



# BATTLETECH

SIXTEEN MONTH CALENDAR



“This is the Inner Sphere, thousands of planets colonized by humankind. Once, it was united under the Star League, but for the last three hundred years, it has been consumed by savage wars...”

The *Awesome* seemed to fill the sky, flames ineffectually licking at its metal flanks. The building trembled as the beast wrenched through the wall, rebar a tangle and bricks and mortar exploding in a shower of destruction, crushing cars and panic-stricken people. The Ducal Residence, mortally wounded—red, raw and belching flames and soot—began collapsing as the twelve-meter-tall avatar of mechanized warfare finished kicking its way out.

Raising its right arm, twisting azure blades of energy flashed from the menacing barrels spread from the arm to its torsos: the enemy BattleMech lashed with its particle projector cannons at one of the final vestiges of the planetary militia. The man-made lightning knifed through the already heavily damaged *Enforcer*, eviscerating the war machine, spilling its metallic guts to the street in a spout of blackened, fiery chemicals. The plume of the ejecting MechWarrior's pod barely kept ahead of the shockwave of the 'Mech's destruction.

The invading, enemy pilot turned from the fallen foe towards his new target.

John Smith sucked hot, acerbic air into tired, aching lungs, sweat slicking his face underneath the neurohelmet encasing his head. With the BattleMech looming larger, it seemed, than the DropShip which brought the raiders to his world, warning klaxons continued to blare. Readouts on the forward viewscreen scrawled signals in cringe-bright red the *Awesome* was recycling its PPCs in anticipation of attacking!

Gritting teeth against the fear piled like bile on the back of his tongue, he swept into action: left hand hammering the throttle forward; feet stomping pedals to begin weaving his 50-ton *Centurion* into action; right-hand grasping the throttle, bringing the targeting reticle center-line to the enemy *Awesome*, one of his last rounds of ammunition cycling into the autocannon mounted in his 'Mech's right arm.

*There's still one MechWarrior defending this world!*



It is the 31st century, a time of endless wars in which star empires clash across human-occupied space. These epic wars are won and lost by BattleMechs, 30-foot-tall humanoid metal titans bristling with lasers, autocannons and many other lethal weapons; enough firepower to level entire city blocks.

Your elite force of MechWarriors drives these juggernauts into battle, proudly holding your faction's flag high, intent on expanding the power and glory of your realm. Supported by units of armored vehicles and power-armored infantry, will they become legends, or forgotten casualties?

Only your skill and luck will determine their fate!

Since its beginnings as the *BattleTech* boardgame, the *BattleTech/MechWarrior* universe has captivated millions of fans worldwide. For almost three decades, the collision of interstellar politics and war has rewarded fans with amazingly detailed fiction, captivating characters and fantastic adventure. These dynamics have spawned a host of games, novels, toys and more.

**Era Icons:** Each in-universe date in the calendar includes an Era Icon; see the second-to-last page of the calendar for more details.

#### Where Do I Jump In?

There are four primary ways in which people enjoy the *BattleTech* universe.

1. As a board game (whether on hexes or 3D terrain)
2. As a reader of fiction
3. As a roleplaying game (RPG)
4. As a computer game

It's important to note that what makes *BattleTech* so enjoyable is there is no "right way" to enjoy it. While the avenues above are the primary ones, often players mix and match all aspects, with board gamers reading all the fiction, or the roleplayers rotating to the board game during 'Mech vs. 'Mech combat, the fiction and board game players as much a fan of the computers games as any electronic-only gamer, and so on.

This 16-month Calendar is a celebration of *BattleTech/MechWarrior*, and the variety of ways the universe can be enjoyed. What ever your spice, there's a flavor for you.

The board game is where it all started; leap into the action with its best-selling *Introductory Box Set*, sourcebooks, or epub fiction. Visit [bg.battletech.com](http://bg.battletech.com).



*MechWarrior Online* is a premium, free-to-play game based on the best-selling *BattleTech* universe, in development by Piranha Games. Visit [mwomercs.com](http://mwomercs.com).



*MechWarrior: Tactical Command* is an iOS platform Real-Time Strategy game under development by Personae Studios. Visit [mechwarriorrtc.com](http://mechwarriorrtc.com).



*BattleTech: Firestorm* is a location-based experience featuring fully enclosed, military-style cockpit simulators. Visit [mechjock.com](http://mechjock.com).



#### BATTLETECH.COM

Visit [BattleTech.com](http://BattleTech.com), the portal site for all things *BattleTech/MechWarrior*, where you can find links to discover more about the board game, fiction, or any of the computer games under development.





**CATALYST**  
game labs™





# JANUARY 2012

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
2630: FIRST-EVER HPG MESSAGE SENT <b>1</b>	2575: POLLUX PROCLAMATION <b>2</b>	<b>3</b>	3014: BATTLE OF HALSTEAD STATION <b>4</b>	3070: THEODORE KURITA DIES <b>5</b>	<b>6</b>	<b>7</b>
<b>8</b>	<b>9</b>	3030: END OF FOURTH SUCCESSION WAR <b>10</b>	3040: END OF THE WAR OF 3039 <b>11</b>	<b>12</b>	<b>13</b>	2011: OLEG TIKONOV ASSASSINATED <b>14</b>
<b>15</b>	MARTIN LUTHER KING JR. DAY <b>16</b>	<b>17</b>	<b>18</b>	3063: MARIAN HEGEMONY INVADES ILLYRIAN PALATINATE <b>19</b>	<b>20</b>	<b>21</b>
3073: DONNER BOMBING ON ARC-ROYAL <b>22</b>	<b>23</b>	<b>24</b>	<b>25</b>	<b>26</b>	3061: CAPELLAN/ST. IVES COMPACT WAR BEGINS <b>27</b>	<b>28</b>
<b>29</b>	3058: JADE FALCONS INVADE LYRAN ALLIANCE <b>30</b>	<b>31</b>				





