BATTLETECH: MORE POWER

By Stéphane I. Matis

»» BEGIN VOICE-OVER

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COMSTAR NEWS NETWORK

Welcome to Technology Corner, I'm Miles O'Brian.

Earlier this week, Lithium-Fusion Engines were introduced to the public for the first time and they were quickly hailed as a technological breakthrough.

The Lithium-Fusion Engine is the brainchild of GenLogic, a St-Ives Compact think tank. The design is a by-product of work carried out on contract for the Federated Commonwealth's Fox Class Corvette and the Draconis Combine's Kyushu Class Frigate. GenLogic distinguished themselves by designing the critical Lithium-Fusion adapters for both WarShips.

The engine combines the best qualities of Lithium-Fusion batteries and fusion engines. The technology has been licensed to Earthwerks Incorporated of Keystone, Free Worlds League, Independence Weaponry of Quentin, Draconis Combine, HildCo Interplanetary of St. Ives, St. Ives Compact and Abaleen Consortium of Solaris VII now part of the Lyran Alliance.

In a related story, the giant Nashan Diversified has announced sweeping plans to immerse itself in design and production of military technology. To jumpstart their market presence, Nashan has made public the purchase of many smaller companies involved in the military market, including the Abaleen Consortium of Solaris VII.

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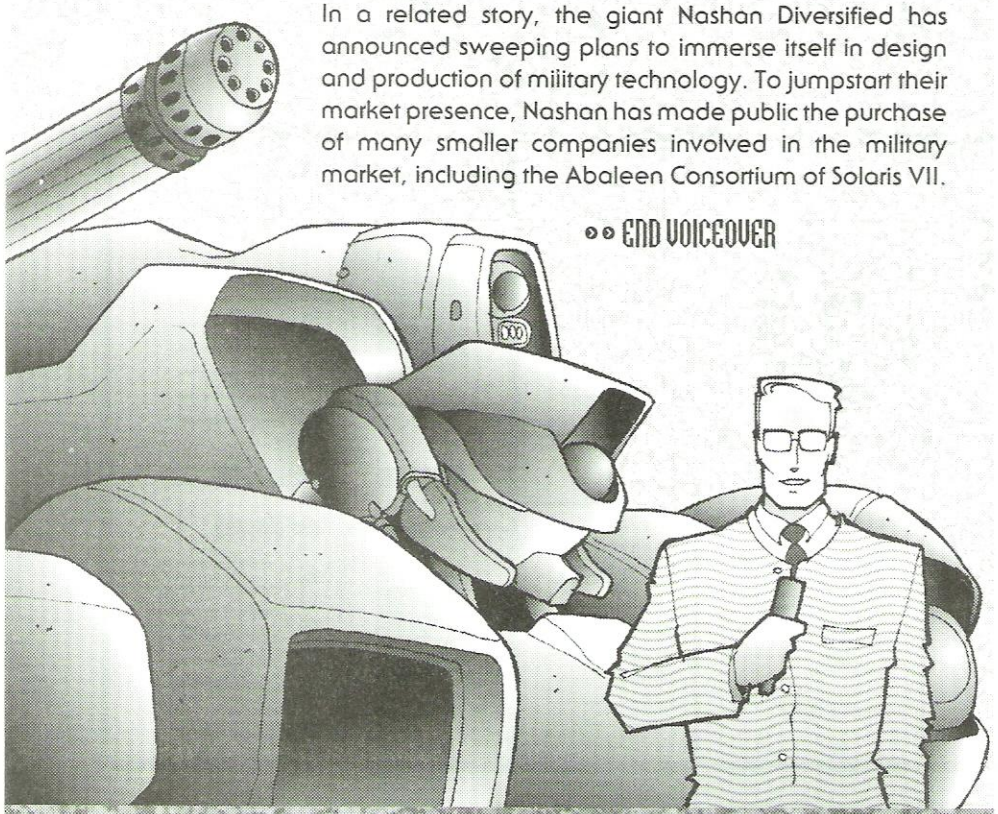


LITHIUM-FUSION BATTERIES

Lithium-Fusion batteries are the pinnacle of energy storage technology. They are imbued with many desirable qualities: fast charge, smooth and rapid discharge, low weight. Lithium-Fusion (LF) technology would have become a household standard during the Star League era had it not found a powerful military application. Connected to a JumpShips core, a large bank of LF batteries could store an additional jump charge at negligible cost in weight, enabling the ship to jump twice before recharging. This single tactical advantage forced the technology onto the Cameron Black List, barring forever its civilian use.

Because of military secrecy surrounding LF batteries and the requirement of secure zero-g robotic factories, only a few Terran companies were allowed to produce them under military contracts. The Star League Navy's unconditional purchase of all stock left little chance for new developments until the Successor States recovered the knowledge in 3030. Unfortunately, high demand for LF batteries has lead to price gouging, an effective obstacle to their widespread use.

