



BATTLETECH

ERA DIGEST

AGE
OF WAR

CATALYST
game labs

A BATTLETECH HISTORICAL SUPPLEMENT

ERA DIGEST

AGE OF WAR

CREDITS

Project Development: Herbert A. Beas II

BattleTech Line Developer: Herbert A. Beas II

Assistant Line Developer: Ben H. Rome

Primary Writing: Roland M. Boshnack

Additional Writing: Herbert A. Beas II

Editing: Herbert A. Beas II

Production Staff:

Art Direction: Brent Evans

Cover Design and Layout: Ray Arrastia

Original Illustrations: Steve Hartley and Chris Lewis

Original Logos: Ray Arrastia

Map: Øystein Tvedten

Record Sheets: Ray Arrastia and Christopher Smith

Factchecking/Playtesting: Joel Bancroft-Connors, Chris Callicoat, Rich Cencarik, Bruce Ford, Joshua Franklin, William Gauthier, Chris Hartford, Keith Hann, Johannes Heidler, Ken' Horner, Daniel Isberner, Edward Lott, Nick Marsala, Chris Marti, Mike "Cray74" Miller, Darrell "FlailingDeath" Myers, Craig "No Last Name" Reed, Luke Robertson, Andreas Rudolph, Jason Schmetzer, Christoffer "Bones" Trossen, Øystein Tvedten, Elliotte "Wantec" Want III, Chris Wheeler, Patrick Wynne, Mark Yingling

Special Thanks: Huge thanks to John Haward and Joel Bancroft-Connors for bringing me into the Catalyst fold and to Randall and Herb for letting me stay. Also, huge thanks to Laura for her continued love and assistance.

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA



JUST FOLLOWING ORDERS

**ON APPROACH TO TINTAVEL
CAPELLAN CONFEDERATION
23 FEBRUARY 2412**

"I don't like it," Sergeant Price said. "Sir, the definition of 'enemy combatant' is just too vague."

"You don't have to like it; you just have to do it. We have a war to win here."

"Yes, sir," Price said. "If you tell me that's what I'm supposed to do, well, that's what I'll do, but I can't take responsibility if something goes wrong."

The Lieutenant ran a hand over his face and smiled ruefully. "I understand, Sergeant. These are the orders I was given myself, and I'm passing them along to you. We've got a job to do. Let's get it done."

* * * *

**NEW MITLA, TINTAVEL
CAPELLAN CONFEDERATION
23 FEBRUARY 2412**

The insertion was only lightly contested, which was a blessing. Unloading tanks from a DropShip could be a trial at the best of times, but that only got worse under fire. Things moved quickly enough, though, and soon the armored column—a mix of massive Kestrel MBTs and lighter APCs, along with a train of supply trucks and their escorts—rolled through the suburbs and into the city itself.

Price was still concerned. There was just too much left to interpretation in his orders. On the surface, they were simple: "Engage and destroy all enemy combatants and targets of military significance." Unfortunately, that was *all* they said. The key terms—"enemy combatants," "targets," "military significance"—were left undefined. He'd tried to get some clarification from the officers above him, but to no avail. Now he just had to trust that they knew what they were doing.

"Contact left!" The cry came from his radio operator, on the other side of the tank's squat turret. Price squinted through his periscope-like sight. Yes, he could see a figure standing in a window, a rifle held low. A closer examination revealed civilian clothes, and the rifle an old bolt-action hunting model. *Just a worried citizen, then.* He was just about to tell his crew to ignore the contact when the radio crackled to life.

"Green Five, why haven't you engaged the enemy?" Price recognized the voice of his company commander. He touched the micro-switch on his helmet to open communications and spoke evenly and precisely.

"Black Six, this is Green Five. Target is a civilian with light weaponry and poses no danger to this force. Over."

"He has a gun, doesn't he? Shoot him!" The CO's voice was as dangerous as sharpened steel.

"Black Six, this is Green Five. Orders received. Will comply. Over."

Sergeant Price was sweating openly now. He cursed his orders. He cursed his commanders. He cursed the man with the rifle. But he swung the turret to the left, elevated towards the window, and threw a 68-kilogram packet of death into the building. He didn't even realize that he had his eyes closed when he pulled the trigger.

"Black Six, this is Green Five. Target obscured. Over."

"Excellent work, Sergeant. This goes for everybody: You see something you don't like; you shoot it. Understood?"

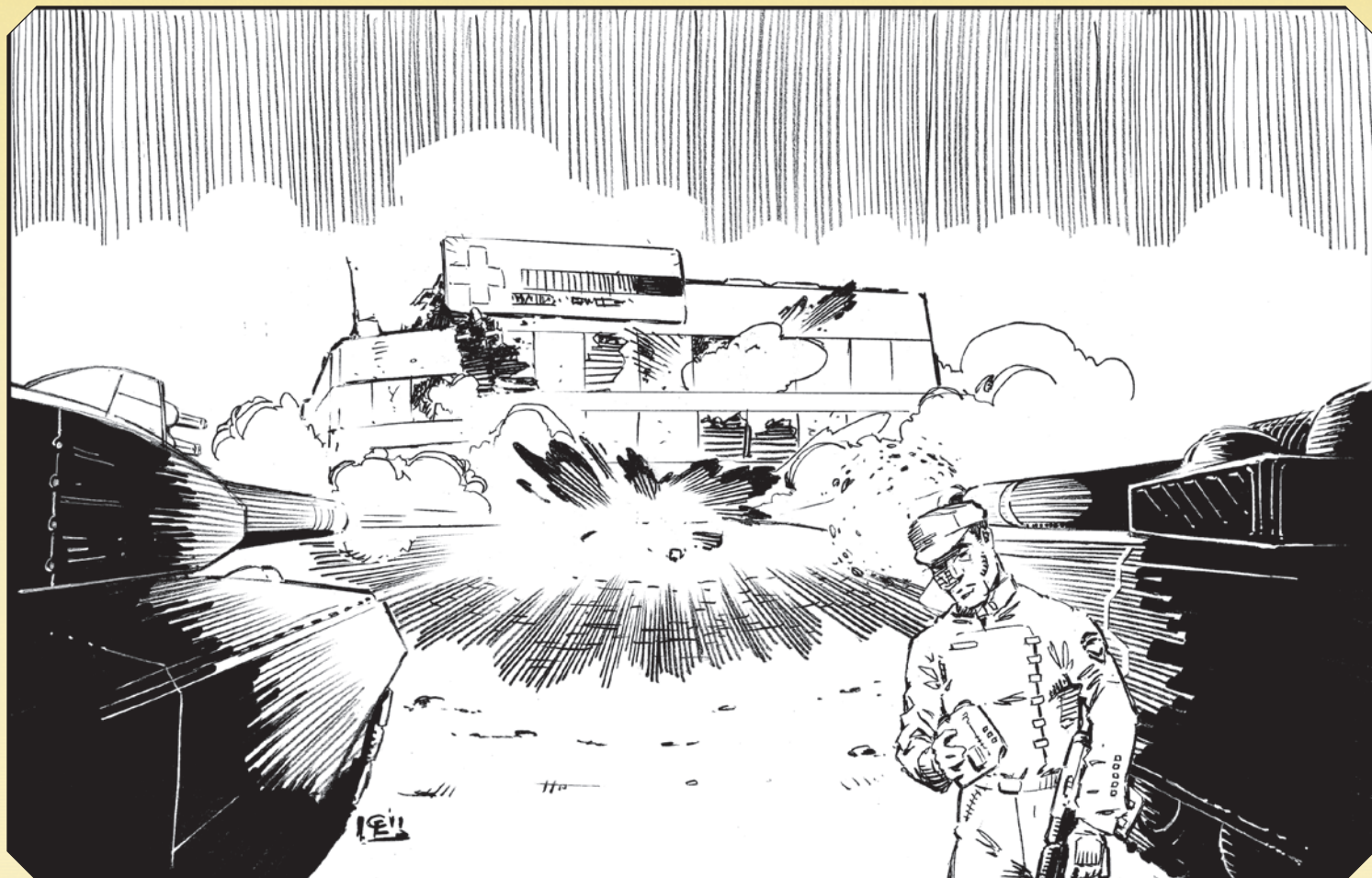
A ragged chorus of assents filtered through Price's earbuds, and he realized that the channel had been company-wide the entire time. He felt sick, but what could he do? He had his orders.

The column continued to roll down the street. It was perhaps eight more kilometers to the city proper, and its Cappie defenders, but the tanks fired on a regular basis now. Anything that could conceivably be a threat was met with fire: sometimes just a burst from an automatic rifle or machine gun, but more often with a deafening blast from the main guns. The once-pleasant avenue even became a war zone, with smoking rubble to either side. Armored vehicles broke formation to crush civilian cars beneath their broad tracks. Infantry fired from the top hatches of their APCs, mowing down anyone who broke from cover. Bodies littered the ground; none were in combat garb.

Sergeant Price was still grappling with his inner demons when the tank ahead of his exploded. Oddly, this calmed him. The horrors lay behind the unit, and now they could be soldiers again. He twisted his controls, seeking a proper target. It didn't take him long. The Capellan, a wedge-shaped Korvin, was rolling forward, the tip of its deadly laser muzzle still glowing. Price was calling his orders even as swung his own turret in line.

"Driver, action right!" The private responded instantly, but Price was already firing. The huge, rifled cannon on his Kestrel may have been obsolete compared to the Korvin's lightweight energy gun, but years of experience paid off. The 150-mm armor-piercing round found the enemy's turret rotation ring and cut through the lightly-armored area, exploding within. Hatches blew open and smoke poured out. Sergeant Price was hunting for another target and barely noticed his radio operator cutting down the surviving Capellans with his machine gun as they tried to evacuate the crippled wreck.

Now that battle was engaged, the entire force settled into a solid and impressive routine. The tanks blasted away their armored opponents, breached barricades, and provided overwatch for the infantry. The ground pounders, now on foot, shielded the tanks' vulnerable sides and cleared away Capellan infantry. The scale of the war just begun may have been epic, but the Free Worlds League Militia was built around armored cavalry and its centuries-old precepts. Even in the close quarters of a major city, they worked like a well-oiled machine.



The force rolled on and on. Behind them lay dozens of shattered tanks and personnel carriers and before them the enemy was running. Collateral damage has lessened during the long engagement; the Cappies seemed more willing to abandon a threatened structure than to see it leveled around them. Sergeant Price didn't mind. He preferred a stand-up fight.

"Sergeant, we've got a problem." That was his radio operator again.

"Go ahead, Adams. What's up?"

"Sarge, I've got some Cappies running into that building on the left. About a dozen troopers carrying some stuff between them. Could be fleeing, could be setting up heavy weapons."

"Running *into* the building? I see the problem. I'm calling this one up; hold tight." Price switched over his comms to the company channel again.

"Black Six, this is Green Five. Come in, over."

"Green Five, this is Black Six. Go ahead, over."

"Black Six, we've got a potential ambush at my location. Please advise, over."

"Goddamn, Sergeant, do I have to hold your hand? If you've got any questions, *engage!*"

"Sir, I...yes, understood. Out." Sergeant Price shook his head and clicked back over to intercom. "Looks like the old man wants us to take it down. Adams, be ready on your fifty."

Price sighted on the building. Something in the back of his head was

screaming for attention, but he fought it down as he scanned the target's many large windows. There, a bit of movement, Capellan field dress. The sergeant fired the Kestrel's main gun and the window vanished a split-second before the round exploded, showering the street in fragments of glass and masonry. All around him, the other tanks of his company—even the infantry—swept the building with rounds.

This is it, Price thought. Nowhere else to go. Follow my orders. Do my job. Get it done. He fired again and again. A fire was raging inside the structure now, but he didn't—couldn't—stop. He shot his tank's ammo bins empty, flinching when a pull of the trigger didn't result in the familiar blast, flash, and recoil. He sat for a moment there, hearing the fire from his company slack off and stop. He breathed in deeply, let it out slowly, and leaned back. *It's over.*

"Sergeant...we have another problem. A big one," said Adams.

"Go ahead, Corporal."

"Sergeant, look to your left, by the driveway." Adams sounded near tears. Price frowned, his unease returning in force, and swiveled the periscope around. He saw the sign quickly, but he just couldn't make sense of it. It took him another moment for the writing to come into focus. Suddenly he understood what the corporal had been talking about, and the realization left him whimpering and broken.

The sign, not ten meters from his tank's sponson and well within his field of vision, read, "New Mitla Community Health Network – Prenatal and Child Services Department."

Behind it, the rubble burned.

INTRODUCTION

To some, the Age of War seems almost trite compared to the wars that followed it. At the time, it was the largest, longest, most costly period of conflict in human history, but those superlatives have all long-since been eclipsed. Indeed, the “Second World War” of the mid-twentieth century killed even more people, though it was only one-tenth as long. Of course, one shouldn’t discount the losses in territory, technology, and population seen in the Reunification War, Amaris Civil War, the four Succession Wars, and the Jihad.

It was an oddly paradoxical period when compared to later conflicts. Planets changed hands on a daily basis, yet every state founded new colonies and pushed its borders outwards—and not always at the expense of its neighbors. The Ares Conventions transformed warfare into an intricate game of maneuver, yet weapons of mass destruction were used in many brutal engagements. Factories and spaceships were targeted as a matter of course, yet every state managed to expand its economy and implement new technologies—not the least of which were the giant war machines known as BattleMechs.

As the Inner Sphere rebuilds from the horrors of the Jihad, it would behoove us to remember the lessons of the past, so that—maybe, *this* time—we can learn how to avoid such devastation in the future.

—Demi-Precentor James Khauv
Historian, Archival Division
ComStar
28 May 3085

HOW TO USE THIS BOOK

Era Digest: Age of War is a stand-alone product that takes a deeper look at the glossed-over time when the proto-Successor and Periphery states formed their distinct cultures and philosophies. While this book is primarily a sourcebook about an era and setting often glossed over in *BattleTech* lore, it also contains rules both for playing within the Age of War and with early units in this pivotal point in history.

The first section, **The Age of War**, is a summary of the events of the Age of War and the changes that humanity experienced during that time. This section goes in depth about some of the turning points of the era, both for individual realms as well as the Inner Sphere as a whole.

The Ares Conventions takes a look at the titular documents that so transformed warfare during the period in greater detail than ever seen before, along with a comparison to the Clans’ system of *zellbrigen*.

A More Civilized Slaughter is a mixture of sourcebook material and guide for players and gamemasters who wish to incorporate the extremes of combat during the era – from barbaric to chivalrous – in their games.

Finally, the **Age of War Rules** section describes four units that were important or indicative of the Age of War, including an early BattleMech as well as some other notable units of that time. This section also includes Random Assignment Tables (RATs) to make it easy to quickly roll forces that fit well in that era, and role-playing information for players wishing to experiment with the pre-Star League development setting.

The book concludes with **Record Sheets**, a collection of record sheets for units found in this book.

One final note for wary players: Each sourcebook section reflects the bias and writing style of the author. This should be taken into consideration before declaring war on fellow players over interpretations of these sections.

THE AGE OF WAR

Students of history will find nothing surprising about the conflicts that sprang up among the first nations to inhabit what would become known as the Inner Sphere. While the Terran Alliance could afford to mount exploratory expeditions to scout for habitable worlds, the small proto-states left in the wake of the Alliance's eventual withdrawal from the interstellar community found it far more cost-effective to take what they needed from already-inhabited neighbors. Some realms grew through mutual defense pacts and trade treaties, while others swelled through brutal conquest.

Although the First Andurien War (2398) is generally seen as the start point for the Age of War, the truth is that open warfare on the interstellar scale had already begun with the Outer Reaches Rebellion of 2236. It continued, almost without pause, for the next three and a half centuries.

EXPANSION AND CONTRACTION

The roots of the Age of War stretch back to the very beginning of mankind's settlement of extrasolar planets. The first, New Earth (Tau Ceti IV), was founded in 2116. By 2235, the fourth Terran Alliance Grand Survey found humans living on more than 600 worlds. (Even today, it is said, the remains of an occasional lost Alliance-era colony may be discovered.) While the former superpowers of the Alliance quickly seized the closest and best of the new worlds, even the poorest of nations managed to export great numbers of their citizens to worlds beyond. Colonists found themselves freed from Terra's overcrowding and resource depletion and the extrasolar population increased explosively.

As has ever been the pattern, the far-flung colonists chafed under the taxes and control of a distant, disinterested authority, especially as communications lagged over interstellar distances. Too many colonial governors, appointed by Terra, declared themselves absolute rulers, or were at least viewed as such by an increasingly disgruntled populace. It was only a matter of time before tensions erupted into open rebellion.

In 2236, the Terran Alliance deployed its Colonial Marines to suppress revolts in the outer reaches of human space, while simultaneously calling upon the still-loyal colonies to increase their shipments of food and materials to Terra. These actions served only to fan the flames of public dissent and more worlds rebelled.

Within eighteen months, the so-called Outer Reaches Rebellion had sent the marines packing, and sparked a wave of disillusionment on Terra that brought the isolationist Liberal Party into power. Almost immediately, the Alliance pulled its borders inward, constricting to a sphere of worlds within a mere thirty light years of Terra. Hundreds of colony worlds—many still loyal to the Alliance—were abandoned to their fates. Many failed, but others thrived. While the Terran Alliance fell apart within its closed borders, its now-independent children set out to improve their lot.

THE BIRTH OF THE GREAT HOUSES

Even those planets that had expected a fight for independence were caught off-guard by Terra's sudden isolationism. In the power vacuum, they scrambled to set up new governments. Most attempted to adhere

to the ideals rooted in Terran democracy, such as with the Covenant of New Avalon. However, except for what would become the Free Worlds League, the stress of moving from fledgling colonies to multi-world alliances forced most to institute stronger, more centralized administrations. The populace—often lacking the energy to expend on politics over the greater effort to survive in a post-Terra reality—left governing to those with money.

Even before the Alliance's withdrawal, several proto-states—notably the Tamar Pact (an eventual founding member of the Lyran Commonwealth)—had begun to form for purposes of trade and mutual defense. But after 2238, many more appeared: the Republic of Marik, Federation of Oriente, Tikonov Grand Union, St. Ives Mercantile Association, Sian Supremacy, Rim Worlds Republic, Taurian Concordat, Capellan Hegemony, Federation of Skye, Alliance of Galedon, and many more. Over the decades to come, these small states expanded and merged, until by 2366 the five massive nations that would dominate the Inner Sphere for the next seven hundred years had all formed.

