

BATTLETECH



ERA DIGEST

GOLDEN CENTURY

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CHANGES, THEY ARE THE TIMES

CITY OF ROENICH, BABYLON
KERENSKY CLUSTER
13 JUNE 2854
1330 BST

Star Captain Anja Halstead sat in the cockpit of her *Great Wyrn*, waiting for the report to come through from her advanced scouts. When the Coyotes issued their *batchall* for Roenich, they had listed most of their forces as piloting some new 'Mech massing forty-five tons. It wasn't unlike that Clan to trot out a new design and test it in battle over some nearly insignificant goal, but Roenich was a mining town of significance. Anja's bid had included a Star of *solahma* to contest the enemy's landing, but more importantly to gather intelligence on this new 'Mech.

A breeze flowed through the open cockpit. The spring air was a refreshing reminder of what made Roenich more than just a resource. She raised her bottle to toast the wind then tossed back a swig of the artificially orange-flavored drink.

"Venom Command, this is Eyes One, over." The old man's voice cut through minor static. A hint of sadness, likely of being the one to retreat and report rather than find some restoration of honor in a fighting death, filled his voice.

Anja tapped the respond key on her keyboard. "I read you, Eyes. Give us your sitrep, over." She opened the transmission to her entire Trinary. Or rather, Binary, now that the *solahma* Star had spent itself.

"We encountered a Binary of 'Mechs, including a *Hussar* which we destroyed. Half of these were new, likely that *Coyotl* included in the *batchall*. It has an arm-mounted PPC, ten LRMs, a quad Streak and a medium pulse laser. Seemed to top out at 120 klicks or so, no jump capacity. When we pulled back..." A hiss of static interrupted the transmission as the scout hovercraft passed through the rough terrain outside of Roenich.

"Repeat that, Eyes. Over."

"Aff. Top speed 120, no jump capacity. They went back into the Drop Ship to top off their ammo. One of these *Coyotls* has a scar where I got them over the cockpit. End sitrep. Over."

"Head back to base, Eyes One. Over and out." A tap of the keyboard switched the communication system over to her Binary. "Alright troops, we are going to hunker down in the wadis north of the city. That broken terrain will limit their mobility. I want the jumpers in between the non-jumpers. Let us roll out." As she closed her canopy, Anja frowned in disappointment, no doubt adding to the wrinkles that the Babylon sun had given her in twenty-nine years of life. She was sacrificing some of her force's advantage by reducing the engagement to close range, but taking even more from the enemy. She would have preferred to sacrifice none.

OUTSIDE ROENICH, BABYLON
KERENSKY CLUSTER
13 JUNE 2854
1530 BST

Anja waited halfway patiently in the stifling cockpit. An hour and a half of laying low, waiting for the Coyotes, was taking its toll. Part of her knew that this waiting game only favored her. The other part wanted to finish this Trial and be done with it.

"Venom Command, this is Coil Command, over." Her XO, Star Commander Wallace, was young and it showed in his voice.

"I read you, Coil Command, over."

"Sir, we have got movement on the edges."

Finally, something was happening. She adjusted her grip on her joystick, feeling the hard plastic beneath her hand, the unyielding surface assuring her that her 'Mech would not crumble under enemy fire.

"Roger, Coil. They have two jumpers, the *Horned Owls*. Light them up as soon as you see them. And stick to *zellbrigen*, over."

"Rog..." Wallace's reply was cut off by gunfire. In her tactical display, Anja saw that three of her units had engaged the enemy. Likely their screening force of light 'Mechs. Again using her keyboard, she calmly opened a channel to her entire unit.

"Cobras, hold that line fast. We have their recon engaged, so their main force will need to either get down into the wadi or run up and down on the edges. I want you to engage the first opponent you can and keep them in front of you. Good hunting, over."

She smiled, feeling an elation she had only recently discovered. As a younger warrior she would have charged ahead and left one of her subordinates to cover the rear. Now she wanted to see her success on a grander scale, as her unit captured glory for her. Blue dots indicating the enemy closed on the red dots indicating her forces. The *Horned Owls* jumped around, followed by her *Griffin* and *Shadow Hawk*, both slower but ten tons heavier than their opponents. The rest of the forces made a ragged but respectable line about 150 meters apart, like some old Terran forces fighting in the trenches.

Anja's smile faded as she watched five of the blue dots surge forward over 200 meters behind her line. She smacked the display. Her hand stung. There was no way they could move that fast over broken terrain. Voices erupted through her earpieces.

"Sir, they are behind us!"

"Pull back!"

"Hold the lights, I—"

"They are jumpers!"



Adrenaline surged through her veins but she didn't let it overwhelm her. Instead, she focused it into activity. Tapping the pedals, she moved her 'Mech forward while overriding the channel, forcing her unit to communicate only within their Star while she spoke to all of them.

"Settle down, Cobras. Keep to your target or engage one if you have not. Keep the chatter down. Over." She knew that her advice would help some but others would remain panicked. Her forces were by no means the elite of her Clan. An alert chirped as the tactical display showed three lights fade out. One of the blue *Horned Owls* was down but so were two of her 'Mechs. Turning a corner, she ran headfirst into an enemy.

The *Coyotl* leapt on plasma jets over Anja's head, raining laser pulses and missiles on her. She managed to track it with her autocannons but the too-few rounds that hit barely scratched the armor of the squat 'Mech's body. The Coyotes had tricked her. They swapped for a second variant of their 'Mech in violation of *batchall*, something that the Khan—or even the Grand Council—would address. She spun her *Great Wyrms* around to face her opponent and prevent a good chance of having her rear armor penetrated.

Time slowed to a crawl. Perhaps combat was so ingrained in her that her mind seemed to work faster. But it was if all her senses ceased working except vision. The enemy was readjusting after the jump to get a good shot at her. The wide arms raising, the deadly barrel of a large

energy weapon, no doubt a pulse, swinging into line with her while the missile launchers loaded another salvo.

But all she could see was the cockpit. A gouge ran across it, like an eye patch on a giant metal frog. Her body was in motion, aiming weapons and juking her forty-five ton machine while backing up. What were the consequences of such a new machine? One able to change weaponry in minutes instead of days? An alert beeped as one of the enemy's *Streak* launchers found a lock and fired. The noise brought her to the moment. It wasn't her job to figure it out. It was her job to fight.

She mashed the trigger to fire all of her weapons. About half hit the enemy 'Mech, the lasers causing the most damage as they melted over a ton of armor. Explosive shells from her autocannon popped like fireworks across the enemy's leg while both of their machines rocked as missiles peppered them. She turned her 'Mech to the left and ran up the wall of the wadi, trying to find a way to put some distance between her and the *Coyotl*. A glance at the amount of red on the wireframe display of her 'Mech' told her she was coming out on the poor end of close-quarters exchanges.

A wave of heat washed over her cabin as the cooling system failed to keep up with the heat her 'Mech was generating. She fired her cannons and missiles again as her opponent leapt out of the wadi to shoot at her. A few shells exploded across the Coyote's machine but it was too little. She watched as the red dots on her tactical display disappeared faster. This wouldn't be the only battle the Coyotes would win with these new machines. But would they ever lose?

INTRODUCTION

Since our relocation to the Inner Sphere, our new citizens have not learned our history. To them, after the liberation of the Pentagon worlds in Operation Klondike, the Clans sprang, fully formed as they are, to simmer until Revival. As annoying as that is, worse still is the danger that future generations will not know, and we will forever be an occupation force and never a unified society. Some of our future warriors may come from these people. In light of that, I have commissioned this work, an overview of when most of the Clans became who they are, including ours. This document will touch on the most important events and parties of the Golden Century. Hopefully this will spur some readers to investigate deeper into our history, to read more detailed accounts and become more involved in our new family.

—Temuchin Amirault
Loremaster
Clan Hell's Horses
14 April 3081

HOW TO USE THIS BOOK

Era Digest: Golden Century is a stand-alone product that takes a deeper look at the time when the Clans 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 Golden Century and with early Clan units in this pivotal time in history.

The first section, **The Golden Age**, is a summary of the events of the Golden Century and the changes that the Clans experienced during that time. This section goes in depth into some of the turning points of the era, both for individual Clans as well as the Clans as a whole.

Clan Mongoose takes a look at the only Clan that didn't survive the Golden Century. Unlike Clan Widowmaker, Clan Mongoose had a brief chance to begin to shape their personality and culture before their fall. The writings of one of the last Mongoose warriors provide a deep look into that lost Clan.

Order Through Conflict is a mixture of sourcebook material and guide for players and gamemasters who wish to use the Clan Trial systems in their games. Each individual Trial is looked at with suggestions on how and when to apply them to your campaign.

Finally, the **Golden Century Rules** section describes four 'Mechs that were important or indicative of the Golden Century, including the first OmniMechs as well as some other notable firsts 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 early Clan development setting.

The book concludes with **Record Sheets**, a collection of record sheets for units found in this book. Not only are the variants from the featured Golden Century 'Mechs presented, but also a WarShip and aerospace fighter that were important to the late Clan Mongoose.

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 a Trial of Grievance on fellow players over interpretations of these sections.

THE GOLDEN AGE

The Romans had Pax Romana. The Terran Alliance had the early Twenty-Second Century. The Inner Sphere had the Star League. Times of peace and prosperity, or least that's how they look through the lenses of nostalgia and time. The Clans had their Golden Century, a time filled with prosperity and plenty of conflict. These were still the Clans; combat was still a way of life and they continued to develop it, honing their methods, tactics, equipment and even the very nature of their warriors. While the Clans as a whole flourished, some Clans changed, some began the journey to self-destruction. One did not even make it out of the Golden Century.

Eighteen Clans entered the Golden Century, generally considered 2830 to 2930, though few would include Nicholas Kerensky's death and the subsequent absorption of Clan Widowmaker by Clan Wolf. Much of the history that is taught, both to our people and to those we encounter, suggests that for the most part the Clans finished developing at the beginning of the Golden Century. While much of the basis for the Clans was set under the Great Founder there was more to our society than expanding technology, territory and Toumans after his passing. Both individually, and as a collective, we grew politically and socially.

WIDOWS THEMSELVES

The beginning of the Golden Century was anything but golden. Reeling from the pain caused by the Not-Named Clan, Nicholas Kerensky worked hard to rebuild the Clans' faith in the system and in one another. Clan Widowmaker is recorded as having slaughtered much of their merchant caste in retribution for some action or demand. With the Widowmakers already competing against the Wolves for resources and respect, they found themselves with a two-front battle: guns on one side and strikes on the other. Fearing that the Founder's Clan was manipulating the situation with their merchants, Widowmaker Khan Cal Jorgensson accused Khan Jerome Winson of interfering.

Khan Winson refuted the claim and responded that the massacre of the civilians under their protection showed that the Widowmaker warriors were not fit to lead. After nearly a week of arguing in the Grand Council the vote came down in favor of Clan Widowmaker's Absorption. The Widowmakers had earned the enmity of too many powerful Clans and had not built enough alliances with other Clans. They immediately demanded, and were given, a Trial of Refusal. The Wolves bid hard in order to win the right to refute the Widowmakers' refusal.

The great battle started between nearly equal Clusters on both sides. The Wolves had one extra Star. The Grand Council, led by ilKhan Kerensky, watched from their 'Mechs, ready to intercede if either side ignored Clan protocols. The two Khans eventually found one another and started a Trial of Grievance in the middle of the battle. As the two warriors faced off, the rest of the battle died down. Everyone watched as Khan Winson gained the upper hand but was interrupted by a Star of Widowmaker 'Mechs.

The entire Council moved in to protect the Wolf Khan from such un-Clanlike behavior. Sadly, a laser from Khan Jorgensson's *Highlander* shattered the head of the ilKhan's 'Mech and killed him. Jorgensson claimed it was an accident, but how could he not? With the death of the Great Founder, no matter whether accidental or intentional, Clan Wolf flew into a rage and fought the despised Clan to the death for three days. With the

help of the other Clans, they managed to track down all of the warriors from Clan Widowmaker, even those in the most remote outposts. After the fierce fighting, the Wolves emerged victorious and with even greater assets. This threatened many other Clans, especially the Jade Falcons.

They went before the Council and asked that the remnants of Clan Widowmaker be split amongst the Clans, rather than make one Clan so powerful that it would imbalance the Clans as a whole. While many of the Khans were interested in the resources their Clans could gain, this went against Nicholas Kerensky's writings. To the victor go the spoils. If it were to be done in an Absorption, could it not then be done after a Trial of Possession? It would undermine the entire point of the Trials, as it would be better to sit back and risk nothing to receive a share of the winnings. The assistance that the other Clans had given was not in combat, but rather in determining that the Absorption was complete. Thus the Falcon petition was voted down.

Under the leadership of ilKhan Jerome Winson, rebuilding continued on the Pentagon worlds. The Clans focused heavily on infrastructure and the basic necessities of life. Nicholas Kerensky had begun a mandatory marriage policy, requiring all members of the lower castes to be wed by the time they turned twenty-five. Those that were not were assigned a mate by their caste. Over time this has changed, as Clan society has changed. Marriage has been done away with as an instrument of the Clan, while each lower caste member is assigned a procreation mate shortly after birth. This resulted in a large influx of members of the lower castes in the late '30s. Exploration had begun but was slowed by the warriors so that they could keep control of the situation.

A BOLD NEW TIME

As the lower castes grew, so did the warriors. Genetic manipulation—eugenics—was started among the fertilized eggs that would become the next generation of warriors. In time this would follow with the lower castes to a limited degree, but just as today the Clans use much more resources on their warriors. With most adults working long hours, either as warriors or members of the lower castes, children, both free-born and the newly-created trueborn, began to be raised by a community rather than a nuclear family. While this has continued, the division between warrior and lower caste has increased. While a member of the lower caste will still have interaction with their offspring, warriors will likely never have contact with theirs. A few might interact as part of the military, but only on a strictly professional basis. Most warriors who earn the right to pass on their genes would not even survive to an age where they will have a chance to interact with their children as members of the warrior caste.

As the family unit changed, so did other parts of Clan society. Relationships became more about offspring than the actual people involved and marriage all but vanished even as a religious or societal construct. With no expectations of fidelity and control of fertility, sexual relationships became more open. The warriors were not particular on who lived with whom, so typically lower caste members would reside with those they felt close to, be it familial, romantically or just friendship. Regular visits to one's "spouse" to fulfill the duty to the Clan could occur while still seeing people that one was attracted to. Thus the Clans tend to have open relationships with sexuality and romance not that different from the Magistracy of Canopus. Where, for example, members of the One Star Faith would find such behavior reprehensible, it is merely a people adjusting to their circumstances.

While society adapted and rebuilt, conflict did not cease. Warriors must constantly be challenged if we are to grow as a whole and much interClan interaction is predicated on the better warriors getting what they want or need first. Initially, trading between Clans was done through Trials of Possession. While to the warriors this made sense, after failing to win a load of ore for the fifth time in a row it became apparent that such a system was not practical. Early in the Golden Century merchants began drawing up agreements and the warriors approving them. Sometimes a symbolic battle would be fought, while in others an actual battle would determine which Clan got the better terms of the deal.

BLOOD IN THE BOARDROOM

One of the first issues for the Clans to tackle in the Golden Century was born of a merchant deal gone wrong. Clan Mongoose had reached an agreement with Clan Cloud Cobra to exchange territory on Circe for some of the Cobras' new aerospace fighters. Shipment times were arranged in advance and included in the agreement. However, electrical outages delayed the second shipment, causing the Mongoose merchants to wait an extra day orbiting Babylon. Upon the merchants' return to Circe, the Mongoose Clan leaders were informed of the situation and they canceled the agreement. They gave the Cobra forces seventy-two hours to get their people off of Circe.

The Cobra leadership rankled at the demand. They claimed that the dates were included to facilitate transfer of the fighters, not deadlines. They even offered to increase the amount by ten percent to make up for their tardiness. The Mongooses would have none of it. They claimed that the contract was void and they would be keeping the land and all the fighters delivered so far. The Cobras quickly evacuated their populace from Circe while weighing their options.

While some felt that a Trial of Grievance was in order, Cloud Cobra Khan Rafe Kardaán elected to take his complaints before the Grand Council. Many of the Khans agreed that Clan Mongoose was violating the spirit of the agreement. While this resulted in many muttered comparisons of the Mongoose warriors to merchants, the Council agreed that the Mongooses did have the right to cancel the agreement and keep the first shipment of fighters. Since Clan Mongoose had declared the contract null with the second shipment delayed, they should not have accepted the following shipment. Mongoose Khan Mitchell Loris left the Council chambers with a smirk and the Cloud Cobras received their fighters the next week, fully disassembled.

THE LITTLE PEOPLE

As Clan society changed and the Clans expanded, the interaction between warriors and the lesser castes changed as well. Each Clan handled their civilians differently. Clan Blood Spirit, constantly harassed by raids, withdrew from Clan society almost completely, which pulled their Clan closer together. They developed their warriors harshly, even by Clan standards, and trained the other castes in the basics of warfare to provide a militia they could draw upon in times of need. This only exacerbated the situation with the more conservative Clans. The Steel Vipers completely forbid interactions between their lower castes and the lesser castes of other Clans, though the merchants were given certain exceptions in order to accomplish their role.

The Jade Falcons discovered that as their people got farther away from their warrior leadership, the clamored for more rights and freedoms. Some in the Clan leadership feared that some of these lower

castes might advocate joining another, more liberal, Clan. Rather than address the situation, they eliminated it. Much of their expanded territory was bartered or given away and their populace withdrawn. This forced the Falcons to turn to different methods to gain resources, developing their merchant caste into a strong banking system, which continues even to this day.

Things between the Smoke Jaguars and their civilians got even worse. The Jaguars did little to involve themselves in colonization or trade, relying primarily on their warriors to meet the Clan's need for resources. This self-reinforcing circle proved to be a negative feedback loop for their lesser castes. They could not keep up with the warriors' demands so the warriors disdained them even more, giving them less freedom, training and resources, which contributed to their inability to keep up with the warriors' demands.

This resulted in some of their merchants appropriating funds from what few economic ventures they were allowed. Things came to a head in 2912 when their breadbasket planet of Londerholm suffered a blight not unlike that of the historic Irish Potato Famine. Much like the Irish of the Nineteenth Century, the farmers of Londerholm relied primarily upon one crop, a root called the cholach. With the blight impacting their source of nourishment, the merchants sought to reduce the export from Londerholm. The Jaguar Clan Council, in their shortsightedness, refused.

Naturally the populace reacted violently when they and their loved ones were faced with starvation. A shipment of grain was seized, forcing Khan Ian Moon to send troops to secure the food shipments. Once all the harvest had been shipped out, the port was razed to the ground. While investigating the incident, Jaguar auditors discovered the merchants' skimming. Another series of harsh reprisals—this time against the merchant caste—created more rebellion. Following the same cycle, more members of the lower caste were slaughtered and the Khan placed more restrictions on the survivors. While these barbaric practices were denounced in the Grand Council, the opposition could not overcome the belief that each Clan should have a free hand in governing their citizens.

Not all the Clans looked to restrict their lower castes. The Wolves and the Coyotes greatly benefitted from allowing their lesser castes to have the freedom to explore and create. The Sea Foxes were strengthened as their merchants were not micromanaged. They worked with Clan Nova Cat to continue to explore the Kerensky Cluster and beyond. Even the Goliath Scorpions had success in allowing their lower castes limited freedom. Their work not only led to exoskeletons that allowed them to expand their undersea mining operations but eventually led to the next step in armored infantry. Even our own Clan recognized that the lesser castes were a necessary part of our Clan and should be accorded the respect and freedoms they are due. Despite these differences, how a Clan treated its lower castes was not the sole barometer of success or failure of that Clan.

No matter how they were treated, however, all the members of the Clans developed a hatred for the citizens of the Inner Sphere. Even if it was the hatred of the pitiful creatures inhabiting the former worlds of the Star League, it was still hatred. The worlds that the Clans resided on were habitable, but many only barely so. There was no established infrastructure, nor centuries of knowledge of the flora and fauna of these lands. As the realities of the Inner Sphere faded away, its legend grew. Every planet was a Terra, equally lush and fertile as well as luxurious and modern. There was not pollution or difficulty on these worlds.

While there was some truth to this basis, it grew. The people living there were not like them. They were spoiled or enslaved, unable and

unwilling to break free from their Successor Lord's reign. Even those who chafed under their Clan's rule could agree that the vultures living on the corpse of the Star League were not worthy of such a blessing. These feelings would be channeled and shaped into the differing views of Wardens and Crusaders that we see today. Both agreed on the ends, with the Clans serving as the military of a new Star League and keeping it secure. It was the means that both would disagree upon.

BETTER WEAPONS FOR BETTER WARRIORS

They first few decades of the Golden Century were a technological renaissance for the Clans. The focus was on weapons, with some ancillary work done on support structures such as medical technology and communication. However, the greatest leaps in making new weapons were not in technological leaps, but rather in finding new ways to better use existing technologies like OmniMechs and battle armor.



