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[Technical Readout](#) Fanpro 2006-01-01

[The European Magazine, and London Review](#) 1810

Never vollständiger Index zu Diez' Etymologischem Wörterbuche der romanischen Sprachen Jan Urban Jarník 1889

[Etymologisches Wörterbuch der romanischen Sprachen](#) Friedrich Christian Diez 1889

[Bibliography of Scientific and Industrial Reports](#) 1947

Mechwarrior 4 Mercenaries Comprehensive Strategy Guide Jason Head 2010-03-06 This comprehensive manual covers all the basic and advanced tactics and styles of play that every Mechwarrior shouldn't be without. This guide takes an in-depth look at all things Mechlab from statistics to components. Specific mechs are explored as well as specific variants - 37 of them with 18 mechs represented, and 5 Battle Armor configurations. Also included are 42 maps with synopsis, terrain and drop zones. The core engine is explained through experimentation. Lastly, the Battle/Team Battle format is scrutinized in detail with Formulas, Damage Multiplier and the Coolant Equation. If you've ever wondered how to consistently outscore the opponent and be at the top of the scoreboard read this guide!

BattleTech Technical Readout 1992 Describes and illustrates combat robots and fighter planes used in the BattleTech series of games.

The Games of War John Bobek 2007-12-12 Here's a Hobby for those who love: toys, games, role playing, military history, action movies, science fiction, paintball, and having friends and family over. This book has it all, from gladiatorial combat to space warfare. Test your skills and luck as you re-fight famous battles or explore the world of "what ifs." Here's your chance to "be" Alexander, Saladin, Cromwell, Washington, Napoleon, Nelson, Lee, Grant, Pershing, Rommel, Patton, Nimitz, or any of the great military leaders of history. "Lead" a patrol in the Ardennes or in Afghanistan. It's paintball without the pain! You can "fly" your Wildcat against a Zero, your Phantom against a Mig. See if you have what it takes to be a "pirate" in the Caribbean. Can you "conquer" a galaxy or "master" magic? The rules contained in this book cover all this and more. They are easy to learn, fast to play, and contain background information for anyone who's not a historian. You can get started on any budget and with whatever space you have available. Rediscover reading for fun! Teaching History? There are sample history "labs" included. Have your class "experience" the past! Watch their interest and enthusiasm grow!

Retro Gamer Spezial 1/2017 Retro Gamer-Redaktion 2016-11-28 Retro Gamer Sonderheft 1/2017 - Jahrbuch 2016 Das Retro Gamer Jahrbuch 2016 ist eine Zusammenstellung der besten Artikel aus dem Retro-Gamer-Jahrgang 2016. Das Heft ist streng nach den Rubriken Historie, Klassiker-Checks, Firmen-Archive, Making Of, Experten-Wissen, Retro Revival, Hardware-Artikel und Außenseiter geordnet. Die Retro Gamer-Redaktion hat dazu immer genau fünf, zehn oder 15 Artikel herausgesucht. Bei der Überarbeitung der Beiträge wurden an etlichen Stellen Fehlerausbesserungen und Ergänzungen vorgenommen. So haben unsere Retro-Experten Fehler oder Fehleinschätzungen im Artikel über die Star Wars Spiele korrigiert und auch sonst die eine oder andere Kleinigkeit in den Artikeln verbessert oder hinzugefügt. Retro-Fans finden im Retro Gamer Jahrbuch 2016 eine geballte Ladung (260 Seiten!) für die ruhige Zeit zwischen den Jahren und die langen Winterabende. Da Retro-Fans unserer Erfahrung nach häufig auch an modernen Konsolen interessiert sind, nutzten wir die Chance, um einen aktuellen Test der Mitte November erschienenen Playstation 4 Pro einzuschleichen. Inhalt unter anderem: - Interview mit Mr. Tetris persönlich: Wie aus einer Idee ein Mythos wurde - Star Wars: Die besten besten Sternenkrieg-Versoftungen, von Rebel Assault bis zum Atari-Automaten - 8-Bit-Beat-em-ups: Welche Prügler man auf Atari VCS, Commodore 64 & Co. spielte - Duke Nukem 3D: Wie Anatol Locker die Nacht durchzockte - Anno 1602: Mick Schnelle über das legendäre Aufbauspiel ePaper-PDF: 99 MB