There had already been border clashes between these states, especially between the Capellan Confederation and its neighbors, but matters came to a head in 2398.



NEO-FEUDALISM

The concept of neo-feudalism, first espoused by Edward Schedrin, is an attempt to balance the needs of massive, marginal working populations with those of their societies as a whole. Through economic incentives, people are encouraged to remain in one place, at one profession, for their entire lives. Initially it lacked a hereditary noble class, but this came about later, as powerful families established political dynasties. After all, it's a small step from the tradition of legal rights of succession to establishing that all of your rulers have had the same last name over a century or more.

Neo-feudalism also encouraged the growth of enormous corporations. These businesses became political powers in their own right. Indeed, it can be argued that they reintroduced the idea of fealty in the new societies. Signing a non-competition contract is not that different from swearing fealty to a liege lord.

A MATCH TO A POWDER KEG

The Capellan state (first called the Hegemony, then the Commonality, and finally the Confederation) had clashed with the Free Worlds League for decades. Even though the nation had been nearly destroyed by Federated Suns "peacekeepers"—an eventuality the Capellans escaped only after using orbital bombardment to destroy their own capital city—its attention remained focused on the steadily encroaching League. Finally, in 2398, the Confederation declared war on the Free Worlds to recover the Andurien systems, and everything went to hell.

Over the next few years, every other major state in the Inner Sphere went to war with its neighbors. The Draconis Combine assaulted the Lyran Commonwealth, even as the latter prepared for its own conflict against the Free Worlds League. The Federated Suns battled the Com-

bine. The reformed Terran Hegemony fought to reclaim the worlds its Alliance predecessors had once abandoned. The Capellans fought everyone around them.

Although it is true that not everyone was engaged in constant fighting against their neighbors during this era, between 2398 and until the mid-2500s there was always a major war underway along some interstellar border.

BARBARISM AND CHIVALRY

In 2412, the Free Worlds League launched an attack on the Capellan world of Tintavel. In one of the greatest tragedies of history, poorly worded orders and vague rules of engagement led to the death of thousands of civilians as battles tore through the planet's major cities. The conflict continued to escalate until both sides employed nuclear and chemical weapons to destroy one another. Over three hundred thousand people were killed or injured—most of them non-combatants. Even after the nations' leaders had personally called an end to the fighting, the damage was done. Tintavel was abandoned within a few years.

Aleisha Liao, the young Chancellor of the Capellan Confederation, was appalled by the destruction and loss of life. A few months later she sent out a personal call to the leaders of the other five major Inner Sphere states and the four largest Periphery nations. In the city of New Olympia, on the ironically chosen planet of Ares, she outlined her ideas to limit collateral damage in warfare. This agreement—which all six major powers, plus the Rim Worlds Republic and Kurita-dominated Principality of Rasalhague, signed—became known as the Ares Conventions.

Of course, the Conventions did not end warfare. Indeed, the fighting only spread further. Signatories to the Conventions could have their cake and eat it, too. As long as the "rules of war" were heeded, they could—and did—conduct audacious military campaigns with little risk. Combat became a contest of maneuver...at least, when it suited the combatants. With few ways to enforce these rules, a state that was truly serious about defeating its opponents could still use total war tactics without censure, often catching their opponents by surprise.

This set the tone for the remainder of the Age of War: long periods of near-bloodless conflict punctuated by horrific atrocities.



THE OTHER DELEGATIONS

It is well known that Aleisha Liao invited the leaders of the six Inner Sphere and four largest "minor" powers to the Ares talks. Most people, including earlier ComStar archivists, often assume that the Outworlds Alliance and Magistracy of Canopus were among those attendees. However, neither state existed at the time of the accords.

In truth, the last nations invited were the United Hindu Collective and Principality of Rasalhague. With his brother's blessing, Adam Kurita of the Principality signed the Conventions. The UHC demurred, not out of bloodlust, but rather because they feared that the treaty would "legitimize warfare". As the Collective had no interest in offensive operations and excellent relations with its neighbors, they politely refused to recognize the agreement.

WAR WITHOUT REASON

Thanks to the Ares Conventions, the major interstellar campaigns—many of which had begun to slow down—flared to life anew. Nearly every border shifted back and forth as states went to war over every slight, real or imagined.

The Capellan Confederation was the first to start a new conflict in 2418 when, under its new Chancellor Arden Baxter, it assaulted the Taurian Concordat. As the Concordat had refused to sign the Ares Conventions (ironically, out of distrust of the Capellans), Baxter showed the Periphery nation no mercy. Then, in 2423, he suddenly reversed direction and offered his support to the "Thousand Worlds Coalition", a defense pact aimed at isolating the Free Worlds League. While the Taurians rejected the treaty, relations did improve to wary neutrality.

For the Federated Suns, this was a time of political turmoil more than conflict, though they did lose several worlds to the expanding Terran Hegemony. Likewise, the Draconis Combine saw a total regime change as the Von Rohrs family came to power even as they continued their actions against the Lyran Commonwealth.

The Free Worlds League barely slowed in its own wars against the Lyran Commonwealth and Capellan Confederation. It also saw some political turmoil as its Parliament tried in vain to limit the growing power of the Captain-General.

Of all the major Inner Sphere states, it was the Terran Hegemony that was to make the greatest strides forward, though it was in technology rather than territorial gains.

THE NEW KNIGHTS

In 2439, the Terran Hegemony introduced the MSK-5S *Mackie*, the first BattleMech. While such giant walking machines had been used for nearly a century in industrial applications, the *Mackie* offered a level of rugged sophistication unimagined before it was developed. The Hegemony kept its new development under the strictest security, looking for the best time and place to reveal their existence. Meanwhile the state devoted incredible resources toward building more 'Mech factories and developing new models.

In 2443, the Hegemony fielded a lance of 'Mechs against a Kuritan armored company on Styx. The enormous *Mackies*, though primitive by modern standards, easily handled the heavy Combine tanks. News of the new war machines spread through the Inner Sphere like wildfire, and soon every state set its sights on developing their own BattleMechs.

In early 2455, a team of Lyran Commonwealth commandos raided the Hegemony factories on Hesperus. This action, called Operation PROMETHEUS, captured a great deal of technical data and schematics on BattleMechs, enabling the Lyrans to produce their own in short order. Commonwealth 'Mechs first saw action in 2459 on Loric, where one crushed Captain-General Geralk Marik underfoot.

Three of the other Great Houses received the secrets of BattleMechs from the Lyrans, though in vastly different fashions. The Federated Suns had discovered the success of Operation PROMETHEUS through their excellent intelligence network, and negotiated a massive payment to the Commonwealth in exchange for the technology. The Draconis Combine, meanwhile, simply assaulted the Lyrans' primary 'Mech factory on Coventry and seized what they needed. The Free Worlds League, desperate to field its own BattleMechs against the still-advancing Lyrans, conducted an intricate espionage campaign that convinced a Commonwealth scientist to defect...only to see the Capellan Confederation pull the same trick against them a few short years later.

With the genie out of the bottle, every state began producing as many BattleMechs as they could. These machines proved uniquely suited to the precepts of the Ares Conventions. A small force of 'Mechs could conduct a battle of maneuver in a remarkably small area and with little logistical support or much in the way of collateral damage. (Conversely, the same force could also cause devastation far in excess of their absolute numbers.) MechWarriors became the knights of their time, first in the media spotlights, but not much later in literal truth—thanks in no small part to the Terran Hegemony's Peer List and later imitations.

UNINTENDED CONSEQUENCES

The introduction of BattleMechs seemingly drove the Inner Sphere into a frenzy of conflict. Border worlds became hosts to ceaseless invasions and counter-invasions. A detailed analysis of the actions of this time is nearly impossible, but it is safest to assume that from 2475 to about 2551, every state was at war with its neighbors.

This was also a period of great political unrest among the ruling families. The Federated Suns suffered a fifteen-year, three-way civil war. The Lyran Commonwealth also saw conflict between the Steiner family and several powerful rivals, though this never erupted into general warfare. The Draconis Combine only avoided such problems through the actions of the remarkable Siriwan McAllister-Kurita, who is suspected of having poisoned two dangerous Coordinators (and taking the position herself no less than three times during her 136-year lifetime).

▽△ THE CONFEDERATED SUNS?

Despite the Capellans' harboring of the Varnay family following the conclusion of the Davion Civil War, by 2546 relations warmed greatly between the Confederation and the Federated Suns. The signing of the Bell Accords, banning the use of atomic weapons between the two states, led many to hope for even more. In particular, Terril Davion was advanced as a potential heir to the Suns and a husband to Chancellor Salicia Liao, a political marriage that could have merged the two states centuries before the Federated-Commonwealth Alliance.

Unfortunately, Salicia found Terril to be physically repulsive, and the young man—as the first, bastard child of Cassandra Davion and David Varnay—was never accepted into the Davion family tree. In 2565, the Confederation provided logistical support for Roger Varnay's abortive rebellion in the Suns, and relations between the nations never recovered.

PRELUDES TO PEACE

Ian Cameron, who became Director-General of the Terran Hegemony in 2549, always dreamed of uniting humanity under one banner. While his motivations were likely nowhere as pure as popular opinion believes, he believed in an end to the conflicts that had plagued humanity through the era. However, also he knew that few would trust the Hegemony's intentions, given that it had been just as active in the Age of War as everyone else.

His chance to improve the Hegemony's image came quickly. In 2551, Terrence Liao found himself thrust into the position of Chancellor. Desperate to prove himself an able leader, he launched yet another invasion of the Andurien systems. Ian Cameron quickly stepped in and offered to negotiate an end to the Third Andurien War almost before it had begun.

Albert Marik, then the Captain-General of the Free Worlds League, was impressed by the Hegemony leader's offer and agreed to confidential three-party talks between his state, the Terrans, and the Confederation. The summits lasted for nearly five years, during which, the Confederation and League traded desultory shots across their mutual border. But the culmination was an astonishing free trade and non-aggression pact between the nations. For the first time in three hundred years, half the population of mankind found itself at peace.

As Terrence Liao concentrated on rebuilding his battered Confederation, Marik and Cameron continued to work on Ian's dreams of a unified "Star League". The two men set their sights on the Lyran Commonwealth next, the realm whose border they both shared. Through bribery, manipulation, and outright infiltration of Tracial Steiner's advisors, they encouraged the headstrong leader of the Commonwealth to sign the Tharkan Accords.

This left only the Federated Suns and Draconis Combine. Here, Marik and Cameron had to tread lightly. The leaders of these states had each come to power in difficult political positions and neither could risk the ire of their populations by seeming to capitulate with ancient enemies. Diplomatic overtures failed for nearly a decade, until Ian Cameron struck upon a brilliant solution in 2567: he secretly offered the Hegemony's powerful military as an ally to the Suns if the Combine was to attack... and vice versa to the Kuritans. Alexander Davion signed the New Avalon Accords that October, and Hehiro Kurita signed the similar Treaty of Vega two years later.

Another two years of negotiations between the six states ensued, and they went better than anyone could have imagined. The Star League was formally invested in 2571 under the aegis of now-First Lord Ian Cameron. After nearly two centuries of conflict, the Age of War was over.

As for the Periphery nations, the creation of the Star League would lead to brutal war and eventual subjugation, but that conflict is beyond the scope of this volume.



THE AGE OF WAR: A BRIEF TIMELINE

- 2236** The Outer Reaches Rebellion leads to the deliberate shrinking of Terran Alliance territory; many colonies are left abandoned
- 2250** Rim Worlds Republic founded
- 2271** Free Worlds League incorporated
- 2315** (2 Jun) James McKenna seizes control of Terra
- 2316** The Terran Alliance becomes the Terran Hegemony
- 2317** Federated Suns founded
- 2319** Draconis Combine founded
- 2335** Taurian Concordat founded
- 2341** Lyran Commonwealth incorporated
- 2366** Capellan Confederation reformed
- 2392** Castilian Principalities founded
- 2398** Age of War begins with the First Andurien War
- 2404** First Andurien War ends with a treaty, though the Confederation and League continue to fight on other fronts
- 2408** Katherine, the first ruling Steiner, becomes Archon of the Lyran Commonwealth
- 2412** (Jan) A League assault on the Capellan planet of Tintavel leads to hundreds of thousands of civilian casualties
(Jun) All six major states and two minor realms sign the Ares Conventions
- 2417** Outworlds Alliance founded
- 2418-2422** The Rim War
- 2421** The Von Rohrs family ousts the ruling Kurita line in the Draconis Combine
- 2439** The first BattleMech, the MSK-55 *Mackie*, is introduced by the Terran Hegemony
- 2443** BattleMechs first used in combat
- 2452** A failed coup in the Capellan Confederation leads to the formation of the Red Lancers
- 2455** (07 Feb) A Lyran commando raid steals plans for BattleMechs from Hesperus II
- 2457** The Federated Suns negotiates for BattleMech technology from the Lyran Commonwealth
- 2459** Geralk Marik is killed in action on Loric, becoming the first national leader to be killed by a BattleMech
- 2461** A Draconis Combine raid on Coventry steals BattleMech plans
- 2462** Free Worlds League gains BattleMech technology through espionage
- 2463** Lyran Commonwealth's "Long March" Campaign against the Draconis Combine begins
- 2466** Capellan Confederation and Taurian Concordat gain BattleMech technology through espionage.
- 2468** Lyran Commonwealth's "Long March" Campaign against the Draconis Combine ends
- 2469** Rim Worlds Republic acquires the BattleMech
- 2475** The first BattleMech-vs.-BattleMech combat occurs on Nox
- 2525-2540** Davion Civil War
- 2528-2531** Second Andurien War
- 2530** The Magistracy of Canopus forms
- 2540** United Hindu Collective joins Federated Suns
- 2551** Third Andurien War
- 2556** Terran Hegemony, Capellan Confederation, and Free Worlds League sign a secret trade and mutual defense pact, laying the foundation for the Star League
- 2558** Lyran Commonwealth joins the forming Star League
- 2560** Draconis Combine establishes prison colony on Mica
- 2567** (27 Oct) Federated Suns joins the Star League
- 2569** (15 Aug) Draconis Combine joins the Star League
- 2571** Age of War ends with the formal creation of the Star League
- 2577-2597** Reunification War

THE UNITED HINDU COLLECTIVE

While many small nations formed in the twenty-third and twenty-fourth centuries, most either merged with or were conquered by their more powerful neighbors. The United Hindu Collective, which existed from the mid-2200s until 2540, is both illustrative of these tiny nations, and unique in its own right for having survived so long next to an aggressive and expansionist neighbor.



HISTORY

Like most of the nations formed during this period, the United Hindu Collective (UHC) was a product of the first Terran Exodus. Its parent region of India had suffered greatly during the unrest that marked the fall of the Expansionist Party who sponsored many colonization ef-

forts. Some worlds were close to Terra, but the founders of the UHC were justifiably wary of settling too close to the center of the Inner Sphere and pushed outwards into previously unexplored space.

These efforts paid off when three garden worlds were discovered by the fleets far rimward of the Terran Alliance. These planets—Panpour, As Samik, and Basantapur—formed the nucleus of a new interstellar nation, and soon were home to impressive manufacturing and agricultural industries. The Collective grew rapidly, boasting seventeen worlds by 2534.

At first, the UHC maintained close ties with Terran India, but the needs of its colonies, their growing economic strength, and tremendous communications lag, led to a formal split in 2315, just before McKenna's coup.

The UHC did not participate in any meaningful fashion during the Age of War, instead concentrating on improving its industrial base. It did form a strong relationship with the neighboring Federated Suns, however, providing luxuries and manufactured goods to what would become known as the Suns' Outback region in exchange for beneficial trade agreements. This helped discourage the nearby Taurian Concordat from any undue adventurism.

The UHC's only major military action occurred in 2535, towards the end of the Davion Civil War. The Varnayists attempted to pass through the region and raided several worlds along the way. They were intercepted by the Messengers of Shiva on Jodipur (now Neukirchen) and defeated in detail.

After Alexander Davion secured the throne of the Federated Suns, he sent a diplomatic mission to the UHC to propose closer ties between the two realms. The Maharaja—an elected position, at the time—put the proposal to a popular vote. The Collective's populace respond-

ed enthusiastically, swayed by the promise of an even greater market for their goods and services. In 2540, Alexander Davion and Maharaja Sadhvi Garg signed the landmark Basantapur Treaty, incorporating the UHC as a semi-autonomous member of the Suns. This had the hoped-for effect, as the economy of the Federated Suns improved markedly after the merger.

Political and economic ties continued to grow through the end of the Age of War and the entire Star League period, and by the time of the First Succession War the former Collective worlds were fully integrated into the Suns.

GOVERNMENT

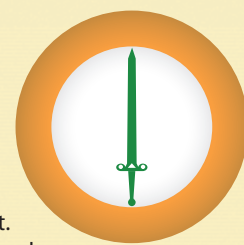
The United Hindu Collective was the last of the true federal democracies. It had a bicameral congress based on the Indian system it grew out of. Its directly elected president was known as the *Maharaja*, a somewhat ironic nod to the nation's colonial period. Even today most worlds that had belonged to the UHC feature democratic local governments, though they also boast their fair share of nobles.

DEMOGRAPHICS

The UHC's original charter demanded equality among its citizens in an attempt to finally abolish the last vestiges of the old Indian castes. It was predominately Hindu Indian in ethnic composition, though notable percentages of Sikh, Christian, Muslim (after that religion's acceptance of interstellar travel), and Jain adherents were also present. Since the region's incorporation in the Federated Suns, its ethnic and religious diversity broadened a great deal, with some worlds going so far as to change their names to reflect these shifts.