OUT WITH THE OLD, IN WITH THE NEW

The following table defines when the Clans began producing their upgraded "Clan-spec" versions of the Star League's heavy weapons technology. The date given under *Intro Date* marks when the Clan version began full-scale manufacturing; *Cessation* indicates when the Star League/Inner Sphere version ceased to be manufactured in Clan space. *Faction* indicates which of the Clans was first to introduce the Clan-spec version.

ITEM	INTRO DATE	CESSATION	FACTION
LB-10 X AC	2824	2845	Wolf
Ultra AC/5	2825	2843	Mongoose
Gauss Rifle	2828	2852	Burrock
Machine Gun	2825	2835	Sea Fox
Flamer	2827	2838	Fire Mandrill
ER Large Laser	2823	2825	Nova Cat
Enhanced PPC	2823	2828	Wolverine
ER PPC	2826	2825	Snow Raven
Small Pulse Laser	2829	2837	Ghost Bear
Medium Pulse Laser	2827	2835	Jade Falcon
Large Pulse Laser	2824	2832	Coyote
LRM	2824	2830	Coyote
SRM	2824	2836	Cloud Cobra
Streak SRM	2822	2840	Star Adder
AMS	2831	2850	Blood Spirit
ECM Suite	2832	2844	Smoke Jaguar
Active Probe	2832	2850	Goliath Scorpion
CASE	2825	2850	Coyote
TAG	2830	2850	Hell's Horses
MASC	2827	2841	Ice Hellion
Narc	2828	2839	Hell's Horses

The story of the OmniMech is not unknown to most. Technicians and scientists working for the Coyotes used the modular weapon systems of the *Mercury* and expanded it to include the entire 'Mech. Clan Sea Fox caught wind of it, via their Chatterweb if they are to be believed, and provided technical assistance to complete the project. With the appearance of the *Coyote* in 2854 Clan warfare changed, though it wasn't until years later that the strategic power of the OmniMech would shock the Clans. Such a powerful tool was the OmniMech that the Coyotes (and overlooked Sea Foxes) managed to hold off what became yearly challenges by each Clan until 2863. Early models were hampered by the inability to get endo steel skeletons to work with both extralight engines and Omni technology.

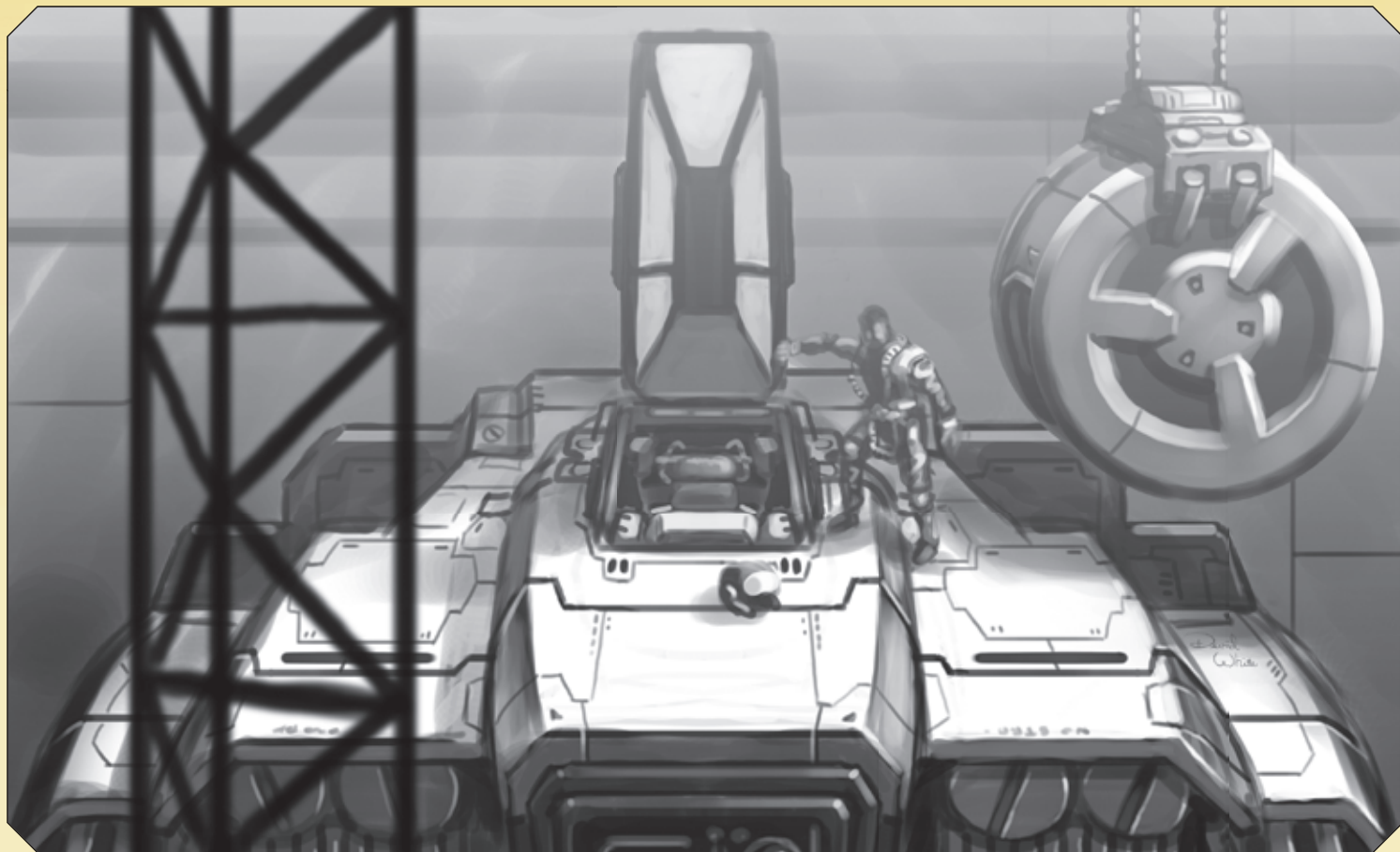
Not too long after that, Clan Wolf displayed their Elemental battle armor. Combined with infantry breeding protocols, these changed infantry from a nearly completely defensive force to a smaller one that complemented the rest of the Clan forces. These also resulted in another round of Trials, providing the innovators even less of an advantage this time.

But what of the weapons these new creations mount? The Clan weapons are even more superior to their Star League counterparts than the Star League versions are to the common weapons of the Successor States. Most of these new weapons occurred in the first decades after the Pentagon Worlds were liberated. While the Nova Cats crowed about their advances with lasers, the reality was they put the finishing touches on someone else's work. The group primarily responsible for the advanced capabilities of the weapons that now grace our modern weapons? The Star League.

For all the reshaping that we have done of our societies and people, we could not match the brightest minds collected from the trillions of citizens of the League and funded by its tax dollars. The limitations were not in creating the devices but primarily in manufacturing them, a problem the Inner Sphere faces as they gain access to our weapons. The cutting edge manufacturing skills of the Star League were scattered across countless resources and only the Great Father had enough of that data to move forward. Split amongst many Clans, they brought this research to reality. They also have not been able to take that next step, requiring manufacturing on a level that we have not mastered. Nor likely will manufacture for a millennia. Sadly, there are still archaic versions of equipment, of Star League caliber or less, used for the very bottom warriors or Clans who are resource depleted, such as the Blood Spirits.

VIPER'S UNREST

While a Golden Century for all, not every part was golden. Clan Steel Viper went into the Golden Century suffering from a near-collapse brought on by the mental breakdown of their first Khan, Ellie Kinnison, referred to as the "Traitor Khan" in their histories. Her saKhan, Steven Breen, kept the Clan alive but the Vipers long suffered from lack of leadership and a goal. In 2860 Khan Jacob Masters promoted a young MechWarrior, Sanra Mercer, to the position of saKhan, impressed with her drive and talent. Soon thereafter, Mercer revealed to close associates what she called Kerensky's "true vision" of the Clans, both their purpose and final destiny. This primarily entailed returning to the Inner Sphere under the Steel Vipers, conquering the worlds of the Terran Hegemony, and leading humanity with the Successor Lords as the ilClan. This would later be associated with the Warden movement, with the belief that the Clans had to work with the Inner Sphere, not just use military power to force humanity into submission.



Mercer claimed to have discovered this while reviewing recordings of Nicholas Kerensky and Khan Breen. Though she never produced these recordings, the tale took on a life of its own within the Clan. Many warriors were intrigued by the viewpoint and subscribed to it. Much of this was no doubt due to the central role that their Clan was to play as the ilClan. Other warriors, who did not accept the message, still fell in with Mercer as they found the messenger's leadership and drive to be what the Steel Vipers were missing. As this message spread, most of the lower-level warriors fell in line behind saKhan Mercer.

This left much of the existing power structure, including Khan Masters, threatened by this growing cult of personality. Desperate to prevent further damage to his divided Clan, Masters attempted to quell the rising tide against his power base. He was unsuccessful, and Mercer's philosophy found even more willing ears in the Clan's lower castes, which would have a greater role in this new Star League. Having no other choice, the Khan accused Mercer of treason. While she gave a valiant defense and won over even more of Masters' supporters, she was still convicted, the old powers unwilling to give in to change that threatened them.

As was her right, Mercer challenged the verdict through a Trial of Refusal. Facing two-to-one odds, Mercer's chances looked grim, especially with the Khan leading an aerospace unit to pin hers down. Her *Highlander* changed the entire battle with its powerful Gauss rifle, putting a high velocity round through the cockpit of Khan Masters' fighter. While it did not

tip the scales numerically, the loss of their leader crushed the fighting spirit of Mercer's opponents and her forces carried the day. She then set about demolishing the rest of Masters' old guard, either through appointments or Trials. While hardly the traumatic event of the Not-Named Clan or even the Widowmaker Absorption, the massive change in philosophy would have resounding results in the centuries to follow, not just directly but also in precedent, as we have seen other Clans dramatically shift their views.

WARRIORS ABOVE POLITICIANS

The early years of the Clans were good to Clan Mongoose. While their conquest of Circe had been time consuming, they had soundly defeated their enemies and suffered few losses. Building from that success under Khan Loris, they were able to stay at the forefront of the Clans through aggressive maneuvering and political guile. This could be seen in their acquiring OmniMechs from the Sea Foxes before most Clans, but also through their contentious acquisition of Cloud Cobra fighters through a loophole. Those same fighters helped set their course, using both the abundance of hardware as well as the location of much of the Clan's talent.

Being aggressive has its disadvantages, though, namely making enemies faster than time erases old wounds. One of their Star Colonels went too far in an assault on the Star Adders. Angered by the attacks upon infrastructure and citizens, lower caste members took up arms against the Mongooses and were slaughtered. The Star Adders got their revenge, but almost two decades later Clan Mongoose struck back, taking nearly half of the Star Adder's holdings between them and Clan Coyote. Five years later, the Star Adders returned the favor as the Mongooses attacked the Jaguars over the world of Atreus.

Having placed themselves in the predicament that the Adders were in years earlier, the Mongooses found a way out: politics. Khan Walter Martindale took his case before the Grand Council, expecting to follow in the footsteps of Khan Loris. He made an impassioned speech before his fellow Khans, citing the writings of both Aleksandr and Nicholas Kerensky. Having accused the Jaguars of unfairly targeting his Clan, he hoped the Smoke Jaguars would pause their campaign while deliberations were ongoing, giving the Mongooses time to secure their borders against the Adders.

Instead of defending his Clan's actions in front of the Grand Council, Smoke Jaguar Khan Theodore Osis charged Clan Mongoose with treason. He stated that Khan Martindale's "lawyeresque" twisting of the Kerenskys' words and subsequent hiding behind Grand Council deliberations were a violation of the spirit of the Clan way. What self-respecting Clan would dare seek political refuge to cover its martial weakness? Khan Osis demanded a Trial of Absorption. Despite another prosaic speech by Khan Martindale, the Jaguars were granted their absorption. Before the Trial even started, Khan Osis was informed of the ongoing Adder conflict. Even as he strenuously objected in the Council chambers, the Mongoose Khan began preparations to defend against the Jaguar attack.

One day was far too little, however. After the Council mollified Osis regarding the Adders, he unleashed an attack upon the Mongoose colonies while the Jaguar fleet attacked the Mongoose fleet above Circe. It was the largest fleet battle in Clan history, with almost thirty WarShips involved in the fighting plus dozens of DropShip and scores of fighters. The cruiser-based Mongoose fleet was outmatched by the heavier Jaguar battleships, but their fighters helped even out the battle. It seemed that the Mongooses were going to carry the day when the *Quicksilver Mongoose* shattered the spine of the *McKenna*-class *Obsidian*. However, the *Lola III Storm Cat* crippled the Mongoose battleship, leaving it to drift out of the system leaking atmosphere. With a huge turn of momentum, half of the Mongoose fleet regrouped while the other half tried to press the advantage. In the end, half of the Jaguar fleet was destroyed and the remaining four Mongoose WarShips surrendered.

With Circe isolated, the two next drives were at Atreus and Kirin. On Atreus, Smoke Jaguar forces quickly took the Mongoose base with heavy casualties, unable to gain air superiority. However, this left their fighters, half of their force, without a base of operations. They pooled the remaining fuel amongst their fighters in the best shape and tried to retake their spaceport but failed. Things were more protracted on Kirin as Clan Mongoose was able to use their ground forces to delay the Jaguars while their fighters were able to attack the supply lines. Eventually the Jaguars massed their own fighters and claimed the airspace for a short while, using the time to parachute infantry on the Mongoose command centers, disrupting their coordinated defense. Resistance crumbled and Clan Mongoose lost their last major colony.

Having spent the majority of their fighters in the naval battle, Clan Mongoose was unable to oppose the Jaguars landing on Circe. Dropping near Concord, they met token resistance from the Mongoose solhama and second-line forces. This left the majority of Mongoose forces concentrated on Fianna. With their small blue navy forces and anti-aircraft defenses, the Jaguars were kept at bay for a week. Khan Osis finally ordered orbital bombardment of the western coast to clear a landing zone. Unknown at the time, Khan Martindale was killed in the bombardment.

Commanded by Khan Osis himself, three Clusters landed on the shores of Fianna. They pushed hard in the center, toward the capitol city of Tara. The Jaguars were slowed as they fought the cream of the Mon-



EARLY CLAN HISTORY: A COMPARATIVE TIMELINE

- 2766** (26 Dec) Amaris Coup
- 2767** Star League Defense Force re-conquers the Terran Hegemony
- 2779**
- 2779** (30 Sep) Stefan Amaris executed
- 2780** (Oct) Aleksandr Kerensky stripped of Protectorship
- 2781** (12 Aug) Star League dissolved
- 2784** (14 Feb) Kerensky outlines Exodus plan
(5 Nov) SLDF fleet departs the Inner Sphere
- 2785** Widespread raids begin across the Inner Sphere. The Great Houses begin to annex the worlds of the Terran Hegemony
(19 Aug) *Prinz Eugen* Revolt
(Aug) Fighting erupts between Lyran Commonwealth and Draconis Combine
(5 Oct) Aleksandr Kerensky issues General Order 137 in the wake of the *Prinz Eugen* Revolt. It becomes the cornerstone of the "Hidden Hope Doctrine" that promises the SLDF's eventual return to the Inner Sphere
- 2786** Department of Communications changes its name to ComStar
(24 Aug) SLDF Exodus fleet reaches the Pentagon Worlds, founds "Star League in Exile"
(Dec) Coordinator Minoru Kurita of the Draconis Combine declares himself First Lord, declares war on all who would oppose him
(31 Dec) Jennifer Steiner declares war on the Draconis Combine
- 2787** (1 Jan) First Succession War begins
(Jan) Exodus forces capture a Rim Worlds JumpShip and learn of the deteriorating situation in the Inner Sphere
- 2788** (1 Jan) In the Pentagon, the SLDF begins a series of tests to cull its warriors in an effort to build a more balanced society
(28 Jun) Jerome Blake captures Terra and declares its neutrality in the Succession Wars, forging ComStar's power base
- 2796** Aleksandr Kerensky's wife, Katyusha, dies
(Jul) The Kentares Massacre marks one of the most infamous moments of the First Succession War
- 2797** (Feb) Kentares Massacre ends
- 2800** (28 Nov) Riots erupt across the Pentagon Cluster
- 2801** (5 May) The Pentagon riots devolve into Civil War
(14 May) General Aaron DeChavilier killed in a rebel ambush; DeChavilier Massacre ensues
(11 Jun) Aleksandr Kerensky dies; SLDF forces refuse to support his son, Nicholas, as heir
(Sep) Nicholas Kerensky begins gathering a core of loyalists for a second Exodus
- 2802** (29 Jan) The last of Nicholas Kerensky's Exodus fleet leaves the Pentagon worlds
(8 Jun) Nicholas Kerensky's second Exodus lands on Strana Mechy

goose crop, but the Jaguars outnumbered and outclassed them. At the outskirts of Tara, Osis issued a *batchall* to Khan Martindale or whoever was in charge. However, saKhan Alanah Knox led the Keshik into the left flank of the Jaguar force. This was the Mongooses' last hurrah, a desperate ploy to break their enemy. While saKhan Knox's force destroyed twice their number, it was the last organized resistance to the Absorption. The Jaguars picked up the pieces, using the surviving warriors as garrison forces for the expanded Jaguar territory. To make protecting their holdings easier, a quarter of the former Mongoose territory was given away in exchange for votes from the Grand Council to allow the Jaguars to acquire some mothballed ships to rebuild their shattered fleet.

BAD BLOOD

The very nature of the Clans makes alliances temporary at best. Agreements between Clans on martial matters are bound by honor and calculated risk, not elaborate treaties. Enemies, too, are often transitory. Honorable warfare settles disputes, not nebulous agreements. At least that is how it should work. However, the Clans, though a very different society from many, are still human. There are different viewpoints on what honorable combat is and there are sore losers and poor winners. Some of these issues have gone beyond personal grudges and become feuds between Clans. Some occurred in the very early years of the Clans, but many more during the Golden Century.

The fractured Clan Fire Mandrill managed to quickly build up some external feuds. In 2851, during a skirmish between the Ice Hellions and the Goliath Scorpions over a cache left by the Not-Named Clan, elements of Kindraa Mattila-Carrol intervened. Disgusted at the Mandrill's actions, the two agreed to cease fighting to drive off the Mandrill interlopers. While the annoyance might have ended with the Mandrill's defeat, Goliath Scorpion Loremaster Ethan Moreau's 'Mech became mired in a swamp. When a young Mandrill warrior came upon him, he realized he had no chance of extricating himself and requested *hegira*. Sadly the young warrior proceeded to execute him with a Gauss shot to the cockpit. This shameless act earned Mattila-Carrol, and to a lesser extent Clan Fire Mandrill, the enmity of the Scorpions.

Not content with building up feuds one at a time, the now extinct Smythe-Jewel Kindraa used deceptive bidding to win Elemental genetic legacies from Clan Hell's Horses as well as OmniMech technology from the Coyotes. Both appealed their losses but were unable to get them overturned. In 2872, these two Clans dropped forces on Foster, assaulting Smythe-Jewel's holdings. The two Clans then proceeded to eliminate the Kindraa, with some assistance from rival Kindraa Payne, a former ally who felt duped after being used as a decoy. Pinned by Kindraa Payne, Smythe-Jewel was no more. This angered many of the other Fire Mandrill Kindraa, resulting in the existing Fire Mandrill feuds with the Hell's Horses as well as the Coyotes.

While the Mandrills were successful in creating feuds, they were hardly the only participants. Toward the end of the Golden Century, just after the dawn of the Thirtieth Century, Clan Ghost Bear made a move to annex the Hell's Horses' famed Tokasha MechWorks. The Horses bid a very large force to defend the important facility, so the young and popular Khan Kilbourne Jorgensson personally led his forces in his battle armor. The Horses put up a stiff resistance and Ghost Bear forces began to fall back; it looked like the defense would be successful. Khan Jorgensson stepped into the lull to rally his forces when autocannon fire struck him down. The Bears, fueled by grief, overran the remaining Horses and began to eliminate them to the man. Unable to stop the Bears' rage,



EARLY CLAN HISTORY: A COMPARATIVE TIMELINE, CONT.

