

THE MECHS

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DAVID MARTIN
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Running Guns

Ground vehicles for the **BATTLETECH**® game world

by Margaret Weis and Kevin Stein

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It had taken a direct appeal to King Jeverid to free up much of the equipment the Lancers needed, including eight battered but serviceable hovercraft weapons carriers, five-man machines like those Grayson had seen in Sarghad. Three of them mounted auto cannons, and one a combat laser. Two . . . carried short-range Skorpiad anti-armor missiles, while the rest carried anti-personnel heavy machine guns. This small armada was no match for the entire enemy 'Mech force. With luck though, they might knock out one or more of the light 'Mechs in open battle.

Decision at Thunder Rift
by William H. Keith, Jr.

Accusations have been made against battlefield historians of the Succession Wars that they ignore or gloss over the role played by ground forces support units in favor of the more glamorous escapades of the MechWarrior.

"According to these jokers, a *Marauder* nailing a *Marauder* is history," grumbles Anjin Smith, Liao sergeant and proud operator of a Hetzer Wheeled Assault Gun. "A Hetzer nailing a *Marauder* is an accident."

But there have been many occasions when the ground forces proved to be the decisive factor in battles. To quote Katrina Steiner, "Winning commanders are those who recognize the unique abilities of the support units and who make astute and creative use of them on the battlefield." This article examines three representative ground-forces vehicles.

[Vehicle and component weights are expressed in metric tons (1 metric ton = 1,000 kilograms). - Editor]

Type: Hetzer Wheeled Assault Gun

		Tons
Movement Type:	Wheeled	
Tonnage:		40
Cruise Speed:	4	
Flank Speed:	6	
Engine:		10
Rating	140	
Type	I.C.E.	
Control:	Robotic Option	2
Lift Equipment:		
Power Amplifier:		
Heat Sinks:	0	
Internal Structure:		4
Turret:		
Armor:	96	6
Location	Points	
Front	30	
Lt./Rt. Side	22/22	
Back	22	
Turret	0	

Weapons and Ammo:

Type	Facing	Tons
AC/20	Front	14
Ammo (AC) 20	Front	4

Mass: 40 tons

Movement Type: Wheeled

Power Plant: SitiCide 140 I.C.E.

Cruising Speed: 43.2 kph

Maximum Speed: 64.8 kph

Armor: Star Slab 6

Armament: One Crusher SH Cannon

Manufacturer: Quikscell Company

Communications System: Johnston Q-Band

Robotic System: Furbish Robocheck

Targeting and Tracking System: Scantrex DualTac

Overview:

The Hetzer Wheeled Assault Gun is primarily used to provide cheap fire support to troops on planets of limited military significance. Because the mechanical systems of the Hetzer are extremely simple to operate, it has become standard practice to install robotic remote-control units in the Hetzer, using it as an unmanned scout vehicle.

Capabilities:

The Hetzer is generally used only in a support role. It is never found operating alone unless it is a robotic scout. The Crusher Super Heavy Cannon gives the Hetzer enormous fire power potential, but its lack of a turret and other, more diversified, weaponry makes it a nightmare machine for crewmen who are compelled by either fate or a deranged commander to take one into a non-defensive combat situation.

The Hetzer is a wheeled vehicle. This has the advantage of keeping its cost down (the whole concept behind the Hetzer), but it restricts the vehicle to moving only over terrain that is either naturally flat or has been flattened. These manmade "Hetzer paths" are a dead giveaway that Hetzers are operating in the area.

Most people will do anything to avoid being forced into the cramped crew compartment of a Hetzer. If the vehicle catches fire, those caught inside are doomed. Certain sadistic sergeants have been known to use duty in the "Rolling Coffin" as a means of punishing poor performance.

Battle History:

The only known battle fought by Hetzers in a nonsupport role occurred on Exit, in Liao space. It was, of course, an accident. Two commanders, bored with tedious patrol duty on a planet well behind the front lines, challenged each other to a war game using the only vehicles they currently had at hand — robotic-controlled Hetzers — for the playing pieces. The robotic-controlled Hetzers were reprogrammed to handle simulated battlefield conditions. Since the programmers had so much time on their hands, some of the programs designed were, in fact, quite unique.

On the day of the mock battle, a Marik advance scout force - not noted for its luck - dropped on planet to see what, if any troop concentrations had been left there. Here was a real, live target! Overjoyed, the Liao commanders gleefully sent the Hetzers into action. The reprogrammed Hetzers almost completely destroyed the smaller but better-armed Marik forces. Marik commanders are still pondering the last message of their scout force, warning of a planet crawling with berserk Hetzers.

The Hetzer commanders were promoted and are currently in charge of reprogramming other Hetzers for the use of Liao nobles.

Variants:

Although the cannon is a preferred weapon, Hetzers have been known to carry long- or short-range missile packs, or even lasers and flamers. These, however, are rare modifications.

Some forces use Hetzers equipped with advanced scouting and detection equipment, but the high cost of such equipment generally prohibits its use to better-armed and more mobile units.

Notable Armor Units and Crews:

Anjin Smith, a Liao sergeant, is the only member of a Hetzer crew never to have requested transfer to a different vehicle unit. Operating in a Hetzer he reprogrammed himself, Smith has been through more than fifteen engagements, with fifteen "kills" of assorted larger vehicles to his credit - among them a *Marauder*

Type: Harrasser Missile Platform

Movement Type:	Hover	Tons
Tonnage:		25
Cruise Speed:	10	
Flank Speed:	15	
Engine:		8
Rating	120	
Type	I.C.E.	

Control:		1
Lift Equipment:		2.5
Power Amplifier:		
Heat Sinks:	0	
Internal Structure:		2.5
Turret:		.6
Armor:	32	2
Location	Points	
Front	7	
Lt./Rt. Side	6/6	
Back	7	
Turret	6	
Weapons and Ammo:		
Type	Facing	Tons
SRM 6	Turret	3
SRM 6	Turret	3
Ammo (SRM) 30	Body	2

Mass: 25 Tons

Movement Type: Hover

Power Plant: GM Classic II I.C.E.

Cruising Speed: 108.0 kph

Maximum Speed: 162.0 kph

Armor: 2 Star Slab

Armament: Two Sureshot Mk. VI Short Range Missile Packs

Manufacturer: Foxcell Products, Inc.

Communications System: ZaiBan X-1000

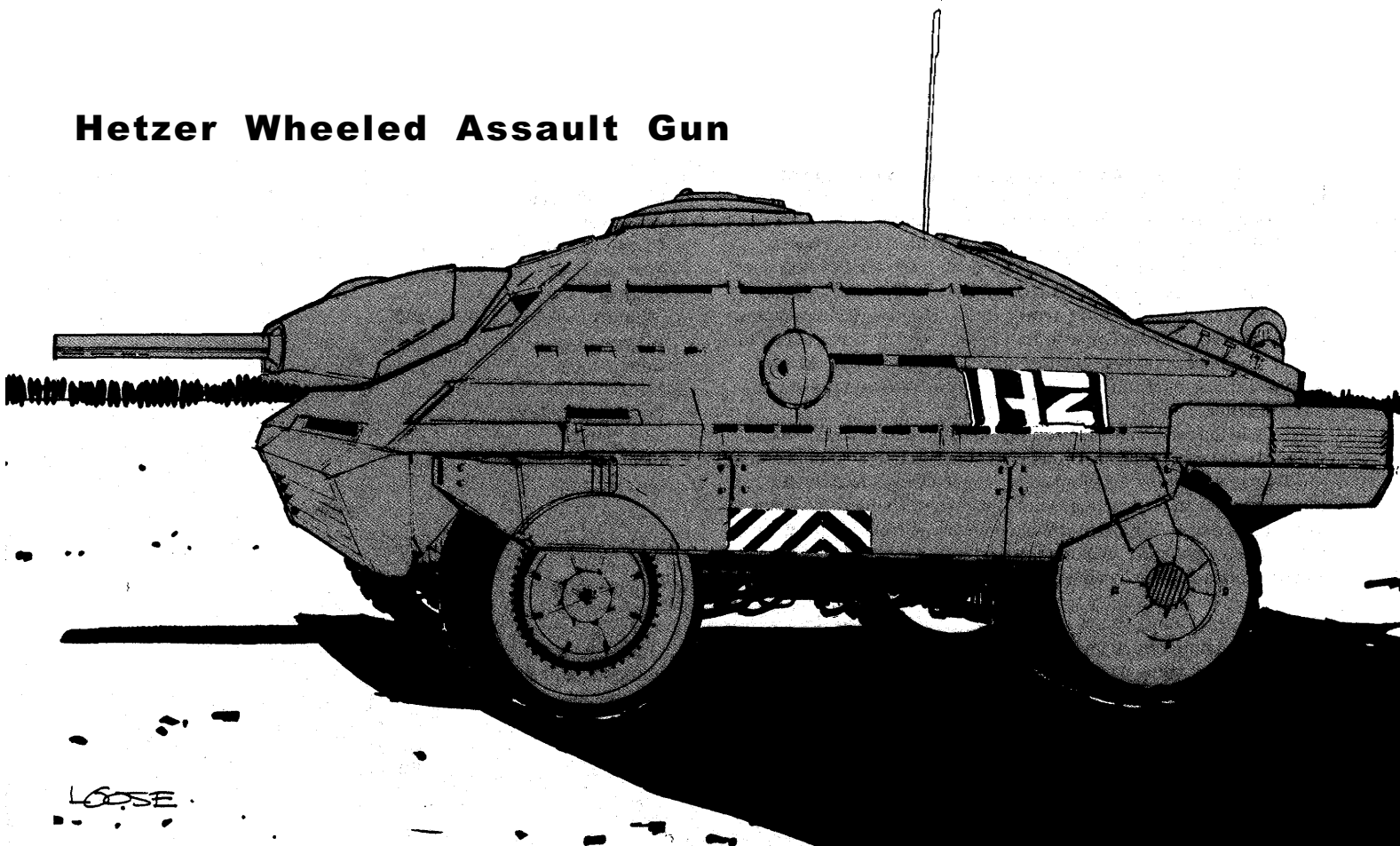
Targeting and Tracking System: TacTex Fixer

Overview:

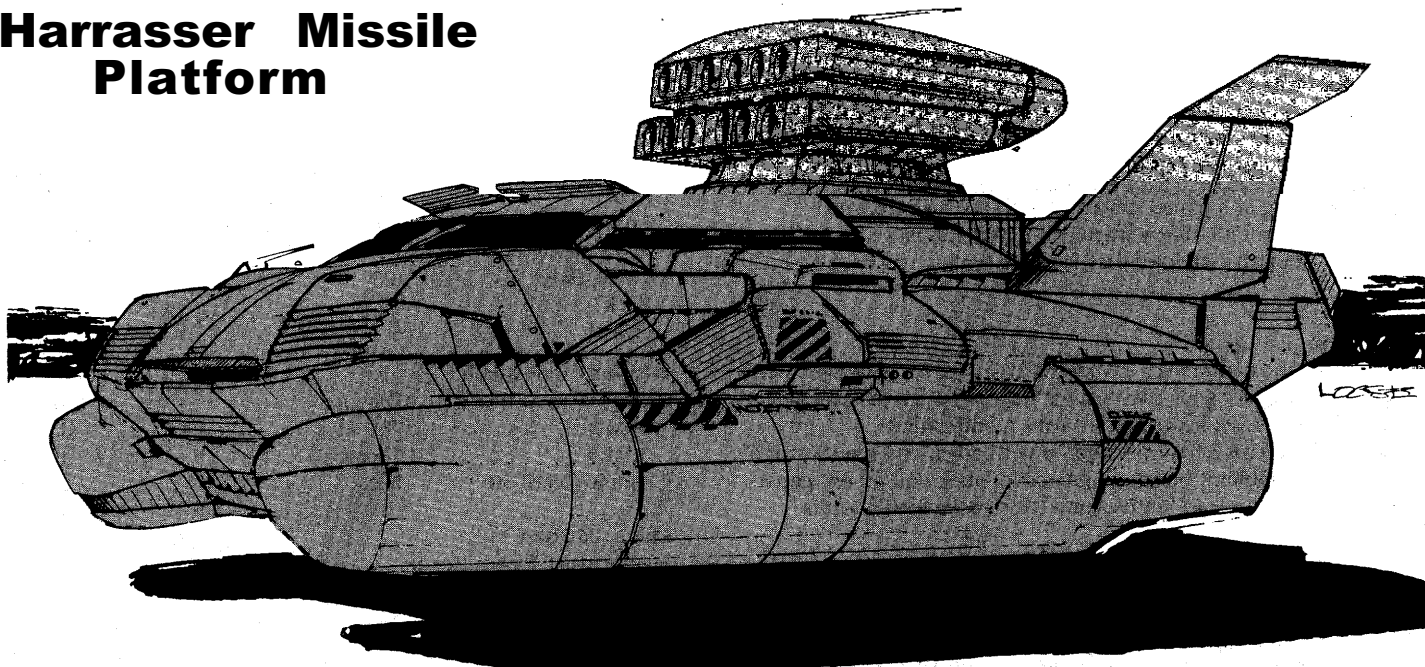
The Harrasser Missile Platform is used in support of infantry that is moving into enemy-held territory. The Harrasser's high speed keeps it out of harm's way.