MILITARY

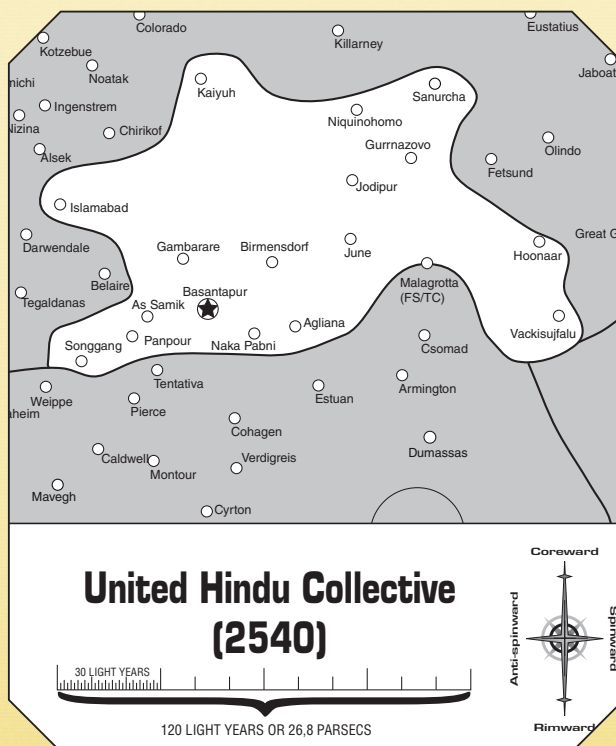
The Collective boasted a rather large army for its size, with a full mechanized infantry regiment on each member world. In 2480, a combined BattleMech/aerospace fighter regiment was added to the rolls, equipped mostly with obsolescent



Davion equipment.

This regiment, named the Messengers of Shiva, rotated through the UHC as a ready-response force, always ready to respond to a threat. This paid off during the Varnay incursion, where the Messengers' older, but expertly piloted machines humiliated the more modern invaders.

The United Hindu Collective's navy never fielded WarShips but did maintain the nation's entire JumpShip fleet. Several of these vessels survived the centuries to follow in Federated Suns service, with one—the *Rama Sita*—participating in Operation BULLDOG and travelling all the way to Huntress with Prince Victor Steiner-Davion.



A TIME OF WARS

While the entire Age of War was a time of conflict, several specific campaigns stand out among the rest.

FIRST ANDURIEN WAR (2398-2404)

Since its capture by the Free Worlds League in the late 2360s, skirmishes had been fought over Andurien and its neighbor worlds for thirty years, but it was the large Capellan counter-invasion in 2398 that kicked off this conflict—and, with it, the Age of War itself.

The campaign did not go well for the Confederation invaders. The League had spent some time preparing defensive positions. The Capellans only made the barest of gains before being thrown back time and again.

Finally, Aleisha Liao sued for peace. Andurien would revert to League control for ten years, after which a vote among the planet's citizens would decide its nationality. However, the Free Worlds League continued hostilities on other planets, culminating in the Tintavel atrocities and the signing of the Ares Conventions.

RIM WAR (2418-2422)

Aleisha Liao's successor, Arden Baxter, believed in reintroducing republican ideals to the Confederation. As part of his plan, he reduced the size of the CCAF, even while conducting a campaign against "border pirates" (i.e., the Taurian Concordat).

There had been clashes between the two states for twenty years, so Baxter's actions were not unprecedented. However, the CCAF was overtaxed by simultaneously launching a conflict in the middle of demobilizations. Many experienced officers had retired, so the war's conduct fell to inexperienced junior officers. These young officers soon proved to have no grasp on how to prosecute a conflict. Their strategic and tactical ineptitude was overshadowed only by their brutality. The Concordat had not signed the Ares Conventions, so the CCAF felt free to use weapons of mass destruction against their "barbaric" opponents.

Baxter ended the war in 2422, claiming victory after the capture of just two systems—all at the cost of untold casualties on both sides, military and civilian.

THE LONG MARCH (2463-2468)

The Lyran Commonwealth suffered greatly at the hands of its neighbors throughout the Age of War. However, in a reversal of fortune, they became the first state outside of the Terran Hegemony to field Battle-Mechs. After the Combine and League managed to steal the technology, Archon Alistair Steiner raced to strike first, before his realm's edge could be lost.

The campaign kicked off with an ambitious two-front offensive. One would feint towards the world of St. John before veering deep into Combine space. The second would simply batter the League to retake lost planets.

The Long March went well for the Commonwealth. The Combine salient handily drew away Kuritan defenders, and managed to take its every objective. The League front took its first two objectives without much difficulty. Alula Borealis, however, proved far more resilient and was still unconquered by 2467, when both arms of the campaign came to a sudden halt. Alistair Steiner had been assassinated.

DAVION CIVIL WAR (2525-2540)

This war saw its roots in the selection of five regents for the young Alexander Davion. Instead of balancing the political dreams of the co-regents, this compromise reign instead led them—primarily Davion's two aunts, Cassandra Varnay and Laura Davion—to amass personal armies and plot against one another.

Matters came to a head shortly before Alexander came of age. After he went into hiding, his former regents started battling openly. Alexander was forced to conduct guerrilla actions within his own realm. The young First Prince persevered and even managed to enlist some of his former enemies to fight for his banner.

The conflict ended in 2540. Having defeated Laura Davion in 2533 and Varnay's forces in a space battle over the planet of Meglan in 2537, Alexander faced the last obstacle to his rule, General Dmitri Rostov, killing the man in a 'Mech duel on the planet Robinson.

SECOND ANDURIEN WAR (2528-2531)

In 2528, the Capellan Confederation once again launched a massive campaign to recapture this important planet. Calvin "the Mad" Liao had his sights set on winning the world and the daughter of its Duke. Worlds were traded back and forth as the Chancellor descended further into insanity. It took a member of the Red Lancers to end the carnage by assassinating Calvin, allowing Hegemony Director Deborah Cameron to broker an accord.

Mica Liao, who had been hidden on New Avalon under an assumed name, wasted little time in signing the peace treaty, once again ceding Andurien to the League.

THIRD ANDURIEN WAR (2551-2556)

Terrence Liao was desperate to prove himself in the eyes of his subjects, his neighbors, and the Terran Hegemony. So he took the simple, logical step of declaring war on the Free Worlds League.

After five years fruitless years of war, the Hegemony stepped in and the negotiations on Terra allowed Terrence to return with not only Andurien finally won but also a secret agreement that would grow into the Star League.



THE MARCH OF TECHNOLOGY

Despite being the most widespread conflict until the First Succession War, the Age of War saw astonishing advances in every field of science and engineering. The era's armies started with tanks and firearms that would've been instantly familiar to even a pre-spaceflight soldier and ended with giant, bipedal war machines that could level entire cities. That so many of these armies fought with an eye on the Ares Conventions helped a great deal; states were able to pour money into research and additional manufacturing rather than having to constantly replace lost materiel and men.

The Terran Hegemony led these advances, thanks to its ownership of Terra and the resource rich planets that surrounded humanity's birthplace. Its most visible contribution was the BattleMech, but over the 170 years of this period, thousands of new inventions and techniques were developed inside the Hegemony.

COMBAT TECHNOLOGIES

As previously noted, the biggest advance in the period was the development of the BattleMech, at first in "primitive" form but rapidly growing to maturity (the last notable primitive 'Mech of the period, the DV-15 *Dervish*, was introduced eighty years after the *Mackie*). Many of the chassis that are still playing important roles on the modern battlefield were introduced during the Age of War, such as the *Shadow Hawk*.

Combat vehicles also advanced a good deal, though they clearly took a backseat to 'Mechs after the mid-2400s. The same hyper-dense, ablative armor that gave 'Mechs their incredible durability would be used on vehicles, not to mention the massive and powerful weapons.

While aerospace fighters, DropShips, and WarShips all existed before the Age of War, they too went through changes. Ever-larger and more capable models soon superseded McKenna's early WarShips. They and JumpShips also benefitted from smaller (compact) or cheaper (standard) jump cores, which led to the strict segregation of the two classes seen today. DropShips, on the other hand, changed little except in role and armament. Specialized service and launch bays on combat-oriented transports gradually replaced huge, generic cargo compartments of yesteryear.

The only branch that saw little improvement was the infantry, though improved personal weapons such as vibroblades and man-portable PPCs did give offer these conventional troops a bit more punch in battle.

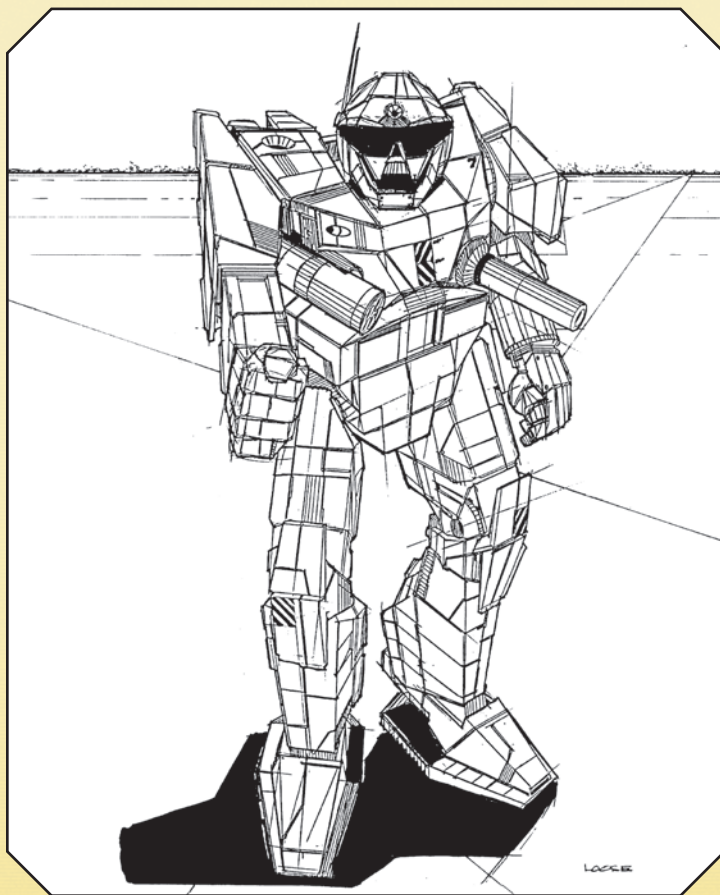
MEDICAL TECHNOLOGIES

The hallmarks of medicine during this period included increased understanding of disease and low-grade genetic therapy. The average lifespan and general health of humanity vastly improved even beyond the standards set in the Terran Alliance, though this was seen more on the rich worlds of the Hegemony than the outer states.

Cybernetics also improved. Although most were utilitarian in nature, many augmentations emerged that carried the same stigma as they do today—only for different reasons. While many mechanical substitutes today evoke uncomfortable memories of the Word of Blake's *Manei Domini*, during the Age of War, such elective cybernetics were viewed as vulgar and ostentatious displays of wealth. Unsurprisingly, these were more common and less reviled in the Hegemony than in the other Great House states or (especially) the Periphery.

WHAT DIDN'T EXIST

Yet for all of the amazing strides forward, some technologies taken for granted today simply did not exist in the 2400s and 2500s. Hyperpulse Generators (HPGs), for example, are especially notable for their absence in this time. Information, news, entertainment, and military orders all had to travel via JumpShip couriers. This helps to explain why the huge campaigns of this period tended to peter out quickly; commanders would often have to launch reconnaissance missions to check on their own forces, greatly restricting the pace and scope of interstellar operations.



BATTLEMECH TECH TIMELINE (HIGHLIGHTS)

- 2439** *Mackie* (TH) introduced; first 'Mech
- 2443** *Kyudo* (TH) introduced
- 2445** *Banshee* (TH) introduced
- 2456** *Orion* (TH) introduced
- 2458** *Archer* (TH) introduced
- 2459** *BattleAxe* (FS) introduced
- 2460** *Helepolis* (TH) introduced; AC/10 and PPC perfected
- 2461** *Griffin* (TH) introduced
- 2462** *Ymir* (LC) introduced
- 2463** *Commando* (LC) introduced
- 2464** *Wasp* (TH) introduced; Terran Hegemony develops prototype Jump Jets
- 2465** *Griffin* (TH) introduced
- 2467** *Shadow Hawk* (TH) introduced
- 2468** *Crossbow* (LC) and *Gladiator* (DC) introduced
- 2470** *Ostwar* (TH) and *Icarus* (FW) introduced; Terran Hegemony introduces "modern" technology in combat units (such as BattleMechs), to include fusion engines, control systems and standard-grade armor
- 2471** *Hector* (FW) and *Wolverine* (TH) introduced; Terran Hegemony perfects Jump jets
- 2472** *Firebee* (CC) introduced as WAM-A
- 2474** *Phoenix* (RWR) introduced
- 2475** Lyran Commonwealth and Federated Suns introduce "modern" technology in combat units; *Hammerhands* (FS) and *Trooper* (FW) introduced
- 2476** CASE perfected
- 2479** *Stinger* (TH) introduced
- 2480** *Longbow* (FW) introduced
- 2481** *Toro* (TC) introduced
- 2487** Draconis Combine introduces "modern" technology in combat units; *Von Rohrs* (DC) introduced; Terran Hegemony perfects Endo steel
- 2490** *Thorn* (TH) introduced
- 2491** *Thunderbolt* (CC) introduced
- 2499** *Guillotine* (TH) and *Locust* (TH) introduced
- 2500** Lyran Commonwealth perfects AC/20
- 2501** Free Worlds League introduces "modern" technology in combat units; *Flea* (FW) introduced
- 2503** Rim Worlds Republic introduces "modern" technology in combat units
- 2504** *Koschei* (CC) introduced
- 2505** *Rifleman* (TH) introduced; Taurian Concordat introduces "modern" technology in combat units
- 2508** *Victor* (TH) introduced
- 2510** *Chameleon* (TH) introduced
- 2511** *Ostroc* (TH) introduced
- 2515** *Warhammer* (TH) and *Eisenfaust* (LC) introduced
- 2518** *Icarus II* (FW) introduced
- 2520** *Dervish* (LC) and *Phoenix* (RWR) introduced
- 2524** Capellan Confederation introduces "modern" technology in combat units
- 2525** *Talos* (TC) introduced
- 2550** *Firestarter* (LC) introduced
- 2561** *Catapult* (TH) introduced
- 2564** *Xanthos* (CC) introduced
- 2567** Double heat sinks perfected
- 2568** *Phoenix Hawk* (TH) introduced
- 2570** *Galahad* (TH) and *Scorpion* (TH) introduced
- 2573** *Alfar* (LC) introduced

CONCLUSIONS

With the creation of the Star League, the Age of War formally ended. However, its legacies live on even today.

THE DEATH OF DEMOCRACY

As discussed previously, neo-feudalism quickly became the prevalent political system across human space. While democracies and republics continue even today on many worlds, and while most of the larger states have some sort of parliament or senate, the days of direct action by citizens in government at the federal level ended during the Age of War.

While many theories, from the prosaic to the paranoid, have been advanced over the centuries to explain this shift, apathy and parochialism are the most commonly cited reasons given by today's scholars.

Citizens of the various core worlds saw little of warfare during this period and suffered little, so most felt little urge to participate in government. Those on border worlds just got used to changing currencies and flags, as most conquering nations rarely bothered to institute any real changes on their new populations. In either case, even if a world was lost during one conflict, the constant ebb and flow of the period led many to conclude that it would likely be retaken by another.

The lords of the great interstellar realms have been careful to walk a fine line with their citizens. Maintaining the status quo became one of the cornerstones of neo-feudalism; people were encouraged to remain in one place and at one career throughout their lives, thus limiting their worldview to the here and now. Even at the height of the Star League, the vast majority of people never left their homeworlds, and so few were well-traveled enough to relate to the affairs on distant and alien worlds.

It should also be noted that the last contact most of the Inner Sphere had with interstellar democracy was when the Terran Alliance voted to withdraw its borders. This act doomed several colony worlds to the slow and agonizing death of starvation. The survivors of these catastrophes spread their anger throughout the rest of the Sphere. The "tyranny of the majority" thus sowed the seeds of its own downfall; even the citizens of the Alliance, disillusioned by these events, set the stage for Admiral McKenna's coup.

Once the Terran Hegemony introduced the Peer List, establishing a new, hereditary nobility, the other realms soon followed suit. The few families that had the vision and money to affect matters on an interplanetary scale now had a direct route to power.

THE HONORABLE (AND SAVAGE) WAR

The other major legacy of the Age of War is the concept of limited warfare. The Ares Conventions not only made conflict a viable and acceptable tool of diplomacy, it also limited its impact on militaries and their realms. As has happened so many times before, the tool meant to limit war actually encouraged it.

