BATTLETECH®

THE CRESCENT HAWKS' REVENGE

Player's Guide
For MS-DOS® Computers

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BattleTech®: The Crescent Hawks' Revenge™

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Getting Started

Installation

For details on installing the game on your hard disk, see the Reference Card. Make sure you create back-up disks before installing the game.

Your Story

The complete history of the Succession Wars begins on page 38. But this is where you are now...

The year is 3029, and you are 19-year-old Jason Youngblood of the Lyran Commonwealth (House Steiner). Not long ago, the Draconis Combine (House Kurita) captured your father, Jeremiah Youngblood, the best Phoenix Hawk pilot alive (as detailed in **BattleTech: The Crescent Hawk's Inception** from Infocom). You are sworn to rescue him, relying on the extensive battle training you've received since the age of nine.

You fought hard to build up your Lance of four BattleMechs, the most powerful fighting machines in the galaxy, and you recruited three true friends to join you as MechWarriors. You know that in the years ahead you'll prove your military prowess to Katrina Steiner, your patroness, but all that matters now is finding your father.

The most likely place to get information about your father's whereabouts is on the planet Lyons, home base of the Kell Hounds. Your father was once a member of this famous mercenary 'Mech regiment, and you feel certain that they will help you.

But as your DropShip approaches Lyons, Kurita AeroSpace Fighters zero in to ambush you, and your transport is forced to crash land in a lake. The ship is sinking, your 'Mechs are trapped, and a Kurita light 'Mech, a Locust, is approaching at full speed to blow you out of the water. The only thing standing between you and certain destruction is a damaged Kell Hound Jenner, manned by a green recruit.

Do you have the ability to take command and win a hopeless battle? If so, then perhaps you have what it takes to face the fiercest land battles the Inner Sphere has ever seen...

Commands for Gameplay

The game consists of two parts, the Story and the Scenarios. The Story gives you guidance and direction. Occasionally, you'll be allowed to select new 'Mechs and MechWarriors as the story of Jason Youngblood progresses. The Scenarios are the arenas in which you actually *play* the game.

Select and UnSelect

You can use either a mouse or the keyboard to control play of the game. You can toggle between keyboard and mouse control using the Game Options Menu (see page 36 for more details). Choose the method that works best for you.

You call up menus and pick game options by using an action we will call **Select**—

> For the mouse: Press the **Left Button**.

> For the keyboard: Press the **Space Bar, Enter,** or **Return**.

Each also has **UnSelect**—

> For the mouse: Press the **Right Button**.

> For the keyboard: Press **Escape (ESC)**.

Press **Select** to advance the story one screen at a time. At any time while in the story, press **UnSelect** to advance directly to the next scenario.

Starting the Game

When you boot up The Crescent Hawks' Revenge, the first thing you see is the credits. Press the Space Bar to reach the Title Screen. There you can **Select** one of three buttons—

> **New Game**—begins a new game

> **Load Game**—loads a previously-saved game

> **Game Options**—takes you to a screen where you can adjust the way the game's presented. See **Game Options** on page 36.

Quick-Start Scenarios

Getting into the First Scenario

1. When you see the Title Screen, you may wish to call up **Game Options**, to set the sound and music level and the type of game input (mouse or keyboard). We suggest you use the keyboard for the first couple of scenarios and then try using the mouse. When you're ready, **Select** the **New Game** option.

2. The game begins by showing a map of the Inner Sphere in the year 3028. You can read the background to the game, then **Select** once to go to the next screen.

3. Your first decisions are made when the 'Mech Selection Screen appears. Move the cursor arrow around the screen with the mouse or arrow keys; the background behind a 'Mech brightens when it's eligible to be chosen. You need to **Select** four 'Mechs for the Crescent Hawks. We suggest you select these four in order: Griffin (for Youngblood), Phoenix Hawk (Pearce), Enforcer (Graham), and Commando (Stewart). **Select Exit** when you've finished.

   Note that the 'Mechs you select do *not* appear in the first scenario, since they are trapped inside the sinking DropShip.

4. Let the rest of the background story play, pressing the Enter key to advance through the text screens. The last screen before entering the first scenario shows the damaged Kell Hound Jenner.

Playing the First Scenario

Objective: You command a Kell Hound Jenner and must use it to prevent an Enemy Locust from firing at and sinking your DropShip.

1. The first scenario screen shows the Kell Hound Jenner in a lake near a bridge. Hit the "1" key to run the game at its slowest speed.

2. Press the F1 Function key and then **Select** to bring up the Command/Status Box for the Jenner. Examine the current Commands for the 'Mech as well as its statistics. Note that its Close-Range (CLS) firepower is Heavy and it has no Long-Range fire capability, its speed is Fast, and it's equipped with Jump Jets (denoted by the "J" after its speed). It's also suffered previous damage and is at 81% of its normal armor.

3. Exit the Command/Status Box by **Selecting Done** or by simply **UnSelecting**.

4. Press the F9 key to scroll across the map to the Enemy Locust and **Select** to bring up its Command/Status Box. Note that the Enemy 'Mech is north of you and is heading south. Its speed is Very Fast (better than the Jenner's), but it has only Moderate firepower at Close-Range. **UnSelect** to exit the Command/Status Box.

5. Press the F1 key again to scroll back to your Jenner and **Select** to bring up its Command/Status Box. You're ready to give it orders. The first thing you want to do is move the Jenner to intercept the oncoming Enemy 'Mech. Use the arrow keys to highlight **Move** and **Select** it. The Command/Status Box disappears and the highlight square appears over the Jenner; at the bottom of the screen are the words "Jenner to move to: R46."

   Use the arrow keys to move the highlight square around the map. Note that as you move the square, the coordinates at the bottom of the screen change. Stop the square on the bridge and **Select** to anchor one of the movement points. Move the square north to the end of the bridge and **Select** again for the second movement point. Move the square up seven or eight spaces (to coordinate N29) and **Select** again for the third movement point. **Select** one more time to scroll back to the Jenner and bring up the Command/Status Box.

   The fire command is set to **Fire Defensively**, which means your 'Mech's priority is to move to the destination you selected and fire only if an Enemy unit comes within range as it moves. At this point, you don't want to issue any more orders, so **UnSelect** to exit the box or **Select Done**.

   Your 'Mech will follow the path you set until he reaches the final movement point you selected. He will then stay put until you give him new orders.

6. You'll receive messages from the Jenner pilot, Anderson, as he moves to the positions you selected for him while the Enemy draws closer. **Select Continue** to exit the messages boxes.

7. Use the Function key F9 to scroll up to the Enemy as he advances and F1 to scroll back to the Jenner. When you receive the message that Anderson is in position, press F1 and **Select** to bring up his Command/Status Box. Anderson will automatically begin firing at the Enemy when it comes within range. If you're lucky, a few good hits may stop the Locust.

8. If the Locust begins to retreat, you can follow him, but be careful. If he isn't sufficiently damaged, he'll try to make an end run around your flank. You must prevent him from getting around you and attacking and sinking the DropShip. Remember that your 'Mech moves faster along the road and bridge than the Locust does through water.

   If you don't succeed in your first attempt, page through the text screens until you reach the next menu, and keep **Selecting Replay Scenario** until you win.

9. You may wish to experiment with commands in this first scenario. Instead of leaving the Jenner set to **Fire Defensively**, **Select** the command **Fire At Will**. Your 'Mech will automatically move toward the Locust, which may be able to outmaneuver your unit.

   Similarly, you may wish to test the **Target** command. **Select** it, and when the red highlight square appears over your Jenner, use the arrow keys (or mouse, if it's active) to scroll it up the map and directly atop the Locust. **Select** again. Now you've directed your 'Mech to fire only at this particular Enemy unit.

The Second Scenario

Objective: Two Kurita light 'Mechs are advancing from the north. You've rescued two of your 'Mechs (Jason's and Rex's) from the sinking DropShip, and you must prevent the Enemy from crossing the lake and exiting the south map edge to attack the Kell Hound base.

1. After completing the first scenario, read the next text screen and then **Select Continue** to go to the second scenario. Read through the next several text screens, until the overhead battle map appears on the screen.

2. Check the statistics of your units by pressing the F1 key for Jason's 'Mech, the Griffin (if that's what you selected earlier), and **Selecting** when the highlight square is over the 'Mech. Now use F2 to do the same for Rex's 'Mech, the Phoenix Hawk. Then try it with the F5 key. Notice that you've brought up Jason's Command/Status Box again, except that now it says "Lance Commands on the top of the Command Box. This means you can give commands to both units simultaneously, if you wish. The F1 and F2 keys allow you to give commands to your individual 'Mechs; the F5 key allows you to give the same order to all 'Mechs in your Lance. **Select Done** or **UnSelect** to exit a Command/Status Box.

3. Press the F9 key twice, **Selecting** after each press. This will bring up the Status Box of each Enemy 'Mech. The Enemy Ostscout is very fast, but more lightly armed. The Panther is slower, but has greater firepower at all ranges. The Enemy 'Mechs will split apart, trying to outflank you.

   We suggest you send your stronger but slower 'Mech after the Panther and your faster but less powerful 'Mech after the Ostscout.

4. Let us assume you've selected the Griffin for Jason. Press F1 and **Select** to bring up the Command/Status Box. **Select** the **Target** command, and when the red highlight square appears over your 'Mech, use the arrow keys to scroll it up and over the Panther and **Select**, to order Jason to fire at the Griffin. Leave the fire command set at **Fire Defensively**.

   Send Jason moving after the Enemy by **Selecting Move**. A highlight square appears over Jason. Use the arrow keys to scroll the square up to coordinate J03, just south of a patch of woods, and **Select** twice; the first **Select** marks the movement point on the road and the second **Select** takes you back to the Command/Status Box. You'll be protected by the woods until the Enemy commits himself to a path of movement. Exit the square by **Selecting Done** or by simply **UnSelect**ing.

5. Now send Rex after the Ostscout. Press F2 and **Select** to bring up his Command/Status Box. Use the **Target** command as described above to select the Ostscout as Rex's target. Now use the **Move** command to send Rex's 'Mech up the road to coordinate N10 and **Select** this movement point; move the square to the west to M40, south of the woods and **Select** twice to mark the

second movement point and return to the Command/Status Box. Rex will be in position to attack the Ostscout when it emerges from the heavy woods. **Select Done** or **UnSelect** to exit the box.

6. Use the Function keys to scroll among the units on the map (F1 and F2 for your units and F9 for the Enemy). You may need to change commands as the situation changes. The Ostscout, for example, may decide not to advance through the heavy woods, so you'll have to move Rex's 'Mech up to support Jason.

   You may wish to change the fire command to **Fire At Will** as soon as one of the Enemy 'Mechs is destroyed or immobilized. Use the F5 key to give this command to both units as a Lance. As soon as one Enemy is out of action, the other will attempt to flee north. Try to prevent it from exiting the map, or it will appear later as a reinforcement.

7. If the Enemy 'Mechs get past you, replay the scenario, trying different strategies until you successfully stop them from crossing the lake.

You're now ready to continue your mission to find and rescue your father. Best of luck.
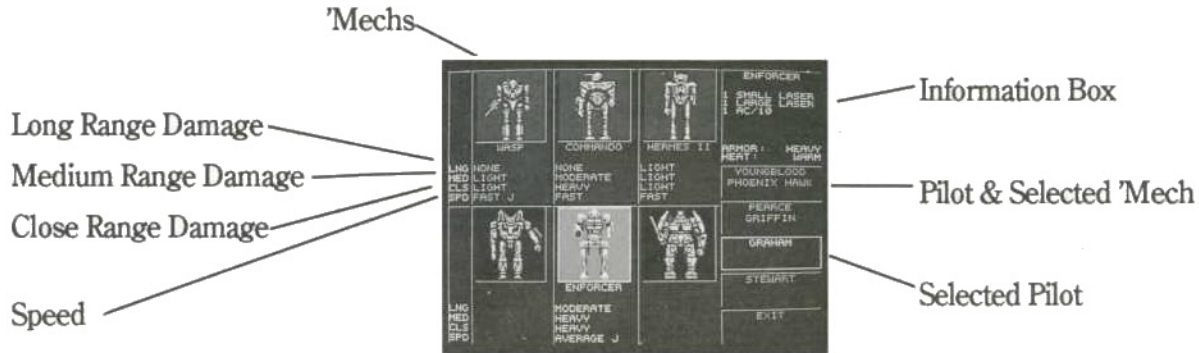
Choosing 'Mechs and MechWarriors

At the beginning of the game and occasionally throughout its course, you'll be allowed to choose 'Mechs and MechWarriors for your command. At other times, you'll be assigned 'Mechs, ground vehicles, or MechWarriors for specific missions.

The 'Mech Selection Screen shows which 'Mechs are available. At the beginning of the game, six 'Mechs are available for your Lance, the Crescent Hawks. You can choose four of these 'Mechs.

Later in the game, you'll have the opportunity to select 'Mechs for all Lances you command. You may also be allowed to select new MechWarriors to replace personnel killed in action.

'Mech Selection Screen

'Mechs

Long Range Damage

Medium Range Damage

Close Range Damage

Speed

Information Box

Pilot & Selected 'Mech

Selected Pilot

Before you choose a 'Mech, it's wise to examine its capabilities. If you use a mouse, move the highlighted square around the screen as usual. If you use the keyboard, move between MechWarriors by using the **Up** and **Down** arrows, and between 'Mechs by using the **Left** and **Right** arrows.

The box containing the 'Mech brightens as you move onto it, meaning it can be **Select**ed. Under each 'Mech appears its firepower and speed:

LNG	Long-Range Firepower
MED	Medium-Range Firepower
CLS	Close-Range Firepower
SPD	Speed (if the 'Mech has Jump Jets, the speed is followed by "J")

In the upper right hand corner of the screen the following information appears for that 'Mech:

Weapons carried (see page 102 for a description of weapons)

Amount of Armor

Level of Heat the 'Mech produces in one round of maximum weapon usage (subsequent rounds produce greater heat)

The names of MechWarriors in the Lance appear in boxes on the right side of the screen. When you **Select** a 'Mech, it's assigned to the first Warrior, and the next Warrior is then ready to be assigned a 'Mech. The box behind a 'Mech darkens when the unit has been assigned. You may also be allowed to **Select** a MechWarrior's box before assigning a 'Mech to that pilot.

If you change your mind and wish to alter 'Mech assignments, **Select** the Warrior's box and the 'Mech again becomes available.

Later in the game, you'll assign 'Mechs to several Lances. Buttons for the Lances—Command, Fire, and Scout—appear in the upper right-hand corner. **Select** a Lance and assign 'Mechs to its pilots as described above. You must assign 'Mechs to all Warriors before going on to another Lance. When you've completed your 'Mech assignments, **Select** the **Exit** button or **UnSelect** to exit the screen.

Late in the game, you'll be allowed to replace dead MechWarriors. The procedure is similar to assigning 'Mechs. When a Warrior's box is brightened, you can **Select** the person and his or her name will appear in one of the empty MechWarrior boxes to the right of the screen.

After picking your replacements, you then assign available 'Mechs to them as described above.

Game Navigation

Basics of Command

When you play a scenario, most of the screen shows the battlefield. To the left of the map, however, is a series of badges which represent the units engaged in battle. The top four badges represent the four units in your Lance. The fifth badge represents your Lance as a whole. The sixth and seventh badges identify the two other Lances that may be under your command. These badges (Lance and individual units) are con-

trolled by the Function keys.

Keys F1 through F4 control individual units in your Lance, the F1 key being Jason's unit. Key F5 controls your entire Lance. Thus, your Lance can be controlled individually; unit by unit, or as a whole.

Other Lances available to you appear in the two spaces underneath your Lance badge and are controlled by keys F6 and F7. These units are controlled only as Lances; you give orders to the Lance commanders who pass them on to their subordinates.

You'll notice at the beginning of the game that there are only two badges you control. The top badge (controlled by F1) represents the single Kell Hound Jenner, and the lower badge (F5) represents it as a Lance. You can give orders to the Jenner by using either F1 or F5.

Pressing the appropriate Function key takes you to the 'Mech on the battlefield. A flashing "highlight" square appears over the 'Mech and remains with it as it moves. In addition, the appropriate badge to the left is highlighted.

> The badges also serve a secondary purpose, changing colors to reflect their current situation—
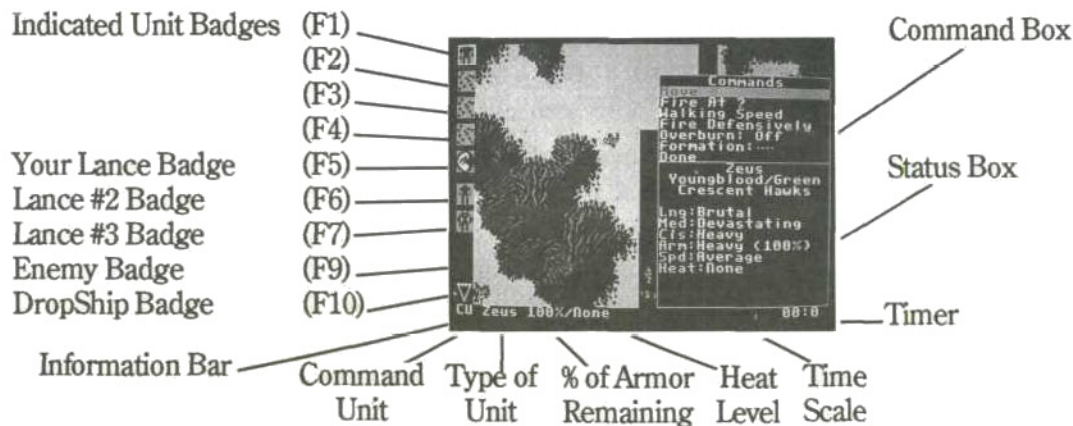
> **Green** means the unit sees no Enemies.

> **Yellow** means an Enemy has been spotted.

> **Red** means the unit has 50% or less of its armor remaining.

The badge beneath your second Lance commander represents your Enemy. In the early scenarios, it's a dragon, the Kurita symbol. Pressing F9 scrolls the highlight square to the first Enemy unit sighted, or to the last one you looked at. Repeatedly pressing F9 scrolls among all the Enemies currently on the map that are within Line-Of-Sight of your units. If F9 does not scroll to a unit, it means all Enemy units are outside your Line-Of-Sight. Note that an Enemy unit may not be within sight of your units but may still be detected by Sensors, in which case its position is marked by an Enemy badge (see page 24 for more details).

The lowermost badge on the left edge of the screen represents a Friendly DropShip, which acts as a base of command. It can be accessed by the F10 key when it becomes available, which occurs after the year 3052. Note that the DropShip which crash lands in the first scenario has no badge, since it was made inoperative by the crash. DropShips are discussed in more detail on page 28.

Indicated Unit Badges (F1)
(F2)
(F3)
(F4)

Your Lance Badge (F5)
Lance #2 Badge (F6)
Lance #3 Badge (F7)
Enemy Badge (F9)
DropShip Badge (F10)

Command Box

Status Box

Timer

Information Bar

Command Type of % of Armor Heat Time
Unit Unit Remaining Level Scale

Information Bar

When you move the highlight square over a unit, information about it appears on the Information Bar at the bottom of the screen. This bar gives the unit name, its percentage of armor remaining, and its heat level. The letters "CU" appearing before the unit name indicate it's a command unit, denoting its ability to take commands from you.

When you assign a unit a path of movement or an order to fire at a specific target or terrain feature, the Information Bar shows the map coordinates while you move the highlight square across the map.

The Information Bar also contains the Speed Bar and Game Clock. You can change the speed of the game by pressing a number key, from 1 (the slowest game speed) to 8 (the fastest). The Game Clock keeps track of time during a scenario.

Command/Status Box

During the course of play, you need to give commands to your units and to check their current status. You do so by calling up the Command/Status Box. The Command Box appears only for units you can control; the Status Box appears for all units. The Information Bar at the bottom shows the current vital statistics of the unit you Selected, whether you control it or not.

When you call up this box, game action freezes until you **UnSelect** or **Select Done**.

To call up the Command/Status Box, move the blinking highlight square over the unit you wish to check and then **Select** it. There are three ways to move the highlight square:

1. Use the Function keys. Pressing F1 through F4 moves the highlight square to one of the four units in the Lance you command directly. The F1 key is for Jason's 'Mech; F2, F3, and F4 are for the other 'Mechs in Jason's Lance. F5, F6, and F7 highlight Lance commanders' boxes (F5 is Jason's Lance, and F6 and F7 are his two subordinate Lances).

   Thus, you can call up Jason's Command/Status Box by pressing either F1 or F5. The F1 key allows you to give orders to Jason's 'Mech individually, while F5 allows you to give orders to Jason's Lance as a whole. F6 and F7 are available only when you command more than one Lance.

   The F9 key allows you to move the highlight square to Enemy units. **Select** the unit to see its Status Box (there's no Command Box, since you can never control Enemy units).

2. Use the mouse, the keyboard arrow keys, or the numeric keypad to move the highlight square directly adjacent to or over a unit and **Select** it. (Tandy computers must use the numeric keypad instead of the arrow keys.)

3. Use the plus (+) or minus (-) keys to cycle through the units currently on the screen, Friendly and Enemy, to **Select** one.

The Status Box provides the most up-to-the-minute information about the unit and provides more data than the Information Bar at the bottom of the screen.

Information—

      'Mech type

      Pilot's name and experience

   Pilot's Lance

Status—

LNG	Long-Range Firepower	None, Light, Moderate, Heavy,
MED	Medium-Range Firepower	Brutal, Devastating, Incredible
CLS	Close-Range Firepower	
ARM	Armor—Type	Light, Medium, Heavy, Massive and percent remaining
SPD	Speed	None, Slow, Average, Fast, Very Fast
		(if the 'Mech has Jump Jets, the speed is followed by "J")
HEAT	Heat	None, Warm, Moderate, Hot Dangerous, Extreme, Shutdown

Any special items carried by a unit are listed under its Status. Special items are explained in **Weapons** on page 102.

LNG, MED, CLS: If a unit runs out of ammunition—missiles, machine gun bullets, autocannon rounds—the appropriate statistics change. When any weapons system in one of these categories takes internal damage, the listing for that category turns gray, **even though other systems in that category may still be operational.**

SPD: When this listing turns gray, the unit can no longer move.

Status Box
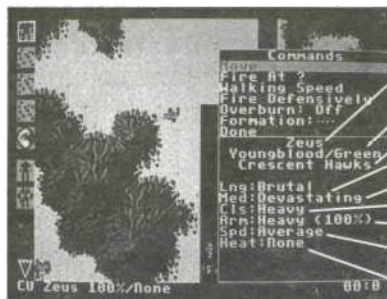
Unit Name
Pilot /Experience
Lance Name
Long Range Damage
Medium Range Damage
Close Range Damage
Armor & % Remaining
Speed
Current Heat Level

Unit Commands

You give orders to units via the Command/Status Box. After **Select**ing the box, issue whatever orders you wish. Note that there are differences between issuing commands to individual 'Mechs, Lances, and vehicles.

Individual 'Mech Commands

Move

> **Select**ing this command allows you to choose a path of movement for the individual unit or Lance. Use the mouse or the arrow keys to move the highlight square across the map. Note that this square remains connected by a line to the unit you wish to move. Whenever you reach a point where you want the unit to change directions, **Select** that point; a solid highlight square remains there, and you can continue moving the flashing highlight square to the next point. You can issue up to four movement points for a unit.

> Note that as you move the blinking highlight square across the battlefield, the map coordinates are shown in the Information Bar at the bottom of the screen. See page 23 for more details on map coordinates.

> In dense terrain, such as mountains or cities, you should keep movement points short (and formations tight, as explained on page 31), or your pilots may get confused and head in the wrong direction. In more open terrain, you can select more widely spaced movement points.

> **UnSelect** at any time to cancel a unit's movement orders. When you **Select** your fourth point, you automatically return to the Command/Status Box. If you wish to plot fewer than four movement points, **Select** the last point twice to return to the Command/Status Box.

Speed

> **Walking**—This is a 'Mech's standard movement speed. The heat level builds more slowly when a 'Mech walks. A unit firing while moving has a lower probability of hitting its target. 'Mechs with Jump Jets cannot use them at this speed.

> **Running**—The 'Mech moves at top speed, but its heat level increases more rapidly and the probability of hitting a target is further reduced. 'Mechs equipped with Jump Jets can use them at this

speed to jump over difficult but not impassable terrain.

Stop—The 'Mech will not move when issued this order. Stopping is sometimes useful between movement points. Note that a stopped unit will *not* turn around to fire at an Enemy unit.

Target

Each unit usually chooses its targets automatically. You use this command to have a unit concentrate fire on a specific Enemy or to set fire to or destroy a terrain feature. A red, flashing highlight square appears over the unit. Use the mouse or arrow keys to move the square to the Enemy unit or terrain feature that is to be attacked, and then **Select** it (the F9 key can also be used to toggle between Enemies). Note that you cannot **Select** a Friendly unit to attack with this command. Once the target or terrain feature is destroyed, this option automatically turns off. You'll have to issue this command again to attack a new target.

Orders

This is a combination of movement and command.

Fire At No One—The unit will not fire at any Enemies when given this order. This order is often useful when the objective is to reach a location while conserving ammunition.

Fire At Will—This command emphasizes combat before movement. The unit is ordered to seek out and engage a target of opportunity, one to which it is equal or superior in firepower. Once that Enemy is destroyed, it will automatically seek out a new such target. The unit will try to maintain optimum fire range while moving around to keep from being a sitting target. If the unit has been issued movement orders, it will seek to engage the Enemy first and then, only if no other target is available, obey any movement commands.

Fire Defensively—This command emphasizes movement before combat. The unit will attempt to obey any movement commands you give it. As it moves, it will fire at any opportune target that presents itself, or that you've specifically targeted, but its first objective is to reach the location you selected.
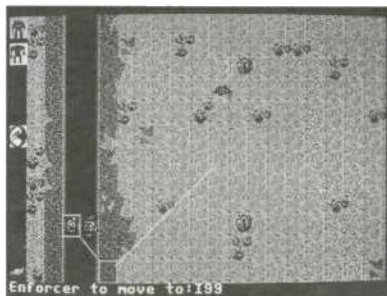
Overburn

Many 'Mech weapons generate heat when they fire (especially lasers and PPCs). When 'Mechs move and fire, especially at maximum speed, there's always a danger that a 'Mech will overheat and

then shut down or blow up. The **Overburn** command tells the pilot to push the vehicle above safe levels. While such an order may help overcome fearsome odds, it also increases the chance that a 'Mech will self-destruct. **Overburn** can be toggled on and off.

Done

When you're done issuing commands, **Select** this option to return to play. You can also **UnSelect** to exit the Command/Status Box, although if you were in the middle of issuing movement orders, doing so cancels any orders you issued.

Plotting a Move for the Enforcer 'Mech

Vehicle Commands

Move

This command is the same as for 'Mechs.

Speed

For vehicles, **Cruising** is the same as **Walking** for a 'Mech, and **Flank** the same as **Running.**

Target

Same as for 'Mechs.

Orders

Same as for 'Mechs.

Overburn

Vehicles cannot be issued an **Overburn** command.

Done

Same as for 'Mechs.

Lance Commands

The Lance has **all** the same commands as the Individual 'Mechs, and one extra—

Formations

This command can only be issued to Lance commanders. The various formations are listed as you **Select** through them (see page 31 for more details). When the desired formation appears on the screen, leave it there. The Lance will assume that command when you **Select** the **Done** option (or **UnSelect** to leave the box).

The Enemy

Enemy units have Status Boxes similar to yours, although there are a few changes. They have no Command Boxes, because you cannot give them commands. The Enemy Status Boxes provide this information—

LNG	Long-Range Firepower	None, Light, Moderate, Heavy,
MED	Medium-Range Firepower	Brutal, Devastating, Incredible
CLS	Close-Range Firepower	
ARM	Armor—Type and *approximate* percent remaining	Light, Medium, Heavy, Massive
SPD	Speed	Slow, Average, Fast, Very Fast
DMG	Damage	(Short, overview description)

More details on the most damaged system are provided at the bottom of the box.

Enemy weapon range descriptions don't change to reflect ammunition depletion. This is because your units cannot tell from looking at the Enemy how much ammo it still retains. However, if a weapon range is gray, it means your units have detected damage to some of the Enemy's weapons. Also, if SPD is gray, the 'Mech's legs have been knocked out or a vehicle has been immobilized.

You will sometimes encounter Enemy infantry units during the game. Infantry includes both foot units and Jump Jet-equipped units. Infantry units move very slowly compared to vehicles (Jump Jet units move

slightly faster), and their firepower is limited.

Use the F9 key to cycle through the Enemies within Line-Of-Sight to check their Status Boxes. You cannot examine "phantom icons" (see page 24).

Vehicles

During the course of the game, you'll have the opportunity to command ground vehicles—tanks, armor personnel carriers (APCs), trucks, and Hovercraft. You don't select vehicles from the 'Mech Selection Screen; they are simply assigned to you. Check the Command/Status Boxes for your vehicles to determine their speed and weapons systems.

There are three types of vehicles: tracked, wheeled, and hover. Each has its own movement capabilities. Wheeled vehicles are the norm. Tracked vehicles generally are slower and sturdier, but they become immobilized when their tracks are blown off. Hover vehicles can move over water at high speeds, but they cannot move through any woody terrain. Vehicles never have Jump Jets.

When a Command Unit (CU) is a vehicle, its Command/Status Box options change slightly. **Cruising** speed is equivalent to **Walking** speed for a 'Mech, and **Flank** speed is equivalent to **Running**. Vehicles do not have **Overburn** ability.

Elements of Command
Map Coordinates

Occasionally, you'll receive orders to move to a specific coordinate on the map. You can check map coordinates using the **Move** or **Target** options on the Command/Status Box. **Select** either option; map coordinates appear in the Information Bar at the bottom of the screen as you move the highlight square across the map. Use **UnSelect** to cancel any movement orders you may accidentally issue.

