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BATTLETECH[®]

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BASED ON THE BEST SELLING
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GAMING SYSTEM



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SOON FROM
BLACKTHORNE**

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STAR WARS 3-D

**ALL NEW ART
& STORIES!**

STORY BY

LEN WEIN

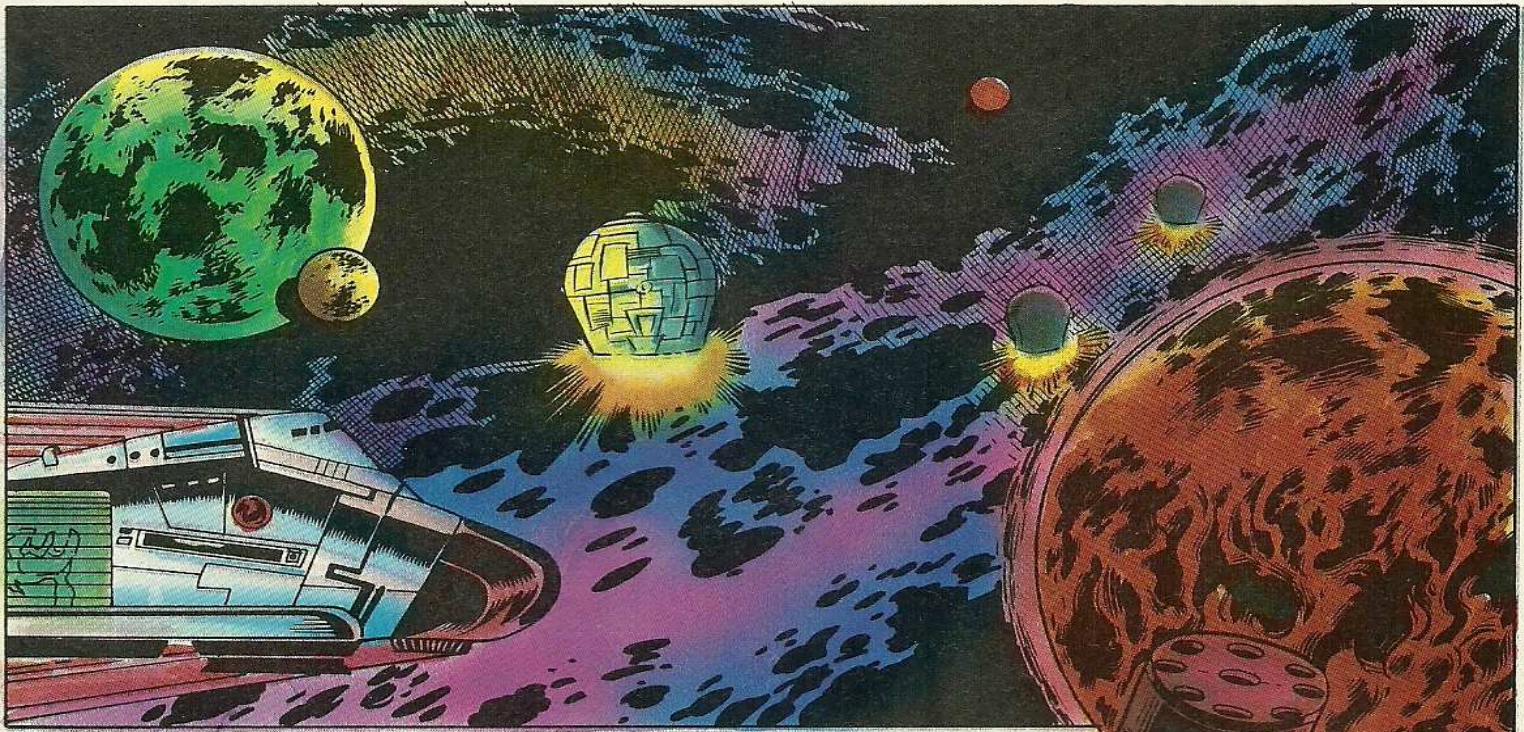
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ART BY

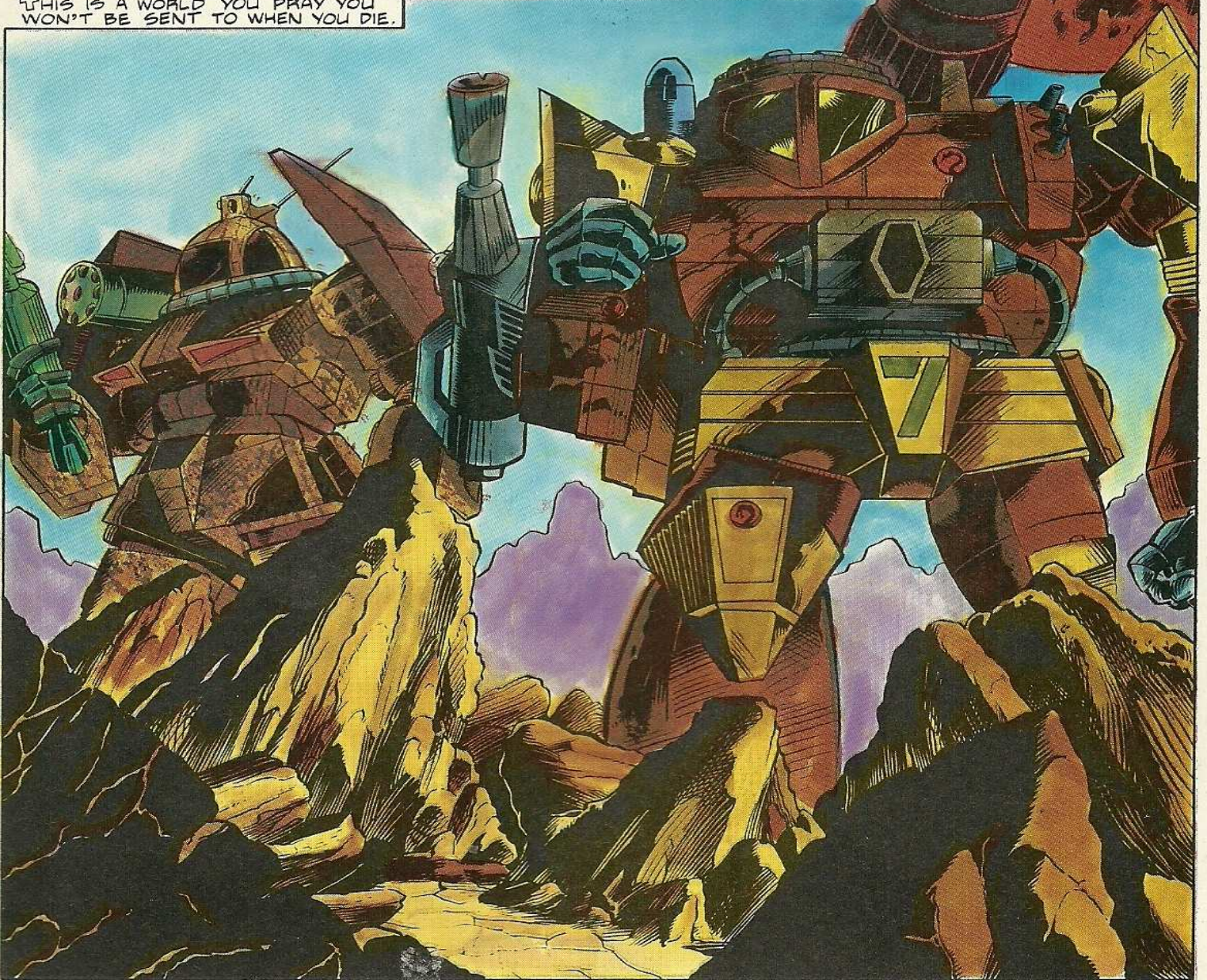
**GLEN JOHNSON
& JIM NELSON**

8-ISSUE MINI-SERIES!

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THIS IS A WORLD YOU PRAY YOU
WON'T BE SENT TO WHEN YOU DIE.



THIS IS A WORLD
WHERE WE'VE BEEN
SENT TO DIE.



FROM UP HERE IT LOOKS
SO CLEAN--MEN IN ARMOR
DUELING AMIDST THE
NAPALM. NOT AT ALL WHAT
IT'S LIKE DOWN THERE,
WHERE YOU CAN **SMELL**
THE FEAR IN THE COCKPIT,
WHERE YOU NEVER KNOW
WHERE THAT FATAL BLAST
WILL COME FROM.



I WAS A **MECHWARRIOR** ONCE.
ONCE I FOUGHT ON THEIR DUSTY
PLAINS. NOW I'M LESS THAN THE
DIRT I STAND ON. I LOST A DUEL,
AND WITH IT THE MOST PRIZED OF
WEAPONS--MY **MECH**. IT'S NOT
LIKE BEING ONE OF THOSE **FLY-
JOCKEYS**. YOU CAN'T REPLACE A
MECH LIKE A JET. NOT THESE DAYS.



I'M NOT ONE OF THE
SAMURAI NOW, THE
ELITE. JUST ANOTHER
FUCKING GRUNT. WON-
DER HOW THE **CEO**
WILL PLAN ON HAVING
ME KILLED. MAYBE AN
INFANTRY CHARGE
AGAINST A **MECH**.
THE KIND OF LOYALTY
THAT INSPIRES
CHARGES LIKE
THAT SCARES
THE PISS OUT
OF THE
ENEMY.

