FUTURE WARS

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Herb Barents

Publisher

■

Philip J. DeLuca

Editor/Layout Designer

■

Gary Depp (Fiction)

Vincent Esposito (BattleMechs & Art)

Pat Hwang

Assistant Editors

■

Eldridge Calm

Serapio Calm

Vincent Esposito

Carlos Merchan

Jackie Southerland

Greg Tancer

Staff Artists

■

Serapio Calm

Cover Artist

■

■

■

Triple Strength Myomers (TSM); interesting construction materials- no tonnage, only six criticals, and your BattleMech becomes Superman. It can now put more holes than swiss cheese in a enemy, simply by using Physical attacks.

The uninitiated may say it cannot be all that good; the only people who can make that claim are the ones who have not played against TSM-equipped BattleMechs. I used to believe they were next to useless, until Winter War '93 in Illinois and a battle against Floyd Zollars.

Floyd challenged me to a duel of his custom forces against the Americal Division. There were about 20 BattleMechs per side, and the tonnage was even; on paper, the Americal had the advantage.

We used about nine boards, leaving plenty of room. The Americals had three Maulers, a couple of Blowers, Blasters, and Grabbers, and the three new 'Mechs this issue. Floyd had his Inner Sphere designs with Inner Sphere ranges. Cake walk for the Americals, right?

The Americals got trounced.

Early on, I had three Hornets, a Hell Cat, and a Cerberus attempt a flanking maneuver, knowing they would be unable to stand toe to toe with the heavier (but slower) opposition. Unfortunately, they managed quite a skilled maneuver, limiting the effectiveness of the flank.

On turns three and four, they spread out causing the flank to go wider to avoid contact. My units were in position, set up to use their maximum effects. Then on turn six Floyd consolidated his units and won initiative just as he needed it, compounding the effects of my blunder.

His units were very close, and after winning initiative they literally slammed into my units, overrunning their positions. In most places, the Americal 'Mechs were ganged up on by two or more of Floyd's

'Mechs. Here their double punches and kicks made the difference, tearing and bashing my 'Mechs to pieces.

Even though I had managed to sneak around his rear and score some damage (the flanking maneuver paid off, sort of), I was still beaten (literally) at my own game.

I had never before played against the TSM. Boy, did I learn fast!

Imagine a group of lightly armored, heavy-yet-fast BattleMechs, then throw in TSM. The picture becomes more clear.

How could FASA allow such an unbalancing system into the game? Why allow BattleMechs to move faster than, carry as many weapons as, and perform more powerful physical attacks than standard Inner Sphere 'Mechs.

Well, there are trade-offs, and Floyd knew this before he created his 'Mechs. Heat management is very important (properly used, it activates TSM without severely affecting the 'Mech), as is moving fast (lighter armor). Because they ran or jumped all the time, they needed pulse lasers to be effective. They run very hot, so knocking out heat sinks, damaging their engine, or throwing an inferno will frag them up hard. Their main restriction is that they need to close in tight to exploit the TSM well enough to turn the tide of battle.

Floyd not only had the 'Mechs, he had the tactics he needed to get his 'Mechs in the best positions possible to use TSM.

To defeat TSM-equipped 'Mechs (which are not invulnerable), a player has to give up ground while taking opportunity shots. Giving ground is necessary, since non-TSM BattleMechs have to delay that physical confrontation as much as possible. Forcing them to rely on weapons fire when they expect to be using physicals is the best way to limit their effectiveness, since when the TSM is active, their weapons are

firing at a penalty.

When the TSM 'Mechs begin to take criticals, any heat sink or engine criticals reduce the amount of weaponry they can fire, compounding their weakness. Remember, they sacrificed something for the speed necessary to get within reach; by keeping out of that reach, those sacrifices effectively get amplified. If they can't bring to bear the TSM, they are essentially slightly faster, under-armored or armed BattleMechs.

It will take quite a bit of effort to maintain this distance, but proper tactics ensure it. Generally, TSM BattleMechs tend not to have much long-range weaponry (because they eat up more valuable tons). Take advantage of this flaw.

Smaller boards are to the TSM-equipped 'Mech's advantage. Longer boards are dangerous to them, as are boards with many wide open spaces between clumps
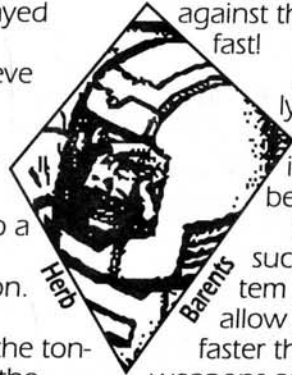
Dear Herb and Co.:

Wow! A friend and I just bought a copy of Future Wars, and I must say it is impressive. Admittedly, It is an older issue (#27) but it's packed with information and stuff we can use. I GM a lot of games at the games club at school, so surprise 'Mechs and tactics like the ones in your magazine are most appreciated.

I hope you still need designs, and I have included the specs for one that I've designed and tested, the Labyrinth. I'll also be sending you some articles in the near future, and maybe some artwork if I can get my drawing skills up to par. I'd be interested in knowing if there is any way I could start a subscription a few issues back, because up here in Canada we don't get FW until about six months after they come out. Keep up the good work.

Gavin Duggan
81 Johnson Place
Woodmere NY 11598

Gavin, we're glad you enjoyed your first issue, and hope it isn't your last. Please send along any artwork and articles you feel is "up to par." More than likely, they'll get included.

Dear Mr. Barents:

I am here for to introduce myself to the world of role playing games. I have been designing any thing from space ships to submarines for the fantasy worlds that I take so much interest in. In the near future I wish to be in [the business] full force to carry out my own ideas for the fantasy [(gaming)] world. However, before I can do that, I must ask how I might fare in competition with all the other creators out there in the world. So I am here to ask all who

have read my articles and seen my designs to judge their quality and return your comments. Mr. Barents, I value your opinion above all others. In concern to the data for the 'Mechs, all who write to me may receive copies of the 'Mechs' data for a small fee that has yet to be decided. If a large number of people like my work then I will be sending in more designs to be published in Future Wars.

Sincerely Yours,
William Leung

Dear Herb,

First, I have been reading occasional issues of Future Wars now for about three years and I have been subscribing since issue #22. I started subscribing because the articles were written by players, and they were always interesting and thought provoking. I have also seen a general improvement in the quality of the magazine and the articles over the past months.

I thought you were going off the deep end with your editorial about "unlimited" jump 'Mechs, but once I finished your article I saw that you had a point. Keep prodding us to open our minds.

I would like to take an opposing view of J. Donald Lail's article about "Being Four-Footed." I believe if you look at the record sheets from the BattleTech Compendium, it does not say that the four legs are as strong as the two legs of a biped. In fact, you can make the case that because the weight is spread over four legs, you could and would use lighter legs, which is what most animals do in nature. Of course, if you have four legs built like a biped's you would be faster, but within a

given weight class this is not how 'Mechs are built. If you consider internal structure of a 'Mech, the quantity is the same for all 'Mechs of a given weight. In fact, to be more realistic the internal structure for the arms and legs should be equalized in a quad, which means the legs of a quad will be slightly smaller than the legs of a same-tonnage biped.

Unfortunately the construction rules do not spell out differences for quads, but I think you can also make a case that a quad 'Mech would have a smaller gyro, given that it is easier to balance on four legs instead of two. But that is another issue.

I especially enjoy the articles about Battleforce in issue 30. I have found that the limited information games, such as Battleforce and Succession Wars, are more challenging for me as I get older. You beat me to the punch on generating Clan force values. I had planned just such an article for Future Wars, but the real world interfered. I do plan to use them, or I did until I discovered that the last time I went to a games convention I lost all the heavy and assault counters from my game of Battleforce. Since the game is out of print, I don't know how I will get replacement parts unless someone has a copy of the game and wants to get rid of it.

So could you place an ad in the next issue of Future Wars saying that I am looking for a copy of Battleforce, with all the pieces, or at least all the heavy and assault pieces, and that I am willing to pay a reasonable price. Go ahead and list my address so people can write

SENSOR SWEEP

Magnetic Anomaly Display:
Target: CN-9H
Range: 700 meters

by Herb Barents

Here it is, issue 34. As promised, it features the Kin and the Americal Division. (By the way, all the information included, the tactical articles from issues 14 through 22, as well as the record sheets for all vehicles and 'Mechs will be appearing in the Best of Future Wars 2.)

By now you have all seen Best of Future Wars 1. If you haven't, the cost is $7.50, the cover is full color, and it is chock full of artwork and articles from the first issues of Future Wars. although it is late in the process, we're still looking for some really good color art for BoFW 2. Send it in as fast as possible!

Future Wars #35 should have more on Clan technology, in addition to articles on Battleforce and campaigning. Issue 36 will be entirely devoted to new BattleMechs from the READERS (that means none of the Staff's and my designs), except for a few of the standard features and articles.

Issue 37 will be the "fortress and emplacement" issue, focusing on hard, static defenses and the tactics best suited to using them effectively. For BattleTech and non-BattleTech players alike, I will be going in-depth on Mekton. Issue 38 focuses on "campaign" games- Succession Wars, Prefect (for Renegade Legion), setting up large battles, "telescoping" to fit your needs. You can guide your campaigns with planetary assaults.

Issue 39 will look into alien races and how they can fit into BattleTech. Issue 40 will deal with building and using three-dimensional terrain. Many of us here at Future Wars (and I'm sure a lot of readers can be included) have played on and seen many 3-D boards, so we should be able to provide a complete set of rules, tips, and other support for creating and playing on your own.

Please send in your suggestions for Future Wars, its topics, and all other aspects. I would like more suggestions from you, the readers, so keep them coming. Yes, this might be "my" magazine, but without you, I'm out of business. Do you want more stories? Tactics? BattleMechs? More on other games? Please write and send in your articles; they help us decide what you really want to see.

by Herb Barents & Phil DeLuca

The new Plastic BattleMechs by FASA are included in a box of 14 'Mechs for $17.00 retail. The 'Mechs are the "originals" from the boxed set: Locust, Stinger, Wasp, Phoenix Hawk, Griffin, Shadow hawk, Wolverine, Rifleman, Crusader, Thunderbolt, Archer, Warhammer, Marauder, and BattleMaster. These are the same miniatures (in a different plastic) as are included in the BattleTech 3rd Edition boxed set.

These are a soft type of plastic (unlike the blue plastic in most Ral Partha boxed sets). They look very good, aside from a few flash and molding problems (the Marauder doesn't fit together very well, and some of the miniatures have indentations where the plastic "collapsed"). The buyer gets a very good (and useful) selection of 'Mechs at a good price.

Terrain is important to every well-painted miniature. BattleTech (and all) miniatures are meant to be played with, especially after they are painted. We will review three different products: trenches and pill boxes from USA, buildings from Gallia USA, and GameScape from Geo-Hex (advertised in gaming magazines and even a few BattleTech products).

USA

The Trenches and Works from USA retail for about $5.00. The set includes Pill Boxes and hardened points, and Trenches. They are made of really cheap metal; when we first got them, we thought they looked really bad. Never the less, the set was assembled and painted. The pieces went together very well and had very little flash. It turned out these pieces were really good; after priming, layering on "dirt"and green, drybrushing, washing, and

flocking, they looked nothing like the original figures.

USA included tank turrets for some of the hardened positions. In a World War II setting, these are way off. For BattleTech, these are great. They are generic enough to be lasers, ACs, or whatever. Since they are made for Micro Armor, they do not cover hexes as well as other products, but they do a real fin job making hardened positions for BattleTech.

(Vac-U Cast has sent me some Russian cottages and some Atlantic Wall works, bunkers, and so forth. These bunkers looked much better at first than the USA figures, but once painted up look only a little better. The Vac-U Cast ones are made from a resin, or foam. They are light, cheap and look good. The Cottages are too big to be small buildings, but make really good slum cities or farm buildings.)

Gallia

The Gallia buildings are good looking. The set comes with a high-rise, a factory, and a control tower, and destroyed buildings (including the high-rise after a few hits.).

The high-rise is very good, and has all the windows, doors, etc.all carved in. When painted up, it is a great miniature for an apartment high-rise. Nothing fancy, but the trimming makes it more authentic. The set also comes with a control tower, which looks like one from the fifties. It is sculpted very well, and paints up easily and well. Details must be painted in, as it is a very plain building, one made of plaster or sheetrock. The factory is kind of small; it seems more like a machine shop in which materiél is retooled. It is very simply to paint and took about ten minutes to make it look really good.

The destroyed stuff is, well, really neat. They did a good job making the high-rise look like it had taken a couple of hits. Certainly, no company can simulate a building's battle damage perfectly, but Gallia put in the right effects. Painting this piece is certainly important; it takes some basic colors, detailed with effects like dry-brushing, washing, and inking to bring out the best damage. The destroyed oil tanks are equally satisfying; they paint up very well and are cast wonderfully.

These buildings are the best we've seen in a while. They will look good on any battlefield, and CityTech players must have these. Once you have used these buildings, you will want more and more on the table.

Geo-Hex

Geo-Hex produces 3-D terrain for use with all hex-based miniature games, and is targeted at the BattleTech gamer. There are two types of Geo-Hex terrain: BattleScape (no hexes) and GameScape (with 1.5" hexes). All products can be purchased in either format, allowing buyers to play either with pure miniatures rules or with the original game rules. Each format also comes in two colors, a desert beige and woodlands green. (Geo-Hex also makes urban (street) and water cloth pieces, in either format. Future Wars did not review either of these products.)

We first obtained copies of Geo-Hex's products two years ago. We received the Desert GameScape Hills Set (an expansion to the basic set), the 4' x 6'GameScape mat (in "desert" brown and "Space"), and a few trees with stands. After finally playing enough on them (room was a consideration), we can evaluate them.

The materials are good: patterns silk-screened on a stern, felt-like cloth for the two mats, lightweight styrofoam-like pieces covered with fine terrain for the hills set. under heavy usage, the mats and foam degrade as will any detailed playing surface (the mats develop pulls and the foam tends to break easily at the thin edges). However, nothing adds to BattleTech like 3-D terrain!

The K & M Trees are a good addition to play. They come about 24 to a pack, and have assorted "blossoms" attached. They appear to be wire brushes completely covered by fine terrain (in this case, green and a small amount of other colors to make the blossoms), and fit in perfectly. Although they are labeled deciduous, they can easily be pine trees or alien flora. They are rather short for BattleTech use, but can simulate light woods or heavy woods with no discrepancies.

The hills included in the Hill Set are contoured and meant to be laid on top of the mat and each other. The contours simulate the level changes in BattleTech very well, and are the BattleTech Compendium-recommended height for miniatures play (5/8"). Unfortunately, it is difficult trying to line up the hex patterns from one level to the next. Very often, players had to "fudge" a move because of a half hex or misaligned hex at the base of a hill. It is a minor difficulty, but can be a very important one in battle.

There are enough of them to make even a Geo-Hex mat seem crowded (see below for the reason why that's important). At first glance, there do not seem to be so many hills in the box. However, there are enough to create a four-level hill and still have pieces left over for the surrounding terrain.

They are conveniently cut into shapes which fit together nicely (the same problem with the hexes matching up comes up again, but it isn't as bad). The pieces all have slots for plastic anchors (included) right at the joints, allowing players to create large platforms.

The mats are great. The are coated with a material similar to the hills and spotted with appropriate paint. The hexes are clearly marked, and are large enough to effectively simulate "stacking" (1.5"). A BattleMech mounted on a hex base can fit in alongside all but the largest tanks with little difficulty (and much better than on FASA maps). As with any cloth or paper, the maps develop ridges along the folds. Smoothing is difficult, but heavy miniatures overcome this. It does make the light foam hills ride slightly, but pressing them down eliminates most of this problem.

The Space map deserves special attention. All players expect their ground terrain to look a certain way, and unless the terrain is spectacular, it rarely stands out. however, to play on a "board" as well-crafted as this is quite an experience. The cloth is black, speckled with light colors and "nebulae." The effect is dramatic.

We used AeroTech and Silent Death on the Space GameScape mat, and have no desire to play on anything else. Returning to paper maps, or the flip-side of the BattleTech maps, is very disappointing However, this is necessary, and that leads us to our major problem with Geo-Hex products: their size!

They are so big! They provide more than ample opportunity for maneuver, and in all ways satisfy the needs of a typical gamer, who doesn't want to invest the time in creating his own terrain (sound familiar?). However, be ready to use a good amount of room for the Geo-Hex mats. They barely fit on a typical dining room table, but are well suited for use on a large pool table or floor.

The Geo-Hex products carry a hefty price tag (around $120 each for the small Hill Set and the Basic Set, and approximately $40 for each mat) but are worth it if you do not have the time to construct properly scaled terrain (especially the SpaceScape mat). Taking into account that it took several hours for a friend to simply iron hexes on a similar piece of felt, not to mention the hours of cutting and painting necessary for hills, they are worth the price.

ACTING ON IMPULSE

ALTERNATIVE MOVEMENT FOR BATTLETECH
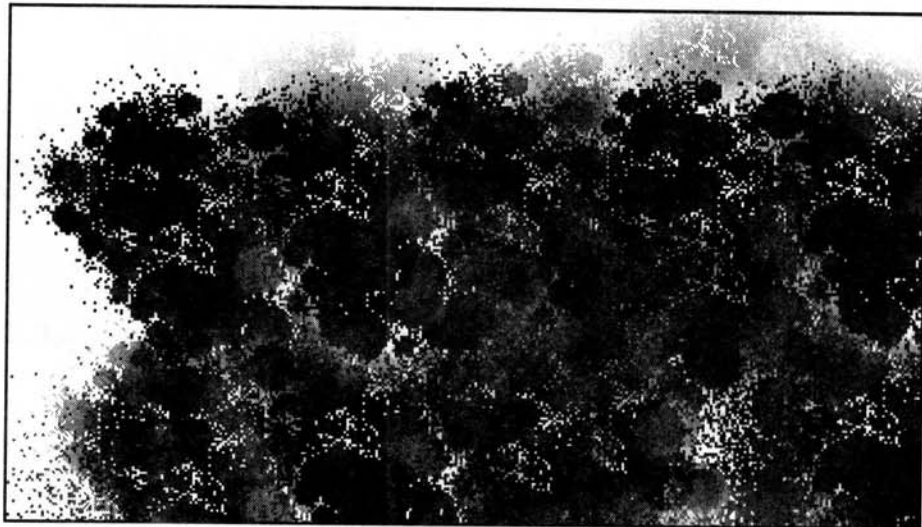
by Kevin Grimbley

I have always found the BattleTech and Renegade Legion game systems very enjoyable. However, there is one element of both I have always thought unrealistic- the movement system. Many times I have seen one unit move in front of an enemy who has already moved and pass clean through his firing arcs, out of sight at the end of the move.

This article proposes an alternative way of handling movement in a series of impulses. The idea has been used in many games before (such as "Ironclads").

(Please note the system can be used by Renegade Legion players. Simply change the terminology as needed.

Determining Impulses

Each turn is played in a series of 9 impulses and uses the table attached. These impulses replace the movement and attack phases of the regular game sequence, resulting in a new order of play made up of three Phases:
1. Initiative
2. Impulses
3. Heat Phase

Initiative Phase

As per normal rules. However, it only affects play when two or more units act on the same impulse.

Impulse Phase

When the Impulses phase begins, players must decide before any movement begins how many movement points they wish to expend for each unit controlled (i.e. the mode of movement for each unit, Walking/Cruising,

Running/Flank, or Jumping). Units get to act on an Impulse determined by the number of MP available, so this step is extremely important.

Players use the previous turn's movement total (in hexes displaced, a la the Compendium) for modifiers to be hit, in addition to whatever terrain applies. The first turn of an engagement always assumes maximum modifiers due to movement.

The table shows which Impulses a unit may move and act on during a particular turn. For example, a unit with five MPs available may act in the first, third, fifth, seventh and ninth impulses.

Please note that units with more than nine MP act more than once in some impulses; follow this procedure:
1) Subtract nine from the unit's total MPs for that turn.
2) Cross-reference that number as if it were the unit's MP that turn.
3) Each impulse it goes on using the second number is actually a double action impulse.

Example: A Dasher's (Fire Moth) player decides it is going to run using 15 MP this turn. The Dasher (Fire Moth) gets to act on all impulses that turn, and gets to act twice during impulses 1, 3, 4, 6, 7, 9 (impulses for 9 MP plus impulses for 6 MP).

Movement

1) MP

On any given Impulse, a unit may expend one MP (more only if the unit has more than nine MP available for the turn, see above). Units move within each impulse according to initiative; i.e. the loser moves first. A unit is not required to use any MPs on the impulse it is required to act on. (Doing so does not change that unit's modifiers to fire, if, say it winds up using MP

equal to its maximum walk; it is considered to have spent that MP in full.)

Should a unit suffer an involuntary change in speed (i.e. suffers damage), it acts on the next available impulse for the new speed. (Example: On Impulse 5 a PhoenixHawk loses three leg actuators, reducing MPs to 3/5. Since it was moving at a run (9 MP), the declared MP value shifts to 5. It now can only act on Impulses 7 and 9, instead of 6, 7, 8, and 9.)

