but now we use a simpler system:

All Stats must be 2 or higher. Each Stat costs 1 Character point per point per point, that is to say a Stat of 2 costs $1+2 = 3$ Cpts, 3 costs $1+2+3 = 6$ Cpts, etc. The maximum Stat is 12, costing 78 Character points.

Each Skill costs 10 Character points, may be modified by a Stat, and costs +10 Character points per point per additional level. So, a Skill at base value for your character's Stats costs 10 Cpts, at +1 costs 20 Cpts, at +2 costs 40 Cpts, etc. The maximum value for a Skill is 12, which could cost as little as 70 Cpts, or as much as 460 Character points.

Status costs 100 Character points per point per level, that is 100 Cpts for a Legacy, 300 Cpts to be an Owner's Kid, etc. It is recommended for most all characters that they be Legacy's. See the list below.

Character Stats are:

CODE:	REFLECTS:	MEANS:
SLUGS	Slugging Percentage	How Strong
BAVE	Batting Average	How Coordinated
GLOVE	Fielding Percentage	How Dexterous
PUDGE	Size and Weight	Take How Much Damage
SMARTS	Brain Capacity	How Perceptive
LEGS	Speed on the Bases	How Fast Movement

Stats Effect Skills

on the following basis:

The base value of a Skill in a category is set by the character's Stat for that category.

Stat = 2	Base Value =3
Stat = 3	Base Value =4
Stat = 4, 5	Base Value =5
Stat = 6, 7, 8	Base Value =6
Stat = 9, 10	Base Value =7
Stat = 11	Base Value =8
Stat = 12	Base Value =9

Skill List

Slugging Skills

Climbing the Fence: The character can climb sheer surfaces at half his movement rate, in personal combat. TEK's climb well without this skill, if they have arms.

HR Swing: A character with this skill can swing for the fences in TEK or personal combat. This requires a successful skill roll, and a to hit at +2 additional to a Punch. This results in double damage and knocks the target back a number of Hexes equal to the base damage in Holes. The target takes falling damage when it hits the ground.

Batting Average Skills

TEKgunnery: The character's skill with the bat, and with TEK weapons. The TEKwarrior's chance to hit is:

(12 - skill value) or more, on 2d6,
modified by To-Hit rules.

The Sacrifice: The character with this skill can define an attack to be a sacrifice attack, either a Bunt or deep fly ball. This requires a successful skill roll, and forces the target to fire only at this character this turn. This is a great skill for getting in a

runner from third, or staying out of the double play.

Glove Skills

TEKpiloting: The character's skill defensively, and with maneuvering the TEK. The TEKwarrior's chance to succeed is:

(12 - skill value) or more, on 2d6,
modified by the rules on Face Plants.

The old Hidden TEK play: The character may attempt to hide from sight, even in a 50 ton TEK. As long as no one sees him move into cover, a successful skill roll allows the character to remove his marker from the board until he shoots, moves, or an enemy moves adjacent.

Smarts Skills

Manager: The character's skill at guessing when the Hit and Run is on, or in knowing when to put in a pinch hitter. A successful roll by a lineup manager with this skill gives all his players +1 Initiative.

TEKnician: The character is skilled in the maintenance of TEK's and weapon systems. A successful skill roll will allow repair of Holes and critical hits between Innings (battles).





BAve/SmartsAverage Skills (Rounded Up)

Over Poundin': The character may do extra damage in personal combat, if unarmed. This does double damage in Critter Commandos Poundin', or allows a martial arts attack in whatever melee system the TEKmaster uses.

Glove/Smarts Average Skills (Rounded Down)

TEKnapping: This is the skill needed to override the controls and security systems on a TEK. Unless the user ID code is known, this skill is +6 to the roll. A character in the Seventh Kangaroo's must have this skill.

Double Play: If two characters in a lineup have this skill, they may chose to try and turn the deuce. This requires that they both make their skill rolls, and then they may both target the same two enemy TEK's at no penalty for second target. If either character was targeted by a Low Blow attack this turn, they are +4 to the skill roll, as the attacker was trying to break up the deuce.

Status List

Including those levels bought with Experience:

Legacy (100 Cpts) Character starts with his own TEK, or Flyer

Owner's kid (300 Cpts)
Character starts as or Proven Talent above, and must be given a Lineup of Four TEK's or Flyers to manage. Can't be let go, ever.

Rookie League MVP (600 Cpts)
Character starts as above, and must be given a Company of Three Lineups to manage. Three year contract.

Bush League MVP (1000 Cpts)
Character starts as above, and must be given a Battalion of Three Companies to manage. Five year contract with a no-trade clause. Cool Nickname.

Franchise MVP (1500 Cpts)
Character starts as above, and must be given a Regiment of Three Battalions to manage. Career Contract. Hero of the Fans.

Experience Points

As the career of your TEKwarrior (or FLYwarrior) progresses, the character receives Experience points to allow Skills to be bought up, Status to be bought, and even Stats to be improved (with TEKmaster's Permission). The following examples give thin guidelines as to how many Experience points (Xpts) to award for any given Game or Story.

Awarding Experience Points:

Role Playing:

Player shows up on time for the game:

1000 Xpts

TEKwarrior character sheet typewritten or cleanly printed, with correct math:

1000 Xpts

Player brought munchies and/or beer for the TEKmaster:

2000 Xpts

Player brought dinner and/or liquor for the TEKmaster:

3000 Xpts

Player moves his TEK only on his turn over the entire game:

1000 Xpts

Player brought his own dice:

1000 Xpts

Player says or does anything that might be considered in character role playing, like speaking in character, or reacting appropriately to emotional scenes:

5000 Xpts

Combat:

(These are usually awarded to the team, and then divided equally among the team members.)

Destroying, or forcing the surrender of a (enemy) non-player TEK:

1000 x tons Xpts

Destroying, or forcing the surrender of a (enemy) player or veteran/elite TEK:

5000 x tons Xpts

Destroying an enemy AFV:

100 x tons Xpts

Destroying enemy Infantry platoon:

100 Xpts

TEKmaster defined objective value to be awarded for achieving goals during the battle, like terrain objectives, or 10000 to sole possession of the field:

100000 Xpts

Using Experience Points

Wasting them on die rolls:

A TEKwarrior is allowed to cheat when they have unspent Xpts. However, this cheating is structured in such a way that it costs a fortune to do so. So your character can waste all his Xpts on cheating, and never get any new skills or status. Well, you know cheaters never prosper...

Plus or Minus One to a die roll:

Costs 10000 Xpts



Wasting Them On The Character:

The Xpts earned are not acceptable for buying skills, status, or Stats (with TEKmaster permission, only). To be used, they must be converted into Character Points by the following formula, and then spent:

$$(Xpts \times .001414) / (SQRT 2) \\ = \text{Character points}$$

TEKwarrior Quality

As your TEKwarrior gains experience, he improves to Regular Quality. Eventually, he will reach Veteran Quality, and if he's really something special, he will reach Elite, or SUPERSTAR Quality. You don't have to pay anything for this, it just happens...like puberty. As your TEKwarrior reaches each of these milestones in his career, the following benefits are awarded:

100,000 Xpts: Regular quality

The TEKwarrior is now +0 to Initiative, and is awarded +1 to TEKgunnery and TEKpiloting, and may increase one Stat by +1, at no cost.

1,000,000 Xpts: Veteran quality

The TEKwarrior may be brought up to the highest level team in his Minor League. The TEKwarrior is now +2 to Initiative, and is awarded another +1 to TEKgunnery and TEKpiloting, and may increase one Stat by +1, at no cost.

10,000,000 Xpts: Elite (SUPERSTAR) quality

The TEKwarrior is offered a really big contract if he is eligible for Free Agency, or is certainly brought up to the highest level team in the Franchise. The TEKwarrior is now +4 to Initiative, and is awarded another +1 to TEKgunnery and TEKpiloting, and may increase one Stat by +1, still at no cost.

Personal Combat

Heck, why would anybody want to do personal combat when you can bash it out in Critter-TEK's? We used to have a system for Personal Combat, but it was really clunky. So use Critter Commandos, or just make it up based on the Critter-TEK combat rules. Or go by a real Role-Playing Game. And Quit Staring At Me!

The View From The Mound



Introduction

The Infield Franchises have been stomping each other ever since Krewzinski lead the Big League All Stars out On Strike and the Break began. No Franchise has recovered from the loss of the great Big League players, and the quality of play has steadily declined ever since.

Three Minor League Playoffs have been fought, with no decisive victor. It is believed that a Fourth Playoff is due at any time, and this time someone should finally win the Big League Pennant.

Big trades between Katzen and Deviant have built up two impressive lineups, but Purina, Mongrel, and Low, have also been trading minor league players and played well in Winter League ball.

The schedule for this series is Deviant at Low, Mongrel at Katzen, then Purina at Deviant, then Low at Mongrel and Katzen at Purina.

This series will be carried each day on the Big League Radio Network, sponsored by your totally apolitical pals at AllStar.



House Deviant The Amphibian Suns

The venerable House Deviant is a strong contender as the most powerful franchise since the AllStar break began. A powerful team, with the finest coaching in the universe, House Deviant is a tough opponent.

Their home park is New Etan. This franchise maintains many traditions from the Big League times, and has some of the best equipment of any team. They have a large roster, and they are often equipped with Big League equipment, thanks to the efforts of the New Etan Better Buffonic Institute of Superior History. This unique center of learning seems to have preserved or recovered an incredible number of Big League artifacts.

However, this all pales in comparison to the brilliant mind of the Owner, Prince Heisa Deviant, known as "The Frog" for his insidiously clever plots and highly successful schemes. Combining this with the shining reputation of this franchise as the good guys in the universe, it seems that House Deviant will have the best chance of ending the AllStar Break and forming a new Big League.

History

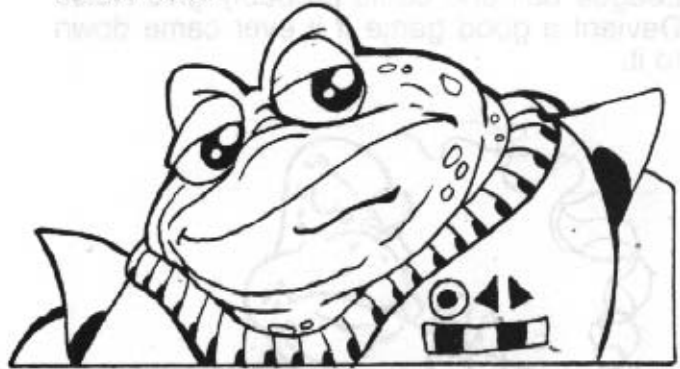
Since the time of the Big League, this franchise has been exclusively owned by a bunch of Deviants. Even before the Break, House Deviant had been a winning franchise, with the most enviable record of any team. They are nearly invincible at home, and play very well on the road. Throughout the First, Second, and Third Minor League Playoffs, this team has come out well ahead of any team they were matched against.

In more recent years, this franchise has been the team to watch, as the plots and plans of The Frog have caused havoc amongst the rival franchises. A recent series of trades with House Katzen has improved both rosters, and it is only because AllStar maintains the pretense of neutrality in its radio coverage of games that everyone does not concede the Big League Pennant to the Amphibian Suns.

In keeping with this spirit, House Deviant tries not to win every game they play in. House Purina is, of course, more than willing to assist them in this endeavor. In addition, there is the minor detail of the fact that Michael Handsoff-Deviant has a plot to overthrow Heisa Deviant and take control of the team.



Owners



Heisa Deviant

Prince of the Amphibian Suns

Owner and General Manager

The Frog, as he is known, is a clever manager on the field. He has used the hit and run play versus House Purina for years, while his pitching staff delivered shut out after shut out to House Low. He is also considering putting the squeeze play on Meowlissa Katzen...

In matters of diplomacy, he is nearly the equal of Maximum Low. His clever trades with House Katzen, and the signing of some heavy hitting Free Agents like the feared and respected Wolf's Baboons, have placed him in an enviable position. Of course, this means that some one envies him.

Michael Handsoff-Deviant

Duke of New Citrus

Part-Owner and Scummy Guy

Handsoff-Deviant is the direct descendent of everybody who has any claim to the franchise besides Prince Heisa Deviant. Thus, he feels bound and determined to tip over the lily pad and replace the Prince. Michael has a happy, but sleazy, business relationship with House Low, and is a number one buddy pal of Maximum Low. Michael has a note from Max to prove it. Mikey is not too well equipped in the brains department.

However, he has played 15 years of Marsh League ball and could probably give Heisa Deviant a good game if it ever came down to it.



Ivan Marshal

Head of Military Office Sixteen

The M16 office is officially responsible for scouting the opposing Franchises, and signing young draftees and Free Agents to the Deviant Franchise. They do nothing outside of their official job description. They would never push a ranking member of House Mongrel in front of a speeding train. They would not even consider lying, cheating, or stealing. Ivan Marshal is just the sort of fellow you would expect to meet in charge of such a swell bunch of guys. He is a rail thin frog with beady close-set eyes and a handshake like grabbing a two week dead flounder. Naw, this is a great man. Just ask his pal Prince Heisa Deviant. He'll tell you so.

Roster

This Franchise has a strong starting lineup, and a deep bench. Fourteen assistant managers and coaches lead a lineup of 78 regiments of Critter TEK's. A strong front office and a reliable farm system (Marsh League) provide The Frog with an efficient organization. Regular season games are held against House Purina and House Low, with an occasional

road game against House Mongrel. This franchise plays solid .600 ball, but they are occasionally troubled by injuries. Michael Handsoff-Deviant is on and off the DL, and some of the best Free Agents end up on the DL for 15 to 60 days at a time.

Preferred TEK's and Combat Techniques

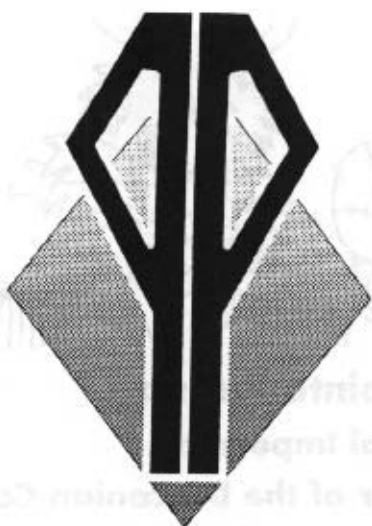
The Amphibian Suns Frog Forces (ASFF) are very strong in light and medium TEK's. In line with the slippery nature of the plots and schemes of The Frog, these forces are recon oriented. Crushing power is provided by the heavy and assault regiments (while limited in number) in the 3-4-5 spots in the lineup. The biggest problem with these guys is the lack of courage. That's right, courage. Frogs would rather run and hide in the mud rather than go out on the offensive. So, they play well at home and only so-so on the road.

Favored TEK's include the Valkyfrog, the Enfrogger, Jaggerfrogs, and Mafrogger heavy TEK. Assault TEK's are in short supply, with an occasional captured Bunnymaster and a few Katzen built TEK's sent as demonstration models.

The New Etan Better Buffonic Institute of Superior History

NEBBISH is the most complete archive of Big League statistics outside of AllStar. The vital data used here was looted by direct order of Heisa Deviant from an old trading card store found just inside the space of the Purina Franchise. Several signed cards were recovered, and at least one Big League Roster was found.

Information like this is invaluable, and the Deviant improvements on the Particle Pitching Cannon can be directly traced to the old paperback "How to Throw Killer Curveballs!" Of course, this information would never have been understood without



the clever preparations of Professor Plagiarism and Team Plagiarism...

Team Plagiarism traces its origin back to 1990 on old Earth, when a small group of gamers decided to parody a science fiction wargame of the period. Their amusing presentation stole heavily from the original piece, and yet was funny and original and sold lots and lots of copies.

In modern times, this tradition is kept alive by Professor Plagiarism, a weird frog scientist with a love for old movies about fake science. His first great swipe was the overthruster used by Flyer TEK's to survive being pulled into planets by their incredible gravity. The New Etan Better Buffonic Institute of Superior History teaches that the best ideas were already had by someone else, and has provided the Amphibian Suns with some of their brightest talents.



House Purina The Draconian Combine

The largest lineup and most powerful sluggers in the Infield can be found here on the roster of House Purina. With massive offensive capability and total devotion to the Code of Rabbito, this team is a force to be feared. They may not win, but they sure score a lot of runs. Their team has no social life, as fun is strictly forbidden by the Code of Rabbito. This code embodies the parallel concepts of Pushu-upo, the constant effort to be tougher; and Waki-pyono, the right of superior Rabbits to bash their inferiors. Everyone who is not a Rabbit is clearly inferior. This rigorous stricture organizes all life within the Combine, to the displeasure of the oppressed minorities, especially the WrassleHogs (see *WrassleHogs* below).

History

Having looked around one day and noticing that the Big League was gone, the Imperial Imperators of the House Purina held the Draconian Combine together by, well...er..., Draconian means. A quality franchise in the Meadow League, House Purina moved with ruthless efficiency to seize control at the beginning of the Break.

This team is historically below .500, playing very well at home, poorly on the road, with a terrible tendency to streak and slump. Great Bats. No Gloves. Lots of Injuries. Efforts to sign Free Agents are compromised by the strictures of the Code of Rabbito.

Management has taken a rather dim view of the performance of Wolff's Baboons in earlier seasons, and would like nothing better than to have a crack at them. AllStar builds these guys up with a 'Dodgers' reputation, and frequent references to 'evil', but no one actually expects these guys to do well in the Fourth Minor League Playoff. Smart money says that the Imperator's Offensive to wax House Katzen will bog down against their expert fielding, and then it's curtains for the Bunnies when the ASFF hits them for a sweep during their late season extended road trip.



Owners



Tokojointo Purina

Imperial Imperator

Director of the Draconian Combine

Direct Descendent of Blood of House Purina

Sole Owner, and General Manager

An old baseball hand, the Imperator was once an ace pitcher for the Meadow League Marmots, with a career best season of 24 wins against 8 losses. But that was a long, long, long time ago. All these years under the Code of Rabbito, with the required retelling of past glories, has convinced Tokojointo that he was a GREAT pitcher, and thus should be a SUPER GREAT manager. Wrong.

His GO GO style leads to running into the last out of an inning, and way too many strikeouts by his power sluggers. But his absolute control of the team leaves no room for dissent.

Ewyuko Purina

The Hare Apparent

Young, daring, dashing, and dumb as a post. The Hare Apparent, sole acknowledged son of the Imperator, inherited none of his father's old skills. What he got instead was cruelty, bullheadedness, egotism, and skill as a

TEKwarrior. In the eyes of the powers that be, this makes him an ideal successor to the Emperor, whenever the old buck gets around to dying. A number of accidents, poison bon-bons, exploding cigars, and so on have occurred to the old Emperor, but there is no evidence that someone might be trying to put Ewyuko in charge...nope, no evidence at all.



Georgi Timooshenko
Head of the General Staff
Field Manager

In the Draconian Combine, no race besides the Rabbits have much of a chance to rise in power and station. So it is rather surprising that Timooshenko has risen to, and remained, Field Manager of this team. But his long and glorious Meadow League career has prepared Georgi well for his duties. He is a skilled TEKwarrior, with excellent tactical sense, and no political ambitions at all. Unfortunately, this means that he tends to get overruled by the Head Office on such matters as Player/Personnel, Lineup, and Batting Order. Other than that, he has complete control of the team on the field. Except when the Hare Apparent takes personal command...

Roster

This Franchise is exceptionally strong offensively, with a very deep bench, a good starting rotation, and no bullpen to speak of. Twenty assistant managers and coaches lead a lineup of over 100 regiments of Critter TEK's. The all-powerful Head Office runs a mediocre farm system (Meadow League) and administers anything it can get its paws on. Regular season games are held against House Deviant and House Katzen, with a rare exhibition swing through House Mongrel and House Low. Trades with House Mongrel occasionally happen, and the Head Office likes to play around with bidding for Free Agents, even though they almost never sign any. This Franchise plays below .500 ball, although their team record streak is 27 games won in a row.



Preferred TEK's and Combat Techniques

The Draconian Combine Forces (DCF) are very strong in light and heavy TEK's. In accordance with the nature of the Code of Rabbito, this team is offense oriented, with speedy lead-off TEK's, .600 slugging heavy and assault TEK's in the 3-4-5-6-7 slots, and more speed at the bottom of the order. The fault of this awesome lineup is the lack of quality pitching. That's right, they can't hit the broad side of a barn, much less the strike zone. In a usual season, only two of the five starters have an ERA of less than 4.00. But with this kind of offense, who cares about pitching?

Favored TEK's include the Cottontail and Jack light TEK's; the rugged Thunderbunny heavy TEK, and the pride of the assault forces, the BunnyMaster.

Death from Below: This is a special maneuver taught to Purina TEKwarriors for use when all else has failed. If the TEKwarrior has found that he is about to be destroyed, but his TEK still has Coil Springs, he may choose to die gloriously by doing this maneuver. In any adjacent hex to the target, the TEKwarrior does a back flop onto his Coil Springs and launches himself face first into the target. This maneuver is a -1 To Hit, and rolls on the Punch chart for location. It does Kick damage to the target, and half that damage to the attacker's cockpit. This hurts a whole bunch.



House Low The Conniption Confederation

A delicate set of maneuvers involving backstabbing, bushwhacking, and cheating at cards, has allowed the insidious House Low to assume control of the Conniption Confederation. Never a strong team, this Franchise starts most seasons with the goal of finishing higher than the cellar. This goal has only been fulfilled twice, right after the Break began; and when they made it to the finals of the Second Minor League Playoff, where they were swept in four games by House Deviant.

Their management is clever, but a roster of nameless stiffes and overpaid Free Agents leaves little hope of this Franchise ever being anything but a doormat for the rest of the Infield. Maximum Low, Owner and General Manager of the Franchise, is vastly impressed with the sinister methods he used to secure his control of the team. It is unfortunate for this Franchise, but no one else is very impressed. Or scared. In fact, there is nothing like a series against House Low to improve a visiting team's record.

History

House Low, the House of the Maximum Mouse, has survived since the start of the AllStar Break primarily because no one has the cash to buy this team and move it to St.

Petersburg. Like the proverbial Rastros of the Big League, this team is in desperate need of a guiding hand to shed the Free Agents and build up a new team from the farm system (Jerboa-Desert League). This team plays lousy .400 ball, and is capable of playing much worse than that in any given season. At one point they were so bad, AllStar was going to drop their games from the Big League Radio Network. Mousetropolitan Stadium is a miserable place to play, but somehow this Franchise eeks out a even record at home. They are awful on the road, at one point losing 20 games in a row. House Deviant is regarded as the big rival, at least from the point of view of House Low. House Deviant regards them as a speed bump.

Owners



Maximum Low

Confederation Consolidator

Owner and General Manager

Plots, schemes, dirty rotten low-down nasty tricks, and a kick-them-when-they're-down attitude, this summarizes the nature of the Maximum Mouse. Old Age and Treachery go together well with this character, who can't even make reservations for dinner without bribing somebody. By careful planning and well-

conceived schemes, Maximum Low has managed to outsmart himself on a regular basis for the last 70 years. The only hope for this Franchise is that the old guy kicks soon and leaves control of the team to someone competent. Or at least lucky. No one in the entire Infield is as unlucky as this guy.



Optimum Low

Supposed Heir to the Maximum Mouse, But a Bit of a Wimp

A skilled TEKwarrior, and a calm, quiet, retiring sort of fellow. This is because whenever he opens his mouth, he manages to insult someone. But he is SMART, and stays quiet most of the time. And handsome. Way handsome. Did I forget to mention that he is sensitive, and caring, and likes sappy 60's love songs? Yup, a bit of a wimp.



Climax Low

Disreputable Daughter of the Maximum Mouse

Everything nasty about Daddy; double it in this case. She is overprotective of Brother dear, and unreasonably proud of being Low. But she is strong willed to a fault, and almost as smart as her brother when stupid emotions don't get in the way. This makes her the best choice to take over the Franchise when the old mouse kicks off. Too bad she doesn't have a prayer. The Confederation would shatter into a bizillion pieces if she tried to actual take over. This is because the mice seem to have a problem with...girls.

Roster

This Franchise has a terrible starting lineup, with only a couple of dangerous hitters and one quality pitcher. They don't make too many errors, but they give up so many runs that they never get much of a chance to win.

Ten lousy assistant managers and coaches handle a lineup of 48 regiments of Critter TEK's. Regular season games are held against House Deviant and House Mongrel, with a mid-season road trip to House Katzen and exhibition games against House Purina and Free Agent rosters. They seem to play pretty well at home. In night games. Against left handed

pitchers. On even numbered days. But otherwise they stink.

A totally sycophantic front office backs up the utterly suspect management, but a reasonably good farm system gives them some tiny hope for the future, if they aren't bought and moved to Florida.

Preferred TEK's and Combat Techniques

The Conniption Confederation Combined Command (ConConComCom) is weak in every position except catcher, where they seem to get a lot a practice blocking pitches in the dirt. An entirely mediocre collection of light, medium, and heavy TEK's, with nothing in the heavy hitting assault category. A terrible shortage of PPC's leaves this staff with a bunch of AC spitballers on the staff. These guys just are not up to Minor League quality. But then again, they ARE mice.

The preferred TEK's of this Franchise are...anything they can get their paws on for cheap. A polyglot of TEK's in lousy repair fill their ranks. The best they have are re-armed Mafroggers with AC's on one or both arms, and a whole bunch of UrbanMouse city fighting TEK's. A few Snyders and some old TrenchBucket fireworks TEK's round out their force.

The Low Blow: This is a special maneuver taught to TEKwarriors from House Low. When given the opportunity to slide into Pound'n range, the TEKwarrior comes in with cleats high to try to catch the opposing TEK in the...um...head. Well, you know... This is a 'punch' maneuver that does an automatic ...um...cockpit...hit, but it is +4 vs. To Hit and leaves the attacker prone after a running move. For every Two Hexes of movement, the attacker takes 1 hole in the Feet location.



House Mongrel The Flea Worlds League

This Franchise has been loaded with potential for the last oh, 50 seasons. When looking at this team, its a wonder they have never finished above third in the standings. The lineup is fairly strong, the management pretty clever, and they even have some real bulls in the bullpen. But front office problems, and a history of lousy player attitudes, leave this team with seriously bad clubhouse morale.

This Franchise is always looking for a good trade, that is, one that gets rid of one of the players with a lousy attitude. House Mongrel has traded away some of the best players in the league. On a different note, this Franchise has the worst relationship with AllStar. First, General Manager Jaundice Mongrel tried to take over the local broadcasting rights. Now, one of the most promising members of this Franchise has gone on to a successful career calling games for the Big League Radio Network.

History

The Flea Worlds League is the oldest of the Minor Leagues, holding a bush league charter from back in the Honus Wagner days. This team is a showcase for a collective of local minor league (A and AA) clubs, not a monolithic class AAA Franchise like the other teams (House Deviant, for example). Always a contender, never a winner.

This Franchise has found more ways to blow it by July than any other team since the Giants of the Big League. They are not expected to do well in the Fourth Playoff, but not too badly either. They play well at home, and well on the road, but manage to lose about 20 games in a row in the middle of the season. Clubhouse infighting, and plots and schemes by the divided Ownership, have left this team rudderless at critical junctures. Of course, when one considers the number of different breeds in the Flea Worlds League, it is a wonder that they can play together at all. For the future, look to the AndErUm Rebels (Frontier League) and Ornamente (Kennel League) to produce some real talent.

Owners

The ownership of this Franchise is broadly held by over 700 investors as a limited partnership. This leads to rather confused board meetings. Significant members of the Head Office are:



Jaundice Mongrel
Captain-General Manager of the
Flea Worlds League

Part-Owner

While getting on in years, this powerful minority Owner of the Franchise has managed to keep some sort of order in this dog-eat-dog organization. His greatest success has been the signing of the Concord of Kompost, an agreement to unify the Scouting Combines of House Mongrel, Purina, and Low.

While he has no love for Maximum Low, the Captain-General Manager sees this agreement as the best hope for a winning season against House Katzen. This would be a first, as Mongrel has shamefully dropped the series against Katzen for the last 38 straight seasons. The shares controlled by Jaundice Mongrel are expected to pass to his heir, but no one knows who that heir is. Out of ten litters sired by Jaundice Mongrel, only a couple of pups survived...



Tonsillitis Mongrel
Just an AllStar Broadcaster,
Honest!

Sixth pup of the eighth litter sired by Jaundice Mongrel (and?), Tonsillitis Mongrel has gone on from a modestly successful Kennel League stint to call games on the Big League Radio Network. This career choice supposedly precludes any inheritance of the Franchise, but expert observers point out flaws in that supposition. All the other surviving pups are either too stupid to be Captain-General Manager, or are spayed/neutered and can thus have no heirs of their own. There is also rumor of a secret deal where the Franchise will buy Tonsillitis out of his contract with AllStar, but all sources of that rumor have coincidentally disappeared.





Dame Corgi Harrumphries

**Commissioner of the
Frontier (A) League**

Part Owner

A successful FLYwarrior in her youth, Dame Corgi has gone on to be Commissioner of the single A Frontier bush league, a member on the Board of the Franchise, and to become the most notable pain in the neck to Jaundice Mongrel. It is not clear if her goal is to make AndErUm the home field for a new AAA Franchise formed with the Fallopians, or whether she just feels the need to mess with anyone who can tell her what to do. Her constant plots, either alone or with the management of the other bush leagues in House Mongrel, may be inspired by the proximity of the border with House Low. Nobody in this Franchise likes Maximum Low. But then, who does?

Roster

This Franchise has an acceptable starting lineup, but a shallow bench. Twenty assistant managers, coaches, and hangers-on lead a lineup of 60 regiments of Critter TEK's. A terrible front office compromises most of the advantages of this Franchise.

The farm system is very broad, with two class AA (Kennel and Pound) and six class A bush leagues. Regular season games

are held against House Low and House Katzen, with a home stand against House Deviant in mid-season. Exhibition games are played against House Purina, and the schedule is padded with games against the local bush league teams anytime one of them gets delusions of competence. This Franchise usually manages to play .500 ball by the end of the season, but they are out of contention by then. Clubhouse dissent is so rampant in this Franchise that trades can occur with little warning, and little is gained by such except a little peace and quiet.

Preferred TEK's and Combat Techniques

The League Central Conspiracy Command (LCCC) directs the lineup of this Franchise, and has favored medium and heavy TEK's for a number of years. The lack of power-hitting assault TEK's in the farm system has led to a dependence on a 1-2-3 hit-and-run offense. Below the 5 spot in the order, this Franchise has little pop with the bat, but good speed. Defense is usually acceptable, but the high number of inexperienced bush league players brought up after trades makes this team rather suspect in the clutch. The spotty nature of the all-Dalmatian pitching rotation is only slightly improved by the addition of Free Agent Bovines to the bullpen. And they really stink up the place...

Favored TEK's include the Mastiff and D0-BRMN heavy TEK's, the LunchBack medium TEK, and a number of medium and light TEK's that bring Coil Spring speed or reliable middle infield gloves to the lineup. The home-grown Wormies II TEK offers some promise, but has yet to see Playoff action.

House Katzen

The Feline Commonwealth

Third place last season, but with the best defense in the Infield, the Feline Commonwealth is a strong contender to win when the Fourth Minor League Playoffs are held. This team is know far and wide as the best at what they do, and what they do is shut down their opponent's offense. The motto of this Franchise is painted on the armor of the elite Iron Paw Regiment: Nothing Gets Through.

This team is second only to House Deviant in equipment development, and Really Defiant Industries of Hesberesberus II is the last facility in the Infield capable of manufacturing the Powerized Slugger bats. Well equipped, and directed by the able strategic skill of the Narcon, Katarina Katzen, this Franchise plays quality ball. Only a lack of speed and a doctrine of 'play-for-one-run' keep this team from going all the way. Well, that and 100 regiments of House Purina. But rumors of a secret deal between House Deviant and the Commonwealth lead observers to believe that 'the fix' must be in for the Fourth Playoff, and it doesn't look good for the fluffy bunnies.

