

Welcome To the October BattletEC!

Hey it is good to be back. My new BattletEC regime has one issue under its belt, and I am shooting for many more. I received many suggestions about how to format the issue, this month I am going to run with them and see how it turns out. I am always interested in suggestions for making the e-zone better.

Notably last issue I did not include a “Mech of the Month” so this month someone sent a Stormcrow review in so I could not forget. Due to a clever reader suggestion I mixed futuretech together the scenario called Shaping the World. The response to playing online battletech yielded four ways to play online. Last month I did not put much thought in the battletalk questions. After re reading them they sound like essay questions on a test. If any one of them catches your eye make sure you send your opinions to

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Online Battletech

I asked this question to the users because it really is amazing how many different forms of battletech are around the Internet. Almost everyone knows of places like the Microsoft Gaming Zone, however you are sometimes very hard off to find true Battletech fans playing the sim. Take for example munchers in mw3 with the Shadow cat and the 20 small lasers? Reader response gave several systems you may want to take a look at if you have not seen them already.

<http://www.geocities.com/newbdowners/index.html>- An online chat and role-playing site. This site really caught my attention with the classic MW2 sound effects very cool.

<http://www3.neveron.com/> This is a strategy, and resource game that is worth checking out. You control sectors infantry construct buildings forge alliances. If you get good you can have entire battalions on ‘Mechs and tanks. Right now I started my own empire, but I think I messed up and I am going to be in dept by the next Neverday. It’s ok I am going to try again if I go in the red.

<http://www.novagate.com/~warhammer/> How could I forget, this is Justin’s own MW4 Lethal Heritage League. It is a planetary conquest league. However the rules have been streamlined for playability.

<http://home.wi.rr.com/dlarson/cyberboard.html> This is cyberboard, which is a map utility that is very useful for playing games turn by turn or via IRC. I used the Cboard in the past and I found it perfect for playing one on one and lance on lance games.

Shaping the World- Scenario and Future Tech Intertwined

Intelligence is never easy, especially when you have to go undercover. Carlo had been working in the field for about five years and had a good measure of success. His last mission in the combine space made his career noteworthy. It was unfortunate that he gained some unwanted exposure on the mission. Like many things in life it worked two ways, at first Carlo could not adjust to the fact that he was finished as a spy, but now he getting quite used to the idea of sitting behind a desk like his friend and boss Mike who he was called to see. Carlo was expecting to hear all about his new assignment (Desk Job he laughed).

There was a quick rap on the door and before Mike could look up Carlo had already walked in the door. He did not bother to close it before he started talking, "So what did you want to see me about?"

Mike did not even look he just flung a folder at him, "Read it."

Compact Mech

BattleMech

The compact Mech is the answer for parties that do not, or cannot support protomech forces. A specially designed very-light Mech, they stand less than 6 meters tall and weigh no more than 15 tons. Unlike earlier VL Mechs, the compact Mech can make use of lighter specially developed 0.25-ton jump. The Minimum heat level generated by jumping is 2 points, otherwise treat as standard jets.

The use of 3-ton cockpits on a 10-15ton Mech tends to unbalance it; so small 2-ton cockpits are always employed. The pilot is a specially trained technician that is presented with a machine during schooling and classified as a C-class mechwarrrior upon graduation. All maintenance and repair is done by the pilot.

He is specially trained to operate in the confines of a small cockpit; therefore the normal -1 piloting skill modifier does not apply. In actually, the stability of the smaller chassis reflects in its ease of control so a +1 modifier is applied instead. If the C-class pilot attempts to pilot a standard 'Mech without proper training, apply the -1 modifier due to unfamiliarity.

Because the unit is so small and low to the ground, divide by half any falling damage and treat unit as a vehicle in terms of line of sight, stacking and partial cover (could possibly go 'hull down' in a crater to protect lower areas). Compact Mechs are not agile enough to climb aboard as a unit making swarming extremely difficult if not impossible.

On a similar note compact Mechs can very easily fall prey to swarm attacks. Being that they are so low to the ground all swarm or leg attacks are at -2 to hit making armored infantry even more deadly to a compact mech.

Opposed to standard Battlemechs, compact Mechs can move through ultra-heavy woods and jungle under the canopy while also able to enter buildings with minimal collateral damage, as do protomechs. Unlike them however, compact Mechs are deployed in pairs like aerospace fighters so a typical lance would consist of 8 compact Mechs, a star would include 10 and a Comstar lance would have 12.