2) Terrain

Certain terrain types cost more than 1 MP to enter. In this case the first mp moves the unit into the hex. A marker (small dice are useful) is then placed to show how many more MPs he must spend before he can leave. Each time one of the unit's impulses comes up, the marker is reduced before any other movement takes place. After all MPs are paid for, then the unit may change facing, move on, and so forth. This carries across turns and applies even if a BattleMech falls; it must pay before it can try to stand.

3) Standing

A BattleMech makes a Piloting Skill roll as normal to stand; however, it pays for the movement points as though it were terrain, and cannot make another attempt to stand until it pays in full for the first attempt(s).

4) Torso Twists & Turrets

A player may declare a torso twist or turret facing for any of his units during a valid impulse for that unit, after MPs are expended but before firing. It remains so turned until the initiative dice are rolled for the next turn (at which point the unit faces forward).

Firing

1) Declaration

After all movement has taken

place within the impulse, players declare fire for that impulse (only units which can act are able to declare and fire) as per the standard rules. Of course, a weapon may not fire more than once per full turn, but they can be divided up between impulses.

2) Damage

Damage is simultaneous within each impulse, but takes effect before the next one begins. Any movement modifiers (such as reduced speed from leg actuator damage) take effect at the end of that impulse.

Example of Play

Two pairs of 'Mechs are approaching each other; one side has speeds of 9 (a running PhoenixHawk) and 4 (a walking Hunchback) and the other 5 (a walking Wolverine) and 7 (a walking Assassin).

Impulse 1 From the chart all units except the Hunchback act. The PhoenixHawk turns 1 hexside, and the opposition both move one

forward.

Impulse 2 All except the Wolverine move. The Hunchback and the Assassin advance 1 hex while the PHawk enters the light woods (whereupon a "1" marker is placed next to it for the number of MP which must be expended before it can leave the hex or use MP for any other purpose).

Impulse 3 Only the PHawk and Wolverine act. The PHawk expends the 1 MP outstanding and removes the marker while the Wolverine advances.

Impulse 4 The PHawk moves into the next woods hex and again has a marker placed by it for 1 MP. The HBack advances 1 hex while the Assassin rotates left one hexside. The HBack and the Assassin fire at each other. The Assassin is damaged badly (it is a Hunchback, after all) and now only has a speed of 6.

Impulse 5 The PHawk uses its MP to remove the marker while the Wolverine moves into a rough hex and places a 1 MP marker. NOTE: The Assassin would have been able

to move in this Impulse, but with a reduced speed it cannot.

Impulse 6 The PHawk, HBack and Assassin all advance 1 hex.

Impulse 7 The PHawk advances 1 hex, the Assassin advances 1 hex and the Wolverine removes its marker for the rough.

Impulse 8 The PHawk advances 1 hex and the HBack turns right.

Impulse 9 The PHawk turns left, the Wolverine advances 1 hex and the Assassin turns right. The PHawk now fires at the Assassin, and the Wolverine and Assassin fire at the HBack. Notes: 1) The HBack cannot fire as it doesn't get to act this impulse. 2) The Assassin can only fire those weapons that didn't get fired in Impulse 4.

This system may seem cumbersome at first but is fairly easy to use. Its great advantage is when units are close together, and greater detail is more fun. The Impulse System is such that it may be swapped in or out for the "real" rules at will.
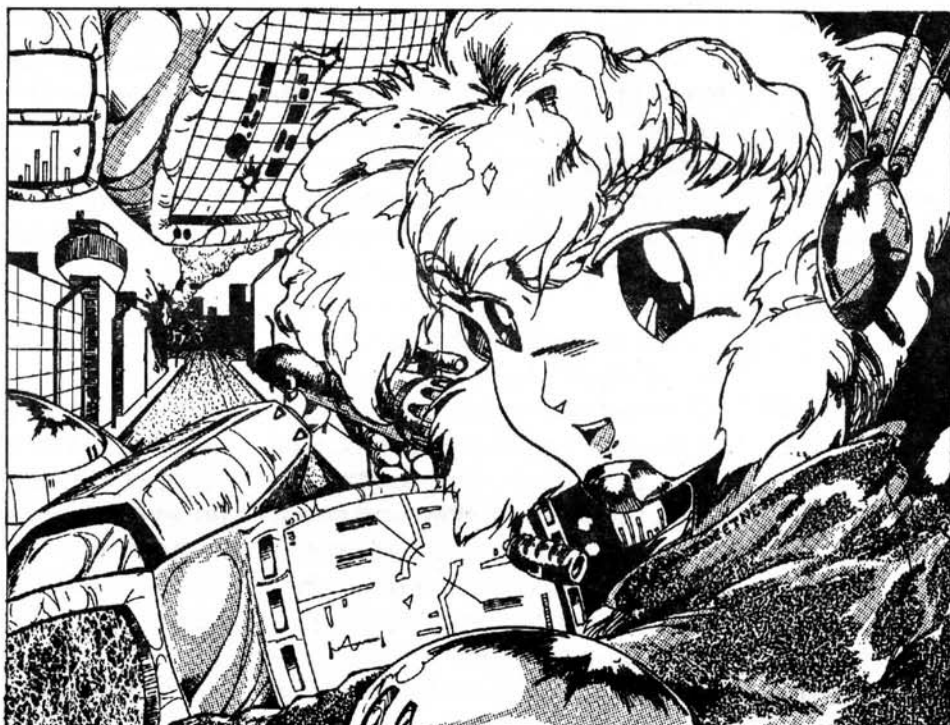
by Stephen Motis

(I have read this magazine with interest for some time and it seems that this is place to repay the pleasure with a contribution of my own.)

When I started playing BattleTech four years ago I had already had nearly a decade of wargaming and historical event simulation experience. I had fought the Redcoats at Lexington, shot down the Red Baron (pure luck I assure you!) defended Moscow against German Stormtroopers on the Eastern Front, commanded an Israeli Tank Brigade in the Six-Day War, all vicariously. You get the point.

I took the "A GAME OF ARMORED COMBAT" label on the box seriously. Although the 'Mechs in the BattleTech universe are each as powerful in terms of firepower as a whole company of World War II Tiger tanks, they are still only armored machines with various strengths and weaknesses.

Alone, one 'Mech may easily fall prey to another 'Mech or vehicle, but in numbers there is a collective strength. The basic building block for this collective strength is the "lance" (not the "wingman", as we will discuss later).

Over the last four years, I have watched MechWarriors fighting "gladiator" style die quickly; in this sense, the game is properly realistic. On a real battlefield in any time period those who organize increase their effectiveness (or "firepower" in the modern sense) many times over. Fighting alone may be more "fun" and you might even win a shiny medal from your Lord, but unless your 'Mech is the biggest on the board you still usually end up dead. Having seen it myself on occasion I can guarantee you that a lance of

four Valkyrie 'Mechs, properly run, can give a heavy 'Mech the fight of its life. Their organization and teamwork more than makes up for their light individual tonnage and weaponry.

Lets get down to basics. The BattleTech lance, derived, one would suppose, from the same term for a small grouping of a knight, squire, archer and man-at-arms in the Middle Ages, consists of four 'Mechs (or five for [my] Kurita and Clans, six (sometimes combined arms) for ComStar). This grouping, in sets of three, becomes the building block of higher formations such as companies, battalions, and regiments.

The lance (or equivalent) is the smallest combat formation possible. Two pairs of two protecting each others' vulnerable backsides when the shooting starts. A formation of three leaves an "odd man out" while a "wingman" formation of two would have no reserves to sustain loss. Lose your "wingman" and you're all alone, buster! Needless to say, easy meat for better organized foes.

Now that you and your three fellow MechWarriors are at the same spot you will need to know some of the basic drills to get any use out of the lance. Although a Light lance is the one highlighted, the lessons apply to other lances also.

Lets start with the most common and useful formation for moving cross-country, the "arrowhead." Organization is as follows: 'Mech "B" is the "point-man" of the formation and is usually the lightest and fastest machine in the lance with the mission of detecting the enemy. (In the Federated Suns, this position is usually filled by a Valkyrie.) BattleMechs "A" and "C" protect the flanks and

watch for ambush or keep contact with and overwatch of terrain on the flanks. They are, respectively, the second and third heaviest machines in the Lance. Finally, 'Mech "D" is the anchor of the formation, the "rear-guard," the heaviest 'Mech with the most firepower. In my light lance, the venerable Shadow Hawk or versatile Trebuchet fills this slot.

When escorting a convoy, the lance assumes the "box". The heaviest 'Mech continues to fill the support "corner" in the formation but can support its lancemates by moving or fireing toward the other three corners; conversely, the other corners are easily able to close toward the supporting 'Mech. The vulnerability of the box formation is that it is fairly rigid, being disrupted (spread out) by rough ground easily.

Not that BattleMechs just convoy things on roads; they move along them also. In real life, if Uncle Sam wants his tanks moved across the continental United States he doesn't send them on all the back roads and dirt trails. In the realistic BattleTech world, neither do the Successor Lords. The formation for this is "road formation" (even the name is easy). One 'Mech (B) on point, then the three remaining in line just behind. The heaviest 'Mech (D) again forms the anchor of the line, in the third position. The last 'Mech in line, the "tail end charlie" forms the rear-guard and watches the line of retreat (you never know). If ambushed, the line forms into the "arrowhead" toward the enemy.

Contact with the enemy and the lay of the land affects the Lance's tactics. In a situation where the lance moves toward an enemy position, the BattleMech with the most long-range firepower moves

Anti-BattleArmor Bombs

Future WARS

by Jon M. Pehrson

With the invasion of the Clans, it has become apparent standard infantry defenses aren't as useful against modern (battlearmored) infantry. Anti-Personnel pods have no effect against them, and machine guns aren't very useful. A team of engineers from several leading battletechnology companies combined their efforts and developed a brutal weapon labeled Anti-BattleArmor Bombs (ABAB). Two of the more jaded researchers nicknamed these "Manmowers" and "Chopper Bombs."

The ABAB is a rack that launches a huge canister of cluster bombs into an area "infested" by enemy troops. Precise accuracy is unnecessary, as ABABs saturate the area around them with explosives and flechettes. The explosives and shrapnel are strong enough to harm Clan Elementals and Inner Sphere BattleArmor and shred unprotected troops. However, they are insufficient to penetrate even the lightest armor of combat vehicles.

Game Data: This is a definite advancement above and beyond the APod. The ABAB launcher weighs 0.5 tons and occupies one critical location. Each ton of ammo has 6 cannisters (shots) of anti-personnel bombs. When used, the ABAB generates 1 heat. Any single hex within three hexes may be targeted (this includes range zero). Targets are 0 for range zero and one, 2 for range two, and 4 for range three, modified by all standard modifiers except target's movement. Roll to hit normally; misses are total.

On a successful hit apply the following damage:

Range 0 hexes: 4d6 (same hex)
Range 1 hexes: 3d6
Range 2 hexes: 2d6
Range 3 hexes: 1d6

This damage is to be applied in groups equal to the number rolled on each die; i.e. a Point of Elementals is hit by an ABAB at two hexes range, and 2d6 is rolled to determine damage. A 3 and 5 are

rolled. Two groups of damage, one each of five and three, are assessed against that Point. These may or may not hit the same Elemental. In the case of unprotected infantry, each point of damage is one eliminated member.

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back to anchor the advance. On the right and left flanks, 'Mechs probe to the sides looking for enemy positions or weak points to exploit. In front the pointman (B) recons the front (in this case a town on a main road defended by vibromines and anti-'Mech obstacles). Using the anchor 'Mech to cover them, the "flanks" and the "point" can hold their position under cover of woods woods or strike around the defenses to take the town. A lone 'Mech attacking would have no support from the rear; the defenders could concentrate their fire on it at their leisure, no matter how tough the 'Mech is. The same goes for two or

three 'Mech formations as well. If the defenders sallied out with their 'Mechs, our lone MechWarrior would be in danger of being cut off. A two- or three-machine formation would do better only if they were bigger than their attackers, a matter of luck and a dubious proposition at best.

I hope this article helps in some small way to make BattleTech less like a Circus Maximus. If this game is to "make it" in the long run, the "serious" wargamer has to be shown that BattleTech is worthy of his interest. It is not a struggle of hardware and crude strength but rather of the minds of the commanders who see the best moves and make them first.

9

NEW RULES FOR "NEW" 'MECHS

by J. Donald Lail

Page 26 of MechWarrior 2nd Edition, under Engineering Skill, has a new and significant change in the rules concerning modification of existing BattleMechs and the introduction of new designs. From this day forward, anyone in a campaign attempting to modify a 'Mech must make an Engineering Skill roll in order to have the attempt "take" under the new rule. Note, it is not clear if FASA intended this new rule to apply to the BattleTech game as well Mechwarrior. Without an explicit pronouncement to the contrary I have say that it does not.

Personally, I found the discussion accompanying the Engineering Skill to be fascinating and enlightening. FASA states that allowing radical new designs at will is risky to the game's balance. Sadly, they did not clearly define what constitutes a "new design". FASA did state, however, that removing armor in favor of a heat sink does not constitute a new design.

So, where do you start? After considerable thought, I came up with a few guidelines that should prove somewhat useful.

1) Remember, use your character's engineering skills and resources to their fullest (a little help from some highly skilled NPC's doesn't hurt either).

2) Refer to the "design your own 'Mech" provisions in the BattleTech Compendium or The Rules of Warfare.

3) Unsanctioned (Non-FASA) weapons, devices, engines and construction materials can be used. Use your imagination, but be reasonable (A 'Mech armed with weapons capable of destroying four maps worth of terrain is not reasonable).

Players may be tempted to ignore some of the constraints placed on them by the "real" world of the thirty first century, such as politics, economics, and sometimes even religion. Given the new rules, definitions, and explanations, FASA is correct. Many players may not care for the "realistic" approach to 'Mech design, but it does a great deal to maintain the balance and playability of the game.

The following are a few realistic factors to consider when designing a 'Mech:

1) BattleMechs are often built by the lowest bidder. How competent is the manufacturer (i.e. what are the manufacturer's skills)?

2) Performance determined in research and design may only be theoretically attainable.

3) Not all custom jobs may be feasible in mass production. How cost effective is your design and how long will it take to manufacture?

As I mentioned before, I have found nothing in the way of guidelines for what constitutes a hard to make modification, much less a new design. What we do have is the armor/heat sink example. Let's use this example and see what we can deduce from it.

Both are classed as construction materials, unlike weapons or power systems. Neither has any electronic or mechanical elements beyond the most rudimentary in nature and both are cheap, readily available and of uniform quality.

How do they differ? Simply, one takes up critical spaces and the other does not (normally).

The only logical conclusions I can draw are:

1) Adding anything more sophisticated than a heat sink is going to be more difficult and the

skill roll is going to be harder to make. The more sophisticated the item, the more difficult to add.

2) It doesn't matter if the modification changes the number of critical spaces available, as long as there is room for the new equipment (including the spaces used by the equipment being replaced).

The only reason I bring up point #2 is that it destroyed a pet theory of mine. My theory was that fitting anything else into a section would get more difficult as you used more critical spaces in that section.

So what can cause a modification to become harder? I won't pretend that I have the last word on this subject, but I have identified seven factors that should have an effect. Feel free to add to these.

Note that in all cases a failed result means that it is not possible to modify the BattleMech in this way. If a player insists on this particular modification, the player must again research for a required time period.

Field Modification Kits

These items are a collection of BattleMech parts, tools, and instructions designed to make a very specific modification(s) to one type of 'Mech.

Because they are 'Mech-specific, the kits are a preferred method for anyone who cares to modify an existing design. The downside is that the 'Mech is still the same as others with the kit mod's, and it comes with inherent advantages and disadvantages. Lets take for example a Field Modification Kit designed for an Atlas. One of the changes is to install a Gauss Rifle in the place of the AC/20. The Field Modification Kit's weapons will differ from a factory-sealed replacement weapon in the following ways:

1) All of the bending and shap-

ing necessary to adjust the weapon to fit an Atlas has already been made,

2) The instructions will be Atlas specific.

3) All of the nuts & bolts, fittings, mounting brackets, and gaskets are Atlas-specific. They will install easier and faster, and last longer than a one-size-fits all alternative.

These kits apply a standard modifier for the entire job, not for each part to be replaced.

Designing a Variant

For a player to modify an existing design, a number of weeks must be spent planning it out and creating the schematics for the necessary change. These weeks are equal to a 1d6 roll for a minor change, and a 3d6 roll for a major change (GM's discretion). Each

week also requires 1,000 C-Bills of research materials and fees.

Of course, simple field modifications are possible in a matter of days, especially when replacing damaged equipment. Equipment swaps only (say, a Large Laser in place of a damaged PPC) are possible, and can be performed as equipment is available. It requires days equal to a 1d6-2 roll to plan and effect the change, in addition to the normal time for repairing and replacing.

Designing a New 'Mech

To create a brand-new design entirely, a character must spend 3d6 months in R&D doing so, and requires a staff of seven technicians/engineers as research staff the entire time. For each missing staff member, add one month to the total die roll. For each member of the research staff with Engineering and Technician skills above four, subtract one month. Each month of work requires 5,000 C-Bills in research materials and materials, in addition to the pay of the staff and cost of any actual materiél purchased (requires two times the normal number of each part). At the end of the time period, if the character has bought materiél, he or she will have a prototype.

A successful Engineering Skill roll means it is a working prototype. If it is unsuccessful, refer to the rules above for modifying existing designs.

Please note: all modifiers can apply to Clan-designed BattleMechs and OmniMechs as well as Inner Sphere BattleMechs.

Table 1: Modifiers to Research Roll

Factors	Modifiers
New Tech of any sort	+1
Large Item (more than 1 critical space)	+1
Sensor Adjustment[1]	+1
Communications Rig Adjustment[2]	+1
Targeting & Tracking[3]	+1
Source of new equipment	
Battlefield scrap	Varies[4]
Original Factory Equipment	+0
7) Facilities (uses multiplier)	
No Facilities	2.00
Field Facilities Only	1.50
Dropship Facilities [5]	1.00
Space Station Facilities [5]	.75
'Mech Manufacturing Facility [5]	.50
'Mech Experimentation Facility [5]	.25
Star League and Clan	GM's Discretion

[1] The Beagle Active Probe, Artemis IV FCS, NARC Beacon, and TAG will need this adjustment, as will any of the sensors from The BattleTech Tactical Handbook.

[2] The C³ computer, Guardian ECM, and satellite tie-ins will need this adjustment.

[3] Any added weapons will need this adjustment.

[4] Depends upon whether or not all of the weapon is salvaged, if field repairs have been made to it, and if all computer software and/or boards for it are available.

[5] Normal staffing and average facility conditions (determined by the GM) are assumed.

Table 2: BattleMech Variation Modifiers

Equipment	Modifier
Armor	
Normal	+0
Ferro-Fibrous	+1
Internal Structure	
Skeleton:	
Normal	+0
Endo Steel II	+2
Myomers:	
Normal	+0
Triple Strength	+2
Electronics:	
Artemis IV FCS	+3
Beagle Active Probe	+4
C³ Computer System:	
Master	+5
Slave	+4
Guardian ECM System	+3
MASC	+3
TAG	+3
Weaponry:	
Small Laser	+0
Small ER Laser	+1
Small Pulse Laser	+1
Medium Laser	+0
Medium ER Laser	+1
Medium Pulse Laser	+1
Large Laser	+1
Large Pulse laser	+2
Large ER Laser	+2
PPC	+1
ER PPC	+2
LRMs (All)	+1
SRM-2	+0
SRM-4 or -6	+1
Streak Modifier	+1 to type
Narc	+2
Arrow-IV Missile System	+2
Machine Gun	+0
AC/2	+1
AC/5	+1
AC/10	+1
AC/20	+1
AC/any Ultra	+1 to type
LB any-X	+1 to type
Gauss Rifle	+2
Miscellaneous Equipment:	
Actuators	+0
Case	-1
Jump Jets	+1
Field Refit Kit	+2 for entire job

by Doug Houseman

When you go back to the initial set of BattleMechs designed for BattleTech they all seem to have the same mission: to kill other BattleMechs. There was very little in the way of specialization. As the BattleTech system evolved, most 'Mechs were still being designed as all-around compromises (standard 'Mechs). They have good firepower, good speed, good armor and okay electronics. As a result none of them do anything well.

In analyzing the uses for 'Mechs there seems to be 20 or so mission areas that specialist 'Mechs (specialists) can be designed for. Used properly, they are harder hitters and can be used effectively to stop or confound an opponent that has not done any specialization.

The problem with specialization is each time one is altered to make a specialist, other strengths are sacrificed and develop a weakness. Specialist 'Mechs can be devastating if used correctly, defeating one and a half to two times their own tonnage of standard Mechs. On the other hand, a specialist 'Mech caught in the wrong role can be destroyed by a 'Mech half its own tonnage.

