

BATTLETECH[®]

The Crescent Hawk's Inception[™]



INSTRUCTION
MANUAL



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

The BattleTech Manual - The Rules of Warfare
MechWarrior - The BattleTech Role Playing Game
BattleTech Technical Readout 3025
BattleTech Technical Readout 3026

FASA Corporation
1026 West Van Buren
Chicago, IL 60607

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

CONTENTS

<i>Instruction Manual</i>	2
<i>Pacifica Map</i>	6
<i>Field Training Manual</i>	7
<i>WSP-1A WASP</i>	12
<i>Star Map</i>	14
<i>History</i>	
<i>The Succession Wars</i>	15
<i>The Successor Houses</i>	16
<i>The Youngblood Family</i>	18
<i>Credits</i>	20
<i>We're Never Satisfied</i>	21
<i>If You Have Technical Problems</i>	21
<i>Copyright and Warranty</i>	
<i>Information</i>	21

INSTRUCTION MANUAL

I. The Screen Layout

The *BattleTech* environment is composed of three windows.

The Upper-Left Window serves several functions. As you move about in the game, it describes the direction in which you are moving. During combat, it prints descriptive reports of each action performed by the battling forces. (These descriptions may be shortened or stopped altogether by selecting **Brief** or **None** when the computer prompts you to select Combat Messages at the beginning of each battle.) Lastly, at any time, a brief, animated outtake might appear in this window. These brief segments pop up on their own to provide extra visual detail and flair to certain situations.

The Lower-Left Window lists the characters in your party, along with bar-graph representations of their three main attributes. (See the enclosed Field Training Manual for an explanation of each attribute.) During combat, this window becomes the command window. All options that you might need during combat will appear in this window, and you can maneuver through these commands just as you would in any other menu.

The Right Window displays an overhead view of your characters and the surrounding terrain. This window will occasionally be partially or completely obscured by text descriptions of events and other pop-up windows or menus.

II. The Main Menu

As long as you're not in combat and the Right Window is unobscured, you can always press the space bar to bring up the Main Menu. This menu includes several options:

Return to Game - This cancels the menu and lets you get back to what you were doing.

Change Game Settings - Selecting this command brings up another menu:

Change Movement Rate - Normally, you move one space per key-click. This command allows you to change this rate, from one space to two or four.

Set Combat Speed - Using this command, you can customize the speed at which combat progresses. Most people will want combat to breeze along at a quick speed, so the game begins with the combat speed set to **fastest**. Those who want to slow things down, allowing them to spend more time reading combat messages and viewing the animation, will want to choose a slower combat speed, or **Keypress**, which tells the computer to pause after each action and wait for you to press a key.

Sound On/Off - This lets you toggle the sound on and off.

Change Outtake Frequency - During combat, animated outtakes will occasionally appear to visually enhance the experience of combat. This command allows you to choose the frequency with which these outtakes will appear.

Quit Game - This command allows you to end your play session. Don't forget to **Save Game** (in the Main Menu) beforehand so that you'll be able to take up where you left off.

Cancel - This cancels the menu and lets you continue playing.

Allocate Men in 'Mechs - This allows you to redistribute your men among the 'Mechs you control. (This command won't appear until there is a 'Mech in your party.)

Inspect Character - This lets you see detailed information about the health, abilities, and inventory of any character in your party.

Heal Characters - This option lets your party rest and allows the party member who is most qualified as a medic to heal any injured players. (Even someone with no medical training has a chance to give minor first aid to the wounded.)

Load Game - You can at any point restore your game to a save you've previously made. See your Reference Card for details.

Save Game - This lets you save your position in the game so that you can revert to that position later, using the Load Game command. See your Reference Card for details.

Show Overhead Map - Because the geography of *BattleTech* is so huge, the game comes complete with an expanded map that shows you more area in less detail than the normal terrain window. After accessing this map, you may scroll through it by pressing any arrow key. The map will then scroll in that direction, showing you any area that you have already visited.

III. Movement

Depending upon your hardware, you may use the keyboard to move around the *BattleTech* geography (see your Reference Card for details). You may travel in any of the eight cardinal directions, as long as your path is not obstructed.

Normally, each time you indicate a direction with the keyboard, you will move one square in that direction. If you're moving through open terrain, you may wish to change your movement rate (with the **Change Game Settings** command in the Main Menu) so that you can move around more quickly.

IV. Combat

When you are attacked, you will be given several options. First is the option to fight or flee. By choosing to fight, you always enter combat; but if you choose to flee, you will not always escape.

Second is the option to have the computer fight for you. Choosing **No** tells the computer that you'd like to conduct your battle manually. By choosing **Yes**, you allow the computer to conduct the battle for you. The computer is reasonably intelligent and can fight as well as a somewhat experienced player. If the computer seems to be losing the fight, pressing the space bar tells the computer that you'd like to take over at the beginning of the next round.

The third choice is among the three levels of combat messages — the blow-by-blow battle descriptions. **Verbose** messages explain each action in detail. **Brief** messages are shortened, providing only essential information. If you choose **None**, the computer will provide no messages at all.

Lastly, you can choose whether or not to see combat graphics. If you select **Yes**, you will see each aspect of the battle recreated in animated detail on your overhead map. If you select **No**, you won't see the graphic depiction.

(If you select no combat graphics and no combat messages, you won't see any displays until the battle is over, unless you hit the space bar and enter manual combat commands.)

Manual combat is quite straightforward and easy to master. Weapons need only be targeted; the precise aiming and firing is done automatically. Using the scanning feature, you can quickly obtain information about any unit on the battlefield, such as what kind of weapons it's firing or how close it is to death.

When you select one of the movement commands below (**Move**, **Walk**, **Run**, or **Jump**), you are told how many movement points your unit has and are prompted to move the cursor where you want to go. As you move the cursor with your keyboard, the computer locates the shortest route to the cursor, and indicates it with a trail of arrows. The computer will automatically move the trail around buildings and other obstacles.