The small size limits the amount of items that can be mounted so follow level 3 critical slot guidelines for construction purposes. They are easier to target than protomechs due to stockier build but are still nowhere as easy as a standard Mech, apply +1 modifier to hit a compact Mech and targeting computers cannot be used to attack individual locations but the -1 modifier still

applies.

To facilitate storage on dropships and other vessels, use one small vehicle bay (50tons) per pair of compact Mechs. This tonnage includes supplies, drop pods, facilities and quarters for both pilots.

Each unit has a basic tool kit mounted under the seat for field repair along with a small personal communicator in case of emergencies. During the repair stage all the surviving members of a lance can combine their skill to repair any damage to individual units more rapidly.

Of note, because of the tonnage limitations of Compact Mechs the use of advanced (L3) gyros is highly recommended.

Weapon Information				
Designer: madixmh4@hotmail.com				
Armory: Corps Manufacturing Arm				
	Min	Short	Med	Long
Range	*	*	*	*
Weight:	10-15		Damage:	*
Heat:	*		Criticals:	*
Ammo:	*		Cost:	\$0.00

...”So that is the preliminary info we have on the “Compact Mechs””, Mike said.

Carlo let out a nasty little grin “ Come on, Mike, you are in the intelligence community you know they have been batting this around for years. It's sci-fi. Compact Mechs, proto Mechs, Nano-Mechs! The Fact of the matter is an Atlas could take one down and not even know about it by stepping on it.”

Mike looked at Carlo, “You finished? Good. Now I was not showing you for your opinion on it. Here is what happened... When the Kuritan’s took over a piece of the Lyons thumb they found some undocumented Mech part factories. One of them produced what they call small cockpits. We could not find on planet the main production factory...”

“Did you look in the Twig light Zone?” Carlo injected.

Mike just went on, “Ok Commander if that is the way you want to play it. Here are your orders:

One..Proceed to Skondia. You will be transferred to Alkalurops where you will begin intelligence gathering. Your objective is to determine the location of the main compact Mech production physilities.

If you indeed locate these physicilities you and your team do whatever it takes to extract necessary technical information from these facilities. You are also going to try and usurper local government....

Here is a list of contacts...

Carlo was no longer cocky in fact he was irate, "That planet is too far in the Lyran control zone. It will be impossible to start a revolution on that world if I do it will be squashed. Besides the secrets out I am no secret agent, there will be people hounding me. They will probably stop me at the space port"

Mike stood up and walked to the window, "The Combine said they would not make note of the unfortunate incident on their soil for mission security. Do what it takes. Got that? We know that if the situation escalates the first lord will deploy SDLF forces on planet, our mercenaries."

Carlo rubbed his head, "So that is the trade? One more Lyran world for some mini Mechs? I think we are getting the short end of the stick."

Mike seemed to agree he paused and then stated, "Listen... the Kuritans got whatever is left over from the Jag's. One of those things may be Protomechs. If the clan's and combine can field protomechs and the Lyrans can field compact Mechs where does that leave us?"

Carlo was caught totally off guard by all of this, "If it starts going bad can you get me out?"

"Do your best. Ok Carlo"

Compact Mechs

Stallion 15 tons 9/14 fusion small cockpit standard gyro single heat sinks 2 ER Mlas

Armor Legs 5 Torso 6/2 CT 8/2 Head 9 endo-s. Quad Design.

Hachi-Boy 10 Tons 10/15 XL TSM Hatchet ERMLAS Small Cockpit Ferro Legs 4 arms
2 Torso 5 Center 6 Head 9 Back 2/1

Iron Heart 15 tons 6/9 Fusion small cockpit standard gyro single heat 3 mlas 6 jets Armor
Legs 6 arms 4 torso

Sniper (Legal with fractional allocations) 7/11 Fusion Small Cockpit TCOMP er Mlas
SSRM2

Download the Compact Mech pack from the (Battlepack see end of issue)

Scenario

Carlo could not believe what had happened in the last few months. Amazingly he had made it out of the spaceport alive. He had been able to produce phony literature, bribe high ranking officials and start a number of protests, some of which were not even peaceful. His part of the operation had went perfectly.

It was everything else that went wrong. The star league peace keepers were getting their heads handed to them. Originally the plan was to take the planet. That failed. Then the

plan was to capture the Mini mech plant. That failed. All they had to do was subdue the the defenders around the mech production plant for long enough to ship key components, and that failed too. All around the planet the 4th Illician Rangers were pulling out.