Listed below are the isolated specialist roles, the advantages and disadvantages of each, and what (in general) traits to enhance and lessen.

The Juggernaut – The "Timex" of 'Mechs
Advantages: Can take a pounding, and keep coming.
Disadvantages: Slow and no long-range weapons.
Enhance: Armor, short range weapons.
Lessen: Long range weapons, speed, jump, Electronics.
Best use: As an assault breaker or a gap filler. Position is possession. Use woods, trees or cliffs to make long-range fire hard or impossible against this 'Mech.
Examples: Hunchback

Sharpshooter – The long range killer
Advantages: Uses long-range aimed fire to slow or destroy enemy 'Mechs before they can fire.
Disadvantages: Light armor, lack of close-fighting ability
Enhance: Speed, Jump, Heavy Long Range Weapons (i.e. Gauss Rifles and ER weapons), Fire control and targeting
Lessen: Armor, Short Range weapons, Hands and Elbows.
Best use: Sit in the woods or on a ridge and funnel the enemy into a killing ground be harassing them. Move to avoid being confronted.
Example: Griffin

Anti-Air-(Space-)craft – Watching the (un-)friendly skies
Advantages: Keeps the fighters off a unit's back.
Disadvantages: Little use in a 'Mech-to-'Mech battle.
Enhance: Armor, Anti-missile, LB-X and Long-Range weapons
Lessen: Short Range Weapons, Hands, Command and control, Electronics, and Heat Sinks, Speed
Best use: To down enemy fighters.
Example: JagerMech

Archer – Over the hill but still deadly
Advantages: Lots of (indirect) missile fire
Disadvantages: Lack of stand and fight, speed and close weapons Enhance: LRM, Arrow IV, Electronics, Targeting, Ammo
Lessen: Armor, Speed, Direct fire weapons, Jump.
Best use: Staying back behind the other 'Mechs and barraging the enemy to death.
Example: Archer

Close Support – Mr. Clean-up
Advantages: Lots of Damage Capability
Disadvantages: Slow and Lacks long range weapons
Enhance: SRM, Armor, Ammo
Lessen: Other Weapons, Electronics, Speed, Jump
Best use: Using Medium Range on the SRMs to do mega-damage to several 'Mechs at a time.
Example: Mad Cat (Timber Wolf) D

The Assassin – No job too difficult, no target too tough
Advantages: Designed to kill a particular 'Mech
Disadvantages: Dog meat against the wrong type
Enhance: What ever will counter the 'Mech you want dead
Lessen: Everything else
Best use: If you play a particular unit regularly and the leader always runs a particular configuration of a 'Mech, an assassin can be designed to kill that mech. Analysis the weaknesses of the 'Mech you want to assassinate and then build a 'Mech to exploit them.
Example: None

The City Fighter – Urban brawler
Advantages: Jump and Moves with a built up area in mind
Disadvantages: No long-range weapons, little back or side armor
Enhance: Anti-infantry weapons, jump, short- and medium-range weapons, front armor
Lessen: Back armor, speed, long range weapons, elec-

tronics (except Beagle Probe)
Best use: Defending a city, where you can pick the building at your back
Example: Phoenix Hawk

The Brawler – Bar fight, anyone?
Advantages: Heavy Armor, great at hand to hand
Disadvantages: Little speed, few weapons
Enhance: Axes, Bats, Clubs, Armor, Jump
Lessen: Heat sinks, Weapons
Best use: Getting into a hand to hand duel with an opponent's leader, cave fighting, in-building fighting
Example: Hatchetman

Electronic Counter Measures 'Mech – Team umbrella
Advantages: Allows a group of 'Mechs to be protected and concentrates high value electronics in a single well-protected 'Mech
Disadvantages: Lack of long-range and heavy weapons make this 'Mech vulnerable
Enhance: Electronic counter measures (i.e. Guardian), Anti-Missile, Armor, Speed
Lessen: Weapons, Heat Sinks, communications
Best use: Protecting a company of mechs for a surprise attack or deflecting attacks that are aimed via electronics. This role is sometimes best performed by a hover-craft.
Example: Raven

The Scout – Alone in a world of warriors
Advantages: Fast, Jumps, Excellent ability to find others
Disadvantages: Light armor, light or no weapons MechWarrior must know when to run away
Enhance: Speed, Jump, Electronics, Communications
Lessen: Armor, Heat Sinks, Weapons
Best use: Finding and then running away from the enemy
Example: Ostscout

The Command & Controller – You will do, what I say...
Advantages: Allows a player to link and control a group of 'Mechs
Disadvantages: Few weapons, slow speed
Enhance: Command and Control, C3 Computers, Armor, Second cockpit
Lessen: Weapons, Jump, Heat sinks
Best use: Running a company of specialist 'Mechs when they are spread out
Example: Cyclops, Naginata

The Raider – Wham, bam, later!
Advantages: Fast, Hard hitting weapons
Disadvantages: Builds heat quickly, light armor, no staying power
Enhance: Speed, Jump, high-damage medium-range weapons (7-12 hexes)
Lessen: Armor, Heat Sinks, Long-range weapons
Best use: Hitting an enemy hard point and getting out quick
Example: Jenner

The Cargo Carrier – The company pack-mule
Advantages: Heavy armor and good speed with some cargo capacity under armor, a good jump capability if using a light chassis
Disadvantages: No (or very few) weapons
Enhance: Armor, Speed, Leave 10% of tonnage for cargo "pod"
Lessen: Heat sinks, weapons
Best use: Getting the loot out of the factory and onto the DropShip
Example: None

The Anti-Vehicle Mech – The bug crusher
Advantages: Lots of small weapons, good armor, jump and stomp ability
Disadvantages: Heats quickly, little penetration for heavy armor
Enhance: Jump (2-3 is ok), small weapons (Medium Lasers), Armor, anti-personnel weapons
Lessen: Heat sinks, Speed (6-9 is ok)
Best use: Stopping convoys of trucks and infantry
Example: Commando

The Anti-Artillery Mech
Advantages: Great speed, good jump, great electronics,
Disadvantages: Light weapons, Light armor
Enhance: Speed, Speed, Electronics (Guardian, Beagle), Energy weapons and some jump
Lessen: Armor, Heat Sinks, Heavy weapons, Overall tonnage
Best use: Getting behind the lines and getting rid of artillery (long toms, Sniper, etc.) Normally the AAM would be dropped with a ranger or two to hide away from the drop zone and find the artillery locations.
Example: Spider (modified)

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The Ranger – You in the world now, kid.
Advantages: No re-supply, good range and speed
Disadvantages: Light weapons, lacks armor for a sustained fight Enhance: Speed, Energy weapons, ECM, Cargo capacity for camouflage and explosives or a tech or two.
Lessen: Heat sinks, Armor, Weapons that require ammunition, Communications
Best use: In the woods or hills hitting the enemy behind the lines, in a prolonged campaign.
Example: Wolverine-M

The Decoy– Which way did he go?
Advantages: Cheap
Disadvantages: No real movement
Enhance: Nothing but the heat output
Lessen: Everything (except possibly explosives)
Best use: To either draw the enemy to a killing field or to deceive them as to where your strength is. Build this 'Mech with as much fake stuff as possible and use a common 'Mech as a template so the enemy is drawn to it as a familiar object. Great to put in a rocky area full of anti-'Mech infantry.

The Heater– Great for bad winters.
Advantages: Increases heat in enemy Mechs very quickly
Disadvantages: Prone to exploding
Enhance: Infernos, flame-throwers, other heat-generating weapons, heat sinks, armor, speed.
Lessen: jump, heavy weapons, long range weapons, electronics
Best use: This is a close-in fighter, used in a city or a rough area where the heater can get close enough to cause real damage.
Example: Firestarter

The Nibbler– Death by papercuts
Advantages: Lots of chances for critical rolls and small damage hits
Disadvantages: Very little stopping power
Enhance: Armor, Small weapons (SRM2, LRM5, Small and Medium Lasers), Jump or Speed.
Lessen: Jump or Speed (whichever is not enhanced), Large weapons, Long-Range weapons, Electronics
Best use: Scoring internal hits after the enemy's armor has been breached.
Example: Pouncer-C

by Vincent Esposito

In 3056, Clan Jade Falcon discovered a world in the Periphery bypassed in the initial invasion. Deep in occupied territory, and believed devoid of life by the invaders, the planet known as Soloman had escaped detection for almost 300 years. The Jade Falcons wanted this planet removed as a potential staging area for Inner Sphere troops, but were not counting on the colonists having their own army.

Trell I, Jade Falcon Occupation Zone
March 3, 3056

Star Colonel Janne Mattlov ran her fingers through her sand-colored mane as she read the communique sent to her minutes ago. She could not believe what she was reading.

Star Commander Brion looked at his commander and former sibko member in disbelief. "It is true then. There is an uncharted colony world within our occupation zone."

She gazed back at Brion, looking deep into blue eyes at a face almost exactly like her own. "This confirms it Brion. While returning to Strana Mechty, our flagship passed through an uncharted system in what was once the Oberon Confederation. They were hailed from the fourth planet. The inhabitants wanted to know when they would be sending supply ships down. The commander ignored them and simply left the system.

"To be thorough, several bondsmen from that region of space were questioned.

Eventually one of them admitted that his world often traded with a small colony known as Soloman."

Brion looked even more perplexed. "How could we have missed them? We probably moved through their system when we pushed into Lyran space."

"I do not know, but I can venture a guess. Many records were lost three hundred years ago during the collapse of the Star League, even to our ancestors. It is possible a fledgling colony on the edge of explored space was forgotten in favor of the more pressing problems of the time. This is of no consequence; they are there and we have our orders. We are to take elements of our garrison to Soloman and capture the planet. The Khan believes the Federated Commonwealth will use Soloman as a base for raids if they also discover it exists."

"A chance to restore our honor after Alyina!" Brion stood up as he spoke, nearly bumping his head on the shelf in Janne's quarters.

"Yes. Losing Victor Davion after having him within our grasp is a dishonor we have both suffered for. I was lucky to be given command of this garrison…"

New Provins City, Soloman
Jade Falcon Occupation Zone
April 17, 3056

Grasping the ceremonial broadsword in both hands, Colonel Stefan DeMolay stepped up to the figure kneeling before the altar. The young man was dressed in an ancient suit of chainmail

armor under a plain white tunic, his lips moving slightly in rhythm with his silent prayer.

The Colonel felt a surge of pride at these rituals. Keeping the ancient ritual of welcoming a new warrior into knighthood was a tradition that set the people of Soloman apart from the rest. That distance was a matter of pride for every member of the original group of colonists that went out in search of a new home mere months before Stefan Amaris usurped the throne of the Star League. They simply wanted a place where they could start their own way of life without interference from any outside government. By the time they reached their new home, their wish had unknowingly been granted. All records of their existence were wiped out when General Kerensky stormed the Star League capital to remove Amaris from the throne. The political unrest in the following years, and the mass exodus of the SLDF, left the colonists forgotten on a backwater world with no HPG facility. Exactly the way they wanted it.

As the Succession Wars raged through the Inner Sphere, the people of Soloman made contact with some of the other colonies and bandit kings that had settled in the passing years. Trade was established, and Soloman built its economy and industry to the point where the other powers in the periphery were unable to exploit their world. They had formed an army based on the ancient order of knighthood. Stefan DeMolay
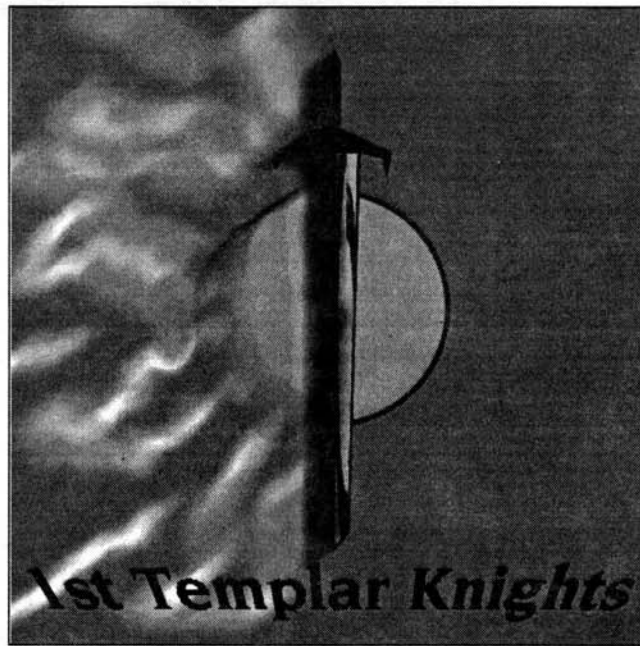
had the honor of commanding Soloman's best unit, the Templar Knights.

DeMolay broke from his reverie and continued the ritual. "I welcome thee, Sir Anton De Germain, to the ranks of the Templars. May God guide your sword. Rise and join us in this hour."

The page anxiously waited until the new Knight

1st Templar Knights

was welcomed into the ranks of Soloman's MechWarriors before approaching the Colonel. "Colonel DeMolay, we have an emergency. A JumpShip has entered the system. They have made it clear that they intend to invade us!"

Jerusalem Valley, Soloman
Jade Falcon Occupation Zone
April 18, 3056

From the mouth of the Valley, Janne Mattlov had a stunning view of Soloman's capital city. New Provins was nestled in the far end of the valley, surrounded by green fields. Closer to her

position, the valley's center was filled with a rich thriving forest. She didn't normally think of such things as beautiful, but felt a hint of regret at the thought of what the valley would look like after she was through with it.

Putting her regrets aside, she switched the comm equipment in her *Rifleman IIC* to an open channel. "I am Star Colonel Janne Mattlov of the 23rd Jade Falcon Provisional Garrison Cluster. What forces defend this city?"

She was surprised when a deep, flinty voice answered. "I'm Colonel Stefan DeMolay of the First Templar Knights. My forces will defend this planet and our honor unto death!"

Janne was taken aback. Intelligence had said nothing about a BattleMech unit on the planet. She had expected no more than a handful of vehicles and infantry, so had won the right to take Soloman with a bid of one Trinary of BattleMechs and two Stars of Elementals. As

she looked at the data coming in from her sensors, she could now see that a battalion of BattleMechs was moving into the far edge of the forest to answer her challenge.

Brion's voice came through the comm channel. "Do you remember the reports from Langenveld? Tan Folkner learned that a mere militia can be more difficult to deal with than any of us suspected."

"Do I detect a tone of cowardice, Brion? I am aware of that mistake. We have nothing to fear from these freebirths, we still have the advantage. Now move your Star into sector 3175."

And so the battle for Soloman began.

. . .

Colonel DeMolay had his Bravo and Charlie companies moving through the forest in columns along the north and south edges, while his command company formed a skirmish line on the east end of the forest. As the formation advanced west towards the enemy, he reviewed his strategy.

The formation was a standard for defense against raiders. Bravo and Charlie Companies would hold back at the edge of the forest until the Command Company made contact with the enemy. Then Bravo and Charlie would sweep in from the sides, making a three sided box to contain the enemy. The Knights were specifically ordered not to completely surround the

enemy. This would prevent the defenders from spreading themselves too thinly, and giving the raiders a chance to withdraw unopposed if they realized the nature of the trap. Glancing at the intel report displayed on his secondary screen, he confirmed that the attackers only had one over-strength company with some infantry support. If they did not withdraw, they would be destroyed.

Switching his *Penetrator's* secondary screen to infrared sensors, he recalled the stories told by the smuggler who shipped the Command Company's new 'Mechs. It was a wild tale of an invasion by a warrior society with superior technology. He dismissed this as folly at the time. Let them come with "superior" technology. I have an entire company outfitted with the best equipment in the Inner Sphere as of only a few months ago. Let them come and be pushed back.

Colonel DeMolay did not know he would soon regret the isolation from the rest of explored space he and his planet had so long cherished.

• • •

Janne Mattlov's Star made first contact with the enemy. She spotted a pair of small BattleMechs with thin birdlike legs from her vantage on the hill. Though the trees were too thick to fire through accurately, she was able to identify the 'Mechs as being a pair of *Hollander* light 'Mechs. She ordered the *Conjurer, Locust IIC,* and the *Jenner IIC* from her Star to advance and engage, while the *Glass Spider* and her own *Rifleman* advanced behind them to take on anything heavier that appeared.

As the Star deployed, a nearby tree suddenly exploded as a ferrous ball propelled at supersonic velocities raged through it's trunk. "That one is mine. I am reading four enemy 'Mechs in the area. Lem, I want you to probe ahead and look for reinforcements. The

rest of you pick your targets." As the massive *Glass Spider* surged ahead, bringing it's two gauss rifles to bear on the second *Hollander,* Janne turned the two heavy pulse lasers that made up her 'Mech's right arm towards the cluster of trees her target had fired from. She fired both right arm lasers simultaneously into the trees. Wood split and cracked as some trees burst into flames. Most simply fell as sections of their trunks vaporized. The *Hollander* had lost its cover.

The *Hollander* snapped off a second gauss shot as it darted for more cover. The shot skimmed off the flat sensor array on top of Janne's *Rifleman* and went screaming into another tree, not causing any real damage, but unbalancing the lumbering *Rifleman.*

As a result, Janne only hit with three of her four heavy pulse lasers, burning the lighter 'Mech's left leg down to a ferro-titanium twig that snapped when the 'Mech took its next step. The stricken BattleMech came down on its truncated knee and pitched backwards, impaling itself on a massive fire scorched tree limb. More armor dripped and melted away as the shattered fusion engine burned out through the 'Mech's right side before exploding.

Having beaten her opponent, Janne turned to see how her Star was doing. To her right, the *Glass Spider* was faring well against the second *Hollander.* The *Glass Spider* fired a pair of gauss shells that bracketed the *Hollander's* arms, removing both of them. The *Hollander* managed to remain upright and returned a gauss shot of its own that connected with the *Glass Spider's* shoulder, causing the larger 'Mech to pivot right. Unfortunately, the *Hollander* faked left, then darted right, bringing it perfectly in line with the *Glass Spider's* outstretched arms, and the gauss rifles contained within. Two silver spheres shot out, crushing the *Hollander's* torso and head simultaneously.

The rest of the Star reported similar success, the *Jenner* was peppering an enemy *Venom* with missiles as both

leaped through the air on powerful jumpjets. The *Venom* returned fire in a panic, overheating and shutting down as the *Jenner* fired a spread of short range missiles that left a gaping hole completely through the *Venom's* chest, destroying the 'Mech. The *Conjurer* had taken a few minor hits in its game of cat and mouse with an insect-like four-legged 'Mech known as a *Tarantula*. The *Tarantula* had suffered from repeated hits from the *Conjurer's* heavy pulse laser, exploding in mid-jump as it's jump jet fuel ignited.

• • •

"Brion and Jeffrick's Stars are about a minute behind us. Hold here until we hear from them." Janne frowned under her neurohelmet, as she switched her comm unit to Brion's command frequency. The fight was too easy. If this is the quality of their warriors, there is little honor in this fight.

"Star Colonel, we are under attack!" Janne no longer needed to contact Brion, he had contacted her. "Twelve enemy units of mixed tonnage are coming at us from the north."

"What about you, Jeffrick." She smiled, the enemy was smarter after all.

"Twelve more incoming from the South. May I engage, Star Colonel?"

"Jeffrick, Brion, our opponents have shown that they are warriors. Engage them. If they begin to push you back, draw them to my position."

The *Rifleman* stumbled as several flights of missiles arced in from the trees ahead. "Freebirth!" Shouted Janne, angry at her inattention.

Lem's *Locust* had slipped through the killing ground and was waiting for the rest of the Star to catch up, when an enemy 'Mech charged out of nowhere…

To Be Continued in Issue 35

The Templar Knights short story will be continued in Issue 35. Because we know you'll want to play it out, Future Wars magazine will also publish a scenario based on the story.

Kin Smashing

by Gregory W. Detwiler

Unlike the standard BattleTech universe, that of Future Wars' Herb Barents has one extra invader from beyond the Periphery: the Kin. As are the Clans, the Kin are composed of part of what was left of the Star League Defense Force (SLDF) after the war to crush Stefan the Usurper. However, Kin technology is somewhat different from that of the Clans. While such things as targeting computers and double strength heat sinks are common to both, the Kin have equipment the Clans (to say nothing of the Inner Sphere) do not have. Conversely, the Kin have missed out on the advance of the OmniMech and OmniFighter, and their lack of a specialized breeding program means they have nothing like the Clans' battlearmored Elementals. Like the Clans, the Kin are tough, but eminently "beatable" when proven tactics are used against them.

Tactics

Because the Kin have a range advantage over their Inner Sphere and (to a lesser extent) Clan opponents, players who go up against the Kin should use the same tactics Inner Sphere (IS) warriors successfully employed against the Clans. The two main constants are: use guerrilla-style hit-and-run tactics whenever possible; and fight in urban areas or other close terrain to reduce ranges, nullifying the enemy advantages in long-range combat. It worked against the Clans, it should work against the Kin.