Range

Range defines the distance at which your weapon systems are effective. Some weapons, such as small lasers and machine guns, are effective only at Close-Range, while others are most efficient at Medium- or Long-

Range. In this game, each map square is 30 meters (about 100 feet) from side to side. The weapons will have one of these ranges—

Close	0 to 90 meters (1 to 3 squares)
Medium	91 to 300 meters (4-10 squares)
Long	301 to 600 meters (11-20 squares)

Line-Of-Sight (LOS)

A unit's Line-Of-Sight is essentially infinite, so long as nothing interferes (such as a building, hill, or clump of trees). After you spot an Enemy unit, it's possible for that unit to break Line-Of-Sight with your units by moving behind blocking terrain. As long as it's still within Sensor range, however, a "phantom icon" of the Enemy appears on the screen (for example, the Kurita Dragon symbol). If the unit moves out of your Sensor range (600 meters) and remains out of your Line-Of-Sight, the icon disappears from the map altogether. You cannot fire at an unseen unit, even if your Sensors still record it, unless your unit has LRMs.

Heat

All units generate internal heat when moving and firing weapons. 'Mechs suffer problems from heat more than vehicles do. Damage to a unit may cause heat to build up quickly. If a unit overheats, it shuts down temporarily, being unable to move or fire heat-generating weapons until the heat dissipates. A disastrous heat build-up can cause a 'Mech to explode, especially if it's carrying ammo.

Heat levels include, from lowest to highest: None, Warm, Moderate, Hot, Dangerous, Extreme, and Shutdown. At higher heat levels, a unit moves more slowly and it misses its target more often when firing.

Light 'Mechs tend not to overheat. Heavier 'Mechs, while they have more heat sinks, also carry more weapons and are prone to shut down more often. Thus, it's possible for a light 'Mech to inflict considerable damage on a heavier 'Mech, because it can maneuver more quickly and dissipate its heat faster.

A pilot's experience level determines just how hot he or she will let a 'Mech become. Green pilots will often push their 'Mechs to the Dangerous level, while more experienced pilots will allow their 'Mechs to go only to High. The **Overburn** command allows pilots to go one heat level higher than they would normally go.

Another method of generating heat is to stand in a burning forest. You can start a forest fire by targeting a weapon onto a forested area. Any 'Mechs standing in a burning forest will begin to heat up.

Heat is dissipated over time via heat sinks. Water allows heat to dissipate at a faster-than-normal rate.

Terrain

You'll travel to five planets during the game. The terrain on each one differs significantly from the others. In general, a scenario will take place either in an urban or rural setting, although some scenarios combine both kinds. The terrain features on each map affect unit movement, Line-Of-Sight, and combat ability. The terrains used in the game include:

> **Open Plains/Roads**
> **Light Woods**
> **Heavy Forest**
> **Rocks/Boulders**
> **Mountains**
> **Water**
> **Buildings/Structures**

Open Plains/Roads: All vehicles and 'Mechs move fastest through these types of terrain. Line-Of-Sight is always clear, and there are no defensive bonuses when being attacked.

Light Woods/Heavy Forests: 'Mechs and vehicles move more slowly in wooded areas, and the heavier the forest, the slower the movement. Hover vehicles cannot move through wooded terrain at all. 'Mechs equipped with Jump Jets use them to move through heavy forests at regular movement speed.

Forests will block Line-Of-Sight at times. You can't see an Enemy unit if there are three or more *light woods* squares between the units, although you may see a "phantom icon" if the Enemy is still within Sensor range. For *heavy forests*, it takes only two squares to block Line-Of-Sight. Note that the squares your unit and the Enemy occupy are not taken into consideration; it's the number of squares between you and the Enemy that counts.

Firing at a unit in a wooded area is less accurate, because the trees may affect your aiming or may absorb some of the explosive power. The more woods there are, the less accurate the fire.

You can start fires in wooded areas by using the **Target** command. **Select** it and move the flashing red highlight square to the wooded area you wish to fire on. Units will continue to fire at the target until it catches fire. The fire may spread or burn out, depending on the prevailing winds and dryness of the timber. Creating a fire path in a heavy forest allows you to move through the charred remains at normal speed. A unit's heat level will rise quickly if it occupies burning woods.

Rock/Boulders: You'll occasionally find areas strewn with piles of rocks or large boulders. This terrain acts the same as Light Woods for slowing movement and affecting Line-Of-Sight and firing. You cannot set rocks and boulders on fire.

Mountains: Nothing can move through or over mountains, not even units equipped with Jump Jets. Mountains completely block Line-Of-Sight and non-missile fire. An Enemy unit that moves behind a mountain will become a "phantom icon" as long as it's within Sensor range. You'll occasionally find mining pits in mountainous terrain; you cannot enter the pits, but they don't affect Line-Of-Sight or the ability to fire across them. Only missiles can fire over mountains.

Water: 'Mechs suffer a reduction in speed when walking or running in water. A 'Mech running with Jump Jets flies over water at normal walking speed. Hover vehicles move over water quickly, but tracked and wheeled vehicles and infantry cannot enter water. Line-Of-Sight over water is unlimited, and there are no penalties for firing at targets in water. Water dissipates heat quickly.

Buildings/Structures: None of your units can move into buildings, nor can a 'Mech use Jump Jets to fly over them. It takes only one building square to block Line-Of-Sight, although an Enemy unit within Sensor range will appear as a "phantom icon." Buildings also interfere with firing. Buildings can be reduced to rubble by firing directly at them; **Select** the **Target** option and move the flashing red highlight square to the building you wish to attack. The building will be attacked until it's rubble, allowing unimpeded fire and Line-Of-Sight, but 'Mechs still can't move through the site.

Messages

Units under your command will contact you during battle to give you information about detecting Enemy units, their damage level, requests for assistance, and the like. A MSG light blinks at the bottom of the screen, the sender identifies himself via digital voice, and the sender's unit is highlighted with a blinking square. *Red* messages are more urgent than *blue* ones.

Pressing the **M** key brings the message up on the screen. After reading the message, **Select** the **Continue** button to get back in the game at your current position or the **Go to Unit** button to go the sending unit (if he's elsewhere on the map).

Each MechWarrior has his or her own personality and way of sending messages. A green pilot may send more reports than you need and may ask for assistance when he doesn't necessarily need it, while a more experienced pilot will send you more specific information about his status and that of the Enemy. You can set the digitized speech to Verbose, to Brief, or turn it off completely using the **Game Options** menu.

Selecting Training World Scenarios

When the game jumps to the year 3052, the first set of scenarios takes place on the Arc-Royal training world, where you get to practice combat with a full company of three 'Mech Lances. All combat on the training world is simulated, and your 'Mechs do *not* take real damage from an exercise.

After selecting the 'Mechs to comprise your company via the 'Mech Selection Screen, you'll be shown a screen with a chart of the units you chose. If you wish to change your 'Mechs, **Select** the **Re-select** option at the bottom left corner of the screen. If you're satisfied with your units, **Select OK**. You'll then be asked to choose an arena scenario. Move through the scenario options with the mouse or arrow keys and **Select** the one you wish.

When you successfully complete a scenario, a star appears in front of it. You must successfully complete all six scenarios before moving on in the story.

DropShip Commands

The DropShip badge appears on the left side of the screen, starting with scenarios after the year 3052. The badge indicates that one or more Friendly DropShips are in orbit over the planet, and may be able to lend you additional firepower and intelligence. Use the F10 key to call up the DropShip Command menu, and **Select** the available options as you wish.

Intelligence

> This option allows you to check the formations, locations, speed and headings of your Lances and, if they are within Line-Of-Sight, Enemy Lances. If an Enemy Lance hasn't been spotted, it's not listed, and if it's moved out of Line-Of-Sight, its status becomes **Uknw** (unknown). Destroyed Lances are listed as **Dead**.

> A typical intelligence report might read:

> <u>Kell Hounds</u>

Command	- - - -	U25	->
Fire	- - - -	U56	—>
Recon	- - - -	U82	

All three Lances in your command are in horizontal line formations, their map coordinates are given, and they are all heading east. U25 is walking, U56 is running, and U82 is stopped.

Shell Coordinates

> When artillery is available to you, you can have it shell a specific area on the map. After **Select**ing this option, move the highlight square using the mouse or arrow keys around the map to the area you want bombarded and then **Select** again. The bombardment will begin shortly thereafter and will continue until you turn it off. Explosions will occur around the area you selected as some fire scatters. All units in the area, including your own, can take damage. You'll be alerted if artillery isn't currently available to you, and you can attempt to call it in as often as you wish.

> Note that artillery is sometimes made available to the Enemy side as well.

Rolling Barrage

You can also order your artillery to lay down a sweeping barrage of fire across a swath of the map. After **Selecting** this option, **Select** the highlight square at the point where you want the artillery barrage to begin and then **Select** the square at the point you want it to end. Explosions will occur along the line you selected until you turn the barrage off. Damage occurs to Friendly units in the line of fire as well as Enemy.

Call Strafing

If your side has air superiority, you'll be allowed to call in AeroSpace Fighters for a strafing run. Move the highlight square to the center point of the area you want the fighters to strafe. The AeroSpace Fighters, when they appear, cross the map in a straight line, firing at everything in their path (they are moving too fast to easily differentiate Friend from Enemy). You can call off the strafing attack whenever you wish.

As with artillery, the Enemy may be able to call in strafing attacks if he has air superiority.

View Satellite Map

When an uplink to the DropShip is available, you can call up an overhead view of the entire battle field. All units on the field, whether they can be seen directly or not, appear as dots on the screen (white dots for your units, red or blue dots for Enemy units). There's a large highlight square on the satellite map which you can move around with the mouse or arrow keys. If you wish to zoom in for a close-up of that portion of the field, **Select** it. You can examine the Status Boxes of any units in view, but you cannot give commands to Friendly units. **UnSelecting** takes you back to the satellite map, where you can either do other zoom-ins or exit by **UnSelecting** again.
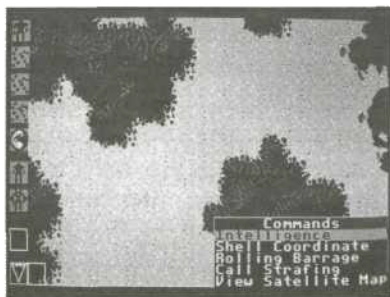
DropShip Command Screen

Toward the end of the game, the DropShip Command Screen appears before the beginning of the scenarios. The screen shows a cutaway view of a DropShip and is divided into four sections. Move between sections using the mouse or arrow keys, and then **Select** the section you wish.

The topmost section is the **Briefing Room,** where your commander issues you orders for the next scenario.

The next section down is **Personnel**, which brings up the MechWarrior Selection Screen. You can replace killed Warriors as described on page 12.

The next section is the **'Mech Bay**, which brings up the 'Mech Selection Screen. You can assign 'Mechs to new pilots and exchange damaged 'Mechs for new ones, if any are available.

The bottom section is **Exit**, which brings you into the scenario.

DropShip Command Box

DropShip
Commands

DropShip Selection

Briefing

Personnel

'Mech Bay

Exit
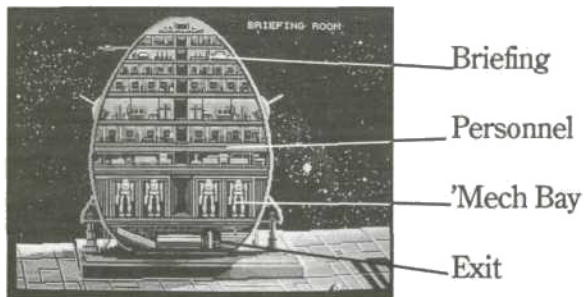
Game Mechanics

Formations

When the Lance Command Box is active, you may choose the pattern in which your 'Mechs or vehicles will travel and fight. **Select** the Formation command to change the formation shape. When you're done issuing all Lance commands, the units in the Lance will attempt to maneuver into the formation you last chose.

There are several different formations to choose from. Formations are important in keeping units close together during combat (to provide supporting firepower on a single target), and to minimize the chance of units straying during extended marches across the map. By experimenting with these formations you can discover the strengths and weaknesses of each.

Line- and square-shaped formations are very dense and work best when you're moving across the map. By choosing the appropriate formation the Enemy's fire can be directed towards your strongest unit, while the other units stay in the best location to return fire. Choose your formation based on the location of the Enemy, the type of terrain through which you're moving, and the objective of the scenario.

Unfortunately, units will not always stay in the tight formation you've selected. The combat experience of your units, the intensity of combat, and the ruggedness of the terrain will affect formation integrity. Do not be surprised to see units break away from a formation; even with advanced technology communications will break down during combat or extended marches. Units can stray quite far from their Lance during even simple movement. You can usually bring a strayed unit back to the Lance by stopping and waiting for the stray to catch up, but this isn't guaranteed to work; you may have to send the entire Lance back to "rescue" the lost unit!

Firepower

BattleMechs have three basic ranges of firepower: short, medium and long. Not all 'Mechs have weapons to fire at all three ranges, however. Some of them are devastating at Close-Range, while having no weapons at all for Long-Range destruction. It's best to keep your 'Mechs at the distance where their weapons can be most effective. If you're forced to get in close to fire at an Enemy, keep the 'Mech moving. It's always

harder to hit a moving target than one standing right in front of you. If you put a 'Mech on **Fire At Will** and order him to fire at a specific target, he'll move to his most effective range and fire at the Enemy. He'll also stay in motion to keep from being an easy target. As a basic guideline, Close-Range gives you the best chance to hit a target while Long-Range gives you the worst chance.

Movement

Movement also lessens a 'Mech's probability of hitting its target. If the 'Mech and its target are both moving, your chances are even less, and faster movement by you or the Enemy, or both, cuts the odds again. But the Enemy has the same disadvantage as you, so its a good idea to keep moving. Be aware of the heat buildup while firing and moving a lot. Firing weapons through forest areas makes hitting your target more difficult than having a clear Line-Of-Sight. The greater the amount of forest between you and the Enemy, the greater the difficulty. On the flip side, putting your 'Mech inside forest areas will give you a defensive bonus.

Besides shooting at Enemy BattleMechs, other potential targets include forest areas and buildings. Shooting at forests can be advantageous, because they burn when hit. A 'Mech needs to target a forest square with the **Fire At** command in order to set it ablaze. Once burning, the fire will either spread or burn itself out over time. Two good things can come from burning down forests. One, it can clear a path for your 'Mechs to sight the Enemy, or travel without slowing down. Two, burning forests creates a lot of heat, which will add to the heat buildup of any 'Mechs within the forest. Keep your 'Mechs away and try to trap the Enemy inside.

Armor and Internal Damage

A BattleMech's armor is vital to its staying in action. Obviously, the more armor the 'Mech has, the more hits it can take. The armor percentage rating shown in the 'Mech Status Box is the total remaining armor on the 'Mech. Each section of a BattleMech has a certain amount of the total armor. The chest usually has more armor than the legs or arms. The 'Mech's head is the least armored. When a 'Mech gets hit in the front, the damage is to front armor, and getting hit from the rear affects the rear armor. Remember that all 'Mechs have weaker armor in the rear. If a 'Mech takes enough damage in the same location, the armor will be destroyed. Any hits to that unarmored spot now have a chance of causing internal damage. This is when

the 'Mech is in real trouble. Internal damage can lessen the effectiveness of weapons, and even destroy them completely. Damage from combat can also destroy the 'Mech's legs, which makes it immobile. When excessive internal damage occurs, the 'Mech is destroyed and out of the battle (though 'Mechs with no legs can be repaired between some scenarios).

Jump Jets

Some 'Mechs are equipped with Jump Jets, which are located on the underside of the 'Mech's feet. They propel the 'Mech into the air, allowing it to travel above certain terrain instead of through it. The 'Mechs with Jump Jets can travel over forest areas and water without being slowed down. Note that Jump Jets cannot jump over mountains or buildings. The disadvantage of using Jump Jets is that they build up heat faster than walking or running.

Experience

The ways your MechWarriors react to situations are greatly dependent on their combat experience. Extensive training is very useful to MechWarriors, but the experience gained from actual combat is what makes a good soldier. There are four stages of experience: green, regular, veteran, and elite. The troops and officers under your command have varying levels of experience. Basically, the more experience a MechWarrior has, the more capably he'll react.

If everything is equal in a certain situation, the more experienced MechWarrior can turn the battle. For example, if a veteran or elite MechWarrior sees the Enemy starting to flank him, he'll react and turn to a more advantageous position, while a green MechWarrior won't notice what's going on until it's too late and he's surrounded. Also, more experienced MechWarriors are usually better shots. They have a higher percentage chance of hitting the Enemy than new recruits. A green MechWarrior would probably have a hard time shooting accurately through forest squares.

Strategy

In order to successfully complete all the scenarios and get the most enjoyment from the game, you should know a little about the basics of warfare and commanding troops in battle. You must know the strengths and

weaknesses of your BattleMechs. You also need to know as much information as possible about the Enemy so you can quickly dispose of him while taking as little damage to your troops as possible. This strategy guide is intended to give you the edge you need in combat. What you learn here stands true for each and every scenario in the game. Learn it and live it.

There are basically two types of soldiers—MechWarriors and Officers. Both are equally important but serve different roles in combat.

BattleMechs are only machines. They are useless without the human beings who act as the 'Mechs' brains. 'Mechs are grouped together into units of four, called Lances. Each Lance has three MechWarriors and one Officer. Officers are the decision makers for the Lance. They give the orders to the individual MechWarriors, who in turn carry out orders to the best of their ability. It's your job as Jason Youngblood to give orders to the officers, your own MechWarriors, and to other Lances to insure victory on the battlefield. Remember to keep your 'Mechs updated with new orders continuously. If a 'Mech completes his current movement orders, he'll stay where he is, awaiting a new command. If he completes his **Fire At Will** orders by destroying his target, he'll find a new target to pursue. Your Officers will make their best effort to do exactly as you say, but remember that there's a human inside each 'Mech. If you give them inappropriate orders, such as sending them through a building, they will more than likely act on their own. Listen to the messages sent by your men; they will provide vital information as to what is happening on the battlefield.

You need to know all the capabilities and limits of your 'Mechs to make the right decisions under pressure. Notice which 'Mechs you're commanding in each scenario, and study their statistics before engaging in combat. If you know what your 'Mechs can do, victory will come more easily. Also, be sure to check the status of the Enemy at the start of each of the scenarios. Try to find his toughest 'Mech and any weak spots right off. You need to weigh your strengths and weaknesses before moving out blindly and attacking.

When planning attacks, try to single out the most dangerous Enemy 'Mech and concentrate as much fire on him as you can. Try to attack the Enemy from opposite sides—thus forcing him to present his weaker rear armor to one of your units.

Missiles and machine guns can run out of ammunition, which can cause a 'Mech with great Medium- or Long-Range firepower to become nearly useless. Plan your Longer-Range attacks around this problem. If

you need to conserve ammunition, give your 'Mech the **Fire at No One** command. Remember to change this order to another **Fire** command when you're ready to engage the Enemy.

An Enemy 'Mech does not have to be totally destroyed to be taken out of battle. Simply taking out an Enemy's legs can remove him from combat. In other cases, destroying his Long- or Medium-Range fire-power will make an Enemy effectively useless. If you're successful in destroying part of the Enemy's weapons, move within the range where he cannot return fire.

You should also check the terrain layout in and around your 'Mechs before giving orders. Look for places to hide, flat areas to move through quickly, and even escape routes if need be. Try to prevent Enemy 'Mechs from getting good shots by placing forest or mountain terrain between you and any Enemies on the flanks. Force the Enemy to maneuver around mountains and forests to get good position on your 'Mechs. Keep moving at all times—a moving target is harder to hit. The increased accuracy of your own 'Mechs isn't worth the damage you'll take if you stand still.

Pay close attention to the victory conditions for each scenario. Some scenarios require you just to get to a spot on the map. If you don't have to fight, don't go looking for trouble! Needless fights use up precious ammunition, build up heat, and get your 'Mechs beaten up. If you must fight, try to isolate a single Enemy 'Mech and destroy him quickly.

Game Control

Game Speed

When the game is running, the green lines in the Information Bar at the bottom of the screen shows the speed at which the game is played out—1 is the slowest, 8 is the fastest. Type a number to set the speed.

To give orders to two or more 'Mechs "at the same time," type 1 to slow time to the minimum, give your orders to one, then the next, and so on. Then return the time to a faster speed. Speed 8 is useful when attempting to cover large areas of land quickly.

Time

The clock next to the green lines shows the current time in the scenario.

Game Options

At the beginning of the game or while in combat, **UnSelect** brings up various game options—

> **Music**—Turns music on or off
>
> **Sounds**—Turns sound effects on or off
>
> **Voice**—Chooses Verbose, Brief, or Off for the digitized voice
>
> **Input**—Chooses mouse or keyboard
>
> **Quit Scenario**—Exits scenario
>
> **Exit to DOS**—Exits to DOS
>
> **Done**—Returns to the game with changes made

Successfully Completing a Scenario

When you successfully complete a scenario, a box is displayed showing other options—

> **Continue**—Sends the game to the next story and scenario
>
> **Jump Story**—Sends the game directly to the next scenario, bypassing the story
>
> **Save & Continue**—Saves the game (you may save up to six games)
>
> **Load Game**—Loads a previously saved game
>
> **Replay Scenario**—Starts the scenario over again
>
> **Replay Story**—Replays the story, then starts the scenario over again
>
> **Restart Game**—Restarts the game from the beginning
>
> **Game Options**—Takes you to the **Game Options** screen
>
> **Exit to DOS**

Unsuccessfully Completing a Scenario

If Jason is killed, only the following options appear—

> Load Game
> Replay Scenario
> Replay Story
> Restart Game
> Game Options
> Exit to DOS

Save Game and Load Game

If you choose to **Save Game** after successfully completing a scenario, the following menu appears—

> Save Game 1
> Save Game 2
> Save Game 3
> Save Game 4
> Save Game 5
> Save Game 6
> Rename Save Game
> Exit to DOS
> Cancel

The six **Save Game** options are placeholders, to remind you that you can only have six **Save**d games. Whenever you **Save** a game, you can change the placeholder name to whatever name you choose. You can also change the name again at any time.

The same format is used when you want to **Load** a game.

Why We Fight
The Inner Sphere

HOUSE STEINER
(The Lyran Commonwealth)

HOUSE KURITA
(The Draconis Combine)

HOUSE MARIK
(The Free Worlds League)

HOUSE DAVION
(The Federated Suns)

HOUSE LIAO
(The Capellan Confederation)

History of The Inner Sphere

In the year 3029, hundreds of populated star systems make up the known galaxy, named the Inner Sphere. Technology had flourished before this time, allowing the building of starships capable of Faster-Than-Light travel, the development of terraformation and weather control, the increase in the average life span to 108 years, and the construction of huge war machines with incredible firepower, known as BattleMechs. The Star League governed the Inner Sphere with an iron hand in a velvet glove, keeping the peace and holding the secrets of their Technology.

However, there were five major sections of the Inner Sphere, each with a ruling family, and none could endure life as an equal to the other four. Each of the Lords of these noble Houses plotted to take all the power for himself. After years of subversion, deception and bloodshed, the Houses split, the Star League crumbled, and what remained of the League army deserted the Inner Sphere in a mass exodus to what is known only as the Periphery. Chaos ensued, for with the Star League gone, there was no one left to rebuild what was destroyed.

Soon Houses Steiner, Davion, Kurita, Liao, and Marik were continuously at war to take from each other what they could not rebuild. Each House had and has several hundred companies of Warriors in their employ willing to serve this cause. These MechWarriors pilot the BattleMechs.

A Brief Time Line of the Inner Sphere (2571–3028)

2571	The Star League is formed. A new age of prosperity is expected.
2781	The Star League is disbanded, and the five Lords return to their own realms.
2784	General Aleksandr Kerensky and most of the Star League Army flee the Inner Sphere.
2786	Minoru Kurita declares himself First Lord of the Star League, and then each of the other Lords lays claim to the title.
2787–2821	The First Succession War spans 34 years and ends in peace talks.
2825–2863	The Second Succession War spans 38 years and ends not because of peace, but because of lack of effort.
2866	The Third Succession War begins, with hostilities again by House Kurita against House Steiner.
3010	Morgan and Patrick Kell form their mercenary company, the Kell Hounds.
3022	Houses Davion and Steiner signed the Federated-Commonwealth Alliance Document.
3026	After 140 years, the Third Succession War comes to a close, with all five Houses exhausted from the warfare.
3028	Hanse Davion and Melissa Steiner marry, and begin the Fourth Succession War during their wedding reception.

HOUSE STEINER (The Lyran Commonwealth)

Title/Ruler: Archon Katrina Steiner

Capital: Tharkad

Formed in 2341 by a combination of three small leagues: the Tamar Pact, the Federation of Skye, and the Protectorate of Donegal. The Lyran capital is currently located at Tharkad. Since the early 2400s the Lyran Commonwealth has been ruled by the Steiners. While the Lyrans have been losing territory to the Draconis Combine, the Commonwealth remains a major power due to the extreme wealth of some of its planets. Most recently, their pact with the Federated Suns has resulted in the recapture of several planets held by Kurita.

The Lyran Commonwealth's Matriarch, the Archon Katrina Steiner, is the only female House leader. Her daughter Melissa has recently married Hanse Davion to ally Houses Steiner and Davion in a common bond.

House Steiner manufactures many different 'Mechs, the most common being the Commando, Enforcer, Hermes II, and Phoenix Hawk.

HOUSE DAVION (The Federated Suns)

Title/Ruler: Prince Hanse Davion

Capital: New Avalon

The Federated Suns was founded in 2317 by Lucien Davion, then Prime Minister of New Avalon, and a member of the Davion family has led the alliance for over 700 years. Much of Davion's expansion in the last centuries has been at the expense of Liao's Capellan Confederation. Recently, Hanse Davion (Duke of New Avalon and ruler of the Federated Suns) has formed an alliance with the Lyran Commonwealth and is skirmishing heavily with Kurita's Draconis Combine. Hanse Davion's nickname is "The Fox," due to his uncanny ability to outguess, outthink, and outgun the opposition.

The ambitious Michael Hasek-Davion, brother-in-law to Hanse, is Duke of New Syrtis and ruler of the region called the Capellan March.

House Davion is the leader of BattleMech production, with 22 operating factories. These produce many types of 'Mechs, but the ones of most interest are the Hatchetman, Rifleman, Griffin, Marauder, and BattleMaster.

HOUSE MARIK (The Free Worlds League)

Title/Ruler: Captain-General Janos Marik

Capital: Atreus

Created in 2271 by the Treaty of Marik, which unified the Grand Duchy of Oriente, the Principality of Regulus, and the Marik Commonwealth, The Free Worlds League is the oldest Successor State. The Captain-Generalship of the Free Worlds League has become a hereditary post held by House Marik. The League is oriented toward trade, excels in science, and nurtures democratic ideals, but its laissez-faire philosophy makes many of its citizens nervous in a universe facing war or the threat of war, and this has led to many internal upheavals. Janos Marik faces mounting difficulties as he tries to hold things together from his capital on Atreus

The Steiner-Davion alignment has forced House Marik into alliances with the Draconis Combine and Marik's traditional Enemy, the Capellan Confederation. The situation is inherently unstable, but so is going it alone.

The Free Worlds League builds its 'Mech strategies around the Cicada, Catapult, and Enforcer.

HOUSE KURITA (The Draconis Combine)

Title/Ruler: Coordinator Takashi Kurita

Capital: Luthien

Founded in 2319 after a brutal military campaign led by Shiro Kurita, the vast reaches of the Draconis Combine are controlled by Kuritas to this day. Takashi Kurita is the current iron-fisted ruler. Luthien is now the capital world, but former capital New Samarkand still wields great power as the home base for the Internal Security Force (ISF).

Controlling the greatest number of planets and possessed of incredible cunning, the Draconis Combine has traditionally been the most fearsome of the Houses. Their MechWarriors are raised on the Samurai code of ethics, which makes them fierce opponents, bound by honor and glory. If that honor is broken, they may engage in a Vendetta, or revenge on those who disgraced them. But the recent alliance of Houses Steiner and Davion against House Kurita has begun to take its toll on Kurita's power and reputation.

House Kurita builds few 'Mechs—specifically Jenners, Panthers, Chargers, Quickdraws, and the Combine's trademark, the Dragon.

HOUSE LIAO (The Capellan Confederation)

Title/Ruler: Chancellor Maximilian Liao

Capital: Sian

The Capellan Confederation was created in 2366 by treaty agreement among five smaller areas. The early days of the Confederation were marked by vicious internal debates and factionalism. Eventually, Franco Liao managed to pull things together as a compromise leader; his descendants have consolidated their power over the major worlds in their sphere.

The Capellans have always fought fiercely with the Free Worlds League, but have generally come out on the short end, losing many of its most valuable territories to House Davion and House Marik. Now generally regarded as the weakest of the houses, the Capellan Confederation still holds a strategic position in the center of the universe, and maintains strong fortifications in key locations. Unable to mount a major offensive itself, it would make a formidable ally for another House. Maximilian Liao currently rules the Capellan Confederation, spending much effort in shrewd diplomatic maneuvering designed to bring the lost glory back to Capella and especially to House Liao.

The upper levels of the Capellan government rule as a dictatorship, particularly in regard to the production of war material, but lower levels tend to interpret the laws in a more enlightened manner.

House Liao specializes in 'Mechs such as Thunderbolt, Orion, Centurion, Archer, Blackjack and Vindicator.

THE STAR LEAGUE

The Star League was best defined as the Camelot of the Inner Sphere. But just as Arthur discovered the futility of searching for the Holy Grail, General Kerensky found he could not curb the desires of others to rule the entire Inner Sphere. Bitter at man's folly, in 2748 he led hundreds of ships through The Draconis Combine and into the Periphery. They have not returned.

As the years went on, technology began to break down. With no one knowledgeable enough to repair it, civilization began to decay. Sophisticated targeting systems fell apart, and then the ranging mechanisms, severely cutting the effectiveness of lasers and PPCs. Soon, BattleMech factories and other important areas of technology were highly prized targets for military attacks. These attacks were carried out with the greatest of care, for fear of damaging the factory and losing the capability of producing 'Mechs altogether.