Supposedly the 4th were regular warriors, but Carlo saw many units borrowed from the 9ths which were green warriors. It was not a question of their loyalty, they fought hard and died hard. No one had anticipated they would meet such resistance.

As the old saying goes, when it rains its pours. Unfortunately for Carlo he had to eat his own words. Not only were the Compact mechs useful they were downright effective. Carlo had a 50,000 c-bill bounty on his head. He was right now in a Maxim Hover tank along with a squad of Rangers in Grey Death Scout armor. A lance of compact mechs were hounding the escape. Only three clicks from LZ they got surrounded.

Setup Layout 4 maps 2x2:

The 4th Guards will start south withing ten hexes of the middle of the map.
The Lyran Home guard will field a compact mech lance from the west and a mech lance from the east.

Objective: The 4th guards have to make it to the north edge to fall under the cover of their dropship and escape.

Bonus Objective 4th: The 4th has one Cargo Carrier (see stats below) if they manage to capture a compact mech it would not be a total loss.

Bonus Objective Lyran: Capture of special agent Carlo is 50,000 c-bills. The 4th player will secretly mark a vehical which he is traveling in.

Lyran Home Guard TO&E

Name	G	P
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Compact Lance	2 units each point	
Stallion	4	5
Hachiboy	4	5
Iron heart	4	5
Sniper	3	5

Mech Lance		
Mad-5M Maurader	4	5
PTR-4D Penetrator	2	6
GUN-1ERD Gunslinger	4	4
CAT-C1 Catapult	3	5

Recon		
GRF-1N Griffin	3	3
STH-1D Stealth	4	3

4th Illician Rangers

Armor		
Maxim Heavy Hover	3	4
Maxim Heavy Hover	4	4
Cargo Hauler	4	3
2 Grey Death Scout Armor	3,4	

Mech		
Rakshasa MDG-1A	3	4
CTS-6Y Cestus	3	5
Black Hawk Ku E	3	4
TMP-3M Tempest	2	3

Scenario Notes:

In order to load the Compact mech the BattleArmor and cargo tank must be in the same hex for a full turn and can not take any other action.

Author Notes: The Lyran side is slightly overweighted to the Guards. That is because this is an escape mission.

Victory Points

Per Mech 100
Per Tank 60
Per Cmech 30
Per Infantry 20
Per Captured CMECH 100
Per Captured Carlo 100

Cargo Carrier (via BTnology)
50 Ton hover Tank 8/12
Main Turret 3 MLAS
15 Tons body Cargo space
Armor 10 tons Ferro-F 32/32/32/32/32
(player may utilize external Cargo rules to carry two or more Compact Mechs)

Mech of the Month

This is something the September issue was without. To make sure I did not forget about it this time around someone sent a review of the Stormcrow.

Stormcrow/Ryoken OmniMech

The 'Mech was first spotted by Kurita forces in the Inner Sphere, that's why it has this name, Ryoken. It means "*Hunting Dog*" in Japanese.

With its weight of 55 tons it is on the far end of the mediums. This one of my favorite machines from the Clan early times. According to my expert friend, this is the oldest OmniMech of the Clans. You surely remember, Clan Coyote developed a completely modular weapon system in 2854. The first OmniMech was/is/will be the Stormcrow.

Let's see it:

I like the shape of this bird-legged creature. If I look at it I can imagine the fear of the IS warriors when they met it for the first time. It is not too big but not too small either. It is a right medium 'Mech. And it is very handy if you need a 'Mech in your MechBay when all Assaults are bid-down...

Speed: fair enough. With 6/9/0 you can hit and run. You can't jump, though you could add jets, but as a Clanner just forget it!

Engine: 330 XL. I understand, one needs less weight on a BattleMech, but you may lose criticals and you gain (for sure) some vulnerable places in both side torsos! Although I have not received any engine hit with Stormcrows (heads-off, ammo explosion, gyro hit killed my machines), it is very likely that some one will once find them in the side places...

Armor: not much, not little either! 9.5 tons of Ferro Fibrous armor is good for a while. It can stand two Large Pulse Lasers and an AC/5 hit in the CT, or a LPL and an ER PPC hit in the same location.

Heatsinks: Doubled 10. Not enough. In the Primary version it has 12 more, but Alt. A, B and C can easily overheat. Alt. D. will be calm as a fridge.

And the weaponry!