Indeed a close study of the Kin seems to indicate that these tactics will actually be more successful against them than they are a against the Clans.

Consider: the Kin have an excessive regard for the lives of their war-riors. They will retreat or even surrender when they have a tactical advantage if the advantage cannot guarantee a nearly bloodless victory. Players who like a good old fashioned slugfest will really shine against the Kin, particularly in a role-playing campaign. If your GM role-plays the Kin properly, he will have to pull his forces out or throw in the towel once the body count starts to rise.

Urban warfare is the best for this sort of tactic; dust off the old CityTech box and defend the cities of Houses Steiner and Marik with a vengeance. Hiding 'Mechs behind or even inside buildings is a great way to avoid enemy fire, particularly since the Kin may be reluctant to destroy or damage parts of the city they intend to rule (the Kin attempt to subvert the civilian population before planetfall). With the defenders laying in ambush and the Kin range advantages nullified, losses will be roughly equal for both sides. That is a disaster by Kin standards.

Long range isn't the only weapons advantage which can be eliminated by close-in fighting. The rules are unclear whether or not Anti-Missile Systems (AMS) & Kin Advanced Anti-Missile Systems (AAMS) can be used against point-blank missile salvos. (I interpret them as being unable to). Here is the dream for all the 'Mech tinkerers in the world; remove all those LRMs and replace them with SRMs and direct-fire weapons, then dig in. Hidden-unit rules become virtually all-important. Remember also the Kin's nearly obsessive fear of missile weapons; imagine a Kinsman's fear as he stumbles into a trap and finds himself face-to-face with modified Archers, Trebuchets, Catapults, and Stalkers.

Another thing: do not be intimi-dated by those fancy hand-to-hand weapons the Kin are fond of (the Saw, Clippers, and Glove). Piloting determines success at physical combat (in MechWarrior), and the Kin have neglected their Piloting skills to improve their Gunnery. A veteran-level MechWarrior should be more than a match for Kin warriors in physical combat, especially in a Hatchetman, Axeman, Berserker, Nightsky, or any other axe-bearing design. These highly skilled warriors can probably negate the advantage offered by the Kin weaponry.

Realistically, the Kin should not have developed close-in weaponry like the physical weapons. Close-in combat is bloody for everyone, and their battle doctrine stresses the avoidance of casualties. Very few of them seem suited for physical combat; from the few pictures obtained (FW#25), they all appear to be clumsy at best. If it comes down to hand-to-hand combat, the Kin commander has done something grievously wrong.

There is nothing written about the Kin's special missiles which indicates they cannot be affected by standard AMS. BattleMechs facing the Kin should be equipped with AMS, to eliminate the missiles as a threat.

This is easy for commanders of OmniMech units, as they can simply reconfigure their unit's pods.

A missile-heavy omniMech can become an "energy boat" in a matter of hours (usually minutes). The Masakari (Warhawk) is an especially good candidate for its built-in Targeting Computer. Even a Kin Elemental assault 'Mech won't be standing long if all four ER PPCs from the Masakari (Warhawk) Prime are gnawing at one of its legs.

Basically, the reconfiguration is similar to what the Wolves did when they hit the capitol planet of the Free Rasalhague Republic; all energy weapons.

The most obvious way to frustrate the Kin AAMS is to rely on BattleMechs with ballistic (not missile) and energy weapons. Replace the SRMs as well (since their AAMS advantage is eliminated after the surprise round), and use close-range, direct-fire weapons. Adding on hatchets (and other devices from Unbound and the Tactical Handbook) is a good way to keep the balance shifted once distances close. Plus, they (usually, unless the Kin glove is involved) can't be blocked.

Another way to defeat the kin AAMS is to use superior tactics; hit and run attacks will negate the value of most defensive countermeasures. Snipe at the Kin from under cover, using a skirmishing force of relatively light and fast 'Mechs using direct-fire weapons. These "skirmishers" should concentrate fire on the sides which have the AAMS mounted on them. Once these locations are destroyed, the kin are wide open to missile attack (off-board or indirect LRMs/ELRMs are useful). Stripped of AAMS cover, they may even choose to withdraw, even

if they seem to have superior odds. Even if your force has no missile support, use this tactic anyway; fear alone should be enough to force them to withdraw, and bluffing them with saturation missile barrages (that will never come) may aid that withdrawal.

Certain 'Mechs are well-suited for this sort of skirmishing. Look for fast, direct fire-based 'Mechs to include in your raiding force. Wolfhounds, Clints, even Panthers, Centurions, and Vindicators may be well-suited to this style of combat. Even the maligned JagerMech and Rifleman will prove useful. Any missile-based weapon systems come into play after the AMSs are destroyed, or whenever needed to enhance the fear.

Specialized vehicles like the Venus Fly Trap can be taken out by air, infantry, or artillery attacks before the 'Mechs even enter the field. The Clans (or for that matter, the Gray Death Legion or similarly equipped units) might send "headhunter" Elementals to do the deed. Realistically, these units do not even have to be destroyed; making them flee out of range works just as well.

If you are fighting your battles in the context of a MechWarriors (or even BattleTech) role-playing campaign, never

underestimate the potential for psychological warfare. Once the Kin are deprived of their AAMS support, they will feel very, very vulnerable. Reinforce this. Have your MechWarriors use their PAs to shout "HERE COME THE MISSILES" just before the first missile volley is fired. At the very least, the Kin forces will fight more timidly, further cutting their advantage.

Or, simply ignore the AAMS systems. AAMS (or for that matter AMS) are useless against Thunder/FASCAM LRMs. The Kin don't like to advance unless they have a clear line of retreat; let them seem to have it. When they advance, spray the area with LRMs launched from fast light or medium BattleMechs (which run to the Kin rear, of course). Faced with an assault-'Mech heavy force to the front and a minefield to the rear, many Kin commanders will be hoisting the white flag rather quickly.

So far, I've been concentrating mainly on 'Mech to 'Mech combat. Understand, however, that combined-arms tactics will work just as well. Dug-in infantry in close terrain should be at least as effective against Kin 'Mechs as against their Inner Sphere counterparts. Elementals (and other battle-armored troops) can crawl all over a 'Mech, lit-

erally tearing it apart. If players opt to use the house rule preventing (A)AMS from engaging point-blank attacks, infantry may be the only units effectively able to shoot their missiles at undamaged Kin 'Mechs. Sonic guns, another Kin favorite, also have no stun effect against battlearmored troops.

Vehicles are equally dangerous to the Kin. Not only do they mount the same weapons as a 'Mech of the same tonnage, they concentrate on using direct-fire ballistic weapons. Although they die faster, they get in faster damage (heat sinks are unnecessary for non-energy weapons, so they usually mount more weapons than a 'Mech).

AeroSpace fighters are equally useful. If a player manages to get air superiority against the Kin for even a few minutes, load up on inferno bombs and drop away!

Underwater Combat

Underwater combat is a special arena which deserves its own article, so the general advice will be saved for that time.

The major Kin strength underwater is the superior Kin range, embodied mainly by the Sonic Gun. The SG's range doubles underwater; this means "guerrilla" tactics like those discussed above are NECESSARY, else your

BattleMechs will be crippled immediately. However, combined arms are much more important.

Unfortunately, the rules state infantry of any type are useless in water, and obviously land and air vehicles of any type are, too. The only option is boats or submarines of some type.

(Please note some GMs may allow elite underwater infantry to operate during campaign play. These stats are left to the individual GM.)

Remember, too, that all units operating underwater are subject to hull breaches whenever damaged. If a unit can hit more times, it is at an advantage. Multiple opportunities for physical attacks, and 'Mechs refitted with energy weapons and torpedoes, will prove especially effective.

Submarines (or any naval vehicle, for that matter) can mount torpedo racks, with the same stats and range as standard LRMs or SRMs. Take advantage of these systems! A LRTorpedo carrier can stay at long range while 'Mechs close in to use their refitted SRTorps and energy weapons. Of course, the Kin can mount torpedoes also...

However, the terror is doubled for the Kin; imagine Archers, Crusaders, or Trebuchets refit with torpedoes. Yes, potent. Now understand something else: (A)AMS do NOT work underwater! The single greatest advantage the Kin have is just extra tonnage made useless.

For this reason, and this reason alone, Kin commanders will probably avoid underwater operations in hostile territory if at all possible.

Take advantage of those opportunities when possible; they will be rare. Fast, light 'Mechs are at an advantage; they can move more underwater, and can get to the

locations quickly to engage the Kin there.

Physical attacks are even more useless underwater, making the already deficient Kin pilots worse off. Since in all likelihood Kin pilots will forego the opportunity for physical attacks, Inner Sphere warriors have that many more chances to breach the hull integrity of their opponents' 'Mechs. (Again, certain GMs may create "harpoons" or "lances" for use underwater. These may even do as much damage as a standard hatchet, since the motion is less inhibited.)

Energy weapons are usually hindered by heat build-up. Underwater, however, BattleMechs effectively double up to six mounted heat sinks. Now, those refit Marauders, Awesomes, Warhammers, and Thunderbolts can fire all their energy weapons virtually every round. Joy!

All of these differences amount to a deadlier environment for all players. And when the environment is deadlier, the casualty-conscious Kin commander will be less likely to push the situation to a decisive conclusion.

(The Inner Sphere forces can take advantage of the way water conducts sound also, if in a campaign and blessed with a fair GM. Explosives going off around a 'Mech should do more damage (the characteristic which makes depth charges work so well...). Even feeble naval and airborne craft can carry a depth charge or two, making a Kin advance underwater especially hazardous. When the Kin enemies are on the defensive, mines and remote-detonated mines can be planted in the Kin line of advance, wreaking even more havoc than they would on the surface.)

(Here's one last (nasty) trick for the player with a friendly GM: lure the Kin forces into a lake or other large body of water where most of the shore is so steep there are only a few places to enter or leave. Once the 'Mechs are down there, plaster the locations with artillery or bombs to reduce it to rubble (in standard BattleTech, FASCAM rounds will do). The battle will last as long as the air in the trapped 'Mechs does. Dirty pool, but so is the practice of swamping the enemy with superior numbers and sonic guns; all's fair in BattleTech.)

Strategy and Diplomacy

Much of the Kin's battlefield success seems to come from luring their opponents into the open, where their superior range can be brought to bear. The solution to this is simple: stay under cover, stupid! Since the Kin favor flanking maneuvers, lay more mines around the flanks than anywhere else, and set up ambushes for would-be flankers. Force them to come right down a pre-determined "middle." Negotiate with them to avoid severe urban damage, suggesting a prepared area for the combat. This is more effective in a role-playing scenario.

Counterintelligence work is very important in a campaign with the Kin, as they always arrange for a "fifth column" before any actual invasions. Defensively, Inner Sphere agents must root out the Kin agents to keep them from expanding their base of control. Offensively, the Inner Sphere must undermine their power base, perhaps by stirring popular support against them and eliminating their chief supporters.

Such massive intelligence work is a tall order, especially considering

the strains the Inner Sphere is under already. Remember, though, the resources of four of the five Great Houses can be brought to bear against these invaders, considering only the royal weddings of two pairs of the Houses.

Besides the LIC, MIIO, SAFE, and the Maskirovka, each House also bring to bear their "special ops" forces. Loki, the "rabid foxes," the Eagle Corps, and the Death Commandos will probably all get involved, making intel work that much more dangerous for the Kin. (Fighting in a city is tough enough without playing hide-and-seek with Death Commandos...)

Of course, ComStar and Word of Blake ROM operatives will be actively involved in any conflict raged throughout the Inner Sphere, especially the Free Worlds League. Their advanced technology should be equal to that of the Kin in intelligence-gathering. Since Word of Blake is nominally (at least) allied with the FWL, the combination of SAFE, Word of Blake ROM, and Maskirovka is truly fearsome.

Since the Kin are possibly more dangerous than the Clans (as they combine high-technology with better tactics and strategy), it is possible all the Houses would actually ally and work against the Kin. This is easily rationalized- the Inner Sphere has just (barely) survived the first Clan assault. If the Kin and the Clans attack at the same time, the Inner Sphere (all of it, for once) is doomed. If they do not now throw everything they have to destroy the Kin, they risk being caught between two fires when the Clans renew their offensive.

The Clans

The Clans, more than anyone else, really ought to hate the Kin. First, the Kin are descendants of those SLDF members who did not follow the wisdom of the Immortal Kerensky! Blasphemers! In the second place, the Kin ideas of warfare are directly opposite those of the Clans. These pusillanimous cowards are obviously worse than the decadent troops of the Inner Sphere; wiping them out should be a sacred duty.

General Clan hatreds aside, there is something else to consider: the Kin are an outside force threatening it. This is precisely the sort of thing Clan Wardens would use as an excuse for military intervention.

That being the case, it is even possible for joint operations between Warden clans (such as Wolf and Steel Viper) and Inner Sphere units against the Kin. The combination of Clan elan and technology and Inner Sphere craft and sneakiness will be a hard one for the Kin to resist.

Technology

Finally, remember the Inner Sphere is well-versed in the "art" of reverse-engineering. Once the Kin begin losing battles and materiél, their technology will be examined by appropriate specialists, such as NAIS scientists and Clan technicians/scientists.

With the Kin's penchant for surrender at the first hint of severe trouble, it is possible the Inner Sphere and Clans will wind up with intact copies of all the Kin's secrets. When that happens, duplication is not far behind.

Perhaps the Americal Division will do as the Wolf Dragoons did dur-

ing the Clan invasion; provide samples of advanced technology to the Inner Sphere... should that happen, it will hasten the end of the Kin's technological advantage.

In summation, it is obvious that although the Kin have an advanced technology which makes them formidable, they have several quirks which make them peculiarly vulnerable when faced with proper tactics. Their fear of taking casualties is notorious. Only the Kin "Black Sheep" outfits are exempt, but such units make up a tiny portion of their military machine. After one or two hard-fought battles, attrition will wither them away to nothing.

The Kin can and will be beaten.
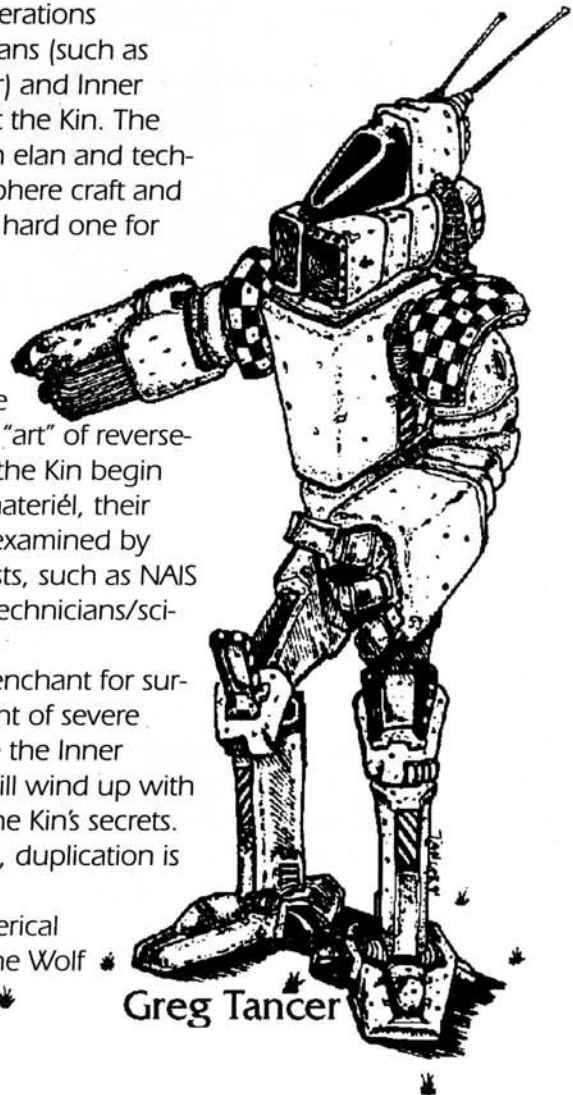
Greg Tancer

THE (113TH) AMERICAL DIVISION

by Herb Barents

In Issue 20, I first introduced the Americal Division. In that article, I gave a little bit of information about this group. I went over the 'Mechs the unit has and some of the reasons why they are what they are. Since that time, more information has been fleshed out and is now available.

▪ Biology

The Americal is certainly NOT a Clan nor in any way related to the Clans. The question of whether or not they are truly Human is up in the air; medical research performed on them has found some differences between Americal Division members and Inner Sphere Humans.

The differences are minor and could be due to centuries of adapting to non-standard conditions: larger hearts, one pint more blood, and a tendency to be larger and more massive than "standard" Inner Sphere Humans. Internally they differ slightly: lungs are larger and the stomach smaller, and the liver, kidneys, and gall bladder are arranged slightly different. Blood samples indicate a smaller capacity for oxygen, and there are higher traces of rare metals present.

All of this can be attributed to varied conditions of their homeworld(s). Inner Sphere Humans often display some of these variations based on the worlds they come from, but none so pronounced and in this combination. Medical professionals have the task of determining their Humanity; the military professionals are dedicating themselves to their structure and combat efficiency.

▪ Origins/Methodology

It has been proposed that the Americal Divisions, specifically the 113th, are "simply" nomads in space. They seem to have no real homeworld and live in space on their "home ships." They take over planets, sunder and pillage them for a number of years and then move on to another system.

The best any Inner Sphere observers have put together is that they stay between ten and 15 years on a planet, creating battletechnology factories to manufacture materiél for their war machine. When they have stripped the planet of most of the easily accessible raw materials they leave, abandoning the world with a puppet government (ignorant of the true nature of the Americal Divisions) in place to fend for themselves. Rebellion is dealt with bloodily. The Americal will have from one to 15 planets under control at any given time. Planets plagued by the Americal are estimated to require 30 to 50 years to fully recover.

▪ Military Strength

Very few MechWarriors have been taken alive, as they tend to suicide before giving up secrets of the 113th Americal Division. Inner Sphere observers have discovered that the 113th is merely the vanguard of the rest of the Americal Divisions.

There are at least three more similar divisions, and at least one heavy and one assault. Estimates of five "security" divisions (designated to pacify planets) are supported by interrogation of the rare prisoner. Estimated time of arrival for the main body of the Americal Divisions is unknown. Providing these prisoners with probable time frames for the arrival seems to mean nothing; either they do not know it themselves, they are resisting interrogation to keep it from researchers, or they simply do not understand the references in terms of Inner Sphere standard years. Best guesses are for sooner rather than later, as observers have been sighting more of these Divisions during the last few years. In any case, their motives are unknown.

▪ Training

The 113th Americal warriors are trained for battle from birth. They are not "trueborn" as the Clan warriors are; it seems as if the basic military unit is actually a family, and family members educate them in the way of the military. The Americal Divisions (specifically the 113th) seem to be all the individual warriors live for, seemingly considering the Division to be an extended family. This is loyalty is reinforced by conquering planets; while occupying a planet, the citizenry is treated as slaves ina royal household are. The division members, of course, are treated as the royal family.

Psych profiles of all captured 113th Americal warriors are similar; no matter the branch of service, MechWarrior or leg soldier, they believe themselves to be superior to all non-Americal members. In prisons, they group together for all activities, apparently disdaining contact with other types of prisoners. In prison, rank has no meaning to them; either one is an Americal member, or one is not.

Tactics

Because of this loyalty to the Division and its members, they coordinate all attacks and tactics. To minimize losses, they concentrate on one area of the objective and wear it down as a team. Each asset, be it a vehicle, BattleMech, or infantry trooper, works as part of a larger team. combined arms are frequently used, since it allows for greater diversity among the team yet a more effective unit as a whole. Plans and tactics are always flexible; commanders and soldiers alike easily adapt to the situation as it is, rather than as they would like it to be.

American units are formed around a six-member lance, and each half-lance is a squad which can support itself if necessary. This allows for more flexibility when necessary. Everything afterward is based on three: three lances to a company, three companies to a battalion, then regiment, then brigade, then division. Each battalion or larger size unit has a command lance attached to it, for the overall commander and his/her support. Issue 20 has a further breakdown.

Tactics tend to be aggressive and brutal. They prefer to take the battle to the enemy, rather than waiting for the attack themselves. Often, the enemy will attack the Americal and watch them give a little ground, only to realize too late the Americal unit was simply assessing the attacker and planning.

Americal units will not defend any base of operations too strongly, unless it is immensely important to them strategically. After all, they are migrants. As nomads, their structures tend to be temporary; they are bent on conquering and moving on, not making a home. As they are used to being on the offensive, gaining it or re-gaining it once lost is easy for them.

Very often, their lighter 'Mechs (Hornets and Hoppers) move in front, scouting and assessing the land, the enemy, and nearly everything else. These 'Mechs rarely engage, limited to spotting for the heavier and better-armed units. When they do fight, they usually try to sneak behind the enemy, forcing the enemy to choose between attacking them or the advancing medium and heavy units.

Medium units (usually 'Mechs) move in to make the final determinations for assigning materiél. They will not stay for a slugfest; if there is too much resistance, the medium units will back off and try another venue.