- 2803** (1 Jan) Nicholas Kerensky's Exodus forces begin grueling live-fire training on Strana Mechty
- 2807** (11 Jun) Nicholas Kerensky outlines the creation of the Clans around a cadre of 800 loyal officers
- 2808** Ilsa Liao offers to relinquish her claim to First Lordship and recognize Paul Davion in exchange for the Chesterton worlds. The overture is refused as Davion forces renew offensives against the Capellan Confederation
- 2811** ComStar creates ROM
- 2815** (9 Jun) Nicholas Kerensky declares himself ilKhan of the Clans, begins preparations for the re-conquest of the Pentagon
- 2817** (May) Operation SABLE SUN is launched to gather data on the state of Pentagon world defenses
- 2819** Nicholas Kerensky announces the start of the Clan eugenics program
(15 May) Jerome Blake dies, and is succeeded as head of ComStar by Conrad Toyama
- 2820** (Sep) The first "trueborn" Clansmen are decanted on Strana Mechty
- 2821** First Succession War ends in stalemate
Operation KLONDIKE begins, with Clan forces striking all five Pentagon worlds simultaneously
- 2822** (26 May) Operation KLONDIKE ends with the collapse of the last organized resistance in the Pentagon
- 2823** (Jul) The Jade Falcon "Culling" takes place, punishing several disloyal warriors in the Clan; although not yet known as such, the outcome represents the first Reavings of the Clans, reducing the Bloodcounts for the still-forming Bloodname houses Jae-Hyouk, Ustone, and Yont
(Oct) ComStar interdicts the Lyran capital of Tharkad in a dispute over taxation
(Oct) Clan Wolverine openly defies the ilKhan and declares independence from the Clans, suffering the ultimate punishment—Annihilation—for their efforts
- 2824** Clan Burrock calls for the Annihilation of Clan Blood Spirit, but is refused
- 2825** The "Minnesota Tribe" (rumored now to be refugees from Clan Wolverine), pass through the Draconis Combine
- 2828** Second Succession War begins
- 2834** (7 Oct) Nicholas Kerensky killed during a Trial between Clans Wolf and Widowmaker; Clan Wolf Absorbs Clan Widowmaker in retaliation; Golden Century begins
(Nov) Wolf Khan Jerome Winson becomes ilKhan of the Clans
- 2837** (22 March) ComStar interdicts the entire Free Worlds League after House Marik orders the Oriente HPG station destroyed. The interdiction lasts until 9 November of the following year
- 2850** Clan Ice Hellion recovers a Wolverine cache, triggering a three-way feud between the Hellions, Fire Mandrills, and Goliath Scorpions

Khan Cobb finally ordered a retreat, leaving the Ghost Bears a valuable prize. While having their Khan struck down in the middle of battle is sad, it is a reality of the modern battlefield. We cannot know why the Bears took a sad but honorable death so hard. Only recently, after more than a century and a half, has this feud started to thaw.

Only a few years earlier, the Snow Ravens, who had suffered mightily in Klondike and at the deceitful hands of the Not-Named Clan, had climbed to a respectable level of might within the Clans. They had established a colony on the inhospitable world of Hellgate, which had little to recommend it other than germanium ore and an excellent position as a trading hub. The curse of their success was that they had to adapt to feed their populace, building agro-domes despite the difficulty. While the Clan understood the risks of creating such a valuable resource, they expected to work hard to defend it. However the Steel Vipers had other ideas. Rather than challenge for the entire world, they were able to bid a much smaller force for possession of the agro-domes. In winning the domes, the Vipers were able to squeeze the Snow Ravens off of Hellgate, unable to feed their populace by import nor willing to let them suffer and die. This strategy was successful in giving Hellgate to the Vipers for some time, but earned them an enemy in the process.

Finally there is one of the greatest feuds in the Clans, between the Jade Falcons and Clan Wolf. While certainly there was some bitterness when Kerensky chose to join the Wolves, it did not reach the boiling point until later. The alliance between the "dog Clans", Coyote and Wolf, did not help the situation, especially with Andery Kerensky's genes given exception to be used by the Coyotes. The events of the 2860s pushed this rivalry to the forefront. In 2863, the Jade Falcons finally succeeded in claiming a Coyote OmniMech and began to reverse engineer it. Rather than give their allies this information, the Coyotes shared information about the challenging unit with the Wolves, who then defeated the Falcons for Omni technology.

When Clan Wolf unveiled the Elemental, the Jade Falcons knew they would need that design as well. After two long years of fighting they finally achieved victory over the Wolves. The Falcons would be able to use that technology to grow at the expense of other Clans. But the Wolves immediately told the Coyotes and Fire Mandrills about the Falcon victory. Again the Falcons were unable to enjoy their victory for long. Building on the Kerensky slight, the Falcons responded with more raids against the Wolves. This in turn annoyed the Wolves, who returned the favor, building to the feud that nearly destroyed both Clans as they fought for prominence in the invasion of the Inner Sphere.

While the Golden Century is looked at as the apex of many Clans, it was really the time when the Clans formed. With their genesis laid earlier on Strana Mechty, followed by their baptism of fire in Klondike, these young groups are not the Clans we know today. Much of what they are descends from the Golden Century.

The founders were not born of the Clans. Their culture was heavily influenced by those they grew up and lived in. As their lineages became the ruling class, they shaped their society based on those individuals, both in the Clans as a whole and each individual Clan. The lesser castes learned from their example and teachings. Customs grew from our new combined heritage. Even our system of Trials did not erupt fully formed from the head of Kerensky. Some were adaptations as they occurred while others evolved from what they initially were.

Our Touman is also a product of that time. Our ability to raise trueborn warriors comes from that time, speeding up the slow natural selection process. We are hardly done there, however. Our scientists

can give us sibkos with faster reflexes, stronger muscles and superior toughness, but there is no genetic selection for the heart and mind of a warrior. Our weapons are more powerful and less wasteful. Could we really have been successful against the Inner Sphere fighting with Star League weapons, or worse, what most of the Successor States possessed? Without OmniMechs, we could not integrate our new Elementals into our forces so easily. Leaving them to join the battle on foot or face destruction while penned up in small vehicles would be a shame to these brave men and women.

Finally there is the sense of accomplishment and growth that we felt during that glorious time. How could the exhausted forces of Kerensky have hoped to take the fight back to the Successor Lords after Klondike? They needed to learn that they were more than just a group of warriors, they were a culture and society. Our pride and self-confidence comes from that time when the best of us grew strong, the weakest fell and the mediocre suffered for not excelling. If we did not learn to strive for excellence, we would not be the Clans.



EARLY CLAN HISTORY: A COMPARATIVE TIMELINE, CONT.

- 2851** *ilKhan Jerome Winson dies, taking poison after suffering a crippling stroke*
- 2854** *Clan Coyote debuts the OmniMech*
- 2858** *To ensure fair play among the Clans in the Trials for OmniMech technology, Burrock Khan Zenos Danforth is elected ilKhan*
- 2864** Second Succession War ends
- 2866** Third Succession War begins
- 2868** *Clan Wolf debuts the first battle-armored infantry*
Clan Smoke Jaguar absorbs Clan Mongoose after a political play by the Mongoose Clan goes badly in the Grand Council
- 2870** *Clan Hell's Horses begins fielding enhanced Elemental infantry warriors*
ilKhan Zenos Danforth dies in office
- 2872** *Clans Coyote and Hell's Horses destroy the Smythe-Jewel Kindraa of Clan Fire Mandrill*
- 2873** *Khan Victoria Ward of Clan Wolf is elected ilKhan in an effort to stem the tide of rising inter-Clan factionalism*
- 2891** *Victoria Ward resigns as ilKhan so as not to serve longer than the Founder*
- 2897** *Clans Steel Viper and Snow Raven begin a two-year long series of Trials for control of Hellgate*
- 2905** The Federated Suns and the Capellan Confederation establish a ceasefire, though the Third Succession War continues
- 2920** *Corian Tchernovkov of Clan Coyote is elected ilKhan to mediate rising inter-Clan disputes*
- 2921** *Hell's Horses-Ghost Bear feud begins when Ghost Bear Khan Kilbourne Jorgensson is killed during the Ghost Bears' capture of the Tokasha MechWorks*
- 2930** FedSuns-Capellan ceasefire ends
- 2933** ComStar formally creates the ComStar Guard and Militia (later known as Com Guard), but keeps this army secret from the rest of the Inner Sphere
- 2935** *ilKhan Corian Tchernovkov dies in a testing accident (later determined to be sabotage). Cloud Cobra Khan Tobias Khatib is elected ilKhan. Golden Century ends*

CLAN MONGOOSE

The following is a short essay from Giovanni Mercedes, the last Loremaster of Clan Mongoose. Always a voracious writer, he continued after his Clan's absorption. His writings were heavily censored and often purged. It is unknown how this much survived, but it came into our hands after the fall of Clan Smoke Jaguar.

—Temuchin Amirault

What was our Clan? We were the Clan of losers. An assemblage of individuals not worthy of usage by our conquerors, unlike the Widow-makers, nor worthy of their hate, like the Wolverines. But there was more to Clan Mongoose than that. While our future is sealed as a Clan and individuals, that of the Clans is not. Our contribution to the Clans as a whole will live on. I can only hope that our story lives on with it.

THE BEGINNING

We fought well in Operation Klondike. The Mongooses worked well with Clan Nova Cat, a far cry from the lack of teamwork these days. We worked together to crush the Emerald Kingdom, hitting them before they knew what happened. Their response was to reinforce the troops that were supposed to be holding us—the ones we had already crushed. They lasted less than two weeks. Then we parted ways with the Nova Cats. The first one to finish their objective would get to finish the southern conquest. If only we had been a bit quicker on this objective, what we might have done to Dagda and history would be quite different. As we set out to take down the Mongrel Mob we started to realize that we had developed our own style, one that had worked well with the Nova Cats.

Even with all the practice in the world, finding your strengths comes when things are really on the line. Had we been paired with the Coyotes or Hellions, we might not have become what we were. We were at our best, overall, when we could use speed to hit the enemy hard. Not the Ice Hellion victory through maneuver but hitting the enemy where we wanted—hard. Our medium and fast heavy 'Mechs suited us, allowing us a good balance of speed and firepower. This served us well against the Mob. While many in number, they did not communicate or coordinate well. Their name was very apt.

Even in groups separated from the whole we were still outnumbered most of the time. Their lack of tactics and strategy made their numbers count for far less. They favored a massive wave, intimidating to the novice, but our warriors would quickly move to flank them and sow confusion. We would then pick them off at our leisure and round up those who had retreated. But their lack of organization did not completely alleviate us of difficulty in handling them. There were so many. And no one really knew their true extent. In the end we spent so much time hunting them down that we could not beat the Nova Cats. Nor were they able to beat us, tied up with civil insurrection. That cost us both.

We could have used diplomacy to end our fight for Circe. While the warriors may eschew such a result, truth be told there are times it is better to win without fighting. How much more glory would we have won had we gone on to help the beleaguered forces of Dagda? Would that not have been better than defeating a noble and honorable foe? The people suffering on Dagda would have appreciated it more and we could have grown our Touman with the Brotherhood, allowing our seasoned warriors to make our Clan more powerful.

But we did not. The fighting ended, the Pentagon Worlds secured. We turned to righting our own house, in our new lands. It was not so easy for everyone. Warriors are good at war. Trying to integrate the other castes often turned out poorly. Some Clans were too harsh; others let their lower castes walk all over them. I like to think that our Clan found a good balance. Obviously it was not enough, but even with our failing as a Clan, others can learn from our successes. And other lessons can be taken from our failures.

LIFE AS A MONGOOSE

As a young warrior in Clan Mongoose, it was fascinating to watch the changes occur. We had spent decades with lower castemen who were used to the Clan way. They knew their place and the proper protocols for dealing with us and each other. The citizens of Circe did not. As soon as we passed our Trials of Position, we were sent there to keep those people in line as they learned our ways. There was sporadic fighting with a rebellious populace but none of it lasted long. The rare occurrences with heavy weaponry were quickly put down, and our infantry or local policing forces would take over. Occasionally we sent out a 'Mech or a tank as show.

Mostly we fought ourselves. Not the other Clans, as is the norm now, but our fellow Mongooses. At first that does not make sense, but think about the end of Klondike and the rules that Kerensky laid down. Each of those forty warriors who proudly made up the core of Clan Mongoose, of which thirty-one survived, was allowed twenty-five descendants to hold their Bloodname. In today's society when there is an opening, there is competition for that name.

But what happens when there are twenty-four or twenty-five openings? And fewer warriors than that? We could not assign Bloodnames just because a warrior passed his or her first Trial. Most Bloodhouses put limits on how many names were available at a time. The Clan at first stepped in if there was no Bloodhouse, such as those of the nine killed in Klondike. Each Clan made a decision if a warrior could apply for one or both of their Bloodheritages. Clan Mongoose allowed warriors to choose both. Most Bloodhouses opened up five new names a year in our Clan, quickly filling the rosters. Looking back, we might have been too hasty to fill those out. Lesser warriors would get two chances at a Bloodname, and warriors that were younger had little shot at gaining one.

Meanwhile our Khans had to build up the other castes. At first they were allowed to organize themselves, but this turned into a logistical nightmare. Our scientists, though talented, wanted total autonomy in their area. They were unable to coordinate well with the other castes and took forever to complete a debate and come to a decision on anything. To a lesser extent, so did the rest of our lower castes. Without the single-minded goal of conquest, we were unable to operate as we had during Klondike, as many other Clans were finding out.

Khan Loris decided to use the people he could count on most, his warriors. From the leaders of his Touman he selected the best organizers, planners and communicators. He assigned one to each of the castes, to oversee them. For the scientists, he took former combat engineer Julia Davis, who was able to communicate on their level. Lee Ryu, a former warrant officer, organized our technicians. A simple infantryman, Chellsie Huntsig, led the laborers by both example and force. Khan Loris himself took on the merchants, leaving saKhan Sais to focus on the warriors, preparing for his eventual ascension to the Khanship.

Thus was born the short-lived military liaison over each caste, assuring that the warriors were involved and coordinated the overall effort

of each caste without micromanaging. It certainly kept us from the surprises that some other Clans would get when they discovered what their lower castes were doing. With all parts of the Clan working together instead of for their own goals, we were able to be very aggressive. So confident were we that we traded away our land for aerospace assets from the Cloud Cobras. The plan was to then use the air cover to take territory from the weakened Snow Ravens, but a delay twisted the deal differently. We got some of the fighters and kept the territory.

While this put a crimp in our plans to move on the Ravens, it helped shape our Clan. More focus on the sudden glut of aerospace forces we had. Combined with our focus on cavalry forces, we became a Clan suited to hitting the enemy hard, where we wanted. At first we concentrated on Circe, taking small pieces of territory from the Wolverines, Ravens and Nova Cats. Our scientists and merchants looked to the stars to expand, but then disaster struck.

Clan Wolverine decided they did not need to live by our rules. We were not unaffected by this. They started by twisting their agreements when they lost Trials. Then decided they wanted independence. Well, they got it. But that comes at a price, mainly no protection under the rules of Kerensky. The nuke they dropped on the Ravens spread fallout to our lands, severely affecting our populace and produce. Later, as the Wolves came to exact vengeance, the Wolverines attacked our borders as well. We could defend ourselves, but were unable to get remittance for our losses. Our complaints to the Grand Council went unheeded, we were called complainers or weasels.

We did not fold under adversity. We continued on our way, watching the Widowmakers fall as we became the "good" Clan. We were not the great innovators that the Coyotes were, or the leaders that the Wolves were or the merchants that the Sea Foxes were. We did a little of everything well. We designed some new 'Mechs, then got Omnis. We developed a superior Ultra autocannon and later the targeting computer. Clan Mongoose was on top of the world. Only we could not see the cancer in our midst.

THE BEGINNING OF THE END

Does any civilization see the end before it is there? We did not. Looking back, it was so clear. So willing to push the envelope, we had unbalanced our forces. Our leaders, our Bloodnamed, were as a whole less capable than our younger warriors. Our best weapons lay in the hands of this early generation, the ones responsible for our most important fights.

Our entire Touman was organized around offense, so it was fight or die. Unable to win, this left us with no other alternative but to use politics to find our way out. It did not work.

They hit us in the mouth, attacking our forces in Circe. The battle was vicious and deadly, both sides losing dearly. We thought we might win with the excellent skills and daring of the *Quicksilver Mongoose*, but they were done in. Our *Chippewa IICs* hurt their fleet deeply. At least they were able to rendezvous with our forces. The rest of our fleet was lost.

We were stuck on a giant rock, fenced in by Clans we had pushed before, half our forces scattered across all of Clan space.

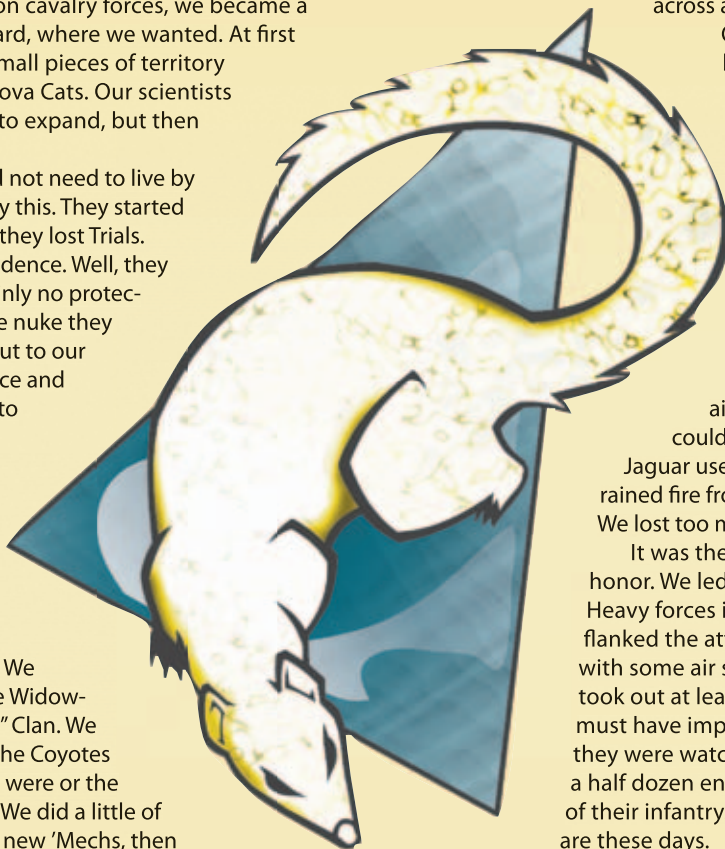
Our colonies never stood a chance. One by one they fell. Compared to the Widowmakers, this was easy. The Jaguars cut us up piecemeal—we made it easy for them. At least in the end we realized our error and played to what little strength we had left.

Most of our Bloodnamed warriors were arrayed to slow down the Jaguars. Sadly, their limited skills did not cost the attackers enough.

Too many Jaguars made it to the shores across from Fianna. With our air support and limited ocean vessels we could have held them at bay for years, but the Jaguar used what little of their fleet remained and rained fire from the heavens on the western shore. We lost too many good warriors.

It was the end. The last battle, to recoup some honor. We led them into a trap and hit them hard. Heavy forces in the middle while our famed mediums flanked the attackers. Almost completely 'Mechs, with some air support from our *Chippewa IICs*. They took out at least two of their number each, which must have impressed the Cloud Cobras, though where they were watching from, I have no idea. I took down a half dozen enemy 'Mechs and more than a handful of their infantry. Of course, infantry were not what they are these days.

Then it was over. Nowhere to retreat, we had lost. It was different from earlier losses. Perhaps what a warrior who fails his Trial of Position feels. There was no "fight another day"—we simply were property of the Jaguars. Some fought well, hoping to redeem their names or lines. There was little chance of that under the Jaguars. We are now fodder to throw at the Jaguars' enemies. Even our pilots must watch as their genes disappear while a new generation of their Bloodhouse grows in the Cobra sibkos. Hopefully they will have learned from our mistakes. Then Clan Mongoose will survive, if only as a footnote in the history of the Clans.



ORDER THROUGH CONFLICT

Might makes right; the Clans make no bones about their belief in this matter. Almost every manner of resolving conflict within our society revolves around combat or competition. Our Trials and Rituals are the basis of that. Originally the Founder laid down six ritual conflicts to allow the Clans to resolve their differences. These were meant to protect their society without breaking down the order that existed. Since then a few more have been added. This section details each of the Trials and how to use them in your game.

CIRCLE OF EQUALS

Not a Trial but heavily involved in many, the Circle of Equals isn't always a circle *per se*, but rather a defined area to perform a Trial within. Any warrior leaving the Circle, by choice or by being forced out, loses. The Circle can be any predefined area, including a ring of fellow warriors (who may or may not prevent one of the participants from leaving). It may be as big as the world of Tukayyid or as small as a microscope slide.

RITUAL OF ABJURATION

The Ritual of Abjuration was created specifically to punish Khan Ellie Kinnison. The initial use of this Ritual was truly a Trial of Annihilation, only against the dead. The Ritual of Abjuration has evolved over time, becoming one that any caste can call. Similar in many aspects to a Trial of Annihilation, the accused is brought before the appropriate council, if available. If the accused is not available, this Ritual may be done in absentia. A caste may Abjure one or more of its members, but only a Clan Council can Abjure members from more than one caste. The Grand Council can Abjure an entire Clan if need be, and has yet to set precedent for any other Ritual of Abjuration.