The Stormcrow has five main variants: *Primary* (energy), *Alt A.* (long- and short-range missiles plus medium pulse lasers), *Alt. B.* (ER MedLasers plus the mighty UAC/20), *Alt. C.* (large and medium pulse lasers plus an LB10X) and the *Alt. D.* (a missile platform with NARC).

It also has two newer variants the E (duel ATM 9 and Medium lasers) and the H (Prime swapping in the heavy large lasers)

Primary variant: It can punch 41 points in the enemy's armor/internal. It has enough heatsinks to do it anytime. In fact it has more than necessary. From 15 hexes it can fire onto anything. If you like the energy weapons, this is your 'Mech! My advice would be to keep distance, shoot from distance (15 is the medium limit for the ER Large Lasers). Run as much as you can, get those base-to-hit modifiers in your favor.

Alt. config A: If lucky, it hits 72 on the target. From a distance of 14 you can hit the other one with your LRM, but this 'Mech is the happiest in medium range (4-10 hexes). If the med lasers hit, the Streak missiles will not miss either! Once I had a Trial of Position. I drove a Stormcrow A. The opponent was down in the third turn... If you will fight in medium/short range, choose this variant.

Alt. config B: It can hit 82... With an UAC/20. This variant is my favorite. In a duel I hit the leg of my opponent with two lasers and the UAC in one turn. It was down... If you fight in close ranges and have time to cool down, use this 'Mech, it serves its price! The

only problem occurs if the left torso is hit internally. You have an engine hit or an ammo explosion But after 5 turns of constant firing with the UAC/20 the ammo bin will be dry as the Sahara...

Alt. config C: It hits 34 but during the whole battle! It has 30 rounds of LB10 ammo (in the arm: somebody used his/her head, but forgot to fill the critical holes in the side torsos...) and energy weapons. If you like the hit-and-run attack use this variant. The main weapons are on the arms (you can fire behind yourself with them, if you are surrounded). It may even lead a scout star behind enemy lines.

Alt. config D: The Artillery! It hits 48, but 40 goes up to 21 hexes. It has NARC, so if you can mark the enemy with it, you can run away and hit it from the other map sheet. It is a classic fire-support 'Mech with support weapons, with plenty of short-range missiles for self-defense. Never let it alone.

Alt. config E: E is one of the newer configurations that were developed to showcase weapons like ATM and heavy lasers. This configuration mounts two ATM9, one on each arm, and three tons ammunition for both. Also on the arms are two ER medium lasers. For backup you have two torso mounted ER small lasers and an active probe. The wide range of functionality of the ATM give this variant of the Stormcrow the ability to fight at long range (max ATM 27 hex), but also give it close range strength with the 3 damage per missile HE rounds. I think this all around configuration fits in well with the Stormcrow strength and fineness.

Alt. config H: The H configurations is the identical to the primary except for the fact that the ER Large Lasers were swapped for the Large Heavy Lasers What can be said about the Large Heavy Lasers? They were thrown on multiple 'Mechs. With these lasers the Crow can do 46 points of damage at 15 hexes and build a little heat. With the +1 to hit of the heavy lasers you are much better off just sticking with the Prime. There are few times when they are actually useful.

The Stormcrow is a reliable 'Mech. If you use it wisely it will take you home in one piece or at most in two pieces!

Overall Rating:

Stormcrow Primary: 8

Stormcrow Alt. A: 8-(A JX favorite)

Stormcrow Alt. B: 8

Stormcrow Alt. C: 9

Stormcrow Alt. D: 6

Stormcrow Alt. E: 6

Stormcrow Alt. H: 5

The rating is subjective, but comes from my fighting experience.

If any of you got the readout that came with MW2 you can find an author note saying, "When in doubt... Storm." It is so true.

Crazy (Excerpt from)

The courtroom was not much of a site. There was no spectacular wooden bench. All there was a folding table with superior officers behind it. Anjulo sat in a small wooden chair facing them. Every muscle in his body was tight with stress. Not again.

A Colonel to the right spoke, "For the record we will state the charges brought against Private Anjulo Marcus." his last name spoke with emphasis as a result it echoed in his mind. A Sergeant to the colonel's right examined a sheet of yellow legal paper and began talking. "Anjulo Marcus is hereby charged with Dereliction of duty." When the man was finished the Colonel again. "Private Marcus you have heard the charge brought against you. How do you plead?"

Did it matter that all Anjulo ever wanted to be was a soldier? Did it matter that it was the only thing he was living for, the only thing that gave his life some meaning? No. It did not. The cracks in his delicate psyche were beginning to fall apart. "Guilty, Sir" The trust words Anjulo had ever spoke. To him this is the beginning of the end.