Most of the original Harrassers were built on civilian worlds in 2996, designed to defend against either invading troops or lighter 'Mechs bold enough to move into a city. This vehicle's high speed and easy maneuverability made it instantly popular with its oper-

Hetzer Wheeled Assault Gun



Harrasser Missile Platform



ators. Before long, the Harrasser was one of the most popular privately-owned military vehicles on the market.

Not only does the Harrasser require a skilled and daring driver, but the vehicle itself is a pure joy to operate. It is no wonder, then, that Harrasser drivers take pride in their machine, spending long hours tinkering with it. Harrassers are lovingly kept in perfect condition. Many have been passed down from generation to generation and are today worth more than five times their normal C-bill cost.

Capabilities:

The Harrasser's armament is designed for quick infighting. Its two SureShot Mk. VI Short Range Missile Packs give the Harrasser a good chance of disabling a vehicle much bigger than itself. In general, however, it cannot win a sustained fight because of its light armor.

The Harrasser's best defence is its amazing speed. When moving full out, it is difficult for even 'Mechs to land a hit on an evading Harrasser.

Battle History:

One of the first and greatest Harrasser victories occurred on Quentin, a planet where many Harrassers were built. In 3000, an advance group from an unknown Kurita Jump Ship invaded the planet during a border skirmish that had gotten out of hand. Catching the forces of House Davion garrisoned on Quentin completely by surprise, the Kurita troops quickly disabled or captured most of the defending armor units. The few 'Mechs that had been stationed on Quentin had been recently transferred to guard the border, leaving behind only a couple of light 'Mech lances and one medium lance. Kurita forces crushed these without difficulty.

The Kurita forces had just settled down to relish their triumph when they were suddenly attacked out of nowhere. The 3rd and 5th Infantry Support Companies of House Davion had been out on maneuvers in a remote area of the planet. Using their Harrassers, the 3rd and 5th ISC launched a series of hit-and-run guerilla raids. Their precision strikes so devastated the invaders that the Kurita troops surrendered within one week.

Variants:

Many variations have become popular with Harrasser operators over the years, since part of the joy of owning one of these vehicles is "souping it up." Replacing the two missile packs with one FarFire-10 Long Range Missile System and 24 loads of ammunition is one of the most popular modifications. Another popular variation replaces the missile packs with laser weapons of various

sizes. A lesser-used option is to replace the missiles with flamers or communications-detection gear. These are generally used only for very specialized missions.

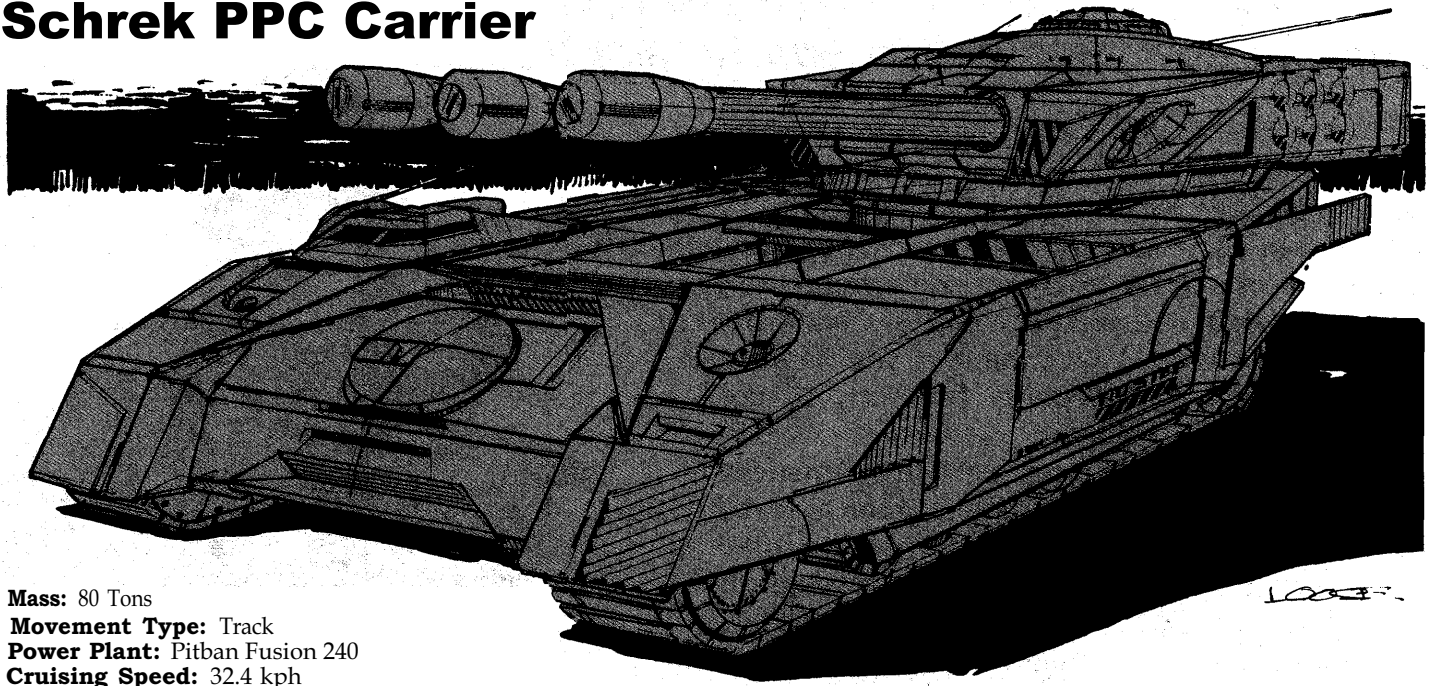
Notable Armor Units and Crews:

Marklin "Chevy" Chevalier is the owner of one of an original Harrasser, one of the first ever to come off the assembly line. It is rumored that he won it in a card game, having staked his family estate for a chance to acquire the coveted vehicle. Chevy has kept his Harrasser, known as "Aces and Eights," in perfect condition, both, for fighting and to exhibit in the Harrasser shows held at various times and places throughout the star systems. Here, proud Harrasser owners come together to admire each other's machines, learn new variations, and swap war stories. Chevy is commander of the 17th Support Unit stationed on Shroedinger. He is also president of the '57 Club, a group of Harrasser collectors stationed on the planet.

Type: Schrek PPC Carrier

		Tons
Movement Type:	Track	
Tonnage:		80
Cruise Speed:	3	
Flank Speed:	5	
Engine:		17.5
Rating	240	
Type	Fusion	
Control:		4
Lift Equipment:		
Power Amplifier:		
Heat Sinks:	30	20
Internal Structure:		8
Turret:		2.1
Armor:	112	7
Location	Points	
Front	27	
Lt./Rt. Side	20/20	
Back	20	
Turret	25	
Weapons and Ammo:		
* Type	Facing	Tons
PPC	Turret	7
PPC	Turret	7
PPC	Turret	7

Schrek PPC Carrier



Mass: 80 Tons

Movement Type: Track

Power Plant: Pitban Fusion 240

Cruising Speed: 32.4 kph

Maximum Speed: 54.0 kph

Armor: ArcShield VII

Armament: Three HellStar PPCs

Manufacturer: Aldis Industries

Communications System: Olmstead 3000

Targeting and Tracking System: Omicron IX

Overview:

For many years, the Demolisher heavy tank was one of the most feared vehicles on the battlefield. Unfortunately, it was feared as much by its own crew as it was by the enemy. The Demolisher's main guns had the side effect of generating such extreme amounts of heat that the crew had to wear specially designed coolant suits when operating it. If the Demolisher became involved in a sustained firefight, even the crew's coolant suits would give out. If they didn't die from the heat, the crewmen were so weakened they could no longer fire and instantly became sitting ducks.

Ten years and hundreds of coolant suits later, Aldis Industries announced the release of a vehicle of a size and fire power comparable to the Demolisher, but without the heat problems. This vehicle was the Schrek PPC carrier.

Capabilities:

The Schrek's main function on the battlefield is to act as long-range heavy fire support to vehicles and 'Mechs. The three HellStar PPCs allow the Schrek to engage and destroy practically any 'Mech in combat. A light 'Mech may be able to close with the Schrek, but one hit from the PPCs will usually disable or kill the 'Mech. By the time heavier 'Mechs lumber near enough to engage a Schrek, the Schrek's PPCs may have already inflicted severe damage on them. Medium-sized 'Mechs are most dangerous to a Schrek, since these 'Mechs combine both good speed and strong fire power capabilities.

The Schrek's angled, sloped armor and low profile make it a difficult target to spot and destroy. It is, therefore, particularly good for taking fire from hidden gun emplacements. The Schrek's two treads allow it to move easily over soft terrain.

The Schrek lacks close-range attack capability. The PPCs have difficulty concentrating a particle stream at ranges under 90 meters, so a Schrek generally attempts to avoid direct engagements with an enemy.

Battle History:

Though understandably reluctant to release any information concerning his homeworld, the alleged interstellar pirate Redjak

Ryan has allowed this story to be made public. According to Ryan, he and his troops were away from their homeworld of Butte Hold in an attempt to "purchase several pieces of agricultural equipment necessary to the peaceful, agrarian pursuits of our people." Some unknown invader, hearing that the main forces of Ryan's army were off-world, took advantage of the opportunity to raid several of Butte Holds outposts.

After stealing large quantities of supplies and equipment, the invaders set up camp outside one of Ryan's major strongholds, obviously preparing a full-out assault. Fortunately, Ryan's commanders had the presence of mind to investigate certain large crates marked "Tractor" that Ryan had brought back from his last "farm equipment purchasing expedition." No one was more surprised than Ryan upon learning that the five "Tractors" were five Schreks.

"I can't imagine how such a mix-up occurred," Ryan commented later. "I suppose we'll have to return them sometime!"

The invader's force consisted of light and medium 'Mechs, and also included several aerospace fighters. Its initial plan was to completely overwhelm and overrun the strongholds defenders. Within thirty minutes, however, the five "Tractors" had reduced the enemy to scrap metal.

Variants:

Very few variants of the Schrek have come into use. Occasionally, troops mount external machine guns or small lasers on them, but this is rare.

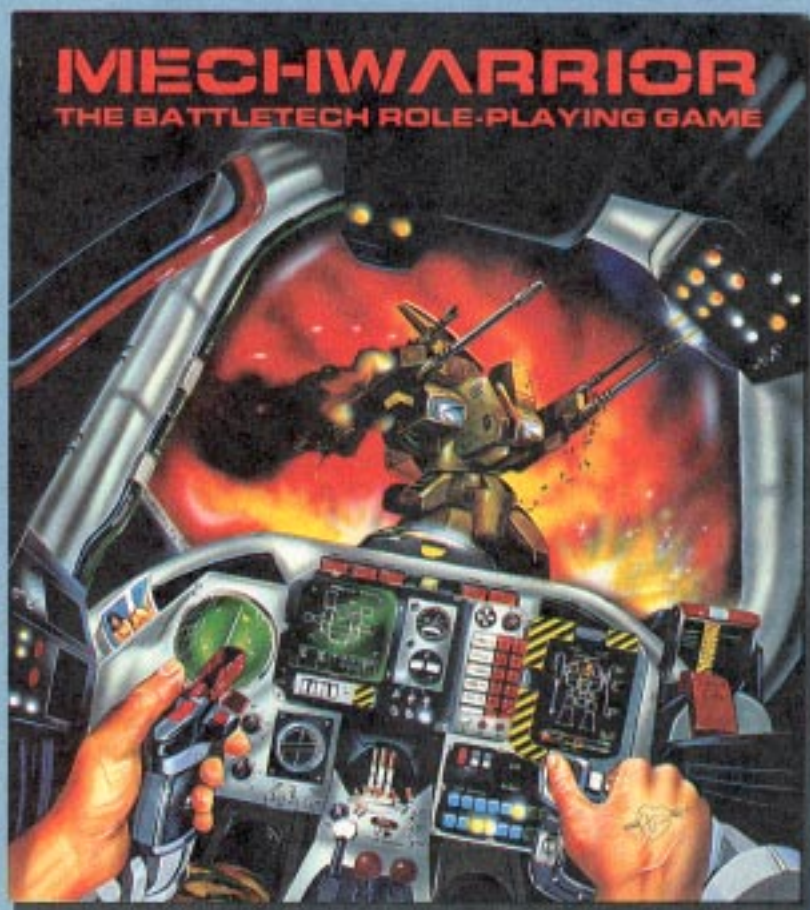
Notable Armor Units and Crews:

A private in the heavy armor unit of Halsten's Brigade, Frederick "Sniper" Jones earned his nickname by his skill in making incredible shots. On at least three occasions when his Schrek has been battling overwhelming 'Mech forces, Jones has picked out a commander and made a kill with a PPC shot to the head.

