



BATTLEFORCE™

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STAR WARS 3-D

**ALL NEW ART
& STORIES!**

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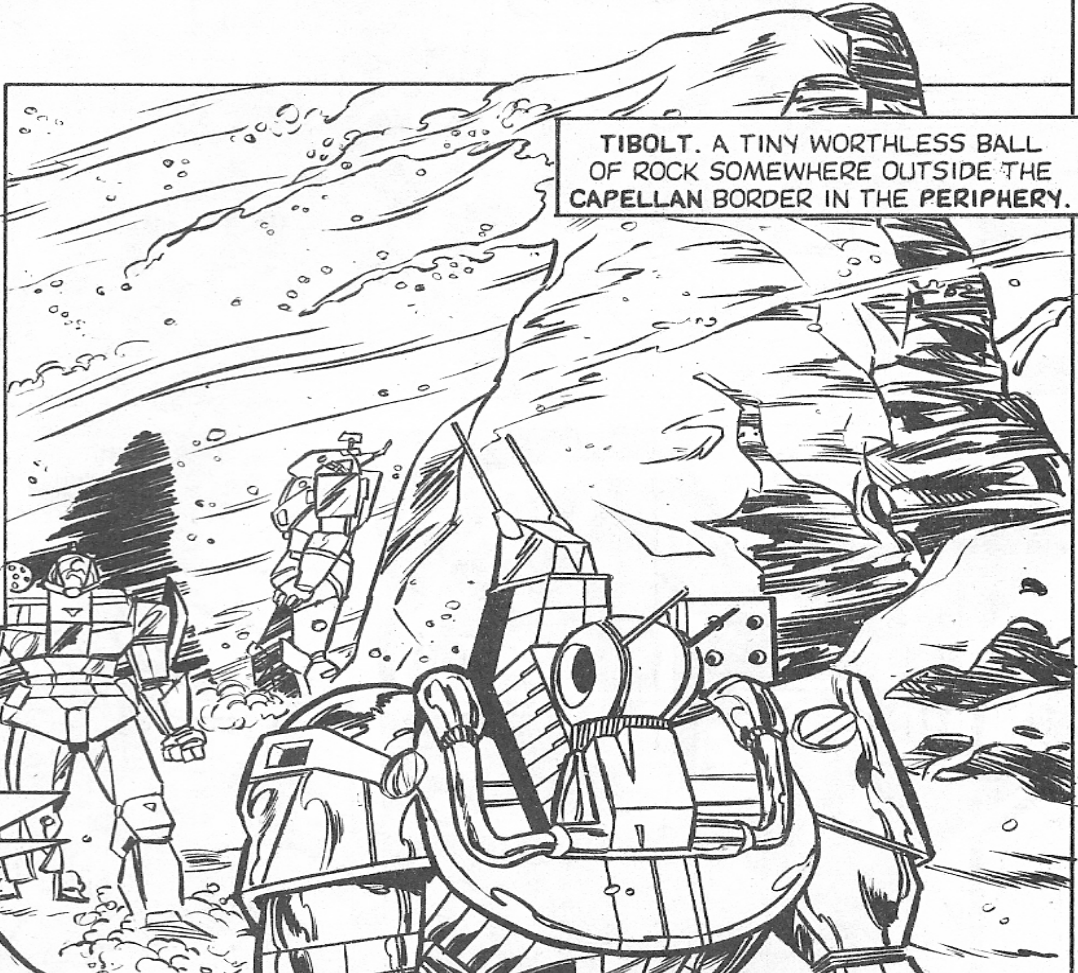
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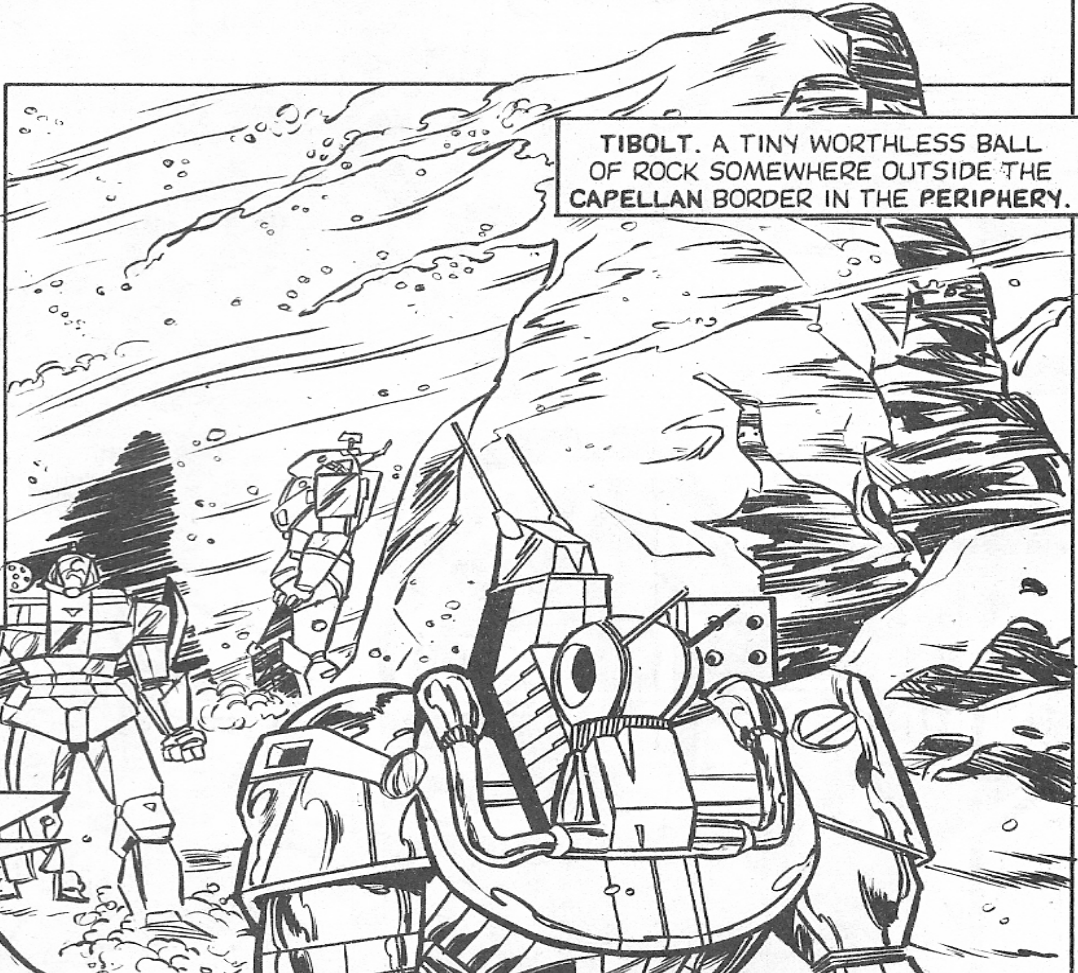
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The BLACK SHEEP

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DAN PANOSIAN
LETTERS
CRAIG COBERT
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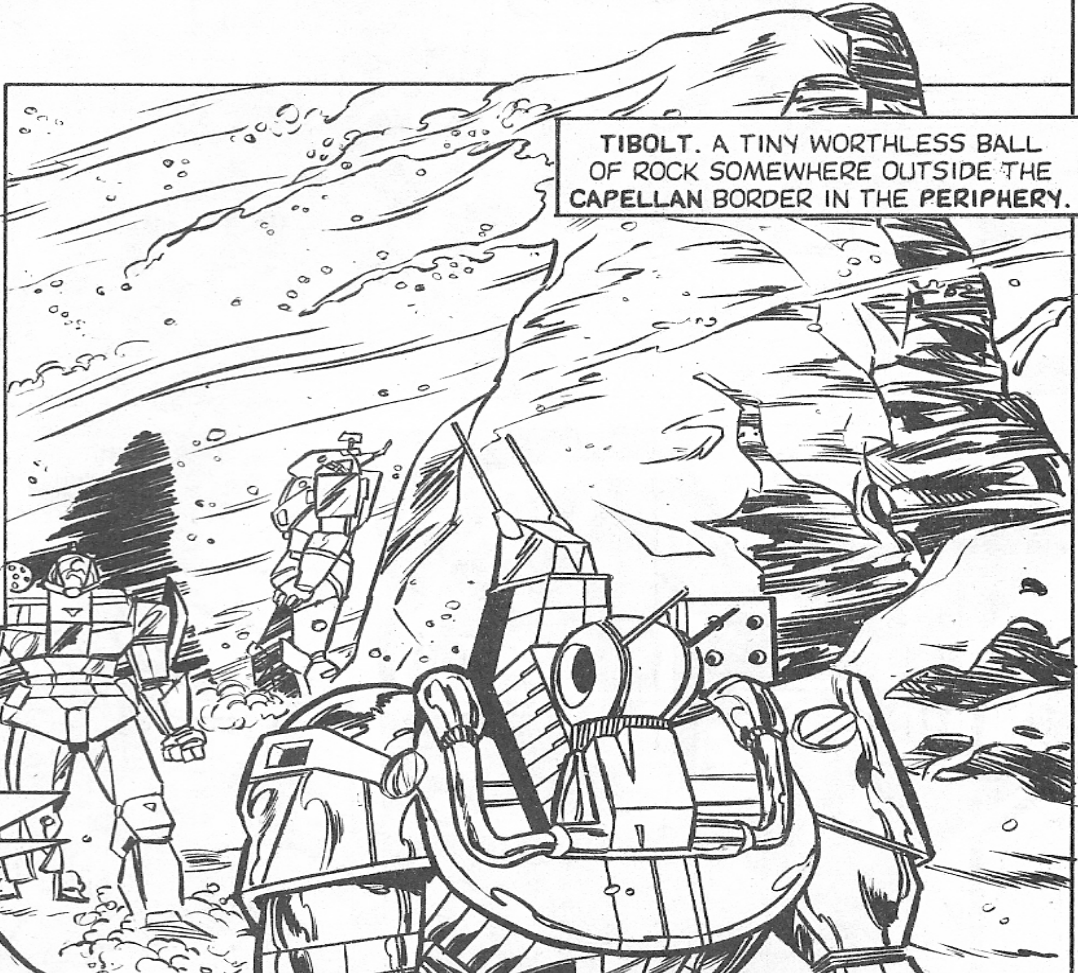


TIBOLT. A TINY WORTHLESS BALL
OF ROCK SOMEWHERE OUTSIDE THE
CAPELLAN BORDER IN THE PERIPHERY.



THIS IS REFINERY CITY TO
3RD REGIMENT. THE MARAUDERS
ARE CUTTING US TO PIECES!
WHERE ARE YOU!?

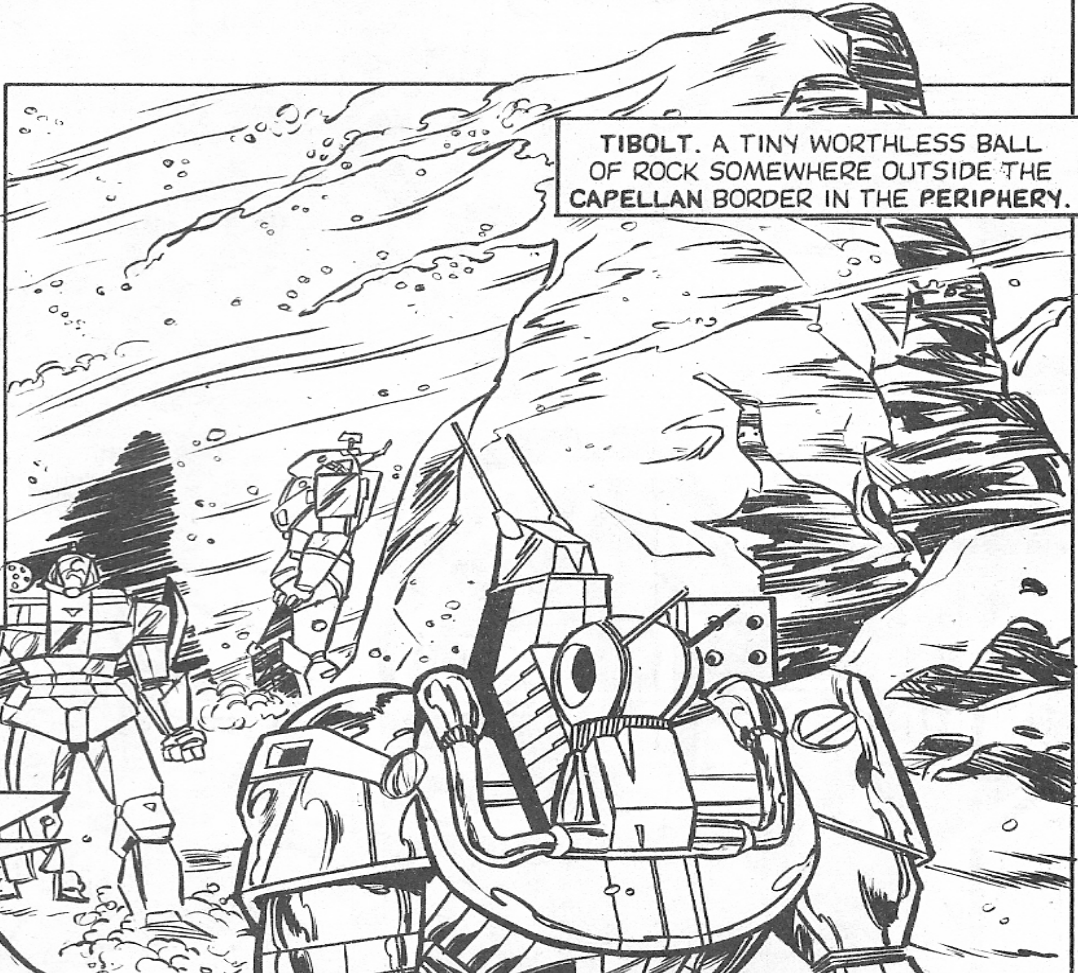
TIBOLT. A PLACE WITH AN ATMOSPHERE OF
SULPHUR, FOG, AND RAIN. ON A CLEAR NIGHT
VISIBILITY IS ALMOST TEN METERS.



COME IN, RC.

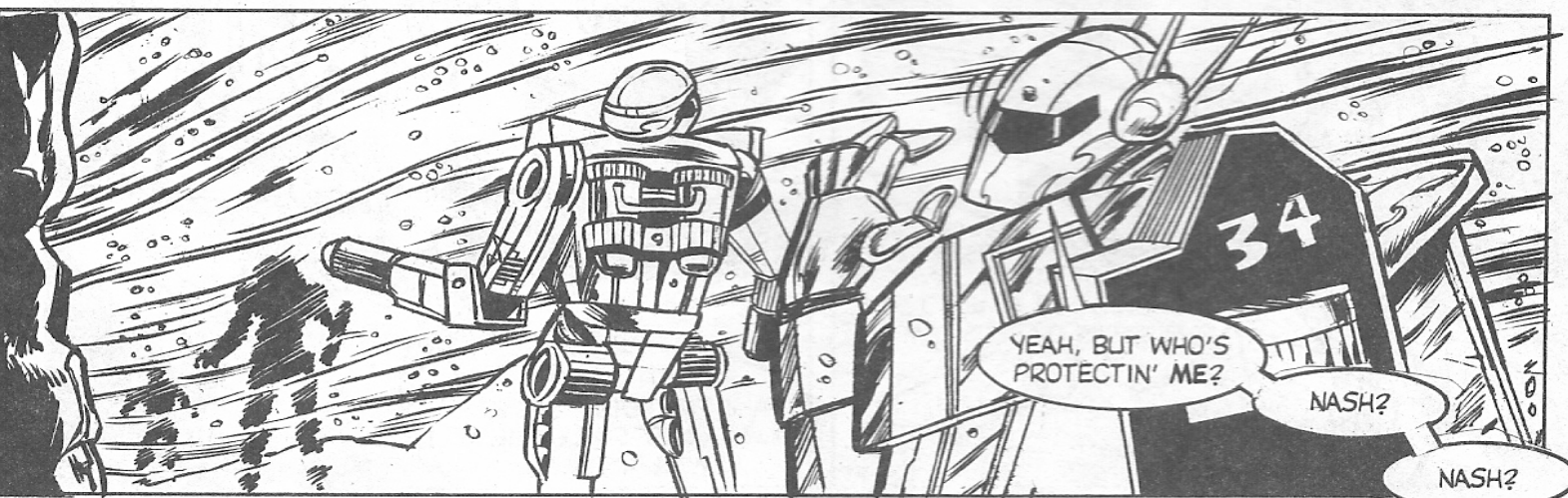
WE'RE SLOGGING
IN AS FAST AS WE CAN.
WE'LL SHOW UP IN TIME TO SAVE
YOUR BUTTS OR BURY 'EM.