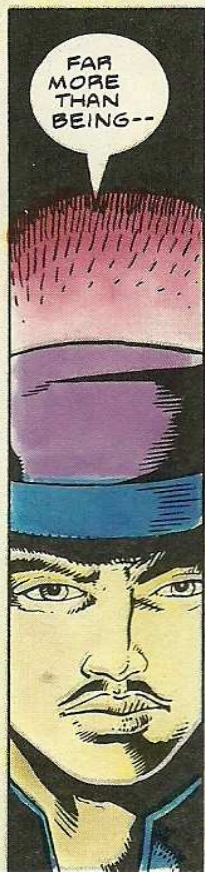
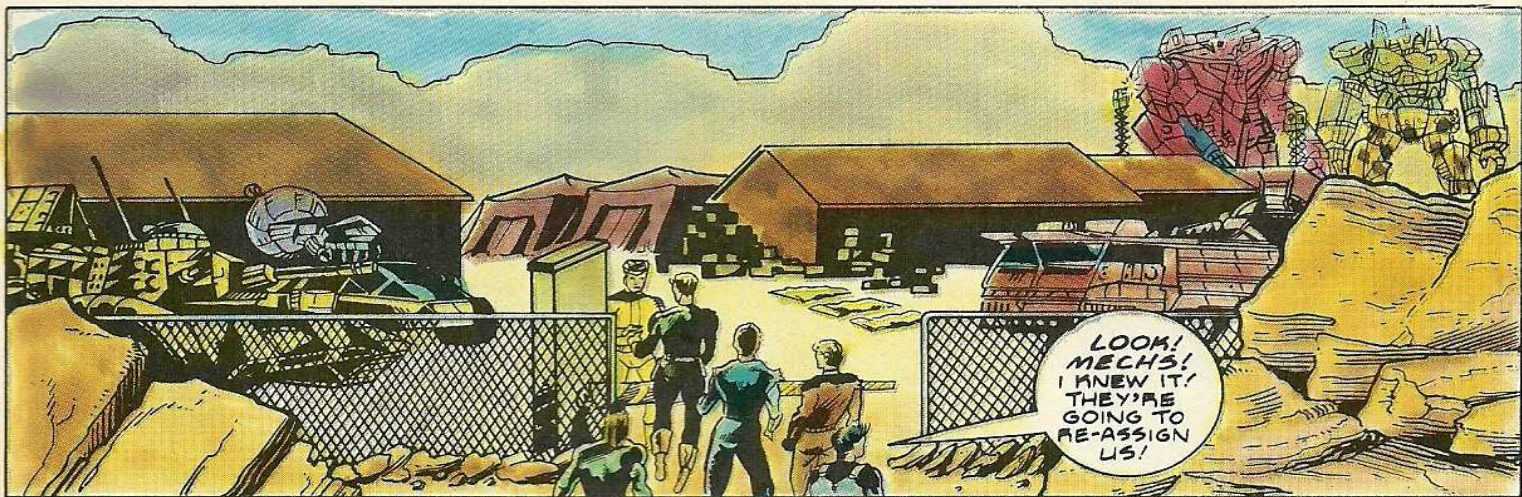




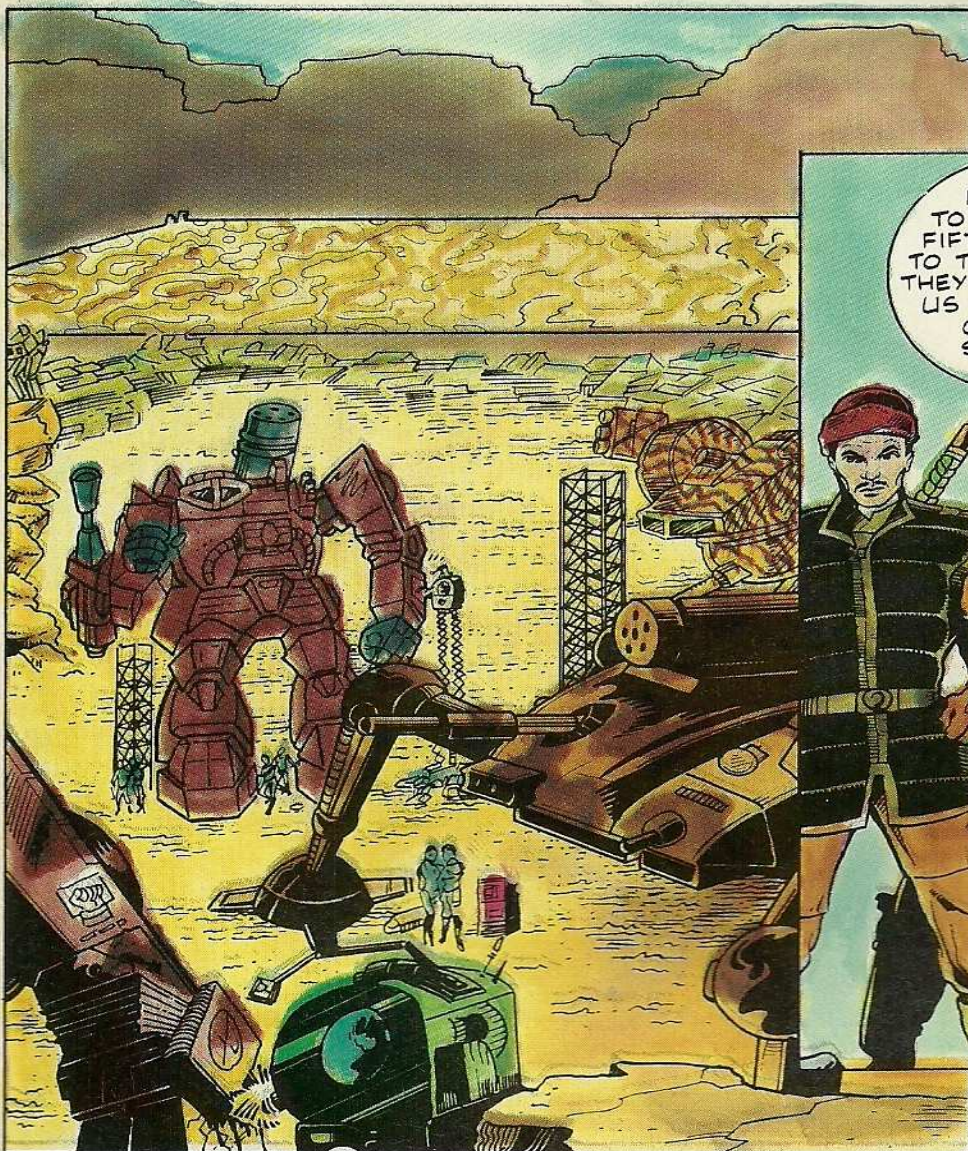
"WHATEVER IT IS, I DOUBT IF IT'S GOOD NEWS."

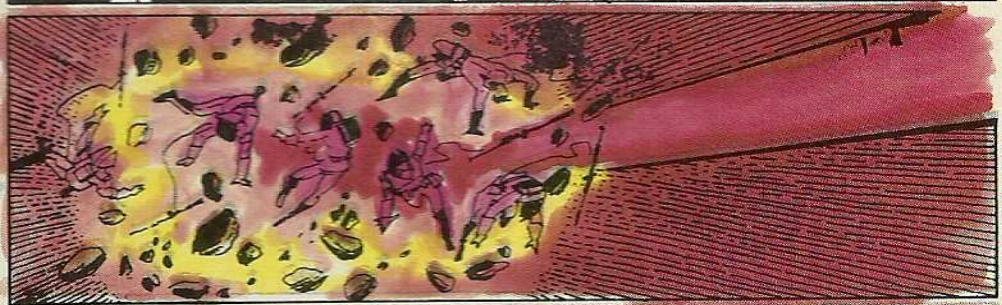
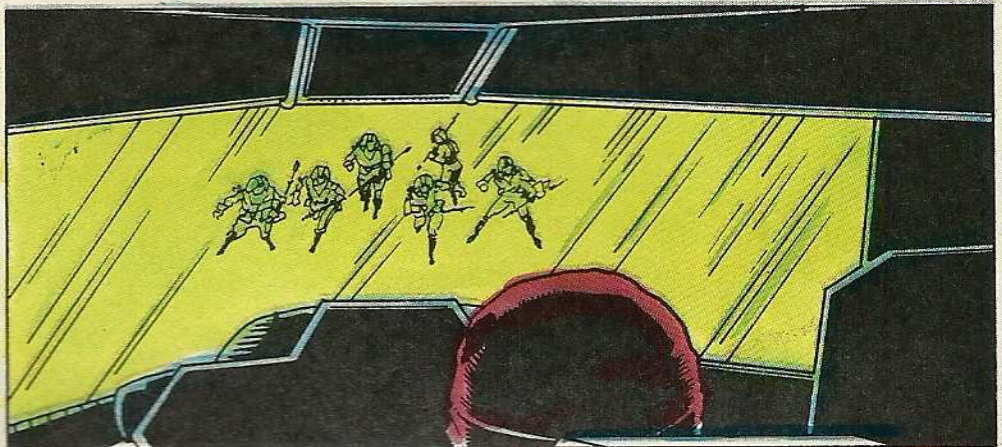