Sometimes Star League caches are found, containing brand new 'Mechs and scraps of long-lost information. It's hoped that one day enough information and knowledge will be gained to return the weapons to their maximum capabilities, or even modernize them.

BattleMechs

BattleMechs, commonly known as 'Mechs, are machines of awesome combat capabilities. Weighing anywhere between 20 and 100 tons, 'Mechs are unique in maneuverability and firepower.

A BattleMech's internal structure holds its engine, Sensors, weapons, heat sinks and any other equipment. Its limbs are attached by myomer muscles, which contract when an electrical signal is sent through them. Everything is then covered by huge plates of armor. If any section of armor should become too damaged, internal damage begins.

The pilot, or MechWarrior, sits inside the head of the 'Mech, and wears a NeuroHelmet. It is through the helmet that the 'Mech remains balanced, and moves as the MechWarrior commands.

While most weapons are mounted facing the front of the 'Mech, all 'Mechs have the ability to twist their torsos, allowing them to fire all weapons in a 180 degree swath. Also, arm-mounted weapons can be aimed to fire behind the BattleMech, giving virtually a 360 degree firing arc.

Everything in a 'Mech generates heat, even walking, but nothing generates heat faster than weapon fire. In combat, most 'Mechs have so many weapons that if they were all fired at once, the 'Mech would either shut down (until he cools off enough to restart) or explode. Most MechWarriors learn fast to limit their firepower.

ARCHER

ARC-2R

Mass: 70 tons
Chassis: Earthwerk Archer
Power Plant: VOX 280
Cruising Speed: 44.1 kph
Maximum Speed: 65.6 kph
Jump Jets: None
> **Jump Capacity:** None

Armor: Maximilian 100
Armament:
> 4 Diverse Optics Type 18 Medium Lasers
> 2 Doombud Long-Range Missile 20-Racks

Manufacturer: Earthwerks, Incorporated
Communications System: Neil 9000
Targeting And Tracking System: RCA Instatrac Mark XII

Long-Range Firepower: Brutal
Med.-Range Firepower: Devastating
Close-Range Firepower: Heavy
Armor Level: Heavy
Speed: Average
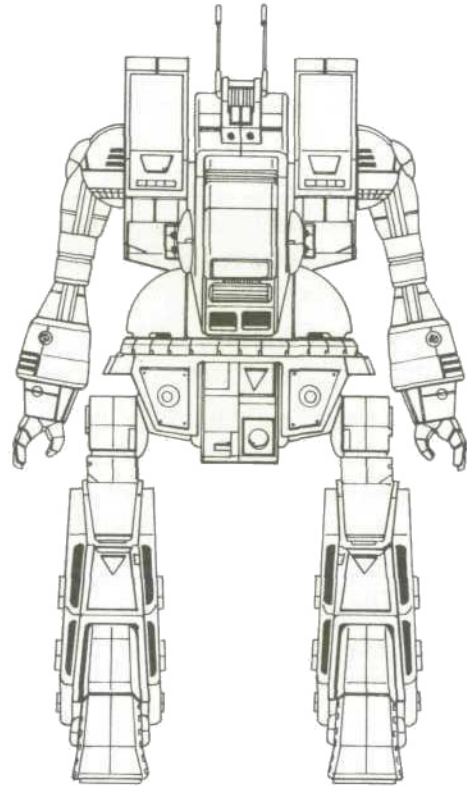
ASSASSIN

ASN-21

Mass: 40 tons
Chassis: Maltex 40
Power Plant: 280 VOX
Cruising Speed: 75.6 kph
Maximum Speed: 118.8 kph
Jump Jets: 100AFVTA
    Jump Capacity: 210 m
Armor: Lox lift series 1
Armament:
    One Martell Medium Laser
    One Holly Long-Range Missile Rack
    One Holly Short-Range Missile Rack
Manufacturer: Maltex Corporation
Communications System: Garret T15 B
Targeting And Tracking System: Garret 500S
Long-Range Firepower: Moderate
Med.-Range Firepower: Moderate
Close-Range Firepower: Moderate
Armor Level: Medium
Speed: Fast J
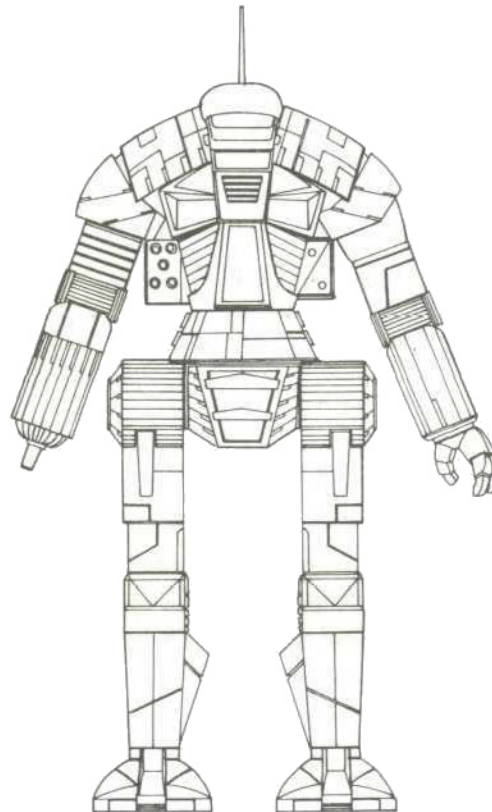
ATLAS

AS7-D

Mass: 100 Tons
Chassis: Foundation Type 10X
Power Plant: Vlar 300
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Jump Jets: None
    Jump Capacity: None
Armor: Durallex Special Heavy
Armament:
    1 Class 20 Autocannon
    1 LRM-20 Missile System
    4 Medium Lasers
    1 SRM-6 Missile System
Manufacturer: Na'ir, Hesperus, Quentin
Communications System: Army Comm. Class 5
Targeting And Tracking System: Army Comp. Type 29K
Long-Range Firepower: Moderate
Med.-Range Firepower: Devastating
Close-Range Firepower: Incredible
Armor Level: Massive
Speed: Slow
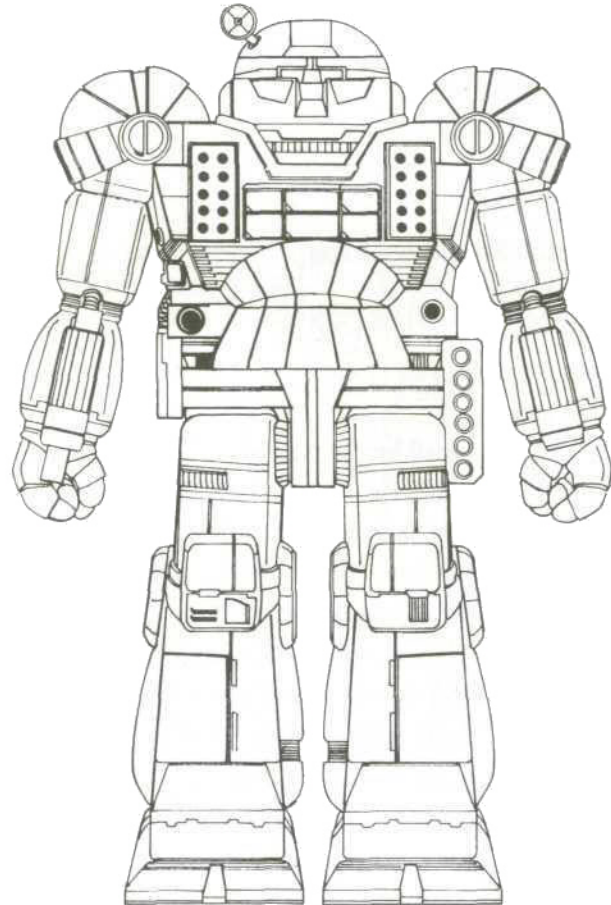
AWESOME

AWS-8Q

Mass: 80 tons
Chassis: Technicron Type G
Power Plant: Pitban 240
Cruising Speed: 35.4 kph
Maximum Speed: 51.2 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Heavy Special
Armament:
3 Kreuss Particle Projection Cannon
1 Diverse Optics Type 10 Small Laser
Manufacturer: Technicron Manufacturing
Communications System: Garret T19-G
Targeting And Tracking System: Dynatec 2780

Long-Range Firepower: Brutal
Med.-Range Firepower: Brutal
Close-Range Firepower: Brutal
Armor Level: Massive
Speed: Slow
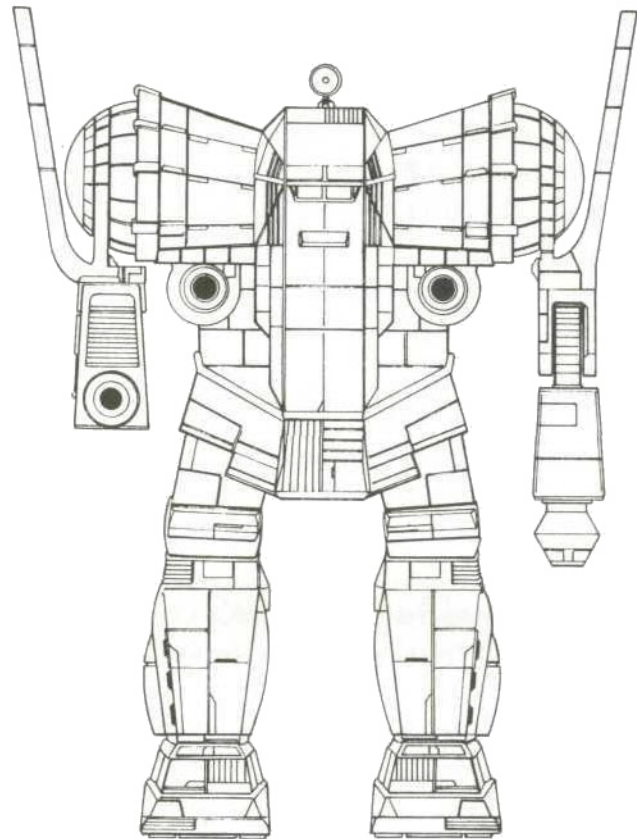
BATTLEMASTER

BLR-1G

Mass: 85 tons
Chassis: Hollis Mark X
Power Plant: 340 VOX
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
  Jump Capacity: None
Armor: Star Guard IV
Armament:
  One Donal PPC
  Six Martell Medium Lasers
  Two SperryBrowning Machine Guns
  One Holly Short-Range Missile Pack (6)
Manufacturer: Hollis Industries
Communications System: HartfordCo COM 4000
Targeting And Tracking System: HartfordCo XKZ 1

Long-Range Firepower:	Moderate
Med.-Range Firepower:	Brutal
Close-Range Firepower:	Incredible
Armor Level:	Massive
Speed:	Average
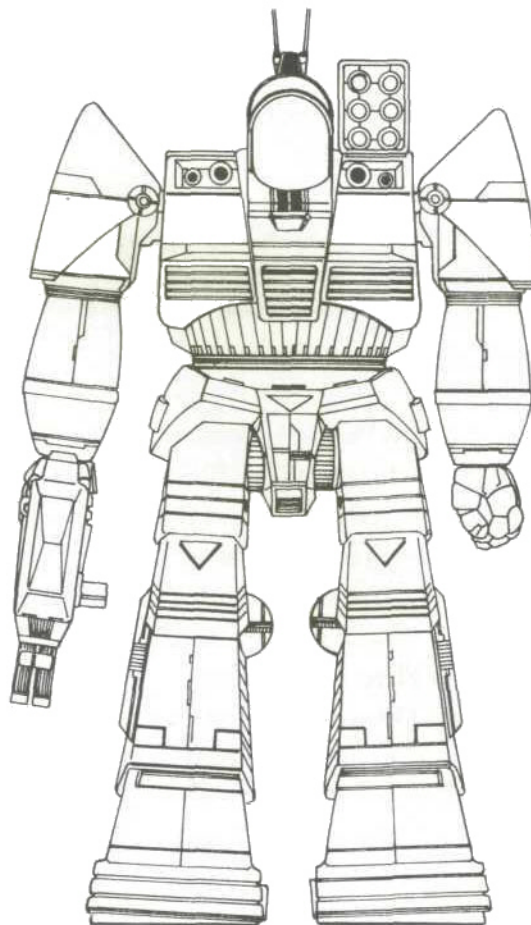
BLACKJACK

BJ-1

Mass: 45 tons
Chassis: GM BJ-I
Power Plant: GM 180
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Whitworth Jetlift
    Jump Capacity: 120 m
Armor: StarGuard II
Armament:
    2 Whirlwind-L Autocannon
    4 Intek Medium Lasers
Manufacturer: General Motors
Communications System: Dalban Micronics
Targeting And Tracking System: Dalban AQ

Long-Range Firepower: Light
Med.-Range Firepower: Moderate
Close-Range Firepower: Heavy
Armor Level: Medium
Speed: Average J
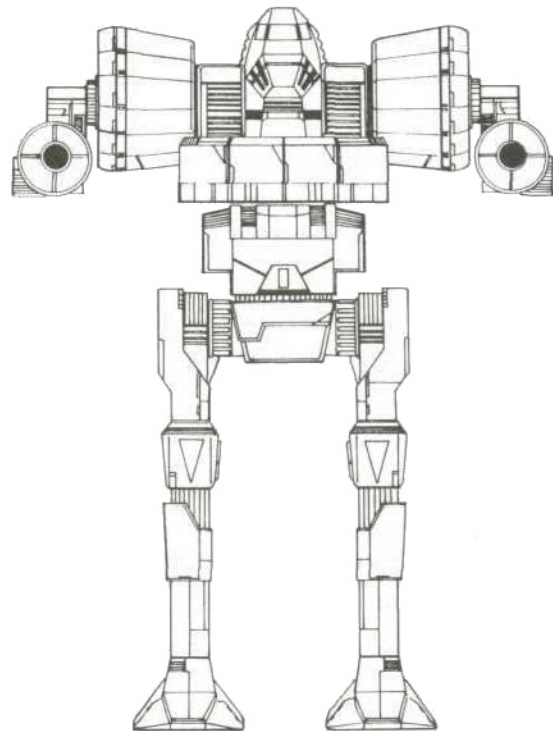
CATAPULT

CPLT-C1

Mass: 65 tons
Chassis: Hollis Mark II
Power Plant: Magna 260
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Anderson Propulsion 21
      Jump Capacity: 120 m
Armor: Durallex Heavy
Armament:
      Two Holly Long-Range Missile Packs (15)
      Four Martell Medium Lasers
Manufacturer: Hollis Incorporated
Communications System: O/P COM-211
Targeting And Tracking System: O/P 1078

Long-Range Firepower:	Devastating
Med.-Range Firepower:	Incredible
Close-Range Firepower:	Heavy
Armor Level:	Heavy
Speed:	Average J
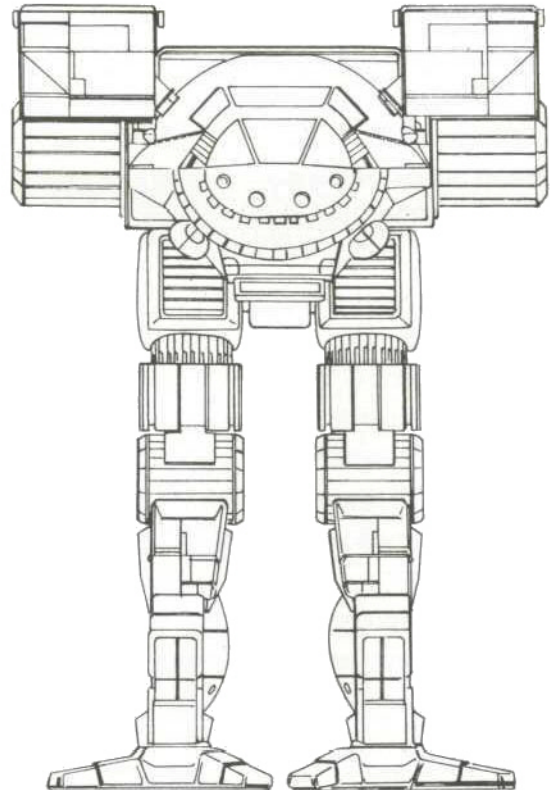
CENTURION

CN9-A

Mass: 50 tons
Chassis: Corean Model K7
Power Plant: 200 Nisson
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
> **Jump Capacity:** None
Armor: StarGuard III
Armament:
> 1 Luxor D-Series Autocannon
> 1 Luxor 3R LRM-10
> 2 Photech 806c Medium Lasers
Manufacturer: Corean Enterprises
Communications System: Corean TransBand-J9
Targeting And Tracking System: Corean B-Tech

Long-Range Firepower	Moderate
Med.-Range Firepower:	Heavy
Close-Range Firepower:	Heavy
Armor Level:	Medium
Speed:	Average
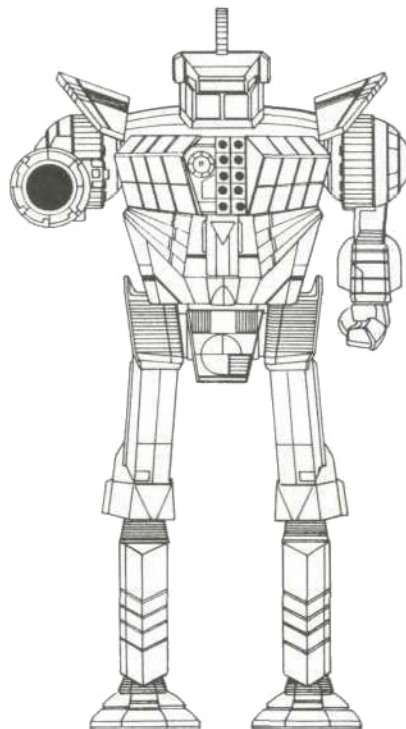
CHARGER

CGR-1A1

Mass: 80 tons
Chassis: Wells 990
Power Plant: LTV 400
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: None
   Jump Capacity: None
Armor: Durallex Heavy
Armament: 5 Magna Mk I Light Lasers
Manufacturer: Wells Technologies
Communications System: Tek BattleCom
Targeting And Tracking System: Dalban HiRez

Long-Range Firepower:	None
Med.-Range Firepower:	None
Close-Range Firepower:	Moderate
Armor Level:	Heavy
Speed:	Average
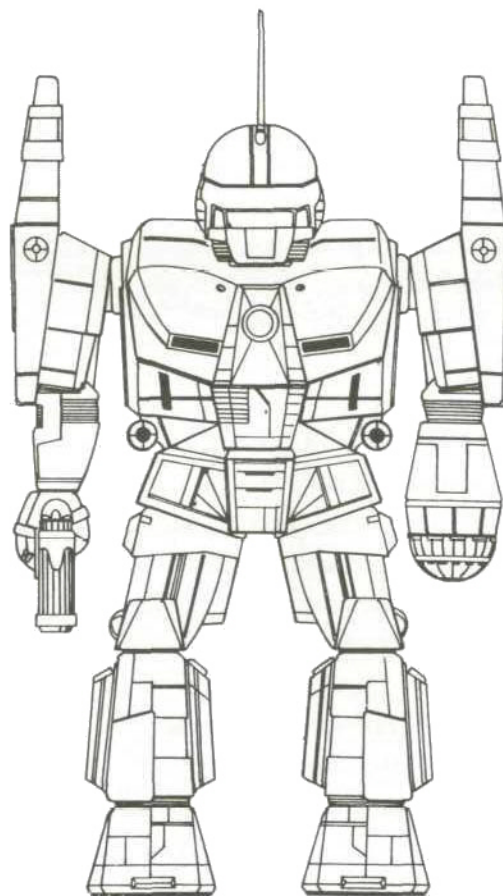
CICADA

CDA-2A

Mass: 40 tons
Chassis: Hartford 300
Power Plant: 320 Pitban
Cruising Speed: 86.4 kph
Maximum Speed: 129.6 kph
Jump Jets: None
    Jump Capacity: None
Armor: 3/Star Slab
Armament:
    Two Magna Medium Lasers
    One Magna 200 Small Laser
Manufacturer: HartfordCo
Communications System: Hartford J15 B
Targeting And Tracking System: Hartford S1000

Long-Range Firepower:	None
Med.-Range Firepower:	Light
Close-Range Firepower:	Moderate
Armor Level:	Light
Speed:	Very Fast
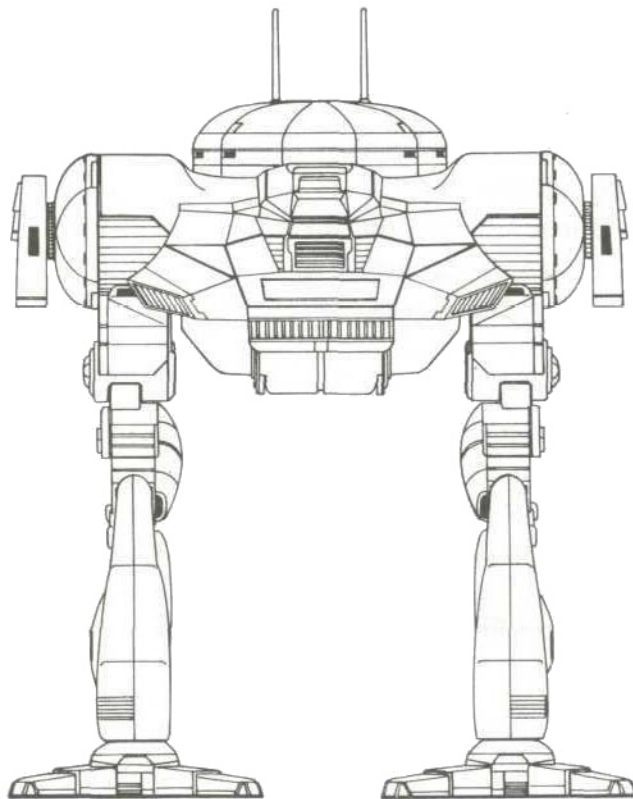
CLINT

CLNT-2-3T

Mass: 40 tons
Chassis: Andoran Model III
Power Plant: Pitban 240
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: Andoran Model JJII
       Jump Capacity: 180 m
Armor: Durallex Medium
Armament:

       1 Armstrong Autocannon/5
       2 Martell Medium Lasers

Manufacturer: Andoran Industries Ltd.
Communications System: Raldon R1
Targeting And Tracking System: Sloane 220 Lockover System

Long-Range Firepower: Light
Med.-Range Firepower: Moderate
Close-Range Firepower: Moderate
Armor Level: Medium
Speed: Average
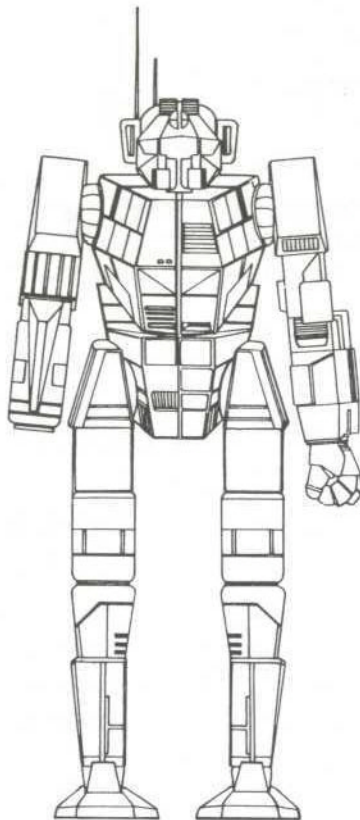
COMMANDO

COM-2D

Mass: 25 tons
Chassis: Coventry Metal Works
Power Plant: Omni 150
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: None
      Jump Capacity: None
Armor: Lexington Limited
Armament:
      1 Shannon Six-Shooter Missile Pack
      1 Coventry 4-Tube Missile System
      1 Hesperus-B3M Medium Laser
Manufacturer: Coventry Defense Conglomerate
Communication System: TharHes Crystal Flower RG-2
Targeting And Tracking System: TharHes Star Shark

Long-Range Firepower: None
Med.-Range Firepower: Moderate
Close-Range Firepower: Heavy
Armor Level: Light
Speed: Fast
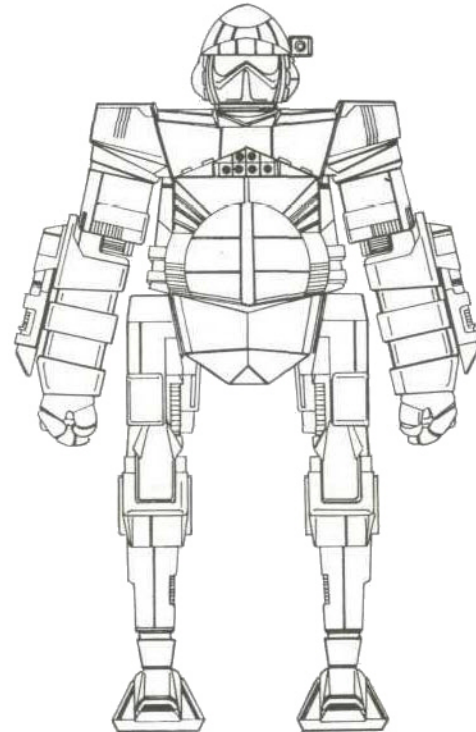
CRUSADER

CRD-3R

Mass: 65 tons
Chassis: Crucis-B
Power Plant: Magna 260
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
> **Jump Capacity:** None

Armor: Riese-500
Armament:
> 2 Magna Longbow-15 LRM Launchers
> 2 Harpoon-6 SRM Launchers
> 1 Intek Medium Lasers
> 2 M100 Heavy Machine Guns

Manufacturer: Kallon Industries
Communications System: Garret T11-B
Targeting And Tracking System: Garret A6

Long-Range Firepower:	Brutal
Med.-Range Firepower:	Incredible
Close-Range Firepower:	Moderate
Armor Level:	Brutal
Speed:	Average J
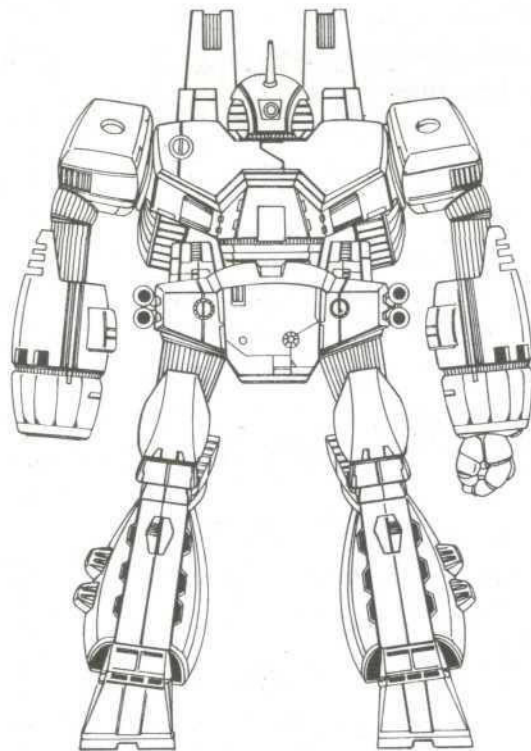
DERVISH

DV-6M

Mass: 55 tons
Chassis: Dorwinion Standard 55T
Power Plant: Core Tek 275
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: Swingline X–1000
> **Jump Capacity:** 150 m

Armor: Maximilian 105
Armament:
> 2 Federated 10-Shot LRM Missile Systems
> 2 ChisComp 39 Medium Lasers
> 2 Federated 2-Shot SRM Missile Systems

Manufacturer: Achernar BattleMechs
Communication System: Achernar Electronics HID-21
Targeting And Tracking System: Federated Hunter Mk II

Long-Range Firepower: Moderate
Med.-Range Firepower: Heavy
Close-Range Firepower: Moderate
Armor Level: Medium
Speed: Average J
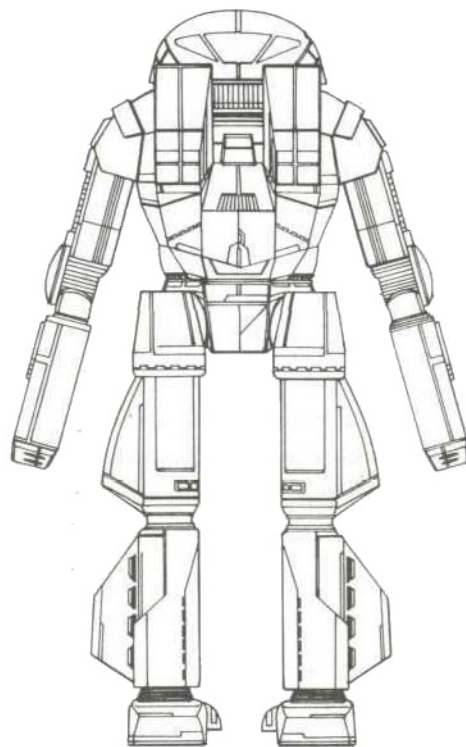
DRAGON

DRG-1N

Mass: 60 Tons
Chassis: Alahain Type 56-60H
Power Plant: Vlar 300
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: None
> **Jump Capacity:** None

Armor: Starshield
Armament:
> 1 Telos DecaCluster LRM Missile System
> 1 Imperator-A Autocannon
> 2 Victory 23R Medium Lasers

Manufacturer: Luthien Armor Works
Communications System: Sipher CommSys 3
Targeting And Tracking System: Eagle Eye SY10-10