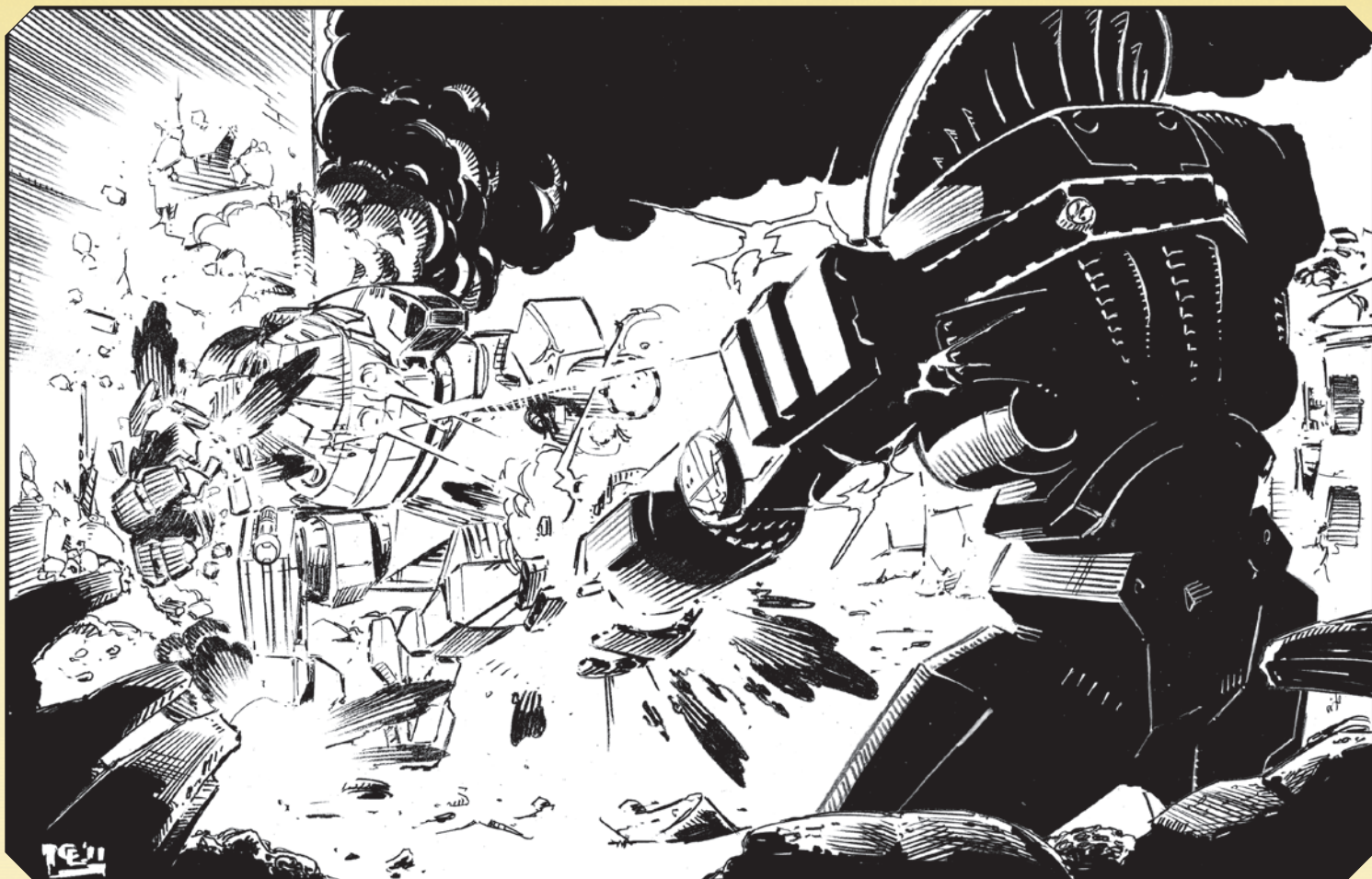
The most visible effect was the rise of the MechWarrior elite, many of whom became literal nobility. BattleMechs were the perfect weapon for this new kind of warfare: durable, impressively styled, versatile, and crewed by only one soldier per unit. When coupled with the games of maneuver so favored during the period, 'Mechs were actually quite inexpensive and efficient to field.

Not every conflict was fought according to the Conventions even during this period, however. The flip side of the "constant warfare" paradigm was that populations soon became inured to great losses among their countrymen—as long as it was far enough away. Few states experienced massive grassroots "bring the soldiers home" campaigns, and those few that occurred were often traced back to *agents provocateur* of internal or external enemies.

What the average citizen of the Inner Sphere does not realize, even today, is that the Ares Conventions have been defunct since the end of the Age of War. The Star League formally suspended the articles for the Reunification War and most of the Successor Lords recanted the agreements in the opening days of the First Succession War.

So, while people may grumble about violations of the Conventions, no House Lord is bound by them. Still, limited warfare once again became the norm during the Third Succession War (though this was due more to manufacturing and transport depletion), and the defunct Ares Conventions became a convenient guide to keep the impact of conflict low.

It is perhaps ironic that the two groups who still follow the Conventions to a great degree are the Clans and mercenaries. The Clans follow them in spirit—if not to the letter—as their culture venerates honorable combat and abhors infrastructural waste. Mercenaries often find it best to follow the precepts closely, as many employers will be quick to break contract with outfits that show too much willingness to fight barbarically.



THE ARES CONVENTIONS

No document has had quite so great an impact on the conduct of warfare as the Ares Conventions. Although most people are familiar with the six Articles of the agreement—given in full here—these form only the introduction to and summary of the full document's eighteen lengthy appendices and two amendments. Notably absent were any actual penalties if a state violated the agreements. Aleisha Liao had dreamed that other states would enact embargoes and coordinate military actions against violators, but instead, most state leaders simply suspended the Conventions at will. Civil wars were not mentioned at any point in the document, either.

As one reviews this material, keep in mind the distinction between the "signatory states"—those that agreed to the Conventions—and those outside of its purview.

THE PREAMBLE

We, the undersigned, on this 13th day of June, 2412, in accordance with our commitment to preserving human life, do solemnly pledge to prevent the loss of civilian life in war. Let this document testify to our desire to end the senseless atrocities attendant upon human conflict and our pledge to uphold the ideals contained within these Conventions, or suffer the harshest consequences.

[The Conventions were signed by Director-General Judith Cameron (Teran Hegemony), Paul Davion (representing First Prince Edmund Davion of the Federated Suns), Consul Heather Durant (Rim Worlds Republic), Adam Kurita (for the Principality of Rasalhague), Coordinator Robert Kurita (Draconis Combine), Chancellor Aleisha Liao (Capellan Confederation), Captain-General Peter Marik (Free Worlds League), and Archon Katherine Steiner (Lyran Commonwealth). Absent are the signatures of Admiral Sigur Fonn (Regent to the Taurian Concordat) and Maharaja Naval Patel (United Hindu Collective); the former distrusted the Capellan Confederation's intentions and the latter recognized the Ares Conventions as a legitimization of warfare. — Ed.]

THE ARTICLES

Article I – Nuclear Arms

The use of any nuclear device, or variant thereof, on a planetary surface, or against any commercial vessel, is prohibited. This prohibition extends to tactical nuclear blasts against the aforementioned targets. Controlled nuclear attacks in space against military targets are prohibited unless they occur at a minimum distance of 75,000 kilometers from the surface of any inhabited world in a star system.

[Violations of this article between signatory states were uncommon, but the Taurian Concordat suffered greatly from strategic nuclear strikes during the Rim War. Tactical weapons were used most commonly between the Lyran Commonwealth and Draconis Combine; their use was unusual enough between the Capellan Confederation and Federated Suns to allow those states to sign a further pact banning their use in 2546. – Ed.]

Article II – Orbital Bombardment

The use of orbital assets to bombard stationary targets (as defined in Appendix B, Section 4) on a planetary surface, with the single exception of a valid military objective whose destruction the attacker deems necessary to ensure the survival of his own troops, is prohibited. In no case may any orbital attack take place in or near any heavily populated area, and any orbital attack is subject to *ex post facto* review by a duly appointed council from the signatory states.

["Ortillery" wasn't employed much during the Age of War; it was often far more effective as a threat than in actual use. Thus, this article was rarely violated. – Ed.]

Article III – Surrender

To lessen the human cost of warfare, all combatants must accept the surrender of any unit that offers it. A white flag adorned with a red "S" will represent the universal surrender standard, so that any unit unable to communicate by conventional methods may still surrender fairly. The universal surrender guidelines in Appendix E outline the provisions for the treatment of prisoners and fair compensation for the capturing forces upon the release of war prisoners to their native realms.

[The treatment of prisoners was subject to great variation. There are recorded instances of entire units disappearing altogether after a losing engagement, but this was very rare. The opportunity to ransom an already-defeated opponent was just too lucrative for most states, and so most surrendered units survived in good condition. – Ed.]

Article IV – Safe Passage

The governments and military commands of the undersigned agree to recognize the aforementioned white flag as a symbol of truce. Any vessel, or vehicle or person bearing such a truce flag shall be granted safe passage through any place, insofar as the bearer breaks no laws pertaining to that place, or initiates no hostile activity of any kind. Should the bearer of a truce flag engage in hostile activity as defined in Appendix F, the truce flag shall be deemed invalid, and any action taken against the individual or individuals becomes the responsibility of those suffering said action. Harassment of a truce flag bearer without provocation will be investigated by a duly appointed board of inquiry from the signatory states.

[The ancient red cross and red crescent were considered acceptable substitutes for the red S, but only for medics and their vehicles. – Ed.]

Article V – Urban Warfare Restrictions

No battle shall be waged in an urban area except under extreme circumstances. If the military objective of an assault lies in a city center, attacking troops must ensure that any hostile action taken causes the least possible amount of collateral damage. No attack may be made against any civilian target, for any reason. Civilian targets shall be deemed to include such life-supporting equipment as water and air purifiers, agricultural assets, or any other item that enables a planet's population to continue their existence.

[Surprisingly, this article was not often violated during the Age of War. Urban combat is extremely bloody for attacker and defender alike, so set-piece chess-like battles in a park or outside of the city limits were far more common. Exceptions did occur, with depressingly predictable results, though no engagement between signatory states ever resulted in the kind of civilian deaths seen on Tintavel until the Amaris Coup. – Ed.]

Article VI – Chemical and Biological Weapons

Because chemical and biological agents kill human life indiscriminately and often permanently damage the biosphere of any world suffering such an attack, the use, further development, and production of such agents is strictly prohibited.

[While few states employed biological agents during the Age of War (chemical weapons were deployed during the Rim War) every state continued to secretly develop new strains and formulations. Some cynical historians have suggested that it was the Terran Hegemony's research in this field that lead to their much-vaunted advances in medical technology.

In more recent history, there has been some evidence that the horrific "Curse of Galedon" was first developed in this period, before being (literally) buried. – Ed.]

THE APPENDICES

The original treaty proposed by Aleisha Liao ran to eighty densely packed pages. After months of negotiation, the expanded appendices pushed the total to over 320 pages. As such, they are far too lengthy to reproduce in full, and so are merely summarized here.

Appendix A

This section rigorously defined "combat forces." It included strict definitions of infantry, armor, artillery, cavalry, and so on. Aerospace forces were also covered in some detail. As the BattleMech had not yet been invented, 'Mech forces were covered instead by the Amendment of 2465.

Like the Geneva Conventions of the twentieth century, for a person to be considered as a combatant—and thus subject to the protections of the treaty—he or she had to be in uniform when engaged in action. The closing sections of this appendix then went to great lengths to give allowances and exceptions to exactly what a "uniform" entailed and when it should be worn.

Appendix B

This chapter went into detail on acceptable targets for military action. Its first three sections covered mobile assets: military units and their support and transportation. Later sections covered fixed defenses, transportation hubs, depots, military bases and barracks, headquarters buildings, and spaceports.

Appendices C and D

With military forces and targets so rigidly specified, the various leaders and diplomats then felt it necessary to precisely define *civilian* populations and assets. Anybody that didn't fit into either the military or civilian definitions was labeled a pirate.

It didn't take long for the number of "pirate" bands to increase dramatically along contested borders. Such forces were used as the ultimate in deniable assets and their employment lasted well into the Succession Wars.

Appendix E

While Article III stated that this appendix merely "outlined ... guidelines" for the proper surrender and treatment of forces, it actually went into some detail as to the proprieties of the situations. Surrenders had to be accepted and provisions had to be made for the ethical housing and care of individuals and forces that had given up the fight. Officers would be granted their parole while enlisted men could only expect to be imprisoned, though often in better surroundings than their own home barracks.

Weapons and war machines would be confiscated but had to be returned in operable condition, though munitions could be kept. The capturing state was allowed to demand reparations for men and materiel, but had to prove that prisoners had not been mistreated.

Appendix E also covered the safe passage of humanitarians, non-combatants, and civilians through hostile territory.

Appendices F, G, and H

These three chapters defined the exact nature of military force in ground combat (F), space actions (G), and special forces strikes (H). They were also known as the "hostile action" appendices due to their repeated use of the term. In all cases, they attempted to limit open conflict as much as possible. Commanders were encouraged to resolve battles through proxy. Some went so far as to challenge their opponents to sports matches or simulation games, but one-on-one duels or small unit actions were far more common.

It should be noted that proxy battles were only a suggestion, not a rule. By the Conventions, it was acceptable to use one's entire force to accomplish a military objective, as long as the campaign was otherwise conducted according to the other Articles and Appendices.

Appendices I through L

Each of these sections discussed a different type of weapon of mass destruction. Appendix I dealt with atomic arms, J with radiological (or "dirty bombs"), K with chemical, and L with biological agents. The definitions and restrictions were so strict that even comparatively innocuous chemicals such as tear gas could not be employed legally...at least against a foreign power's troops.

Appendices M through O

These three chapters covered various boards of inquiry and investigative commissions to look into violations of the other agreements. Because the Great Houses distrusted each other so vehemently, it often fell to the Terran Hegemony to provide a "neutral" third party for such matters. The Hegemony typically used these to further its own interests, directly culminating in the talks between themselves, the Capellan Confederation, and the Free Worlds League that led to the creation of the Star League.

Appendices P and Q

These two appendices were filled with further definitions of many terms used throughout the Conventions and a series of direct translations into languages other than English. Appendix P concentrated on translating concepts into Chinese and Japanese, while Appendix Q did the same for French, German, Spanish, Swedish, Arabic, and Hindi. While generally excellent throughout, the Hindi translations were quite poor, using Sinhala characters rather than the proper Devanagari. This made the section incomprehensible to most readers and may have been a factor in the United Hindu Collective's rejection of the Ares Conventions.

Appendix R

Seemingly added as an afterthought, this short and rather bland section outlined the allowable uses of spies and other intelligence operations. However, once one sorts through the confusing language and obfuscating phrasing, it's clear that it only bans outright assassination. In all other matters of espionage, it was business as usual for the Inner Sphere powers.

THE ADDENDUMS

Only two additions were approved after the Ares Conventions were signed into treaty. The first—the Addendum of 2465—was proposed by the Terran Hegemony and added BattleMechs as an allowable combat force type. The original signatory states all ratified this over the next few years. The Director-Generals were patient; if a particular House Lord was resistant to their overtures, then they would simply wait for another to take power. As it turned out, the last holdout (the Draconis Combine) signed the Addendum in 2472.

The second Addendum was passed on the eve of the Reunification War. It did not require ratification by the states, as they had already given over this power to the Star League. It simply rescinded the Ares Conventions; they were never passed back into law.

A MORE CIVILIZED SLAUGHTER

The Ares Conventions, while grand in scope and surprisingly well received and followed, obviously did not end “barbaric” warfare. It is a bitter irony of history that the first state to break the Conventions was the Capellan Confederation itself during its invasion of the Taurian Concordat. However, for the most part, the signatory states fought by its rules, and even in the aftermath of the “total war” Jihad we still consider the Conventions to be the epitome of proper combat.

As for who best conforms to the Ares Conventions, many possibilities have been put forward by various pundits. Most commonly these are the Federated Suns (because of the Six Liberties), the Draconis Combine (for their belief in *bushido*), or mercenaries (out of simple pragmatism and marketing of their services). In the end analysis, only one culture has raised the practice of “proper combat” to an art form: the Clans.

CHIVALRY

The similarities between Aleisha Liao’s Conventions and Nicholas Kerensky’s *zellbrigen* are striking. Though each derives from very different goals—the Conventions’ hope to minimize or eliminate civilian losses, versus *zellbrigen*’s hope to minimize military waste and maximize personal honor—both foster a sense of chivalry in modern warfare. While the systems do differ in some important ways, and some of what is codified in one are mere suggestions or custom in the other, both show similarities in producing concept that have become accepted norms in honorable, idealized warfare.

SAFE PASSAGE

Article IV and Appendix E of the Ares Conventions concerned themselves with not only guarantees that forces could pass unmolested as long as they did not engage in combat, but also set aside rules disallowing the engagement of certain groups (humanitarian aid, medics, and civilians) under any circumstances. These conditions are occasionally recognized even today by Inner Sphere forces, and specifically codified under Clan *zellbrigen* as *safcon* (safe conduct to a battlefield) and *hegira* (uncontested, honorable withdrawal).

BIDDING AND DUELING

Under the Ares Conventions, warfare became a game of maneuver, conducted with advanced military technologies, but with the formality of armed conflicts in the Eighteenth Century. With such formalities in place, it was possible under the Ares Conventions to resolve conflict with duels aimed at minimizing military losses and allowing the defeated forces to retreat or surrender with their honor intact. Though this custom was not always common in major engagements during the Age of War, it was more commonplace between feuding nobles and is found even today in many venues across the Inner Sphere.

The Clan codes of *zellbrigen* raise the dueling concept to a whole new level, often making it the focus of entire battles and strategic objectives, with the pre-duel “bidding” process used to further ritualize the selection of forces, the nature of the objectives, and the terms for victory and defeat established before the forces meet in battle.

WEAPONS OF MASS DESTRUCTION

Under the Ares Conventions, the use of weapons of mass destruction (WMDs) was severely restricted to the point where only a few situations could merit the use of such devices—and then only if all other options have been exhausted. As a key issue in the Conventions, and a foundational concept in civilized warfare, the use of WMDs remains unthinkable to most political and military leaders even today (Word of Blake forces and terrorists notwithstanding).

The Clan rules of battle also preserve this concept, going so far as to completely ban the use of WMDs, regardless of circumstance. The one Clan that used such devices—Clan Wolverine—was utterly destroyed by its peers, and its very name became anathema among Kerensky’s children.

TREATMENT OF CIVILIANS

One place where the Ares Conventions and Clan law deviate notably is in their consideration for non-combatants. While both agree that civilians should not be drawn into armed conflict, the attitudes behind this are quite different.

Under the Ares Conventions, civilians were considered to be precious in their own right. They were to be allowed to live their lives as they wished without ever having to worry about being killed by stray gunfire or indiscriminate weapons of mass destruction. Even the technologies that allowed them to live on marginal worlds were sacrosanct and could not be targeted by military action.

Under Kerensky’s system—though not precisely part of *zellbrigen*—civilians are a resource belonging to their Clan. That they should be left unmolested is mainly out of a desire to not waste said resources unnecessarily and to save the glory of their intact capture for the fighting elite. Civilians could, however, be pressed into service as technicians or in other non-combat roles as the warriors desired.

These ideals blur quite a bit in reality. More restrictive states such as the Draconis Combine and Capellan Confederation demand quite a bit from their citizens, while some Clans practice a *laissez-faire* attitude towards their civilians. One Clan (Blood Spirit) even trains its lower castes in basic combat techniques, a practice that may erode the distinction between combatant and non-combatant forces.

ORBITAL FIRE

In another departure under the rules (albeit again with the same end result) fire from orbiting spacecraft against non-military targets was specifically restricted under the Ares Conventions. Among the Clans there are no such rules, but their practice of bidding away aerospace assets in most engagements means that orbital fire is rare.

