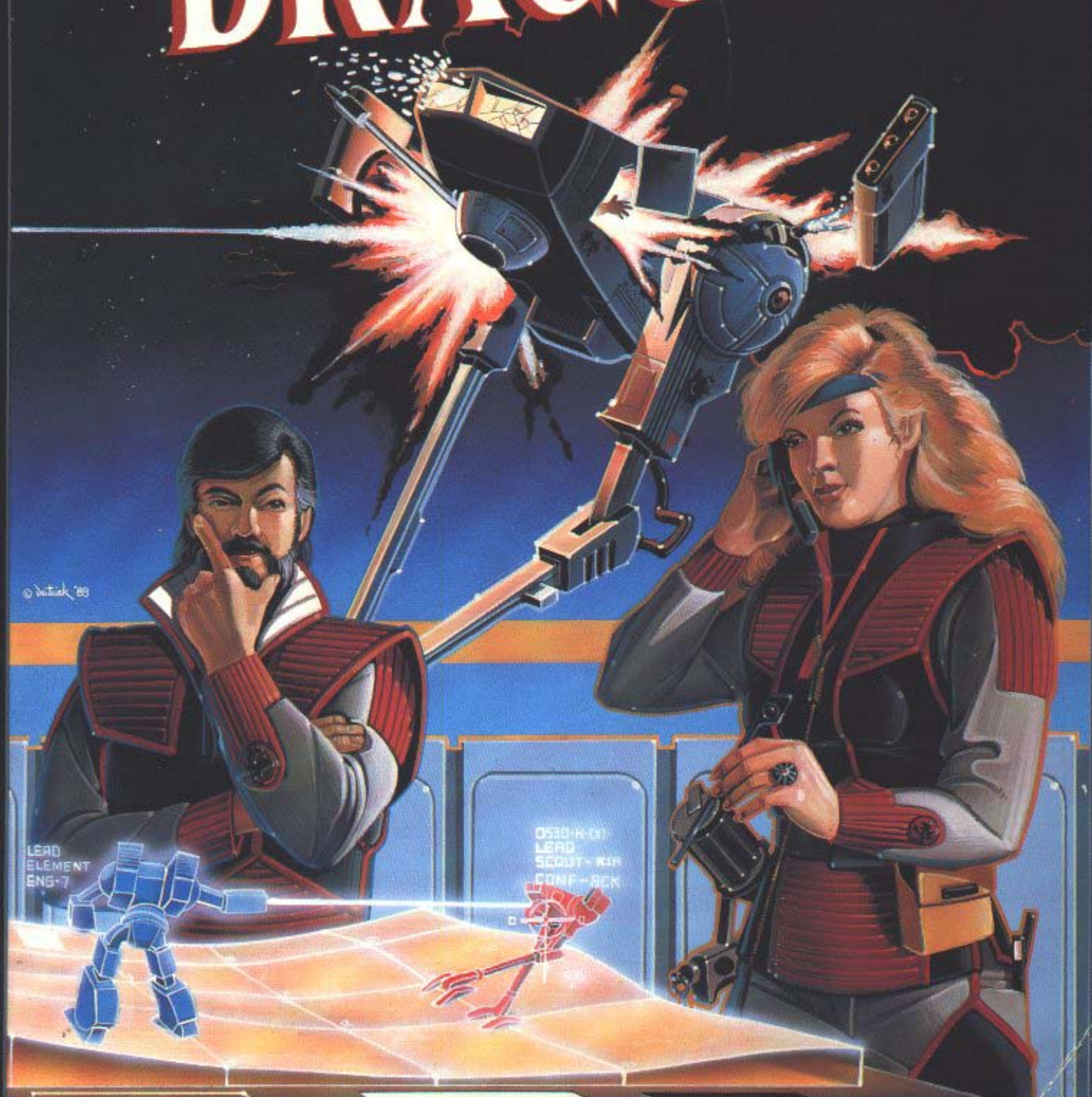


WOLF'S DRAGOONS



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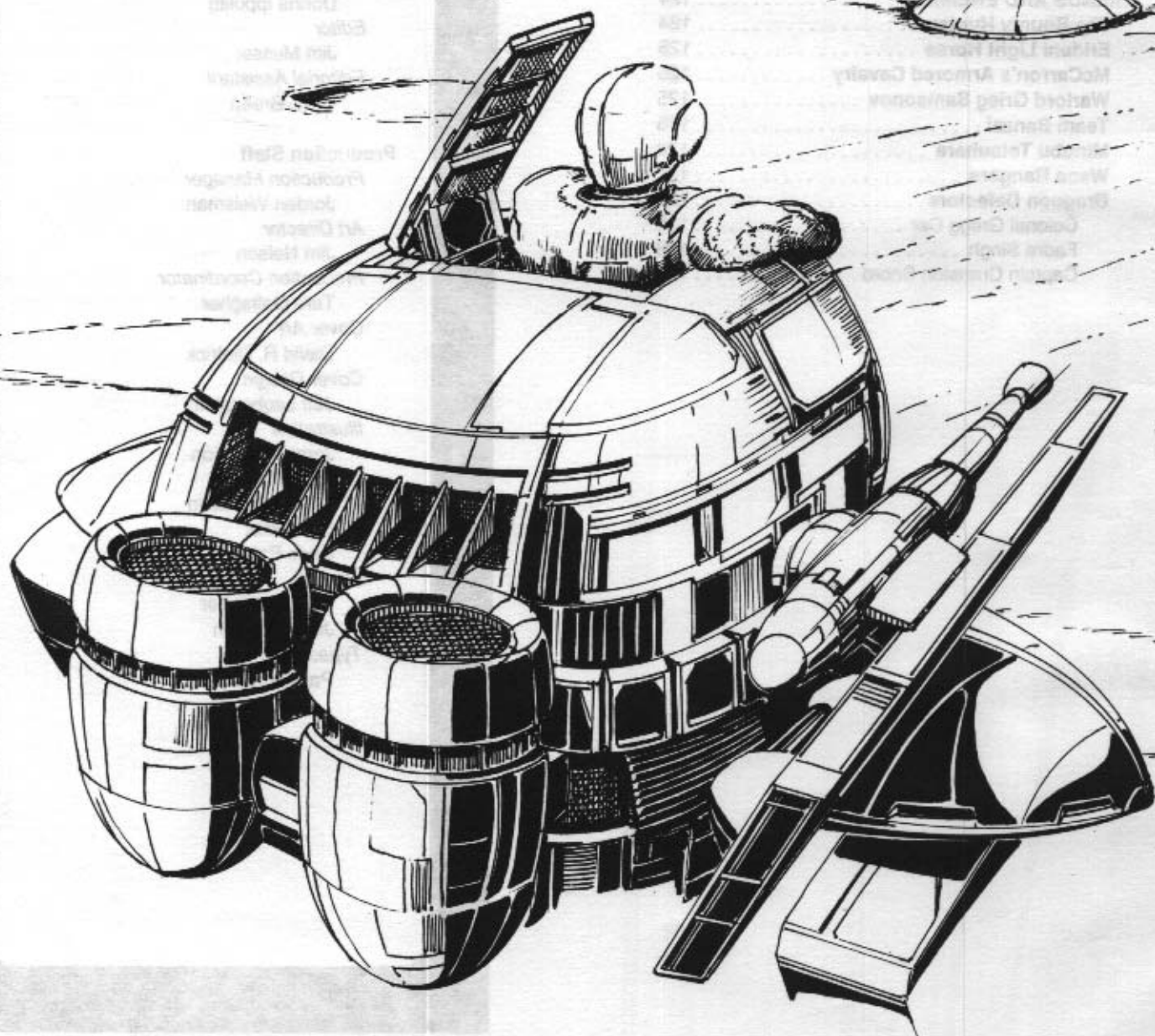
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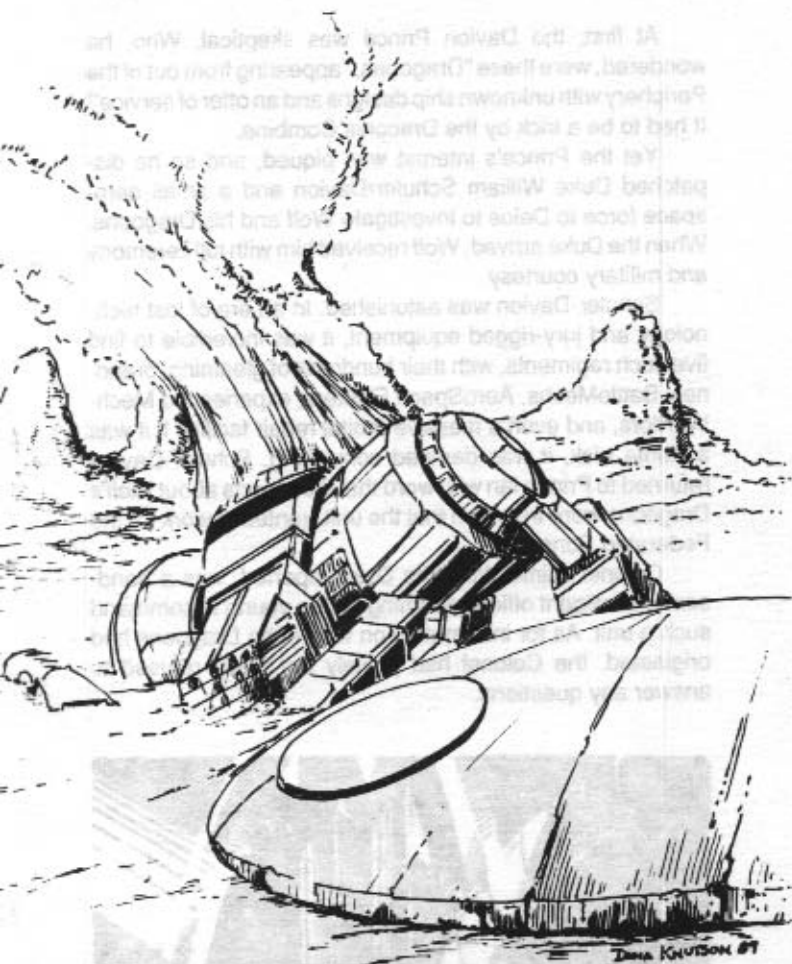
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INTRODUCTION





Ever since the mercenary unit known as Wolf's Dragoons first appeared in Davion space in 3005, they have served with every Successor House and participated in numerous major military campaigns and other combat actions, both large and small. Now they have come full circle, returning to service with the Federated Suns, who were their first employer in the Inner Sphere.

It was in 3023, shortly after Colonel Jaime Wolf suddenly broke with the Lyran Commonwealth, that our Blessed Order commissioned me to work on this definitive, in-depth study of the Dragoons. So many mysteries surrounded the unit—where they originated, the unusual size and organization of their unit, their apparent secret source of spare parts and replacement parts, the unusual 'Mechs and other equipment in their arsenal, and the complete lack of background information on many of their officers and MechWarriors. We believed that it was in the interests of our own security that as many answers as possible be found concerning these and other questions.

Using the considerable means at our disposal, my research team and I tackled the project with enthusiasm and dispatch. Much of our research was done before the debacle of Misery in 3028, when both the Dragoons and their Kurita enemy took such heavy losses. Following close on the heels of this battle came the Fourth Succession War, which further decimated the already damaged Dragoons. This book would not be comprehensive if it did not cover this crucial recent period, and so we took up where we left off to discover as fully as possible what happened to Wolf's Dragoons after their contract with House Kurita ran its course.

Our team has been able to gather considerable detail on the Dragoons' organization, tactics, equipment, and personnel, yet many other of the mysteries surrounding the unit remain unsolved. Despite myriad attempts to infiltrate the Dragoons, no ROM mission has ever been successful. Nor have we been able to penetrate the Dragoons' own superior intelligence operation. Nevertheless, we have extrapolated from both the known facts and rational speculation to provide the members of our Blessed Order what they need to know when dealing with this formidable military unit. In many cases, we have also included some of the more fanciful speculations that also surround the mysterious Dragoons, for who knows what might turn out to be truth when it comes to Jaime Wolf and his troops?

—Dirk Rijksmaan, Wolf's Dragoons ComStar Research Team
B4785, ComStar Archives, Terra, 3030

WOLF'S DRAGOONS

ARRIVAL AT DELOS

The planet Delos, a small, undistinguished world on the fringes of Federated Suns space, was an unlikely setting for the opening act of one of the greatest dramas of the Succession Wars. On the morning of April 11, 3005, a heavily escorted convoy of JumpShips appeared in the Delos system. These ships were of a design not seen in nearly two centuries, and were fully loaded with combat DropShips—*Overlords*, *Unions*, *Leopards*, and even several of the old *Lion* Class. With enough transport for over five full BattleMech regiments, the convoy created a panic among the small Davion garrison on Delos.

As virtually every citizen of the Inner Sphere knows, the mysterious visitors were none other than Wolf's Dragoons, appearing out of nowhere with five fully equipped BattleMech regiments and supported by several independent units. When a pair of Davion AeroSpace Fighters scrambled to investigate, they were politely warned away and were able to obtain only long-distance reconnaissance photos.

The panic on Delos subsided when the leader of the convoy sent a message to the planet instead of attacking. Identifying himself as Colonel Jaime Wolf, the leader stated that he had come in peace with his Dragoons to seek employment with Prince Ian Davion. As Wolf's convoy quietly entered orbit around Delos, his message was relayed to Prince Ian on New Avalon through the local ComStar station.

OUT OF CONTROL

BLUE CITY TRACKING: This is Blue City Tracking—Priority One. I have unidentified traffic inbound. Please advise.

DELOS CONTROL: Can you get a profile, Blue City? It might be an unscheduled freighter run.

BCT: Negative, Control. I have profiles. I read six...no—seven...seven JumpShips. Two *Monoliths*, three *Starlords*...all fully loaded...Jesus Christ, Control.

DC: Blue City, I will not tolerate profanity on this channel. Now remain calm. You say seven JumpShips?

BCT: Possibly more. Strong aerospace escort... Christ, Control, it looks like an invasion.

DC: I don't care what it looks like, Blue City. I repeat, there will be no profanity on this channel.

BCT: Sorry, Control.

DC: Can you get a vector triangulation? We need to know where they're coming from, Blue City.

BCT: Coming in now. Jesus, there's more of them!

DC: Blue City, if I have to warn you again...

BCT: Sorry, Control. I've got a second sighting... triangulation confirmed. Bogies seem to have originated from outside the Inner Sphere. Repeat—outside the Inner Sphere.

DC: Jesus Christ.

—From transcript of Delos AeroSpace Control Station, April 11, 3005

At first, the Davion Prince was skeptical. Who, he wondered, were these "Dragoons," appearing from out of the Periphery with unknown ship designs and an offer of service? It had to be a trick by the Draconis Combine.

Yet the Prince's interest was piqued, and so he dispatched Duke William Schuler-Davion and a small aerospace force to Delos to investigate Wolf and his Dragoons. When the Duke arrived, Wolf received him with full ceremony and military courtesy.

Schuler-Davion was astonished. In an era of lost technology and jury-rigged equipment, it was incredible to find five such regiments, with their hundreds of gleaming, brand-new BattleMechs, AeroSpace Fighters, experienced MechWarriors, and even a massive orbital repair facility. If it was a Kurita trick, it was damned convincing. Schuler-Davion returned to Prince Ian with word that the reports about Wolf's Dragoons were true, and that the unit wanted to work for the Federated Suns.

Colonel Jaime Wolf, the Duke reported, was a handsome, intelligent officer, seeming far too young to command such a unit. As for information on where the Dragoons had originated, the Colonel had politely but firmly refused to answer any questions.



IN SERVICE TO DAVION

During contract negotiations, the Dragoons showed a firm knowledge of mercenary practices. Though their fee was reasonable, Wolf also requested a leasehold on a Davion world for use as the Dragoons' home base during their period of service. Still cautious but more than a little impressed, Prince Ian agreed to Wolf's terms, and a contract was signed.

Shortly after the Dragoons occupied the small world of New Valencia as their regimental base, the Prince began planning how to use his newly acquired mercenaries. Meanwhile, Wolf had selected the hills north of the capital city of Raiteland for the site of his headquarters, which became known as "Fort Jaime." Though the citizens of New Valencia were at first apprehensive about the Dragoons' presence, the mercenaries were unfailingly courteous and considerate of the rights of local residents.

Fascinated, the Valencians and their Davion officials watched as brand-new DropShips and unfamiliar 'Mech designs trundled earnestly from orbit to ground and back into orbit in the process of constructing a compact, prefabricated regimental headquarters complex. Barracks, warehouses, and quarters for the Dragoons' sizeable civilian contingent quickly sprang up. Within a week of the Dragoons' arrival, Fort Jaime was complete, with the wolf's-head banner raised proudly alongside the Davion sunburst over their base.

FIRST ASSIGNMENT

Though the origins of Wolf's Dragoons remained mysterious, the mercenaries proved to be a potent, experienced fighting force in their initial assignments.

The Dragoons' first major engagement occurred on Halloran V, a barren, underpopulated world in the region of Davion space known as the Capellan March. The Capellan March had been quiet for almost a decade, allowing Davion forces to concentrate their efforts against their other border, which they shared with House Kurita. Seeing the Capellan March under-defended, Maximilian Liao decided to raid the Davion worlds of Demeter, Chesterton, and Almach. With the help of his new mercenary unit, Prince Ian could search for and destroy the Capellan base of operations without diverting troops from the Kurita front.

In early February 3006, Wolf surprised Prince Davion with an intelligence report identifying the Liao raiders as the Blackwind Lancers and Marion's Highlanders, and naming Halloran V as their base. Wolf further presented solid information on enemy orders of battle and predicted the date and time of their next raid. He requested permission for the Dragoons to attack.

Davion agents and officials found Wolf's intelligence flawless. Too flawless, some said. How could a mere mercenary Colonel obtain such information unless he were a Kurita or Liao agent trying to win House Davion's trust before betraying it? Prince Ian dismissed these charges, wanting to see how the Dragoons would perform in a major action.

In addition to serving as a base for Capellan raids into Federated territory, Halloran was important to the Confederation as a major copper source. Success on Halloran would not only neutralize the threat of Liao raids, it would also gain a valuable resource world for House Davion, creating a copper shortage within the Confederation. The Dragoons' Beta, Gamma, and Delta regiments were assigned the task of capturing Halloran, supported by the massive assault 'Mechs of Zeta Battalion and the mysterious unit known only as Seventh Kommando.

With the careful planning and sense of timing for which he would become famous, Wolf waited until the two Liao regiments jumped outsystem, bound for a raid on Valexa. The Dragoon DropShips then took up a position on the far side of Halloran's small moon, effectively shielded from Capellan detection gear.

ASSAULT ON HALLORAN

After several days, the battle-weary Liao raiders returned. Again Wolf bided his time, holding back his considerable aerospace support until after the Liao regiments had grounded. Within hours after the Lancers and Highlanders had arrived onplanet, Wolf's DropShips swept in with heavy-fighter cover, brushing aside the few Capellan *Thrushes* that opposed them.

Landing with pinpoint precision, the Dragoons achieved almost total surprise. The initial assault on the main Liao base near the city of Gethin, led by Zeta Battalion's shock lances, sent the enemy reeling back with heavy losses. By the end of the first day's fighting, the Dragoons had overrun the base. The stunned Liao units were falling back on defensive positions in Gethin and into the rugged terrain of the Shobol River Valley just outside the city.

The next day's attacks pushed the Liao forces further back, but progress was slow enough that Wolf and his staff began to worry that Capellan reinforcements might arrive to aid their beleaguered troops. After lengthy consultation, Wolf decided on a two-pronged assault on enemy positions. The Dragoons' weight was to rest on Liao's left flank. Marion's Highlanders occupied a strong position on the forested slopes of the valley, where they could frustrate air attacks and reconnaissance attempts. Beta and Gamma regiments, supported by Zeta Battalion, would fall on the Highlanders, while Delta Regiment held the right flank, driving the Blackwind Lancers out of Gethin. Delta would have the important tasks of denying the Lancers access to the Class B ComStar facility and preventing them from rejoining the Highlanders until just the right moment.

Colonel Jeremy Ellman, the Beta Regiment commander, would lead the initial assaults. Gamma, under the young Colonel Wilhelmina Korsht, and Zeta, commanded by Colonel Frank Wells, would both remain in reserve. As the Dragoon attack began on the morning of February 13, 3006, it became apparent that the success or failure of the operation depended on how well Delta Regiment could control the movements of the Blackwind Lancers.

Colonel Travis King was in command of Delta Regiment, the hinge upon which Wolf's flanking attack would turn. King's command style was conservative, tending toward slow, by-the-book advances featuring cautious use of combined arms, air, and artillery support rather than the heroic and often suicidal charges and assaults that some Dragoon commanders favored.

WOLF'S DRAGOONS

Opposing Delta were the Blackwind Lancers, defending the city of Gethin. As Beta Regiment's BattleMechs moved ponderously north of Delta's position at dawn of February 13, Delta's regimental artillery pounded Gethin, supported by a wave of AeroSpace Fighters that swept in, bombing and strafing. Enemy flak emplacements and air defense 'Mechs took their toll on the Dragoon fighters, but the attack served its purpose, damaging defensive positions and suppressing Liao fire for the Dragoon advance.

Meanwhile, Colonel Ellman, a more aggressive commander, called for an incendiary strike on the Highlanders' position in the forest. His assault lances followed quickly, moving rapidly into the woods, which had by now become a blazing inferno. As oily black smoke climbed into the sky, the BattleMechs of Beta Regiment engaged Highlander 'Mechs, driving them back. The Liao 'Mechs were plagued by overheating, while the smoke and flames crippled their detection gear. Though the Dragoon 'Mechs suffered similar problems, their machines were undamaged and piloted by fresh, rested MechWarriors. By afternoon, the Highlanders were falling back on secondary positions, and Gamma Regiment had moved forward to press the attack.

Colonel King's conservative command of Delta Regiment had succeeded in keeping the Lancers pinned. As Gamma pursued the fleeing Highlanders, King sent Delta's assault lances into the suburbs of Gethin. The area was heavily defended by Liao artillery and *UrbanMechs*, but the advance was steady.

As night fell, the Highlanders, badly damaged and on the verge of total collapse, were frantically consolidating their position in the north of the valley, while Delta Regiment had pushed the Lancers completely out of Gethin's suburbs.

With Gethin's outskirts firmly in Delta's hands, King halted the advance in order to consolidate his gains and bring reinforcements forward. A major push against the city's urban center was to begin the next day. Control of the city meant access to communications for the Liao forces, but both sides respected the neutrality of ComStar, taking care that the fighting came nowhere near the HPG station. With light 'Mech pickets patrolling the regiment's perimeter, the Deltas began repair and resupply in the business and residential districts of the city.