If you exceed the number of movement points your unit has left, the cursor will change color; any further moves you indicate will be put toward next round's movement.

When you've moved the cursor to your desired destination, hit the space bar to confirm your choice and return to the combat commands menu.

Movement in combat is not only a means of getting from one place to the next; it's also an effective means of dodging enemy fire. The more you move about, the less chance your enemies have of hitting you. (Of course, your targeting may suffer a bit as well.)

When moving, you may wish to proceed in a zig-zag motion, or back and forth from one spot to another. To do so, select a movement command and move the first leg of your zig-zag, confirming it with the space bar. Then select the same movement command and enter in the second leg of the zig-zag, and so on until you've expended your movement points.

Assuming that you are conducting combat manually, you will be given a combat commands menu before each round of battle. Below is an explanation of each command at your disposal:

COMMANDS FOR INFANTRY COMBAT:

Move - This allows you to move your men up to their allotted number of movement points. (See the above description of combat movement for details on how to move.) Once you **Begin Fight**, you will move toward the destination you have selected.

Clear Moves - This clears any previous orders to move, allowing you to enter a new movement destination, or just stay where you are.

COMMANDS FOR BATTLEMECH COMBAT:

Walk - This commands your 'Mech to walk up to its allotted number of movement points. (See the above description of combat movement for details on how to move.) Once you **Begin Fight**, you will move toward the destination you have selected.

Run - This commands your 'Mech to run. You can go a bit further, but at the expense of some extra heat. Heat is the BattleMech's enemy; it taxes the efficiency of the 'Mech and may ultimately cause a complete electrical shut-down.

Jump - 'Mechs equipped with jump jets may employ them as a means of movement. This may allow the 'Mech to travel farther than **Walking** or **Running** if it is in rough terrain. Jump jets are not very efficient, however, so they tend to generate a good deal of extra heat. **Jump** can, however, be used when **Walking** and **Running** are inhibited by heat.

Kick - When your 'Mech is alongside an enemy, you can **Kick** the enemy as a means of attack. Kicking is an effective means of attack, as it does considerable damage without generating as much heat as conventional weaponry.

COMMANDS USED IN BOTH INFANTRY AND BATTLEMECH COMBAT:

Use Weapon - This command is used to target your weapons against enemy units. First, select the weapon you'd like to fire (humans won't have a choice — they can only carry one weapon at a time). If this weapon is already targeted, you will be asked to confirm your decision to retarget it. Then, select its target with the **Next Enemy** and **Target Here** commands.

Computer - This tells the computer to enter the next round's movement and weapons commands for the current unit. You may instruct the computer to fight for any or all of your troops. Note that the computer will only enter *commands* for a unit; to *execute* the commands you must still select **Begin Fight** (see explanation below).

Scan Unit - This initiates a sophisticated scan of any nearby units. When you begin a scan, the computer will prompt you to choose between a scan of **Friends** or one of **Enemies**. Once you've chosen, the computer will scan all units of the side you've chosen (using the **Next Unit** command) until you select **Done**.

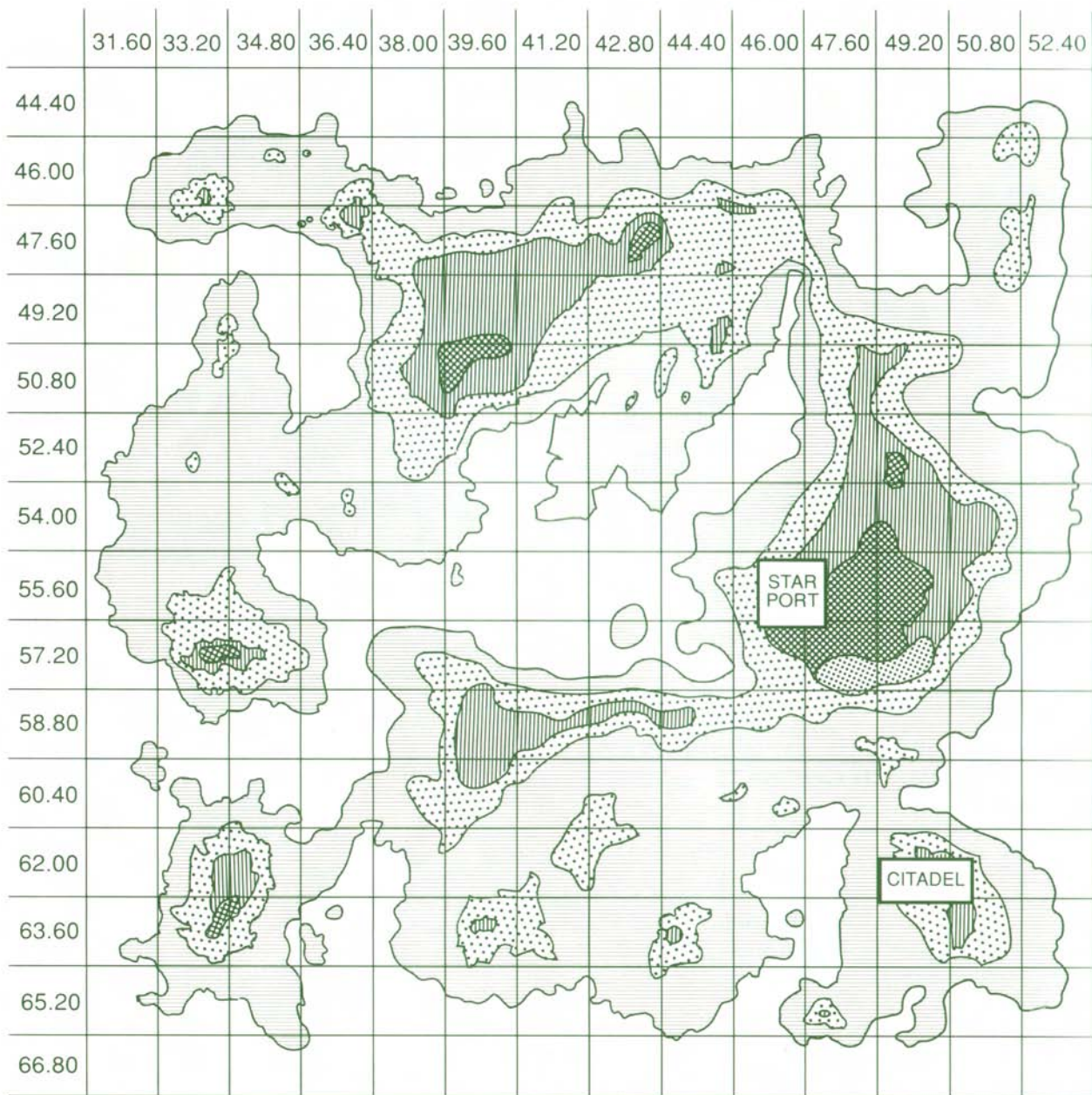
When you scan a 'Mech, the computer will report what class of 'Mech it sees and its direction in reference to your position. You then have the option of seeing a **Detail Scan**, which includes the status of a 'Mech's armor, internal structure, heat level, and weaponry.