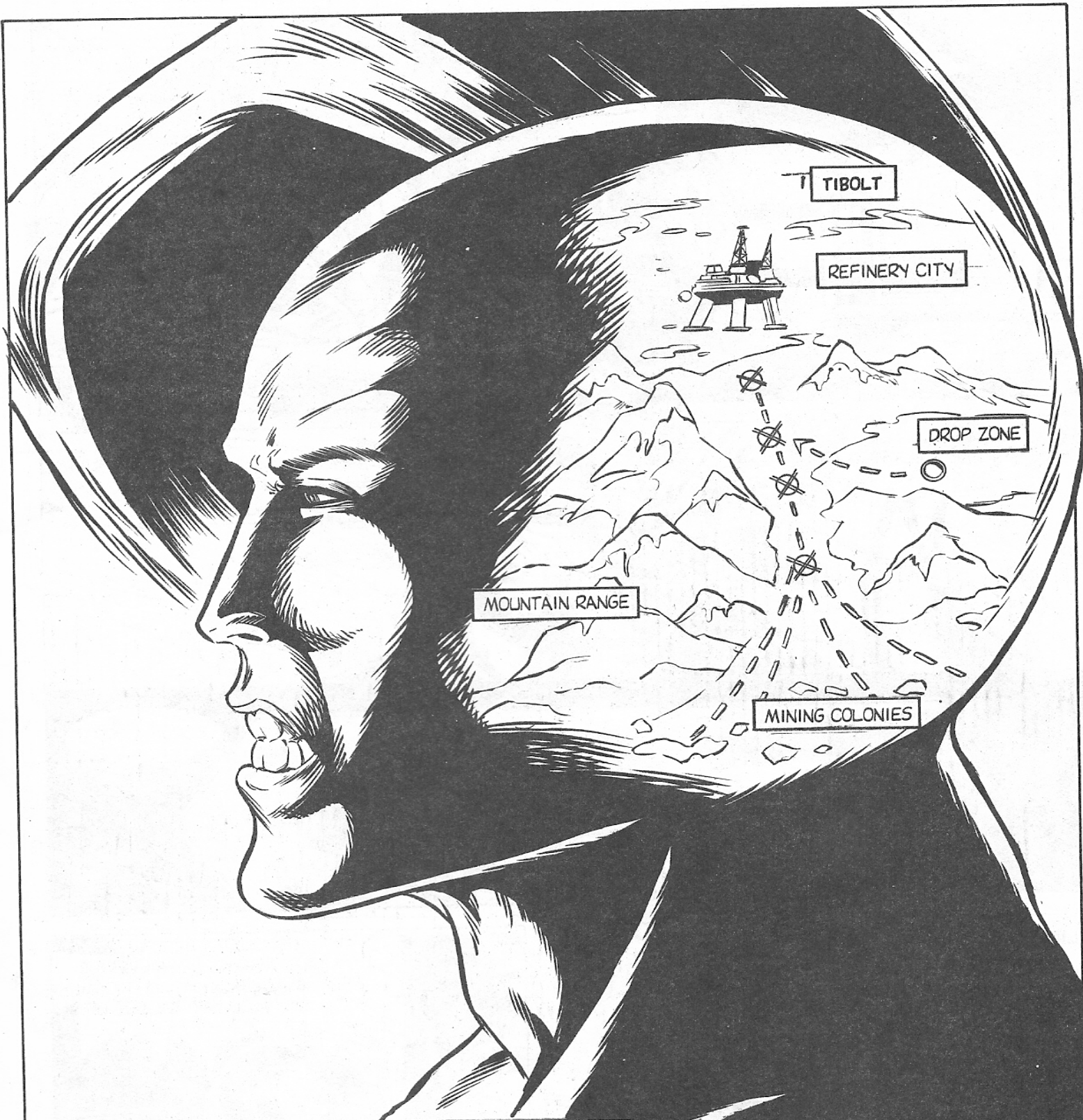
TIBOLT. GROUND ZERO FOR A PRE-DAWN
INSERTION OF THE CRUCIS LANCERS.



NICE WEATHER. WHO'S
IDEA WAS THIS?

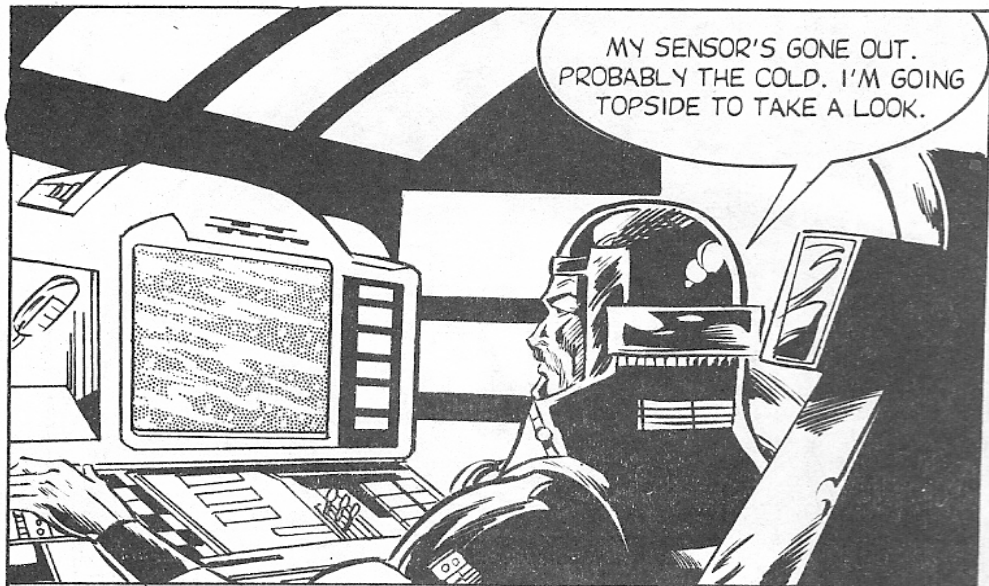
CAN IT, NASH.
TAKE THE POINT, SPONO.
OUR TARGET SHOULD BE A
FEW KLIKS AWAY.





SO HERE I AM, DOING A BLIND-MAN'S WALK ON MY FIRST FIELD COMMAND. OUR MISSION'S SIMPLE ENOUGH-AMBUSH A CAPELLAN 'MECH UNIT ON ITS WAY TO SAVE REFINERY CITY FROM MILLER'S MARAUDERS.

SO WHY IS HOUSE DAVION SUDDENLY WILLING TO RISK WAR WITH THE CAPELLANS? THEY DON'T TELL YOU THAT STUFF WHEN YOU'RE JUST A CORPORAL.

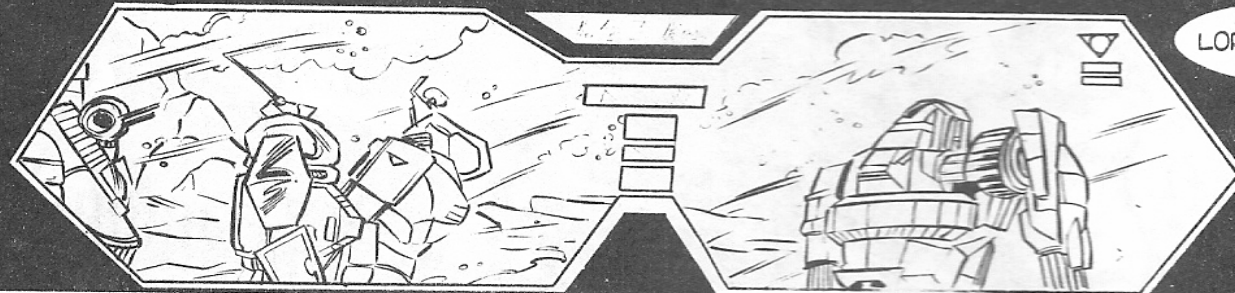


MY SENSOR'S GONE OUT.
PROBABLY THE COLD. I'M GOING
TOPSIDE TO TAKE A LOOK.



DAMN WEATHER.
CAN'T SEE A BLASTED...

...THING?



LORDY, LORDY!



LIGHT 'MECH UNIT,
MY HEAT SINK!

ANOTHER INTELLIGENCE
SCREW-UP!



GOT ANYTHING,
SPONO?

OH, JUST A GRIFFIN,
A SHADOWHAWK, A WOLVERINE
AND A BLACKJACK! WHEN IT COMES
TO TONNAGE, THEY'VE GOT US.

SO WHAT'S THE WORD?



MY LIEGE, I
BRING GRAVE NEWS FROM
THE CAPELLAN MARCH.

OUR INFORMANTS TELL US THAT DUKE
MICHEAL HAS ORDERED MILLERS MARAUDERS
ONTO THE PLANET TIBOLT.

TIBOLT?

HOUSE LIAO IS TRYING
TO SELL THE MINERAL RIGHTS TO
THE CERES METAL TRADING CARTEL.



WHAT IS IT?

THEY VIEW OUR PRESENCE
NOT ONLY AS AN ACT OF WAR BUT
A SOURCE OF CONSIDERABLE EMBARRASSMENT.
THEY WILL MOST CERTAINLY RETALIATE.



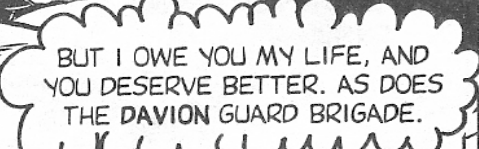
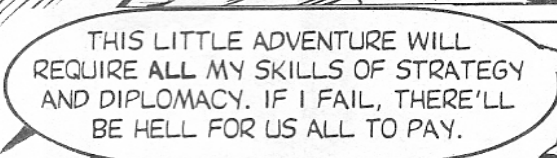
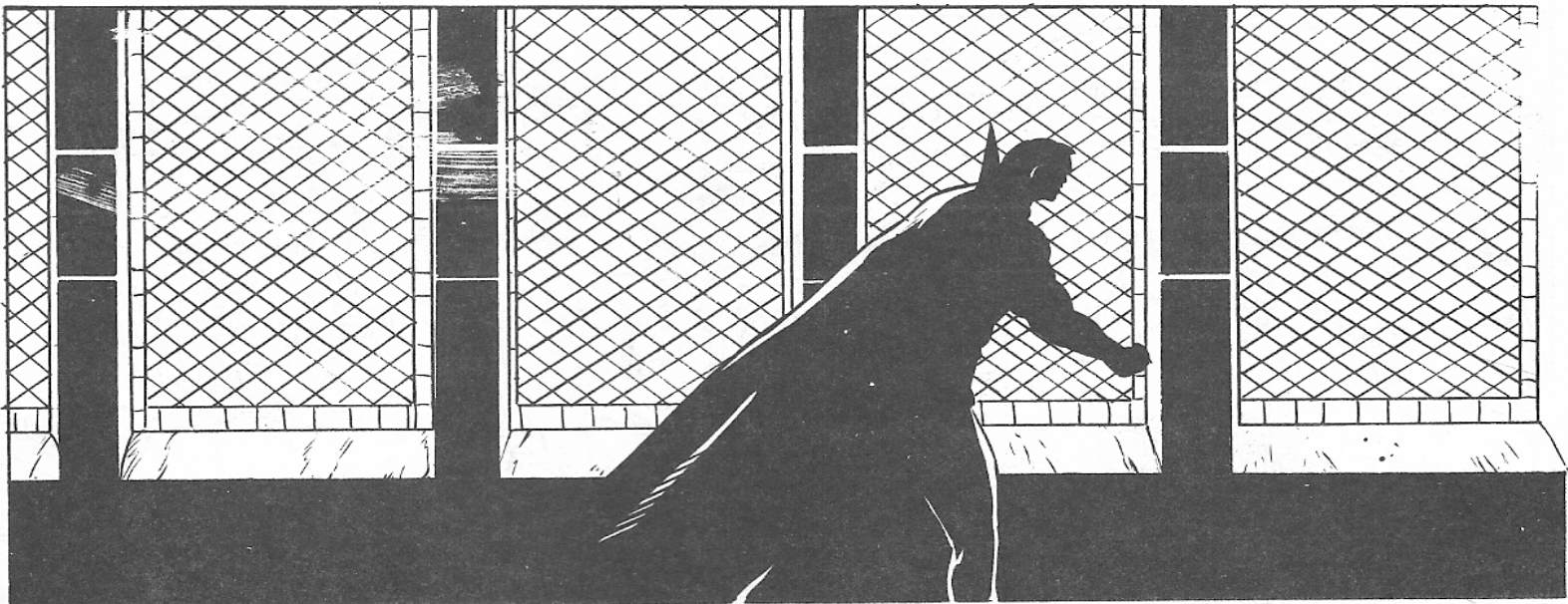
PLACE THE
CRUCIS LANCERS ON
FULL ALERT.

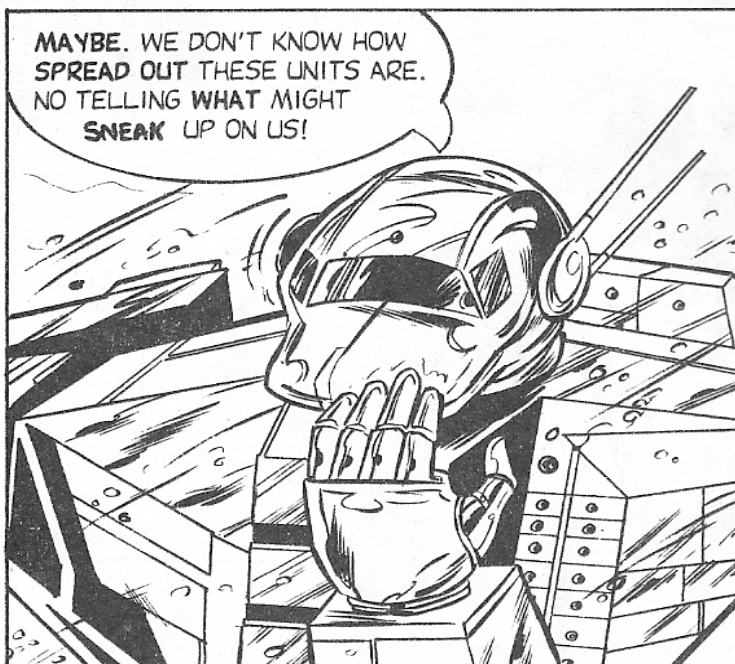
YES, MY LIEGE.

WE WILL
CONTINUE TO DENY
ANY INVOLVEMENT.

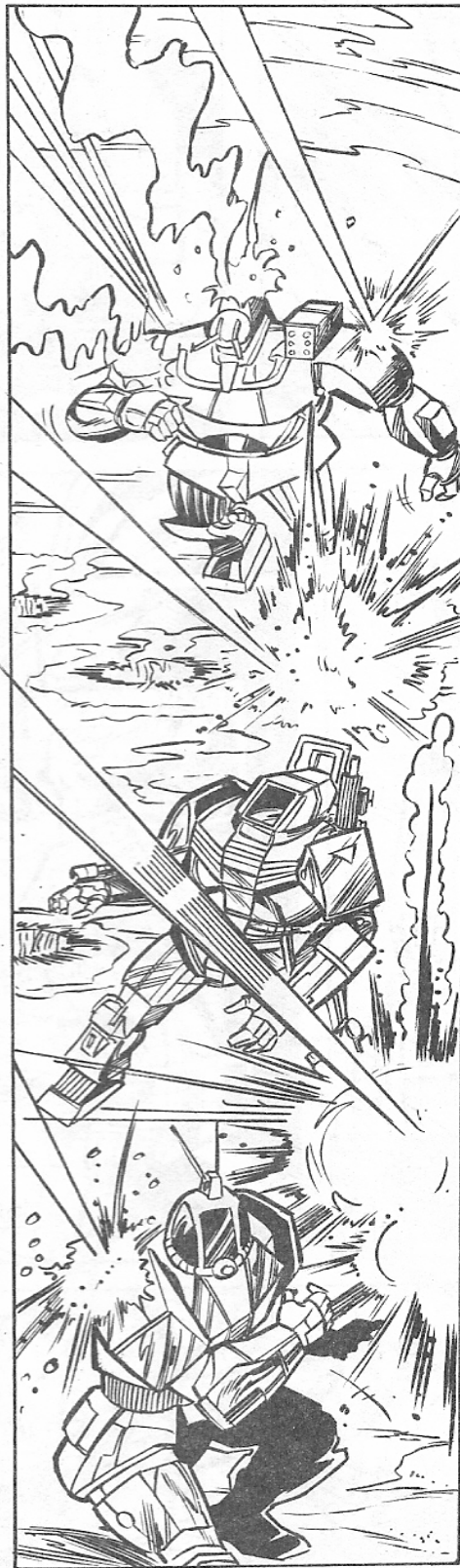
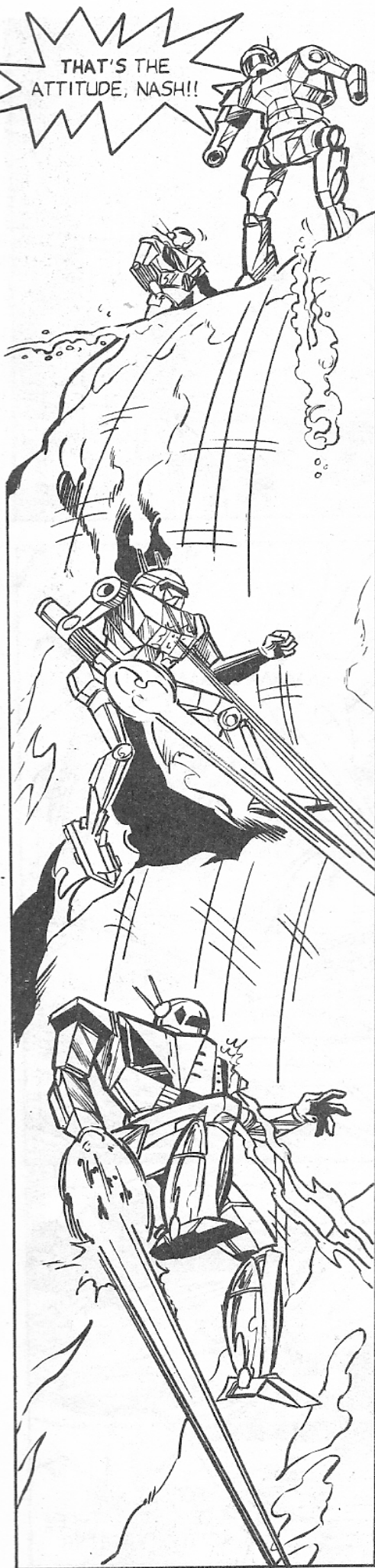