BattleTech: Redemption Rites Jason Schmetzer 2022-05-06 OUT FOR BLOOD... Wolf's Dragoons, the most storied and elite mercenary unit in the Inner Sphere, has been utterly shattered for the first time in its centuries-long history. In 3151, most of the Dragoons listened to Marotta Kerensky and followed Alaric Ward to Terra. There, they helped him destroy the Republic of the Sphere and establish the ilClan. Four out of five Dragoons died in the fighting. The survivors were injured, shell-shocked, and finally, gravely insulted by Alaric Ward's token payment of thirty pieces of silver. In one brutal gesture, the ilKhan did what no other enemy had ever done: He broke Wolf's Dragoons. The decimated survivors limped off Terra to rendezvous with their remnants that had stayed behind. Colonel Henry "Hack" Kincaid, senior striker officer, is waiting when the Dragoons convoy appears, full of wrecked machines, but depleted of personnel. Kincaid is a man of reputation in the Dragoons. His word carries weight. And he hasn't been tarnished by Terra. Three regiments and one of his irreplaceable striker battalions have all been ground to dust. All that is left now is duty. And vengeance...

BattleTech: Grey Watch Protocol Michael J. Ciaravella 2020-06-26 SURROUNDED BY THE ENEMY... In the 32nd century, the Republic of the Sphere is beset on all sides, its enemies seeking the most important weapon in the Inner Sphere: interstellar communication. As the forces of the Capellan Confederation advance toward the heart of the crumbling Republic, they are laser-focused on the one goal that will give them the upper hand and destroy the Republic once and for all: the planet of Northwind. Homeworld of the famed Northwind Highlanders mercenaries, Northwind is not only the site of a century-old betrayal, it also boasts the only working hyperpulse generator along the line of the Confederation's advance. Sang-shao Lindsey Baxter and the Fourth McCarron's Armored Cavalry have been tasked with taking Northwind at all costs, and the besieged Republic is unable to lend further support to the defending XII Hastati Sentinels. Northwind will be easy pickings, and other sharks smell blood in the water. The Highlanders' honor remains strong, but will it be enough to survive the coming storm?

Bombs Away! John R. Bruning 2011-05-22 Bombs Away! covers strategic bombing in Europe during World War II, that is, all aerial bombardment of a strategic nature which took place between 1939 and 1945. In addition to American (U.S. Army Air Forces) and British (RAF Bomber Command) strategic aerial campaigns against Germany, this book covers German use of strategic bombing during the Nazi's conquest of Europe: the Battle of Britain, Operation Barbarossa, and the V 1 and V 2, where the Luftwaffe targeted Warsaw and Rotterdam (known as the Rotterdam Blitz). In addition, the book covers the blitzes against London and the bombing of other British industrial and port cities, such as Birmingham, Liverpool, Southampton, Manchester, Bristol, Belfast, Cardiff, and Coventry bombed during the Battle of Britain. The twin Allied campaigns against Germany—the USAAF by day, the RAF by night—built up into massive bombing of German industrial areas, notably the Ruhr, followed by attacks directly on cities such as Hamburg, Kassel, Pforzheim, Mainz, Cologne, Bremen, Essen, Düsseldorf, Hanover, Dortmund, Frankfurt, and the still controversial fire-bombing of Hamburg and Dresden. In addition to obvious targets like aircraft and tank manufacturers, ball bearing factories and plants that manufactured abrasives and grinding wheels were high priority targets. Petroleum refineries were a key target with USAAF aircraft based in North Africa and later Italy, bombing the massive refinery complexes in and around Ploesti, Romania, until August 1944 when the Soviet Red Army captured the area. Other missions included industrial targets in southern Germany like Regensburg and Schweinfurt. Missions to the Nazi capital, Berlin, started in 1940 and continued through March 1945. Throughout the war there were 314 air raids on Berlin. All of this is covered in detail with authoritative text and hundreds of archival photographs, many rare or never before published.

[Esquire](#) 1984-07

BattleTech Technical Readout: 3055 Upgrade Herbert A Beas, II 2012-01-18

Notable Last Facts 2005 Core reference book for all types of libraries. Notable Last Facts is the first comprehensive compilation of famous or notable lasts. Over 16,000 lasts are presented and indexed.

In the Cockpit Dana Bell 2007-05 Close-up access to the instrument panels, and consoles from the cockpits held at the National Air and Space Museum.