Scanning a human will show his physical well-being, his weapon, and his direction in reference to your position.

Next Unit - Using **Next Unit** allows you to issue orders to the next member of your group, if there is one. -

Flee - If the odds weigh too heavily against you, **Fleeing** may prove the smartest option. You will not always manage to escape, however.

Begin Fight - Once you've directed all movement, scanned any nearby units, and targeted all desired weapons, you must confirm your actions by telling the computer to **Begin Fight**. The battle round will then commence.



COMMONWEALTH BATTLEMECH CORPS FIELD TRAINING MANUAL

Pacifica Training School
Lyrans Commonwealth Armed Forces

I. Welcome

Congratulations! Your achievements in the classroom have earned you a berth at the Pacifica Training School, one of the Lyrans Commonwealth's premiere BattleMech training facilities. Here, you will undertake the final stage of your preparation for MechWarrior certification.

Over the next few weeks, you will perform a series of solo cockpit training missions, each one progressively harder than the last. You will be maneuvering a full-size, fully-operational BattleMech inside a specially designed arena, which simulates actual battlefield conditions. The firepower on board our 'Mechs consists of real, high-power weaponry – no toys or mock-ups.

Our program is very demanding, but most would consider membership in the elite ranks of the Commonwealth BattleMech Corps to be reward enough.

This manual will provide a quick introduction to the areas in which you will be taught. Best wishes for your success as a MechWarrior.

Kommandant Earl Truth, Ret.
Headmaster

p.s. Your allowance or any other money sent from home will automatically be credited to your C-Bill account while you are enrolled in the school.

II. The MechWarrior

ATTRIBUTES

As an aspirant to MechWarrior status, you will mature in three closely monitored personal attributes, namely Body, Dexterity, and Charisma.

Body is a measurement of your overall physical strength, as well as your stamina and physical constitution. As you tone this attribute, you will find combat less of a strain, and you will be able to withstand a good deal more physical abuse without faltering or buckling under.

Dexterity measures your coordination, reflexes, and agility. You must heighten these traits if you wish to outmaneuver your enemy in BattleMech maneuvers and in hand-to-hand combat.

Also, no MechWarrior can be without **Charisma**, the measurement of one's physical appearance, personal magnetism, and strength of presence. While this less-tangible trait can't overpower a MechWarrior's enemies in combat, it can help attach him to a strong Lance, as well as aid him in talking his way out of a tight bind.

The great MechWarriors – those who are appointed to command positions – have honed themselves in all three attributes through training and battlefield experience.

SKILLS

In addition to the three main attributes, there are seven secondary skills in which you may train. While your MechWarrior training dwells mainly in the two areas employed in BattleMech combat, **Gunnery** and **Piloting**, you may want to try to heighten your skills in one or two of the other areas as well. A crack rifleman will be of great aid to a Lance in infantry combat, just as no successful Lance should be without a good doctor or technician. Here is a list of the seven skill fields:

Combat Skills:

Bow/Blade – Combat proficiency with bows, blades, and thrown weapons.

Pistol – Ability with small, hand-held projectile weapons, from revolvers to dart guns to laser pistols.

Rifle – Combat skill with two-handed projectile weapons, including all rifles, submachine guns, and missile launchers.

Mech-Related Skills:

Gunnery – A pilot's facility with 'Mech-mounted weaponry.

Piloting – Proficiency at the controls of a 'Mech.

Other Skills:

Medical – The administration of proper health care to the wounded.

Technician – The ability to service, repair, and salvage 'Mechs in the field.

While rudimentary competence in any skill can be built with field practice, it's well-accepted that systematic training in the classroom is a more powerful tool for learning. Such training in the seven fields is usually accessible from wherever you are. Combat classes are offered at any local Lyran seat of government. 'Mech training is offered at any LCAF-certified training arena. Medical training is offered at medical schools and hospitals. Technical training is offered through tech schools, and at hands-on programs in participating shops and garages.

Training generally costs a good deal of money, with courses ranging in price from 75 to 1000+ C-Bills, but a well-developed skill can prove to be priceless when you are in need of medical help on the battlefield or engaged in a ground skirmish.

Be well aware, however, that your primary concern during the next few weeks is your BattleMech combat schooling; your personal training in other skill areas *must* play a secondary role. The defense of the Commonwealth depends upon your role as a MechWarrior, not as a full-time student.