In 3057, Lithium-Fusion technology is understood well enough to be taught in Universities, where sample units can be manufactured in shuttle experiments. This grass roots availability has lead to much experimentation, like its inclusion in the expert sentry robot contest at NAIS.

On the flip side, most corporate production is funneled into lucrative sales for JumpShip refits and WarShip design. Some companies are holding back samples for their own research into yield and packaging but only a few have taken the uncharted path toward new and innovative applications.

LITHIUM-FUSION ENGINE

The conservative BattleMech design concepts state that a 'Mech will redline its power requirements 80% of the time. To compensate, designers have always cho-

AVAILABILITY

Draconis Combine
Free Worlds League
Lyran Alliance
St. Ives Compact

Availability for the LF engine and replacement LF units is 12+ unless modified in a Mechwarrior II campaign setting by the Gamemaster.

MANUFACTURERS

Draconis Combine:
Independence Weaponry, Quentin

Free Worlds League:
Earthwerks Incorporated, Keystone

Lyran Alliance:
Abaleen Consortium, Solaris VII

St. Ives Compact:
HildCo Interplanetary

COST

LF Engine	(5,000 x Rating x Tonnage)/75 + 2,800,000 (200,000 per LF battery)

COMBAT VALUE

LF Engine Tonnage of 'Mech x 9

OPERATION GAME REPAIR COST

Repair Costs	Engine Shielding (LF)
Minor Damage	ER/20
Major Damage	ER/5
Destroyed	ER*5

sen to build 'Mechs with larger and heavier fusion engines, insuring ample power at all times. When weight is at a premium, designers use XL engines built with a larger but lightweight super-compound shielding. A third alternative now exist: the Lithium-Fusion Engine.

A Lithium-Fusion Engine is an efficient cross-breed design between a traditional BattleMech fusion engine and LF batteries. The batteries provide the extra power required when firing weapons or engaging in intense physical activities. They are recharged whenever the fusion powerplant has surplus energy (at rest, walking, stationary, etc).

Using up-to-date design concepts, the LF engine's design team saved weight by using a smaller fusion engine coupled with a series of LF batteries that help maintain constant power output even when redlining. To take advantage of the engine's design, a different power management software was also required to handle all these different power sources.

GAME NOTES

To determine the Lithium-Fusion engine size for a BattleMech, modify the Engine Rating Formula (**Compendium** p. 123, **10th Anniversary Edition Compendium** p. 100) to read:

Tonnage x (Walking MP - 1) = Engine Rating

A total of 14 critical slots must be allocated to the Lithium-Fusion energy network. Like heat sinks, a number of Lithium-Fusion batteries equal to the engine rating divided by 25 (round down) are assumed to be an integral part of the engine. However, a maximum of nine batteries can be hidden in the engine, no matter its size. The remaining batteries are placed anywhere in the 14 criticals allocated to the LF network (1 critical per battery).

The engine produces a point of additional heat per turn for every destroyed LF battery under five (5). When more than five (5+) LF batteries are destroyed, reduce the 'Mech's walking speed by one and recalculate the running speed. The 'Mech will still continue to produce an additional five (5) heat until all damaged batteries are replaced.

Lithium-Fusion engine technology is incompatible with XL engine technology.

SAMPLE BATTLEMECH

Industry pundits agree that Abaleen Consortium leaked the information on their new Arena 'Mech themselves. Codenamed *Prodigal Son* (see next page for stats), the BattleMech has been sported at the Nashan SolDesign arena undergoing a rigorous shakedown.

Victory Stables will officially take control of the *Prodigal Son* in two months. Just a week later, their star Mechwarrior, Edwin Muller, will take on Sene Garcia from DeLon Stables for the 20th position on the fight circuit. Fight fans will certainly get an eyeful, as Sene Garcia will pilot a rare EXT-4D *Exterminator*.