The Colonel took off his glasses and set them down on the table. He paused for a tense second and then began, " Let the record show that the Defendant Private Anjulo Marcus pleaded guilty and no contest to the charge. As of this moment he is relieved of duty, stripped off commission, and dishonorably discharged. Case Dismissed."

A feeling of doom and shock crept over him. For a second everything froze. Everything he ever wanted fell apart right in front of him and there was nothing he could do.

Suddenly Anjulo woke in his bed he was not sure if it was sweat or tears running down the side of his face. His heart was racing. He sat up, and then flung himself out of bed while shaking his head and getting his bearings as he moved toward the bathroom. Once inside he ran water from the sink till it was ice cold on his hands. He looked at his red eyes in the mirror before he splashed the water on his face. His complexion was ghost white.

He started uttering to himself, "Marcus... . Marcus... This is Anjulo Marcus..." as he thought back to who he used to be...

Battlemechs like the Griffin stood 10 meters tall, most were built in the shape of humans. They were loaded with blistering weapons arrays, and covered in thick metal armor. At 55 tons the Griffin was able to burst through small trees like a man could burst through heavy brush.

Anjulo searched the nearly barren half kilometer kill zone between the woods and the city. He located the Quickdraw in the distance and lined it up in his sights. He fired his PPC, Particle Pulse Cannon, and LRM, Long Range Missile System. The PPC was a white azure beam of light that looked like a horizontal lightning bolt. Chasing it was a swarm of 20 missiles, all with distinctive dark-gray smoke trails. The hobbled Quickdraw

was at near maximum range of his weapons, and even though it was a hobbled target Anjulo could make either weapon connect.

'If only I would have made that shot, things would be different now'

The Quickdraw, a Mech similar to his Griffin, was making a move towards the city. Long ago the Ares Conventions had become the official rules of war. It had placed a ban on city fighting, but the rules of war were often broken.

Anjulo keyed in command on his StarLink Radio, "I downed a locust in the woods, but the Quickdraw just entered the city. He is going to have the location of our satellite relay station if I don't stop him."

'I just did not know when to give up. I had one kill. If I would have stopped then'

The Com operator answered back patiently, "S1 your orders are not to fire. That area is heavily populated we can not risk a firefight."

"Roger that I will not fire over."

Anjulo put the 55-ton Griffin in a full run. Anjulo felt perfect in the Griffin. Its mechanical strides were controlled by his own neuro feedback. Piloting the Griffin felt almost like walking, but the Griffin's mechanical strides had a powerful grace and stability.

The Quickdraw he was chasing is a fairly heavy design at 60 tons. However for its size it was quite fast and agile. It was able to run at over 80 kilometers per hour and jump almost 150 meters. However with its crippled leg actuators it had no chance of getting near its maximum speed.

The Quickdraw's pilot had managed to lose his entire unit and the trainer who was nothing more than a worn out 'Mech jock, while Anjulo was putting the finishing touches on a scout in a Locust he had ambushed. There was something in him that would not let him stop and wait outside that city.

'I do not need weapons, I already damaged his leg structure all I need is one good kick.'

Com channel on the radio cut in again, "Cadet 7 you were ordered, to hold back."

Anjulo barely noted it, "Roger that, I am just trying to hear him away from the Sat Relay. Will make no fire, No Line Of Sight"

He received no answer, so that was the best Anjulo was going to get for clearance. It was good enough. Anjulo had the hobbled Quickdraw on sensors. He was circling it to its right making it look like he was making an attempt to cut it off. When actually he was trying to push the unit east. The city of Imago had a population of more than 200,000 people. Its streets were usually packed with people, however the raid sirens had warned everyone of the trouble. The only ones outside were a few of the adventurous and the looters.

Suddenly the Quickdraw dropped off his sensors. Anjulo took a turn in its direction to try and bring it back into his short-range sensors. After several 360-degree rotations of his radar screen, his probe re locked on the signature. It had moved a significant distance. He figured the pilot made a jump to avoid taking a big circle around a long avenue.

Anjulo's plan was working. The blip was moving away from the satellite relay and Anjulo was keeping hot on its tail. He planned to let the Quickdraw pull away from him and make it seem like he did not want to pursue. Then when it got far enough from the city he would immerge and engage at long range where the Griffins arsenal would excel.