III. The BattleMech

PHYSICAL CONSTRUCTION

A basic knowledge of the physical make-up of a 'Mech is necessary before the pilot can safely and successfully lead a 'Mech into combat. What follows is a brief explanation of the general components of the BattleMech:

Skeleton – At the heart of every BattleMech is a “skeleton” much like that of a human being. Several dozen “bones” - each fabricated to resist structural damage and combat stress while meeting exacting weight limits - make up the BattleMech's skeleton. This skeletal structure allows the 'Mech to absorb enormous levels of physical damage without compromising its performance in battle.

Muscles – Most of the larger actions of which a 'Mech is capable are driven by thick bundles of polyacetylene fiber which contract and expand under the influence of a controlled electrical current, in much the same way as the muscles of a human being. While these fibrous bundles seldom receive more than minor damage in battle, the smaller, more delicate actuators which control the highly precise motions of mounted weaponry and sensory attachments are all too susceptible to the effects of battle. Most 'Mech service areas are well-equipped to correct actuator problems.

Armor – To protect the 'Mech and pilot from today's high-energy battlefield, 'Mechs are outfitted with a rigid composite of dense metals, designed to absorb laser blasts, particle beams and projectile attacks. While only inches thick, the two-shell combination of treated steel and boron nitride is quite heavy, and so as protection is increased, mobility sharply declines. For this reason, 'Mech manufacturers typically build 'Mechs of several different weight classes. The light 'Mech has greater mobility and can dodge fire more effectively than a heavier model, but once hit, its internal structure is more likely to have been penetrated.

Power Plant – The immense power requirements of a multi-ton war machine are met by an on-board fusion reactor. The fusion power plant can generate plenty of energy for even gigantic 'Mechs, but in doing so, it also produces high levels of waste heat which threaten the efficiency of the 'Mech's inner functions, even to the point of crippling them. Thus special "heat sinks" were developed to dispose of waste heat. Unfortunately, these crucial devices are fashioned from a ceramic material which is very susceptible to stress and fracture, so the MechWarrior will probably find himself replacing his heat sinks often and at great expense. (Thrifty pilots have been known to ignore damaged or destroyed heat sinks, preferring to cool their 'Mech manually by travelling through water masses.)

Life Support System – The crew cabin of a 'Mech generally holds two humans, a pilot and a passenger. The cabin environment is carefully controlled, providing protection from combat damage, as well as from the high levels of heat and radiation generated by the power plant. In case of a catastrophe, the cabin is equipped for speedy evacuation.

MOVEMENT

Depending upon its weight and size, a BattleMech may reach walking or running speeds ranging from 40 to 100 kilometers per hour in open terrain. Travel speed may be slower depending upon the terrain, but virtually no obstacle will prove insurmountable to the 'Mech.

Some 'Mechs are outfitted with jump jets, which allow them to jump a limited distance. These may prove handy when a pilot encounters a small patch of obstructive terrain which, without jump jets, would prove to be an arduous obstacle.

While all BattleMechs can move through shallow masses of water, most are unable to operate efficiently when wading through deeper waters.

COMBAT

'Mech combat is an unrefined science. Every veteran 'Mech pilot has developed a unique style and strategy, and little agreement has been reached on "correct" battle techniques. If any strategic conventions have emerged, they are the predictable tactics employed by the unimaginative battle computers found in every 'Mech cockpit.

These combat computers, which can be activated and deactivated at the pilot's fancy, instruct the 'Mech to pick a target, move unerringly towards it, and destroy it with all available firepower. The computer will continue this pattern until all visible enemies have been dealt with. This battle algorithm is effective in combat where the odds stack up in your favor, but if the opposition is strong, you'll want to keep manual control over your 'Mech's combat facilities. Remember: you are here to learn how to fight a battle, not how to watch one.

Here are a few pointers to keep in mind during combat:

- Use the terrain to your advantage. If you have to move quickly, travel across the wide-open ground. But when the firing commences, a 'Mech out in the open is like a soldier caught with his pants down. Forest provides good protection from your enemies, and the thicker the better. Water masses also provide some protection, and they can cool off a hot 'Mech as well.
- Use your scanning to locate the more dangerous enemies and open fire upon them first. The 'Mech that's put together like a weapons stockpile usually doesn't have room for much armor, so you can take them out with little work.
- Keep the enemy on its toes. The more you move about, the harder a time your opponents will have of hitting you. Of course, your aim may suffer a bit as well.
- Successful combat strategies don't spring from the teachings of some Eighth Century Far-Eastern battle philosopher. They come from Lance C.O.'s who get some half-baked notion about how to overcome insurmountable odds or succeed at the impossible. In short, never sell yourself short on the battlefield. Your so-called insanity today could become textbook military procedure tomorrow.
- After your party has defeated its opponents, remember to regroup at the point where combat began. This will reduce the risk of being caught by stray remnants of the opposing forces.
- And if all else fails, fire off one last salvo and get out. Fleeing isn't honorable, but getting killed and losing a 'Mech is neither proper nor wise.

IV. Away from the School

While training missions are typically quite brief, they are physically and emotionally demanding. Since we at the School realize this, we have not prepared any rigid timetable for your training. Rather, we allow you to advance at your own speed, undertaking the various training missions only when you feel you are ready. (Fast learners may, however, find that we are unable to prepare our training facilities quickly enough to keep up with them – it takes around a day for us to clean up and reset our training course after each mission.)

In between missions, you will find much to do in the surrounding town. The Citadel – the planetary seat of government – hosts infantry combat courses which are quite valuable, despite their sizable tuition fees. Luckily, the ComStar station next door has full banking and stock-trading facilities.

You can rest up at your barracks, or pass time at the lounge. And for your shopping needs, local stores include a weapons shop, an armor shop (with full repair facilities), and a Mechit-Lube (that's a 'Mech service station, for you Flatlanders).