The heavier units act as a sledgehammer, driving the enemy before them. Infantry, vehicles, and medium BattleMechs move in at the same time to secure the location. Once an area is pacified, the whole process quickly begins again.

If the objective is a city to the rear of the enemy line, APCs and other armored vehicles will wait for a hole to open up through the enemy defenses. As soon as one appears, they are through it and on their way to the goal with as many medium BattleMechs as can be spared to flank the convoy.

Essentially, light units find a way to distract the enemy. Mediums find this location and hit it. Heavy and assault units hit it harder, breaking a hole in the enemy line. Mediums and armor then pour through that hole, taking the objective.

If there are any static defenses (bunkers and the like) along the way, they are bypassed for demolishing later. Typically, the heavier units take care of this work as time allows (and as they pass by).

When fighting defensively, the Americal are just as good. They are used to being a smaller force than their enemy, and so manage to keep up the pressure on this weak point. If the enemy line breaks, the Americal forces which get through harass the enemy's rear until the line collapses. Defenses are rarely rushed; the longer the delay (within reason), the greater the breakthrough.

Skills

They are not better gunners than the Inner Sphere, though they are superior pilots. Their piloting skills are equal to Clan warriors.

World View

They battle for the survival of the Americal Division(s).Each battle they lose could very well be the end of the Americal Division; as such, they are almost fanatical in their ways. They sometimes literally throw themselves into battle, with no thought of surrender. Morale never fails, for even in death they consider themselves to be a useful part of the Americal "team." They will fight to the last shot, weapon, or trooper if the stakes are high enough; anything to advance the "team."

Death in battle is considered a way to honor the warrior. He or she is dying to further the goals of the Americal Division, and to defend the entire organization. This is their way of life, and they are committed totally to it, the Americals, and their families.

Vehicles of the 113th

The vehicles of the 113th look very much alike, no matter what they are. They have the same basic

THE KIN

by Herb Barents

The Kin are largely unknown in the Inner Sphere. They are seeking to take over worlds, however, and they do it in a less than typical fashion. Instead of blindly conquering the populace, the Kin apparently gain popular support first, then move onto a world and control it. They involve the locals in the government, which usually avoids open rebellion.

All of this seems to stem from a desire to protect life. Even their strategies reflect this:they will retreat from a battle to protect lives, especially if it looks like a bloody conflict is brewing. They still fight, and fiercely. But maneuver for the purpose of gaining an over-balanced edge over their opponent is prime in all tactics.

The only exception to these tactics are the Americals. The antipathy runs so strongly, the two groups will fight each other to the death. The Kin behave this way because they feel the Americals are the embodiment of Evil. The Kin regard for life is the opposite of the belief system of the Americals; slavery, wanton destruction, and total disregard for life disgust the Kin, and they have pledged to annihilate the Americals.

The Kin 'Mechs show the same regard for life, in a sense- they are loaded with great armor, AAMS defensive systems, and targeting computers. The targeting computers are used to focus on a particular location after it has been weakened, thereby saving the life of the warrior inside.

The basic unit for the Kin is the Lance, composed of four 'Mechs or vehicles. When possible, this Lance will fire on a single target, hastening the destruction of the 'Mech. The Lance then moves on to the next target.

The Kin warriors tend to retreat after taking only one critical. Lance Leaders will wait for four criticals until retreating, reflecting their responsibility to the unit. The warriors who do retreat usually take up support positions to help the rest of the Lance, preventing a

internal and external layout; the Rhino is an APC of the Predator, which is similar in turn to the Whirlwind and Vindicator. These all seem to be smaller versions of the Landraker. They appear rather crude and boxy, yet stand up very well on the battlefield. The only variation from this basic design is the Tempest, a new hover craft spotted among the Americal units.

The Predator is a fast, 65-ton tracked vehicle, capable of speeds up to 86 kph. This is usually enough to stay away from the units which can hurt it badly. It has a Gauss Rifle mounted in the turret and linked to an advanced Targeting Computer, allowing it to knock out those it doesn't avoid. Mounted alongside the turret is a NARC Beacon launcher and twin AMS systems. The NARC Beacon launcher is used most effectively when the Predator is teamed with at least one Whirlwind, which uses its LRMs to great effect. Medium Pulse Lasers mounted on the sides round out the weaponry, protecting against any flanking maneuvers.

The Rhino is simply a Predator converted for APC duty. It removes the Gauss Rifle and NARC Beacon launcher to make room for the infantry squads it transports, keeping the AMSs and adds several Machine Guns, armor, twin front-mounted Medium Pulse Lasers and extends the cargo bay. This is a very useful vehicle for transport and minor infantry support, but not much else.

The Whirlwind is the same chassis and engine as the Predator. However, it mounts twin LRM-20s in place of the Gauss Rifle and the Targeting Computer. It has enough ammo to last during a battle, and

can engage in extended operations. Because the LRMs have no minimum range and the armor is stronger and thicker than that of the Predator, this vehicle is used most often for fighting in-close. However, it is fully capable of support actions, as it has the ranged firepower to do so.

The Vindicator is similar to the previous two, varying only in armor and weaponry. It packs a front-mounted Ultra AC/20, and an additional two Medium Pulse Lasers mounted forward. It is the weakest if the three in armor, but with that weaponry and the standard twin AMSs, it's a vehicle that says "let's play ball." These vehicles are rarely among the first wave; they usually come in after the enemy is engaged and take down any units still resisting.

The newest vehicle to the 113th Division is the Tempest hovercraft. It is radically designed compared to the rest of the known vehicles; it is sleek and fast, with a maximum sped of over 155 kph. It has the lowest amount of armor of the Americal vehicles, so uses its speed and distance as armor. It is well-suited to do so, armed with a front-mounted ERPPC, LRM-10, and a TAG system. It also has twin AMS mounted on the hull, a standard armorment for all Americal vehicles, it seems.

Americal Division BattleMechs are represented on the board by the WarBots line from Grenadier, currently cancelled. However, I should have some by publication. Americal Division vehicles are from the M3 line no longer available (though they may be marketed as "Future Wars" miniatures soon...)

total route.

Company commanders fall back when they lose an entire location, and the other members will cover his/her retreat. When two of the three lances in a company retreat, the third acts as a rear guard, and all three pull back.

Kin commanders bid similarly to Clan forces. However, they bid in killed Kin warriors; once the Kin reach that threshold, the commander retreats and replans the attack. Life, to them, is more important than ground. When a warrior is dead, that warrior can no longer fight; there will always be another day so long as there are people to fight for it.

Information on the Kin is relatively easy to come by, though they do not give vital information away. The Kin more readily talk when the capturing forces demonstrate they are not going to annihilate them, and treat them with the same regard for life the Kin have. Information gathered has so far been about the general Kin mindset, and Kin ways of life. When mentioning the Americals, they invariable refer to them as "evil spawn" or "devils."

On the rare occasion when Kin and Americals have been put together in the same prison, the Kin have had to be restrained from injuring the Americal prisoners. Americals, in contrast, just stay with their own, and fend off the Kin attacks; the Kin would attack even if only one Kin were in with a group of Americals.

Focus

Kin training focuses on gunnery skills to the neglect of piloting. The result is a very deadly force, but fairly easy to knock over or trap within rubble. These pilots rarely execute death From Above or charging attacks, since they recognize their primary weakness.

Similarly, mad dashes forward do not lead to longer lives; they use maneuver to set up an opponent's unit, then hammer until it collapses. Team drills are constant throughout training and beyond, never ceasing the effort to integrate as the perfect unit.

Tactics

(Kin units are base four; that is, all units are comprised of four of the smaller units. four Lances equal one Company, which then equal a Battalion, then a Regiment, then a Brigade, then a Division, and then a Corp (pronounced "core"). Lances almost always remain with their Company, although Companies and higher are usually interchangeable.)

A Lance will "leapfrog" forward; one half will cover the advance of the other, and then alternate. They will concentrate fire on one or two units, eliminating a foe from being a threat. Damaged 'Mechs usually provide fire support from the rear lines. When two 'Mechs are seriously damaged (they have both taken critical hits), they cease advancing unless they have the advantage. When three are damaged, they return to a prepared position.

Company tactics are more complex. The Company is the smallest unit committed to action. Companies are homogenous in types of units, i.e. BattleMechs, infantry, vehicles, aerospace, or artillery. Usually, unless otherwise necessary, two Lances will advance while two are held in reserve. then, they alternate, after having gained the ground necessary. In effect, these Lances will "leapfrog" as do the members of a Lance. However, Lances with a large number of damaged members will eventually comprise the reserve force exclusively. All Lances are committed to battle at any point the resistance becomes too powerful.

A Battalion has a usual mix of one 'Mech company, two vehicle companies, and one Infantry (jump, any weapon) company. In assaults, an artillery company (consisting of one Lance of Long Toms and three Lances of Kin Missile Carriers) is usually substituted for a vehicle company, giving a full regiment incredible artillery support. Infantry almost always operate in conjunction with the vehicle companies, and the BattleMech companies operate alone, or more typically supported by the infantry and/or vehicle units. Artillery companies are usually broken

down, supporting each other company in the Battalion. This leaves one artillery Lance in reserve. All infantry Companies have one APC attached, per platoon.

Morale is understandably high for the Kin, since they realize they will be getting support at all levels. Whenever the Kin leave people behind, they make every effort to regain their lost comrades. Tankers more than anyone get left behind, since vehicles get immobilized so often. However, they are usually rescued as soon as the BattleMechs can push forward and allow rescue teams to grab them.

New Weaponry

The only information on the below weapons comes from isolated battle reports from raids on Kin installations, as does most of the information contained herein.

The Kin are rumored to possess new versions of the sonic Gun, Gauss Rifle, and Missile-40. The new versions (none yet confirmed) are tentatively named the Large Sonic Gun, the Super Gauss Rifle, and the Missile-100. None have been seen on combat units, though they may be mounted only on static defenses.

In sum, the Kin want to expand their control of planets, yet do not want war. Though there is a contradiction inherent in that statement, it is true. They do not want to bring death, and so treat prisoners very well. They are very tolerant of other views, yet believe theirs are the "correct" ones. Apparently, the inhabitants of conquered planets like it better than before, as the Kin work to improve living conditions and usually give the people more say in their government.

Kin BattleMechs were published in Future Wars 25. Miniatures used to simulate them are the RAFM Destructor Marines and the Clan Elemental 25mm. The Kin Vehicles are listed in Future Wars 25 and 22. Kin also use Savannah Masters (Technical Readout 3025) for recon and APCs (Technical Readout 3025), similar to the Inner Sphere's in ability and shape.

of woods. Stay in the woods to keep defensive modifiers high, and make them come to you.

The next weekend I tested these theories and won. It was a VERY close game, but a lot of fun for both of us. These tactics are more effective if you are aware the enemy has TSM. Until it can be confirmed there is no TSM in use, act as if every enemy 'Mech has it.

TSM is a great addition to a BattleMech's weaponry, yet it is flawed (as is any good new technology). In addition, an inexperienced player will never be able to use it effectively. It requires a higher grasp of tactics few players actually possess. Floyd, unfortunately for me, has that grasp.

One or two strategically placed TSM 'Mechs, accompanied by non-TSM 'Mechs, can surprise an unwary opponent.

Because of the trade-offs a 'Mech has to make to use it well, TSM doesn't unbalance the game as it at first seems to. They do greatly enhance the capabilities of any equipped 'Mech, so it in turn enhances the game for the opposing player; he has to "push the envelope" in terms of tactics.

TSM are also the major advantage the Inner Sphere has over the Clans. Traditionally, the Clans ignore physical combat, until struck. The Inner Sphere has no such restriction, and can use this to overpower the Clans' other technological advantage.

Try building a 'Mech or two with this material, and play with them. You will probably like what happens, as will your enemy once he realizes it takes true skill to overcome the severe damage potential. (Hmmm... that TSM-equipped Charger, once it runs hot enough, is now doing 16-point punches and 32-point kicks... Ow!)

to me. Also, I am still looking for a copy of "Mercenary's Star" by William Keith.

Finally, I want to thank you for the magazine, because I know it is a work of love. I look for it every other month and usually read it cover to cover the same day it arrives. Please keep up the good work.
Sincerely,
Frank A. Gulla
2515 Whispering Oaks Court
Midlothian, Virginia 23112-4203

Frank, on behalf of the entire staff of FW, you're welcome. And although we aren't able to give you a full advertisement, here's your space. I hope someone can come up with something for you; if not write in and we'll see what we can do.
By the way, is anyone interested in a regular 'Traders' Corner" for items like Frank's? Sounds good... write in and tell us.

Dear Herb Barents,

I happened to run across #27 in a hobby shop in New Orleans. I am very impressed with the magazine and would like to order a subscription. The articles on new 'Mechs especially interest me because I have enjoyed designing my own 'Mechs for some time now. I have enclosed information on one of my designs, the Necromancer. Let me know how you like it. I hope to send you more 'Mechs and some of my scenarios in the future.

Thank you for your time.
Barton L. Weathington
UNO Box 752
New Orleans, LA 70148-0752

Barton, keep sending us everything you have. We are always looking for more articles, BattleMechs, and artwork here at Future Wars.

Dear Mr. Barents,

I have recently started playing BattleTech and picked up a copy of Future Wars in a local gaming shop. I liked the magazine and the fanzine feel of the material and how it was presented. But that is not why I am writing.

Enclosed you will find three pieces of artwork and an article that I have created. Please use any or all of them as you see fit. The first artwork is a small picture of a Star Wars stormtrooper. If the lettering on the top and side becomes a problem, it can always be whited out or erased if the image is computer scanned. In the issue I purchased I did not notice any Star Wars material but I noticed that on the back you give them coverage.

The second and third pieces are pictures depicting a character from a Palladium RPG, but I feel that the picture could still be used in a variety of science fiction articles. The third piece is a modification of the second. I have had both of these pieces reduced on a photocopier and the resulting picture still held the detail of the original; it should not be a problem to reduce the drawing.

Please let me know if you want to use the articles or artwork. Over the next few months I hope to be creating more for your magazine. Don't worry about returning the drawings. They are all photocopies and need not be returned. Thanks.
Bill Charleroy
41 Baldwin Street
Pennington, NJ 08534

Bill, keep it all coming along; we may not use it right away, but we will use it eventually!

NDR-3L NEEDLER

by Vincent Esposito

NDR-3L Needler		20 tons	
Tech Base: Inner Sphere			Crit
Engine:	200 XL	04.00	6
Walking MP: 10			
Running MP: 15 (20)			
Jumping MP: 0			
Gyro:		02.00	
Cockpit:		03.00	
Internal Structure: ES		01.00	14
Heat Sinks: 10 Double		00.00	6
Armor:	(069)	04.50	

	IS	A
H	3	9
CT	6	8/4
R/LT	5	8/2
R/LA	3	6
R/LL	4	8

Weapons:	Loc	Tons	Crit
Medium Pls Laser	CT	02.00	1
Medium Pls Laser	CT	02.00	1
Small Laser	H	00.50	1
MASC	RL	01.00	1

NDR-3L Needler
Mass: 20 Tons
Power Plant: 200 XL
   Cruising Speed: 108 kph
   Maximum Speed: 162 kph
Jump Jets: None
   Jump Capacity: 0 Meters
Armor: MagnaTech Standard
Armament:
   2 Talon Medium Pulse Lasers
   1 Talon Light Laser
Manufacturer: MagnaTech Industries
Communications System: MagnaCom IV
Targeting/Tracking System: MagnaFire II

Overview: The NDR-3L Needler was designed as a raiding 'Mech with an extended service lifetime. The AFFC High Command commissioned this 'Mech for the sole purpose of scouting for deep penetration raiding parties against Jade Falcon garrison forces. It is built to be fast and have low maintenance costs. It's high speed and use of energy weapons only fits this purpose well. It is the ideal choice for missions far from established supply lines.

Capabilities: The NDR-3L's main feature is its 200 Extra Light fusion engine. This engine gives the NDR ground speed that rivals even the fastest hover tanks. The addition of Myomer Accelerator Signal Circuitry makes the NDR-3L an even better choice for hit and fade operations. Having no ammunition-based weaponry, the Needler is able to operate in the field for extended periods of time. The combination of two TalonPulse medium pulse lasers and a single Martell light laser gives a potent punch for a 'Mech this small.

Battle History: The NDR-3L Needler has not yet seen true combat. It has fared well in simulation and friendly fire testing against most known units in its weight class. It appears to work best in a recon role, backed by medium units.

Variants:
NDR-3E: This variant is already slated for production in the next few months. It downgrades the two Talon medium pulse lasers to Talon Standard medium lasers, adds a second Martell light laser and a Guardian ECM suite.

NDR-3C: This variant is still in the Beta Prototype stage, but test results are positive so far. The standard Needler armament is replaced with two Talon Standard medium lasers, a Guardian ECM suite, and a C³ Slave unit.

AGS-1P AGGRESSOR

Armor Diagram

Left Torso · Head · Right Torso

Left Torso Rear · Right Torso Rear

Center Torso Rear

Left Torso · Head · Right Torso

Left Arm · Right Arm

Center Torso

Left Arm · Right Arm

Center Torso

Left Leg · Right Leg

Left Leg · Right Leg

Damage Transfer Diagram

Internal Structure Diagram

BattleMech Data

Type: **AGS-1P AGGRESSOR**
Tonnage: **40**
Movement Points:
Walking: **7**
Running: **11(14)**
Jumping: **7**

Weapons Inventory

#	Type	Location
4	STREAK SRM-2s	R/LA
1	MEDIUM LASER	LT
1	MED PLS LASER	RT
1	SMALL LASER	LT
1	MASC	RL
50	SRM-2 AMMO	

Total Heat Sinks

○○○○○
○○○○○
DOUBLE 10 (20)

Warrior Data

Name:
Gunnery Target/Level:
Piloting Target/Level:
Hits Taken:

1st	2nd	3rd	4th	5th	6th
(3+)	(5+)	(7+)	(10+)	(11+)	Dead

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. STREAK SRM-2
4. STREAK SRM-2
5. FERRO FIBROUS
6. FERRO FIBROUS

1. ENDO STEEL
2. ENDO STEEL
3. ENDO STEEL
4. ENDO STEEL
5. ENDO STEEL
6. ENDO STEEL

Left Torso
1. XL ENGINE
2. XL ENGINE
3. XL ENGINE
4. MEDIUM LASER
5. SMALL LASER
6. JUMP JET

1. JUMP JET
2. JUMP JET
3. ENDO STEEL
4. ENDO STEEL
5. ENDO STEEL
6. ENDO STEEL

Left Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. ENDO STEEL
6. ENDO STEEL

Head
1. Life Support
2. Sensors
3. Cockpit
4. ENDO STEEL
5. Sensors
6. Life Support

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

1. Gyro
2. Engine
3. Engine
4. Engine
5. JUMP JET
6. ENDO STEEL

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. STREAK SRM-2
4. STREAK SRM-2
5. FERRO FIBROUS
6. FERRO FIBROUS

1. FERRO FIBROUS
2. FERRO FIBROUS
3. FERRO FIBROUS
4. FERRO FIBROUS
5. FERRO FIBROUS
6. FERRO FIBROUS

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. MEDIUM PULSE LASER
5. SRM AMMO (50)
6. JUMP JET

1. JUMP JET
2. JUMP JET
3. FERRO FIBROUS
4. FERRO FIBROUS
5. FERRO FIBROUS
6. FERRO FIBROUS

Right Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. MASC
6. MASC

Heat Scale

30	SHUTDOWN!
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Penalty to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Penalty to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Penalty to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Penalty to Fire
07	
06	
05	-1 Movement Point
04	
03	
02	
01	

NDR-3L NEEDLER

Armor Diagram
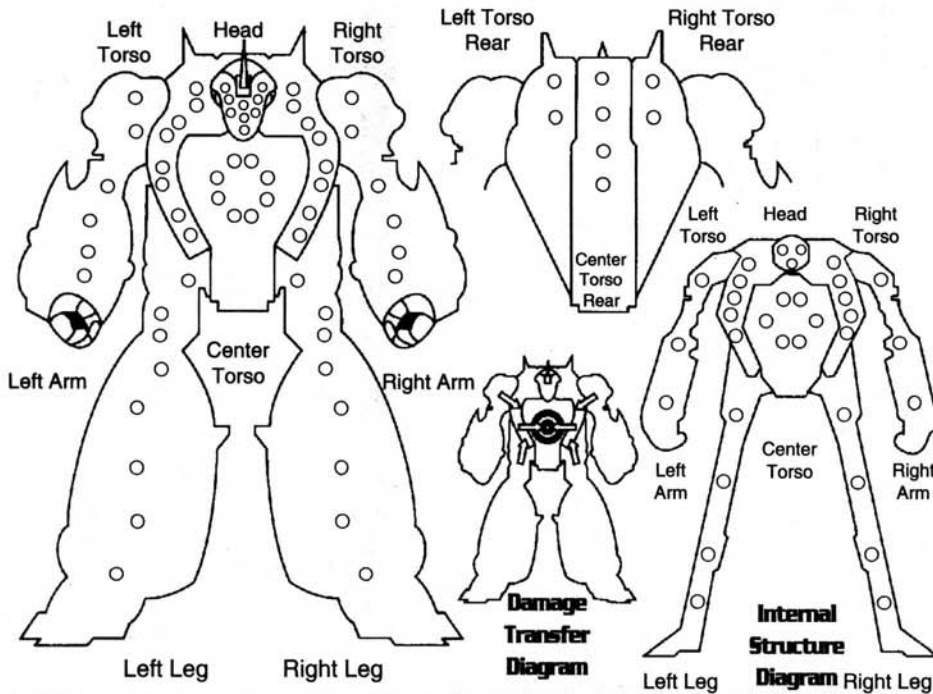
Left Torso · Head · Right Torso

Left Torso Rear · Right Torso Rear

Center Torso Rear

Left Arm

Center Torso

Right Arm

Left Leg · Right Leg

Damage Transfer Diagram

Left Torso · Head · Right Torso

Left Arm · Center Torso · Right Arm

Internal Structure Diagram

Left Leg · Right Leg

Critical Hit Table

Left Arm

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

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

Left Torso

1. XL ENGINE
2. XL ENGINE
3. XL ENGINE
4. HEAT SINK 1
5. HEAT SINK 1
6. HEAT SINK 1

1. ENDO STEEL
2. ENDO STEEL
3. ENDO STEEL
4. ENDO STEEL
5. ENDO STEEL
6. ENDO STEEL

Left Leg

1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. ENDO STEEL
6. ENDO STEEL

Head

1. Life Support
2. Sensors
3. Cockpit
4. SMALL LASER
5. Sensors
6. Life Support

Center Torso

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

1. Gyro
2. Engine
3. Engine
4. Engine
5. MEDIUM PULSE LASER
6. MEDIUM PULSE LASER

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

Right Arm

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

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

Right Torso

1. XL ENGINE
2. XL ENGINE
3. XL ENGINE
4. HEAT SINK 2
5. HEAT SINK 2
6. HEAT SINK 2

1. ENDO STEEL
2. ENDO STEEL
3. ENDO STEEL
4. ENDO STEEL
5. ENDO STEEL
6. ENDO STEEL

Right Leg

1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. MASC
6.

