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| **‘Mechs Win Battles, Logistics Wins Wars** *By*[*Craig L. Squier*](mailto:craig_squier@arvin.com)*aka Cabhammer*  Lets talk about the asset that is probably the most underrated in BattleTech the Trading Card Game: Logistics. When BattleTech first came out and for the next expansion or two, it was very rare to see Logistics in a winning deck. In the current environment, its seems that a deck that doesn’t use Logistics has a hard time winning. Lets look at what Logistics does for you.  First, just the Logistics ability itself is very strong. Logistics allows you to restock a card from your hand at the end of your turn. Because your stockpile is in a sense your "life" and you draw two cards every turn, the ability to restock un-needed cards will improve your ability to stay alive. This is apparent especially in a slow moving game where there is a lot of building and guarding.  Many a times I have won a game because I had just one card left in my stock to be able to prosecute attacks that turn. Under new rules, when you draw your last card, the other player wins, you do NOT get to finish your turn as in the past. One card in your stockpile can make a tremendous difference.  The cards that require Logistics buyouts are also very strong. Here are some examples:  Hidden Reserves: This card allows you to draw 3 additional cards. It can be very important if you are looking for specific game-enhancing cards or to replenish a hand depleted by additional deployments or enemy action (ala Airstrikes Close to Home and the new Comstar Box Power).  Mech Hangar: This card allows you to make an additional deployment every turn. Most useful for deploying extra resources needed to build larger ‘Mechs, or to deploy extra Units to gain ‘Mech advantage.  Vehicles & Battle Armor: To play these dreaded new Units you will need Logistics.  Double-Time Offense: For 4 resources and two additional resources per Unit, you can untap Units during your Missions phase. It can be a game winner if you just got your opponent to tap out all his blocking Units, or it can be used to untap all or some your Units to defend with against your opponents attacks next turn. If you wish to use this card defensively, then the card Accelerated Turnaround will be better for you, it is cheaper but only allows you to untap at the end of your turn, not during your Missions phase.  Free-Deploy ‘Mechs & Vehicles: Some Units in the game can be deployed revealed to not count as a deployment. Since you are limited to two deployments per turn, being able to activate more than 2 Units per turn can give you a powerful Unit advantage, especially early in the game. I have seen decks of this type deploy 2 Units on their first turn reliably and as many as 5 Units per turn with good draws. This ability alone was the reason behind the decision to limit the number of Vehicles and BattleArmor that can be in a deck.  Huge ‘Mechs: Nearly any of the gigantic ‘Mechs in the game from Daishis, Masakaris, to Pillagers and Cerberus’ require the Logistics buyout. If you want Big ‘Uns, you will need Logistics.  Stockpile & Scrapheap Manipulation: There are a number of cards, all requiring Logistics, that allow you to manipulate your stockpile and scrapheap. To retrieve scrapped cards into your hand can give you a game-winning card. To be able to affect what cards you will actually draw next turn is also powerful. If you need Units, you can make sure you pull Units. If you need resources, you can make sure you get resources. The Jade Falcon card Culling from the basic set allows you to restock cards from your scrapheap, in effect prolonging your ability to stay in the game.  With the advent of some of Arsenal and some of the Revised ‘Mechs in Commander’s Edition, it is now possible to have a deck that relies solely on the Logistics asset. You will need other assets in a supporting role (Primarily Tactics for mission cards and Assembly for repairing Units), but as long as you have Logistics, you will be able to construct Units.  Hopefully, this trend will continue. It’s good to see decks out there that can win using various strategies and deck construction techniques. The diversity of decks now is good compared to the AMT Ghost Bear and Wolf decks that were the staple during the early days of BattleTech. Crusade will likely again bring more cards to us that will allow us to use Logistics to win our wars.  Modern warfare is geared more towards Logistics than ever before. For every single fighting man, there may be as many as twenty men that work in support roles behind him who never pick up a gun or throw a grenade, they win wars with inventories and calculators. |

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| **Inner Sphere Assault**  **Units(24):** 2x Burke 2x Cerberus MR-V2 6x Cyclops CP10-Z 6x Galleon-3058 2x Imp IMP-3E 6x Spider Revised SDR-7M  **Commands/Missions(12):** 2x Double-Time Offense 2x Final Push 2x Hidden Reserves 2x Intimidating Paint Job 2x Mech Hangar 2x Reactor Breach  **Resources(24):** 4x Assault Mech Specialists 4x Strip Mining Operation 10x Support: Logistics 4x Support: Tactics 2x War Funds  **The Jade Turkey**  **Units(24):** 6x Blitzkrieg Elemental Point 6x Koshi A Mist Lynx 4x Skirmisher Elemental Point 2x Thor Prime Summoner 6x Turkina C  **Commands/Missions(12):** 2x Forged Mission Orders 2x Intimidating Paint Job 2x Mech Hangar 2x Overrun 2x Ristar Mechwarrior 2x Steel Talons  **Resources(24):** 4x Advanced Manufacturing Techniques 1x Black Market Connections 1x Jade Falcon High Command 4x Strip Mining Operation 10x Support: Logistics 4x Support: Tactics  **Elemental Wolf**  **Units(24):** 6x Blitzkrieg Elemental Point 6x Dasher Prime 6x Fenris A 2x Phantom D 4x Skirmisher Elemental Point  **Commands/Missions(12):** 2x Double-Time Offense 1x Evantha Fetladral 4x Extra Armor Plating 2x Forged Mission Orders 2x Heavy Fog 1x Mechwarrior Peter  **Resources:** 9x Support: Assembly 9x Support: Logistics 3x Think Tank 3x War Funds |