Long-Range Firepower:	Moderate
Med.-Range Firepower:	Moderate
Close-Range Firepower:	Moderate
Armor Level:	Heavy
Speed:	Average
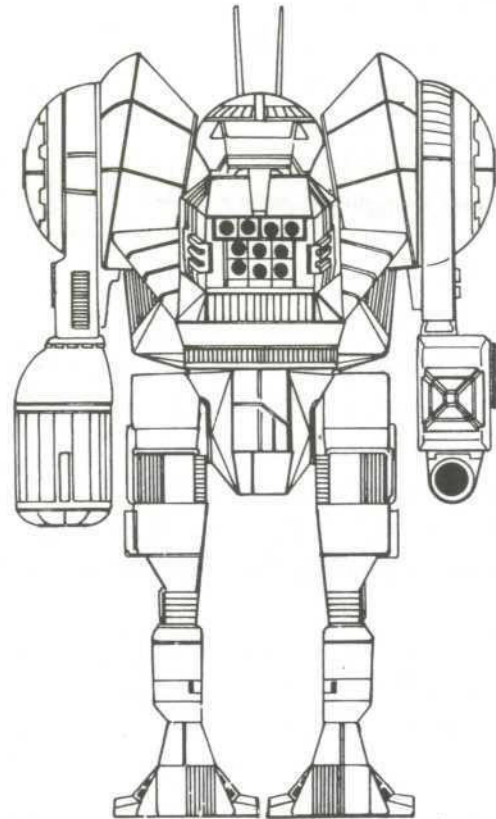
ENFORCER

ENF-4R

Mass: 50 tons
Chassis: Dorwinion Standard
Power Plant: Nissan 200
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: McCloud Specials
> **Jump Capacity:** 123 m

Armor: Starshield
Armament:
> 1 Federated Autocannon
> 1 ChisComp 43 Special Large Laser
> 1 ChisComp 32 Small Laser

Manufacturer: Achernar BattleMechs
Communication System: Achernar Electronics HICS-11
Targeting And Tracking System: Federated Hunter

Long-Range Firepower:	Moderate
Med.-Range Firepower:	Heavy
Close-Range Firepower:	Heavy
Armor Level:	Heavy
Speed:	Average J
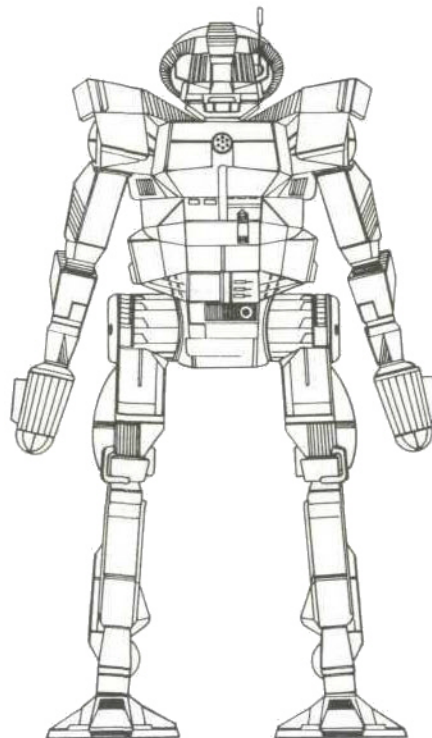
GRASSHOPPER

GHR-5H

Mass: 70 tons
Chassis: Mingh z33/7
Power Plant: 280 VOX
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Leviathan Lifters
      Jump Capacity: 120 m
Armor: Durallex Heavy
Armament:
      1 Diplan HD Heavy Laser
      4 Diplan M3 Medium Lasers
      1 Conan/S LRM-5
Manufacturer: Lantren Corporation
Communications System: Allet-C308
Targeting And Tracking System: Allet-T11

Long-Range Firepower:	Light
Med.-Range Firepower:	Heavy
Close-Range Firepower:	Brutal
Armor Level:	Heavy
Speed:	Average J
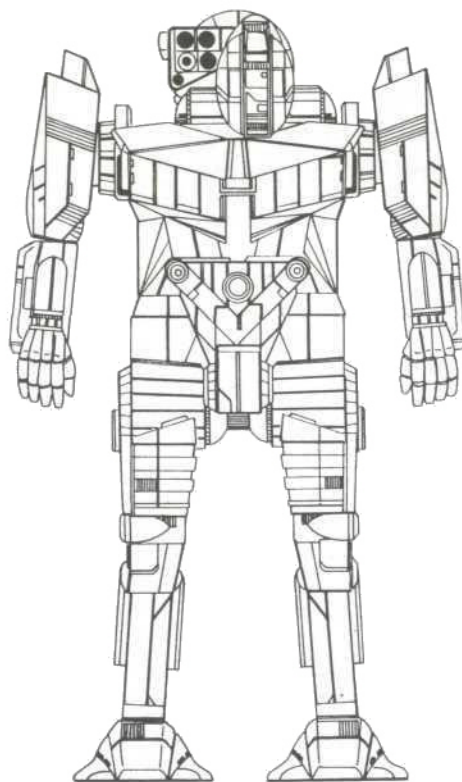
GRIFFIN

GRF-1N

Mass: 55 tons
Chassis: Earthwerk GRF
Power Plant: CoreTek 275
Cruising Speed: 57.1 kph
Maximum Speed: 81.5 kph
Jump Jets: Rawlings 55
> **Jump Capacity:** 150 m

Armor: Starshield A
Armament:
> 1 Fusigon Particle Projection Cannon
> 1 Delta Dart Long-Range Missile Ten-Rack

Manufacturer: Earthwerks, Incorporated
Communications System: Neil 6000
Targeting And Tracking System: Octagon Tartrac, System C

Long-Range Firepower:	Moderate
Med.-Range Firepower:	Moderate
Close-Range Firepower:	Moderate
Armor Level:	Heavy
Speed:	Average J
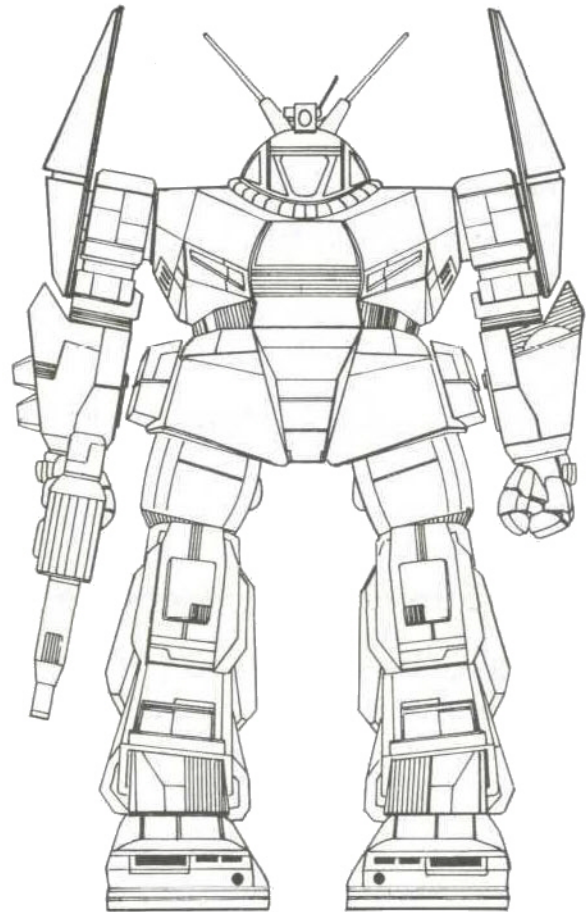
HATCHETMAN

HCT-3F

Mass: 45 Tons
Chassis: Chariot Type II
Power Plant: GM 180
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Luxor 2/Q
    Jump Capacity: 120 m
Armor: Durallex Medium
Armament:
    1 Defiance Killer Autocannon
    2 Defiance B3M Medium Lasers
Manufacturer: Defiance Industries of Hesperus II
Communications System: TharHes Thalia HM-22
Targeting And Tracking System: TharHes Ares-8a

Long-Range Firepower:	Light
Med.-Range Firepower:	Moderate
Close-Range Firepower:	Heavy
Armor Level:	Medium
Speed:	Average J
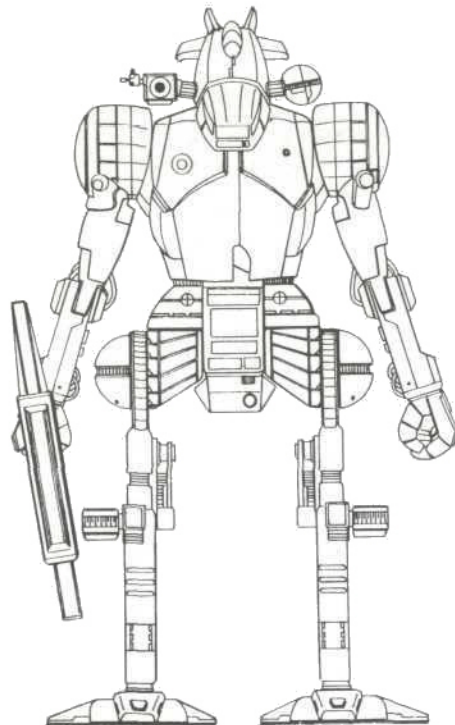
HERMES II

HER-2S

Mass: 40 Tons
Chassis: Irian Chassis Class 40
Power Plant: Hermes 240
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: None
    Jump Capacity: None
Armor: Riese-456
Armament:
    1 Oriente Autocannon
    1 I.W.W. Medium Laser
    1 Olympian Flamer
Manufacturer: Irian BattleMechs Unlimited
Communications System: Irian E.A.R.
Targeting And Tracking System: Wasat Aggressor

Long-Range Firepower:	Light
Med.-Range Firepower:	Light
Close-Range Firepower:	Light
Armor Level:	Medium
Speed:	Fast
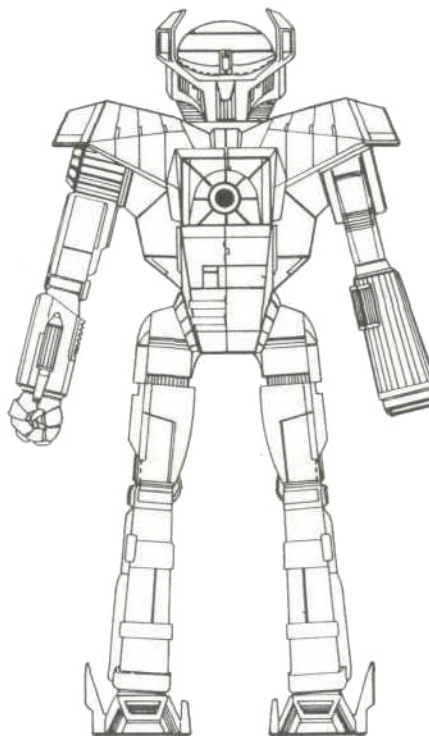
HUNCHBACK

HBK-4G

Mass: 50 tons
Chassis: Komiyaba Type VIII
Power Plant: Nissan 200
Cruising Speed: 43.9 kph
Maximum Speed: 63.5 kph
Jump Jets: None
    Jump Capacity: None
Armor: Starshield
Armament:
    1 Tomodzuru Auto cannon Mount Type 20
    2 Ichiba 2000 Medium Lasers
    1 Diverse Optics Type 10 Small Laser
Manufacturer: Komiyaba/Nissan General Industries
Communications System: Sony MST-15
Targeting And Tracking System: Tacticon Tracer 300

Long-Range Firepower:	None
Med.-Range Firepower:	Moderate
Close-Range Firepower:	Brutal
Armor Level:	Heavy
Speed:	Average
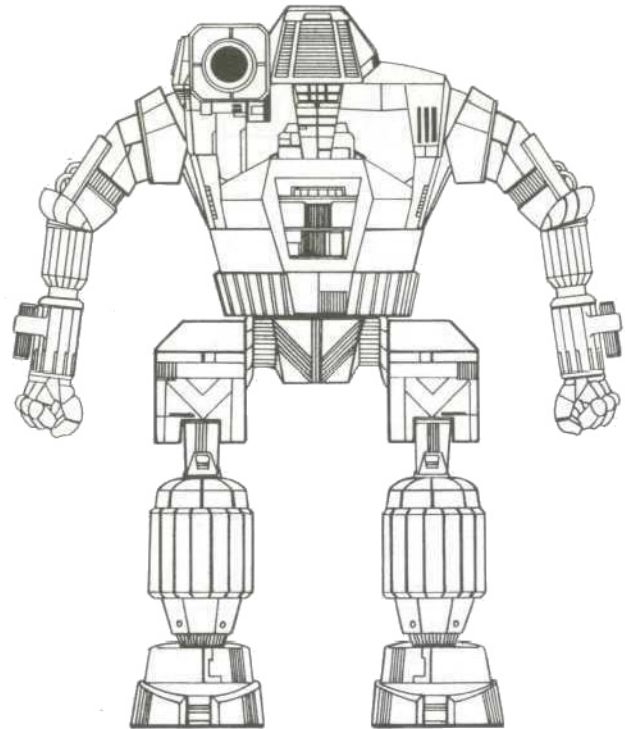
JAGERMECH

JM6-S

Mass: 65 tons
Chassis: Kallon Type XII
Power Plant: 260 Magna
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
> **Jump Capacity:** None
Armor: Kallon Royalstar
Armament:
> 2 Mydron Model C Medium Autocannon
> 2 Mydron Model D Light Autocannon
> 2 Magna Mk. II Medium Lasers

Manufacturer: Kallon Industries
Communications System: Garret T11-A
Targeting And Tracking System: Garret D2j

Long-Range Firepower:	Moderate
Med.-Range Firepower:	Heavy
Close-Range Firepower:	Moderate
Armor Level:	Medium
Speed:	Average
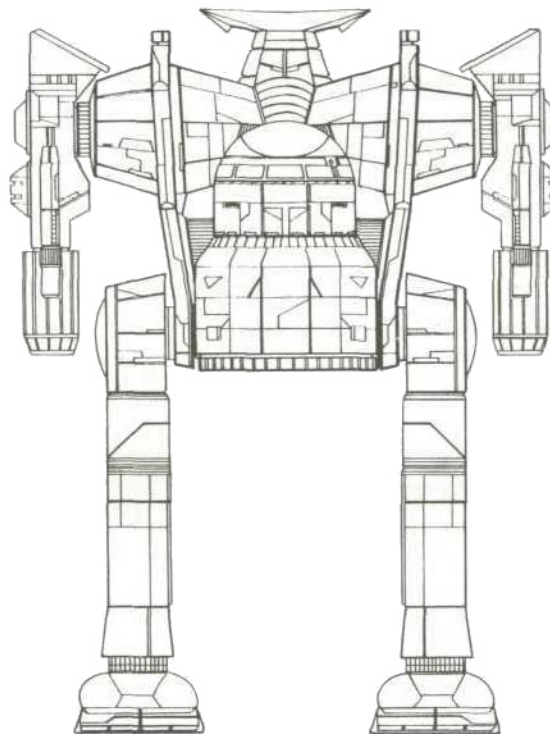
JAVELIN

JVN-10N

Mass: 30 tons
Chassis: Duralyte 246
Power Plant: GM 180
Cruising Speed: 67.3 kph
Maximum Speed: 95.9 kph
Jump Jets: Rawlings 95
     Jump Capacity: 180 m
Armor: Star Guard I
Armament: 2 Arrowlite SRM 6 Racks
Manufacturer: Stormvanger Assemblies, Light Division
Communications System: Garret T10B
Targeting And Tracking System: Dynatec 128C

Long-Range Firepower: None
Med.-Range Firepower: Moderate
Close-Range Firepower: Heavy
Armor Level: Light
Speed: Fast J
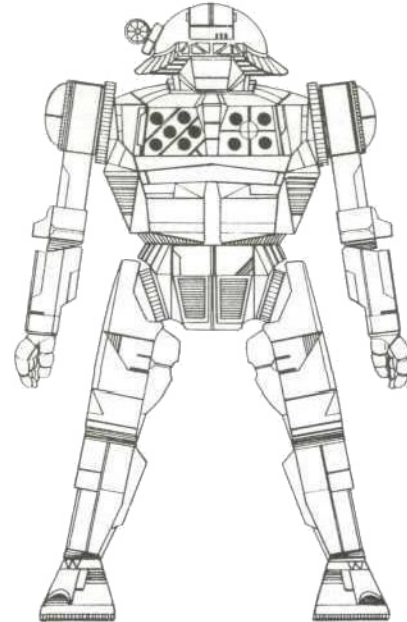
JENNER

JR7-D

Mass: 35 tons
Chassis: Diplan Scout-A
Power Plant: 245 Magna
Cruising Speed: 75.6 kph
Maximum Speed: 118.8 kph
Jump Jets: Smithson Lifters
      Jump Capacity: 150 m
Armor: Starshield
Armament:
      4 Argra 3L Medium Lasers
      1 Thunderstroke SRM-4
Manufacturer: Diplan Mechyards
Communications System: Dawson III
Targeting And Tracking System: Bk-309

Long-Range Firepower:	None
Med.-Range Firepower:	Moderate
Close-Range Firepower:	Heavy
Armor Level:	Light
Speed:	Fast J
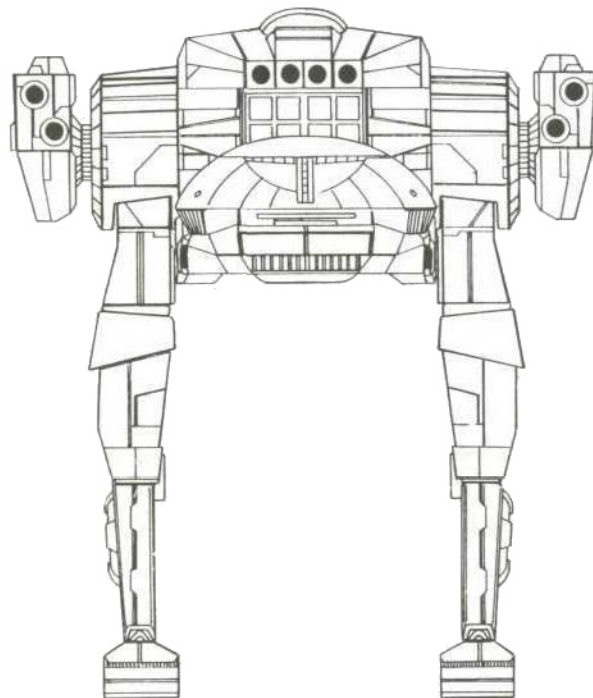
LOCUST

LCT-1V

Mass: 20 tons
Chassis: Bergan VII
Power Plant: 160 LTV
Cruising Speed: 86.4 kph
Maximum Speed: 129.6 kph
Jump Jets: None
> **Jump Capacity:** None

Armor: 1/Star Slab
Armament:
> One Medium Martell Laser
> Two SperryBrowning Machine Guns

Manufacturer: Bergan Industries
Communications System: Garret T10 B
Targeting And Tracking System: O/P 911

Long-Range Firepower: None
Med.-Range Firepower: Light
Close-Range Firepower: Moderate
Armor Level: Light
Speed: Very Fast
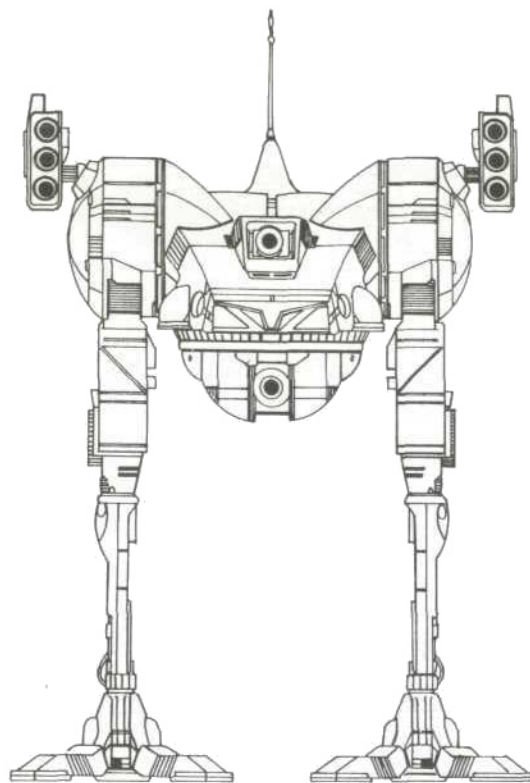
MARAUDER

MAD-3R

Mass: 75 tons
Chassis: GM Marauder
Power Plant: Vlar 300
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Valiant Lamellor
Armament:

2 Magna Hellstar PPCs
2 Magna Mk II Medium Lasers
1 GM Whirlwind Autocannon

Manufacturer: General Motors
Communications System: Dalban Micronics
Targeting And Tracking System: Dalban HiRez

Long-Range Firepower: Heavy
Med.-Range Firepower: Brutal
Close-Range Firepower: Brutal
Armor Level: Heavy
Speed: Average
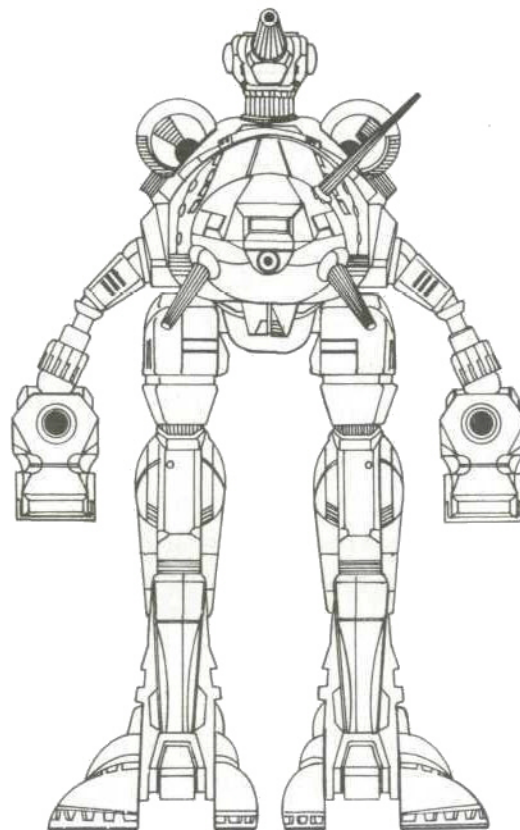
ORION

ON1-K

Mass: 75 Tons
Chassis: KaliYama Chassis
Power Plant: Vlar 300
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
> **Jump Capacity:** None

Armor: Valiant Lamellor
Armament:
> 1 KaliYama Class 10 Autocannon
> 1 KaliYama Death Bloom Missile System
> 2 I.W.W. Medium Lasers
> 1 I.W.W. Class 4 S.R. Missile System

Manufacturer: KaliYama Weapons Industries of Kalidasa
Communications System: Irian Orator-5K
Targeting And Tracking System: Wasat Aggressor Type 5

Long-Range Firepower:	Heavy
Med.-Range Firepower:	Devastating
Close-Range Firepower:	Heavy
Armor Level:	Massive
Speed:	Average
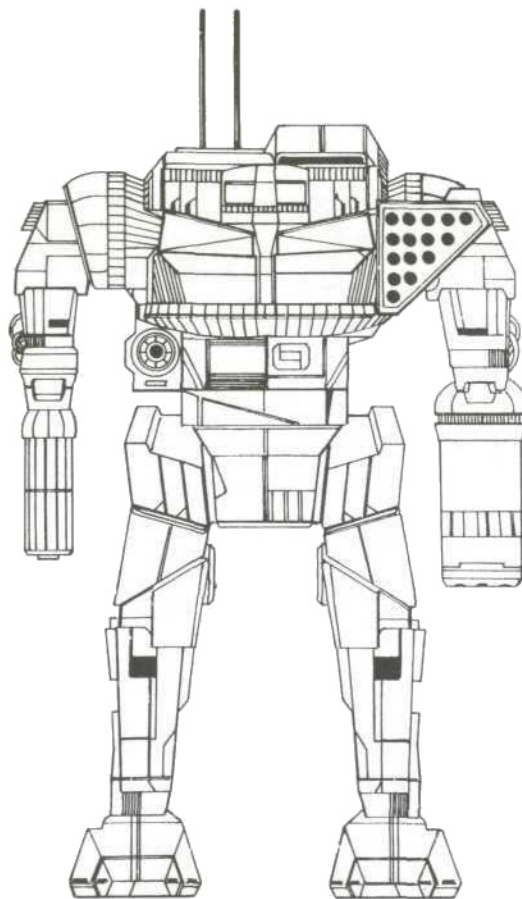
OSTROC

OSR-2C

Mass: 60 tons
Chassis: Ost-II
Power Plant: Vlar 300
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: None
>**Jump Capacity:** None

Armor: Riese-475
Armament:
>1 Totschlagen SRM Launchers
>2 Fuersturm-c Heavy Lasers
>2 Fuersturm-b Medium Lasers

Manufacturer: Ostmann Industrie
Communications System: Ostmann-L
Targeting And Tracking System: Ferdinand-a

Long-Range Firepower:	Light
Med.-Range Firepower:	Heavy
Close-Range Firepower:	Brutal
Armor Level:	Heavy
Speed:	Average
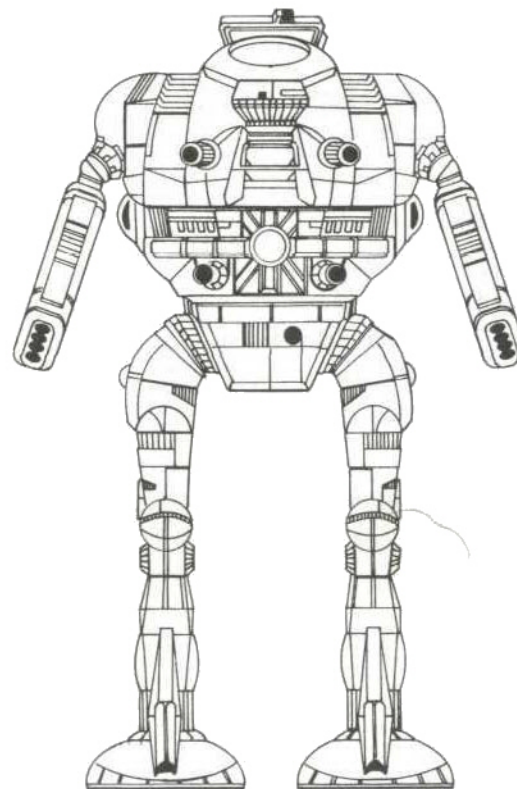
OSTSCOUT

OTT-7J

Mass: 35 tons
Chassis: Kell/S
Power Plant: 280 VOX
Cruising Speed: 86.4 kph
Maximum Speed: 129.6 kph
Jump Jets: Ostmann Sct-A
      Jump Capacity: 240 m
Armor: Durallex Light
Armament: 1 Tronel II Medium Laser
Manufacturer: Kong Interstellar Corp.
Communications System: Barret 4000
Targeting And Tracking System: TRSS.2L3

Long-Range Firepower:	None
Med.-Range Firepower:	Light
Close-Range Firepower:	Light
Armor Level:	Medium
Speed:	Average J
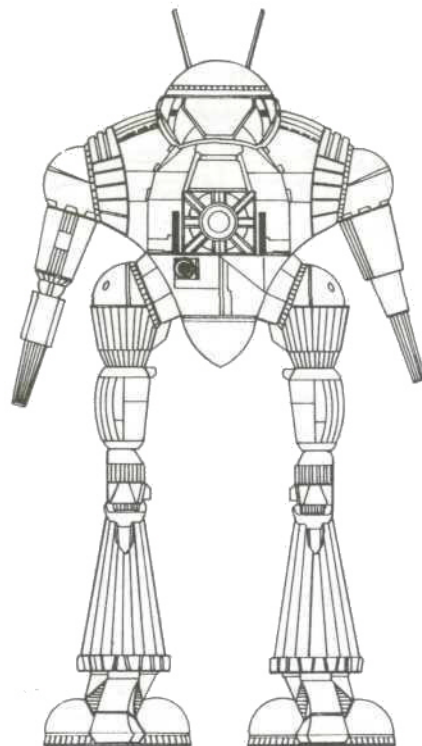
OSTSOL

OTL-4D

Mass: 60 tons
Chassis: Kell/H
Power Plant: 300 Vlar
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: None
  Jump Capacity: None
Armor: Valiant Lamellor
Armament:
  2 Tronel III Heavy Lasers
  4 Tronel II Medium Lasers
Manufacturer: Kong Interstellar Corp.
Communications System: Barret 509p
Targeting And Tracking System: TRSS.2L3

Long-Range Firepower: Light
Med.-Range Firepower: Heavy
Close-Range Firepower: Devastating
Armor Level: Heavy
Speed: Fast J
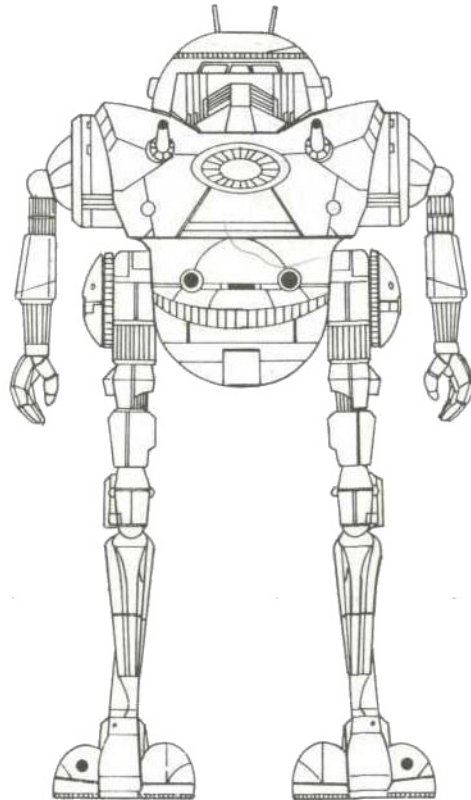
PANTHER

PNT-9R

Mass: 35 Tons
Chassis: Alahain 56-Carrier
Power Plant: Hermes 140
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Lexington Lifters
    Jump Capacity: 120 m
Armor: Maximilian 42
Armament:
    1 Telos Four-Shot SRM Missile System
    1 Lord's Light Particle Beam Weapon
Manufacturer: Alshain Weapons
Communications System: Sipher CommCon CSU-4
Targeting And Tracking System: Cat's Eyes 5