Heat Scale

30	SHUTDOWN!
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Penalty to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Penalty to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Penalty to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Penalty to Fire
07	
06	
05	-1 Movement Point
04	
03	
02	
01	

AGS-1P AGGRESSOR

by S. Inister

AGS-1P Aggressor
Mass: 40 Tons
Power Plant: 280 XL
   Cruising Speed: 75.6 kph
   Maximum Speed: 118.8 kph
Jump Jets: MagnaStrike Lifters
   Jump Capacity: 210 Meters
Armor: MagnaTech Ferro-Fibrous
Armament:
   4 MagnaShot VII Streak SRM-2s
   1 Talon Medium Pulse Laser
   1 Talon Standard Medium Laser
   1 Talon Standard Light Laser
Manufacturer: MagnaTech Industries
Communications: MagnaComm VII
Targeting/Tracking: MagnaShot III

Overview: The AGS-1P was designed to excel in close, confined battlefields such as the arenas of Solaris VII. TheAggressor is the result of a joint effort between MagnaTech Industries and several prominent Stable owners from Solaris. Because of this, the first 100 AGS-1Ps off the production line have been sent to Solaris, and were immediately requested by a number of highly ranked medium 'Mech pilots. In the meantime, this deadly in-fighter has also gained the notice of the AFFC. The AFFC has already finished their preliminary tests, and have begun to use it in battle as well.

Capabilities: The AGS-1Ps strength is in it's ability to get in-close and deliver devastating blows with its multitude of short ranged missiles. The Aggressor's high speed (augmented by MASC) allows it to evade long range fire and close to optimum firing range quickly. The arm mounts for the Streak missile launchers are mounted in the so-called "Jenner Style," allowing the weapons to fire into both the front and rear arcs, giving the Aggressor a virtual 360 degree firing arc, ideal for in-close brawls.
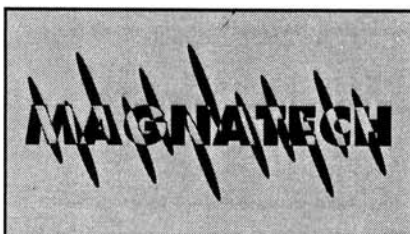
The only major weakness in this design is its lack of long-range hitting power. The AGS-1L is now in the works as an attempt to solve this problem.

Battle History: The initial testing of this 'Mech showed excellent results. In most cases, the Aggressor prevailed in both single and unit trials. Test results indicate the AGS-1P works well as a close-in mop-up unit backed by units with long range power.

The first run of Solaris Arena competitions using the Aggressor have also shown excellent results. In about 60% of all cases, the AGS-1P was able to batter it's opponents to pieces in a matter of seconds. Chad DeMaris, the first MechWarrior to win a Solaris match in an AGS-1P defeated his opponent with multiple missile hits to the cockpit.

The AFFC has not yet used the Aggressor in open battle, but has shown an interest in placing the AGS-1P in several combined arms units.

Variants:
AGS-1L: This is the only variant in the AGS series. It replaces the Medium Pulse Laser and the Medium Laser with a MagnaFarFire LRM-5 rack and a ton of ammunition. While this version does not have spectacular long range capability, it can strike at opponents beyond the range of its primary weaponry.

AGS-1P Aggressor		40 tons	
Tech Base: Inner Sphere			Crit
Engine:	280 XL	008.00	6
Walking MP: 7			
Running MP: 11(14)			
Jumping MP: 7			
Gyro:		03.00	
Cockpit:		03.00	
Internal Structure: ES		02.00	14
Heat Sinks: 10 Double		00.00	
Armor:	(143) FF	08.00	14

	IS	A	
H	3	9	
CT	12	19/5	
R/LT	10	15/5	
R/LA	6	12	
R/LL	10	20	

Weapons:	Loc	Tons	Crit
Streak SRM-2	RA	01.50	1
Streak SRM-2	RA	01.50	1
Streak SRM-2	LA	01.50	1
Streak SRM-2	LA	01.50	1
Ammo(SRM) 50	RT	01.00	1
Med Pls Laser	RT	02.00	1
Medium Laser	LT	01.00	1
Small Laser	LT	00.50	1
MASC	RL	02.00	2
Jump Jet	CT	00.50	1
Jump Jets	RT	01.50	3
Jump Jets	LT	01.50	3

HELL CAT CERBERUS

by Herb Barents

Hell Cat Cerberus	45tons		
Tech Base: Kin/American		Crit	
Engine:	225 XL	05.00	4
Walking MP: 5			
Running MP: 8 (10)			
Jumping MP: 0			
Gyro:		03.00	
Cockpit:		03.00	
Internal Structure:		04.50	
Heat Sinks: 15 Double		04.00	12
Armor:	(144) FF	06.50	7

	IS	A
H	3	9
CT	14	20/8
R/LT	11	15/7
R/LA	7	14
R/LL	11	17

Weapons:	Loc	Tons	Crit
Large Pulse Laser	RA	06.00	2
Large Pulse Laser	LA	06.00	1
Med Pulse Laser	RT	02.00	1
Med Pulse Laser	LT	02.00	1
MASC	RL	02.00	2

Hell Cat Cerberus
Mass: 45 Tons
Power Plant: 225 XL
    Cruising Speed: 54 kph
    Maximum Speed: 86.4 kph
Jump Jets: None
    Jump Capacity: 0 Meters
Armor: Americal Division Ferro-Fibrous
Armament:
    2 Americal Heavy Pulse Lasers
    2 Americal Medium Pulse Laser
Manufacturer: Americal Division
Communications: Americal CommSys
Targeting/Tracking: Americal TTSys

Overview: The Cerberus is the lightest of the Hell Cat series. It also carries the best long-range firepower of the series. It was designed as a general-purpose 'Mech, possessing considerable firepower at all ranges. It is an ideal design for an Americal Division front line unit.

Capabilities: The Cerberus may appear to lacking speed. This, however, is compensated for by the addition of a MASC unit which allows the 'Mech to execute short bursts of high speed in emergency situations. Its exclusive use of pulse weaponry gives it deadly accuracy, allowing it to cause effective damage at all ranges.

Its primary purpose is to provide long-range cover fire for faster, up-close units, then closing to medium range to deliver a coup de grace with all its weaponry. Its secondary purpose is for fast "hit-and-fade" operations. It can charge in using MASC, deliver one or two volleys of highly accurate fire, and fade back to cover again, using MASC to get there quickly. It excels in these roles.

Battle History: The Cerberus has been used in several raids on Kin strongholds, and in each instance has shown its versatility as both a stand-alone unit and as a team player.

113TH AMERICAL DIVISION

HELL CAT CERBERUS

Armor Diagram
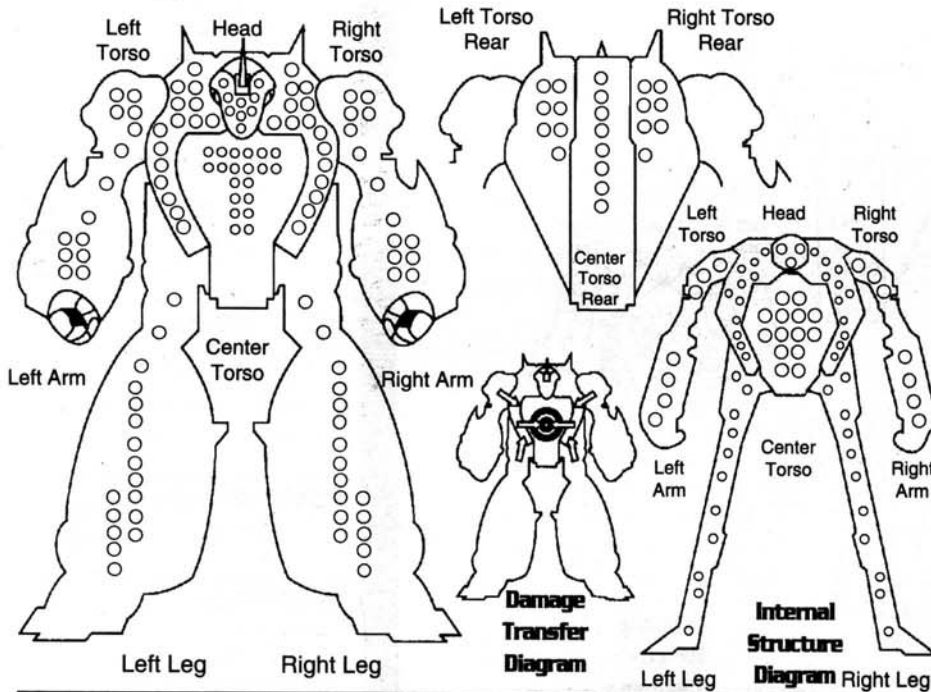
Left Torso • Head • Right Torso

Left Torso Rear • Right Torso Rear

Center Torso Rear

Left Arm • Center Torso • Right Arm

Left Leg • Right Leg

Damage Transfer Diagram

Internal Structure Diagram

Left Torso • Head • Right Torso

Left Arm • Center Torso • Right Arm

Left Leg • Right Leg

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LG PULSE LASER
6. LG PULSE LASER

1. HEAT SINK 1
2. HEAT SINK 1
3. HEAT SINK 2
4. HEAT SINK 2
5. FERRO-FIBROUS
6.

Left Torso
1. XL ENGINE
2. XL ENGINE
3. HEAT SINK 5
4. HEAT SINK 5
5. MEDIUM PULSE LASER
6. FERRO-FIBROUS ARMOR

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

Left Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. MASC
6. MASC

Head
1. Life Support
2. Sensors
3. Cockpit
4. FERRO-FIBROUS
5. Sensors
6. Life Support

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

1. Gyro
2. Engine
3. Engine
4. Engine
5. FERRO-FIBROUS
6.

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LG PULSE LASER
6. LG PULSE LASER

1. HEAT SINK 3
2. HEAT SINK 3
3. HEAT SINK 4
4. HEAT SINK 4
5. FERRO-FIBROUS
6.

Right Torso
1. XL ENGINE
2. XL ENGINE
3. MEDIUM PULSE LASER
4. FERRO-FIBROUS ARMOR
5.
6.

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

Right Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. FERRO-FIBROUS ARMOR
6.

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

Heat Scale

30	SHUTDOWN!
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Penalty to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Penalty to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Penalty to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Penalty to Fire
07	
06	
05	-1 Movement Point
04	
03	
02	
01	

HELL CAT LOKI

Armor Diagram
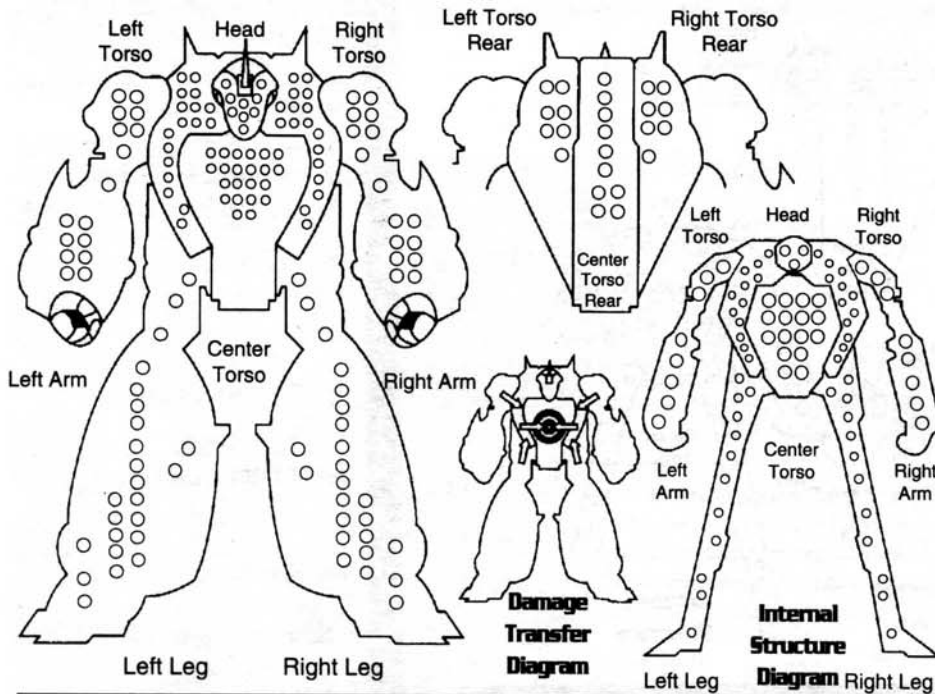
Left Torso • Head • Right Torso
Left Torso Rear • Right Torso Rear
Center Torso Rear
Left Torso • Head • Right Torso

Left Arm • Center Torso • Right Arm

Left Leg • Right Leg

Left Arm • Center Torso • Right Arm

Damage Transfer Diagram

Internal Structure Diagram
Left Leg • Right Leg

BattleMech Data

Type: **HELL CAT LOKI**
Tonnage: **50**
Movement Points:
Walking: **6**
Running: **9**
Jumping: **0**

Weapons Inventory

#	Type	Location
2	SM SONIC GUN	R/LA
4	AMS	R/LT
1	TARGETING COMP.	CT
96	AMS AMMO	

Total Heat Sinks

○○○○○
○○○○○

DOUBLE 10 (20)

Warrior Data

Name:
Gunnery Target/Level:
Piloting Target/Level:
Hits Taken:

1st	2nd	3rd	4th	5th	6th
(3+)	(5+)	(7+)	(10+)	(11+)	Dead

Critical Hit Table

Left Arm
1
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SMALL SONIC GUN
6. SMALL SONIC GUN

2
1. SMALL SONIC GUN
2. SMALL SONIC GUN
3. SMALL SONIC GUN
4. SMALL SONIC GUN
5. ENDO STEEL
6. ENDO STEEL

Left Torso
1
1. XL ENGINE
2. XL ENGINE
3. AMS
4. AMS
5. AMMO (AMS) 24
6. AMMO (AMS) 24

2
1. FERRO-FIBROUS
2. FERRO-FIBROUS
3. FERRO-FIBROUS
4. ENDO STEEL
5.
6.

Left Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. MASC
6. MASC

Head
1. Life Support
2. Sensors
3. Cockpit
4. ENDO STEEL
5. Sensors
6. Life Support

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

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○

Right Arm
1
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SMALL SONIC GUN
6. SMALL SONIC GUN

2
1. SMALL SONIC GUN
2. SMALL SONIC GUN
3. SMALL SONIC GUN
4. SMALL SONIC GUN
5. ENDO STEEL
6. ENDO STEEL

Right Torso
1
1. XL ENGINE
2. XL ENGINE
3. AMS
4. AMS
5. AMMO (AMS) 24
6. AMMO (AMS) 24

2
1. FERRO-FIBROUS
2. FERRO-FIBROUS
3. ENDO STEEL
4.
5.
6.

Right Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. FERRO-FIBROUS ARMOR
6. FERRO-FIBROUS ARMOR

Heat Scale

30	SHUTDOWN!
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Penalty to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Penalty to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Penalty to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Penalty to Fire
07	
06	
05	-1 Movement Point
04	
03	
02	
01	

HELL CAT LOKI

by Herb Barents

Hell Cat Loki
Mass: 50 Tons
Power Plant: 300 XL
    Cruising Speed: 64.8 kph
    Maximum Speed: 97.2 kph
Jump Jets: None
    Jump Capacity: 0 Meters
Armor: Americal Ferro-Fibrous
Armament:
    2 Americal Light Sonic Guns
    4 Americal Anti-Missile Systems
Manufacturer: Americal Division
Communications: Americal CommSys
Targeting/Tracking: Americal TTSys

Overview: The Loki is the in-fighter of the Hell Cat series. Its job is to stay out of trouble until it can get into Sonic Gun range, then deliver devastating up-close damage. While it is at a disadvantage at long range, its multiple AMS systems allow it to ignore most LRM barrages. Once it gets in-close, its targeting computer combined with twin Sonic Guns ensure that enemy units will pay for any damage they do at long range. The Loki is perfectly suited for restricted terrain, where line of sight only occurs for brief instances and at close range. It is the ideal choice for terrain such as city, heavy forests, or hills.

Capabilities: Since the Loki is forced to rely on guile and terrain when operating on its own, Americal commanders have chosen to put it in units that can offer good long-range support. In a team situation, the Loki can advance to close range while its teammates keep the enemy busy with long-range bombardment. The Loki will typically be on mop-up duty once its long range support has softened up the enemy.

Alone, the Loki can rely on its speed and defensive systems to close into effective range under fire. The Americal advanced targeting computer it carries ensures that it will inflict effective damage once it is in range.

Battle History: Americal Division commanders have been experimenting with several roles for the Loki from raider to close support. They are still reluctant to dedicate the Loki to most regular units due to the fact that it can only operate at peak efficiency on certain terrain types. It is likely that it will be held in reserve for special operations only.

Hell Cat Loki		50 tons	
Tech Base: Kin/Americal			Crit
Engine:	300 XL	09.50	4
Walking MP: 6			
Running MP: 9			
Jumping MP: 0			
Gyro:		03.00	
Cockpit:		03.00	
Internal Structure: ES		02.50	7
Heat Sinks: 11 Double		01.00	
Armor:	(172) FF	09.00	7

	IS	A	
H	3	9	
CT	16	22/10	
R/LT	12	17/7	
R/LA	8	16	
R/LL	12	24	

Weapons:	Loc	Tons	Crit
Sm Sonic Gun	RA	07.00	6
Sm Sonic Gun	LA	07.00	6
AMS	RT	00.50	1
AMS	RT	00.50	1
Ammo (AMS) 48	RT	02.00	2
AMS	LT	00.50	1
AMS	LT	00.50	1
Ammo (AMS) 48	LT	02.00	2
Targeting Comp.	CT	02.00	2

HELL CAT FURY

Hell Cat Fury		55 tons	
Tech Base: Kin/American			Crit
Engine:	330 XL	12.50	4
Walking MP: 6			
Running MP: 9			
Jumping MP: 0			
Gyro:		04.00	
Cockpit:		03.00	
Internal Structure:		05.50	
Heat Sinks: 12 Double		02.00	
Armor:	(182) FF	09.50	7

	IS	A	
H	3	9	
CT	18	27/8	
R/LT	13	20/6	
R/LA	9	18	
R/LL	13	25	

Weapons:	Loc	Tons	Crit
Med Pulse Laser	RA	02.00	1
Med Pulse Laser	RA	02.00	1
Med Pulse Laser	LA	02.00	1
Med Pulse Laser	LA	02.00	1
Med Pulse Laser	RT	02.00	1
Med Pulse Laser	LT	02.00	1
AMS	RT	00.50	1
AMS	LT	00.50	1
AMS	CT	00.50	1
Ammo (AMS) 24	RT	01.00	1
Ammo (AMS) 24	LT	01.00	1
Targeting Comp.	LT	03.00	3

by Herb Barents

Hell Cat Fury
Mass: 55 Tons
Power Plant: 330 XL
　Cruising Speed: 64.8 kph
　Maximum Speed: 97.2 kph
Jump Jets: None
　Jump Capacity: 0 Meters
Armor: Americal Ferro-Fibrous
Armament:
　6 Americal Medium Pulse Lasers
　3 Americal Anti-Missile Systems
Manufacturer: Americal Division
Communications: Americal CommSys
Targeting/Tracking: Americal TTSys

Overview: The Fury is the star of the Hell Cat series. It is designed to deliver accurate fire capable of crippling a BattleMech in a single salvo. It utilizes the best equipment manufactured by the Americal Division to date. It has become a favorite of many Americal Division Commanders as both a raider and a heavy fire platform.