**MECH  
WARRIOR**  
TACTICAL COMMAND

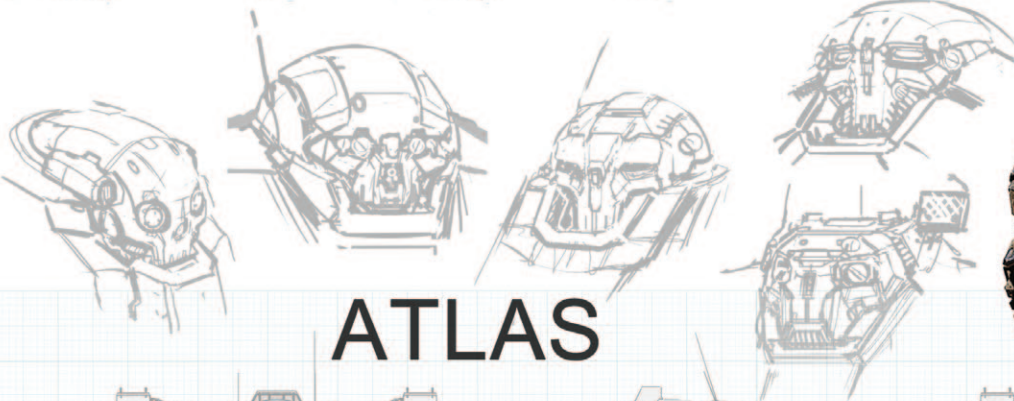




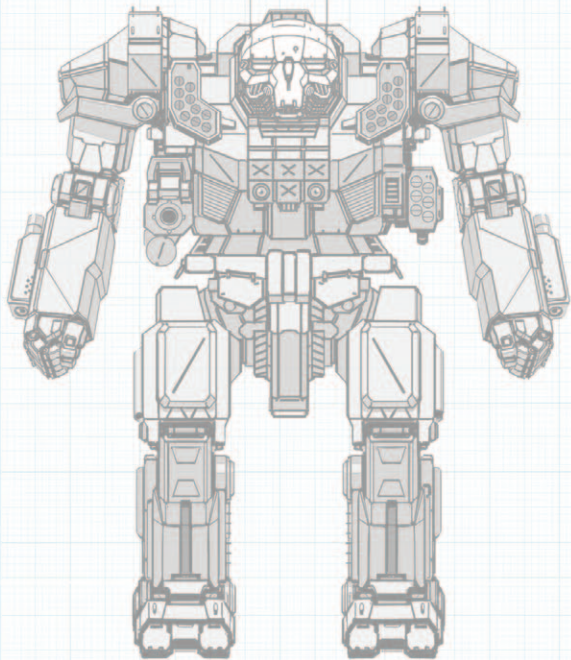
# FEBRUARY 2012

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
29	30	31	1	GROUNDHOG DAY 2	3004: TAKASHI KURITA BECOMES COORDINATOR 3	4
2439: SUCCESSFUL COMBAT TESTING OF BATTLEMECH PROTOTYPE 5	6	2445: OPERATION PROMETHEUS 7	8	2762: KERENSKY REGENCY ENDS 9	10	11
12	13	3059: BURROCK ABSORPTION BEGINS VALENTINE'S DAY 14	3055: RED CORSAIR RAIDS KOOKEN'S PLEASURE PIT 15	16	3143: ANASTASIA KERENSKY TAKEN AS BONDSMAN BY ALARIC WOLF 17	3066: WORD OF BLAKE PROTECTORATE FORMED 18
19	3072: FILTVELT COALITION FORMED PRESIDENTS DAY 20	21	22	23	24	25
26	27	3058: OPERATION ODYSSEUS BEGINS 28	29			

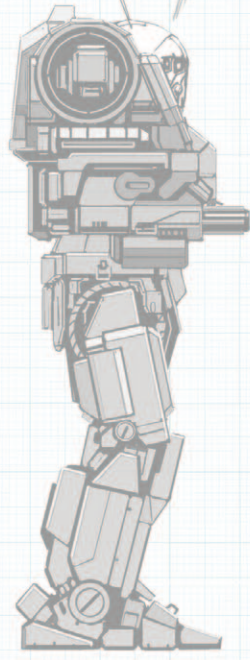




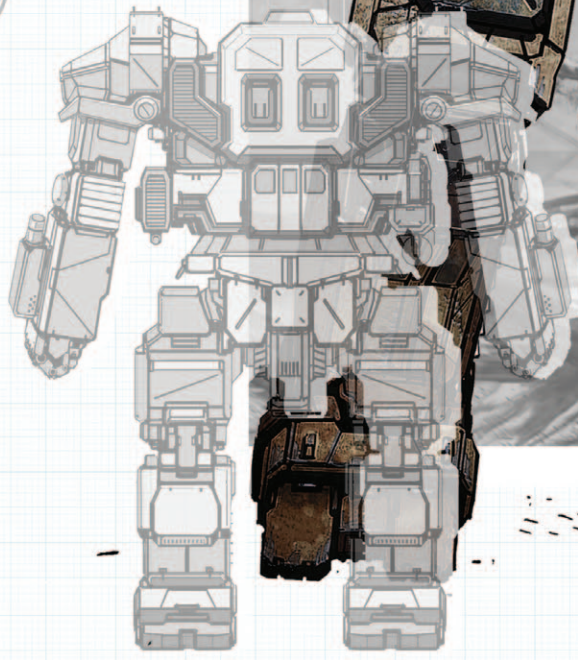
# ATLAS



FRONT



SIDE



BACK







# MARCH 2012

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
26	27	28	29	1	2	3
4	5	6	3050: FIRST WAVE OF OPERATION REVIVAL LAUNCHES	2116: FIRST EXTRA-SOLAR COLONY ESTABLISHED 3113: SUN-TZU LIAO 'ASCENDS' ON LIAO	3068: CASE WHITE LAUNCHED	10
DAYLIGHT SAVING TIME BEGINS	3060: TASK FORCE SERPENT TROOPS LAND ON HUNTRESS	3034: FREE RASALHAGUE REPUBLIC FOUNDED	7	3039: YVONNE STEINER-DAVION BORN 3081: REPUBLIC OF THE SPHERE FOUNDED	9	3141: ARCHON MELISSA STEINER DEPOSED ST. PATRICK'S DAY
11	12	13	14	15	16	17
3071: DEVLIN STONE BREAKS OUT OF A BLAKIST CAMP	19	20	21	22	23	24
18	19	20	21	22	23	24
25	26	27	28	29	30	31