History

The House Katzen claim to trace their ancestry back to a ballyard cat that lived under the bleachers in Big League Stadium, way back before the Break. Whatever their origin, these cats have done an able job of fielding a Franchise of Class AAA minor leaguer's. Spectacular at home, only fair on the road, this Franchise has a lifetime record exceeded only by House Deviant. Their awesome defense gives their pitchers the lowest ERA in the League, and a solid if stodgy offense gives them victory more times than not. A series of trades with House Deviant has improved both teams. To boot, the beautiful Meowlissa Katzen, daughter of the Narcon, has been the prime target of Prince Heisa

Deviant's attentions. All accusations of bestiality have been squelched, but gee, people like me keep trying to tell you about what (%\$#%\$^@ ! ^&%&(^& *%%#@ \$(/*& ^_)*&...

Owners



Katarina Katzen

Narcon of the Commonwealth Franchise Owner

Oh, wow. This cat is still beautiful at her age. And oh so smart. That must be why the Emperor and Company hate her so. The Narcon, hereditary leader of the Franchise, exercises a distant control over this team, leaving most all of the day-to-day management to the front office. But she is smart enough to have figured out that her team just can't quite go all the way. So instead, her daughter will. Eh hem. Let's just say that the Narcon has made some very smart roster moves before this season, and the Fourth Minor League Playoff is going to be good.





Meowlissa Katzen

Really Cushy Daughter of the Narcon

She's young, she's beautiful, she's smart, the most desirable female in the entire Infield, bar none. If she was just a TEKwarrior, she'd be purr-fect. Guess what. She's a TEKwarrior. A rather good one. Better than Prince Webfoot. But would she show him up. Oh, no. She's much too nice for that. Besides, she wants Mouse for dinner, and Froggy is going to get it for her.



Hans Dieter Jurgan Fredrich Sternogggle

Field Marshal and General Manager

Purr-haps this man is why the Commonwealth has not swept the regular season even though they've got a great

team. Defense, defense, that's what counts...we've got it in large amounts. As a matter of fact, Marshal Sternogggle has not ordered a planned offensive in about 20 years. He is content to let the opposition waste itself against his ingenious quadruple layer defense and then...well, he really doesn't know. Being a cat, he likes to play with them until they run away.

Roster

This franchise has the best starting defense in the League, and a pitching staff with a combined ERA too small to notice. All glove, no speed. Twelve assistant managers and coaches lead 58 regiments of Critter-TEK's. The best front office around makes up for the booooooring management on the field.

The farm system, (Alley League) provides an over-abundance of talented pitchers, and a number of trades to House Deviant has brought some pop to the batting order. Even before the trades, this team played .500 ball. Regular season is against House Purina and House Mongrel, with occasional road games at House Low. A big exhibition game is in the works with House Deviant if The Frog ever gets around to popping the question to Meowlissa Katzen.

Preferred TEK's and Combat Techniques

The Feline Commonwealth Forces (FCF) use only the best in huge, top heavy TEK's with tons of armor and big big big guns. This lineup is all .200 batting average powerhitters with a perfect fielding percentage. Two guys are on the bench as pinch runners if by some chance one of these home-run-kings only gets to first base. Which is where Price Heisa got to with...never mind. The preferred combat tactic is to stand out in the field, catch everything, and throw it back. Great defense, but a lousy way to advance.

CRITTER-TEK

Preferred TEK's include almost everything in the heavy and assault classes. The mainstay of the team is the ARN-1D Shvartsenegger Assault TEK, the biggest TEK ever built. Other units use the custom built medium TEK, CEC-1L Fielderman, armed with a ready-to-use Powerized Slugger. As this TEK gets a club for free, in violation of the TEK building rules, the Felines get no special TEKology or maneuver.



AllStar The Blessed Order of Roselle

The ancient traditions of Broadcasting have been preserved since the Break by a bunch of packrats called AllStar. These guys are sweet and kind, and have no ulterior motives what so ever...Well, maybe. Over the years, they have adopted a pseudo-religious nature to justify the fact that they have control over three important elements of the Infield. They control the MLB Statistical Computer, which records all individual and Franchise statistics. All the games played in the Infield are officiated by AllStar umpires from the Really Orthodox Machination. Most importantly, all the games are broadcast over the Big League Radio Network, and all advertising revenue goes to AllStar. Now, because they are such great guys, AllStar uses all the

income from covering games to sponsor AllStar Exploratory Missions to the far reaches of the Outfield to find...well, we don't know what they find. It's a secret. There is one more mystery about AllStar. Wasn't Roselle football? Never mind.



The Big League Radio Network

Back in the good old days, before the designated hitter and the beginning of the Break, games from all over the Major Leagues were carried on the Big League Radio Network. This brought joy to children and fans everywhere, and kept everyone up to date on the standings and roster moves made by the clubs. But that was a long time ago.

Now, beady eyed Rats of the Blessed Order use every technical trick in the book to keep the old transmitters working. The system works by having a bunch of broadcast centers scattered throughout the Franchises, and local repeaters on most worlds. Games are called by AllStar broadcasters and sent out over the Network to the local repeaters for local listeners. Of course, AllStar reserves the right to blackout areas close to the game to

avoid undercutting attendance, and it is said that they refuse to broadcast to any Franchise that interferes with AllStar umpires or statisticians. But no one would do that, right?

AllStar Exploratory Missions

Now this is a big secret, so don't tell any one. Some observers think that AllStar is trying to dig up old Big League equipment like Catcher's Armor and even the long outlawed Aluminum Bat. No one knows why they would be doing this unless AllStar has a secret plot to try and take over the Infield. That would be wrong. They don't even play baseball. They're only umpires. They could screw up everything. The Fourth Minor League Playoff is coming up real soon, and who ever wins the Pennant will have the best claim to being Major League quality. AllStar wouldn't try and mess that up, would they? (Please look surprised when AllStar trots out their AllStar team and tries to take over. Otherwise, they might suspect you knew something and have to SQUISH you. Thank you.)

Bleacher Bums and Foul Territory

Way outside the Foul Lines, a long way from the Infield, things are pretty tough. All manner of Bleacher Bums hang out there, harassing and annoying fans and players. These guys are really nasty. They sit in seats they didn't pay for. They throw beer at the visiting bullpen. They say nasty things to people sitting near them. And they don't take their hats off for the National Anthem.

Oh, they are rotten guys. Like King Overweight of Overbite, the PRESTONE pirate. And the evil Redjac!-Redjac!-Redjac!-Redjac! (shut up!), who used to be a Minor League player before he walked out of Spring Training during a contract dispute, never to be seen in uniform again. Yup, these guys are bad. But every so often nice people end up sitting in the Bleachers, like Killya Cylently, Magpie of Fallopus. She leads an all girlcritter team who play pretty good Bush League ball, and conspires with Dame Corgi Harumphries of AndErUm against House Low. Anybody who conspires AGAINST Maximum Low is an OK person. And in this case, really cute, too. But not as cute as Meowlissa Katzen. Nobody is that cute.



Free Agents



Wolff's Baboons

One of the great mysteries of the history of the universe, Wolff's Baboons are the most feared and respected of the Free Agents. These deadly mercenaries appeared out of thin air a while back, for no apparent reason. (Not anymore...) Since then, the unit has served on the roster of each and every one of the franchise houses, probably for some clever reason. (Really?) They are equipped with TEKs of a design not seen since the Big League, because the Scriptwriter thought it was cool. Most importantly, they are the parent organization for the Black Hippo Company, the absolutely most feared and respected mercenaries in the universe. A few details about this unit are worth mentioning.

Battle Record

This feared and respected unit has never been defeated on the field of battle, preferring to get butchered to the last couple of TEKs rather than yield. To date, no one they have fought has had any TEKs left standing after an encounter. These days, most foes tend to flee at the sight of the unit banner. Of course, most of this reputation is caused by the feared and

respected scriptwriter being on their side (see *The Scriptwriter Is On Their Side*, below). The rest of their reputation is founded on the presence of the feared and respected Black Hippo Company, the most feared and respected mercenary company in all universe. Did I mention they are feared and respected?

Managers

The managers of this feared and respected unit are known for their tactical brilliance and daring-do on the field.



Hymie Wolff

General Manager of Wolff's Baboons

Hymie Wolff is more than competent as the leader of this unit, and has successfully managed both in the front office and on the field. He is of unknown background as he, like his unit appeared out of thin air, for no apparent reason. (Hah! We actually know that he comes from the Crans, but no one knows that until later...) His tactical brilliance makes him a feared and respected opponent.



Natasha Immenski **Captain of the** **Black Hippo Company**

Natasha Immenski is the feared and respected captain of the most deadly unit in Wolff's Baboons. Her tactical daring-do, silly clothes, and total confidence in the scriptwriter have lead to a winning streak unsurpassed since the days of the Big League. In fact, most of the rest of Wolff's Baboons seem to exist purely to soak up damage while the Black Hippos win the battle. To the delight of the scriptwriter, she is also prone to falling in love with important players in other companies of the Baboons just before they get themselves killed off.

Roster

Wolff's Baboons has five line regiments of three battalions each. Each of these battalions are made up of three companies of three lineups (four TEKs each), all of whom stand around looking good while the feared and respected Black Hippo Company mops the floor with the enemy. Additional assets include a fire support battalion, three Flyer squadrons, a recon battalion, a support vehicle battalion, a killer souvenir sales apparatus, the Mastodon Battalion, and the Seventh Kangaroos.

Preferred TEKs

Due to the entirely fabricated manner in which this unit was introduced, it is not surprising that they are equipped with TEKs that date from the Big Leagues, and are by definition vastly superior to anything anyone else has on the field. It is perfectly acceptable to define this unit as having totally optimized TEKs in whatever number are required to just barely win against overwhelming odds.

The Mastodon Battalion is the only unit besides the Black Hippos that is permitted to win battles by themselves. This unit is equipped exclusively with the PKD-1M Pachyderm Assault TEK. This unit is required to show up late for the battle and turn the tide, save the day, etc. Early deployment of this unit is not permitted by the scriptwriter, but that's ok (see below).

Special Rules

Seventh Kangaroo **Sneak Attack**

This unit starts the battle off the field. This does not impair their ability to influence the battle.

Roll one six-sided die. The result is the number of turns before the enemy notices that Seventh Kangaroo is sneaking into their dugout, working in the ammo dump, and serving meals in the officer's mess.

Roll one more six-sided die. The result is the number of turns it took Seventh Kangaroo to make the enemy position totally untenable. If the second die roll is equal or less than the first die roll, there is nothing the enemy can do about it.

If the second roll is greater than the first, this is the number of turns that the enemy has to detach a full Battalion of TEKs, vehicles, or infantry from the battle and exit them off the rear area to thwart the raids and dirty tricks of Seventh Kangaroo.

Failure to do so results in the enemy position becoming untenable.

If for either reason the enemy position becomes untenable, the enemy has six turns to escape off the sides of the battlefield. Any units left on the field at that time are declared defeated and will surrender or die. Immediately. The feared and respected Black Hippo company gets all the credit for this stunning victory.

Seventh Kangaroo always survives these raids. Only on a series of a one on the first die and a six on the second die does the unit take any casualties. In that case, one company of the unit is eliminated, including any vehicles or TEKs attached.

The Scriptwriter Is On Their Side

At the critical moment of the battle, when all seems lost and Natasha is down to her last spitwad, this unit is allowed to declare "The Scriptwriter Is On Our Side!" This allows any unit to be moved anywhere on the battlefield, and all ammunition to be redivided to those who need it. At this time, the Mastodon Battalion may enter the battle from any direction. All off-map artillery and Flyer strafing runs hit the intended target hexes, and the most powerful enemy unit in line-of-sight of Hymie Wolff's personal TEK must immediately surrender, run away, or change sides (Wolff's choice).



The Swell Hounds

Among Free Agents, the name of Morgan Swell is held in the highest esteem. This legendary leader and tactician has set the standard for Free Agency in the Infield. Their standard contract, three years with MVP bonus and a no-trade clause, is now the yardstick against which other deals are measured.

Battle Record

One of the best teams around, the Swell Hounds never lose. Unless they have to. Like to move the story forward. Or to sell another book. As a matter of fact, if they could just jettison their scriptwriter (who is not quite as benevolent as the Baboon's Scriptwriter), there would be little standing in their way as the premier Free Agents of the Infield. But, of course, book sales are more important.

The Swell Hounds are normally in the employ of either House Katzen, or House Deviant. Whichever is more exciting at the time.

Managers



Morgan Swell

General Manager of the Swell Hounds

Legendary leader of the Swell Hounds, Morgan has been a respected (but not necessarily feared) Free Agent for a long time. He and his brother Dan formed the unit when they were kids, and their parents never let them forget. This was at least the excuse used for the silly name.



Daniel Swell

Little Brother of Morgan

Constantly trying to live in his brother's shadow, the angst of this situation has led to many an exciting plot twist. And sold a book or two.

Roster

The Swell Hounds field just one Regiment of TEKs. Believing they can handle anything, the unit is made up of a cross section of TEKs, from light to assault. 2 assistant coaches help manage this elitist and mostly successful team to the top.

Preferred TEKs

The Swell Hounds prefer a selection of TEKs. This is in the mis-guided belief that more books will sell if an assortment of TEKs hit the field. The Swell Hounds are also on the cutting edge of teknnology, getting the cream of the crop of the newest designs. The first Fielderman, for example, was sent in with the Swell Hounds.

Special Rules

The amazing Ghost TEK

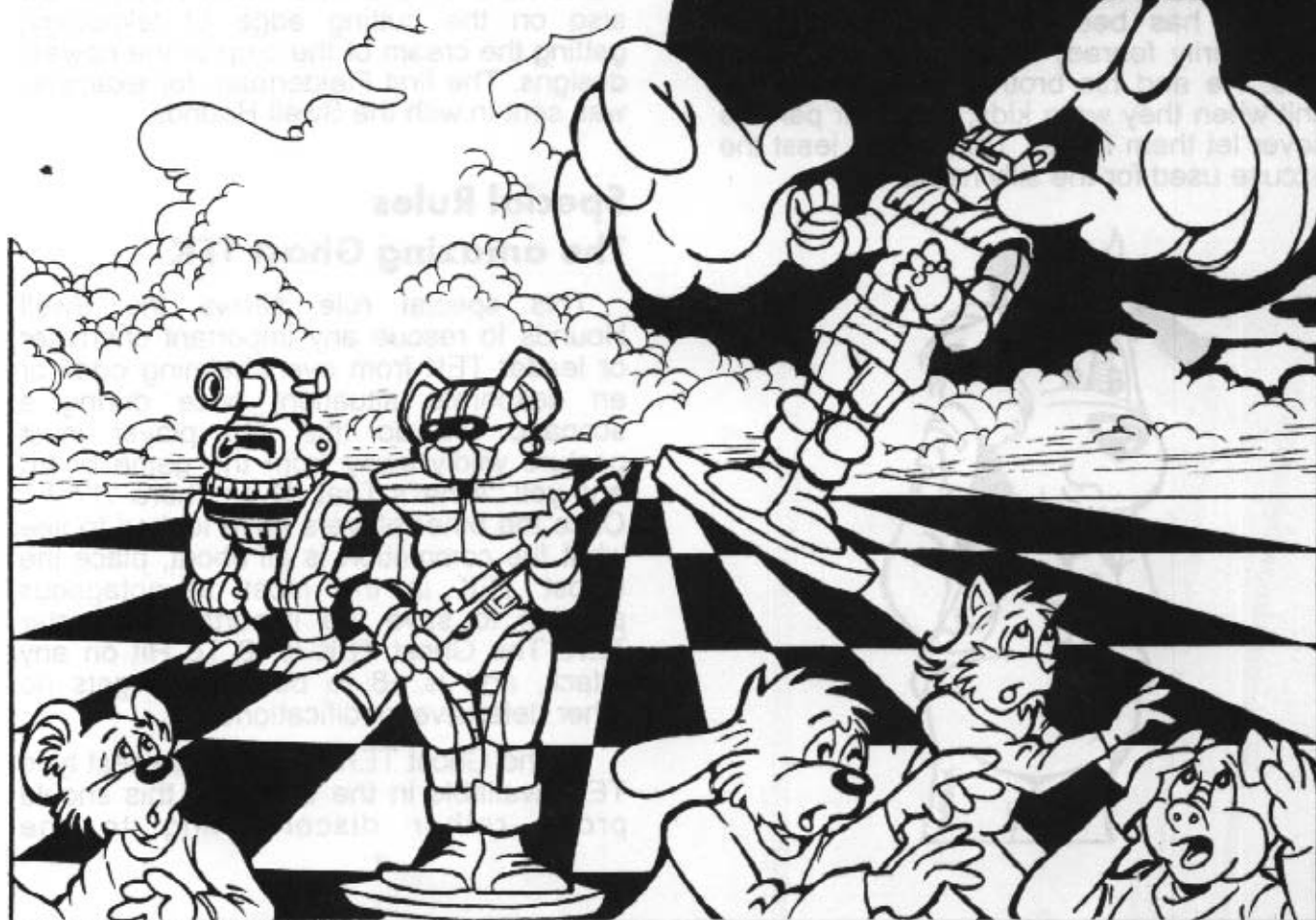
This special rule allows the Swell Hounds to rescue any important character or leader TEK from overwhelming odds or an desperate situation, once during a scenario. To do this, the player must gesture wildly away from the game board and yell "What's That, Over There ?!?!?!". Once the other players have looked to see what the commotion is all about, place the Ghost TEK in the most advantageous position to save the important character TEK. The Ghost TEK is -8 To Hit on any attack, and is +8 to be hit, but gets no other defensive modifications.

As the Ghost TEK is of the heaviest type TEK available in the scenario, this should prove rather disconcerting to the

opposition. The Ghost TEK will continue to run around blasting the enemy until it is "hit" by enemy fire or spotted by more than three Swell Hound TEK's. If either occurs, the Ghost TEK will vanish on the next turn. The Swell Hounds player must then yell "Where Did It Go ????" and look around in false surprise.

The Other Scriptwriter Is On THEIR Side

This works just like the one for Wolff's Baboons, only different. For these guys, the scriptwriter will wring the moment out to the last possible second before helping, always in the interest of pumping out a new trilogy deal. If he could just get a piece of the merchandising, I'm sure he'd be nicer. Really.



FOURTH MINOR LEAGUE PLAYOFF UPDATE

Whammo! Zammo! Just when you thought you understood what was going on in the Critter-TEK universe, it's time for a TIME WARP! It's just a jump to the left, and then a step to right right right right right. It's twenty years later, and things have been really fun.

Conflict in the Infield

Now we all knew that something had to happen, what with all the trades and posturing that was going on during the regular season. But no one could have guessed that the exhibition game that was held to commemorate the betrothal of Heisa Deviant and Meowlissa Katzen was in fact a cover for a sneak attack to start the Fourth Playoff! Everyone was amazed, especially Maximum Low. Boy, was he surprised.

A devastating road trip by House Deviant swept House Low in a five game series. House Low lost several players to injury, and almost all their pitchers to exhaustion. Playoff rules demand a terrible price from the losing Franchise, and House Low had to give up a host of bush league teams and players to House Deviant. The entire St. Hives League (AA) was bought and transferred to the Marsh League organization.

Meanwhile, House Katzen started the playoffs at home against House Purina and House Mongrel. A three game sweep against Mongrel, and a split in the four games against Purina, left House Katzen in a strong position before going on the road against House Mongrel.

After that, it was Purina at Deviant, and Mongrel at Low (a two game series, swept by House Mongrel) then Katzen at Purina and Low at Deviant. But things got really

out of hand when AllStar decided to upgrade the WrassleHog Republic's Mud-Wallow League (AA) to a (AAA) Minor League Expansion Franchise and schedule games against Deviant and Purina to try and qualify for the finals. In an amazing occurrence, AllStar lineups were sent to WrassleHog to buff up their roster. They started poorly, but then won a game in a split three game road trip against Purina, split a four game road stand against Deviant, and then swept House Purina at home in WrassleHog in a four game series.

The finals were House Deviant vs. House Purina in the League Championship. It was a hard fought seven games, with Purina staving off defeat in the sixth game, and then rolling up an impressive 27-4 victory in the rubber match. In that sixth game at Misery Stadium, the Free Agent Wolff's Baboons hit a critical Sacrifice Fly with one out in the ninth to bring in the winning run.



When it was all over, the standings were:

Franchise:	W	L	GB	%
House Deviant	30	5	--	.857
House Purina	29	6	2	.829
House Katzen	21	14	9	.600
House Mongrel	17	18	13	.486
WrassleHog AllStars	9	26	21	.257
House Low	2	33	28	.057

Twenty Year Update

It's been an exciting time in the Infield, with House Purina aching for a rematch of the Playoffs, and House Low just aching. The Froggen-Katzen Alliance has become the dominant power in the Infield, and the Deviant-Katzen marriage has by some genetic miracle resulted in an heir to both Franchises. The Captain-General Manager of House Mongrel has passed on, but no one really cares. AllStar, having revealed its sinister intentions, has become a power to be reckoned with on the field. And lots and lots to little plots involving bush league franchises and Free Agents are going on. Wolff's Baboons are slowly recovering from the damage done at Misery, when they hit the game winning Sacrifice Fly in the Playoffs, and may yet be capable of fielding a lineup.

But it looks like things are getting static, what with the dominance of Deviant and Katzen...

THE CRANS

Arrival of the Crans

Just when you thought it was safe to go back in the Infield ...things start to get weird. Now, everybody remembers Krewzinski, the great slugger who lead the Big League lineup out on strike. No one knows where they went, or what they planned to do. But now, all these years later, a bunch of teams from outside the Outfield Fence have shown up and started beating the snot out of any team they play. Who are these guys? Where are they from? Could they be the descendants of Krewzinski?

The Crans

There are a whole bunch of teams, loosely called the Crans, after their own name for a Franchise. They use Aluminum Bats and Big League equipment. They play by weird rules and customs, like the Designated Hitter. They have a weird concept of "Wa" which unites the team. They throw a lot of breaking balls, and they tend to play for one run at a time. They almost never steal bases. And they hate each other almost as much as they hate the Infield. Any list of the Crans would be incomplete, but a partial list includes:

Whales

Swallows

Tigers

Buffalos

Dragons

Carp

Lions

Hawks

The arrival of the Crans was first noticed when a small Class A franchise, House Mariner, was taken over in a fierce 3 game series. Hereafter known as House Mario, it heralded their arrival in the Infield.

Cran TEKnology

The Crans have all the Big League equipment they could want, and have made improvements on most of the older stuff. But what really makes them weird is their use of MicroTEKnology. This lets them build TEK's that have lots more room for weapons, and interchangeable weapon systems. This clever form of cheating is used in their OmniTEK's and OmniFlyers. They also build MicroTEK's, battle armor built for only one critter. One tough critter, with lots of strength and a great Slugging

Percentage. These are supposed to be the next great thing in combat, but they are so small, most critters can't even see them from up in a TEK. This is would be bad, but it is defined that these MicroTEK's can't even hurt each other without the Scriptwriter's Permission.

There isn't much of a secret to the Big League TEKology. Their radiators are more efficient than Infield Tek's because they are completely full of PRESTONE. Infield TEKs have a 50/50 mix of PRESTONE & water.

Most of the other advances are just a case of strapping together 2 of a weapon and claiming that its a SUPER weapon. Critters are generally too awed by the power to notice this cheesey play.

NewTEK and The Response of The Infield

After getting waxed badly by the Crans in exhibition games played in the off-season, the Infield Franchises have tried to figure out what to do to beat these guys. After a lot of clubhouse meetings, a couple of things were found out:

The famous Free Agents, Wolff's Baboons, are actually a Cran All League All Star Team. They came to the Infield to get in on as many exhibition games as possible before the Crans decided to try and takeover and change all the rules. After everybody got over the surprise, Hymie Wolff came out at a press conference and said that he thought the



Infield was playing by the best set of rules, and that he would tell all he knows about the Crans, just to give the Infield its best chance to defeat them. Wolff's hatred of the Designated Hitter Rule motivated everyone to try and pull together against the Crans.

AllStar continues to be sneaky and nasty, and may very well be selling out to the Crans in exchange for broadcast rights. But the clever minds at NEBBISH, and other Big League Trading Card archives, have already ripped off most of the NewTEK scientific breakthroughs made by AllStar, or each other. This means that the Infield is no more than a couple of seasons behind the Crans in TEKology, and catching up fast.

Regular Season Games Against The Crans

It has been pretty tough on the Infield since the Crans started playing regular season games against the Infield Franchises. Early in the season, the Tigers and the Buffalos smeared the WrassleHogs in a ten game combined series, leaving the entire WrassleHog lineup on the Disabled List. While various other Crans have scheduled games against the Infield Franchises, only the series between the Draconian Combine and the Tigers looks very tough. The Tigers are scheduled to play five games at WrassleHog Stadium vs. House Purina, then six games at Purina. This could be the deciding series of the season, so AllStar has hired a shiftless freelancer to write a bunch of novels about it, just like they did to immortalize the Fourth Minor League Playoffs.

TEK BUILDING



CRITTER-TEK

The following system allows players to build their own nifty TEK designs, using any mix of weapons, armor, speed, and size. Then they can blast each other to bits in the name of friendly competition.

The procedure for construction is as follows:

- 1) Choose TEK Size
- 2) Select a Powerplant
- 3) Add Cockpit and Gyro components
- 4) Realize this will take longer than first thought, get a Coke
- 5) Allocate tonnage for Framework
- 6) Determine Coil Spring capability
- 7) Add extra Radiators
- 8) Check Tonnage vs. Requirements
- 9) Add Armor
- 10) Add weapons and Ammo
- 11) Begin to wonder what possessed you to want to do this...
- 12) Complete Equipment Tables
- 13) Allocate Armor by Location
- 14) Complete Record Sheet

Choose TEK Size

TEK's come in a variety of sizes. S, M, L, XL. But hard core TEK designers use the old Big League system which measures the TEK size in Tons. A ton is a lot. Imagine if you and all your friends got together. If you have about a dozen friends, they weigh about a ton. Do not try to pick them up. A ton is way too heavy. You might strain something, or get SQUISHED if you dropped them.

Select a tonnage from 10 to 100, in 5 ton increments.

Translation: As nobody really knows what the Size means anyway, select a tonnage for your TEK. Talk to your friend in the Contracts Office and get him to take bids from the local Frame fabricators.

Select A Powerplant

The chain drive and gear mechanism for a TEK is called the Powerplant, or Engine. Which is kind of odd, but we'll go with it. The selection is governed by the size of the TEK and the walking speed desired.

TEK Tonnage X Desired Walking Speed = Engine Rating

But knowing the Engine Rating is not enough. Each Powerplant weighs a different number of tons, progressing in a fashion not entirely related to the increase in Rating. TEKnicians call this a non-linear function. We call this a really confusing tabulation. All Powerplants have a cool name in addition to their Rating, but we aren't going to list them here to try and save your eyesight. And no, we don't know why there isn't anything that weighs 6.5 tons. It just is. So get out your reading glasses, find the mass of the desired Powerplant, and then go take something for that headache.

Translation: Engine sizing is an arcane art which you will never understand. Just pick one and add it to the specifications for your TEK.

ENGINE TABLE

Rating	Tonnage	Rating	Tonnage
10	0.5	205	8.5
15	0.5	210	9.0
20	0.5	215	9.5
25	0.5	220	10.0
30	1.0	225	10.0
35	1.0	230	10.5
40	1.0	235	11.0
45	1.0	240	11.5
50	1.5	245	12.0
55	1.5	250	12.5
60	1.5	255	13.0
65	2.0	260	13.5
70	2.0	265	14.0
75	2.0	270	14.5
80	2.5	275	15.5
85	2.5	280	16.0
90	3.0	285	16.5
95	3.0	290	17.5
100	3.0	295	18.0
105	3.5	300	19.0
110	3.5	305	19.5
115	4.0	310	20.5
120	4.0	315	21.5
125	4.0	320	22.5
130	4.5	325	23.5
135	4.5	330	24.5
140	5.0	335	25.5
145	5.0	340	27.0
150	5.5	345	28.5
155	5.5	350	29.5
160	6.0	355	31.5
165	6.0	360	33.0
170	6.0	365	34.5
175	7.0	370	36.5
180	7.0	375	38.5
185	7.5	380	41.0
190	7.5	385	43.5
195	8.0	390	46.0
200	8.5	395	49.0
		400	52.5

Add Cockpit And Gyro Components

These components are really important. The cockpit contains the controls for the TEK and a really comfy seat for the TEKwarrior. The Gyro cage is the only reason these things don't fall down the instant they try to move. So, every TEK has to have one of each.

A cockpit weighs 3 tons. The Gyro cage weighs from 1 to 4 tons, and is sized by dividing the Engine Rating by 100 and rounding up.

Translation: You don't want to be uncomfortable, so put a comfy cockpit in your TEK. As you want your TEK to be able to move, spec a Gyro cage. Your friend in Contracts should be done getting bids on the Frame, so have him get some prices on this stuff, too.

Allocate Tonnage For Framework

The Framework of a TEK is the rigid structure that supports the weight of all the other components. This Framework weighs one-tenth

the mass of the design weight of the TEK. In addition, the Framework is measured in the number of Holes it can take in each location before it starts to fall apart. The table, given below, is much easier to read than the Engine Table, and tells you everything you need to know about the Framework.

FRAMEWORK TABLE

TEK Tons	Frame Tons	Center Torso	R/L Torso	Each Arm	Each Leg
10	1.0	4	3	1	2
15	1.5	5	4	2	3
20	2.0	6	5	3	4
25	2.5	8	6	4	6
30	3.0	10	7	5	7
35	3.5	11	8	6	8
40	4.0	12	10	6	10
45	4.5	14	11	7	11
50	5.0	16	12	8	12
55	5.5	18	13	9	13
60	6.0	20	14	10	14
65	6.5	21	15	10	15
70	7.0	22	15	11	15
75	7.5	23	16	12	16
80	8.0	25	17	13	17
85	8.5	27	18	14	18
90	9.0	29	19	15	19
95	9.5	30	20	16	20
100	10.0	31	21	17	21

Head/cockpit always has 3 Frame holes.

Translation: Realize some sizes are more efficient than others. Consider total redesign. Read Proposal from Structural Fabricator to determine Framework holes and wasted space. Wonder if everything is going to fit on this crate.

Determine Coil Spring Capability And Add Extra Radiators

It is always cool to have Coil Springs on a TEK. They look so good, and are useful, too. Coil Springs come in three sizes for different size TEK's. One Coil Spring gives 1 hex of Spring movement. Springs must be mounted on the Legs or Back of the TEK.

Toy Springs	10-55 ton TEK's	0.5 tons ea.
Auto Springs	60-85 ton TEK's	1.0 tons ea.
Truck Springs	90-100 ton TEK's	2.0 tons ea.

Speaking of cool, most TEK's will generate too much Sweat in action. Clever designers have mounted fans on the Engine sprockets to cool off the main Radiators, but more are needed. To do this, add extra Radiators to where ever they are needed. Extra Radiators weight 1.0 tons each. The total of 10 + Extra Radiators is the Sweat Dissipation rate for this TEK.

Translation: Contracts Office says price is way too high. Send proposal back for rebid. Remember to add Coil Springs and extra Radiators to design spec. Ask for more money.

Check Remaining Tonnage Against Required Equipment

At this point, back calculate the tonnage of your TEK and all its required components to determine if sufficient space remains for armor and weaponry.

Translation: Realize the impracticality of your initial design. Apologize to vendor for calling him names and settle on a spec and price for the Framework. Vendor begins assembly and calls to ask when the Engine and Gyro parts are coming in.

Add Armor

Now that you have settled on the design of your TEK, go out and get the armor you will need to complete your design. One ton of armor (several Sunday editions) provides 16 holes of protection. Armor may be bought in tons or half tons. No TEK may have more Armor holes than two times its total Framework holes.