The Liao counterattack in Gethin was not entirely unexpected, but its timing was. Just before midnight, Delta Regiment's patrol 'Mechs were suddenly silhouetted by flares, and almost immediately engulfed by SRM and flamer fire from Lancer infantry squads. As the Dragoons scrambled to react, Lancer *UrbanMechs* moved forward, autocannon fire illuminating the night.

The Delta pickets were either destroyed or forced to retreat, briefly throwing the Dragoons into confusion. King, however, reacted with icy calm, slowly pulling his forces back to the edge of the city to regroup.

The Lancers continued their advance, when suddenly the Dragoons turned the tables. Full spreads of starshell from Delta artillery bathed the Liao units in glaring white light, and autocannon fire from Delta assault 'Mechs cut down the lead Lancer elements. When they fell back, it was only to find that Dragoon commando teams manning portable SRM positions

had infiltrated through them during their headlong advance. The Lancer *UrbanMechs* suffered heavy damage, and only half of the attacking infantry managed to make it back to the city center. King's level-headed tactics had saved the regiment from defeat.

The next day's attacks by Beta and Gamma Regiments failed to produce the hoped-for success, however. The Highlanders' defense was dogged, forcing the Dragoons to fight for every centimeter of ground. With Liao reinforcements only days away, it was crucial that a victory be achieved quickly.

Delta's advance had also been slow, but Wolf and King determined that a strong push in Gethin might collapse the entire Capellan position. By driving the Blackwind Lancers into the valley with the Highlanders, they could surround both units with the combined forces of Beta, Gamma, and Delta Regiments.

A CLEVER TRAP

As night fell with Liao opposition remaining strong in Gethin, King and Colonel Chayam Reis of Seventh Kommando formulated a plan to give Colonel Wolf the victory he needed. The next morning, Delta's attack began with yet another artillery barrage. Unknown to the Blackwind Lancers, the real purpose of the barrage was to cover the stealthy advance of the Seventh Kommando, which moved into positions behind the city. Inferior in numbers, the Kommandos were not expected to hold their positions against the Lancers; King and Reis's plan was considerably more subtle.

After the customary bombardment, the Dragoons advanced, still facing heavy opposition. This time, the Lancers received disturbing reports and radio messages indicating that a large enemy force of 'Mechs and support units, possibly of regimental strength, had appeared behind them. The Lancer commander quickly decided to break out of his position in the city to try to combine forces with the Highlanders in the valley nearby. He detailed units to hold the rear, and withdrew from the frontal assault of Delta Regiment. Unfortunately for the Lancers, there were no enemy 'Mechs behind them, only the hovercraft of the Kommandos and numerous misleading radio transmissions. The Lancers had taken the bait.

Pressing the pursuit with renewed enthusiasm, the Deltas chased the weakened Lancers into the valley, where the Highlanders were holding their ground against Beta and Gamma Regiments. In the confusion caused by their own troops running headlong into them from behind, Marion's Highlanders wavered and collapsed. Meanwhile, the 'Mechs facing the false threat at the rear of their original position were cut down from behind by elements of Delta Regiment. The Liao units somehow managed to break out of the trap in the valley after regrouping, but suffered heavy casualties.

When Capellan reinforcements finally arrived, it was just in time to help the beaten Highlanders and the badly mauled Lancers retreat offplanet. In a battle lasting only five days, the Dragoons had routed two entire Capellan regiments. It was their first real victory, thanks especially to Colonel King and Delta Regiment.



RAID ON STYK

The Dragoons returned to New Valencia in triumph, firmly established as one of House Davion's key mercenary units. The battle on Halloran had blunted House Liao's offensive capabilities in the Capellan March, and Prince Ian was determined to keep the Confederation off balance.

In late 3006 and early 3007, Alpha and Epsilon Regiments were selected for deep raids into Capellan territory. Jaime Wolf commanded Alpha Regiment in a strike on the industrial planet Styk. Because the mission's goals were to gather intelligence on the strength of local Capellan forces and to wreck production facilities, Wolf planned a rapid strike followed by rapid withdrawal. Again, precise planning was required.

The raid's main target was the 'Mech production facility at Hegemony Bay, guarded by elements of the Fourth Confederation Reserve Cavalry. Wolf dispatched Colonel Reis's Seventh Kommando ahead of Alpha Regiment to prepare the way.

Dropping in under cover of darkness and with ECM jamming gear concealing their approach, two companies of Kommandos dispersed into the hills above the bay. When periodic power outages and fires began to break out in the city over the next two days, local authorities began to suspect rebel activity. By the time Wolf began his landings on November 22, the Capellans were primed and ready to fall into his trap.

With maximum noise and pyrotechnics, the Kommandos mounted an assault on the Russell River Dam, 30 kilometers east of Hegemony Bay. Nervous Capellan authorities immediately jumped to the conclusion that the "rebels" were attacking in force, and dispatched most of the Fourth Cavalry to counter the threat.

In true Kommando fashion, the Dragoon attackers had vanished by the time the Capellan defenders arrived to relieve the "besieged" dam site. Meanwhile, the DropShips *Chieftain*, *Duke Steingrim*, and *Talleyrand* had landed in a strategic ring around Hegemony Bay and offloaded their cargo of 'Mechs and armored vehicles.

The Fourth Cavalry now moved back frantically toward the city, where they met with heavy aerospace attacks on their approach. This bogged down their advance, allowing Wolf and Alpha Regiment to batter through the single 'Mech battalion remaining in the city and fight their way to the industrial sector, where they caused enough damage to set back Styk's 'Mech production capacities at least six months.

As Capellan naval units swarmed into the bay to bombard the attacking Alphas, they met the Seventh Kommando's hovercraft, which had been quickly transferred from their decoy attack on the dam. A spectacular fight developed.

After two hours of intensive fighting, the Fourth Cavalry had reached the outskirts of the city. Additional conventional Capellan forces were also on their way, and Wolf decided that it was time to withdraw. In a brilliant display of pilotage, the three Dragoon DropShips landed in the battered industrial district to pick up and escape with the Dragoons who had been in the fight. Colonel Reis also led the Seventh Kommando in a skillful withdrawal and escaped with minimal difficulties.

Another stunning success that further endeared the Dragoons to Ian Davion, the raid on Styk also added to Wolf's reputation within the Capellan Confederation.

WOLF'S DRAGOONS

PROFESSIONAL DISCOURTESY

After Halloran and Styk, there wasn't a Mech-Warrior in the entire Confederation who didn't burn for revenge against Wolf's Dragoons. To them, the Dragoons represented everything they hated, amoral sellswords who worked for the highest bidder. Resentment toward the Dragoons began to spill over into resentment toward all mercenary regiments. And with Big Mac being the best-known merc regiment in Capellan employ, we took a lot of heat for it.

As you might expect, the old man didn't take any of this very well. Colonel Archibald McCarron hadn't been in command of the unit for long, and was still a little unsure of himself. Wanting to prove the value of merc units to the Chancellor, he volunteered us for a raid on New Valencia to teach the Dragoons a lesson. As it turned out, this wasn't one of our more successful missions.

—Colonel Linda Chandrasekar, as quoted in "Ten Years with McCarron," a series of feature stories distributed by the Capellan Wire Service, 3008

ATTACK ON NEW VALENCIA

After the twin humiliations of Halloran and Styk, it was inevitable that House Liao would try to strike back, but even Jaime Wolf was surprised at the form that retribution took.

The year 3007 began with great promise for the Dragoons. Secure at their New Valencia base, they were the toast of the Federated Suns, the subject of numerous media reports and featured in the holovid docudrama, *Against Capella*. In mid-January, Alpha and Beta Regiments were rotated to the Davion planet Weekapaug as reserve for Federated operations against House Liao's St. Ives Commonality. Wolf accompanied the regiments, intending to supervise accommodations and logistics on Weekapaug and return to New Valencia within a month. His absence from New Valencia was keenly felt when the DropShips of McCarron's Armored Cavalry appeared insystem, and moved to attack.

Located in the well-defended Achernar combat region, deep within the Federated Suns, New Valencia was not considered a prime target for Capellan raiders. McCarron's Armored Cavalry, specialists in deep raids and strategic maneuvers, were able to sweep in with little warning, foreshadowing the tactics that would frustrate the Federated Suns Armed Forces in the years 3022–23 during McCarron's infamous "Long March."

The senior Dragoon officer was Gamma Regiment's commander, Colonel Wilhelmina Korsht. She immediately sent word of the attack to New Avalon and Weekapaug, then assumed command of the three Dragoon regiments on New Valencia. Her job was made more difficult by the large number of dependents on the planet, and by the fact that many Dragoon AeroSpace Fighters were undergoing repairs and unable to participate in the battle.

With several non-Mech support battalions as a defensive screen, Korsht held back a threatened encirclement by the First, Second, and Third while the civilians evacuated Raiteland for the relative safety of Fort Jaime. Determined to make headway, McCarron ordered in his two reserve regiments. After two days of fighting, his men had the Dragoons besieged in the bunkers of Fort Jaime. Word came from New Avalon that reinforcements were on the way, but Colonel Korsht was sure they would not arrive in time.

With Raiteland in its hands, "Big Mac" was exultant. McCarron's 'Mechs caused widespread damage, though most of the destruction was to civilian property not directly affecting the Dragoons. Up in the hills, Fort Jaime and its repair and supply facilities remained strongly held. Over the next two days, Gamma Regiment and supporting independent units turned back five attacks, suffering heavy losses.

Soon, the situation had stabilized. Despite determined assaults by McCarron's heavy 'Mechs, Korsht and the three Dragoon regiments were securely entrenched at Fort Jaime. At night, fires raged in Raiteland as Dragoon commando teams destroyed Big Mac command posts and supply depots.

With time, McCarron might have been able to wear the Dragoons down, but time was in short supply. A furious Prince Ian quickly dispatched the three regiments of the Eridani Light Horse to relieve the Dragoons. The Eridanis, later to become fierce rivals of Wolf's Dragoons, were a force large enough to turn the tide of battle and trap McCarron's Armored Cavalry on New Valencia. As the Eridanis approached, a reluctant McCarron called off the attack and retreated offplanet.

After a desultory aerospace duel, McCarron's incursion ended with a rather pathetic whimper. The Eridanis, who had arrived insystem after Big Mac's departure, returned to Colchester without even landing on Valencia.

A hastily recalled Jaime Wolf and his Dragoons returned to Raiteland to find the city battered by McCarron's troops. Wolf pressed Dragoon 'Mechs into service for emergency construction and removal of debris, for the damage was widespread. Most Dragoon dependents had escaped unharmed, but the civilians of Raiteland had suffered serious casualties.

Survivors told of Big Mac troopers rounding up civilians to search for Dragoon family members, and of several mass executions by subordinate Cavalry commanders. While many in Raiteland were grateful for Wolf's help during the reconstruction of their city, many others resented the mercenaries, believing it was their presence that had brought on McCarron's destructive attack. Clearly, something had to be done.

The Seventh Kommando and the Special Recon Group attacked McCarron's baseworld of Menke. They created panic and confusion by destroying supplies and damaging 'Mechs. McCarron's regiments were furious, but Maximilian Liao denied their repeated requests for revenge, believing that the mercenaries' furious emotions were certain to lead them into disaster. Big Mac spent the remainder of the year on garrison duty, stung and humiliated by the Dragoons' revenge. It would be another four years, however, before the next act in the drama of the McCarron/Dragoons rivalry was played out.

Though several of Wolf's younger officers, particularly the firebrands of Zeta Battalion, had wanted to take stronger measures against McCarron, Wolf's relatively mild response to Big Mac's New Valencia raid brought praise from Prince Ian and the favorable notice of Colonel Hanse Davion, Ian's brother and commander of the Third Davion Guards. Soon, life on New Valencia returned to normal.

STRING OF VICTORIES

In 3007, Wolf's Dragoons proved their mettle in various smaller actions. In September of that year, Gamma and Delta Regiments participated in a successful punitive raid against New Haiti, one of the worlds controlled by Lord Kalvin Bar-Dyness's pirates of the Tortuga Dominions. Under the methodical Colonel King, Delta Regiment wore the enemy down, enabling Gamma Regiment to circle behind the bandit positions. The encircled pirates managed to break out and escape, but took heavy losses. This raid discouraged further attacks on Federated Suns worlds by the Tortuga bandits for several years. In November, Beta Regiment helped repel an assault by the St. Ives Armored Cavalry on Weekapaug, where they held a key highway junction against determined enemy attacks. In December, elements of Epsilon Regiment participated in a raid on Poznan.

Though success was becoming routine, all was not entirely well with the Dragoons. The Capellan March, domain of Duke George Hasek, had become a mire of corruption and inefficiency, with the Duke's son, Michael Hasek-Davion, frequently diverting funds and equipment to favored nobles in exchange for political favors. The Dragoons, whom Hasek-Davion referred to as "mercenary trash," were particularly stung by this policy. Their growing resentment did not dampen their fighting spirit, however, and the year 3008 opened with Dragoon raids on Necromo and Tikonov. Carried out by units ranging in size from lances to battalions, the raids continued the Dragoons' unbroken string of victories.

These minor engagements, as well as raids on Hunan, St. Andre, and Shensi by regiment-sized forces, were little more than curtain-raiders for the featured drama of 3008—House Liao's capture and Davion's recapture of New Aragon. Heavily defended, this major industrial center was a place of vast swamps and impassible terrain, a virtual fortress at the bottleneck of the Capellan Confederation. Both sides knew that New Aragon would be the next battleground. The only question was when.

After Capellan forces captured New Aragon in early 3008, Davion pressure on nearby systems kept the Capellan forces off-balance, but it also served to alert Maximilian Liao's High Command that a big push on New Aragon was in the works. During the first three months of 3008, the Liao High Command rushed reinforcements into the region to meet the coming offensive.

BATTLE OF NEW ARAGON

In March 3008, all five Dragoon regiments were transferred to Halloran V. A single support battalion was left to guard New Valencia, though no attacks were expected. Both the Capellan Confederation and the Federated Suns were mobilizing all available forces, bracing themselves for a brutal struggle over New Aragon.

In defense of New Aragon were eight entrenched Capellan regiments. Wolf's Dragoons and five Federated Suns Regimental Combat Teams made up the invasion force. When the Davion JumpShip fleet appeared in the New Aragon system on March 29,

the defending Capellan aerospace forces scrambled to meet them. The Battle of New Aragon had begun.

Elements of the Avalon Hussars and the Crucis Lancers tackled the First and Second Ariana Fusiliers, Freemont's Cuirassiers, and Trimaldi's Secutors elsewhere on the equatorial continent. Colonel Jaime Wolf led the Dragoons against the First and Second Kearny Highlanders, McCormack's Fusiliers, and the Waco Rangers, a mercenary unit employed by House Liao. These units held the Monte Estacado area, a region of forests, valleys, and swamps, all natural defensive positions. Assigned to Wolf's semi-independent command was the Federated Suns' Fourth Deneb Light Cavalry.

Things went wrong almost immediately. As the Fourth Deneb dropped into a supposedly secure area, it was ambushed by Liao *Transgressor* Class fighters operating from a hidden airbase in the Estacado foothills. Caught at their most vulnerable, the

ANOTHER CRACK

We figured Wolf wouldn't be too happy about our mission, but nobody thought he'd react so fast. We'd been back on Menke for about a month, and had finally started to slap one another on the back for New Valencia. Hadn't we proved that the Dragoons weren't so tough? If Little Prince Ian hadn't sent in reinforcements, we'd have beat them in another couple of days.

Sure we were cocky. It was in late February that it hit the fan. I remember the day.... Barton and Hickney's regiments had been reassigned to Purvo, and the rest of us were champing at the bit. Some were even for requesting another crack at Wolf. They got it sooner than they expected.

That night we had power failures, explosions, fires, communication interruptions...everything...all over the place. We sent our security teams to investigate, but they couldn't do much in all the confusion. Some guards reported seeing jump infantry in black uniforms, but no one could be sure.

It was about two hours before dawn when they lowered the boom. Our regiments were distributed over five different bases, widely separated, each with its own repair and supply depot. All at one time, every single supply depot in all five cities blew up, causing massive damage and destroying or crippling dozens of 'Mechs. I think old man McCarron nearly had a stroke at that point. Then at dawn, we had reports of DropShips lifting off from various points around the planet. We dispatched fighters to stop them, but their jamming gear was unbelievable....We barely got a glimpse, but it was enough. The DropShips were black and carried the wolf's-head insignia and the red number "seven". We'd been suckered.

When Colonel McCarron returned to his quarters after the Dragoons escaped, he found a note attached to his door. It showed the Wolf's Dragoons' crest and carried a single line: "Next time, we get rough."

—Colonel Linda Chandrasekar, as quoted in "Ten Years with McCarron," a series of feature stories distributed by the Capellan Wire Service, 3008

WOLF'S DRAGOONS

Fourth's DropShips took heavy damage, with almost an entire battalion crippled. The Fourth's AeroSpace Fighter group quickly swept down and drove off the Liao attackers, but not before many of the Fourth's 'Mechs were forced to make hard landings, severely damaging the regiment's offensive capabilities. The Fourth remained out of the battle for over a week.

This unaccustomed bad luck continued to dog the Dragons. Liao air support slowed landings and deployments, and the First and Second Kearny Highlanders, entrenched in the Estacado Mountains, were able to turn back five separate Dragon assault. Artillery bombardments were ineffective, and air attacks also met with stiff resistance. Even determined assaults by Zeta Battalion were repulsed.

Only Colonel Dana McGuire's Epsilon Regiment experienced any success. For two days, fighting had raged around Hill 714, which the Epsilons had nicknamed "Pillbox Hill." After the failure of three conventional assaults, McGuire infiltrated her 'Mechs forward for a night assault. At midnight, by the garish light of autocannon and plasma fire, her assault units moved in, supported by infantry and heavy armor. Slowly they ascended the hill, fighting for every centimeter forward.

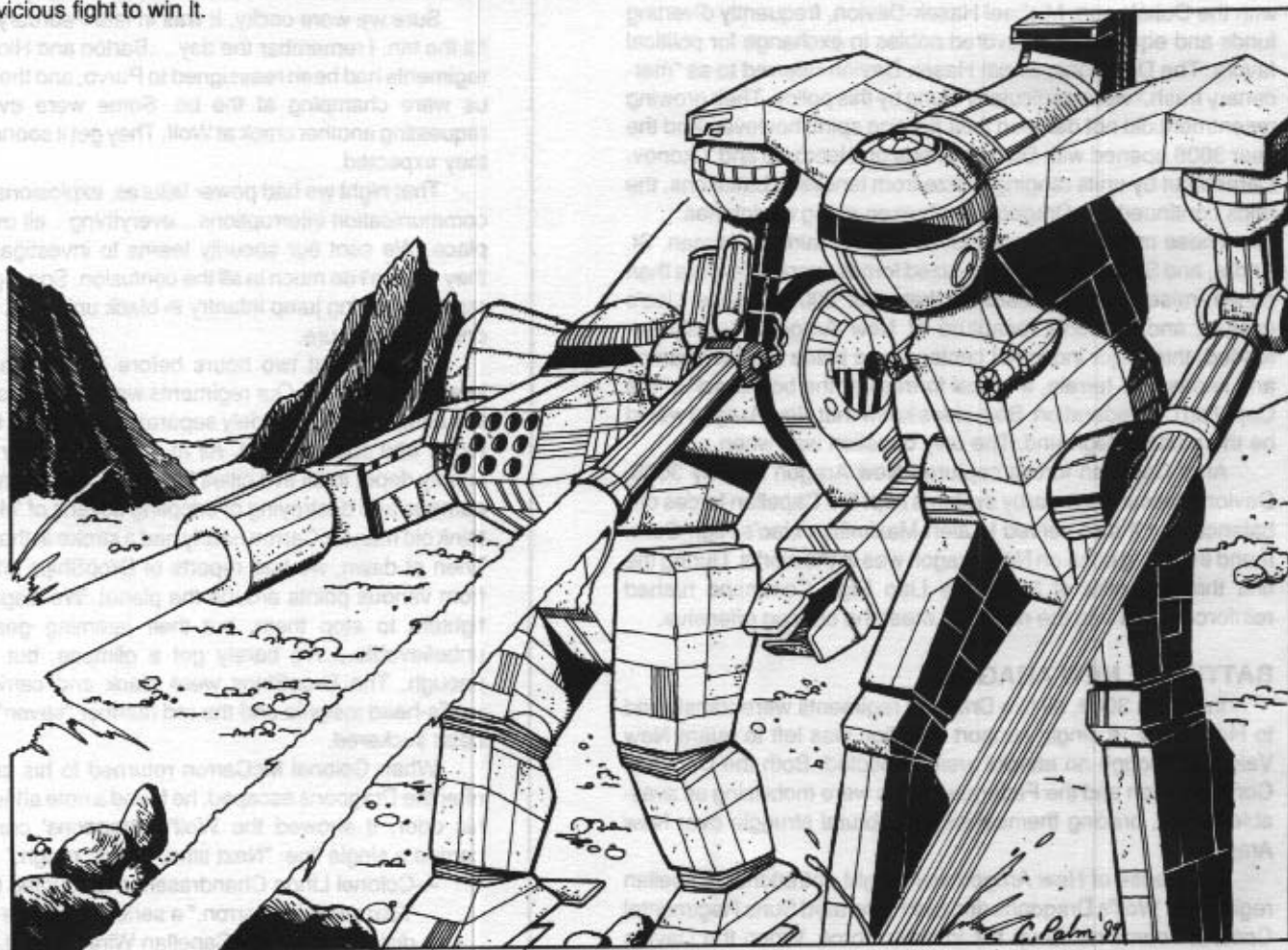
The battle was fierce and long, but by morning, Epsilon had secured the hill. To the exhausted MechWarriors and infantrymen of the regiment, it seemed a puny prize after the vicious fight to win it.

CROWN OF SARNA

New Aragon, gentlemen! The crown jewel of the Sarna Commonality—keystone in the Capellan defense strategy. This world has changed hands more than once in the history of our relations with the Capellan Confederation. More often than not, we have been able to keep our banner flying over its lands. And we can wrest it from the hands of House Liao once more.

If New Aragon falls, what can the Confederation do but follow—or at least agree to peace under our conditions? We have the future in our hands, ladies and gentlemen—the chance to make history. Honor demands that we seize it—the honor of House Davion, the honor of our people, and the honor of the lost Star League. I say we seize it now. Let us fall like a hammer upon New Aragon. And once we have it, the entire Capellan Confederation is ours for the taking.