VIRTUAL  WORLD

**BATTLETECH**  
FIRESTORM





# APRIL 2012

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
3061: STEEL VIPERS ATTACK JADE FALCON HOLDINGS IN INNER SPHERE  APRIL FOOL'S DAY  <b>1</b>	<b>2</b>	2751: RICHARD CAMERON BECOMES FIRST LORD  <b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
EASTER  <b>8</b>	<b>9</b>	<b>10</b>	3005: WOLF'S DRAGOONS APPEARS IN INNER SPHERE  <b>11</b>	3030: VICTOR STEINER-DAVION BORN  <b>12</b>	<b>13</b>	<b>14</b>
<b>15</b>	3039: WAR OF 3039 BEGINS  <b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>	3067: FEDCOM CIVIL WAR ENDS  <b>20</b>	2738: KERENSKY BECOMES COMMANDING GENERAL OF SLDF  <b>21</b>
<b>22</b>	3060: GREAT REFUSAL  <b>23</b>	<b>24</b>	<b>25</b>	<b>26</b>	3060: NOVA CAT ABJURATION  <b>27</b>	<b>28</b>
<b>29</b>	3102: CREATION OF NOVA CAT MYSTIC CASTE PROJECT  <b>30</b>					





275

610

ACHERNAR



Black Betty





SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
29	30	3052: BATTLE OF TUKAYYID BEGINS 1	2	3	2764: NICHOLAS KERENSKY BORN 4	5
6	7	3067: TRIAL OF RETRIBUTION 8	3040: EMMA CENTRELLA BECOMES MAGESTRIX 9	3064: CLAN JADE FALCON INVADES LYRAN ALLIANCE 10	11	12
MOTHER'S DAY 13	2801: DECHAVILIER MASSACRE 14	15	16	17	18	19
3059: OPERATION BULLDOG LAUNCHES 20	3052: BATTLE OF TUKAYYID ENDS 21	2767: STAR LEAGUE CIVIL WAR BEGINS 3014: ANTON MARIK'S REVOLT BEGINS 22	23	24	25	2822: OPERATION KLONDIKE ENDS 26
27	MEMORIAL DAY 28	29	30	31		





**MECH  
WARRIOR**  
TACTICAL COMMAND™



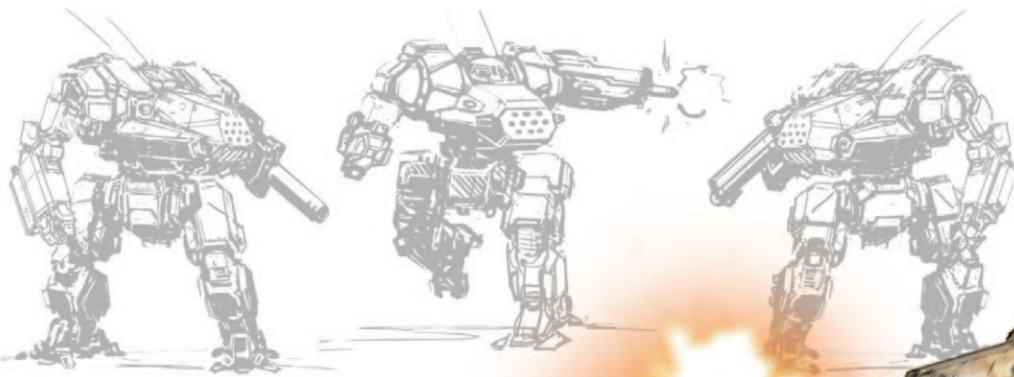


TM

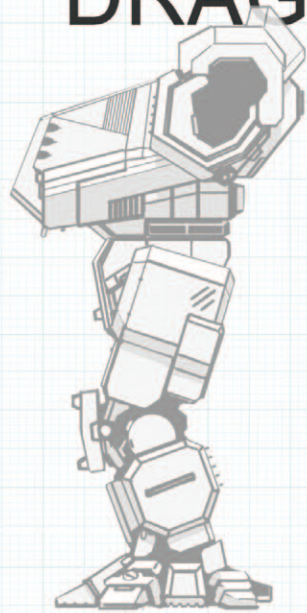
# JUNE 2012

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
27	28	29	30	31	3022: FEDERATED COMMONWEALTH DOCUMENT SIGNED	1
3	4	5	3019: THIRTEENTH BATTLE OF HESPERUS II	6	7	8
10	2801: ALEKSANDR KERENSKY DIES	11	2412: ARES CONVENTIONS SIGNED	13	14	15
FATHER'S DAY	17	18	3051: ULRIC KERENSKY ELECTED ILKHAN 3055: MELISSA STEINER-DAVION ASSASSINATED	20	21	22
24	2788: OPERATION SILVER SHIELD LAUNCHES	25	2317: FEDERATED SUNS FOUNDED	26	3031: PHELAN KELL BORN	27
28	29	30	3068: OPERATION SOVEREIGN JUSTICE LAUNCHES	31	1	2
3	4	5	6	7	8	2815: NICHOLAS KERENSKY TAKES TITLE OF ILKHAN
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31	1	2	3	4	5