[Index zu Diez'](#) Johann Urban Jarník 1878

BattleTech: Elements of Treason: Duty Craig A. Reed, Jr. 2022-03-28 ABANDONED BY THE ARCHON... Once the founding capital and a vital planet in the Lyran Commonwealth, Arcturus has been held by the Clans for

more than two decades, most recently by the Jade Falcons. But when the Falcons suddenly abandon the planet in early 3151, Arcturus is left to fend for itself, with no support from Archon Trillian Steiner or former-Commonwealth worlds. For Hauptmann-General Sarah Regis, commander of the Twenty-Sixth Arcturan Guards, returning home means a chance to free Arcturus from Clan control. However, the planet is not the same one she remembers. Instead, she finds a weary population fractured by internal strife, starvation, and the remnants of Jade Falcon cruelty. To save Arcturus from itself, Sarah must forge a new path forward, one that offers her people something they haven't known in many years: hope. But many wish to see her fail, and the space around Arcturus teems with predators seeking to destroy everything she has fought for. Sarah's last hope to move Arcturus into a brighter future may actually lie in its past...if she can stay alive long enough to make it happen...

The Smile of Vanuvati Harini Gopalswami Srinivasan 2007

Mechwarrior 4 Mercenaries Strategy Guide Jason Head 2010-03-06 THE authority on scoring points in the Battle/Team Battle game type for the Mechwarrior 4 Mercenaries PC game. This unofficial guide will help you to soar to the top of the leaderboards in multiplayer. If you want tips on how to outscore your opponents read this strategy guide!

MechWarrior 2 Joe Grant Bell 1995 First it was BattleTech. Then it was MechWarrior. Now MechWarrior 2, the ultimate Mech game, has escaped from the tabletop dimensions of its forebears into cyberspace.

MechWarrior 2: The Official Strategy Guide is the key to victory!

Stilwell's Mission to China Charles Romanus 2015-08-08 This volume is centered on the performance of Lt. Gen. Joseph W. Stilwell. Stilwell was chief of staff to Chiang Kai-shek, in Chiang's capacity of commander in chief of China considered as an Allied theater; he administered U.S. lend-lease aid to China; and he commanded the CBI Theater. Chiang put him in charge of his force (three Chinese armies) in Burma during the ill-fated campaign of 1942, and this campaign, insofar as it involved his authority, is therefore described. Reading the history of the China-Burma-India Theater will be an eye opener and a lesson to those who, in the future, have to deal with allies in far distant lands about whom so much should be known and so little is. Contemporary history is limited in its vision, as indeed is all history, insofar as the records are limited. This history is no exception; the records used are mainly of U.S. Army origin. However, time flies and experience of the past is essential to wisdom in the future. To wait for additional evidence might deny pertinent information to those who need it now. Moreover, the records turned up by the authors of this book are exceptionally rich. A careful reading of this volume will emphasize the necessity on the part of the leading participants in a combined venture to understand the characteristics and over-all objectives of the nations as well as the individuals concerned in the endeavor. If such an understanding is present, and if due weight is given it by those involved in negotiations as well as in the execution of the plans, the better will be the result. The degree to which this understanding was achieved by the leading participants is left for the reader to decide. Decisions, to be sound, must perforce be based on up-to-date facts. The danger of making them from information supplied from not too well informed sources, and without information that could readily have been brought to bear, is self-evident.

BattleTech: The Anvil Blaine Lee Pardoe 2018-08-01 I am a true Jade Falcon... The leader of Clan Jade Falcon, Khan Malvina Hazen, is known throughout human-occupied space as a merciless tyrant hell bent on shattering and reforging the entire Inner Sphere in her own bloodthirsty image. The next target for her scorched-earth, take-no-prisoners Mongol Doctrine is the Lyran Commonwealth world of Coventry: a persistent stain on the Jade Falcons' history, and a system defended by legendary Lyran heroes. But not all Falcons subscribe to Malvina's twisted cult of personality. Ordered to take Coventry at any cost, Galaxy Commander Stephanie Chistu has no choice but to follow her orders and conquer the planet in Malvina's name. Stephanie wishes to see her Clan victorious, but no victory is worth the Jade Falcons losing their very soul. To stand up to Malvina's tyranny and find an honorable path for her Clan's future, Stephanie must balance the razor's edge between duty and honor—or she will die trying.