—Speech by Prince Ian Davion broadcast by
Federated Independent Broadcasters,
March 29, 3008



DEATH OF COLONEL KING

Hill 714, which was later added to the battle honors on Epsilon's regimental colors, proved to be an isolated success. Two more Dragoon assaults on the Estacado position were repulsed by the Highlanders over the next week, and even the return of the Fourth Deneb Light Cavalry did little to remedy the situation.

Casualties and equipment losses were mounting, but the greatest tragedy had yet to occur. Still in command of Delta Regiment was the conservative Travis King. Though his stolid, by-the-book tactics had proven successful in so many other situations, the tenacious Highlanders had thrown back all four of Delta's assaults.

Ordered to attack the Liao positions once more, King's artillery laid down a massive barrage as his assault units advanced. Again the attack stalled, as enemy autocannon and PPC fire took a heavy toll. Reluctantly, King ordered a retreat.

The Capellan forces were ready for him, however. As the Deltas fell back, heavy AeroSpace Fighters and bombers swept down on the retreating Dragoon 'Mechs. As losses became heavy, King called frantically for air support. Within minutes, Dragoon fighters had arrived and driven off the enemy, but not before the Liao forces had inflicted severe damage on the Deltas.

As the smoke cleared and the shattered lances slowly reformed, Colonel King failed to answer repeated calls. A recon lance went out to find him, and within minutes they had located the remains of King's *Archer*. A direct hit to the 'Mech's rear torso had set off the Colonel's ammunition, blowing the machine apart and killing its pilot instantly. Delta Regiment had lost its commander.

THE WOLF'S GAMBLE

Badly mauled and dispirited, the Deltas were pulled back for garrison duty. Wolf shared the regiment's sorrow at the loss of a popular officer, and began to rethink his strategy. Elsewhere on New Aragon, the Avalon Hussars were also having difficulty breaking the Capellan positions. Taking advantage of the stalemate, the Capellans were busy bringing up reinforcements from their core systems. Finally, Wolf and his inner circle formulated a plan to bypass the entire Estacado position and threaten the agricultural area of the plains beyond.

The narrow confines of El Diablo Pass provided a route through the mountains, and a means of encircling the Liao defenders. The pass was screened by heavy woods and held by McCormack's Fusiliers and the Waco Rangers, a mercenary unit of uncertain quality. Wolf was certain that the Dragoons could break the position if the supporting Capellan regiments could be drawn off long enough.

Again the Seventh Kommando was assigned to a decoy mission. Along with several light battalions detached from Alpha and Gamma Regiments, the Seventh dropped in behind the main Capellan defensive lines, giving the impression of a much larger force. As Colonel Wolf had hoped, the Liao commanders committed two full reserve regiments to meet the threat.

Colonel Frank Wells and Zeta Battalion stormed El Diablo Pass, followed closely by the remainder of Wolf's Dragoons. The Waco Rangers, strung out on picket duty, fell back in the face of such an unexpectedly swift attack, and Zeta's assault 'Mechs advanced steadily through the pass.

BLOOD PRICE

Commander of a recon lance for the Waco Rangers was Lieutenant John Waco, the only son of Colonel Wayne Waco, the unit's commander. Overwhelmed by Zeta Battalion's superior 'Mechs, Lieutenant Waco made the best of a bad situation. Using his unit's superior mobility to fall back, he did his best to slow down Zeta's advance.

Caught in rough terrain, Waco's lance was overtaken by Zeta's lead elements, and his *Wasp* was surrounded and torn apart. The young Ranger ejected, only to be crushed by the foot of a Dragoon *Stalker*. One death among many, Lieutenant Waco's received no more notice from the Dragoons than that of any other fallen opponent. Yet this seemingly minor incident would set the stage for yet another blood feud.

Swept aside by the swift advance of Zeta Battalion, then scattered by the overwhelming force of Dragoons that followed, McCormack's Fusiliers fared scarcely better than the Rangers. Within hours, the Dragoons had bypassed one of Liao's strongest positions on New Aragon, and the cities and farms of the plains beyond the pass fell to the Dragoons. Surrounded and cut off from supplies, the remaining Liao defenders were forced to retreat. Sporadic resistance continued for nearly two months, but by summer 3008, New Aragon was firmly in Davion hands.

Among the battered and demoralized Capellan troops that retreated to Hunan were the bitter, angry Colonel Wayne Waco and his men. Upon hearing false reports that the MechWarriors of Zeta Battalion had deliberately murdered his son, Waco swore vengeance against the Dragoons. To this day, he and his men refuse to serve any Successor House that also employs Wolf's unit.

DEPARTURE

Once again, Wolf's Dragoons had played a key role in a major Davion victory. A weary Jaime Wolf accepted the Crucis Cross from a grateful Ian Davion, appearing on a Federated-wide holo vid broadcast as Ian Davion announced the terms of the Capellan cease-fire.

Upon returning to New Valencia, the Dragoons took leave to repair and resupply. Major Sarah Weisz, the senior Delta officer, was promoted to command of the regiment, and slowly began to rebuild Delta's shattered morale.

The remainder of 3008 was quiet for the Dragoons, though rumors and speculation regarding the Dragoons' history and organization began to run rampant through the Federated Suns. It was during this period that the "Star League Agents" theory began. In essence, the theory postulated that the Wolf and his Dragoons had been sent by descendants of Aleksandr Kersensky's vanished legions to reconnoiter in the Inner Sphere, preparing for the eventual return and triumph of the former armies of the Star League. These speculations also connected the Dragoons to such famous enigmas as the Vandenberg White Wings and the Minnesota Tribe, a mysterious 'Mech regiment that raided the Draconis Combine in late 2825, doing widespread damage and freeing thousands of slaves and Unproductives.

WOLF'S DRAGOONS

FREELANCE KINGMAKERS

One theory that has not received enough analysis is that Jaime Wolf is a renegade Successor State military officer who managed to erase all trace of himself and his followers from House computers and records, then departed for the Periphery where he built a powerful military machine. His intention was to return to the Inner Sphere, learn the strengths and weaknesses of the various Successor States, and eventually take over one of them from the inside.

This hypothesis is no more ridiculous than some other speculations regarding Wolf. Without a doubt, he has become intimately familiar with the inner workings of all of the Successor Houses through his superb intelligence apparatus, and his personal relationships with several major political figures gives Wolf considerable political influence.

Whether or not Wolf has any political ambitions, the kind of intelligence information his agents seem able to obtain would be of great use as leverage to demand better contracts, supplies, replacements, and so on. Jaime Wolf's intelligence files must contain voluminous data, much of it potentially damaging in the wrong hands. (Perhaps someday our ROM operatives may be able to study these files, though intelligence operations against Wolf have been futile thus far.)

Past history seems to indicate that Wolf harbors no political ambitions, and negotiates contracts without resorting to blackmail or other forms of leverage. If he is, indeed, a kingmaker or pretender to one of the Successor State thrones, he is certainly a patient one, having made no political moves since his arrival at New Delos many years ago. This seems to undermine the credibility of the conspiracy theories, though they continue to proliferate.

—Adept Samantha Rigging, ComStar Research Team, ComStar Archives, Terra, 3027

Wolf's seemingly miraculous powers of observation and his unit's superior intelligence-gathering further fueled these rumors. It is said that Davion Lieutenant General Ran Felsner's seemingly suicidal attack on the Capellan world of Daniels succeeded due to information on enemy dispositions and forces provided by Colonel Wolf. The Colonel seemed privy even to personal details about the lives of relatively minor officers in the Davion ranks, many of whom were often startled when Wolf inquired after an ailing spouse or a child's school progress.

Frustrated by the delays and shortages created by Michael Hasek-Davion's schemes in the Capellan March, Jaime Wolf requested time for a full refit for his regiments in early 3009. Prince Ian agreed willingly, and asked Wolf for a list of needed replacements and supplies. The Prince was dumbfounded when Wolf replied that all he wanted was a few months off combat duty for his unit.

Meanwhile, activity suddenly increased around the Dragoons' New Valencia base. JumpShip sails unfurled while AeroSpace Fighters and DropShips shuttled from surface to orbit. To all appearances, the Dragoons seemed to be preparing to leave for good.

In reply to frantic queries from Davion officials, Wolf assured them that all was well. On January 11, 3009, the Dragoon convoy jumped outsystem, leaving behind only a skeleton staff to manage things on New Valencia. The Dragoons' trajectory was such that it would take them completely out of the Inner Sphere, and in the general direction of the Pirate's Haven Star Cluster, just beyond Federated Suns space.

There has been endless speculation on exactly where and how the Dragoons accomplished this first supply run. As for the known facts, Colonel Wolf and the Dragoons returned ten months later from deep space, completely restocked with a vast cargo of supplies and parts, and equipped with brand-new equipment, including several BattleMech designs never seen before.

Eluding questions about their absence and the source of supplies, Wolf and the Dragoons served out the remainder of 3009 with distinction, engaging in further successful raids against House Liao.

As the year 3010 dawned and the Dragoon contract approached renewal time, Prince Ian was determined to keep the now-famous mercenaries in Federated Suns' employ. Promising to remedy the supply problems the Dragoons had faced in the Capellan March, Davion offered the unit a permanent place in the AFFS, a knighthood for Jaime Wolf, and a permanent leasehold on New Valencia for the Dragoons. It was an offer that Ian Davion was sure Jaime Wolf would not refuse.

REPLY TO DAVION

It is with great regret that I inform His Highness that I cannot accept the generous offer of permanent service. The Dragoons have been proud to serve the House of Davion and the Federated Suns, but we have now decided to accept employment with the Capellan Confederation. In deference to the respect that His Highness always showed in dealing with our unit, we have requested that our new contract specify that the Wolf's Dragoons will not participate in operations against the Federated Suns. I wish His Highness good fortune, and hope that someday we meet again.

—(signed) Colonel Jaime Wolf, Commander,
Wolf's Dragoons, 10 February, 3010

IN SERVICE TO HOUSE LIAO

In mid-3010, the Dragoons packed up and departed, this time for the Capellan capital of Sian. The wily Capellan Chancellor, Maximilian Liao, saw the Dragoons as a trump card in his secret schemes to halt the steady advance of Free Worlds League forces against the inner worlds of his Sian Commonality. The contract was negotiated by Jaime Wolf's brother Joshua, who was coming into his own as a skillful staff and liaison officer.

There are a number of possible reasons for the Dragoons' departure from the Federated Suns. Perhaps Jaime Wolf was unhappy with Duke Michael's machinations, or maybe his troops were simply tired of working for the same employer. Some have suggested that Wolf had intended all along to work for each of the five Successor Houses, and was simply carrying out his plan. In any event, the Dragoons were now in the employ of House Liao, their former enemies, while the mystery around them deepened.

Publicly, all was well between Maximilian Liao and Wolf. In private, each man must have recognized that the other was a cunning strategist and a potentially deadly enemy. During the years that the Dragoons served with House Liao, the two sides remained at arm's length, always polite, always cordial, but ever cautious.

AGAINST THE EAGLE

After settling into their new base on the planet Wright, the Dragoons engaged in routine garrison duty throughout the rest of 3010. Early the next year, they were called into action. After a major Free Worlds offensive sent Capellan forces reeling, the Dragoons were sent to defend Wallacia in mid-March.

Leading Delta Regiment on Wallacia was the newly promoted Colonel Sarah Weisz. From a less conservative school of tactics than the late Colonel King, she kept the Marik attackers off-balance with an aggressive, mobile defense. This tied down three enemy regiments while Gamma and Epsilon Regiments raided the enemy rear, destroying supplies and crippling DropShips. Despite these successes, the arrival of Marik reinforcements eventually forced the Dragoons to retreat offplanet.

In the following months, the Dragoons used similar tactics on nearby Scarborough. The Marik forces were better prepared this time, and soon had Wolf's units isolated and under heavy attack. Delta and Epsilon struggled to consolidate a position along the Fielder River, while Gamma Regiment found itself occupying an exposed position on the Samho Plain, where they were beset by two brigades of the Fusiliers of Oriente.

Epsilon's commander, Colonel Harold Jones, had been promoted only the month before when Dana McGuire was badly injured in a 'Mech accident. Showing rare tactical flare, Jones linked up with the beleaguered units of Colonel Weisz's Delta Regiment, and set up a defensive salient along an oxbow in the river. The position held, but gave the Dragoons very little breathing room. When a call for reinforcements came in from Gamma's Wilhelmina Korsht, Wolf was forced to inform her that she was on her own.

GAMMA STANDS ALONE

With her heavy 'Mechs dug in along a circular perimeter, Korsht maintained a mobile defense force of light and medium 'Mechs, shifting them back and forth to counter enemy thrusts and breakthroughs. After three days, Gamma had driven off six Free Worlds attacks, but losses were high and ammunition low. This time, Korsht managed to persuade Colonel Wolf to lend her air support while she attempted to escape the encirclement.

By morning, however, a thick mist had rolled in, canceling the expected fighter cover. Korsht continued with her plan anyway, replacing her heavy-perimeter 'Mechs with light units and massing her assault 'Mechs to punch through the enemy lines. As it turned out, the fog worked in Gamma's favor, enabling its assault 'Mechs to move close to the Fusiliers' positions before being detected. A furious firefight erupted as Gamma moved south. Realizing what had happened, heavy Free Worlds 'Mechs moved in, bombarding the light 'Mechs now holding the Gamma perimeter. As the menacing silhouettes of Marik *Marauders* and *Warhammers* emerged from the fog, Korsht ordered her lights to fall back.

Amid enemy fire badly aimed in the fog, the light lances retreated. Several fell to Marik shells or were caught and pounded to pieces, but most were able to escape and add their weight to the breakout attempt to the south. By ten o'clock, the fog was beginning to lift, and Korsht received word that Dragoon fighters were on their way.

As the Free Worlds heavy 'Mechs descended on the rear of Gamma's breakout force, two squadrons of Dragoon *Eagles* thundered in at low altitude, pinning the Marik forces and enabling Korsht and her 'Mechs to complete their escape.

The Gammas had taken heavy losses, but they had also inflicted major damage on the enemy. The Battle of Samho Plain put the Free Worlds offensive seriously behind schedule, but Gamma's retreat imperiled the Dragoons' remaining position, forcing them to abandon Scarborough.

THE EAGLE FAILS

Defeat or no, the Dragoons had won valuable time for their Liao employer. In the invasion of Furund four months later, Free Worlds forces met regular Liao regiments, fresh and refitted after the Dragoons' brilliant holding actions. Furund fell as well, but Marik losses were again heavy.

The Free Worlds' offensive was finally halted at the Battle of Shiro III in 3012, where the Dragoons participated with distinction. Mobile tactics again confused the enemy, and the counterattack by Capellan forces trapped and defeated the invading Marik units.

The Dragoons had gained a fearsome reputation among the Marik forces, and several times enemy units retreated rather than meet them in open battle. Delta's Colonel Sarah Weisz began to be known as "The Ghost" for her hit-and-run tactics, and Harold Jones, Epsilon's new commander, was proving to be an innovative, if somewhat unpredictable, officer. On the darker side, the fiery Colonel Frank Wells, commander of Zeta Battalion, was killed while leading an assault on Shiro III. He was replaced by Major Mary Terrell, another reckless officer who could easily meet the same fate.

In the aftermath of the campaign, Liao officials were surprised to note that Wolf required very little in the way of technical support. The Dragoon 'Mechs were repaired or replaced with existing stocks of parts, and damaged DropShips were repaired, not at the Liao facilities at Necromo, but in the Dragoons' orbiting Hephaestus Station.

WOLF'S DRAGOONS

Further signs of Dragoon independence came when Wolf's agents contacted Patrick Rivoli, president of Ceres Metals, to negotiate supply contracts independent of the Capellan military. The Dragoons also began to deal with such firms as the Blackwell Corporation and even Federated Boeing of the Federated Suns. Clearly, Jaime Wolf was not going to allow his Dragoons to be marooned or forced into the "company-store" syndrome.

Over the next few months, the Dragoons helped House Liao recoup some of their losses from the Free Worlds offensive. By the following year, the Dragoons were assigned to garrison duty on the Liao world of Carver. Balmy climate and easy lifestyle notwithstanding, Wolf's troops became restless for action.

When action came, it was in the form of a brawl. While on leave on the tourist world of Bithinia, members of Alpha Regiment encountered members of McCarron's Armored Cavalry, also on leave. Bad blood still existed between the two units, though they were now on the same side.

DEADLY ENEMIES

As soon as they walked into the bar, I realized they were Dragoons. Even in civvies, they generally wear that wolf's-head patch somewhere. They knew damned well who we were, too—Wilson's Night-riders, heart and soul of McCarron's Armored Cavalry. And we just happen to hate the Dragoons' guts.

And yeah, maybe I threw the first punch, but they damn well provoked it. There were two of them talking in loud voices, discussing ancient history.

"Yeah," says the first, "Phillip of Macedon—you know, Alexander the Great's father—they say that he wept over the bodies of the Theban Sacred Band after he killed them."

"The Theban Sacred Band?" says the other. "Who were they?"

"The elite regiment of the Theban army. Supposedly the whole unit was made up of pairs of male homosexual lovers."

"Oh," pipes up the second Dragoon, looking right at me. "Sort of like an early version of McCarron's Armored Cavalry."

I don't remember much after that.

—Lieutenant Jonathan Pelley, McCarron's Armored Cavalry, in a statement after his arrest for assault, disorderly conduct, destruction of public property, and illegal discharge of a firearm, on Bithinia, 3012

The brawl that broke out between the two groups was certainly not as destructive as the fighting on New Aragon, but must have been fought with almost as much ferocity. Though rumors of the wreckage were probably exaggerated, local authorities expressed gratitude that the combatants did not have access to their BattleMechs.

This particular conflict did nothing to sweeten the Dragoons' disposition, and the tedium of garrison duty was all the more trying because of it.

NEST OF VIPERS

While Colonel Wolf and his Dragoons took pains to stay away from the Byzantine scheming of the Liao court, Wolf could not prevent politics from coming to him. Relative calm had settled over the Confederation, but the intrigues of Maximilian Liao's household and government were stronger than ever.

A leading conspirator was young Candace Liao. At 23, Maximilian's eldest daughter was intelligent, beautiful, and chafing at her father's plans to marry her to the unstable Anton Marik. To keep the headstrong young Duchess from raising too much fuss, the Chancellor kept her busy with numerous governmental and ceremonial duties. When Maximilian decided to send Candace on an inspection tour of the Dragoons, he could not have foreseen what she would stir up in that quiet place.

Candace arrived on Carver in May 3013, bringing Jaime Wolf a splendid Turin stallion as a gift from Maximilian Liao. Over the next few weeks, the Duchess inspected the Dragoons' operations, participated in maneuvers, and in general made a pest of herself.

For her part, the Duchess saw the Dragoons as a possible means to greater political power, and set about attempting to seduce the legendary commander. Preoccupied with the intricacies of rotating Beta and Gamma Regiment to garrison duty on Principia, Jaime Wolf had little time for the games of spoiled Capellan nobility. Further, there is some evidence that Wolf was actually married at the time, though details on his wife and family are, at best, scarce.

Though stung by the rejection, Candace decided to make another move, this time on Colonel Harold Jones, commander of Epsilon Regiment. Through Jones, Candace apparently intended to create a cadre of rebellious officers who might depose or even kill Wolf. This would allow her to take over the Dragoons, who would be incorporated into the Capellan armed forces as her personal guard.

The dashing Colonel Jones was only too willing to be seduced, but was completely immune to Candace's plots and plans. After playing along with the Duchess's coy suggestions and games for a few weeks, Jones finally informed her that the games were over and that she should return home to her father, where she belonged. Enraged and humiliated, Candace returned to Sian, swearing vengeance on the Dragoons.

Two other disturbing incidents marred the closing months of 3013. In October, Jaime Wolf's *Archer* mysteriously malfunctioned, causing the ammunition to detonate prematurely, and Wolf escaped only by ejecting at the last instant. A more obvious attempt on Wolf's life was foiled in December. At Wolf's villa on Carver, Seventh Kommando sentries shot and killed a lone assassin armed with a crossbow with poisoned quarrels and a sniper rifle loaded with explosive bullets.

The would-be assassin carried no identification and remained totally anonymous, but his armament was typical of the Capellan Death Commandos, an elite unit commanded by Warren Po, yet another of Candace Liao's lovers. When the Dragoons were finally reassigned to assist Anton Marik in his rebellion against his brother Janos, Captain-General of the Free Worlds League, Jaime Wolf and his Dragoons must have considered this an improvement in their fortunes.

PACT WITH ANTON MARIK

On May 22, 3014, Anton Marik issued a Proclamation declaring himself Captain-General of the Free Worlds League and calling for all the provinces of the League to join with him against his brother Janos, "the tyrant." The Duke had been planning this moment for years, beginning in 3003, when he had made a secret deal with the Capellan Chancellor Maximilian Liao. Liao had promised to supply military training and intelligence as well as his daughter Candace's hand in marriage. The Chancellor intended, of course, that the clever Candace would be able to control Anton and bend him to her father's will.

Ten years would pass before the two plotters would put the final stage of their plan into motion. With Janos Marik becoming increasingly isolated and brooding over a series of private griefs, they must have believed the Captain General would lack the will to fight. They also had a new weapon, Jaime Wolf and his formidable Dragoons.

In a clandestine meeting with Anton Marik and Liao on Terra early in 3014, Wolf and the younger Marik signed a contract for the mercenary's services in aiding the cause of his rebellion.

Duke Anton was also encouraged in his ambitions by ROM agent Vesar Kristofur. A skilled agent, Kristofur apparently believed that by meddling in Free Worlds internal affairs, he could gain power within our Blessed Order. Kristofur's secondary goal was to force Wolf into another deep-space supply run so that he could discover the location and nature of the mercenary's supply source.

[EDITOR'S NOTE: By this time, speculation was rife that Jaime Wolf was actually a Star League agent scouting out the Inner Sphere in preparation for a return by Aleksandr Kerensky's vanished legions. Kristofur's current penal servitude at our Alpha Hydri B Station is continuing evidence of the folly of such ambitions.]

The revolt got off to a strong start, with a quarter of the Free Worlds' provinces immediately pledging to Anton. As commander of the Capellan front, Anton was able to attract the loyalty of a number of Marik Militia and even Regular Hussar units to his banner. With Wolf's Dragoons also in his camp, the usurper was confident that he would soon triumph over his care-ridden brother. It did not seem to worry him that Chancellor Liao was too preoccupied along his border with House Davion to lend any real logistic or technical support to the rebellion.