Long-Range Firepower:	Moderate
Med.-Range Firepower:	Moderate
Close-Range Firepower:	Moderate
Armor Level:	Medium
Speed:	Average J
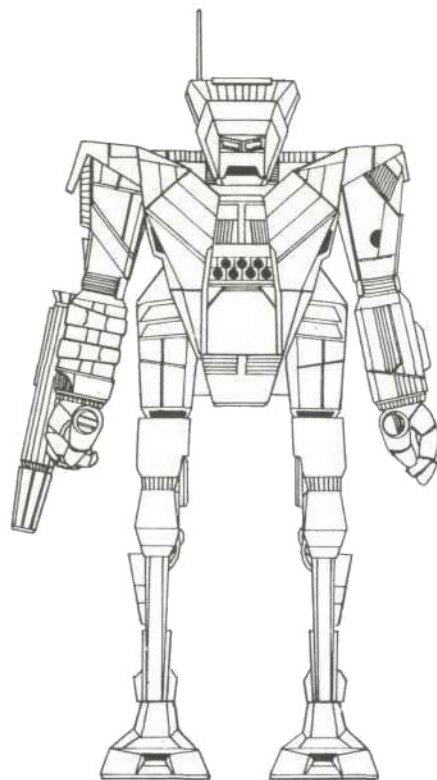
PHOENIX HAWK

PXH-1

Mass: 45 tons
Chassis: Orguss Stinger
Power Plant: GM 270
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: Pitban 9000
　　Jump Capacity: 180 m
Armor: Durallex Light
Armament:
　　1 Harmon Heavy Laser
　　2 Harmon Medium Lasers
　　2 M100 Machine Guns
Manufacturer: Orguss Industries
Communications System: Tek BattleCom
Targeting And Tracking System: Tek Tru-Trak

Long-Range Firepower:	Light
Med.-Range Firepower:	Moderate
Close-Range Firepower:	Heavy
Armor Level:	Medium
Speed:	Fast J
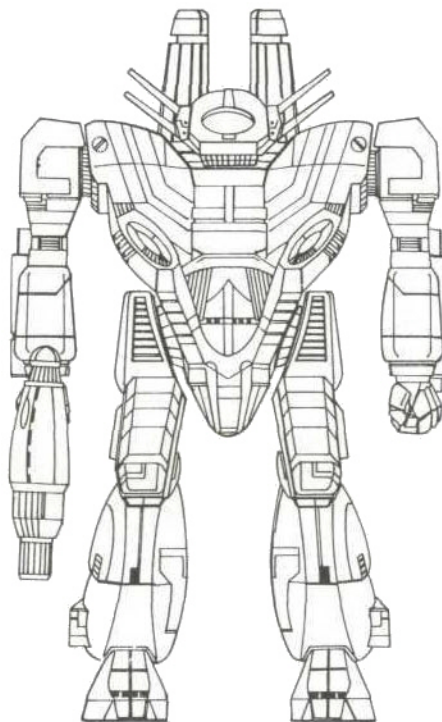
QUICKDRAW

QKD-4G

Mass: 60 tons
Chassis: Technicron Type E
Power Plant: VOX 280
Cruising Speed: 42.1 kph
Maximum Speed: 66.7 kph
Jump Jets: Chilton 460
      Jump Capacity: 150 m
Armor: Riese-475
Armament:
      4 Omicron 4000 Medium Lasers
      1 Delta Dart Long-Range Missile Ten-Rack
      1 Hovertec Short-Range Missile Quad
Manufacturer: Technicron Manufacturing
Communications System: Garret T12-E
Targeting And Tracking System: Dynatec 2180

Long-Range Firepower:	Light
Med.-Range Firepower:	Heavy
Close-Range Firepower:	Heavy
Armor Level:	Medium
Speed:	Average J
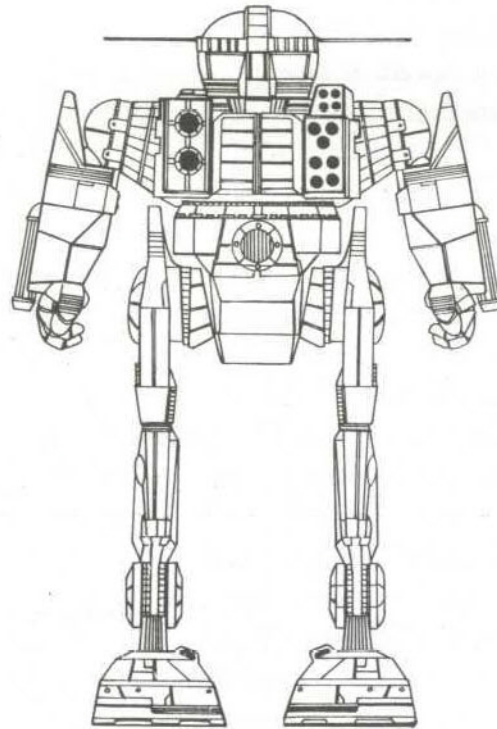
RIFLEMAN

RFL-3N

Mass: 60 tons
Chassis: Kallon Type IV
Power Plant: Pitban 240
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
       Jump Capacity: None
Armor: Kallon Royalstar
Armament:
       2 Magna Mk III Heavy Lasers
       2 Magna Mk II Medium Lasers
       2 Imperator-A Autocannon
Manufacturer: Kallon Industries
Communications System: Garret T11-A
Targeting And Tracking System: Garret D2j

Long-Range Firepower: Heavy
Med.-Range Firepower: Brutal
Close-Range Firepower: Heavy
Armor Level: Medium
Speed: Average
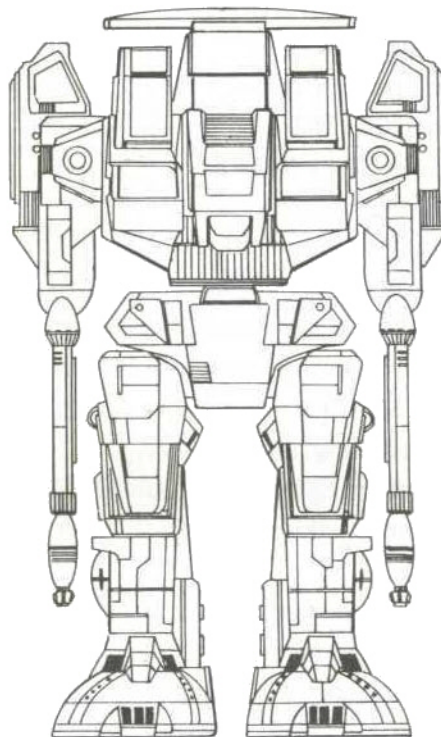
SHADOW HAWK

SHD-2H

Mass: 55 tons
Chassis: Lang T1
Power Plant: 275 CoreTek
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: Pitban LFT–50
       Jump Capacity: 90 m
Armor: Maximilian 43
Armament:
       One Armstrong J11 Autocannon (20)
       One Holly Long-Range Missile Pack (5)
       One Holly Short-Range Missile Pack (2)
       One Martell Model 5 Medium Laser
Manufacturer: Lang Industries Inc.
Communications System: O/P 300 COMSET
Targeting And Tracking System: O/P 2000A

Long-Range Firepower:	Light
Med.-Range Firepower:	Moderate
Close-Range Firepower:	Light
Armor Level:	Heavy
Speed:	Average J
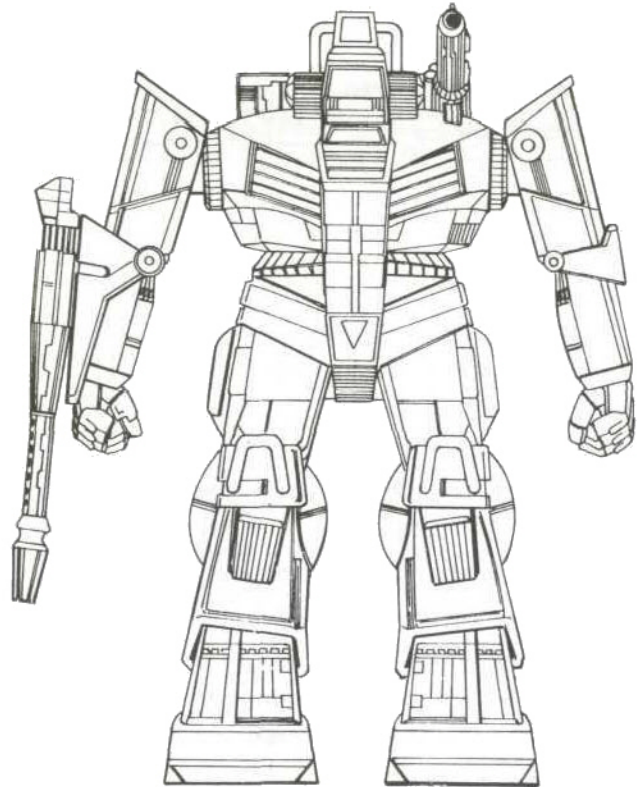
SPIDER

SDR-5V

Mass: 30 tons
Chassis: Newhart 1200
Power Plant: Pitban 240
Cruising Speed: 86.4 kph
Maximum Speed: 130 kph
Jump Jets: Pitban LFT-10
      Jump Capacity: 240 m
Armor: Durallex Light
Armament: Two Aberdovey Mk III Medium Lasers
Manufacturer: Newhart Interstellar Industries Ltd.
Communications System: O/P 500A
Targeting And Tracking System: O/P TA1240

Long-Range Firepower:	None
Med.-Range Firepower:	Light
Close-Range Firepower:	Moderate
Armor Level:	Light
Speed:	Very Fast J
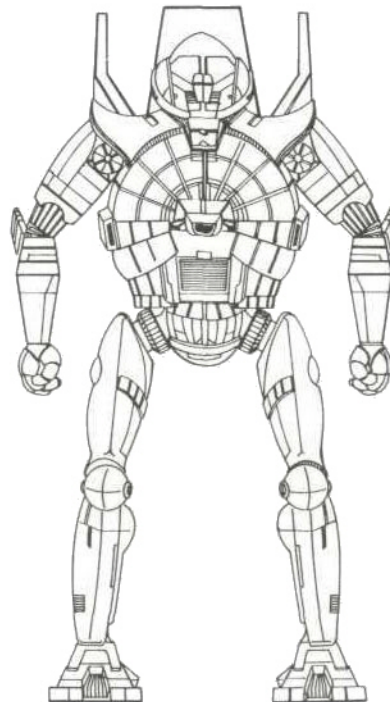
STALKER

STK-3F

Mass: 85 tons
Chassis: Titan H1
Power Plant: 255 Strand
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Jump Jets: None
> **Jump Capacity:** None

Armor: Valiant Lamellor
Armament:
> 2 Jackson B5c LRM-10
> 2 Magna Mk.III Heavy Lasers
> 4 Magna Mk. II Medium Lasers
> 2 Thunderstroke SRM-6

Manufacturer: Triad Technologies
Communications System: Cronol PR
Targeting And Tracking System: Spar 3c Tight Band

Long-Range Firepower:	Heavy
Med.-Range Firepower:	Incredible
Close-Range Firepower:	Incredible
Armor Level:	Massive
Speed:	Slow
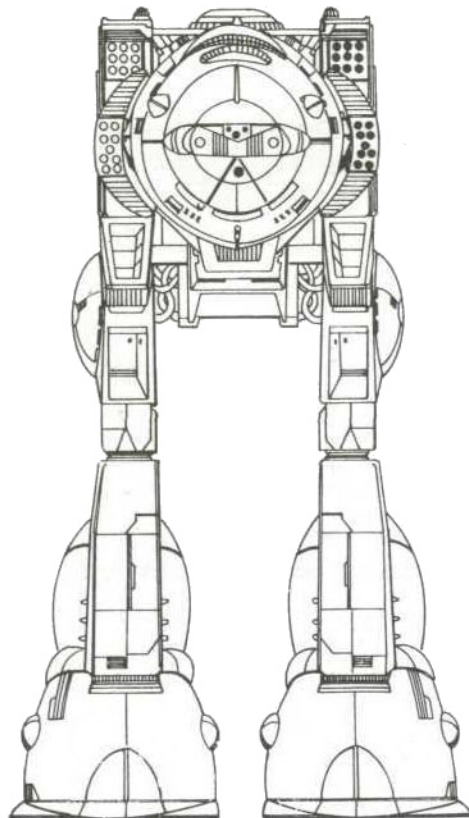
STINGER

STG-3R

Mass: 20 tons
Chassis: Earthwerks STG
Power Plant: GM 120
Cruising Speed: 63.4 kph
Maximum Speed: 91.6 kph
Jump Jets: Chilton 360
    Jump Capacity: 180 m
Armor: Riese-100
Armament:
    1 Omicron 3000 Medium Laser
    2 LFN Linblad Machine Guns
Manufacturer: Earthwerks, Incorporated
Communications System: Datacom 26
Targeting And Tracking System: Dynatec 990

Long-Range Firepower: None
Med.-Range Firepower: Light
Close-Range Firepower: Moderate
Armor Level: Light
Speed: Fast J
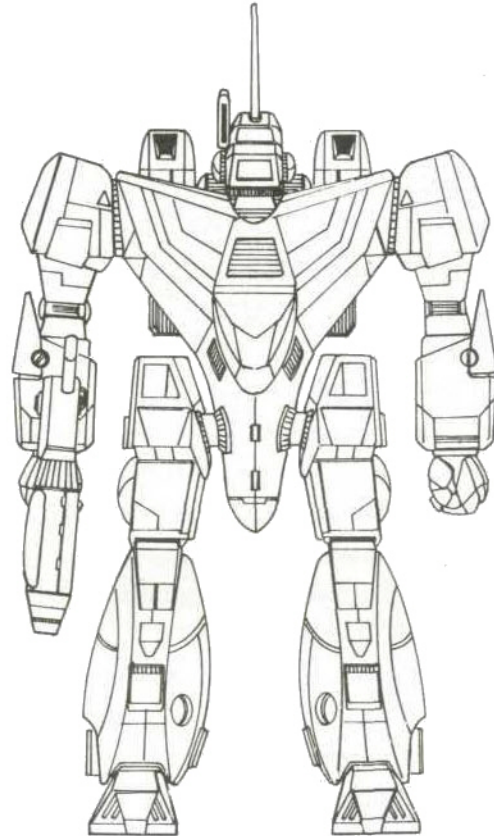
THUNDERBOLT

TDR-5S

Mass: 65 tons
Chassis: Earthwerk TDR
Power Plant: Magna 260
Cruising Speed: 48.3 kph
Maximum Speed: 62.4 kph
Jump Jets: None
> **Jump Capacity:** None

Armor: Ryerson 150
Armament:
> 1 Sunglow Type 2 Large Laser
> 1 Delta Dart Long-Range Missile 15-Rack
> 3 Diverse Optics Type 18 Medium Lasers
> 1 Bical Short-Range Missile Twin-Rack
> 2 Voelkers 200 Machine Guns

Manufacturer: Earthwerks, Incorporated
Communications System: Neil 8000
Targeting And Tracking System: RCA Instatrac Mark X

Long-Range Firepower: Brutal
Med.-Range Firepower: Incredible
Close-Range Firepower: Brutal
Armor Level: Heavy
Speed: Average
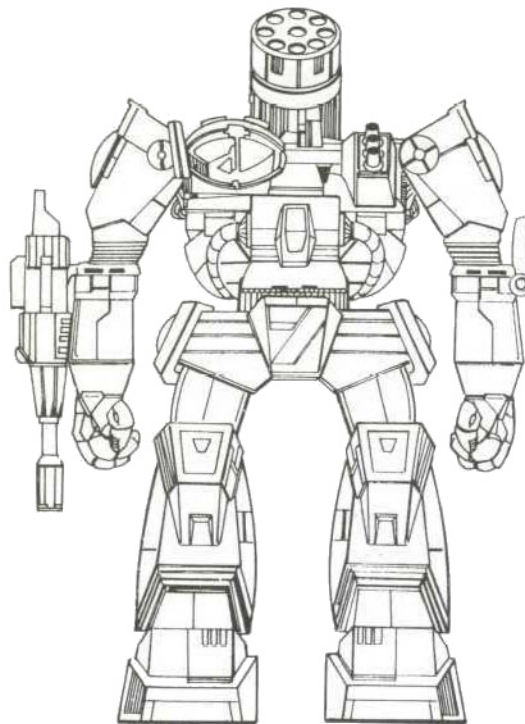
TREBUCHET

TBT-5N

Mass: 50 tons
Chassis: Corean Model 9C
Power Plant: 250 Magna
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: None
> **Jump Capacity:** None

Armor: Starshield
Armament:
> 2 Zeus LRM-15
> 3 Magna Mk II Medium Lasers

Manufacturer: Corean Enterprises
Communications System: Corean TransBand-J9
Targeting And Tracking System: Corean B-Tech

Long-Range Firepower: Devastating
Med.-Range Firepower: Devastating
Close-Range Firepower: Moderate
Armor Level: Medium
Speed: Average
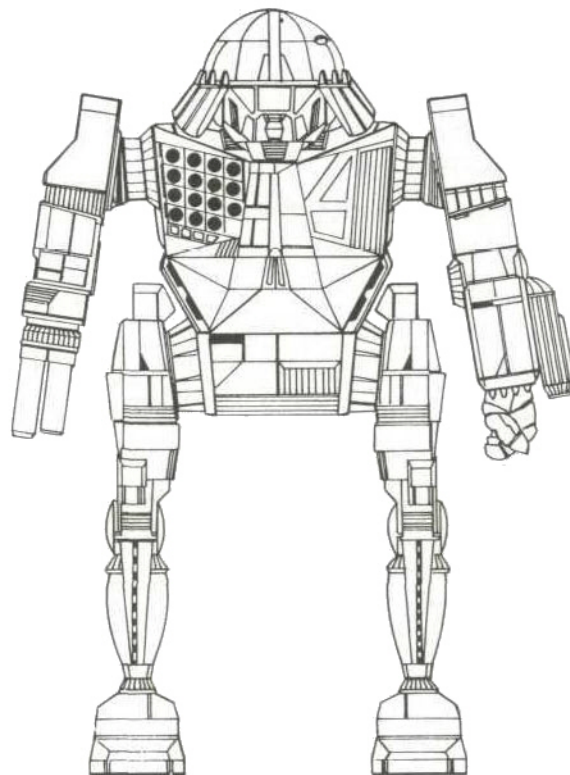
URBANMECH

UM-R60

Mass: 30 tons
Chassis: Republic-R
Power Plant: Leenex 60
Cruising Speed: 21.6 kph
Maximum Speed: 32.4 kph
Jump Jets: Pitban 6000
> **Jump Capacity:** 60 m

Armor: Durallex Medium
Armament:
> 1 Imperator-B Autocannon
> 1 Harmon Light Laser

Manufacturer: Orguss Industries
Communications System: Dalban Interact
Targeting And Tracking System: Dalban Urban

Long-Range Firepower: Light
Med.-Range Firepower: Moderate
Close-Range Firepower: Moderate
Armor Level: Medium
Speed: Slow J
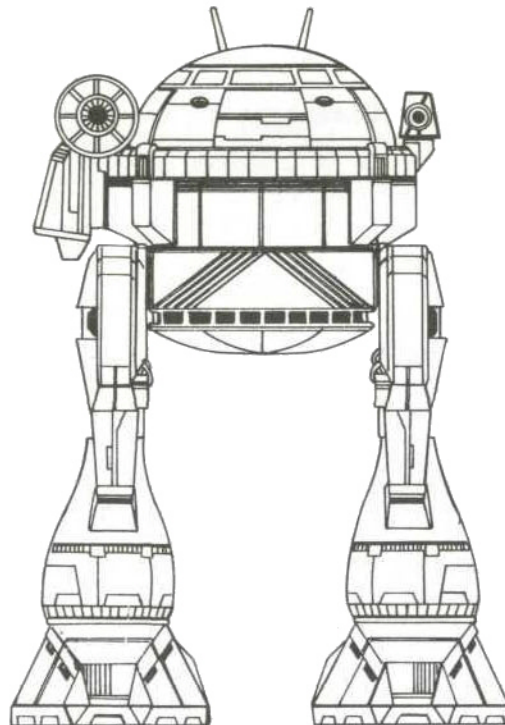
VALKYRIE

VLK-QA

Mass: 30 tons
Chassis: Corean Model 1AA
Power Plant: 150 Omni
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: Norse Industries 3S
      Jump Capacity: 150 m
Armor: Riese-470
Armament:
      1 Sutel IX Medium Laser
      1 Devastator Series-07 LRM-10
Manufacturer: Corean Enterprises
Communications System: Lynx-shur
Targeting And Tracking System: Sync Tracker (39-42071)

Long-Range Firepower:	Light
Med.-Range Firepower:	Moderate
Close-Range Firepower:	Light
Armor Level:	Moderate
Speed:	Average J
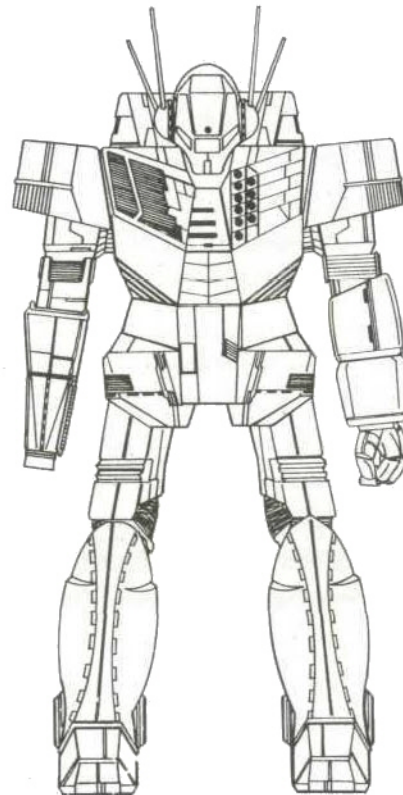
VINDICATOR

VND-1R

Mass: 45 tons
Chassis: Ceresplex IV
Power Plant: GM 180
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Anderson Propulsion 30
  Jump Capacity: 121 m
Armor: Starshield
Armament:
  1 CeresArms Smasher PPC
  1 Sian/Ceres Jaguar LRM Missile System
  1 CeresArms Medium Laser
  1 Hessen Small Laser
Manufacturer: Ceres Metal Industries
Communications System: CeresCom Model 21-Rs
Targeting And Tracking System: C-Apple Churchill

Long-Range Firepower: Moderate
Med.-Range Firepower: Heavy
Close-Range Firepower: Heavy
Armor Level: Heavy
Speed: Average J
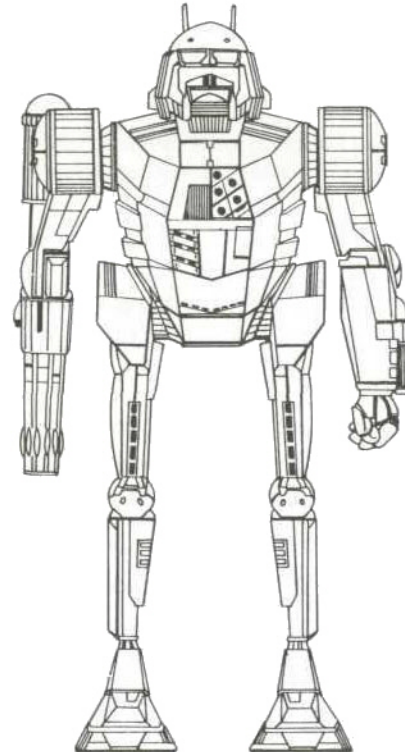
WARHAMMER

WHM-6R

Mass: 70 tons
Chassis: StarCorp 100
Power Plant: VOX 280
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
    Jump Capacity: None
Armor: Leviathan Plus
Armament:
    Two Donal PPCs
    Two Martell Medium Lasers
    Two Magna Small Lasers
    One Holly Short-Range Missile Pack (6)
    Two SperryBrowning Machine Guns
Manufacturer: StarCorp Industries
Communications System: O/P 3000 COMSET
Targeting And Tracking System: O/P 1500 ARB

Long-Range Firepower:	Heavy
Med.-Range Firepower:	Heavy
Close-Range Firepower:	Incredible
Armor Level:	Heavy
Speed:	Average
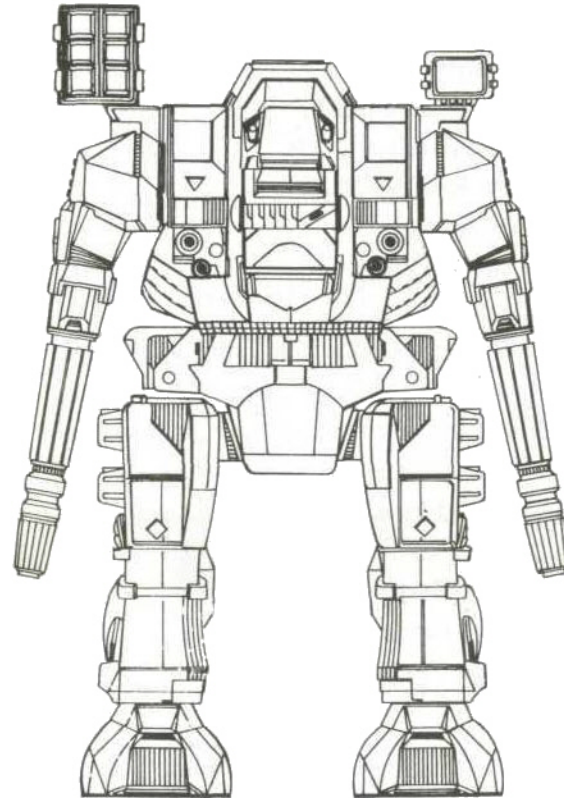
WASP

WSP-1A

Mass: 20 tons
Chassis: 1A Type 3
Power Plant: GM 120
Cruising Speed: 66.5 kph
Maximum Speed: 95.1 kph
Jump Jets: Rawlings 52
    Jump Capacity: 180 m
Armor: Durallex Light
Armament:
    1 Diverse Optics Type 2 Medium Laser
    1 Bical SRM Twin-Rack
Manufacturer: General Mechanics, Incorporated
Communications System: Duoteck 65
Targeting And Tracking System: Radcom TXX

Long-Range Firepower:	None
Med.-Range Firepower:	Light
Close-Range Firepower:	Light
Armor Level:	Light
Speed:	Fast J
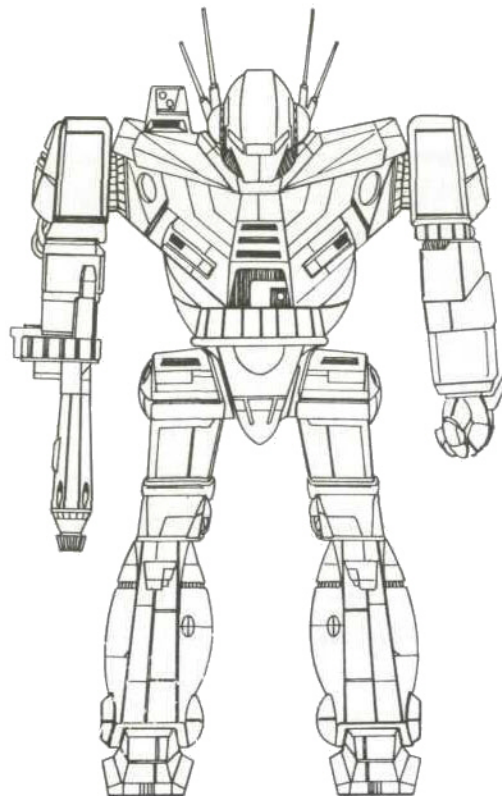
WHITWORTH

WTH-1

Mass: 40 tons
Chassis: Whitworth Type I
Power Plant: LTV 160
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Whitworth Jetlift
> **Jump Capacity:** 120 m

Armor: Durallex Light
Armament:
> 2 Longbow-10 LRM Launchers
> 3 Intek Medium Lasers

Manufacturer: Whitworth Company
Communications System: Garret T14
Targeting And Tracking System: Garret D2j

Long-Range Firepower:	Moderate
Med.-Range Firepower:	Heavy
Close-Range Firepower:	Moderate
Armor Level:	Medium
Speed:	Average J
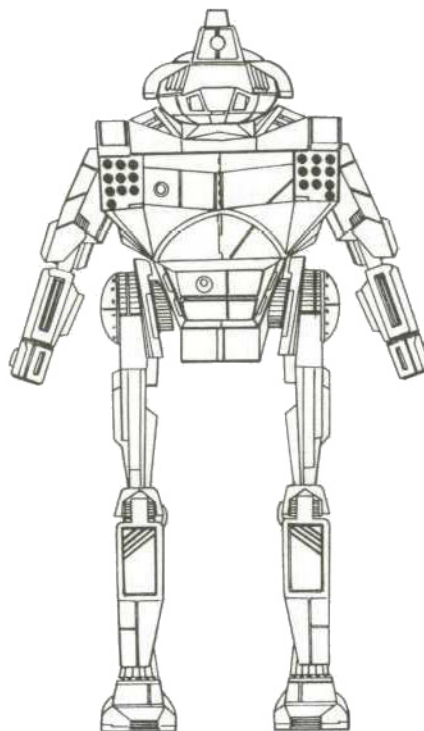
WOLVERINE

WVR-6R

Mass: 55 tons
Chassis: Crucis-A
Power Plant: Core Tek 275
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: Northrup 12000
    Jump Capacity: 150 m
Armor: Maximilian 60
Armament:
    1 Whirlwind Autocannon
    1 Harpoon-6 SRM Launcher
    1 Magna Mk II Medium Laser
Manufacturer: Kallon Industries
Communications System: Tek BattleCom
Targeting And Tracking System: Garret T11-B