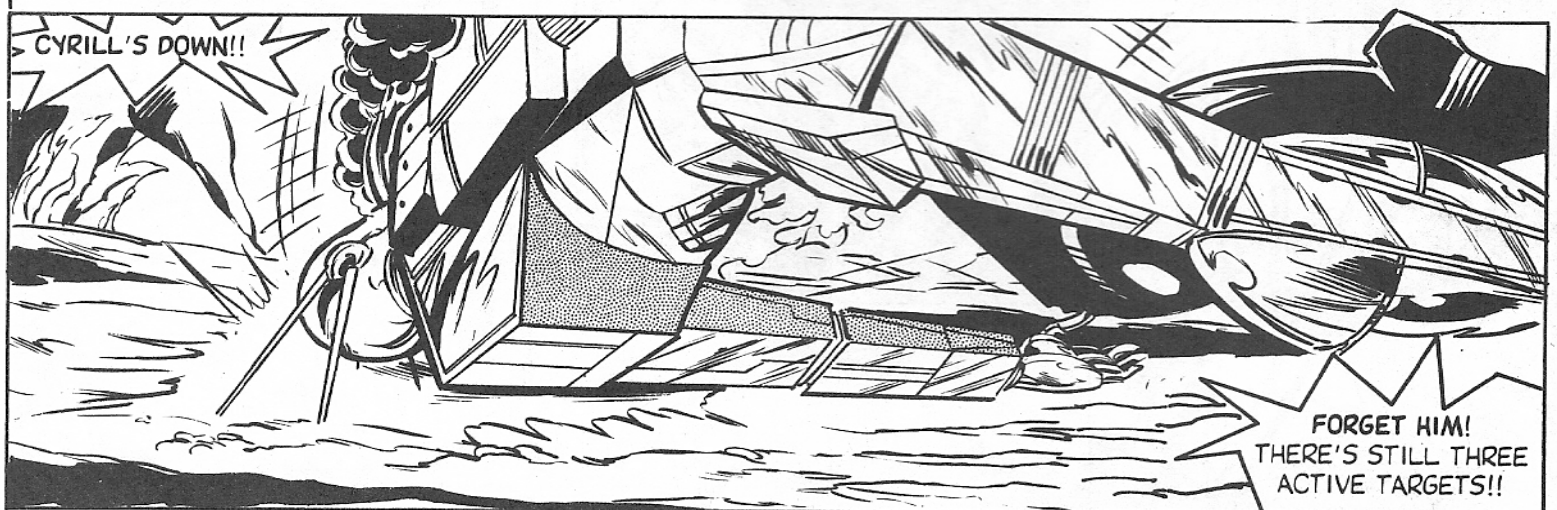
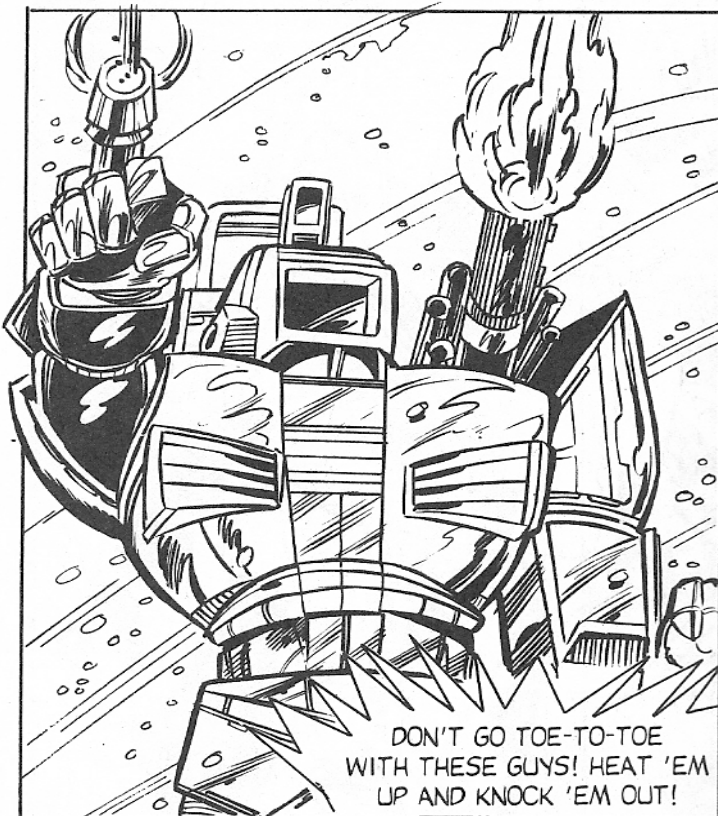
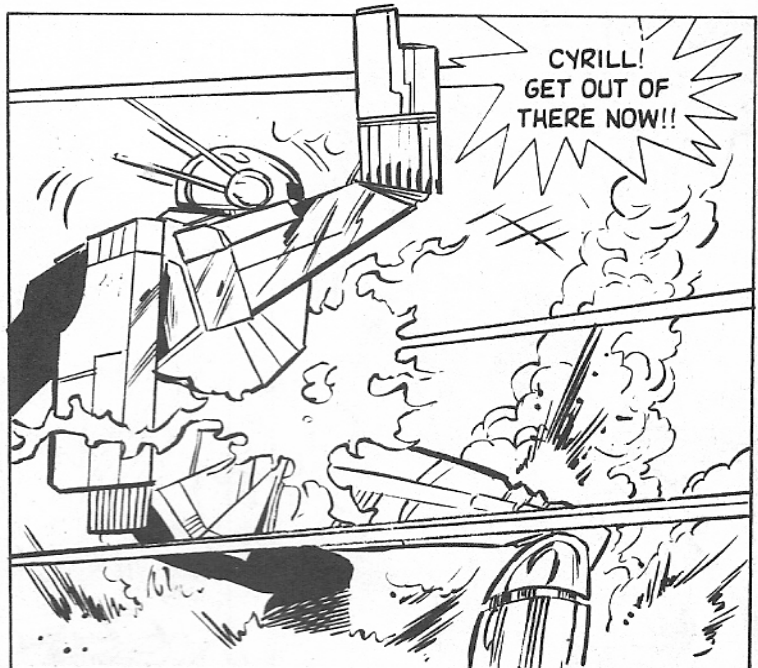


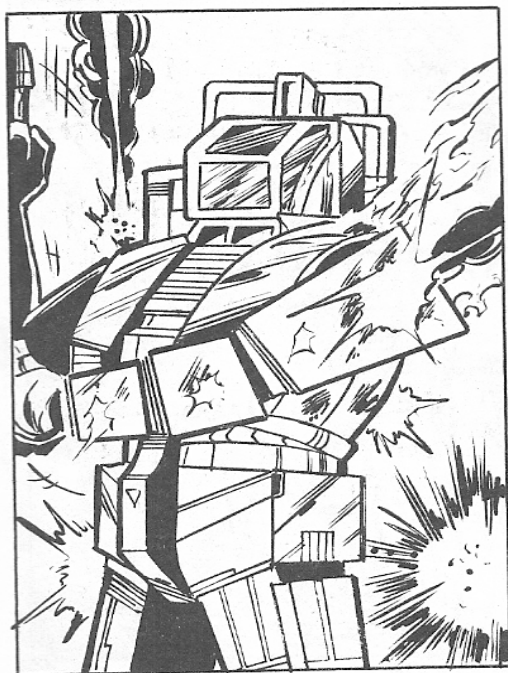
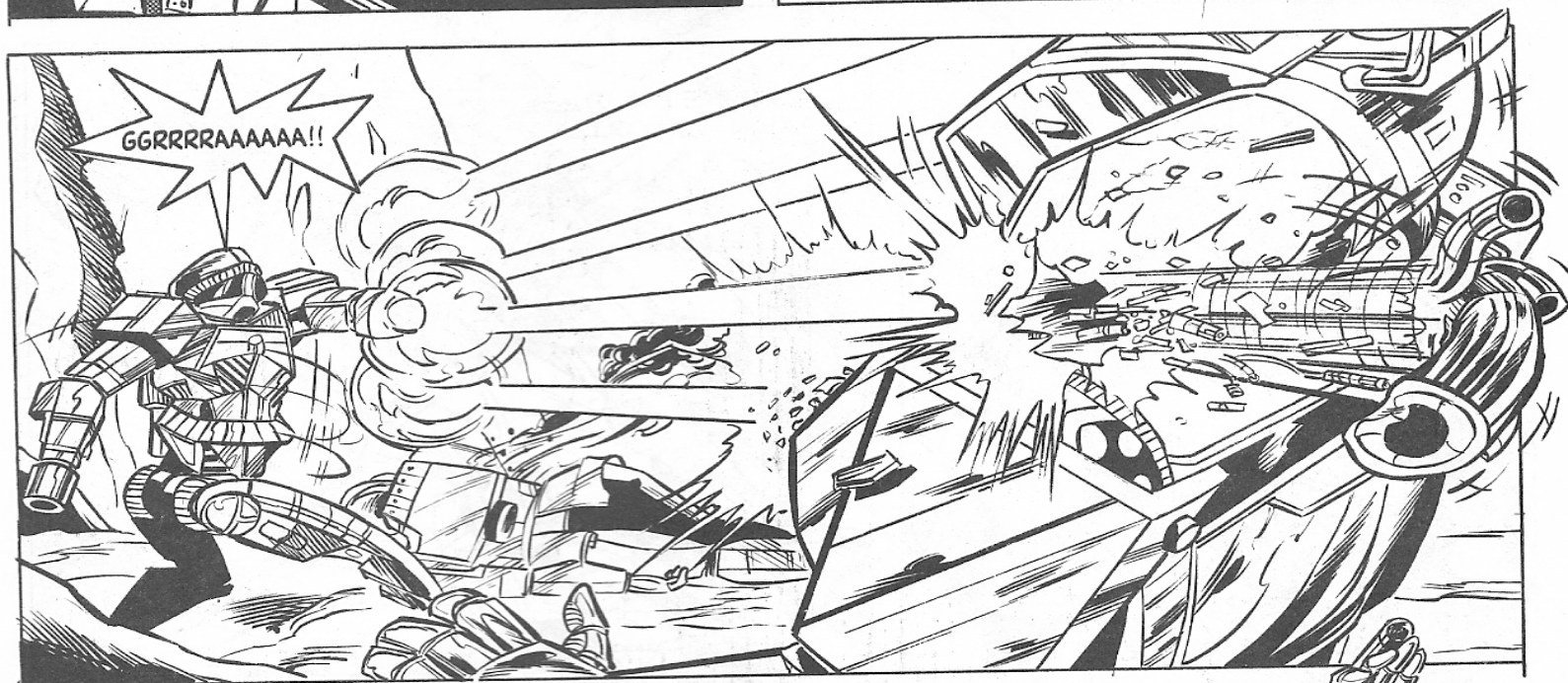
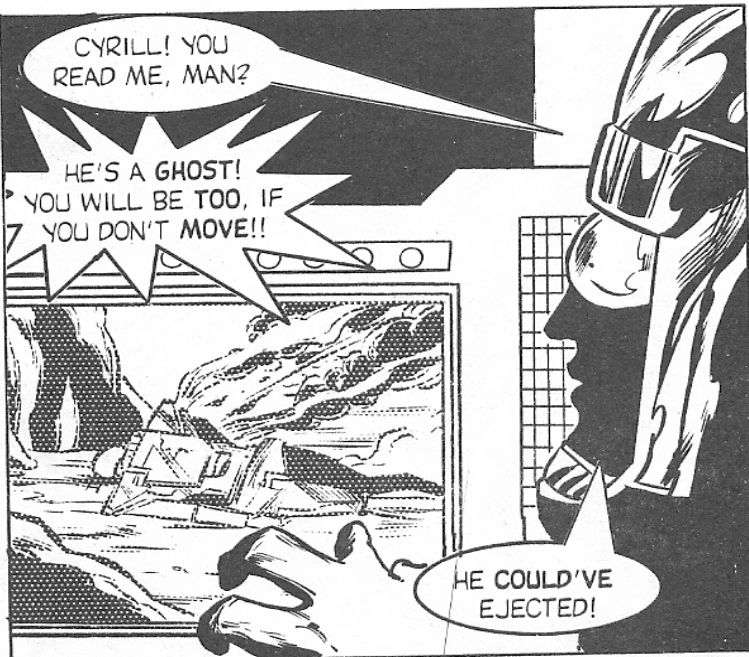
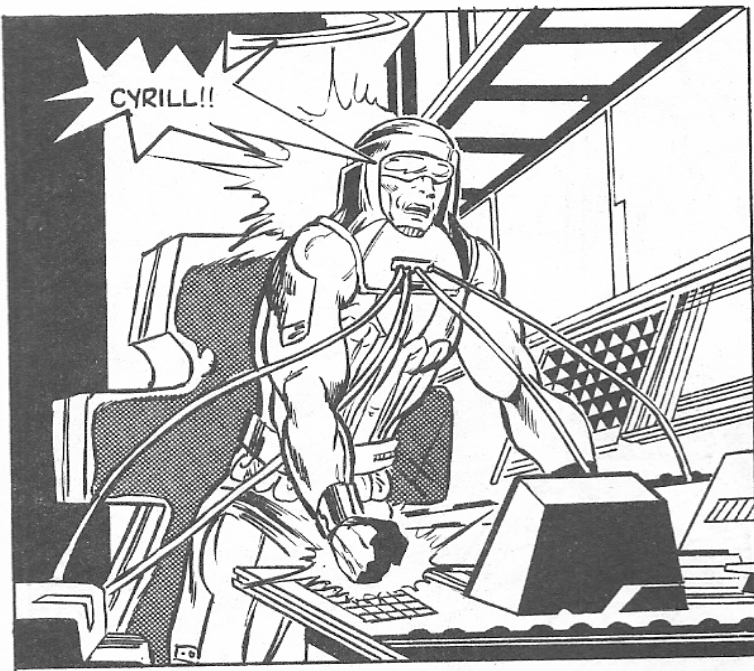


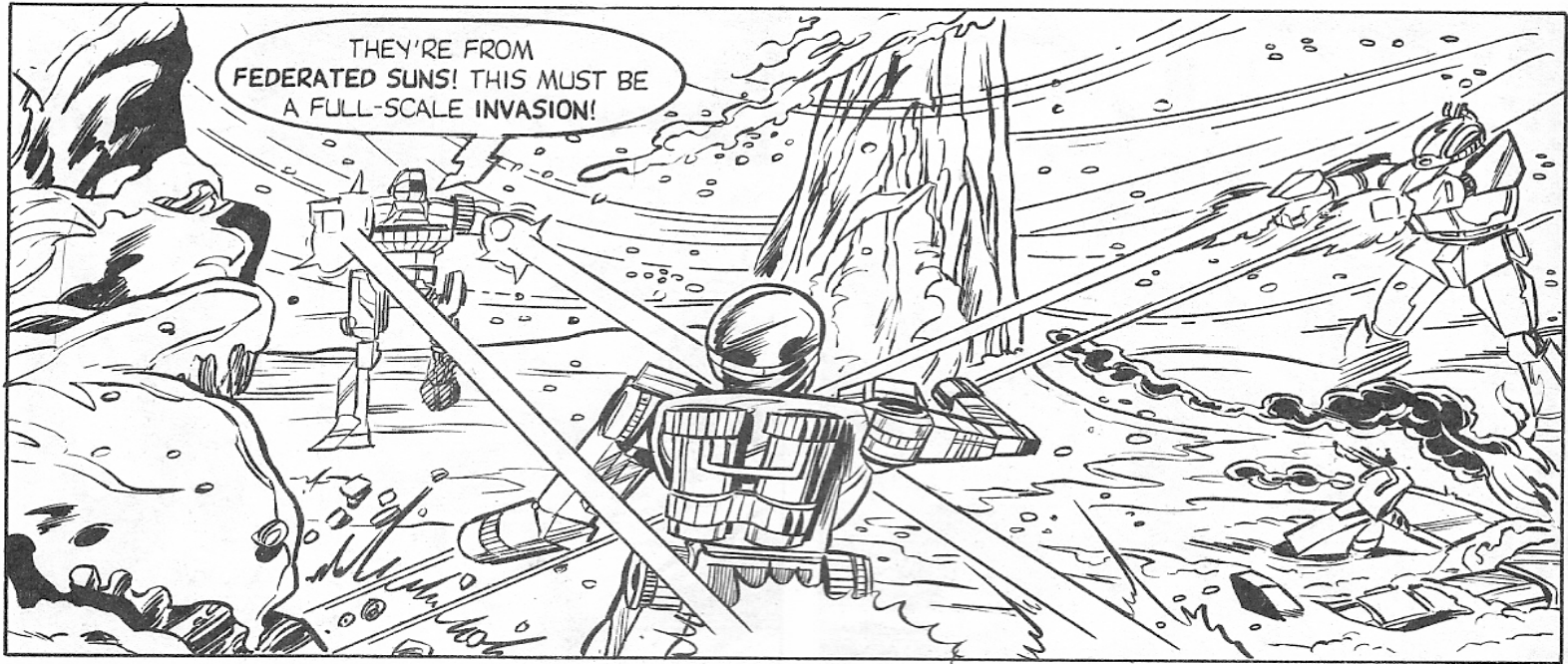


THAT'S THE
ATTITUDE, NASH!!!









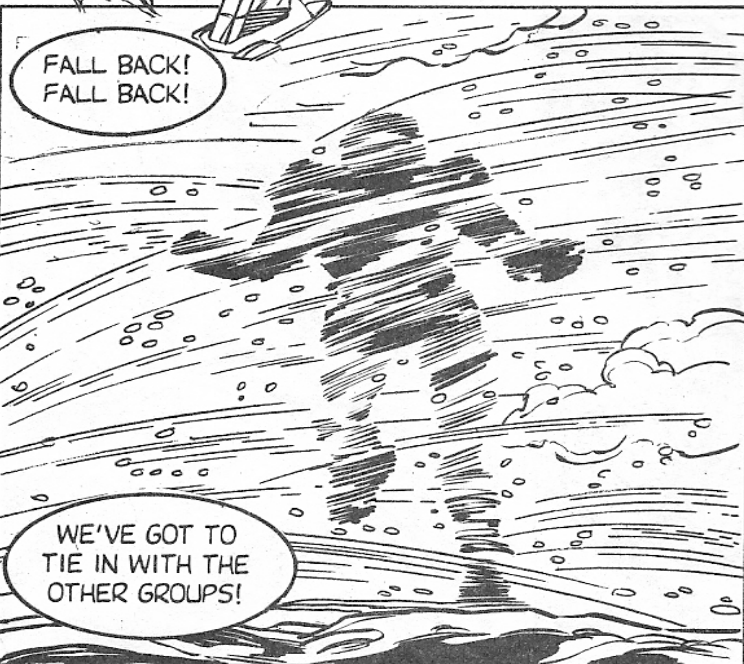
THEY'RE FROM
FEDERATED SUNS! THIS MUST BE
A FULL-SCALE INVASION!



KEEP ALERT!
THERE MAY BE MORE
OF THEM!