Capabilities: The Fury combines speed, accuracy, and volume of fire to tremendous effect. It is faster than most units produced in its weight class, and has the optimal weapon configuration for up-close assaults. The combination of multiple pulse lasers and a targeting computer give it immense destructive capabilities. In close combat, it can kill almost any 'Mech in two or three salvos.

The Fury's lack of long-range weaponry is compensated for by its speed and anti-missile defenses. A Fury pilot will often find that it is worth taking a few hits in order to close, trading, in effect, a little armor damage for a 'Mech kill.

The Fury mounts enough armor to withstand a good deal of long-range fire. Once it closes, no other BattleMech can compete with it for sheer destructive capability. While the Fury is a good stand alone fighter, when matched with long-range and mixed range units (such as the Cerberus) it excels, often deciding the battle.

Battle History: The Fury has proven itself time and time again in battle against a variety of foes. Its list of battlefield accomplishments are too long to list here, even though it is relatively new to combat service. Nearly every Americal Commander has requested several Furies to complement their current repertoire of BattleMechs.

HELL CAT FURY

Armor Diagram

Head

Left Torso
Torso
Right Torso

Left Torso Rear

Right Torso Rear

Center Torso Rear

Left Arm

Center Torso

Right Arm

Left Torso

Head

Right Torso

Left Arm

Center Torso

Right Arm

Left Leg

Right Leg

Damage Transfer Diagram

Internal Structure Diagram

Left Leg

Right Leg

BattleMech Data

Type: **HELL CAT FURY**
Tonnage: **55**
Movement Points:
 Walking: **6**
 Running: **9**
 Jumping: **0**

Weapons Inventory

#	Type	Location
2	MED PLS LASERS	RA
2	MED PLS LASERS	LA
2	MED PLS LASERS	R/LT
2	AMS	R/LT
1	AMS	CT
48	AMS AMMO	R/LT

Total Heat Sinks

OOOOO OO **DOUBLE**
OOOOO OO **12 (24)**

Warrior Data

Name:
Gunnery Target/Level:
Piloting Target/Level:
Hits Taken:

1st	2nd	3rd	4th	5th	6th
(3+)	(5+)	(7+)	(10+)	(11+)	Dead

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. MEDIUM PULSE LASER
6. MEDIUM PULSE LASER

1

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

2

Left Torso
1. XL ENGINE
2. XL ENGINE
3. MEDIUM PULSE LASER
4. AMS
5. Ammo (AMS) 24
6. TARGETING COMPUTER

1

1. TARGETING COMPUTER
2. TARGETING COMPUTER
3. FERRO-FIBROUS
4. FERRO-FIBROUS
5. FERRO-FIBROUS
6.

2

Left Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5.
6.

Head
1. Life Support
2. Sensors
3. Cockpit
4.
5. Sensors
6. Life Support

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

1

1. Gyro
2. Engine
3. Engine
4. Engine
5. AMS
6. FERRO-FIBROUS

2

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. MEDIUM PULSE LASER
6. MEDIUM PULSE LASER

1

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

2

Right Torso
1. XL ENGINE
2. XL ENGINE
3. MEDIUM PULSE LASER
4. AMS
5. Ammo (AMS) 24
6. FERRO-FIBROUS

1

1. FERRO-FIBROUS
2. FERRO-FIBROUS
3.
4.
5.
6.

2

Right Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5.
6.

Engine Hits OOO
Gyro Hits OO
Sensor Hits OO

Heat Scale

30	SHUTDOWN!
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Penalty to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Penalty to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Penalty to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Penalty to Fire
07	
06	
05	-1 Movement Point
04	
03	
02	
01	

RPR-1A RIPPER

Armor Diagram

Left Torso · Head · Right Torso

Left Torso Rear · Right Torso Rear

Center Torso Rear

Left Arm · Center Torso · Right Arm

Left Leg · Right Leg

Damage Transfer Diagram

Left Torso · Head · Right Torso

Left Arm · Center Torso · Right Arm

Internal Structure Diagram

Left Leg · Right Leg

Critical Hit Table

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. CLAW
6. CLAW

1. CLAW
2. CLAW
3. CLAW
4. TRIPLE STR MYOMER
5.
6.

Left Torso

1. XL ENGINE
2. XL ENGINE
3. XL ENGINE
4. ER PPC
5. ER PPC
6. ER PPC

1. SMALL LASER
2. TRIPLE STR MYOMER
3. TRIPLE STR MYOMER
4.
5.
6.

Left Leg

1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. JUMP JET
6. JUMP JET

Head

1. Life Support
2. Sensors
3. Cockpit
4. C³ SLAVE
5. Sensors
6. Life Support

Center Torso

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

1. Gyro
2. Engine
3. Engine
4. Engine
5. MEDIUM LASER
6. MED PLS LASER

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. CLAW
6. CLAW

1. CLAW
2. CLAW
3. CLAW
4. TRIPLE STR MYOMER
5.
6.

Right Torso

1. XL ENGINE
2. XL ENGINE
3. XL ENGINE
4. MED PLS LASER
5. MED PLS LASER
6. MED PLS LASER

1. SM PLS LASER
2. TRIPLE STR MYOMER
3. TRIPLE STR MYOMER
4.
5.
6.

Right Leg

1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. JUMP JET
6. JUMP JET

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

Heat Scale

30	SHUTDOWN!	
29		
28	Ammo Explosion, avoid on 8+	
27		
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Penalty to Fire	
23	Ammo Explosion, avoid on 6+	
22	Shutdown, avoid on 8+	
21		
20	-4 Movement Points	
19	Ammo Explosion, avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Penalty to Fire	
16		
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Penalty to Fire	
12		
11		
10	-2 Movement Points	
09		
08	+1 Penalty to Fire	
07		
06		
05	-1 Movement Point	
04		
03		
02		
01		

RPR-1A RIPPER

by Brian Stahl

RPR-1A Ripper
Mass: 65 Tons
Power Plant: 260 XL
   Cruising Speed: 43.2 kph
   Maximum Speed: 64.8 kph
Jump Jets: Depp Heavy Lifters
   Jump Capacity: 120 Meters
Armor: Depp Standard
Armament:
   1 Depp ER PPC
   4 Martell Medium Pulse Lasers
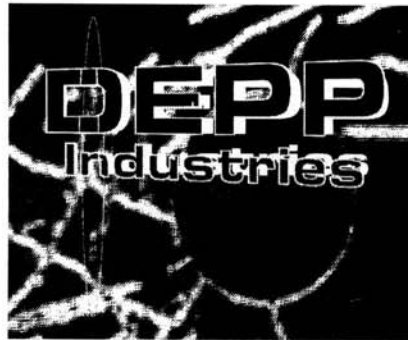   1 Martell Medium Laser
   1 Martell Light Laser
   1 Martell Light Pulse Laser
   2 Earthwerks Claws
Manufacturer: Depp Industries
Communications: DI Command IIIc
Targeting/Tracking: DIT IIIc

Overview: Depp Industries is in the process of building a series of 'Mechs which take advantage of the unit coordination capabilities of a C³ system and the so-called "third generation" technology. The RPR-1A is the latest design to follow this philosophy.

The Ripper was designed to be a dangerous "up close and personal" fighter capable of withering firepower at close range. The RPR-1A is the ideal choice for MechWarriors who feel the need to be as close as possible to their opponents.

Capabilities: The RPR-1A features the latest in physical weaponry, a pair of claws manufactured by Earthwerks Incorporated. When backed with the Ripper's triple strength myomers, this unique weapon spells doom for most opponents.

The RPR-1A primarily uses short ranged weaponry in the form of four medium pulse lasers, a medium laser, a light pulse laser, and a standard light laser. This combination of short range weapons

can deal out massive amounts of damage. The RPR also sports an ER PPC, making it capable of holding its own at longer ranges.

The weapon mix of the RPR-1A allows it to manage its heat effectively. Thus it is able to reach the heat levels necessary to activate its triple strength myomers almost on demand. Depp Industries has found the combination of short range firepower and triple strength myomer to be a great asset for any unit.

The Ripper is also equipped with a C³ Slave unit. This improves both its own performance, and the overall performance of its unit when operating with a unit mounting a C³ Master unit. Depp Industries recognizes the multitudes of advantages offered by C³ system, and is creating an entire line of BattleMechs utilizing it.

Battle History: While the RPR-1A has yet to be used on the battlefield, preliminary "dead-fire" and simulator tests show great potential. A winning tactic for the RPR-1A used in preliminary tests was to close with the opponent, latch on with its claws and fire all short range weaponry at point-blank range. In all cases the opponent was left severely damaged or crippled by this maneuver.

Variants: No variants yet exist for the baseline RPR design.

RPR-1A Ripper		65 tons	
Tech Base: I.S. Class III			Crit
Engine:	260 XL	07.00	6
Walking MP: 4			
Running MP: 6			
Jumping MP: 4			
Gyro:		03.00	
Cockpit:		03.00	
Internal Structure:		06.50	
Heat Sinks: 20 Double		00.00	
Armor:	(208)	13.00	

	IS	A
H	3	9
CT	21	33/8
R/LT	15	21/8
R/LA	10	20
R/LL	15	30

Weapons:	Loc	Tons	Crit
ER PPC	LT	07.00	3
Med Pls Laser	RT	02.00	1
Med Pls Laser	RT	02.00	1
Med Pls Laser	RT	02.00	1
Med Pls Laser	CT	02.00	1
Medium Laser	CT	01.00	1
Sm Pulse Laser	LT	01.00	1
Small Laser	LT	00.50	1
Claw	RA	04.00	5
Claw	RA	04.00	5
C³ Slave	H	01.00	1
Jump Jets	RL	02.00	2
Jump Jets	RL	02.00	2
Triple Str Myomer var		00.00	6

SKH-3S SKULL HUNTER

SKH-3S Skull Hunter	70 tons	
Tech Base: Inner Sphere		Crit
Engine: 280 XL	08.00	6
Walking MP: 4		
Running MP: 6		
Jumping MP: 4		
Gyro:	03.00	
Cockpit:	03.00	
Internal Structure:	07.00	
Heat Sinks: 11 Double	01.00	
Armor: (216)	13.50	

	IS	A
H	3	9
CT	22	34/9
R/LT	15	21/9
R/LA	11	22
R/LL	15	30

Weapons:	Loc	Tons	Crit
LB 10-X	RA	11.00	6
Ammo(LB10) 20	RT	02.00	2
Large Pulse Laser	RT	07.00	2
LRM-15	LT	07.00	3
Artemis IV FCS	LT	01.00	1
Ammo(LRM) 16	LT	02.00	2
Small Laser	H	00.50	1
2 Jump Jets	RL	02.00	2
2 Jump Jets	LL	02.00	2

by S. Inister

SKH-3S Skull Hunter
Mass: 70 Tons
Power Plant: 280 XL
　　Cruising Speed: 43.2 kph
　　Maximum Speed: 64.8 kph
Jump Jets: Magna Heavy Lifters
　　Jump Capacity: 120 Meters
Armor: MagnaTech Standard
Armament:
　　1 Magna 1000 AutoFlak Cannon
　　1 Talon Heavy Pulse Laser
　　1 MTI LRM-15 rack with Artemis IV
　　1 Talon Standard Light Laser
Manufacturer: MagnaTech Industries
Communications: MagnaComm X
Targeting/Tracking: MagnaShot VII

Overview: The SKH-3S is a general duty front line unit. The MagnaTech design team has given it a mix of weaponry able to deliver damage under nearly any circumstance. In short, the SKH-3S is meant to be used as a heavy weapons platform.

The main weakness of the SKH series is its lack of sufficient back up weaponry. This lack of smaller firepower is compensated for by the SKH's ability to deliver continuous fire without overheating. Even at maximum jump, the SKH is able to remain "heat-neutral." This advantage is a major asset in most cases.

Capabilities: At long range, the SKH-3S can deliver devastating fire with the latest MTI LRM-15 rack. The addition of an Artemis IV system gives this weapon the hitting power of a larger missile rack.

At closer ranges, the Magna 1000 AutoFlak Cannon comes into play. Most pilots prefer to load this weapon with a mix of slug and cluster flak munitions. As is the norm for this type of autocannon, solid slugs can be used to strip away armor, then cluster rounds can be used to cause repeated internal damage. Once armor is stripped away, the combination of LRM fire and cluster fire are able to cause crippling internal damage.

At closer ranges, the SKH-3S uses the accurate, hard-hitting power of the Talon Heavy Pulse laser to great effect. This becomes the SKH's main weapon at shorter ranges. For additional close-range fire, the SKH sports a Talon Standard Light Laser, strictly for close encounters.

While the Skull Hunter lacks impressive ground speed, it sports a set of Magna Heavy Lifter jump jets. This gives the SKH the added maneuverability crucial for heavy 'Mech units.

Battle History: The first SKH shipped from the MagnaTech production facility soon saw its first real battlefield test on a punitive raid in the Draconis Periphery. The pirate 'Mechs were helpless against the SKH's superior firepower. MagnaTech is eager to see this design used against Clan units in real battle, so has urged the DCMS to purchase several units for this express purpose. Those units have yet to see battle.

Variants: MagnaTech has no plans to produce variants on the SKH design as of yet. The first SKH variants will probably be designed when DCMS commanders file their product satisfaction vouchers following the first SKH-Clan confrontation.

SKH-3S SKULL HUNTER

Armor Diagram

Left Torso · Head · Right Torso

Left Torso Rear · Right Torso Rear

Left Arm · Center Torso · Right Arm

Left Leg · Right Leg

Center Torso Rear

Damage Transfer Diagram

Left Torso · Head · Right Torso

Left Arm · Center Torso · Right Arm

Left Leg · **Internal Structure Diagram** · Right Leg

BattleMech Data

Type: **SKH-3S SKULL HUNTER**
Tonnage: **70**
Movement Points:

Walking:	4
Running:	6
Jumping:	4

Weapons Inventory

#	Type	Location
1	LB 10-X	RA
1	LG PULSE LASER	RT
1	LRM-15	LT
1	SMALL LASER	H
20	LB 10-X AMMO	
16	LRM-15 AMMO	

Total Heat Sinks

○○○○○○
○○○○○

DOUBLE 11(22)

Warrior Data

Name:
Gunnery Target/Level:
Piloting Target/Level:
Hits Taken:

1st	2nd	3rd	4th	5th	6th
(3+)	(5+)	(7+)	(10+)	(11+)	Dead

Critical Hit Table

Left Arm

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

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

Left Torso

1
1. XL ENGINE
2. XL ENGINE
3. XL ENGINE
4. LRM-15
5. LRM-15
6. LRM-15

2
1. ARTEMIS IV FCS
2. AMMO (LRM) 8
3. AMMO (LRM) 8
4.
5.
6.

Left Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. JUMP JET
6. JUMP JET

Head
1. Life Support
2. Sensors
3. Cockpit
4. SMALL LASER
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○

Right Arm

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

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

Right Torso

1
1. XL ENGINE
2. XL ENGINE
3. XL ENGINE
4. LARGE PULSE LASER
5. LARGE PULSE LASER
6. AMMO (LB 10-X)10

2
1. AMMO (LB 10-X) 10
2.
3.
4.
5.
6.

Right Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. JUMP JET
6. JUMP JET

Heat Scale

30	SHUTDOWN!
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Penalty to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Penalty to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Penalty to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Penalty to Fire
07	
06	
05	-1 Movement Point
04	
03	
02	
01	

BLR-3SC BATTLEMASTER

Armor Diagram

Left Torso — Head — Right Torso

Left Torso Rear — Right Torso Rear

Left Arm

Center Torso

Right Arm

Center Torso Rear

Damage Transfer Diagram

Left Torso — Head — Right Torso

Left Arm

Center Torso

Right Arm

Internal Structure Diagram

Left Leg — Right Leg

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ENDO STEEL
6. ENDO STEEL

1. ENDO STEEL
2. ENDO STEEL
3. ENDO STEEL
4. ENDO STEEL
5. ENDO STEEL
6. ENDO STEEL

Left Torso
1. XL ENGINE
2. XL ENGINE
3. XL ENGINE
4. MED PLS LASER
5. MED PLS LASER
6. MEDIUM LASER (R)

1. SRM-6
2. SRM-6
3. ARTEMIS IV FCS
4. AMMO (SRM) 15
5. AMMO (ELRM) 6
6. AMMO (ELRM) 6

Left Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. ENDO STEEL
6. ENDO STEEL

Head
1. Life Support
2. Sensors
3. Cockpit
4. ENDO STEEL
5. Sensors
6. Life Support

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

1. Gyro
2. Engine
3. Engine
4. Engine
5. LRG PLS LASER
6. LRG PLS LASER

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ELRM-15
6. ELRM-15

1. ELRM-15
2. ELRM-15
3. ELRM-15
4. ELRM-15
5. ARTEMIS IV FCS
6. ENDO STEEL

Right Torso
1. XL ENGINE
2. XL ENGINE
3. XL ENGINE
4. MED PLS LASER
5. MED PLS LASER
6. MEDIUM LASER (R)

1. AMMO (ELRM) 6
2. C³ MASTER
3. C³ MASTER
4. C³ MASTER
5. C³ MASTER
6. C³ MASTER

Right Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. ENDO STEEL
6. ENDO STEEL

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

BLR-3SC BattleMaster

by Gary D. Depp

BLR-3SC BattleMaster
Mass: 85 Tons
Power Plant: 340 XL
    Cruising Speed: 43.2 kph
    Maximum Speed: 64.8 kph
Jump Jets: None
    Jump Capacity: 0 Meters
Armor: Depp Type A Standard
Armament:
    1 Coventry Extra Long Range 15 Rack
    1 DI Heavy Pulse Laser
    1 Coventry SRM-6 Rack
    4 Martell Medium Pulse Lasers
    2 Martell Standard Medium Lasers
Manufacturer: Depp Industries
Communications: Depp Command IV
Targeting/Tracking: Command VII

Overview: The Federated Commonwealth has commissioned the production of a new addition to the popular BattleMaster line. Depp Industries has filled this contract with the BLR-3SC.

The design team at DI has taken the Steiner version of the BattleMaster and made it a true command unit. The addition of the C³ master unit is rounded out by a major overhaul of the weaponry featuring the newly available extended long range missiles in conjunction with the highly effective pulse technology.

Capabilities: The BLR-3SC sports an extended long range missile 15 rack as its primary weapon. This missile system can deliver accurate and effective damage at ranges previously unreachable. The BLR-3SCs backup weaponry consists of a heavy pulse laser, and the traditional complement of an SRM-6 rack and forward/rear firing medium laser systems. To increase the BLR-3SCs combat effectiveness, the four forward

medium lasers utilize pulse technology, offering greater accuracy and hitting power at close range.

The 3SC was designed as a command 'Mech. Filling that role on the modern battlefield requires a C³ Master unit. The BattleMaster line has been chosen because of its popularity among commanders throughout the AFFC. This version of the popular BLR series is truly the Master of the battlefield.

Battle History: The BLR-3SC is just reaching front line units, and has not been tested in battle.

Variants:
BLR-3MC: House Marik has also commissioned a C³ equipped version of the BattleMaster. The 3MC

has the traditional ER PPC and SRM-6 rack, but has two additional front firing medium pulse lasers. The rear firing lasers have also been upgraded to medium pulse lasers. This version sacrifices the heavy pulse laser in favor of jump jets for added mobility. The 3MC also does not require the use of an endo steel frame, reducing the overall production cost of the unit. The BLR-3MC has just begun mass production, and should hit the battlefields in the next few months. It is rumored that Word of Blake has also shown interest in this design.