Twice, however, the differences between the Conventions and Clan *zellbrigen* have been graphically illustrated when a Clan used WarShips to bombard nominally civilian targets. During Operation REVIVAL the Smoke Jaguars infamously leveled the city of Turtle Bay after its citizens aided in the escape of Hohiro Kurita. Even after the destruction of that Clan, Clan Snow Raven demolished much of the built-up regions of Galedon in mistaken retribution for a terrorist attack on its fleet during the early years of the Jihad—although they did so only after giving the inhabitants of those cities time to evacuate. Neither of these actions was considered a violation of Clan honor.

OTHER SYSTEMS AND CODES

The modern form of the Draconis Combine's *bushido* is closer to the Ares Conventions than the post-Meiji precepts that the realm's founders venerated. It differs mainly in that it codifies personal as well as national behavior, all in the name of preserving honor. A Kuritan warrior who follows direct orders is not considered personally responsible for any atrocities that may result. This is recognized by the Combine's elite, which typically leads to orders for horrors couched in deniable verbiage. The Kentares Massacre, for example, was kicked off with a simple command to "kill them all". *Bushido* also allows a disgraced warrior to redeem himself (and save his family's honor) through *suppuku* (ritual suicide), a clause that would've shocked and disgusted Aleisha Liao.

The Free Worlds League's Knights of the Inner Sphere followed an even stricter guide to warfare, based on the chivalric codes of Terra's medieval Europe. Even after suffering a nerve gas attack during a parade that wiped out most of the command, and after being forced to wage a guerilla war on their own capital, and even when goaded into action by poor orders, the Knights fought with gallantry and honor. They did conduct ambushes and supply raids against the Blakist occupiers, but always gave their opponents a fighting chance to respond). Against the brutal and fanatical Word of Blake this proved suicidal, but the Knights fought the "good fight" for as long as they could and died on their feet, facing their foes.

One should also keep in mind the newest of the interstellar realms, Devlin Stone's nascent Republic of the Sphere. Under Victor Steiner-Davion's guidance, rumors have emerged of a new system of "knights" and "paladins." It is very likely that these troops, in whatever form their final organization takes, will be expected to adhere to some restrictive code of conduct.

...AND BARBARISM

As has already been mentioned, it was Aleisha Liao's own Capellan Confederation that first ignored the rules she had worked so hard to impose, though under her successor Arden Baxter. His ill-conceived and poorly run war against the Taurian Concordat saw the Confederation employ numerous nuclear and chemical weapons against the tiny Periphery state. The Taurians responded in kind, holding off the Capellans for several years and limiting their eventual gains to just a few blasted worlds.

This action showed the ultimate weakness of the Ares Conventions: there were no penalties for ignoring its provisions. The Great Lords could husband their strength by abiding by the agreement and conducting limited engagements, then switch over to total war tactics to conclude difficult campaigns. They had little to fear beyond their opponents using the same strategies, and yet warfare was still less expensive than in the early years of the period. One commentator likened the style of combat to a pair of boxers trading blows over eight rounds before exchanging their gloves for shotguns and blasting away at each other (and into the audience) for the ninth.

This was nowhere as common as it could have been. For all its flaws, the Ares Conventions did achieve the goal of limiting bloodshed in combat. The use of weapons of mass destruction, orbital bombardment, and urban combat became the exceptions, not the rule, especially after 2412.

A TASTE OF HELL: 2398 TO 2412

As the Age of War opened, most states viewed tactical nuclear explosives and relatively mild chemical weapons (such as tear gas) as standard, if unconventional, weapons. While few engagements saw their deployment, when used properly, they were decisive force multipliers. The mere threat of their deployment could force an enemy to stand down defenses or end an invasion.

In the very earliest years of the period, the use of nuclear arms was restricted to the highest levels of command. It did not take long for this to change. Hyperpulse generators did not exist, and so the commander of a planetary invasion would have to rely on JumpShip couriers to relay any requests to his superiors. As the conflicts dragged on, more and more of these commanders received advance clearance to deploy "any and all weapons at their disposal" to eliminate enemy resistance. Those who balked were cashiered.

Even a single planet is an enormous area to fight a war upon, and thus the allowances for using nuclear and other indiscriminate weapons continued to flow down the chain of command. Initially these were used sparingly, but as attrition and retirement removed the older, seasoned officers, the younger men who replaced them—who had spent most, if not all, of their adult lives knowing only a state of war—were much more likely to unleash nuclear bombs, chemical warheads, orbital strikes, and (eventually) biological agents.

Matters grew progressively worse on every front. Entire regiments vanished in atomic mushroom clouds and vast regions of eminently habitable planets were laid barren from chemical attacks. Finally, a little Capellan world named Tintavel saw hundreds of thousands of civilians dead and injured from combined nuclear, chemical, and conventional weapons.

THE CONVENTIONAL CENTURY: 2413 TO 2524

The use of WMDs and other tactics and weapons banned under the Ares Conventions did drop off noticeably after 2412. With the important exception of the Rim War, no state used such devices as a matter of standard tactics or strategy for over a century.

The Rim War was a major exception, however, and well illustrated the failings of the Conventions. Because Arden Baxter had declared the Taurian Concordat a pirate state, he was free to pursue his war against the Periphery nation as he wished. The Concordat, which had refused to sign the Ares Conventions out of distrust of its neighbors, found its paranoia vindicated as Baxter unleashed every weapon in his arsenal against them. Biological and chemical agents—which were supposedly banned entirely—were used with abandon, while nuclear weapons shattered armies and critical infrastructure alike. The Concordat responded in kind, and after several brutal years managed to hold the Capellan gains to just two worlds, though these and several other planets would take centuries to recover.

The other state that found itself using nuclear weapons was the Lyran Commonwealth. The Free Worlds League and Draconis Combine had been steadily chewing worlds away from their borders with the Lyrans. The Combine's soldiers have always prided themselves on martial prowess and the League's were well trained and motivated, while the Commonwealth's military had long been saddled with ineffectual commanders. The Long March, a massive, two-pronged interstellar feint-and-encircle campaign, took both enemy states (and the rest of the Inner Sphere) by surprise. At first the Commonwealth made great gains while

▽△ TERRA: A JUSTIFICATION FOR ATROCITY

Not everyone agreed with the use of weapons of mass destruction. Even in the early 2300s, before the Age of War began, many decried their continued existence at all. There were several popular movements, some of which stretched across state borders (no mean feat before the invention of HPGs) that called for an absolute ban on NBC weapons.

The usual counter-arguments were that no state would deploy such weapons unless in the direst circumstances. In any case, Terra had seen nuclear weapons used as early as the 1940s (and chemical and biological attacks for centuries beforehand) and had suffered no lasting harm.

What the pro-WMD proponents failed to understand was how truly unique Terra was among the worlds that mankind has discovered. First, its ecosystem is extremely competitive. Many native species have gone extinct during and since humanity's rise to dominance, but there was always another species ready to step in and fill the ecological niches left vacant. This aggressiveness served humans well as they traveled to the stars, as Terran animals would often come to supplant creatures found on other worlds. This was a double-edged sword, however, because if that imported species itself goes extinct then an entire planet's ecosystem can be thrown into chaos and collapse.

Second, Terra was humanity's birthplace and mankind was well adapted to life upon its surface. Even a major WMD attack or natural disaster could be survived by merely moving a few dozen kilometers or so away. Most of Terra's land area remained habitable by humans, and our technologies (from simple fires to fusion power plants) opened up the rest. This, again, was an advantage when colonizing a new planet, as people could adapt to the most marginal of environments, given the proper tools. Unfortunately, once those tools are removed and access to proper replacements is lost, the settlers can expect only a lingering death by exposure to the environments they can no longer control.

Finally, Terra is diverse, both in native animal and plant life and in the variety seen in the human genome itself. Even if an entire ethnicity or species was destroyed by disease or disaster, the rest of the world would continue on, often all the stronger for the resistances gained and competition removed. Most colony worlds, on the other hand, were made up of limited gene pools. When every person on a planet is descended from just a handful of initial settlers, the risk of annihilation from pathogens or natural disasters greatly increases. Some promising colonies had failed for just that reason, as native illnesses wiped out entire settlements, either directly or through a lack of edible livestock and crops. The deliberate use of biological attacks was even more likely to render a world uninhabited as the survivors fled off-planet for their lives.

All of these lessons were learned rapidly in the first decades of the Age of War. It is one of the great tragedies of history that some continue to press for the deployment of weapons of mass destruction precisely because they can depopulate entire worlds.

abiding by the Ares Conventions, but after the Combine thrust bogged down, the Lyran commanders resorted to tactical nuclear strikes to complete their objectives. Strangely, these met with little outcry and were not followed up with retributive strikes or any sort of political censure.

The Ares Conventions proved to be toothless, but the Inner Sphere's leaders were too satisfied with the status quo to strike them down.

WARS CIVIL AND ANDURIEN: 2525 TO 2550

The Davion Civil War, despite its savagery, saw no use of unconventional weapons. Even though the three major factions had a great deal of animosity towards each other, they were unwilling to resort to using WMDs on their own worlds. Even the short, brutal campaign waged by Alexander Davion against his former ally Nikolai Rostov was fought on purely conventional terms. Similarly, both the Lyran Commonwealth and Draconis Combine managed to avoid violating the precepts of the Conventions even as they suffered from internal crises during these years.

The exception, once again, was the Capellan Confederation. Calvin "The Mad" Liao had his heart set on winning back the Andurien systems and the hand of the Andurien Duke's own daughter, and he was not about to let an agreement brokered by one of his own ancestors stand in the way. The Confederation used orbital strikes and nuclear fire with abandon, almost always at Calvin's direct command. The further he slipped into madness, the more horrors he unleashed, ignoring mass resignations of his officers, the disappearance of his "beloved" during a saturation bombing attack, and the suicide of his sister. Finally it took a member of the Red Lancers, the regiment that had so famously sworn personal fealty to the Chancellor, to end his reign through assassination. Calvin's successor, Mica Liao, sued for peace as soon as she was installed on the throne, but Andurien would bear the physical and mental scars of total war for centuries.

THE END TO AN AGE: 2551 TO 2571

The last two decades of the Age of War saw little conflict in general, aside from the relatively minor (and wholly conventional) Third Andurien War. It seemed that mankind had finally tired of carnage. No WMDs were deployed during those twenty years.

The birth of the Star League at first appeared to be the light at the end of the tunnel for humanity. No more would the six Great Houses batter each other senseless over worlds and petty jealousies. Even as First Lord Cameron prepared for the monumental Reunification War, few believed that the slaughter seen in the early years of the Age of War could ever be matched, let alone surpassed.

Sadly, history was to prove them wrong.

AGE OF WAR RULES

The Age of War (2398 to 2571) was a period of great expansion for humanity. Huge nations rose and pushed their borders ever outwards—initially into uncharted space, then increasingly against their neighbors—while technology advanced by leaps and bounds.

The following special rules allow players to add the unique flavor of the Age of War era to their *BattleTech* war games and role-playing campaigns. All of these rules are considered Advanced and optional; thus, players and gamemasters should agree to their use before introducing them to their campaigns. For the players' convenience, the rules presented in this section are divided into two broad sections, the first—*Role-Playing Rules*—addresses elements of gameplay more appropriate to games played using the role-playing rules presented in *A Time of War* (AToW). The second part—*BattleTech Rules*—covers changes to the Random Assignment Tables and new units appropriate for the tabletop war game defined by *Total Warfare* (TW), and *Tactical Operations* (TO). Players may use either of these rule sets individually (or both, concurrently) with the modifications described here.

ROLE-PLAYING RULES

The following rules for the Age of War cover role-playing campaigns using the core rules primarily found in *A Time of War*. It should be cautioned, however, that the Age of War was a period of great changes in the Inner Sphere and Periphery, changes that are beyond the brief rules presented here to fully explore. These rules should thus be viewed as a starting point for creating characters in the Age of War.

CREATING CHARACTERS IN THE AGE OF WAR

Although the core rules found in *A Time of War* may be used to play characters in a broad range of eras, it is difficult to communicate the nuances of the various time periods of *BattleTech* history in just one rulebook. To reflect these subtle differences, the following rule modifications apply to creating *A Time of War* characters during the Age of War, and may be used for any characters created from roughly 2400 through 2570.

▽△ AFFILIATIONS

AFFILIATION: PRINCIPALITY OF RASALHAGUE

Modified Module: Free Rasalhague Republic (AToW, p. 57)

During the Age of War the Principality of Rasalhague was under the control of the Draconis Combine, and was governed by a Warlord appointed directly by the Coordinator. These Warlords ranged from sympathetic to antagonistic towards their subjugated populace, but many in the population yearned for a return to freedom.

Modifications: The Ghost Bear Dominion sub-affiliation is unavailable. The Clan War Expatriate sub-affiliation is renamed Rasalhague Patriot, and replaces Compulsion/Hatred of Clans with Compulsion/Hatred of Draconis Combine. The note about Rasalhague characters joining mercenary commands should be ignored. For characters that have accepted the Combine's control, use the Draconis Combine (New Samarkand District) sub-affiliation, replacing Compulsion/Hatred of Clans with Compulsion/Hatred of Rasalhague Patriots.

AFFILIATION: MAJOR PERIPHERY STATE (AGE OF WAR)

Modified Module: Major Periphery State (AToW, p. 58)

Several of the large states that exist on the fringes of the Inner Sphere were either founded during or after the Age of War; one (the Rim Worlds Republic) did not survive the Star League era.

Modifications: The Circinus Federation and Marian Hegemony sub-affiliations are unavailable. The Magistracy of Canopus sub-affiliation is only available after 2530 and the Outworlds Alliance sub-affiliation is only available after 2417; the Taurian Concordat

was founded before the Age of War and is available to characters throughout the period.

New Sub-Affiliation: Rim Worlds Republic: (This sub-affiliation is available throughout the Age of War.) [Attributes]: INT (+100 XP), EDG (−50 XP); [Traits] Connections (+50 XP), Reputation (−50 XP); [Skills] Streetwise/Rim Worlds (+25 XP), Choose two: Interest/Any, Negotiation, Small Arms or Survival/Any (+15 XP each)

Life Module Restrictions

Characters living in the Age of War may not take any of the following Life Modules:

Stage 1: Trueborn Crèche.

Stage 2: Clan Apprenticeship, Freeborn Sibko, Trueborn Sibko.

Stage 3: Solaris Internship is unavailable. No character may choose the HPG Technician or Pilot/Battle Armor fields. The Pilot/IndustrialMech and Technician/Mech fields are available for civilian schools at any time, as crude IndustrialMechs existed for some time before BattleMechs did. The military fields of MechWarrior, and Infantry/Anti-Mech are only available after the character's affiliation develops BattleMechs; see the timeline on page XX.

Stage 4: Clan Watch Operative, Clan Warrior Washout, Cloister Training, ComStar/Word of Blake Service, Dark Caste, Goliath Scorpion Seeker, Merchant (Diamond Shark Warrior-Merchant), Proto-Mech Pilot Training, Scientist Caste Service, Solaris Insider, Solaris VII Games or Tour of Duty (Clan).

Affiliation Restrictions

Many factions present during the Jihad era simply did not exist during the Age of War. No characters from this period may have Clan (Invading or Homeworld), ComStar, or Word of Blake affiliations. In addition, while the minor Periphery powers did exist during the era, the actual Minor Periphery and Deep Periphery affiliations from *AToW* p. 57-58 may not be taken, as none of the realms they represent existed or had any contact with the Inner Sphere during this era. Instead, use the Independent (Generic) Affiliation from *AToW* p. 63 for any planet outside the influence of a Great House or Periphery state.

Characters hailing from the Terran Hegemony may use the Terran affiliation (regardless of the exact system they hail from), and may choose whatever sub-affiliations most appeal to their players.

As the Clans would not be created for several hundred more years, the only phenotype available is Baseline Human.

Age of War Affiliations

The Affiliations rules described below modify those featured in *A Time of War*. Affiliations present in *A Time of War* that are not discussed here are unaffected by the era of play and characters may be created from those basic rules without undue modification. However, note that some sub-affiliations include Compulsions directed towards factions that didn't exist during the period. These should be replaced with a logical, local enemy appropriate to the period. These Affiliations rules apply primarily to the use of the Life Modules form of character creation, but can also serve as a guide for creating characters using the Points-only method.

ECONOMIC ADJUSTMENTS FOR THE AGE OF WAR

ComStar did not exist during the Age of War, so there was no C-Bill to act as a universal currency. Instead, the Terran Hegemony's dollar was used as the standard by which all other currencies were compared. The Hegemony dollar was roughly equivalent to the later C-Bill, so the values for goods, salaries, and services in *A Time of War* may be used with little modification.

Note that during the period the slang term "Bill" was not used, so characters should use the actual names for the various realms' money (*AToW*, p. 12-15, and below).

Salary Adjustments

In the Age of War, most professions received the same pay as given in *AToW*, so no adjustments are needed.

Purchasing Equipment in the Age of War

When purchasing equipment in the Age of War, the first thing to verify is that the item exists in the era. This can be accomplished by consulting the Costs and Availability section in *TechManual* (see pp. 274-301, *TM*) or by finding the item's Availability Codes in *A Time of War* (see pp. 254-324, *AToW*). An item with a Tech Base of "Clan" only, an extinction date before 2398, an introduction date after 2571 (identified for many items in *TechManual*), or which has an availability code of X for the Star League era (the second letter in the standard Equipment Availability ratings) indicates an item that cannot be found in the Age of War. Players and gamemasters should pay careful attention to precisely when an item was introduced and its originating faction; many advances were made by the Terran Hegemony but most did not become available to the other states for some decades—if at all—during this period.

Once availability is known, the player must then find the item's price (in C-bills) and multiply it by the value given in the Currency Conversion Table (Age of War) for the appropriate affiliation. Then, apply the appropriate price multiplier as shown on the Price Multipliers Table (Age of War). This establishes the basic availability and cost of the item. Situational conditions may still affect this base price, but these can be resolved by the gamemaster as he sees fit.