Long-Range Firepower:	Light
Med.-Range Firepower:	Moderate
Close-Range Firepower:	Moderate
Armor Level:	Heavy
Speed:	Average J
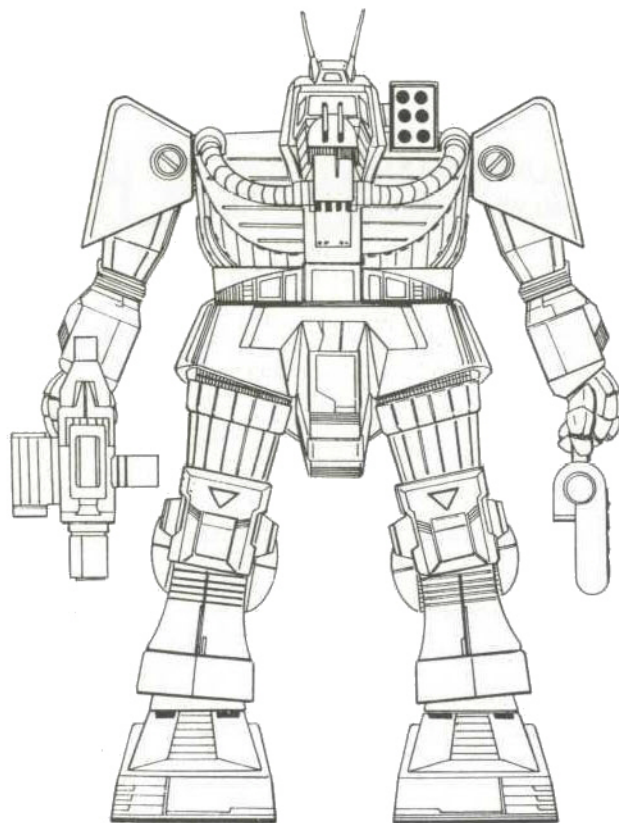
ZEUS

ZEU-6S

Mass: 80 tons
Chassis: Chariot Type III
Power Plant: Pitban 320
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
> **Jump Capacity:** None

Armor: Valiant Lamellor
Armament:
> 1 Thunderbolt A5M Large Laser
> 1 Coventry Star Fire LRM Missile System
> 1 Defiance Autocannon
> 2 Defiance B3M Medium Lasers

Manufacturer: Defiance Industries of Hesperus II
Communications System: TharHes Calliope ZE-2
Targeting And Tracking System: TharHes Ares-7

Long-Range Firepower:	Brutal
Med.-Range Firepower:	Devastating
Close-Range Firepower:	Heavy
Armor Level:	Heavy
Speed:	Average
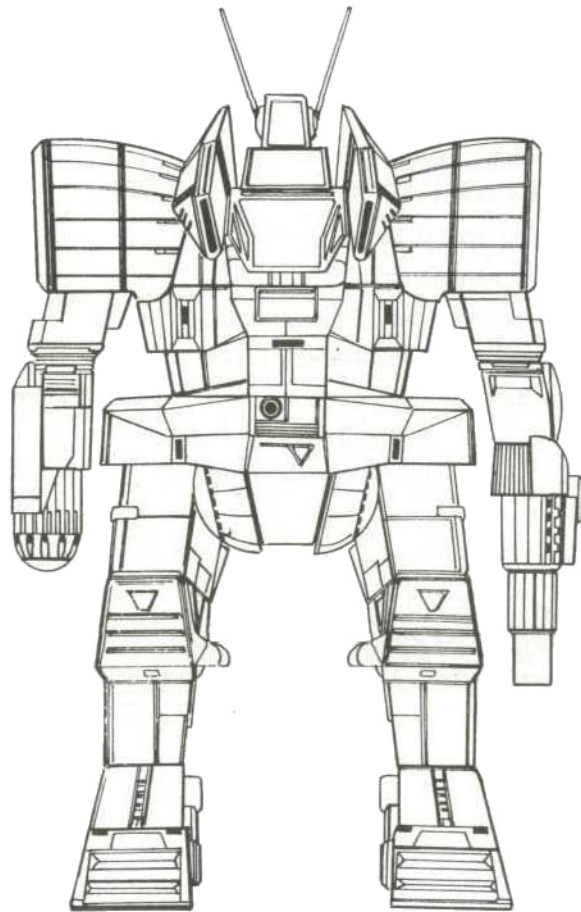
Vehicles

APC (Armored Personnel Carrier)

Mass: 10 tons
Movement Type: Wheeled
Power Plant: I.C.E. Type 40
Cruising Speed: 65 kph
Flank Speed: 97 kph
Armor: SimplePlate Manufacturers
Armament: Various Machine Guns
Manufacturer: Various
Communications System: LongCom
Targeting and Tracking System: OptiTrack Techniques

Long-Range Firepower:	None
Med.-Range Firepower:	None
Close-Range Firepower:	Light
Armor Level:	Light
Speed:	Fast
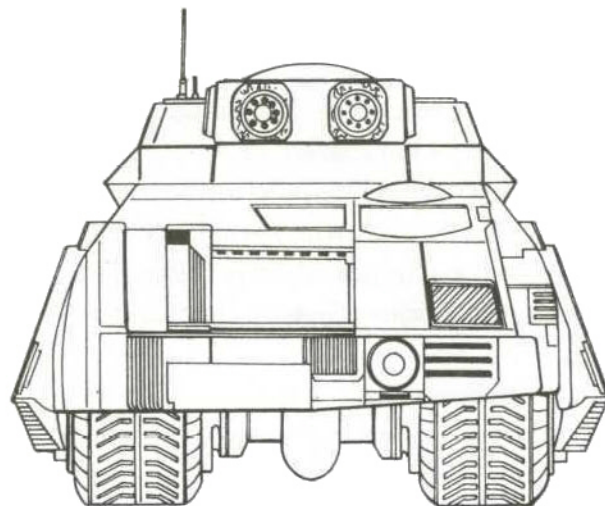
Drillson Heavy Hover Tank

Mass: 50 tons

Movement Type: Hover

Power Plant: MaxLift Hover Engine

Cruising Speed: 65 kph

Flank Speed: 97 kph

Armor: ArcShield Heavy

Armament:

      Cyclops Eye Laser

      2 HoverTech Short-Range Missile Racks

      Light Crossbow Long-Range Missile Rack

      2 Kicker Machine Guns

Manufacturer: Cyclops Incorporated

Communications System: Cyclops 1

Targeting and Tracking System: Evil Eye

Long-Range Firepower:	Moderate
Med.-Range Firepower:	Heavy
Close-Range Firepower:	Heavy
Armor Level:	Medium
Speed:	Fast
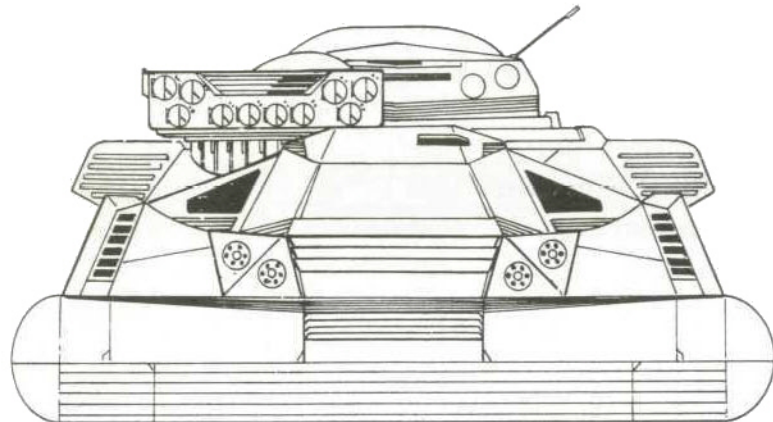
Galleon Light Tank

GAL-100

Mass: 30 tons

Movement Type: Tracked

Power Plant: 180 GTEM I.C.E.

Cruising Speed: 54 kph

Flank Speed: 73 kph

Armor: 3/Star Slab 6

Armament:

      1 Jackson Medium 17 Laser

      2 Small Jackson Lasers Model 12

Manufacturer: Brooks Incorporated

Communications System: Maxell 500

Targeting and Tracking System: Maxell TA50

Long-Range Firepower:	None
Med.-Range Firepower:	Light
Close-Range Firepower:	Moderate
Armor Level:	Light
Speed:	Fast
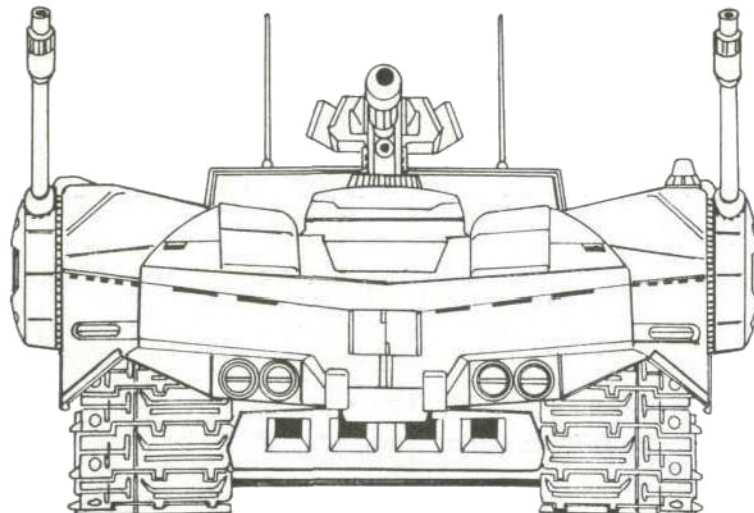
Mobile HEADQUARTERS (HQ)

Mass: 25 tons

Movement Type: Wheeled

Power Plant: Omni 150 Fusion

Cruising Speed: 65 kph

Flank Speed: 97 kph

Armor: 4/Star Slab

Armament: 1 Hesperus-B3M Medium Laser

Manufacturer: Star League Defense Industries

Communications System: TharHes HQ CommSet

Long-Range Firepower:	None
Med.-Range Firepower:	Light
Close-Range Firepower:	Light
Armor Level:	Medium
Speed:	Fast
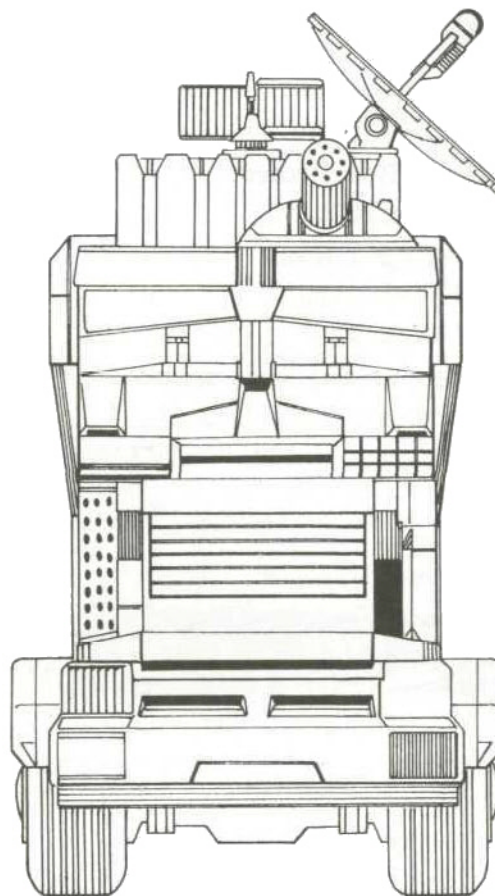
Ordinance Transport

J-27

Mass: 10 tons cab
25 tons trailer
Movement Type: Tracked
Power Plant: I.C.E.
Cruising Speed: 34 kph
Flank Speed: 52 kph
Armor: 1/Star Slab
Armament: 1 SperryBrowning Machine Gun
Manufacturer: Acme Widgets
Communications System: Tandy A-100

Long-Range Firepower:	None
Med.-Range Firepower:	None
Close-Range Firepower:	Light
Armor Level:	Light
Speed:	Average
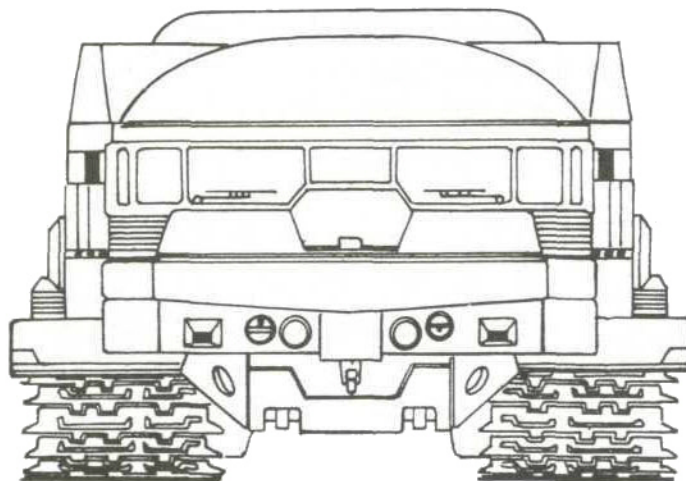
Pegasus Scout Hover Tank

Mass: 35 tons
Movement Type: Hover
Power Plant: GM 105 I.C.E.
Cruising Speed: 86 kph
Flank Speed: 130 kph
Armor: ProtecTech 6
Armament: 2 StarStreak Heavy Missile Launcher
Manufacturer: Exeter Organization
Communications System: Exeter LongScan with ReconLook
Targeting and Tracking System: Salamander Systems CommPhase Unit

Long-Range Firepower:	None
Med.-Range Firepower:	Light
Close-Range Firepower:	Light
Armor Level:	Medium
Speed:	Very Fast
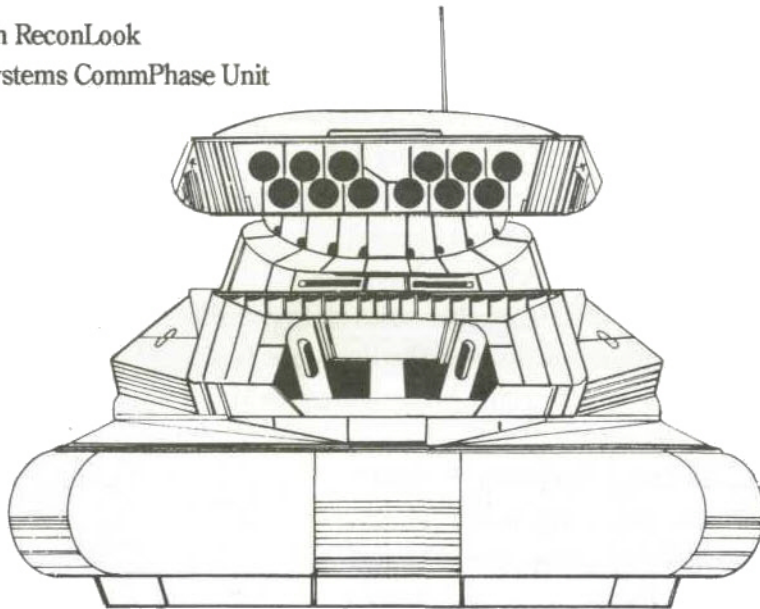
Rommel/Patton Tank

Mass: 65 tons
Movement Type: Tracked
Power Plant: Magna 260 Fusion
Cruising Speed: 43 kph
Flank Speed: 65 kph
Armament:

    Rommel Tank

        1 Defiance 'Mech Hunter Autocannon

        1 Coventry Five-Tube Missile System

        1 A5L Small Laser

    Patton Tank

        1 Defiance Killer Autocannon Type T

        1 Coventry Five-Tube Missile System

        1 Hotshot Flamer

        1 A5L Small Laser

Manufacturer: Defiance Industries of Hesperus II
Communications System: TharHes Muse 54-58K
Targeting and Tracking System: TharHes Mars5

Long-Range Firepower:	Light
Med.-Range Firepower:	Moderate
Close-Range Firepower:	Heavy
Armor Level:	Massive
Speed:	Average
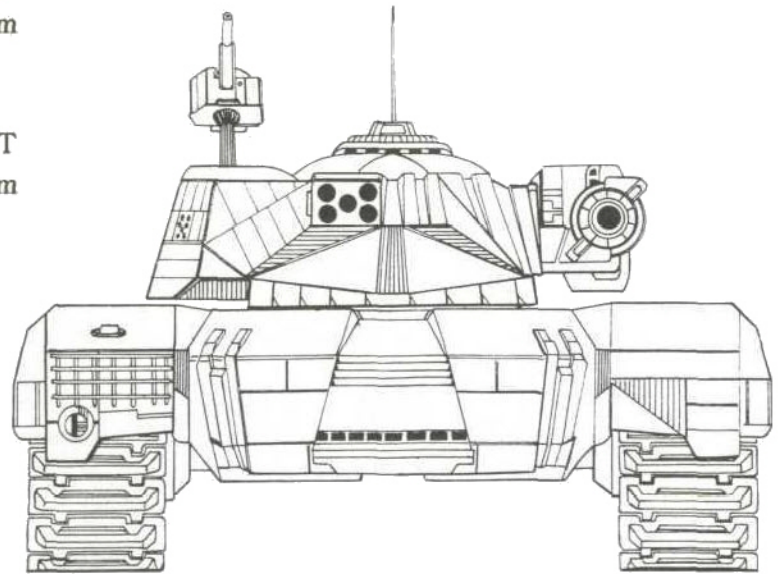
Skulker Wheeled Scout Tank

Mass: 20 tons
Movement Type: Wheeled
Power Plant: GM Classic 120
Cruising Speed: 76 kph
Flank Speed: 119 kph
Armor: ProtecTech Light
Armament: Standard Systems Medium Laser
Manufacturer: Joint Equipment Systems
Communications System: Communiqué Equipment
Targeting and Tracking System: None

Long-Range Firepower: None
Med.-Range Firepower: Light
Close-Range Firepower: Light
Armor Level: Medium
Speed: Fast
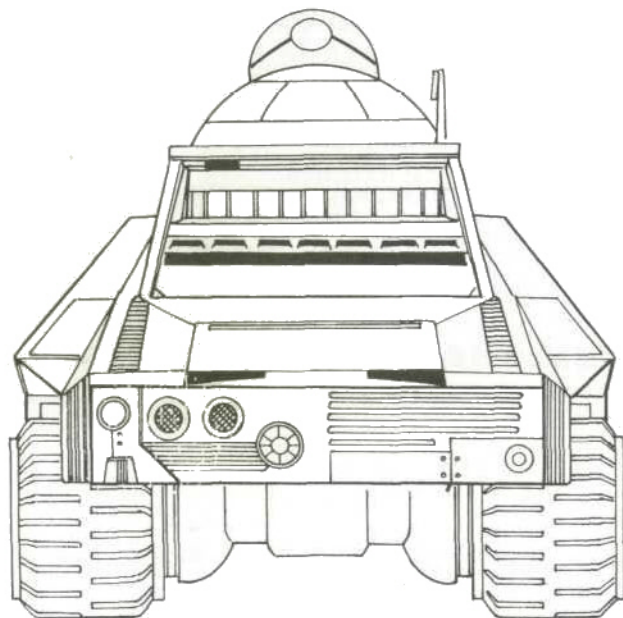
Weapons and Equipment

BattleMechs can support a large array of weaponry. From high-powered automatic guns to amplified laser weapons, there are many types of weapons that 'Mechs and vehicles can bring to bear on their Enemies. Understanding the advantages and disadvantages of each weapon can increase the life expectancy of any MechWarrior.

The type of weapon is important for many reasons. If a 'Mech has many ammo-based weapons, like LRMs or AutoCannons, that 'Mech could end up almost weaponless if the ammo runs out too soon. The rule is: the more powerful the weapon, the less it can be fired. Another problem with ammo is one good interior hit to an ammo pack in a 'Mech can cause it to explode immediately.

Energy weapons are the other side of the coin. They don't run out of ammo and they don't explode, but they create much more heat than ammo-based weapons. A hot 'Mech makes combat risky, so sometimes a MechWarrior can't fire all of his weapons due to heat constraints. Again, the rule is: the more powerful the weapon, the more heat it creates.

The number of weapons on a 'Mech can also affect how it performs on the field. A 'Mech with one powerful weapon like a PPC can do heavy damage with one hit, but if it misses there will be some dead time until it recharges again. A 'Mech with four Small Lasers may only do a small amount of damage with each weapon, but receives more chances to hit, and may fire more often. Remember though, each hit may damage different areas of armor. Internal damage can knock out weapons, so the more weapons a 'Mech has, the better.

Weapons circa 3030

Autocannon: A rapid-fire autoloading weapon firing high-speed streams of high-explosive, armor-piercing shells. Light vehicle autocannon bores range from 30 to 90 mm, while those of heavy 'Mech autocannon may be 80 to 120 mm or more. Autocannons are rarely effective beyond 600 meters.

Weapon	Max.Range	Damage	Heat	Ammo Rounds
Autocannon/2	Long	V. Light	Minimal	45
Autocannon/5	Long	Medium	Minimal	20
Autocannon/10	Long	V. Heavy	Low	10
Autocannon/22	Long	Devastating	Hot	5

Laser: Light Amplification by Stimulated Emission of Radiation—an instrument that stimulates the natural shifts between energy levels of atoms or molecules to generate intense radiation in the ultraviolet, visible, or infrared regions.

Weapon	Max.Range	Damage	Heat	Ammo Rounds
Sm Laser	Close	Light	Minimal	N/A
Med Laser	Medium	Medium	Low	N/A
Lg Laser	Long	Heavy	V. Hot	N/A

Listen-Kill Missile: Missile with a special computer and homing device the size of a small grenade that allows it to home in on the electronic noise emanating from a 'Mech or tank. Its statistics are the same as comparable LRMs.

LRM: Long-Range Missile—an indirect-fire missile with a high-explosive warhead. Inaccurate at close range.

Weapon	Max.Range	Damage	Heat	Ammo Rounds
LRM-5	Long	Light	V. Low	22
LRM-10	Long	Medium	Warm	12
LRM-15	Long	V. Heavy	Hot	8
LRM-20	Long	Devastating	Hot	6

Machine Gun: A small-arms weapon which rapidly fires bursts of bullets, with excellent damage potential. The Portable Machine Gun is a main support weapon for infantry.

Weapon	Max.Range	Damage	Heat	Ammo Rounds
Mach. Gun	Close	V. Light	None	200

PPC: Particle Projection Cannon—a magnetic accelerator firing high-energy proton or ion bolts, causing damage both through impact and high temperature. PPCs are among the most effective weapons available to 'Mechs, even though they're inaccurate at close range.

Weapon	Max.Range	Damage	Heat	Ammo Rounds
PPC	Long	V. Heavy	Blazing	N/A

SRM: Short-Range Missile—a direct-trajectory missile with high-explosive or armor-piercing warheads.

Weapon	Max.Range	Damage	Heat	Ammo Rounds
SRM-2	Med	V. Light	V. Low	50
SRM-4	Med	Medium	Low	25
SRM-6	Med	Heavy	Warm	15

Weapons circa 3050

Extended-Range Lasers: These weapons boast superior focus and targeting technology, which extends their range significantly (their damage is increased only slightly). However, as always, heat is also increased, in this case by 50 percent.

Weapon	Max.Range	Damage	Heat	Ammo Rounds
ER Lg Laser	Long	V. Heavy	Blazing	N/A

Extended-Range PPC: The Particle Projection Cannon was a significant weapon in its day, but the Clans have improved it immensely—not only by extending its range, but also making it lighter, smaller, and deadlier. On the other hand, it also generates more heat. Inaccurate at close range.

Weapon	Max.Range	Damage	Heat	Ammo Rounds
ER PPC	Long	Brutal	Inferno	N/A

Gauss Rifle: Uses a series of magnets to accelerate projectiles along its barrel. While requiring a great deal of power, it generates almost no heat and creates muzzle velocities nearly twice those of standard rifles. Inaccurate at close range.

Weapon	Max.Range	Damage	Heat	Ammo Rounds
Gauss Rifle	Long	Brutal	Minimal	8

LB-X Autocannon: All autocannons consist of short, smooth-bore barrels, rapid-feed reloaders, and high-explosive ammunition. The LB-X adds light, heat-dissipating alloys and sophisticated fire-control systems, which extend its range by 20 percent. Inaccurate at close range.

Weapon	Max.Range	Damage	Heat	Ammo Rounds
LB 10-X AC	Long	V. Heavy	V. Low	10

Pulse Lasers: Pulse Lasers use rapid-cycling pulses to create multiple laser beams, thereby increasing the number of hits per second (and consequently, the amount of damage), while increasing heat and somewhat decreasing range.

Weapon	Max.Range	Damage	Heat	Ammo Rounds
Sm Pulse Laser	Med	Medium	Low	N/A
Med Pulse Laser	Med	Heavy	Warm	N/A
Lg Pulse Laser	Long	V. Heavy	Blazing	N/A

Equipment circa 3050

Artemis IV Fire-Control System (FCS) : This fire-control system improves the accuracy of standard missile launchers. It fires a spread of missiles and maintains constant communication with them in flight so it can correct any flaw in missile dynamics that would cause the missiles to miss their target.

Beagle Active Probe (BAP): Almost a requirement for reconnaissance, the Active Probe can detect and identify even shut-down or camouflaged units at great distances. It also gives the user exact information on the damage sustained by Enemy 'Mechs within its range.

Cellular Ammunition Storage Equipment (CASE): Damage-control technology that dissipates the effects of ammunition explosions inside a 'Mech by utilizing specially engineered section of armor to direct the force of the blast outward.

Double Heat Sink (Double HS): Cools a 'Mech twice as fast as a standard heat sink. All Clan 'Mechs have them.

Target Acquisition Gear (TAG): Guides the Arrow IV Missile Artillery System to its destination, allowing a more accurate placement of artillery on the battlefield.

The Clans

In the final days of 3049, a new force entered the Succession Wars: the Clans. These strange groups, known as the Smoke Jaguars, Ghost Bears, Jade Falcons, and Wolves, appeared completely unexpectedly from beyond the Periphery and overwhelmed hundreds of worlds before they were (temporarily) stopped.

At first these attackers were thought to be aliens. They had technology far superior to that of the five Houses, their Warriors were motivated beyond those of even House Kurita, and their tactics and practices bore almost no relation to those practiced by the Inner Sphere. But time proved that they *were* human—and this had led to an even greater appreciation of their accomplishments.

They are called The Clans, rather than "The Clan Confederation" or some such, because each of the groups has its own ways and means of warfare. Some are bloodthirsty and others cease fighting as soon as their

objective is reached; some initiate trade with neighboring worlds and others despise external contact.

Though each Clan attacks a different Enemy (Smoke Jaguars/Draconis Combine; Ghost Bears/Free Rasalhague Republic; Wolves/Lyran-Rasalhague border; Jade Falcons/Federated Commonwealth), they compete with each other for the most spectacular conquest. When two Clans contemplate the same world, they *bid* to see which one will attack. The winning bid is the one which promises to do the job with the fewest number of Warriors. Then, when the attacking Clan has been determined, the Warrior chieftains within the Clan bid the same way for the right to lead the assault. Clans generally commit about as many 'Mechs as they estimate they'll face in combat.

Unlike the traditional Successor State tactics of turning the fire of a number of 'Mechs on one target, each Clan Warrior chooses a single target and takes it himself, considering it dishonorable to ask for or offer help. This certainly has something to do with the superiority of Clan weaponry, and with the manner in which they use it, but mostly it involves their highly developed sense of right and wrong.

The Clans' most important weapon, the OmniMech, is modular, which allows it (1) to be configured exactly as necessary for a battle, and (2) to have its damaged weapons replaced while still in combat. Thus, the same 'Mech can do one job one day until it sustains too much damage, and still be back the next day, doing the same or a different job. That makes these 'Mechs very difficult to fight against.

The Clans also utilize foot soldiers, but true to their nontraditional approach to all phases of warfare, they've bred giant men and women called Elementals to be such soldiers, and they've outfitted them with advanced BattleArmor, which can withstand a direct hit from a medium laser and is also impervious to small arms. The Elementals, carrying a laser and a missile launcher, can jump vast distances, confounding the less-mobile 'Mechs of the Successor States. They can also rip 'Mechs apart with pure strength. All in all, Elementals can destroy 'Mechs with no outside aid.

The basic unit of the Clan military is the Point, which consists of one 'Mech, two AeroSpace Fighters, or five Elementals. Five such Points make up a Star, and a group of Stars is a Cluster.

Clearly, the future of the Succession Wars will not be the same as the past.

Clan 'Mechs

NOTE: Except for "Elemental," the true names of Clan 'Mechs are unknown. These names are Inner Sphere designations.