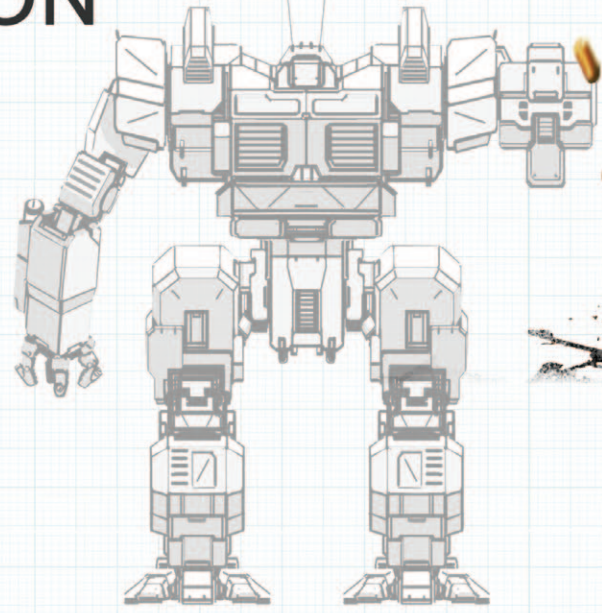




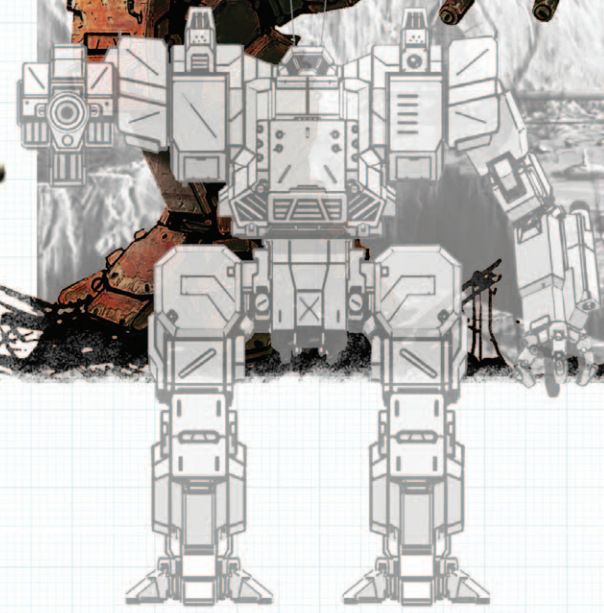
# DRAGON



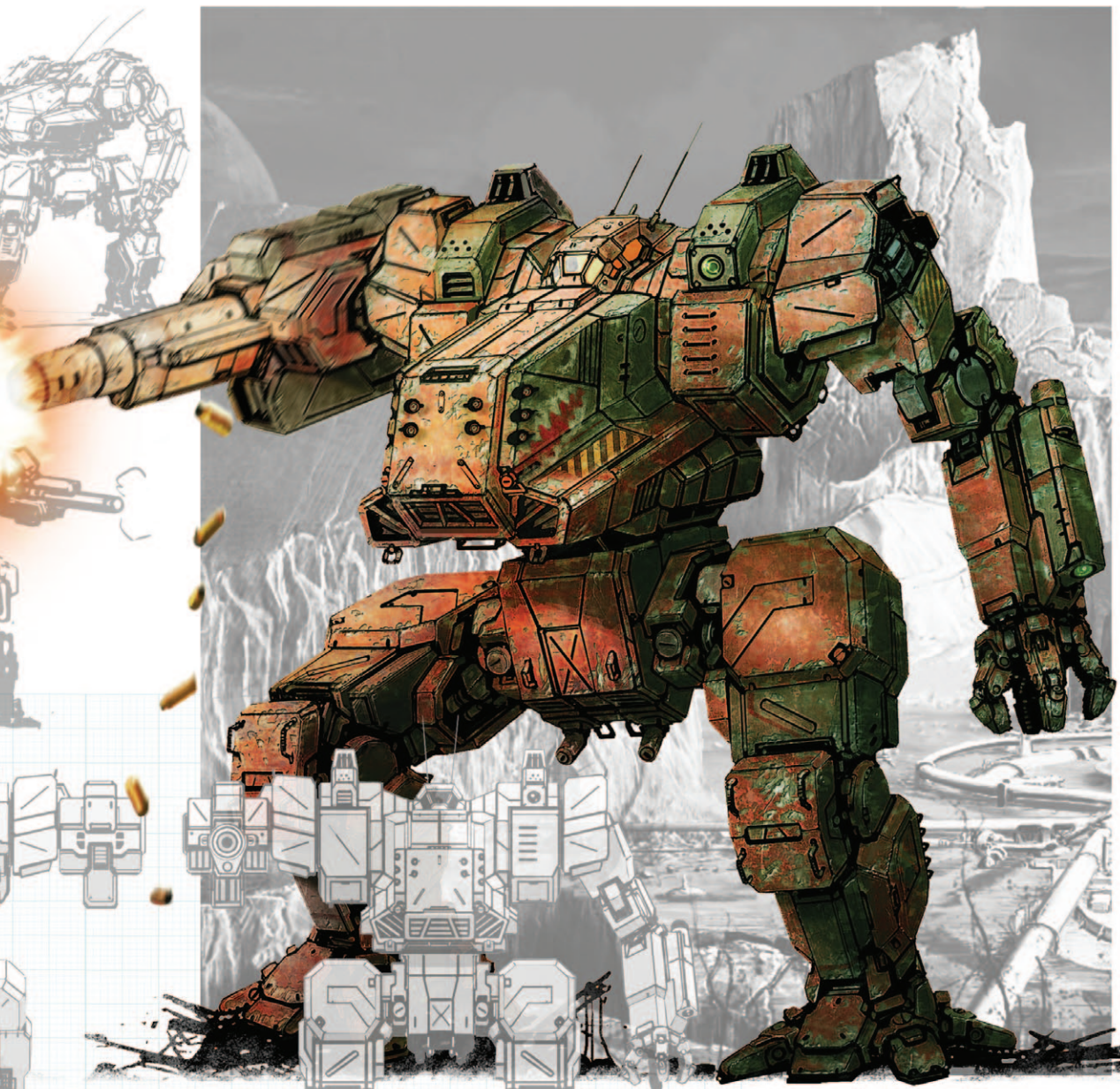
SIDE



BACK



FRONT







# JULY 2012

**SUNDAY**

**MONDAY**

**TUESDAY**

**WEDNESDAY**

**THURSDAY**

**FRIDAY**

**SATURDAY**

2997: THEODORE KURITA BORN

2821: OPERATION KLONDIKE BEGINS

INDEPENDENCE DAY

1

2

3

4

5

6

7

8

2571: STAR LEAGUE FOUNDED

9

3082: JONAH LEVIN BORN

10

11

12

13

3037: ARTHUR STEINER-DAVION BORN

14

15

16

17

3143: ALARIC WOLF KILLS KHAN SETH WARD

18

19

20

3034: ANASTASIUS FOCHT JOINS COMSTAR

21

2315: TERRAN HEGEMONY FOUNDED  
3007: KATRINA STEINER BECOMES ARCHON

22

2461: DEST TEAM STEALS BATTLEMECH PLANS

23

24

25

26

27

28

29

30

31



VIRTUAL  WORLD

# IN THE 31ST CENTURY SPORT IS A DEADLY THING!



© 1999-2010 VIRTUAL WORLD ENTERTAINMENT, LLC. BATTLETECH, BATTLEMECH, MECH ARE TRADEMARKS OR REGISTERED TRADEMARKS OF MICROSOFT® CORPORATION, USED UNDER LICENSE. FIRESTORM IS A TRADEMARK AND VIRTUAL WORLD, RED PLANET AND THE V-HOOP LOGO ARE REGISTERED TRADEMARKS OF VIRTUAL WORLD ENTERTAINMENT, LLC. ALL OTHER TRADEMARKS ARE THE PROPERTY OF THEIR RESPECTIVE HOLDERS.





# AUGUST 2012

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
29	30	31	1	2	3	4
	3062: TRINITY ALLIANCE FORMED	3132: GRAY MONDAY (HPG BLACKOUT)	3057: REFUSAL WAR BEGINS 3063: JULIUS O'REILLY DEPOSES HIS FATHER SEAN	3031: SUN-TZU LIAO BORN	3130: DEVLIN STONE RETIRES AND VANISHES	
5	6	7	8	9	10	11
2781: STAR LEAGUE DISBANDED			3078: LIBERATION OF TERRA FROM WORD OF BLAKE BEGINS			2970: TAKASHI KURITA BORN