In summation, we quote Hanse Davion, speaking at the award ceremonies held in honor of the 3rd and 5th ISC. In his speech, Davion commented, "I have sometimes heard 'Mech pilots sneer at those who act in a ground-support capacity. I have noticed that it is often these very pilots who end up fighting alone against uneven odds, having been abandoned by those who might have been able to save them. I can only say that these unprofessional imbeciles richly deserved their fate. I know more than one 'Mech-Warrior who owes his life to his ground support. The smart ones never forget it."

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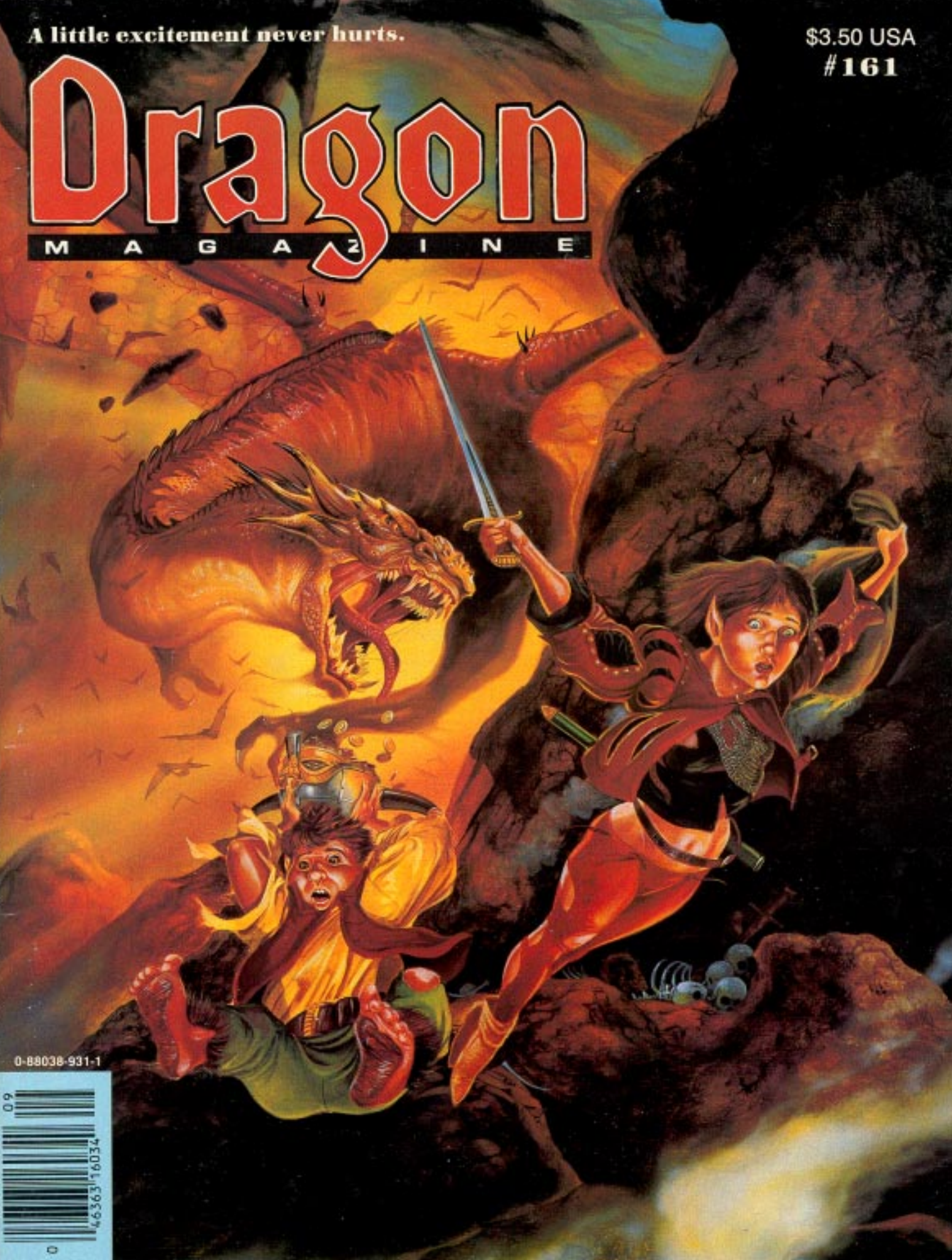
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#161

Dragon

M A G A Z I N E



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THE ROLE OF Computers

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DragonStrike (SSI)

Saddle up your silver dragon and hit the sky!

Reviews

Computer games' ratings

X	Not recommended
*	Poor
**	Fair
***	Good
****	Excellent
*****	Superb

Strategic Simulations, Inc.

675 Almanor Avenue
Sunnyvale CA 94086
(408) 737-6800

DragonStrike

PC/MS-DOS version \$49.95

DragonStrike is an enormous amount of fun to play. It's a dragon-flight simulator that combines air-to-air and air-to-ground combat from the perspective of a warrior astride a great winged beast. Given the feel of powerful flight and the reassuring weight of the dragonlance resting in its saddle mount, you're ready to do battle with any number of evil dragons.

The land of Ansalon has been overrun by evil Dragonarmies. Only you and the forces of Good can stop the onslaught of

the evil Dark Queen, Takhisis. As a Knight of Solamnia, you ride a good dragon from your base on Sancrist Isle against the enemy hordes, advancing through the three orders of knighthood: the Knights of the Crown, the Knights of the Sword, and the Knights of the Rose. To become one of the latter is a rare privilege; to survive and advance through the 22 different battles in *DragonStrike* is a rare feat as well.

Every mission is fully explained. You can even safely fly over a mission area to get a taste for the battleground—a good way for novice lancers to learn how to effectively guide a dragon in flight. You can use the keyboard, a mouse, or a joy stick to do this. You must also use combinations of keys on the keyboard to control various aspects of the simulator. For example, we

found the mouse was quite effective in controlling the dragon; push forward on the mouse and the dragon climbs, pull back and it dives. Moving the mouse to the left or right causes the dragon to move in those directions. Pressing the right mouse button fires the dragon's primary breath weapon, while pressing the left button fires the dragon's secondary breath weapon. To properly aim the lance, you must use another set of nine keys on the keyboard; you can assign any keys you wish to the flight controls. Your view is from the saddle atop the dragon, so you can easily determine if your lance is properly aimed to strike a target. Navigating the dragon properly saves time and energy in concentrating on adjusting the lance. By moving the dragon in any direction and by keeping the lance in the center position, you can pierce the hide of an evil beast quite nicely!

The vivid graphics screen (ours was in EGA mode) displays not only the main view from the back of your dragon but also your current direction of flight (north, south, east, or west). A height and pitch indicator shows your dragon in relation to the ground and his angle of flight up or down. The amount of breath, power, and speed left to your dragon are shown, as are the remaining hit points for both yourself and your dragon. These values can be displayed as either numeric values or as colored bars. Also on-screen is a Crystal Ball that enables you to determine where enemy forces are located. An Arrow of Enemy Detection shows you where the nearest enemy unit is currently located, and three doses of Keoghtom's Healing Ointment are available. Other magical items found during your adventures are shown on-screen as well.

As you pilot your dragon into combat with an enemy dragon, vicious hand-to-hand and tooth-and-claw combat are handled automatically. As a knight lancer, you can sustain damage only from an attack from above, but don't forget that your life depends upon your dragon; an attack from below would certainly injure him. If enough damage is taken to reduce your dragon's hit points to zero, you'll both fall! Keep an eye on your dragon's power; should his power fall, a good maneuver is to wait until your dragon's power returns to full, then climb and drift for a while. You'll still be pursuing the enemy, but your dragon will get enough rest to be at full power for combat.

Should you succeed and complete a mission, an award ceremony is held. You'll learn if you have gained rank or are entitled to join a new order. You can complete *DragonStrike* no matter which of the three orders of knighthood you are in.

The first mission for new lancers is called "Snow Blind." Your army has left Sancrist Isle to battle Takhisis's forces, and you have been left on the island to watch for enemy white-dragon scouts. Should any scouts appear (and naturally, they do),



DragonStrike (SSI)

you are to hunt them down and prevent them from warning the Evil Queen of the good alliance's plans. Your next mission is entitled "Occupational Hazard." Here you approach the Isle of Cristyne and spot several wyverns about to drop onto members of your force's naval fleet. Wyverns, as you probably know, have deadly sting-ers. Riding your bronze dragon, you can eliminate the wyverns and save the ships. The third mission, "Black Plague," has you in combat against a black dragon that has wreaked havoc on the knights' outpost in southern Ergoth. This dragon is a real sneak; watch out for back attacks!

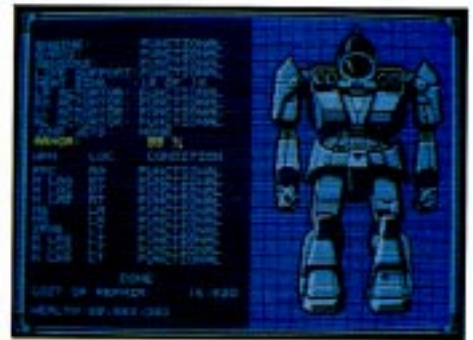
All of the missions are exciting and increasingly dangerous. Your first mount is a bronze dragon; you graduate to a silver dragon and finally to a gold dragon as you join different knightly orders. Considering that the gold dragon has a 190' body and a 159' tail, you'd think little could measure up to his stature. Well, think again! Takhisis's Death Dragon has an armor class of -11 and 200' of body length, with a Death Gas breath weapon! Other forces that oppose you include manticores, sivaq draconians, and flying citadels—fortresses held aloft by magic.

Included with the game on the back page of the user's manual is a keyboard command diagram to assist gamers in learning key presses for this arcade flight simulator. The copy protection method used is to match two symbols shown on-screen with two symbols in your book. You are then asked to enter a specific numbered word from a specific numbered paragraph on that page, and all is well!

DragonStrike supports the AdLib sound board. One reason for this arcade game's success is the fact that Westwood Associates programmed the material for Strategic Simulations, assuring top quality. You can also change the amount of on-screen

detail to speed up the game, if you wish.

We thoroughly enjoy *DragonStrike*, the latest member of SSI's AD&D® computer games. It is highly original in design and play, offers enormous dollar-to-play value, and is a superior arcade/strategy game. We don't think you'll want to miss this one. Try it out at your dealer and see if you don't agree that *DragonStrike* is highly addictive.



Mechwarrior (Activision)

Activision

3885 Bohannon Drive
Menlo Park CA 94025
(415) 329-0800

Mechwarrior

PC/MS-DOS (EGA) version \$49.95

This game requires a PC/MS-DOS computer running at no less than 8MHz with 512K RAM, or 640K RAM on a Tandy microcomputer. A color monitor is also required. *Mechwarrior* supports EGA, VGA (in EGA emulation) and Tandy 16-color graphics boards. Option support is offered for the AdLib sound board or the Roland MT-32. A joy stick is optional.

If you have played FASA's BATTLETECH® game or Activision's *Battletech* computer game, you can probably guess that *Mechwarrior* involves tactical-level, 3-D combat



Mechwarrior (Activision)

using 'Mechs. This is a highly entertaining, edge-of-the-seat combat/adventure game that finds you ultimately controlling an entire lance of 'Mech combat machines (if you're lucky enough to survive your first missions, that is). The programming was managed by the staff at Dynamix, the coders responsible for *A-10 Tank Killer*, *Arctic Fox*, and *Abrams Battle Tank*.

Before you can participate in *Mechwarrior*, you must enter the data needed to complete a 'Mech ID and code check. You match the 'Mech picture on-screen with an identical 'Mech pictured in the user's manual, then cross-reference the code check for that 'Mech and enter an authorization code. Once that's accepted, the adventure begins.

You start the adventure having been accused of killing your uncle, Duke Vandenburg, by one Jarris McBrin. Jarris has his eye on your uncle's title, but you've got to prove your innocence by finding the real killers, whose symbol is the deaths skull and who are known collectively as the Dark Wing. Your true name of Gideon B. Vandenburg must remain secret, as a warrant for your arrest has been issued. The warrant carries a reward for those tempted to turn you in. The trials and tribulations you'll encounter in your search are but one annoyance, as you've got to complete your mission in five years.

In order to find the killers, you will need money—lots of money. You can earn money by requesting missions from the various Successor States, that make up the Star League. Missions reward success with hard cash, as well as with equipment you can salvage from the battlefields.

Through exhaustive research and many defeats, we can say that the best contracts awarded at the start of the game are those that are defensive in nature—e.g., defend-

ing a water tower or other installation against a single enemy unit. As you start the adventure with a Jenner 'Mech, try to find defensive contracts in which the enemy force is of like caliber. However, there are a few contracts that are a wee bit off in their calculations of enemy strength; where there are supposed to be one enemy unit, two or three are sometimes the reality.

Jenners are not the strongest of 'Mechs; they are considered light and weigh 20-40 tons. Other 'Mechs you will probably encounter and control include the Locust, Phoenix Hawk, Shadow Hawk, Rifleman, Warhammer, Marauder, and Battlemaster.