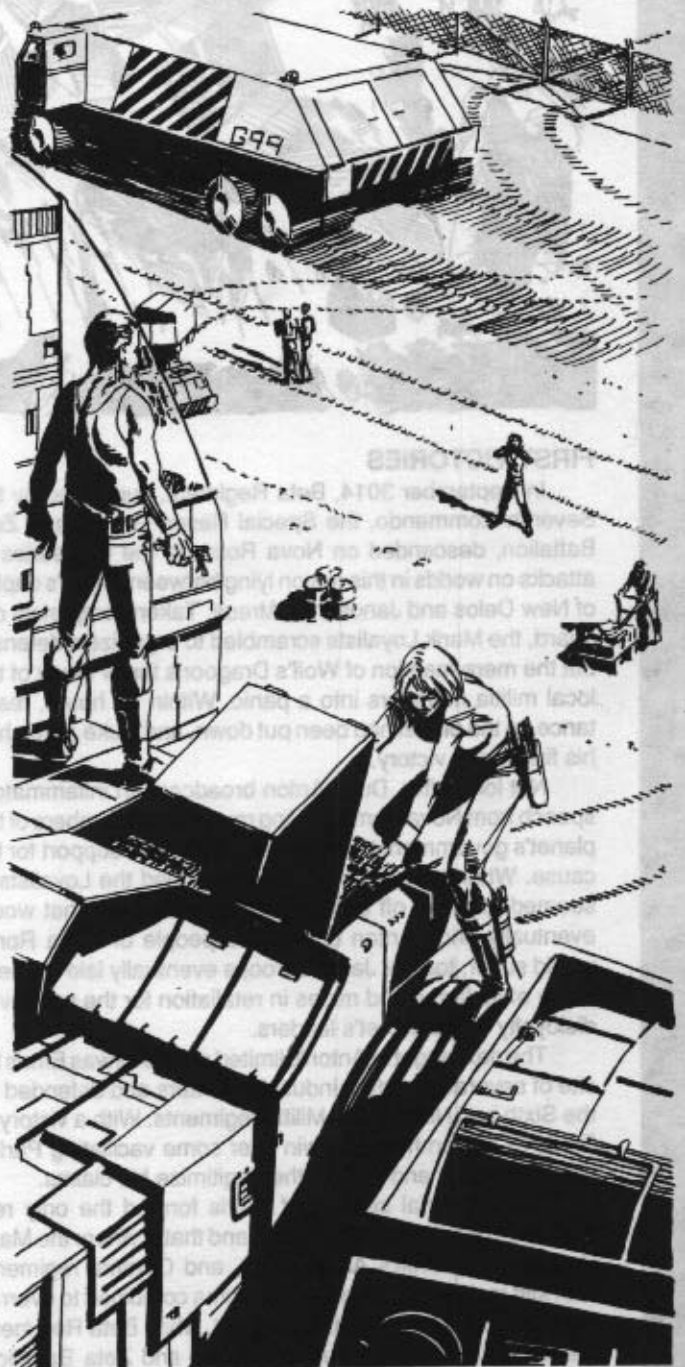
Though Wolf and Anton disliked each other almost immediately, they worked together as agreed. When the Dragoons departed for their first offensive action against Marik Loyalists, Wolf left his brother Joshua as Liaison Officer on Anton's base-world of New Delos.

Shortly after Wolf's return from Terra, he decided to create a new unit to give Dragoons troublemakers and hard cases a chance to rehabilitate before it became necessary to court-martial them. To head up this new unit, Wolf selected Lieutenant Natasha Kerensky, a promising young officer who loved to tackle impossible situations and still come up a winner.

Promoted to Captain, Kerensky was assigned the task of whipping the Dragoons' misfits into a trouble-shooter unit, a company-sized strike force able to handle situations that larger formations could not resolve. She plunged enthusiastically into the assignment, and by the time the Dragoons arrived in Marik space, her unit, the future Black Widows, were ready for the test.

The true identity of Captain Kerensky, the infamous "Black Widow," has been the subject of much speculation. Those who favor the "Star League agents" theory of the origin of Wolf's Dragoons emphasize that she bears the name of Star League General Aleksandr Kerensky, whose legions they expect to return any day now to restore the glory of the fallen Star League.

Of more immediate significance to this history is the fact that Kerensky was, at the time her company was formed, the lover of Joshua Wolf. Though the two took pains to conceal their affair from the rest of the Dragoons, Wolf may have been aware of it. It is unlikely he would have had any objection, as long as the couple did not allow their relationship to interfere with their official duties.



WOLF'S DRAGOONS



FIRST VICTORIES

In September 3014, Beta Regiment, supported by the Seventh Kommando, the Special Recon Group, and Zeta Battalion, descended on Nova Roma in the first series of attacks on worlds in this region lying between Anton's capitol of New Delos and Janos's on Atreus. Taken completely off-guard, the Marik Loyalists scrambled to organize a defense, but the mere mention of Wolf's Dragoons threw many of the local militia members into a panic. Within 72 hours, resistance on the planet had been put down, and Duke Anton had his first major victory.

Not long after, Duke Anton broadcast an inflammatory speech from Nova Roma, having rounded up members of the planet's government to create a fake show of support for his cause. When tapes of the speech reached the Loyalists, it seemed to touch off a core of fierce patriotism that would eventually bring Anton down. The people of Nova Roma would suffer, too, for Janos's troops eventually laid waste to many of its farms and mines in retaliation for the perceived disloyalty of the planet's leaders.

The next target of Anton's limited offensive was Emris IV, site of several important industrial centers and defended by the Sixth and Ninth Marik Militia regiments. With a victory at Emris IV, Anton hoped to win over some vacillating Parliament members and thus further legitimize his claims.

The industrial centers of Emris formed the only real defensive positions on the planet, and that is where the Marik Regulars met Wolf's Alpha, Beta, and Gamma regiments with stiff resistance. Alpha and Gamma combined to overrun the production facilities at Ivanograd, while Beta Regiment, reinforced by the Fire Support Group and Zeta Battalion, fought its way through to the provincial capital of Urseinova.

Though the Marik defenders had little time to prepare de-

fenses, their improvised fortifications, barricades, and dead-falls proved formidable. A dogged, straight-in attack was the only option available for Beta's Colonel Jeremy Ellman. Beta's tedious, street-by-street advances continued for three weeks.

Urseinova was built in a style of architecture featuring colonnaded stone structures and broad streets. Such buildings were especially common in the government district of the city, the area assigned to Beta's Able Battalion, the Cavaliers. Recon lances moving into the area came under heavy fire from infantry occupying the granite buildings of the city's Courthouse and Public Works Department. Return fire from the Cavaliers' light 'Mechs did little more than chip the buildings' facades, and so the recon lance was forced to withdraw.

Under Major Nikos Palassis, the Cavaliers moved in again, this time in a two-pronged sweep of the area. The defenders were prepared, rigging the major approaches to the government district with vibrabombs and mines. When Major Palassis's *Warhammer* stumbled, Marik armor emerged from the side streets, pouring fire onto the stricken 'Mech.

Captain Alicia Fancher led her assault company in to rescue their commander. The rescuers pulled the crippled *Warhammer* out of the fire zone, but Major Palassis was too badly wounded to continue command of the battalion. As medevac hovercraft sped Palassis out of danger, Fancher took over.

With her armor and fire-support 'Mechs laying down a heavy suppressive barrage, Fancher's assault 'Mechs systematically demolished the strong-point buildings, driving the infantry off in disorder. Major Palassis eventually returned to command the Cavaliers until his retirement in 3020. In that year, Captain Fancher was promoted in his place.

LAST GASP

Other Dagoon successes helped keep the rebellion alive. While Anton's forces were meeting with almost uniformly bad luck elsewhere, Alpha and Gamma Regiments combined to turn back and seriously damage the Fourth Regular Hussars on Vanra, while Dagoon AeroSpace Fighters were instrumental in turning back a Loyalist attack on New Delos in November. The Dragoons' defense of Hephaestus Station was particularly spirited, and the facility survived with minimal damage.

Sophie's World was another matter. With the rebel Duke's offensive running out of steam, the Dragoons were his only sources of success. Realizing this, Janos Marik met Delta and Epsilon's attack on Sophie's World with reinforced garrisons of three 'Mech regiments and numerous conventional units. Though outnumbered, Delta and Epsilon fought well, and actually managed to gain the upper hand when Colonel Wolf sent in Alpha Regiment as reinforcement.

Loyalist forces were compelled to withdraw, but this time, everyone knew the rebellion was doomed. Surrounded at Caloway VI, Ducal forces surrendered, and the Dragoons themselves only escaped with the help of a desperate covering action by Kerensky's Black Widow Company. All along the front, rebel forces were driven back. By year's end, all of the Dragoons' gains had been lost.

BETRAYAL

By late February 3015, the rebellion was some nine months old. Beset by enemies on all sides, Duke Anton's mental state was deteriorating rapidly. Even the specter of Wolf's Dragoons could not dampen the ardor of Janos Marik's Loyalists, for their hatred of Anton's "traitors" was greater than their fear of a daunting opponent. The rebels had been driven back to huddle among a few systems in the area of Ling. As his enemies closed in and the fighting grew more desperate every day, Anton summoned Wolf to New Delos.

The two men met behind closed doors, but the discussion soon turned into a shouting match for all to hear. Because only the Dragoons had enjoyed any success, the Duke ordered Jaime Wolf to break up the Dragoons into small task forces to be distributed among the remaining forces to bolster them.

Wolf replied that this was in direct violation of the agreement signed on Terra, and flatly refused to comply. He offered his own suggestions for hit-and-run raids to help delay Loyalist forces and to give Anton time to rebuild his forces. Each man began to accuse the other of violating the contract, and the argument ended abruptly when Wolf stormed out of the room.

FIRST LADY OF DEATH

The haughty, beautiful MechWarrior standing amid the wreckage of battle... the distant, mysterious "widow," subject of so much speculation and so many adolescent fantasies... the skillful soldier and officer who bears the name of the vanished champion of the lost Star League... all these images and more apply to one woman: Captain Natasha Kerensky, the so-called "First Lady of Death" and commander of the infamous Black Widow Company of Wolf's Dragoons.

The subject of so much legend—who is this woman, truly? How may we separate fact from fiction, and will we ever know her actual history and identity? Circumspect about her private life and downright elusive about her past, Captain Kerensky herself is no help at all, even going so far as to purposely obscure the facts.

Not even her appearance is consistent, for she emerges differently in virtually every photograph, holo, or portrait. Her hair color has ranged from red to brown to black to blond; her eyes from brown to green or blue, and her skin color from pale to olive. Some observers go so far as to suggest that Kerensky is no more than a myth, an image created by Colonel Jaime Wolf to distract attention away from the Dragoons' other secrets.

Misha Auburn, the Lyrans Commonwealth historian who once interviewed Kerensky, theorized that the Widow has undergone periodic plastic surgery to alter her appearance. Kerensky has certainly spent a good share of her time in hospitals, recovering from battle injuries or training mishaps, a perfect cover for any such surgery.

Perhaps it is only some feminine quirk in Kerensky's temperament that drives her to create an exotic, mysterious public persona. Indeed, she freely admits that many of the "cheesecake" battlefield photos that adorn locker rooms, barracks, and military rec centers across the Inner Sphere were carefully staged images, and that her costumes were, to say the least, inappropriate for the circumstances.

Added to this mystique are the legends that she is actually a descendant of Aleksandr Kerensky, appearing now to herald the return of the Star League. Other stories have Kerensky as the true leader of the Dragoons, with her persona as a mere Captain and Wolf's guise as commander an elaborate ruse designed to mislead the outside world.

The theories are romantic, sometimes outlandish, sometimes fanciful, sometimes even humorous. But can we afford to leave any stone unturned, even the most unlikely, in our search for the truth about this dangerous woman and her place in the Wolf's Dragoons?

—Dirk Rijksmaan, ComStar Research Team B4785, ComStar Archives, Terra, 3030



WOLF'S DRAGOONS

The Dragoons left New Delos, plotting a course for McKenna. Remaining behind were Wolf's brother and Liaison Officer Joshua, along with 27 other staff members and dependents. The remainder of the Dragoon families enjoyed comparative safety on Second Chance, guarded by Epsilon Regiment. The maddened Anton did not waste time in arresting Joshua, whom he tried for treason by drumhead courtmartial. Then he ordered Joshua Wolf and his 27 campatriots shot.

As the Dragoon regiments emerged from hyperspace, a terse message awaited them.

TO: Colonel Jaime Wolf, Commander, Wolf's Dragoons
FROM: Duke Anton Marik, Captain-General of the Free Worlds League

This is to inform you that Major Joshua Wolf and 27 members of your household staff have been arrested. They will be held until such time as you comply with my orders and place your units at the disposal of my line officers. Failure to obey these orders will result in the execution of all prisoners within 14 standard days of this transmission.

The entire Dragoon convoy immediately turned around and headed back toward New Delos. As the Dragoon Jump-Ships entered the New Delos system, Anton informed Wolf that his brother and all the other hostages had been executed.

Exactly what happened remains a mystery. Many accounts claim that Duke Anton never really intended to kill Joshua and the others, but that the threat was meant only to intimidate Wolf. Vesar Kristofur, in testimony before a ComStar disciplinary board, claimed that Joshua's death was the accidental result of an escape attempt. ComStar investigators believe that Kristofur himself killed Joshua to force Wolf to attack, thereby weakening the mercenary's forces enough to require a second supply run.

There are also suggestions, so far unconfirmed, that among the hostages killed on New Delos were Jaime Wolf's wife, and possibly, his child. ComStar has been unable to uncover any facts on the identity of a wife and child, and so such hypotheses remain pure speculation.

The murder of Joshua Wolf and 27 other Dragoons was a deed that Jaime Wolf could not leave unavenged. Indeed, the commanders of every Dragoon regiment, battalion, and company demanded the right of vengeance for the murders, but Wolf saved the actual assault on Anton Marik's palace for the commander who, beside him, had lost the most—Captain Natasha Kerensky.

VENGEANCE

The Dragoons descended on New Delos like the wrath of an angry god, showing no mercy, giving no quarter. The already demoralized Ducal forces were able to hold off the mercenaries for three days and nights, but finally collapsed before the Dragoons' unabated fury. This allowed the Black Widows to punch through their lines and mount a surprise attack on Anton's residence.

Desperate and by now hopelessly mad, Anton set off napalm charges in the woods behind his estate, transforming the surrounding area into a nearly impassable inferno. Think-

ing himself secure against any attack from the rear, Anton concentrated his forces before the palace, where he waited to meet the Dragoon attack.

After running a gauntlet of aerospace defense fighters, the Widows dropped into the burning forest, taking casualties as they did so. With Alpha Regiment keeping the Duke's guards busy at the front of the residence, the Widows advanced.

Explosions along the rear wall of the palace told Anton that his plan had gone disastrously wrong. Few troops were available to stop the Widows, giving Duke Anton no choice but to flee when Kerensky's 'Mechs swarmed through the flaming branches.

Marik did not get far. Confronted by the looming black juggernaut of Captain Kerensky's *Warhammer*, Anton was buried under tons of rubble and died, along with his rebellion. Over the next two days, the Dragoons destroyed every major building on New Delos, hunting down and wiping out every surviving rebel unit. With the smoke of a thousand fires rising against a blood-red sky, the Dragoons boarded their Drop-Ships and returned to Second Chance, where Epsilon Regiment still guarded the unit's families and other dependents.

Vengeance was won against Duke Anton Marik, but to Wolf and his MechWarriors, it was an empty victory. The following weeks on Second Chance were spent in preparation to meet an attack by Janos Marik that the Dragoons were sure would come.

The rebels, however, were by now confused, disordered, and beginning to scatter. This allowed Janos's army to take the positions the rebels abandoned along the remaining front. Within six weeks, Anton's rebellion was over.

TURN OF THE WHEEL

The attack by Janos Marik against the Dragoons never materialized. Instead, Jaime Wolf received a most interesting communication from the Captain-General, against whom the Dragoons had just battled so fiercely.

TO: Colonel Jaime Wolf, Commander, Wolf's Dragoons
FROM: Duke Janos Marik, Captain-General, the Free Worlds League

Colonel Wolf:

Please accept my deepest sympathies on the death of your brother. My feelings at this time are not dissimilar, for although Duke Anton was an outlaw and most certainly mad, he was still my flesh and blood. It was with mixed feelings that I heard the news of his fate.

Your actions in Anton's rebellion represented his only real successes. Your Dragoons have gained a fearsome reputation among my own forces, a reputation that I am eager to use to promote the Free Worlds' cause. I am therefore offering you and your regiments a five-year mercenary contract, with terms similar to those offered you by your previous employer, Chancellor Maximilian Liao. Should this interest you, please reply at your convenience.

On a personal note, Colonel Wolf, I wish to state that the recent conflict has been both long and painful for all involved. It is my wish that its wounds be healed as quickly as possible.

(Signed) Janos Marik, Captain-General, The Free Worlds League, 3015

IN SERVICE TO MARIK

The Dragoons instead signed a five-year contract with Janos Marik in 3015. As a home base, the Captain-General assigned them the planet Sterling.

The hiring of Wolf's Dragoons set off a major political firestorm in the Free Worlds League, which had plunged into massive reprisals and purges of Anton's supporters. Many Parliament members opposed Janos Marik's decision to hire the Dragoons particularly MP Shane Eastwick of Atematwa, who delivered an impassioned speech against the unit. Support for Wolf came from Duggan and Duncan Marik, who delivered equally impassioned, if less eloquent, speeches favoring the Dragoons. In the end, the Mariks prevailed, and opposition gradually gave way.

The next several years were comparatively calm. Though House Steiner had taken advantage of the Marik Civil War to step up its border raids, the Lyran troops were currently tied up with a new flurry of Kurita border raids. This was just as well for Janos Marik, whose own troops were weary in both body and spirit from the internal struggle that almost tore their realm apart. The Dragoons were no less exhausted, for they had taken the brunt of much of the fighting. Though Wolf would later refer to his first years with Janos Marik as a "cattle-raiding" period, his men needed the relative peace to regain their fighting trim.

The Succession Wars are nothing if not continuous, however, and so the Dragoons did not lack for assignments. In the end, these added up to a series of minor border skirmishes and campaigns that left neither side stronger or weaker than the other. The Lyran's capture of Ford in response to Janos Marik's full-scale assault on Megrez was typical of the actions in this period.

Though Maximilian's hopes for deposing Janos Marik in favor of Anton were dashed, he was not ready to give up and began to harass Marik worlds wherever possible along his own border with the Free Worlds League. To counter the pressure from the Capellans, Janos Marik shuttled units here and there along the Capellan front in a series of hit-and-run raids. Again, the balance of forces did not change much. For example, when the Capellans assaulted Hassad, the League replied by taking the industrial Liao world of Jasmine.

HIDE AND SEEK

The raids and counter-raids against the Lyran world of Wyatt in 3016 are typical of the Dragoons "cattle-raiding" era. Wyatt, which occupied a prominent, and to Janos Marik, irritating salient with Free Worlds space, was also the site of a major AeroSpace Fighter factory. In June 3016, Captain-General Janos Marik decided to send a message to the Steiner regiments based on Wyatt. As his messengers, he chose Beta and Delta Regiments of Wolf's Dragoons.

A planet of deserts and bizarre rock formations, Wyatt held thousands of strong defensive positions and numerous hiding places to frustrate raiders. Once more, Jaime Wolf's intelligence services proved their superiority by identifying a key Commonwealth headquarters complex. The Lyrans were stunned and their command structure thrown into confusion for several hours after Assault 'Mechs from Major Palassis's Cavalier Battalion slammed into the well-hidden HQ.

Meanwhile, the remainder of Colonel Jeremy Ellman's Beta Regiment descended, hitting major targets, then vanishing, utilizing the same terrain features that had served the Lyrans so well. Soon, Sarah Weisz's Delta Regiment joined Beta, using the tactics that had earned its commander the nickname of "The Ghost."

The Dragoons had their work cut out for them. The world's defenders, the Eleventh Lyran Guards, one of the finest regiments in Steiner service, and the Seventeenth Arcturan Guards, an experienced unit with a long history, recovered quickly from their initial shock. Moving to counter the Dragoons' threat, they saturated likely hiding places with reconnaissance drones and scout 'Mechs, and maintained continuous combat air patrol around key installations. Though Beta and Delta remained comparatively safe from detection, what had been intended as a lightning raid soon developed into a deadly game of hide-and-seek in the ravines and valleys of Wyatt.

The Dragoons did their best to frustrate the Lyrans, avoiding patrols and attacking whenever the opportunity arose.

Meanwhile, a second drama was developing, this one in space and with potentially catastrophic consequences for the two Dragoon regiments on the ground. Six *Overlord* Class DropShips, along with their aerospace escort, Beta and Delta's vital transport, remained on station within the system, waiting for orders to land and evacuate the two regiments.

Lyran aerospace patrols searched daily for the Dragoon 'Mechs, but the skillful warriors at first eluded the enemy fighters. When the Lyrans finally pinpointed the Dragoons' position, the Lyran Guards confidently moved in for the kill. With the situation rapidly deteriorating, Ellman and Weisz made preparations to withdraw, sending the short, coded recall message to the regimental aerospace and drop forces still holding out against the Lyrans in orbit.

The DropShips' descent was hellish, heavily opposed by Commonwealth fighters. The *Utah Beach* and *Sendalor* were seriously damaged and almost forced to abort, while numerous Dragoon fighters were destroyed. Finally, amid heavy enemy fire, the DropShips landed in the rough terrain of Libre Valley and swiftly evacuated the embattled 'Mechs of Beta and Delta Regiments.

As the DropShips lifted, the Lyrans redoubled their attacks. *Sendalor* tumbled from the sky, carrying with it an entire battalion of Beta Regiment. After this action, the wounded and battle-weary Colonel Jeremy Ellman submitted his resignation.



WOLF'S DRAGOONS

RAID AND COUNTER-RAID

Though the Wyatt raid was, at best, a mixed success, it succeeded in tying down two key Lyran regiments so that Janos Marik could launch raids elsewhere in Commonwealth territory. In gratitude, Marik sent Jaime Wolf a gold and firestone ring, inscribed with the legend, "In memory of Sendalor."

Major Andrei Shostokovitch, whose performance had been exceptional during the fracas on Wyatt, received promotion to command of Beta Regiment, while Marik 'Mechs replaced many of the *Sendalor* losses. "Shos," as he was affectionately known, was a gruff, good-humored man who seemed as fond of beer as he was of BattleMechs. No one could question his skill and bravery in battle, however, and he was immediately popular with his regiment.

The game of raid and counter-raid continued. The newly promoted Colonel Shostokovitch led the Betas in a successful operation against industrial facilities on New Kyoto, and Colonel Sarah Weisz used her famous tactics to good effect in a deep raid against the Commonwealth world of Summer, gaining the Free Worlds several vital JumpShip components. To almost no one's surprise, Colonel Mary Terrell died at her controls of her *Marauder II* during a raid on Dixie in late 3016. Her replacement, Colonel Simpson Pollock, carried on Zeta's reckless traditions.