CURRENCY CONVERSION TABLE (AGE OF WAR)

AFFILIATION	CURRENCY	EQUIVALENT C-BILL
Terran Hegemony	Terran Dollar	1
Capellan Confederation	Yuan	2.5
Draconis Combine	Ryu	2.2
Federated Suns	Pound	1.9
Free Worlds League	Eagle	1.5
Lyran Commonwealth	Kroner	1.3
Magistracy of Canopus	Canopian Dollar	8.2
Outworlds Alliance	Escudo	25
Rim Worlds Republic	Shekel	3.7
Taurian Concordat	Bull	100

*For comparison only; in the Age of War era, ComStar—and thus the C-bill—did not exist.



SALARY AND PRICE TABLE (GOLDEN CENTURY)

PRICE MULTIPLIERS (GOLDEN CENTURY)	
Item Classification	Price Multiplier
Melee and Archaic Weapons	1
Small Arms and Support Weapons	0.9
Heavy (Vehicular) Weapons	1.10*
Explosives	1
Personal Armor	1.2
Electronics	1.05
Power Packs and Chargers	1
Miscellaneous Gear	1
Luxury Items (Entertainment and such)	1.25†
Health Care	0.9
Prosthetics	1.5
Drugs and Poisons	1.1
Personal vehicle, Civilian	0.85
Personal Vehicle, Paramilitary/Police	1
Personal Vehicle, Military	1.1

*For bleeding edge technology (such as double heat sinks), apply an additional +0.10 to the Price Multiplier for characters in the Terran Hegemony; outside, apply an additional +0.75

†Items identified as "Luxuries" are technically any not required for the character's survival or job duties. If in doubt, gamemaster determines what classifies as a luxury item.

BATTLETECH RULES

The following rules for the Age of War cover role-playing campaigns using the core rules primarily found in *Total Warfare (TW)* and *Tactical Operations (TO)*. It should be cautioned, however, that the Age of War was a time of great changes in the Inner Sphere, changes that are beyond the brief rules presented here to fully explore. These rules should thus be viewed as a starting point for creating campaigns in the Age of War era.

CREATING SCENARIOS IN THE AGE OF WAR

In general, the guidelines given for creating scenarios (starting on p. 256, *TW*) may be used as-is with little modification (safe for the Age of War Random Assignment Tables, below). However, for more “flavorful” games set in the Age of War, players may choose to instead conduct the battle by one of two general themes: honorable combat, fought by the rules of the Ares Conventions, or a brutal slugfest across an atomic-blasted wasteland.

By the Conventions: For these games, mapsheets should only be chosen (or rolled) from the Table 1: Flatlands or Table 2: Hill Terrain tables found on p. 263, *TW*. This represents how forces adhering to the Ares Conventions preferred battlefields far from settled areas. In addition, the only “proper” scenario type is Standup Fight, though nearly any scenario type or Track (from a *Jihad Hot Spots* or *Turning Points* volume, for example) may be used if any “dishonorable” conditions (such as Hidden Units or orbital fire) are removed.

If using the Maintenance, Salvage, Repair and Customization rules found in *Strategic Operations* (starting on page 166), a –1 modifier should be applied to all Repair roll target numbers, to further reflect the additional care taken to avoid excess damage. Alternatively, the players can choose to have the battle be fought with simulated munitions, in which case only damage accrued through physical attacks, falling, building collapses, and the like will require repair.

Across the Ruins: Alternatively—especially in the pre-Ares years of the Age of War (2398-2412) or in the more brutal campaigns since (such as the Rim War), the players can choose to instead fight across a battlefield that has been scoured by weapons of mass destruction. In this case, mapsheets may be rolled normally. If buildings are present on the map, then they should be treated as already having been turned to rubble (unless they are objectives in the scenario that specifically must be captured or defended). A variety of the advanced Planetary Conditions found starting on page 28 of *TO* are useful to this sort of scenario, with Light or Heavy Smoke hanging over the entire battlefield, Electromagnetic Interference, and Tainted and Toxic Atmospheres working well to simulate the hellish environment found after massed nuclear strikes.

Players may also use the more-detailed Weapons of Mass Destruction rules found in *Historical: Reunification War* for these types of games. Note that it’s unlikely that the forces involved in battles of this nature will be following the Ares Conventions.

AGE OF WAR RANDOM ASSIGNMENT TABLES

The Random Assignment Tables (RATs) in this section should be used instead of those provided within the Creating Scenarios rules (starting on p. 256, *TW*) to provide for era-specific unit choices during the Age of War. Likewise, they should replace the Assignment Tables starting on p. 130 in *A Time of War*. The random BattleMech assignments in this book are designed specifically to determine the composition of any Age of War force.

At the time of writing, not enough vehicle or aerospace fighter designs dating to the Age of War have been published to allow for complete RATs. For more variety, players may instead pick a unit from this book, the more primitive designs in *Technical Readouts 3039* or *3075*, or a unit from the “Primitive” volumes of the *Experimental Tech Readout* PDF-exclusive series.

Each entry includes the dates the selected units were introduced, along with their mass in tons. If a unit has a split date (for example, 2479/2525) then the first date indicates when the Primitive model was first fielded (as found in the appropriate *XTR: Primitives* volume) and the second when its Introductory- or Standard-rules version appeared (as found in the unit’s main *Technical Readout* entry). If a random roll indicates a unit that is not available for the year the game is set in, then replace it with the appropriate Combat or Support Vehicle (Tank) listed at the bottom of the table.

Statistics for most of these units may be found in *Technical Readouts 3039*, *3050 Upgrade*, *3058 Upgrade*, and *3075*, *Historical: Reunification War* as well as the *Experimental Tech Readout: Primitives* PDF-exclusives, and in this book. For more detailed and accurate listings by faction, see the *Technical Readout* for each unit or the Master Units List (MUL) once released.

ADVANCED RULE: DESIGN QUIRKS

At the players’ option, the units featured in this Era Digest include optional Design Quirks, based on the rules found in *Strategic Operations* (see pp. 193-199, *SO*). Design Quirks are an advanced game rule, with limited game balance, and so they are not appropriate for tournament play. Instead, these unique effects would be far better suited to role-playing or campaign-based games, where greater in-universe depth is desired.

An additional, all-new Design Quirk: Obsolete, is also introduced in this product, with rules as shown below.

NEGATIVE QUIRK: OBSOLETE (4 POINTS)

Available to: All Units

A unit with the Obsolete Quirk is completely out of production, and parts for the same are extremely scarce. Examples of this include Land-Air ‘Mechs after 3050 and the ICR-1X *Icarus* BattleMech. Though still serviceable—and maybe even effective—an obsolete unit is extremely difficult to maintain after its parts sources go silent, forcing technicians to resort to jury-rigging and hand-machining even the most basic structural parts and electronics to keep it battle worthy.

A unit with the Obsolete Quirk cannot have any variants in active production, and must note the year in which its production ceased as part of the Quirk. After that, the unit will become increasingly hard to maintain, and its resale price will drop (for anyone except antique collections, that is). To reflect this, for every 15 years after production of an obsolete unit ceased, any rolls to repair or replace equipment on the unit—or to even locate said parts—will suffer a +1 target number increase (to a maximum of +5). In addition, for every 20 years after production of an obsolete unit ceased, the resale cost (but not the purchase cost) will decrease by 10 percent (to a minimum of 50 percent).

A unit that somehow comes back into production after becoming obsolete automatically negates this Quirk 10 years after returning to production.

Note that an obsolete unit may still receive additional modifiers for other Design Quirks such as Difficult to Maintain, Easy to Maintain, and Non-Standard Parts.

2D6	THAF (Light/Medium)	THAF (Heavy/Assault)	CCAF (Light/Medium)	CCAF (HEAVY/ASSAULT)
2	Chameleon (2510) [50]	Guillotine (2499) [70]	Wolverine (2471/2575) [55]	Warhammer (2515) [70]
3	Thorn (2490) [20]	Ostroc (2511) [60]	Griffin (2461/2492) [55]	Victor (2508) [80]
4	Griffin (2461/2492) [55]	Thunderbolt (2491/2505) [65]	Firebee (2472/2524) [35]	Archer (2458/2474) [70]
5	Shadow Hawk (2457/2550) [55]	Mackie (2439/2470) [100]	Scorpion (2570) [55]	Emperor (2502) [90]
6	Stinger (2479) [20]	Orion (2456/2525) [75]	Stinger (2479) [20]	Thunderbolt (2491/2505) [65]
7	Wasp (2454/2476) [20]	Mackie (2439/2470) [100]	Firebee (2472/2524) [35]	Koschei (2504/2579) [65]
8	Locust (2499) [20]	Archer (2458/2474) [70]	Locust (2499) [20]	Mackie (2439/2470) [100]
9	Shadow Hawk (2457/2550) [55]	Warhammer (2515) [70]	Shadow Hawk (2457/2550) [55]	Ostroc (2511) [60]
10	Kyudo (2443/2625) [45]	Bellerophon (2500) [60]	Stinger (2479) [20]	Xanthos [100]
11	Phoenix Hawk (2568) [45]	Victor (2508) [80]	Wolverine (2471/2575) [55]	Thunderbolt (2491/2505) [65]
12	Rifleman (2505/2770) [50/60]	Helepolis (2460/2488) [75]	Phoenix Hawk (2568) [45]	Catapult (2561) [65]
Tank	Turhan	Merkava	Stoat	Korvin (2430)

2D6	DCMS (Light/Medium)	DCMS (Heavy/Assault)	AFFS (Light/Medium)	AFFS (HEAVY/ASSAULT)
2	Scorpion (2570) [55]	Warhammer (2515) [70]	Locust (2499) [20]	Archer (2458/2474) [70]
3	Gladiator (2468/2487) [55]	Bellerophon (2500) [60]	Shadow Hawk (2457/2550) [55]	Banshee (2449/2475) [90]
4	Wasp (2454/2476) [20]	Thunderbolt (2491/2505) [65]	Wolverine (2471/2575) [55]	Emperor (2502) [90]
5	Shadow Hawk (2457/2550) [55]	Archer (2458/2474) [70]	Dervish (2520/2573) [55]	Victor (2508) [80]
6	Stinger (2479) [20]	Mackie (2439/2470) [100]	Wasp (2454/2476) [20]	Battleaxe (2459/2476) [70]
7	Locust (2499) [20]	Von Rohrs/Hebis (2487) [65]	Wasp (2454/2476) [20]	Hammerhands (2475) [75]
8	Locust (2499) [20]	Ostroc (2511) [60]	Locust (2499) [20]	Mackie (2439/2470) [100]
9	Wolverine (2471/2575) [55]	Mackie (2439/2470) [100]	Shadow Hawk (2457/2550) [55]	Ostroc (2511) [60]
10	Wasp (2454/2476) [20]	Warhammer (2515) [70]	Rifleman (2505/2770) [50/60]	Battleaxe (2459/2476) [70]
11	Scorpion (2570) [55]	Ostwar (2470) [65]	Stinger (2479) [20]	Warhammer (2515) [70]
12	Rifleman (2505/2770) [50/60]	Victor (2508) [80]	Phoenix Hawk (2568) [45]	Hammerhands (2475) [75]
Tank	Sand Devil	Merkava	Stoat	Estevez/Tiger

2D6	LCAF (Light/Medium)	LCAF (Heavy/Assault)	FWLM (Light/Medium)	FWLM (HEAVY/ASSAULT)
2	Firestarter (2550) [35]	Banshee (2449/2475) [90]	Dervish (2520/2573) [55]	Mackie (2439/2470) [100]
3	Wasp (2454/2476) [20]	Ymir (2476) [90]	Rifleman (2505/2770) [50/60]	Ostwar (2470) [65]
4	Dervish (2520/2573) [55]	Archer (2458/2474) [70]	Wolverine (2471/2575) [55]	Emperor (2502) [90]
5	Griffin (2461/2492) [55]	Mackie (2439/2470) [100]	Locust (2499) [20]	Warhammer (2515) [70]
6	Wasp (2454/2476) [20]	Thunderbolt (2491/2505) [65]	Icarus II (2518) [40]	Longbow (2480) [85]
7	Commando (2466/2486) [25]	Crossbow (2473) [60]	Flea (2523) [20]	Thunderbolt (2491/2505) [65]
8	Locust (2499) [20]	Ymir (2476) [90]	Stinger (2479) [20]	Ostroc (2511) [60]
9	Dervish (2520/2573) [55]	Banshee (2449/2475) [90]	Shadow Hawk (2457/2550) [55]	Mackie (2439/2470) [100]
10	Commando (2466/2486) [25]	Emperor (2502) [90]	Griffin (2461/2492) [55]	Archer (2458/2474) [70]
11	Phoenix Hawk (2568) [45]	Warhammer (2515) [70]	Wasp (2454/2476) [20]	Orion (2456/2525) [75]
12	Griffin (2461/2492) [55]	Bellerophon (2500) [60]	Phoenix Hawk (2568) [45]	Banshee (2449/2475) [90]
Tank	Stoat	Marsden I	Stoat	Kestrel/Estevez

2D6	Minor Power (Light/Medium)	Minor Power (Heavy/Assault)
2	Wolverine (2471/2575) [55]	Banshee (2449/2475) [90]
3	Shadow Hawk (2457/2550) [55]	Ostroc (2511) [60]
4	Stinger (2479) [20]	Ostwar (2470) [65]
5	Toro (2481/2548) [35]	Banshee (2449/2475) [90]
6	Wasp (2454/2476) [20]	Thunderbolt (2491/2505) [65]
7	Stinger (2479) [20]	Mackie (2439/2470) [100]
8	Locust (2499) [20]	Ostroc (2511) [60]
9	Phoenix (2520) [50]	Archer (2458/2474) [70]
10	Locust (2499/2531) [20]	Bellerophon (2500) [60]
11	Dervish (2520/2573) [55]	Mackie (2439/2470) [100]
12	Griffin (2461/2492) [55]	Warhammer (2515) [70]
Tank	Ignis	Estevez

NEW UNITS

The following units reflect a few of the new units that debuted during the Age of War.

MARSDEN I MAIN BATTLE TANK

Mass: 65 tons

Movement Type: Tracked

Power Plant: Arcturus Engines CM Elite

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Armor: AA Battleplate

Armament:

1 Arcturan Arms Longarm Series Autocannon

1 Alpha Wave SRM 6 Launcher

1 General A70 Model Machine Gun

Manufacturer: Arcturan Arms

Primary Factory: Arcturus

Communications System: Arc-Signal 100

Targeting and Tracking System: Scorpion Series AFC System

Overview

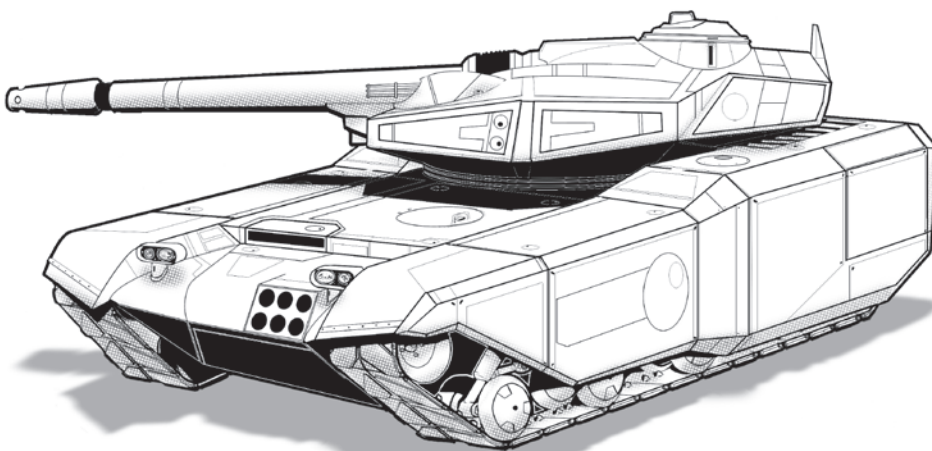
The first tank to bear the name of Marsden was the Lyran Commonwealth's primary line combatant for nearly seven decades. It was not the fastest, thickest armored, or the best armed platform of its day, but this lack of superlatives only meant that it was a well-balanced armored fighting vehicle. The Marsden I MBT debuted in 2396, shortly before the start of the Age of War, and soldiered on until it was officially replaced by the Marsden II in 2463. However, the original model remained in many planetary militia garrisons and was quite capable of tangling with early BattleMechs.

The Marsden I's last major deployment came during the Reunification War. The famous Tamar Tigers used a large number of these older tanks for convoy and perimeter security, freeing up their BattleMechs and newer armored vehicles for offensive operations. As a result, it was these Tigers elements that first faced an enraged Archon Viola Steiner and her company of the Fourth Royal Guards during the fateful "Day of Rage" in 2492. Though the tankers fought well, they were no match for the modern 'Mechs piloted by the berserking Archon and her retinue. Of the 117 soldiers that fell to their own leader, many were Marsden I crewmen. Despite Steiner's regret over her actions, she had proven that the old tank was finally obsolete, and following the Reunification War the remaining examples were decommissioned.



Capabilities

The original Marsden's layout mimicked that of tanks from as early as the mid-1900s, centered around a single heavy gun for anti-armor work, and a secondary machine gun to protect against infantry. These two weapons were placed in a full turret, as has been the norm for the last millennium. However, it was the Marsden's large short-range missile rack—and deep ammunition reserves for this launcher—that made this tank unique for its time. The SRMs were mounted outside of the turret, embedded in the tank's forward glacis. A few salvos from this launcher could shatter armor and cripple motive systems, allowing the accurate autocannon to direct its deadly depleted-uranium payload deep into the guts of enemy vehicles. The SRM rack could also be loaded with non-standard ammunition for special situations, and often the command tank of an armored platoon would carry a full ton of smoke rockets to cover the movement of its lancemates. It is a testament to the design's sturdiness and simplicity that its more advanced replacement, the Marsden II, merely improved on the vehicle's armor and armament without actually changing its mission profile.



The Marsden I did not see many variants in its service history; the vast majority of its modifications were relatively minor upgrades of communications or targeting systems. A handful were converted into engineering vehicles or combat bridgelayers by Arcturus Arms, but their own Büffel series support vehicles proved to be superior in that regard.