12	13	14	15	16	17	18
2785: PRINZ EUGEN MUTINY	3028: WEDDING OF HANSE DAVION AND MELISSA STEINER 3028: FOURTH SUCCESSION WAR BEGINS				2786: EXODUS FLEET REACHES PENTAGON WORLDS	
19	20	21	22	23	24	25
26	27	28	29	30	31	
					3143: ALARIC WOLF KILLS KATHERINE STEINER-DAVION	





**CATALYST**  
game labs™





# SEPTEMBER 2012

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY		
26	27	28	29	30	31	1		
2	2107: FIRST HYPERDRIVE JUMP LABOR DAY	3	4	5	6	7	8	
2786: VOICE OF KERENSKY BROADCAST	3050: FEDCOM FORCES DEFEAT JADE FALCONS AT TWYXCROSS	9	10	11	12	13	14	15
3057: OPERATION GUERRERO LAUNCHES	16	17	3057: LYRAN ALLIANCE FOUNDED	18	19	20	21	22
23	24	25	26	2953: GREAT LEE TURKEY SHOOT 3048: OUTBOUND LIGHT JUMPS INTO HUNTRESS SYSTEM	27	28	2779: STEFAN AMARIS CAPTURED 2985: CLAN SEA FOX BECOMES CLAN DIAMOND SHARK	29
30								





**MECH  
WARRIOR**  
TACTICAL COMMAND





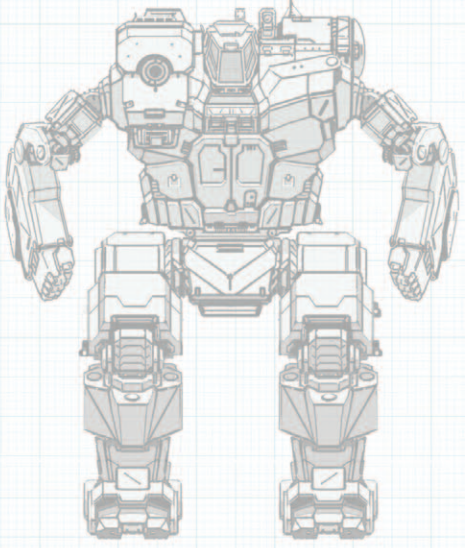
# OCTOBER 2012

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
30 2834: NICHOLAS KERENSKY KILLED	3058: WHITTING CONFERENCE BEGINS 3135: FORTRESS REPUBLIC		3013: IAN DAVION KILLED ON MALLORY'S WORLD			
7	8 COLUMBUS DAY	9	10 2823: DEHRA DUN DESTROYED 3080: BLOODY TRICENTENNIAL ATTACKS BEGIN	11	12 2027: AS COLUMBIA LAUNCHED	13 3022: CONCORD OF KAPTEYN SIGNED
14	15	16	17	18 3062: FIRST COMBINE/ GHOST BEAR WAR BEGINS 3067: JAIME WOLF KILLED	19	20 2976: KATRINA STEINER BORN
21	22	23	24	25 2823: WOLVERINE ANNIHILATION	26	27
28 3010: KELL HOUNDS FORMED	29	30	3050: ILKHAN LEO SHOWERS KILLED HALLOWEEN	31		