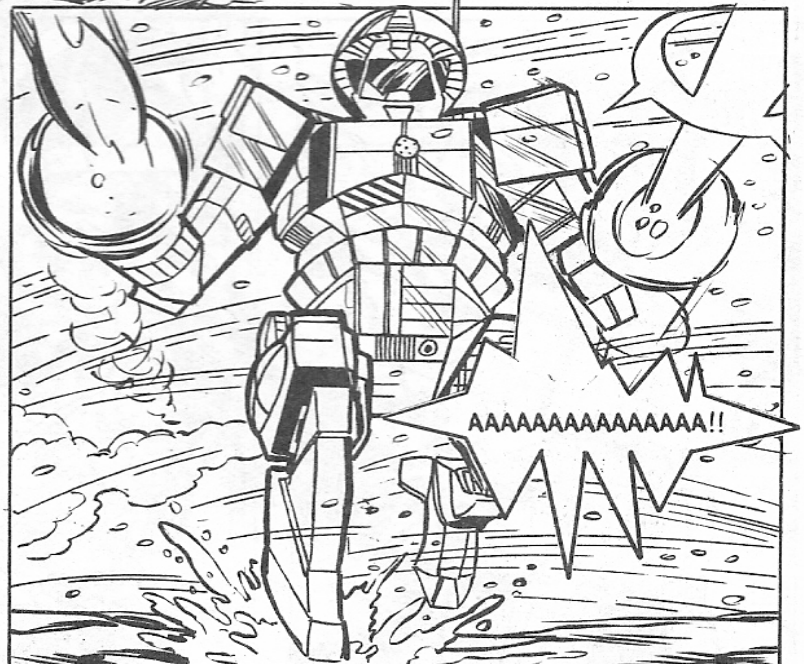


WE'RE PINNED
DOWN FROOOOOOLLP!

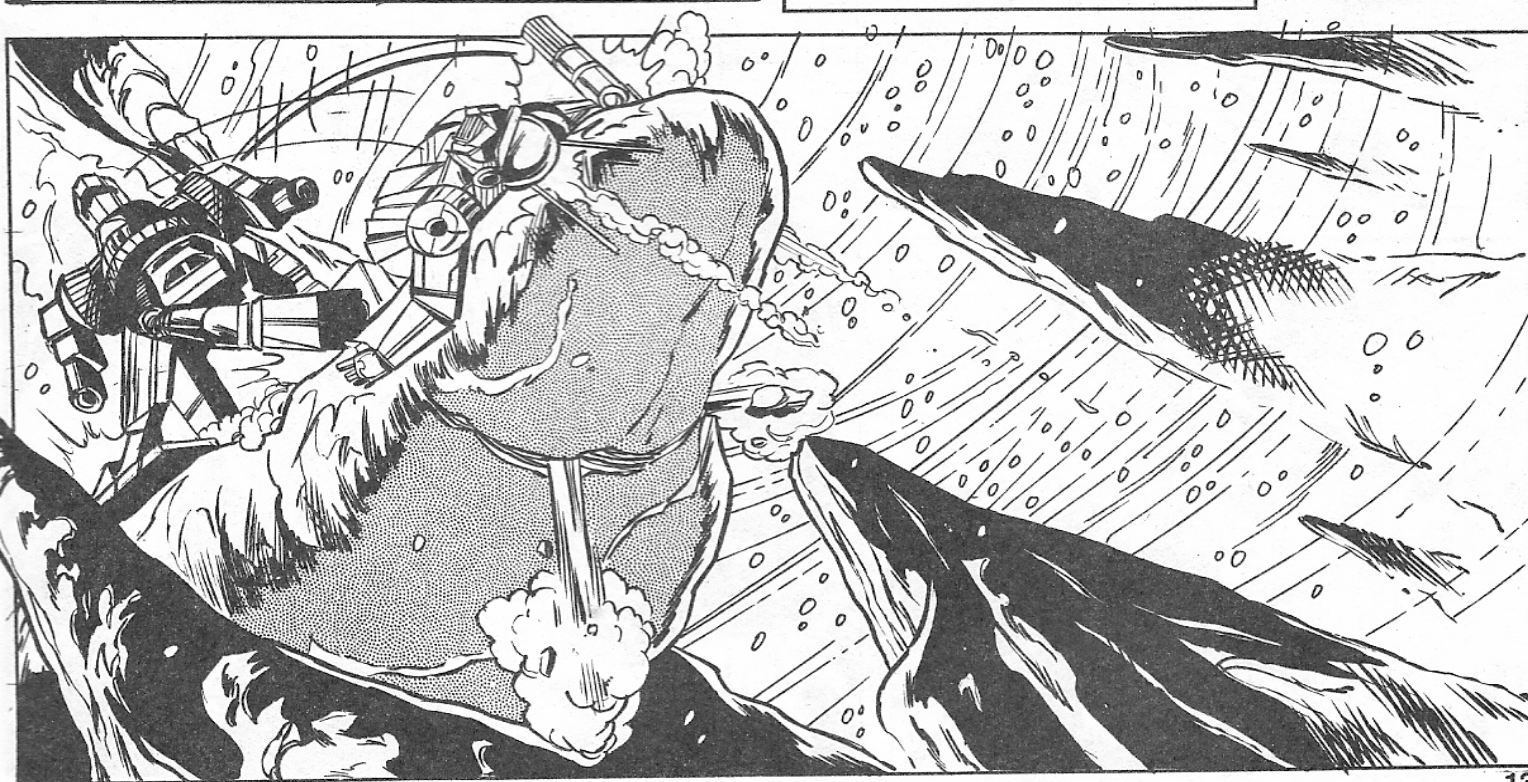
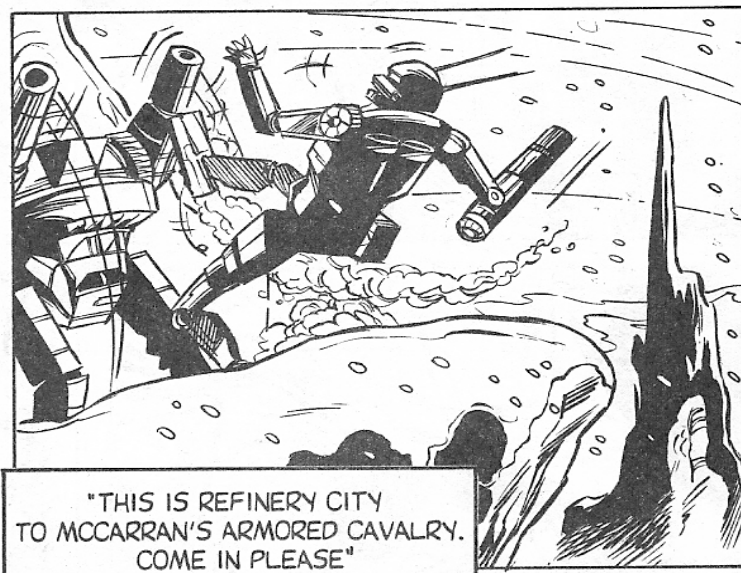
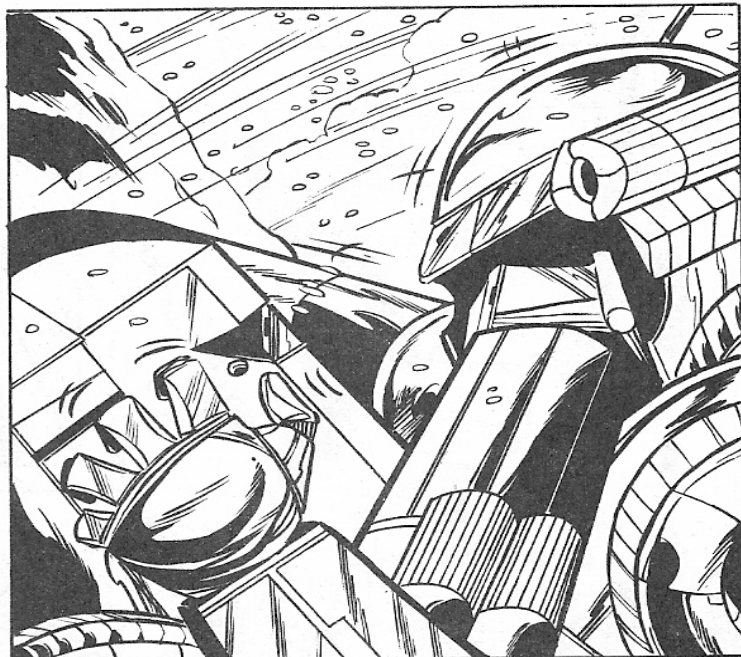


FALL BACK!
FALL BACK!

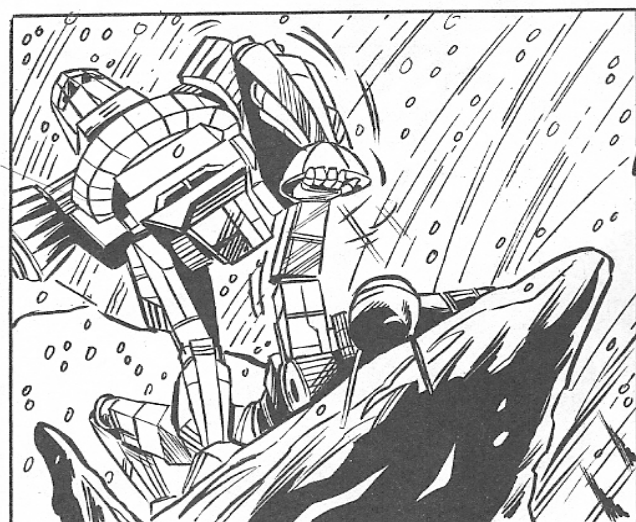
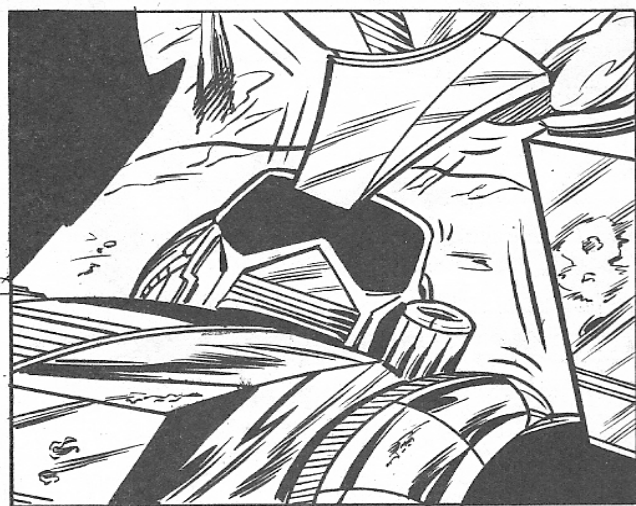
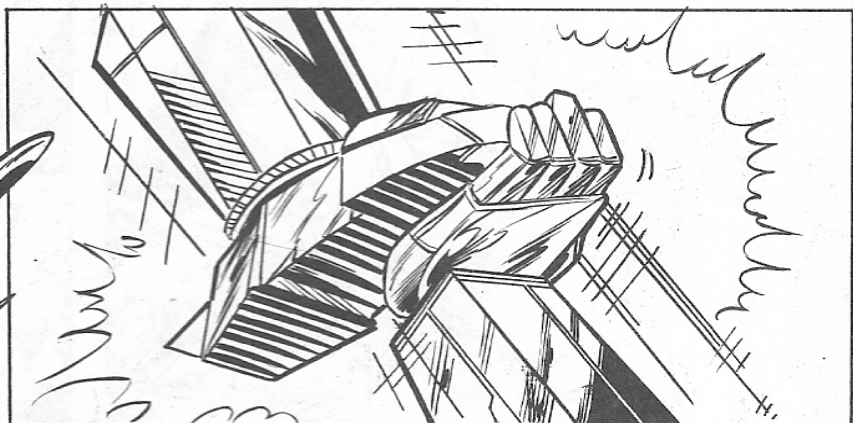
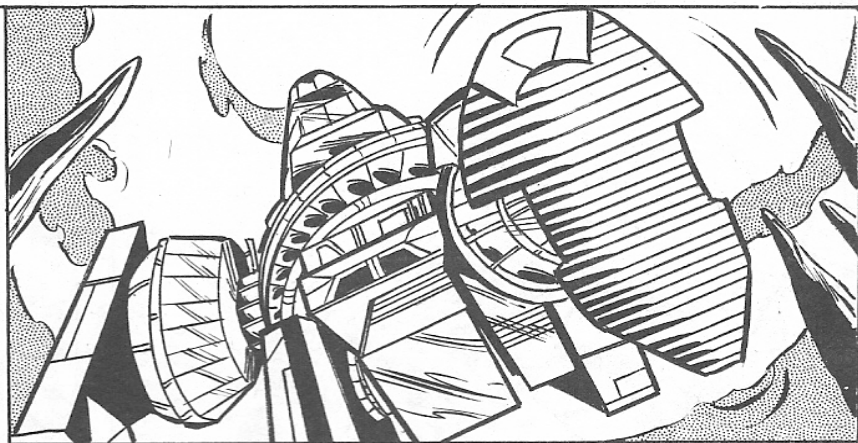
WE'VE GOT TO
TIE IN WITH THE
OTHER GROUPS!

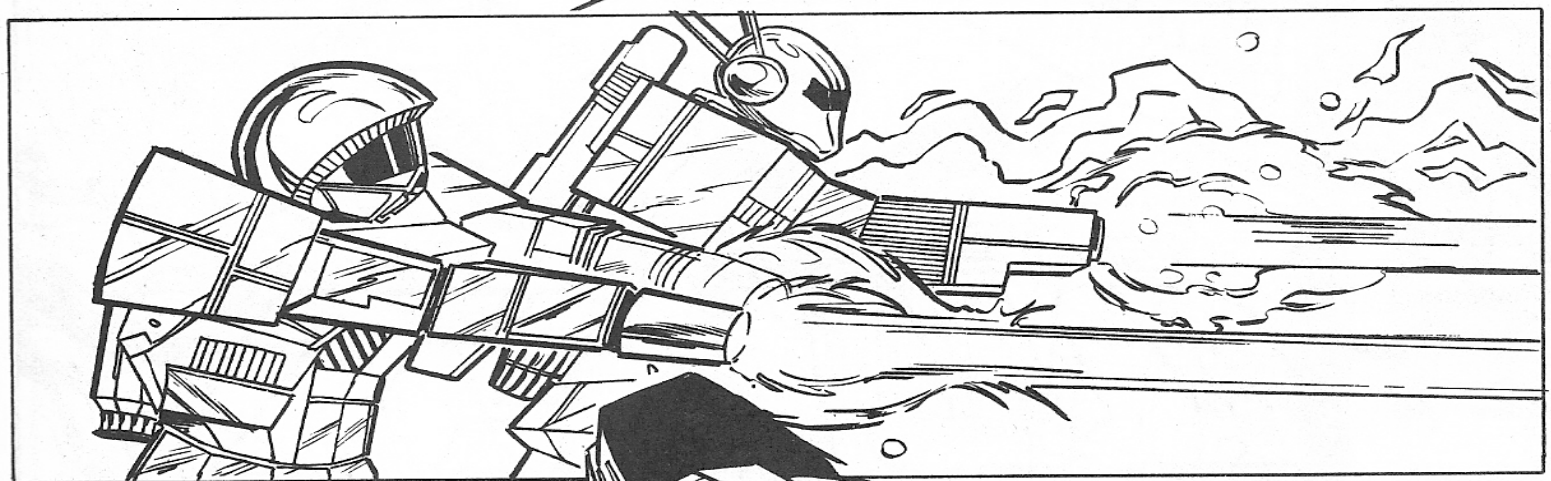
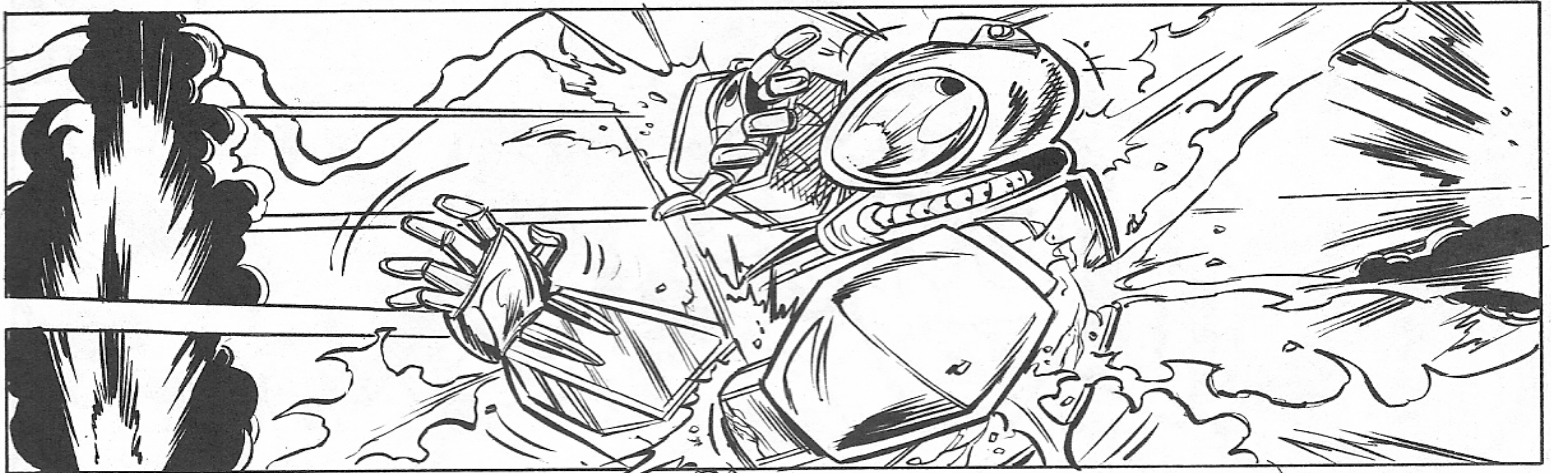
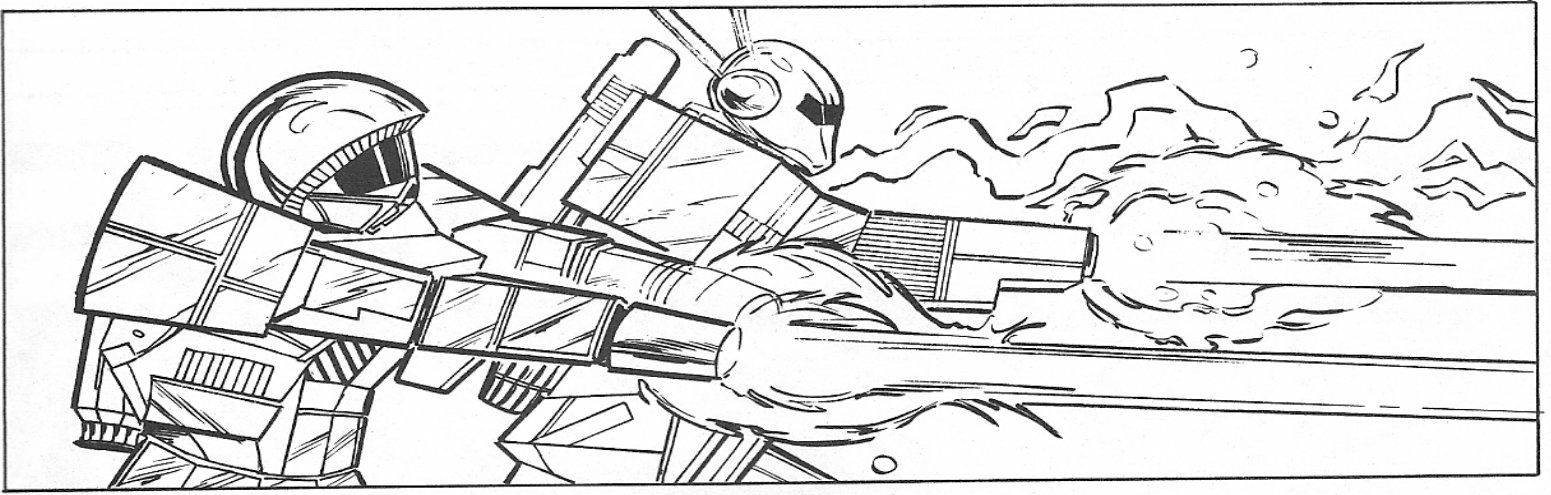


AAAAAAAAAAAAAAAAAAAA!!