The vote requires a four-fifths majority to pass, making it easier to pass than a Trial of Annihilation or Absorption. Once convicted, the Abjured have five days to surrender any possessions not belonging to them (very little, if anything, does) and exit Clan territory. Should they fail or be unable to do so, they will be imprisoned or executed. The Abjured may appeal the decision. If the Abjured is a warrior, they may invoke the Trial of Abjuration itself, technically referring to the Refusal of Abjuration. Non-warriors may appeal to a higher council. However, the five day grace period does not reset, so if an appeal or Trial takes longer than that and the Abjured are unsuccessful, they will face execution or prison. Abjuration may also be overturned by the issuing council or a higher one at a later date.

This tool is often used against those that stray from the path of the Clans but have not completely rejected it. When Clan Nova Cat allied with the Star League and part of Clan Wolf with the Federated Commonwealth, they were both Abjured in absentia. The players may face an Abjuration if they flaunt the ideals and traditions of the Clan. They should be reminded of the consequences of the Trial before it starts; they will not be allowed to leave with their weapons and equipment. Alternatively, the players could be a group that has been Abjured in absentia. They could be seeking to prove themselves worthy of rejoining their Clan through their deeds. Such an accomplishment would not be easy but it is possible.

RITE OF ABSORPTION

Originated in the days of Operation Klondike, this Rite is a combination of the Trials of Possession and Refusal. Kerensky foresaw the day when a Clan would not be worthy of continuing but had not committed misdeeds worthy of Annihilation. In procedure it is nearly the same as Annihilation but culturally is very different. In addition, Absorption may only be called against an entire Clan. Any Clan may call for an Absorption in the Grand Council. Speeches are made and then a vote is taken. The Clan to be Absorbed may not vote. Only in the event of a unanimous vote will the motion pass.

At this point the accused is finished in the process, having no recourse to appeal or Refuse, though there is something of a Refusal built into this Rite. All of the remaining Clans bid to Absorb the accused Clan, with the lowest bidder winning. The winner of the bidding will then attack the accused Clan, with all of the force they bid against the entirety of the accused Clan's Touman. Should the accused win, which has yet to happen, they would have refuted the call for Absorption. If they lose, all of their property and people, even surviving warriors and genes, become part of the Clan that defeated them. There have been instances, such as in the Absorption of the Burrocks, where warriors of the accused Clan will not fight or put up token resistance, acknowledging the error of their Clan's ways. Absorption isn't taken lightly. Between the unanimous vote and the bidding stacking the odds in favor of the defender, it should only be done when a Clan is weak and earned many enemies.

Aside from a campaign set in a specific era or as part of a larger story arc by a gamemaster, a Rite of Absorption will likely not fit well as a Trial the players are involved in, due to the limitation of applying to an entire Clan. If they are involved though, they can take part on either side.

RITUAL OF ADOPTION

A Ritual of Adoption is a rite whereby a non-warrior may be brought into the Touman of a Clan. In some Clans this may just involve filling out the appropriate paperwork while others may require a symbolic action, such as running a gauntlet of those who oppose the adoption or showing that they have dropped their previous allegiances. This Ritual is followed by a period of training and preparation. The time may vary, but a good rule of thumb is six months. Then the adoptee must undergo a Trial of Position for complete entrance into the Clan.

The first Ritual of Adoption was former General Ethan Moreau by the Goliath Scorpions, with the Founder himself involved. Probably equally as famous and important, Phelan Kell was adopted into Clan Wolf. While Moreau kept his name in history, today's adoptees assume the Clan's name as their honornome. Phelan Kell became Phelan Wolf before he was able to undergo the Trial of Bloodright to become Phelan Ward. This Ritual can be used for any player taken by a Clan who is subsequently allowed to join their warrior caste. It is primarily a role-playing interaction, but it should indicate the tone of the Clan and how the adoptee fits into the current political climate.

TRIAL OF ANNIHILATION

Nicholas Kerensky devised this most final Trial as a means to excise that which no longer had any use to the Clans. It can be applied to anything from one caste member to an entire Clan, but is typically reserved

for only the most heinous of crimes against the Clans and humanity. The mechanism will differ depending on the circumstances and the object of the Trial. A single laborer can be subject to a Trial of Annihilation by the warrior in charge of the region depending on the Clan, while a warrior would undoubtedly be brought before his Khan or Clan Council. Alternatively, another Clan may declare a Trial of Annihilation on parts or all of another Clan, before the Grand Council. This is only permitted if the accused present a threat to the Clans as a whole.

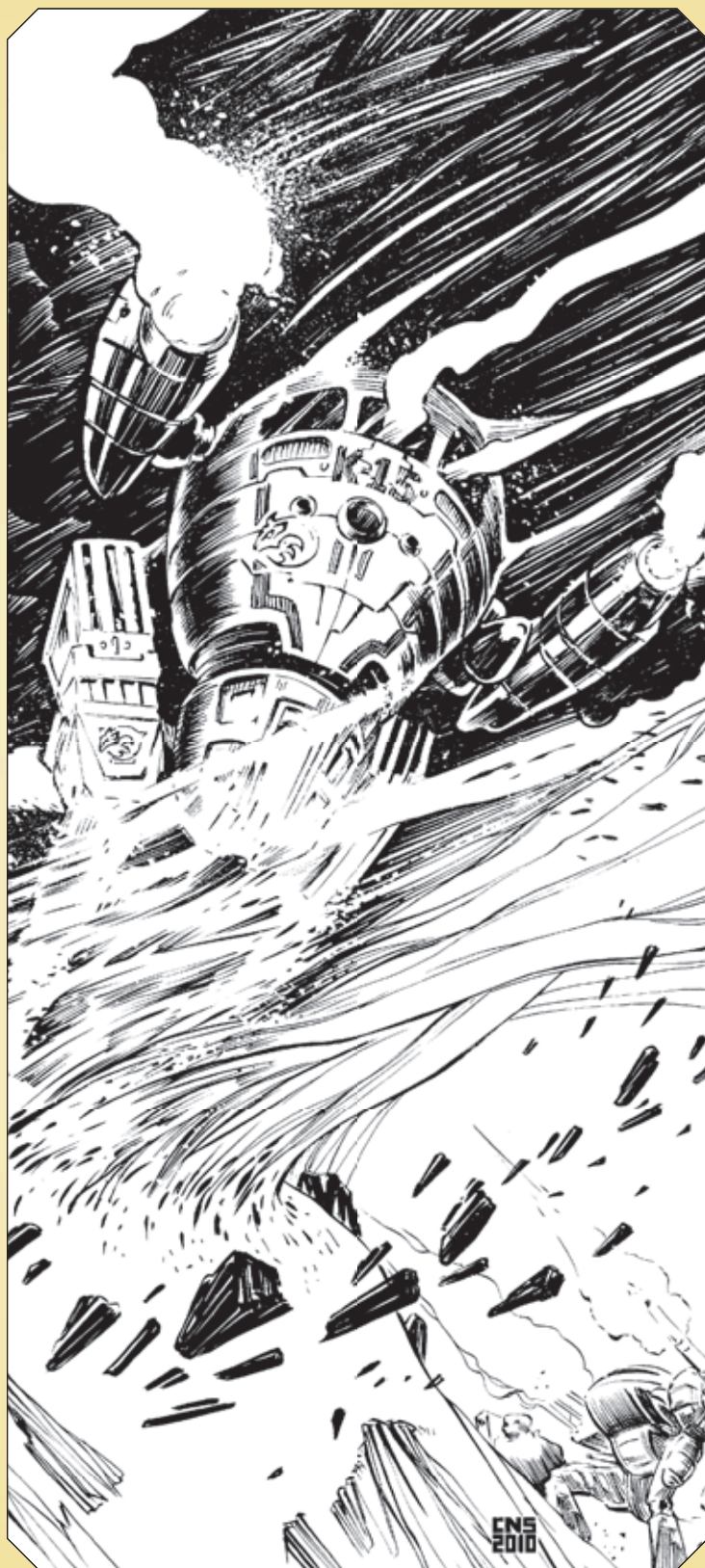
As with a Trial of Absorption, the vote must be unanimous (in cases where there is a vote). As with Absorption there is no Trial of Refusal. If the accused is a warrior or warriors, forces are sent to kill them. If the accused can defend themselves and defeat those sent against them then they are vindicated, as was the case when then Star Captain Karianna Schmitt was accused of slaughtering civilians for personal glory. Greater are the tales of failure, such as the entirety of the Not-Named Clan or a Star of Clan Mongoose, accused of contaminating the drinking water of Snow Raven opponents. Not only were the Star killed when their crimes came to light, their descendants were killed as well, including a dozen warriors and over three hundred cadets. Where the accused is not a warrior, sterilization is the punishment, not being worthy of an honorable death like a warrior.

While a Trial of Annihilation may be worked into a campaign, the gravity of the situation should be taken into account; this is not a Trial that is taken lightly. The players could be the accused or the force sent to exact justice. Alternatively, the players could discover evidence of those who have lost a Trial of Annihilation but escaped justice, such as remnants of Clan Wolverine. They could be sent to hunt down any survivors (none in the case of the Not-Named Clan) or their descendants. A gamemaster should only use a Trial of Annihilation upon players if they truly violate the most important beliefs of the Clan, but the threat of such a Trial may be a good tool for keeping them from getting out of hand.

TRIAL OF BLOODRIGHT

Trueborn warriors have the ability to claim one of the Clans' highest honors, a Bloodname. There have been exceptions for freeborns with extraordinary backgrounds, such as Phelan Kell or Diana Pryde, but few have any expectation of this. A Bloodname not only has prominence to go with it, but assures a warrior that his or her genes will be passed on (barring some future crime that would result in Abjuration or Annihilation). Each Trial of Bloodright is overseen by the Bloodhouse of that Bloodname. The Bloodhouse consists of all the warriors holding the Bloodname of a certain warrior. There are multiple Bloodhouses with the same name for warriors who shared a surname, such as Andery and Nicholas Kerensky. When a warrior holding a Bloodname dies, a Trial of Bloodright is declared. Only warriors with "matrilineal" DNA (determined by the scientists at conception) of that Bloodname are eligible. Each existing member of the Bloodhouse nominates one warrior to compete for the right; a Grand Melee is held for another slot, and the head of the Bloodhouse will nominate the rest.

The Grand Melee is a giant combat open to all eligible candidates who were not nominated. The Melee is usually augmented and in the case of Bloodhouses that are "general" and have different types of warriors, designed to even the playing field between aerospace, 'Mechs and battle armor to some extent. The lone victor enters the Trial of Bloodright, along with typically thirty-one others, for a total of thirty-two competitors, though some severely Reaved Bloodhouses may only start



with sixteen. Competitors are randomly assigned brackets and compete in individual combat, either augmented or unaugmented, chosen by the winner of a ritualized random coin flip. The loser chooses the venue. Should both combatants be killed or disabled, neither advances and the warrior who would have faced the winner gets a bye. In the case of the final two warriors being slain the Trial begins anew. Because of the nature of Bloodnames, the Bloodhouse may stretch across Clans. Typically those with a Bloodright select from eligible candidates within their Clan, but there is no requirement to do so.

If any of the players are eligible for a Bloodname they can be involved in the Trial of Bloodright. They might even become involved before the Trial begins, attempting to win over an existing member of the Bloodhouse to nominate them. Players with a character possessing a Bloodname might feel compelled to nominate a fellow player's character if the opportunity should arise, but should also remember that warriors will only nominate those who they feel will both help the Bloodhouse and themselves. Players might even be matched up against one another in a Trial of Bloodright. If a player can win all six (or seven if they fight in the Grand Melee) fights, earning a Bloodname will open up a whole new realm of intrigue for the players as they become involved in Bloodhouse politics.

TRIAL OF GRIEVANCE

Probably the most common Trial in the Clans is the Trial of Grievance. When a conflict arises between two parties that cannot be resolved any other way, there are two choices: take it to a council, or declare a Trial of Grievance, something akin to a grudge match with honor. Once a Trial of Grievance is declared the terms are then agreed upon. In the lower castes it might take the form of some sort of competition, perhaps something associated with their skills or even a simple drinking contest. Amongst warriors it is typically a duel, appropriate to the level of the disagreement. Comrades in arms who get into a disagreement will likely get into a melee with one another amidst their other comrades, while two Khans who have insulted one another will likely be augmented with hundreds of spectators.

Those around the two participants will seek to ensure an even playing field. In the case of a MechWarrior piloting a much heavier 'Mech than the other, both would receive a design somewhere in-between. If an Elemental and an aerospace pilot must face off, they might use Medusa whips or fence one another. However, there are limits of how much balancing must be done and both participants should be aware of this before agreeing to a fight. More than one hot-headed MechWarrior has agreed to grapple with an Elemental and found out the hard way that they have limits.

Players should remember that while relatively common, Trials of Grievance are not an everyday occurrence. Should they be occurring too frequently a superior, such as a Star Colonel or Khan, may get involved and issue a ban on Trials of Grievance for a period of time. However, this Trial is an excellent way to solve issues between players that have reached an impasse. Gamemasters should remember that NPCs can issue these Trials as well. A superior officer might well use a Trial of Grievance to put a lippy warrior back into place. Gamemasters should also reward players who come up with unique responses to these challenges. If an Elemental challenges a MechWarrior with a good throwing skill to a Trial of Grievance, the MechWarrior might declare the Circle of Equals to be a dart board, gaining the upper hand.

TRIAL OF POSITION

The Trial that every warrior must take part in is the Trial of Position. Unlike many other Trials, there is no Clan-wide aspect to it, therefore each Clan operates their Trials in different ways. All of the Clans require their cadets to undergo this Trial upon completion of their training. Typically, this is around the cadet's twentieth birthday, but some graduate closer to eighteen. In extraordinary circumstances, this can be even earlier. Retesting once a year is typically a technical standard; in reality this is not always common. Warriors who have been in recent conflict may use that in lieu of traditional testing. More senior warriors often have Trials that are more formality than test.

The actual Trial itself varies greatly across Clans and circumstances. The typical Trial of Position is fighting three opponents. Initial Trials of Position are almost always augmented and typically have the cadet going against an opponent in a slightly lighter unit, followed by one of the same size and then a heavier one. *Zellbrigen* is kept as long as the cadets do nothing to forfeit it. It is very common to have two or more cadets testing at the same time. Some Clans have a twist upon this format. The Steel Vipers will have cadets fight one another while the Jade Falcons force theirs to take on an unaugmented foe before they can get into their machines or armor. Defeating one opponent allows the cadet to become a warrior while beating two will result in receiving a Star Commander position. Three victories equates to a Star Captain and in the rare instance of more, the Khan will decide the reward. These positions, however, are dependent on an opening. Some Clans allow retesting, such as the Hells Horses or Blood Spirits; these are exceptions and almost always result in lesser assignments.

Later testing is even less regimented. Sometimes it will be unaugmented, other times more of a fitness or simulator test. Some are full-blown augmented Trials with live ammunition. Star Colonels or Captains can be challenged when their Trial of Position is up, though this often functions more like a Trial of Possession for the position in question. While it is not impossible to do this with higher ranks, such a challenge is frowned upon and can severely harm a warrior's career. Even in typical testing, warriors who do well can advance or "test up" while those that fail to do so can "test down." Testing up or down is judged by the commanders, however, and the actual consequences can differ depending on what other warriors are in various positions.

A Trial of Position is a great way to start off a Clan campaign. It can introduce the players to Clan society and allow players to see the skills of their characters and teammates. Should more than one cadet earn a commanding rank, it can be pared down to keep them all in the same unit, as the needs of the Clan override ceremony. Retesting is a good way to keep players on their toes and also allow them a chance to advance in rank. Gamemasters are encouraged to come up with different ways to have players challenge their character in retests to prevent them from becoming mundane. For example, instead of combat, the warrior might be sent on an obstacle course which tests multiple different skills, with completion time being the measuring stick.

TRIAL OF POSSESSION

Probably the most important Trial in the Clans, and the second-most common, is the Trial of Possession. There is no ownership in the Clans, even by a Clan itself. If an individual or group wants to use something, they will issue a Trial of Possession for it, be it a 'Mech, a warrior, a genetic heritage or a planet. This Trial is limited to warriors; the chemist who

wants to use the gas chromatograph will have to talk to a supervisor or wait. The attacker will clearly state their objective and identity to an honorable foe (which applies to all other Clans, no matter how contentious their relationships). The defender will state what they are defending with and the location of the combat.

The winner of the combat takes or keeps what was challenged for. Sometimes a challenger will offer something to the defender to entice them to even up the odds. Repeated failures of Trial of Possession over the same thing can earn an appeal to the Clan or Grand Council to prevent a constant nuisance looking for a lucky break to obtain their goal. Trials of Possession are more common interClan than intraClan.

Trials of Possession are a great way to get the players involved in the game. They can challenge for something by themselves or even be part of a larger challenge. On the flip side, they could be the defenders, charged with preventing the enemy from acquiring something. It can even be used to get equipment that a player feels his or her character might need but hasn't been assigned. However, gamemasters shouldn't let characters constantly try to get a bigger 'Mech.

TRIAL OF PROPAGATION

A little-used Trial, this is essentially the reverse of a Trial of Reaving. A Bloodname that has been Reaved may be increased based upon the advice of Clan scientists and a vote by the Grand Council. If there is an objection to an increase, the objector issues the Trial of Propagation. The Bloodhouse that put forth the increase will, in all likelihood, defend against the attacker. The battle merely determines whether the Bloodname is increased or not. There is no stigma or penalty associated with losing this Trial. While the Trial of Propagation is a rare event, players may be elected to act as the combatants on either side. They might even have a better chance at a Bloodname if their Bloodhouse is the one at issue, giving them an incentive.

TRIAL OF REAVING

Originally a tool for limiting the size of underperforming Bloodhouses, this Trial has become a political tool over the past century. When a Bloodhouse issues a Trial of Bloodright, another Bloodhouse (and only a Bloodhouse, through one of their Bloodnamed warriors) can issue a Reaving. The Grand Council will then discuss the matter and a vote is taken. Almost always this is followed by a Refusal, called the Trial of Reaving. Forces are based on the Grand Council's vote but can be bid down. If the party that called the Reaving is victorious, the Bloodhouse calling for

a Trial of Bloodright reduces their number of Bloodnames by one, down to possibly none. If the Bloodhouse being Reaved is victorious, their Trial of Bloodright is held as scheduled and the Bloodhouse calling for the Reaving is sanctioned. Players can be brought into a Trial of Reaving to defend their Bloodhouse or to attack another. In most instances this is a rare occurrence and it is an honor for a Bloodhouse to be called to participate in a Trial of Reaving.

TRIAL OF REFUSAL

Sometimes things just don't go your way. In the Clans, it is possible to object to a decision by calling for a Trial of Refusal. This Trial may only be invoked by warriors and generally when objecting to a decision made by a vote. A Trial of Grievance is more likely to be used when the decision flows from one person. There are many restrictions on a Trial of Refusal, to keep the Clans from being bogged down in endless Trials. The objecting party will name the forces they will be using for the Trial. Then bidding begins by the opposing group(s). The bidding starts at a ratio of forces equal to the vote, so a Refusal of a vote lost 3-6 by a Star of warriors would begin the bidding at two Stars. Typically the bidding reduces the forces down to a relatively equal number. The winner of the combat is in the right, so if the party that called for the Trial wins, the vote is overturned.

No one may Refuse a Trial of Refusal, but multiple individuals may lodge Refusals. Refusals may only be fought by affected parties, but they may use allies not included in the original decision. These allies should be aware that if they lose, they will be included in the original decision, if applicable. So if a warrior asks another to help them in a Trial of Refusal over being punished, that other warrior should consider that they could receive that punishment as well. Should there be multiple Refusals, they are generally handled simultaneously but only one need be successful to overturn the vote. The voting group has the right to vote on Refusals after the first, with a majority required to allow each additional Trial. A Refusal is not allowed when a Clan Council vetoes disputes between castes, a *satarra*.

Players should be allowed to use the Trial of Refusal to defend themselves both for their actions and for political attacks upon them. They can also be included in forces to defend against a Refusal. While there are no direct penalties for losing while defending against a Refusal, the warriors in question will face criticism and poor assignments. Additionally, players should keep an eye out for the opportunity to offer their services to someone calling a Refusal if it can hurt their enemies. While there are potential losses, there also is a great chance at success.

GOLDEN CENTURY RULES

The Clans' Golden Century (2830 to 2930) was a time of growth and self-discovery for Kerensky's Clans. It was in this period that the various Clan factions truly forged their identities, shedding the last of their Inner Sphere morés as technology and exploration proceeded apace. While the Inner Sphere fell into ruin, Clans rose (and fell), enhancing their military prowess and solidifying the culture that would support it.