With the Jenner, we found a great tactic to use on the slower adversaries was to circle behind them and fire. Not only were we able to take foes out of the action, but our Jenner received no damage whatsoever. Garnering the credits for a successful mission and for salvage helped us move on to new planets in our quest for clues as to the identity of the Dark Wing.

As you will work for various spacefaring political families (houses), it's a wise mercenary who keeps track of how those families feel about you, especially before you try for a contract. Such checks are handled through the NewsNet, where messages of importance are gleaned and posted for you by your software agent. Read the messages thoroughly! It is only through the NewsNet that you'll learn of the Dark Wing's location. And when you do learn of its location, be certain you build your lance before taking the enemy on. That requires money, crews, and 'Mechs, so select assignments carefully.

You can change crew assignments when you wish. Also, when you enter various 'Mech complexes on the planets, you'll sometimes be greeted with important

messages from others using the complexes. Keep your pen and notepad handy.

At the complexes, you can repair, reload, and sell your 'Mechs. It's not uncommon to buy a 'Mech at a reasonable price on a major world, then sell it at a premium on a minor planet. You can build quite a hoard by using this maneuver throughout the galaxy.

When selecting a contract, you can attempt to alter the contract to reflect what you believe your value is in completing the assignment. A total amount for the completion of the mission is revealed in the contract, as well as a percentage of the salvage that you will receive upon victory. Additionally, a final percentage is offered up front. Try to increase these percentages and the total payment; you'll be surprised at how often you can earn far more than the contract initially stipulates. Submit your revised percentages and totals to the house in question, and it'll either accept your terms or you'll see a new contract on-screen (and usually the new contract has upgraded the percentages to reflect your demand for higher amounts). However, you won't always succeed in obtaining higher payments. The house may grow tired of dickering and refuse to offer you a contract. You must be wise enough to figure out how close you can push the house before it closes the contract to you.

To travel from planet to planet, a star map is offered. You can move the mouse cursor over any dot and quickly learn the name of the planet and its leading attribute. For example, those interested in finding the best pizza in the Star League are advised to head for the planet Galuzzo in House Kurita! You can access each planet's database for more information. Access a house, and a list of all aligned planets are displayed. Move the cursor over a planet's name and press RETURN; the Star Map returns, and the flight path from your current location to the new planet is indicated, as well as the cost, in credits, it'll require to get there.

The first undertaking on any new planet should be to go to the local bar and order a drink. Most times you'll be told that it's been pretty quiet and you should come back another day. Occasionally the bartender will reveal critical information to you. When you follow his tips, remember your mission is to clear your name, not to get killed in pointless firefights. Fight only when there is no other course of action.

When you are involved in actual 'Mech combat, the screen reveals 'Mech controls. As with many combat simulators, you have a forward view of the terrain with weapon cross-hairs. The *MechWarrior* 'Mech control screen is quite compact. You can rotate your 'Mech's torso while tracking an enemy 'Mech with weapon cross-hairs, or you can instantly autoalign your 'Mech's torso to the aiming crosshairs. There's a weapon-status board where you select a weapon to fire. Indicators for life support, sensors, gyros, and engines are

all directly below the main viewscreen and are easy to read. A target display shows how much damage you've inflicted on an enemy 'Mech. By using Automatic Weapon Selection and the TAB key, you can fire all your weapons at a single target automatically. You must watch the heat indicator for your 'Mech; should you overheat, you will not be able to move or fire.

Some specific hints for those entering the world of *MechWarrior* include:

- Light 'Mechs can jump over enemy units to get behind them;
- Zanzibar in the Capellan Confederacy has some great buys;
- Lands End is probably a good starting point;
- An assignment to Dustball should be accepted;
- Brown is both helpful and dangerous;
- Stone Arrow;
- Wendall can lead you to Willard;
- Okefenokee; and
- Kearney knows all!

MechWarrior is a great strategy/adventure game. We found that the sound sometimes became monotonous, especially in the bars, but thankfully there is a sound-off option. The game can be played using a mouse, joy stick, or keyboard. We found the keyboard/mouse option best for the adventure portion of the game, and the joy stick most appropriate for 'Mech combat. You can save as many as 12 games in progress, and any can be recalled when you wish.

MechWarrior will have you sitting on the edge of your chair as you take enemy 'Mechs head-on. The combat sequences alone would have been enough for most gamers. Add in the adventure of finding your family's killers based on clues you must find throughout the Star League, and you've got an offering with an extremely high entertainment value. We recommend *MechWarrior* not only to arcaders but also to adventure gamers.

Electronic Arts

1820 Gateway Drive
San Mateo CA 94404
(415) 571-7171

Budokan

Commodore Amiga version \$39.95

Martial arts are back again. In *Budokan*, your character learns four different types of martial arts and uses them in a competition called the Budokan. Each style of martial arts has over 25 moves, so the game takes time to master. At the beginning, you enter different buildings to practice karate, kendo, nunchaku, and bo. You can practice the moves by yourself or against one of three skilled opponents. A bar at the top of the screen shows your stamina and ki. Stamina drops as the player performs complicated moves or is hit by the opponent. This bar slowly returns with rest. Ki represents mental power; the more ki, the more damage is



Budokan (Electronic Arts)



Budokan (Electronic Arts)

inflicted with each hit.

After you spar, the computer gives you pointers on how to improve your fighting. You can then enter a sparring building to compete against another human player or against the computer itself. You can even fight the computer using a different form of martial arts; e.g., you can use the bo style while the computer uses karate. When you feel that you have practiced enough, you can enter the Budokan and fight other computerized opponents. You choose which martial art to use for each match. Each style can be used only four times, so use the weaker styles on opponents with less strength and save the oetter-prepared styles for later. If you win, you progress to the next level. If you fail to beat an opponent one of three times, you drop to the next lower level.

Overall, *Budokan* is a refreshing martial-arts game with competition and variety. The moves, however, are a double-edged sword. It is fun to have a variety of attacks and defenses, but some are hard to accomplish, and you might become frustrated when attempting to do one move but ending up with another move that puts

you in a precarious situation. This happened to us a number of times, and we turned off the computer before we took out our frustration on it. The animation and sound were well done. Except for the one negative point mentioned, we recommend *Budokan* to any martial-arts or arcade fan.

News and new products

Accolade (408-985-1700) enters the animated graphic-adventure game category with two new offerings. The first is *Search for the King*. Players assume the identity of Les Manley, an employee of WILL, the lowest-rated television station in New York. The station has put up a reward of \$1 million to anyone who can find the King, the world's greatest and most elusive entertainer. You control the actions of bumbling Les Manley in search of the King, trying as you do so to become familiar with the character. What seems logical may not always be the correct move. The second offering is *Altered Destiny*, wherein players are introduced to a world from another space and time. Designed by author Michael Berlyn (*The Eternal Enemy* and four other science-fiction novels), you



Future Wars (Interplay)

Through the LOOKING Glass

©1990 by Robert Bigelow, Jay Clenndenny, and Ralph Cooper



Here's something you can fight about! BATTLETECH® campaign rules, part 1

In DRAGON® issue #144, this column presented a miniatures battle taken from a campaign based on FASA's BATTLETECH® game, run by the Gamemaster's Guild of Waukegan. The battle was well received by the readers, and many people requested copies of the rules we used to set up that campaign. As it turned out, the campaign died shortly thereafter due to bookkeeping problems. Since then, our club has worked hard to produce viable BATTLETECH campaign rules for long-term play.

The breakthrough came through the efforts of one of our members, Jay Clenndenny, with the assistance of fellow member Ralph Cooper and with the rest of the club offering suggestions and playing devils advocates. Jay has had long experience in smoothing out gaming problems, as he heads the club's playtesting efforts for different game companies and is a long-time board and miniatures game player. He has also won the National STAR FLEET BATTLES Patrol Ship Tournament for the past two years, and he co-authored the PANZERTRUPPEN 1990 modern-armor miniatures rules.

This article begins a two-part series giving you the full set of BATTLETECH miniatures campaign rules that we now use. Changes may be freely made to these rules, though all changes should use common sense. The following BATTLETECH

materials are required for campaign play: the second-edition BATTLETECH boxed game, *The BATTLETECH Manual: The Rules of Warfare*, and *BATTLETECH Battle Maps*. Supplemental rules to be used as needed include the MECHWARRIOR® game, the AEROTECH™ and CITYTECH™ boxed sets, *DropShips and JumpShips*, *The Mercenary's Handbook*, *BATTLETECH Technical Readout 3025*, *BATTLETECH Technical Readout 3026*, and the five Successor States books on the Houses involved. Other materials used (such as articles from gaming magazines) must be agreed upon by all players and the judge at the start of the game.

A few hints might help your campaign:

1. See if you can get a copy of FASA's old Successor Wars poster through your local hobby shop (or assemble a map using the maps in the backs of the Successor States books), and mount it in your gaming area. This poster can help you plan strategy in the campaign. If you mount the poster on corkboard, you can use color-coded pins to show which House's forces own which planets. The poster's map scale is 1" = 16 parsecs.

2. Make sure that each House has a minimum of two players, and that at least one person from each House is available for playing at each meeting time. Players who wish to play specific Houses should be allowed to do so. The other players should choose the remaining Houses by

drawing slips of paper from an opaque container; players who chose randomly may trade Houses, but all House vacancies must be filled. Don't allow gamers to take the roles of mercenaries until this is done. This allows for smooth-flowing games with quick-playing turns and battles.

3. Pick a judge who will have final veto power when game disputes take place. The judge must have complete knowledge of the game rules and (if he plays) should play a mercenary force so that his rulings are as unbiased as possible. A judge should intervene only if the Houses cannot come to a decision while using the game rules.

4. House Liao may be given a few extra benefits when the game is being set up (such as two or three extra turns of production), as it may be so easily attacked by other Houses.

These rules assume that the players will show good judgment with their unit productions and deployments. If players go out of their way to abuse the rules in certain areas (particularly with regards to vehicles), then the judge reserves the right to make corrections and changes with the approval of the five heads of Houses and the mercenary representative. The bottom line is to have fun and not abuse the rules.

Questions on these campaign rules may be directed to: Gamemaster's Guild of Waukegan, c/o Friends' Hobby; 1411 Washington Street, Waukegan IL 60085, U.S.A. Please enclose an SASE for a reply.



BATTLETECH® Campaign

Introduction

These rules offer House-specific guidelines for many aspects of the campaign game, but the production rules are generic and apply to all Houses. Generic rules are outlined first; House specifics are covered later. The campaign can be expanded to include FASA's AEROTECH game for fighter combat, and production can be modified to represent the actual production abilities of each House, as noted in the Successor States books and other sources.

All references to weights are rounded up to the nearest half ton. Note that production costs are given in terms of the tonnage that must be processed by a production facility.

Production

Each House has several production facilities located throughout its space, as noted in the BATTLETECH Campaign Planetary Directory herein. Each production facility is subject to the following rules:

1. 'Mech facilities have the following capacity limitations per turn:

Size	Capacity
Assault	100 tons
Heavy	100 tons
Medium	120 tons
Light	100 tons

The light 'Mech facility may not turn out more than two of the same 'Mech model in one turn (e.g., it cannot build three Locusts in a single turn).

2. Vehicle facilities can handle all vehicle

sizes, each building up to five vehicles with a total weight of up to 125 tons per turn. (Houses must also buy infantry out of this fund.) Each vehicle facility can produce only one vehicle for every 25 tons or fraction thereof of capacity. Also, each facility may allot a maximum of 40% of its total production capacity to fusion-engine vehicles, hovercraft, and VTOLs. Vehicle facilities may also produce weapons for fixed defenses, but these must be made in 25-ton lots.

3. DropShip facilities can handle all ship sizes, up to 1,000 tons total per turn.

All facilities may carry over the construction of units from turn to turn. (DropShip facilities must do this anyway.)

Expansion: A facility may expand its size by applying up to 10% of its current capacity for five turns. The facility then increases by the amount invested per turn (e.g., a heavy 'Mech facility of 100-tons capacity that invests 10 tons of its capacity for 5 turns becomes a 110-ton 'Mech facility.)

New facilities: A facility may also build a completely new type of facility using the rules in the previous paragraph; after five turns of construction, the new facility's capacity will equal only half the investment per turn. (In the above example, the heavy 'Mech facility applying 10 tons of its capacity to construction could create a new facility for light 'Mechs with a five-ton capacity.) Facilities may also be started on planets that do not have such facilities. The cost is the same as above, but construction requires 10 turns to complete, as well as control of local starports (for shipping the parts).

New pilots: A House's production must also cover the cost of all new pilots needed for 'Mechs and vehicles. Each new pilot

starts as a 4-4 (in pilot and gunnery skills). Houses may lower each number by one for every five tons spent in production (it is assumed that money that would have been spent on a factory instead goes for pilot training). Houses may also knock off one point from one of the two skill scores if the unit being piloted is represented by an actual miniature. (This was a club rule designed to encourage miniatures use!) In no case may new pilots go below 2-2, and each House is allowed only one 2-2 per turn; other pilots may be lowered to 3-3.