"REFINERY CITY
TO THIRD REGIMENT.
COME IN PLEASE."





G.I. JOE 3-D

#3

PSYCHE-OUT FACES HIS
STRANGEST CHALLENGE
EVER, IN...

the QUIET WAR

STORY
JOHN
STEPHENSON

PENCILS
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3-D PROCESS
THE FORTIFIED
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Pencils by
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Inks by
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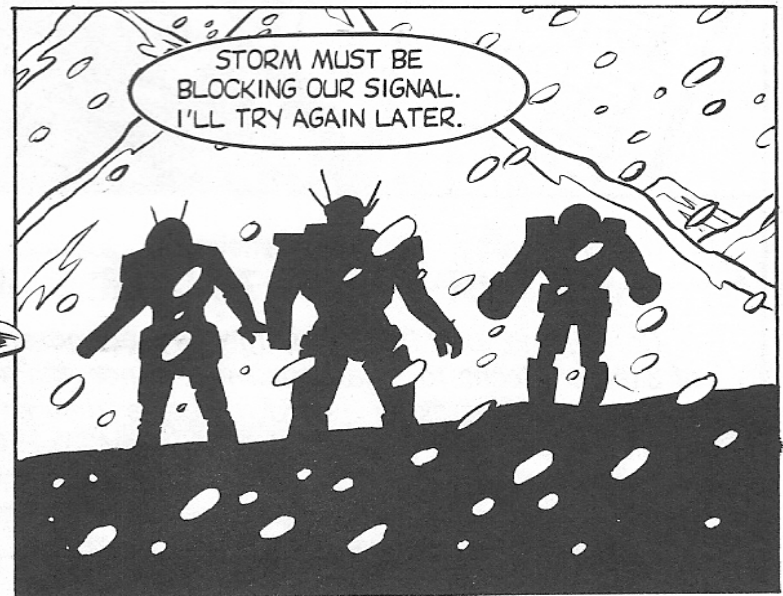
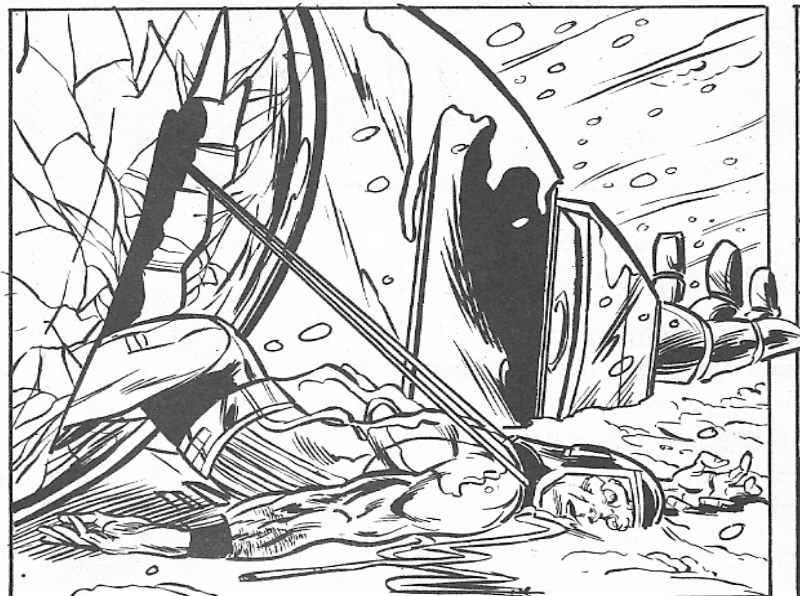
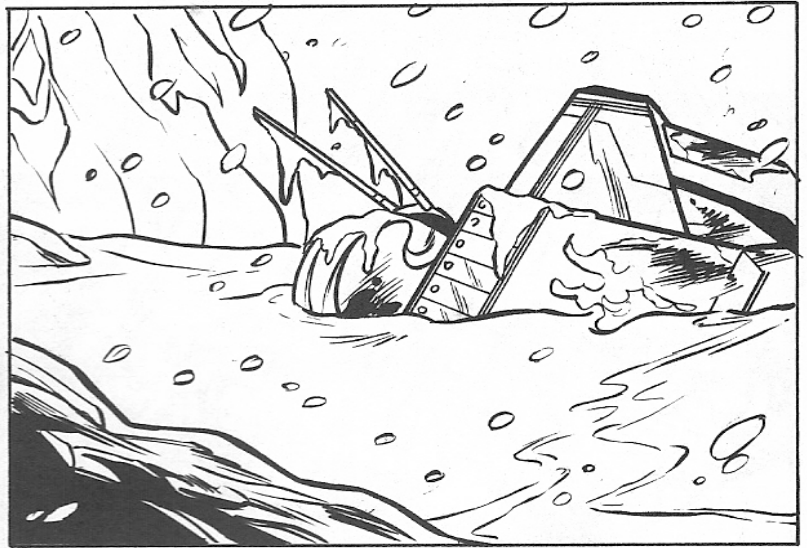
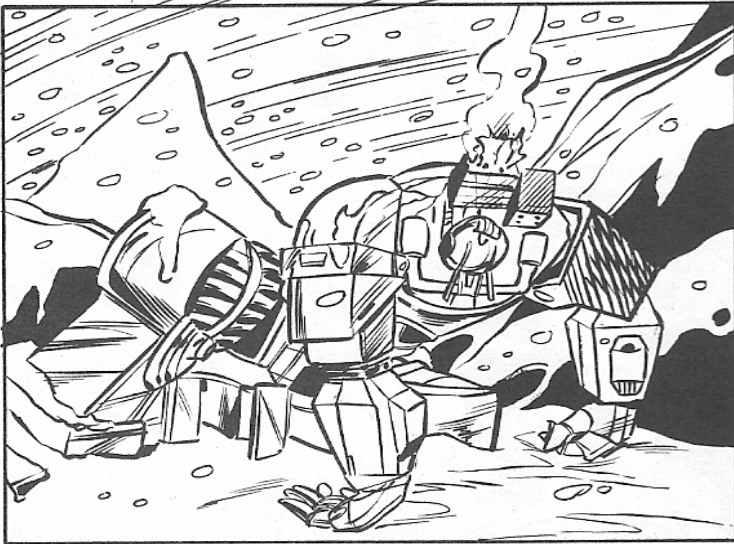
Concluding their first adventure, the dis-possessed Mechwarriors hijack a team of Steiner Mechs to regain their lost honor. Marked for death by the Steiners and branded as cowards by their own people, their only choices are suicide or death in combat. But in the true tradition of the **BATTLETECH**® games, what you think will happen, **won't!**

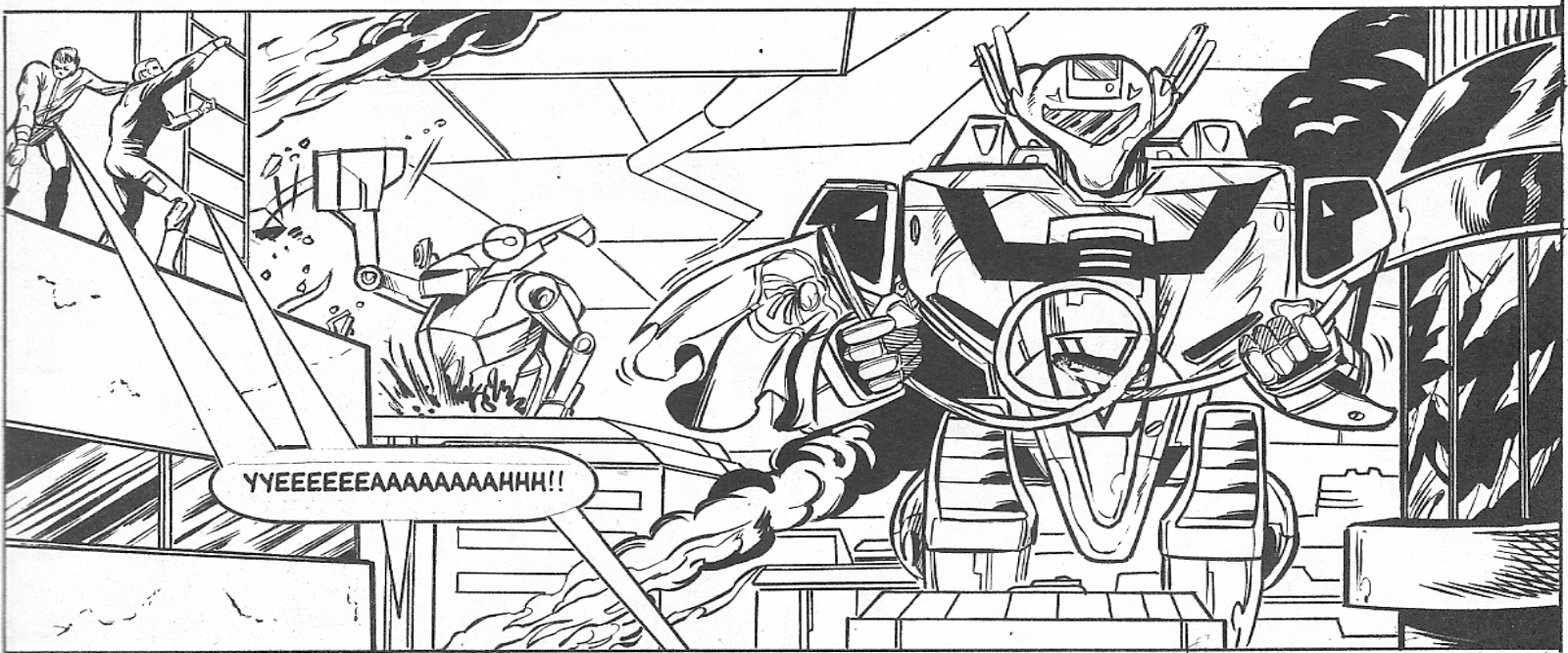
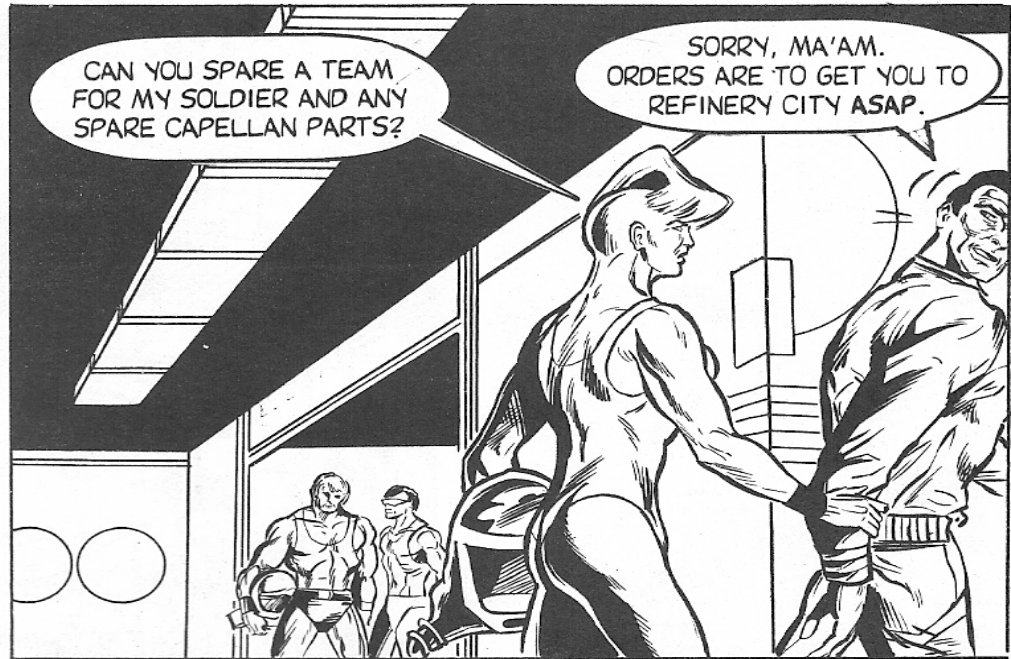
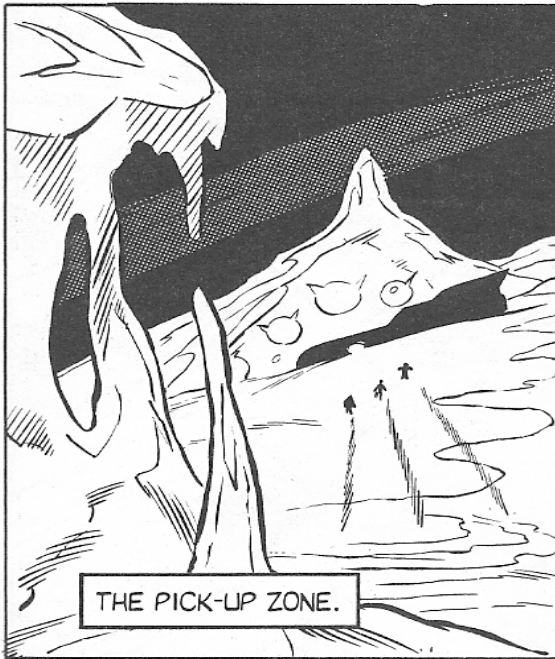
BATTLETECH® #2 - 32 page, B&W monthly comic book with full color, laser-scanned covers \$1.75 (Canada 2.50)