Several other major states fielded tanks inspired by the Marsden I (and later the Marsden II) during the Age of War. The names and component makes were different, but they were similar enough to be almost identical on the battlefield.

Type: **Marsden I MBT**

Technology Base: Inner Sphere

Movement Type: Tracked (Medium)

Equipment Rating: C/C-X-X/E

Mass: 65 tons

Battle Value: 500

Equipment	Mass	
Chassis:		17
Engine/Controls:		22
Type:	ICE	
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	0	0
Fuel:	450 km	1
Turret:		1
Armor Factor (BAR 7):	134	7.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	7	30
R/L Side	7	26/26
Rear	7	25
Turret	7	27

Weapons and Ammo	Location	Tonnage
AC/5	Turret	8
Ammo (AC) 20	Body	1
Machine Gun	Turret	.5
Ammo (MG) 100	Body	.5
SRM-6	Front	3
Ammo (SRM) 30	Body	2
Advanced Fire Control	Body	1.5

Crew: 9 (2 officer, 2 enlisted/non-rated, 5 gunners)

Cargo:

None

Notes: Features Armored Chassis modification and the following Design Quirks: Obsolete/2470 (4 points), Easy to Maintain (1 point).

ESTEVEZ MBT

Mass: 80 tons

Movement Type: Tracked

Power Plant: NM/750 Combat Diesel

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Armor: Nova-IV Hyper-Composite with Diamond Flex

Armament:

1 Avalon Slugger Heavy Rifle

2 PC-50 Machine Guns

2 Vehicular Grenade Launchers

Manufacturer: Novais Motors

Primary Factory: New Avalon

Communications System: Valiant Echo Mk. II

Targeting and Tracking System: Thermoscan Optics FCS

Overview

The Estevez main battle tank, named for a popular New Avalon militia officer, was one of the first non-Terran designs to see extensive deployment. Indeed, it predated its parent state—the Federated Suns—by some years. Introduced in the early 2300s, the vehicle wowed military reviewers with its size, speed, weapon load, and thick, dual-layered armor system that afforded protection few contemporaries could match. During the sporadic conflicts of the pre-Age of War period, the Estevez established a fearsome reputation. Its sheer bulk and massive-bore cannon exemplified “tank shock”, and many of its opponents it broke and ran; to do otherwise was considered suicide. Some military historians have gone so far as to say that the Estevez was the foundation that the Federated Suns was built upon rather than the “Six Liberties”.

The Free Worlds League produced its own, licensed version of the Estevez, which they dubbed the Kestrel MBT; it was identical in combat capabilities.

Capabilities

Sadly, as impressive as the Estevez was in 2310, the vehicle was a dinosaur by the time it saw large-scale combat in the Age of War. While its fuel-thirsty engine could push the enormous vehicle to speeds comparable to the smaller tanks fielded by the Suns’ opponents, its main gun was ineffectual against the advanced armors coming into their own during the period. Its huge ammo load proved to be more of a liability than an asset; while its main gun could barely defeat enemy armor after repeated shots, the seven-ton magazine buried within was just a bomb waiting for a penetrating hit. Twin machine guns and a pair of defensive smoke grenade dischargers gave the Estevez some added protection against infantry and enemy fire, but its outmoded fire control system made it more difficult for the vehicle to score hits against more advanced targets. Though its armor remained competitive, this often just meant that most Estevezes were quickly disabled by motive damage and bypassed.



Only once did the Estevez face BattleMechs, during a deep raid on Robinson. Luckily for the tank crewmen, the Kuritan commander was a firm believer in the Ares Conventions. Upon being informed of the forces facing him, he suggested that the combat be fought using simulated munitions. Even with this concession, the Combine 'Mechs ran roughshod over the Estevez MBTs and won their objective easily. Afterwards, it was calculated that, had the battle used live rounds, even a regiment of the tanks would not have been enough to defeat the Kuritan heavy 'Mech battalion.

After the Estevez was pulled from front-line service, quite a few had new turrets installed mounting a pair of light-class autocannon. With these new guns and a full three tons of ammunition shared between them, the Estevez (Anti-Aircraft) model ironically saw an increase in its firepower against modern armor. Still, this was not enough to save the tank from the scrap yard; by the 2400s, the Federated Suns had abandoned the Estevez in favor of the far superior Tiger.

Type: **Estevez MBT**

Technology Base: Inner Sphere (Experimental)

Movement Type: Tracked (Medium)

Equipment Rating: C/D-X-X/E

Tonnage: 80

Battle Value: 647

Equipment	Mass	
Chassis:		21
Engine/Controls:		27.5
Type:	ICE	
Cruise MP:	3	
Flank MP:	5	
Heat Sinks:	0	0
Fuel:	500 km	1.5
Turret:		1
Armor Factor (BAR 8):	164	10.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	8	35
R/L Side	8	32/32
Rear	8	30
Turret	8	35

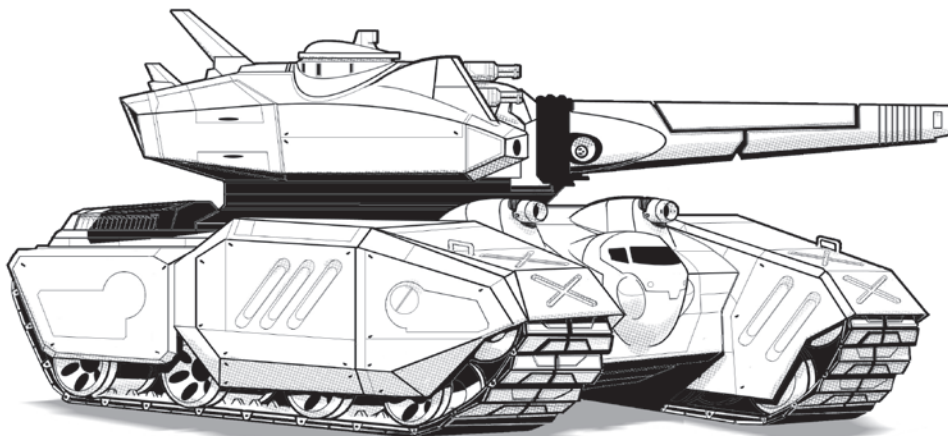
Weapons and Ammo	Location	Tonnage
Heavy Rifle	Turret	8
Ammo (Rifle) 42	Body	7
2 Machine Guns	Turret	1
Ammo (MG) 200	Body	1
Vehicular Grenade Launcher	Right	.5
Vehicular Grenade Launcher	Left	.5
Basic Fire Control	Body	.5

Crew: 9 (2 officer, 2 enlisted/non-rated, 5 gunners)

Cargo:

None

Notes: Features Armored Chassis modification, and the following Design Quirks: Obsolete/2400 (4 points), Gas Hog (1 point).





HOR-1B HECTOR

Mass: 70 tons

Chassis: Corean Chassis Class 70X

Power Plant: Pitban 340

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: StarSlab/2

Armament:

2 I.W.W. Large Lasers

2 SperryBrowning Machine Guns

Manufacturer: Corean Enterprises

Primary Factory: Stewart

Communications System: Irian Hi-Freq

Targeting and Tracking System: Dynatec 400

Overview

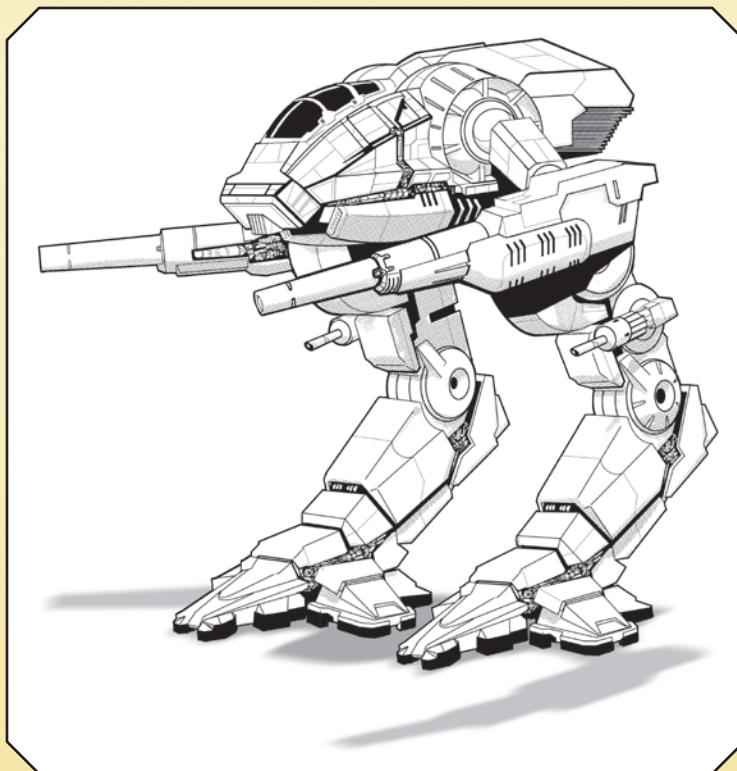
The *Hector* was the second original BattleMech developed by the Free Worlds League, following closely on the heels of the *Icarus*. It was a simple design, built for ease of mass-production. This allowed the League to field substantial numbers of the 'Mech very quickly and was soon regarded as the workhorse of the nation. While it struggled against the huge *Mackies* of the Lyran Commonwealth, the *Hector* was moderately capable against lighter opponents.

Despite its numbers, it must be pointed out that the FWLM remained unenthusiastic about the *Hector*. They just did not have anything better at the time, especially after the debacle of the diminutive *Trooper* project. Even the final *Flea*, despite mounting startling firepower for its mass, could only supplement the *Hector*, not replace it. The other contemporary League machine, the massive *Longbow*, was meant only for missile support. So the *Hector* soldiered on, neither good enough to turn battles alone, nor bad enough to replace entirely.

Rapid advances in BattleMech technologies and the spread of Hegemony-designed machines after about 2520 finally doomed the *Hector*. Unable to compete with the next-generation 'Mechs, the remaining *Hectors* were stripped and relegated to the scrapheap even before the Age of War ended. No combat-capable examples remain today.

Capabilities

By today's standards, the *Hector* is particularly lackluster, though this can be directly attributed to its primitive components. In retrospect, a seventy-ton 'Mech capable of hitting speeds of sixty-four kph is not unreasonable (indeed some modern designs are even faster) but the mass taken up by its early fusion reactor hobbled every other aspect of the 'Mech. Its armor was inferior to most tanks and it only carried a pair of heavy lasers as its primary armament. A unique arrangement of leg-mounted machine guns, intended to deal with attacking infantry, offered protection against anti-'Mech swarm attacks that the League's enemies had developed, but the decision to give each gun its own ammo bin was less than optimal. Many otherwise pristine *Hectors* were crippled by leg explosions caused by savvy infantry who knew how to strike these bins, leading to the sole variant of the model. The *Hector* also suffered from heat buildup, as its cooling system could not handle the load of its primary weapons.



The *Hector* was not badly matched against other machines of the period. It was faster than most of its heavy or assault-class counterparts, providing a slight edge in battlefield maneuverability, and could keep pace with many 'Mechs that were smaller than it. With a careful pilot at the controls, the twin large lasers provided decent sustained firepower for the time. After the HOR-1C was introduced, trading the machine guns for small lasers, it also showed great endurance in combat. The 1C's lack of ammunition-based weapons made it one of the earliest "flashbulb" BattleMechs in existence.

Type: **Hector**

Technology Base: Inner Sphere (Primitive)

Tonnage: 70

Battle Value: 949

Equipment		Mass
Internal Structure:		7
Engine:	340 Primitive	27
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	13	3
Gyro:		4
Cockpit (Primitive):		5
Armor Factor (Primitive):	128	12
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	22	20
Center Torso (rear)		10
R/L Torso	15	13
R/L Torso (rear)		7
R/L Arm	11	10
R/L Leg	15	15

Weapons and Ammo	Location	Critical	Tonnage
Large Laser	RA	2	5
Machine Gun	RL	1	.5
Ammo (MG) 100	RL	1	.5
Machine Gun	LL	1	.5
Ammo (MG) 100	LL	1	.5
Large Laser	LA	2	5

Notes: Features the following Design Quirks: Obsolete/2420 (4 points), Bad Reputation (1 point), Exposed Actuators (1 point)

FR-1 FIREBIRD

Mass: 45 tons

Chassis: Mujika Aerospace Type 4

Power Plant: Rawlings 165-F

Armor: Mujika AeroPlate

Armament:

1 Emperor-D Autocannon

2 Zeus LRM 10 Launchers

Manufacturer: Mujika Aerospace Technologies

Primary Factory: Capella

Communications System: Endicott Type 20

Targeting and Tracking System: Dwyerson Mark IX

Overview

Fighter aircraft capable of both atmospheric and deep space operations are far older than BattleMechs. Some very early examples of the class can even be found in records dating back to the Second Soviet Civil War. Aerospace fighters did undergo a renaissance in design in the early years of the Age of War, but given the rapid evolution of technology, combined with the typically long development of aircraft, few states bothered with transitory designs. Quite a few projects were abandoned, unfinished in favor of more advanced craft once combat fusion engines and 'Mech-grade armors had been perfected.

Therefore, it was difficult to find a representative fighter that would exemplify the brief period between archaic and modern aerospace designs. At least, it was difficult until records from the Capellan Confederation were examined and the fascinating *Firebird* came to light.

Capabilities

The *Firebird* is a perfect example of why so many nations chose not to field transitory fighter designs. Underpowered by even late-Age of War standards, its atmospheric performance was sluggish. A deep fuel reserve did allow this fighter to build up a good velocity in space, but this rarely helped in most combat engagements. The thin armor did not help much, either. While its nose was acceptably protected against weapons of the period—good for at least one or two hits—the ungainly *Firebird* took most fire to its much weaker rear quarters as it plodded over the battlefield.

Recognizing these limitations, the *Firebird's* designers gave it a potent ranged punch. A pair of mid-sized, long-range missile racks and a light autocannon allowed the craft to strike from well beyond many foes' reach. After performing a slashing attack or two, *Firebird* pilots would typically hit their afterburners and attempt to either return to base or find another angle to attack from. It was, however, at these points that the craft was at its most vulnerable. In one notable engagement, a pair of *Firebirds* was set upon by a single *Bullfrog* V/STOL conventional fighter (roughly analogous to the later Angel Light Strike Fighter). Despite the two aerospace fighters massing nearly ten times as much as their lone attacker, and mounting far heavier weaponry, they simply could not maneuver well enough to get the tiny jet into their sights. Both *Firebirds* were lost; since then, few aerospace fighters have lacked at least token rear-firing weapons.



The *Firebird* did not survive long once aerospace technologies matured. Obsolescent from its birth, after a mere twenty years this fighter was hopelessly obsolete. The Capellan Confederation scrapped the last of its *Firebirds* by 2420. A handful were captured by the Taurian Concordat during the Rim War, but even the young Periphery nation found little use for the under-powered, poorly-protected craft and withdrew them from service by 2436. No functional examples exist today.

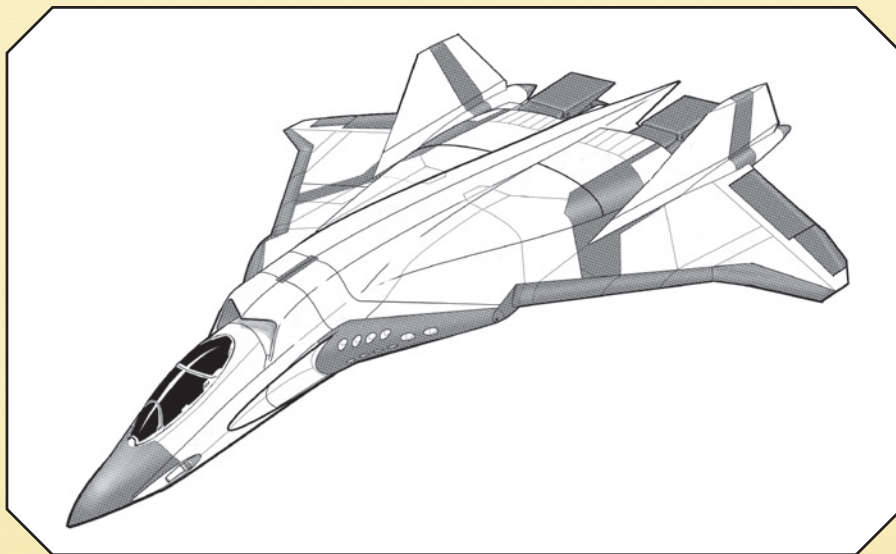
Type: **Firebird**

Technology Base: Inner Sphere (Primitive)

Tonnage: 45

Battle Value: 403

Equipment	165 Primitive	Mass
Engine:	165 Primitive	14.5
Safe Thrust:	5	
Maximum Thrust:	8	
Structural Integrity:	5	
Heat Sinks:	10	0
Fuel:	240	3
Cockpit (Primitive):		5
Armor Factor (Primitive):	37	3.5
	<i>Armor Value</i>	
Nose	12	
Wings	9/9	
Aft	7	



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
AC/2	Nose	6	1	2	2	2	—
Ammo (AC) 45	Nose	1					
LRM 10	RW	5	4	6	6	6	—
Ammo (LRM) 12	RW	1					
LRM 10	LW	5	4	6	6	6	—
Ammo (LRM) 12	LW	1					

Notes: Features the following Design Quirks: Obsolete/2420 (4 points), Atmospheric Flight Instability (2 points)

BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Marsden I MBT

Movement Points:

Cruising: 3

Flank: 5

Movement Type: Tracked

Engine Type: I.C.E.