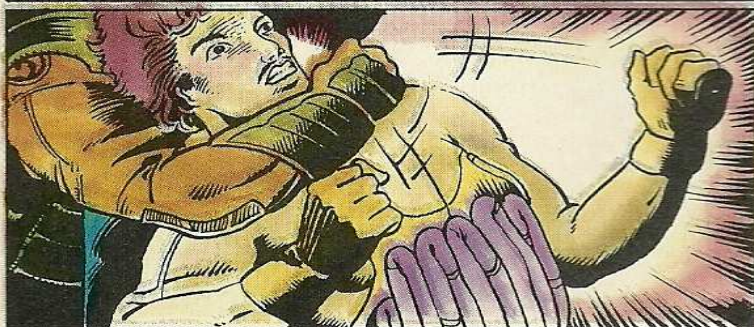
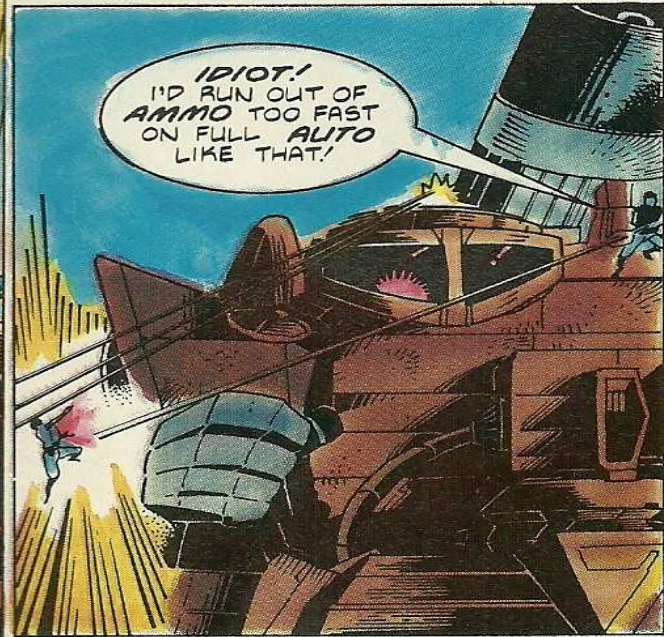
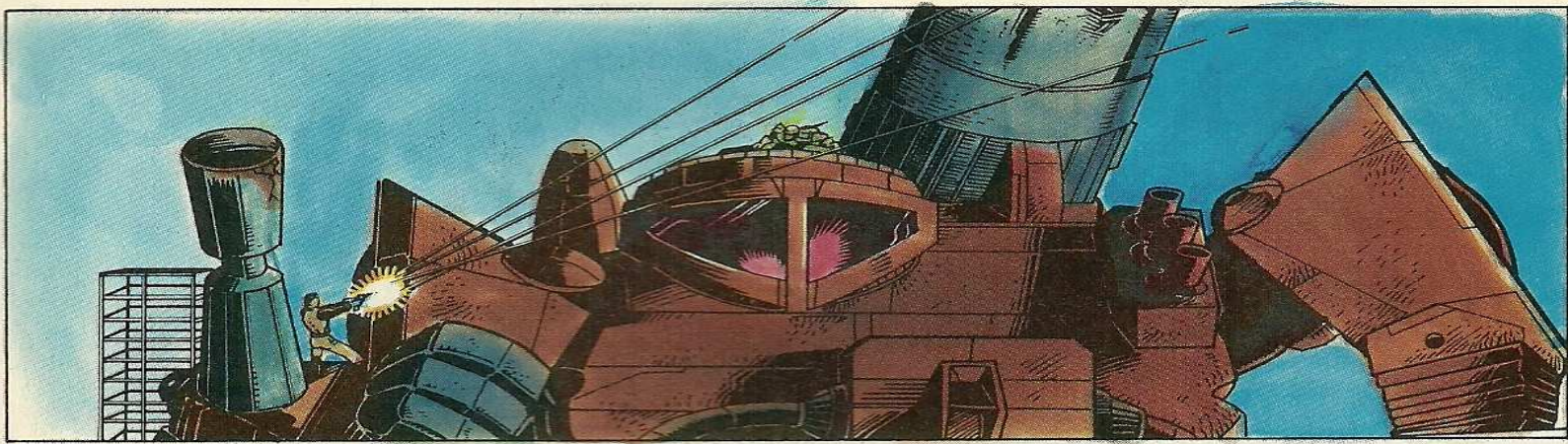










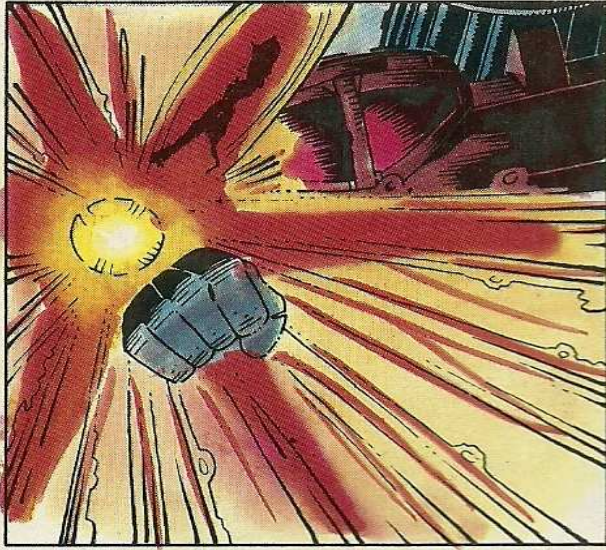






YOU KNOW HOW
TO RUN A
SCORPION?

DOESN'T
MATTER NOW.
WIN OR LOSE,
MAN, WIN OR
LOSE.



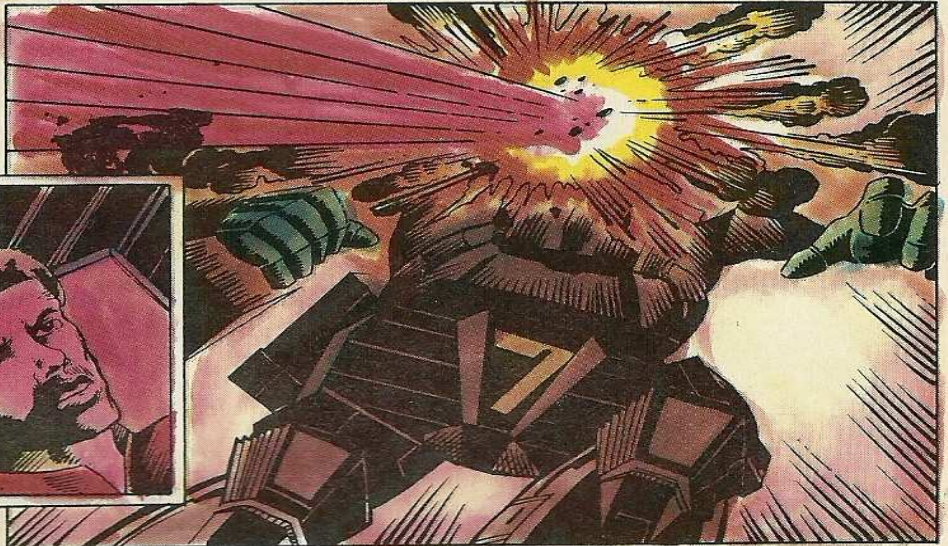
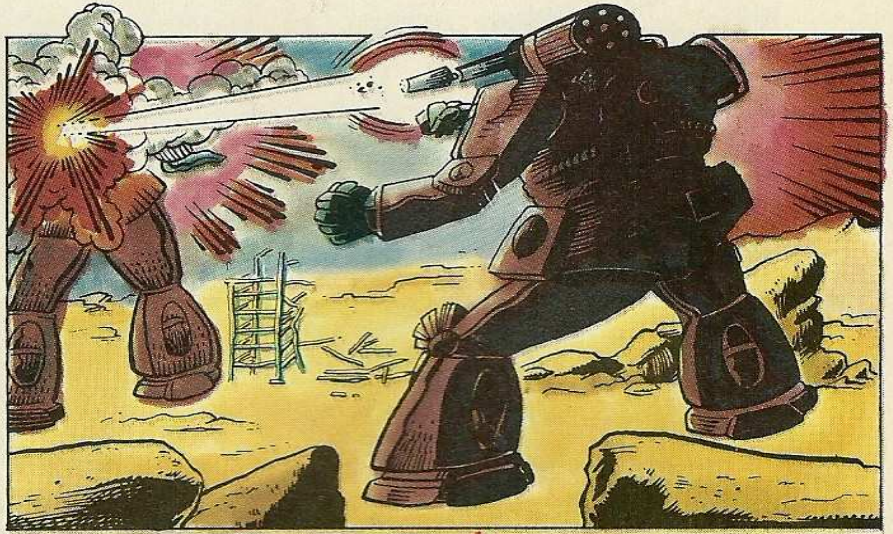
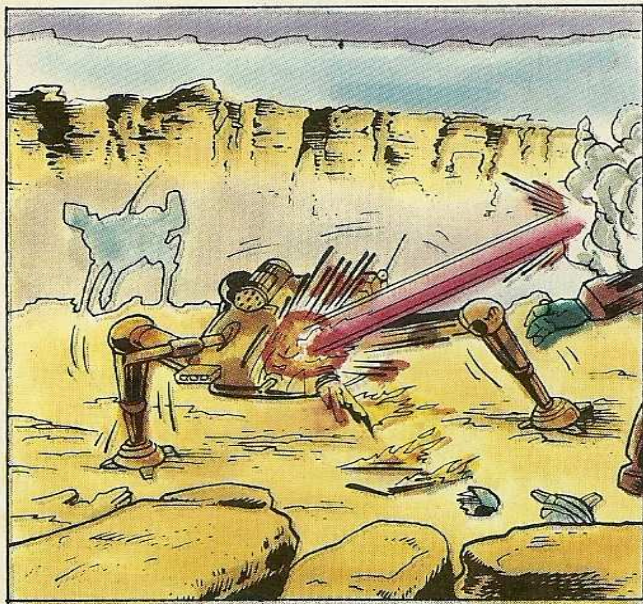
DAMN!