Suddenly without warning a Crusader with the markings of the Dragons Breath Mercenary unit stepped into his right arc. Crusaders had more impressive long and short-range firepower then the Griffin, but the Crusader was much slower, and could not jump but at this point it did not matter. The Crusader fired its wrist mounted Lasers and the Short Range Missile racks mounted on the sides of its shins. The medium lasers it fired were standard inner sphere issue, low heat moderate damage. While its short range missiles were high damage warheads capable of striking a target from almost 300 meters away. Most Crusaders were typically arrayed with six short-range missiles on each shin this one was no exception.

One laser cut across the right flank of the Griffin leaving a molten scar across the armor. The other missed wide and cut into an office building in front of the Griffin. The two volleys of missiles followed in the lasers wake. The Griffin rattled as the high damage warheads peppered numerous armor sections of the Griffin.

After shaking off the damage Anjulo checked his HUD, as his Heads Up Display would inform him of all critical information, along with a color coded armor diagram. Most sections of the Griffins armor were blue, damaged sections had different shades of yellow in them. Anjulo assessed the damage as he came to a realization, 'God only 5 missile impacts. The rest probably struck...'

"Cadet 7 you were ordered to do no firing. What the hell is going on? Pull out now"

Anjulo pounded the pedal at the floor igniting the Griffins five jump jets. These powerful jets were able to carry the 55-ton metal giant into the air. He took it back away from the Crusader as he arced over near buildings and prepared to engage a landing thrust. Just as the Griffin touched down Anjulo scanned his sensor display. Something he should have done before jumping. Anjulo had come down right in front of the Quickdraw. Before he could react the Quickdraw cut loose with its complement of lasers and missiles. Anjulo turned into the assault hoping to counter the Short Range Missiles' kinetic energy. Three medium lasers, enough to strip a ton of Ferro fibrous armor laced into the Griffin opening gashes, its short-range missiles followed.

The Griffin rocked back and fell. It came down hard on the pavement and ripped a hole in the blacktop. Anjulo's head shook from the rattling of the impact. Never had his Mech been thrown around so violently. He was still looking at his sensors to see the how long before the Crusader could seal off the other end of the street. That would trap him in crossfire.

Anjulo was able to prop the Griffin up with his arm and get it off the ground. The entire time the Quickdraw was lining up a shot at it hoping to put him down again.

Something came to him, that the only way to avoid collateral damage is to ensure that everything hits him.

Anjulo put the Griffin into a full run straight at the Quickdraw. The Quickdraw's pilot must have known Anjulo was going to go kamikaze because it fired every weapon at its disposal trying to bring the Griffin down. This time however Anjulo was not going to fall, he was sure of it.

Three green coherent beams connected the two 'Mechs for a split second. Superheated chunks of armor came exploding off and the concussion of the Short Range Missiles that hit in a short series against the Griffin were enough to shatter all the windows in a 30 meter radius. The Griffin was shaken from the assault and it felt top heavy, but Anjulo was able to keep the Mech moving. He closed on the Quickdraw while staggering forward. The Griffin was going to go down, but not before it collided with the Quickdraw.

When the two Mechs hit everything spun. Anjulo saw spots. The collision involving 100 tons of metal was far more than Anjulo had expected. He felt like his teeth were rattling loose.

Anjulo saw the Quickdraw bounce off the Griffin, as its arm was shaken loose from the impact. Huge chunks of crushed armor were forced off in every direction. The Quickdraw snapped back. It hit the street hard and rolled twice right across a wide avenue into the side of an old brick building.

Anjulo did not fair much better. His HUD went red showing his damage and his Mech staggered off to the right. Anjulo gave up on trying to keep the Mech standing and tried to brace his fall. Anjulo rocked against his harness as his Mech again scraped across the pavement. Feedback sent into his brain via his neuro-helmet sent tinges of pain all over his body.

Looking left he saw the Quickdraw trying to get up. However its damaged leg and missing limbs made it difficult, if not impossible.

Anjulo knew he had to shake off the pain and get up and away before the Crusader got LOS on him. Anjulo worked the controls of his Griffin and got up in time to see the Quickdraw tumble again. He walked the Mech away leaving the fight unfinished.

'Do you remember that, Mr. Marcus?' Anjulo thought to himself. ''

Cadet Acting alone

Where to place the blame

Academy in question

Marcus fit to be tied

20 dead, hundreds wounded

Mechjock questionable.

'You did not think that changing your name would make them go away.'

'I did not change my name to forget. I did it for another chance. Damn it.' Anjulo swung hitting right through his mirror and into the medicine cabinet. The glass shattered and exploded cutting his first and arm bouncing fragments off his chest and face.