BLR-3SC BattleMaster	85 tons		
Tech Base: I.S. Class III			Crit
Engine:	340 XL	13.50	6
Walking MP: 4			
Running MP: 6			
Jumping MP: 0			
Gyro:		04.00	
Cockpit:		03.00	
Internal Structure: ES		04.50	14
Heat Sinks: 13 Double		03.00	
Armor:	(224)	14.00	

	IS	A	
H	3	9	
CT	27	39/10	
R/LT	18	24/8	
R/LA	14	24	
R/LL	18	27	

Weapons:	Loc	Tons	Crit
ELRM-15	RA	12.00	5
Ammo (ELRM) 6	RT	01.00	1
Ammo (ELRM) 12	LT	02.00	2
Large Pulse Laser	CT	07.00	2
SRM-6	LT	03.00	2
Ammo (SRM) 15	LT	01.00	1
Med Pls Laser	RT	02.00	1
Med Pls Laser	RT	02.00	1
Medium Laser	RT(R)	01.00	1
Med Pls Laser	LT	02.00	1
Med Pls Laser	LT	02.00	1
Medium Laser	LT(R)	01.00	1
C³ Master	RT	05.00	5

NGT-5D NAGINATA

NGT-5D Naginata	95 tons	
Tech Base: I.S. Class III		Crit
Engine: 285	16.50	
Walking MP: 3		
Running MP: 5		
Jumping MP: 0		
Gyro:	03.00	
Cockpit:	03.00	
Internal Structure: ES	05.00	14
Heat Sinks: 11 Double	01.00	
Armor: (240)	15.00	

	IS	A
H	3	9
CT	30	35/14
R/LT	20	26/8
R/LA	16	25
R/LL	20	32

Weapons:	Loc	Tons	Crit
ELRM-15	RT	12.00	5
Artemis IV FCS	RT	01.00	1
ELRM-15	LT	12.00	5
Artemis IV FCS	LT	01.00	1
ELRM-15	RA	12.00	5
Artemis IV FCS	RA	01.00	1
Ammo(ELRM)12	LT	02.00	2
Ammo(ELRM)12	RL	02.00	2
Ammo(ELRM)12	LL	02.00	2
CASE	LT	00.50	1
Medium Laser	H	01.00	1
C³ Master	LT	05.00	5

by Brian Stahl

NGT-5D Naginata
Mass: 95 Tons
Power Plant: 285 Pitban
    Cruising Speed: 32.4 kph
    Maximum Speed: 54 kph
Jump Jets: None
    Jump Capacity: 0 Meters
Armor: Depp Type B Standard
Armament:
    3 Coventry Extra Long Range 15 Racks
    1 Martell Medium Laser
Manufacturer: Depp Industries
Communications: DI Command IX
Targeting/Tracking: DIT VIIIc
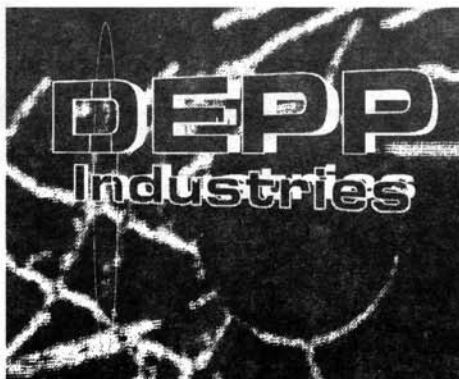
Overview: The NGT-5D is an ideal command 'Mech. The most crucial piece of equipment it carries is a C³ Master Computer. Depp industries has designed the NGT-5D with the express purpose of coordinating battle from afar while laying deadly, C³ assisted supporting fire. It is yet another member of the new series of Depp Industries 'Mechs equipped with C³ and third generation technology, and is an ideal partner for the RPR-1A Ripper.

The NGT-5D fills the command role with flying colors. It is almost entirely dependent on long range weaponry, perfect for coordinating a battle from a distance where the invaluable C³ Master Computer is generally safe from harm. The Master Computer is undoubtedly the most valuable asset in any unit, and the Depp design team recognizes the fact that most commanders are not willing to risk losing it in close combat.

Capabilities: The NGT-5D relies on a trio of Artemis assisted ELRM-15 racks. These missile systems allow the Naginata to take up a strategic position far from the battle and lay crushing barrages at ranges beyond that of most weapons. This is ideal for use in a C³ networked unit. While the other 'Mechs engage the enemy at close-range, the Naginata can provide C³ coordination and long-range support. The combination of Artemis and targeting data supplied by C³ slave units makes the NGT-5D the most deadly missile platform in the Inner Sphere.
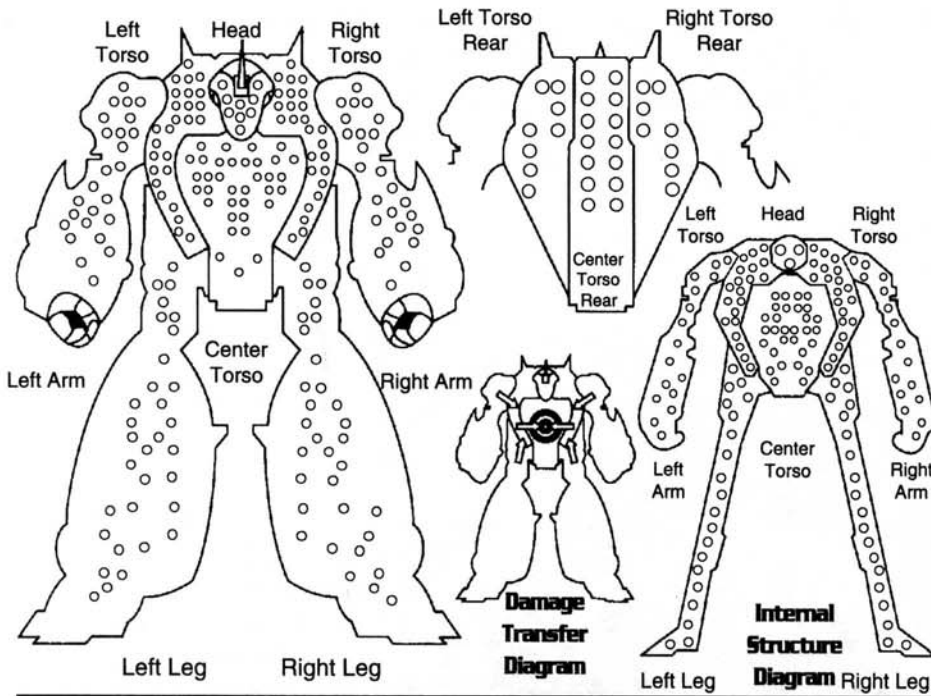
The main weakness of the NGT-5D is its lack of short range weaponry. If enough enemy units are allowed to close within minimum range of its missile systems, it is nearly helpless, left with only a single medium laser to defend itself with.

Battle History: Like the RPR-1A Ripper, the NGT-5D is still in production, soon to be unleashed on the battlefield. Every Successor State, and several mercenary units have already placed orders for this potent command 'Mech.

Variants:
NGT-5E: This variant is an attempt to alleviate the NGT's lack of short-range firepower by sacrificing the three Artemis IV FCS systems in favor of three more medium lasers. While this design loses some of its long-range potency, it gains the ability to return significant fire in close combat, increasing its survivability in "break-through" situations.

NGT-5D NAGINATA

Armor Diagram

Left Torso · Head · Right Torso

Left Torso Rear · Right Torso Rear

Left Arm · Center Torso · Right Arm

Left Leg · Right Leg

Center Torso Rear

Left Torso · Head · Right Torso

Left Arm · Center Torso · Right Arm

Damage Transfer Diagram

Internal Structure Diagram

Left Leg · Right Leg

BattleMech Data

Type: **NGT-5D NAGINATA**
Tonnage: **95**
Movement Points:
Walking: **3**
Running: **5**
Jumping: **0**

Weapons Inventory

#	Type	Location
2	ERLM-15	R/LT
1	ELRM-15	RA
1	MEDIUM LASER	H
36	ELRM AMMO	

Total Heat Sinks

○○○○○
○○○○○
DOUBLE 11 (22)

Warrior Data

Name:
Gunnery Target/Level:
Piloting Target/Level:
Hits Taken:

1st	2nd	3rd	4th	5th	6th
(3+)	(5+)	(7+)	(10+)	(11+)	Dead

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ENDO STEEL
6. ENDO STEEL

1. ENDO STEEL
2. ENDO STEEL
3. ENDO STEEL
4. ENDO STEEL
5. ENDO STEEL
6. ENDO STEEL

Left Torso
1. ELRM-15
2. ELRM-15
3. ELRM-15
4. ELRM-15
5. ELRM-15
6. ELRM-15

1. ARTEMIS IV FCS
2. AMMO (ELRM) 6
3. AMMO (ELRM) 6
4. CASE
5. ENDO STEEL
6. ENDO STEEL

Left Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. AMMO (ELRM) 6
6. AMMO (ELRM) 6

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

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

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

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ELRM-15
5. ELRM-15
6. ELRM-15

1. ELRM-15
2. ELRM-15
3. ELRM-15
4. ARTEMIS IV FCS
5. ENDO STEEL
6. ENDO STEEL

Right Torso
1. ELRM-15
2. ELRM-15
3. ELRM-15
4. ELRM-15
5. ELRM-15
6. ELRM-15

1. ARTEMIS IV FCS
2. C³ MASTER
3. C³ MASTER
4. C³ MASTER
5. C³ MASTER
6. C³ MASTER

Right Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. AMMO (ELRM) 6
6. AMMO (ELRM) 6

Heat Scale

30	SHUTDOWN!
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Penalty to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Penalty to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Penalty to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Penalty to Fire
07	
06	
05	-1 Movement Point
04	
03	
02	
01	

FUTURE WARS
NEW BATTLEMECH FORMAT

Welcome to the first issue of Future Wars to use the New and Improved BattleMech format. A great deal of work went into developing and perfecting this new format. Essentially, each 'Mech now gets a full page listing similar to that found in FASA's Technical Readouts. While we cannot present as many BattleMechs per issue as we have in the past, we feel that you, the readers, deserve more content per 'Mech. (Your demands for the same helped us make our decision.)

Each BattleMech listing includes a "game mechanic" listing, plus a FASA-style write-up decribing its capabilities, production notes, history, and variants. We feel this provides our readers with more than just a set of numbers for each 'Mech; it gives a sense of history in and "belonging" to the BattleTech Universe at large.

This issue of Future Wars is the FIRST publication to present BattleMechs using technology from the newly released Tactical Handbook. It would be difficult to list data for all Tactical Handbook weapons here, so each 'Mech using this technology is marked with a technology base of I.S. Class III (Inner Sphere Class III, the Tactical Handbook's own designation for such technology). Readers eager to try out these 'Mechs should go out and purchase a copy of the Tactical Handbook.

When looking at the BattleMech listings, pay special attention to the "Tech Base" catagory. This tells you exactly what technology is used in each 'Mech so you can use the appropriate rules. Inner Sphere 'Mechs up to and including 3055

technology are listed as Tech Base: Inner Sphere. Clan BattleMechs will be listed as Tech Base:Clan Second Line, and Clan OmniMechs are listed as Tech Base: Clan Primary. In addition, we will also be publishing 'Mechs used by the Kin, the 113th Americal Division, and other un-Official organizations. These BattleMechs are marked as Tech Base: Kin/Americal, or as appropriate. (For Kin and Americal rules, please refer to FW issues 22 and 25; sorry, we simply do not have the space to reprint those rules.)

You will, of course, find our usual high quality 'Mech record sheets. This time they are printed adjacent to the appropriate 'Mech listing.

We are also introducing a new feature to our New BattleMechs section: Company Logos. Each BattleMech listing will include the logo of the company/unit that pro-

duced it, if space and availability permits. Enjoy the pretty pictures? Good, we knew you would.

Future Submission Guidelines: due to the new format, we have to ask a few favors of our contributors. If you wish to submit a 'Mech for publication, please include a write-up following the same format we use here. 'Mechs submitted with full listings will have priority over ones without. We understand that many of our 'Mech designers may not be artistically gifted, so you can leave the company logos to us. To be closer to your plans, however, please provide at least a rough sketch. If we have the time, we will create one from scratch, or default to one of our "house" companies (Depp Industries/Magnatech Industries)if we don't. (If you are artisitically inclined, feel free to send a logo. We reserve the right to edit/modify logos, but will only do so in cases where we feel we can enhance the overall effect.)
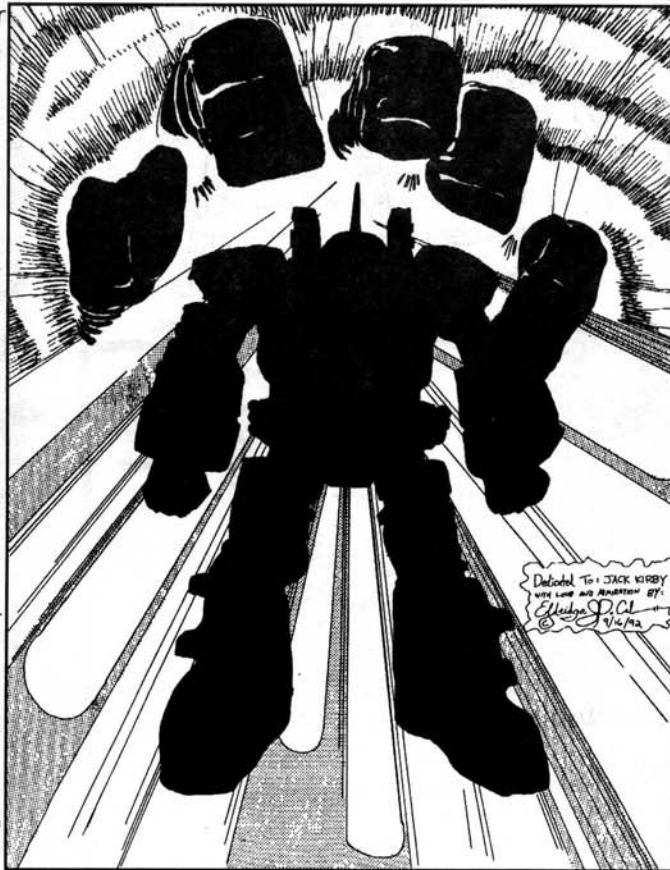
We hope you enjoy our new format. Please feel free to send us any comments directly.

What can be said? This issue is way late, for many reasons. None of them have to do with Herb, and all of them with me.

Other than attempting to survive and keep a roof over my head, trying to keep ahead of (hell, I'd've settled for staying even with) the car payments, trying to find another job (or at least an additional one, setting up and running the BattleTech MidAtlantic Region Championships (BT-MARC) alone until I drafted my sister, nephew, and Carlos Merchan, and then having a storage tragedy (I finally got my SyQuest drive back seven weeks later than the repair house promised) with this issue forcing us to redo (and re-design, in some cases) the entire thing from scratch, not much has been going on. Of course, to accomlish this even half the time I've been leaving my house at 6 a.m. and not coming in 'til after midnight…

Okay, so we ended up being able to redesign Future Wars to give it a smoother and more slick appearance. Notice the new "New BattleMechs" for-mat- cool, no? Thank Vincent Esposito for that; without him, this issue proba-bly would have been slapped randomly together (like it wasn't) and have no graphics.

● ● ●

BT-MARC was… well, was. I had more help than my sister Sally (great pictures for next issue!), her son Adam, and Carlos. David Kingsley helped by designing a program which (more or less) tabulated Ranking Points in MFNA format. Tom Perino did the same thing with me for two hours using Lotus 1-2-3, time well spent. (Thank God for back-up solutions; one saved my butt!)

I'd like to thank all the attendees, but I can't thank everyone individually. Special thanks to Carlos Garcia, Multi-Player BattleTech programmer from Kesmai, Rob Owens (see next issue's Figure Finishing Tips), Tom & Wendy von Seggern, Chris Callicoat, Frank Clyburn, Marc Grossman, Cris Dubois, and all the local gamers who played.

Did I mention yet that Vinny (VuhVuhVinny to you Howard Stern fans) won the BT-MARC? Well, then,

VuhVuhVinny won. (Yes, I am calling the Champion of the Mid-Atlantic MFNA region VuhVuhVinny. Funny how things work.) And now, he is so full of himself, he has automatically declared a batchall against every BattleTech player at GenCon. Don't even ask; if you see him, you've been challenged.

Yes, VuhVuhVinny and the rest of the Future Wars staff will be attending GenCon this summer. If all goes well, we should be arriving in a massive, pink Winnebego. Look for us. Of course, you could just follow the scent of beer…

● ● ●

Besides the simulator pods by Virtual World Entertainment now dot-ting the nation (EXCEPT THE NORTH-EAST!), the greatest thing to hit the BattleTech universe is Multi-Player BattleTech (MPBT) by Kesmai Corporation, found only on GEnie. Log on. Now.

(Future Wars now has two GEnie addresses. If you are E-Mail capable (and you should be) send to either BLACKFIRE (Phil DeLuca) or ORION (Orion Beadling). There may be more on the way, we'll have to see. If you go online in MPBT, look for personas by those two names also. We will be using our accounts to explore the many worlds available on GEnie, for review and explanation in these pages…Air Warrior, Stellar Emperor, Federation, CyberStrike, and many others.)

The main problem with these games is their addictive value. Once you begin playing, you rarely want to stop. When the bills skyrocket (better learn to budget your time!), the players usually vanish.

How can any video game (besides Doom) be so addictive? Easy- the oppo-nents can be live, and your teammates always are.

MPBT looks like Activision's MechWarrior at first glance. However, the MP part of MPBT hooks most play-ers. In the game, players strive to become highly ranked. If you prove your worth, you may even gain com-mand abilities (which are independent of rank). Players can only gain com-

mand of units (Lances, Units, military "Districts," and "Fronts") by being appointed by a higher-command level player. Above all appointed players is the House Leader, elected by the play-ers of his/her House.

Because the military leaders are all human, wars and alliances occur almost daily. For example, House Marik's leadership might make friendly over-tures to House Steiner's leadership, only to backstab them and make a run for Tharkad the next day.

Anyway, this all deserves an in-depth article, and it will get one, writ-ten by one of the players, Chesley "C.FARLEY" Farley, aka Lieutnant-General Siege, Tamar Front CO. Orion and I will be exploring other games soon also, but MPBT is well worth the price of a subscription.

● ● ●

Herb Barents is a saint for putting up with my lateness this issue. Everyone should immediately dig in and fork over a full subscription to him immediately, along with a letter stating you don't want it fulfilled.

Without Herb, this magazine could not be the best BattleTech (and other sci-fi game) magazine being published today.

● ● ●

Next issue will have a lot of BattleMechs, but because of new (actu-ally, enforced) restrictions from FASA (which we do not mind following), we will be enhancing our coverage of other games, notably Shatterzone, Shadowrun, and other role-playing and computer games. Hey- it's either that or close up shop permanently!

● ● ●

Have I also yet mentioned I have the greatest parents humanity can claim? Salvatore and Naomi DeLuca, you are wonderful.
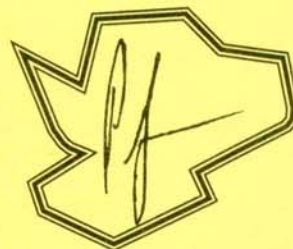
FUTURE WARS

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DETROIT, MI 48221

·ORGANIZED KAHN-FUSION XIII·
JULY 23-24,1994

-OPErATION GrEEN FLAG: BATTLETECH®

This is the 4th BATTLETECH+ only convention which will be held at the West Enola Fire Hall in Enola,Pa. This con includes: single and lance competition, plus 6-9 other related games ; a miniature figure painting contest; dealers; FOOD; plus open gaming. Registration varies from $0 to $12. Prizes and support are provided by FASA Corp. For more information,write to: M. Foner's Games Only Emporium, 200 Third Street, New Cumberland,Pa. 17070 (717) 774-6676

DRAGON*CON '94 program book write-up:

Battletech 3-day Tournament Campaign: "Run of the Guantlet"
Admission: $5.00 per team per day of campaign.
Day 1: Sessions - 2,3,4 (combined) 12:00AM tally points.
Day 2: Sessions - 5,6,7 (combined) 12:00AM tally points.
Day 3: Sessions - 9,10 (combined) 2:00PM tally points and award Grand Prize.
Note: Games may end sooner or later than scheduled at Game master's discretion.

3 Geo-Hex Battlescape game boards and prizes supplied by Gamemasters. Player's should bring their own miniatures and "mech record sheets.
1 or 2 player teams preferred.
24 Innersphere teams vs. 9 Clan teams. 8 Innersphers teams and 3 Clan teams will be eliminated from the tournament by low scores each day of campaign. Any combination mech, vehicle, artillery, infantry, or LAMS allowed for Innersphere and Clan forces. Note: Clan may not use LAMS, however, can use elemental points. Innersphere may have 8 'mechs maximum at 440 total tons. Clan may have 10 'mechs maximum at 600 tons total. Any technology may be used from 2750 to 3055 technical manuals. No Aerospace fighters, conventional fighters, or VTOLS allowed for use by either Innersphere or Clan teams. No modified 'mechs or vehicles allowed, only FASA approved variants from Reinforcements 1 or 2, or Record Sheets volumes 1 to 6. Battletech Compendium Rules only! On-board prizes awarded to capturing teams. A monetary Grand prize will be determined by Gamemasters, (the more participation, the bigger the prize), will be awarded to the team who scores the most points at the end of 3rd campaign day. Specific tournament rules and points listing will be available during tournament. If any players are interested for rules and in-formation beforehand, please send a self-addressed stamped envelope to:
Neil Brabham, 4532 Ogeechee Rd., Savannah, GA, 31405.