Index zu Diez' Etymologischem Wörterbuch der romanischen Sprachen Jan Urban Jarník 1878

Neuer vollständiger Index zu Diez' Etymologischem Wörterbuche der romanischen Sprachen Friedrich Christian Diez 1889

[Cycle World Magazine](#) 1998-01

[Etymologisches Wörterbuch der romanischen Sprachen](#) Friedrich Diez 1878

Technical Data Digest United States. Army Air Forces 1943

A History of the Mediterranean Air War, 1940-1945 Christopher Shores 2014-07-19 The first volume of this series dealt with the initial 19 months of the air war over the Western Desert of North Africa. This volume picks up the story as the 8th Army, following its hard-fought success in Operation Crusader, was forced back to the Gazala area, roughly midway between the Cyrenaican/Tripolitanian border of Libya and the frontier with Egypt. It covers the lull prior to the disastrous defeat of the 8th Army in June 1942 and the loss of the important port and fortress of Tobruk. The costly efforts of the Allied air forces to protect the retreating British and Commonwealth troops and prevent this turning into a rout is examined in depth. So too is the heavy fighting which followed in the El Alamein region as the line was stabilized. This period was ameliorated somewhat for the Western Desert Air Force by the arrival – at last – of the first Spitfires. The buildup of both the army and air force which followed, coupled with new commanders on the ground, meant that Rommel's Deutsche Afrika Korps was defeated at Alam el Halfa at the start of September, and then again, comprehensively, at the climactic battle of El Alamein in October. Joined now by the first units of the United States Army Air Force, the Allied air forces began to achieve a growing ascendancy over those of the Axis. The long, rather slow, pursuit of the Italo-German forces right across Libya is recounted, including the capture of Tripoli, followed by the breakthrough into Southern Tunisia at the end of March 1943. This allowed a linkup with the Allied forces in Tunisia (whose story will be related in Volume 3) to be achieved. In this volume follow to the fortunes of some of the great fighter aces of the Desert campaign such as Jochen Marseille and Otto Schulz of the Luftwaffe, Franco Bordoni-Bisleri of the Regia Aeronautica and Neville Duke, Billy Drake and 'Eddie' Edwards of the Commonwealth air forces. While the fighting above the constantly moving front lines form the main narrative of this book, the Allied and Axis night bombing offensives and the activities of the squadrons cooperating with the naval forces in the Mediterranean are certainly not neglected.

A History of the Mediterranean Air War, 1940-1945 Giovanni Massimello 2016-08-05 The third volume in the epic military aviation series focuses on the Allied invasion of North Africa during World War II. This work of WWII history takes us to November 1942 to explain the background of the first major Anglo-American venture: Operation Torch, the invasion of French North Africa. Describing the fratricidal combat that followed the initial landings in Morocco and Algeria, it then considers the unsuccessful efforts to reach northern Tunisia before the Germans and Italians could get there to forestall the possibility of an attack from the west on the rear of the Afrika Korps forces, then beginning their retreat from El Alamein. The six months of hard fighting that followed, as the Allies built up the strength of their joint air forces and gradually wrested control of the skies from the Axis, are recounted in detail. The continuing story of the Western Desert Air Force is told, as it advanced from the east to join hands with the units in the west. Also covered are the arrivals over the front of American pilots and crew, the P-38 Lightning, the Spitfire IX, and the B-17 Flying Fortress—and of the much-feared Focke-Wulf Fw 190. The aerial activities over Tunisia became one of the focal turning points of World War II, yet are frequently overlooked by historians. Here, the air-sea activities, the reconnaissance flights, and the growing day and night bomber offensives are examined in detail.

Exit Rommel Bruce Allen Watson 2006-11-15 Story of the defeat of the legendary Desert Fox Analyzes Rommel's generalship Details logistical difficulties and the erosion of weapons quality of the Afrika Korps In the sands of North Africa during the early years of World War II, German Field Marshal Erwin Rommel burnished his reputation as the "Desert Fox." After a string of successes, Rommel's fortunes began to sour with the battles of El Alamein, where the British under Bernard Montgomery halted Axis expansion in the fall of 1942, followed days later by the American landings in Morocco and Algeria. As the Americans drove the Germans into Tunisia from the west and the British from the east, Rommel routed U.S. forces at Kasserine

Pass. After his last-ditch attack at Medenine was repulsed, the Desert Fox was forced to evacuate, leaving much of his fabled force to Allied captivity.