The following special rules allow players to add the unique flavor of the Golden Century era to their *BattleTech* war games and role-playing campaigns. All of these rules are considered Advanced and optional, and 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 rulesets individually (or both, concurrently) with the modifications described here.

ROLE-PLAYING RULES

The following rules for the Golden Century cover role-playing campaigns using the core rules primarily found in *A Time of War*. It should be cautioned, however, that the time of the Golden Century was one of great changes in the Clan homeworlds, 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 Golden Century era.

Creating Characters in the Early Clan Invasion

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 in the Clan homeworlds during the Golden Century, and may be used for any characters created from roughly 2800 through 2950.

Affiliation Restrictions

Due to the extreme isolation of the Clan homeworlds, Golden Century characters cannot be created who have origins in any of the affiliations of the Inner Sphere, Periphery, or Deep Periphery. Furthermore, the Invading Clan Affiliation is unavailable for the Golden Century, as the Clans have yet to invade the Inner Sphere.

Early Clan Eugenics

The Clan eugenics program did not officially begin until 2819. Even so, it would be roughly forty years before the distinctive phenotypes known in the present day would begin to emerge. To reflect this, the following modifications apply to Clan characters created in this period:

- Golden Century characters may not choose a phenotype other than "Normal Human" without possessing the Trueborn Trait. (This is unlike post-Golden Century characters, who may be freeborn with Phenotype Traits due to interbreeding.)
- Golden Century characters born prior to 2860 who choose any of the phenotypes receive +100 XP toward their Reputation Trait, and –50 XP toward their CHA Attribute. However, these same characters may not apply *any* of the other modifiers for these phenotypes prior to 2860.
- For characters born from 2860 through 2900, apply the appropriate Phenotype modifiers shown in the Golden Century Phenotypes Table. These reflect "emergent" Phenotype Traits and replace those shown on p. 122 of AToW.
- For characters born after 2900 through 2950, apply the appropriate Phenotype modifiers as shown on p. 122 of AToW—but also apply a –1 CHA Attribute modifier (and reduce the maximum CHA score to 7) for all Phenotypes other than "Normal Human".
- For characters born after 2950, standard Clan Phenotype rules apply.

Golden Century Clan Affiliations

The Affiliations rules described below replace 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 modification. 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.

▽△ GOLDEN CENTURY PHENOTYPES (2860 THROUGH 2900)

ATTRIBUTE MODIFIERS (MAXIMUM*)									
Phenotype	STR	BOD	DEX	RFL	INT	WIL	CHA	EDG	BONUS
Normal Human	+0 (8)	+0 (8)	+0 (8)	+0 (8)	+0 (8)	+0 (8)	+0 (9)	+0 (9)	None
Aerospace	–1 (7)	–1 (7)	+1 (9)	+1 (9)	+0 (9)	+0 (8)	–1 (7)	+0 (8)	G-Tolerance, Glass Jaw
Elemental	+1 (9)	+1 (9)	–1 (7)	+0 (8)	+0 (8)	+0 (9)	–1 (7)	+0 (8)	Toughness
MechWarrior	+0 (8)	+0 (8)	+1 (9)	+1 (9)	+0 (8)	+1 (9)	–1 (7)	+0 (8)	Compulsion/Arrogant (–1 TP)

*Increase Maximum Attribute value by 1 if the character possesses the relevant Exceptional Attribute Trait.

▽ AFFILIATIONS

AFFILIATION: HOMEWORLD CLAN (ALL CLANS)/GOLDEN CENTURY

Module Cost: 50 XP

In the time of the Golden Century, the Clans lived in isolation from the chaos of the Inner Sphere, competing for resources only with one another and embracing the way of life set down by Nicholas Kerensky. The political movements and social pressures that would lead to the Clan Invasion had yet to develop their full force in this very formative period.

Primary Language: English

Secondary Languages: None

Fixed XPs: [Traits] Compulsion/Distrust of Inner Sphere (–200 XP); [Skills] Interest/Clan Remembrance (+25 XP), Protocol/Clan (+25 XP)

Clan characters that fall into the castes (or sub-castes) described on p. 61 of *AToW* receive the same Fixed XP identified there. Any Clan-born character that does not fit in any of those listed castes is considered Dark Caste and must choose the Pirate sub-affiliation under *Affiliation: Independent* (see p. 63, *AToW*) as if using the Changing Affiliations rule (see p. 53, *AToW*).

Sub-Affiliations:

Blood Spirit: [Attributes] BOD (+25 XP), WIL (+50 XP); [Attributes] Compulsion/Hate Clan Burrock (–40 XP), Equipped (–25 XP); [Skills] Interest/Clan History (+25 XP), Martial Arts (+15 XP), Small Arms (+15 XP), Protocol/Blood Spirit (+10 XP)

Burrock: [Attributes] INT (+50 XP); [Traits] Compulsion/Hate Clan Blood Spirit (–50 XP), Equipped (–50 XP); [Skills] Negotiation (+5 XP), Perception (+10 XP), Protocol/Burrock (+10 XP).

Cloud Cobra: [Attributes] INT (+40 XP), WIL (+40 XP); [Traits] Compulsion/Religious Faith (–75 XP), Equipped (–35 XP), Patient (+75 XP); [Skills] Interest/Theology/Any (+20 XP), Protocol/Cloud Cobra (+10 XP)

Coyote: [Attributes] INT (+50 XP), WIL (–20 XP); [Traits] Choose one: Custom Vehicle, Natural Aptitude/Computers, Natural Aptitude/Technician/Any or Vehicle Level (+20 XP); [Skills] Interest/Coyote Rituals (+10 XP), Protocol/Coyote (+10 XP), Survival/Any (+5 XP)

Fire Mandrill: [Secondary Languages] Chinese, French, German, Japanese, Russian, Spanish; [Attributes] WIL (+25 XP), –20 XP to any one other Attribute; [Traits] Compulsion/Fire Mandrill Fanaticism (–25 XP), Enemy/Rival Kindraa (–25 XP), Reputation (–50 XP), Choose one: Combat Sense, Exceptional Attribute/Any, Fast Learner, Natural Aptitude/Any or Sixth Sense (+100 XP); [Skills] Language/Secondary (+20 XP), Martial Arts (+15 XP), Protocol/Fire Mandrill (+10 XP), Protocol/Kindraa (+15 XP), Choose one: Leadership, Melee Weapons, Negotiation, Perception or Tactics/Any (+10 XP)

Ghost Bear: [Attributes] STR (+25 XP), BOD (+25 XP), INT (–50 XP), WIL (–50 XP); [Traits] Compulsion/Hate Hell's Horses (–200 XP)*, Exceptional Attribute/Strength (+50 XP), Patient (+80 XP), Slow Learner (–50 XP); [Skills] Art/Any (+10 XP), Protocol/Ghost Bear (+10 XP) [***Note:** Ghost Bear hatred of Clan Hell's Horses begins

after 2921; Prior to that date, assign –100 XP each to Compulsion/Distrust Hell's Horses and Compulsion/Hate Clan Wolf]

Goliath Scorpion: [Secondary Languages] Goliath Scorpion Battle Language (warrior caste only), Russian; [Attributes] DEX (+50 XP), INT (+50 XP), WIL (–50); [Traits] Compulsion/Necrosis Addiction (–75 XP), Compulsion/Nostalgic (–25 XP), Choose one: Exceptional Attribute/INT, Natural Aptitude/Gunnery/Any, Natural Aptitude/Melee Weapons or Natural Aptitude/Interest/Any (+50 XP); [Skills] Interest/Star League History (+20 XP), Language/Secondary (+10 XP), Melee Weapons (+10 XP), Protocol/Goliath Scorpion (+10 XP)

Hell's Horses: [Attributes] STR (+50 XP), BOD (+50 XP), WIL (+25 XP); [Traits] Compulsion/Hate Ghost Bears (–200 XP)*, Equipped (+25 XP), Toughness (+40 XP); [Skills] Melee Weapons (+10 XP), Navigation/Ground (+15 XP), Protocol/Hell's Horses (+10 XP), Survival/Desert (+15 XP), Tactics/Infantry (+10 XP) [***Note:** Ghost Bear hatred of Clan Hell's Horses begins after 2921; Prior to that date, assign –100 XP to Compulsion/Hate Fire Mandrill and –50 XP each to Reputation and Impatient]

Ice Hellion: [Attributes] DEX (+25 XP), RFL (+50 XP); [Traits] Combat Sense (+50 XP), Impatient (–50 XP), Reputation (–50 XP); [Skills] Interest/Clan Remembrance (+10 XP), Martial Arts (+10 XP), Negotiation (+10 XP), Protocol/Ice Hellion (+10 XP), Survival/Arctic (+10 XP)

Jade Falcon: [Attributes] WIL (+50 XP), EDG (+25 XP); [Traits] Compulsion/Falcon Pride (–100 XP), Compulsion/Hate Clan Wolf (–50 XP), Equipped (+20 XP), Reputation (+100 XP); [Skills] Martial Arts (+10 XP), Negotiation (+10 XP), Protocol/Jade Falcon (+10 XP)

Mongoose: [Attributes] INT (+25 XP), CHA (+25 XP), WIL (+10 XP); [Traits] Connections (+25 XP), Impatient (–50 XP); [Skills] Leadership (+10 XP), Negotiation (+10 XP), Perception (+10 XP), Protocol/Mongoose (+10 XP)

Nova Cat: [Attributes] INT (+25 XP), EDG (+25 XP); [Traits] Compulsion/Distrust Smoke Jaguars (–100 XP), Sixth Sense (+100 XP); [Skills] Interest/Nova Cat Vision Quest (+15 XP), Protocol/Nova Cat (+10 XP)

Sea Fox: [Attributes] INT (+25 XP), CHA (+25 XP), WIL (+10 XP), EDG (–50 XP); [Traits] Connections (+25 XP), Equipped (+25 XP), Reputation (–25 XP); [Skills] Negotiation (+15 XP), Perception (+10 XP), Protocol/Diamond Shark (+10 XP) [**Note:** Clan Sea Fox is the original name for Clan Diamond Shark. The name change does not occur until 2985, well after the Golden Century.]

Smoke Jaguar: [Attributes] RFL (+50 XP), WIL (+50 XP); [Traits] Combat Sense (+100 XP), Compulsion/Distrust Nova Cats (–75 XP), Choose one: Compulsion/Hate Clan Mongoose (–100 XP) or Reputation (–100 XP); [Skills] Leadership (+15 XP), Protocol/Smoke Jaguar (+10 XP).

Snow Raven: [Attributes] INT (+25 XP), WIL (+25 XP), CHA (+25 XP); [Traits] Compulsion/Paranoia (–200 XP), Connections (+50 XP), Equipped (+75 XP), Patient (+25 XP); [Skills] Negotiation (+15 XP), Protocol/Snow Raven (+20 XP), Zero-G Operations (+15 XP)

Star Adder: [Attributes] INT (+25 XP), WIL (+50 XP), CHA (–25 XP); [Traits] Combat Sense (+50 XP), Compulsion/Clan Honor (–50

▽ AFFILIATIONS

XP); [Skills] Leadership (+5 XP), Perception (+10 XP), Protocol/Star Adder (+10 XP)

Steel Viper: [Attributes] INT (+25 XP), WIL (+50 XP); [Traits] Compulsion/Clan Honor (−75 XP), Connections (+25 XP); [Skills] Negotiation (+10 XP), Protocol/Steel Viper (+15 XP), Survival/Any (+15 XP)

Widowmaker: Clan Widowmaker was absorbed into Clan Wolf just before the start of the Golden Century. Characters claiming this Affiliation must be created as Clan Wolf characters instead.

Wolf: [Attributes] INT (+25 XP), WIL (+25 XP), EDG (+50 XP); [Traits] Compulsion/Wolf Pride (−100 XP), Equipped (+50 XP), Enemy (−100 XP), Reputation (+100 XP); [Skills] Protocol/Wolf (+10 XP), Choose three: Interest/Any, Leadership, Negotiation, Perception or Strategy (+5 XP each) **[Note: Clan Wolf (in-Exile) does not exist prior to 3057 and cannot be selected as an Affiliation.]**

Wolverine: Clan Wolverine was extinct before the start of the Golden Century. No character in the Golden Century may claim this Affiliation.

Flexible XPs: None

Notes: Clan characters may not take the Property or Extra Income Traits; the Title Trait (which reflects a Bloodname in Clan society) is unavailable to any Clan character that does not also take the Trueborn Trait.

Characters with the Ghost Bear sub-affiliation cannot choose the Aerospace Phenotype and must select the MechWarrior Phenotype instead, substituting the MechWarrior Field Aptitude (where appropriate) with a Field Aptitude in any one Fighter Pilot Field Skill.

Only characters from the Ghost Bear and Hell's Horses sub-affiliations have access to the Elemental-Advanced sub-caste (but this is available only after 2870). Only characters from the Snow Raven Clan with the Aerospace Phenotype have access to the Aerospace-Naval sub-caste.

The ProtoMech Warrior sub-caste is not available to any Clan character in the Golden Century, nor may any Clan characters in this era attain any ProtoMech Training Skills or Fields, as ProtoMechs will not be developed until 3060.

None of the Warrior sub-castes are available to Steel Viper characters that do not take the Trueborn Trait.

Freeborn Clan characters do not require a Phenotype Trait (and use the Normal Human Phenotype if none is selected).

Life Module Restrictions

Clan characters living in the Golden Century may not take any of the following Life Modules:

Stage 1: Born Mercenary Brat, Nobility.

Stage 2: Mercenary Brat

Stage 3: This entire Stage is unavailable to members of the Warrior Caste; Non-Warriors may not select Military or Police/Intelligence Schools.

Stage 4: Agitator (use Dark Caste instead), Cloister Training (allowed after 2830), Combat Correspondent, ComStar/Word of Blake Service, Covert Operations, Goliath Scorpion Seeker (allowed after 2850), Ne'er-Do-Well, ProtoMech Pilot Training, Solaris Insider, Solaris VII Games, Travel.

ECONOMIC ADJUSTMENTS FOR THE GOLDEN CENTURY

Kerensky's Exodus occurred before there was even a ComStar to back the C-bill as a universal currency, and the Clans' socialistic work-credits system left all but the merchant caste stripped of anything recognized as "spending cash." Nevertheless, for purposes of gameplay, costs and salaries are presented in C-bills, with the Clan work credit (the Kerensky) presented here as a simple conversion value. This will aid in determining the price for items and other commodities under the Clan system during the Golden Century.

Salary Adjustments

The salaries for most professions in the Golden Century reflect the work credits these positions provide to their employees. For reference, these salaries are given (in Kerensky work credits per month) in the Salary and Price Table (Golden Century). This Table is designed for compat-

ibility with both the Salary and Price Tables that have been published in the Handbook series as well as the military salaries outlined in *A Time of War* (see p. 335, *AToW*). If questions regarding where a character's profession falls among these general classes, the gamemaster must decide what is best for the era.

For ease of conversion, a Golden Century Kerensky Work Credit (KE) is equal to 10 C-bills in the Inner Sphere of the 3070s.

Purchasing Equipment in the Early Clan Invasion Era

When purchasing equipment in the Golden Century, 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 "IS" only, an extinction date before 2830, an introduction date after 2930 (identified for many items in *TechManual*), or which have an availability code of X for the Succession Wars era (the third letter in the standard Equipment Availability ratings) indicates an item that cannot be found in the Golden Century.

Once availability is known, the player must then find the item's price (in C-bills) and divide it by 10 to find its value in KEs. Then, apply the appropriate price multiplier as shown on the Salary and Price Multipliers Table (Golden Century). 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.

Special Note (Adjusting Availability and Legality): For any item with a Tech Base of "Clan" or "IS/Clan", and an introduction date before 2815, decrease its Availability Code by 1 (to a minimum value of "A") during the Succession Wars era. Items that qualify for this reduction that

have a Succession Wars Availability Code of "X" receive an Availability Code of "F". Furthermore, for non-warrior caste characters, all weapons have an automatic Legality rating of "F"; warrior-caste characters reduce the Legality code of all weapons by 1 (to a minimum value of "A").

The Perils of Property

Clan characters, be warned! It cannot be stressed enough how the Clan economic system differs from the more free-market nature of the Inner Sphere and Periphery states of the Thirty-First Century. As a general rule, ownership of property is considered unClanlike and punishable in accordance with Clan law. The ownership of weapons by non-warriors is particularly criminal in Clan society, and thus, most commodities that can be purchased by Clan characters may only be accessible via the black market (which is run, unsurprisingly, by the Dark Caste, contact with whom is also considered criminal in Clan society).

Law-abiding Clansmen may circumvent the cultural dangers of mere shopping by simply requisitioning their needed equipment from their superiors, but be warned: the Clan bureaucracy—especially in the Golden Century—will be particularly stingy and inquisitive on any gear the character requests, especially if it does not appear to contribute to the character's duties to his Clan.

Clan characters cannot own real estate of any kind, including apartments, homes, and businesses. Housing is provided by the Clan by assignment and in accordance with the character's status in Clan society.



CURRENCY CONVERSION TABLE (GOLDEN CENTURY)

AFFILIATION	CURRENCY	EQUIVALENT C-BILL
The Clans	Kerensky (KE)	10*

*For comparison only; in the Golden Century era, there was no exchange between the Clans and the Inner Sphere

BATTLETECH RULES

The following rules for the Golden Century cover role-playing campaigns using the core rules primarily found in *Total Warfare (TW)*. It should be cautioned, however, that the time of the Golden Century was one of great changes in the Clan homeworlds, 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 Golden Century era.

Golden Century 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 in the Golden Century. Likewise, they should replace the Assignment Tables starting on p. 130 in *A Time of War*. The Random 'Mech and Vehicle Assignment Tables in this book are designed specifically to determine the composition of any Golden Century Clan force.

Statistics for most of these units may be found in *Technical Readouts 3039*, *3050 Upgrade*, and *3075*, as well as *Operation: KLONDIKE* and in this book. Additional



SALARY AND PRICE TABLE (GOLDEN CENTURY)

BASE MONTHLY SALARY (IN KERENSKY WORK CREDITS [KEs])

Employment Type (Inner Sphere Equivalent)	Salary
Civilian, Bondsman (Slave, Servant)	36
Civilian, Labor Caste (Minimum Wage)	45
Civilian, Technician Caste (Blue Collar)	56
Civilian, Scientist Caste (White Collar)	65
Civilian, Scientist Caste (Medical/Engineering)	+0.05%*
Solahma (Police/Security)	68
Military, Warrior (Enlisted)	100
Military, Star Commander–Star Captain (Officer)	125
Military, Star Colonel–Galaxy Commander (Officer)	150
Military, saKhan–Khan	200

PRICE MULTIPLIERS (GOLDEN CENTURY)

Item Classification	Price Multiplier
Melee and Archaic Weapons	1.50
Small Arms and Support Weapons	1.00
Heavy (Vehicular) Weapons	1.10**
Explosives	1.50
Personal Armor	1.40
Electronics	1.25
Power Packs and Rechargers	1.25
Miscellaneous Gear	1.00
Luxury Items (Entertainment and such)	3.00†
Health Care	0.90
Prosthetics	1.50
Drugs and Poisons	1.40
Personal Vehicle, Civilian	3.00
Personal Vehicle, Paramilitary/Police	2.50
Personal Vehicle, Military	1.10

*For bleeding edge technology (such as battle armor design and maintenance or work on Clan eugenics), apply an additional +0.10 to the Salary Multiplier

**For bleeding edge technology (such as battle armor and Clan-spec weapons), apply an additional +0.10 to the Price Multiplier

†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.

designs are available after certain dates; see the footnotes for each unit type. For more detailed and accurate listings by faction, see the Technical Readout for each unit or the MUL once released.