Of course, we expect all students of the School to maintain mature behavior and a courteous attitude in class and free time. However, should the student become involuntarily drawn into a bad situation, remember the reputation of the school you're attending and wreak some havoc. After all, do you want to be a MechWarrior or a librarian? (You'll find that ground combat is much like 'Mech combat, not surprising when you consider that 'Mechs were designed according to specifications perfected over millennia in the human body.)

Occasionally the School allows students to travel the quiet countryside of Pacifica for a few days and visit the various towns to the north and west. You may inquire about taking vacation time after you've completed your first twelve missions.

THE WSP-1A WASP

OVERVIEW

The WSP-1A *Wasp* was the first recon 'Mech to be mass-produced for the Terran military. Since its initial production in 2471, the 'Mech has spread to all parts of Human-occupied space. Old Star League records show that thousands of *Wasps* were constructed in the four centuries preceding the Succession Wars. Though many of these have worn out or been destroyed, estimates show that more than half this total is still in operation. Further, some *Wasp* designs are still being constructed in some areas of the Successor States. The large number of *Wasps* available for use should ensure that it remains among the main light recon 'Mechs of the Successor States for centuries to come.

The *Wasp* design has always been used for general scouting and reconnaissance duty. Far too lightly armed and armored for battle, its speed and maneuverability can generally keep it out of major confrontations.

STATISTICS

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, Inc.

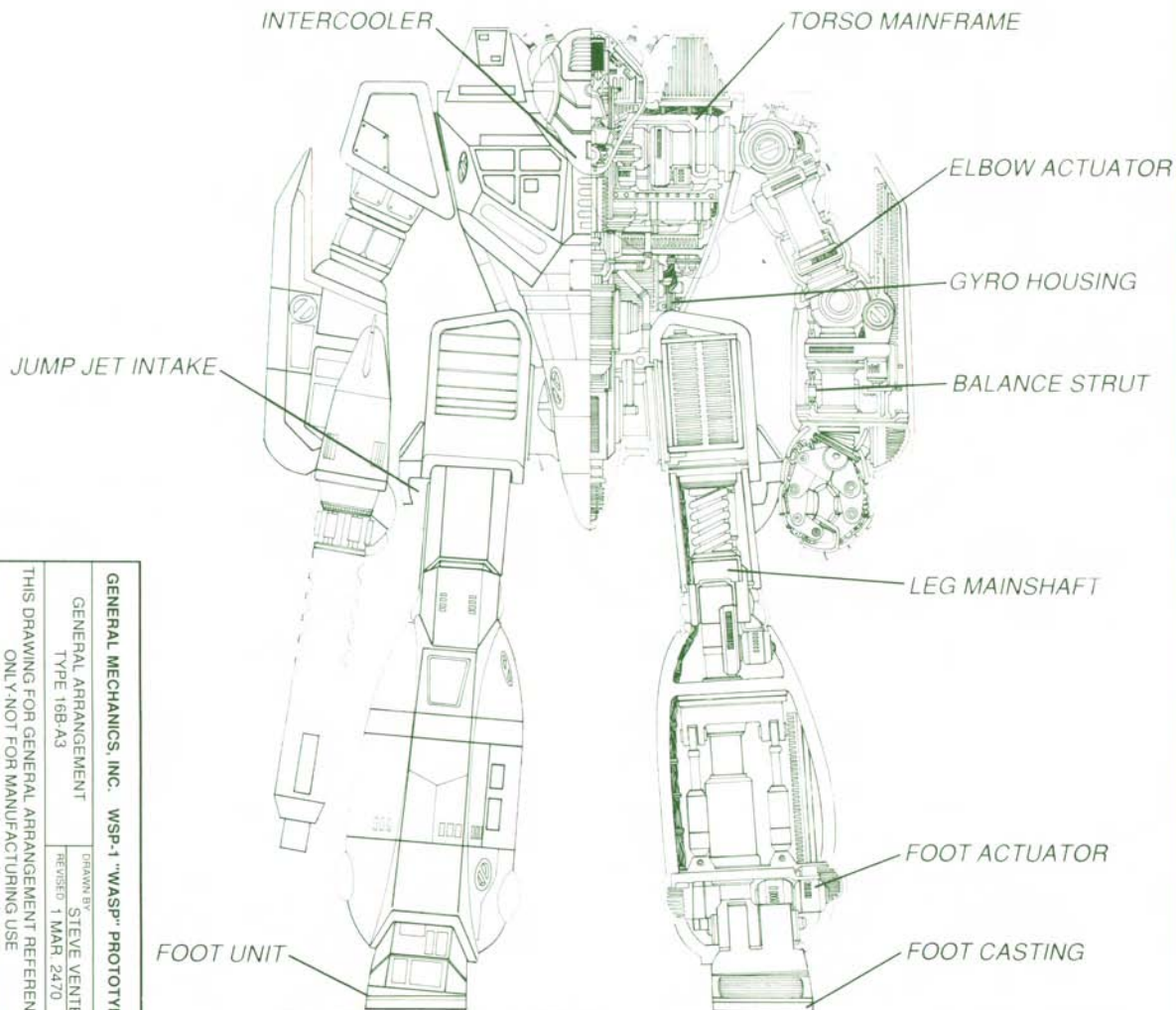
Communications System: Duotek 65

Targeting and Tracking System: Radcom TXX

Type:	WSP-1A <i>Wasp</i>	<u>Tons</u>
Tonnage:	20 Tons	20
Internal Structure:		2
Engine:	120 GM	4
Walking MPs:	6	
Running MPs:	9	
Jumping MPs:	6	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	48	3

Weapons and Ammo:

Type	Location
Medium Laser	Right Arm
SRM 2	Left Leg
Ammo (SRM) 50	Left Torso
Jump Jets	Right Leg
Jump Jets	Left Leg
Jump Jets	Center Torso