Translation: Go knock over Boy Scout newspaper drive for Armor materials. Clear a working space for when your Framework arrives.

Add Weapons And Ammunition

All the neat weapons you want for your TEK are given in the chart below. If the weapon uses ammunition, the shots per ton of extra ammo is also listed. At least one ton of ammo must be purchased for each type of weapon, except MG's and Pies, which may be bought in half ton lots. Pies require no weapon system, just ammo storage. Specify flavor.

Translation: Call the guys in Boffo TEKology Labs to get the latest in Spitwads, Rubber bands, and Fireworks.

Locate All Equipment On Framework

It seems that one of the great secrets of TEK building is the rule on Critical Spaces and Locations. A TEK has a number of these, irrespective of its size. But the exact locations and the rules on Actuators and Critical Spaces were recorded in some ancient tomes. The guys at AllStar swear they have a copy in the vault, and might be willing to sell you one, but it'll cost you...

Translation: Try desperately to figure out the old Big League rules on Critical Spaces and Locations. Give up and just put the guns wherever they seem to look good.

Allocate Armor By Hit Location

Remembering the restrictions on Maximum Armor, given above, place the Armor you have bought on the TEK. Allocate the Armor by hit location, remembering that the torso has a front and a back. At no time may a location have more than two times its Frame holes added in Armor, except for the Head/cockpit, which may have 9 holes of Armor.

WEAPON COST CHART

Weapon	Tons	Shots/Ton	Crit. Spaces
Little Laser	0.5	--	1
Laser	1	--	1
Big Laser	5	--	2
Particle Pitching			
Cannon	7	--	3
MG	0.5	200	1
Tiny AC	6	45	1
Little AC	8	20	4
Big AC	12	10	7
Huge AC	14	5	10
LR Fireworks			
5-rack	2	24x5	1
10-rack	5	12x10	2
15-rack	7	8x15	2
20-rack	10	6x20	5
SR Fireworks			
2-rack	1	50x2	1
4-rack	2	25x4	1
6-rack	3	15x6	2
Flamethrower	1	--	1
Cream Pies	--	2	1
Anvil Pies	--	1	1
Boxing-Glove Pies	--	1	1

CRITTER-TEK

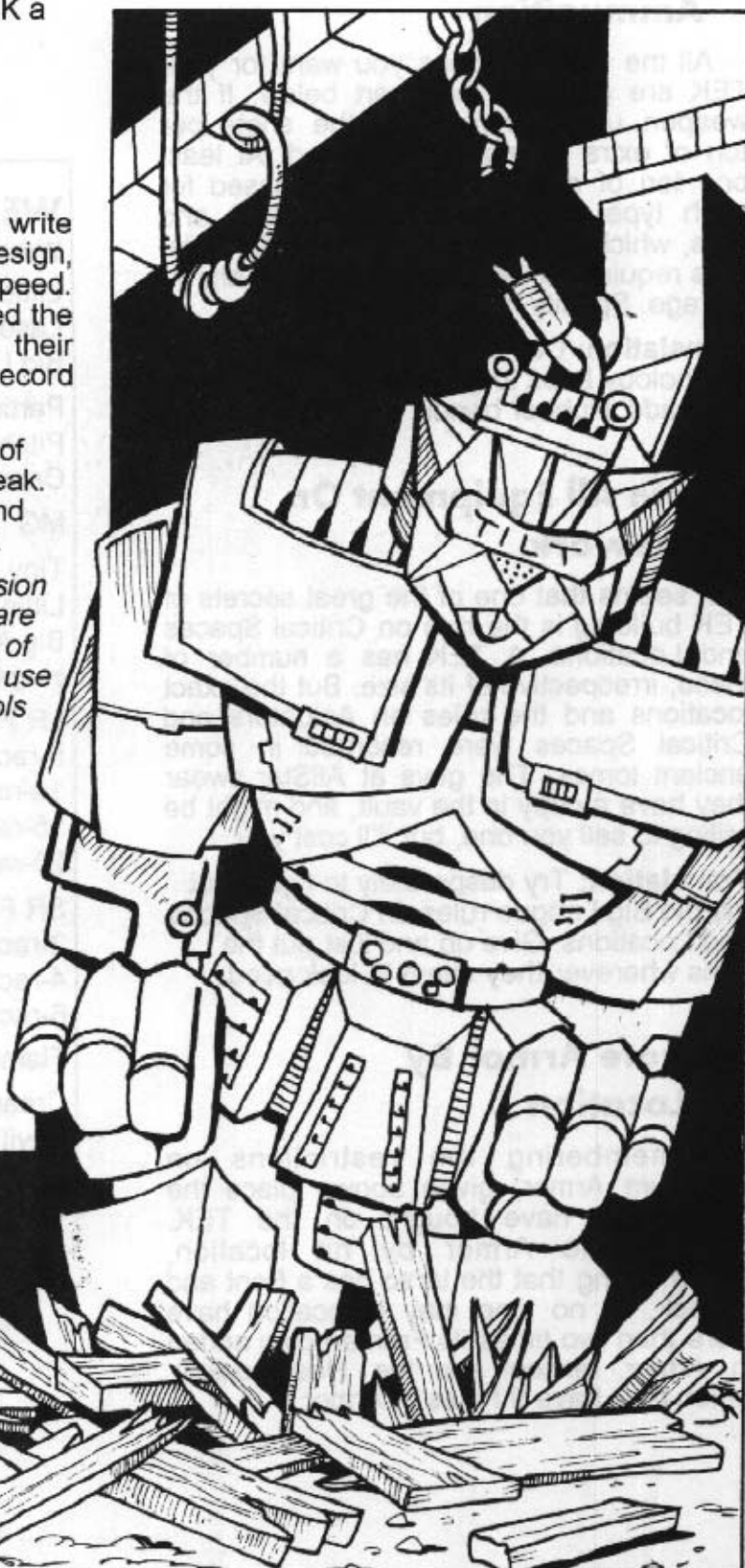
Translation: Get really gooey with oatmeal paste and stick the newspapers all over the TEK to provide armor and give the TEK a cool profile.

Note Remaining Data On Record Sheet

About all that is left to do is to write down the Name of your new TEK design, and to note its walking movement speed. You determined that when you spec'd the Engine. Note all such particulars in their assigned spaces on the TEK Record Sheet.

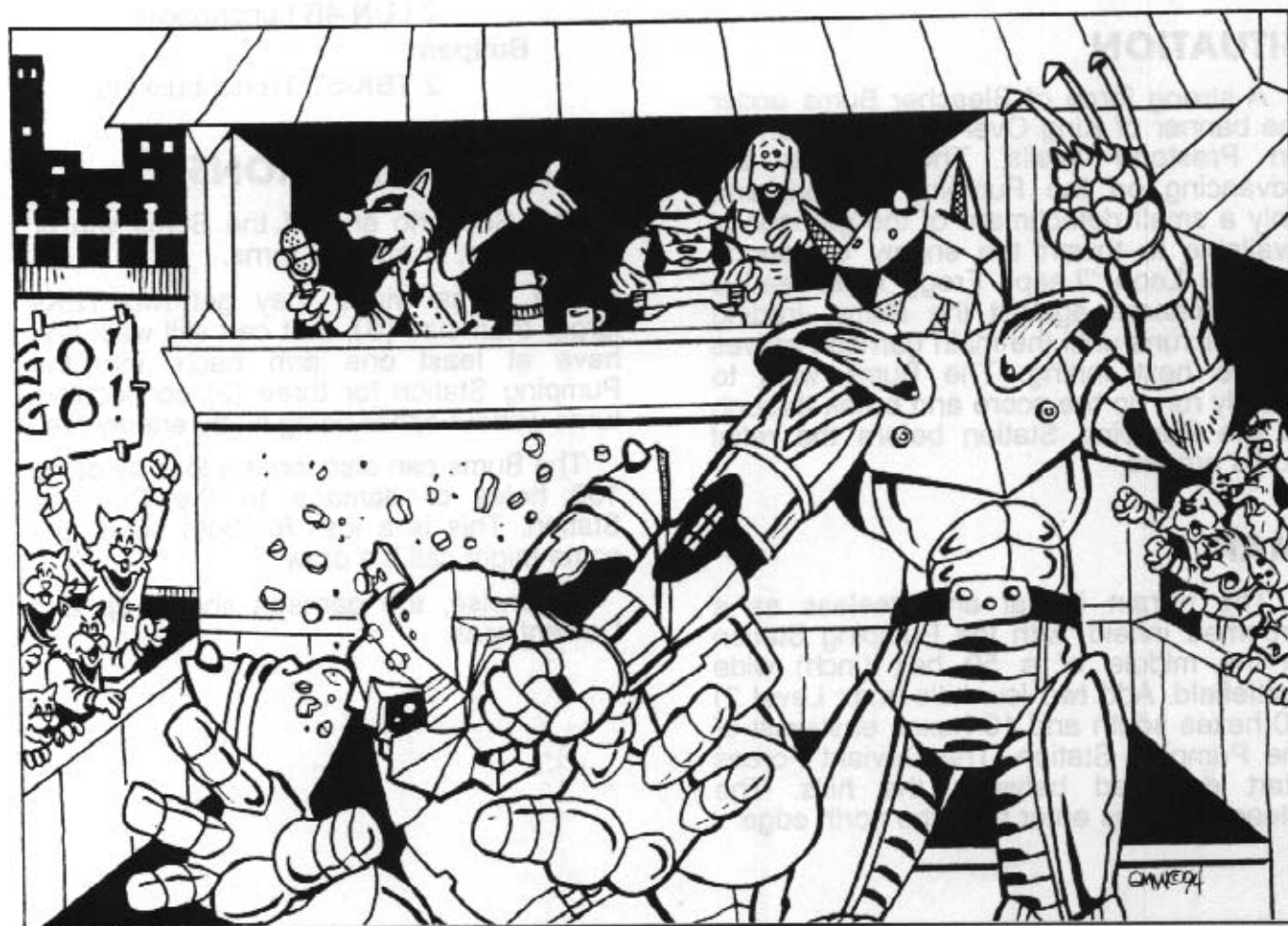
Translation: Discover that the secret of Record Sheets was lost during the Break. Realize you have been had. Go out and buy the game with the Record Sheets.

(Editor's Note: By the special permission of the Big League Commissioner, we are allowed to reproduce an archival copy of the venerable Record Sheet. Its exact use and the meaning of the strange symbols remains unknown.)



CLASSIC GAMES

PLAY-BY-PLAY



RAID ON PRESTONE WELLS

HISTORY

Late one season, in the years between the Third and Fourth Minor League Playoffs, House Deviant found their border under constant attack by Bleacher Bums. Many worlds were looted by the cruel barbarians, and many more were saved by desperate efforts of brave Deviant TEK warriors. One world was critical to both forces: Prestone Wells. The only large source of the vital PRESTONE radiator fluid under Deviant sovereignty, this world was heavily garrisoned. The barbarian assault was the high water mark of their raids, and only the tenacity of the defenders turned back the evil horde.

SITUATION

A strong force of Bleacher Bums under the banner of King Overweight has landed on Prestone Wells. Their forces are advancing on the Pumping Station, and only a small detachment of the garrison is available to thwart the enemy onslaught. Colonel Leon "Leap" Frogg must lead a countercharge against the Bums, trading outs for runs until the main garrison arrives in the next inning. The Bums wish to quickly run up the score and break through to the Pumping Station before the relief corps arrives.

MAP

The terrain is flat and treeless as a groomed infield, with the Pumping Station in the middle of a 50 hex (inch) wide battlefield. Add two low hills (max Level 2) 10 hexes south and 10 hexes east/west of the Pumping Station. The Deviant Forces start deployed between the hills. The Bleacher Bums enter from the north edge.

FORCES

DEVIANT:

Lead off Lineup:

4 RUN-1T Cottontails

Clean up Hitters:

4 ENF-4GR Enfrogers

BUMS:

Lead off Lineup:

2 RUN-1T Cottontails

1 JCK-9R Jack

Clean up Hitters:

2 D0-BRMN Dobermans

2 LUN-4B Lunchbacks

Bullpen:

2 TBK-5T Trenchbuckets

VICTORY CONDITIONS

This Scenario ends if the Bums win or force a loss, or after 30 turns.

The Bums win if they get two TEKs larger than size (S), that can still walk and have at least one arm each, into the Pumping Station for three (3) consecutive turns without either being hit by enemy fire.

The Bums can also force a loss by doing 100 holes of damage to the Pumping Station. This is a loss for both sides, but some might call it a draw.

Otherwise, the garrison shows up and Deviant wins.

HIPPOS AGAINST THE COMBINE

HISTORY

In the glorious history of Free Agents, no unit is more feared and respected than Wolff's Baboons. They have fought for and against every Franchise House, but their most daring battles have been against the insidious rabbits of the Draconian Combine. In an extended action on Ramalamadingdong, elements of the Baboons came up against the Second Bat of Light Regiment. The objective was simple. Engage the Purina TEKs and pin them in place while the main force sweeps around the flanks. But no one planned on how Natasha Immenski would interpret those orders. By the third inning, the Black Hippo Company was launching a deadly Frontal Assault on the Purina dugout. The brawl went on for two hours.

SITUATION

*Having destroyed the line battalion of Purina TEKs facing her formation, the Black Hippo has broken through to the enemy dugout and she intends to personally whup the entire Draconian coaching staff. Unfortunately, her lineups have taken a few holes and are down to half their basic load of spitwads and fireworks. The Draconian Manager has available his coaching lineup, two pinch-hitter lineups, and two full lineups of relief pitchers from the bullpen. They intend to show this uppity broad a few things about baseball.

SPECIAL RULES

Note that the Seventh Kangaroos are not available for this scenario, and also note that calling upon the most venerable Scriptwriter can only be used to rearrange available ammo and/or allow the Hippos to escape the battlefield.

MAP

This battle is fought on regular map sheets at least 40 by 50 hexes with broken terrain and lots of shallow water. The Draconian forces may place their dugout on any clear hex at least 10 hexes in from any map edge, and the Black Hippo Company may choose to enter on the first turn from any map edge. This edge is defined as south. The Draconian relief pitchers enter from the north map edge on the first turn. All other Purina TEKs must set up within 10 hexes of the dugout.

FORCES

WOLFF'S BABOONS:

Black Hippo Company:

3 Lineups of

4 H1-PP0's each

All TEKs have taken 1D6 holes of armor damage in one random, non-cockpit location. All weapons that use ammo are at one half of full magazine capacity. If using TEKwarrior rules, all members of the unit are Veteran TEK warriors except Natasha, who is an Elite.

PURINA:

First Bench Lineup:

4 DAV-1S Dodgermen

Second Bench Lineup:

4 JCK-9R Jacks

Headquarters Lineup:

2 BUN-1R Bunnymasters

2 TDR-5B Thunderbunnies

First Bullpen Lineup:

4 BUN-1R Bunnymasters

Second Bullpen Lineup:

4 TDR-5B Thunderbunnies

If using TEKwarrior rules, all TEK warriors in the Second Bench and Bullpen Lineups are Green, and all TEK warriors in the Headquarters Lineup are Veteran.

VICTORY CONDITIONS

This scenario ends after 40 turns, or if the Black Hippo Company withdraws off the map edge they entered, or if one force is wiped out. The Purina forces may not withdraw.

Wolff's Baboons instantly win if they knock out all TEKs in the Purina Headquarters Lineup and withdraw without losing Natasha's H1-PP0.

If the Black Hippos destroy at least two Purina TEKs, victory goes to the side with the most enemy tonnage destroyed.

Otherwise, Purina wins a minor victory.



ALLEY LEAGUE ALLSTARS

HISTORY

At the height of the Third Minor League Playoffs, Franchise Purina was on an eleven game winning streak. The forces of House Deviant and House Katzen had lost any momentum to the rascally rabbits. The lineups of the Imperious Imperator struck deep into enemy territory with impunity. Their next, and greatest objective was the TEK production facilities of Really Defiant Industries on Hesperesperus II. What the big bunny could not know was that Franchise Katzen had just deployed their first medium lineups of CEC-1L Fielderman TEKs. When the Draconian forces landed, they were confronted by a powerful Katzen team including a full battalion of Alley League All-Stars.

SITUATION

Dropships of the Draconian Combine have landed on the Grit Plateau of Hesperesperus II and elements of the Legions of Wega are moving forward in a sweep toward the factory complex. Further, elements of the 4th Bat of Light regiment are consolidating positions in the eastern mountains. Feline forces have made contact with the invaders and are falling back slowly toward the concealed positions of the 6th Feline Guards and 22nd Skybox Rangers. The Purina manager is unaware of the waiting trap, and his forces are advancing with abandon toward objectives south of the battle area.

MAP

Layout a battlefield 30 hexes east-west by 60 hexes north-south using standard mapsheets. The southernmost maps should include mountains with peaks as high as level 8. The middle row of maps should also be rough terrain, but with no elevations greater than level 4, and those placed near the map edge. The northernmost map sections should be low, broken terrain with only limited areas of water. Purina forces deploy 10 hexes in from the north map edge. Purina reinforcements enter on the north edge of the map. Purina units may exit off either the north or south edges of the battlefield. The Katzen recon lineup deploys in the center of the map, facing south. The Katzen blocking force deploys anywhere on the southern row of mapsheets. Katzen follow-on forces are concealed just off map (using the Old Hidden TEK Play) and may enter from anywhere on the south, east, or west map edges.

FORCES

PURINA:

Legions of Wega:

- 2 lineups each
- 3 RUN-1T Cottontails

Recon lineups:

- 1 JCK-9R Jack
- 1 lineup of
- 4 DAV-1S Dodgermen

TURN 5 Re-enforcements:

Legions of Wega:

- 2 lineups each
- 2 JCK-9R Jacks

Heavy Hitters:

- 2 D0-BRMN Dobermen

CRITTER-TEK

- 3 lineups each
- 2 TDR-5B Thunderbunnies
- 2 BUN-1R Bunnymasters
- 1 lineup of
- 4 TBK-5T Trenchbuckets

KATZEN

Feline Guards:

- 1 lineup of
- 3 SNY-3R Snyders

Recon Lineup:

- 1 WRM-2S Wormies II

Feline Guards:

- 2 lineups each
- 4 1-DRB-01 Hobbes

Blocking Force:

- 1 lineup of
- 4 JUN-10R Griffeyes

HIDDEN KATZEN UNITS

May enter any turn after turn 5

Feline Guards:

- 3 lineups of
- 4 ARN-1D Shvartseneggers

Murderer's Row:

- 1 lineup of 4 JUN-10R Griffeyes

Skyebox Rangers:

- 3 lineups of
- 4 CEC-1L Fieldermen

VICTORY CONDITIONS

This scenario ends when there are no Purina TEKs functional on the map. The Purina forces may have exited south, withdrawn north, or have been destroyed.

Each Purina TEK exited off south edge:

+ tons VP

Each Purina TEK withdrawn off north edge:

+ 0 VP

Each Gyro or Engine Critical on a surviving Purina TEK:

- 5 VP

Each Purina TEK destroyed:

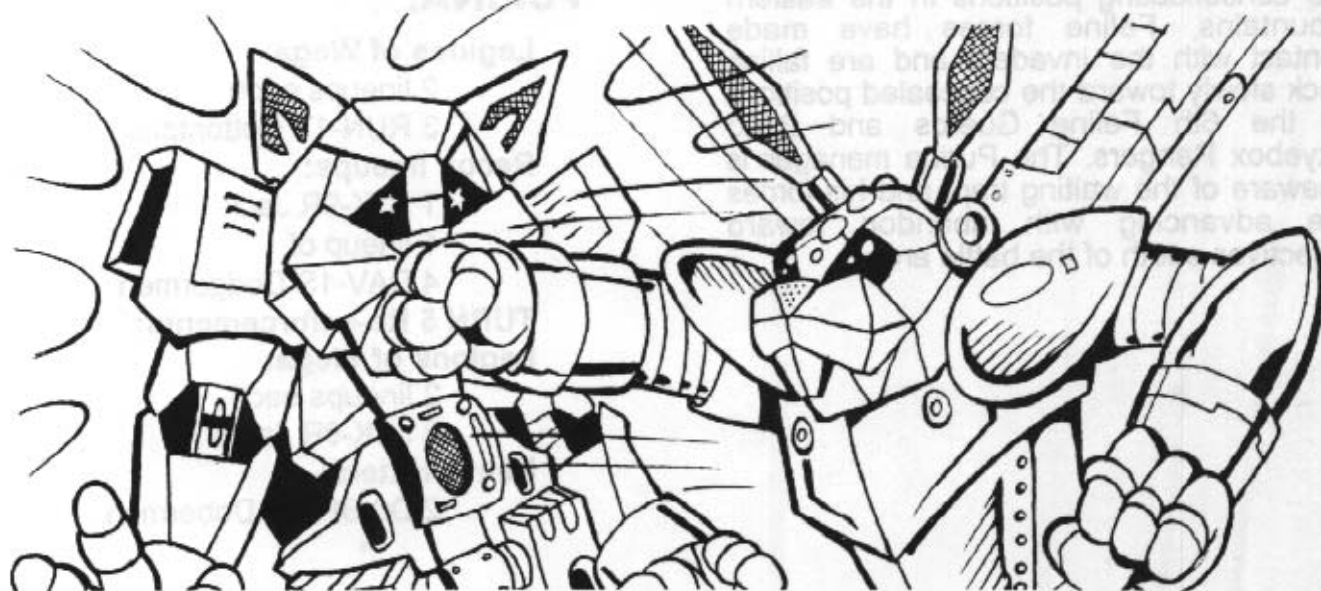
- tons VP

Each Katzen TEK destroyed:

+ tons/4 VP

TOTAL SCORE:

>=+500 VP	Purina Major Victory
>=+0 VP	Purina Minor Victory
-1 to -499 VP	Inconclusive
<=-500 VP	Katzen Minor Victory
<= -1000 VP	Katzen Major Victory



THE MALT LIQUOR WAR

HISTORY

One of the most interesting series played in the years between the Playoffs was the road swing of the ASFF of Franchise Deviant against House Low in the St. Hives Commonality. After the first two games, the fighting frogs were two and oh, looking to sweep. But Maximum Low was ready to turn the tables on The Frog. Deploying Four Regiments of starting lineups near the Beer Storage Facility, the Conniption Confederates were stronger (and drunker) than ever. It would be a tough day for Deviant pitching.

SITUATION

The Amphibian Suns Frog Forces had gained local space superiority and landed the 8th Citrus Frogilers, the 1st Regiment Crisis Lancers, and elements of three other line regiments on St. Hives. These forces have deployed widely across the planet and have already defeated several battalions of second line TEKs. As of 0600 hours this morning, Franchise Low has surged all available Flyers and the Deviant airpower has been neutralized. Two regiments of Rodent Regulars have launched a counterattack against the Citrus Frogilers, hoping to destroy the best of the Frog forces and blow the game wide open. The engagement is a brutal, crowded slugfest.

MAP

The terrain for this battle is dominated by a large (10 hex across) urban area and an adjacent 3 hex by 10 hex lake, roughly centered in a battlefield 40 hexes across. Most of the structures are light or medium buildings, but the Low player must

designate four heavy, armored buildings with gun positions (see BurrowTEK rules). The remainder of the map is basically flat with light and heavy woods and roads running north, south, east, and west from the urban area. The House Low garrison forces are deployed in the built-up area. Deviant forces that start on map must set up in the north half of the map, at least five hexes from any building hex. Other Low forces may enter from any map edge on the southern half of the map. Other Deviant forces must enter by following the north road for one move. Deviant forces may withdraw from the map by the northern map edge.

FORCES

LOW:

St. Hives Co:

- 1 lineup of
- 3 Infantry Plt w/SRF 2

Brewery Garrison:

- 1 lineup of
- 4 MKY-MO Urbanmice
- 1 lineup of
- 4 gun positions w/AC 20
- One gun per armored bldg
- (120 degree field of fire)

TURN 1 Re-enforcements:

2nd Regiment:

- 1 lineup of
- 4 SNY-3R Snyders

MacMurray Mousketeers:

- 1 lineup of
- 4 RUN-1T Cottontails
- 1 lineup of
- 4 TBK-5T Trenchbuckets

TURN 5 Re-enforcements:

2nd MacMurray Mouseketeers:

- 2 lineups of
- 4 LUN-4B Lunchbacks
- 1 lineup of
- 4 DAV-1S Dodgermen

TURN 10 Re-enforcements:

2nd MacMurray Mouseketeers:

- 1 lineup of
- 4 1-DRB-01 Hobbes
- 1 lineup of
- 4 H1-PP0 Whamhammers
- 1 lineup of
- 4 MND-0ZA SS Specials

DEVIANT:

Screening force:

- 2 lineups each
- 2 RUN-1T Cottontails
- 1 ENF-4GR Enfrogger
- 1 TBK-5T Trenchbucket

Storming detail:

- 1 lineup of
- 4 ENF-4GR Enfroggers

TURN 5 Re-enforcements:

8th Citrus:

- 1 lineup of
- 4 ENF-4GR Enfroggers

Frogiliars:

- 2 lineups each
- 4 TBK-5T Trenchbuckets

TURN 10 Re-enforcements:

(and each two turns thereafter thru Turn 28)

8th Citrus:

- 1 lineup of
- 4 MAF-3R Mafroggers

Frogiliars:

Must enter on turn available
not to exceed ten lineups

VICTORY CONDITIONS

There is no time limit to this scenario.

After turn 15:

If there are no LOW forces in the urban hexes and one DEVIANT TEK occupies each armored building hex, the scenario ends.

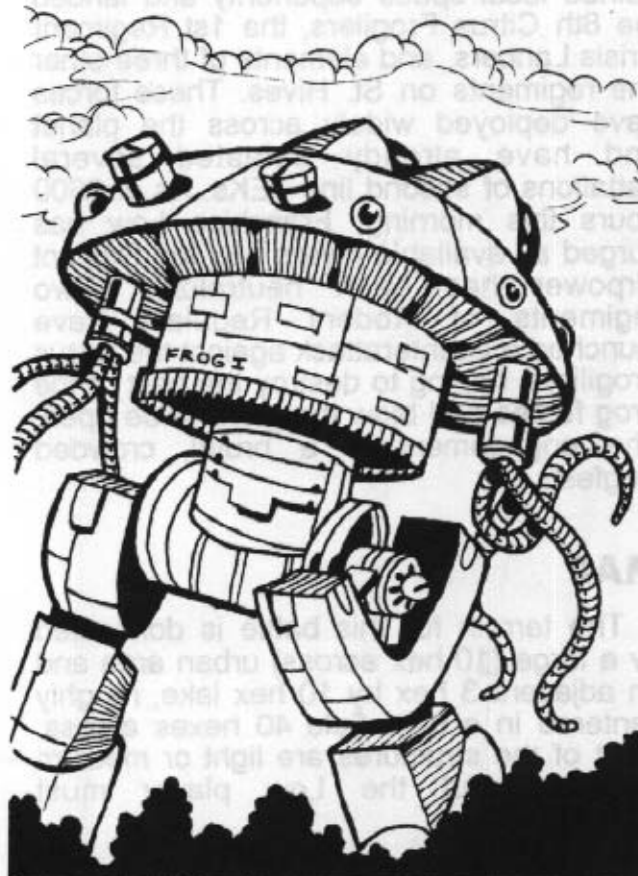
If there are no DEVIANT forces on map capable of walking, the scenario ends. Any crippled units count as destroyed.

If all LOW forces are destroyed, the scenario ends.

LOW receives 100 VP each time the DEVIANT manager commits a lineup of Mafroggers to the battle, and 1 VP per ton of enemy TEKs destroyed.

DEVIANT receives 20 VP for each armored building hex occupied by a DEVIANT TEK, and 1 VP per ton of enemy TEKs destroyed.

Highest VP total is the winner.



THE MAD MONGREL

A CAMPAIGN SCENARIO

HISTORY

The worst event in the recent history of Franchise Mongrel was the player walkout led by Androgynous Mongrel against his brother and captain, Jaundice. These dark days pitted whelp against sire and clan against clan in a bloody contest. Entire Junkyard League teams rose up in arms against the Franchise. Some garrisons joined one of the factions, others simply collapsed in disorder. Only after a devastating series of defeats was the rebellion put down. The scars remain visible to this day.

SITUATION

Rebel forces have gathered in the hinterlands of Caramello VI. Loyalist Forces led by the 1st Brigade Fusiliers of Ornemente are marching to confront the uprising. Between the armies lie six garrisons of BattleTEKs, awaiting some sign as to which side to join. Each manager may send forces to contact these garrisons, in the hope of gaining additional forces. Various meeting engagements may occur. After the fate of each garrison has been resolved, the decisive battle will occur.

SPECIAL GARRISON CAMPAIGN RULES

Each side has seven lineups of TEKs that can be used to contact the garrisons. Any or all of these lineups may be (secretly) sent to make contact, or preserved for the decisive battle.

Class 1 lineups:

4 lineups each
2 RUN-1T Cottontails
1 WRM-2S Wormies II
1 SNY-3R Snyder

Class 2 lineups:

3 lineups each
2 D0-BRMN Dobermen
1 TBK-5T Trenchbucket
1 DAV-1S Dodgerman

There are six garrisons to contact.

Garrison 1, 2, & 3:

1 lineup of
2 RUN-1T Cottontails
1 LUN-4B Lunchback
1 TBK-5T Trenchbucket

Garrison 4, 5, & 6:

1 lineup of
1 D0-BRMN Doberman
1 LUN-4B Lunchback
1 DAV-1S Dodgerman
1 MND-0ZA SS Special

For each garrison, each manager reveals what forces, if any, were sent to make contact. Roll 1D6 and consult the Garrison Chart. If, after the die roll, opposing forces are present at that garrison, conduct a GARRISON BATTLE as per below. Otherwise, add any new forces to the winning manager's total forces for the upcoming DECISIVE BATTLE. If no forces from either side contact a garrison, that lineup disbands and is no longer available.

GARRISON CHART

1D6	RESULT:
1-3	Garrison joins Rebels
4	Garrison Disbands
5-6	Garrison joins Loyalists

Modifiers:

- +1 for each Loyalist Class 1 lineup sent.
- +3 for each Loyalist Class 2 lineup sent.
- 1 for each Rebel Class 1 lineup sent.
- 2 for each Rebel Class 2 lineup sent.

GARRISON BATTLE MAP

Using standard mapsheets, lay out a battlefield 30 by 30 hexes. Place the garrison lineup, if still present, in adjacent hexes to the center of the map. Any Loyalist lineups sent to contact this garrison deploy 8 hexes in from any map edge. Rebel forces sent to contact this garrison deploy 8 hexes in from the map edge opposite the Loyalists, or from any map edge if no Loyalist lineups were sent to this garrison. Begin Combat. The side controlling the garrison lineup automatically has initiative. Forces may exit the same map edge that controlled their set up positions.

FORCES

As described above. The Rebel manager must note all expended ammo and holes of damage taken by his forces.

VICTORY CONDITIONS

Victory, as per se, is not resolved at this time. However:

This battle has no time limit, but ends when one side has fled and/or been wiped out. All surviving TEKs are returned to the force mix for the DECISIVE BATTLE. All Loyalist TEKs are repaired and reloaded.

Any Rebel TEKs that expended LRF ammo are reloaded, but no other expendables are available. No repairs are allowed for Rebel TEKs. After all six garrisons have been resolved, proceed to the DECISIVE BATTLE.

DECISIVE BATTLE MAP

Array a map 60 by 60 hexes using standard map sheets. Any terrain except urban is possible. No all-water map sheets are to be used. Loyalist deploy on any one map edge. This is defined as West. Rebel forces deploy 10 hexes in from the opposite map edge. No units may exit the map.