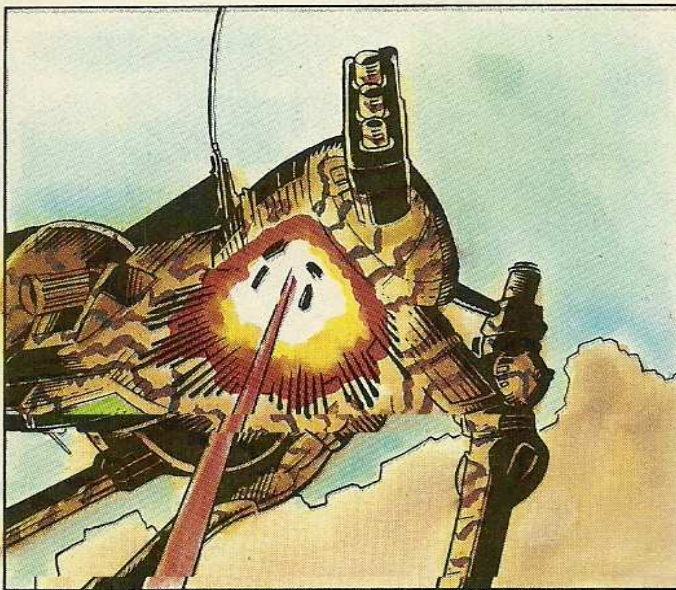


QUINTON,
HURRY UP
WITH YOUR
PLAYMATE!
I'M RUNNING
OUT OF AMMO,
AND THESE
STEINERS
JUST KEEP
COMING!

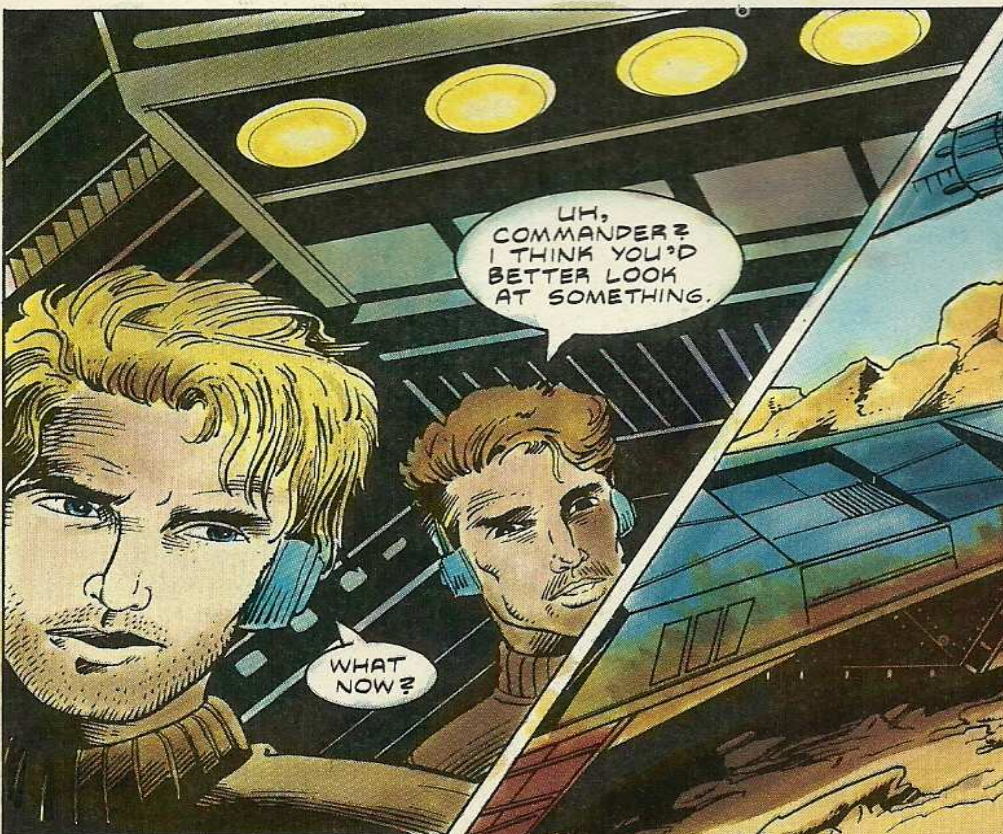


QUINTON!



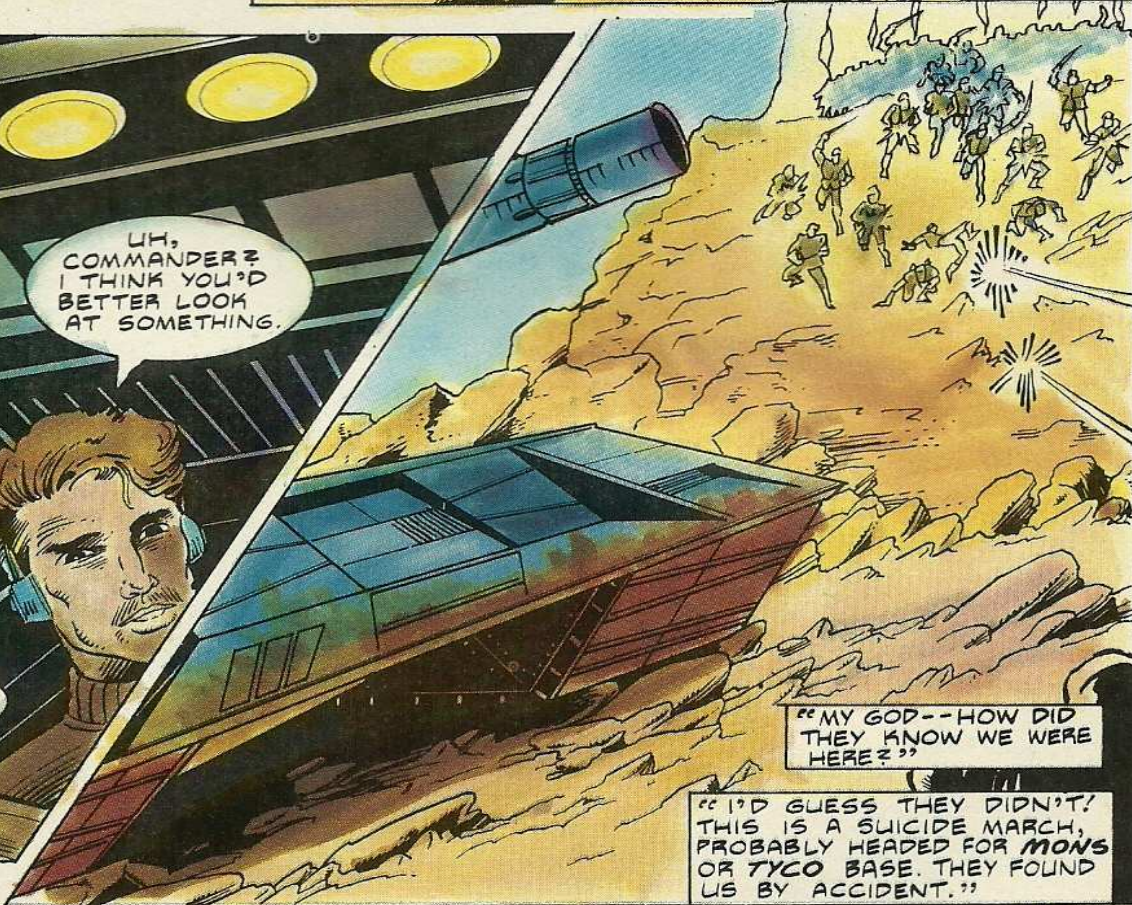


TAKE THOSE
MECHS BACK WITHOUT
TOO MUCH DAMAGE! AIM
FOR THE COCKPITS!
HOW THE **HELL** DID
THEY CAPTURE OUR
MECHS? DO I
HAVE **CHILDREN**
FOR PERIMETER
GUARDS?



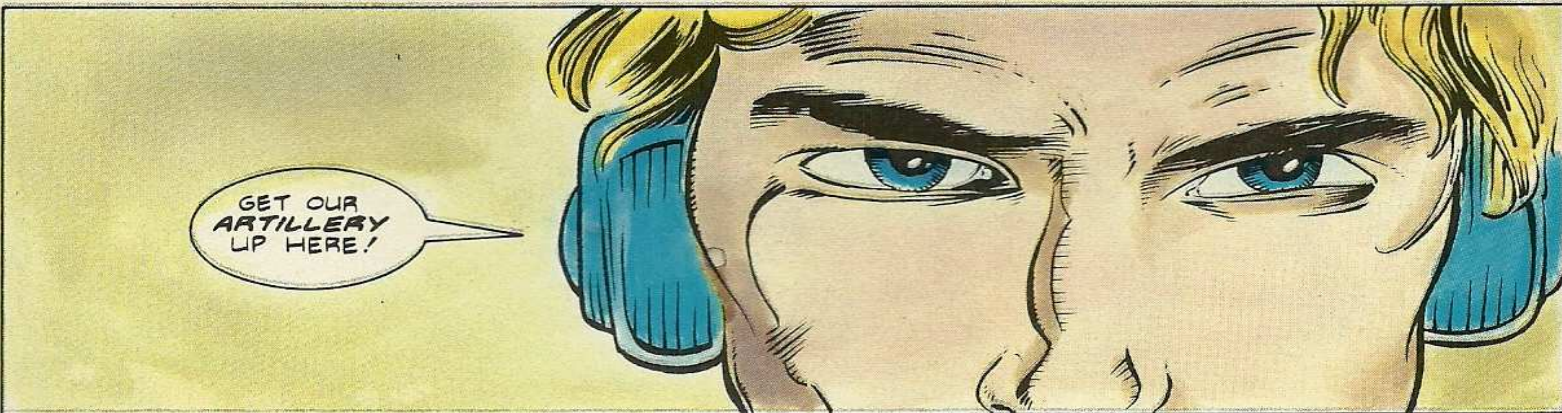
UH,
COMMANDER?
I THINK YOU'D
BETTER LOOK
AT SOMETHING.

