

Resources. But don't sit around, because those mercenaries are expensive. Hire 'em and send 'em into battle!

SHAWN: So where are the real 'Mechs? The ones selected for these mercenaries are perhaps better suited to some backwater planetary defense. There are two Zeuses and one Black Knight, but that's certainly not enough to stand up against the likes of the Clans, let alone a competent Inner Sphere opponent. It's a Davion deck, but where is the big, beefy Banshee? It costs ⑧ 2A, but it's worth every resource. It has an armor/structure of 3/9, which far outweighs anything this deck sports. The 5 attack is nothing to snicker at either, with the potential to go up to a whopping 8 if you use Overheat. Now that's some firepower! You might have the resources to build this assault monster with a couple of contracts, but with seven contracts, you just don't have the goods. Now, I can certainly understand not trusting mercenaries with a valuable Banshee, but allowing them to wander about in relatively fragile Jagermechs and Blackjacks is tantamount to murder.

GLENN: Oh, hardly. Look, why buy a high-end 'Mech when you can get the same results out of a used Spider with a great pilot? These merc contracts are going to turn those "fragile" 'Mechs into monsters. Look what some of these contracts are doing: eliminating armor on opposing 'Mechs, scrapping cards under construction, sending scrapped 'Mechs back to your Stockpile. Oh yes, and adding tons of armor and attack to your 'Mechs.

And your resources will make your contracts stand up longer than Shawn might expect. Black Market Connections and Mercenary Relations Division allow you to retrieve lost cards from your Scrapheap, so you can cycle through contracts. Be careful, though—these are great cards, but they can also be your downfall. You shouldn't use them until you have drawn and used two to four

contracts, because recycling slows down your 'Mech production. Use them as resources to build 'Mechs until you have enough other resources in play to free them up for their alternate uses.

Of course, if you need the resources, this recycling mechanism allows you to let the contracts go whenever you want. You can even deploy and sacrifice one each turn if that's your cup of tea. After all, if

your opponent isn't playing Politics, any contract he or she picks up will cost three resources to avoid giving it back to you.

SHAWN: Glenn, I'd like to thank you for mentioning the resource complement. On the surface, twenty-five resources seems adequate. When you look closer, however, the cracks begin to show. Eleven Assembly, three Politics, and two Tactics provide a reliable source

Last Stand at Hanover

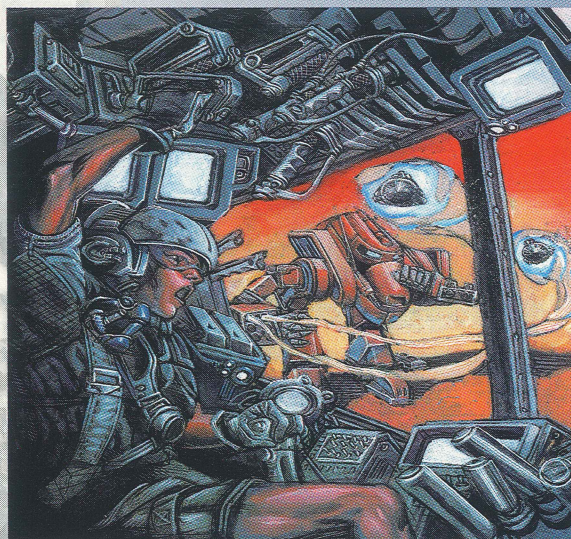


ILLUSTRATION BY TED NAIFEH

"The battle of Hanover is our Thermopylae, our Agincourt, our Tukayyid. We may have lost, but we lost far better than our foes could have imagined."

— Coordinator Theodore Kurita,
at the dedication of the
Hanover Memorial, 3055

In July of 3050, a pivotal battle rages on Hanover, a planet in the Pesht District of House Kurita's Draconis Combine. The outcome of the battle is never in doubt. It cannot change the outcome of the war. But it will live in the annals of Kurita history forever.

Chronicled in the Wizards Web game *BattleTech: Last Stand at Hanover*, the battle pits an outmanned and outgunned echelon of Kurita MechWarriors against the unknown power of Clan Smoke Jaguar. A raging blizzard pins down the warriors, hampering communications and protecting secret Clan encampments. The Hanover command posts are shattered by artillery, and the Jaguars are poised to devastate the population center of Pearl City. Only clever tactics and an eye for detail will keep the Hanover militia alive long enough to hold off the Clan advance. Only you, as their commander, can help them survive.

In the *Mercenaries* expansion for *BattleTech*, you'll again encounter the MechWarriors who survived the fighting in the snow-capped mountains of Hanover. Half a decade later, the surviving warriors reflect on the battle that nearly cost them their lives. Missile ace Isis Polaris, kamikaze MechWarrior Okada Nikei, stoic Taeko Mifume, and speed demon Demosthenes "E-Train" McNeill will guide you through the card set. And when you pit the *Spiders* of the Inner Sphere against the *Gladiators* of the Clans, you too can experience the power of a heroic sacrifice with the Mission card Last Stand at Hanover.

But that's only if they survive. And that's only if you lead them.

Take the reins of command. Hanover awaits your orders.

—Mike Selinker

Try your skills in battle. Check out *BattleTech: Last Stand at Hanover* at <http://www.wizards.com/Web_Fun/DCMS/Welcome.html>.