'They are going to find you out. If they don't you are just going to fuck up again'.

'Maybe you'll kill 40 this time.'

'I did not kill them.' This time Anjulo swung around and tried to send the same right first though his door. It was hard wood the door did not give an inch.

Anjulo still was not able to believe what he had done that day. He could not find a way to forgive himself.

It had been almost 5 years since that day. Anjulo stood looking at himself in the shattered mirror. He did not know if he ever could move past that day. He was not even sure if he could make it through the night.

Future Tech Bay

Thick Skinned LRM

The TS-LRM is a long missile, which is more heavily, armored then a typical LRM. This is accomplished by using a Ferro-Fibrous like shell on the missiles as opposed to the standard aluminum shell. This armor allows a TS-LRM to be nearly invincible to ANY AMS system. Also the missile has such a sturdy warhead that it is not as hindered when shooting into wooded terrain. TS-LRMs are also more effective against targets in the cover of structures. TS-LRMs have a nearly identical sized warhead, meaning most LRM loads can be used with TS-LRM.

Game Rules:

If your missiles are attacked by AMS, take AMS role as normal but only ¼ of the missiles are destroyed.

–1 to hit at all targets in a wooded hex

Add 25% more damage to a unit in a structure then a standard attack (max is the Full salvo)

These missiles use special launchers and modified ammo. One drawback of the system is fewer missiles per salvo. Launchers are the same heat and weight as their LRM counterparts.

TS-LRM	LRM Equivalent
TS-LRM 3 (35 per ton)	LRM-5
TS-LRM 7 (17 per ton)	LRM-10
TS-LRM 11(10 per ton)	LRM-15

TS-LRM 16 (7per ton)	LRM-20
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Mech Lab

Omni Lucifer (Prime)

Chassis: MangoTech 500 SJ (Spiral Jection)

Power Plant: Unknown 300

Cruising Speed: 43

Maximum Speed: 64.5

Armor: Durallex Heavy Special

Armament: (Prime Config)

3 PPCs

1 Medium Laser

Manufacturer: Summit Design

Primary Factory: Undisclosed

Communications System: StarLink/Benicia Model AS829G

Targeting and Tracking System: Starlight Seeker LX-4K with Special Targeting Computer

Omni Lucifer

Technology Base: - Inner Sphere - Level 2 (Omni-Mech)

Equipment	Mass
Internal Structure: - EndoSteel	4
Engine: 300	19
Walking MP: 4	
Running MP: 6	
Jumping MP: 0	
Heat Sinks: 15(30) - Double 12 (base)	5
Gyro:	3
Cockpit:	3
Armor Factor: 208	13

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	31
Center Torso (rear)		10
R/L Torso	16	21
R/L Torso (rear)		7
R/L Arm	12	21

R/L Leg

16

30

Weapons and Ammo	Location	Critical	Tonnage
[Pod] Medium Laser	LA	1	1
TSM	LA	3	0
[Pod] PPC	LT	3	7
Targeting Computer	LT	6	6
[Pod] PPC	RT	3	7
[Pod] PPC	RT	3	7
TSM	RA	3	0

A- config (13 DHS)

Weapons and Ammo	Location	Critical	Tonnage
[Pod] ER Large Laser	LA	2	5
TSM	LA	3	0
[Pod] Medium Laser	LT	1	1
[Pod] Ultra AC/10	LT	7	13
[Pod] ER Medium Laser	RT	1	1
[Pod] ER Medium Laser	RT	1	1
[Pod] ER Medium Laser	RT	1	1
[Pod] Ultra AC/10 Ammo	RT	3	3
[Pod] ER Large Laser	RA	2	5
TSM	RA	3	0

With good long and short range firepower along with a fairly large ammo bin the A config is a sturdy solid performer. With the excess ammo pilot can double fire the AC10 more often then normal. Combined with medium lasers and the aforementioned strength of the Lucifer it could make one deadly attack.

B-Config (16 DHS)

Weapons and Ammo	Location	Critical	Tonnage
[Pod] ER Medium Laser	LA	1	1
TSM	LA	3	0
[Pod] ER PPC	LT	3	7
[Pod] Medium Laser	LT	1	1
[Pod] Medium Pulse Laser	LT	1	2
[Pod] Medium Pulse Laser	LT	1	2
[Pod] ER PPC	RT	3	7
[Pod] Medium Laser	RT	1	1
[Pod] Medium Pulse Laser	RT	1	2
[Pod] Medium Pulse Laser	RT	1	2
[Pod] ER Medium Laser	RA	1	1
[Pod] ER Medium Laser	RA	1	1
TSM	RA	3	0

Though this variant can not alpha strike without serious pilot risk its array of long medium and short range Weapons give the pilot multiple firing options. No risk of ammo explosion and good accuracy at range make this Mech a great tactical choice as well as a dangerous close range foe.