WHAT
NOW?

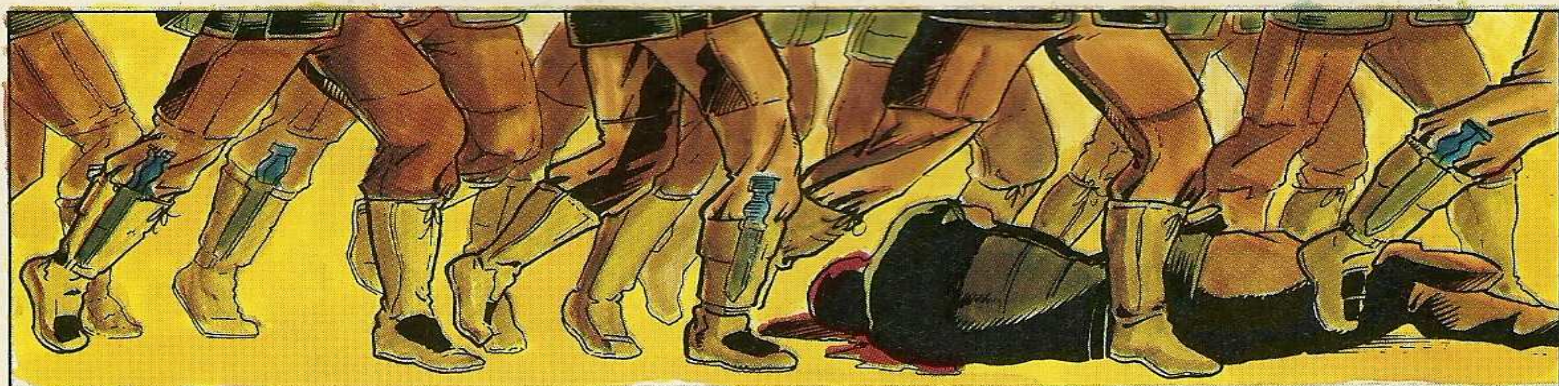


"MY GOD--HOW DID
THEY KNOW WE WERE
HERE?"

"I'D GUESS THEY DIDN'T!
THIS IS A SUICIDE MARCH,
PROBABLY HEADED FOR **MONS**
OR **TYCO** BASE. THEY FOUND
US BY ACCIDENT."



GET OUR
ARTILLERY
UP HERE!





"LIEUTENANT, SIR, WE HAVE THEM ON THE RUN! SHOULD WE GO DOWN?"

THAT'S WHAT WE'RE HERE FOR! BANZAI!



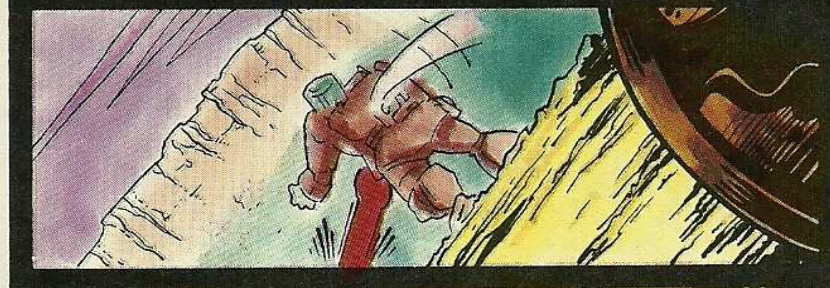
HAN! GET YOUR ASS UP IN FORMATION!



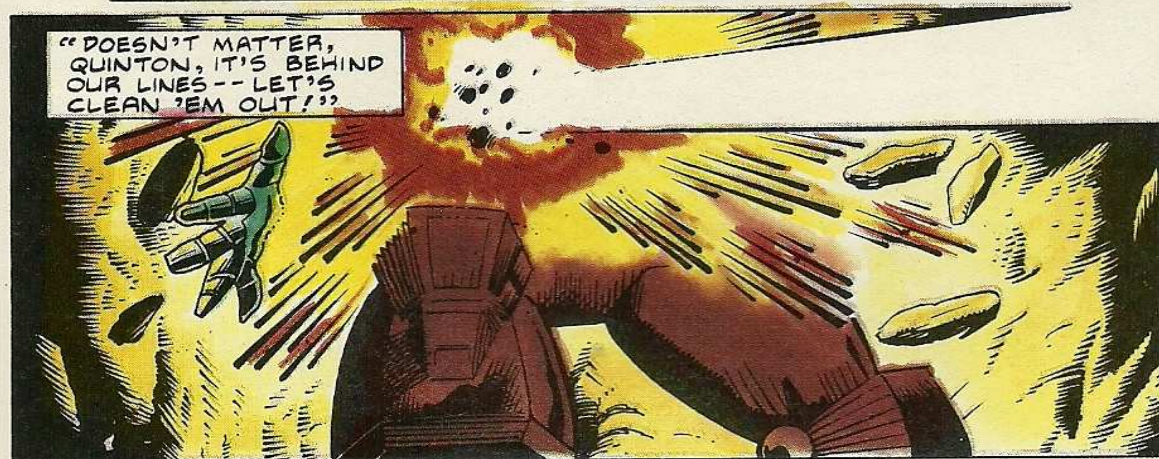
I'M COMING! I'M COMING! WHAT ABOUT OUR MEN DOWN THERE?



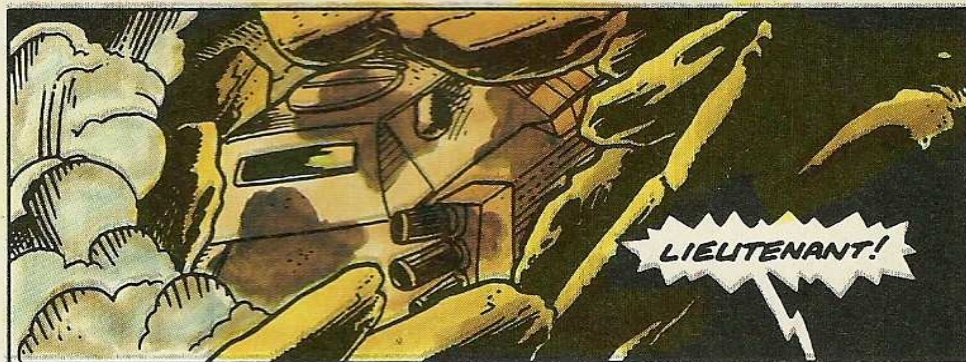
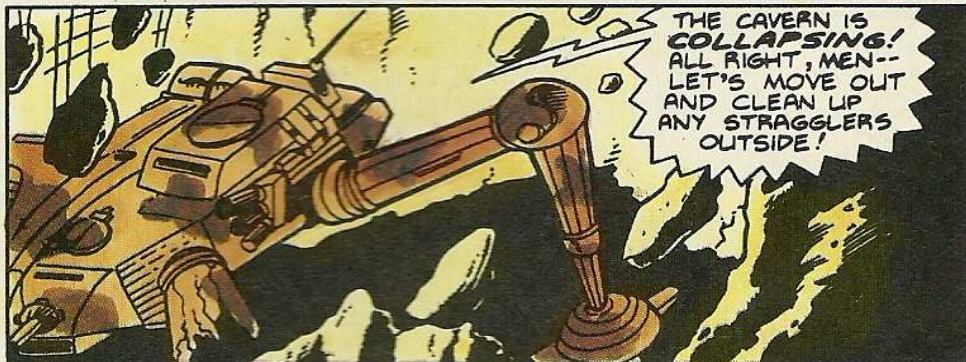
FORGET THEM! NO ONE COUNTS ANYMORE! JUST PRESS ON!



"LOOKS LIKE WE WERE WRONG, SIR! IT'S AN AMMO DUMP AND REFUELING BASE!"



"DOESN'T MATTER, QUINTON, IT'S BEHIND OUR LINES -- LET'S CLEAN 'EM OUT!"











LIEUTENANT?

ANTONIO!
YOU STARTLED
ME! WHAT CAN I
DO FOR YOU? YOU
SHOULDN'T BE HERE,
YOU KNOW, WE'RE
UNDER QUARANTINE.



YOUR
FAMILY,
SIR?

FOR
TWENTY-SIX
GENERATIONS
IN THE MILITARY.
BUT THAT'S OVER
NOW. I'M THE
LAST.

WHAT
ABOUT YOU,
ANTONIO? YOU
HAVE
FAMILY?



I HAD SIX
WIVES WHEN I
WAS THIRTEEN.
ALL ARRANGED
MARRIAGES BUT
ONE. ON MY
TWENTY-FIRST
BIRTHDAY, STEINER
FORCES KILLED
EVERYONE --
EXCEPT
FOR ME.

I WAS
FIGHTING
AT THE FRONT.
I STILL HAVE A BROTHER
SOMEWHERE. LIEUTENANT,
DO YOU WANT TO DIE?



NO
ONE
DOES.

YOU
DON'T HAVE
TO BE THE
LAST
MAXIMILLON.

TALK
TO ME, BOY.
WHAT DO YOU
HAVE IN
MIND?



GO AWAY.



YOU DIDN'T EAT AT THE FUNERAL. I THOUGHT YOU MIGHT WANT SOME FOOD.

I'M NOT GOING TO EAT THOSE **BASTARD'S** LAST MEAL! CHIBA JUST DOESN'T LIKE MAX 'CAUSE HE'S SO POPULAR?