FORCES

LOYALIST MONGREL:

Original 7 lineups given above, less any TEKs lost in action, plus any garrison survivors that joined the Loyalist side. In addition:

Assault Force:

- 2 lineups each
- 4 H1-PP0 Whamhammers

1st Brigade,

Fusiliers of Ornamente:

- 1 lineup of
- 4 1-DRB-01 Hobbes

If using TEKwarrior rules, all are Elite TEK warriors.

REBEL MONGREL:

Original 7 lineups given above, less any TEKs lost in action, at current damage status and ammo supply, plus any garrison survivors that joined the Rebel side. In addition:

Reserve Force:

- 2 lineups each
- 4 D0-BRMN Dobermen

Force Androgynous:

- 1 lineup of
- 4 H1-PP0 Whamhammers
- 1 lineup of
- 4 DAV-1S Dodgermen

If using TEKwarrior rules, all are Veteran TEK warriors except the Whamhammers, which are Elite.

VICTORY CONDITIONS:

This battle has no time limit. When one force is wiped out, the battle ends. Victory to the survivor.



THE BATTLE AT MISERY STADIUM

A REALLY HUGE CAMPAIGN SCENARIO

HISTORY

During the 4th Minor League Playoffs, the feared and respected Free Agents, Wolff's Baboons, found themselves betrayed by Tokojointo Purina. In a desperate situation, cut off from all aid, the Baboons were cornered at Misery Stadium by ten regiments of Franchise Purina. The despicable Draconians had decided to dispose of the daring, dynamic, and really popular Free Agent scum. Wolff's only hope was to hold off the ravenous rabbits long enough to load up his unit on dropships and escape.

SITUATION

Wolff's Baboons are deployed on Misery, with about a zillion bunnies trying to kill them. They must fight their way across the planet to a secure landing zone for their dropships. Resupply is limited and repair is impossible. Franchise Purina has declared that no cost is too great to wipe out the Baboons.

FIRST BATTLE

Purina forces encamped near Wolff's Baboons have attacked the Free Agents by surprise. The Baboon perimeter forces must fight off the attackers long enough for Wolff to mobilize his lineups and begin the march toward his dropships.

MAP

Set up a 20 hex east/west by 40 hex north/south map using standard map sheets. All woods hexes are Light Woods

and all water hexes are Clear. Baboon picket lineups deploy 10 hexes in from the south map edge. Baboon re-enforcements may enter from the south edge. Any Baboon unit may exit the south edge. Purina forces enter by the north edge and may exit off the south edge.

SPECIAL RULES

Neither the 7th Kangaroos nor the Mastodon Battalion are available for this battle.

FORCES

WOLFF'S BABOONS:

Picket Forces:

- 1 lineup of
- 4 RUN-1T Cottontails
- 1 lineup of
- 2 SNY-3R Snyders
- 2 TBK-5T Trenchbuckets

If using TEKwarrior rules, these are all Veteran TEK warriors.

TURN 10 Re-enforcements:

Black Hippo Co.:

- 1 lineup of
- 4 H1-PP0 Whamhammers
- (Entry is optional)*

If using TEKwarrior rules, these are all Elite TEK warriors.

FRANCHISE PURINA:**Raiding Force:**

- 1 lineup of
- 4 RUN-1T Cottontails
- 2 lineups each
- 4 JCK-9R Jacks
- 1 lineup of
- 4 TDR-5B Thunderbunnies

TURN 10 Re-enforcements:**5th Bat of Light:**

- 3 lineups each
- 4 BUN-1R Bunnymasters

If using TEKwarrior rules, these are all Veteran TEK warriors.

VICTORY CONDITIONS

The battle ends after 30 turns. Victory, as per se, is not resolved at this time. Any Baboons TEK remaining on map is considered destroyed. For each Purina TEK that exits the south edge of the map, score one (1) Force Point per 10 tons, round up. These Force Points will effect the number of Baboon TEKs available in the next battle.

SECOND BATTLE

Pursued by the despicable Draconian forces, Wolff's Baboons are marching across the planet at the force-march pace. Elements of the Seventh Kangaroos have deployed into enemy territory and scouting reports state that elements of the Legions of Wega are moving to intercept the Baboons. Furthermore, two regiments of the Bat of Light are moving closer to the Free Agent's landing zone.

MAP

Set up a map 30 hexes east/west by 100 hexes north/south. Terrain restrictions are the same as for the First Battle. The Baboons enter the north edge of the map and may exit the south edge. Purina forces

may enter from anywhere on the east, west or south map edges.

SPECIAL RULES

The Mastodon Battalion is still not available for this battle. When a Seventh Kangaroo Sneak Attack is triggered, only three lineups of Purina TEKs must exit the map (as they have lots of rear echelon forces) to thwart the attack. Hymie Wolff's personal TEK is a 1-DRB-01 Hobbes in the Elite lineup of the Regimental Headquarters Co.

FORCES**WOLFF'S BABOONS:****TURN 1 Forces:****1st/2nd Recon Co.s:**

- 2 lineups each
- 4 RUN-1T Cottontails
- 4 lineups each
- 2 SNY-3R Snyders
- 2 TBK-5T Trenchbuckets

TURN 5 Re-enforcements:**1st Combat Co.:**

- 3 lineups each
- 4 JUN-10R Griffeyes
- 1 lineup of
- 4 TBK-5T Trenchbuckets

TURN 10 Re-enforcements:**2nd Combat Co.:**

- 3 lineups each
- 4 MAF-3R Mafroggers

Regimental Headquarters Co.:

- 3 lineups each
- 4 1-DRB-01 Hobbes

TURN 15 Re-enforcements:**Black Hippo Co. *:**

- 3 lineups each
- 4 H1-PP0 Whamhammers
- 1 lineup of
- 4 1-DRB-01 Hobbes

TURN 20 Re-enforcements:

2nd/3rd/4th Batt. *:

- 10 lineups each
- 2 JUN-10R Griffeyes
- 2 DAV-1S Dodgermen

TURN 25 Re-enforcements:

3rd Recon Co.*:

- Any forces remaining from First Battle

If using TEKwarrior rules, all units are Veteran except 1 lineup of the Regimental Headquarters Co. and the Black Hippo Co., which are Elite.

Notes:

If the Whamhammer lineup of the Black Hippo Co. available in the First Battle was committed, one less lineup enters on turn 15 and the surviving TEKs of that lineup enter on Turn 25.

Any TEK that fought in the First Battle retains all damage from that battle, but any ammo expended is reloaded.

For every 5 Force Points scored by Purina in the First Battle, on less lineup of TEKs is available to enter Turn 20 (destroyed in their redoubts by the Purina raiders).

FRANCHISE PURINA:

TURN 1 Forces:

1st Batt. (scouts):

- 8 lineups each
- 4 RUN-1T Cottontails

Legions of Wega:

- (May enter 1 lineup each turn until Turn 10)

TURN 5 Re-enforcements:

2nd Batt. (Light):

- 6 lineups each
- 4 JCK-9R Jacks

Legions of Wega:

- 2 lineups each
- 4 TBK-5T Trenchbuckets

TURN 10 Re-enforcements:

3rd Batt. (Medium):

- 6 lineups each
- 4 TDR-5B Thunderbunnies

Legions of Wega:

- 2 lineups each
- 4 TBK-5T Trenchbuckets
(May enter 2 lineups each turn.)

TURN 15 Re-enforcements:

4th Batt. (Heavy):

- 8 lineups each
- 4 BUN-1R Bunnymasters

If using TEKwarrior rules, all are Regulars except the 4th Battalion, which is Veteran TEK warriors.

VICTORY CONDITIONS

This battle ends when there are no Free Agent units left on the map or available as Re-enforcements. If Wolff's Baboons are wiped out (unlikely), Purina wins the scenario and it ends. Otherwise, keep track of all battle damage on Baboon TEKs and proceed to the Final Battle.

FINAL BATTLE

Having braved the horrors of a desperate trek across Misery Stadium, the daring Free Agents of Wolff's Baboons were confronted with one last battle. To reach their Dropships and escape the cruel clutches of the Draconian treachery, the battered Baboons must defeat the Bat of Light, the pride of Franchise Purina. But unknown to Tokojointo Purina, the Mastodon Battalion was about to make a surprise appearance.

MAP

Lay out a map 60 by 60 hexes of broken terrain, using the terrain restrictions from the First Battle. The middle mapsheets (20 by 20 hexes) should be flat and nearly

featureless. Baboon forces may enter from any one map edge. This edge is defined as north. Purina forces may enter from any other map edge, and from the north one turn after all Free Agent units have entered. Set up 12 Dropships in a 4 hex circle around the center of the map.

SPECIAL RULES

No Seventh Kangaroo Sneak Attack is allowed. No Scriptwriter intervention is allowed. Dropships are considered to have 100 holes of armor, 50 Framework holes, and is armed with four Particle Pitching Cannon and two Long Range Fireworks 20 racks with 36 reloads of ammo.

Escape: If four lineups or 16 assorted individual units of Free Agent TEKs reach a Dropship, it takes off and they escape. If no Free Agent TEKs are left capable of fighting on the map and any Dropships are still on the ground, the dropships lift off but are worth but do not count towards victory. If a dropship is ordered to take off prior to having a full load, it counts as a fraction of a load. This is not prudent, but it may be necessary.

FORCES

WOLFF'S BABOONS:

TURN 1 Forces:

All surviving units from the Second Battle are available and all expended ammo is reloaded. Must enter three (3) lineups per turn until all units have entered.

TURN 15 Re-enforcements:

Mastodon Batt.:

- 12 lineups each
- 4 PKD-1M Pachyderms
- 4 lineups each
- 4 1-DRB-01 Hobbes

If using the TEKwarrior rules, all units in the Mastodon Battalion are Elite.

FRANCHISE PURINA:

TURN 1 Forces:

5th Regiment:

- 8 lineups each
- 4 JCK-9R Jacks

Bat of Light:

- 10 lineups each
- 4 TDR-5B Thunderbunnies
- 6 lineups each
- 4 TBK-5T Trenchbuckets

TURN 5 Forces:

4th Batt. (Re-enf):

- 8 lineups each
- 4 BUN-1R Bunnymasters

1st Bat of Light:

- 4 lineups each
- 4 H1-PP0 Whamhammers

If using TEKwarrior rules, all units in the 4th Battalion (Re-enf.), 1st Bat of Light, are Veteran TEK warriors.

VICTORY CONDITIONS

The battle ends when all Baboon Dropships are destroyed or have lifted off, or if all Purina forces are destroyed. Any Baboon TEKs left on map when the last dropship lifts off or is destroyed are considered destroyed. If the Purina forces are wiped out, any Baboon TEKs that would otherwise have to be left behind and count as rescued.

0 Dropships escape:

Total Purina Victory

16+ TEKs/1-2 Dropships escape:

Major Purina Victory

48+ TEKs/3 Dropships escape:

Pyrrhic Purina Victory

64+ TEKs/4-5 Dropships escape:

Minor Free Agent Victory

96+ TEKs/6 Dropships escape:

Major Free Agent Victory

112+TEKs/7+ Dropships escape:

Total Free Agent Victory



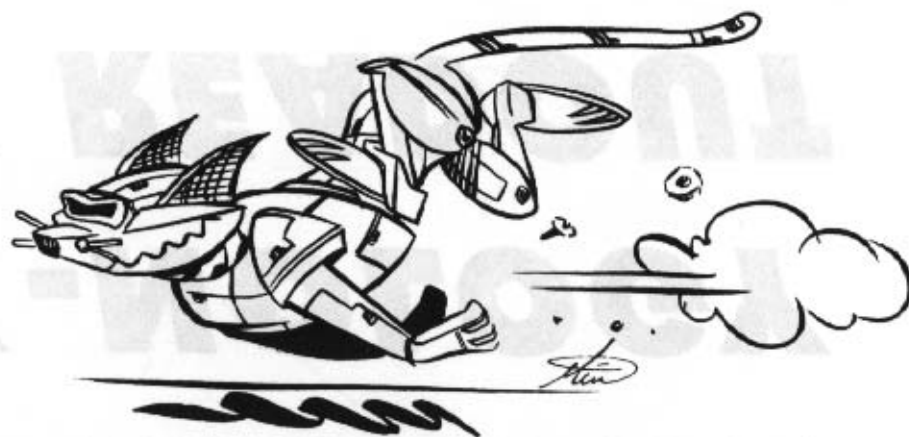
CRITTER-TEK

BIG LEAGUE

TEK-NOLOGY

TEK READOUT

5
1
5
0



LITE TEKS

RUN-1t Cottontail
SNY-3DR Snyder
MKY-MO UrbanMouse
JCK-9R Jack

HEAVY TEKS

DAV-1S Dodgerman
TDR-5B Thunderbunny
1-DRB-01 Hobbes
H1-PPO Whamhammer
MAF-3R Mafrogger

MEDIUM TEKS

WRM-2S Wormies II
CEC-1L Fielderman
ENF-4GR Enfrogger
LUN-4B LunchBack
TBK-5T Trenchbucket
D0-BRMN Doberman
JUN-10R Griffey

ASSAULT TEKS

PKD-1M Pachyderm
MND-0ZA Shortstop Special
BUN-1R Bunnymaster
ARN-1D Schvartsenegger

RUN-1T Cottontail

Size: S
Framework: BalsaTEK
Powerplant: 160 Mizuno
Home to First: 3.2
First to Third: 5.0
Coil Springs: none
Armor: Bay Guardian
Armament:
 Two BellowTEK 'Lasers'
 Two Mini Puff Little class 'Lasers'

Overview:

The Cottontail was one of the most common TEKs available back during the Big League days. All speed, no bat, no glove. Oh, a lot of variations came along, but none of them were anything special.

Capabilities:

The Cottontail was designed for base stealing, speedy outfield work, and recon. In these roles, it does just fine. But a lack of serious defense places this TEK at a disadvantage when the other guy comes up to bat.

The extraordinary speed of this TEK allows it to be used in dangerous first-and-third situations, where the TEKwarrior can try to open a few holes and run on the pitcher. Other than that, it is a rare foe who actually fears this TEK. That may be a mistake, as it does carry two 'lasers', enough

to make a weak fielder sit up and take notice.

It is a good idea to have a couple of these TEKs on your bench, as they are useful in their own way. But they are so fragile that you may need a new one for each inning.

Battle History:

It is said that the Big League Red Birds built a team of nothing but speed-burner TEKs, and built their home stadium to take advantage of this design. The concrete playing surface and the distant outfield fence meant that any ball hit on the ground would scoot into the cavernous outfield. Fast outfielders, like the Cottontail, could charge the ball and come up throwing, but most teams simply could not cover the vast frontage of the field, letting the Red Bird Cottontails take second, or even third, on the play.

Other clubs did not take as much care in the use of the Cottontail. The Meadow League Muskrats tried to use a bunt-and-run strategy with their Cottontails, only to discover that their opponents came to expect the lead-off TEK to try to steal, and regularly picked off the base runner with a strong throw.

Variants:

Virtually all Cottontails are indistinguishable from the RUN-1T configuration. Only two radical variants have

seen extensive use.

The RUN-1P Pomeranian, armed with a SR Fireworks 6-rack, is used by House Mongrel as a terrier unit. Rushing in to close quarters, this TEK keeps chewing on the flank or tush of the opponent, drawing attention and causing injury, until it is attacked and destroyed.

The RUN-1F Mudpuppy is used in a nuisance role by House Deviant. Carrying less armor and armed with two LR Fireworks 5-racks, this TEK is a premier base stealing threat, running around and distracting the pitcher with timely attacks.

Notable TEKs and TEKwarriors:

Sub-Lieutenant 'Mice' Nakagawa

LT Nakagawa, and his Cottontail "Comma-kaze", is one of the most broadly traveled of House Purina TEKwarriors. His annual campaigns against House Katzen are legend, but his greatest victories have come against House Low. In a game at Low Stadium, he went five for six with 16 total bases, most of them taken by daring advances on errors. His cry of "Mice! They're just Mice! AHAHA!" when he stole third in the second inning was the inspiration for his nickname.

SECRET BIG LEAGUE CODE:**Type:** RUN-1T Cottontail**Mass:** 20 20**Framework:** 2**Powerplant:** 160 6.0

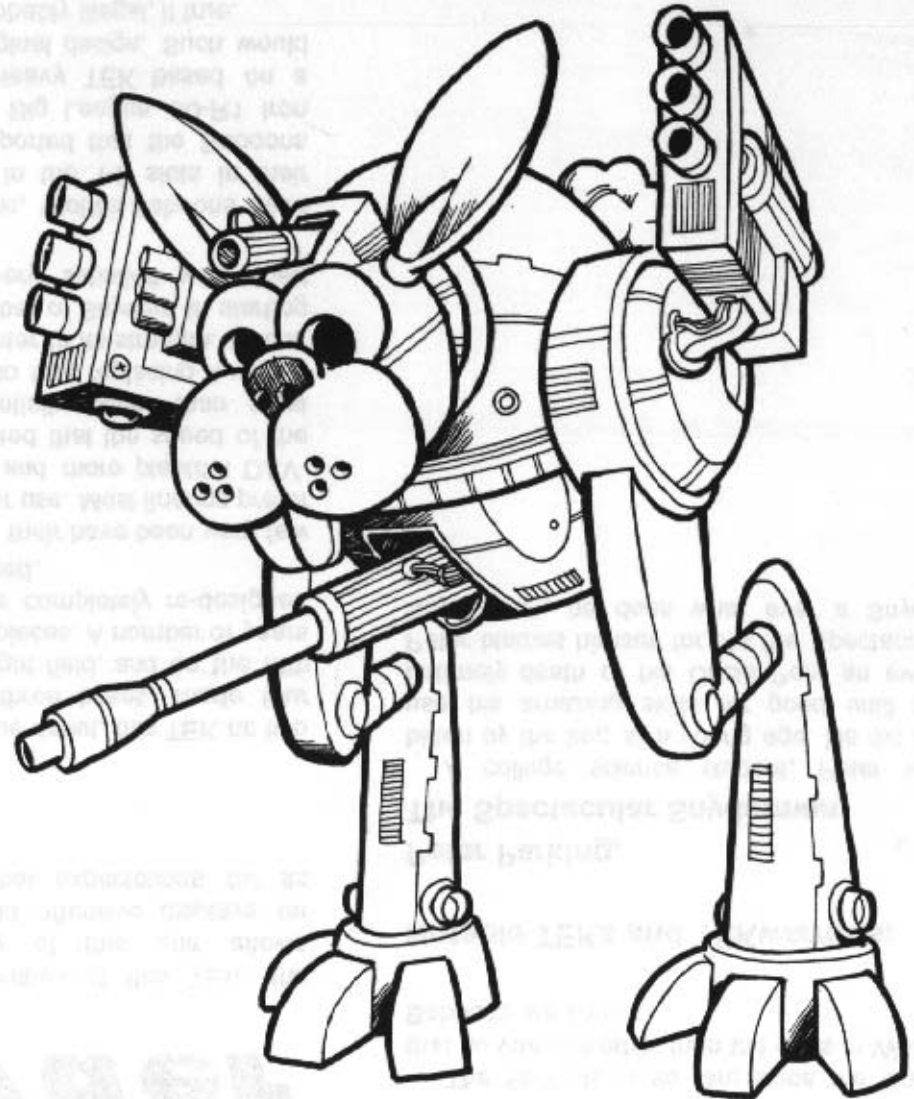
walking:8

running:12

Coil: 0

Radiators: 10 0**Gyro:** 2**Cockpit:** 3**Armor:** 64 4**Location** **Frame** **Armor****Head** 3 8**C Torso** 6 10/2(tush)**L/R Torso** 5 8/2**R/L Arm** 3 4**R/L Leg** 4 8**Weapons and Ammo:**

Type	Loc	Crit	
'Laser'	RA	1	1
'Laser'	LA	1	1
Little 'Laser'	CT	1	0.5
Little 'Laser'	CT	1	0.5



SNY-3R Snyder

Size: S
Framework: Hraniak-Lau
Powerplant: 240 LeBike
Home to First: 3.2
First to Third: 5.0
Coil Springs: 8 x Seele
Armor: Wednesday Shopper,
pg 5-8 only
Armament: Two Huff Puff 'lasers'

Overview:

One of the best of the Olympic TEKs, the SNY-3R was believed to be the next big thing. By coupling spectacular speed and agility with solid slugging offense, it was thought that this would be the TEK for the next 40 40 man. It was found to be lacking in offensive punch, but its speed and versatility make this a valued TEK in any lineup.

Capabilities:

When this TEK was first introduced to the Big Leagues, it was equipped with a powerful Particle Pitching Cannon. The combination of Power and Speed gained this TEK a reputation before it was ever seen in action. When it was found to have virtually no armor, the design was shelved. But the TEKnicians at Hraniak-Lau would not give up. They decided to field a contact hitting TEK with superb athleticism, and the SNY-3R was the result. While it takes an expert TEKwarrior to

use all the capabilities of this TEK, the spectacular agility of this unit allows defensive plays and offensive displays far above the traditional expectations for its statistics.

Battle History:

In its minor league debut, this TEK hit two home runs, stole three bases, made four diving catches in right field, and on the fifth dive, broke into six pieces. A number of years went by before the completely re-designed SNY-3R was deployed.

Since the Break, there have been very few Snyders available for use. Most lineups prefer the more powerful and more plentiful DAV-1S. It should be noted that the speed of the SNY-3R is substantially better than most TEKs in its class, so that replacing it with a heavier TEK is counter to its strength. House Mongrel has a number of Snyders in starting lineups, and is very satisfied with their performance.

In several actions, Wolff's Baboons have displayed SNY-3R in the 1-2 slots in their order. It is also reported that the Baboons have a number of Big League C0-R1 Iron Man Snyders, a Heavy TEK based on a scale-up of the original design. Such would be amazing, and probably illegal, if true.

Variants:

The SNY-3R is so rare since the Break that no variants other than the ones in Wolff's Baboons are known.

Notable TEKs and TEKwarriors:

Peter Parking, The Spectacular Snyderman

A college science student, Peter was bitten by the bug at a young age. He did not use his amazing skills for good until the untimely death of his Uncle Pen, an event Peter blames himself for. As the Spectacular Snyderman, he does what ever a Snyder can.

SECRET BIG LEAGUE CODE:**Type: SNY-3R Snyder****Mass** 30 30**Framework:** 3**Powerplant:** 240 11.5

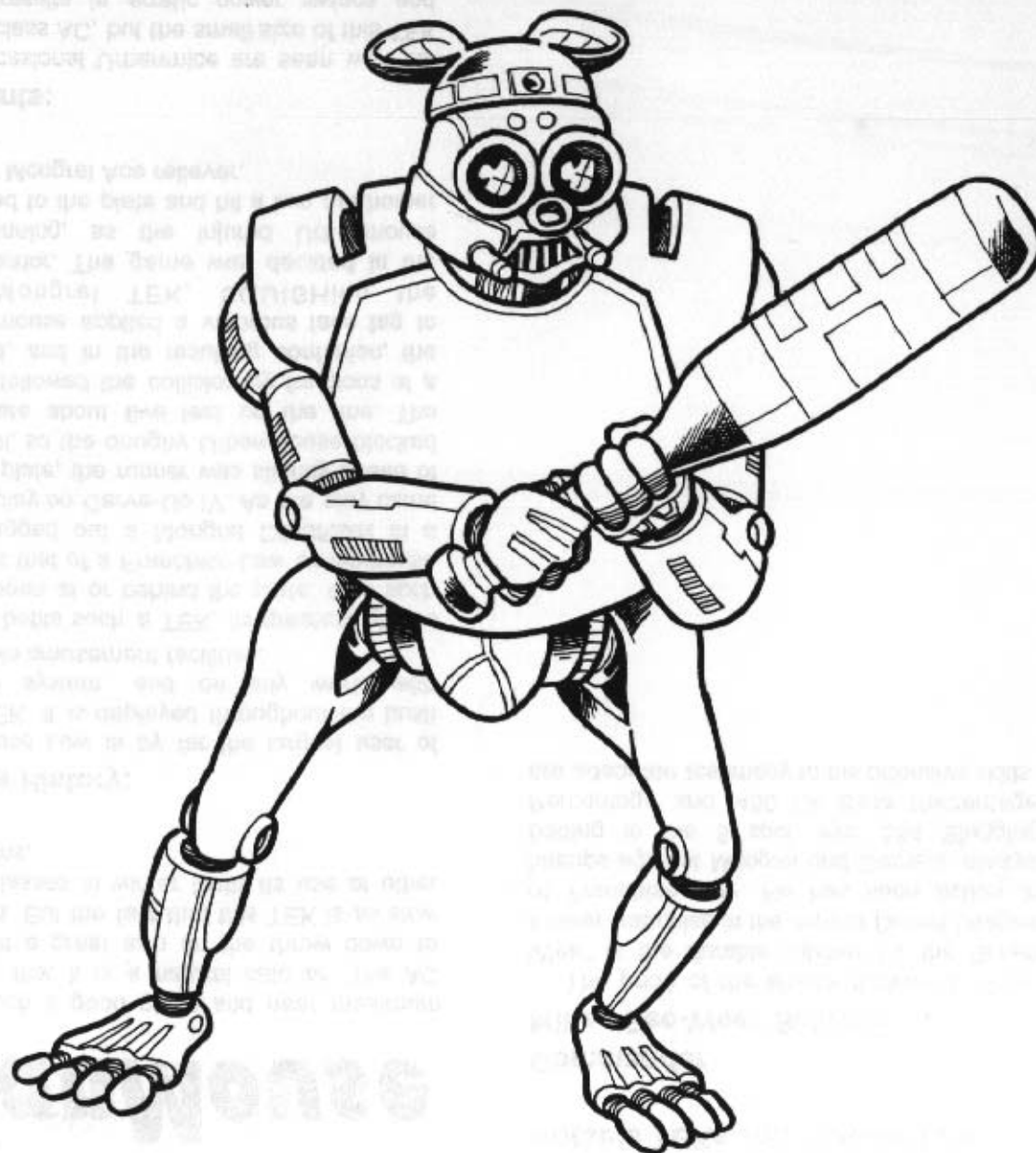
walking 8

running 12

Coil 8

Radiators 10 0**Gyro** 3**Cockpit** 3**Armor** 56 3.5**Location** **Frame** **Armor****Head** 3 6**Torso** 10 8/4(tush)**L/R Torso** 7 6/2**R/L Arm** 5 5**R/L Leg** 7 6**Weapons and Ammo**

Type	Loc	Crit	
'Laser'	CT	1	1
'Laser'	CT	1	1
Coil springs	RT	4	2
Coil springs	LT	4	2



MKY-MO UrbanMouse

Size: S
Framework: DizneeTEK
Powerplant: 60 Schwinn
Home to First: 10.1
First to Third: About a week
Coil Springs: 2 x OrthoFlex
Armor: Post Telegraph, Section A.
Armament:
 One Slingboy 'Autocannon'
 One Mini Puff Little class 'Laser'

Overview:

Conceived of as the ultimate defensive TEK, this unit was designed with the image of some famous midgets in mind. The need to defend the main Amusement Park in Franchise Low was filled when this innocuous looking TEK was deployed. Its cute outline fit right in with the decor at the Park, and this TEK has been used as a team mascot throughout the minor leagues.

Capabilities:

Surprising scouts throughout the League, this little TEK has some real pop at the plate, with its Big class 'Autocannon'. This, combined with a small strike zone, makes this TEK a prime candidate for a base on balls. The only problem is that this TEK is sooooo slow that it may never make it to second base unless somebody hits a home run. On defense, this TEK really shines. It

has such a good glove and near maximum armor, that it is a natural catcher. The AC gives it a great arm on the throw down to second. But the fact that this TEK is as slow as molasses in winter limits its use at other positions.

Battle History:

House Low is by far the largest user of this TEK. It is deployed throughout the bush league system, and on any world with valuable amusement facilities.

As befits such a TEK, its greatest glories have been at or behind the plate. One such story is that of a Franchise Low Urbanmouse that tagged out a Mongrel D0-BRMN in a close play on Carve-Up IV. As the play came to the plate, the runner was slightly ahead of the ball, so the doughy Urbanmouse blocked the plate about five feet up the line. The throw followed the collision by fractions of a second, and in the resulting confusion, the Urbanmouse applied a vigorous face tag to the Mongrel TEK, SQUISHing the TEKwarrior. The game was decided in the next inning, as the injured Urbanmouse waddled to the plate and hit a two run homer off the Mongrel Ace reliever.

Variants:

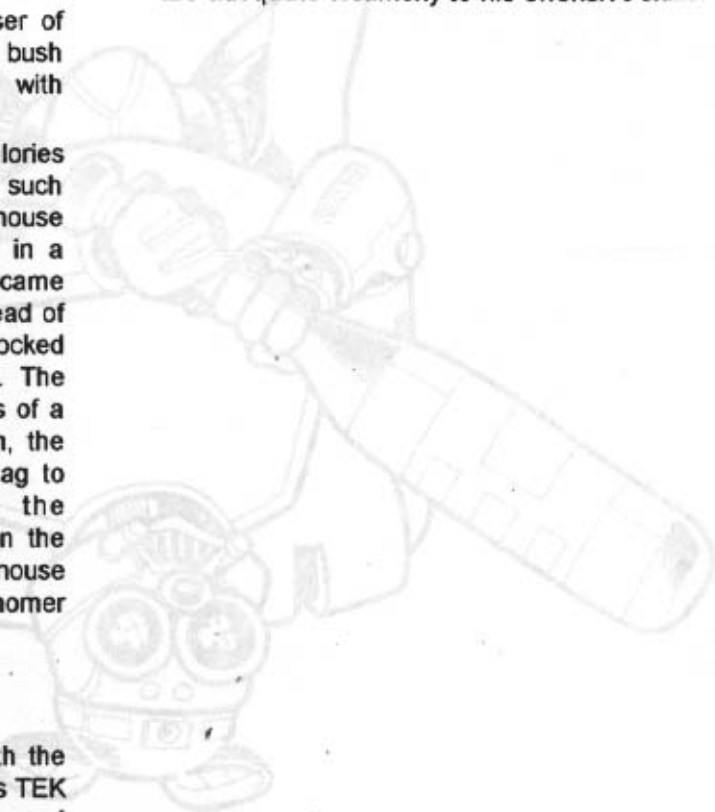
Occasional Urbanmice are seen with the Huge class AC, but the small size of this TEK often results in erratic power swings and terrible recoil accidents.

Notable TEKs and TEKwarriors:

Commander

Mike "Pee-Wee" Sullivan

The pride of the Mouse Sullivan's, "Pee-Wee" is the durable catcher for the Green Flower franchise in the Jerboa-Desert League of Franchise Low. He has seen action in lineups against Mongrel and Deviant, always batting in the 5 spot. His .584 Slugging Percentage and .450 On Base Percentage are adequate testimony to his offensive skills.



