



A 'Mech commander has to be ready for anything. This month, "Ringside" takes a look at two unusual deck types designed to take advantage of the expanded card pool left in the wake of the Arsenal expansion.

Stupid 'Mech Tricks

Romping and Stomping with BattleTech Gimmick Decks

The BattleTech TCG is a game of straightforward, gut-stomping, 'Mech-bashing mayhem, but that doesn't mean deckbuilding has to be dull. If anything, BattleTech deck design is more fluid and powerful than in any other card game.

SIXTEEN-CARD LOCKDOWN

Last April, a Pro Tour-New York player showed off an unusual sixteen-card BattleTech deck, (see page 58) and won nearly 60 percent of the time. It's a singular example of creative deck design, so let's take this singular opportunity to tear it apart.

How the Deck Succeeds. The Sixteen-Card Lockdown deck works on a simple principle: by

the end of your second turn, you have put Coordinator Theodore Kurita in play, making all your opponent's deployments cost an additional ②. As long as your opponent has only one resource, and it's not Logistics, he or she is helpless.

The trick is getting the right cards in your hand on the first turn: Coordinator Theodore Kurita, Think Tank, a Sentinel, and Field Construction Site. Ideally, your opponent goes first, deploying a resource or cheap 'Mech. On your first turn, play a Think Tank and the Coordinator, placing one construction counter on the Coordinator. On the second turn, your opponent may deploy a 'Mech; don't worry about it.

On your second turn, deploy Field Construction Site and a Sentinel, then tap and scrap the Site to put three more construction counters on the Coordinator. Scrap the Think Tank for Politics and the Coordinator is fully paid for. Even if your opponent attacks, you have a defending unit, and from now on he or she cannot pay for any card that costs more than zero. In the best case, your opponent has just one resource in play—and the Coordinator prevents him or her from bringing in any more.

Your next trick is to bring Chandrasekhar into play. This card allows you to restock cards so you'll never run out, while your opponent continues to lose up to six cards a turn from your Sentinels and two more from his or her draws each turn. The outcome is now a mathematical certainty—the lock is in.

When It Fails. The Sixteen-Card Lockdown deck can fail on a couple of fronts. It almost always goes down against a deck that can deploy a Logistics resource quickly; that resource denies the lock. It's also stymied when your opponent simply plays two resources on his or her first turn; the only way to lock down the enemy at that point is to destroy one of those resources immediately. Unfortunately, that's not usually possible. Sometimes your opponent may even play a resource and 'Mech early, knocking one of your crucial cards into the scrap heap; that's what the Salvage Strike Crews are for.