RANDOM ASSIGNMENT TABLE (2858)

BATTLEMECHS				
2D6	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	MON-66 Mongoose [25]	Stag [30]**	Thresher 2 [60]	Shogun C [85]
3	Commando IIC [25]	Hunchback IIC [50]	GLT-3N Guillotine [70] ††	Marauder IIC [85] †††
4	UrbanMech IIC [30]	Griffin IIC [40]	Orion IIC [75]	Wakazashi [85]
5	Firefly C [30]	Shadow Hawk IIC 2 [45]	Glass Spider [60]	Annihilator C [100]
6	Icestorm [25]	Great Wyrn [45]	Matador [60]	Bane [100]
7	Locust IIC [25]	Conjurer [50]	Lupus [60]	Marauder IIC [85]
8	Horned Owl [35]	Coytl [40]	Fire Scorpion [65]	Stone Rhino [100]
9	Locust IIC 2 [25]	Corvis [40]	Thresher [60]	Supernova [90]
10	Horned Owl 2 [35]	Clint IIC [40]	Glass Spider [60] †	Highlander IIC [90]
11	Locust IIC 2 [25]	Wyvern IIC [45]**	Lupus [60]	Pulverizer [85]
12	SL-1G Sling [25]*	Mercury II [40]***	LCN 25-01 Lancelot [60]	IMP-1A Imp [100] †††

*Fire Moth [20] after 2874 **Nova [50] after 2870 ***Battle Cobra [40] after 2873 † Woodsman [75] after 2865 †† Crossbow [65] after 2870 ††† Kingfisher [90] after 2887

AEROSPACE FIGHTERS			
2D6	Light Fighters	Medium Fighters	Heavy Fighters
2	SWF-606 Swift [25]*	SL-26 Samurai [50]	RPR-100b Rapier [85]
3	ZRO-116b Zero [35]	GTHA-500 Gotha [60]	STU-K5b Stuka [100]
4	Charonea [25]	CSR-V12b Corsair [50]	EGL-6Rb Eagle [75]
5	TRN-3T Trident [20]**	HCT-213C Hellcat II [50]	CHP-W5b Chippewa [90]
6	Chaeronea [25]	IRN-SD1 Ironsides [65]	Hydaspes [95]
7	Swift C [25]	GTHA-500b Gotha [60]	Xerxes [85]
8	SPD-502 Spad [30]*	IRN-SD1b Ironsides [65]	RPR-100 Rapier [85] ***
9	Issus [40]	LTG-G15b Lightning [50]	HMR-HDb Hammerhead [75]
10	Tomahawk C [45]	F-90 Stingray [60]	THB-D36b Thunderbird [100] †
11	SPD-502 Spad [30]	GTHA-500b Gotha [60]	EGL-R6 Eagle [75]
12	RGU-133E Rogue [40]**	HCT-213B Hellcat II [50]	THB-D36 Thunderbird [100] ***

*Avar [35] after 2878 ** Chaeronea 2 [25] after 2883 ***Chippewa IIC [90] after 2860 † Kirghiz [95] after 2874

VEHICLES				
2D6	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Galleon GAL-100 [30] ^T	Condor [50] ^H	Von Luckner (LB) [75] ^T	Rhino [80] ^T
3	Zorya (Ammo) [35] ^T	Hachiman [50] ^T	Demon (Royal) [60] ^W	Huitzilopochtli [85] ^T
4	Zorya [35] ^T	Ku [50] ^W	Oro [60] ^T	Alacorn Mk. VI [95] ^T
5	Svantovit (Streak) [35]** ^H	Thor [55] † ^W	Burke [75] ^T	Puma [95] ^T
6	Odin [20] ^W	Ares [40] ^T	Ishtar [65] ^T	Fury [80] †† ^T
7	Mithras [25] ^T	Hachiman [50] ^T	Oro [60] ^T	Huitzilopochtli [85] ^T
8	Asshur [20] ^H	Ku [50] ^W	Demon [60] ^W	Rhino (Royal) [80] ^T
9	Indra [35] ^W	Chaparral [50] ^T	Marksman [65] ^T	Alacorn Mk. VI [95] ^T
10	Anhur [30] ^V	Ares [40] ^T	Ishtar [65] ^T	Fury (Royal) [80] ^T
11	Mithras [25]* ^T	Thor (AC) [55] ^W	Merkava Mk VIII [75] ^T	Rhino [80] ^T
12	Gabriel [50]** ^H	Turhan [50] † ^W	Padilla [75] ^T	Puma (Royal) [95] †† ^T

*Badger [30]^T after 2875 ** Svantovit IFV [35]^H after 2870 ***Shamash RV [11]^H after 2873 † Bandit (C) [50]^H after 2875 †† Mars Assault Vehicle (Standard) [100]^T after 2871

Key: ^HHover ^TTracked ^VVTOL ^WWheeled

NEW UNITS

The following units reflect a few of the earliest new BattleMechs (and first generation OmniMechs) that debuted during the Golden Century.

COYOTL

Mass: 40 tons

Chassis: Coyotl

Power Plant: Pitban 280 XL

Cruising Speed: 76 kph

Maximum Speed: 119 kph

Jump Jets: None

Jump Capacity: None

Armor: CI Standard

Armament:

15.5 tons of pod space available

Manufacturer: Drennan Industriplex

Primary Factory: Tamaron

Communications System: CI-Com 2

Targeting and Tracking System: CI-X 2

Overview

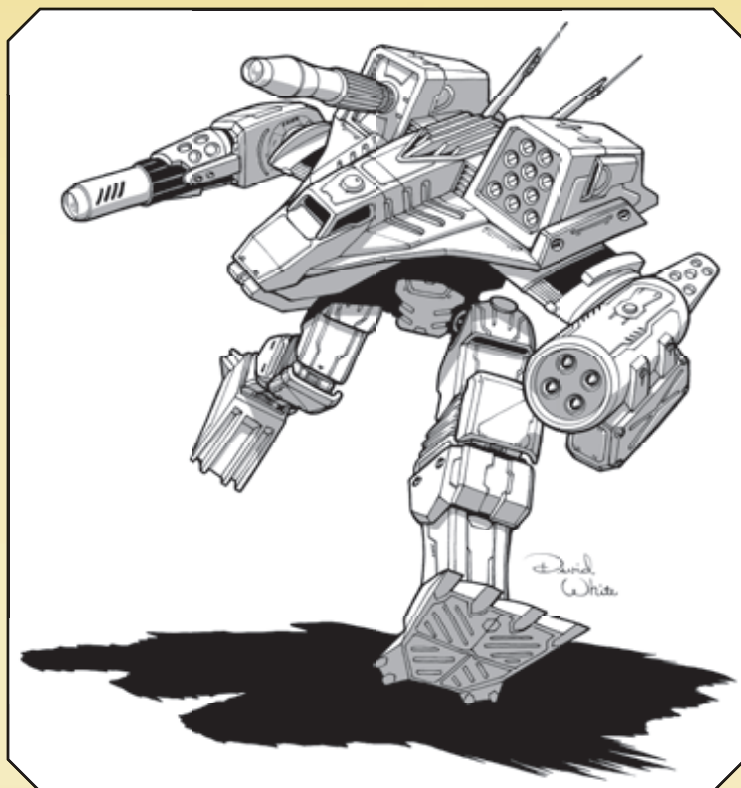
The *Coyotl* was both ahead of and behind its time. Although a natural conclusion to the easily removable weapons of the *Mercury*, the violence at the end of the Star League and the beginning of the Clans prevented it from coming to fruition. In any other Clan the scientists would not have had the freedom to explore the advantages of quickly replaceable armament and equipment. Early prototypes of the *Coyotl* included an extended-range particle cannon with the rest of the armament being based around that, but designers decided that having the entire payload changeable would allow for greater flexibility.

While the *Coyotl* was an effective design in its own right, as an OmniMech it shined even more. The ability to change configuration allowed it to dominate the strategic battlefield. Sadly, the Coyotes rested on their laurels with the *Coyotl*. The design was never updated and replacement parts became scarce as factories were lost when Coyote fortune waned. The *Coyotl* ceased production in 2943 and the facility was mothballed.

Capabilities

Coyote scientists gave the first OmniMech some zip, with an extra-light engine allowing the machine to easily exceed 100 kph. Another weight-reducing construction item, an endo steel frame, supports the 'Mech while freeing up another five percent of its total mass. This allows the nimble *Coyotl* to deliver its package of fifteen and a half tons of armament wherever it is needed in a short period of time. Protecting it are eight and a half tons of armor, about as much as the chassis can handle.

The first load-out observed in battle centered on the extended-range particle cannon that designers initially thought to build the design around. The well-rounded version added a pair of missile weapons to keep the toll on the cooling system down. A long-range ten-pack gave it reach while a four-tube Streak system gave it hitting power up close. A pulse laser gave it more close range power that wasn't ammo dependent



and provided some accuracy. Pilots assigned this configuration learned to save their LRMs for good shots, as it had half the salvo of the smaller rack, while the Streak's aiming system allowed them to use that more liberally than their lasers.

For the battle of Roenich, the first alternate configuration was brought into play. The confined quarters called for more mobility than even the primary version offered but didn't require long-ranged fire. Replacing the PPC was a large pulse laser, with plenty of reach and even more accuracy. The long-range missiles were dropped in favor of another Streak system pulling on the same ammo bin as the first. This was still enough endurance for the Clan's quick, brutal fights. The pulse laser of the prime configuration was dropped to a smaller pulse laser, which also provided some antipersonnel capability. More importantly, it enabled the design to mount seven jump jets. While amazingly effective in the battle of Roenich, where the Cloud Cobras were expecting the prime configuration, this mobility was useful even when it isn't a surprise to the enemy.

Type: **Coyotl**

Technology Base: Clan

Tonnage: 40

Battle Value: 1,974

Equipment

Internal Structure:	Endo Steel	2
Engine:	280 XL	8
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	

Mass

Equipment

		Mass
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	136	8.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	12	16
Center Torso (rear)		7
R/L Torso	10	15
R/L Torso (rear)		5
R/L Arm	6	12
R/L Leg	10	20

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Endo Steel	0
Center Torso	None	2
Right Torso	1 Endo Steel	11
Left Torso	2 Endo Steel	10
Right Arm	1 Endo Steel	7
Left Arm	2 Endo Steel	6
Right Leg	None	2
Left Leg	None	2

Weapons and Ammo Location Critical Tonnage*Primary Weapons Configuration*

ER PPC	RA	2	6
Medium Pulse Laser	RT	1	2
Streak SRM 4	LA	1	2
Ammo (SRM) 25	LA	1	1
LRM 10	LT	1	2.5
Ammo (LRM) 12	LT	1	1
Double Heat Sink	CT	2	1

Weapons and Ammo Location Critical Tonnage*Alternate Configuration A*

Large Pulse Laser	RA	2	6
Streak SRM 4	RT	1	2
2 Jump Jets	RT	2	1
Jump Jet	RL	1	.5
Streak SRM 4	LT	1	2
Ammo (SRM) 25	LT	1	1
2 Jump Jets	LT	2	1
Jump Jet	LL	1	.5
Small Pulse Laser	CT	1	1
Jump Jet	CT	1	.5

BV: 1,753

LUPUS**Mass:** 60 tons**Chassis:** Lupus**Power Plant:** Vlar 300**Cruising Speed:** 54 kph**Maximum Speed:** 86 kph**Jump Jets:** None**Jump Capacity:** None**Armor:** CI Ferro**Armament:**

23 tons of pod space available

Manufacturer: Coyote Industrial**Primary Factory:** Babylon**Communications System:** CI-Com 4**Targeting and Tracking System:** CI-X 2**Overview**

With the success of the *Coyotl*, Clan Coyote went bigger, creating a versatile heavy 'Mech. The *Lupus* was designed to provide fast support, either of ranged or cavalry variety. The *Coyotl* changed things with its Omni capacity, but the *Lupus*' larger pod space allowed a wider range of choices. While not nearly as revolutionary as the *Coyotl*, it was almost as disrupting to the enemy when first encountered. A solid contributor for the Coyotes, the Jaguars based their *Mad Dog* on the design, and it would be used again to birth the *Hellfire* by the Star Adders. The superior performance of that 'Mech' eventually led to the *Lupus* moving to second-line deployment for decades before disappearing from the battlefield.

Capabilities

While avoiding the expensive extralight engine, the Coyotes did take advantage of advanced materials in building the *Lupus*. An endo steel frame was protected by nine tons of ferro-fibrous armor. While not the most heavily armored 'Mech in its weight class, it did have over ten percent more protection than a *Hunchback*. Designed to hit its opponent before it could get hit itself, almost forty percent of the *Lupus*' weight was devoted to payload. With a top speed of eighty-six kilometers per hour, the *Lupus* can keep up with most units of its weight.

The first configuration to see the battlefield was reminiscent of the *Archer*, carrying dual twenty-tube long range missile racks. To increase precision, both racks were equipped with Artemis IV targeting systems. With only three tons of ammunition, MechWarriors had to be careful with their shots, but most pilots found this enough to defeat their opponents. Backing the launchers were a pair of extended-range medium lasers. For getting into position, five jump jets gave the *Lupus* plenty of range while additional protection against enemy electronics was added with an ECM suite.

For a cavalry role, the alpha configuration brought a powerful punch. Instead of missile launchers, the primary weapon was a class ten Ultra autocannon. While three tons of ammunition may be minimal for a pair of large missile racks, it was more than enough to keep up with the rate of fire of the Ultra autocannon. For accurate fire, a large pulse laser was mounted in the arm opposite the autocannon. An extended-range medium laser sat below that pulse laser, in an alignment that would be seen in many 'Mechs to come, such as the *Mad Dog*. Yet another laser was in

the torso and an additional pair of double heat sinks allowed most of the firepower to be brought to bear without detrimental effects.

Lastly following the alpha configuration was a similar beta version. It too relied upon a large-bore autocannon, though in this case it was an even larger class twenty LB autocannon. This weapon could cut through armor quickly as well as switch ammunition to fire a larger spread, finding weak points. Two sets of extended-range lasers accompanied the autocannon, two small and two medium. Rounding out the array was a medium pulse laser, which paired well with the autocannon. As with the other configurations, three tons of ammunition fed the autocannon.

Type: **Lupus**

Technology Base: Clan

Tonnage: 60

Battle Value: 2,428

Equipment

Equipment	Endo Steel	Mass
Internal Structure:	3	3
Engine:	300	19
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro Fibrous):	172	9

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	25
Center Torso (rear)		8
R/L Torso	14	18
R/L Torso (rear)		6
R/L Arm	10	17
R/L Leg	14	24

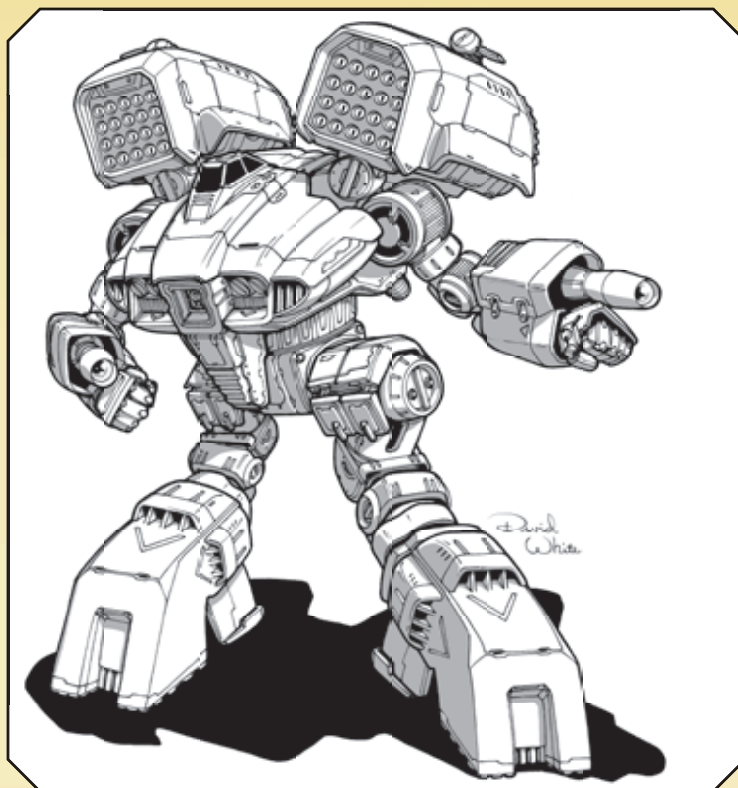
Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Ferro Fibrous	0
Center Torso	1 Endo Steel	1
Right Torso	2 Ferro Fibrous	10
Left Torso	2 Endo Steel	10
Right Arm	2 Ferro Fibrous	6
Left Arm	2 Ferro Fibrous	6
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

ER Medium Laser	RA	1	1
LRM-20	RT	4	5
Artemis IV	RT	1	1
ECM	RT	1	1
Ammo (LRM) 6	RT	1	1
2 Jump Jet	RT	2	2



ER Medium Laser	LA	1	1
LRM-20	LT	4	5
Artemis IV	LT	1	1
Ammo (LRM) 12	LT	2	2
2 Jump Jet	LT	2	2
Jump Jet	CT	1	1

Weapons and Ammo Location Critical Tonnage

Alternate Configuration A

Ultra AC 10	RA	4	10
Ammo (AC) 30	RA	3	3
Double Heat Sink	RT	2	1
Large Pulse Laser	LA	2	6
ER Medium Laser	LA	1	1
Double Heat Sink	LT	2	1
ER Medium Laser	CT	1	1

BV: 1,927

Weapons and Ammo Location Critical Tonnage

Alternate Configuration B

ER Medium Laser	RA	1	1
LB-20X AC	RT	9	12
Medium Pulse Laser	RT	1	2
ER Medium Laser	LA	1	1
Medium Pulse Laser	LT	1	2
Ammo (AC) 15	LT	2	2
ER Small Laser	LT	1	.5
Double Heat Sink	LT	2	1
ER Small Laser	CT	1	.5

BV: 1,985

WOODSMAN

Mass: 75 tons

Chassis: WOD-1

Power Plant: Wolf 300

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Heavy

Armament:

27.5 tons of pod space available

Manufacturer: Wolf Clan Site #2

Primary Factory: Strana Mechty

Communications System: WolfCom 3-4

Targeting and Tracking System: CW3

Overview

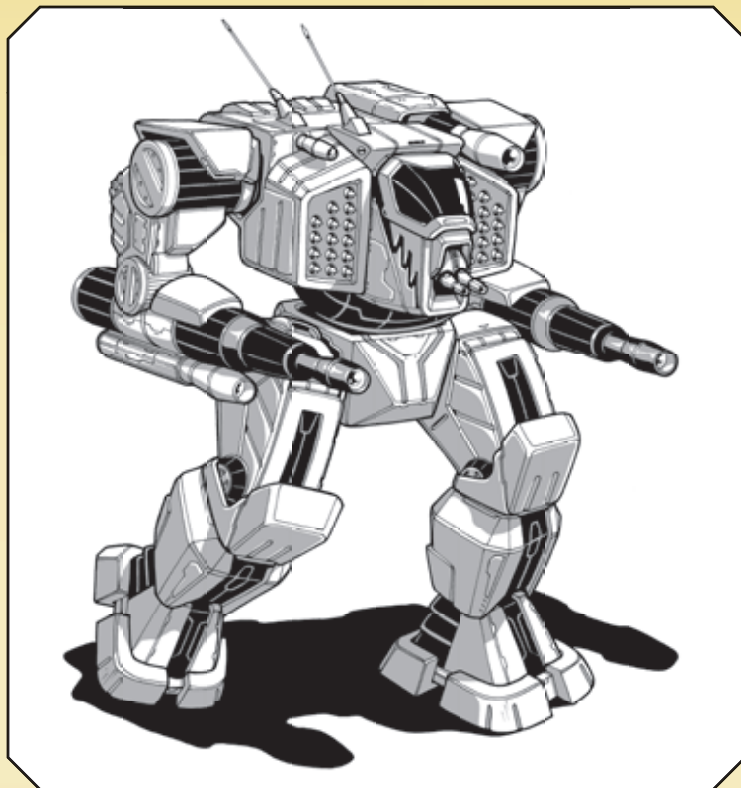
Clan Wolf's first stab at a heavy OmniMech was a tremendous success. At least three modern OmniMechs can trace their beginnings back to the *Woodsmen*. The design spent a lot of time with the scientists who were designing it. While many 'Mechs are rushed into production out of necessity, the Wolves were still strong and powerful. Perhaps long-term planning such as the design of the *Woodsmen* is part of the reason for that. By the time it reached the battlefield it had been tested and tinkered with to the satisfaction of all involved.

Capabilities

The roomy chassis had plenty of space to mount almost any configuration of weapons and equipment that the twenty-seven and a half tons of pod space would allow. With more than a third of its weight devoted to pod space, the *Woodsmen* could vary greatly depending on mission. At its heart the base model allowed for mobility and durability. Normally capable of speeds of over sixty kilometers per hour, by engaging the MASC the 'Mech could exceed eighty kph, as fast as most heavy 'Mechs are capable. Almost as heavily armored as an *Orion*, it could withstand plenty of enemy fire.

While the *Woodsmen* had dozens of standard configurations over the years, two were more prevalent than others, having been adopted into their successors. The primary version was one that the Inner Sphere so famously ran into, borne by the *Timber Wolf*. Dual large lasers provided the main firepower while shoulder-mounted long-range missiles complemented them. With three tons of ammunition, it could last through most engagements. Between the four main weapons, the *Woodsmen* could engage at distance or up close. It had a trio of extended-range medium lasers as backup weapons, along with a small version. For antipersonnel support, dual machine guns fed by half a ton of ammunition deterred infantry from closing. Five additional double heat sinks provided a total of seventeen, enough to handle most of the prime configuration's needs.

The *Woodsmen* was also known for a prominent energy-only configuration. Two powerful extended-range particle cannons gave it a heavy one-two punch, while a large pulse laser could provide accurate fire to back it up. Upon closing, a pair of extended-range medium lasers and one small could be added to the firepower. With only the same number of heat sinks as the prime version, the pilot needed to be selective of the firepower.



