

bad place to overheat. And of course there are new 'Mechs, including the much-anticipated Kodiak and Grizzly, and the Clan S series of close-combat 'Mechs.

Predictions are dangerous, but here are some things to watch for once *Arsenal* hits. Players will experiment with Inner Sphere vehicle decks, using the smaller and quicker vehicles for a fast swarm, emphasizing high attack-strength vehicles or special vehicle abilities like VTOL. With the new elementals, Clan swarm decks will also be possible, backed up by small quick 'Mechs like the Dasher or by inexpensive slow Clan 'Mechs like the Urbanmech IIC for less speed but more punch. Players may take a look at Houses and Clans they had been ignoring as they experiment with Legacy cards and new Mission and Command cards keyed to specific Houses and Clans. The number and types of different assets people include in their decks may change with the advent of Resources like Weapons Depot, which provides both Logistics and Munitions, and War Funds, which allows a player to search his or her Stockpile for any Resource card. Decks based around larger 'Mechs should become more viable as players experiment with cards that help them put several construction counters on a card at one time, such as Advanced Manufacturing Techniques, Resource Broker, and Diamond Will's. Diamond Will's has a one-in-six chance of being shut down by the cops every time you use it, but there's also a one-in-six chance you'll be able to construct any 'Mech you want for free!

So *Arsenal* has a lot to offer both the Clan and the Inner Sphere. Players will find plenty of cards they'll want to add to existing decks, but the savvy MechWarrior will be trying out completely new decks in an effort to dominate the post-*Arsenal* environment. With vehicles and elementals, trials and legacies, the battlefield will become a very different place for mayhem. ®

*Robert Gutschera commutes to work in a '69 Volkswagen with VTOL and guided-missile capabilities.*

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## Who Needs 'Mechs?

### Vehicles (27)

- 4 Saladin Assault Hover Tank
- 3 Burke Heavy Tank
- 3 Galleon-3058 Light Tank
- 3 Cavalry Attack Helicopter
- 4 Lightning Light Hover Tank
- 4 Schrek PPC Carrier
- 3 Demolisher Heavy Tank
- 3 Behemoth Heavy Tank

### Resources (19)

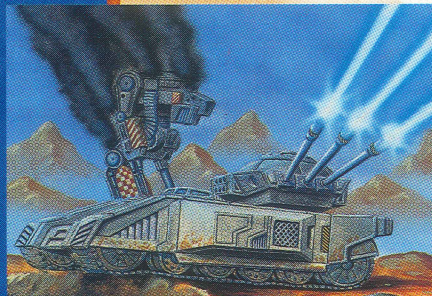
- 6 Support: Logistics
- 4 Support: Munitions
- 5 Support: Tactics
- 3 Weapons Depot
- 1 Vehicle Repair Barn

### 'Mechs (5)

- 2 Cyclops CP10-Z
- 2 Gallowglas GAL-1GLS
- 1 Awesome AWS-8Q

### Support Cards (9)

- 2 Hidden Reserves
- 1 Defensive Embankment
- 1 Keith Smith
- 2 Front-Loaded Supply Lines
- 1 Final Push
- 2 Ramming Speed!



**T**he deck name isn't entirely accurate, as the deck does contain five beefy 'Mechs so that you'll have at least a few units that won't blow up on a bad roll. But the core of this deck is definitely inexpensive vehicles you can get out quickly. They generally have high attack values (big damage) or VTOL (hard to block), or they can be constructed without using a deployment. There are two Hidden Reserves to help fill your hand back up after you've used the free-deploy vehicles or played Mission cards.

Notice that the deck doesn't use Assembly—just Logistics, Munitions, and Tactics. There are three Weapons Depots (the Resource that gives both L and M) to help you make sure you have the assets you need. You might want to try other Resource cards to get the right mix (such as Think Tank from the base set, ComStar Support from *Mercenaries*, or War Funds from *Arsenal*).

The deck is technically a Davion deck, but except for Keith Smith and the Behemoth Heavy Tank, all the cards can go in any Inner Sphere deck. So with small changes, you can modify this deck for your favorite House.

When you play this deck, attack early and often and try to overwhelm your opponent. Try to avoid getting into a stalemate. Remember that if you keep attacking your opponent, he or she will be forced to either take a lot of damage or to block and lose 'Mechs, and you probably have more vehicles than your opponent has 'Mechs. If you do get into a stalemate, you may be able to delay a bit and then play Final Push for the finishing blow, especially if you've done a lot of early damage. —R.G.