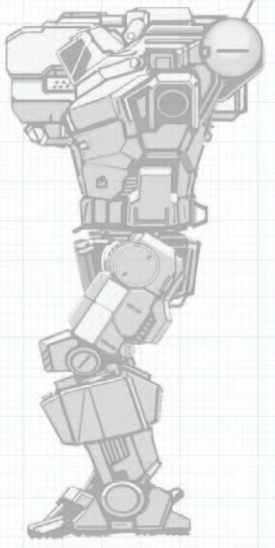




# HUNCHBACK



FRONT



SIDE



BACK







# NOVEMBER 2012

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
28	29	30	31	1	2	3
DAYLIGHT SAVINGS TIME ENDS	2784: EXODUS				2864: SECOND SUCCESSION WAR ENDS	
4	5	6	7	8	9	10
3000: DRAGOON COMPROMISE  VETERANS DAY REMEMBRANCE DAY			3070: CLAN HELL'S HORSES INVADES CLAN WOLF OCCUPATION ZONE		3032: KATHERINE STEINER-DAVION BORN 3062: FEDCOM CIVIL WAR BEGINS	
11	12	13	14	15	16	17
			3048: CLAN GRAND COUNCIL VOTES TO INVADE INNER SPHERE 3058: SECOND STAR LEAGUE FOUNDED	THANKSGIVING DAY		
18	19	20	21	22	23	24
	3134: VICTOR STEINER- DAVION MURDERED					
25	26	27	28	29	30	





GRIP

GRIP

CAUTION  
DO NOT TOUCH  
VIEWPORT  
GLASS

MFD

MFD

IN CASE OF  
EMERGENCY  
ACTIVATE  
DISTRESS  
BEACON





# DECEMBER 2012

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
25	26	27	28	29	30	1
2	3	4	5 3036: THOMAS MARIK NAMED CAPTAIN-GENERAL 3067: WORD OF BLAKE JIHAD BEGINS	6	7 3057: NATASHA KERENSKY KILLED	8
9	10 3057: ULRIC KERENSKY KILLED	11	12 3048: LEO SHOWERS ELECTED ILKHAN	13	14 2573: SANTIAGO MASSACRE	15
16 2700: ALEKSANDR KERENSKY BORN	17	18	19	20	21	22
23	24	25 CHRISTMAS DAY	26	27 2766: AMARIS COUP	28 3070: SCOURING OF TAMAR	29
30	31	25	26	27	28	29





  
**CATALYST**  
game labs™





# JANUARY 2013

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
30	31	2630: FIRST-EVER HPG MESSAGE SENT NEW YEAR'S DAY 1	2575: POLLUX PROCLAMATION 2	3	3014: BATTLE OF HALSTEAD STATION 4	3070: THEODORE KURITA DIES 5
6	7	8	9	3030: FOURTH SUCCESSION WAR ENDS 10	3040: WAR OF 3039 ENDS 11	12
13	2011: OLEG TIKONOV ASSASSINATED 14	15	MARTIN LUTHER KING JR. DAY 16	17	18	3063: MARIAN HEGEMONY INVADES ILLYRIAN PALATINATE 19
20	MARTIN LUTHER KING JR. DAY 21	3073: DONNER BOMBING ON ARC-ROYAL 22	23	24	25	26
3061: CAPELLAN/ST. IVES COMPACT WAR BEGINS 27	28	29	3058: JADE FALCONS INVADE LYRAN ALLIANCE 30	31		