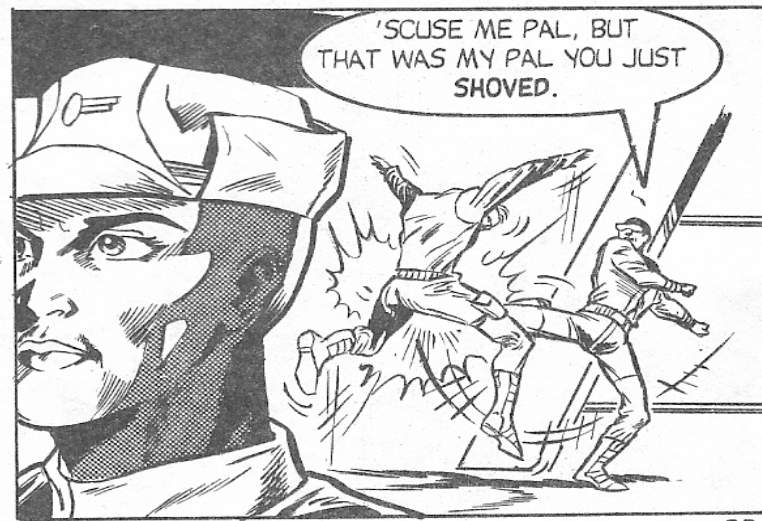
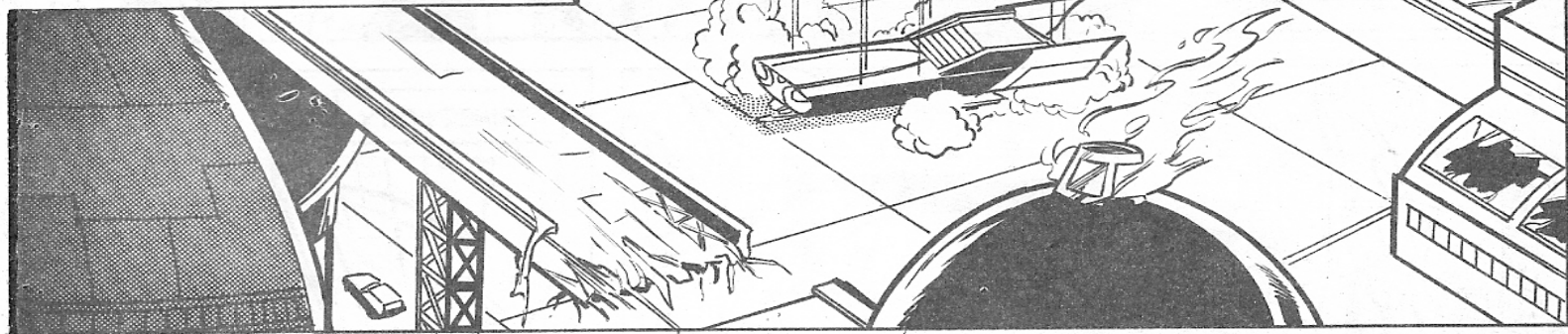
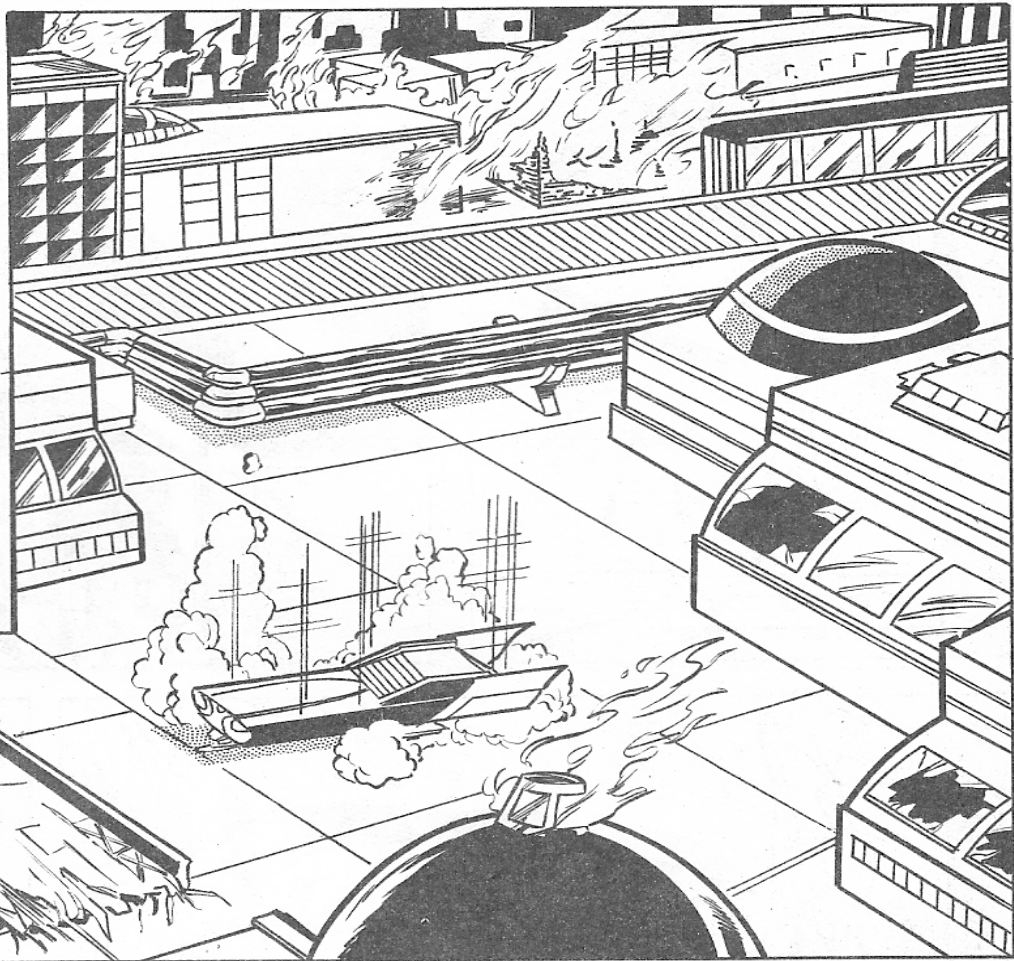
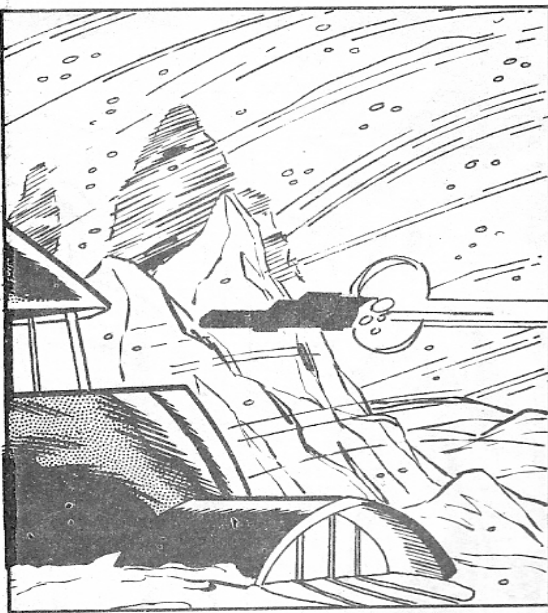
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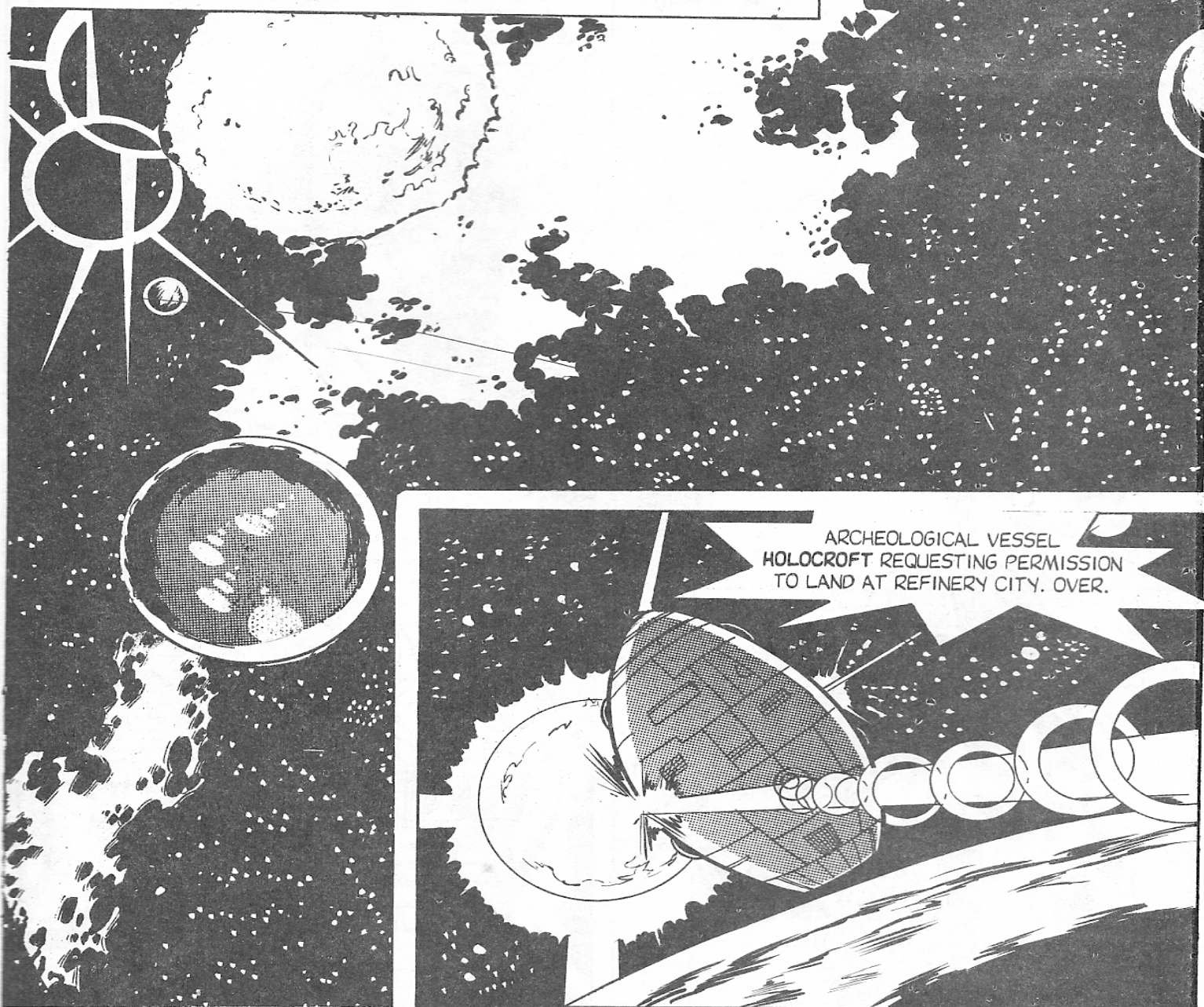
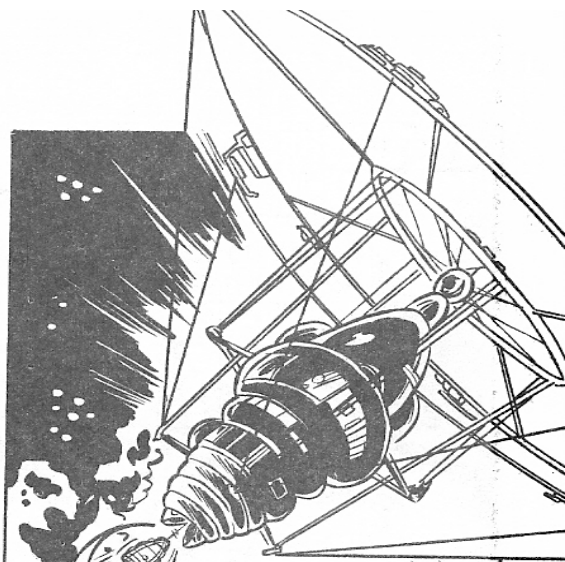
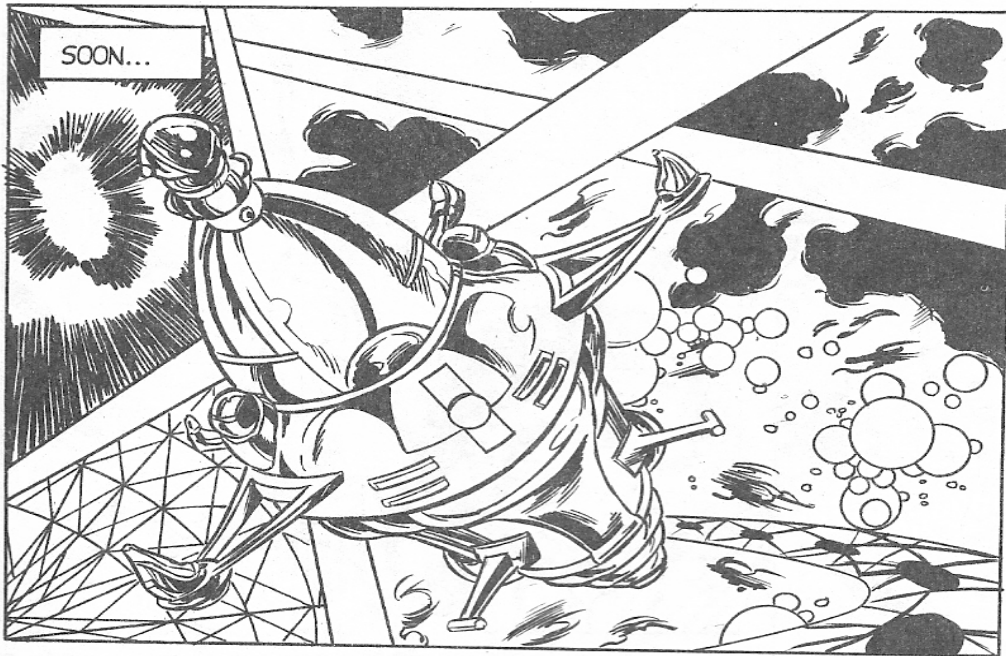
BATTLETECH

"REFINERY CITY
TO MCCARRAN'S CAVALRY.
COME IN PLEASE."









WHAT DO YOU
HOPE TO FIND ON
TIBOLT?

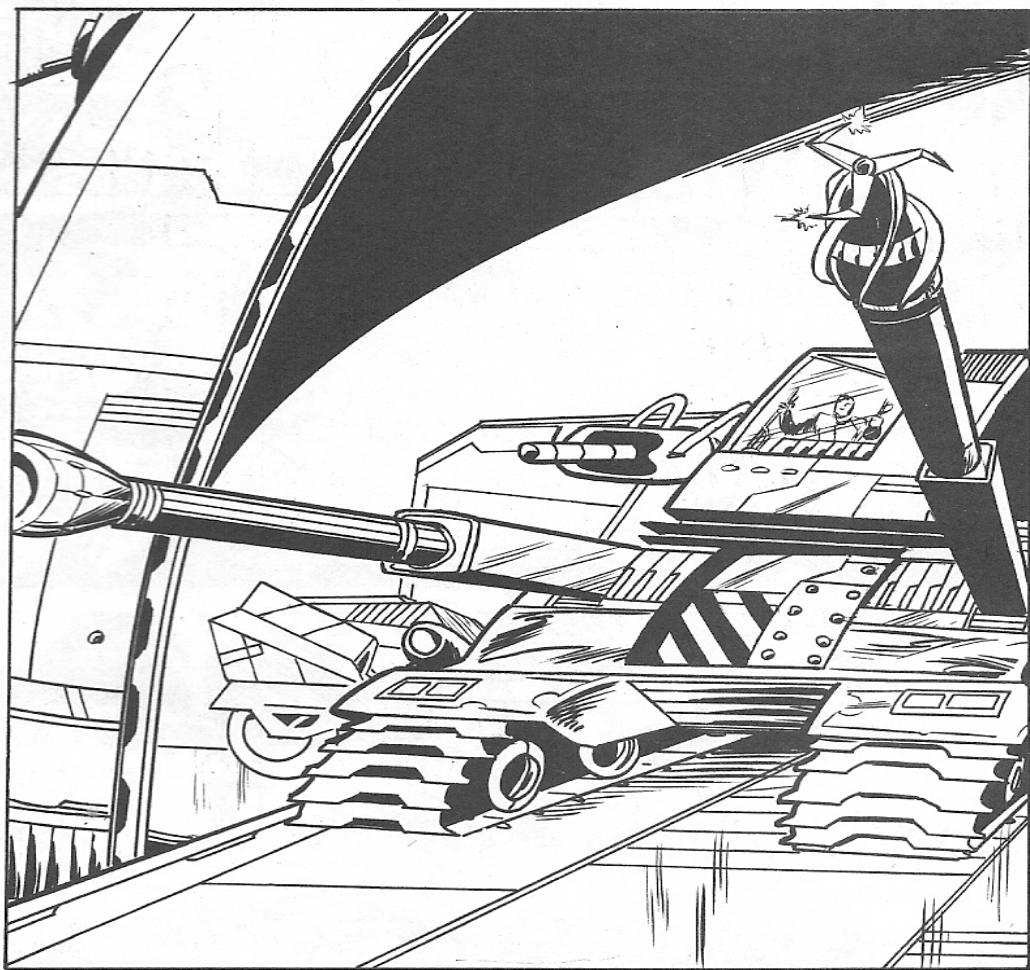
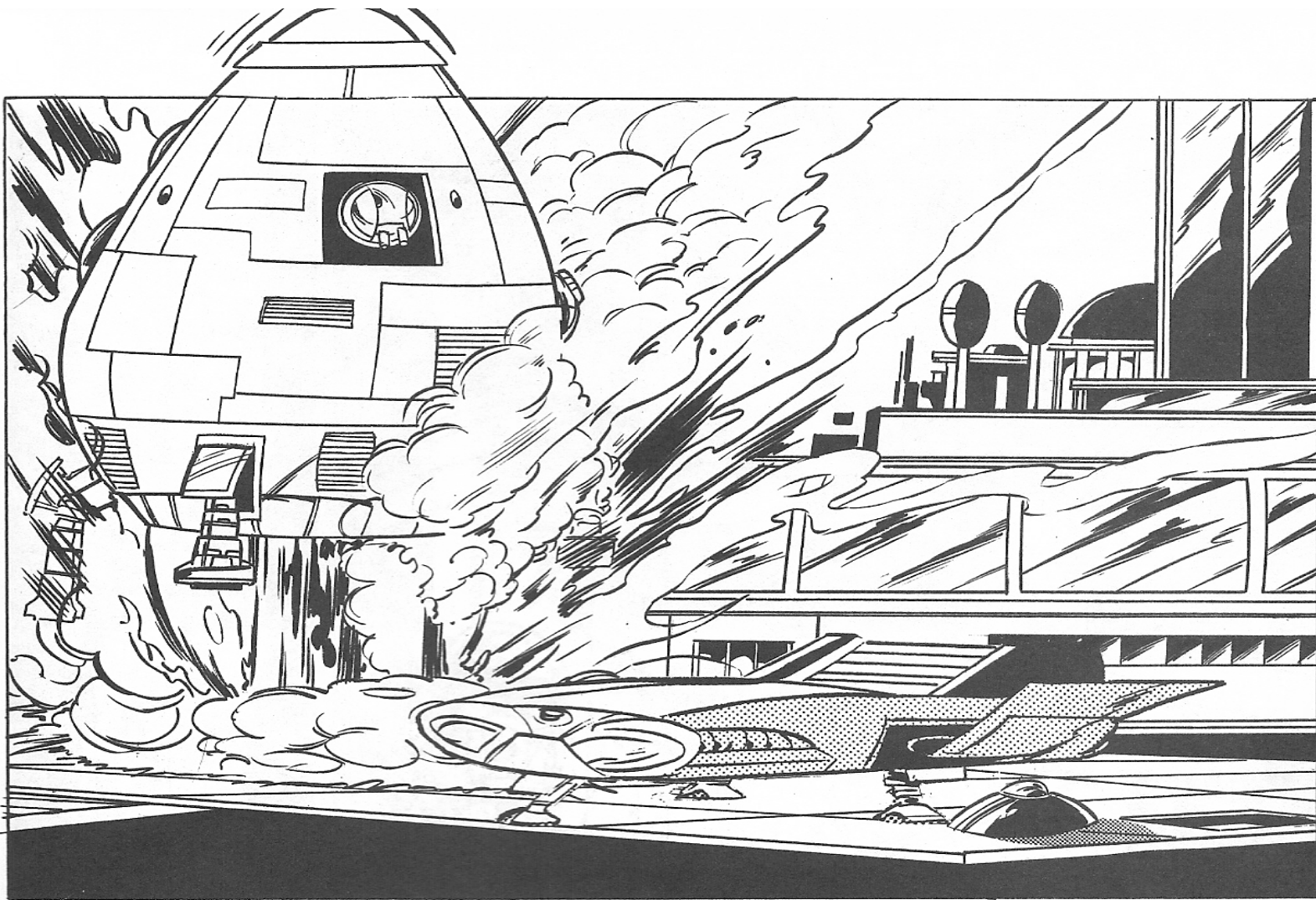
ALL IN GOOD TIME,
MY DEAR FENCIK.

IS IT WORTH
RISKING A WAR WITH
THE CAPELLANS?