Tonnage: 65

Tech Base: Inner Sphere

Era: Star League

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Commander Hit **+1**

Modifier to all Skill rolls

Driver Hit **+2**

Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

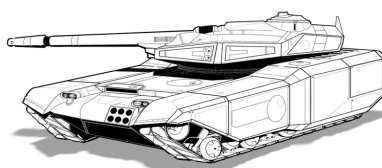
Sensor Hits **+1 +2 +3** **D**

Motive System Hits **+1 +2 +3**

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



Front Armor
(30)

BAR: 7

(26)

Left Side Armor

Turret Armor
(27)

Right Side Armor

(26)

Rear Armor
(25)



Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Advanced Fire Control	BD	[E]	—	—	—	—
1	SRM 6	FR	2/Msl [M,C]	—	3	6	9
1	AC/5	T	5 [DB,S]	3	6	12	18
1	Machine Gun	T	2 [DB,AI]	—	1	2	3

Chassis Modifications: Armored Chassis

Ammo: [Machine Gun] 100, [SRM 6] 30, [AC/5] 20

Cost: BV: 500

© 2011 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect. ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect.
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WIGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

© 2011 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Estevez AA

Movement Points:

Cruising: 3

Flank: 5

Movement Type: Tracked

Engine Type: I.C.E.

Tonnage: 80

Tech Base: Inner Sphere
(Experimental)

Era: Star League

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Commander Hit **+1**
Modifier to all Skill rolls

Driver Hit **+2**
Modifier to Driving
Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits **+1 +2 +3** ☐

Motive System Hits **+1 +2 +3** ☐

Stabilizers ☐

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Basic Fire Control	BD	[E]	—	—	—	—
1	Vehicular Grenade Launcher	RS	*	—	—	—	1
			[AE, OS]				
1	Vehicular Grenade Launcher	LS	*	—	—	—	1
			[AE, OS]				
2	AC/2	T	2	4	8	16	24
			[DB,S]				
1	Machine Gun	T	2	—	1	2	3
			[DB,AI]				

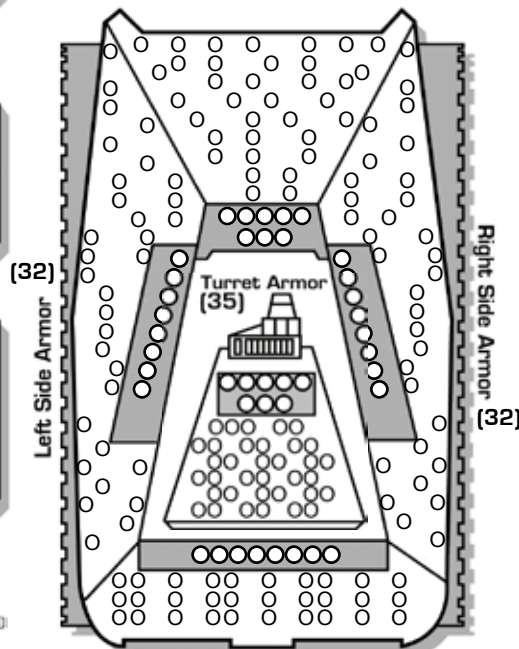
Chassis Modifications: Armored Chassis

Ammo: [AC/2] 135, [Machine Gun] 100

Cost: BV:571



BAR: 8 Front Armor [35]



Rear Armor [30]



© 2011 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	FRONT	REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see Combat, p. 192 in Total Warfare for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see Combat, p. 192 in Total Warfare for more information). Apply damage at the end of the phase in which the damage takes effect.

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP; +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up). +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear +1

Hit from the sides +2

Vehicle Type Modifiers:

Tracked, Naval +0

Wheeled +2

Hovercraft, Hydrofoil +3

WIG +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 8-9 is made for a vehicle, inflicting a +1 modifier; that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

© 2011 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Estevez MBT

Movement Points:

Cruising: 3

Flank: 5

Movement Type: Tracked

Engine Type: I.C.E.

Tonnage: 80

Tech Base: Inner Sphere
(Experimental)

Era: Star League

CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving
Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

Sensor Hits +1 +2 +3 ☐

Motive System Hits +1 +2 +3 ☐

Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Basic Fire Control	BD	[E]	—	—	—	—
1	Vehicular Grenade Launcher	RS	*	—	—	—	1
			[AE, OS]				
1	Vehicular Grenade Launcher	LS	*	—	—	—	1
			[AE, OS]				
1	Heavy Rifle	T	9	2	6	12	18
			[DB,S]				
2	Machine Gun	T	2	—	1	2	3
			[DB,AI]				

Chassis Modifications: Armored Chassis

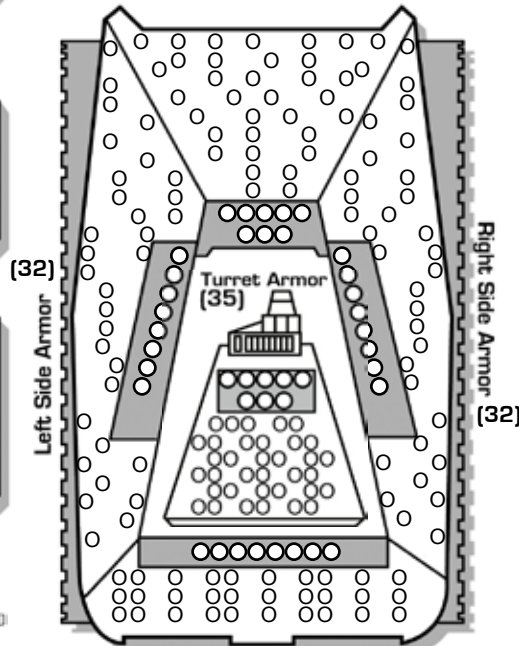
Ammo: [Machine Gun] 200, [Heavy Rifle] 42

Cost: BV:647



Front Armor
[35]

BAR: 8



Rear Armor
[30]



© 2011 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	FRONT	REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see Combat, p. 192 in Total Warfare for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see Combat, p. 192 in Total Warfare for more information). Apply damage at the end of the phase in which the damage takes effect.

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear +1

Hit from the sides +2

Vehicle Type Modifiers:

Tracked, Naval +0

Wheeled +2

Hovercraft, Hydrofoil +3

WIG +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 8-9 is made for a vehicle, inflicting a +1 modifier; that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

© 2011 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

'MECH RECORD SHEET

(Primitive)

'MECH DATA

Type: Hector HOR-1B

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere

(Experimental)

Era: Star League

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

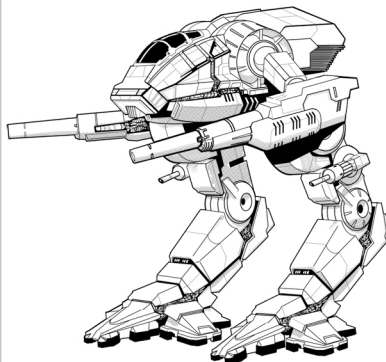
Weapons & Equipment Inventory

(hexes)

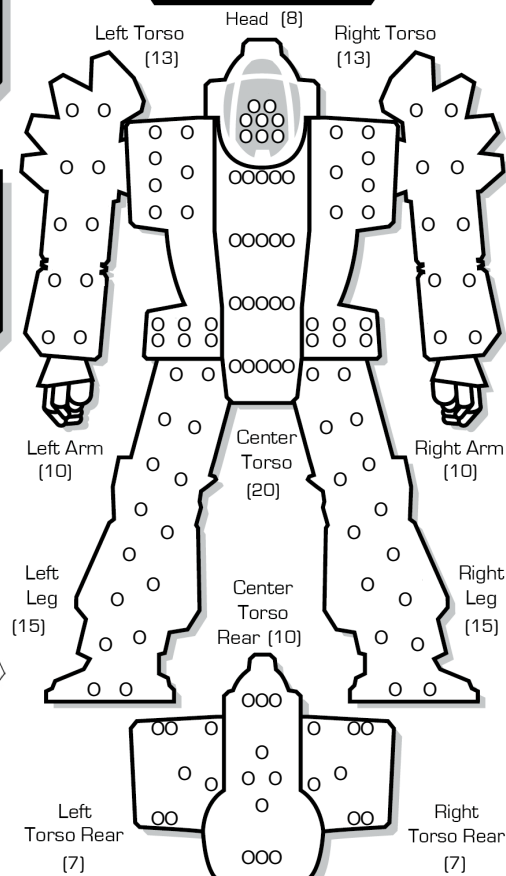
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Machine Gun	RL	0	2 [DB, AI]	—	1	2	3
1	Machine Gun	LL	0	2 [DB, AI]	—	1	2	3

Cost:

BV: 949



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Machine Gun
- Ammo (Machine Gun) 100

Head

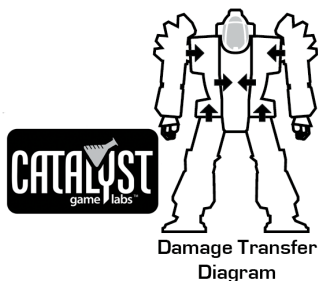
- Life Support
- Sensors
- Primitive Cockpit
- Roll Again
5. Sensors
- Life Support

Center Torso

- Primitive Fusion Engine
- Primitive Fusion Engine
- 1-3 Primitive Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Primitive Fusion Engine
- Primitive Fusion Engine
- 4-6 Primitive Fusion Engine
- Roll Again
- Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

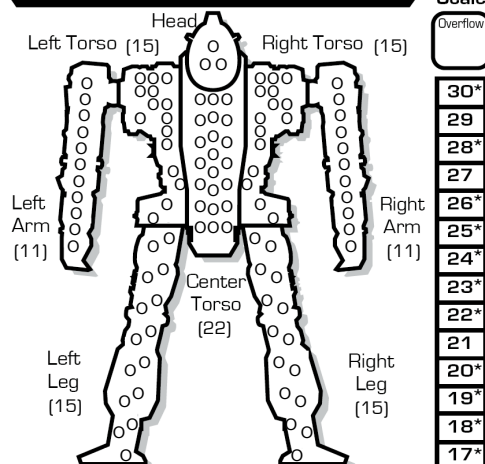
- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Machine Gun
- Ammo (Machine Gun) 100

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (13) Single
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 4+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH

'MECH RECORD SHEET

(Primitive)

'MECH DATA

Type: Hector HOR-1C

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere

(Experimental)

Era: Star League

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
Consciousness#

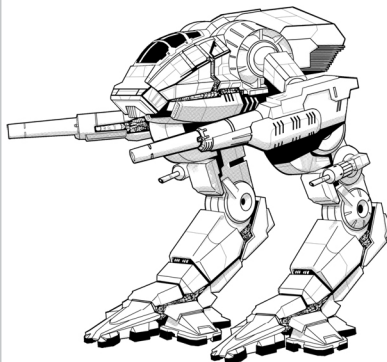
1	2	3	4	5	6
3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

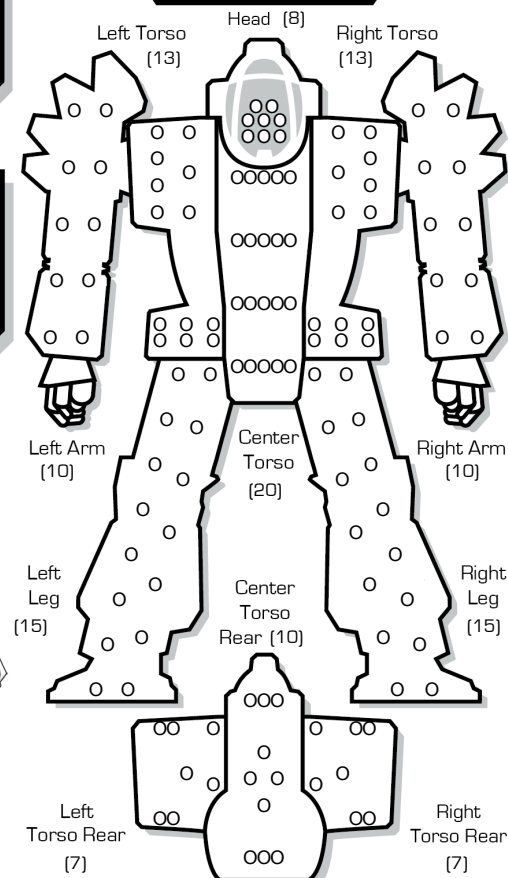
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Small Laser	RL	1	3 [DE]	—	1	2	3
1	Small Laser	LL	1	3 [DE]	—	1	2	3

Cost:

BV: 993



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again

- 1-3 Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Small Laser
- Roll Again

Head

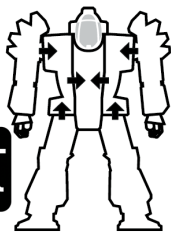
- Life Support
- Sensors
- Primitive Cockpit
- Roll Again
- 5 Sensors
- Life Support

Center Torso

- Primitive Fusion Engine
- Primitive Fusion Engine
- 1-3 Primitive Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- 2 Primitive Fusion Engine
- Primitive Fusion Engine
- 4-6 Primitive Fusion Engine
- Heat Sink
- Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

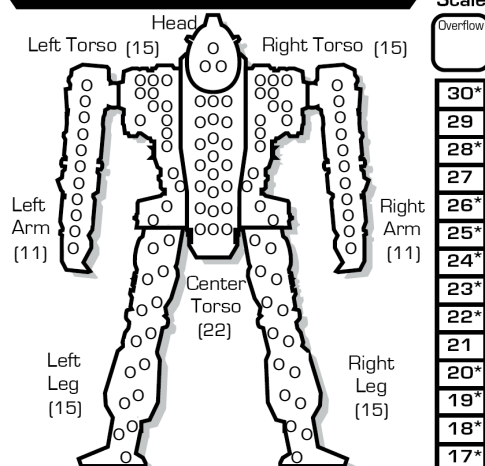
- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

- 1-3 Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Small Laser
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (14) Single
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Firebird FR-1

Thrust: Tonnage: 45
 Safe Thrust: 5 Tech Base: Inner Sphere
 Maximum Thrust: 8 (Primitive)
 Year: 0

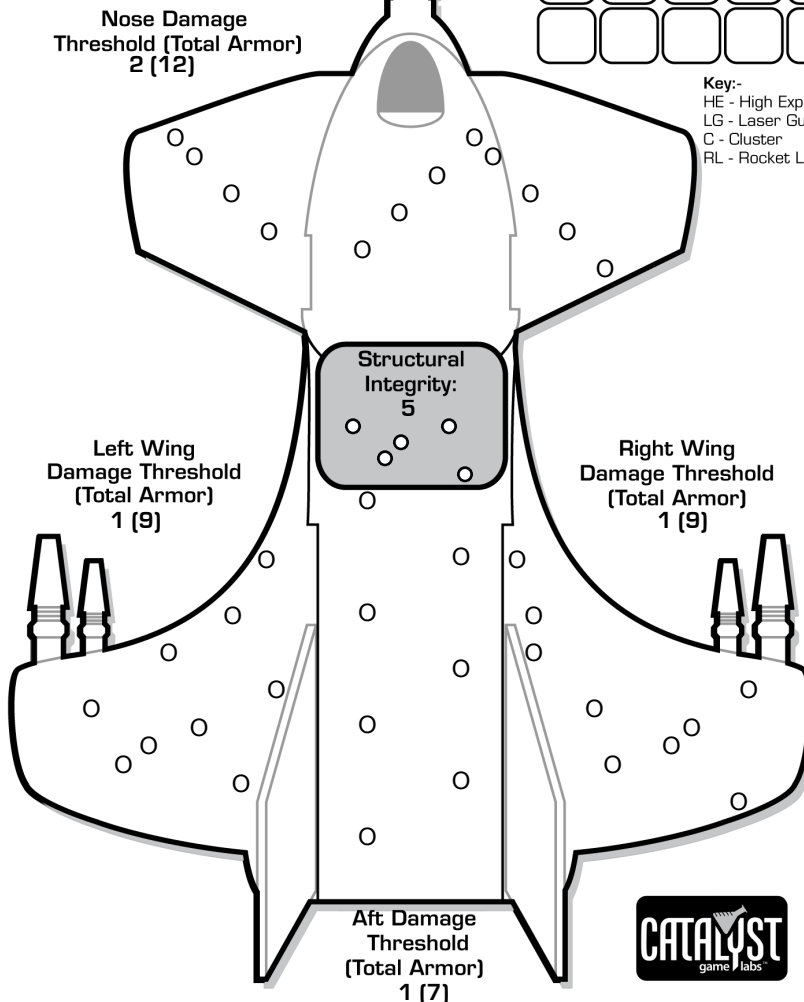
Weapons & Equipment Inventory

Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	AC/2 [DB,S]	N	1	2	2	2	—
1	LRM 10 [M,C,S]	LW	4	6	6	6	—
1	LRM 10 [M,C,S]	RW	4	6	6	6	—

Ammo: [AC/2] 45, [LRM 10] 24
 Fuel: 240 Points

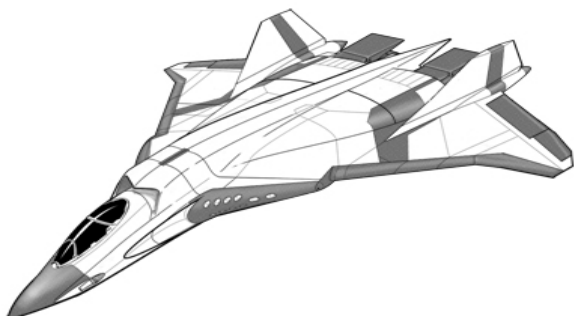
Cost: BV:403

ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher



CRITICAL DAMAGE

Avionics +1 +2 +5 Engine 2 4 D
 FCS +2 +4 D Gear +5
 Sensors +1 +2 +5 Life Support +2

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken 1 2 3 4 5 6
 Consciousness # 3 5 7 10 11 Dead
 Modifier +1 +2 +3 +4 +5

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 (10)
28	Ammo Exp. avoid on 8+	Single
27	Pilot Damage, avoid on 9+	0
26	Shutdown, avoid on 10+	0
25	Random Movement, avoid on 10+	0
24	+4 Modifier to Fire	0
23	Ammo Exp. avoid on 6+	0
22	Shutdown, avoid on 8+	0
21	Pilot Damage, avoid on 6+	0
20	Random Movement, avoid on 8+	0
19	Ammo Exp. avoid on 4+	0
18	Shutdown, avoid on 6+	0
17	+3 Modifier to Fire	0
15	Random Movement, avoid on 7+	0
14	Shutdown, avoid on 4+	0
13	+2 Modifier to Fire	0
10	Random Movement, avoid on 6+	0
8	+1 Modifier to Fire	0
5	Random Movement, avoid on 5+	0

Heat Scale
 Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