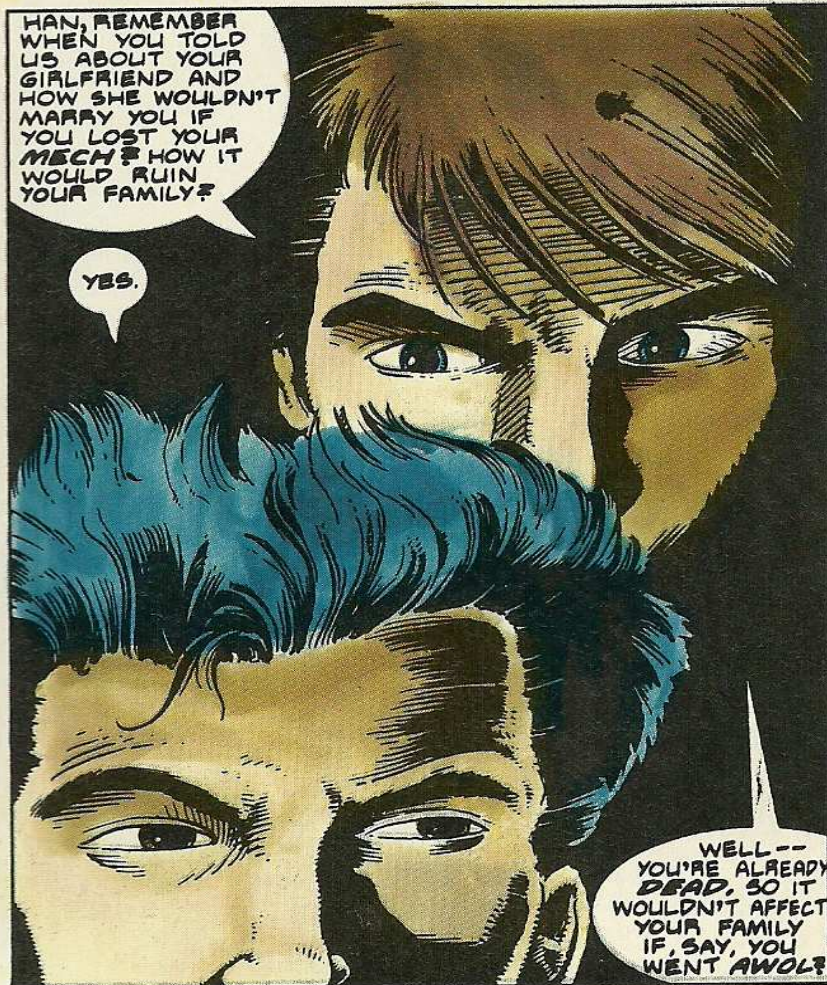
SAY, WHERE'D YOU GET THIS?

YOU STOLE IT?

TOPS SUPPLY.

YOU COULD SAY I LIBERATED IT.

GUESS THEY CAN'T SHOOT YOU FOR IT NOW, CAN THEY?



HAN, REMEMBER WHEN YOU TOLD US ABOUT YOUR GIRLFRIEND AND HOW SHE WOULDN'T MARRY YOU IF YOU LOST YOUR **MECH**? HOW IT WOULD RUIN YOUR FAMILY?

YES.

WELL -- YOU'RE ALREADY DEAD, SO IT WOULDN'T AFFECT YOUR FAMILY IF, SAY, YOU WENT AWOL?



BLACKTHORNE PUBLISHING INC.

2nd SMASH ISSUE!

STORY BY

John Stephenson

ART BY

E. R. CRUZ

All-out action and adventure in outer space as the JOE team has to join forces with COBRA in order to avert a global disaster!

PLUS . . . The first-ever glimpse of the new DEFIANT Space Vehicle Launch Complex!

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G.I. JOE

IN 3-D

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THE FINAL FRONTIER!

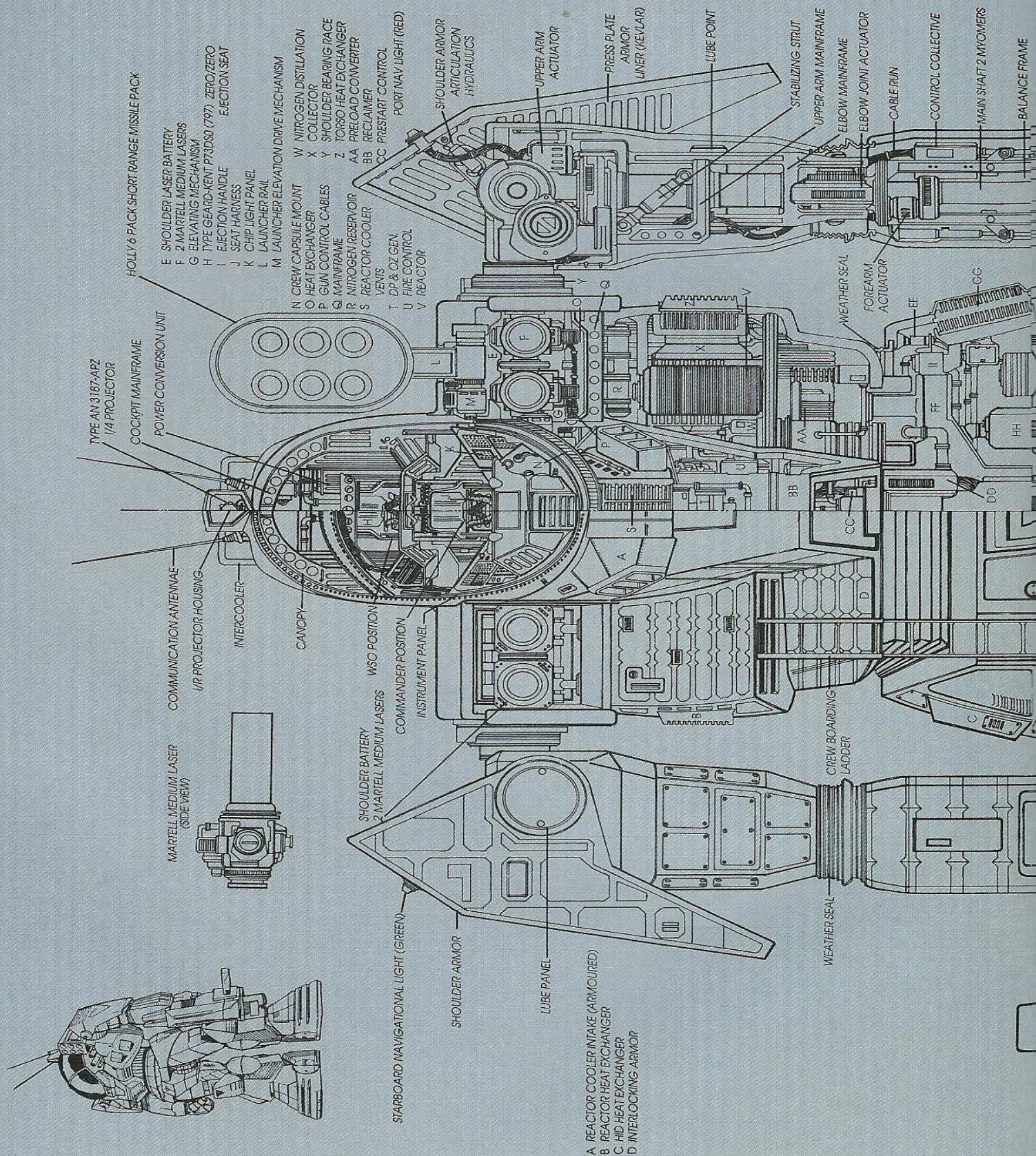


ATTACK!

LET'S TAKE 'EM DOWN!
YO JOE!

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BATTLETECH: BATTLEMASTER





This blueprint is just one of a set of 5 24" X 36" posters available from FASA at all well-armed comic book, gaming and fantasy retailers!

HOLLIS INDUSTRIES BLR-TA "BATTLEMASTER" PROTOTYPE		
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THIS DRAWING FOR GENERAL ARRANGEMENT REFERENCE ONLY - NOT FOR MANUFACTURING USE		
DATE 12 16 2024	APPROVED BY CAPTAIN JORDAN WEISMAN	DRAWING NUMBER SA 1247760-7

BATTLETECH[®]

Welcome to **BATTLETECH!**

"This is a world you pray you won't be sent to when you die."

For those of you already familiar with this incredibly popular role-playing game, you'll be able to enjoy presentations of actual games that the book's creators have played. The situations, characters and battles have all been fought and the results, as always, are unexpected. We have tried to bring the same adventure, excitement and unpredictability you've experienced in your games.

Now for the few of you who have *never* played a **BATTLETECH** game, (and shame on you!), here's a bit of background on the world and weapons you'll meet in this series.

THE SUCCESSION WARS

A Dark Age has befallen mankind, the result of over two centuries of bitter war. Where once the United Star League reigned, five Successor States now battle for control. Each House seeks mastery over the others, but none can conquer unaided, and none can be trusted as an ally. Thus, campaign follows campaign and battle follows battle — all without lasting victory or defeat.

Thousands of planets have fallen into chaos and barbarism, ruled by men who are nothing more than thieves and brigands. The advancement of technology has not only ceased, but the equipment of the past cannot be produced by present-day worlds. The huge war machines, the BattleMechs, can no longer be built, and the Successor Warlords must strip their wrecked machines to find needed spare parts. Now, the Succession Wars are fought over water, ancient machines and spare-part factories.