GENERAL MECHANICS, INC. WSP-1 "WASP" PROTOTYPE

GENERAL ARRANGEMENT

TYPE 16B-A3

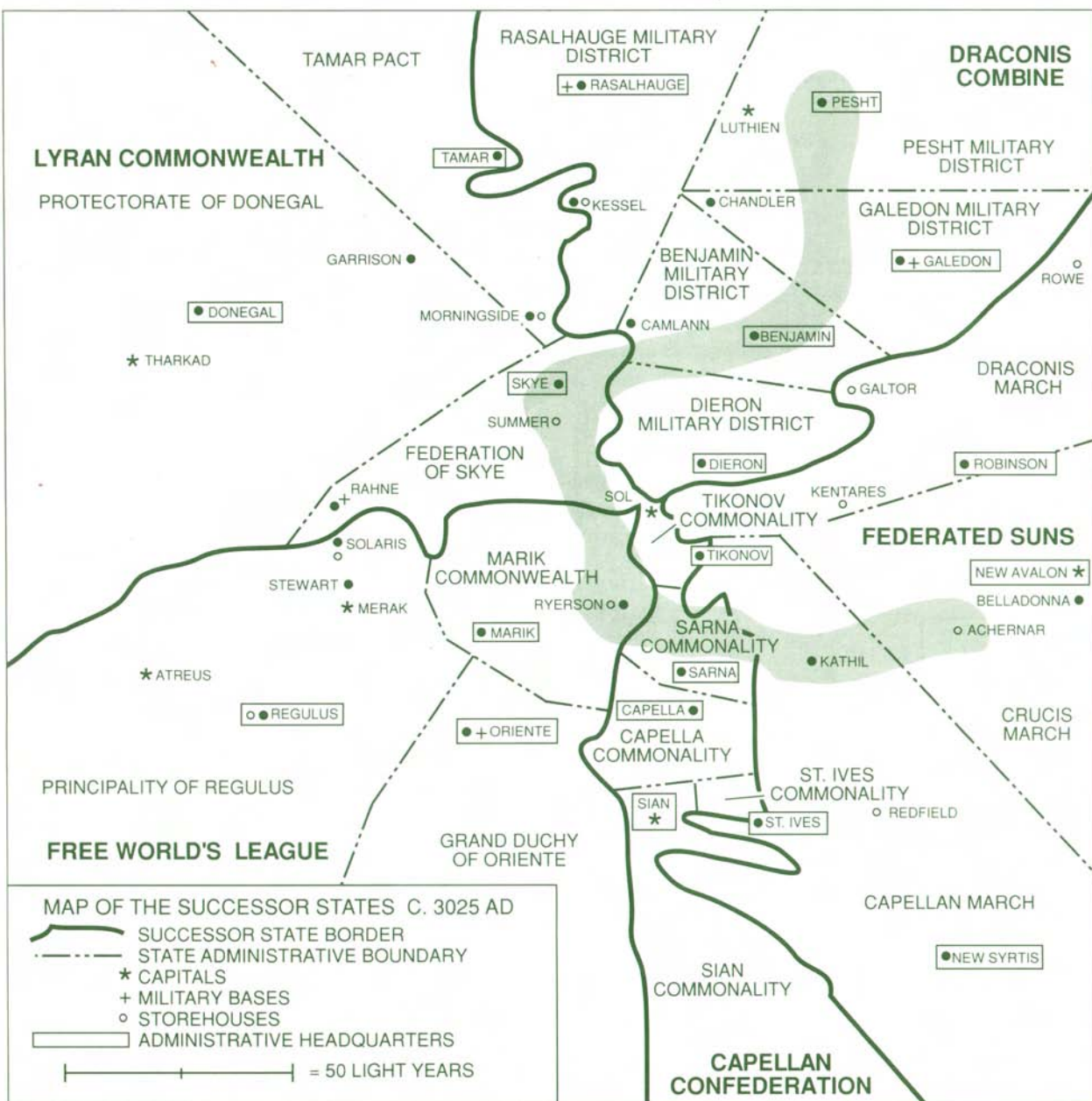
DRAWN BY
STEVE VENTERS
REVISED 1 MAR 2470

THIS DRAWING FOR GENERAL ARRANGEMENT REFERENCE
ONLY NOT FOR MANUFACTURING USE

DATE
1 OCT
2469

APPROVED BY
O.M.B. TERRA H.

DRAWING NUMBER
D7663510-05



HISTORY

The Succession Wars

Over the past 1,000 years, man evolved a complex and burgeoning technology that paved the way for the colonization of space. Man made life possible on outer planets by solving such vital problems as universal distribution of pure water, effective government of far-flung worlds, and viable communications.

However, man has become the victim of his own invention. The seeds of his destruction are planted in his technology. In ceaseless waves of violent wars fought out of sheer lust for power, the Successor Houses have slaughtered untold millions and unravelled more than a thousand years of advancement. And still the ruthlessly fierce contest for supremacy continues.

The First Succession War (2787-2821) left cities decimated, vital industries destroyed, and hundreds of millions of civilians dead. All energies were turned to war – civilian technology, including water purification systems, deteriorated drastically.

The Second Succession War (2830-2863) was just as deadly, destructive, and indecisive as the first. The blossoming military technology withered as the scientists who created and nurtured it died in war. It became increasingly difficult to build the computers, large fusion power plants, BattleMechs, and dropships desperately needed for the relentless combat. Production slowed dramatically, lagging dangerously far behind battlefield losses. The Warlords were reduced to cannibalizing existing equipment for spare parts to supplement the building of new weaponry. Salvage became vitally important to survival.

The Third Succession War (2866-present) continues the brutal contest. Resources are too scarce to destroy, too valuable not to fight for. War is now a way of life.