SECRET BIG LEAGUE CODE:

Type: MKY-M0 UrbanMouse

Mass 30 30

Framework 3

Powerplant 60 1.5

walking 2

running 3

Coil 2

Radiators 10 0

Gyro 1

Cockpit 3

Armor 96 6

Location Frame Armor

Head 3 9

C Torso 10 11/8(tush)

L/R Torso 7 8/4

R/L Arm 5 10

R/L Leg 7 12

Weapons and Ammo

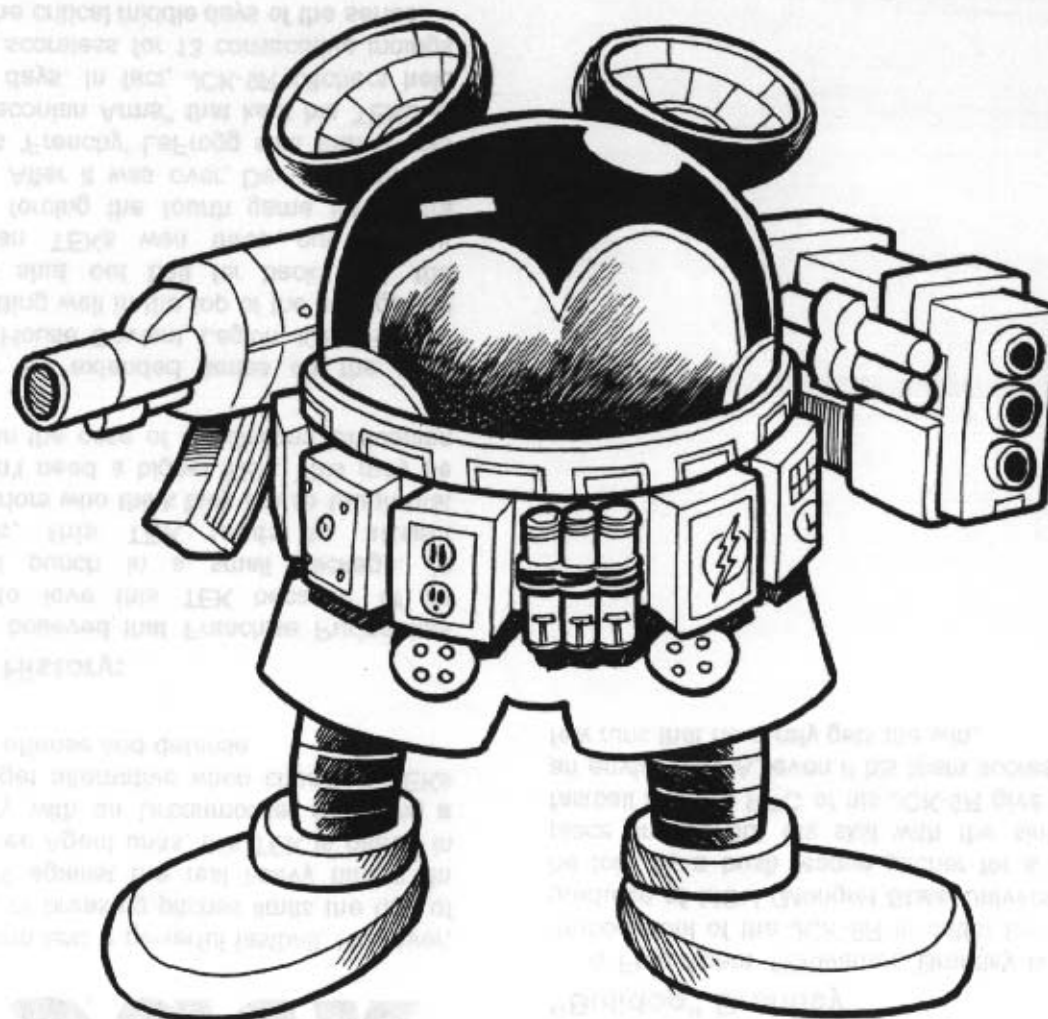
Type Loc Crit

big 'AC' RA 7 12

Ammo (AC) 10 RT 1 1

little 'Laser' LA 1 0.5

Coil Springs CT 2 1



JCK-9R Jack

Size: S
Framework: BalsaTEK
Powerplant: 140 Mizuno
Home to First: 5.8
First to Third: 10.0
Coil Springs: 4 x Pogo
Armor: Tribune, both sections.
Armament:
 One Pure Heat PPC
 One Whoopie SR Fireworks 4-rack

Overview:

Designed to support Cottontail base runners with a quick and powerful offense, the JCK-9R is the latest and most powerful slugger available. Primarily deployed by Franchise Purina, this TEK is used as a 2, 3, or 6 place hitter, or as a middle relief pitcher. Originally specified to carry the Mega Puff large 'Laser', the Jack was found to be so useful under Senior Circuit rules that the weapon was replaced with a Particle Pitching Cannon of an advanced design.

Capabilities:

Well suited to its tasks, the JCK-9R is superb at hitting behind the runner as holes open in the defense. This strong opposite field capability, combined with acceptable speed on the base paths, make this one of the best number two hitters available.

The addition of the PPC gives this TEK a

strong arm and a powerful fastball. However, the lack of breaking pitches limits the use of this TEK against the real heavy hitters. In some Free Agent units, this TEK is paired in a battery with an Urbanmouse, providing a low budget alternative when choosing TEKs for both offense and defense.

Battle History:

It is believed that Franchise Purina has grown to love this TEK because of its powerful punch in a small package. In practice, this TEK tends to attract TEKwarriors who think they are so tough that they don't need a bigger TEK. This may be correct in the case of the Second Draconian Legion.

Over an extended series on the road against House Deviant, Legion JCK-9R's did it all. Hitting well in the top of the inning, and pitching shut out ball for back half, the Draconian TEKs won three out of four games, forcing the fourth game into extra innings. After it was over, Deviant manager Francois 'Frenchy' LeFrogg said that it was the "Draconian Arms" that kept his TEKs at bay for days. In fact, JCK-9R pitchers held Deviant scoreless for 13 consecutive innings during the critical middle days of the series.

Variants:

None of the original 'laser' armed JCK-9's remain in service.

Notable TEKs and TEKwarriors:

"Bulldog" Brantley

A Free Agent TEKwarrior, Brantley is the embodiment of the JCK-9R in critter form. A graduate of MSU (Mongrel State University), he toils as a bush league pitcher for a fifth place lineup. But his skill with the sinking fastball and the PPC of his JCK-9R give him an enviable ERA, even if his team scores so few runs that he rarely gets the win.

SECRET BIG LEAGUE CODE:

Type: JCK-9R Jack

Mass 35 35
 Framework 3.5
 Powerplant 140 5

walking 4

running 6

Coil 4

Radiators 13 3

Gyro 2

Cockpit 3

Armor 104 6.5

Location Frame Armor

Head 3 9

C Torso 11 14/7(tush)

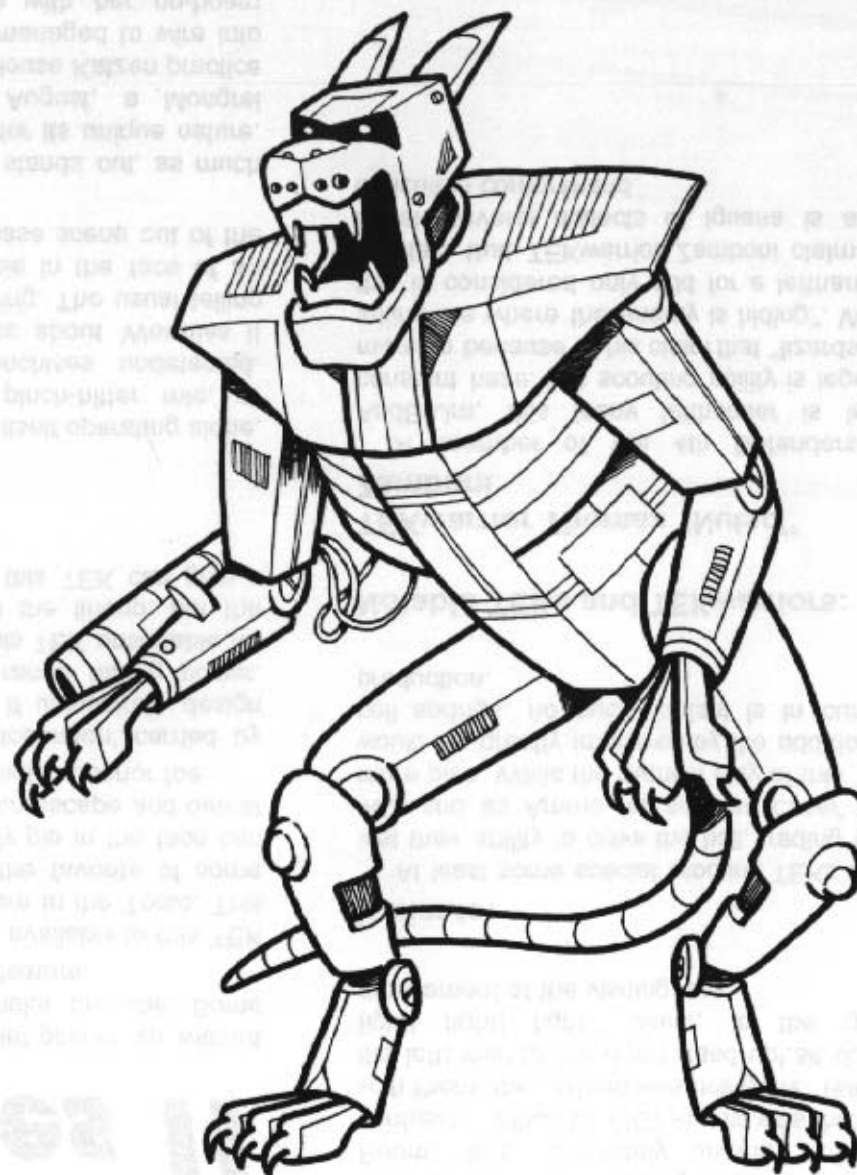
L/R Torso 8 10/5

R/L Arm 6 10

R/L Leg 8 12

Weapons and Ammo

Type	Loc	Crit
SRF 4-rack	CT	1 2
Ammo (SRF) 25LT		1 1
PPC	RA	3 7
Coil Springs	RL	2 1
Coil Springs	LL	2 1



WRM-2S Wormies II

Size: M
Framework: Kennel Construction
Powerplant: 240 LeBike
Home to First: 4.3
First to Third: 7.5
Coil Springs: None
Armor: Tribune, both sections w/ inserts.
Armament:
 One LongStretch Little class
 'Autocannon'
 One Huff Puff 'Laser'
 Various Pies

Overview:

One of only a few TEK designs developed since the Break, the WRM-2S is an effort by Franchise Mongrel to bring up a fast outfield recon TEK with some long range power. It also implements some of the latest in Critter TEKology in its weapons and communication equipment.

Capabilities:

Designed to range around in the outfield, and tough enough to play good defense, this TEK gives a lineup something extra. The original recon design makes this the idea TEK for heavy scouting chores, or special communication missions. It is fitted with several unique systems, including an on-board bullpen telephone, which allows the

TEKwarrior to get a relief pitcher up without having the manager make the call. Some teams find this a useful feature.

One of the weapons available to this TEK is the Pie carriage system in the Torso. This unorthodox system is the favorite of some TEKwarriors, as a timely pie in the face can be the difference between escape and defeat when confronted by a single superior foe.

The Little class 'Autocannon' carried by this TEK is a reliable, if uninspired, design capable of good long-range hitting power. Limited ammo makes this TEK unsuitable for a power hitting role in the lineup, but the occasional power from this TEK can give a team a timely lift.

Battle History:

This TEK often finds itself operating alone, either in the critical pinch-hitter role, or scouting opposing franchises undetected. Several stories circulate about Wormies II TEKs being caught spying. The usual telling includes at least one pie in the face of an ARN-1D, and a long chase scene out of the area.

One particular story stands out, as much for its implausibility as for its unique nature. LT (JG) Sara Jean August, a Mongrel TEKwarrior scouting a House Katzen practice during Spring Training managed to wire into their bullpen telephone with her on-board system. The havoc that followed was compounded by the fact that the Katzen

Commander was napping in the Trainer's Room, and completely unaware of the confusion. When LT (JG) August was through with them, the bullpen was doing the "lean to the left! lean to the right! stand up! sit down! fight! fight! fight!" cheer, to the great amusement of the visiting fans.

Variants:

At least some special scouting TEKs have lost their ability to drive the ball, trading their 'AC' and its Ammo for another 'Laser' and more pies. While the outfield play of this TEK would be greatly improved by the addition of coil springs, no such variant is in current production.

Notable TEKs and TEKwarriors:

TEKwarrior Thomaz "Nutso" Zamboni

A member of the 4th Defenders of AndErUm, this loony lefthander is in a constant haze. His scouting ability is legend, more so because of his claim that "lizards are telling me where the enemy is hiding". While this is considered only odd for a lefthander, the fact that TEKwarrior Zamboni claims to speak several dialects of Iguana is a bit difficult to comprehend.

SECRET BIG LEAGUE CODE:

Type: WRM-2S Wormies II

Mass 40 40

Framework 4

Powerplant 240 11.5

walking 6

running 9

Coil 0

Radiators 10 0

Gyro 3

Cockpit 3

Armor 120 7.5

Location Frame Armor

Head 3 9

C Torso 12 17/6(tush)

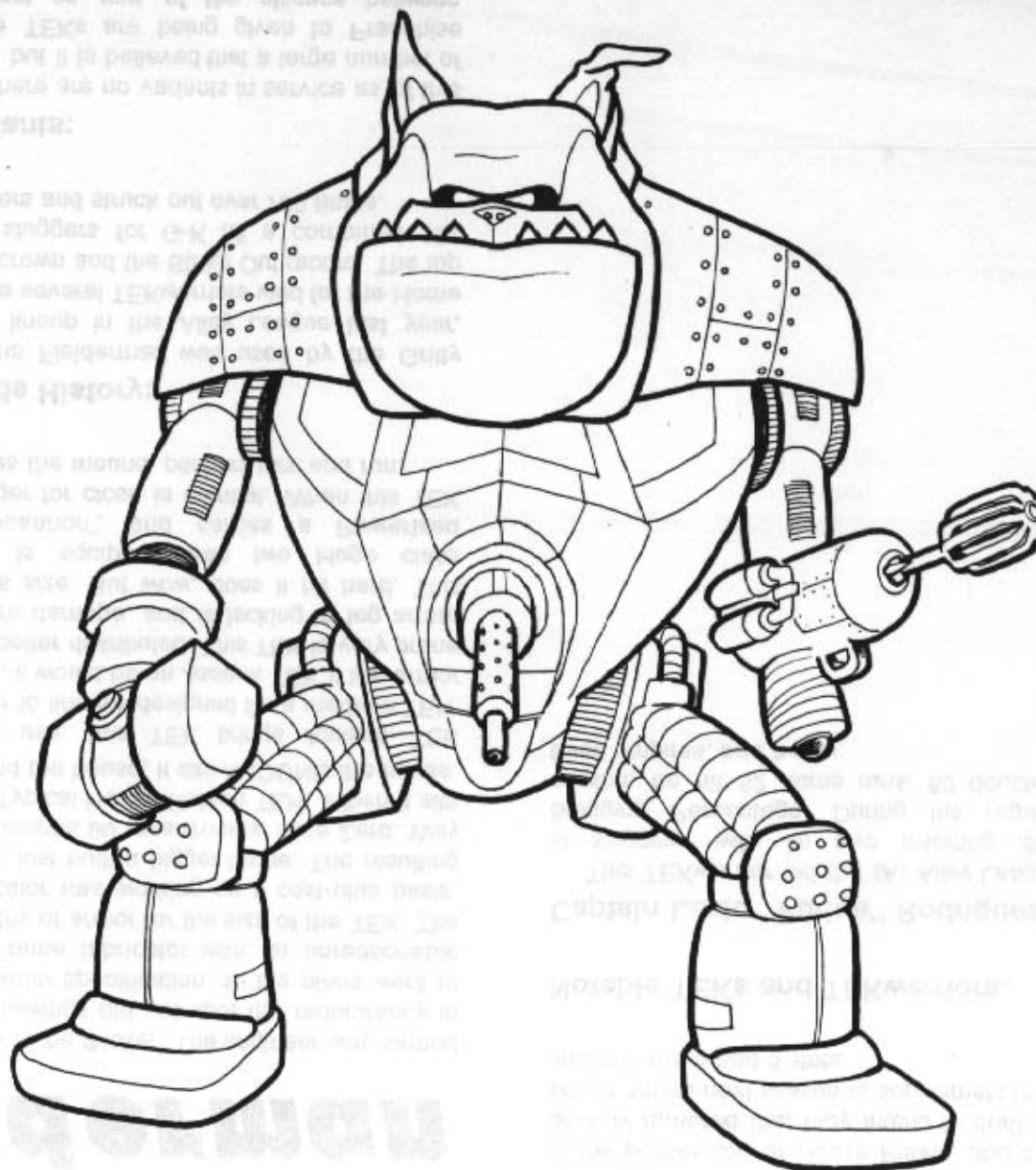
L/R Torso 10 14/5

R/L Arm 6 11

R/L Leg 10 14

Weapons and Ammo

Type	Loc	Crit	
Little 'AC'	RT	4	8
Ammo (AC) 20	LT	1	1
'Laser'	RA	1	1
pie storage	CT	1	1



CEC-1L Fielderman

Size: M (They lie. This is an XL in the belt alone.)

Framework: Really Defiant Industries Super REBAR

Powerplant: 270 Raleigh

Home to First: 8.1

First to Third: Only on a homer

Coil Springs: None

Armor: Post, Sunday Edition

Armament:

- Two Super Shooter Huge class 'Autocannon'
- Three BellowTEK 'lasers'

Overview:

Reputed to be the first great TEK design project of NEBBISH, the CEC-1L was designed to be a fast, strong, long ball hitter, with an integral Powerized Slugger. The design was too complex for House Deviant to try to build, so the contract went to Really Defiant Industries in Franchise Katzen. After years of work, this supposedly Medium TEK has been deployed. While it sure hits home runs, it does not quite meet its original design criteria.

Capabilities:

The original design was desperately lacking in leg and torso armor, so as this project moved through the design shop, a number of designers re-specified the belt

armor to be thicker. The engineer who signed the drawings did not spot the redundancy in the armor specification, so the plans went to the Frame fabricator with an unreasonable quantity of armor for the size of the TEK. The fabricator was working on a cost-plus basis, so he just built a bigger frame. The resulting TEK weighs 90 tons. Ninety. Nine Zero. Way Big. Typical House Katzen TEK. When it sits around the house, it sits AROUND the house.

In use, this TEK brings Assault TEK power to lineups designed for a medium TEK. Heck, it would be an Assault TEK if the armor was better distributed. This TEK is very prone to arm damage, and is lacking in leg armor for its size. But wow, does it hit hard. This TEK is equipped with two Huge class 'Autocannon', and carries a Powerized Slugger for close in combat. When this TEK rushes the mound, pitchers turn and run.

Battle History:

The Fielderman was used by the Gritty Kitty lineup in the Alley League last year, where several TEKwarriors vied for the Home Run crown and the Strike Out record. The top four sluggers for G-K hit a combined 151 Homers and struck out over 700 times.

Variants:

There are no variants in service as of this date, but it is believed that a large number of these TEKs are being given to Franchise Deviant as part of the alliance between

Deviant and Katzen. At least one CEC-1L is in the possession of House Purina, and it is broadly rumored that they intend to draft fat power hitters next season to supplement their lineup in the 5 and 6 slots.

Notable TEKs and TEKwarriors:

Captain Lazlo "Pudge" Rodriguez

This TEKwarrior led the (A) Alley League in slugging, with an awe inspiring .820 Slugging Percentage. During the regular season, he hit 52 home runs, 60 doubles, three umpires, and a cow.

SECRET BIG LEAGUE CODE:**Type: CEC-1L Fielderman**

Mass	90	90
Framework		9
Powerplant	270	14.5
walking	3	
running	5	
Coil	0	
Radiators	19	9
Gyro		3
Cockpit		3
Armor	248	15.5
<u>Location</u>	<u>Frame</u>	<u>Aarmor</u>
Head	3	9
C Torso	29	40/17(tush)
L/R Torso	19	25/13
R/L Arm	15	23
R/L Leg	19	30
Weapons and Ammo		
<u>Type</u>	<u>Loc</u>	<u>Crit</u>
Huge 'AC'	RT	10 14
Huge 'AC'	LT	10 14
Ammo (AC) 25	CT	5 5
'Laser'	RA	1 1
'Laser'	LA	1 1
'Laser'	LA	1 1
Powerized Slugger--		--



ENF-4GR Enfrogger

Size: M
Framework: RSG (Reeds, String, & Glue)
Powerplant: 200 Rockhopper
Home to First: 5.8
First to Third: 10.0
Coil Springs: 4 x RibbitTEK
Armor: Chronicle, weekday edition
Armament:
 One Super Shooter Big class
 'Autocannon'
 One Mega Puff Big class 'Laser'
 One Mini Puff Little class 'Laser'

Overview:

Created in response to the desires of the ancestral Lord Deviant, this TEK was originally designed to carry a Big class 'Autocannon' in a unique mounting low on the Center Torso. Fortunately, the designers realized what the old amphib had in mind before they built one, and modified the design as soon as his attention was turned elsewhere. The addition of substantial armor and a powerful Big 'laser' makes this TEK an enviable hitter that can play good defense.

Capabilities:

When used as designed, the ENF-4GR will pepper the opposing defense with line drives and sharply hit grounders. Lacking real home run power, this TEK can still make things happen on offense with the quality

stroke of its range-matched weapons.

The Enfrogger can also bring a benefit to most lineups' infield defense. Enough mobility, good armor, and a strong throw, make his TEK an excellent choice for a double play combination. It has good Coil Spring movement, and can usually get to most plays. The armor over the original 'autocannon' mounting is particularly thick, making this TEK rather resistant to the Low Blow maneuver.

TEKwarriors should be warned that the armor on the back of this TEK is grossly sub-standard, such that even a weakly thrown spitter can cause Frame holes. This makes most techniques for "taking one for the team" rather unsuitable.

Battle History:

Universally loved by Deviant TEKwarriors, the ENF-4GR is the most common Medium TEK in ASFF service.

During the First Minor League Playoff, a lineup of Enfroggers was deployed for a big three-game series at home. One TEKwarrior, LT Ibn Eisen-Agen of Unten Ogen, decided thing in his last at bat. Fouling off pitch after pitch, LT Eisen-Agen stood in bravely until he got a pitch to hit. His laser shot to right punched a huge hole in the defenses, and the go-ahead run scored.

In later actions, this TEK has acquitted itself equally well, with the only blemish being the loss of four Enfroggers during a critical

game on the road vs. Purina. In that fight, all four TEKs ended up on the disabled list after critical hits caused the powerful Big class 'AC' rubber bands to snap. Two crews were wiped out by the recoil, and the others required months of therapy before they could get back in a TEK.

Variants:

There are a few variants of this design in the field with three Big 'lasers' and no 'AC'. This variant has 3 extra radiators, but is still woefully prone to Sweat problems.

Other designs try to store more Ammo for the 'AC', but those are plagued with a major routing problem. The spitwad loading ramps, the crew firing station, and the pull-back area for the rubber bands must share the same area in the Framework. Several accidents have occurred on prototype models. The crew critters involved are still unaccounted for.

Notable TEKs and TEKwarriors:

Lieutenant Commander Beaumont LeBoing

A TEKwarrior with a real spring in his step, LeBoing is the Franchise player for the Marsh League Bull Frogs. He batted .391 last year, with 17 home runs, and has played 1,431 consecutive games without missing a start. His TEK has avoided going on the DL throughout this period, and this amazing feat is a testimony to the skill of his crew critters and TEKnicjans.

SECRET BIG LEAGUE CODE:Type: **ENF-4GR Enfrogger**

Mass 50 50

Framework 5

Powerplant 200 8.5

walking 4

running 6

Coil 4

Radiators 10 0

Gyro 2

Cockpit 3

Armor 144 9

Location Frame Armor

Head 3 9

C Torso 16 23/4(tush)

L/R Torso 12 17/3

R/L Arm 8 14

R/L Leg 12 20

Weapons and Ammo

Type Loc Crit

Big 'AC' RA 4 12

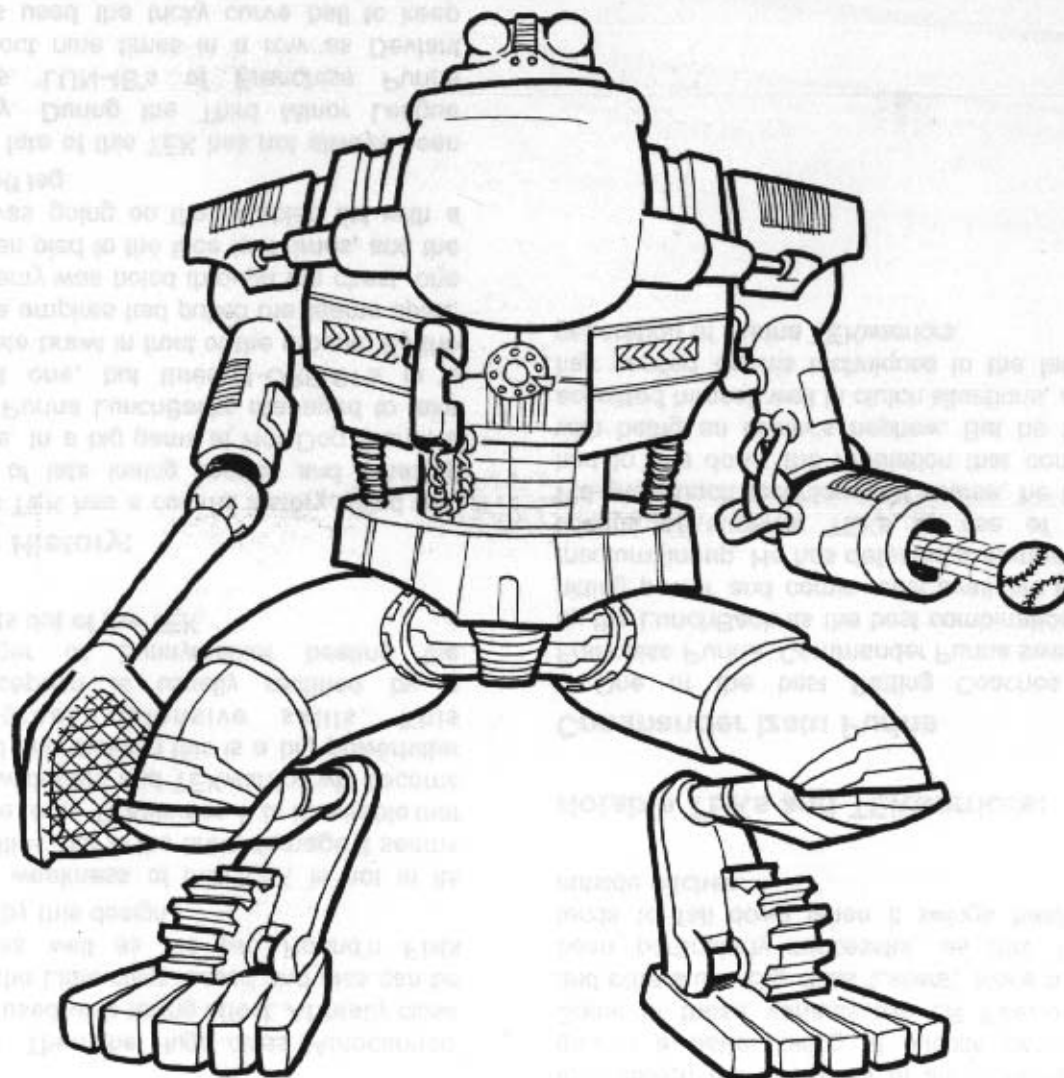
Ammo (AC) 10 RT 1 1

Big 'Laser' LA 2 5

Little 'Laser' LT 1 0.5

Coil Springs RL 2 1

Coil Springs LL 2 1



LUN-4B LunchBack

Size: M
Framework: BalsaTEK
Powerplant: 200 Mizuno
Home to First: 5.8
First to Third: 10.0
Coil Springs: None
Armor: Chronicle,
w/ wednesday inserts.

Armament:

One Extra Stretch Huge class

'Autocannon'

One Mini Puff Little class 'Laser'

Various Pies

Overview:

The LUN-4B LunchBack is a real heavy hitter. Serving in the 4-5-6 spots in the order of medium and assault lineups, it has racked up quite a successful record.

Capabilities:

Widely known for its offensive power, the LunchBack also brings substantial comic relief to any battle. The designers of this TEK made special accommodations for the transport of various food products on board. Bananas can be kept ready for a snack and then use as weapons, or Pies can be carried ready for immediate embarrassment and injury to the enemy.

In action, the LUN-4B needs to wait for an inside pitch that the TEKwarrior can really

turn on. Then the Huge class 'Autocannon' can be used with telling effect. At really close range, the Little class 'Laser' and pies can be used, as well as the two Pound'n Fists carried by this design.

The weakness of this TEK is not in its capabilities, but in the brain damage it seems to cause to its TEKwarrior. It is inevitable that the crew critters and TEKwarrior will become deluded into thinking this is a big powerhitter with great defensive skills. This misconception is usually rectified by a Mafrogger or Bunnymaster beating the daylights out of the TEK.

Battle History:

This TEK has a colorful history, filled with stories of late inning heroics and amazing escapes. In a big game at Hot Dog Stand, a pair of Purina LunchBacks managed to take out not one, but three 1-DRB-01's in a desperate brawl in front of the mound. By the time the umpires had pulled the teams apart, one enemy was holed through the chest, one had been pied to the face four times, and the other was going on the disabled list with a blown off leg.

The fate of this TEK has not always been so rosy. During the Third Minor League Playoffs, LUN-4B's of Franchise Purina struck out nine times in a row as Deviant pitchers used the tricky curve ball to keep their pitches away from the LunchBack's power zone.

Variants:

A number of Batting Coaches have tried to redesign the weaponry of the LUN-4B to give it a better swing at outside pitching. Some of these variants use LR Fireworks, and others use Big class 'Lasers'. None have been particularly successful, as this TEK tends to fall down when it swings hard at outside pitches.

Notable TEKs and TEKwarriors:

Commander Izatu Purina

One of the best Batting Coaches in Franchise Purina, Commander Purina swears by the LunchBack as the best combination of hitting power and comic relief available to a medium lineup. He has defeated a number of lineups of superior TEKs by use of his Pie-and-Punch technique. Of course, he has had to live down the reputation that comes with being an owner's nephew. But he has acquitted himself well in clutch situations, and has passed on his techniques to the latest generation of Purina TEKwarriors.

SECRET BIG LEAGUE CODE:

Type: **LUN-4B LunchBack**

Mass 50 50

Framework 5

Powerplant 200 8.5

walking 4

running 6

Coil 0

Radiators 10 0

Gyro 2

Cockpit 3

Armor 160 10

Location Frame Armor

Head 3 9

C Torso 16 26/5(tush)

L/R Torso 12 20/4

R/L Arm 8 16

R/L Leg 12 20

Weapons and Ammo

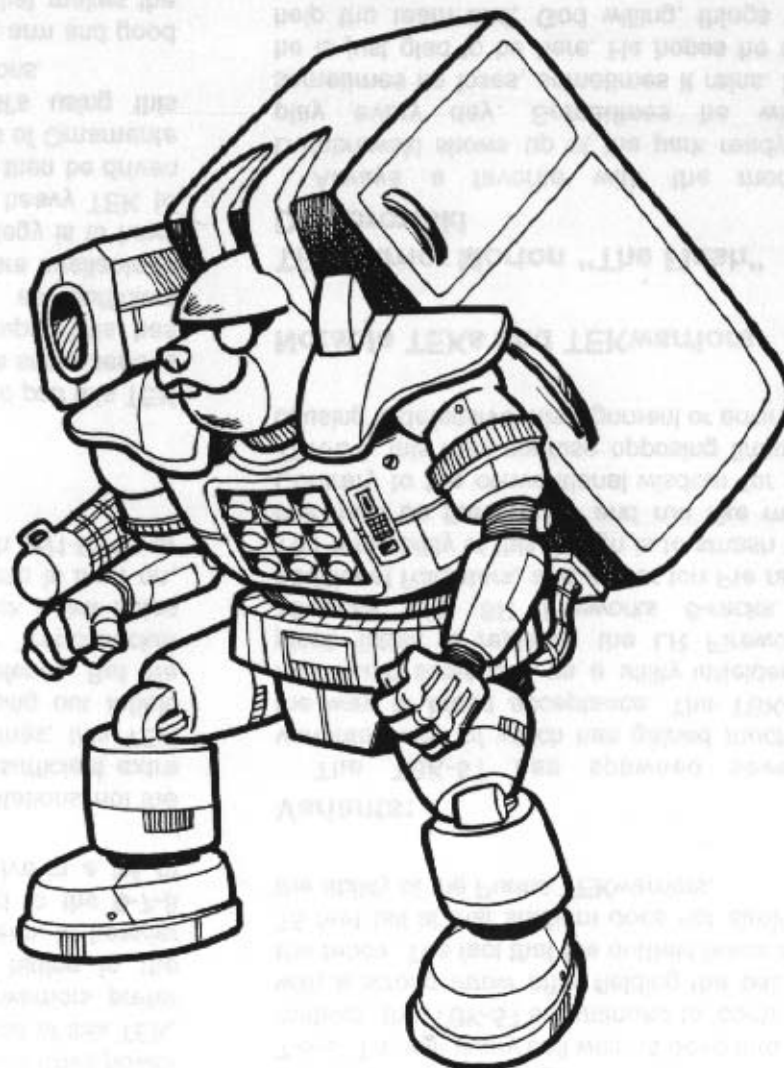
Type Loc Crit

Huge 'AC' RT 10 14

Ammo (AC) 10 LT 2 2

Pie Storage CT 1 5

Little 'Laser' H 1 0.5



TBK-5T Trenchbucket

Size: M
Framework: Poly X with plywood
Powerplant: 250 DelVeccio
Home to First: 5.1
First to Third: 8.9
Coil Springs: None
Armor: Tribune, both sections
 w/ inserts
Armament:
 Two Long Range Fireworks 15-racks
 Three Huff Puff 'Lasers'

Overview:

One of the oldest designs available to TEKwarriors, the TBK-5T is a superb long ball hitter with good speed on the bases and acceptable defensive ability. Long a mainstay of bush league outfielders, some of the best center fielders in critter history have driven Trenchbuckets.