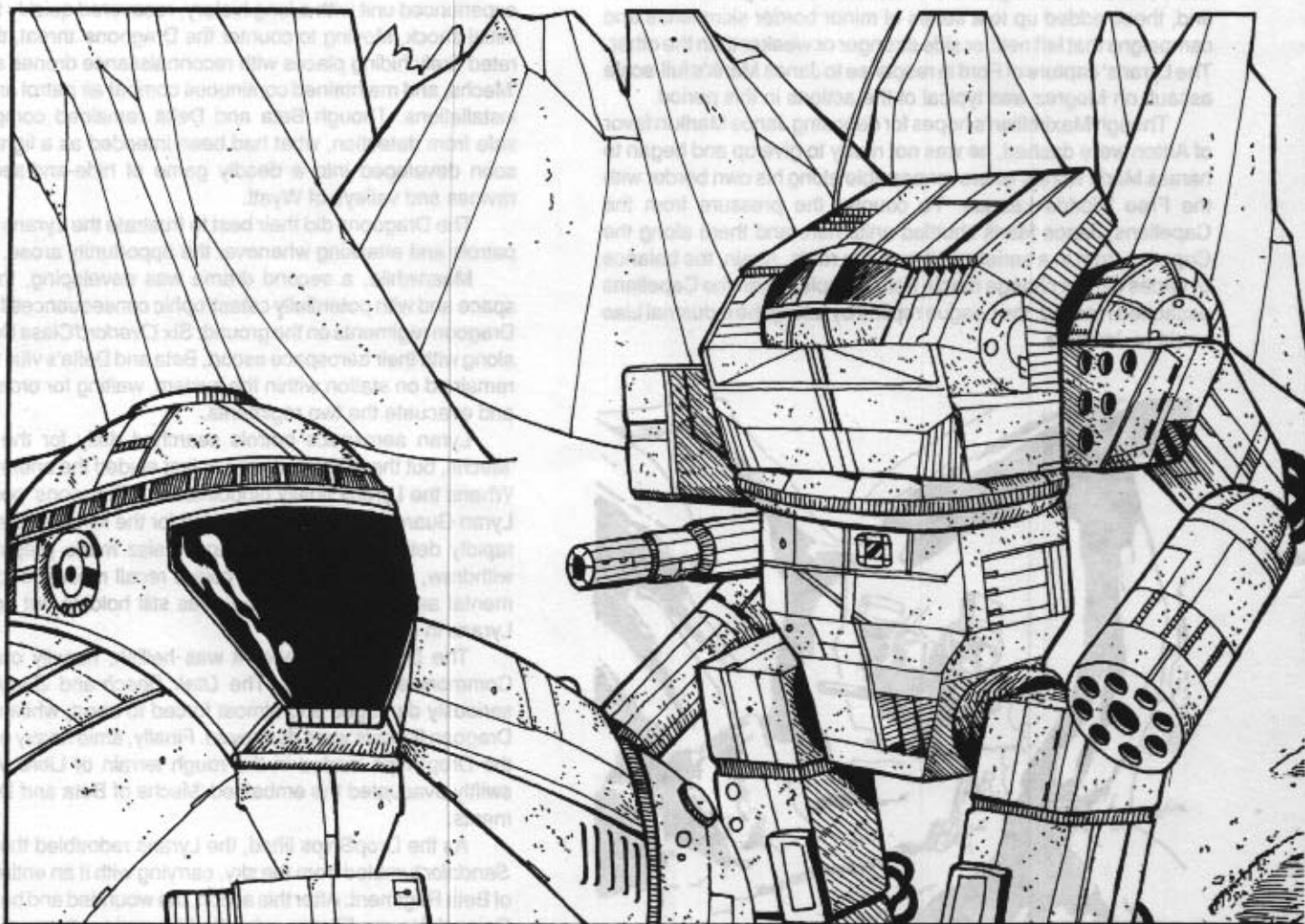
A DARING PLAN

Throughout 3017 and 3018, the Dragoons gave good service to their employer as their raiding duties continued unabated. In 3019, Janos Marik sent Jaime Wolf a message to his base on Sterling, wishing the Dragoons a fine new year and ordering the unit to undertake one of their most daring missions, a raid on the 'Mech production facilities of Hesperus II, deep within the Lyran Commonwealth.

The plan was a bold one. In a long-range strike, the Dragoons would fight their way alone from planet to planet until they reached Hesperus, where the seemingly impregnable and greatest 'Mech factories in the Inner Sphere were located. Though some of Wolf's advisers counseled that this virtually impossible scheme must have been hatched by Marik leaders who still hoped to get rid of the Dragoons, Wolf accepted the mission.

In early 3019, the Dragoons slipped across the border, moving quickly from system to system. Stopping only to obtain food and water supplies, the Dragoons struck fast and hard, taking what they needed and moving on. Lyran forces were frantically shifted to meet the threat, but Wolf's course was unpredictable.

In mid-January, the Dragoons descended on Gienah, surprising the single Lyran regiment guarding the world. Within 24 hours, the Dragoons were offworld and jumping



toward their next target, Launam. As the Commonwealth High Command had been expecting a follow-up raid on either Arcadia or Hyde, the Dragoons again met with little opposition and then vanished once more. Fianna, Sarpsborg, and Lamon were the next stops on the Dragoons' path of lightning raids.

These raids were typically furious assaults led by such units as Zeta Battalion or the Black Widow Company, followed by ruthless exploitation by the main regimental formations. It was not until mid-May that the Dragoons encountered any real, though unexpected, opposition on Lamon, a planet of vast ice plains and low, rocky mountains that lay in a strategic position along the approach to Hesperus.

ICEBOX

With the Lyran High Command edgy about the Dragoons' increasing penetration of their space, they had recently bolstered Lamon's defenses with the Seventeenth Arcturan Guards, one of the Archon's most loyal and experienced regiments.

When it became apparent that the Dragoons were bound for Lamon, the canny Colonel Timothy Elgar deployed his regiment in fortified positions around Lamon's principal city and prime supply source, the aptly named Icebox. The Seventeenth's commander took great pains to conceal the true strength of his force. Thus did Zeta Battalion and the Black Widow Company arrive on Lamon, expecting only a brief fight with the planet's two-company garrison and then a quick withdrawal. It was one of the few times that Wolf's intelligence-gathering services failed him.

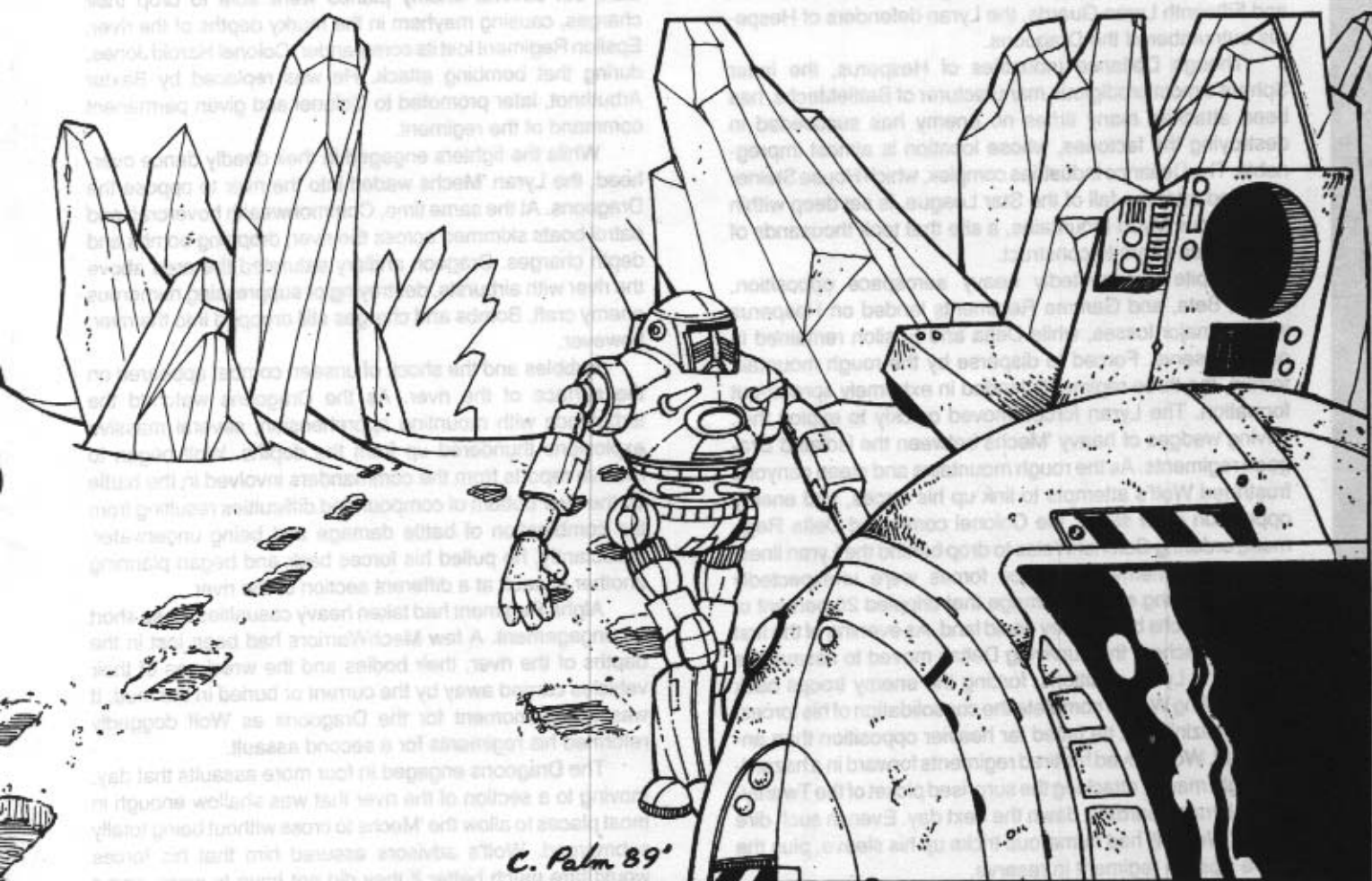
As the Dragoon DropShips descended, a swarm of Aero-Space Fighters struck at them, forcing low atmospheric deployment of the attacking 'Mechs. The Zetas and Widows landed amid a heavy rain of particle beam and Long Tom artillery-fire. Meanwhile, the Seventeenth's fighters moved into orbit, harrying the Dragoons' main body of DropShips and delaying reinforcement.

Separated by their hasty deployment, the Widows and Zetas fought to hold their respective landing zones. Knowing the psychological value of a quick victory, Elgar threw his best units at the Dragoons, hoping to break their resistance before they could set up a perimeter defense or be reinforced.

It was the unshakable morale of Zeta Battalion and the Black Widow Company that saved them. Repulsing attack after attack, the two units managed to link up, and held their ground along a pair of ice ridges as the Dragoons overhead drove off the enemy fighters and began to move in reinforcements.

Knowing that his unit could not stand alone against the full force of Wolf's Dragoons, Colonel Elgar withdrew to a position beyond the city and poured fire onto Wolf's regiments as they landed. Though the Dragoons took the supplies they needed before leaving Lamon, the Seventeenth's put up a dogged defense.

With the Dragoons now poised to attack Hesperus, they could not know that a traitor in the Marik court on Atreus had leaked information on the Dragoons' mission to agents of the Commonwealth. Reinforcements had been rushed to Hesperus, and the Dragoons would be in for an unpleasant surprise.



WOLF'S DRAGOONS

ISLAND OF DEFIANCE

I submit to you, men and women of the Lyran Guards, that the fate of our beloved Commonwealth is in your hands. Your BattleMechs alone can stem the evil tide that threatens to engulf Hesperus, this tiny island of defiance against the evil of the Dragon and the corruption of the Eagle. With courage, with sacrifice, with blood and iron, we will throw back these mercenaries, these wolves nursed on the blood of innocents, these sellswords whose hands are stained with the unclean gold of the Marik usurpers. Fight, MechWarriors of the Lyran Guards, and know your cause is just.

—Speech by Lieutenant-Colonel Orpheus Thomas, Commander of the Twenty-fourth Lyran Guards, June 6, 3019

BLOOD AND IRON

Despite the bombastic anti-mercenary broadsides of such individuals as Lieutenant-Colonel Thomas, the defenders of Hesperus II were heavily reinforced by the mercenary regiments Hsien Hotheads and Hansen's Roughriders. Joining them were the Twenty-fourth Lyran Guards—the Slashers—and the elite Third Royal Guards—the Pride of Tamar. Combined with the world's normal garrison, the elite Sixth and Fifteenth Lyran Guards, the Lyran defenders of Hesperus outnumbered the Dragoons.

Though Defiance Industries of Hesperus, the Inner Sphere's most prodigious manufacturer of BattleMechs, has been attacked many times no enemy has succeeded in destroying the factories, whose location is almost impregnable. The Defiance Industries complex, which House Steiner inherited after the fall of the Star League, is set deep within the tortuous Myoo Mountains, a site that took thousands of workers ten years to construct.

Despite unexpectedly heavy aerospace opposition, Alpha, Beta, and Gamma Regiments landed on Hesperus without major losses, while Delta and Epsilon remained in orbital reserve. Forced to disperse by the rough mountain terrain, the three regiments landed in extremely spread-out formation. The Lyran forces moved quickly to exploit this, driving wedges of heavy 'Mechs between the isolated Dragoon regiments. As the rough mountains and steep canyons frustrated Wolf's attempts to link up his forces, and enemy opposition grew stiffer, the Colonel committed Delta Regiment, ordering Colonel Weisz to drop behind the Lyran lines.

Again, enemy aerospace forces were unexpectedly strong, inflicting severe damage that crippled 20 percent of Weisz's 'Mechs before they could land. As evening of the first day approached, the surviving Deltas moved to assault the rear of the Lyran positions, forcing the enemy troops back and enabling Wolf to complete the consolidation of his forces.

Realizing that he faced far heavier opposition than anticipated, Wolf moved his tired regiments forward in a hazardous night march, attacking the surprised picket of the Twenty-fourth Lyran Guards at dawn the next day. Even in such dire straits, Wolf still had numerous tricks up his sleeve, plus the entire Epsilon regiment in reserve.

RIVER OF SWORDS

Two weeks of hard fighting followed, with the Dragoons advancing, sometimes at a painfully slow pace, along the mountainous approaches to the Hesperus 'Mech facilities. First Zeta Battalion, then the whole of Epsilon Regiment were committed to the struggle. Other independent units also saw their share of fighting, with the Special Recon Group repeatedly called upon to reconnoiter enemy formations, and Seventh Kommando's Colonel Chayam Reis killed when the heavy 'Mechs of Hansen's Roughriders ambushed the battalion. Losses were mounting and the Dragoons' morale was beginning to sag, when a major breakout brought them to the last line of enemy defense, the Myoo Mountains.

The next two days proved among the most difficult in Dragoon history. On June 22, Wolf ordered Zeta Battalion and Alpha and Gamma Regiments, supported by what remained of the Dragoons' air lances, across the kilometer-wide Erewhon River.

The lumbering BattleMechs splashed into the deep green channel. In a few moments, they vanished completely, slogging with great difficulty along the muddy river bottom. Lyran fighters swooped in, loaded with concussion bombs and depth charges liberated from Hesperus's meager naval contingent. A vicious air battle ensued as the fighters of the Orbital Operations Group engaged the Lyrans, wheeling like great metallic birds in the bright blue sky.

The Dragoon fighters blunted the Commonwealth attack, but several enemy planes were able to drop their charges, causing mayhem in the murky depths of the river. Epsilon Regiment lost its commander, Colonel Harold Jones, during that bombing attack. He was replaced by Baxter Arbuthnot, later promoted to Colonel and given permanent command of the regiment.

While the fighters engaged in their deadly dance overhead, the Lyran 'Mechs waded into the river to oppose the Dragoons. At the same time, Commonwealth hovercraft and patrol boats skimmed across the river, dropping bombs and depth charges. Dragoon artillery saturated the area above the river with airbursts, destroying or suppressing numerous enemy craft. Bombs and charges still dropped into the river, however.

Bubbles and the shock of unseen combat appeared on the surface of the river. As the Dragoons watched the turbulence with mounting apprehension, several massive explosions thundered up from the depths. Wolf began to receive reports from the commanders involved in the battle on the river bottom of compounded difficulties resulting from the combination of battle damage and being underwater. Reluctantly, he pulled his forces back and began planning another assault at a different section of the river.

Alpha Regiment had taken heavy casualties for so short an engagement. A few MechWarriors had been lost in the depths of the river, their bodies and the wreckage of their vehicles carried away by the current or buried in the mud. It was a sad moment for the Dragoons as Wolf doggedly reformed his regiments for a second assault.

The Dragoons engaged in four more assaults that day, moving to a section of the river that was shallow enough in most places to allow the 'Mechs to cross without being totally submerged. Wolf's advisors assured him that his forces would fare much better if they did not have to worry about

cockpit pressurization, but the Lyrans still managed to throw back every assault. Only once did any 'Mechs gain the opposite bank, when Harold Jones's Epsilon Regiment held a slender scrap of ground for ten minutes before being forced back.

Opposition grew. Nearly a third of Wolf's 'Mechs were destroyed or damaged, but still the assaults continued. Another assault that night was turned back, as were four more the next day.

During a staff meeting that night, Captain Natasha Kerensky of the Black Widow Company suggested a possible way out of the deadlock. Her study of old maps of the region revealed a narrow ford known as Tanda's Crossing. Existing only in the dry season, the Crossing offered a protected approach. Reconnaissance photos revealed that it was lightly garrisoned with only a medium lance of Lyrans BattleMechs. Seizing on the chance for victory, Wolf gave Kerensky permission to launch an attack the next day.

THE WIDOW'S CROSSING

That night, the Black Widow Company moved into position opposite the crossing. Wolf assembled a follow-up force from Delta and Epsilon Regiments and prepared to exploit the Widow's breakthrough.

As the morning sun rose, the Widows exploded from concealment, dashing across the ford, and then descending on the Lyrans defenders' lance with unbridled ferocity. Captain Kerensky and her MechWarriors had felt the same frustration as the rest of the Dragoons over the past two days. Now, with victory within reach, they gave no quarter, blasting the Lyrans 'Mechs to pieces, allowing only a single, battered *Crusader* to escape.

Delta and Epsilon Regiments quickly followed, opening up a massive breach in the Lyrans lines. With House Steiner's 'Mech production facilities less than 50 kilometers distant, the Dragoons advanced, the Widows leading the way.

ON THE VERGE OF VICTORY

Moving through the mountains surrounding the Hesperus 'Mech factories, the Dragoons threatened to encircle the entire Lyrans position, rendering their river line useless. Realizing this, but still pinned by the three remaining Dragoon regiments, the Lyrans commander detached Hansen's Roughriders to stop Wolf's advance.

It was early evening as Natasha Kerensky's *Warhammer* emerged from the peaks and into the valley surrounding the 'Mech factories. In the distance, the Widows could see the dark shapes of the production complex and the sprawling settlement around it. The Dragoons were on the verge of their greatest triumph.

Just then, a fiery line of autocannon explosions tore up the ground ahead of the Widows. It was Hansen's Roughriders.

As night closed in and Hesperus's two moons rose in the sky, Hansen's BattleMechs engaged the Widows. Though the Widows fought well, Kerensky's MechWarriors were badly outnumbered. After a fierce battle, they were forced back into the mountains, where the Roughriders held them. Even the arrival of Delta and Epsilon Regiments failed to dislodge Hansen's regiment. By morning, the entire Lyrans front had stabilized along the new battle lines.

Wolf had had enough. Demoralized, out of supplies, and with half their 'Mechs out of action, his regiments were certain to be destroyed if they did not retreat. Using his few remaining uncommitted units to hold the line, Wolf called in his DropShips.

RETREAT

The Lyrans Guards maintained constant pressure on Wolf, forcing his rear guard back as his exhausted MechWarriors and their battered 'Mechs loaded onto their regimental DropShips. The line bent, and in some cases, showed signs of breaking, but the Dragoons held. The rear guard was the last to go, falling back in stages, loading and then finally retreating themselves. Casualties among the rear guard were high, but in the end, they too escaped.

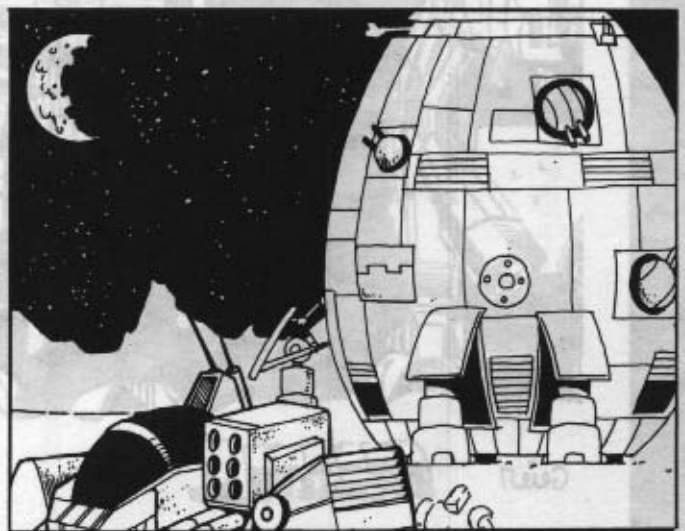
As the Dragoons boosted offplanet and rendezvoused with their JumpShips, a deep depression descended on them. Many brave soldiers had died and much vital equipment had been lost in what seemed, in retrospect, a doomed mission and a foolish gamble. The Dragoons had been beaten, and for the first time, the full weight of failure lay heavily on them.

Little did the Dragoons know that in defeat they had won one of their greatest victories. Their dogged determination and skillful professionalism even in the face of overwhelming opposition further enhanced their already enviable reputation. They had fought the finest soldiers in the Lyrans Commonwealth to a standstill, and come within a hairsbreadth of total victory at the impregnable Hesperus 'Mech factories.

After the heavy fighting on Hesperus, Wolf's regiments needed both qualified MechWarriors and replacement BattleMechs. After a second, high-speed supply run into deep space, Wolf returned within six months with more brand-new 'Mechs and replacement parts. Again, our agents were unable to learn anything about his destination or source of supply. Upon his return in early 3020, Wolf immediately began to recruit replacement MechWarriors.

Many came from the Dragoons' own lower ranks of armored vehicle, infantry, and artillery units. Deficiencies in these branches were then filled from among Dragoon families and dependents. Gaps still existed and so Jaime Wolf was forced to recruit from outside his own units.