C-Config (13 DHS)

Weapons and Ammo	Location	Critical	Tonnage
[Pod] ER Large Laser	LA	2	5
[Pod] ER Large Laser	LA	2	5
TSM	LA	3	0
[Pod] Medium Laser	LT	1	1
[Pod] Medium Pulse Laser	LT	1	2
Jump Jet	LT	2	1
Targeting Computer	LT	4	4
[Pod] C3 Slave	RT	1	1
[Pod] Medium Laser	RT	1	1
[Pod] Medium Pulse Laser	RT	1	2
Jump Jet	RT	2	1
Hatchet	RA	5	5
TSM	RA	3	0

Designed specifically to fight close quarter combat the C or close quarter configuration was designed primarily to inflict point blank damage. Both torso sections are equipped with a medium laser and its pulse counterpart. They were positioned in order to commit standard punching and hatchet attacks while firing torso weaponry. To give the Mech versatility two er large lasers are mounted on hand on the left arm in a similar way to that of the Clan Gladiator. This model also mounts jump jets giving it the ability to close even in adverse terrain. Since this config is made for close range fighting it seems only natural to mount a C3 slave onboard to help other Mechs in targeting.

D-Config (LRM5 ammo is sometimes mine or other loads)

Weapons and Ammo	Location	Critical	Tonnage
[Pod] TS-LRM 7 Ammo	LA	3	3
[Pod] LRM 5 Ammo	LA	1	1
TSM	LA	3	0
[Pod] ER Medium Laser	LT	1	1
[Pod] ER Medium Laser	LT	1	1
[Pod] TS-LRM 7	LT	2	5
[Pod] TS-LRM 7	LT	2	5
[Pod] ER Medium Laser	RT	1	1
[Pod] LRM 5	RT	1	2
[Pod] LRM 5	RT	1	2
[Pod] LRM 5	RT	1	2
[Pod] LRM 5	RT	1	2
[Pod] LRM 5 Ammo	RT	1	1
Hatchet	RA	5	5

This design is twin purpose fire support and infighting. More often then not a ton of LRM ammo will mount special munitions. To TSM charged punches can be deadly, but this mech may be too well balanced not well suited for short or long-range combat.

Overview-

This 75 ton Mech had two menacing features, one being its fully actuated TSM charged limbs, the other being it shoulder based weapon pods that mount large usually energy base weapons arrays. Like all Summit designs it is on the cutting edge of technology. Triple strength myomer makes this Mech a threat in close quarters. It also has the first targeting computer on a Summit Mech. 13 tons of solid armor wrap the study endo steal chassis and can protect from sustained weapon fire.

Capabilities-

Designers had set their goals high when designing the Lucifer. In fact the goal was always to make a Mech comparable to that of the clan Mad Cat. Recently a slew of heavy Mechs with the speed of the Mad Cat had already been created. These include the Hu-Lao, Falconer, and a Mech that was designed to be a knockoff of the Mad Cat, the Rakshasa. Those Mechs all incorporate XL engines making them costly to produce. None of them come close to the performance of the Timber Wolf either.

The Lucifer takes a new approach to achieving that speed. This approach is the use of triple strength myomer. Of course for this myomer to function the 'Mech has to be running hotter to charge these ligaments. The price of that heat is weapons inaccuracy.

Designers sought a way to balance this flaw out and found it in the new technology of a targeting computer. This specially designed targeting computer can counteract the heat effects. Thus a pilot can chose between moving at higher speed or firing with increased accuracy.

Battletalk

What happened to Omi Kurita?

If you were a Mech jock what Mech would you pilot and why or any battle tech thing for that matter? Warship, foot soldier, power armor?

Battlepack

This is a new feature I added to the issue. The battlepack has relevant external files all put into a zip. This month's battlepack contains:

- Tech Readout for Lucifer (Drawing Board Format)
- 4 Compact Mech's (Drawing Board Format)
- Day Of Hero's.gbx (files for the cboard)

<http://www.geocities.com/aponetevo/battletec/battlepack.zip>

Contributions

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