Capabilities:

Originally called the "Helmet Head" because of its oversized Batting Helmet, the TBK-5T was renamed with a goofy sounding french name that no one outside of Franchise Deviant could pronounce. The most common corruption of that name, Trenchbucket, sounded like a flaw in one's batting stance, so the name stuck.

Armed with two Long Range Fireworks 15-racks, this TEK can really light up the

opposing pitching. When this line drive power is combined with the good speed of this TEK, it becomes obvious why TEKwarriors prefer the TBK-5T for extra base hitting in the 3-4-5-6 slots of a medium lineup. In heavier lineups, this TEK is relegated to the 6-7-8 slots, but still manages to drive in a lot of runs.

This design has several limitations, not the least of which is the lack of sufficient extra Fireworks. In extra inning games, this TEK can find itself limited to legging out infield singles and contributing on defense. But the three 'Lasers' carried by the Trenchbucket are substantial enough to knock a few holes in a defense. The running game is then on, especially if confronted with H1-PP0 or Mafrogger Heavy TEKs.

Battle History:

Franchise Mongrel prefers to pair this TEK with 1-DRB-01 Heavies to give some serious long ball power to their lineups. This has proved successful as long as sufficient reloads for the LR Fireworks are available to both units. The traditional strategy is to have the TBK-5T hit ahead of the heavy TEK to get on in scoring position, and then be driven in. The Kennel League Mastiffs of Ornamente have led the league in RBI's using this strategy for the last three seasons.

On defense, it is the strong arm and good speed of the TBK-5T design that makes the difference. In action against Franchise Katzen

in the Third Minor League Playoffs, Purina Trenchbuckets succeeded in throwing out four of the lumbering Katzen TEKs with outfield assists. These were recorded in the second and third innings as 9-3, 8-3, 9-3, and 7-6-3. Though every ball was hit deep into the outfield, the TBK-5T's continued to come up with a strong throw after fielding the ball off the fence. The fact that the outfield fence was 75 feet tall at that stadium does not diminish the ability of the Purina TEKwarriors.

Variants:

The TBK-5T has spawned several variants, none of which has gained much in the way of broad acceptance. The TBK-5S has found some use as a utility infielder or pinch hitter. It replaces the LR Fireworks 15-racks with SR Fireworks 6-racks, 4 additional Radiators, and a four ton Pie rack. The real ability of this design is to smash the ball hard on the ground and run like mad. Contrary to the conventional wisdom for the TBK-5T, this may confuse opposing lineups, causing a defensive misalignment or error.

Notable TEKs and TEKwarriors:

TEKwarrior Morton "The Flash" Dumbrowski

Always a favorite with the media, Dumbrowski shows up at the park ready to play every day. Sometimes he wins, sometimes he loses, sometimes it rains. But he is just glad to be here. He hopes he can help the team and, God willing, things will work out.

SECRET BIG LEAGUE CODE:

Type: TBK-5T Trenchbucket

Mass	50	50
Framework		5
Powerplant	250	12.5

walking 5

running 8

Coil 0

Radiators	10	0
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Gyro		3
------	--	---

Cockpit		3
---------	--	---

Armor	120	7.5
-------	-----	-----

<u>Location</u>	<u>Frame</u>	<u>Armor</u>
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Head	3	9
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C Torso	16	22/7(tush)
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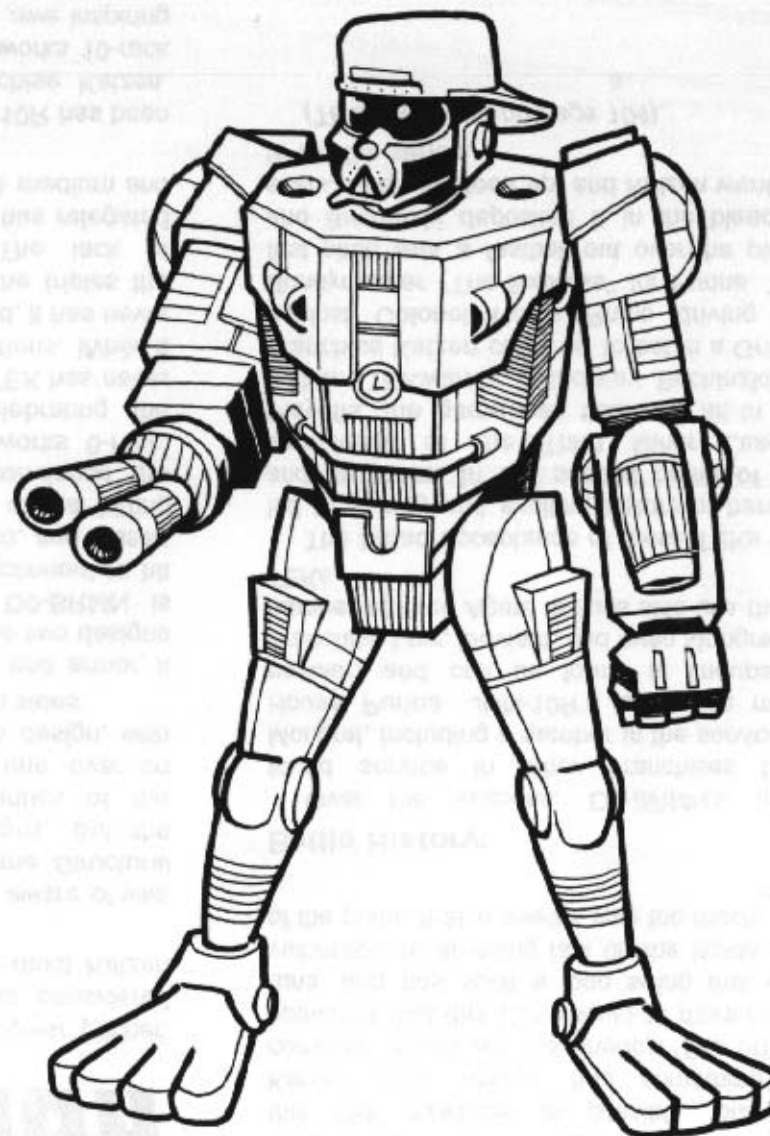
L/R Torso	12	11/5
-----------	----	------

R/L Arm	8	10
---------	---	----

R/L Leg	12	15
---------	----	----

Weapons and Ammo

Type	Loc	Crit	
LRF 15-rack	RT	3	7
Ammo (LRF) 8	RT	1	1
LRF 15-rack	LA	3	7
Ammo (LRF) 8	LT	1	1
'Laser'	RA	1	1
'Laser'	RA	1	1
'Laser'	LA	1	1



D0-BRMN Doberman

Size: M
Framework: TEKweld K
Powerplant: 275 Schwinn
Home to First: 5.1
First to Third: 8.9
Coil Springs: 5 x Seele
Armor: Chronicle,
w/wednesday inserts
Armament:
One Long Stretch Little class
'Autocannon'
One Comiskey Short Range
Fireworks 6-rack
One Huff Puff 'Laser'

Overview:

The D0-BRMN & the JUN-10R have a lot in common. They come from different manufacturers, but are functionally identical in all systems except weaponry. However, the differences in armament make these two designs rather different in capabilities, and in their respective places in the batting order of a medium lineup.

Capabilities:

The Doberman was originally conceived of by Franchise Mongrel as a big recon TEK, something to lead off or hit the long ball. About the same time that KennelTEK was working on this design, Katzenwerk A.G. began the design of a big medium TEK with a

great arm as an outfielder or power pitcher. The speed of this design was considered astoundingly fast compared to most Katzen TEKs.

What neither Franchise was aware of was that they had selected the same Structural Fabricator to build their designs. But the Fabricator noticed the similarities of the designs and decided to put one over on everyone. They sold the same design, with the cost of development, to both sides.

With the same size, speed, and armor, it is a wonder that the fate of these two designs has been so different. The D0-BRMN is armed with a Little class 'Autocannon' to hit line drives deep into the outfield, and 'Laser' for close in work. But the lack of real hitting power on the inside stuff convinced the designers to add a SR Fireworks 6-rack, which is also useful in celebrating the occasional home run. But this TEK has never lived up to its original expectations. While it does hit well to the opposite field, it has never managed to leg out most of the triples the designers expected it to. The lack of overwhelming speed or power has relegated this TEK to the 2 or 6 spots in medium and heavy lineups.

On the other hand, the JUN-10R has been a dream come true for Franchise Katzen. Armed with a Long Range Fireworks 10-rack for deep drives to center, and a awe inspiring PPC for power, this TEK is capable of hitting the ball out with impunity. In the outfield, its good speed, armor, and a powerful arm make

it the class of the medium lineup. In fact, most lineups would love to have as many of this TEK available as possible. But the Katzen fans always find something to complain about with its lineups. The official opinion is that this TEK should hit more home runs, and has such a long swing that it is vulnerable to anything fast on the inside half of the plate. It also sweats way too much.

Battle History:

Over the seasons, D0-BRMN's have found service in other Franchises than Mongrel, including a number in the service of House Purina. JUN-10R's are even more popular, and can be found in lineups of Franchise Low, Deviant, and even Mongrel. A number of Free Agent lineups also use these TEKs.

The broad acceptance of these TEKs has led to a long and exciting history of heroics and disasters. In the second game of the semi-finals of the Third Minor League Playoffs, the game was tied at 3 all in the eighth. TEKwarrior Wladislav Buchinzi of Franchise Katzen came up to bat in a Griffey against Colonel Nolan Rhino driving his Bunnymaster "The Express" for Purina. The first pitch was a fastball out over the plate, and Buchinzi deposited it in the bleacher seats. The run stood up, and Katzen went on to win the series.

(Text continued on page 104).

SECRET BIG LEAGUE CODE:Type: **D0-BRMN Doberman**

Mass	55	55
Framework		5.5
Powerplant	275	15.5

walking 5

running 8

Coil 5

Radiators	12	2
-----------	----	---

Gyro		3
------	--	---

Cockpit		3
---------	--	---

Armor	152	9.5
-------	-----	-----

Location	Frame	Armor
----------	-------	-------

Head	3	9
------	---	---

C Torso	18	20/7(tush)
---------	----	------------

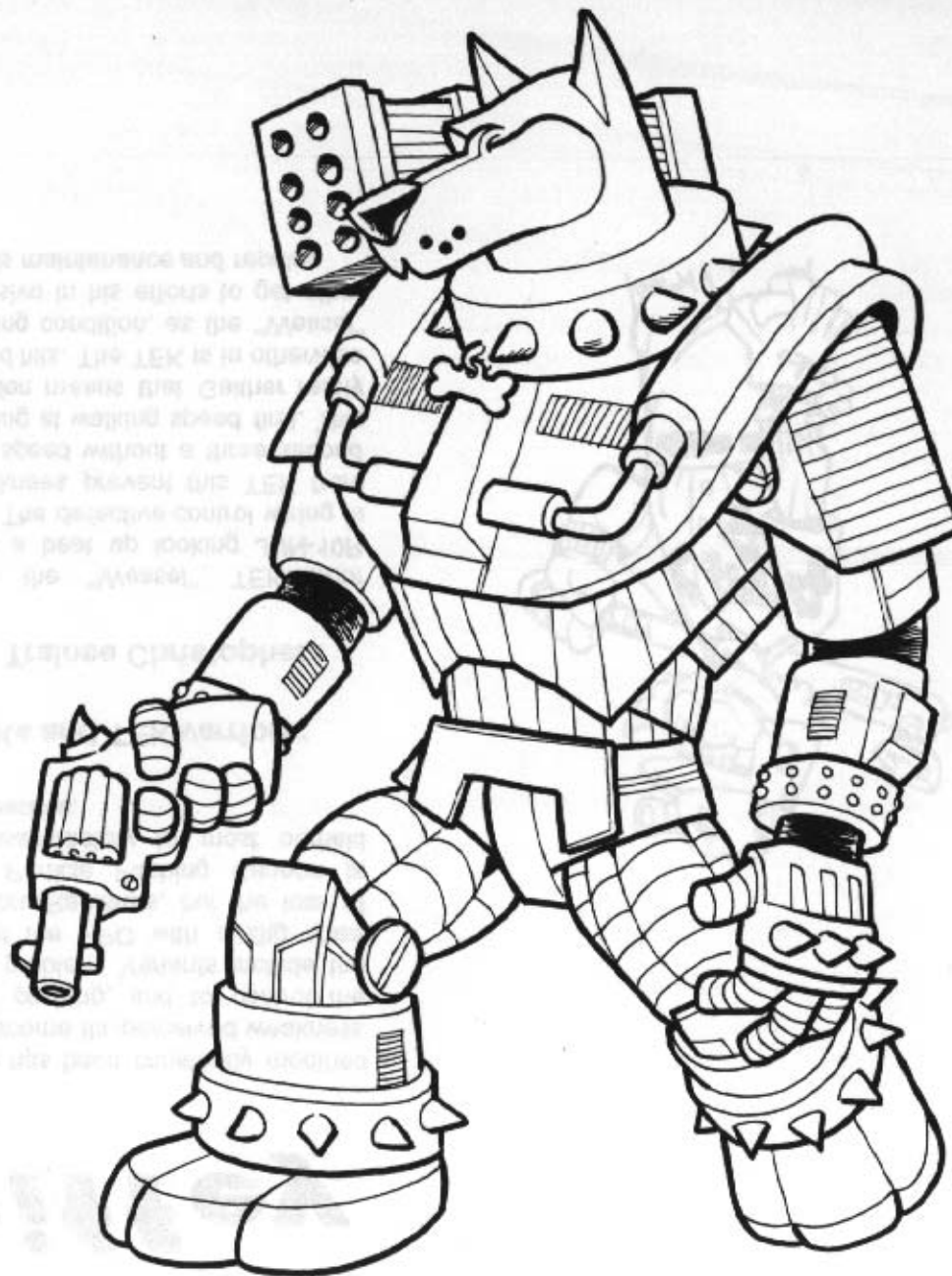
L/R Torso	13	20/6
-----------	----	------

R/L Arm	9	14
---------	---	----

R/L Leg	13	18
---------	----	----

Weapons and Ammo

Type	Loc	Crit	
Little 'AC	RA	4	8
Ammo (AC) 20	RA	1	1
SRF 6-rack	LT	2	3
Ammo (SRF) 15LT		1	1
'Laser'	H	1	1
Coil Springs	RL	2	1
Coil Springs	LL	2	1
Coil Springs	CT	1	0.5



JUN-10R Griffey

Size: M
Framework: TEKweld K
Powerplant: 275 Schwinn
Home to First: 5.1
First to Third: 8.9
Coil Springs: 5 x Seele
Armor: Chronicle,
 w/wednesday inserts

Armament:

One Overhand II

Particle Pitching Cannon

One Big Show Long Range

Fireworks 10-rack

(Text continued from page 102.)

In action against Franchise Low, D0-BRMN of House Mongrel won repeated victories. But they were swept in the final series of the season at Low Stadium as the mice ground out a number of runs by getting the lead off TEK on base, stealing second, and then sacrificing the runner the rest of the way around. The Mongrel offense was held in check by the pitching and outfield work of House Low, and in the end, little-ball won the day and the series.

Variants:

The D0-BRMN design has rarely been modified, although Franchise Purina has had some success with a version armed exclusively with 'Lasers' and a Big class

'Laser'.

The Griffey has been constantly modified to try and overcome its perceived weakness against inside pitching, and to control the severe Sweat problem. Variants include the replacement of the PPC with a Big class 'Laser' and more Radiators, but the loss of the powerful Particle Pitching Cannon is considered unsatisfactory to most outfield and pitching coaches.

Notable TEKs and TEKwarriors:

TEKwarrior Trainee Christopher Gaither

Known as the "Weasel", TEKwarrior Gaither drives a beat up looking JUN-10R with bad legs. The defective control wiring in the hips and knees prevent this TEK from running at full speed without a three second period of cruising at walking speed first. This slow acceleration means that Gaither rarely beats out infield hits. The TEK is in otherwise excellent working condition, as the "Weasel" is very persuasive in his efforts to get other critters to do his maintenance and repairs.



SECRET BIG LEAGUE CODE:**Type: JUN-10R Griffey**

Mass 55 55
 Framework 5.5
 Powerplant 275 15.5

walking 5

running 8

Coil 5

Radiators 12 2

Gyro 3

Cockpit 3

Armor 152 9.5

Location	Frame	Armor
----------	-------	-------

Head 3 9

C Torso 18 20/7(tush)

L/R Torso 13 20/6

R/L Arm 9 14

R/L Leg 13 18

Weapons and Ammo

Type	Loc	Crit
------	-----	------

PPC RA 3 7

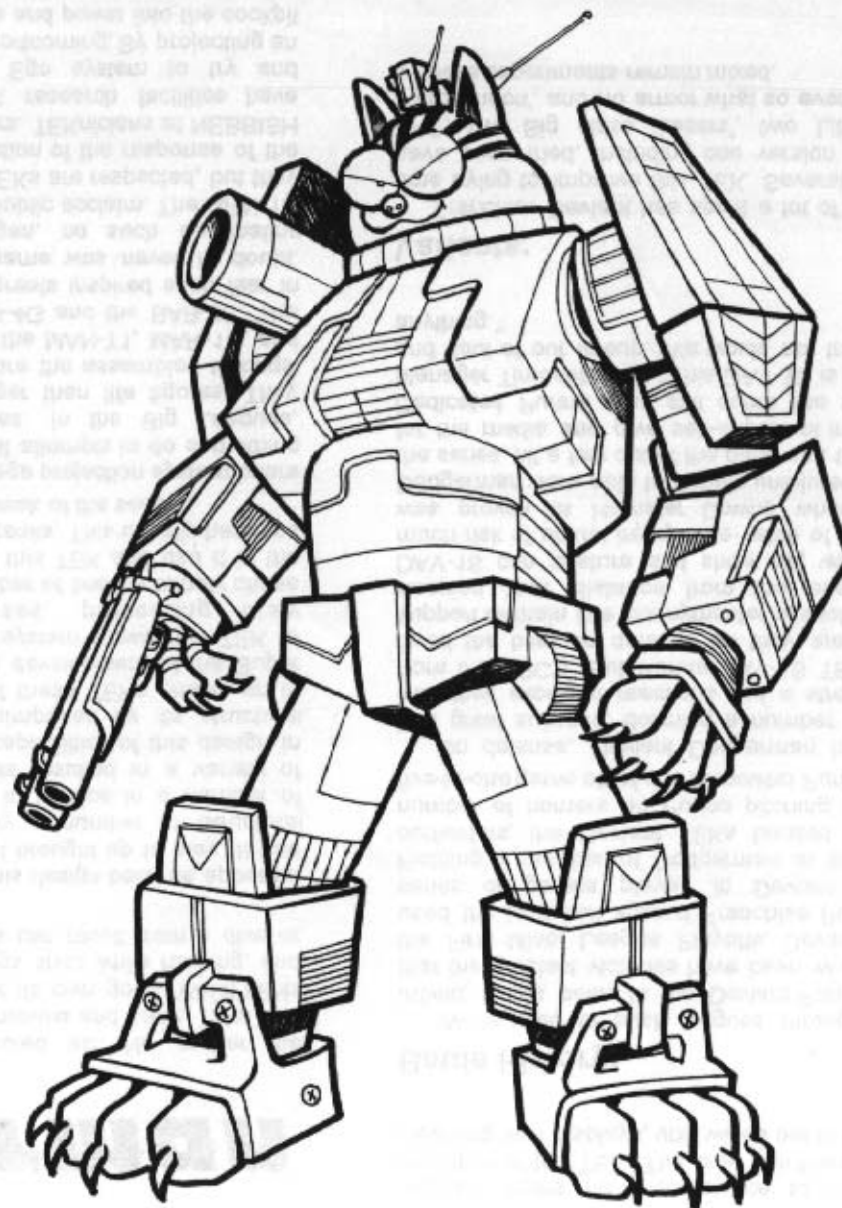
LRF 10-rack RT 2 5

Ammo (LRF) 24RT 2 2

Coil Springs RL 2 1

Coil Springs LL 2 1

Coil Springs CT 1 0.5



DAV-1S Dodgerman

Size: L
Framework: Big Red Machine Works
Powerplant: 300 Murray
Home to First: 5.1
First to Third: 8.9
Coil Springs: 0
Armor: Post Telegraph, Section A
Armament:
 Two Pure Heat PPC's
 Super Ego image projection system

Overview:

One of the great dreams of a Minor League Equipment Manager is to find a TEK that can run fast, hit the ball hard to any field, and throw with the best arms in the league. The pursuit of such a dream lead the designers of the DAV-1S. The failure of the MND-0ZA was behind them. No expense was spared. They believed that this time they had a TEK that truly could do it all. Such dreams die fast when they meet reality.

Capabilities:

The Dodgerman is the largest TEK capable of going Home to First in 5.1 seconds powered by the reliable 300 Murray chain drive. Coupling that speed with a pair of Pure Heat Particle Pitching Cannon creates a machine that can beat you in a countless number of ways. It can hit the long ball, beat out grounders, pitch, or play outfield. But something had to give somewhere, and this time it was defense. This TEK is so pitifully under-armored that it is capable of crippling itself by falling down.

The trade-off of defense for weapons and speed results in a TEK that spends most of the

season on the disabled list. No matter the dedication of the TEKnicians and crew. This TEK is simply too much for its own good. Wrist joints break while batting, legs snap while running, and terrible internal injuries can result from a dive or collision.

The limitations of this design became apparent shortly after it was first brought up to play. It had been manufactured by a number of Structural Fabricators, and was in service in a number of Franchise lineups. This resulted in a variety of attempted fixes. The capabilities of this design in Air Defense were unimpaired by its structural flaws, so a number of these TEKs ended up in Anti-Flyer lineups. The development of the Super Ego image projection system allows this TEK to hide its weaknesses, preventing crew demoralization. A number of lineups simply chose to accept the flaws of this TEK and use it in the starting lineup until it breaks. This usually happens in the second or third week of the season.

The Super Ego image projection system bears further description, as it attempts to do something no other system does. In the Big Leagues, TEKwarriors were larger than life figures. They walked like giants before the assembled throngs. They drove TEKs like the MAN-T1, MAR-1S, and MA-1Z, the great LOU-4G and the BAB-3E. The very visage of these greats inspired such fear in the enemy that the game was never in doubt. Since the Break began, no such dominating talents have come to public acclaim. The ARN-1D and other late model TEKs are respected, but they do not generate a fraction of the response of the old Big League sluggers. TEKnicians at NEBBISH and other such TEK research facilities have deployed the Super Ego system to try and compensate for this shortcoming. By projecting an image of awesome size and power into the cockpit of the TEKwarrior, the driver and his crew are given a false impression of condition of their TEK. The image of power and invincibility shown on the

displays bears no resemblance to the actual condition of the TEK. The crew will then fight on, believing their displays, until wiped out in combat.

Battle History:

While used in bush leagues throughout the Infield, it has been in the Deviant-Purina rivalry that the greatest victories have been won. During the First Minor League Playoffs, Deviant forces used the long ball against Franchise Purina in a series of games played in Deviant territory. Fielding a number of Dodgerman in lineups as outfielders, the Deviant TEKs blasted a record number of homers off Purina pitching, including five-in-one game off of ace Menowho Purina.

On defense, Deviant Dodgerman have also had great success, downing a number of Flyers with their excellent reactions and a strong throw from the PPC's. But Purina DAV-1S TEKs have fared the best on defense as they are used in support of main line Bunnymaster assault lineups. Keeping their distance from the enemy, the DAV-1S can posture and show off, without too much risk of actual injury. The value of this tactic was proven at Hamster Downs when Purina Dodgerman were able to remain uninjured through the series, hit a few out of the park, and then pose for the media and give self-important interviews. Dedicated Purina fans still quote the words of Manager Timooshenko: "This DAV-1S is the heart and soul of our lineup. We would not trade it for anything."

Variants:

Franchise Deviant has spent a lot of research time trying to improve this TEK. Several variants have been tried, including one version with two PPC, two Big class 'Lasers', two Little class 'Autocannon', and no armor what so ever. Results of these experiments remain mixed.

Notable TEKs and TEKwarriors:

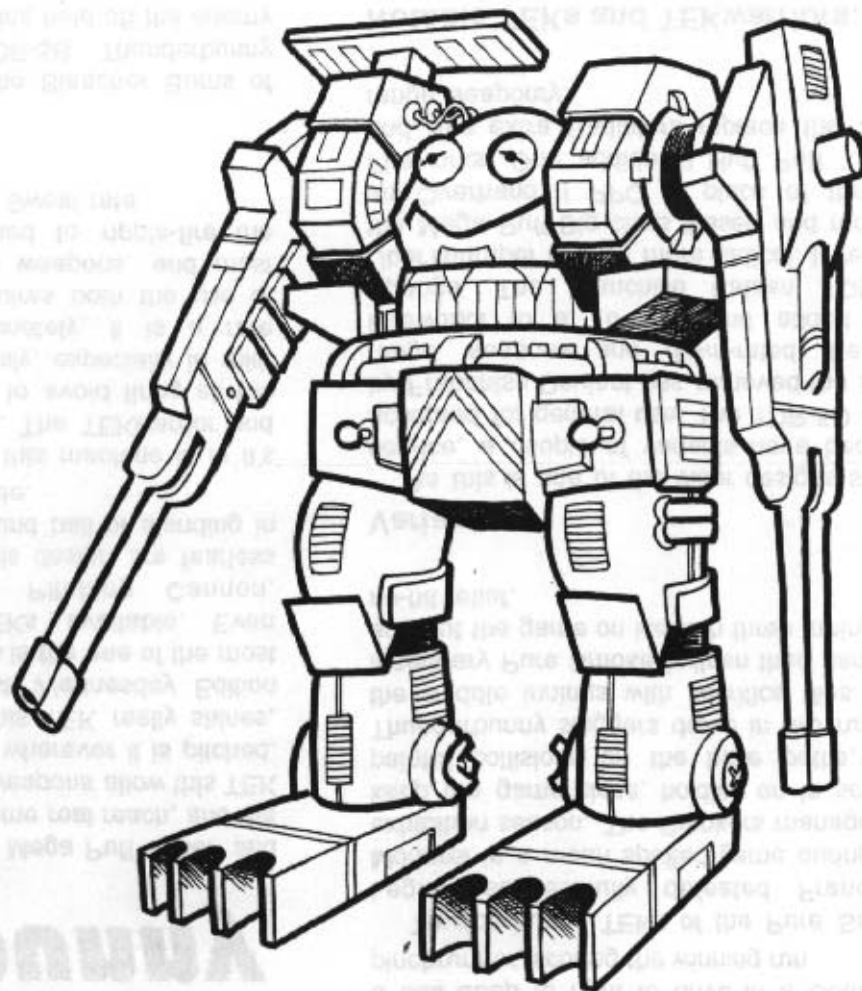
Captain "Super" Eric Sacremerde

Commanding the starting heavy lineup for Franchise Deviant, "Super Eric" has spent too many years in the cockpit of his Dodgerman. The effects of the Super Ego system have left him completely deluded as to his own abilities, and his bragging and bravado are legend. Recovering from compound fractures of the hips, spine, and shoulders, Captain Sacremerde is expected to return to the lineup early next season.

SECRET BIG LEAGUE CODE:

Type: DAV-1S Dodgerman

Mass	60	60
Framework		6
Powerplant	300	19
walking	5	
running	8	
Coil	0	
Radiators	19	9
Gyro		3
Cockpit		3
Armor	96	6
Location	Frame	Armor
Head	3	6
C Torso	20	18/2(tush)
L/R Torso	14	10/1
R/L Arm	10	10
R/L Leg	14	14
Weapons and Ammo		
Type	Loc	Crit
PPC	RA	3 7
PPC	LA	3 7



TDR-5B Thunderbunny

Size: L
Framework: RSG
Powerplant: 260 Mizuno
Home to First: 5.8
First to Third: 10.0
Coil Springs: None
Armor: Post, Wednesday Edition
Armament:

One Mega Puff Big class 'Laser'
 One Big Show Long Range
 Fireworks 15-rack
 Three Huff Puff 'Lasers'
 One Cherry Bomb Short Range
 Fireworks 2-rack
 Two Frogstomper Machineguns

Overview:

One of the most familiar TEK designs still in service, the venerable Thunderbunny continues to contribute to the offense of most Franchise lineups. Originally built as a power hitting Assault TEK, the TDR-5B is currently used as an offensive threat in Heavy lineups. A favorite of catchers and third basemen, this design remains in production even though it is prone to severe Sweat problems.

Capabilities:

One of the best equipped TEKs ever built, the TDR-5B has a broad assortment of weaponry. This design hits well against all

variants of pitches. Its Mega Puff 'Laser' and LR Fireworks give it some real reach, and the host of shorter range weapons allow this TEK to put the ball in play wherever it is pitched. Its on defense that this TEK really shines, with its superior Post Wednesday Edition armor. For its size, this is the one of the most heavily armored TEKs available. Even against a Particle Pitching Cannon, TEKwarriors driving this design are fearless of squaring up on ground ball or standing in on a collision at the plate.

The only failing of this machine is in its Sweat dissipation rate. The TEKwarrior and crew must be careful to avoid firing all the weaponry simultaneously, especially in mid-season games. Fortunately, it is a rare circumstance that requires both the use of long and short range weapons, and most TEKwarriors are trained to ripple-fire the weapons to reduce the Sweat rate.

Battle History:

In action against the Bleacher Bums of King Overweight, TDR-5B Thunderbunny TEKs of Franchise Purina held off the enemy for six extra innings without relief. By choosing to walk the Bums' power hitters and pitch to their weaker players, the Purina TEKs were able to get the critical outs on Fielder's Choice, including three plays at the plate. When the vital at bat came for Purina in the bottom of the 15th inning, Thunderbunny driver Trojan Fukamori drove

a ball deep to right to drive in a Cottontail pinchrunner, scoring the winning run.

Thunderbunny TEKs of the Pure Smoke Legion successfully defeated Franchise Mongrel in a mean spirited game during the exhibition season. The Smokers managed to keep the game close, holding on in several painful collisions on the base paths, and Thunderbunny sluggers drove in two runs in the middle innings with sacrifice flies. The legendary Pure Smoke bullpen then came in and put the game on ice with three innings of no-hit relief.