There were many other configurations, including the dual Arrow IV that lead to the creation of the *Naga*, but the design did age. With the appearance of faster machines that improved upon the weaknesses of their predecessors, *Woodsmen* pilots were forced to use their MASC far too much. While a great advantage could be won by riding the edge of the dangerous equipment, far too many pilots found their machines crippled by a surge. Left without mobility to counter the *Summoners* and *Warhawks*, many a *Woodsmen* met its end. By the time of Operation Revival, the last of the known *Woodsmen*s fell. Perhaps a few may exist in the Dark Caste, but otherwise it is extinct.

Type: **Woodsmen**

Technology Base: Clan

Tonnage: 75

Battle Value: 2,623

Equipment

		Mass
Internal Structure:	Endo Steel	4
Engine:	300	19
Walking MP:	4	
Running MP:	6(8)	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	216	13.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	33
Center Torso (rear)		10
R/L Torso	16	23
R/L Torso (rear)		7
R/L Arm	12	22
R/L Leg	16	30

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Endo Steel	0
Center Torso	None	2
Right Torso	None	12
Left Torso	3 MASC	9
Right Arm	1 Endo Steel	7
Left Arm	1 Endo Steel	7
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

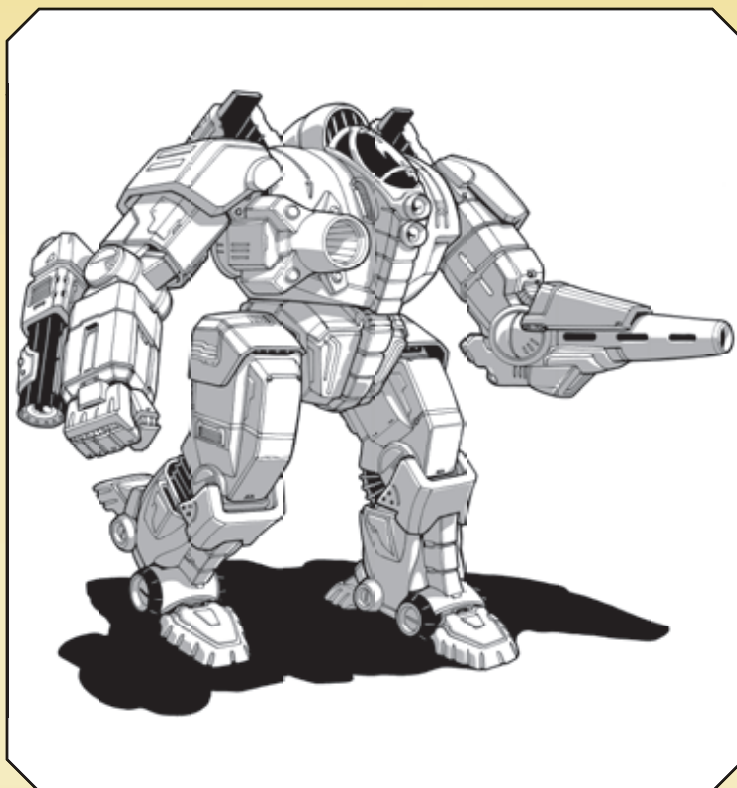
Weapons and Ammo Location Critical Tonnage*Primary Weapons Configuration*

ER Large Laser	RA	1	4
ER Medium Laser	RA	1	1
Double Heat Sink	RA	2	1
LRM-15	RT	2	3.5
ER Small Laser	RT	1	.5
Ammo (LRM) 24	RT	3	3
Ammo (MG) 100	RT	1	.5
2 Double Heat Sinks	RT	4	2
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1
Double Heat Sink	LA	2	1
LRM-15	LT	2	3.5
ER Medium Laser	LT	1	1
Double Heat Sink	LT	2	1
2 Machine Guns	CT	2	.5

Weapons and Ammo Location Critical Tonnage*Alternate Configuration A*

ER PPC	RA	2	6
Large Pulse Laser	RT	2	6
3 Double Heat Sinks	RT	6	3
ER PPC	LA	2	6
Medium Pulse Laser	LT	1	2
2 Double Heat Sinks	LT	4	2
Medium Pulse Laser	CT	1	2
ER Small Laser	CT	1	.5

BV: 2,741

**WAKAZASHI****Mass:** 85 tons**Chassis:** Falcon 85-1ES**Power Plant:** Falcon 255 Standard**Cruising Speed:** 32 kph**Maximum Speed:** 54 kph**Jump Jets:** Falcon Heavy**Jump Capacity:** 90 meters**Armor:** StarForge 1**Armament:**

- 1 SLDF Model 22-99-b Gauss Rifle
- 1 Flocculation LB 20 Class Autocannon
- 1 Talon 5 Extended Range PPC
- 2 Series 7J ER Medium Lasers

Manufacturer: Eagle Craft Group**Primary Factory:** Ironhold**Communications System:** Falcon Talk 1**Targeting and Tracking System:** Falcon Eye 1**Overview**

Suffering from self-inflicted injuries in the early Twenty-Ninth Century, the Jade Falcons needed to quickly rebuild their Touman. With an eye toward defense, Khan Lisa Buhallin demanded that the Falcon scientists focus on a heavily armed and armored 'Mech. Seven different designs were submitted but the only one accepted was the *Wakazashi*, named for the sister sword of the katana, used only in desperation or to commit *seppuku*. Clearly Buhallin felt that the Falcons were close to one or the other.

Capabilities

The *Wakazashi*'s lack of an extralight engine, because of the reduced resources needed to build it as well as the increased durability, proved to be a positive attribute for the design. There was some concern about using potentially explosive ballistic ammunition and Gauss weaponry, but the powerful punch they provided more than made up for this risk. The advanced endo steel frame and ferro-fibrous armor provide little room for a complex cooling system. Sixteen and a half tons of enhanced armor give the *Wakazashi* plenty of protection to bring it firepower into the battle.

That firepower didn't have to go far to be involved, however. An extended-range particle cannon and a Gauss rifle gave it plenty of range. With three tons of ammunition, the rifle could sustain fire for almost four minutes straight. This gave the *Wakazashi* a kill zone of two-thirds of a kilometer. But the 'Mech didn't stop there. Once the battle was engaged, a massive autocannon could carve even more armor off of the enemy than the PPC or Gauss rifle could. In addition, being an LB model, it could switch to cluster munitions, exacerbating holes in enemy armor or finding weak spots. Like the Gauss, it had three tons of ammunition, allowing plenty of both types of ammunition.

In addition to the three main weapons a pair of extended-range medium lasers provided backup weaponry. These were typically reserved for when the autocannon was out of ammunition or taking riskier shots. While the massive assault 'Mech didn't have much mobility, with a top speed just over fifty kilometers per hour, nearly one hundred meters of jump capacity allowed it to position itself well. Fourteen double heat sinks gave the ability to fire all of its major weaponry or to jump and fire all the energy weapons without detrimental heat buildup.

For all the positive attributes of the *Wakazashi*, it was designed as a stop-gap. It was durable and easy to build. It was not easy to modify and suffered greatly in an age of OmniMechs. Even while other designs remained, the *Wakazashi* did not. The durability made maintenance difficult, taking technicians away from other tasks. The Falcons shut the line down in the early Thirtieth Century and though a few survived to the time of Operation Bulldog, none were brought to the Inner Sphere.

Type: **Wakazashi**

Technology Base: Clan

Tonnage: 85

Battle Value: 2,909

Equipment

	Endo Steel	Mass
Internal Structure:		4.5
Engine:	255	13
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor:	263	16.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	27	36
Center Torso (rear)		18
R/L Torso	18	26
R/L Torso (rear)		10
R/L Arm	14	28
R/L Leg	18	36

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RA	2	6
LB-20X AC	RT	9	12
Jump Jet	RT	1	1
Gauss Rifle	LA	6	12
Jump Jet	LT	1	1
Ammo (GR) 24	LT	3	3
Ammo (AC) 15	LT	3	3
ER Medium Laser	CT	1	1
Jump Jet	CT	1	1
ER Medium Laser	H	1	1

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: COYOTL PRIME

Movement Points: Tonnage: 40
Walking: 7 Tech Base: Clan
Running: 11 Succession
Jumping: 0 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Med. Pulse Laser	RT	4	7 [P]	—	4	8	12
1	LRM 10	LT	4	1/Msl	—	7	14	21
				[M,C,S]				
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Streak SRM 4	LA	3	2/Msl	—	4	8	12
				[M,C]				

BV: 1,974

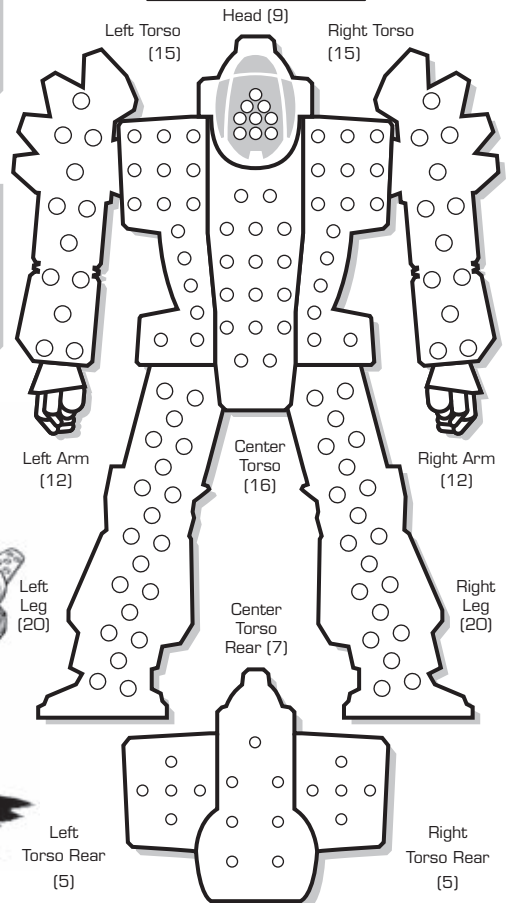
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Streak SRM 4
- Ammo (Streak SRM 4) 25
- Endo Steel

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- Ammo (LRM 10) 12
- Endo Steel
- Endo Steel

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

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

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Endo Steel
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

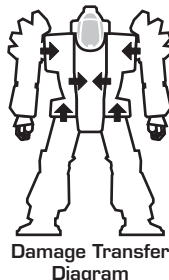
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Endo Steel
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

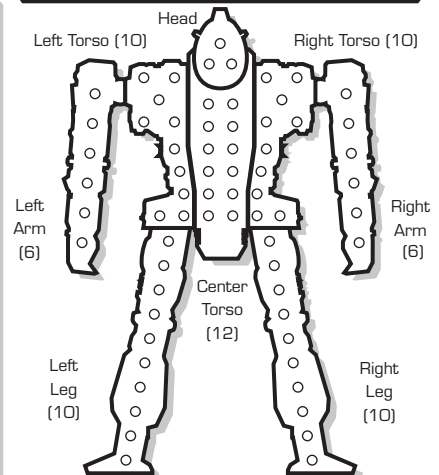
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
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™

'MECH RECORD SHEET

'MECH DATA

Type: COYOTL A

Movement Points:

Walking: 7

Running: 11

Jumping: 7

Tonnage: 40

Tech Base: Clan

Succession

Wars

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

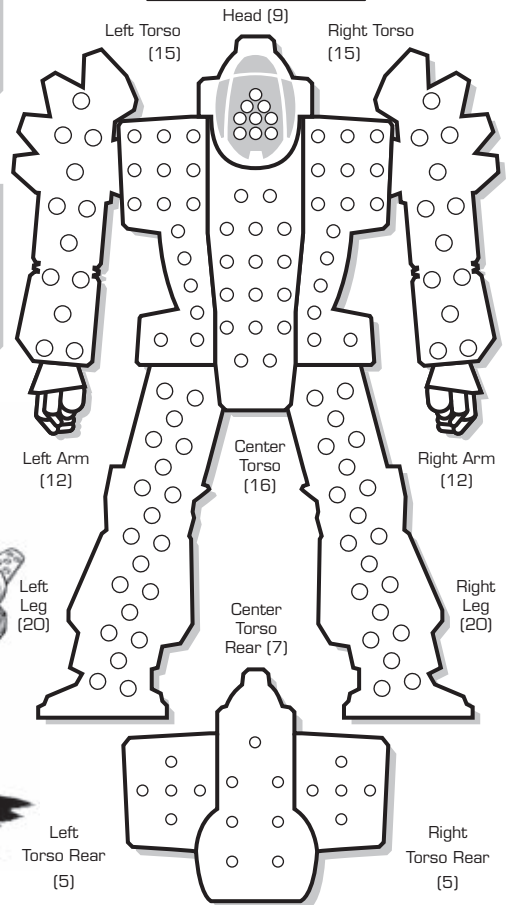
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	CT	2	3 [P]	—	2	4	6
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	4	8	12
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	4	8	12
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20

BV: 1,753

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Endo Steel

Center Torso

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Streak SRM 4
- Ammo (Streak SRM 4) 25

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Streak SRM 4
- Endo Steel

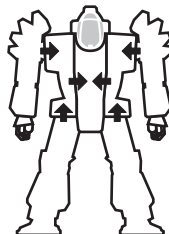
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

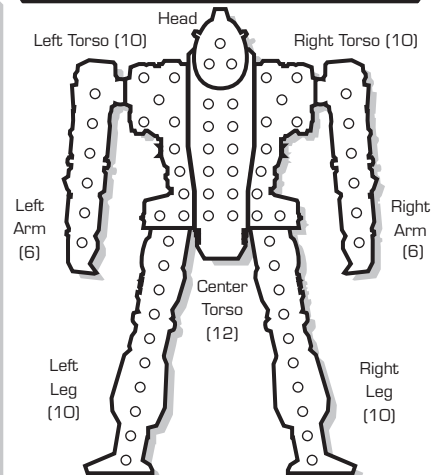
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: LUPUS PRIME

Movement Points: Tonnage: 60
Walking: 5 Tech Base: Clan
Running: 8 Succession
Jumping: 5 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	RT	—	[E]	—	—	—	6
1	LRM 20	RT	6	1/Msl	—	7	14	21
	w/Artemis IV FCS			[M,C,S]				
1	LRM 20	LT	6	1/Msl	—	7	14	21
	w/Artemis IV FCS			[M,C,S]				
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

BV: 2,428

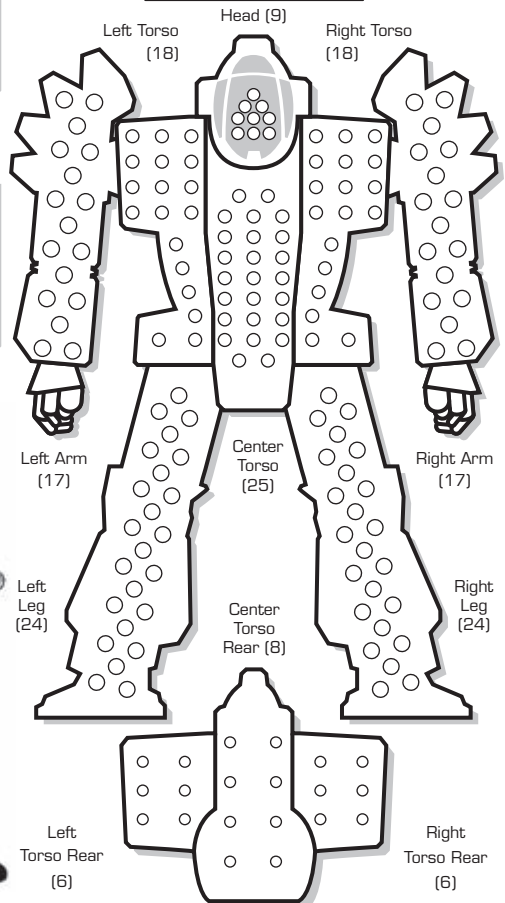
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Ferro-Fibrous

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- Jump Jet
- Jump Jet
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS
- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6
- Endo Steel
- Endo Steel
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- Jump Jet
- Endo Steel

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

Right Torso (CASE)

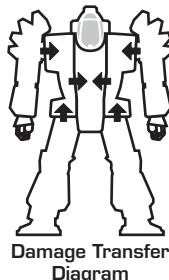
- Jump Jet
- Jump Jet
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS
- Ammo (LRM 20 Artemis) 6
- ECM Suite
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Leg

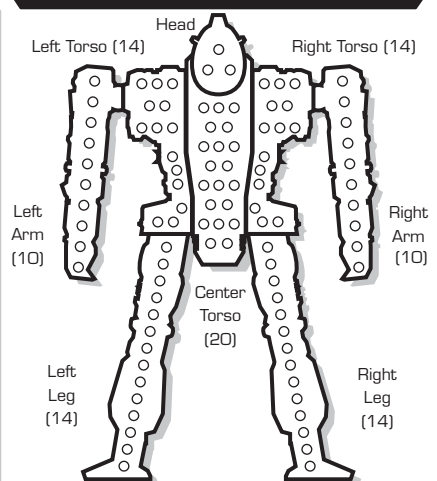
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



INTERNAL STRUCTURE DIAGRAM



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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: LUPUS A

Movement Points: Tonnage: 60
Walking: 5 Tech Base: Clan
Running: 8 Succession
Jumping: 0 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	Ultra AC/10	RA	3	10/Sht	—	6	12	15
				[DB,R,C]				
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20

BV: 1,927

WARRIOR DATA

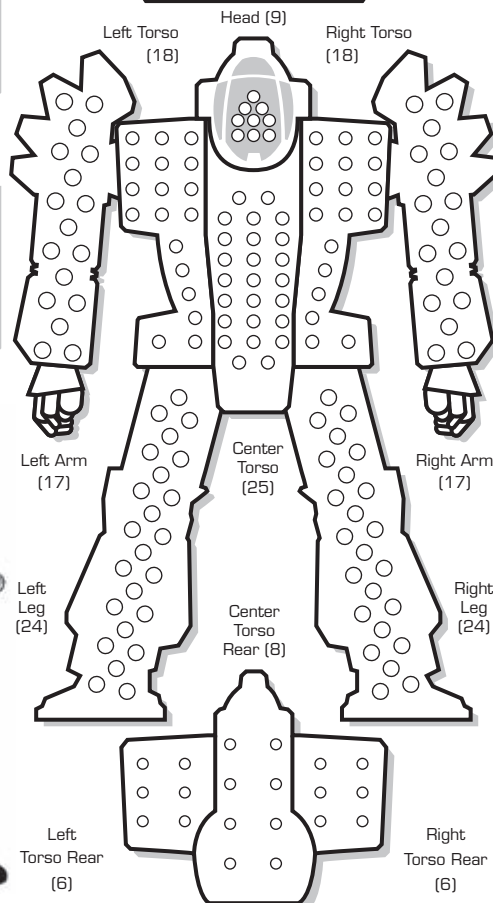
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Large Pulse Laser
- 1-3 Large Pulse Laser
- ER Medium Laser
- Ferro-Fibrous

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- 4-6 Gyro
- 4-6 Gyro
- 4-6 Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 ER Medium Laser
- Endo Steel
- Endo Steel

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

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Ultra AC/10
- 1-3 Ultra AC/10
- Ultra AC/10
- Ultra AC/10

- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- 4-6 Ferro-Fibrous
- 4-6 Ferro-Fibrous
- 4-6 Roll Again

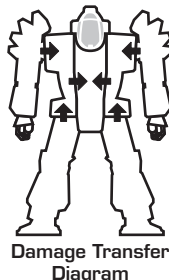
Right Torso

- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

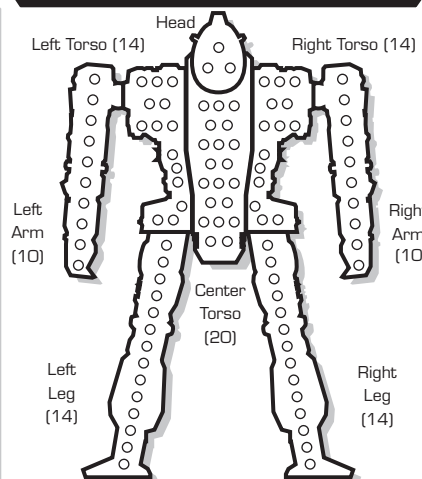
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



INTERNAL STRUCTURE DIAGRAM



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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: LUPUS B