Standards for admission into the Dragoons were strict, but there was no shortage of qualified applicants. Exercising final say on all new recruits, Jaime Wolf showed almost flawless judgment. Even our own Blessed Order was unable to penetrate the Dragoons. Indeed, three high-level ROM agents were detected and politely sent packing.



WOLF'S DRAGOONS

IN SERVICE TO STEINER

Not much was heard from the Dragoons following the fight they put up on Hesperus. It is now known that while most of the regiments made their way back to Sterling, some of the Dragoons traveled beyond the Inner Sphere once more, returning in late 3019 with a fresh supply of parts and materiel. This is the last known deep-space supply run by Wolf's Dragoons that we have been able to trace.

It was while the Dragoons were getting some well-deserved rest on Sterling that Katrina Steiner, Archon of the Lyrans Commonwealth, contacted Jaime Wolf with an offer of employment. It was ironic that the Dragoons' near-success on Hesperus II was what prompted Katrina's interest, while Janos Marik considered their performance so disappointing that he did not make much of a counter-offer.

Thus did Colonel Wolf lead his regiments across the border into Lyrans space in spring of 3020. It is not surprising that some citizens of the Commonwealth objected to the arrival of these mercenaries, most notably Duke Aldo Lestrade (who favored hiring Wolf, then placing him under arrest for "atrocities" committed on Hesperus), and Simon Johnson, Archon Katrina's chief of intelligence.

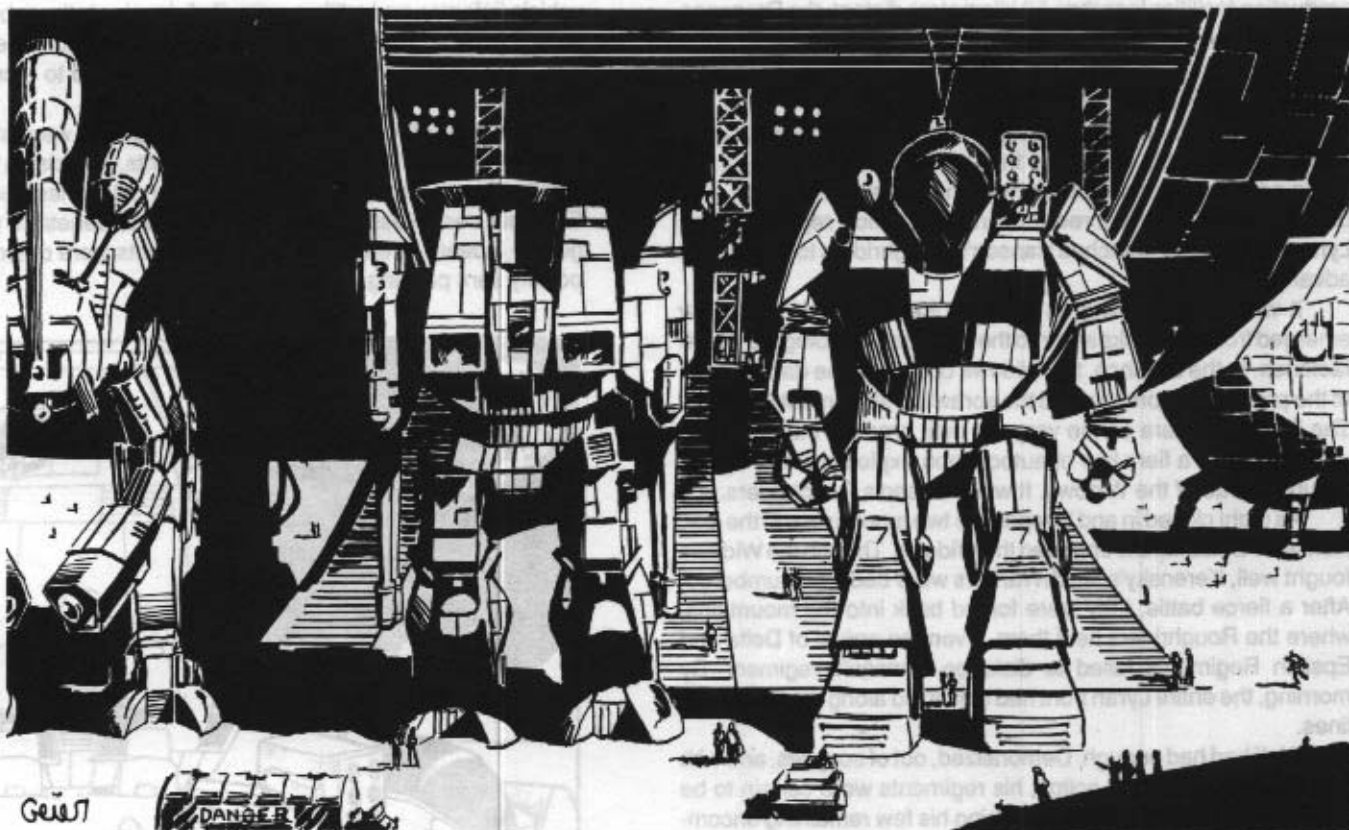
The pro-Dragon faction prevailed, and a lucrative, if somewhat unusual, contract was signed. The agreement gave the Dragoons a permanent base on the small world of Mizar, prohibited Steiner from using the Dragoons against House Marik, their former employer, and provided for high pay and usual combat bonuses.

The contract was to run for five years, but contained an escape clause that would allow Wolf to end the Dragoons' service at his own discretion, at any time. Katrina did not quibble about this seemingly minor point, though it would have major ramifications later.

It was also at this time, in 3020, that Archon Steiner communicated her "Peace Proposal" to the other Successor Lords of the Inner Sphere. The only one who treated this initiative seriously was Hanse Davion of the Federated Suns, but no one in any Successor State could have guessed that it would lead to an alliance of marriage between the strongest and richest of the five warring powers.

Archon Steiner was expecting major action against House Kurita's Draconis Combine within the year, and the five regiments of Wolf's Dragoons fit into her plans perfectly. Meanwhile, the Dragoons were posted to Chukchi III, where Lyrans officers reviewed the mercenaries' formations and reported favorably on the Dragoons' professionalism.

It was also at this time that a key officer left active duty. Ten years of command had taken their toll on Colonel Sarah Weisz, leader of Delta Regiment. Weary of the life of a regimental commander, "The Ghost" retired in late 3020, to the deep regret of those who served under her. The regiment's new commander, Colonel Kathleen Dumont, received Weisz's enthusiastic support, but was at first not popular with the regiment. Many Deltas favored Major Benjamin Schwartzkopf, commander of the Landsknecht Battalion, for a regimental position, and there was grumbling in the ranks. Colonel Dumont had her work cut out for her in winning the regiment's trust.



HARLOW'S WOOD

The situation along the Lyrans/Draconis border was, by mid-3020, reaching flashpoint. The Kuritans had been unable to launch any serious attacks against the Lyran since 3014 when Davion forces destroyed a major Combine supply depot at Halstead Station. The Kuritans had, apparently, replaced their losses and recent victories along the Davion/Kurita front had freed up reserves. Through her military intelligence on Kurita deployments, Archon Katrina was fairly certain that the Dragon was planning a major new offensive against her realm. After studying the situation, she and her High Command decided to blunt the attack with their own preemptive strike.

Newly supplied, staffed, and rested, the elite Wolf's Dragoons would give the Archon her chance to strike hard and fast, at the same time proving to Hanse Davion that her military was a force to be reckoned with. The Lyran Archon and the Davion Prince had by now begun a series of secret talks, and Katrina wanted to impress Davion with every means at her disposal.

After Hesperus II, Jaime Wolf had given the Black Widows a year's leave on the new homeworld of Chukchi III. The Widows spent some of the time training and refitting, but within six months, they were restless and champing at the bit for action. While the rest of the Dragoons were completing their own badly needed period of rest and repair, the Black Widows were assigned to raid New Wessex, a forward base and staging area for several Kurita 'Mech regiments.

Dropping in secretly under ECM cover, Natasha Kerensky and her Black Widows established a base deep within Harlow's Wood, a vast, dense forest region on New Wessex. From here, the Widows began a series of swift raids against Kurita supply depots, storage areas, and AeroSpace Fighter bases. The Widows' antics kept the planetary garrison occupied, and eventually goaded the garrison commander into sending the whole Twentieth Draconis Regiment into Harlow's Wood in pursuit of the Widows. With this act, he played straight into Kerensky's hands.

In command of the Twentieth Draconis was Brigadier Jinjiro Yamashiga. Having split up his regiment into lances, he had ordered them to carry out a massive sweep of the woods to locate the Black Widows' base. Kerensky reacted with typical aplomb, ambushing the dispersed units one after another, then vanishing quickly. In a running battle that lasted over a week, the Black Widows mauled 18 of the 27 Kurita lances.

While the battered enemy was attempting to regroup, Kerensky ordered a withdrawal. All during this time, Waco's Rangers had been present elsewhere on New Wessex. When Colonel Wayne Waco finally received reports of the battle, he assembled what he could of his own men, who were dispersed over the planet, and proceeded to Harlow's Wood. Brigadier Yamashiga refused to allow Waco to participate in the battle, but the Colonel had his own ideas. By studying maps of the region, he surmised the Widows' most probable DropShip rendezvous point.

His hunch was correct. As the Widows were boarding their DropShips, they were surprised by long-range autocannon fire blasting trees and throwing up dirt around them. Disobeying orders, Waco had ordered his company of Rangers into the woods, but he was too late. After the Rangers and the Widows exchanged some long-range fire, the Dragoon unit successfully lifted offplanet.

Livid at being cheated of his revenge, Wayne Waco filed a vitriolic report on Brigadier Yamashiga's incompetence at Harlow Wood. With his regiment virtually destroyed and his honor shamed, Yamashiga committed ritual suicide one month later.

BATTLE FOR DROMINI

Dromini VI, a small industrial world in the Combine's Dieron Military District, was garrisoned by the Third and the Twenty-second Dieron Regulars, and was a likely staging area for any incursion into Lyrans space. In September 3021, Alpha, Delta, and Epsilon regiments were assigned to assault the Franchelco Province of Dromini, while three regiments of the Lyran Donegal Guard remained hiding in orbit to ambush Combine reinforcements as they arrived.

Unfortunately for Katrina Steiner, her intelligence reports were several weeks old. Neither she nor her High Command was aware that the elite Second Sword of Light Regiment was also currently on Dromini in preparation for Kurita's planned offensive against the Lyran.

Alpha and Epsilon Regiments quickly secured their respective landing zones, followed by Kathleen Dumont and Delta Regiment. In heavy fighting around the strategic city of Bali, Epsilon Regiment drove off the Third Dieron, while Alpha, under Jaime Wolf's command, sparred with the Twenty-second Dieron and its supporting armor in heavy forest to the south.

Dumont and Delta Regiment remained in reserve, with orders to hold the landing zone. Upon hearing reports that the battle was going well, Dumont decided to attack the small settlement of Draschau, which might serve well as a regimental HQ. Ordering her regiment to advance, Colonel Dumont was so confident that Draschau would fall with little or no fight that she failed to scout the settlement adequately. The regiment walked straight into a trap, leaving Dumont's lead 'Mechs crippled by vibrabombs hidden all around Draschau.

Entrenched infantry supported by the BattleMechs and heavy armor of the Second Sword of Light soon pinned down the Deltas' surviving lead elements, defying all attempts to dislodge them with artillery and air bombardment. The cautious Colonel King might have pulled back to reconsider the situation. The innovative Colonel Weisz might have opted for a more indirect approach. Colonel Dumont's response to the Combine defenses was a direct assault on the enemy's strong points with her heavy 'Mechs.

A BattleMech is not always the invulnerable, unstoppable engine of destruction that holovid producers like to portray. Against well-armed, entrenched infantry and hull-down armor in an urban setting, a 'Mech is at a serious disadvantage. Colonel Dumont's specialty was stand-up 'Mech combat, and so this situation represented a major hole in her training. Caught in a deadly crossfire, her lead 'Mechs retreated with heavy losses. After winning this Pyrrhic victory, Dumont was even less popular with her troops.

After a review of the action, Jaime Wolf reprimanded Dumont and warned her that a repeat of Draschau would result in demotion to battalion command. This was, for Wolf, a stinging rebuke. Dumont was determined to improve her performance in future combat. Meanwhile, the Battle of Dromini raged on.

WOLF'S DRAGOOONS

THE WOLF AND THE SAMURAI

Under constant pressure from the Dragoons, the Kurita defenders were driven back. As the Second Sword of Light fell back on secondary positions, Alpha Regiment pursued. Then, in an obscure valley, the epic of Wolf's Dragoons nearly ended.

With the Kuritans in full retreat, Jaime Wolf and his command lance observed the battle from what they believed was a secure valley. This was because the swiftly moving Dragoon recon 'Mechs had not observed Tercian's Company of the Dromini Ducal Armored Hussars and a handful of tattered light Kurita 'Mechs where they lay hidden in a narrow ravine. Their parent unit smashed and their vehicles damaged, Tercian and his fellows were eager for revenge against the Dragoons. They very nearly got it.

Descending on Wolf and his command lance, the Hussars poured fire onto the isolated Dragoons. Taken by surprise and ignorant of what kind of enemy force he faced, Wolf ordered his lance to scatter. As two Pegasus Class hover tanks charged, he met them alone in his blue and gold *Archer*. The fight was furious, and soon the rest of the lance lost all contact with Wolf amid deafening SRM volleys and explosions of blue laser light.

Pinned down, the rest of the Dragoons unit had all they could do just trying to stay alive. These embattled Dragoons must have been tormented by concern for their commander, wondering whether he still lived or had been overwhelmed by the vengeful fury of Kurita armor. Perhaps this fueled their ability to fight off their attackers.

Whatever else he was in life, Jaime Wolf was a skilled MechWarrior. Despite the heavy damage he was taking, he crippled the two Kurita hover tanks with his lasers, then moved to close combat with a Combine *Blackjack*. The assault was successful, but Wolf's *Archer* was badly damaged and threatening shutdown. As the few surviving Hussars retreated in disorder, the Dragoons began to search for their commander.

But the battle was not over yet. From out of the smoke of combat at the far end of the valley loomed the silhouettes of a Kurita recon company. In the confusion following Wolf's disappearance, the Second Sword had launched a desperate attack, and Wolf was again in danger.

Slowly, Wolf's *Archer* moved to face the enemy. Its armor hung in shreds, and most of its ammunition was exhausted. As the Colonel tried to urge his 'Mech forward, actuator servos whined in protest and shutdown warnings flared. Then the entire machine ground to a feeble halt, and Jaime Wolf was helpless.

No one knows what went through Jaime Wolf's mind as he stood immobilized in the face of the enemy. We do know, however, what happened next.

Jaime Wolf popped the hatch of his steaming *Archer* and stared in astonishment as the Kurita lance halted. His amazement deepened when the lead *Panther's* external speaker boomed to life and he heard these words:

"Warrior, I, Minobu Tetsuhara, *Tai-i* of Reconnaissance Company Gold of the Second Sword of Light Regiment, samurai of House Kurita, and soldier of the Draconis Combine, honor your prowess and your courage. We shall not kill you now. Return to your forces, if you can. Die in battle as a true warrior."



ABOVE ALL, HONOR

TAI TETSUHARA: Gibbs, scan report. Is it a trick?

CHU-I GIBBS: I don't think so, *Tai-i*. I think he just shut down.

TETSUHARA: Lance, halt!

MECHWARRIOR AKUMA: Damn your fool code to the Buddhist hells! He's easy meat, *Tai-i*.

TETSUHARA: Pass my position or fire, Akuma, and it will be you who is easy meat.

AKUMA: That's a *teki*, *Tai-i*. An enemy to whom we must show no mercy. It's a heavy Battle-Mech, which, in its weakness, we can destroy for no cost.

TETSUHARA: No cost? You dishonor your ancestors. That pilot is a warrior, but his 'Mech will not respond to his commands. *Bushido* demands that we allow him his weakness so that he can fight and die as a warrior at a later time. We will leave this valley now.

AKUMA: Leave? You're turning your back on an enemy. You are...

TETSUHARA: Are you questioning my command, MechWarrior Akuma?

AKUMA: No, *Tai-i* Tetsuhara. I do not question your command, I die at your command.

—Transcript from command channel traffic, Reconnaissance Company Gold, Second Sword of Light Regiment, Franchelco Province, Dromini VI, Dieron Military District, Draconis Combine, 14 September 3021

With that, the Combine 'Mechs withdrew from the valley.

Within hours, the Second Sword's counterattack was faltering, and by noon of the next day, the Combine forces were again in full flight. When the expected Kurita reinforcements arrived several days later, the hidden Lyran regiments hit them as they offloaded, badly damaging the Draconians.

The Dragoons withdrew without further losses, and they chalked up Dromini VI as another victory.

ENTER THE DRAGON

As the year 3022 came to a close, Jaime Wolf gave Archon Katrina Steiner the unexpected news that the Dragoons would enter service with the Draconis Combine at the start of the new year. There has been much speculation on why Wolf would exercise the escape clause of the Dragoons' contract when things were going so well for them in the Lyran Commonwealth. Perhaps it was that Takashi Kurita offered the Dragoons the highest price ever paid for a mercenary contract.

House Kurita was infamous for its poor treatment of mercenaries, but Wolf had apparently negotiated an agreement that suited him.

The year of 3022 had been full of surprises. It was in June that Hanse Davion and Katrina Steiner signed the Federated-Commonwealth Alliance agreement, which would ultimately lead to the joining of their two great Houses in marriage. In reaction, Janos Marik, Takashi Kurita, and Maximilian Liao overcame their deep animosities enough to meet together on Terra in October 3022, signing their own alliance agreement, the Concord of Kapteyn.

Equally significant for the Draconis Combine was the loss of six planets, three to the Lyran and three to the Federated Suns in 3022. The Coordinator wasted no time in laying plans for a series of retaliatory raids, with Wolf's Dragoons key players in his strategy of revenge.

In early 3023, the Dragoons set out from Steiner space on the long journey across the Combine to their new homeworld of An Ting, in the Galedon District, along the Draconis border with the Federated Suns. Not all of them would go directly there, however. Jaime Wolf split his regiments into three groups. Epsilon Regiment and the Black Widows would head for Hoff to join in an assault on that planet. Beta would escort the Dragoons' support services and noncombatants to An Ting. Meanwhile, Alpha, Gamma, and Delta would remain in the Dieron District, where they were to participate in a raid on the Quentin system.

THE HOFF CAMPAIGN

The Battle for Hoff lasted six weeks. In this campaign, House Davion forces, including the Dahar DMM, the 151st Light Horse Regiment, and the Seventh Battalion of the Eridani Light Horse, faced off with House Kurita's 17th Galedon Regulars and the Dragoons' Epsilon Regiment and Black Widows. As Natasha Kerensky later wrote, the Eridanis were "the only mercenary unit in the Human Sphere with the tactical competence to seriously challenge our status as the best regiment in the galaxy." She also believed, erroneously, that the attack on Hoff was the reason that Takashi Kurita had wooed the Dragoons away from Archon Katrina Steiner.

Until now, Hoff had been a peaceful agricultural world of small rivers, grazing lands, and modest coal and other mineral deposits. This was perhaps why Hanse Davion selected Hoff for a special research facility staffed by a team from the New Avalon Institute of Science. Having renovated the long-abandoned Friden Aerospace Park on the planet's northern continent, the team was now rumored to be carrying out important 'Mech technology research. Takashi Kurita was determined to seize this prize for himself.

In April 3023, the Dragoon units arrived on Hoff, joining the Regular units already present. In command was Colonel Baxter Arbuthnot, at the head of Epsilon Regiment.

The Battle for Hoff began with minor probing actions, as recon lances of the Dragoons and the Light Horse met and searched out each other's weaknesses. When the Widows moved against the General Circuits manufacturing complex near Belfast Heights, it was more a test of strength than a contest for an important target. The defenders were the Wolfhounds Company of the Eridanis' Seventh Battalion, commanded by Major Pierre Bouchard. Bouchard, a warrior every bit as proud as Captain Kerensky, knew that the target was of no particular strategic importance. Though both sides fought well, neither commander was prepared to take serious losses to win this target. The Eridanis ultimately held off the Widows at the General Circuits plant.

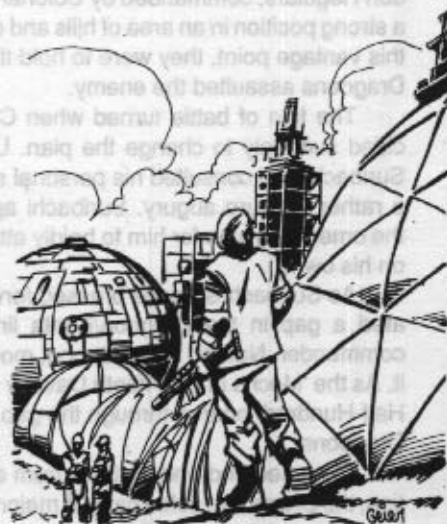
AN TING BASE

While employed by the Draconis Combine, Wolf's Dragoons were based on An Ting, and assigned to garrison the worlds of Misery, Thestria, Capra, Delacruz, and Marlowe's Rift.

As with their previous base worlds, the Dragoons built a bivouac on An Ting. Like the original "Fort Jaime" on the Davion world of New Valencia, this was an arrangement of prefab buildings more sophisticated than many small cities. The An Ting base spread out over five kilometers and included command headquarters, general stores, utilities, and a school for older children. Ringing the compound were 'Mech bays and DropShip sites. Radiating from the center to the 'Mech and DropShip work areas were six residential sectors that corresponded to the five regiments and the collective support units. Thus, no one in the compound ever had to travel more than two and a half kilometers from home to work or from market to home.

The sheer size of the Dragoons allowed Wolf to rotate units, sometimes up to a battalion in size, into An Ting for R and R and a chance to spend time with their families. It also meant that at any given time the An Ting was defended by a respectable number of troops. This feature was unique among mercenary units.

—From *Before the Fourth Succession War*, by DuShandra Covenex, Investigations Press, Tharkad, 3035



WOLF'S DRAGOONS

BATTLE HEATS UP

The first major contest on Hoff was at Johnson's Farm. With its underground springs, artesian wells, and water processing facility, Johnson's Farm was the principal source of purified fresh water for the whole region. Both sides wanted to control this site.

Located in the Clatsop Province on Hoff's northern continent, Johnson's Farm was defended by two lances of the Eighth Battalion's Lightning Company. To take this target, Kerensky went in with her own command lance and recon lance.

What Kerensky did not realize was that the Lightning Company had been equipped with experimental heat sinks produced by Davion's researchers on Hoff. Though not always reliable, these special heat sinks gave the Eridani 'Mechs a definite advantage in endurance. After several hours of heavy fighting, the Widows were astounded to see the Eridani 'Mechs were still firing long after they would normally have shut down from heat overload.