Variants:

As this is one of the older designs still in service, a couple of variants have become accepted for general use. The TDR-5D used by Franchise Deviant has removed the short range weapons and down-rated the LR Fireworks to a 10-rack, and added Coil Springs. The Franchise Katzen TDR-5K UberThumper is a bit more radical. It retains the Mega Puff Big class 'Laser' and mounts an Overhand II PPC in place of the LR Fireworks. One additional Huff Puff 'Laser' and five extra Radiators replace the short range weaponry.

Notable TEKs and TEKwarriors:

TEKwarrior John D. Daulton

Riding atop the TDR-5B "Fat Boy", Daulton has had a superb season for the Pure Smoke Legion Free Agents. Batting in the 5 slot and doing the catching, Daulton has hit 102 RBI's, and is the Bush League leader. His TEK has a specially padded left

hand to absorb the incredible kinetic energy of the Pure Smoke pitches.

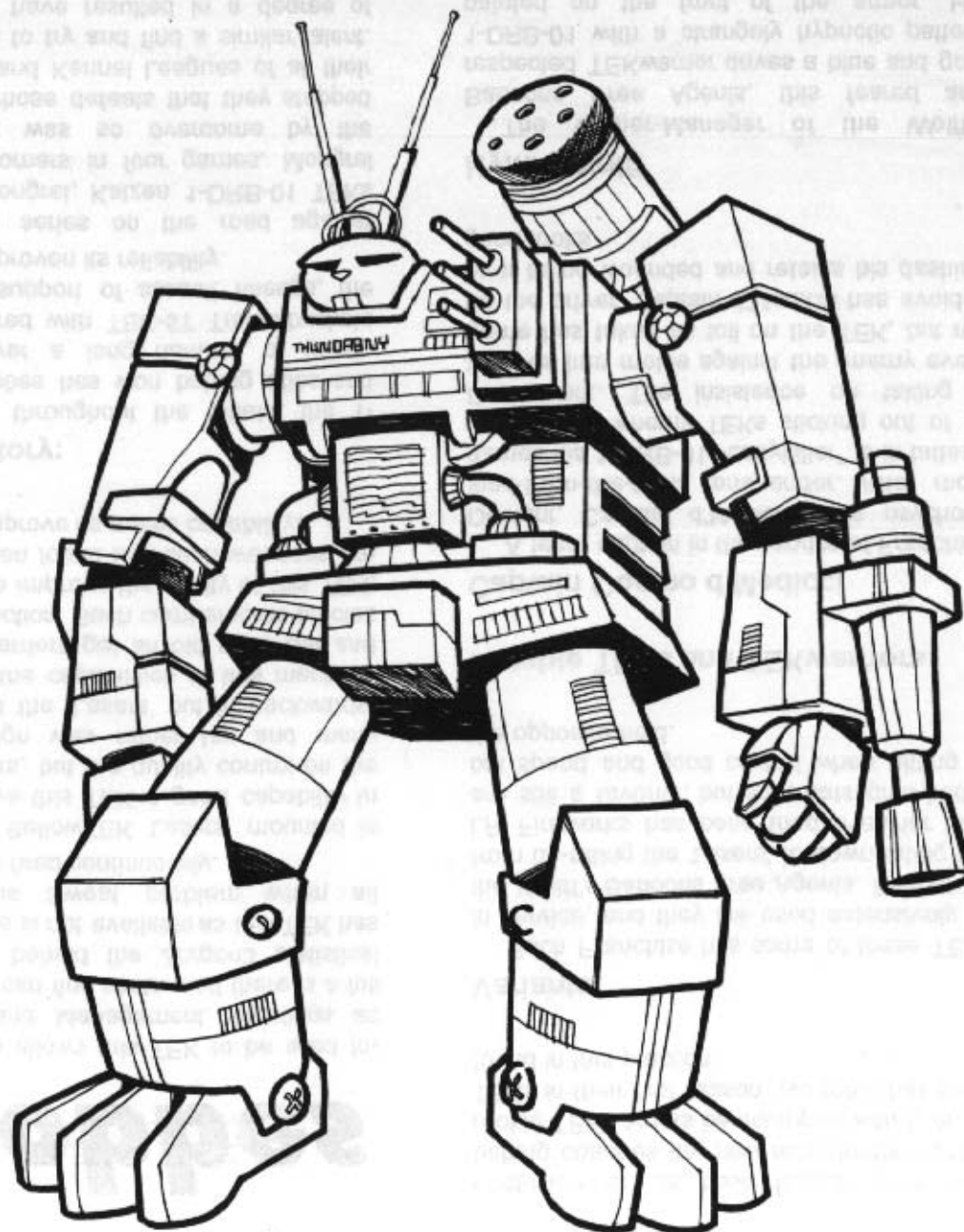
SECRET BIG LEAGUE CODE:

Type: **TDR-5B Thunderbunny**

Mass	65	65
Framework		6.5
Powerplant	260	13.5
walking	4	
running	6	
Coil	0	
Radiators	15	5
Gyro		3
Cockpit		3
Armor	208	13
Location	Frame	Armor
Head	3	9
C Torso	21	30/11(tush)
L/R Torso	15	24/6
R/L Arm	10	20
R/L Leg	15	29

Weapons and Ammo

Type	Loc	Crit	
Big 'Laser'	RA	2	5
LRF 15-rack	RT	3	7
Ammo (LRF) 16CT		2	2
'Laser'	LT	1	1
'Laser'	LT	1	1
'Laser'	LT	1	1
SRF 2-rack	RT	1	1
Ammo (SRF) 50RT		1	1
MG	LA	1	0.5
MG	LA	1	0.5
Ammo (MG) 200LA		1	1



1-DRB-01 Hobbes

Size: L
Framework: TEKweld K
Powerplant: 280 Schwinn
Home to First: 5.8
First to Third: 10.0
Coil Springs: None
Armor: Post, Wednesday Edition
Armament:
 Two Lights-Out Long Range
 Fireworks 20-racks
 Four BellowTEK 'Lasers'

Overview:

The 1-DRB-01 has a special place in the hearts of veteran TEKwarriors. Designed to hit the long ball, this heavy TEK continues to be a reliable slugger even though it has been in service a long time. The great Krewzinski drove a 1-DRB-01 back in the old Big League, and this sentimental favorite continues to serve in heavy lineups as a clean up hitter.

Capabilities:

This design provides acceptable mobility, size, defense, and power for a heavy TEK. But it is at the plate that the 1-DRB-01 makes its mark. Carrying a primary load of two Lights Out Long Range Fireworks 20-racks with lots of reloads, this TEK is a monstrous threat every time it steps up to bat.

The extremely spacious cockpit of the

Hobbes also allows this TEK to be used for Command and Management. Meetings as large as ten can find seats, and there is a full service bar behind the Zorgon3 statistical computer. Ice is not available as this TEK has a dangerous Sweat problem when all weapons are fired continuously.

The four BellowTEK 'Lasers' mounted in the torso give this TEK a good capability in close quarters, but the quality control on the original design was rather lax and many versions had the 'Lasers' put in backwards. To improve the capabilities of this machine, many TEKwarriors get an old style Bat and bring it into action. Such cumbersome articles do nothing to improve the agility of this TEK, but it has been found that such weapons are needed to improve its melee capability.

Battle History:

In action throughout the Infield, the 1-DRB-01 Hobbes has won batting titles and pennants over a long number of years. Whether paired with TBK-5T Trenchbuckets or firing in support of assault lineups, the Hobbes has proven its reliability.

During a series on the road against Franchise Mongrel, Katzen 1-DRB-01 TEKs hit eleven homers in four games. Mongrel management was so overcome by the enormity of those defeats that they stripped the Frontier and Kennel Leagues of all their power hitters to try and find a similar talent. Such efforts have resulted in a degree of

confusion at the bush league level, and batting coaches are now recommending that rookie TEKwarriors be equipped with L or XL TEKs in their first season. No merit has been found in this practice.

Variants:

Each Franchise has some of these TEKs in service, and they are used extensively by the Wolff's Baboons Free Agents. Everything from up-rating the 'Lasers' to down-rating the LR Fireworks has been tried. Heavier bats are still a favorite, but light bats give better bat speed and good control when hitting to the opposite field.

Notable TEKs and TEKwarriors:

Captain Cosmo d'Medicci

A team captain in the service of Franchise Deviant, Captain d'Medicci is a psychotic lead-from-the-front commander. After most games his 1-DRB-01 "Ladykiller" is in tatters, with bits of enemy TEKs sticking out of its Framework. The insistence on taking a Hobbes into melee against the enemy every game has taken its toll on the TEK, but not on the driver. Captain d'Medicci has avoided ever being wounded and retains his dashing good looks.

Hymie Wolff

The Owner-Manager of the Wolff's Baboons Free Agents, this feared and respected TEKwarrior drives a blue and gold 1-DRB-01 with a strangely hypnotic pattern painted on the front of the armor. His

personal skill with the bat is legendary, but is his tactical brilliance that makes his unit the most feared and respected Free Agents in the Infield.

SECRET BIG LEAGUE CODE:

Type: 1-DRB-01 Hobbes

Mass 70 70

Framework 7

Powerplant 280 16

walking 4

running 6

Coil 0

Radiators 10 0

Gyro 3

Cockpit 3

Armor 208 13

Location Frame Armor

Head 3 9

C Torso 22 33/10(tush)

L/R Torso 15 24/6

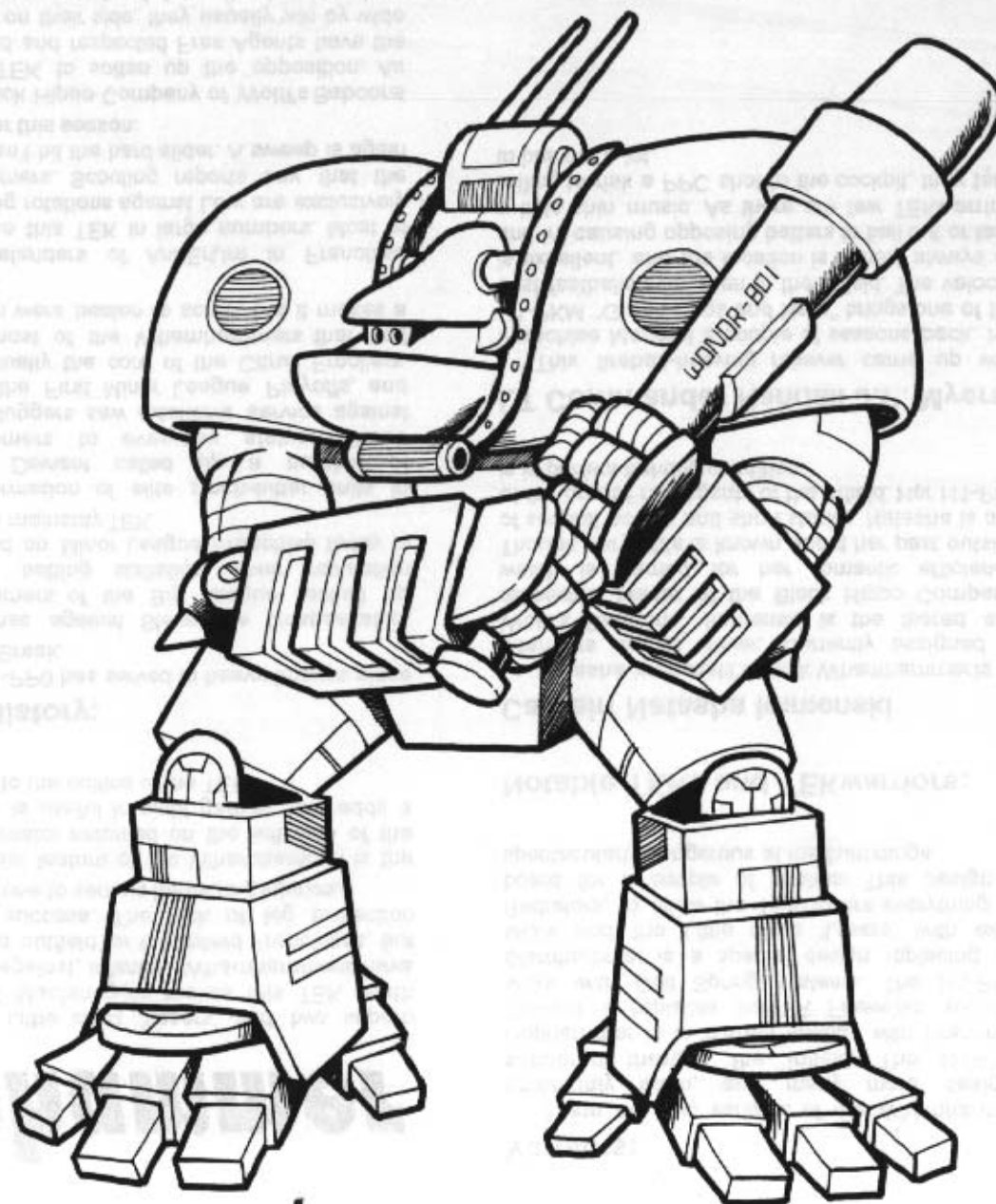
R/L Arm 11 22

R/L Leg 15 26

Weapons and Ammo

Type	Loc	Crit	
LRF 20-rack	RT	5	10
LRF 20-rack	LT	5	10
Ammo (LRF) 12RT		2	2
Ammo (LRF) 12LT		2	2
'Laser'	RA^	1	1
'Laser'	LA^	1	1
'Laser'	CT^	1	1
'Laser'	CT^	1	1

^ mounting may be forward, rear, or side.



H1-PP0 Whamhammer

Size: L
Framework: SuperTEK 70
Powerplant: 280 LeBike
Home to First: 5.8
First to Third: 10.0
Coil Springs: None
Armor: Chronicle
 w/ wednesday inserts

Armament:

Two Pure Heat PPC's
 One M-80 Short Range
 Fireworks 6-rack
 Two Huff Puff 'Lasers'
 Two Mini Puff Little class 'Lasers'
 Two BuddaTEK Machineguns

Overview:

A reliable and sturdy TEK for use in heavy lineups, the Whamhammer has a demonstrated history of success in its primary mission, pitching. Under Senior Circuit rules, this design bats well, and has shown the ability to destroy any TEK smaller and weaker than itself.

Capabilities:

Designed to be the most dangerous pitching TEK in its size, the H1-PP0 has all the power needed as a starting pitcher in the bush leagues. Its eighteen Radiators allow extended firing of the Pure Heat Particle Pitching Cannon, alternating from side to side as required. This unique ambidexterity makes this TEK the preferred choice against switch-hitters. In addition to the powerful close in weaponry of this design, the presence of

Mini Puff Little class 'Lasers' and two superb BuddaTEK Machineguns makes this TEK death on toast against infantry. Whamhammers have also played outfield for the Infield Franchises, but with little success. The lack of leg protection leaves it prone to serious hamstring injuries.

A special feature of the Whamhammer is the Field Illuminator mounted on the left side of the torso. This is useful in night games, and adds a nice touch to the outline of the TEK.

Battle History:

The H1-PP0 has served in heavy lineups since before the Break.

In games against Steve the Unspeakable, Whamhammers of the Big League racked up impressive batting statistics. Their reputation spread, and no Minor League Franchise today is without this mainstay TEK.

The formation of elite pinch-hitter units in Franchise Deviant called up a number of Whamhammers to everyday status. These specialty sluggers saw extensive service against Purina in the First Minor League Playoffs, and were eventually the core of the Citrus Frogliers. Actually, most of the Whamhammers that had seen action were beaten to scrap, but it makes a good story.

The Defenders of AndErUm in Franchise Mongrel use this TEK in large numbers. Most of their pitching rotations against Low are exclusively Whamhammers. Scouting reports say that the mice just can't hit the hard slider. A sweep is again predicted for this season.

The Black Hippo Company of Wolff's Baboons uses this TEK to soften up the opposition. As these feared and respected Free Agents have the Scriptwriter on their side, they usually win by wide margins after a couple of dramatic plays or close innings.

Variants:

There are two variants of the Whamhammer commonly seen, and many more designs scattered through the Infield. The H1-PD1 Hophammer is in current lineups with Franchise Deviant. It replaces the SR Fireworks and the MG's with Coil Spring systems. The H1-PKM Slamhammer is a special design replacing the MG's and the Little class 'Lasers' with extra Radiators, to allow the TEK to fire everything on board for a couple of pitches. This design is spectacularly dangerous at medium range.

Notable TEKs and TEKwarriors:

Captain Natasha Immenski

Natasha Immenski's black Whamhammer is as infamous as its driver. Currently assigned to Wolff's Baboons, Immenski is the feared and respected leader of the Black Hippo Company, which is named for her romantic efficiency. Though very little is known about her past outside of several novels and short stories, Natasha is one of the great Free Agents of the Infield. Her H1-PP0 is in perfect fighting condition.

LT Commander Randall J.P. Myers

This fireball-heaving reliever came up with Franchise Mongrel a couple of seasons back. His H1-PKM "Green Eggs and Ham" brings one of the best fastballs ever seen in the Infield. The velocity is excellent, and the location is almost always up and in, causing opposing batters to bail out or take a little chin music. As there are few TEKwarriors willing to risk a PPC shot to the cockpit, they tend to bail out a lot.

SECRET BIG LEAGUE CODE:

Type: H1-PP0 Whamhammer

Mass 70 70

Framework 7

Powerplant 280 16

walking 4

running 6

Coil 0

Radiators 18 8

Gyro 3

Cockpit 3

Armor 160 10

Location Frame Armor

Head 3 9

C Torso 22 22/9(tush)

L/R Torso 15 17/8

R/L Arm 11 20

R/L Leg 15 15

Weapons and Ammo

Type	Loc	Crit	
PPC	RA	3	7
PPC	LA	3	7
SRF 6-rack	RT	2	3
Ammo (SRF)15	RT	1	1
'Laser'	RT	1	1
'Laser'	LT	1	1
Little 'Laser'	RT	1	0.5
Little 'Laser'	LT	1	0.5
MG	RT	1	0.5
MG	LT	1	0.5
Ammo (MG) 200CT		1	1



MAF-3R Mafrogger

Size: L
Framework: GeekTEK
Powerplant: 300 Murray
Home to First: 5.8
First to Third: 10.0
Coil Springs: 4 x Kenworth
Armor: Canadian Newsprint
 Laminate
Armament:
 Two Overhand II PPC's
 Four BellowTEK 'Lasers'

Overview:

First built a couple of seasons before the Break, the MAF-3R was originally designed as a power pitcher with a twist. Franchise Deviant became the main supporter of the development of this TEK, and the preferences of that Franchise have clearly influenced the design now in service.

Capabilities:

The pairing of Overhand II PPC's was not a new idea, as the Whamhammer had done so previously, but the Mafrogger remains unique in several of its features. The original MAF-1 was equipped with a SuperSpitter Little class 'Autocannon', which was found to have a design flaw in the feed linkage. Besides, the AllStar umpires disapproved of any TEK that intentionally threw a real spitter. So Franchise Deviant fielded the MAF-2G designed to throw both fastballs and the amazing split-finger fastball, a virtually unbeatable pitch that drops straight down as it reaches the plate. The unorthodox arm joints of the Mafrogger also allow it to throw a screwball, which breaks back into the batter after running out

over the plate.

The MAF-3R configuration reached the Minor Leagues during the Second Playoffs, and it was immediately hailed as a success. This TEK was armored with superior Canadian Newsprint Laminate, giving it vastly better armor than the previous models. This was also the version that introduced the Deviant designed Coil Spring system. One of the largest TEKs to be fitted with Coil Springs, the MAF-3R demonstrated astounding agility for a pitcher and was often converted to outfield duty in most heavy lineups.

The capability of this TEK to carry command and communication equipment makes it ideal for Player-Managers, and the MAF-3R is often found as the captain TEK of its lineup.

Battle History:

This TEK was originally brought up by Franchise Deviant, but has come into common usage throughout the Infield Franchises.

One early success of this design was in the service of House Low, when a lineup of MAF-2G's and Whamhammers destroyed several lineups of Mongrel TEKs. The victory was so overwhelming that most of the Mafroggers did not even get to warm up before the game was over.

Deviant MAF-3R Mafroggers remain the bane of Franchise Purina, who have found that even the power of a Bunnymaster is useless against the split finger fastball and screwball thrown by this TEK. One game, potentially a record-setting contest, had the MAF-3R driven by LT Disraeli Dumont strike out 19 Purina batters in the first seven innings. Before the game could be completed, the Purina manager decided he had enough and ordered his Bunnymaster sluggers to lean into pitches. The resulting injuries inspired a bench-clearing brawl that went on for two days. AllStar umpires gave up trying to break up the fight

and abandoned the stadium, declaring the game a double forfeit.

Variants:

Besides the older versions of this TEK which are still occasionally seen in bush league lineups, there are a number of variants of the MAF-3R. The shortage of parts for the Overhand II PPC's has led some Franchises to replace them with the inferior Mega Puff Large class 'Laser'. Franchise Low prefers left handed pitching, so they replace only the right hand PPC with a Large 'Laser'. Other variants use Short Range Fireworks in the place of the BellowTEK 'Lasers', but this seems to reduce the overall effectiveness of the TEK and is rarely seen.

Notable TEKs and TEKwarriors:

The Mad Bomber

This ruthless Free Agent works outside the Franchise system as a plot device for the Scriptwriter. His arrival on scene usually means that the protagonist must fight a desperate duel for survival, or defeat the Mad Bomber in a Home Run Derby. Neither the good of Baseball nor the lives of innocent fans will interfere with the mysterious goals of this TEKwarrior.

SECRET BIG LEAGUE CODE:**Type: MAF-3R Mafrogger**

Mass 75 75

Framework 7.5

Powerplant 300 19

walking 4

running 6

Coil 4

Radiators 19 9

Gyro 3

Cockpit 3

Armor 184 11.5

Location Frame Armor

Head 3 9

C Torso 23 35/10(tush)

L/R Torso 16 17/8

R/L Arm 12 22

R/L Leg 16 18

Weapons and AmmoType Loc Crit

PPC RA 3 7

PPC LA 3 7

'Laser' RA 1 1

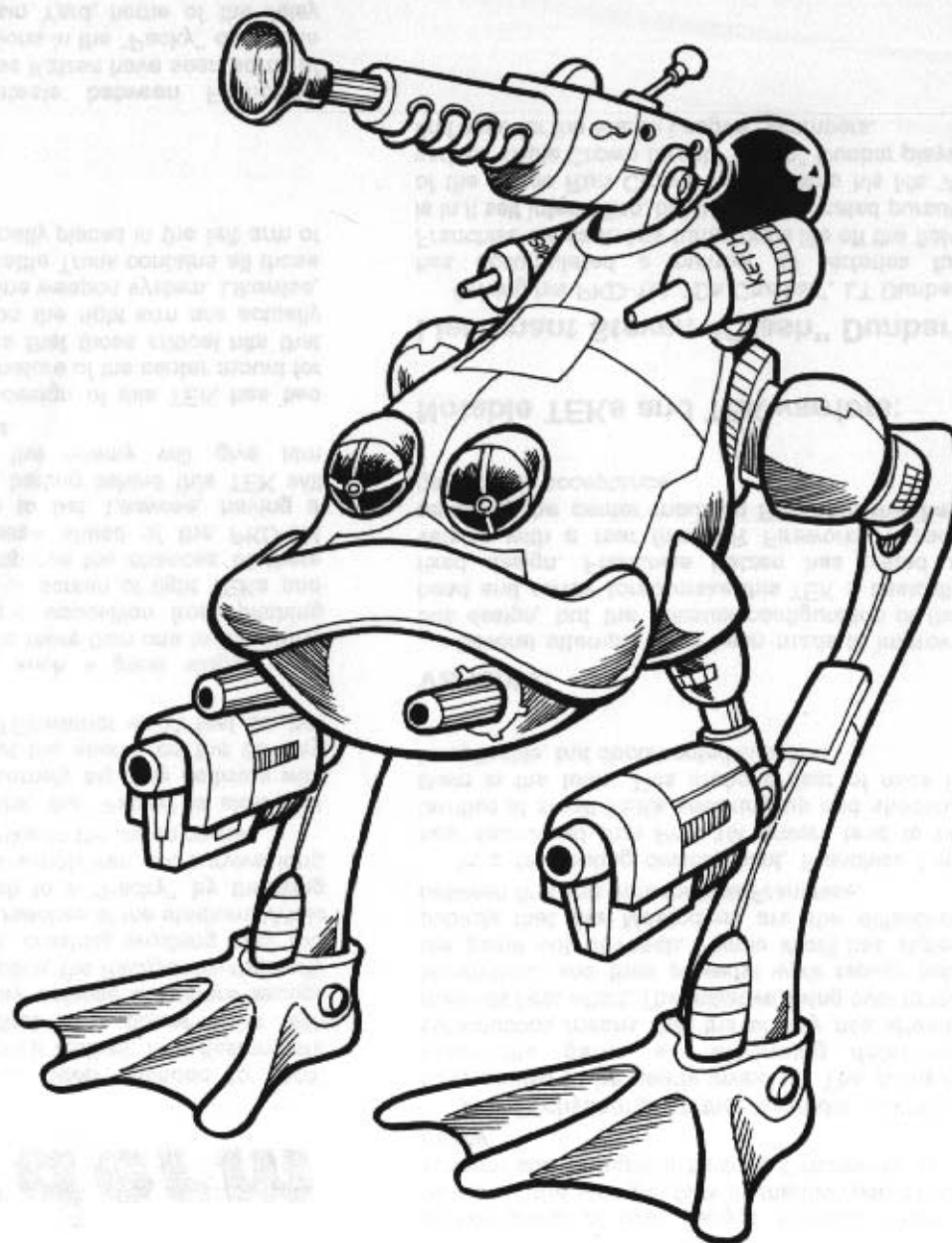
'Laser' LA 1 1

'Laser' RT 1 1

'Laser' LT 1 1

Coil Springs RL 2 2

Coil Springs LL 2 2



PKD-1M Pachyderm

Size: XL
Framework: MegaTEK G
Powerplant: 240 Raleigh
Home to First: 8.1
First to Third: Only on a homer
Coil Springs: None
Armor: Times, weekday edition
Armament:
 Three Super Tusk PPC's
 One Mini Puff Little class 'Laser'

Overview:

The "Packy" is a favorite of Assault drivers throughout the Infield. Never a very numerous TEK, the largest concentration of these machines are in the Mastodon Battalion of Wolff's Baboons. The PKD-1M was put in production just before the Break, and preservation of the Structural Fabricators capable of building this TEK has become an important defensive goal for most Franchises.

Considered one of the greatest designs ever fielded, the "Packy" is a real clutch player. Genuine Hall of Fame stuff. When things get tough, this TEK just seems to get tougher.

Capabilities:

Large and ungainly, the first sight of a PKD-1M is usually at long range, and it appears to be no more than a big Whamhammer. But long before it gets close, the feeling of dread settles in. It is HUGE and massively armored. The gigantic Battle Trunk waving over the three Particle Pitching Cannon reveals the identity of this machine. The firepower of the Pachyderm is so great that a full salvo can destroy a M sized TEK instantly.

The PKD-1M was never intended to pitch, although it has a superb fastball. This design was planned from the first as a power hitter with enough armor to play defense anywhere except middle infield. In practice, the Pachyderm regularly destroys any pitcher, crushing anything over the plate into the distant reaches of the stadium. While it is possible to pitch to a "Packy" by throwing inside, most pitchers simply can not survive long enough to throw a strike on the inside corner.

On the base paths, the "Packy" is slow and ponderous, but awesomely big. Any collision with a lighter TEK will put the enemy on the 60 day Disabled List. The TEKwarrior won't feel so hot either.

The PKD-1M is such a great slugger that managers like to have more than one in the same lineup to prevent the opposition from pitching around the "Packy". A screen of light TEKs and fast mediums will improve the chances of there being runners on base ahead of the PKD-1M when he comes up to bat. Likewise, having a strong contact hitter batting behind this TEK will make certain that the enemy will give him something to swing at.

The unorthodox design of this TEK has two notable effects. The nature of the center mount for the third PPC means that those critical hits that would normally fall on the right arm are actually impacting the centerline weapon system. Likewise, the Head mounted Battle Trunk contains all those critical locations normally placed in the left arm of a TEK.

Battle History:

The brutal contests between Franchise Mongrel and Franchise Katzen have seen some of the most glorious actions in the "Packy" career. In a big game at Cansin Yard, home of the Alley League Polecats, a Mongrel lineup of PKD-1M's and Wormies II's beat the daylight out of an

ad-hoc lineup of Alley League All-stars. When it was over, the Mongrel fans dismantled part of the stadium and brought it back to Ornamente as a trophy.

The Pachyderms of the Mastodon Battalion have proved to be nearly invincible. The ability to enter the game as late-inning defensive substitutions means that the enemy has already made its best effort. The initiative swing over to the Mastodons, and their powerful work rapidly puts the game out of reach. Hymie Wolff has stated publicly that the Mastodons are the difference between first and third for their Franchise.

In a fascinating development, Franchise Low has discovered that PKD-1M drivers tend to be terrified of small TEKs sneaking up and shooting them in the tush. This irrational fear of mice is inexplicable, but documented in action.

Variants:

Several attempts have been made to improve this design, but the unusual configuration of the head and center torso make this TEK a basically fixed design. Franchise Katzen has tested a version with a rear firing LR Fireworks 15-rack replacing the center mounted PPC, but this has gained little acceptance.

Notable TEKs and TEKwarriors:

Lieutenant Steven "Crash" Dunbar

Driving his PKD-1M, "Da Crusher", LT Dunbar has accumulated a number of victories for Franchise Deviant. His tumultuous life off the field is in it self interesting, but it is his dedicated pursuit of the Home Run Crown that governs his life. A serious Triple Crown threat, "Crash" Dunbar plays first base for the Marsh League Swampers.