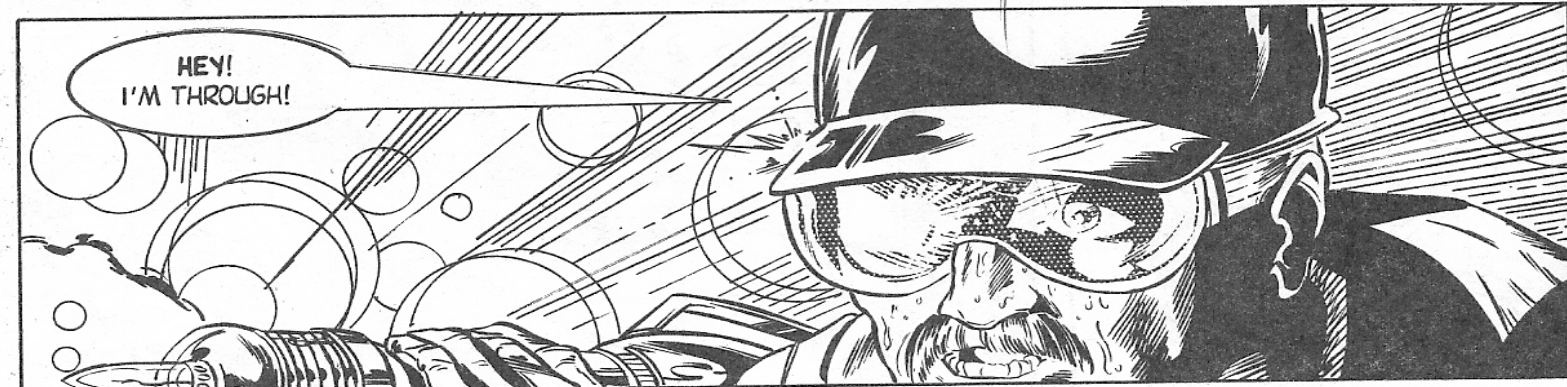
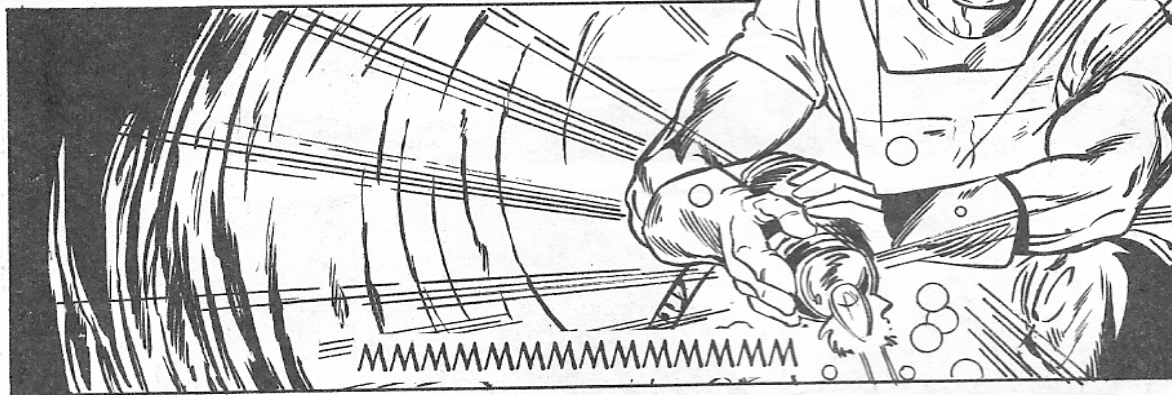
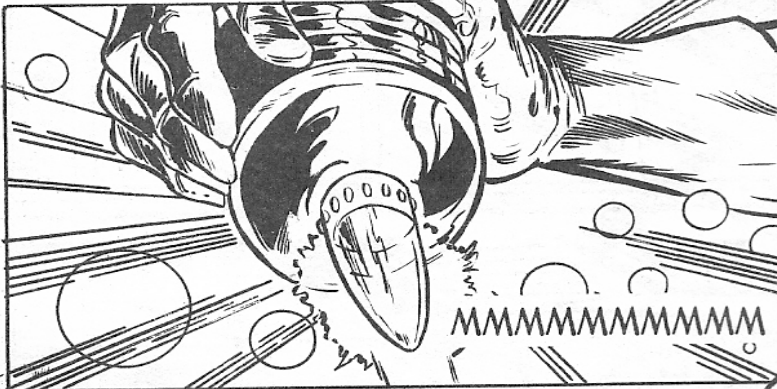
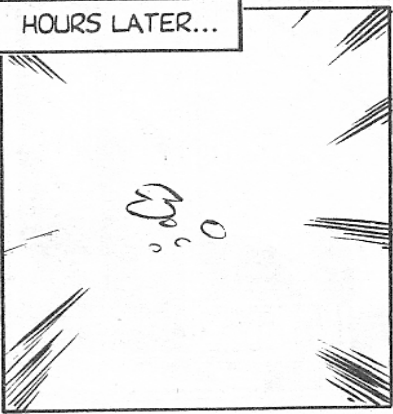
THERE WILL
BE NO WAR.

ARE YOU SURE, DUKE?

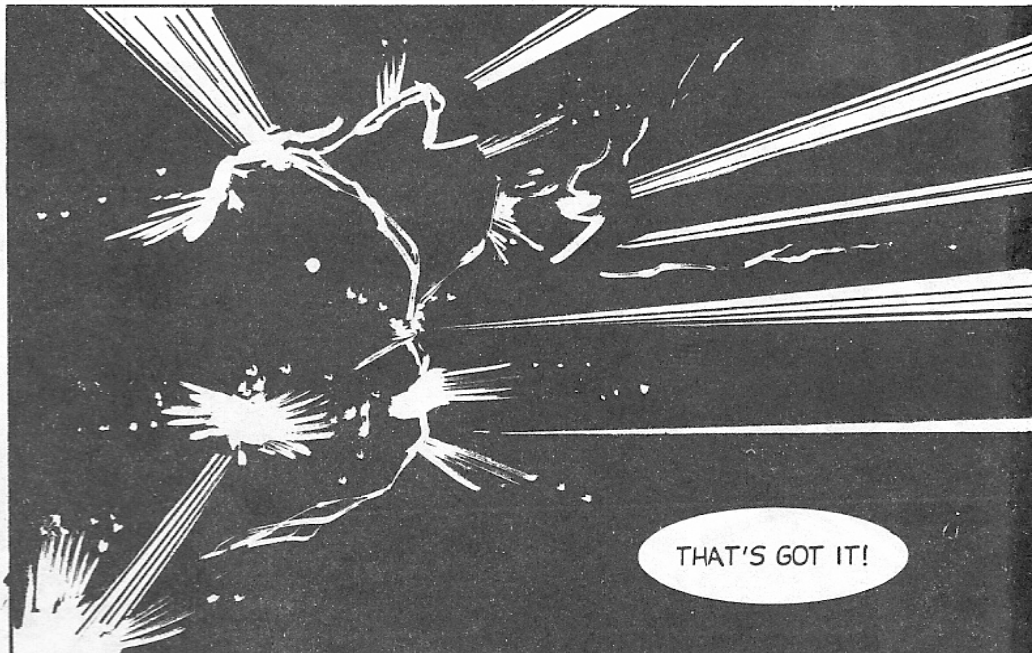
NO.



HOURS LATER...



THERE'S SOMETHING
DOWN THERE! LET'S CLEAR
THIS OUT!



THAT'S GOT IT!



IT'S HERE!
JUST LIKE THEY SAID
IT WOULD BE!



GET THE SECONDARY
TEAM DOWN HERE!

SO IT'S 'MECHS
YOU'RE AFTER!

MY DEAR FENCIK, YOU THINK
TOO SMALL! WHAT I AM AFTER IS MUCH
MORE IMPORTANT THAN THAT! AND THE CAPELLANS
WILL HESITATE JUST LONG ENOUGH FOR THE
SECRET TO BE MINE!

HOUSE DAVION COURTS WAR WITH US.
THEY WILL NOT FIND US RELUCTANT. YOUR ORDERS
ARE TO PUT TIBOLT TO THE TORCH IF NECESSARY!
BUT WE SHALL STOP THEM, FOR WE ARE...

...THE NORTHWIND HIGHLANDERS!!

NEXT SACRIFICIAL GOATS

BATTLETECH[®]

A GAME OF ARMORED COMBAT

**100 TONS OF WALKING DESTRUCTION.
UNDENIABLE POWER.
PUT YOURSELF AT THE CONTROLS.**

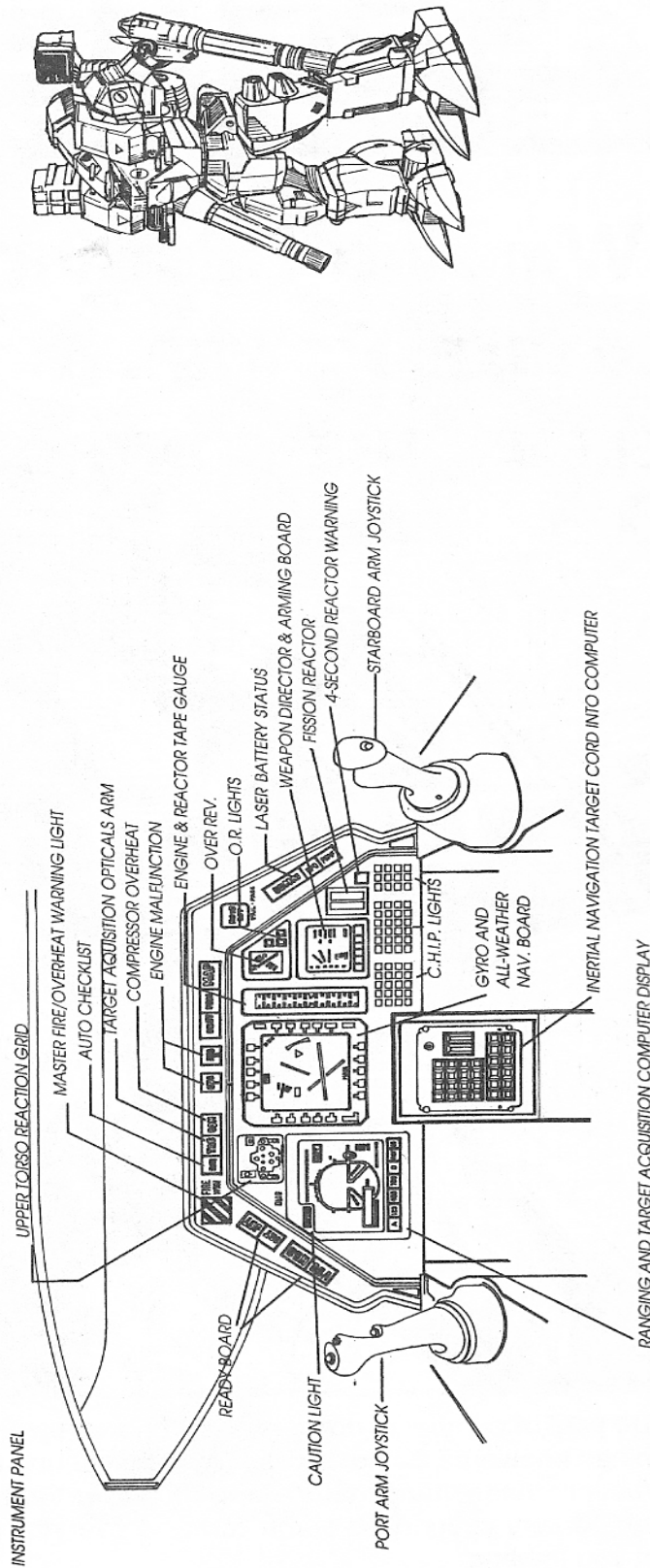


The field of combat is dominated by huge man-like fighting machines known as BattleMechs. The ultimate engines of destruction, these titans mount more firepower than a battalion of 20th-century tanks. This game contains everything necessary to get you fighting.

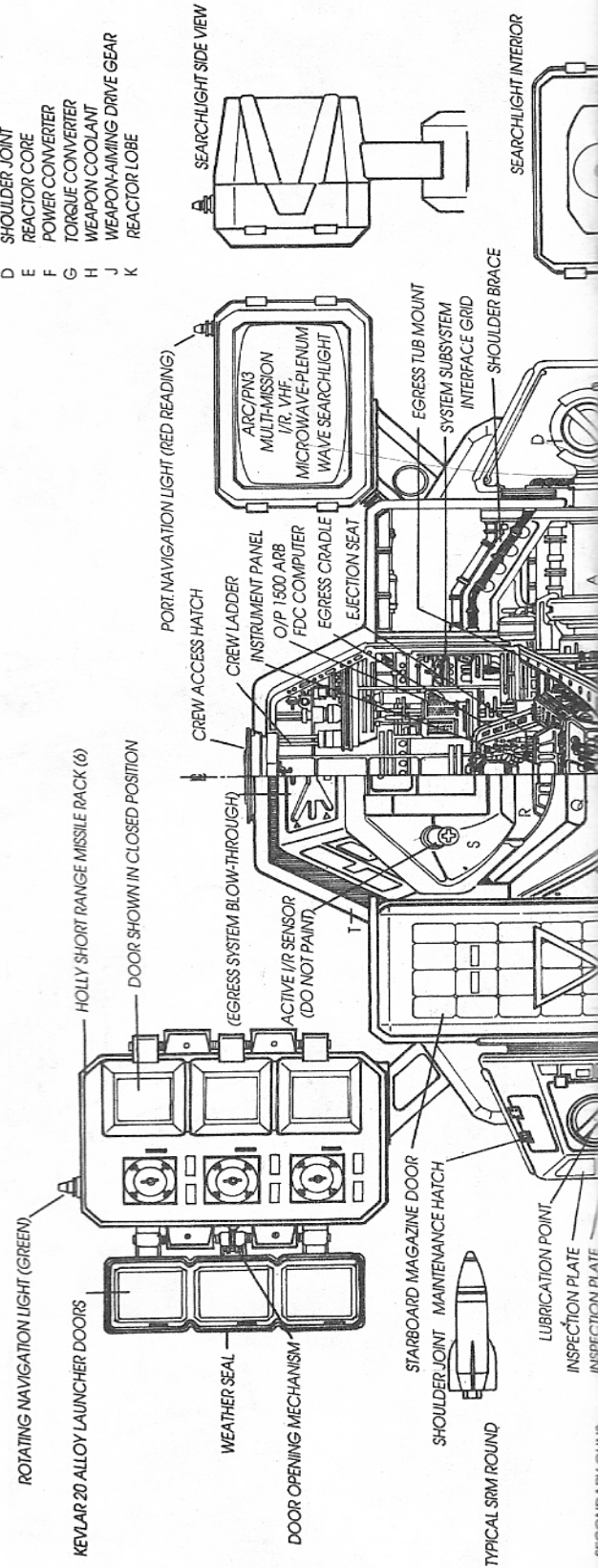
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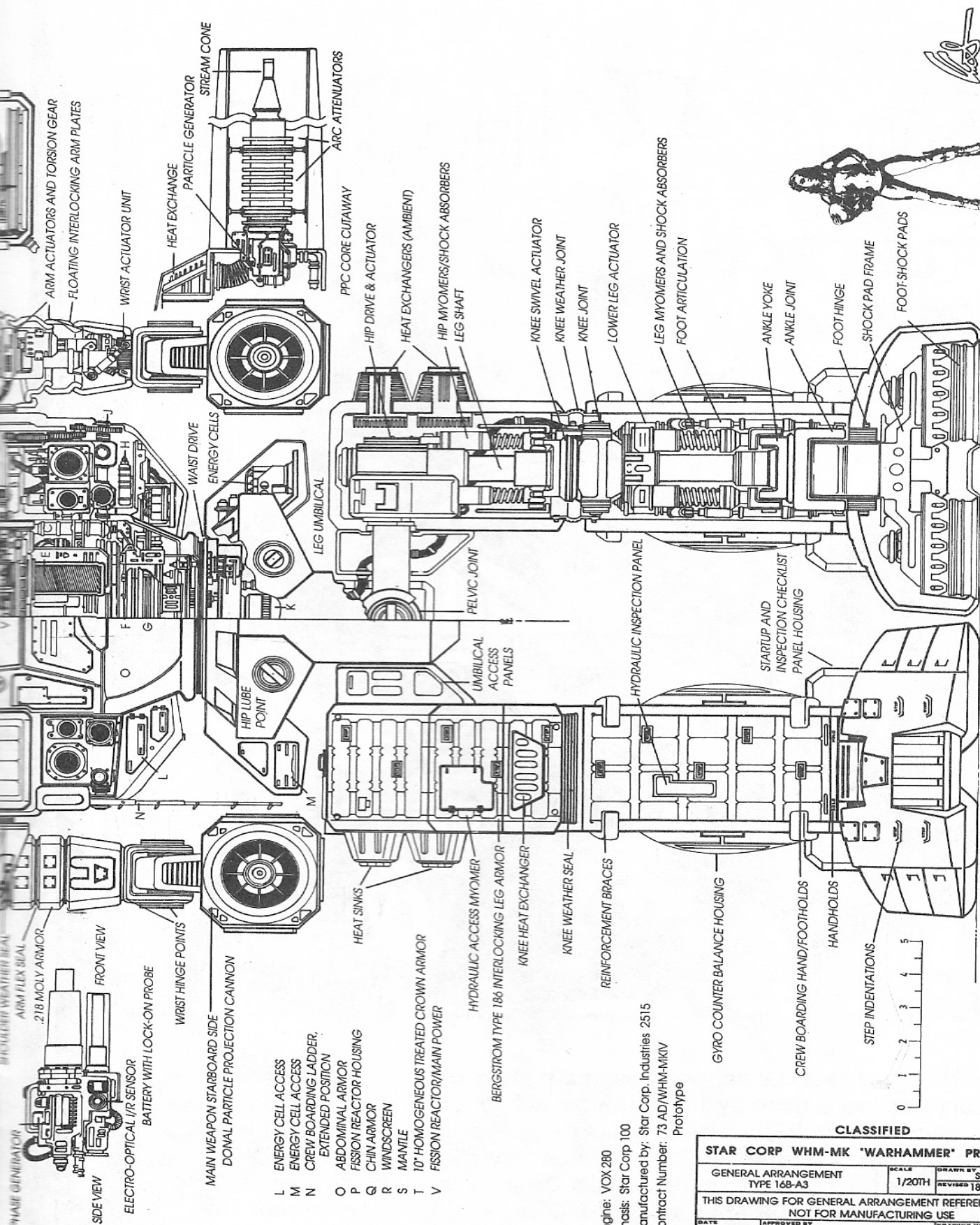
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BATTLETECH: WARHAMMER



- A ARM DRIVE POWER TRANSFER
- B TRANSFER ACTUATOR
- C NITROGEN COOLANT CELLS
- D SHOULDER JOINT
- E REACTOR CORE
- F POWER CONVERTER
- G TORQUE CONVERTER
- H WEAPON COOLANT
- J WEAPON-ARMING DRIVE GEAR
- K REACTOR LOBE





ATTENTION 'MECHWARRIORS'!