The Successor Houses

The five houses locked in endless war over control of the Star League are:



The House of Davion

The Federated Suns

Ruled by Hanse Davion, this is the most powerful Successor House. Now loosely allied with the House of Steiner against the Houses of Kurita, Liao, and Marik, Hanse plans to marry Melissa, Katrina Steiner's daughter and chosen successor.



The House of Steiner

The Lyrn Commonwealth

This house derives its power from the strength of its industrial capacity, although its generals are famous for their incompetence. Ruled by Katrina Steiner, the house's territory is constantly besieged for its valuable resources.



The House of Kurita

The Draconis Combine

The House of Kurita holds several strategic star systems formerly controlled by the House of Steiner. Ruler Takashi Kurita has formed an alliance with Janos Marik and Maximilian Liao.



The House of Liao

The Capellan Confederation

The weakest of the five houses, Liao is ruled by Maximilian Liao. Heavy territorial losses and constant defeat have left the house incapable of a prolonged offensive, prompting it to seek assistance.

The House of Marik

The Free Worlds League

Ruler Janos Marik has had little opportunity to lead his troops in battle against the other houses because frequent civil war – including rebellions led by his own brothers – has consumed his time and energies.



The Mercenary Companies

These independent fighting companies supplement house-controlled troops. They vary in size and quality, and their loyalty goes to the highest bidder.

The Youngblood Family

An old and illustrious family, the Youngbloods can be traced back for more than 1,000 years. Below is a brief listing of notable family members.

Stuart Youngblood (2011-2097)

Born during the civil war in ancient Soviet Union, Stuart graduated with a degree in physics from the then well-known Harvard University, where he carried on an early family tradition of playing a primitive field game known as football. He worked on fusion drives for the Alliance Parliament, which replaced the United Nations of his youth, stationed first on the newly discovered Tau Ceti and then on Epsilon Indi. He later formed the Youngblood Mining Corporation (YMC), which prospered in the asteroid belt. YMC was one of the first companies to transport entire asteroids to the Earth-Moon system. He invested much of his profit in early research to develop myomers (fiber bundles that contract like human muscle when exposed to electricity). However, research at that time was unable to develop myomers short enough to be used as a human prosthetic, and Stuart's company underwent financially troubled times. His children, seeing an unprofitable future in the company, showed no interest in carrying on the business. Stuart left the YMC to his grandchildren, Emily and Frederick Youngblood.

Emily (2074 - 2166) and

Frederick (2077-2160) **Youngblood**

Emily Youngblood drifted away from the daily management of the YMC and became involved in the Deimos Project to develop Faster Than Light (FTL) vehicles. She was a consulting crew member on the first FTL flight in 2108. Emily went on to become a representative to the Alliance Parliament, where she was instrumental in bringing all space colonies under Terran jurisdiction. Resentful that he was left to save a floundering company, Frederick championed the anti-FTL movement that protested the billions of dollars being spent on the Deimos Project while people went hungry and homeless. The rift between brother and sister was never repaired. Ironically, it was Frederick who profited from the Deimos Project when he joined others using FTL to exploit the stars. It was Frederick's son, Mike Youngblood, who helped supervise the first Alliance Grand Survey that showed more than 100 colonies.

Rob Youngblood (2159-2237)

Mike's youngest son Rob ran the YMC into bankruptcy with his constant game playing, philandering, and gambling. He worked for Rudolph Ryan's ice ship business transporting icebergs to water-poor planets, a service that helped expand the Human Sphere to about 600 colonies. Rob worked up through the ranks and retired as a vice president of Ryan's company. At his retirement, he and his son Jack joined with others moving to one of the outer planets that had declared independence from the Terran Alliance. Both Youngbloods perished in the 18-month rebellion. At this point, the Youngblood family history is unclear: technology, along with family records, was ignored as survival in the newly independent colonies became increasingly difficult.

Marjorie Sperling Youngblood (2314-2399)

Born the year the Terran Alliance collapsed, Marjorie became a well-known journalist, first writing about new technology and later acquiring fame as a war correspondent. While researching an article on the revival of myomer technology and the creation of the WorkMech for mining, she discovered her relation to Stuart Youngblood, who was involved in early asteroid mining as well as the preliminary myomer technology. When she could prove her relation (great-great-great-granddaughter of Rob Youngblood), she assumed the lost family name, persuading her siblings Christopher and Jordan Sperling to join her. Marjorie was the first reporter to travel to all ten separate states, where she covered the constant border wars and arms races.

Simon Youngblood (2381-2436)

Simon, Christopher's grandson, was the first Youngblood in the military when he fought in the infantry for the Lyran Commonwealth. His outstanding conduct won him a place in the Lyran Honor Guard to witness the signing of the Ares Conventions, the chivalric code of war conduct. He continued on in the military — war being constant then as now — and was killed in action in 2436.

Pia Youngblood (2421-2483)

In one of the few remaining personal documents left by a Youngblood, Pia attributes the death of her father, Simon, on her 15th birthday as the prime motivating force that propelled her into the military. The first Youngblood woman in combat, Pia received her commission in 2439, the year Terra developed the WorkMech into the BattleMech, changing the face of combat forever. Pia was decorated for bravery during the Lyran commando raids on Terran 'Mech production facilities that spread the new technology throughout the Human Sphere.

Carl Youngblood (2555-2632)

Carl carried on the family tradition of excelling in the military. Pia Youngblood would have been proud to know that her successful commando raid more than 100 years earlier made it technologically possible for her great-great-grandnephew to become the family's first MechWarrior. Carl earned his high status for leading the most daring and successful unit of the Unification War. Carl was also known for his watercolors of space, which he painted to pass the time on his frequent advisory trips to the Star League.