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

Tech Base: Clan

Succession

Wars

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

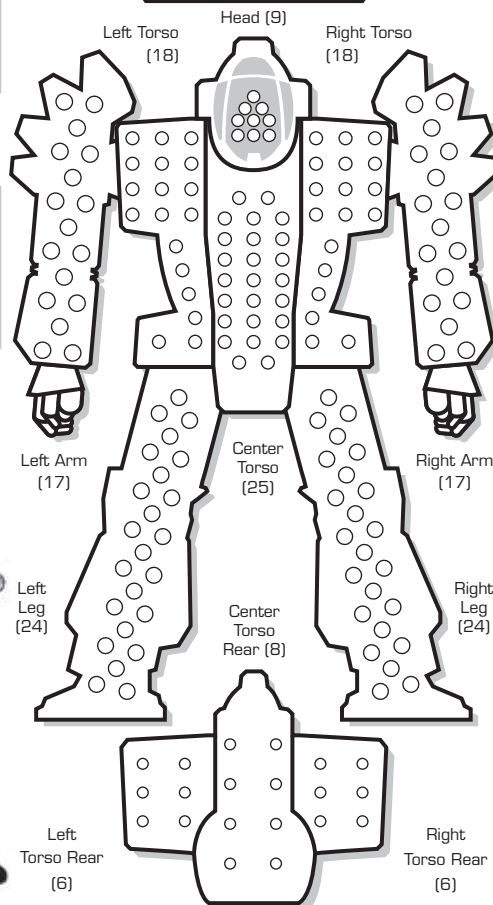
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6
1	LB 20-X AC	RT	6	20	—	4	8	12
[DB,C/F/S]								
1	Med. Pulse Laser	RT	4	7 [P]	—	4	8	12
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	Med. Pulse Laser	LT	4	7 [P]	—	4	8	12
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

BV: 1,985



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Ferro-Fibrous

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- ER Small Laser
- Ammo (LB-20X) 5
- Ammo (LB-20X Cluster) 5

Right Torso

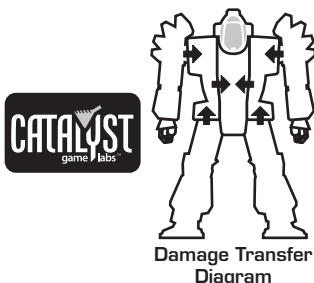
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



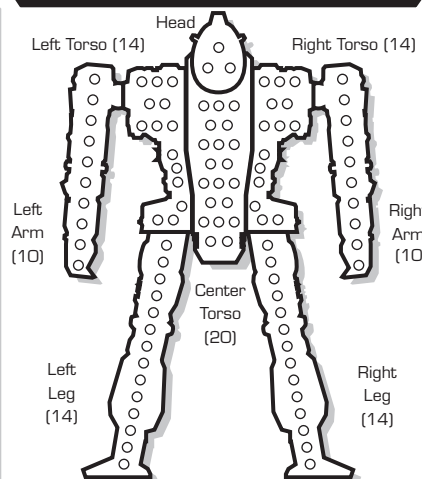
Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM



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

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 (22)
28	Ammo Exp. avoid on 8+	Double
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	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: WOODSMAN PRIME

Movement Points: Tonnage: 75
Walking: 4 Tech Base: Clan
Running: 6 [8] Succession
Jumping: 0 Wars

Weapons & Equipment Inventory (hexes)

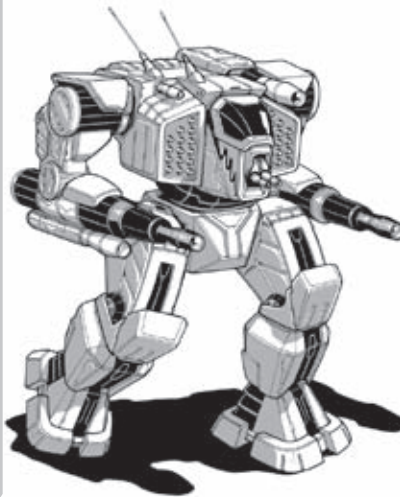
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Machine Gun	CT	0	2 [DB, AI]	—	1	2	3
1	ER Small Laser	RT	2	5 [DE]	—	2	4	6
1	LRM 15	RT	5	1/Msl	—	7	14	21
				[M, C, S]				
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	LRM 15	LT	5	1/Msl	—	7	14	21
				[M, C, S]				
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

BV: 2,623

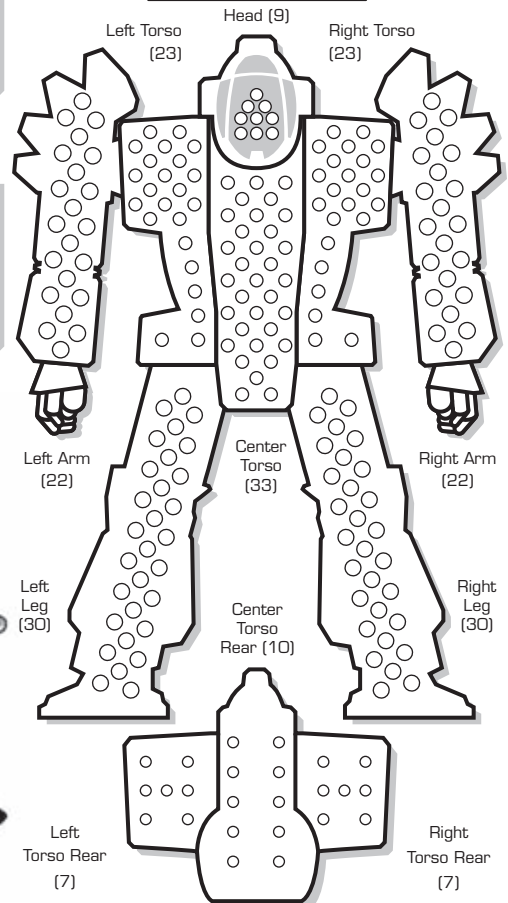
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- ER Large Laser

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- ER Large Laser

Center Torso

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

- ER Medium Laser
- Endo Steel
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- Double Heat Sink
- Double Heat Sink
- 1-3 LRM 15
- LRM 15
- ER Medium Laser
- MASC

- Gyro
- Fusion Engine
- 4-6 Fusion Engine
- Fusion Engine
- Machine Gun
- Machine Gun

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- LRM 15
- LRM 15

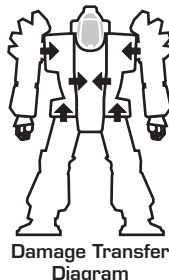
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

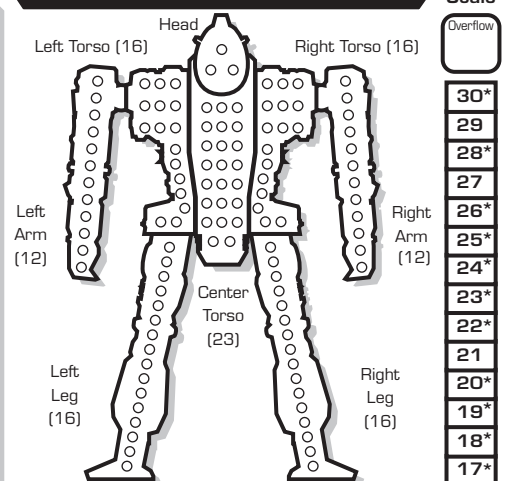
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (34) Double
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

'MECH RECORD SHEET

'MECH DATA

Type: **WOODSMAN A**

Movement Points: **Tonnage: 75**
 Walking: 4 **Tech Base: Clan**
 Running: 6 [8] **Succession**
 Jumping: 0 **Wars**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6
1	Med. Pulse Laser	CT	4	7 [P]	—	4	8	12
1	Large Pulse Laser	RT	10	10 [P]	—	6	14	20
1	Med. Pulse Laser	LT	4	7 [P]	—	4	8	12
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	ER PPC	LA	15	15 [DE]	—	7	14	23

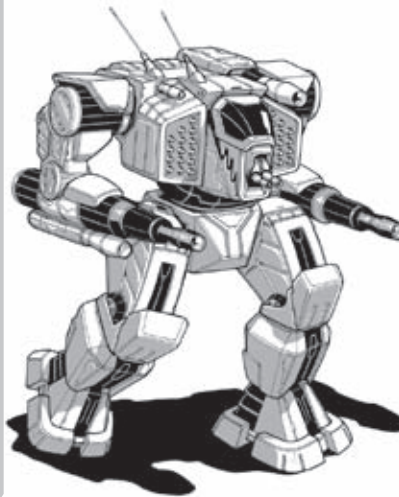
BV: 2,741

WARRIOR DATA

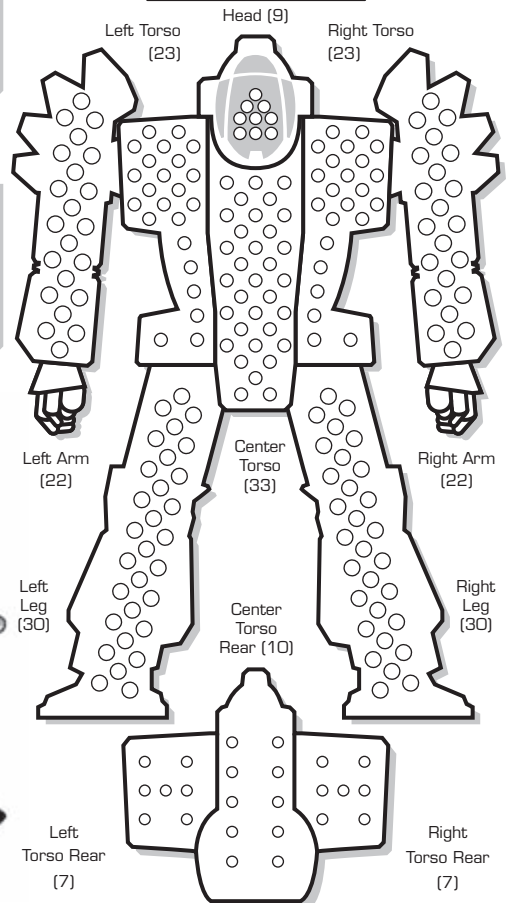
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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

 Consciousness#



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 ER PPC
- ER PPC
- Endo Steel
- Roll Again

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

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Medium Pulse Laser
- MASC

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
5. Sensors
- Life Support

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6 Fusion Engine
- Medium Pulse Laser
- ER Small Laser

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

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 ER PPC
- ER PPC
- Endo Steel
- Roll Again

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

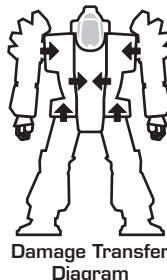
Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

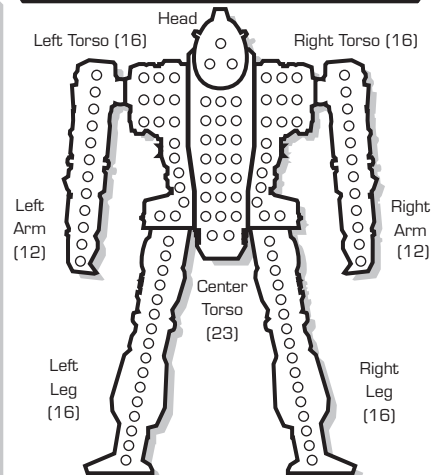
- Large Pulse Laser
- Large Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (34) Double
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

'MECH RECORD SHEET

'MECH DATA

Type: WAKAZASHI

Movement Points: Tonnage: 85
Walking: 3 Tech Base: Clan
Running: 5 Succession
Jumping: 3 Wars

Weapons & Equipment Inventory (hexes)

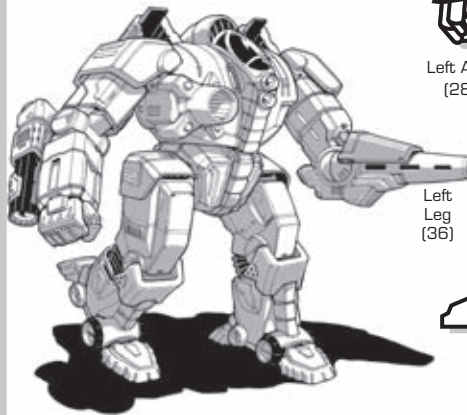
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	H	5	7 [DE]	—	5	10	15
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	LB 20-X AC	RT	6	20	—	4	8	12
[DB,C/F/S]								
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

BV: 2,987

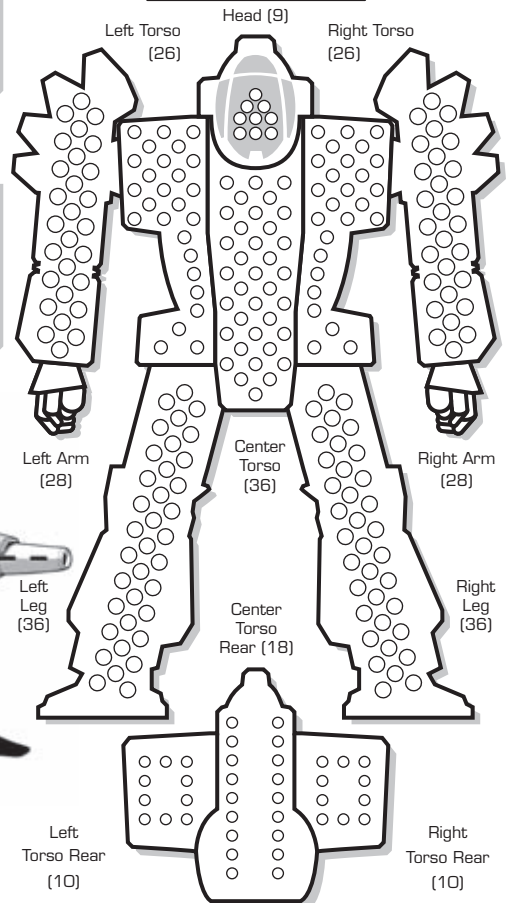
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Gauss Rifle
- 5 Gauss Rifle
- 6 Gauss Rifle

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- 5 Sensors
- 6 Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 4-6 Hand Actuator
- 5 ER PPC
- 6 ER PPC

Center Torso

- 1-3 Fusion Engine
- 2 Fusion Engine
- 3 Fusion Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro

- 1 Endo Steel
- 2 Endo Steel
- 3 Endo Steel
- 4-6 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Torso (CASE)

- 1 Double Heat Sink
- 2 Double Heat Sink
- Jump Jet
- 1-3 Ammo (LB-20X) 5
- 5 Ammo (LB-20X Cluster) 5
- 6 Ammo (LB-20X) 5

- 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4-6 Fusion Engine
- 5 Jump Jet
- 6 ER Medium Laser

Right Torso

- 1 Double Heat Sink
- 2 Double Heat Sink
- Jump Jet
- 1-3 LB 20-X AC
- 5 LB 20-X AC
- 6 LB 20-X AC

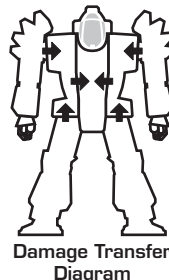
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

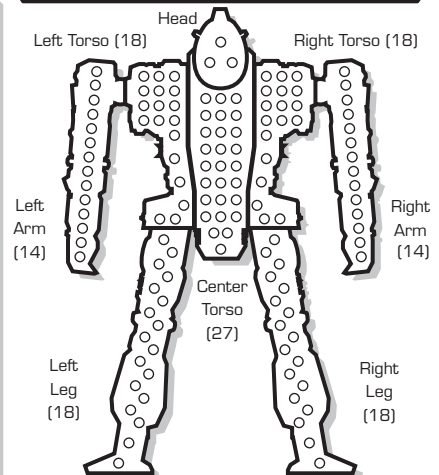
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 4-6 Double Heat Sink
- 6 Double Heat Sink

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 4-6 Double Heat Sink
- 6 Double Heat Sink



INTERNAL STRUCTURE DIAGRAM



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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
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	

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: **CHIPPEWA IIC**

Thrust: Tonnage: 90
 Safe Thrust: 5 Tech Base: Clan Succession Wars
 Maximum Thrust: 8

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	LRM 15 w/Artemis IV FCS	N	5	12	12	12	—
1	Streak SRM 4	N	3	8	8	—	—
2	ER Medium Laser	N	5	7	7	—	—
2	ER Large Laser	LW	12	10	10	10	10
2	ER Large Laser	RW	12	10	10	10	10
2	ER Small Laser	A	2	5	—	—	—
1	Targeting Computer	B	—	—	—	—	—

Notes: CASE

Fuel: 400 Points

BV: 3,431

ARMOR DIAGRAM

Nose Damage Threshold (Total Armor) 10 (92)

Left Wing Damage Threshold (Total Armor) 7 (62)

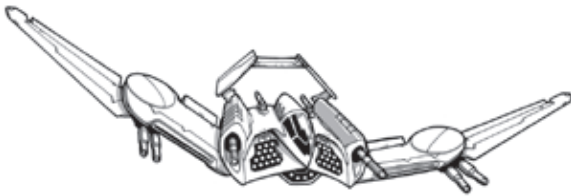
Right Wing Damage Threshold (Total Armor) 7 (62)

Structural Integrity: 9

Aft Damage Threshold (Total Armor) 5 (43)

EXTERNAL STORES/BOMBS

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



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

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	

HEAT DATA

Heat Level*	Effects	Heat Sinks: 25 (50) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
27	Pilot Damage, avoid on 9+	
26	Shutdown, avoid on 10+	
25	Random Movement, avoid on 10+	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
21	Pilot Damage, avoid on 6+	
20	Random Movement, avoid on 8+	
19	Ammo, Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	Random Movement, avoid on 7+	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	Random Movement, avoid on 6+	
8	+1 Modifier to Fire	
5	Random Movement, avoid on 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										

BATTLETECH

WARSHIP RECORD SHEET

ARMOR DIAGRAM

Capital Scale



Nose Damage Threshold
(Total Armor)
38 (380)

WARSHIP DATA

Type: QUICKSILVER MONGOOSE (BATTLESHIP)

Name: _____ Tonnage: 900,000
Thrust: _____ Tech Base: Clan Succession Wars
Safe Thrust: 3
Maximum Thrust: 5
DropShip Capacity: 2
Fighters/Small Craft: 50 / 0 Launch Rate: 12

Weapons & Equipment Inventory

Capital Scale		[1-12] [13-24][25-40](41-50)				
Bay	Loc	Ht	SRV	MRV	LRV	ERV
4 Heavy NPPC	N	900	60	60	60	60
4 Heavy NPPC	N	900	60	60	60	60
4 Medium NPPC	N	540	36	36	36	36
4 NL45	FL/FR	280	22	22	22	22
4 NL45	L/RBS	280	22	22	22	22
3 Light NPPC	L/RBS	315	21	21	21	—
4 NL45	AL/AR	280	22	22	22	22
2 Medium NPPC	A	270	18	18	18	18

Standard Scale		(1-6)	(7-12)	(13-20)	(21-25)	
Bay	Loc	Ht	SRV	MRV	LRV	ERV
5 Small Pulse Laser	N	10	2(15)	—	—	—
2 Large Pulse Laser	N	20	2(20)	2(20)	—	—
5 Small Pulse Laser	FL/FR	10	2(15)	—	—	—
2 Large Pulse Laser	FL/FR	20	2(20)	2(20)	—	—
5 Small Pulse Laser	L/RBS	10	2(15)	—	—	—
2 Large Pulse Laser	L/RBS	20	2(20)	2(20)	—	—
5 Small Pulse Laser	AL/AR	10	2(15)	—	—	—
2 Large Pulse Laser	AL/AR	20	2(20)	2(20)	—	—
5 Small Pulse Laser	A	10	2(15)	—	—	—
2 Large Pulse Laser	A	20	2(20)	2(20)	—	—

Grav Decks:
Grav Deck #1: 150-meter
Grav Deck #2: 70-meter

Cargo:
Bay 1: Fighters (50) (6 doors)
Bay 2: Cargo (53,627.5 Tons) (4 doors)
Bay 3: Cargo (55,000 Tons) (4 doors)

Ammo:

BV: 83,704

Fore-Left Damage
Threshold (Total Armor)
18 (180)

Fore-Right Damage
Threshold (Total Armor)
18 (180)

Aft-Left Damage
Threshold (Total Armor)
18 (180)

Aft-Right Damage
Threshold (Total Armor)
18 (180)

Aft Damage Threshold
(Total Armor)
15 (145)

CREW DATA

Gunnery Skill: _____ Piloting Skill: _____
Hits Taken: 1 2 3 4 5 6
Modifier: +1 +2 +3 +4 +5 Incp.
Crew: 437 Marines: 25
Passengers: 0 Elementals: 0
Other: 0 Battle Armor: 0
Life Boats/Escapes Pods: 25/15

CRITICAL DAMAGE

Avionics +1 +2 +5 Life Support +2
CIC +2 +4 D
Sensors +1 +2 +5
Thrusters
Left +1 +2 +3 D
Right +1 +2 +3 D
Engine -1 -2 -3 -4 -5 D

HEAT DATA

Heat Sinks: 2,700 (5,400) Double
Heat Generation Per Arc
Nose: 2,370
Left/Right Fore: 310 / 310
Left/Right Broadside: 625 / 625
Left/Right Aft: 310 / 310
Aft: 300

VELOCITY RECORD

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

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