**MECH  
WARRIOR**  
TACTICAL COMMAND





# FEBRUARY 2013

SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

GROUNDHOG DAY

27

28

29

30

31

1

2

3004: TAKASHI KURITA BECOMES COORDINATOR

2439: SUCCESSFUL COMBAT TESTING OF BATTLEMECH PROTOTYPE

2445: OPERATION PROMETHEUS

2762: KERENSKY REGENCY ENDS

3

4

5

6

7

8

9

3059: BURROCK ABSORPTION BEGINS  
VALENTINE'S DAY

3055: RED CORSAIR RAIDS KOOKEN'S PLEASURE PIT

10

11

12

13

14

15

16

3143: ANASTASIA KERENSKY TAKEN AS BONDSMAN BY ALARIC WOLF

3066: WORD OF BLAKE PROTECTORATE FORMED

3072: FILTVELT COALITION FORMED

PRESIDENTS DAY

17

18

19

20

21

22

23

3058: OPERATION ODYSSEUS BEGINS

24

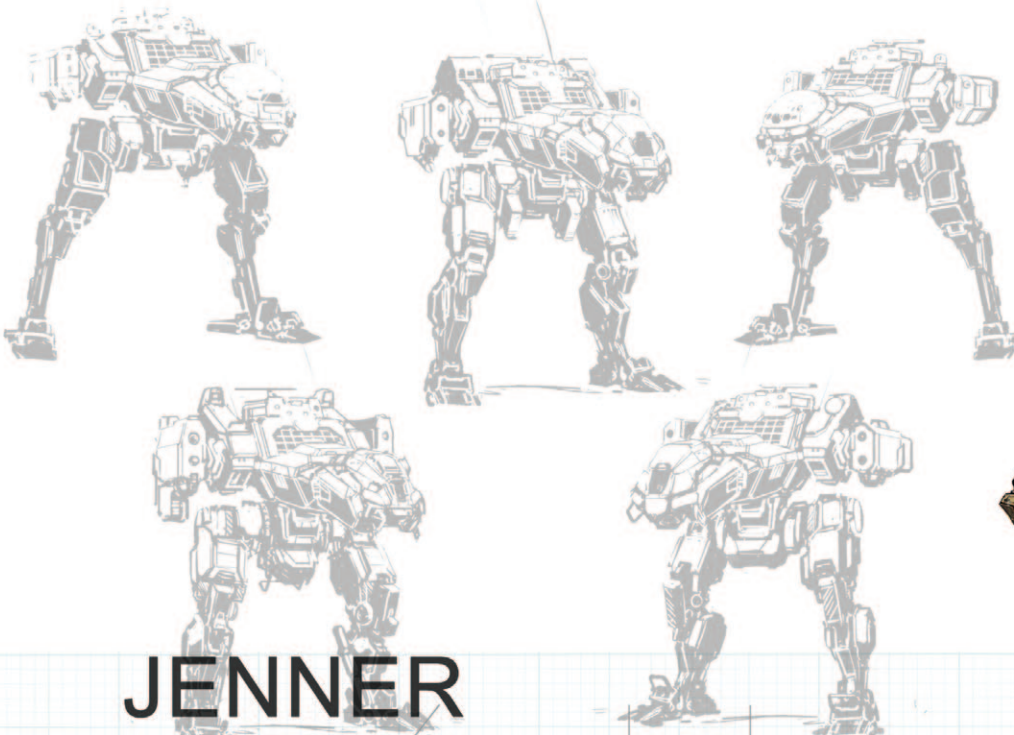
25

26

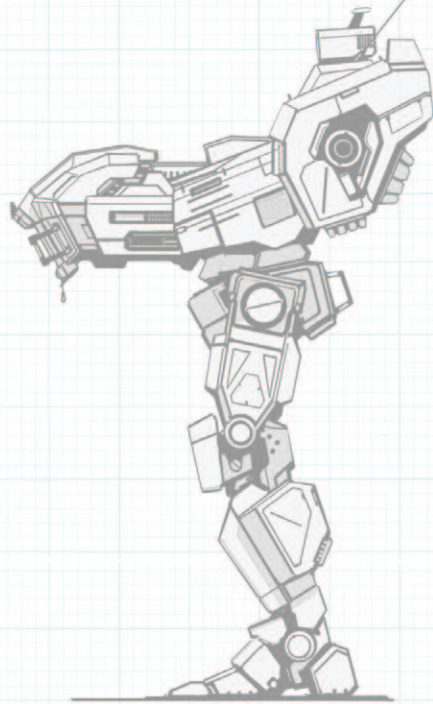
27

28

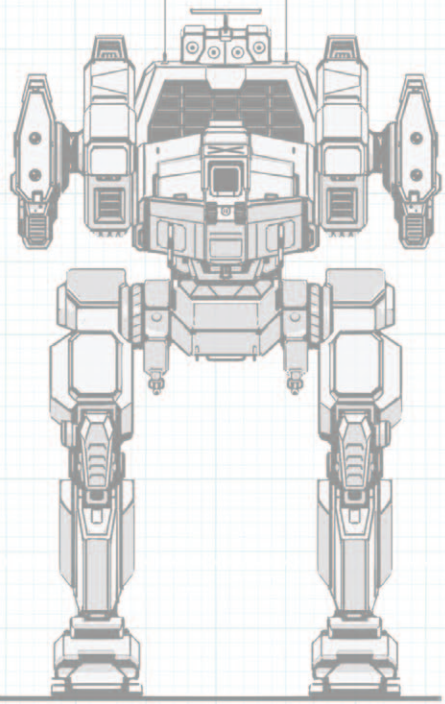




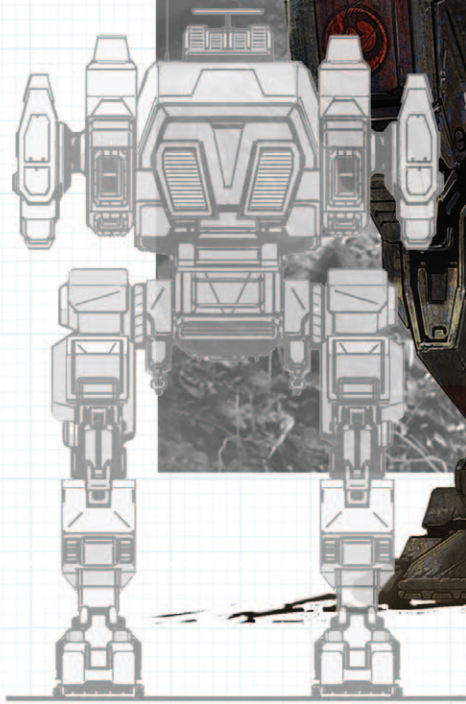
# JENNER



SIDE



FRONT



BACK







# MARCH 2013

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
24	25	26	27	28	1	2
3	4	5	6	7 3050: FIRST WAVE OF OPERATION REVIVAL LAUNCHES	8 2116: FIRST EXTRA-SOLAR COLONY ESTABLISHED 3113: SUN-TZU LIAO 'ASCENDS' ON LIAO	9 3068: CASE WHITE LAUNCHED
10 DAYLIGHT SAVING TIME BEGINS	11	12 3060: TASK FORCE SERPENT TROOPS LAND ON HUNTRESS	13 3034: FREE RASALHAGUE REPUBLIC FOUNDED MOTHER'S DAY	14	15 3039: YVONNE STEINER-DAVION BORN 3081: REPUBLIC OF THE SPHERE FOUNDED	16
17 3141: ARCHON MELISSA STEINER DEPOSED ST. PATRICK'S DAY	18 3071: DEVLIN STONE BREAKS OUT OF BLAKIST CAMP	19	20	21	22	23
24 31	25	26	27	28	29	30





VIRTUAL  WORLD

**BATTLETECH**  
FIRESTORM



SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
31	3061: STEEL VIPERS ATTACK JADE FALCON HOLDINGS IN THE INNER SPHERE  APRIL FOOL'S DAY 1	2	2751: RICHARD CAMERON NAMED FIRST LORD 3	4	5	6
7	8	9	10	3005: WOLF'S DRAGOONS APPEARS IN INNER SPHERE 11	3030: VICTOR STEINER-DAVION BORN 12	13
14	15	3039: WAR OF 3039 BEGINS 16	17	18	19	3067: FEDCOM CIVIL WAR ENDS 20
2738: KERENSKY BECOMES COMMANDING GENERAL OF SLDF 21	22	3060: GREAT REFUSAL 23	24	25	26	3060: NOVA CAT ABJURATION 27
28	29	3102: CREATION OF NOVA CAT MYSTIC CASTE PROJECT 30				



# BATTLETECH

TM

## BATTLETECH ERAS

The *BattleTech* universe is a living, vibrant entity that grows each year as more sourcebooks and fiction are published. A dynamic universe, its setting and characters evolve over time within a highly detailed continuity framework, bringing everything to life in a way a static game universe cannot match.