Samuel (2581-2653) and Floyd (2581-2659) Youngblood

These highly gifted identical twin sons of Carl Youngblood let their older brother Thomas follow in their father's MechWarrior footsteps while they turned their sharp minds to research. Samuel led the research team that, after 15 years of dedication, developed the FTL transmitters that greatly improved interstellar communications, often cutting transmittal time in half. Floyd was a lead member of the Star League's engineering group that produced a low-cost water purification system, enabling the Human Sphere to expand even further. Known to violently disagree from time to time, Samuel and Floyd were, for the most part, a highly productive scientific team.

Dawn Youngblood (2760-2819)

Initially in MechWarrior training — as generations of Youngbloods before her — Dawn became Protocol Officer for the Star League after a severe injury left her incapable of effective combat. She was present at the fateful meeting in 2781 when the Council, unable to come to a consensus as to the new leader, dissolved. Although she valiantly attempted to enforce diplomatic order, the meeting erupted in discord, never to meet again. Aware that war was inevitable, Dawn drew on her early 'Mech education to establish a BattleMech repair depot that repeatedly received commendations for keeping untold numbers of 'Mechs battle ready. She personally developed new techniques for repairs even as resources became more scarce as the wars progressed. She died in a Kurita attack on her 'Mech plant.

Jeremiah Youngblood (b. 2981)

Although many Youngbloods before him distinguished themselves as MechWarriors, Jeremiah has become a legend in his own time as unquestionably the best Phoenix Hawk pilot alive. He was a key member of the Kell Hounds from 3010 to 3016. In 3016, he risked his life in a daring assault on a heavily armed assassin from Kurita, saving Katrina Steiner's life and leaving him near death. On his recovery, his loyalty was rewarded with a promotion to Captain of the Planetary Security Force for Pacifica (Chara IV), where he moved with his family in 3017.

Jason Youngblood (b. 3010)

Jason is Jeremiah's son. He began his MechWarrior training at the age of nine. Now 18 years old, Jason is completing his course at The Citadel.

Credits

BattleTech: The Crescent Hawk's Inception

Based on concepts designed by :

Michael Goldberg

Westwood Associates

Infocom, Inc.

FASA Corporation

Developed by Westwood Associates:

Programming by Barry Green and Louis Castle

Graphics by Maurine Starkey, Joseph B. Hewitt IV, and Michael Goldberg

Sound by Paul Mudra

Directed by Brett W. Sperry

Produced by Christopher Erhardt

We're Never Satisfied

Here at Infocom, we're constantly trying to "push back the envelope" and explore the possibilities of this fledgling medium. Your input is important. If you liked or disliked the game, or some section of it, or if you found a bug, or if you think a certain puzzle was too hard or too easy, or if you have some other suggestion, drop us a note! We love every excuse to stop working, and a letter from you is just such an excuse! Write to:

Infocom, Inc.
125 CambridgePark Drive
Cambridge, MA 02140
Attn: Melissa Steiner

If You Have Technical Problems

You can call the Infocom Technical Support Team to report "bugs" and technical problems, but not for hints to play the game, at (617) 576-3190. If your disks develop a problem within ninety (90) days after purchase, we will replace them at no charge. Otherwise, there is a replacement fee of \$5 (U.S. currency). Return your registration card to register yourself as a proud owner of an Infocom role playing game, and to receive our quarterly magazine.

Copyright and Warranty Information

Limited Warranty

This software product and the attached instructional materials are sold "AS IS," without warranty as to their performance. The entire risk as to the quality and performance of the computer software program is assumed by the user.

However, to the original purchaser of a disk prepared by Infocom and carrying the Infocom label on the disk jacket, Infocom, Inc. warrants the medium on which the program is recorded to be free from defects in materials and faulty workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If during this period a defect on the medium should occur, the medium may be returned to Infocom, Inc. or to an authorized Infocom, Inc. dealer, and Infocom, Inc. will replace the medium without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the medium as provided above. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

THE ABOVE WARRANTIES FOR GOODS ARE IN LIEU OF ALL WARRANTIES, EXPRESS, IMPLIED, OR STATUTORY, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND OF ANY OTHER WARRANTY OBLIGATION ON THE PART OF INFOCOM, INC. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. IN NO EVENT SHALL INFOCOM, INC. OR ANYONE ELSE WHO HAS BEEN INVOLVED IN THE CREATION AND PRODUCTION OF THIS COMPUTER SOFTWARE PROGRAM BE LIABLE FOR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES, SUCH AS, BUT NOT LIMITED TO, LOSS OF ANTICIPATED PROFITS OR BENEFITS RESULTING FROM THE USE OF THIS PROGRAM, OR ARISING OUT OF ANY BREACH OF THIS WARRANTY. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

N.B. After the warranty period, a defective Infocom disk may be returned to Infocom, Inc. with a check or money order for \$5.00 U.S. currency for replacement.

Copyright

The enclosed software product is copyrighted and all rights are reserved by Infocom, Inc. It is published exclusively by Infocom, Inc. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer solely for the purpose of executing the program. Copying (except for one backup copy on those systems which provide for it - see Reference Card), duplicating, selling, or otherwise distributing this product is a violation of the law.

This manual and all other documentation contained herein are copyrighted and all rights reserved by Infocom, Inc. These documents may not, in whole or in part, be copied, photocopied, reproduced, translated, or reduced to any electronic medium or machine-readable form without prior consent, in writing, from Infocom, Inc.

Willful violations of the Copyright Law of the United States can result in civil damages of up to \$50,000 in addition to actual damages, plus criminal penalties of up to one year imprisonment and/or \$10,000 fine.

BattleTech and *MechWarrior* are registered trademarks and *BattleMech* and *Mech* are trademarks of FASA Corporation. *The Crescent Hawk's Inception* is published by Infocom under exclusive license from FASA Corporation, the trademark owner.

Board game design, characters and universe ©1988 FASA.

The Crescent Hawk's Inception is a trademark of Infocom, Inc.

©1988 Infocom, Inc.
Printed in U.S.A.

INFOCOM
Proof of Purchase
BattleTech: CHI

G-IF2-03