Black Hawk

Mass: 50 tons
Chassis: Standard
Power Plant: 250 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: 5
     Jump Capacity: 150 m
Armor: Standard
Armament: 16.25 tons of pod space available
Manufacturer: Unknown
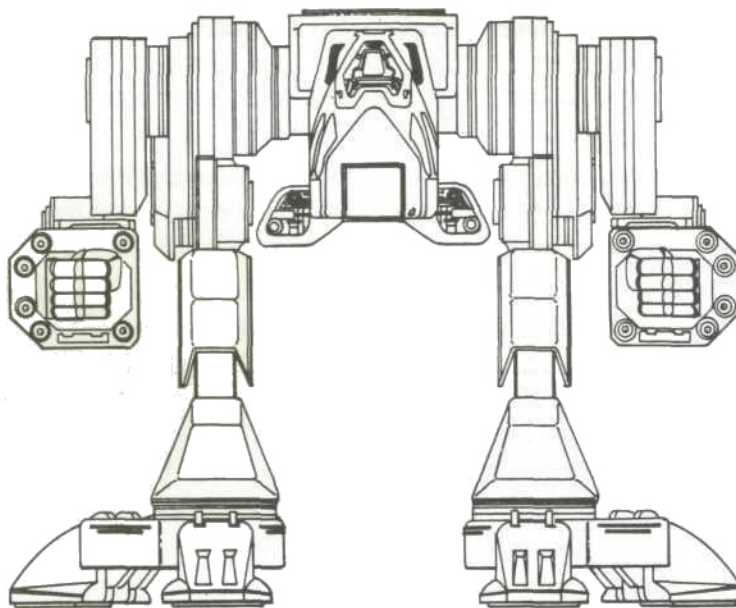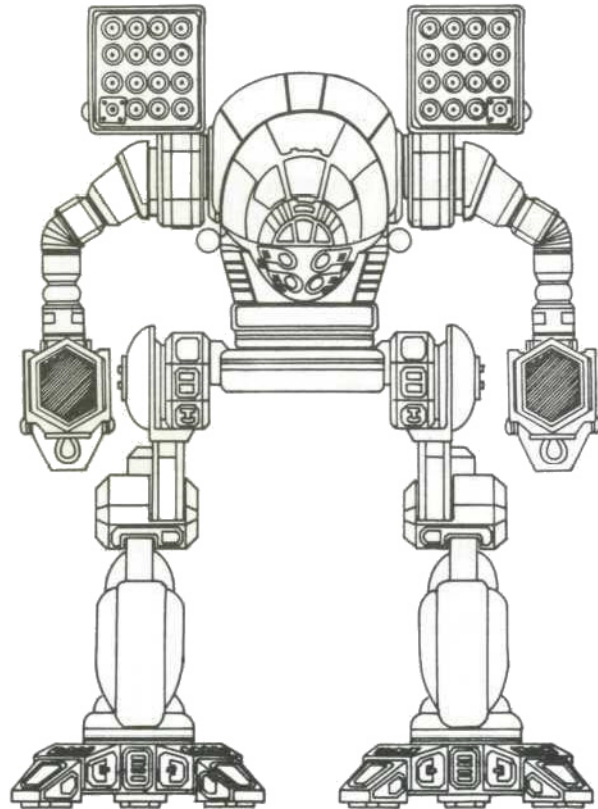**Communications System:** Unknown
Targeting And Tracking System: Unknown

Long-Range Firepower:	Unknown
Med.-Range Firepower:	Unknown
Close-Range Firepower:	Unknown
Armor Level:	Unknown
Speed:	Unknown

Elemental

Mass: Unknown
Chassis: Unknown
Power Plant: Unknown
Cruising Speed: 32 kph
Maximum Speed: 32 kph
Jump Jets: 3
>**Jump Capacity:** Unknown

Armor: Ferro-Fibrous
Armament:
>5 Small Lasers
>5 SRM

Manufacturer: Unknown
Communications System: Unknown
Targeting And Tracking System: Unknown

Long-Range Firepower: Unknown
Med.-Range Firepower: Unknown
Close-Range Firepower: Unknown
Armor Level: Unknown
Speed: Unknown
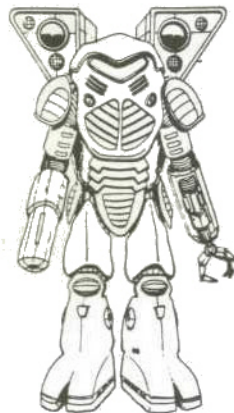
Mad Cat

Mass: 75 tons
Chassis: Endo Steel
Power Plant: 375 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
> **Jump Capacity:** None

Armor: Ferro-Fibrous
Armament:
> 28 tons of pod space available

Manufacturer: Unknown
Communications System: Unknown
Targeting And Tracking System: Unknown

Long-Range Firepower:	Unknown
Med.-Range Firepower:	Unknown
Close-Range Firepower:	Unknown
Armor Level:	Unknown
Speed:	Unknown

Puma

Mass: 35 tons
Chassis: Endo Steel
Power Plant: 210 XL
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: None
>   **Jump Capacity:** None
Armor: Ferro-Fibrous
Armament:
>   1 Flamer
>   16.25 tons of pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting And Tracking System: Unknown

Long-Range Firepower:	Unknown
Med.-Range Firepower:	Unknown
Close-Range Firepower:	Unknown
Armor Level:	Unknown
Speed:	Unknown
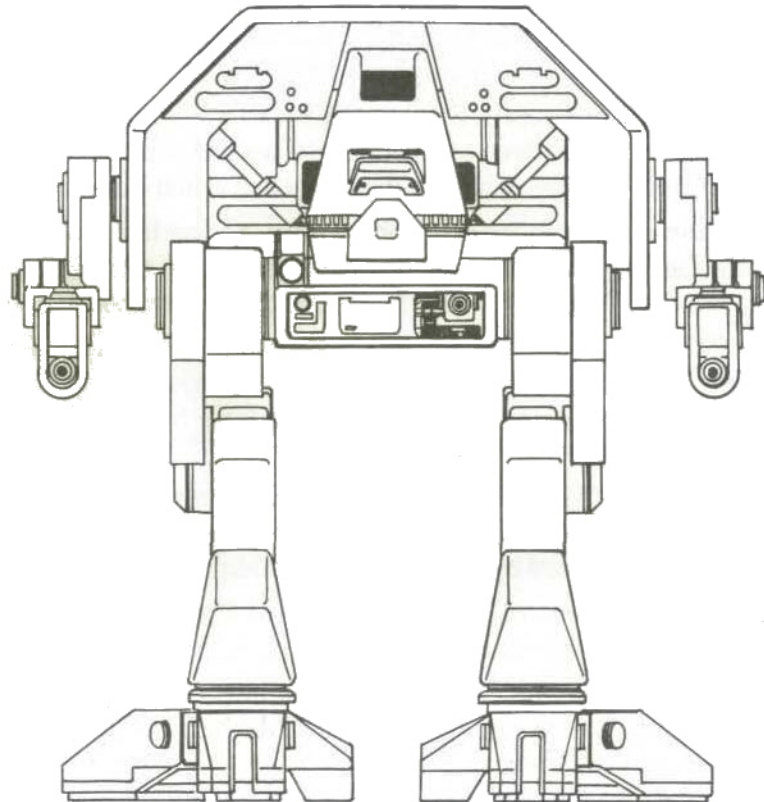
Glossary

AFFS: Armed Forces of the Federated Suns.

Arc-Royal: System under Steiner rule, known for its MechWarrior schools and training grounds.

Arrow IV Missile Artillery System: A homing device which is locked on a spot designated by Target Acquisition Gear (TAG). This allows a more accurate placement of artillery on the battlefield.

Artemis IV Fire-Control System (FCS): This fire-control system improves the accuracy of standard missile launchers. It fires a spread of missiles and maintains constant communication with them in flight so it can correct any flaw in missile dynamics that would cause the missiles to miss their target.

Autocannon: A rapid-fire autoloading weapon firing high-speed streams of high-explosive, armor-piercing shells. Light vehicle autocannon range from 30 to 90 mm, while heavy Mech autocannon may be 80 to 120 mm or more. Autocannons are rarely effective beyond 600 meters.

BattleMech: Large military vehicle using two or four legs for its main mode of ground movement, often in more or less humanoid appearance. BattleMechs have been in use for hundreds of years, and are the main instrument of ground forces throughout the Inner Sphere. Armament, size, and other capabilities can vary considerably.

Beagle Active Probe (BAP): Almost a requirement for reconnaissance, the Active Probe can detect and identify even shut-down or camouflaged units at great distances. It also gives the user exact information on the damage sustained by Enemy 'Mechs within its range.

Blazing Aces: Mercenary unit led by Gideon Vandenberg Braver. Their exploits were highlighted in Activision's MechWarrior game.

Cellular Ammunition Storage Equipment (CASE): Damage-control technology that dissipates the effects of ammunition explosions inside a 'Mech by utilizing specially engineered section of armor to direct the force of the blast outward.

Chiun: High-ranking family of the Draconis Combine.

Clans: Groups known as the Smoke Jaguars, Ghost Bears, Jade Falcons, and Wolves, which live beyond the

Periphery, with technology far superior to that of the five Houses. Each has its own ways and means of warfare.

Company: Tactical military unit consisting of three BattleMech Lances or, for infantry, three platoons with a total of 50 to 100 men. Infantry companies are generally commanded by a captain.

Comstar: Interstellar communications network, founded by Jerome Blake in the late 2700s.

Crescent Hawks: Elite unit serving Katrina Steiner. Originally commanded by Jeremiah Youngblood.

Davion: Ruling House of the Federated Suns.

Hanse Davion: Ruler of the Federated Suns.

DCMS: Draconis Combine Mustered Soldiery.

Double Heat Sink (Double HS): Cools a 'Mech twice as fast as a standard heat sink. All Clan 'Mechs have them.

Dracs: slang for members of the Draconis Combine.

DropShip: Spaceship used for ground-to-orbit travel.

ECM: "Electronic Countermeasures"—module which blocks a 'Mech's electronic noise to mask it from Listen-Kill Missiles.

Elementals: Giant men and women who serve as foot-soldiers for the Clans, outfitted with advanced BattleArmor, a laser and a missile launcher. They can jump vast distances and rip 'Mechs apart with pure strength.

Extended-Range Lasers: These weapons boast superior focus and targeting technology, which extends their range significantly (their damage is increased only slightly). However, as always, heat is also increased, in this case by 50 percent.

Extended-Range PPC: The Particle Projection Cannon was a significant weapon in its day, but the Clans have improved it immensely—not only by extending its range, but also making it lighter, smaller, and deadlier. On the other hand, it also generates more heat.

Gauss Rifle: Uses a series of magnets to accelerate its projectiles along its barrel. While requiring a great deal of power, it generates almost no heat and creates muzzle velocities nearly twice those of standard rifles.

Holovid: Holographic video, or three-dimensional television.

House: One of the five noble houses whose members control the Successor States.

ISF: House Kurita's Internal Security Force.

Jump Jets: Equipment on some 'Mechs allowing them to fly for short distances, at a cost of greatly increased heat.

JumpShip: Spaceship capable of interstellar travel.

Morgan Kell: Leader of the Kell Hounds. Colonel Kell has associations with Hanse Davion and Melissa Steiner.

Kell Hounds: Widely known mercenary unit led by Morgan Kell.

Kurita: Ruling House of the Draconis Combine.

Takashi Kurita: Ruler of the Draconis Combine.

Theodore Kurita: Prince of Luthien and heir-designate of House Kurita.

Lance: Group of four BattleMechs and their MechWarriors, or four vehicles and their pilots.

Laser pistol: Small laser weapon with high power output.

Laser: Light Amplification by Stimulated Emission of Radiation—an instrument that stimulates the natural shifts between energy levels of atoms or molecules to generate intense radiation in the ultraviolet, visible, or infrared regions. BattleMech lasers are designated as small, medium, and large.

LB-X Autocannon: All autocannons consist of short, smooth-bore barrels, rapid-feed reloaders, and high-explosive ammunition. The LB-X adds light, heat-dissipating alloys and sophisticated fire-control systems, which extend its range by 20 percent.

LCAF: Lyran Commonwealth Armed Forces.

Liao: Ruling House of the Capellan Confederation.

Listen-Kill Missile: Missile with a special computer and homing device the size of a small grenade that allows it to home in on the electronic noise emanating from a 'Mech or tank.

LosTech: Lost technology of the Star League.

LRM: Long-Range Missile—an indirect-fire missile with a high-explosive warhead. They are accurate only between about 150 and 700 meters.

Machine Gun: A small-arms weapon which rapidly fires bursts of bullets, with excellent damage potential. The Portable Machine Gun is a main support weapon for infantry.

Marik: Ruling House of the Free Worlds League.

'Mech: See BattleMech.

'Mech Complex: Industrial area where 'Mechs are repaired and serviced.

'Mech Drop: The departure from a DropShip still in space by 'Mechs. 'Mech Drops allow fast deployment of 'Mechs on the field but not accurate placement.

MechWarrior: Pilot of a BattleMech.

Merc: Short for Mercenary.

Mercenary: Free-lancer who hires out his military services to various organizations.

Mobile Headquarters: Nerve center of big-scale BattleMech operations. They gather information from various participants in a battle and then use sophisticated computers to present the data to the commander for analysis.

Rex Pearce: Veteran MechWarrior from the original Crescent Hawks. Jason Youngblood's mentor and Jeremiah Youngblood's best friend.

Periphery: Hundreds of worlds on the edge of the star systems of the Inner Sphere. Many have fallen into barbarism.

PPC: Particle Projection Cannon—a magnetic accelerator firing high-energy proton or ion bolts, causing damage both through impact and high temperature. PPCs are among the most effective weapons available to 'Mechs.

Pulse Lasers: Pulse Lasers use rapid-cycling pulses to create multiple laser beams, thereby increasing the number of hits per second (and consequently, the amount of damage), while increasing heat and somewhat decreasing range.

Regiment: Three companies (36 'Mechs).

Caitlin Shaw: Captain Shaw acts Morgan Kell's second-in-command,

Smithson's Chinese Bandits: Famous mercenary unit.

Snakes: Slang for members of the Draconis Combine.

SRM: Short-Range Missile—a direct-trajectory missile with high-explosive or armor-piercing warheads.

Star League Cache: Stockpile of unused 'Mechs and equipment left by the Star League when it departed the Inner Sphere.

Star League: Ruling interstellar government from 2571 to 2751.

Steiner: Ruling House of the Lyran Commonwealth.

Successor States: The five main governments formed after the collapse of the Star League; comprised of the Federated Suns, the Lyran Commonwealth, the Capellan Confederation, the Draconis Combine, and the Free Worlds League.

Target Acquisition Gear (TAG): Guides the Arrow IV Missile Artillery System to its destination, allowing a more accurate placement of artillery on the battlefield.

Vendetta: A concept of settling accounts, usually in a violent manner, that dates back to the dawn of human history. It differs from simple warfare in its insistence on the justice of the actions employed. House Kurita has used it more than any other state.

Wolf's Dragoons: Most widely renowned mercenary regiment in the Successor States.

Jeremiah Youngblood: Jason Youngblood's father, the best Phoenix Hawk pilot alive. Reported missing in action.

How to Use the Maps

The maps which follow show the terrains you'll find in the game. The maps are based on a coordinate system, using one letter and two numbers. The letter tells the sector—each map has 25 sectors. The numbers specify the area inside the sector—each sector has 100 areas. The first number is found along the top of the sector, and the second along the side—these are called the X and Y coordinates. Many missions require knowledge of the letter and two numbers.

For example, find coordinate E57.

First, find sector E—

Next, within sector E, find area 57—

A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y

Terrain Key

```
===== ROAD
■──■ PATH
```
RESIDENTIAL

TREES

MOUNTAINS

WATER

FLAT LAND/ BRUSH

GRASS LAND

COMMERCIAL

HILL

PLATEAU

MINE

SNOW

ROCKS/ STONES
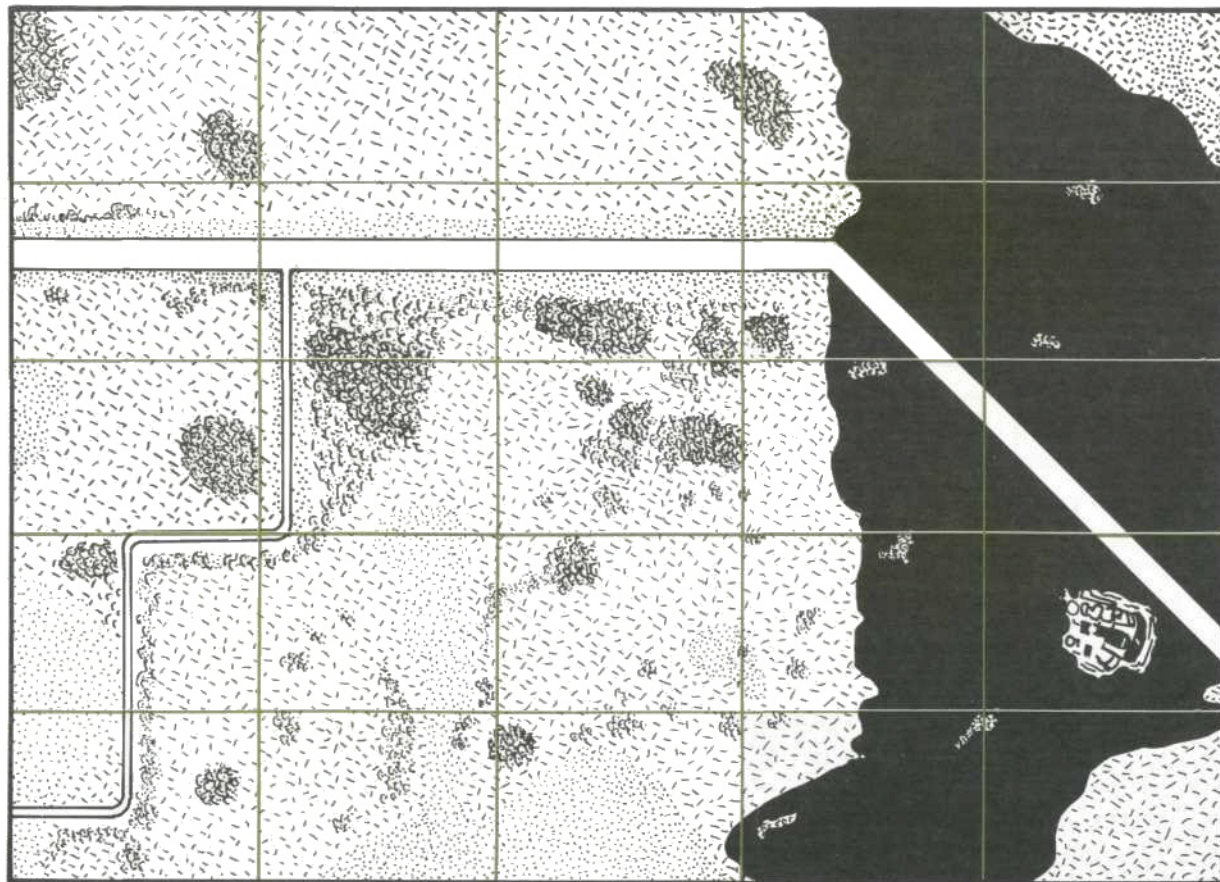
N
W ← → E
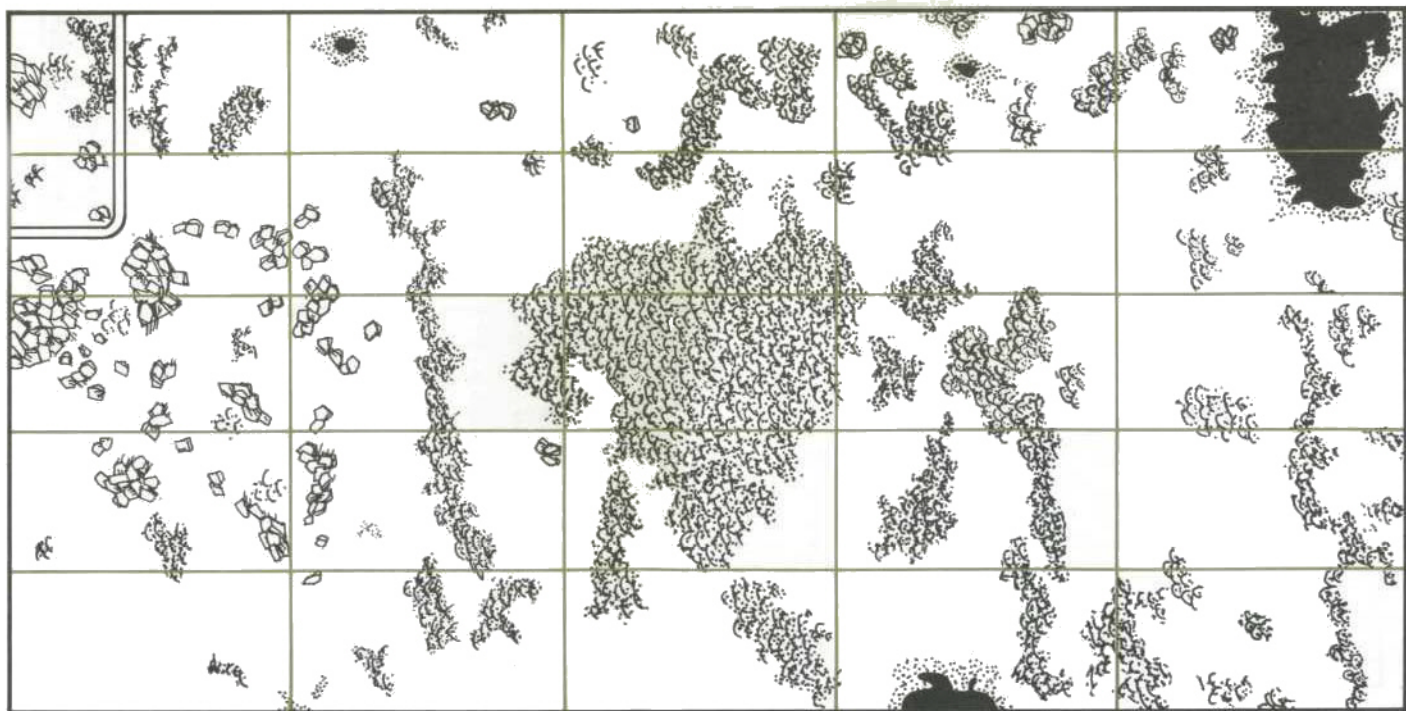S
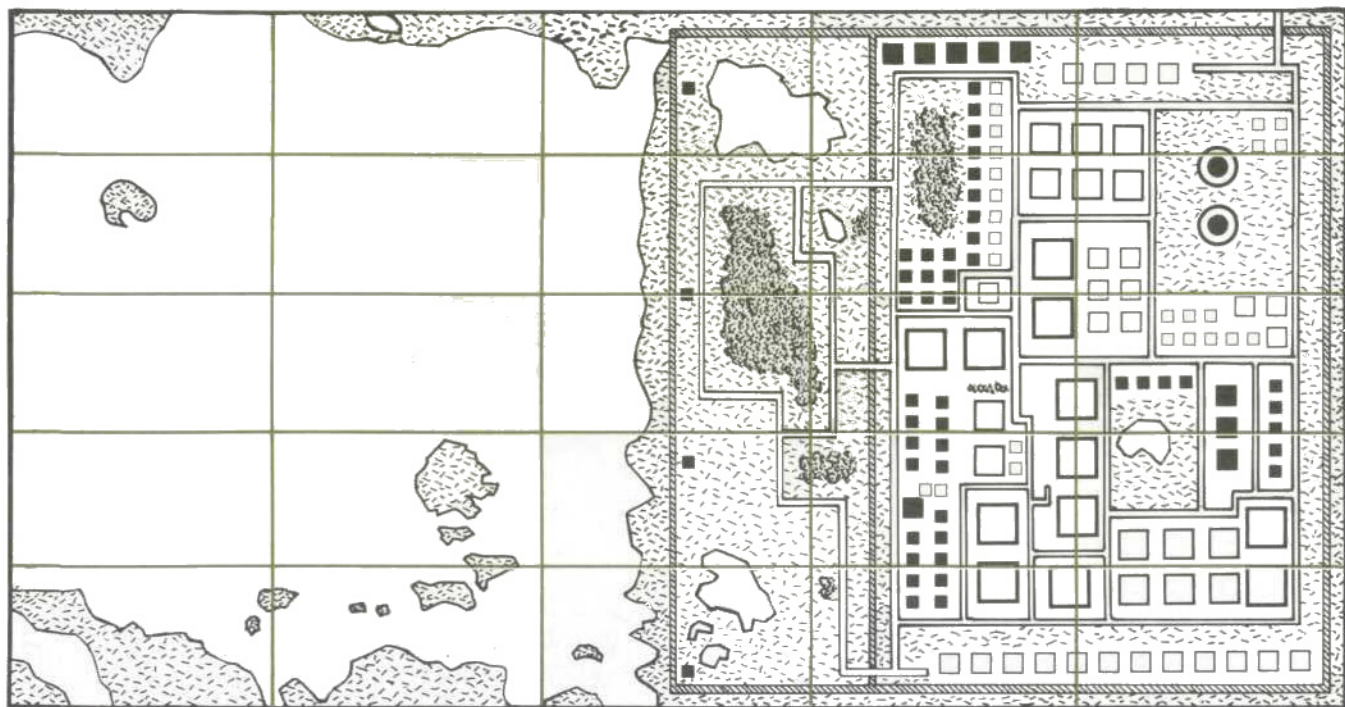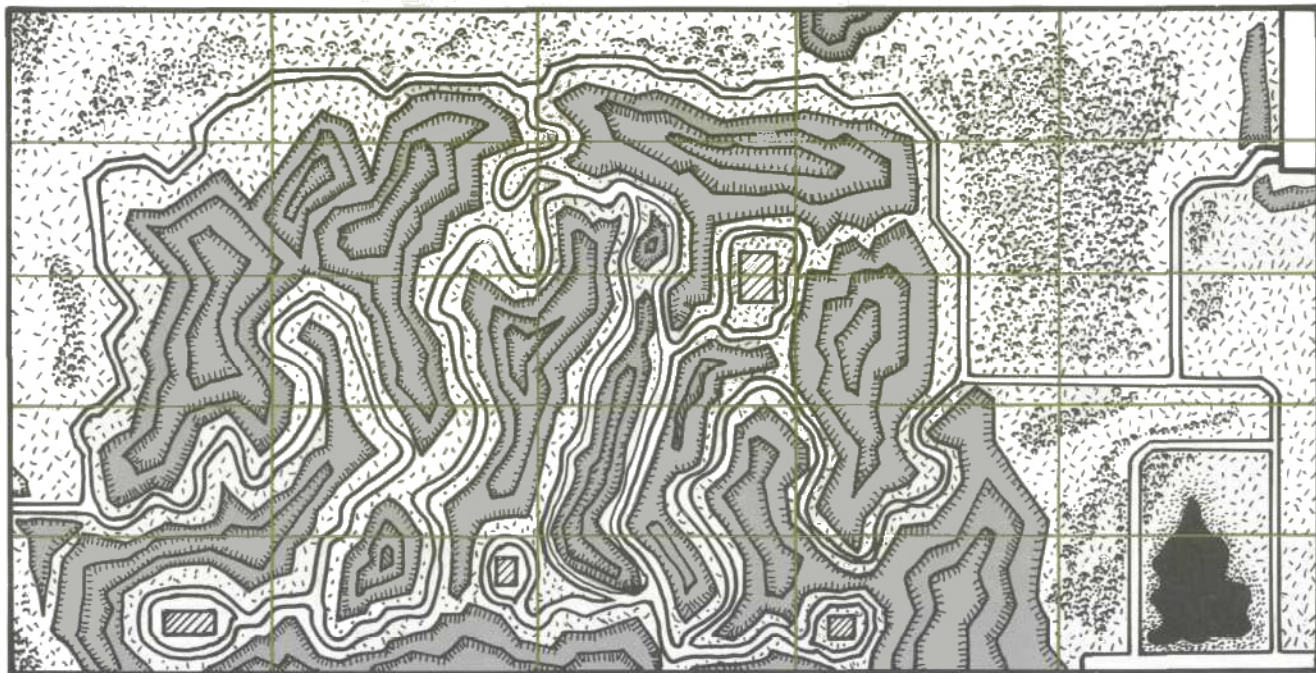
The Training Grounds
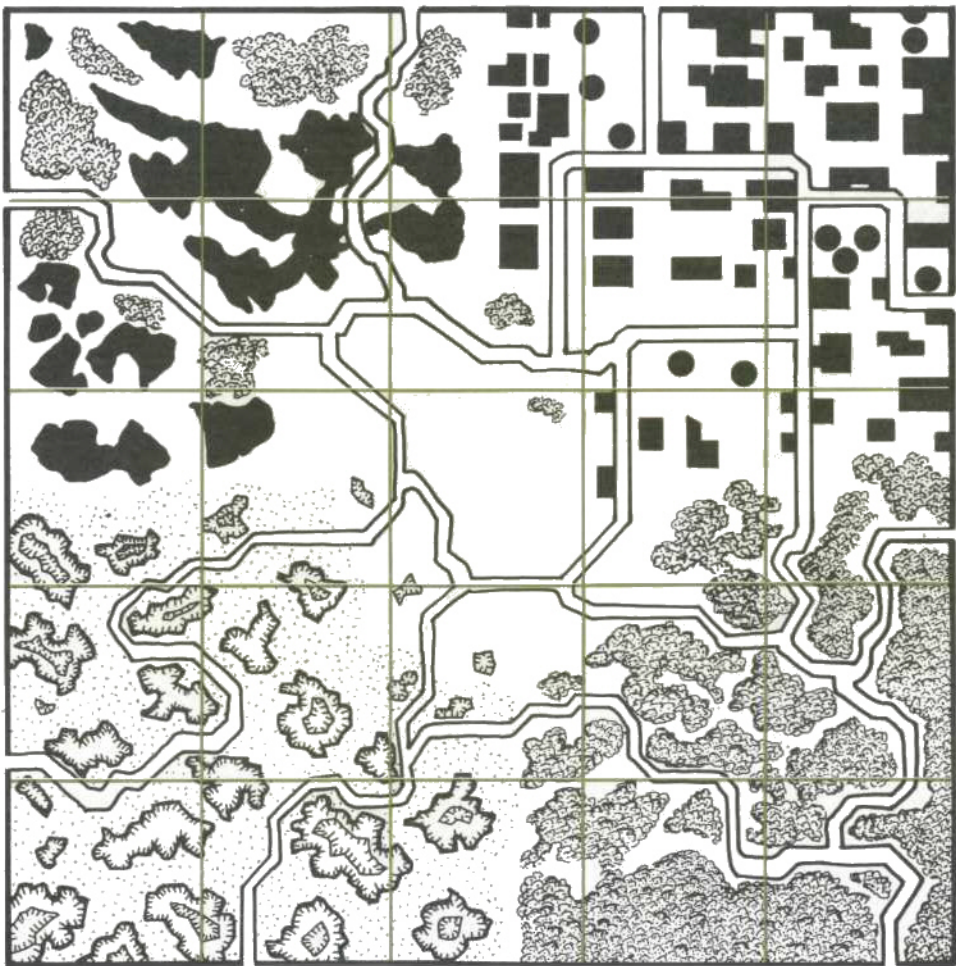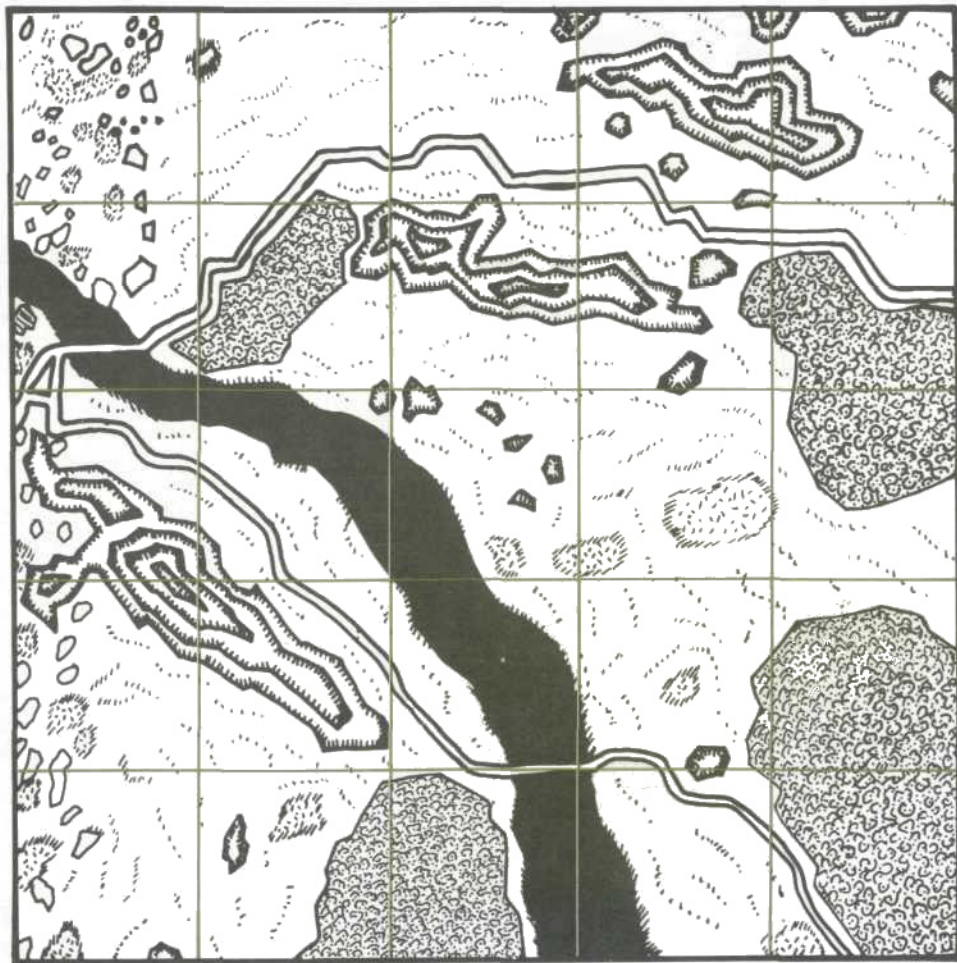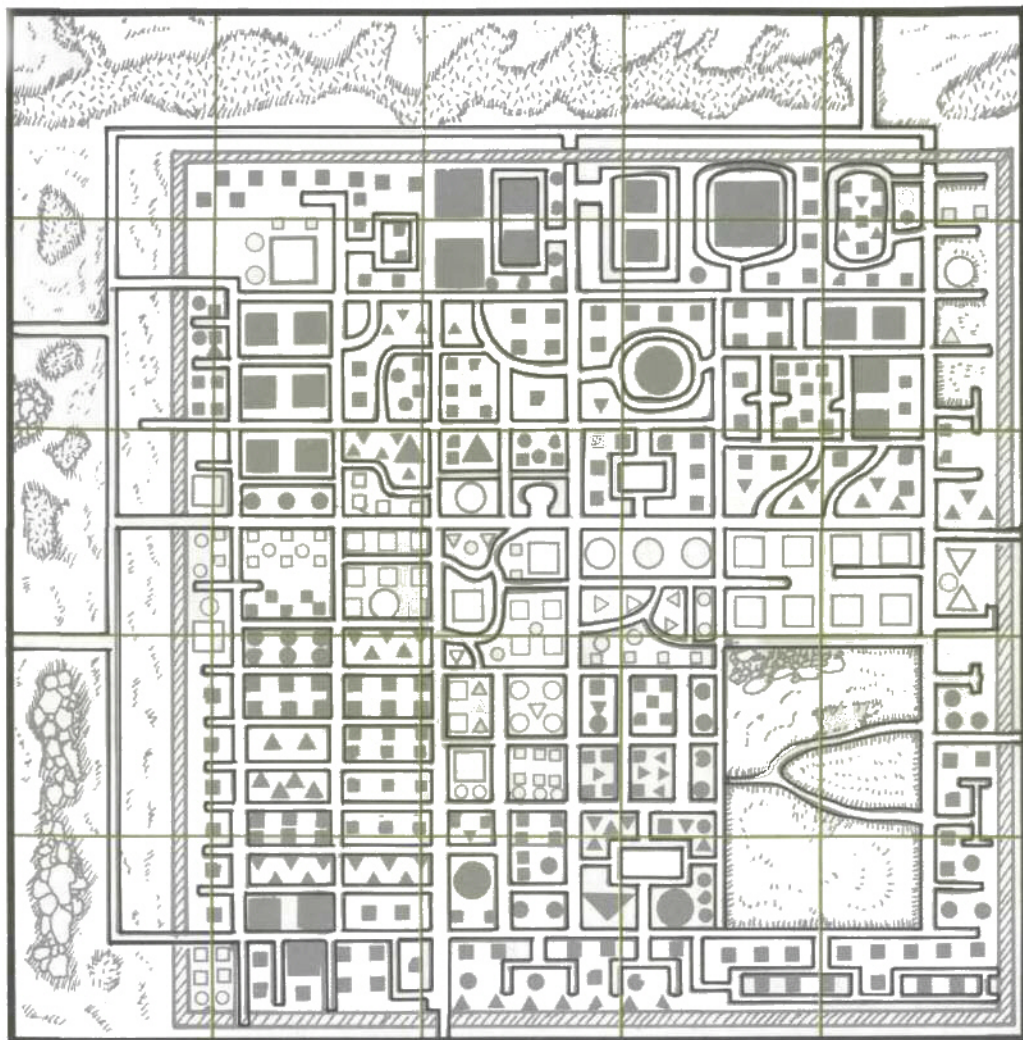
House Infocom

