

advanced deck design. Watch for the following themes in each faction's deck:

**ComStar:** It's all about the Big Man, and this deck will help you get the bigger 'Mechs into play quickly. Once they're out there, they will unleash their bountiful power upon your unsuspecting opponent.

**House Steiner:** Ever since Katherine took over, House Steiner has become increasingly treacherous. Look for raw strength when you open the deck, and plan on plenty of political maneuvering in order to plant the dagger of deception in your enemy's back.

**House Kurita:** Several Terrain cards and a freighterload of huge 'Mechs set this honorable house of samurai MechWarriors apart from the rest. There's no need to choose quality over quantity for the Kurita—they've got both in spades.

**House Davion:** The Davion deck makes use of both the talent and the tools to get the job done right. Victor Steiner-Davion assembles his best and his brightest in the way of pilots and mission cards to augment a fleet of choice but inexpensive 'Mechs.

**Clan Smoke Jaguar:** This Clan shows no mercy, period. Missiles, missiles, and more missiles enable the Smoke Jaguar Clan to drop hot, streaking death upon the heads of the enemies from afar, regardless of what they might throw in the way.

**Clan Wolf:** Wolves hunt in packs and you will too with this deck. There are plenty of heavily-armed 'Mechs and political options available for this Clan—your opponent will soon fall prey to the might of the Wolf.

**Clan Jade Falcon:** Sheer size allows this Clan to knock the Inner Sphere barbarians into line with plenty of large, powerful 'Mechs. They may be able to knock one of your big 'Mechs down, but a whole star's worth? Not likely.

Two special features are included with every preconstructed deck. First off, there's a *High Command* card included in every deck. This brand-new card type allows



you to take advantage of the strengths of your selected house or clan. You'll also find that the card works quite nicely with the preconstructed deck itself (strangely enough). Second, each deck has a "box power" which is useable in the game, analogous to strongholds from the Legend of the Five Rings TCG. You can play with or without the box power, but the box powers allow players to really get the most out of the preconstructed decks.

Don't think for a second that the designers have forgotten recent card rulings—BT:CE will feature up-to-date text changes and errata. Also, look for clearer designations of the weapons of destruction with increased use of the term *unit*, introduced in the *Arsenal* expansion. Unit refers to the über-group of 'Mechs, Vehicles, battle armor, and so on. Some cards will reflect this, allowing for a cleaner representation of what the cards actually do in the game environment. Even though there won't be any Vehicles in *Commander's Edition* (they were introduced in *Arsenal*), the rules outlined in BT:CE will carry through all future expansions, starting with *Crusade*. Speaking of which, the Inner Sphere and the Clans will receive identical rulebooks presented from different perspectives. For those of you who have yet to try *BattleTech*, now is the time—the rules are cleaner and tighter than ever.

Whether you're a casual player, a tournament shark, or even a total newcomer to the 31st Century, you're out of date if you don't check out *Commander's Edition*. Long time MechWarriors needn't be worried about dropping a bundle on these new cards—all cards from previous sets are still acceptable for play, and there is no change in the function between BT:CE and the previous sets. Mix and match to your heart's content and start kicking some major 'Mech butt! ®

*Shawn Carnes likes to play BattleTech in the tub.*