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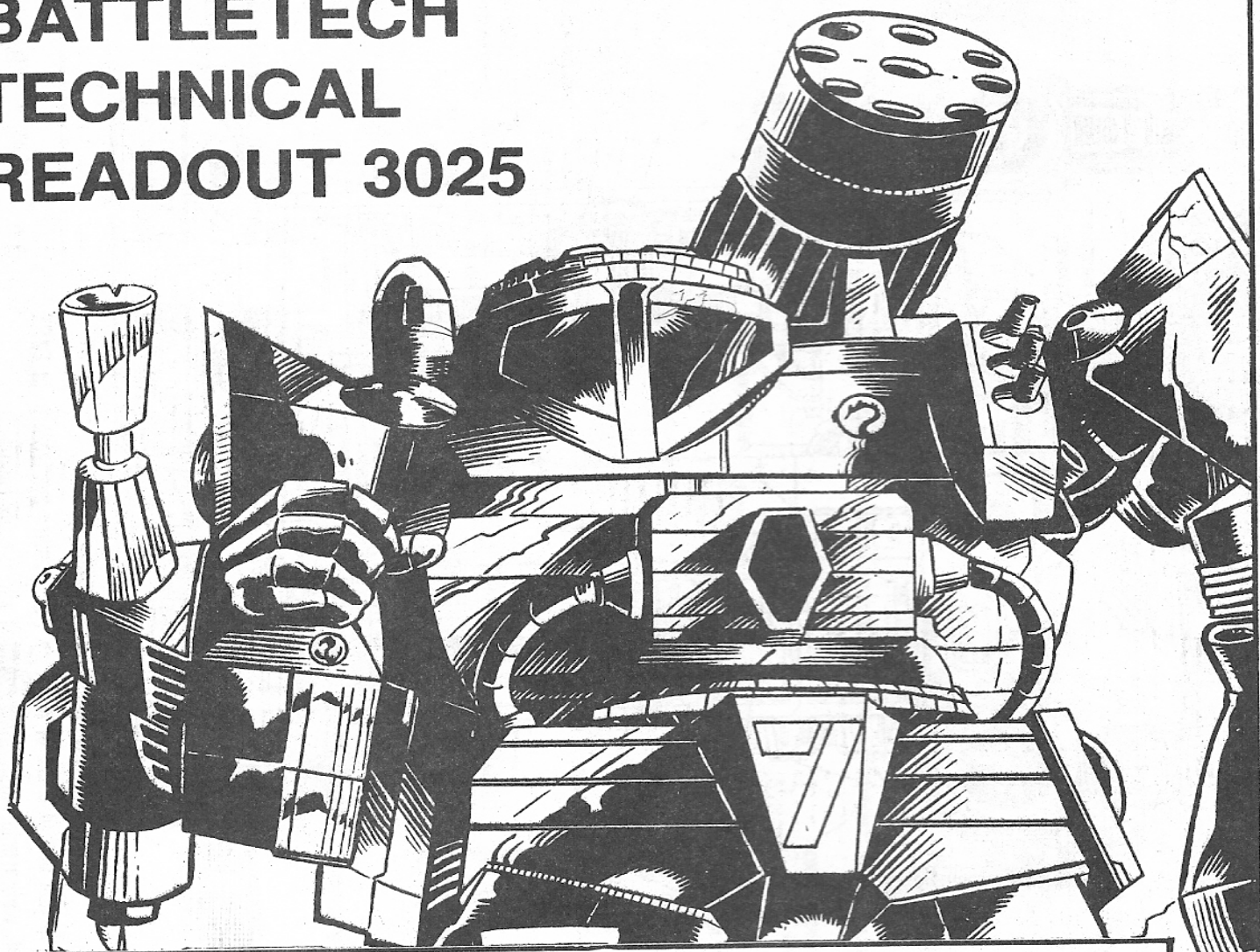
STAR CORP WHM-MK 'WARHAMMER' PROTOTYPE			
GENERAL ARRANGEMENT TYPE 168-A3		SCALE 1/20TH	DRAWN BY STEVE VENTERS
THIS DRAWING FOR GENERAL ARRANGEMENT REFERENCE ONLY - NOT FOR MANUFACTURING USE		REVISED 18 SEPT. 2514	
DATE 13 JUNE 2514	APPROVED BY GENERAL A.Q. STERNSON	DRAWING NUMBER MA 122761-02	

Engine: VOX 280
Chassis: Star Corp 100
Manufactured by: Star Corp. Industries 2515
Contract Number: 73 AD/WHM-MKV
Prototype

- L ENERGY CELL ACCESS
- M ENERGY CELL ACCESS
- N CREW BOARDING LADDER, EXTENDED POSITION
- O ABDOMINAL ARMOR
- P FISSION REACTOR HOUSING
- Q CHIN ARMOR
- R WINDSCREEN
- S MANTLE
- T 10' HOMOGENEOUS TREATED CROWN ARMOR
- V FISSION REACTOR/MAIN POWER

Stand & Deliver!

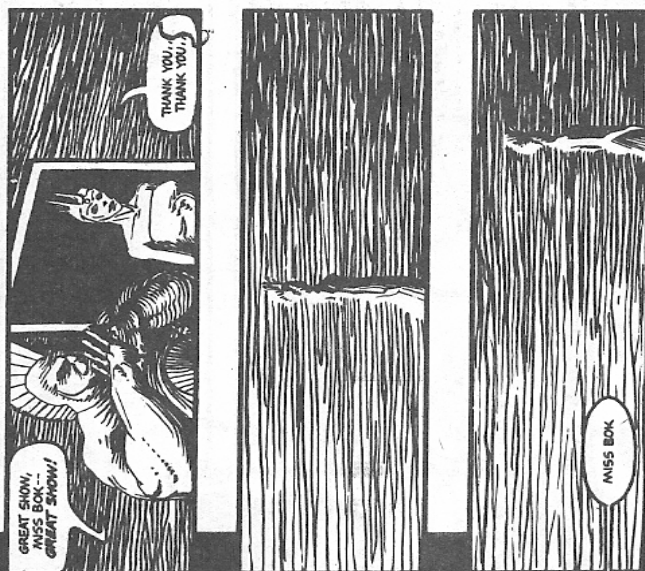
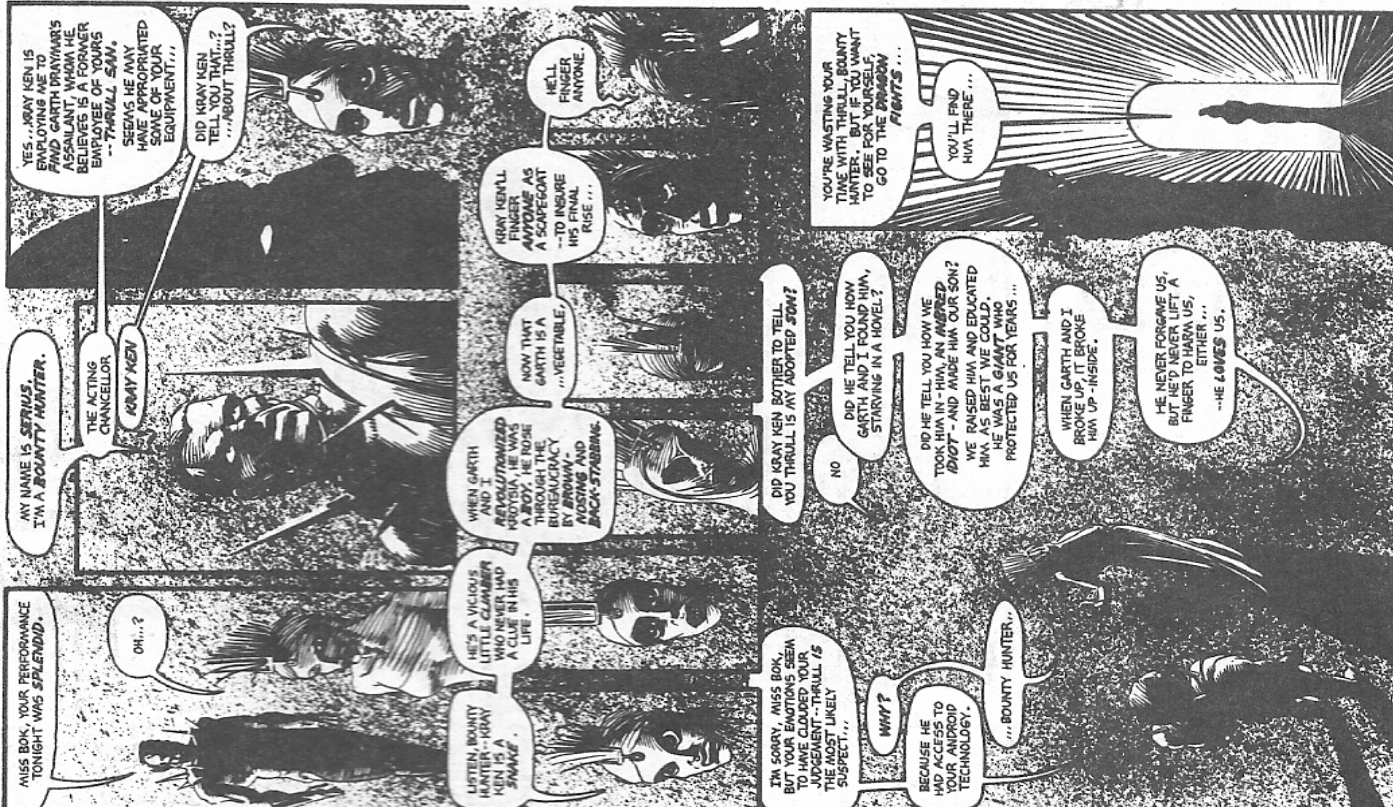
BATTLETECH TECHNICAL READOUT 3025



This Technical Readout lists the capabilities and history of the most common pieces of military hardware used by the major houses of the Successor States in the year 3025. Focusing on Battlmechs and Areospace Fighters, this volume also discusses important combat and support vehicles as well as the rare Land-Air Mechs. In all, 55 'Mechs, 15 fighters, 3 LAMS, 4 Dropships, and 12 Vehicles are described and illustrated, making this volume a must for all, from historians to MechWarriors.

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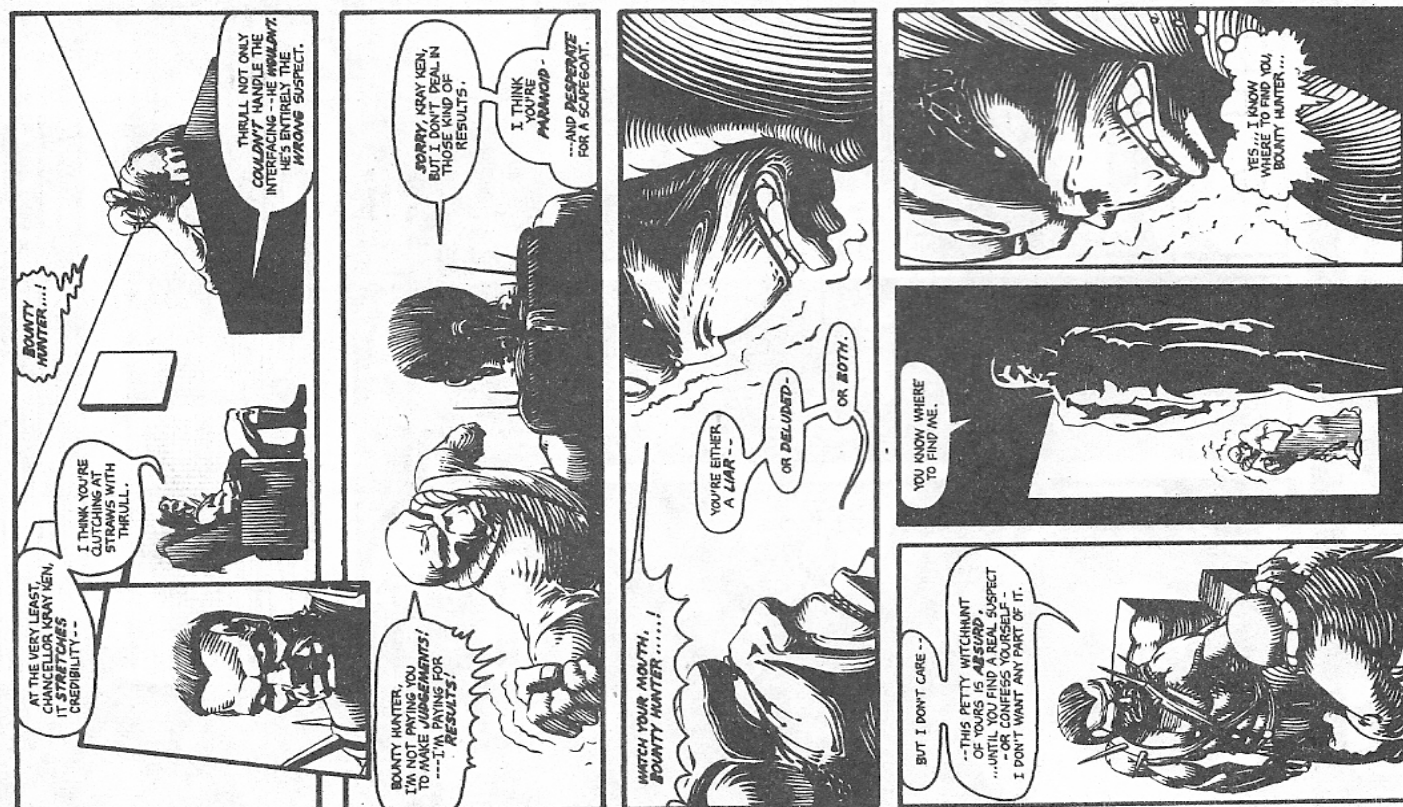
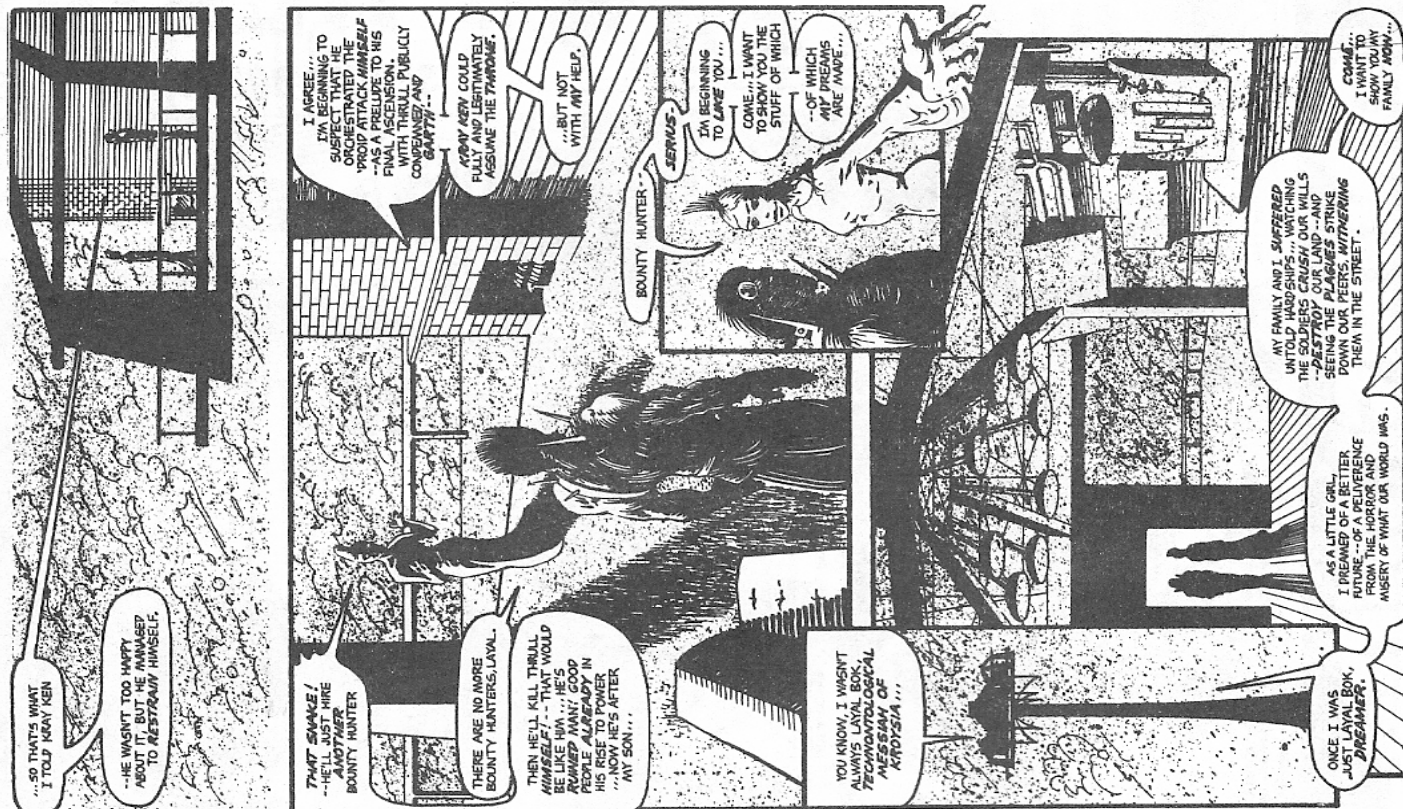
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The logo for Verano Bounty Hunter. It features the word "VERANO" in a large, stylized, blocky font with a flame-like or jagged outline. Below it, the words "BOUNTY HUNTER" are written in a smaller, simpler, bold font, enclosed within a rectangular border. The entire logo is set against a background of radiating lines.

CONTINUED FROM PREVIOUS PAGE.

SPECIAL PREVIEW

of *SERIOUS BOUNTY HUNTER* #2



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