Etymologisches Wörterbuch der romanischen Sprachen Fr Diez 1861

BattleTech: Hour of the Wolf Blaine Lee Pardoe 2021-01-01 MORE THAN A CENTURY IN THE MAKING... Since the Clan Invasion of 3050 ended in failure, there are those who have not forgotten Nicholas Kerensky's ultimate goal: The conquering of Terra, and the rise of one Clan above all others...to become the ilClan, and rule over both the rest of the Clans and the Inner Sphere...regardless of what the Great Houses may say about it... THE BATTLE THAT WILL RESHAPE THE INNER SPHERE BEGINS... Now, in 3151, two Clans make the final jump into the shattered remains of the Republic of the Sphere. Their target: the cradle of humankind, and the ultimate symbol of the Inner Sphere...Terra. But Clans Jade Falcon and Wolf will face a powerful, tenacious enemy in the remaining forces of the Republic, led by their resurrected leader, Devlin Stone. The impending battle will engulf the entire planet, and when it is over, only one shall stand supreme...

The Mediterranean and Middle East: The campaign in Sicily 1943, and the campaign in Italy, 3rd September 1943 to 31st March 1944 Ian Stanley Ord Playfair 1954

BattleTech: No Substitute for Victory Blaine Lee Pardoe 2022-01-30 TOO OLD TO FIGHT, TOO YOUNG TO DIE... For nearly a decade, the relentless warriors of Clan Jade Falcon have held the world of Jangso in the A Place system, using it as a training ground for their next generation of warriors. When the planet's garrison departs to join other Falcon forces in the fight for Terra, the Clans' ultimate prize, aging Star Commander Hasara is ordered to remain behind. Deemed too old to be worthy of going to Terra, he still embraces his honor, and vows to safeguard the planet and all of the cadets too young to join the fight. The Lyran Commonwealth, still stinging from losing Jangso to the Falcons, resolves to exploit their absence by taking back the planet before the Falcons can return. Armed with military intelligence and smuggled BattleMechs, Lyran natives on Jangso launch critical strikes at Hasara, his ex-MechWarrior partner, and the Falcon cadets under their wings, luring them into a trap. But the Lyrans have greatly underestimated the Falcons' indomitable spirit and the lengths they will go to when driven to the brink of desperation. As Hasara wrestles with his own sense of honor, and faces dwindling morale and diminishing returns against troops seeking to exterminate him and his cadets, he must prove there is still enough fight left in his old bones to secure a victory for the future of his Clan.

BattleTech: Icons of War Craig A. Reed, Jr. 2020-09-25 SYMBOLS OF POWER... After the Word of Blake exacts an incalculable toll on Clan Wolf, Elemental warrior Garmen Kerensky is tasked by Wolf Khan Vlad Ward to undertake an audacious, top-secret mission in the Clan Homeworlds. While other covert teams help the Wolves evacuate Clan Space, Garmen's command will steal the most prized relic of Clan history: the body of the Great Father, Commanding General Aleksandr Kerensky, Garmen's ancestor. But the father of the Clans' founder is entombed aboard the McKenna's Pride, a Star League-era WarShip in permanent geosynchronous orbit above the Clans' capital city, a staunchly guarded vessel that will take ingenuity, a warrior's spirit, and more than a little luck to reach. Stealing his ancestor's remains is a tall order under normal circumstances, but the Homeworld Clans are on the verge of open warfare with each other, and this mission threatens to blow Clan society apart entirely. As the elite warrior guards of the Ebon Keshik hunt Garmen, he and his hardened team must navigate the intrigue of the shadowy Dark Caste to have any hope of reaching the Pride alive. But no plan ever survives enemy contact, and Garmen must overcome the forces arrayed against him or risk forever losing the Great Father's body to the chaos and destruction of the Clans' internal warfare.

BattleTech: A Question of Survival Bryan Young 2022-07-23 A FUTURE FOR THE TAKING... As the last Bloodnamed Warrior left in the former Jade Falcon Occupation Zone, newly-elected Khan Jiyl Chistu has

'Mechs, but no MechWarriors—making it impossible to rebuild his Clan after the disaster on Terra.