However, the same dynamic energy that makes *BattleTech* so compelling can also make it confusing, with so many sourcebooks published over the years. As people encounter *BattleTech*, get hooked and start to obtain sourcebooks, computer games or epub fiction and more, they need to know where a particular item is best used along the *BattleTech* timeline.

To help quickly and easily convey the timeline of the *BattleTech* universe—and to allow a player to easily “plug in” a given sourcebook—we’ve divided *BattleTech* into six major eras.

### STAR LEAGUE (2005-2780)

Ian Cameron, ruler of the Terran Hegemony, concludes decades of tireless effort with the creation of the Star League, a political and military alliance between all Great Houses and the Hegemony. Star League armed forces immediately launch the Reunification War, forcing the Periphery realms to join. For the next two centuries, humanity experiences a golden age across the thousand light-years of human-occupied space known as the Inner Sphere. It also sees the creation of the most powerful military in human history.



### SUCCESSION WARS (2781-3049)

Every last member of First Lord Richard Cameron’s family is killed during a coup launched by Stefan Amaris. Following the thirteen-year war to unseat him, the rulers of each of the five Great Houses disband the Star League.



General Aleksandr Kerensky departs with eighty percent of the Star League Defense Force beyond known space and the Inner Sphere collapses into centuries of warfare known as the Succession Wars that will eventually result in a massive loss of technology across most worlds.

### CLAN INVASION (3050-3061)

A mysterious invading force strikes the coreward region of the Inner Sphere. The invaders, called the Clans, are descendants of Kerensky’s SLDF troops, forged into a society dedicated to becoming the greatest fighting force in history. With vastly superior technology and warriors, the Clans conquer world after world. Eventually this outside threat will forge a new Star League, something hundreds of years of warfare failed to accomplish. In addition, the Clans will act as a catalyst for a technological renaissance.



### CIVIL WAR (3062-3067)

The Clan threat is eventually lessened with the complete destruction of a Clan. With that massive external threat apparently neutralized, internal conflicts explode around the Inner Sphere. House Liao conquers its former Commonality, the St. Ives Compact; a rebellion of military units belonging to House Kurita sparks a war with their powerful border enemy, Clan Ghost Bear; the fabulously powerful Federated Commonwealth of House Steiner and House Davion collapses into five long years of bitter civil war.



### JIHAD (3068-3080)

After the Federated Commonwealth Civil War, the leaders of the Great Houses meet and disband the new Star League, declaring it a sham. The pseudo-religious Word of Blake—a splinter group of ComStar, the protectors and controllers of interstellar communication—launch the Jihad: an interstellar war that will ultimately pit every faction against each other and even against themselves, as weapons of mass destruction are used for the first time in centuries while new and frightening technologies are likewise unleashed.



### DARK AGE (3081+)

Under the guidance of Devlin Stone, the Republic of the Sphere is born at the heart of the Inner Sphere following the Jihad. One of the more extensive periods of peace begins to break out as the 32nd century dawns. The factions, to one degree or another, embrace disarmament and the massive armies of the Succession Wars begin to fade. However, in 3132 eighty percent of interstellar communications collapses, throwing the universe into chaos. Wars almost immediately erupt and the factions begin rebuilding their armies.



## ADDITIONAL DETAILS

Visit [bg.battletech.com](http://bg.battletech.com) to find out more details concerning each Era, including expansive timelines as well as recommended reading.



# BATTLETECH



### CREDITS

**Project Manager:** Randall N. Bills  
**Project Coordinators:** Dennis deKoning (Piranha Games), Edmund Koh (Personae Studios), Matthew Stroul (Virtual World)  
**Layout/Design:** Matt Heerdt  
**In-Verse Data Compilation:** Patrick Wynne  
**Artists:** Doug Chaffee (p. 3), Alex Iglesias (p. 27), Neil Roberts (p. 19), Franz Vohwinkel (cover, pp. 11); Bruno Werneck & George Gipson (p. 36); Piranha Games (pp. 7, 15, 23, 31); Lim Sait Kiat and Ng YeeVon (pp. 5, 13, 21, 29); Virtual World (pp. 9, 17, 25, 33).



©2012 The Topps Company Inc. All Rights Reserved on cover and pages 3, 11, 19, 27, 36. BattleTech, BattleMech, MechWarrior, 'Mech and the BattleTech logo are registered trademarks and/or trademarks of The Topps Company Inc. in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Products, LLC.

[www.catalystgamelabs.com](http://www.catalystgamelabs.com)  
[bg.battletech.com](http://bg.battletech.com)  
 (official BattleTech board game website)



©2012 Infinite Games Publishing Inc. All Rights Reserved on pages 7, 15, 23, 31. MechWarrior Online is trademark of Infinite Games Publishing Inc. in the United States and/or other countries. MechWarrior is a registered trademark of Microsoft Corporation and is used under license.

[www.piranha-games.com](http://www.piranha-games.com)  
[www.bgbattletech.com](http://www.bgbattletech.com)  
 (official MechWarrior Online website)

### PERSONAE STUDIOS

©2012 Personae Studios. All Rights Reserved on pages 5, 13, 21, 29. MechWarrior: Tactical Command is trademark of Personae Studios. in the United States and/or other countries. MechWarrior is a registered trademark of Microsoft Corporation and is used under license.

[www.personaestudios.com](http://www.personaestudios.com)  
[www.mechwarriortc.com](http://www.mechwarriortc.com)  
 (official MechWarrior: Tactical Command website)



©2012 Virtual World Entertainment. All Rights Reserved on pages 9, 17, 25, 33. BattleTech: Firestorm is trademarks of Virtual World Entertainment in the United States and/or other countries.

[www.mechjock.com](http://www.mechjock.com)  
 (official BattleTech: Firestorm website)