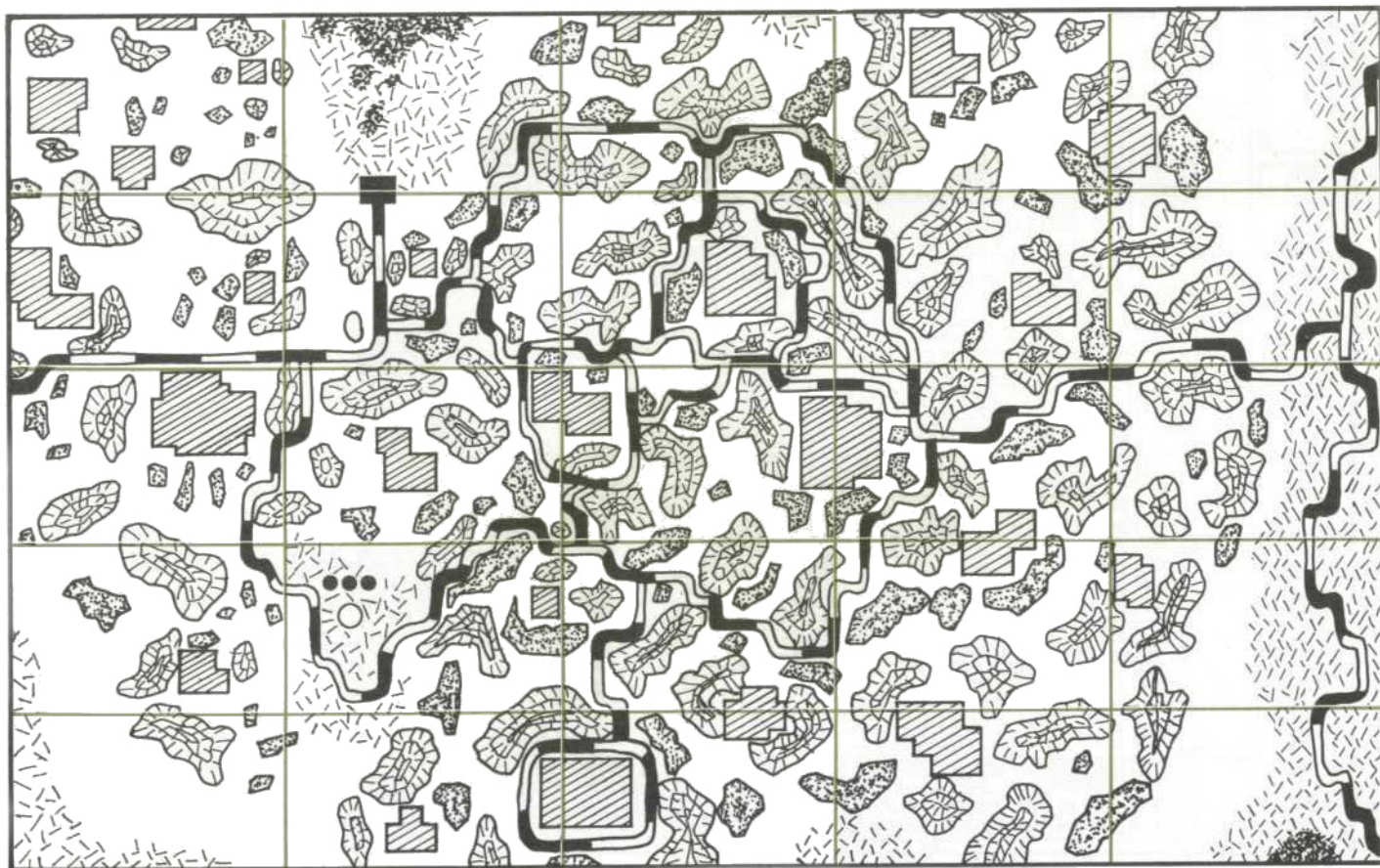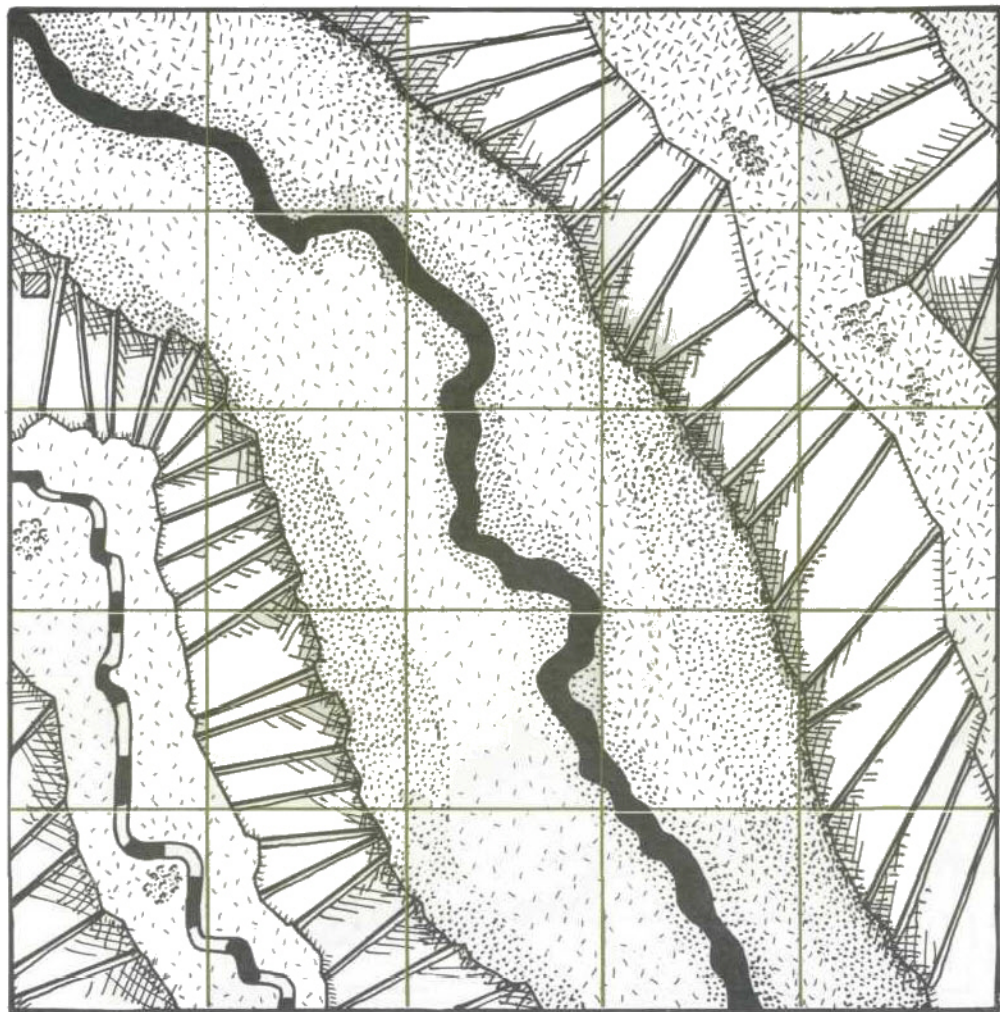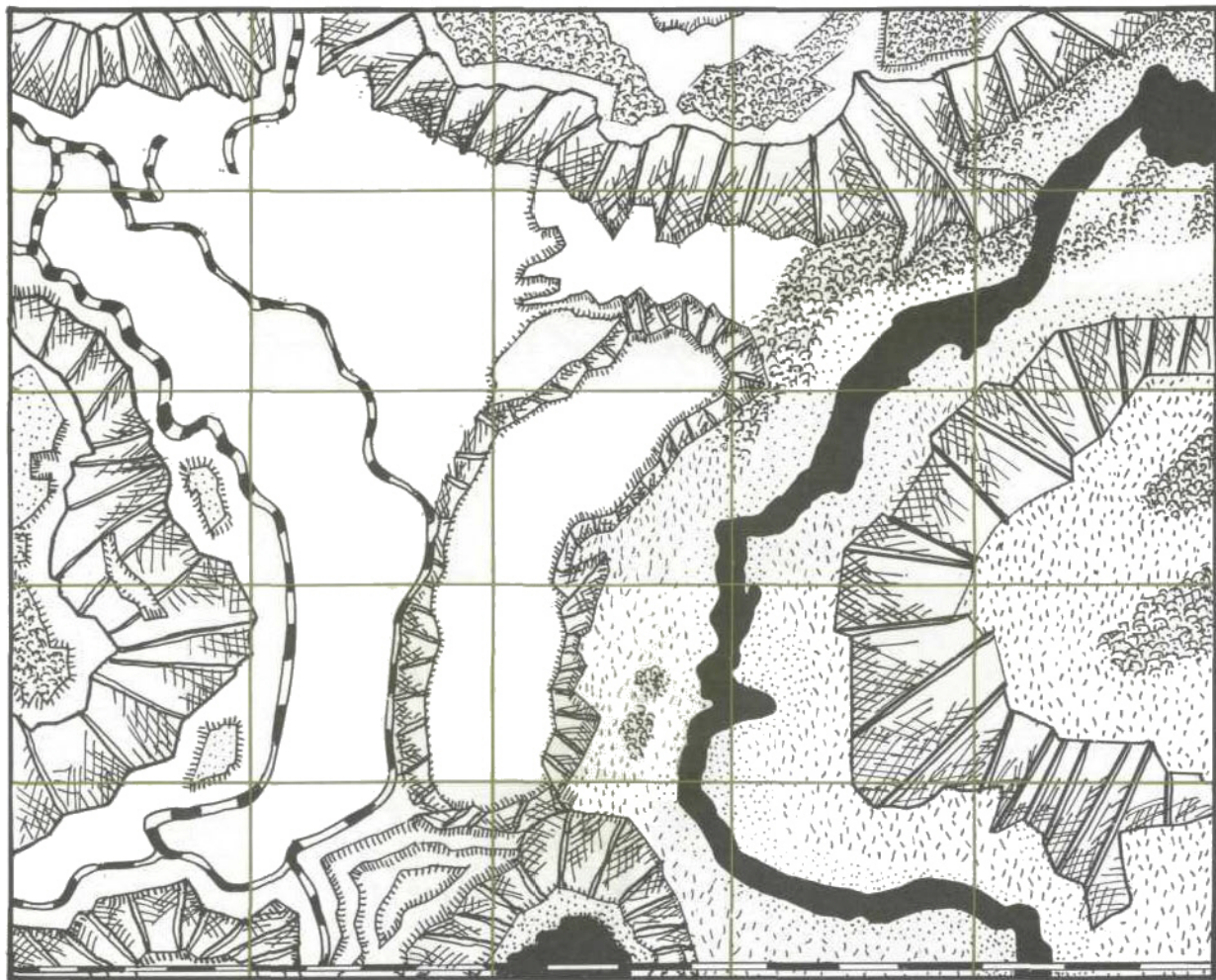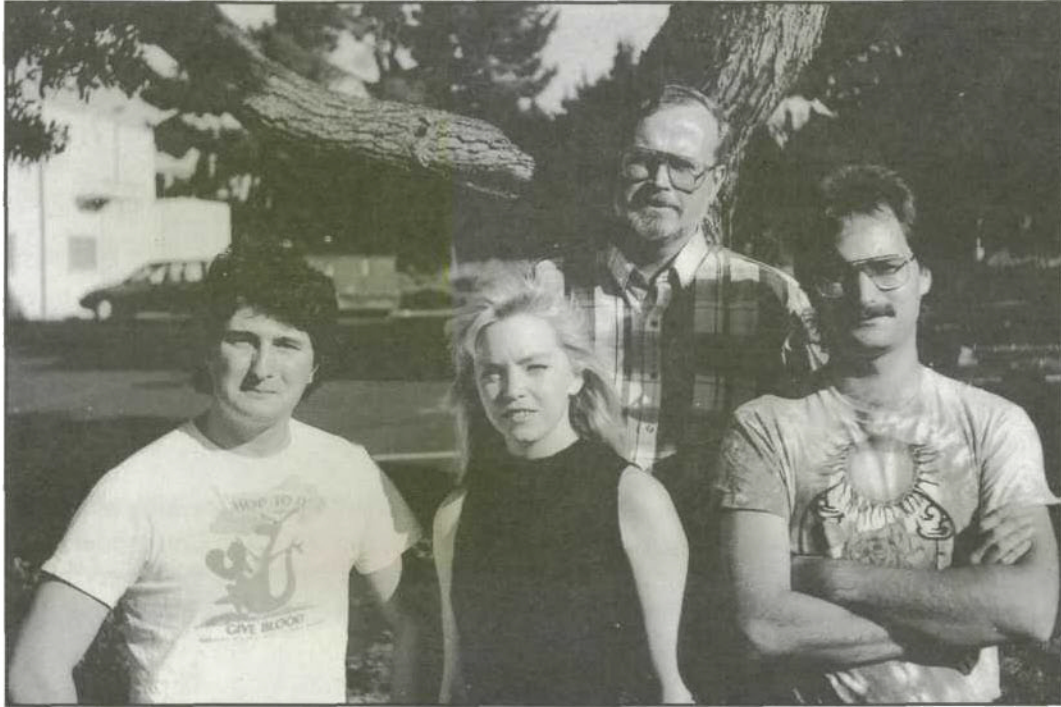**Infocom** is based in 'Menlo Park, California, and dates back to the beginning of the Software Wars.

Tony Van, Mitzi S. McGilvray, Michael E. Moore, and Jeff Glazier

Tony Van was the producer and designer of The Crescent Hawks' Revenge—and that's about all you can say about his life for the last ten months. See, he was once intrigued by a game on a mainframe computer, decided to try his hand at translating it to a Commodore Pet, and that was the end of him. Oh, he *claims* to have the largest video tape library north of L.A., *claims* to play the BattleTech board game for hours upon hours, but having also produced Shanghai™ 2.0 for the 'Macintosh and co-designed Ghostbusters™ II for 'MS-DOS over the past two years, where could he find the time?

'Michael E. 'Moore wrote the scenarios and designed the maps for our game. He had once thought he'd carve out a career for himself designing board games, which he did for ten years, but one day his friends sneered at him because he wasn't computer literate—and once he got literate he decided to write a new chapter in his life. He indulges in all the time-honored vices, with one exception—he doesn't play games. "That's not play, that's work!" he says, taking a long drag on a Benson & Hedges Light.

'Mitzi S. 'McGilvray was the Product Specialist—which means she did all the work nobody else could do. A self-described "blonde 'Mech-ette," she came to Infocom as a Technical Support rep, and became so knowledgeable about games that she had to start creating them. While she was with Tech Support, she began the company's Interactive Newsletter, available by modem at 415 329-7684—but her home phone number's an Inner Sphere secret.

Jeff Glazier was the Lead Tester and all-around backstop for Tony, continuing a working relationship that dates back to their time together in the 7th grade. He was captivated by the same Commodore Pet back then, and says that the Apple II his dad bought him thereafter was where Tony learned everything he knows. Jeff obviously finds time for things besides computers, however, since he's a bowler, golfer, guitarist—and he and his wife Lisa have one son, Cassidy, with another child on the way.

House Westwood

Westwood Associates is a computer design organization based in Las Vegas, where they know how to have a good time.
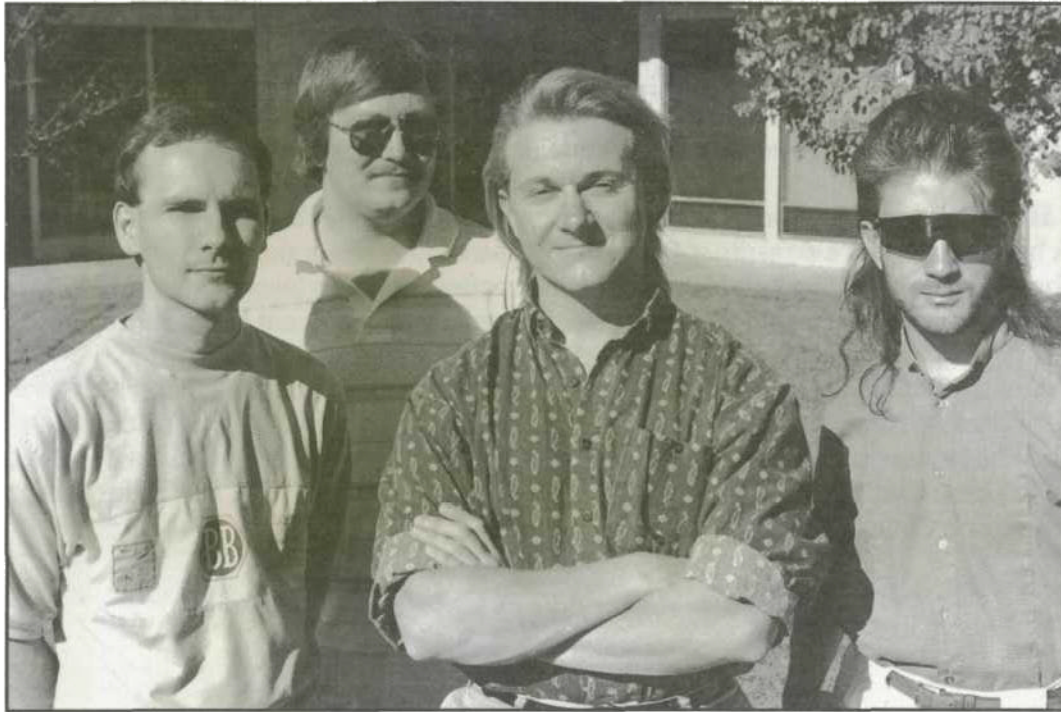
Barry Green, David Dettmer, Paul Mudra, and Joe Hewitt IV

Barry Green was the lead programmer on The Crescent Hawks' Revenge. He started his career when he talked his dad into buying him an Atari 800 in the early 80s, and that led to his joining Westwood in 1985. He loves really weird computer games—not to mention his wife, Linda, and their two daughters, Jennifer and Kimberly. He was also the ramrod on BattleTech: The Crescent Hawk's Inception.

David R. Dettmer was the assistant programmer. He started out studying math in high school, but that led him to a course called Computer Math, and he stuck with the computer end. When he's not making BattleMechs move across the screen, he builds robots that march across his floors—or gets himself out on the desert near his Las Vegas home for his own hikes. He's the only one on this team who didn't work on Infocom's previous BattleTech game, but he did work on Infocom's Mines of Titan™.

Joseph B. Hewitt IV was Westwood's artist on the project. He heads for the desert to play paint ball, and comes back home to work as a semi-pro magician in his spare time. His grandfather was an artist, which is probably where he gained his facility with pixels, but he confesses that his favorite games were the old Infocom titles with nothing but text in them. He, too, worked on The Crescent Hawk's Inception.

Paul S. Mudra created the IBM speaker sounds and music for our game. Even though he lives in the desert, he's such a stone hockey fan that he's installed a satellite dish to pick up puck-battles wherever they may be. When he got his first computer he thought computers and music didn't mix, but he soon discovered he couldn't keep them apart. In addition to The Crescent Hawk's Inception, he did the music and sounds for Infocom's Circuit's Edge.™

House FASA

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For more information about BattleTech, 'Mechs, and weapons, please consult the following publications, which are available from FASA Corporation:

The BattleTech Compendium

MechWarrior—The BattleTech Role Playing Game

BattleTech Technical Readout 3025

BattleTech Technical Readout 3026

BattleTech Technical Readout 3050

FASA Corporation
P.O. Box 6930
Chicago IL 60680

FASA's complete line of BattleTech products is available in finer hobby and gaming stores.

Designer's Notes

BattleTech: The Crescent Hawks' Revenge was an exciting experience. Not often does a producer get the pleasure of designing his own product, and this one was a pleasure indeed.

In fact, the first thing observant players will notice is this is not the same combat system used in The Crescent Hawk's Inception. Just about the only part we kept was the story. For all of you who have waited all this time, you can *finally* go after your father, but you'll find a radically different game awaits you.

Revenge was conceived as a game to simulate *command*. The two previous BattleTech-based games (Infocom's Inception and Activision's MechWarrior) both stopped at Lance command, four 'Mechs. That wasn't good enough for us. We wanted to command *three* Lances on a huge and interesting map, with Enemy units that had motivations and desires. We wanted to have almost any type of 'Mech under our control with real people in command of those 'Mechs, who would alert you using digital voice, either to report battle conditions, or complain if you gave them stupid orders. But no matter what, they would fight to the best of their ability. We wanted a quick way to move between units, and a simple way to give them complex commands. And if this wasn't enough, we wanted it to be in real-time. Now, *that's* Command!

Barry Green, the lead programmer, has done an excellent job in simulating both the real-time combat and the 'Mechs in the game. Although we simplify the 'Mech's abilities for game play, each BattleMech is modeled exactly after its namesake in the FASA board game, down to the heat sink. This level of detail applies across the game, even in the fiction. Those of you who have read the novel *Lethal Heritage* from FASA know about the Clan's first attack. Those of you who read the forthcoming *Blood Legacy* will see the last part of our game simulates some crucial battles fought in that book.

But enough back-patting. You're probably reading this to find some clues on finishing the game faster. The first thing to understand is that most scenarios interrelate with each other. That Locust you let escape in the first scenario and the 'Mechs that retreat in the second will come back when the Whitworth attacks in the third. If you're lucky, you'll force the Whitworth pilot to eject, and you'll have a better 'Mech for later scenarios. This sort of thing happens many times in the game. This also means the damage you take will come back to haunt you later. If a scenario seems impossible, it's probably because you're way too beat up from previous scenarios.

In fact, no scenario has a "precise" way to defeat it. Particularly canny players can defeat scenarios by pure strategy, while others may fail with the best armaments. Many scenarios will allow the use of different strategies, but be advised, there is always an optimum one.

The game speed can make or break a battle, too. If you want, you can slow it down to a crawl, or kick it up to turbo-battle mode. This allows you to play as fast as you can think, which comes in quite handy when things get hairy.

Don't let Jason get too involved in battle if you can help it. Since the scenario ends if he dies, keep him back when you can. The disadvantage to this is you will have to rely of your underlings' biased reports instead of your own to know what's going on when you're not looking.

One final request—I respect your business, and I assume you will respect ours, and not allow anyone to make an illegal copy of this software for themselves. For this I thank you in advance.

We at Infocom hope you enjoy The Crescent Hawks' Revenge as much as we have enjoyed making it for you. Now go and make a name for yourself, Youngblood!

Tony Van
September 1990

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Quick-Start Command Reference

The following commands will help you get started playing BattleTech, and serve as a reference guide. We strongly encourage you to read the fuller descriptions of how each command works, beginning on page 14.

KEYBOARD	ACTION
Up arrow*	Scrolls up
Down arrow*	Scrolls down
Left arrow*	Scrolls left
Right arrow*	Scrolls right
Space Bar/Enter	**Select**
ESC	**UnSelect** If no 'Mech **Selected**, brings up Game Options Box
F1	Scrolls to your 'Mech (Unit 1, Lance 1)
F2	Scrolls to Unit 2, Lance 1
F3	Scrolls to Unit 3, Lance 1
F4	Scrolls to Unit 4, Lance 1
F5	Lance 1 Control
F6	Lance 2 Control
F7	Lance 3 Control
F9	Scrolls to visible Enemy (ies)
F10	DropShip Controls
+	Jumps between units on screen
-	Jumps between units on screen
1–8	Game speed settings (1 slowest–8 fastest)
ALT S	Sound Control (On/Off)
ALT M	Music Control (On/Off)
ALT V	Digitized Voice Control (Verbose/Brief/Off)

MOUSE	ACTION
Up	Scrolls up
Down	Scrolls down
Left	Scrolls left
Right	Scrolls right
Left Button	**Select**
Right Button	**UnSelect** If no 'Mech **Selected**, brings up Game Options Box

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*On some Tandy systems, you must use the numeric keypad rather than the Up/Down and Left/Right arrow keys.