Replacement parts: Production is also used to create replacement parts. When a House fails to repair something, it must be replaced with an exact duplicate. The cost of any nonweapon replacement item is equal to the item's weight in tons.

The replacement weight of a weapon is found by taking the number of critical spaces destroyed divided by the original number of critical spaces. The result is the percent of the weapon's original weight that must be replaced (e.g., a PPC has one critical space left out of three, so it must pay 66% of seven tons to be replaced).

The replacement weight of infantry equals the squads post-combat size divided by its original size, then multiplied by the original cost in tons (see "Infantry Costs" in next month's column). An infantry squad may be put together from several damaged squads, but the infantry involved must be of the same type.

Any leftover production space may be used for replacement ammunition and parts. The only exception is that specific and unique equipment for a unit (e.g., lifters for a hovercraft or an arm from an Atlas) must come from the specific pool of production. Houses must also use specific production for the pilots and initial ammunition for the unit in question.

Resources: Each facility needs resources in order to operate every turn. Resources are measured in tons and come from resource planets. Each turn, a House can assign as many tons of resources as are available to the production plants of its choice. The total resources for each House will equal the number of planets and their resource values that are controlled within that House's sphere of influence. A House must be in control of the spaceport of a resource planet in order to ship resources. A production turn may go like this:

TOTAL RESOURCES: 1000 tons
 Assault: 100 tons for an Atlas
 Heavy: 70 tons for a Grasshopper, 5 tons for pilot modification
 Medium: 45 tons for a Phoenix Hawk, 55 tons for a Shadow Hawk
 Light: 40 tons for two Locusts, 30 tons for a Panther, 10 tons to expand (1st turn)
 Vehicles: 60 tons for an LRM carrier
 DropShips: 520 tons for a Leopard
 Other: 20 tons for ammunition, 20 tons for parts

Stockpiles: Any resources not used in production are stockpiled at the facility of the House's choice. All stockpiles must be documented to avoid confusion and loss.

Legality: Only units from official BATTLETECH publications and articles may be used in the campaign. The only exception is that up to 10% of each facility's capacity may be used to work on modified 'Mechs or vehicles, which must be built from scratch and must be approved by the judge before they can be used.

Statistics on each House's units and production must be checked by players of two other Houses for accuracy. The location of a House's units need not be disclosed. Detailed espionage is assumed to provide such information in game terms.

Ensuring the legality of mercenary construction is the responsibility of the House employing the unit. Illegal units will be removed from the game by the judge.

DropShips & JumpShips

As AeroSpace Fighters are not used in these campaign rules, DropShips can land safely on planets and can participate in battle as noted in *The Rules of Warfare*. DropShips can carry the number of 'Mechs listed for them in FASA's *DropShips and JumpShips* manual or else can carry one vehicle of up to 100 tons (or two vehicles, each of 50 tons or less) per 'Mech cubicle. VTOLs may be carried in place of the listed AeroSpace Fighters on each DropShip (one VTOL per AeroSpace Fighter cubicle). Each DropShip can carry only one set of units per turn; Houses can drop off and pick up vehicles, 'Mechs, and troops after each move (e.g., a House can't carry 50 units in one Leopard). All troops must debark from a DropShip at the end of its movement phase.

Each House is assumed to have enough JumpShips each turn to move its DropShips. Mercenaries are assumed to have enough transports to move their units, but their DropShips and JumpShips are not represented in the game.

JumpShips move 48 parsecs per turn (3" on the old Successor Wars map) when making regular attacks. Each House's JumpShip movement is unlimited within its own territory, but unlimited movement may not be combined with making attacks during the same turn; attack movement is limited because it involves crossing into hostile territory, careful maneuvering, etc. JumpShip and DropShip movements change when making raids (see "Raids").

Planets

For game purposes, three types of planets exist:

1. *Resource planets:* Each has resource centers from which resources may be shipped to production facilities on other planets.

2. *Production planets:* Each has one or more production facilities and might have



resources as well.

3. *Strategic planets:* These have no resources or production facilities, but they are located in strategically important stellar positions.

Each planet can have several types of installations on it. These installations include:

1. *Cities:* Cities are always found adjacent to any of the following four types of installations. More than one installation may be present with any one city.

2. *Resource centers:* These are found only on resource planets and on a few production planets. Control of the city adjacent to a controlled resource center is not required in order for a House to acquire resources from that center.

3. *Production facilities:* Resources are turned into manufactured items (like 'Mechs) at these installations. In order for a House to produce items in a production facility, it must control the city adjacent to the facility as well as the facility itself.

4. *Spaceport facilities:* These are the only places from which a planet can move resources off-world. Without control of a spaceport, a House cannot ship resources off-world, and such resources will accumulate instead at the local resource stockpile.

5. *Resource stockpiles:* These accumulate as noted, either adjacent to starports or adjacent to resource centers.

Facilities and combat: Resource centers, production facilities, and spaceports may not be shot at; they are considered too valuable by all sides involved. (If a "scorched earth" campaign is allowed, in which the defensive side destroys its own facilities to prevent their capture or in which the attacker wants to knock out facilities it cannot capture, this

rule is suspended.) Military units wishing to capture one of these installations must cross one gaming board (as defined in "Terrain & Maps" in the section on "Battles") to reach the installation. However, two boards must be crossed to reach a production facility, the first being the facility's perimeter. Fixed defenses prohibit attacking forces from landing closer to or on top of these installations. This rule also allows for battles to be fought across a variety of environments.

Captured production facilities and resource centers need one turn to begin working for their new owners. New owners might also need to control adjacent spaceports and cities. All partially completed units captured in their installations become the property of the new owner and may be finished as usual, subject to these guidelines.

If a partially completed unit exists at a facility that is under attack, the defender may use that unit with all of its attacks and defenses at half strength. The incomplete unit gains a 4-4 pilot (he hasn't finished his training).

Battles

Each battle uses *The BATTLETECH Manual: The Rules of Warfare* as a guide, and initiative is used. Each battle continues until one side has no active units remaining on the playing area.

Terrain & Maps: For game purposes, a "board" is a 5 x 5 square of 25 BATTLETECH game maps, each marked off in hexes for movement purposes. Terrain for each battle is randomly determined using the Terrain Generation Tables (see "Terrain Generation" in next month's column). Once terrain is generated, a rough map of the



playing area must be made and kept so that future battles in this area may use this same map for setup. Wind direction must be rolled each time the area is used for battle (see "Terrain Generation" in next months column).

Stacking: A House may have at most 24 'Mechs and vehicles on a single board, though with appropriate off-board support for its force (but no more than two artillery units and two other units, such as LRMs). If one side's force is larger than 24 'Mechs, it is assumed to occupy more than one board, and both attacker and defender must commit forces to each of the two boards (each battle is then played out in sequential order). Home Guard units do not count for stacking purposes.

Installations: For assaults against an installation, the fixed defenses placed at the beginning of the campaign are free for stacking purposes. If they are destroyed, the owning House may replace them (such replacements also do not count for stacking purposes). The defender is allowed to place up to 24 units (including additional fixed defenses, with every 25 tons or fraction thereof counting as a unit) in the city next to the installation. Each side may then bring in up to 24 units more (plus support) per board side that it currently controls. Thus the attacker must capture the territory around the installation in order to cut the defender off, and the defender must protect more than the installation alone or else face the prospect of being attacked from all directions.

Disengaging: Any unit may disengage from a battle and leave the game maps; once it leaves, it cannot return to that battle. In an installation perimeter battle, the defender must designate which edge of the playing area is closest to the installation he is defending. If the defender's units

do not disengage in that direction, they may not participate if the battle continues at the installation itself.

Time: Time has no meaning from one battle to the next. While this seems unrealistic, it is too hard to keep track of multi-board battles turn by turn and still keep everything straight. All perimeter battles take place first, followed by installation battles. Damage or wounds may not be repaired or healed while a unit moves from one board to the next, unless the House wishes to regroup and declare his intent not to pursue any further battles for that turn. Ammunition, however, can be replaced.

Artillery: Off-board artillery can be assigned to a particular battle and board, and regular rules governing its use are applied. Off-board LRMs are stationed at a specific point along a board side. Ranges are calculated by figuring the distance from the edge to the target in question, then adding three hexes to the range. Off-board LRMs may not be shot at and are always considered to be shooting by indirect fire. The owning House may change an off-board artillery unit's location at the unit's normal movement rate, or at half movement if the unit has no turret. Additional movement modifiers are added at whatever rate was used (cruise or flank).

Salvage

The winner of a battle may salvage the enemy's equipment, subject to the following guidelines:

1. An ammunition explosion that destroys a unit or three engine hits against a unit will make that unit worthless for salvage.

2. A House may scrap one or more of its units. Spare armor may be collected, with 50% of the remaining armor added to the

House's spare-parts stockpile at no charge. Engines and weapons may be salvaged, going to the spare-parts stockpile to await usage (when used, the House may make a free roll to replace an engine with an exact duplicate). All remaining ammunition is added to the House's stockpiles.

3. If a House decides to salvage an enemy unit for its own use, and the salvaged unit is not unique to a particular House (see "House-Specific Units"), it may repair the unit as one of its own but must pay 10% of the unit's total weight before it can integrate it into its own forces. If this is not done, the unit must be scrapped.

4. If a House decides to salvage an enemy unit for its own use, but the salvaged unit is unique to a particular House (see "House-Specific Units"), then the House has two options: a) It may repair the unit and use it in its own forces, except that it must pay a 20% fee for its initial use and an extra 10% fee for any parts required to repair the unit; or b) It may send the unit to an appropriate construction facility for study and research. In the latter case, the House must pay 10% of the captured unit's weight out of its production tonnage for that facility, paid each turn for five turns, to study the unit. After that time, it may attempt a die roll on the Weapons and Equipment Availability and Cost tables on page 66 in the MECHWARRIOR rules, selecting the most difficult availability roll appropriate to the unit captured. If the roll fails, the House may continue to pay 10% of that unit's weight each turn for a new roll (to a total of three such rolls). Once the roll succeeds, the House may build that unit as one of its own. Captured units of the same type as the unit studied will not then require the extra 10% for repairs.

Repairs

Each House and mercenary unit must repair its units at the end of each turn. This is accomplished in the following manner:

1. For every piece of equipment destroyed, a roll on the appropriate Weapons and Equipment Availability and Cost tables, on page 66 in the MECHWARRIOR rules, is used to check for a repair attempt. If the roll succeeds, the equipment is fixed. If the roll fails, the equipment must be replaced. A House must always pay to replace armor.

2. If the repair is not made, the House may either use battlefield salvage or pay (in tons) to replace the part in question (see "Production" and "Salvage" for details).

House-Specific Units

Each House starts the game with particular units (and their variants) that it alone can produce. Other Houses have trouble using these specific units if these units are captured, and those Houses must spend more to operate those units as their own. Mercenary units may use these units with no restrictions but cannot pass informa-

tion to other Houses on how to use these units. House-specific units include:

1. Davion: Enforcer, Valkyrie
2. Kurita: Dragon, Panther
3. Steiner: Zeus, Wolfhound, Hatchman, Commando
4. Marik: Hermes II, Orion
5. Liao: Vindicator, Cataphract, Ravin

A House may trade information on the operation of its own House-specific units with other Houses. How such agreements and payments are reached is left up to the Houses involved (but such agreements should be made in writing to aid record keeping). Any House receiving this information may now build and operate that specific unit as if it were that House's own.

Initial House Forces

Each House gets 15 turns worth of initial construction. No expansion of existing facilities may take place; only units may be built. Pilots are created as per the usual rules, except that each House gains one each of the following types of pilots for free: 0-0, 1-1, 2-2. These are the House's combat leaders and the cream of its military. In addition, each House receives one



Raid Success Table

1d6 Results

- 1 Attackers are caught just before the raid; roll on Combat Subtable.
 2-5 Continue with raid as planned.
 6 Attackers have 50% chance to be caught after the raid (roll 1d6: 1-3, all escape; 4-6, roll on Combat Subtable).

Combat Subtable

1d6 Results

- 1-2 DropShips are caught while trying to escape and are destroyed. Raiding House loses half its force (including pilots) and half of all booty, if any.
 3-6 DropShips are caught and surrender while trying to escape. Raiding House loses half its force (including pilots): all booty is recaptured. Captured pilots may be ransomed.