Meanwhile, despite being riven by the Dominion-wide vote on whether to join the new Star League or not, Star Colonel Emilio Hall's Ghost Bears have a planet full of talented sibkos ready to graduate. When word of these sibkos reaches Khan Chistu, he hatches a bold plan to take them, eager to rebuild the Jade Falcons. But with Star Colonel Emilio caught up in the politics of the Ghost Bear vote, will he even see Jiyl coming? Or will he lose the sibkos that represent the very future of his Clan? For both men and the Clans they hold dear, these dilemmas become nothing less than a question of survival...

BattleTech: Operation Ice Storm Jason Schmetzer 2019-07-25 A BATTLE FOR SURVIVAL... It is 3071, and holy Jihad rages in the Inner Sphere. Safe on worlds claimed two decades earlier, Clan Jade Falcon watches its enemies tear themselves apart. But a new threat is bearing down on the Falcons. Clan Ice Hellion, another of Kerensky's Clans, has traveled the winding Exodus Road to attack its warrior brethren—for while the Clans hunger to conquer the Inner Sphere, they are warriors, and they have little qualm warring amongst themselves for advantage. Khan Connor Rood of the Ice Hellions knows his Clan is taking a desperate risk. Victory over the Jade Falcons will give the Hellions a place in the Inner Sphere, new worlds to conquer and exploit. It will place them among those rarified Clans who are not trapped in the distant Clan homeworlds. It is a bold plan. It has failed. The battle-proven Jade Falcon Clusters have shattered the Ice Hellion assault. The worlds the Hellions captured are being lost to the Falcon reconquest, and Hellion MechWarriors are dying in the loss. Khan Connor Rood knows he must find a way to save what is left of his Clan. He knows he has to bring the Falcons to one final, decisive battle and earn a chance at escape. But the legacy of Khan Raina Montose's bad decisions linger...and the circling Jade Falcon forces have been joined by the hungry herds of the Hell's Horses Clan. Is Rood's desperate plan to rescue the remaining Hellions doomed to fail?

BattleTech: A Splinter of Hope/The Anvil Blaine Lee Pardoe 2019-02-12 VICTORY AT ANY COST... Jump into your BattleMech cockpit, fire up your fusion engine, and charge into the fray with two all-new BattleTech novellas from Philip A. Lee and bestselling writer Blaine Lee Pardoe. A Splinter of Hope: Violent expansion of the Capellan Confederation and the Draconis Combine has cost recently crowned First Prince Julian Davion both his mentor and countless Federated Suns worlds. To rally his people, he funnels the fires of justice into an ambitious yet risky campaign to retake a vital system: New Syrtis, the occupied capital of the Capellan March. However, the Capellan people have fought dearly for their prize and will do anything in their power to hold onto it. Will Julian's gamble preserve the future of the Federated Suns, or is the invasion doomed before it even begins? The Anvil: Khan Malvina Hazen of Clan Jade Falcon is known throughout the Inner Sphere as a merciless, bloodthirsty tyrant. The next target for her scorched-earth, take-no-prisoners tactics is the Lyran Commonwealth world of Coventry: a persistent stain on the Jade Falcons' history. But not all Falcons follow Malvina's lead. Ordered to take Coventry at any cost, Galaxy Commander Stephanie Chistu wishes to see her Clan victorious, but no victory is worth the Jade Falcons losing their very soul. To stand up to tyranny and find an honorable path forward for her Clan, she must balance the razor's edge between duty and honor—or die trying.

BattleTech 12: Bear-Zyklus 2 Arous Brocken 2013-11-05 3054: Der Tod seines Vorgängers befördert George Geisterbär früher als erwartet zum Sternkommander. Er muss sich vielen neuen Herausforderungen stellen, von denen sein Positionstest nur die erste ist. Die Ausbildung seiner neuen MechKrieger hält ihn zwischen den Gefechten gegen die Söldner der Inneren Sphäre voll und ganz auf Trab. Dennoch beginnt er sich zu fragen, was diese Gegner zu derart selbstmörderischen Angriffen veranlasst. Als er Nachforschungen anstellt, gerät er überraschend mit der Canwache aneinander. Erst im letzten Moment begreift er, dass er seine Zukunft als MechKrieger im 371sten Sturmsternhaufen aufs Spiel gesetzt hat und dass seine wahren Gegner ganz woanders lauern.