The Widows eventually won through at Johnson's Farm, but the damage had been greater than expected. Reluctantly, Colonel Arbuthnot called for time to allow repairs.

ERIDANI STRIKES BACK

The battles in Clatsop Province were particularly brutal, but the Dragoons began to push back the Eridanis after further important victories at Aram's Ravine and Proud's Ridge. By now, some of the Dragoons must have been wondering if the Pony Soldiers—their name for the ELH—had lost their edge. It was also at this time that the Dragoons' reconnaissance definitively located the Friden research station. The Dragoons may have discovered the location of their primary target on Hoff, but they still did not know their opponent.

On May 1, the main body of the Dragoons present on Hoff met the Eridani Sixth Battalion and elements of the Draconis March Militia at the mining town of Flint in the Brand Valley Sector of the planet. The Dragoons confidently began their attack.

The battle plan was simple. Kurita's Seventeenth Galeodon Regulars, commanded by Colonel Itseo Suribachi, took a strong position in an area of hills and open-pit mines. From this vantage point, they were to hold their ground while the Dragoons assaulted the enemy.

The tide of battle turned when Colonel Suribachi decided suddenly to change the plan. Upon rising that day, Suribachi had consulted his personal soothsayer, who cast a rather obscure augury. Suribachi apparently interpreted the omen as a sign for him to boldly attack Davion positions on his own.

As Suribachi's troops pressed forward, this action created a gap in the Dragoon/Kurita line. The wily Eridani commander, Nathan L. Armstrong, moved quickly to exploit it. As the 'Mechs of his Fiftieth Cavalry Battalion, the Bloody Half-Hundred, poured through the gap, they rolled back the Dragoons.

Confused and under attack from an unexpected direction, the Dragoons reeled back. A major frontal assault by the remainder of the Light Horse units further complicated the situation, threatening to break the Dragoons' position wide open.

Colonel Suribachi, meanwhile, had blundered forward into a fortified infantry position. He and his unfortunate command were caught in heavy fire, and Suribachi was killed when his *Marauder* entered a minefield and was thrown down an open mineshaft in the resulting explosion.

As the Dragoons retreated under heavy fire, the Eridanis continued to press forward. With neither time nor space to regroup, it looked as though only a miracle could save the Dragoons.

With his men's retreat threatening to become a rout, Arbuthnot realized that the situation was becoming untenable and he gave the order to withdraw. While he struggled to regain control of his scattered units, the Eridani Sixth Battalion tore into them, hoping to break the Dragoons before they could regroup.

Major Stuart Fields' Able Battalion bore the brunt of the assault. Fields' *BattleMaster* was badly damaged in a confrontation with the First's lead *Cyclops*. Within minutes of initial contact between the two units, Able was in danger of being outflanked. If Jarrett's Lancers, led by Dragoon Major Richard Jarrett, had not arrived just then, the First Heavy Assault Company would probably have broken through.

The Dragoons now took up a new position in the Alonzo Mine region of Brand Valley, some 50 kilometers southeast of Flint, in an area of deep treacherous excavations. On May 11, a combined ELH-DMM force converged on the Dragoons' new position in what they hoped was the final assault. As they approached, they saw none other than Natasha Kerensky and her Black Widows actually moving out to meet them. As the Widows held the advance, they were joined by fresh members of Epsilon Regiment.

As a result of this pivotal engagement in Brand Valley, the Dragoons drove back the Eridanis, and by nightfall, their position had stabilized.

The Dragoons' line stabilized along the Brand Valley, and by next day, they were engaged with the Eridanis in a vicious, no-holds-barred struggle of 'Mech against 'Mech. For 34 hours, the battle raged, with neither side making any headway.

It was the Black Widows who finally broke the stalemate. Though they were somewhat weakened by the past week's fighting, the Widows had not lost their fighting spirit or their commander. When ordered to make a push against the northern end of the battle line, the Widows went into action almost immediately, autocannon and PPCs blazing. In a short but spirited fight, the Widows broke through, making way for the rest of the Dragoons.

With their flank turned, the Light Horse units fell back through the Clatsop mining country, finally digging in around the town of Friden. After another fierce struggle, the Aerospace Park finally fell to the Dragoons. To their intense frustration, however, the staff had evacuated the facility and had not left much behind.

When the Dragoons finally withdrew from battle, they had not achieved their final objective of capturing the Techs and research data of Friden AeroSpace Park. Takashi Kurita was nevertheless pleased, for the Dragoons had been able to seize some potentially valuable research files, and the work being done on Hoff was definitely at a standstill. Hanse Davion would be forced to find and set up another research center on another world before the experiments on Hoff could bear any fruit.

It was not long afterward that the rest of Wolf's Dragoons, including the Colonel himself, took part in a raid on Quentin IV, a planet and a system that the Federated Suns and the Draconis Combine had been disputing almost since either state had been in existence. For reasons unknown, there is not much public knowledge of the Dragoons' activities on Quentin, while much has been made of Hoff. Some accounts even mention Jaime Wolf being present at the Battle of Hoff, but that is not accurate. Wolf was definitely on the planet Quentin in June 3023, along with Alpha, Gamma, and Delta Regiments. Perhaps Kerensky's boasts about the importance of Hoff were due as much to her overdeveloped ego as to a larger plan to keep the details of the Dragoons' whereabouts and unit strength a secret.

Quentin III was valuable for its mineral resources and Quentin IV for its manufacturing and research centers. It was also true that the hot, dry planet of Quentin IV would be the site of the Dragoons' first meeting with the Liaison Officer assigned to them by the Combine's Professional Soldiery Liaison. Though the Liaison Officer's role was ostensibly to assist communications between mercenaries and the government, everyone knew that the real reason for the officer's presence was to keep the Dragoons on a short leash and to serve as a constant reminder that they were under the Combine's thumb.

Minobu Tetsuhara, now a Lieutenant Colonel of the Draconis Combine, had been a member of the Sword of Light at the time the Dragoons fought them on Dromini VI. Though neither man realized it, Tetsuhara was the *Panther* pilot that had spared Jaime Wolf's life on Dromini. For that action, Tetsuhara had been deprived of his 'Mech and removed from his unit. As a member of the Dispossessed, he was now reduced to liaison work with what most Combine officers considered the lowest form of vermin: mercenaries.

Journal entries and reports later filed by Tetsuhara reveal that he was impressed by the Dragoons' organization, morale, and leadership from the start. A warrior devoted to the ancient code of *Bushido*, Tetsuhara noted that the Dragoons seemed to live by some similar code as well. After Wolf revealed his plan for attacking the BattleMech facilities on Quentin IV, Tetsuhara was astonished that these mercenaries would even attempt such a complicated strategy, much less hope to pull it off.

SUCCESS ON QUENTIN

As Wolf outlined it, the plan was to send Alpha and Delta Regiments, plus elements of Gamma, toward Port Gailfry. This would be a decoy force to draw Davion forces away from the BattleMech factories at Faselht, which was the Dragoons' real target. When the Davions attacked, the decoy Dragoons would seem to retreat, further luring the enemy into a trap. Then, when the time was right, the retreating Dragoons would turn about and attack their Davion pursuers, keeping them busy while the rest of Wolf's men hit the now under-defended Independence Weaponry Complex at Faselht.

Before the plan could be fully implemented, an emergency arose. In an unauthorized attack, the mercenary Snake Stompers had ambushed Kelly Yukinov and his men in a desolate area known as Fire Rift. Because the Dragoons were expecting a visit from Takashi Kurita himself, Wolf decided to take part in rescuing his men at Fire Rift. He also provided the Dispossessed Tetsuhara with a *Vindicator* so that he could observe the Dragoons in action.

That spontaneous gesture on Wolf's part would later save his life. Separated from the main body of his regiment in the rugged, geologically turbulent Fire Rift region, Wolf and his command lance were scattered after an encounter with the fanatical Snake Stompers. With his communications equipment destroyed, Wolf's *Archer* became trapped after it fell through the crust of an old lava flow bed. As part of the relief force searching for Wolf, Tetsuhara was able to hold off the Stompers and rescue the wounded Wolf before his *Archer's* ammunition exploded. This was the beginning of a deep bond of friendship between the two men.

As Jaime Wolf's plans to decoy and trap the remaining mercenaries on Quentin unfolded, the DropShip of Coordinator Takashi Kurita descended. After meeting with Wolf, Takashi decided to join his newly hired mercenaries in carrying out Operation Sleight. Perhaps he hoped to forget, if only for a little while, the heavy burdens that went with the life of a Successor Warlord. The Coordinator would join with Wolf and his men twice more before their contract ran out, though the Quentin episode must have been particularly satisfying.

Wolf's plan worked to perfection, and on June 21, 3023, the Independence Weaponry Complex fell to the Kurita attackers. It was filled with valuable booty, which the Dragoons helped to strip from the complex for transport back to Luthien.

At that moment, events seemed to bode well for relations between Takashi Kurita and Wolf's Dragoons. As usual, appearances were deceiving.

DOUBLE DEALING

The Draconis Combine is infamous for its often shabby treatment of mercenaries, whom many Kuritans consider to be little more than "sellswords" and "scum." This is because the mercenary does not serve a lord for the sake of honor, but for the prize of cash.

The Combine cannot survive without the aid of mercenaries, however, any more than can the other states of the Inner Sphere. The Coordinator does make sure that merc units in his employ are severely restricted in their actions, generally answering to Regular commanders. Another technique of getting control was to make the merc units beholden to the Combine for supplies and materiel, a kind of "Company Store" syndrome.

By the time Takashi Kurita hired Wolf's Dragoons, however, he needed their help so much that this point was a major concession in his negotiations with Colonel Wolf. The Dragoons exercised a significant measure of independent command authority, which satisfied the Dragoons' own sense of honor but enraged Galedon District Warlord Grieg Samsonov, who became their enemy and apparently conspired to destroy Wolf's Dragoons.

—From *Before the Fourth Succession War*, by DuShandra Covenex, Investigations Press, Tharkad, 3035

WOLF'S DRAGOONS

THE SUN AND THE SWORD

Not long after Hanse Davion became Prince of the Federated Suns in 3013, he boasted that the Federated Suns would win back every world that the Draconis Combine had taken from it since the start of the Succession Wars. Yet, ten years later, as the Dragoons settled their dependents and set up their headquarters on An Ting, the Davion/Kurita border was relatively unchanged.

With the Dragoons stationed in the Galedon District, based on An Ting and garrisoning Thestria, Capra, and Misery, the Coordinator hoped to keep the Davions hopping. The clever and numerous Dragoons would be most useful in forcing Hanse Davion to spread his troops ever more thinly along the Federated/Combine border.

For the remainder of 3023, Dragoon units struck at Davion forces all along the frontier, with raids such as those against Elidere, Cimeron, and David keeping the Federated Suns off guard. As the pace quickened throughout 3024, the Dragoons were becoming so famous—or infamous—for their lightning-swift attacks that legend has them participating in actions as far away as the Kurita/Steiner border or on Thule in the Periphery region. Even the intrepid Dragoons would have found it difficult to travel to and from such distant assignments, however.

What they did participate in were scores of swift, successive raids on such neighboring planets as Klathandu and Le Blanc, after which they would disappear for a few weeks, only to strike again at a more distant, unexpected target such as Marduk. While the Davion forces scurried to respond to these attacks, the Dragoons would then strike in similar fashion at worlds such as Breed and New Ivaarsen, only to make a surprise raid a short time later at a planet like Lima. This kept the Davions on the defensive and always a step behind the skillful mercenaries.

It was also during this period that the star of the Black Widows shone ever brighter, particularly for their victories on Bergman's Planet, Proserpina, New Aberdeen, and Coursadin. Coursadin is remembered for the Widows' victory over a mixed force of Davion Third Guards and Lindon's Company, whose orders were to kill or capture the Queen of Spades herself. They succeeded in doing neither. As for the skirmish on New Aberdeen, it was not particularly significant militarily, but stands as a classic example of Kerensky's mastery of tactics. Her unit achieved victory after drawing a company of the Eridani Light Horse into a clever ambush some 50 kilometers from the ELH unit's duty post on the planet.

ENEMIES IN HIGH PLACES

For all their success and the favor they enjoyed with the Coordinator, the Dragoons also had their enemies in high places. Foremost among these was Grieg Samsonov, Warlord of the Galedon District, where the Dragoons were now stationed. The arrogant and ambitious Warlord must have considered the skillful Dragoons to be a threat to his own power and a possible source of embarrassment because his own forces might pale in comparison.

As 3024 drew to a close, Samsonov arrived in Cerant City at the Dragoon Headquarters on An Ting for a meeting with Wolf. Complaining that Wolf's commanders, particularly Colonel Wilhelmina Korsht, did not respect the proper chain of command and often acted on their own authority, Samsonov demanded that Wolf put his units directly under the Warlord's control. This was, of course, a violation of the Dragoon contract. Wolf refused, just as he had refused the same request by Anton Marik years earlier.

When Samsonov turned to the Coordinator with the same request, Takashi also refused, for he was well-pleased with the Dragoons. Jaime Wolf's war with Samsonov was far from over, however. In the end, it would escalate to a point that was tragic from the Dragoon point of view.

It was also at this time that Liaison Officer Tetsuhara began to receive occasional complaints about shortages or defective shipments of supplies to Dragoon units. No one gave it much notice, but the problem would become both glaring and serious before long.

In early 3025, the constant sparring between the Suns and Combine grew more intense as Davion 'Mechs descended on Marlow's Rift, Delacruz, Capra, and Al Na'ir. It was also in this period that one of the Dragoons' few failures occurred when the First Chisholm Raiders attacked Thestria, garrisoned by Colonel Baxter Arbuthnot's Epsilon Regiment and the armored companies of Verhoffen's Support Battalion, "The Rogues." Colonel Arbuthnot had recently received orders to prepare Epsilon Regiment for offensive action. Placing bets among themselves about where the regiment was bound, most Epsilon troopers were laying their money on Harrow's Sun.

The Rangers' raid put a halt to the regiment's speculations. Striking all along Thestria's dark side, the Davion unit evaded Arbuthnot's garrison forces with uncanny accuracy. In the key industrial city of Gresham, the Rangers surrounded Able Battalion. Captain Julie Sunstrom's Cuirassiers Company was badly mauled when they encountered vital defensive corridors heavily mined with vibrabombs.

Attempts to relieve the beleaguered battalion met with stiff resistance, leaving Major Richard Jarret's "Lancer" Battalion stalemated at the Varley River, and Charlie Battalion, under Major Hussein Tajdar, taking heavy losses at Perry Point. With the Dragoon regimental battalions isolated and unable to make headway, the remaining Raiders had a field day, stripping storehouses of vital parts and destroying many major installations.

Though a counter-raid by Verhoffen's Battalion destroyed or damaged several enemy DropShips and Aero-Space Fighters, the Raiders withdrew with minimal losses, and the operation went down as a smashing Davion success.

After Thestria, Colonel Arbuthnot complained loudly that the Davion commanders must have had access to Epsilon's deployment and defensive plans to be able to thwart his skillful troops so effectively. When other similar occurrences began to plague the Dragoons, Wolf, too, must have begun to wonder whether a spy had finally managed to breach the Dragoons' tight security.

WOLF IN THE FOLD

By early March 3025, tensions between Houses Kurita and Davion were about to explode on the battle-scarred world of Galtor III. As the Combine's Third and Seventeenth Benjamin Regulars, the Twenty-first Galedon Regulars, and Moroushi's Independent Assault Battalion prepared for their assault on Galtor, Beta and Gamma Regiments of Wolf's Dragoons were detailed to carry out a preemptive strike against the Davion world of Deshler. This was partially for legitimate military reasons but also because Grieg Samsonov hoped to keep the Dragoons away from the glory he hoped to reap for his own troops on Galtor.

Occupying a strategic position from which to reinforce Galtor III, Deshler was garrisoned by the Federated Suns' Fourth Davion Guards RCT and several conventional units. The Dragoons' mission was to tie down the Guards and cause enough damage to keep them from assisting the Galtor garrison. A second, equally important, goal was to occupy the BattleMech production facilities located on the world. If Takashi Kurita could seize Galtor, Deshler, and the nearby strategic world of Marduk, he would be able to claim a major victory over the Federated Suns.

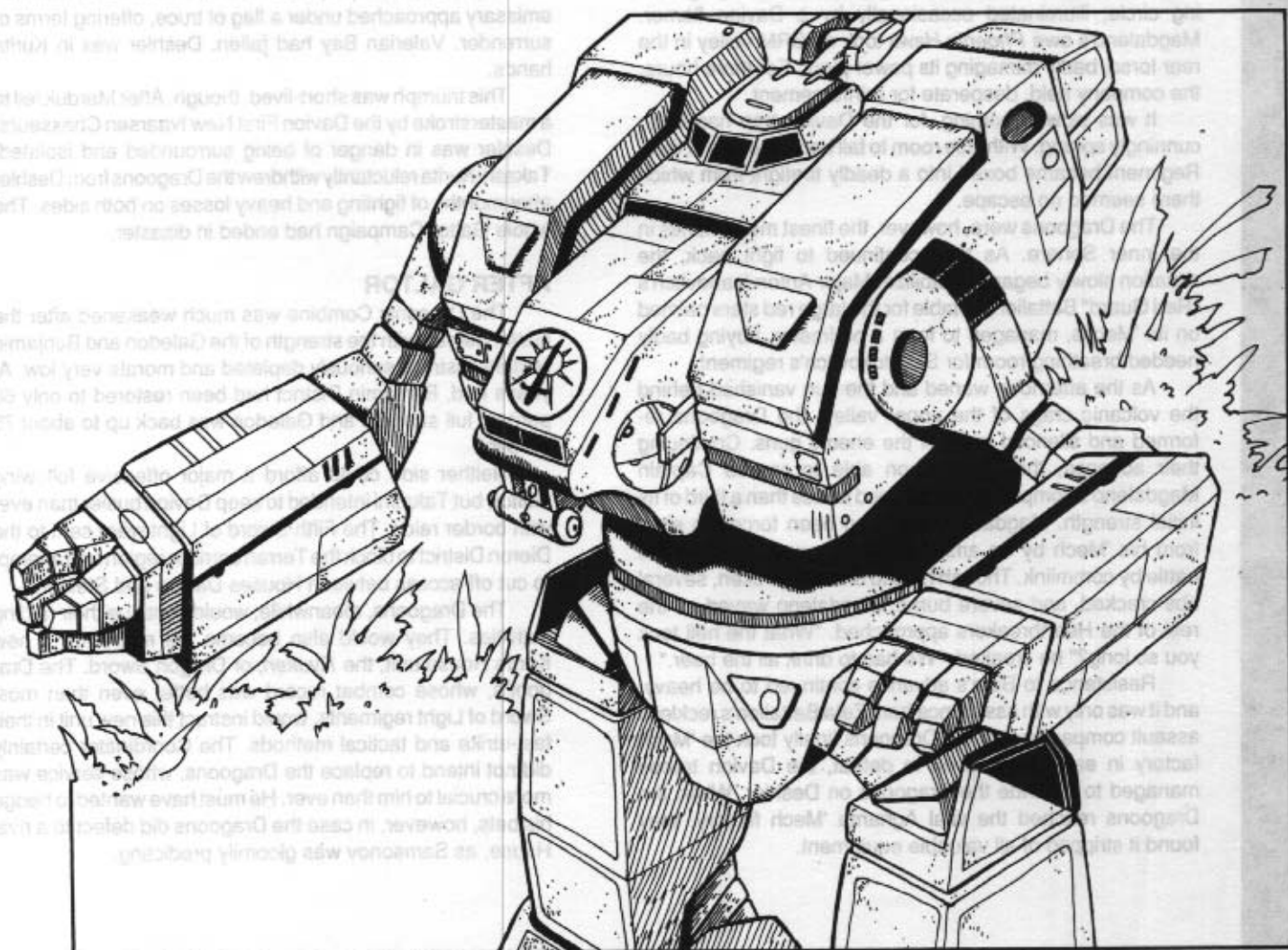
Colonel Wilhelmina Korsht led the two regiments in their initial combat drops on January 4, 3025.

BATTLE OF DESHLER

Deshler was a ghastly place for a battle. Its seas covered nearly 80 percent of the world's surface, and were so laden with reddish algae that they sometimes resembled bloodied waters. On land, the rugged continents that thrust themselves above the oceans were places of rocky hills, thick lowland jungles, and windswept crags.

Colonel Shostokovitch's Beta Regiment was given the task of capturing the damaged 'Mech works in the Aghama Valley of Deshler's Gaugain Continent, where they expected only light resistance. Instead, Beta met the well-prepared Fourth Davion Guards RCT, who made the Dragoons break off their attack after two DropShips were badly damaged. Forced to land in the unoccupied northeastern reaches of the valley, Shostokovitch and his MechWarriors steeled themselves for a tough fight through heavy tropical forest.

Meanwhile, Colonel Korsht surprised the Raman DMM, defenders of the planet's second 'Mech factory at Valerian Bay, by seizing the aerospace facilities in the city of Katimi rather than pressing the attack directly against the 'Mech works. After several days of consolidation, Korsht's 'Mechs moved south and met the enemy on the plains north of Valerian Bay, near a formation known as Luft Wells. In this terrain of broken rock, sinkholes, and hidden hot springs, the fighting was especially fierce.



WOLF'S DRAGOONS

BLOODY AGHAMA

At the approach to the Aghama 'Mechworks, an ambush by Davion armor cost the regiment both time and lives. Though Beta eventually drove off the ambushers, it put their advance badly behind schedule. The terrain was full of hiding places for Davion hit-and-run snipers, who harassed the Dragoon units relentlessly.

Though each regiment was meeting with difficulty in its advance, they were succeeding in their primary mission of tying down Federated reinforcements. Shostokovitch's next thrust, against strong points south of the factory complex, was intended to break the Davion resistance once and for all.

After probing the entrenched defenses, Beta's lead elements pressed ahead, at first meeting little opposition. Then the Fourth Guard opened up from hidden positions. Beta's flanks collapsed, sending Shostokovitch's heavy lances falling back, and isolating the overextended recon lances from the rest of the regiment.

Surrounded and in danger of being overwhelmed by swarms of Davion infantry, Captain Ramon Magdaleno's light company struggled to hold a low ridge line until they could be rescued by the rest of Baker Battalion. Major Michael Hart's "Heartbreakers." The dim sun of Deshler cast strange shadows through the trees as the beleaguered Dragoon *Hornets* and *Wasps* fought on in a steadily tightening circle, illuminated occasionally by a Davion flamer. Magdaleno's own *Phoenix Hawk* took an SRM volley in the rear torso, badly damaging its power plant. For three hours, the company held, desperate for reinforcement.