BATTLETECH® Campaign Planetary Directory

Houses

Facility	Davion	Kurita	Steiner	Marik	Liao
Assault 'Mech-DropShip/500	New Avalon	Luthien	Tharkad	Atreus	Sian
Heavy 'Mech/150	Robinson	Benjamin	Skye	Regulas	Capella
Medium 'Mech/100	New Sytris	Dieron	Donegal	Marik	Sarna
Light 'Mech/50	Montcoal	Rasalhaghe	Tamar	Escobas	Tikonov
Vehicle/50	Delphos	Pesht	Turinge	Oriente	St. Ives
200	Kentares IV	Ilijima	Bountiful Harvest	New Delos	Glasgow
	Pattonsborg	Soverzene	Hesperus II	Rasalas	Shensi
100	New Ivaarsen	Alya	Carstairs	Amity	Dilon
	Stein's Folly	Junction	Halfway	Ibstock	Menke
Strategic	Aucara	Beta Mensau V	Borghese	Loongana	Capolla
	Damevang	Caldrea	Vulcan	Preston	Heligoland
	Ulan Bator	Gunzburg	Zwenkau	Talitha	Tantara

Notes: These are merely the worlds used in the Gamemaster's Guild of Waukegan campaign; other campaigns may use other worlds. Mercenaries are assumed to come from Terra.



Overlord, one Union, and two Leopard DropShips for free. Houses ignore the limits on the number and types of units produced for the initial construction period (as noted under "Production"), and each House may have two modified assault 'Mechs, two modified heavy 'Mechs, four modified medium 'Mechs, eight modified light 'Mechs, and eight modified vehicles.

Each House may also place up to 25 tons of fixed defenses on each of its worlds for free. The world designated as the House's capital gets 50 tons and one of the production facilities. Houses may not add to their fixed defenses with initial construction projects.

Each group of players operating a House must designate a leader to coordinate the efforts of all players on the team, to help with rules disputes, and to check the accuracy and legality of the House's plans and actions.

Pilot Swaps

Switching a pilot from one unit to the same type of unit is allowed without penalty (e.g., an Atlas pilot can run any Atlas). When a pilot goes to a similar but different unit—e.g., to a 'Mech in the same weight class as the original 'Mechs (light, medium, etc.), or to a vehicle or other unit having the same mode of movement as the original (track, hover, et&—he loses one skill level each from both pilot and gunnery skills. If a pilot is transferred to any other 'Mech or vehicle in the same type of unit—e.g., from a Wasp to a Griffin (different weight classes), or from a hover vehicle to a tracked vehicle—he loses two skill levels each from both pilot and gunnery skills. A pilot sent from 'Mechs to vehicles or vice versa loses three skill levels each from both pilot and gunnery skills.

Mercenary Units

Mercenary units are available for purchase in the game. Each such unit is about two companies in strength, with supporting vehicles. Each contract should be written out and must contain the following information:

1. Payment in tons (but see following section);
2. Length of contract (in turns); and
3. Maintenance terms. If the House allows the mercenary unit to use that House's own maintenance facilities, then the mercenary unit may roll on the appropriate Weapons and Equipment Availability and Cost tables on page 66 of the MECH-WARRIOR rules, under the appropriate House. If the use of House maintenance is not permitted, then the mercenary unit must roll under the Periphery headings of those tables.

A House may pay mercenaries with new vehicles and 'Mechs, but these must come from that House's production. Mercenaries may use any unit, even House-specific units, with no additional costs. Other aspects of the contract (e.g., no attacking the former employer) are left to be decided between the mercenary and House. Each mercenary's goal is to keep his unit alive and growing in reputation and size, while having a good time.

Starting out: A mercenary unit may start the campaign with 1,600 tons for building its initial units. Each mercenary unit must complete its construction projects as if it were a House with 1,600 tons of resources to be used over four turns. Drop Ships are provided for free at the game's start, as are a 1-1 pilot and a 2-2 pilot (the leaders of the mercenary unit). The unit may build one each modified assault, heavy,

and medium 'Mech, and two each modified light 'Mechs and vehicles.

Raids

Each House may conduct hit-and-run raids against another House to gain resources and equipment parts.

To gain resources, a House's forces must get to the storage area for a House's resource production area or a stockpile at a House's unit production area. Each attacking unit may carry off resources at the rate given for picking up things in *The BATTLETECH Manual: The Rules of Warfare* (page 41). The raided House gets to keep the difference between what it produced and what the raiders took.

To gain equipment parts, the procedure is the same as for gaining resources except that parts are found only at a House's production facility. Partially completed units may be carried off and completed at the raiding House's own production facilities.

Special JumpShip movement must be used on deep raids (raids extending over 48 parsecs to a limit of 128 parsecs from a friendly planet). DropShips used on a raid may each have a maximum of only 12

'Mech cubicles (Overlord DropShips cannot be used). The whole DropShip raiding force must have a total of at least 24 'Mech cubicles of space to make the raid (e.g., if using only Leopards, each having four 'Mech cubicles, a House must use at least six Leopards on a raid).

To conduct a raid, the attacking House announces that a raid is taking place, then rolls on the Raid Success Table to make sure that its forces got there.

Look for part 2 of our BATTLETECH campaign rules next month!

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Through the LOOKING Glass

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Setting fire to the galaxy: BATTLETECH® campaign rules, part 2

For those of you just joining us this month, we present the second half of our miniatures campaign rules for FASA's BATTLETECH® game, as used by the Gamemaster's Guild of Waukegan. These campaign rules were put together from club input, the sacrifice of time and effort by Ralph Cooper, and the knowledge and skill of Jay Clenndenny.

An alternative campaign

A short, bloody BATTLETECH campaign may be created by using *The Mercenary's Handbook* and restricting construction projects to a total of 1,000 points per turn. No Houses are involved, as this is strictly a campaign between mercenaries. In addition to 1,600 points for initial construction, each player gains JumpShips as needed, but starts with only two Leopard DropShips and a converted Leopard oreship (having open compartments that cannot transport 'Mechs).

The players' planets should form a double ring around a central star (ignoring orbital effects), with a ring of resource planets between the other rings to make

one resource planet per two players (see Mercenary Campaign Set-Up diagram). Each player's home planet contains 300 resource points, plus one each of six facilities (DropShip, assault, heavy, medium, light, and vehicle) and two spaceports, each with cities. Each resource planet contains one resource facility, one spaceport, and 700 tons of resources. Players may raid each other's planets for resources or production facilities. All other control rules apply to the use of resource points, and all other campaign rules apply.

BATTLETECH® Campaign (con't.)

Sequence of Play

1. Industries consume resources and produce new units. Check your accounting figures carefully and have someone double check them.
2. Any mercenary unit not under contract may come up for bid, and offers may be made to mercenary units under contracts to encourage them to break their

contracts. Mercenary units must have a newly written deal at the end of this phase in order to break a contract with a House—and gain the resultant problems. (Mercenary units simply don't break contracts for the heck of it.) Record keeping is very important here!

3. Each House plots its own movements on paper. This also includes orders for mercenary units on contract. If the mercenary unit has secretly broken a contract, then the mercenary unit must plot where it plans to go independently of House orders.

4. Each House and mercenary force moves its units.

5. Combat is resolved by miniatures battles.

6. Repairs, battlefield salvage, and ammunition replacement are conducted. You may not use battlefield salvage collected this turn to repair units, unless the salvaged material is used to repair a unit involved in the same battle. Only repair parts designated at the beginning of the turn are available for use. Repair parts are generic except for limbs and drive compo-



nents, which must be designated as separate parts. (You can generate spares on the following turn.)

7. Resources are shipped to production planets.

Note: If a production facility is captured, resources may be shipped to that facility starting on the following turn, and actual manufacturing may begin for the capturing force on the turn after that.

Variants

Some of the variants given in official sources and articles are not possible due to weight or rules restrictions. Below are our official campaign versions of which unit variants are used. Other 'Mechs and variants are from *BattleTechnology* magazine, produced by Pacific Rim Publishing (3833 Lake Shore Avenue, Oakland CA 94610, U.S.A.). The use of variants must be agreed upon by all of the players taking part in a campaign game. 'Mech body-part abbreviations used include: H = head, RA = right arm, LA = left arm, RL = right leg, LL = left leg, RT = right torso, CT = center torso, LT = left torso. Systems abbreviations used include: AC = autocannon; HS = heat sink; JJ = jump jets; LL = light laser; LRM = long-range missile; MG = machine gun; ML = medium laser; PPC = particle projection cannon; SL = small laser; SRM = short-range missile.

Alliance: No variants allowed.

Archer: No variants allowed.

Assassin: Remove 2 JJ (RT/LT); add 2 SL (RL/LL); armor: H 8, RT/LT 8/4, RL/LL 6, CT 10/4, RA/LA 6.

Atlas: Remove 1 ML (RA) and 1 SRM; add 1 LL (RA).

Awesome: No variants allowed.

Battleaxe: No variants allowed.

Battlemaster: Remove 2 ML and 1 SRM

(rear); add 7 HS; no other variants allowed.

Blackjack: Remove 2 ML (RA/LA); add 2 LL (RA/LA) and 6 HS; armor: H 5, RT/LT 13/5, RL/LL 16, CT 16/7, RA/LA 12.

Catapult-LRM20: Remove 4 ML and 4 HS; add 1 ton ammunition (CT) and 2 SL (RT/LT).

Catapult-PPC: Remove all JJ and LRM; add 2 PPC (RA/LA) and 6 HS.

Centurian-L: Remove AC10; add 1 LL and 1 ML (RA), and 2 HS; armor: H 9, RT/LT 18/6, RL/LL 24, CT 24/7, RA/LA 16.

Centurian-20: Add AC20 (RA).

Charger: No variants allowed, except for the Challenger.

Cicada-F: Remove 1 ML (RT) and SL; add 2 flamers (RT/CT); armor: H 6, CT 8/4 (all else is same).

Cicada-PPC: Not allowed.

Clint-AC10: Remove all JJ and ML (CT); replace AC5 with AC10.

Clint-D AC5: Remove all JJ and ML; add AC5 (RA); armor: H 5, RT/LT 2/1, RL/LL 2, CT 4/1, RA/LA 2.

Commando-AC: Remove 1 SRM; add AC2 (RA) and 1 ton ammunition (RT).

Commando-L: Remove 1 ML; add 1 flamer (RA).

Commando-LL: Remove 1 ML and 6 SRM; add 1 LL (LA).

Crusader-D: Add 4 HS.

Crusader-K: Add 4 HS.

Crusader-L: Add 2 JJ each in RT/LT, and add 2 HS.

Cyclops: Remove AC20 and ammunition; add 2 LRM-15 and 4 tons ammunition in place of AC20; armor: RA/LA 25/25 (all else is same).

Firestarter: Add 2 SL (CT) and 3 SL (RT); armor: H 9, RT/LT 12/6, RL/LL 12, CT 16/6, RA/LA 12.

Gladiator: Remove all JJ; add 2 ML (RT/LT).

Goshawk VTOL: Remove 1 HS; add 1 ML (front).

Griffin-S: Add 3 HS.

Hunchback: No variants allowed.

JagerMech: Add 2 LRM (RA/LA) and 2 tons ammunition each to RT/LT.

Javelin-F: Add 4 ML (RA/LA/RT/LT), 1 SL (H), and 1 HS; armor: H 8, RT/LT 10/4, RL/LL 14, CT 16/4, RA/LA 10.

Jenner: Armor: H 8, RT/LT 12/4, RL/LL 13, CT 18/4, RA/LA 12.

Kirin VTOL: Remove 2 ML; add 1 HS and 1 SRM-2 (front).

LRM/SRM carrier: You may design this unit as you wish, though the unit must have an I.C.E. engine and must weigh 60 tons.

Locust 1E: Remove 2 MG and ammunition; add 1 ML (CT) and 2 SL (RA/LA); keep other ML; armor as Wasp.

Locust 1M: Remove 2 MG and ammunition; add 2 LRM (RT/LT); armor: H 1, RT/LT 2/1, RL/LL 2, CT 2/1, RA/LA 1.

Locust 1S: Remove 2 MG and ammunition; add 2 SRM (RA/LA); armor: H 6, RT/LT 5/2, RL/LL 6, CT 8/2, RA/LA 3.

Marauder-D: Add 1 LL (RT) and 4 HS.

Marauder-M: Add 4 HS.

Marauder-L: Add 2 HS, 1 PPC (RA), 1 LL (LA).

Mercury: Add 1 extra ML (LT).

Orion: Add 3 SRM-4 and 2 tons ammunition (LT), and add 1 HS.

Ostroc: 1 LRM replaces 1 SRM; no other variants allowed.

Ostsol: Remove all ML; add 2 PPC (RT/LT).

Phoenix Hawk-K: Add 3 HS and 1 SL (CT); armor: H 9, RT/LT 18/4, RL/LL 22, CT 23/5, RA/LA 14.

Quickdraw: Add 4 HS and 2 ML (LT).

Rifle AC: Remove all LL and AC; add 2 AC10, 2 ML, 2 tons ammunition (one of each to each arm); armor: H 6, RT/LT 12/2, RL/LL 10, CT 20/4, RA/LA 13.

Rifle PPC: Remove all AC5 and LL; add 2 PPC and 2 ML (one to each arm) and 11 HS.

Shadow Hawk-2D: Remove 2 HS; add SRM-2 (RT) and ML (RT).

Shadow Hawk-2K: Model has only 14 HS.

Spider (both): Remove 2 JJ (one each side).

Stinger-V: Add ML (LA); armor as Wasp-K.

Super Griffin: Not possible.