WEAPONS

The battlefields of the Succession Wars are dominated by the most powerful war machines ever built, the BattleMechs. These huge, man-shaped vehicles are faster, more mobile and more heavily-armed than any 20th-century tank. Equipped with charged-particle beams, lasers, rapid-fire autocannons and missiles, they pack enough firepower to flatten anything other than another 'Mech. A small fusion reactor provides almost unlimited power, and 'Mechs can be adapted to fight in environments ranging from sun-baked deserts to subzero arctic icefields.

Tanks and lightly-armed jeeps can also be found on 31st-century battlefields, and small, fusion-powered fighters control both the skies and space. The

battlefleets of the Successor States were nearly destroyed during the First War and, since the ability to reconstruct faster-than-light craft has been lost, these small fighters are the first line of defense for any planet under attack, either in orbit or in the atmosphere itself.

THE 'MECHS

BattleMechs are grouped according to weight in four basic varieties: *Light*, *Medium*, *Heavy* and *Assault*.

Light 'Mechs range in weight from 20 to 40 tons. The most inexpensive BattleMechs, *Lights* are the second most common type on the battlefield today. Used mostly in reconnaissance, their above-average speed and jump capability usually allows them to skirt heavy fighting to get a look at enemy formations.

Whatever their assets, *Light* 'Mechs must still stay out of the way of their larger brothers. Even in numbers, they are no match for heavier 'Mechs.

Medium 'Mechs are the armies' real workhorses of the Inner Sphere. They range from 40 to 60 tons. By far the most common 'Mech, they also provide the most variety in design. Found in all units and on most worlds, *Medium* 'Mechs usually end up doing the real dirty work.

Heavy 'Mechs are among the 'Mech elite. Piloted by commanders and the most experienced warriors, they are the major force on the battlefield. With their capacity to give and take enormous amounts of damage, *Heavy* 'Mechs can usually be countered only by other *Heavy* units.

There is nothing more awe-inspiring than the sight of a unit of *Heavy* 'Mech — at 60 to 80 tons — lumbering toward some hapless foe.

Assault 'Mechs are the kings of the battlefield. Although rare and often kept out of battle, one *Assault* 'Mech is usually the equal to a whole lance of other 'Mechs. The well-designed *Assault* 'Mech fears nothing and its physical attacks can, at the very least, cripple any target.

Unfortunately, there are *very few* well-designed *Assault* 'Mechs. The early designers ignored the 'Mechs' ability to mount tremendous amounts of weaponry and simply emphasized size — 80 to 100 tons — resulting in 'Mechs whose only real combat asset is physical attack.

Beginning this issue, we will feature a designer's "blueprint" of various 'Mechs so you may become more familiar with the incredible weaponry that is...**BATTLETECH!**

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PROUDLY PRESENT

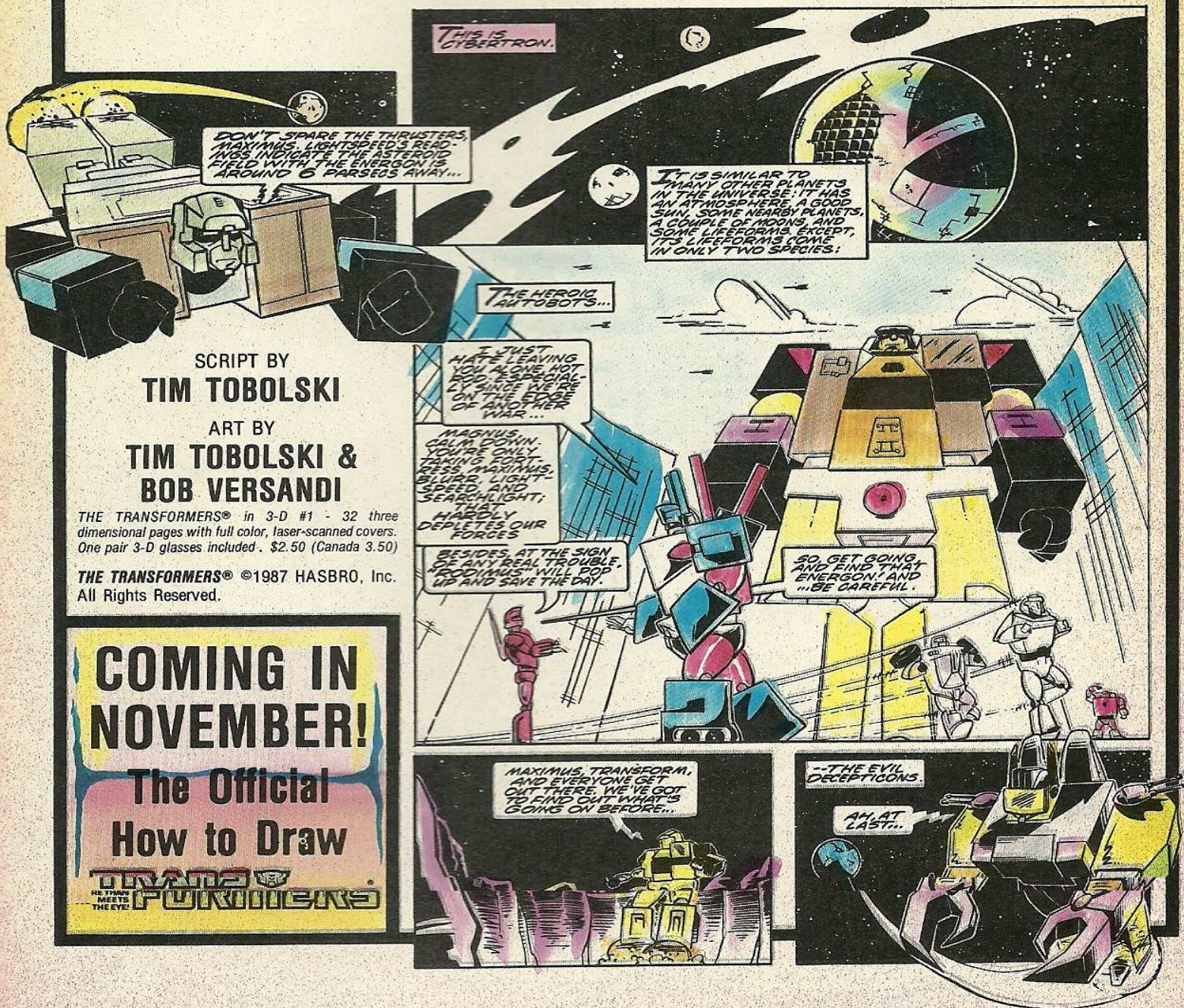
THE TRANSFORMERS[®] #1

FORMERS[®]

**MORE THAN
MEETS
THE EYE!**

THE TRANSFORMERS[®], the toy phenomenon of the 80's, now come to you in their very own 8-issue, 3-D comic book series! Now more than ever . . . **MORE THAN MEETS THE EYE[™]!**

in 3-D



BRAVESTARRTM in 3D



BLACKTHORNE PUBLISHING INC.

**IT WAS A ROUGH PLANET.
THEY NEEDED 1,000 LAWMEN.
THEY GOT ONE.
HE WAS ENOUGH.**

It was a lousy planet, but it did have oxygen. Earth named it New Texas and forgot about it. Then one day, Kerium was discovered on New Texas—the rare, fantastically expensive, mineral that powered Earth's spaceships. A town was founded and it was a reckless one. Outlaws roamed the streets and openly terrorized the merchants and miners. The town needed a 1,000 lawmen—it got ONE. Bravestarr—he was enough.

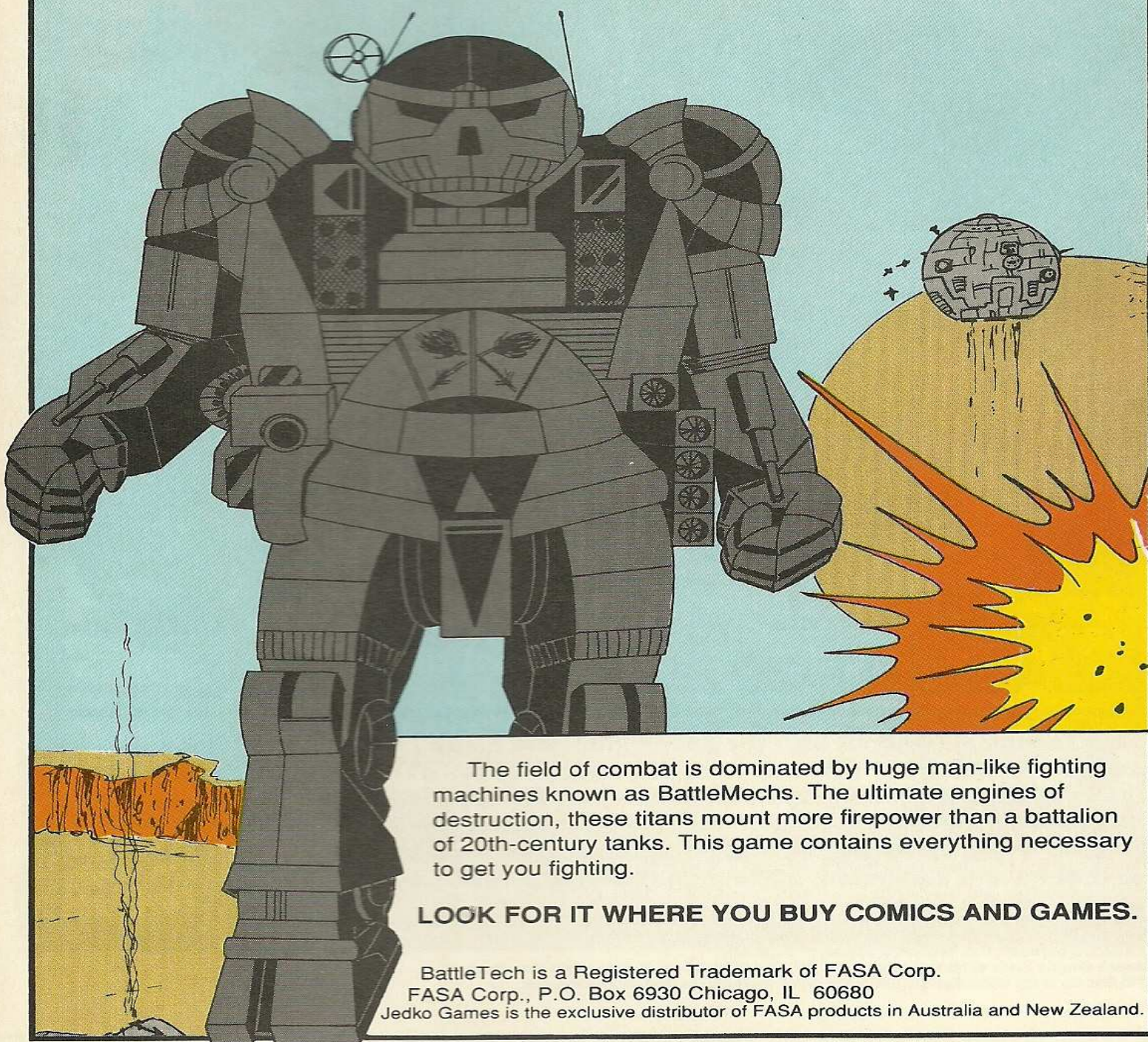
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BRAVESTARTM 3-D #1 is 32, action-packed 3-D pages with full-color, laser-scanned, covers. One pair of 3-D glasses is included with each comic. **\$2.50** (\$3.50 Canada)