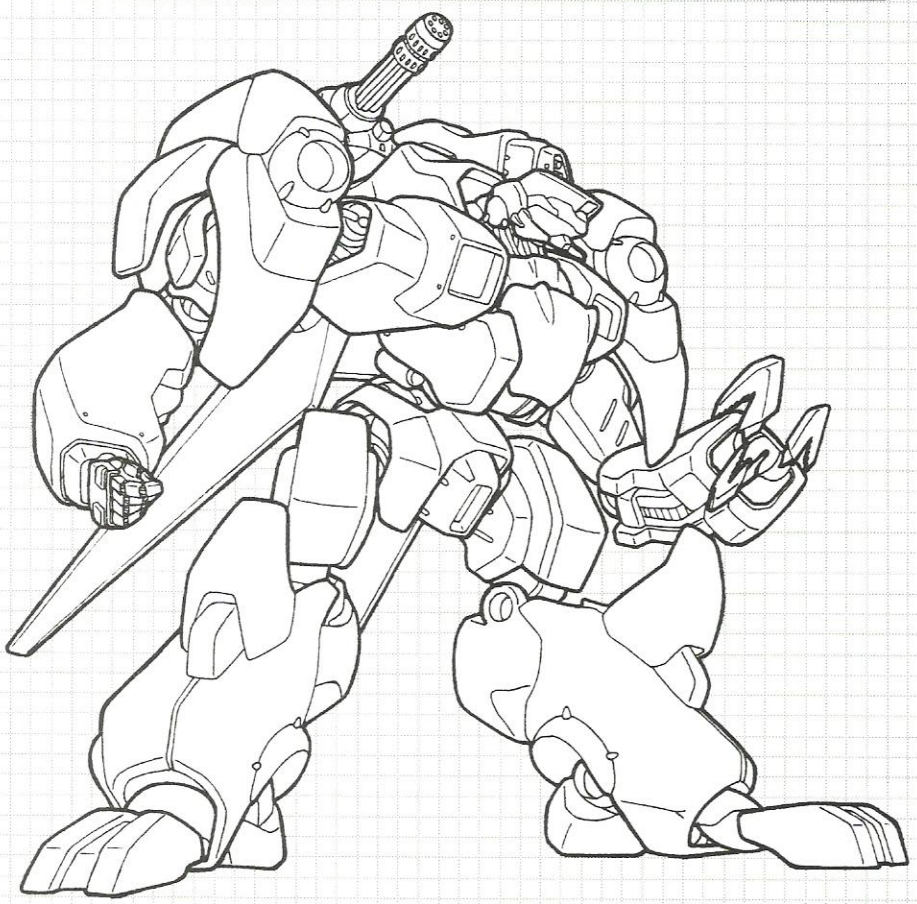
Although the speed of both 'Mechs are closely matched, and even though the *Exterminator* carries more firepower, the analysts expect that Muller will easily win the fight. Indeed, the close confines of the arena will make the *Prodigal Son*'s eight machineguns extremely deadly while making the missile launcher of his opponent practically useless. Moreover, since the Victory machine does not use missiles, the AMS of the *Exterminator* will be so much dead weight. It will definitely be an exciting match!

Remember kiddies, this is some mondo-powerful technology. Don't blame us when it ruins some Clansman's day.

- The Management

DD-03LF

PRODIGAL SON



TECHNICAL READOUT

By Stéphane I. Matis

To the untrained eye, the *Prodigal Son* cannot be easily differentiated from its progenitor, the *Corvus*. Although some cosmetic changes have been initiated, the overall look hides the new 'Mech's features well. So far, only the following information has been confirmed.

The *Prodigal Son* was built around a powerful Lithium-Fusion Engine, which allows this sixty ton jump capable 'Mech to outpace most anything in its class. To boost performance even further, the 'Mech has been equipped with stable Triple Strength Myomers. Unconfirmed reports indicate that Nashan paid huge sums of money for the myomers, a technology that they cannot reproduce at present.

Being an arena design, the *Prodigal Son* sports high cycle rate machine guns and accurate pulse lasers. Eight caseless machine guns are mounted in a gatling configuration on the right torso. These machine guns follow engineering standards established by Nashan in their full-size autocannons. The two medium range pulse lasers are the first such weapons from Nashan. Although the lasers show amazing craftsmanship, the test models have been misfiring constantly. This bug may force the *Prodigal Son* to have a weapon's re before its first arena fight.

TECHNICAL READOUT

Mass: 60 Tons
Chassis: Abaleen Corvus Mk2 w/ TSM
Power Plant: LF 300
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: Rawling 3500
Jump Capacity: 180 Meters
Armor: Durallex Heavy w/CASE
Armament:
2 Nashan Div. D-series Pulse Medium Lasers
8 Nashan Div. F-Series Machine Guns
1 Nashan Div. K-series Claw
Manufacturer:
Abaleen Consortium
Communication System:
TharHes Thalia HM-22
Targeting and Tracking System:
TharHes Ares-8a

Based on the DD Battlemover from BGC

TYPE: DD-03LF Prodigal Son

Equipment:		Mass
Internal Structure (ES):		3
Engine:	300 LF	19
Walk:	6	
Run:	9	
Jump:	6	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	200	12.5

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	20	24/15
Rt./Lt. Torso:	14	20/8
Rt./Lt. Arm:	10	20
Rt./Lt. Leg:	14	28

WEAPONS AND AMMO:

Type	Loc	Crit	Tonnage
Claw	LA	5	5
Pulse Medium Laser	LT	1	2
Pulse Medium Laser	LT	1	2
Machine Gun	RT	1	0.5
Machine Gun	RT	1	0.5
Machine Gun	RT	1	0.5
Machine Gun	RT	1	0.5
Machine Gun	RT	1	0.5
Machine Gun	RT	1	0.5
Machine Gun	RT	1	0.5
Ammo (MG) 200	RT	1	1
CASE	RT	1	0.5
Jump Jets	RL	2	2
Jump Jets	LL	2	2
Jump Jets	CT	2	2

Combat Value: 3502 **Cost:** 11,612,160