Thunderbolt-E: Add 2 JJ each to RT/LT, 1 LRM-10 in RT, and 2 HS.

Thunderbolt-S: Add 2 flamers (RT) and 5 HS.

Titan-J: Remove 1 SRM-4 from each side; move SRM-6 to LT; add 3 JJ (RT/CT/LT).

Titan-2: Ignore comment on extra 5 tons of ammunition; add SRM-2 (LT).

Trebuchet-5J: Add 5 JJ (2 RL, 2 LL, 1 CT), 4 HS, and 1 ton LRM ammunition (RT); armor: H 9, RT/LT 13/5, RL/LL 16, CT 22/7, RA/LA 11.

Trebuchet-5S: Add 2 SRM-6 (RT), 1 ton ammo (RT), and 8 HS.

Urbanmech: Add AC20 (RA); remove 1 HS; armor: H 5, RT/LT 7/3, RL/LL 10, CT 10/7, RA/LA 9.

Vindicator: Not possible.

Victor-S: Remove 1 HS; replace SRM-4 with SRM-6.

Vulcan: Add 1 MG (LA) and 3 ML (RT); armor: H 8, RT/LT 16/4, RL/LL 20, CT 16/6, RA/LA 12.

Warhammer-D: Add 3 HS; armor: H 9, RT/LT 21/8, RL/LL 30, CT 30/9, RA/LA 21.
 Warhammer-L: Add 1 flamer in RT/LT.
 Wasp-D: Remove SRM-2; add 2 SL (LT) and 1 flamer (LL).
 Wasp-K: Remove ML; armor: H 6, RT/LT 8/2, RL/LL 8, CT 8/4, RA/LA 6.
 Wasp-L: Remove all weapons; add 1 SRM-4 (LL).
 Wasp-WD: Remove all weapons; add 2 SL (RA), 2 SL (LT), and 2 SL (LL).
 Whirlwind Hover: Change fusion to 135 I.C.E.; remove 2 ML; add 1 MG (turret) and ½ ton ammunition; allow 3 tons for infantry transport.
 Whitworth: Remove LRM; add 3 SRM-6 (RT/CT/LT) and 2 tons ammunition (RT/LT).
 Wolfman: Not allowed in play.
 Wolverine-K: Add 1 LL (RA), 1 ML (CT), 1 SL (CT), 3 HS; armor: H 8, RT/LT 20/6, RL/LL 26, CT 28/8, RA/LA 18.
 Wolverine-M: Add 1 LL (RA), 1 ML (RA), and 4 HS.
 Wyvern VTOL: Replace 1 SL with 1 HS; armor: F 26, L/R 22, B 20, R 2 15.



Prohibited Items

No Star League materials or units are used in the campaign. Additionally, mines, vibra-bombs, Land Air 'Mechs, and pop-up pill boxes or other fancy fixed defenses are not used. All fixed weapons in a city are placed in buildings. If these units are used, prepare to limit them to avoid prolonged trench, siege, or fortress warfare.

Terrain Generation

Terrain for miniatures battles is generated whenever there is combat in nonurban areas across open ground, at resource centers, or at spaceports. One representative from each side involved in the fighting chooses a number between one and six. Add one to each number selected. Each result represents the number of times that the player may roll on the Terrain Generation Table to create the battlefield environment. (If generating terrain for urban battlefields, see "City Layout.")

Both players reveal their chosen numbers at the same time. The person who selected the lowest number (or the defending player, if the numbers selected were a tie) rolls 2d6 on the Terrain Generation Table and places the result on the board; this is his first turn. Players alternate rolling dice and choosing terrain until one player has made as many rolls as he is allowed. The other player then finishes out his rolls. Terrain is placed as it is rolled, before the next roll on the Terrain Generation Table is made.

First and foremost, the layout of the battlefield board must make sense. You can't run a river over the mountains, but you can start one there. You may place trees on mountains if you wish, but they may not be placed on buildings. Buildings may be placed on hills only if they fit. Buildings may not be placed on water. You must use the terrain as rolled, and it must

all fit on the map.

If a resource center or a spaceport is on the board, the defender places that facility after all terrain features have been laid out, and he can automatically place a two-hex-wide road from that center leading off the board. The defender will also be able to place two small maintenance or defense buildings (one-level, one-hex, 75 CFs) for every 25 tons of fixed defenses. These must be placed within six hexes of the facility in question and must also be placed within six hexes of each other, so long as they can each trace a line of sight back to the facility.

A spaceport building is two hexes wide, one hex deep, and three levels tall. Next to it is a concrete launching and landing pad that covers a square four hexes across.

Resource centers cover four hexes and have two levels. A concrete lot one hex in size lies immediately next to the facility; this lot is where resources awaiting shipment are found (and from where they get stolen on raids).

Production facilities cover six hexes and have three levels. A concrete lot one square wide encircles the facility. No other terrain features may be placed next to this facility.

No military units may enter or stand on top of a spaceport, a resource center, or a production facility. Concrete pads and lots may be entered like any other area of clear terrain.

Wind: After terrain is laid out, wind direction is determined by rolling 1d6. On a roll of 1-2, wind is present; numbers are assigned to the cardinal directions (1 = north, 2 = northeast, 3 = east, etc.), then 1d8 is rolled for the direction itself. If the initial 1d6 roll is 3-6, no wind is present. Wind direction remains constant throughout the course of a battle.

City Layout

To create natural terrain on a board showing a city layout, each player selects a number between 1 and 3 and uses the Terrain Generation Table. This terrain is placed first. Any reference to possible extra buildings is automatically treated as open terrain.

The defender of an urban area involved in 'Mech combat is allowed to use 2,000 CFs of buildings to form his city. This sum must be distributed in lots of 25 CFs size. The Building CF Costs Table is used to determine building costs. The selected CF is multiplied by the given multiplier, and the product is then multiplied by the building's level (e.g., a two-hex, level-2 structure of 50 CFs would be 100 CFs total). After the defender decides upon his buildings, they are placed on the board. The player must place paved streets using common sense.

Infantry Costs

The Infantry Costs Tables show the production costs (in tons) for infantry units in a BATTLETECH campaign. Note that anti-'Mech infantry costs double the values given.

Home Guard

Each of the five Houses has a Home Guard to protect its capital. Because of their special status, Home Guard units are treated as exceptions to several rules presented in this column.

Home Guard units for all Houses are created during the initial (pre-game) construction period. Each such unit consists of 12 'Mechs totalling 400 tons (only 'Mechs may be purchased for Home Guards). Home Guard 'Mechs may be of any size but must be regular 'Mechs or approved variants without modifications.



Pilots for such units are received free and include a 2-2 commander, with all other Home Guard pilots being 3-3.

Home Guard units and pilots may not be transferred or moved off the capital city board during a battle. These units do not count for stacking purposes in combat (see "Battles: Stacking" in last month's column).

Finally, Home Guards may replace losses, ammunition, and make repairs at the rate of 40 tons per turn, over and above all other production considerations.

Rules Clarifications

In any campaign, rules disputes may appear and rules lawyers might try to change the intent of the game. The *BATTLETECH Manual: The Rules of Warfare* governs the conduct of combat in this campaign. All rules disputes must be settled by the representatives of each House, the mercenary representative, and the judge. Possible areas of rules conflicts are addressed as follows:

Punching rules in the game are not very clear. You may punch only if your 'Mech has a lower arm actuator (a fist) on the limb in question. It does not matter what weapons the unit has in the arm it punches with. Each official 'Mech's actuators are given on its sheet from the *BATTLETECH Reinforcements* pack. The referee is the final authority on what 'Mechs have in any event. Do not forget the -1 penalty to hit if no hand actuator is present.

A charge attack requires that the charging unit has a chance to survive the attack at the time the charge is declared. VTOLS may never declare a charge. The damage points caused by a charge attack are figured by multiplying the charging unit's tonnage by the distance to the target in hexes, then dividing the result by 10 and rounding up to the nearest whole number.

In engine weight calculations of modified vehicles, the engine must have at least twice the rating of the weight of the vehicle before suspension becomes a factor.

Torso critical hits are not automatic. You must roll on the 'Mech Hit Location Table and Critical Hit Effects Table, pages 22 and 23, in *The BATTLETECH Manual: The Rules of Warfare*.

An ammunition explosion destroys a 'Mech's limb when that limb is blown off, but the blast does not hurt the rest of the 'Mech.

Damages for purposes of a piloting skill roll are cumulative (e.g., if your unit takes 40 points of damage, it gains a +2 PSR modifier; 45 points of damage would still be +2). A piloting roll for leg damage need be made only after a successful physical attack against a 'Mech's leg.

Questions

All questions and comments on these campaign rules may be directed to: Robert Bigelow, c/o Friends' Hobby, 1411 Washington Street, Waukegan IL 60085, U.S.A.

Terrain Generation Table

2d6 Terrain result

- 2 Roll on Mountains Subtable
- 3 Roll on Hills Subtable
- 4 One one-level hill
- 5 One lightly wooded area
- 6 Open terrain (roll on Roads Subtable)
- 7 Open terrain
- 8 Open terrain (roll on Buildings Subtable)
- 9 Roll on Water Subtable
- 10 One one-level hill
- 11 One lightly wooded area
- 12 Roll on Woods Subtable

Mountains Subtable

1d6 Mountain result

- 1 One five-level mountain
- 2 One four-level mountain
- 3-4 One three-level mountain
- 5-6 Two two-level hills

Hills Subtable

1d6 Hill result

- 1-2 One three-level hill
- 3-4 One two-level hill
- 5-6 Two one-level hills

Roads Subtable

1d6 Road result

- 1 One two-hex-wide road across the board
- 2 One one-hex-wide road across the board
- 3-6 No roads

Buildings Subtable

2d6 Building result

- 2 One large two-level, three-hex building (50 CF)
- 3 One large one-level, two-hex building (50 CF)
- 4 One small two-level, one-hex building (50 CF)
- 5 No buildings
- 6 No buildings
- 7 No buildings
- 8 No buildings
- 9 One medium, one-level, two-hex building (50 CF)
- 10 One large, three-level, two-hex building (50 CF)
- 11 One medium one-level, two-hex building (50 CF)
- 12 One huge two-level, four-hex building (25 CF)

Water Subtable

1d6 Water result

- 1-2 One two-level-deep river (two hexes wide) crossing the board
- 3-4 One one-level-deep river (one hex wide) crossing the board
- 5-6 One small lake with a one-level-deep river (one hex wide) leading away from it to the edge of the board

Woods Subtable

1d6 Woods result

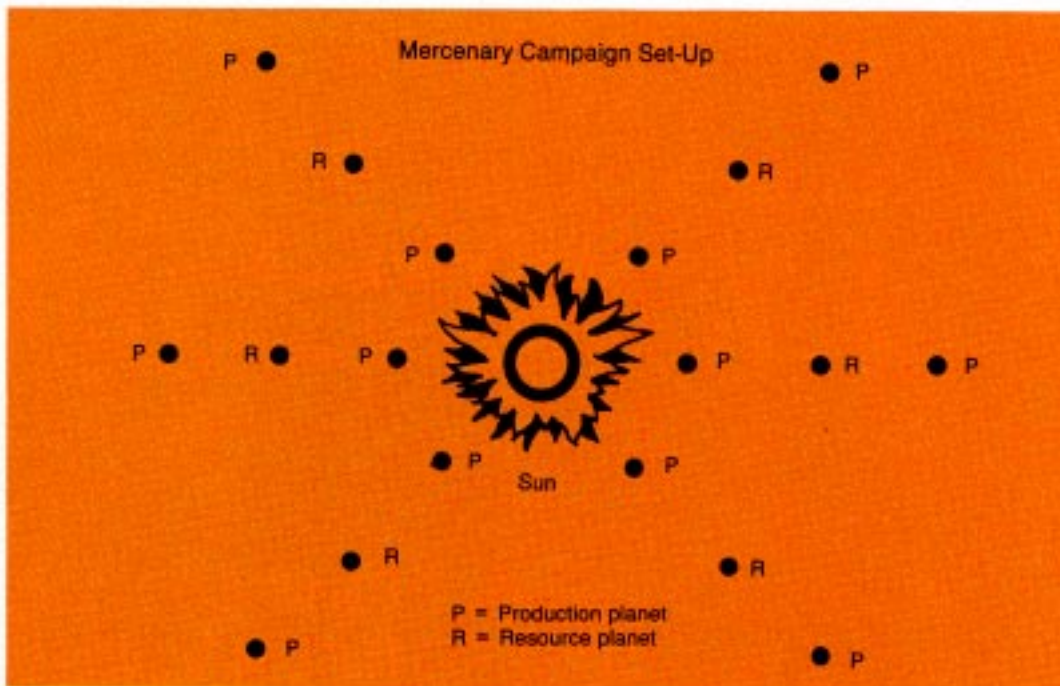
- 1-2 Two heavily wooded areas
- 3-4 One heavily wooded area
- 5-6 Two lightly wooded areas

Building CF Costs Table

Building hex size	Multiplier	Level 1	Level 2	Level 3
		Min/ Max	Min/ Max	Min/ Max
1 hex	1	25/100	25/75	25/50
2 hex	2	25/75	25/50	25
3 hex	3	25/50	25	n/a
4 hex	4	25	n/a	n/a

Infantry Costs Tables

Foot infantry	Cost	'Mech infantry	cost	Jump infantry	Cost
Rifles	7	Rifles	21	Rifles	30
Machine guns	10	Machine guns	30	Machine guns	28
Flamers	10	Flamers	30	Flamers	28
Portable lasers	14	Portable lasers	28	Portable lasers	33
SRM	14	SRM	28	SRM	33



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A BATTLETECH* guide to making your 'Mechs unique

While reading *Technical Readout 3025* and *Technical Readout 3026*, put out by the FASA Corporation for the BATTLETECH* game, a glaring inconsistency caught my eye. Under the "Capabilities" section in the equipment descriptions were discussions on the superior and inferior systems each 'Mech and vehicle utilized. However, these descriptions had no real effect on the game. This was not only disappointing, but it also made cer-

tain 'Mechs and vehicles inferior to others because their complex systems had no effect on which was doing a better job. For instance, the Rifleman and Jager 'Mechs were both praised for their abilities as anti-aircraft platforms. But I would much rather have an Archer or Marauder 'Mech taking on aircraft, because in the actual game all four 'Mechs have the same chance of hitting the aircraft, and the Marauder and Archer would do much

more damage on a successful hit. So, I have created a list of modifications for all the 'Mechs and vehicles for which I currently have the statistics and in-depth descriptions (all the 'Mechs and vehicles presented in the two books listed above). The modifiers given are listed for each die roll target number, not the actual die roll. This system concurs with that presented in the *BATTLETECH Manual: The Rules of Warfare*.