SECRET BIG LEAGUE CODE:**Type: PKD-1M Pachyderm**

Mass 80 80

Framework 8

Powerplant 240 11.5

walking 3

running 5

Coil 0

Radiators 28 18

Gyro 3

Cockpit 3

Armor 240 15

Location Frame Armor

Head 3 9

C Torso 25 30/19(tush)

L/R Torso 17 24/10

R/L Arm 13 24

R/L Leg 17 33

Weapons and Ammo

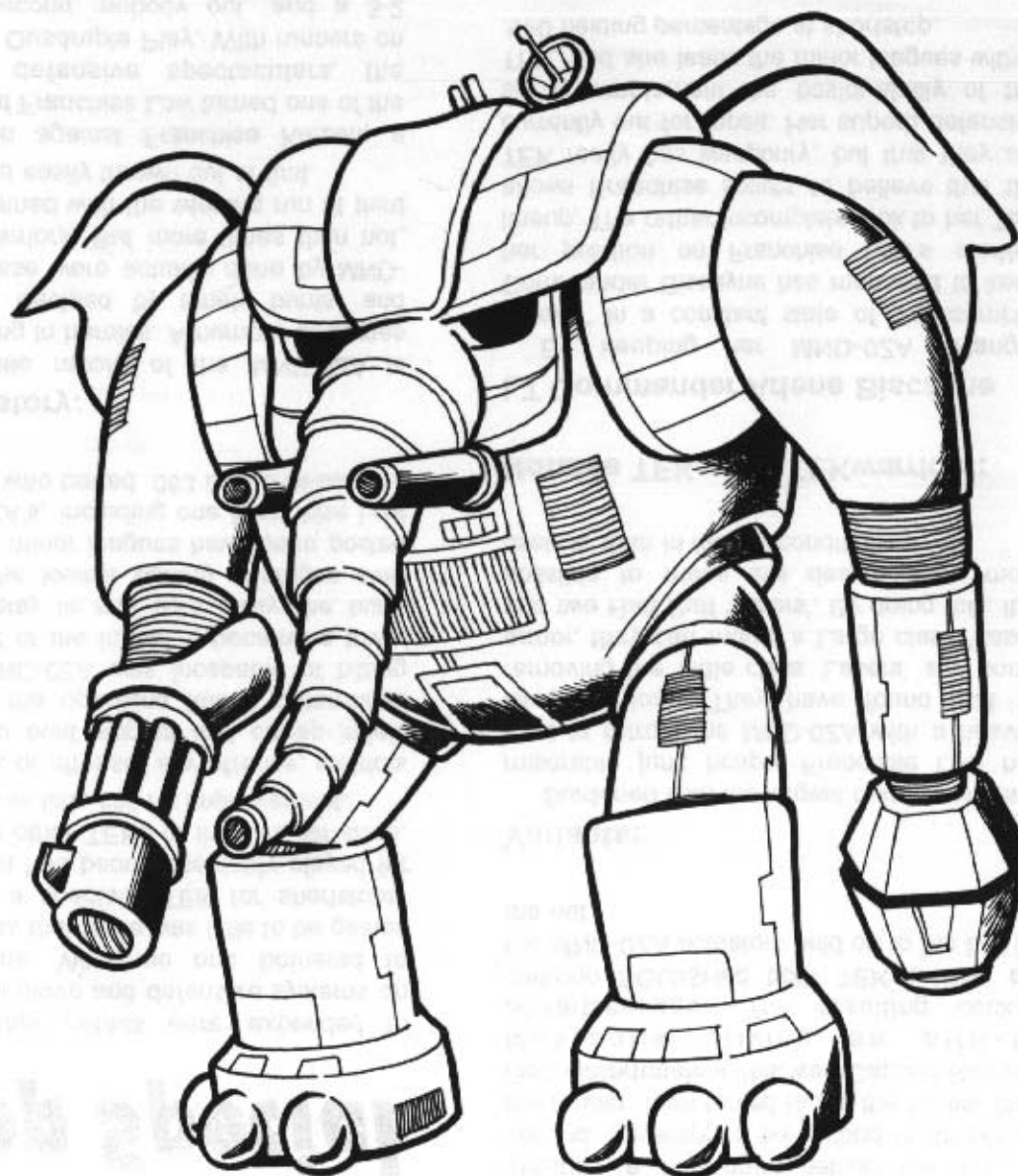
Type Loc Crit

PPC RT 3 7

PPC LT 3 7

PPC RA 3 7

Little 'Laser' H 1 0.5



MND-0ZA Shortstop Special

Size: XL
Framework: Big Red Machine Works
Powerplant: 400 Schwinn
Home to First: 5.1
First to Third: 8.9
Coil Springs: None
Armor: Chronicle
 w/ wednesday inserts
Armament:
 Five Mini Puff Little class 'Lasers'

Overview:

A specialty TEK with an emphasis on speed and defense, no other design has ever shown such promise as a middle infielder. Big enough to make a strong throw to first, and tough enough to survive the inevitable collisions over the bag, managers throughout the bush leagues believed that this TEK was some thing special. But the MND-0ZA never managed to hit quality pitching, and has been found so lacking on offense that this design is rarely seen any more.

Capabilities:

The original design for the MND-0ZA considered speed enough for this TEK to be useful in the lead off role. All other considerations were ignored or sacrificed to build a machine ideally suited for the rigors of middle infield work. The excellent speed gave this TEK a phenomenal range for its XL size,

and all other details were expended to improve the glove and defensive systems on this machine. What no one bothered to consider was that there was little to be gained in building a specialty TEK for shortstops. The position had been acceptably played for seasons by other TEKs of the smaller sizes, and there was little call for improvement.

The lack of offense, any offense, restricts this TEK to bunt singles and cheap infield hits. Once the opposing teams determined that the MND-0ZA was incapable of hitting the ball out of the infield, it became a trivial matter to play in and take away the bunt. Some of the lowest batting averages ever seen in the minor leagues have been posted by MND-0ZA's, including one Franchise Low TEKwarrior who batted .083 in 600 at-bats.

Battle History:

The battle record of the MND-0ZA is rather lacking in heroics. A number of games have been decided by timely bunts, and some of these were actually done by MND-0ZA TEKwarriors. But more times than not, this TEK fanned with the winning run at third base, or was easily thrown out at first.

In action against Franchise Katzen, a MND-0ZA of Franchise Low turned one of the rarest of defensive spectacles, the Unassisted Quadruple Play. With runners on first and second, nobody out, and a 3-2 count, with the runners going. Low TEKwarrior Mike Kennedy in MND-0ZA "E-6"

grabbed a line drive behind the bag at second. He stepped on second to double off the runner, then turned to tag the runner from first. Unfortunately, this was Captain Ransom Massaglia driving an ARN-1D Shvartsenegger. The resulting cockpit collision SQUISHED both TEKwarriors, but the MND-0ZA actuators held on to the ball for the out.

Variants:

Burdened with the largest number of these miserable junk heaps, Franchise Low has tried to retrofit the MND-0ZA with a heavier weapons load. They have found that by removing the Little class 'Lasers' and some armor, they can mount a Large class 'Laser' and two Huff Puff 'Lasers'. By doing this, it is possible to make this design even more useless than in factory condition.

Notable TEKs and TEKwarriors:

LT Commander Arlene Biscayne

By keeping her MND-0ZA "Hanger Queen" in a constant state of disassembly, Commander Biscayne has managed to keep her position on Franchise Low's starting lineup. The rather incomplete look to her TEK allows Franchise scouts to believe that the TEK really has weaponry, but that they are currently out for repair. Her superb defensive skills complement the basic ability of her TEK, and she leads the minor leagues with a .990 fielding percentage at shortstop.

SECRET BIG LEAGUE CODE:**Type: MND-0ZA Shortstop Special****Mass** 80 80**Framework** 8**Powerplant** 400 52.5

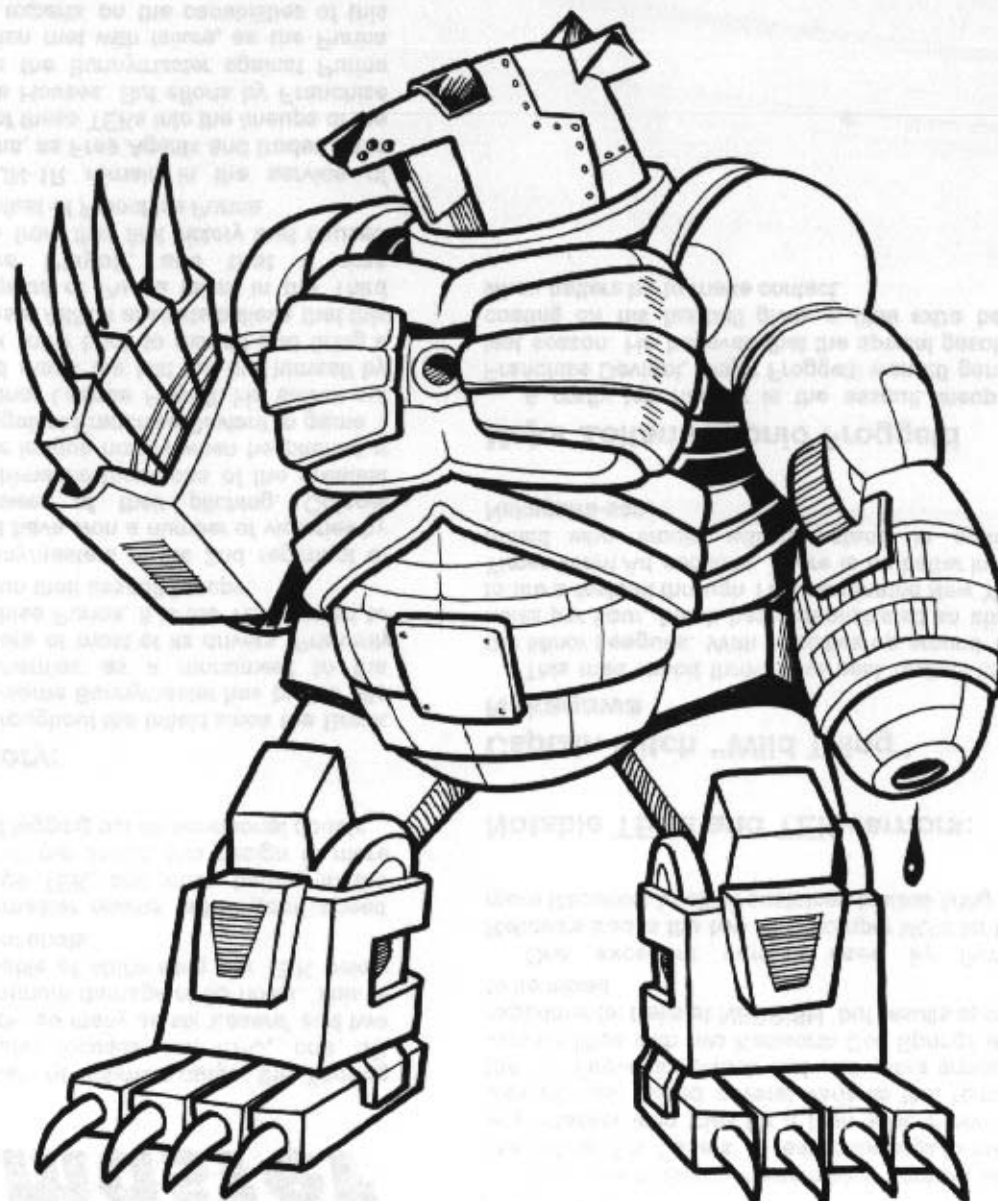
walking 5

running 8

Coil 0

Radiators 10 0**Gyro** 4**Cockpit** 3**Armor** 160 10**Location** **Frame** **Armor****Head** 3 9**C Torso** 25 25/6(tush)**L/R Torso** 17 20/5**R/L Arm** 13 15**R/L Leg** 17 20**Weapons and Ammo**

Type	Loc	Crit	
Little 'Laser'	H	1	0.5
Little 'Laser'	RA	1	0.5
Little 'Laser'	RT	1	0.5
Little 'Laser'	LT	1	0.5
Little 'Laser'	LA	1	0.5



BUN-1R Bunnymaster

Size: XL
Framework: BalsaTEK Super
Powerplant: 340 Mizuno
Home to First: 5.8
First to Third: 10.0
Coil Springs: None
Armor: Times, weekday edition
Armament:

One Overhand II PPC
 One Ground Flower Short Range
 Fireworks 6-rack
 Six BellowTEK 'Lasers'
 Two Frogstomper Machineguns

Overview:

The greatest TEK ever to be brought up through Franchise Purina, the BUN-1R Bunnymaster was conceived as the largest TEK ever. This incredible design delivered near record defenses and a powerful Overhand II PPC in a tricky left hand mount. No amount of practice will prepare a batter for such power from an unexpected direction.

Capabilities:

The Bunnymaster brings a wide assortment of pitches to the game, and is bigger than even the PKD-1M. The extra height and mass of this design make it the most feared power pitcher in the minor leagues. Of course, since it is the TEK used by all the big bad bunnies in Franchise Purina, it has to have a great reputation.

The reputation is well deserved in one respect. At medium and close range, there are few TEK designs ever imagined that can bring so much

firepower to bear. At optimum range, the Zapfrog Batting Computer focuses one PPC, one SR Fireworks 6-rack, as many as six 'Lasers' and two MG's for a maximum damage of 56 holes. This is more than capable of obliterating any TEK below XL in a couple of shots.

The Bunnymaster retains rather good speed for such a large TEK, and when batting in the clean up spot in the lineup, this design is more than capable of legging out an occasional double.

Battle History:

In action throughout the Infield since the Break began, the fearsome Bunnymaster has built a pile of mangled enemies as a monument to the malevolent nature of most of its drivers. Primarily used by Franchise Purina, it is the TEK issued to the star player on their assault lineups.

Purina Bunnymasters of the 2nd regiment of the Bat of Light have won a number of victories by the sheer power of their pitching. Colonel Releskitso Mishimasho threw one of the greatest games of minor league history when he pitched a perfect game against Franchise Deviant in game 1 of the Third Minor League Playoff. He struck out 14 batters, and made the last put out himself by gloving a weak roller back to mound and firing a strike to first base. AllStar analysts believe that this was the high point of Purina talent in the Third Minor League Playoff, and that it was overconfidence from that first victory that caused the eventual defeat of Franchise Purina.

Not all BUN-1R remain in the service of Franchise Purina, as Free Agents and trades have brought some of these TEKs into the lineups of the other Franchise Houses. But efforts by Franchise Deviant to use the Bunnymaster against Purina lineups has often met with failure, as the Purina managers are experts on the capabilities of this TEK, and can counter most of its dominating features.

Variants:

A number of Bunnymasters have some or all of the BellowTEK 'Lasers' in rear mountings to fire at any attacker who tries for a tush shot. Franchise Deviant has fielded several variants that remove the SR Fireworks 6-rack and add more armor. A version fitted with two Kenworth Coil Springs is in experimental trails at NEBBISH, but results appear to be mixed.

One excellent version used by Purina Relievers trades the two Frogstomper MG's for two more Radiators to allow sustained fastball firing.

Notable TEKs and TEKwarriors:

Captain Mitch "Wild Thing" Nakagawa

This mad rabbit throws the best fastball in all the Minor Leagues. With velocities up around 100 miles per hour, Mitch has demonstrated an ability to fire a fastball through TWO laminated New York Times Want Ad sections. There is no batter in the Infield who would willingly stand in against Nakagawa-san.

Major Zoltan Antonio Froggetti

A crafty left hander in the assault lineup of Franchise Deviant, Major Froggetti won 26 games last season. He believes that the special gasoline coating on his fastball gives a little extra bang when batters try to make contact.

SECRET BIG LEAGUE CODE:Type: **BUN-1R Bunnymaster**

Mass 85 85

Framework 8.5

Powerplant 340 27

walking 4

running 6

Coil 0

Radiators 18 8

Gyro 4

Cockpit 3

Armor 232 14.5

Location Frame Armor

Head 3 9

C Torso 27 40/11(tush)

L/R Torso 18 28/8

R/L Arm 14 24

R/L Leg 18 26

Weapons and Ammo

Type Loc Crit

PPC LA 3 7

'Laser' RT 1 1

'Laser' RT 1 1

'Laser' RT 1 1

'Laser' LT 1 1

'Laser' LT 1 1

'Laser' LT 1 1

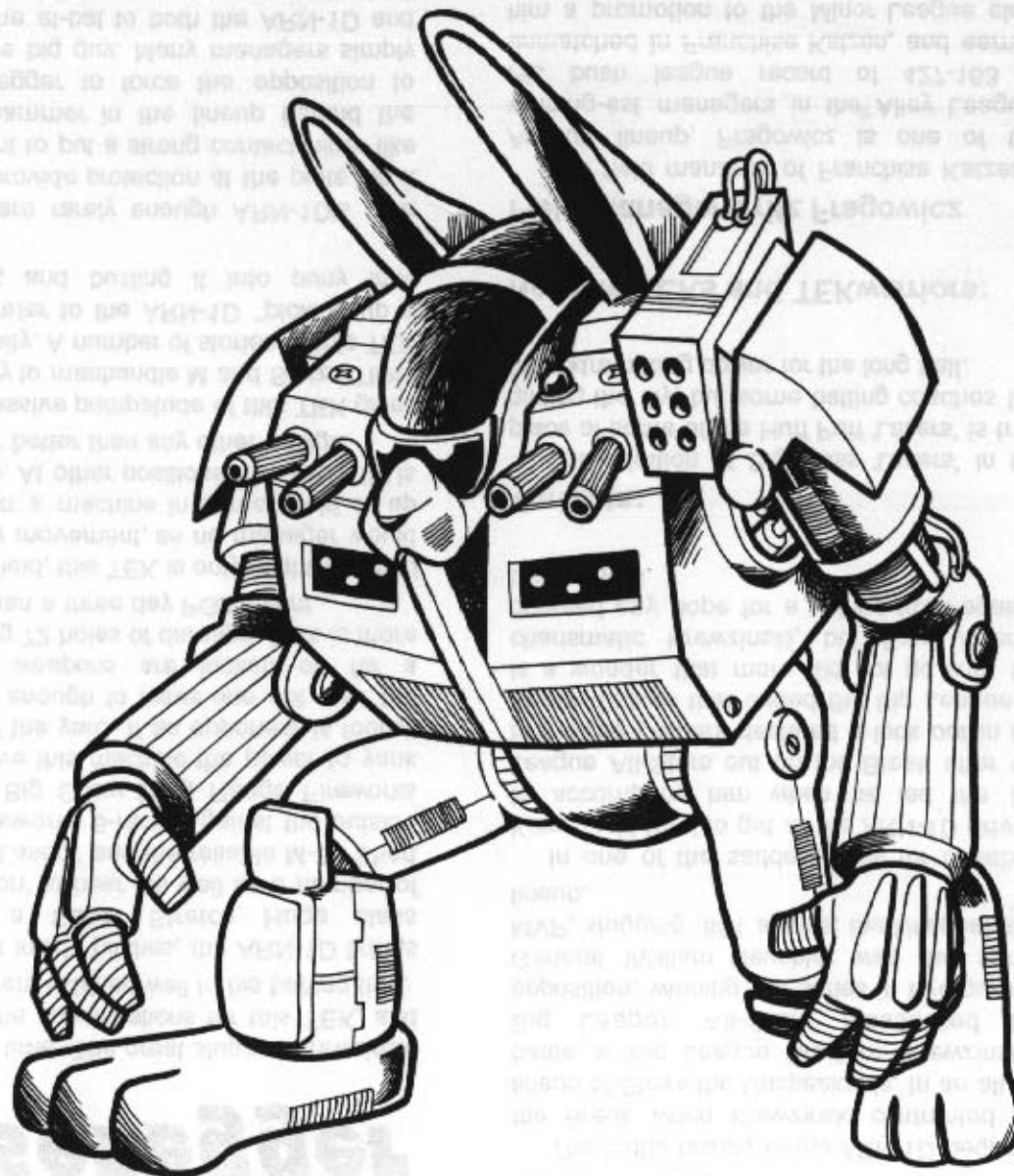
SRF 6-rack LT 2 3

Ammo (SRF) 30LT 2 2

MG RA 1 0.5

MG RA 1 0.5

Ammo (MG) 200RT 1 1



ARN-1D Shvartsenegger

Size: XL
Framework: Austria Bodywerks
Powerplant: 300 Raleigh
Home to First: 8.1
First to Third: Only on a homer
Coil Springs: None
Armor: Times Sunday Edition
Armament:

One Super Stretch Huge class
 'Autocannon'
 One Big Show Long Range
 Fireworks 20-rack
 Four Huff Puff 'Lasers'
 One M-80 Short Range
 Fireworks 6-rack

Overview:

The bar none most powerful TEK ever built. The pride of Franchise Katzen, the ARN-1D was designed to crush any opposition and reach base against the most able of lineups. With its massive pumpatude and devastating weapons mix, this TEK is darn near unstoppable.

Capabilities:

Bigger than any other TEK, the Shvartsenegger is the most massive and huge design ever to take the field. Equipped with a host of weapons for short, medium, and long range work, this TEK can crush any

pitch, any time. The great slugger Krewzinski drew up the specifications for this TEK, and the designers listened well to his batting tips.

Against inside pitches, the ARN-1D brings to bear a Super Stretch Huge class 'Autocannon' to bear, as well as a number of Huff Puff 'Lasers' and the reliable M-80 Short Range Fireworks 6-rack. Against the outside stuff, the Big Show Long Range Fireworks 20-rack give this machine the power to yank one out of the yard. If an opponent is foolish or clumsy enough to leave one out over the plate, all weapons are locked on for a devastating 72 holes of damage. This is more damage than a three day PGA event.

In the field, this TEK is only slightly limited by its slow movement, as no manager would waste such a machine in center field or up the middle. At other positions, the ARN-1D is as good or better than any other design.

The massive pumpatude of this TEK gives it the ability to manhandle M and S size TEKs with impunity. A number of stories of this TEK in action refer to the ARN-1D "picking up a Lunchback and busting it into puny little pieces!"

There are rarely enough ARN-1D's in a lineup to provide protection at the plate, so it is important to put a strong contact hitter like a Whamhammer in the lineup behind the Shvartsenegger to force the opposition to pitch to the big guy. Many managers simply concede the at-bat to both the ARN-1D and the H1-PP0, hoping to get a ground ball off the next batter in the lineup.

Battle History:

The battle history of the ARN-1D began at the Break when Krewzinski confronted the lineup of Steve the Unspeakable. In an all out battle at Big League Stadium, Krewzinski's Big League All-Stars massacred the opposition, winning the series in five games. General William Neuchler was the series MVP, slugging .851 against the Unspeakable lineup.

In one of the saddest days for baseball, Krewzinski tried to get all the ARN-1D drivers to accompany him when he led the Big League All-Stars out on the Break after the Franchise Owners declared a lock out in the salary dispute that ended the Big League. It is a wonder that more did not go with the charismatic Krewzinski, but Free Agency doomed any hope for a unified front against the Owners.

Variants:

The addition of Big class 'Lasers' in the place of some of the Huff Puff 'Lasers' is truly gilding the lily, but some batting coaches like the extra hitting power for the long ball.

Notable TEKs and TEKwarriors:

Field Manager Fritz Fragowicz

The field manager of Franchise Katzen's Assault lineup, Fragowicz is one of the winning-est managers in the Alley League. His bush league record of 427-163 is unmatched in Franchise Katzen, and earned him a promotion to the Minor League club. His willingness to prosecute an offensive

makes him an aberration among Katzen managers, and this new-found vigor may be just the motivation they need to win it all.

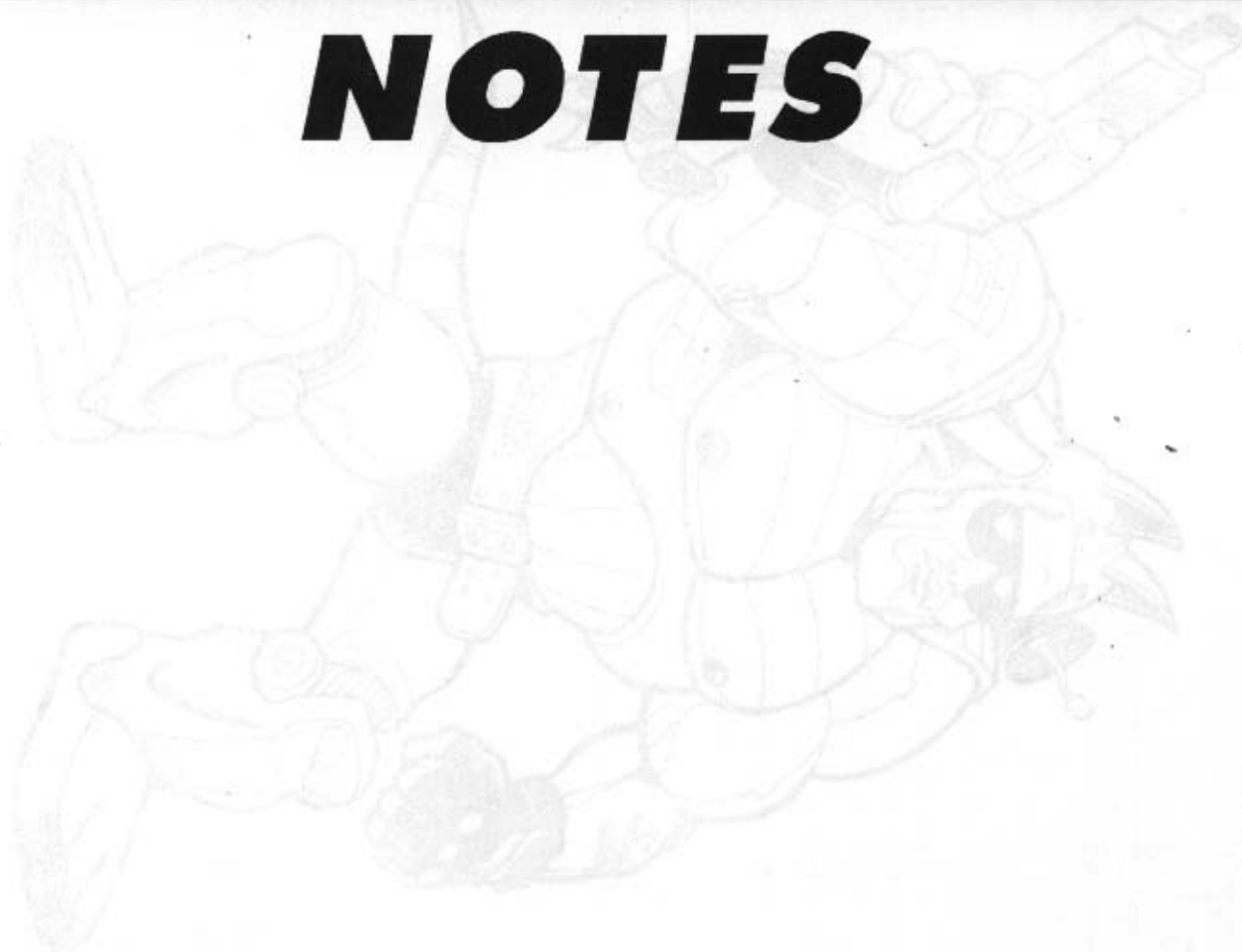
SECRET BIG LEAGUE CODE:

Type: ARN-1D Shvartsenegger

Mass	100	100
Framework		10
Powerplant	300	19
walking	3	
running	5	
Coil	0	
Radiators	20	10
Gyro		3
Cockpit		3
Armor	304	19
Location	Frame	Armor
Head	3	9
C Torso	31	47/14(tush)
L/R Torso	21	32/10
R/L Arm	17	34
R/L Leg	21	41
Weapons and Ammo		
Type	Loc	Crit
Big class 'AC'	RT	10 14
Ammo (AC) 10	RT	2 2
LRF 20-rack	LT	5 10
Ammo (LRF) 12	LT	2 2
'Laser'	RA	1 1
'Laser'	LA	1 1
'Laser'	CT	1 1
'Laser'	CT	1 1
SRF 6-rack	LT	2 3
Ammo (SRF) 15	LT	1 1

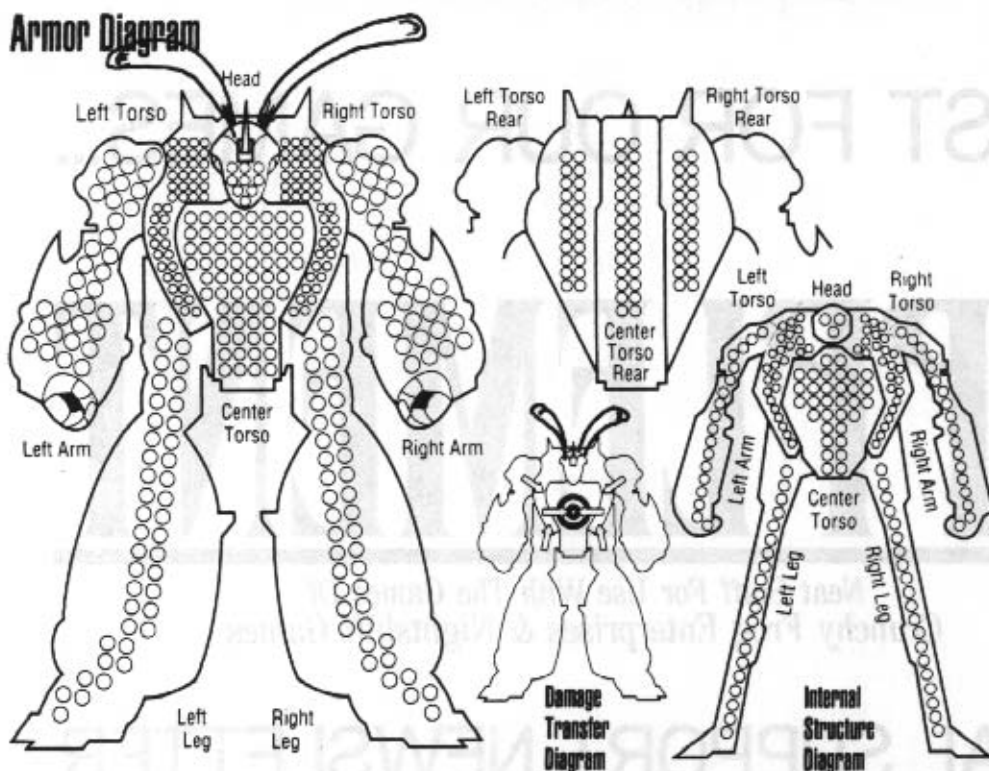


NOTES



CRITTER-TEK[®]

Armor Diagram



TEK Data

Type _____
 Tonnage _____
 Movement Points _____
 Walking _____
 Running _____
 Jumping _____

Weapons Inventory

Type	Location

Pod Space _____
 AMMO:
 Auto Cannon Rounds _____
 M.G. Rounds _____
 S.R.M. Packs _____
 Missiles per pack _____
 L.R.M. Packs _____
 Missiles per pack _____

Total Heat Sinks

Single ☐
 Double ☐

Warrior Data

Name _____
 Gunnery Skill _____
 Piloting Skill _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

Critical Hit Table

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

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**A Long Time Ago,
In a Galaxy Far, Fa...**

(No, wait, we can't do that...)

Space, the Final Fro...

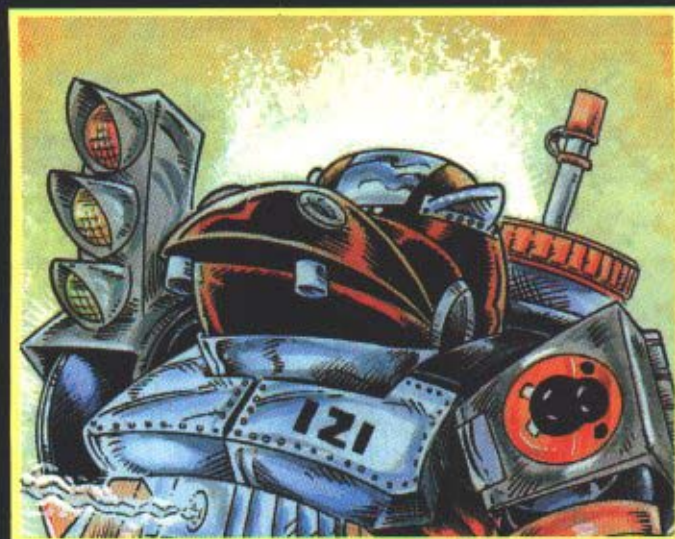
(Oops, been done too...)

Greetings, Starfi...

(Damn, can't do that either...)

Once Upon A Time...

(Oh, never mind...)



Greetings, oh player of Giant Robot Games. Please ignore the above meanderings. Life is tough as an Allstar Umpire, and sometimes I get carried away.

Please enjoy the following rules for playing **CRITTER-TEK**. You too can be one of the elite of the Infield Franchises, the TEKwarrior. Striding about the battlefield your giant robotic TEK, crushing all resistance before you. The TEKwarriors are the best of the best, with their Big League-style equipment and spiffy uniforms. The highest noble of a franchise is nothing if they are not a battle-proven TEKwarrior. Did I ever tell you that I wanted to be a TEKwarrior, but this bad leg washed me out of the Spring Training. Never mind.

From our Allstar view atop the Mound in the center of the stadium of the universe, you will be given a detailed view of the Five Major Franchise Houses, the TEKwarriors that fight for them, and the Feared and Respected Free Agents they employ in their quest to win the Fourth Minor League Playoff.

CRITTER-TEK comes complete with all the "hauntingly familiar" rules necessary to engage in Giant Robot Combat, a little role playing, and lots and lots of explosions. A sense of humor is a must, and knowledge of FASA's BATTLETECH, Major League Baseball, and Funny Animals wouldn't hurt.

CRITTER-TEK is guaranteed to make you more desirable to the opposite sex, lose weight, and get a higher paying job. Or maybe just waste a few hours when you're supposed to be doing something else. So sit back, relax, and try not to bust a gut. That would hurt!

Use the Fo...

oh, never mind.

CRUNCHY FROG ENTERPRISES

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