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A GAME OF ARMORED COMBAT

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

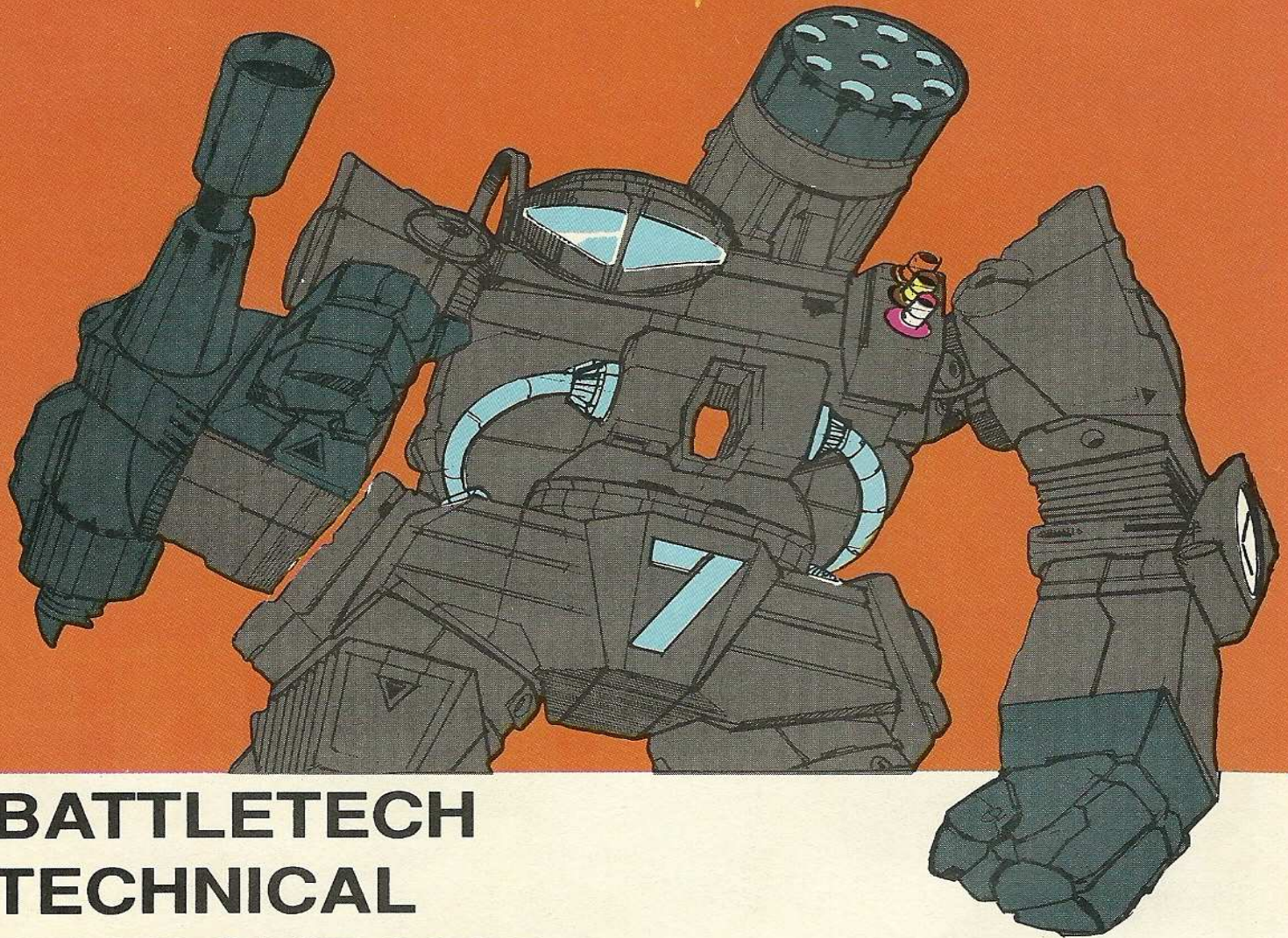


The field of combat is dominated by huge man-like fighting machines known as BattleMechs. The ultimate engines of destruction, these titans mount more firepower than a battalion of 20th-century tanks. This game contains everything necessary to get you fighting.

LOOK FOR IT WHERE YOU BUY COMICS AND GAMES.

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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 Battlemechs 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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**Strength has nothing
to do with size.**

BATTLE BEASTS



Pencils by
ANDY ICE

Story Concept & Script by
JOHN STEPHENSON

Inks & Letters by
JORGE PACHECO

**HASBRO, Inc. & Blackthorne Publishing present
BATTLE BEASTS™, a fantastic full color, bi-monthly
comic!, BATTLE BEASTS™, an armada of incredible
little creatures engaged in a never-ending battle for
control of their jungle world!**

**BATTLE BEASTS #1 - 32 page, full color,
bi-monthly comic book with full color,
laser-scanned covers. \$1.50
(Canada 2.25)**

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BATTLEFORCE™

SMALL UNIT ACTIONS IN THE 31st CENTURY

The BATTLETECH™ Mini-Series!

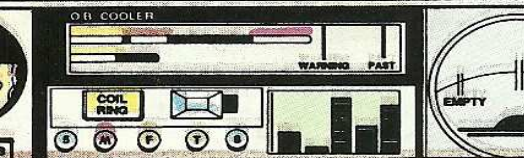
Adapted from FASA's amazing gaming module, a 3-issue series
exploding with heroes, politics and fantastic MECH action!

The Succession Wars of the 31st Century are like no other in recorded history!

Their mechs are suffering from years of fighting, declining technology and dwindling resources. But the Federated Suns prepare for a last desperate stand against the evil Capellan Confederation using the newly recruited Corporal Nazerine Lugosi and her rag-tag ABLE company as front-line "expendables."

Story by **JACK HERMAN**
(Elementals, Operative: Scorpio)

Art by **STAN TIMMONS**
(Megalith)



BATTLEFORCE™ & BATTLETECH®

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BATTLEFORCE™ #1 — 32 page, full color monthly comic (3-issue mini-series) with full color, laser-scanned covers



EXCUSE ME, SIR, BUT WHILE ON PATROL WE RAN ACROSS A CAPPELLAN SPYSHIP.

THEY BROUGHT MECHS IN WITH THEM.

I SCANNED YOUR REPORT, CORPORAL. WE LIVE ON THE CAPPELLAN BORDER SPYING IS PART OF THE INDIGENOUS ENVIRONMENT. YOU DID YOUR JOB. THAT'S ALL I WANT TO HEAR ABOUT IT.

YES, SIR.



NOW, I'M GOING TO BE HONEST WITH YOU, CORPORAL. I DON'T WANT YOU HERE, BUT I'M STUCK WITH YOU. DO YOU UNDERSTAND?

YES, SIR.



DO YOU KNOW WHAT ABEL COMPANY IS CORPORAL?

YES, I DO. MAY I SPEAK FRANKLY, SIR?

AS LONG AS WE'RE BEING HONEST WITH ONE ANOTHER, CORPORAL....



ABEL COMPANY IS THE LAST STOP FOR EVERY LOSER, WEAKLING, TROUBLEMAKER, AND PROBLEM-CHILD IN THE ENTIRE REGIMENT, SIR.

HEH. VERY GOOD. THAT'S CORRECT, CORPORAL.



AS OF 1100 HOURS, YOU ARE TO TAKE COMMAND OF ABEL COMPANY, ATTACHED TO THE DOG LANCE. YOUR RANK WILL REMAIN UNCHANGED AS THIS IS NOT A PROMOTION.



DO YOU HAVE ANY FURTHER QUESTIONS?

NO, SIR. I'D JUST LIKE TO SAY THAT I'M PROUD TO HAVE SUCH AN OPPORTUNITY TO SERVE THE FIGHTING SECOND IN SUCH A DISTINGUISHED POSITION.

SIR...