BattleMechs

Light 'Mechs

Commando: None.

Firestarter: None.

Javelin: A piloting skill check at a -1 bonus is required when running through rough terrain, rubble, or woods.

Jenner: This 'Mech cannot punch because of its arm design.

Locust: This 'Mech cannot punch because of its arm design.

Ostscout: This 'Mech has highly sensitive sensor arrays that can detect heat, light, sound, etc., at a 90-km radius. While in deep scan, however, the 'Mech will not be able to warn its pilot of danger. Another scanning mode can also alert pilots to the location of 'Mechs, vehicles, large groups of men (10 or more within 10 meters of each other), mine fields, and cities.

Panther: This 'Mech must roll 2d6 upon any successful punches with the right arm. If a 12 is rolled, the heat output of the PPC increases by one point.

Spider: All attacks on a jumping Spider are penalized with an additional +1 penalty to their to-hit numbers.

Stinger: None.

UrbanMech: This 'Mech cannot punch, but attackers get an additional +1 penalty on their to-hit numbers in any situation in which the UrbanMech has partial cover.

Valkyrie: None.

Wasp: None.

Medium 'Mechs

Assassin: The game master should roll 2d6 every time the Assassin falls or is hit in its left torso. If a 12 is rolled, the SRM 2 ammo jams and will no longer feed into the SRM, although the round currently loaded may still fire. This jam can only be repaired in a fully functional 'Mech repair bay.

Blackjack: None.

Centurion: None.

Cicada: None.

Clint: All repair times are multiplied by 1d4.

Dervish: None.

Enforcer: None.

Griffin: None.

Hatchetman: The Hatchetman's hatchet does 9 points of damage, instead of the standard 5 points of damage done by a normal punch from a 45-ton 'Mech. The 'Mech ejection system removes the entire head of the 'Mech, not just the pilot. This 'Mech also has a -1 bonus on its to-hit number against aircraft.

Hermes II: This 'Mech's advanced communications system has a 1000-km range and can communicate with spacecraft in orbit.

Hunchback: None.

Phoenix Hawk: This 'Mech has many optional devices available to it. The GM should decide which of these devices

he will allow the players to have, as well as their effects and cost. See the "Capabilities" section of the Phoenix Hawk in FASA's *Technical Readout*: 3025.

Scorpion: This 'Mech may change its facing at the cost of .5 MPs per hex side turned. All "leftover" fractions are rounded up. For example, a two-hexside facing change costs 1 MP and a three- or four-hexside facing change costs 2 MPs. These facing changes can be made at any time during the Scorpion's turn in the Movement Phase. Any attack against this 'Mech made by infantry in the same hex as the Scorpion automatically gets a chance for a critical hit in each of the following areas: the left torso, center torso, right torso, and head.

Shadow Hawk: None.

Trebuchet: None.

Vindicator: None.

Vulcan: All attacks on this 'Mech are at a +2 penalty to hit at long range and +1 penalty at medium range because of the Vulcan's shape. The Vulcan also has a mandatory heat gain of two, instead of three, when jumping.

Whitworth: None.

Wolverine: None.

Heavy 'Mechs

Archer: None.

Catapult: This 'Mech cannot punch because of its arm design.

Crusader: None.

Dragon: This 'Mech receives a -1 bonus to its piloting skill number when rolling to prevent falling from massive damage and when falling from physical attacks (inflicted or received). Attackers also gain a +1 penalty to hit when firing at the Dragon from long range.

Grasshopper: None.

JagerMech: The JagerMech has a -2 bonus on its to-hit number against aircraft because of its tracking system.

Marauder: This 'Mech has one critical weakness: the collar that connects the pod-shaped torso to the 'Mech's legs. On any hit on the center torso on the Back or Side Hit Table, the attacker should roll 2d6. If a 12 is rolled, the Marauder either loses its ability to swivel its torso, or its ammo train to the autocannon is jammed (roll 1d6: 1-3

torso cannot swivel, 4-6 ammo is jammed). If two successful hits are made on the torso swivel, the 'Mech's movement is reduced by half. If three such hits occur, the 'Mech loses all movement. If multiple ammo-train hits occur, 1-6 ammo shells explode. Marauder pilots may wish to add an improvised armor collar around the linkage. To do this, the Tech may add up to 10 points of armor that strictly protects the linkage. If this is done, the armor must be breached before critical hits on the linkage only may be made. The pilot of the 'Mech also gains a +1

on his piloting skill number per 5 points of armor (rounded up) because of the weight imbalance created by the collar. Attackers may aim at the collar as per the normal aimed-shot rules, at an additional +1 penalty on their to-hit numbers.

Orion: The Orion's efficient design makes it very easy to repair, so divide the repair time by 1d4. The Orion's missile systems also have a -1 bonus on their to-hit numbers against aircraft. Unfortunately, the 'Mech's LRMs might shut down because of their inferior cooling system. When rolling for shutdown due to heat, roll separately for the LRM system.

Ostroc: This 'Mech has a +1 penalty on its to-hit number when punching, and all attackers gain an additional +1 penalty on their to-hit numbers when the Ostroc is in partial cover.

Ostrol: This 'Mech has 5km scanning and targeting equipment.

Quickdraw: This 'Mech may fire all its medium lasers rearward. The Quickdraw loses 1 MP for each 8 points of damage done to its legs.

Rifleman: The Rifleman has a -2 bonus on its to-hit number against aircraft because of its tracking system.

Thunderbolt: None.

Warhammer: None.

Assault 'Mechs

Atlas: This 'Mech can communicate with ships in space.

Awesome: None.

Shanshee: None.

Battlemaster: None.

Charger: None.

Cyclops: The Cyclops' communications systems allow for a planet-wide sending radius as well as surface-to-space communications.

Goliath: This 'Mech cannot move if one of its legs is disabled.

Stalker: This 'Mech cannot punch because of its arm design.

Victor: None.

Zeus: The Zeus' LRM system has a cumulative 30% chance of failing each month it goes without maintenance. This 'Mech's right arm punch does 10 points of damage.

Aerospace Fighters

Light Fighters

Cheetah: This fighter has a +1 on its piloting skill number (PSN) for atmospheric maneuvers.

Seydilitz: None.

Sholagar: This fighter has a +1 penalty on its PSN for atmospheric maneuvers.

Sparrow Hawk: Any wing damage on the Sparrow Hawk results in a +1 penalty on its to-hit number per 5 points of damage.

Thrush: This fighter has a +1 penalty on its PSN for atmospheric maneuvers.

Medium Fighters

Corsair: This fighter has a -1 bonus on its PSN for atmospheric maneuvers.

Lucifer: None.

Shilone: None.

Stingray: None.

Transit: This fighter has a -1 bonus on its PSN for atmospheric maneuvers.

Heavy Fighters

Chippewa: This fighter has a +1 penalty on its PSN for atmospheric maneuvers.

Riever: The Riever is very easy to repair, so divide the repair time by 1d4.

Slayer: None.

Stuka: None.

Transgressor: This fighter has a +1 penalty on its PSN for atmospheric maneuvers.

Note: There was no information available for the Centurion, Eagle, Hellcat, Lightning, Sabre, and Thunderbird.

Vehicles

Light Vehicles

Armored Personnel Carriers: None.

Boomerang Plane: None.

Condor: None.

Coolant Truck: This truck can cool up to five 'Mechs.

Drillson: The Drillson can fire its weapon systems in darkness or without line of sight with no penalties, and has no need for a forward observer.

Engineering Vehicle: None.

Ferret VTOL: The Ferret carries 15 remote sensors.

Galleon: The Galleon's medium laser generates six heat per round.

Goblin: None.

Guardian Fighter: This fighter needs only 50 meters to take off and land. Its design is also very efficient, so repair times should be divided by 1d4 and support costs are reduced by half.

Harasser Missile Platform: None.

Hetzer: There is a 35% chance that any Hetzer is inoperable when purchased.

Hunter Support Tank: None.

J-27 Ordinance Transport: This transport carries three tons of ammo.

J. Edgar: Because of the amount of old equipment in these vehicles, repair times are multiplied by 1d4 and monthly maintenance costs are doubled for this tank.

Karnov UR Transport: This air transport has VTOL capability.

M.A.S.H. Units: The M.A.S.H. trucks can support 100 men.

Maxim Transport: None.

'MechBuster Fighter: This fighter has a -1 bonus on its to-hit number when it's dive bombing.

Mobile HQ: The Headquarters can communicate with any friendly unit in the local solar system.

Packrat: This vehicle carries 10 men, who can live without support for two months. It can also jam all communications within a 10-km range and transmit in a 1000-km radius.

Pegasus Scout Tank: The Pegasus has a 30-km scanning range.

Planetlifter Air Transport: The Planetlifter can carry up to 70 tons of equipment, including vehicles, 'Mechs, or even another Planetlifter (some 'Mechs and vehicles may need to be broken down first). It also has VTOL capabilities and does not need an established airfield in order to land.

Saladin Assault Tank: None.

Saracen: None.

Savannah Master: None.

Scimitar: None.

Scorpion: None.

Sea Skimmer Hydrofoil: None.

Skulker Scout Tank: This vehicle has a 500-km radio range. It can also deploy 15 remote sensors and monitor them from inside the tank at a range of 7 km.

Striker: None.

Swift Wind: This scout car can enter rough and rubble hexes at one-quarter speed. It has a 1000-km communication range and can communicate with space vessels, including JumpShips. It can also tap into enemy communication systems.

Vedette: None.

Warrior Attack VTOL: This vehicle has a -1 bonus on its to-hit number against any target because of its advanced target acquisition system. It can also carry 250 kg of remote sensors and monitor them from a range of 10 km.

Heavy Vehicles

Behemoth: None.

Bulldog: None.

Demolisher: None.

Hi-Scout Drone Carrier: The Hi-Scout's scanners have a detection range of 60 km. The scanners are similar in performance to that of an Ostscout.

LRM/SRM Carrier: None.

Manticore: None.

Mobile Long Tom: This artillery unit can travel only on roads.

Monitor Naval Vessel: None.

Napfind/Pathtrack: These drones have scanning systems that tie into the Hi-Scout. The two systems are virtually the same. When the drones are away from the Hi-Scout for extended periods of time or are out of the carrier's sensor range, the drones can record gathered information. The Pathtrack's sensor range is 20 km, while the Napfind's is 10 km.

Neptune Submarine: None.

Ontos: None.

Partisan: The Partisan has a -2 bonus on all to-hit numbers against aircraft. The targeting computer can also be used from a remote position, allowing the gunner to retreat to an improved position and avoid being killed if the Partisan is destroyed. This allows the tank to function even if the crew is killed, because the gunner is not in the actual vehicle.

Patton: This vehicle's AC/10 cannot aim higher than a 'Mech's legs at a range of three hexes or less.

Pike Support Vehicle: All three AC/2s on the Pike fire with the same targeting track, causing all three to hit or miss in one volley.

Rommel: This vehicle's AC/20 cannot aim higher than a 'Mech's legs at a range of three hexes or less.

Shreck PPC Carrier: None.

Sturmfeuer: This barrage vehicle does not need forward observers to use indirect fire from its LRMs.

Von Luckner: Every five rounds, roll 2d6. If a 12 is rolled, one of the tank's weapon systems jams. Also, the tank's SRM 6 systems fire to the right and left of the AC/20 and thus cannot fire at the same targets. Ω

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