It was slow in coming, for the Davion trap had been cunningly sprung. With little room to fall back, the rest of Beta Regiment became boxed into a deadly firefight from which there seemed no escape.

The Dragoons were, however, the finest mercenaries in the Inner Sphere. As they continued to fight back, the situation slowly began to stabilize. Major Anton Ivanovitch's "Red Guard" Battalion, notable for the large red stars painted on its 'Mechs, managed to form a perimeter, buying badly needed breathing room for Shostokovitch's regiment.

As the afternoon waned and the sun vanished behind the volcanic crags of the upper valley, the Dragoons reformed and silenced most of the enemy guns. Continuing their advance, they were soon able to rescue Captain Magdaleno's company, now reduced to less than a third of its initial strength. Magdaleno, who had been forced to eject from his 'Mech by an ammo explosion, was directing the battle by commlink. Though he had one arm broken, several ribs cracked, and severe burns, Magdaleno waved as the rest of the Heartbreakers approached. "What the hell took you so long?" he croaked. "We had to drink all the beer."

Resistance to Beta's advance continued to be heavy, and it was only with assistance from Zeta Battalion's reckless assault companies that the Dragoons finally took the 'Mech factory in early April. Even in defeat, the Davion troops managed to frustrate the Dragoons on Deshler. When the Dragoons reached the vital Aghama 'Mech factory, they found it stripped of all valuable equipment.

DIVERSION

The Fourth Guards retreated in good order from Luft Wells, falling back to prepared defenses around Valerian Bay and the second 'Mech factory. Gamma's advance slowed to a virtual crawl, and by April, stopped altogether. With Zeta Battalion engaged in the Aghama fracas, Korsht would have to use subterfuge to break the Valerian position.

At dawn on April 17, a swarm of black hovercraft sped across the blood-red waters of Valerian Bay, avoiding the few naval defense units that opposed them. Moving ashore, they deployed their cargo of black-clad jump infantry. The Seventh Kommando Raiders moved swiftly through the town, destroying communications and utilities, laying down an intense SRM volley against the Davion headquarters, and finally withdrawing when a battalion of Guard BattleMechs came out to hunt them down.

With their rear area in a shambles, the Guard commanders were unable to control the city's defenses adequately, as Gamma Regiment launched a furious assault on several weak points. By the next day, the Fourth had lost many key positions, and several Dragoon companies had actually reached the outskirts of Valerian Bay. The defenders had turned back the Dragoon attack on the 'Mech factory, but they paid for it with heavy losses.

As the Gammas prepared for their final assault, a Davion emissary approached under a flag of truce, offering terms of surrender. Valerian Bay had fallen. Deshler was in Kurita hands.

This triumph was short-lived, though. After Marduk fell to a masterstroke by the Davion First New Ivaarsen Chasseurs, Deshler was in danger of being surrounded and isolated. Takashi Kurita reluctantly withdrew the Dragoons from Deshler after months of fighting and heavy losses on both sides. The whole Galtor Campaign had ended in disaster.

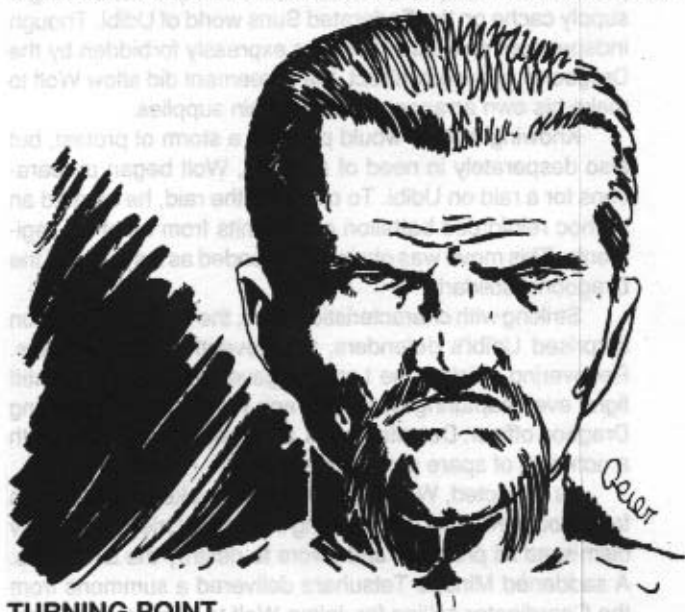
AFTER GALTOR

The Draconis Combine was much weakened after the Galtor defeat, with the strength of the Galedon and Benjamin Military Districts seriously depleted and morale very low. At year's end, Benjamin District had been restored to only 68 percent full strength and Galedon was back up to about 75 percent.

Neither side could afford a major offensive following Galtor, but Takashi intended to keep Davion busier than ever with border raids. The Fifth Sword of Light were sent to the Dieron District to block the Terran corridor region and attempt to cut off access between Houses Davion and Steiner.

The Dragoons, meanwhile, would continue their raiding activities. They would also become the model for a new Kurita House unit, the *Ryukun*, or Dragon Sword. The Dragoons, whose combat record was better even than most Sword of Light regiments, would instruct this new unit in their fast-strike and tactical methods. The Coordinator certainly did not intend to replace the Dragoons, whose service was more crucial to him than ever. He must have wanted to hedge his bets, however, in case the Dragoons did defect to a rival House, as Samsonov was gloomily predicting.

Minobu Tetsuhara was named commander of the *Ryuken*, and his replacement as Dragoon Liaison Officer was Major Jerry Akuma, one of Grieg Samsonov's aides and a martinet who began almost immediately to do everything in his power to obstruct the Dragoons. This was the beginning of the end for Dragoon-Kurita relations, which would climax on the aptly named planet of Misery.



TURNING POINT

In early 3026, Jaime Wolf became one of a mere handful of mercenary officers to receive the Combine's Order of the Bushido Blade. In a ceremony on Benjamin, broadcast across the Combine, Takashi Kurita decorated Colonel Wolf and praised both him and the Dragoons. Though the Coordinator honored the Dragoons, 3026 would mark the beginning of the end for Dragoon-Kurita relations.

Grim reminders of the Combine's power over the Dragoons began to manifest. Requested supplies arrived late or not at all. The Dragoons were constantly overcharged and short-changed. Major Sean Rutherford of the Contract Operations Group had several confrontations with Kurita officials over such incidents, further straining relations between the Combine and the Dragoons. Equally serious was the failure of a number of vital messages to arrive between regiments, which prompted Wolf to arrange for his own JumpShip-based communication routes between Dragoon garrison worlds.

Meanwhile, the Dragoons continued to harass Davion forces with successful raids on Proserpina, David, and Cylene. Yet Grieg Samsonov once again called for closer supervision of the Dragoons and demanded that the Coordinator place him in command of the unit. It was now their loyalty he questioned, after receiving reports that the Dragoons had sent an officer to Galatea, the world where mercenaries gathered to seek employment. Though the Dragoons still had two years on their contract with Kurita, the specter of their leaving the Combine was frightening. The Dragoons currently represented a major portion of the Kurita military.

Insult was added to injury when Liaison Officer Akuma ordered that a Professional Soldiery Liaison officer must inspect and verify all military cargoes destined for the Dragoons. This particular bit of bureaucracy enraged the Dragoons, who believed it was just a cover for spying. With all this, the *Ryuken*, the fledgling regiment in training with the Dragoons, were well-supplied with only the best in arms and equipment.

By August of 3026, the training of *Ryuken's* First Battalion was proceeding so well that it looked as though they would join the Dragoons in a raid of Barlow's End in September.

BARLOW'S END

In the last days of September 3026, the *Ryuken* undertook their first combat mission in a raid on Barlow's End. They were joined by Alpha Regiment, commanded by Kelly Yukinov. The objective of the raid was to capture a prototype of a new weapon while it was being transferred from the Acheron Proving Grounds in Landova to another location.

The Dragoons and *Ryuken* commander Tetsuhara had hatched an excellent plan to divert the Davions' attention with an apparent attack on the Acheron Proving Grounds while an ambush force went after the prototype transport as it crossed the Shaw River Valley. The Dragoons, especially Patrick Chan's battalion, would take on the hit-and-run work of capturing the prototype, while the *Ryuken* would take the decoy role of moving on Landova.

Also present on Barlow's End was the Dragoons' Liaison Officer, Jerry Akuma. While the Dragoon-*Ryuken* commanders were mapping out their strategy, Akuma was apparently laying plans of his own. On the night of October 1, 3026, Minobu Tetsuhara and Kelly Yukinov were both caught in a suspicious skimmer explosion. Both men miraculously escaped death, but not injury. Minobu lost an arm and a leg and Yukinov an arm.

The operation continued, with *Tai-sa* Elijah Satoh replacing Minobu. After the daredevils of Zeta Battalion successfully overcame the transport carrying the prototype, they began to search the trucks for their prize. It was at that point they received an unexpected visit from a company of enemy 'Mechs. Instead of the White Witches, or other merc units the Dragoons knew to be on Barlow's End, these were members of the Eridani Light Horse, a mercenary unit as clever, skillful, and tough as the Dragoons themselves.

Satoh, an officer loyal to Warlord Samsonov, was incompetent. Though the ambush had been successful, he refused to send reinforcements to the Dragoons now facing an attack from the Eridani company. Because the sham attack on Landova was part of the original plan, Satoh insisted on carrying through with it, though it was no longer necessary. Colonel Jamison of Zeta Battalion attempted to persuade Satoh to regroup to meet the new threat, but the Kurita officer would not budge from his rigid adherence to the "Plan."

Declaring that Zeta had fulfilled its mission on Barlow's End, Jamison left the field command MHQ and led his men to assist the Dragoons at the Shaw Valley ambush site. After assessing the situation, the Dragoons realized it was time to cut their losses and withdraw, no matter what the *Ryuken* commander intended to do. The *Ryuken* fought on for a day longer after the departure of the Dragoons, then they also withdrew. After it was all over, the Light Horse commander found Commander Satoh shot in the back of the head in his command HQ.

No proof exists that Samsonov was behind the accident that injured Tetsuhara and Yukinov, but if he was, the scheme backfired. The military defeat at Barlow's End and the Dragoons' retreat from battle left the Warlord with a political black eye. Some evidence suggests that Samsonov believed the Dragoons may have retreated from Barlow's End purely to embarrass him. The Warlord's antagonism toward the mercenaries grew deeper.

WOLF'S DRAGOONS

WRITING ON THE WALL

Enraged as he must have been, Samsonov had legal means at his disposal for destroying the Dragoons. His former aide, PSL officer Jerry Akuma, was carrying out a veritable campaign of harassment against the mercenaries. Not only was he trying to starve them of supplies, or rob them blind to obtain them, but he often insisted that the Dragoons depart from the site of battle, strictly according to timetable. On some occasions, this had forced the mercenaries to cut short their searches for troops missing in action. Sometimes they were able to return to the planet later on, but such operations were generally too expensive for the Dragoons to carry out very often. With Tetsuhara out of commission because of the skimmer explosion, the Dragoons were temporarily deprived of their greatest ally.

In November 3026, reports of the atrocities on New Mendham began to surface. These were stories of a lance of black BattleMechs led by a red-haired female referred to by her comrades as "the Widow." Two Lyran newsmen were said to have observed these MechWarriors in the act of sacking a Kurita supply envoy and trashing a friendly town. The Dragoons flatly denied the charges, which were all based on hearsay. In our own investigations, we were unable to place the Widows on New Mendham in September 3026, the date of the atrocities. On the other hand, we were never able to ascertain their whereabouts elsewhere.

The Dragoons offered no explanation, though some members of our Blessed Order have speculated that Kerenky and her company were on a secret diplomatic mission to Hanse Davion. Others believe she may have been involved with a third major Dragoon supply run beyond the Inner Sphere. All we really know about this incident is that the Prince of the Federated Suns anonymously informed Jaime Wolf of the rumors, perhaps hoping that Wolf might consider it all part of a plot to discredit his unit. If that happened, the Dragoons might be persuaded to jump their contract with the Draconis Combine.

Meanwhile, the Dragoons' missions grew steadily tougher, with less and less support from regular Combine units. During a raid against the Davion world of Benet III by Epsilon Regiment and the Black Widows in May of 3027, the Kurita troops left the Dragoons so stranded that the Widows became desperate enough to strike a deal with the infamous Bounty Hunter to break out and escape. The Bounty Hunter was in the employ of the Federated Suns but he, too, was apparently suffering from poor relations with his employers' Regulars. In exchange for transport off Benet III, the Bounty Hunter promised to reveal what he knew about the conspiracy against the Dragoons.

The evidence was all either hearsay or circumstantial, but the Dragoons could see the writing on the wall. Samsonov was definitely out to destroy the unit, and Wolf may have wondered whether the Coordinator had a stake in that, too. Wolf was not a man to violate a contract, however, and his current one contained no escape clause.

We do know, through information supplied by the renegade Dragoon, Padre Singh, that the mercenaries had developed a mass escape plan after the massacre of Dragoon dependents on New Delos. They had vowed never to let such a tragedy happen to them again. As the current situation grew darker, with enemies seeming to lurk in every corner, the Dragoons may well have been preparing for the worst.

THE WOLF ALONE

With supplies running dangerously low and the PSL virtually ignoring the Dragoons' requests for replacement parts, Jaime Wolf decided it was time to take matters into his own hands. In April of 3027, Commander Giroud's listening posts had intercepted a Davion communique concerning a supply cache on the Federated Suns world of Udibi. Though independent combat action was expressly forbidden by the Dragoons' service contract, the agreement did allow Wolf to make his own arrangements to obtain supplies.

Knowing that he would provoke a storm of protest, but also desperately in need of supplies, Wolf began preparations for a raid on Udibi. To carry out the raid, he created an ad hoc reinforced battalion out of units from all of his regiments. This move was obviously intended as a symbol of the Dragoons' solidarity.

Striking with characteristic speed, the Dragoon battalion surprised Udibi's defenders, the Seventh Crucis Lancers. Recovering quickly, the Lancers gave the Dragoons a stiff fight, even capturing Captain Frank Woomack, a promising Dragoon officer. Despite losses, the Dragoons withdrew with a rich haul of spare parts and supplies.

As expected, Wolf's rash action provoked an explosion from House Kurita. Upon hearing the news, Grieg Samsonov dismissed all pretense and swore to destroy the Dragoons. A saddened Minobu Tetsuhara delivered a summons from the Coordinator calling for Jaime Wolf to come to the Combine capital of Luthien to explain this outrageous action. No sooner had Wolf departed for Luthien than the captured Frank Woomack returned, bearing an offer of employment from Hanse Davion.

Wilhelmina Korsht, senior Dragoon Colonel, was apparently concerned for Wolf's safety while deep in the heart of the Combine, and indications exist that preparations began for punitive counterattacks on Combine systems should Wolf be arrested or killed.

Such preparations proved unnecessary. In another stormy confrontation, Samsonov accused Wolf of willful disobedience and treason. Wolf responded coolly, citing that he was within his contractual rights. Again, Takashi Kurita seemed to side with Wolf, offering him a new contract. Wolf left the meeting, promising to take the Coordinator's offer under consideration. Meanwhile, the Dragoons continued their preparations for escape, though their contract with the Draconis Combine still had several months to run.

ATROCITY

The efforts by the Kuritans, particularly Warlord Grieg Samsonov, to frustrate and discredit the Dragoons increased throughout the rest of 3027. The people of An Ting, roused by contrived offenses blamed on Wolf's Dragoons, rose up against the mercenaries' presence on their world. Branding the Dragoons outlaws, ComStar cut off their access to its communication network.

In the midst of this confusion and with communications between Dragoon regiments limited to couriers, Kurita agents slipped aboard the *Hephaestus*, the Dragoons' orbital space station. The Dragoons responded by activating their secret plan to evacuate their families and support personnel in time of emergency. First, though, they had to notify all the regiments.

The task fell to Seventh Kommando to seize the ComStar facility on An Ting and use the HyperPulse Generator to alert the rest of the Dragoons. Despite the presence of ComStar and Kurita guards, a Seventh Kommando team slipped into the compound, killed the ComStar Precursor and his Acolytes, and rewired the HPG to circumvent ComStar access codes. Though they got the message out, the Seventh Kommando team was trapped and killed, including the unit's commander, Anton Shadd.

Even as another team from Seventh Kommando landed in spacesuits on the hull of the *Hephaestus*, the terrorists holding the Dagoon dependents hostage learned of the assault on the ComStar compound. Before the Kommandos could get inside, the terrorists blew up the space station, killing everyone aboard.

The Combine then tried to take advantage of the Dragoons' surprise and disorganization by sending the *Ryukens* to attack the mercenary barracks on An Ting. In their rage, however, the elite Dragoons became indomitable, and caught the attackers in their own trap. After suffering heavy losses, including the death of their commander, Jerry Akuma, the *Ryukens* regiments withdrew from An Ting.

To protect the Dagoon families from further harm, Colonel Wolf devised a plan to distract House Kurita's attention from the departure of Dagoon dependents and support personnel. He issued a challenge, knowing that the Kurita sense of honor would not allow the Coordinator to refuse. As the mercenaries battled their new enemy, their families would be on their way to a secret rendezvous point and then to the safety of the Federated Suns, which was to be the Dragoons' new employer.

To meet the challenge, the Draconis Combine assigned Minobu Tetsuhara, newly promoted to *Tai-sho* and commander of the *Ryukens*. Under *Tai-sho* Tetsuhara's command were the five *Ryukens* regiments, the Eighth Sword of Light, and the Seventeenth and Twenty-first Galedon Regulars. The two forces met on Misery. The Kuritan numerical advantage was balanced by the Dragoons' superior experience and fighting ability.

A traitor within the Dragoons almost ruined Colonel Wolf's plan. Upon learning the Dagoon families' whereabouts and intention of leaving Kurita space, Warlord Samsonov sent the Fifth Galedon Regulars and Third Proserpina Hussars to chase them down. The valor and skill of a battalion of Dagoon cadets, plus a distaste for hunting down civilians on the part of some Kurita warriors, saved most of the Dagoon dependents. Their Jump-Ships arrived in the Cassias system of the Federated Suns on April 11, 3028.

MISERY

Later that month, the pitched duel on Misery began. With the Kurita forces deployed in several key locations on the barren planet, the Dagoon regiments all landed near Farsund. The choice of landing zones surprised the Kuritans somewhat because it left many kilometers of difficult terrain separating the opposing forces. The Dragoons further surprised *Tai-sho* Tetsuhara by bringing only their 'Mechs to Misery. All support units were escorting the families to the Federated Suns.

Jaime Wolf waited until his contract with House Kurita officially expired before he began moving against the *Ryukens*, however. After scout elements clashed and the two main forces finally faced each other, Tetsuhara got yet another surprise. A single Dagoon MechWarrior, Colonel Wolf's bodyguard, marched forward from the rest of his unit and issued a challenge to any Kurita 'Mech willing to fight in lone combat. A Kurita *Thunderbolt*

broke the shocked silence by trudging out to pick up the gauntlet that Dagoon Lieutenant Hans Vordel had thrown down. Vordel's *Victor* made short work of his opponent and returned to the lines with barely a scuff on its armor.

A series of duels followed. Though the Dragoons won most of the fights, none was as easy as the first. Though the *Ryukens* were no match for the Dragoons, MechWarrior for MechWarrior, *Tai-sho* Tetsuhara allowed the duels to continue while awaiting arrival of the Eighth Sword of Light. The Eighth was overdue from Laerdal, presumably because of a Dagoon delaying action at the Voss Gap. Just as the duels were beginning to run together like the fights on a boxing card, Tetsuhara got yet another surprise. The supposedly honorable Dragoons broke combat etiquette by firing on a Kurita *Panther* that was about to finish off a defeated Dagoon *Spider*.

Their sense of honor violated, the Kurita MechWarriors rushed forward in their machines without restraint. The Dragoons turned and fled. Knowing Jaime Wolf, Tetsuhara suspected a trap and tried to slow the charge of his forces. Enraged at what they considered underhanded cowardice on the part of the Dragoons, the Kurita troops were deaf to their commander's cautions.

Wolf's Dragoons raced across the Opdal Glacial Fields to more defensible positions amid the boulders at the rocky foot of a mountain, then turned and fired as the main body of *Ryukens* crossed the glacier. The lasers were aimed at the ice, however, and not the Kurita 'Mechs. Two dozen 'Mechs slipped from view as the ice turned to steam. Others scrambled for chunks of ice that had not yet begun to melt. The Dragoons then began to destroy the disorganized and confused *Ryukens*, who had broken into scattered groups and lost unified command.

Tai-sho Tetsuhara tried mightily to rally his forces, but the battle had turned into a rout. Just as the mercenaries were about to deliver the coup de grace, help finally arrived. It was the long-delayed Sword of Light. Unprepared for a fresh regiment behind them, the Dragoons withdrew.

The Dragoons and Kuritans met in small actions for the next week. This sparring sometimes ended with little damage, but other times, one side or the other lost an entire lance. On April 29, Colonel Wolf had a close call. Alpha Regiment's Command Lance was moving slowly through the Hamar Valley from Able Battalion to Charlie Battalion, which held positions nearer Farsund.

At midmorning, Colonel Wolf received a message from Major Stanford Blake, whose *Phoenix Hawk* LAM spotted a company of *Ryukens* to the left of the Command Lance's line of march. As Wolf altered course, Major Blake began to scout ahead. Moments later, Blake's new warning was cut off in mid-sentence as a Kurita laser bolt ripped into his LAM.

Wolf's lance headed toward their downed comrade, with Lieutenant Sheila Selden taking off in her *Wasp* LAM to get a better look. The Dagoon Command Lance watched in horror as Selden's LAM crossed a slight rise into a deadly firestorm of laser and PPC fire. Heedless of the danger, the rest of the lance rushed to avenge Lieutenant Selden's death.

Crossing the rise, Colonel Wolf and his lance came upon another *Ryukens* company. Seeing the wreckage of Major Blake's LAM, the Dragoons pushed forward despite the odds. They quickly destroyed a recon lance and charged into a cluster of medium Kurita 'Mechs. More *Ryukens* 'Mechs began to fall, but the Dragoons too were taking heavy damage. Colonel Wolf's bodyguard, Lieutenant Hans Vordel, pushed his *Victor* as hard as possible before the heat levels began to slow him down. As the

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giant machine came to a halt, Lieutenant Vordel tried to fight on, even though one medium laser was destroyed and his AC/20 and SRM were out of ammunition.

Colonel Wolf had to repeat the order to eject before Vordel complied. Twenty seconds later, the *Victor* exploded. The next Dragoon 'Mech to fall was the specially equipped *Cyclops* of Captain William Cameron. After destroying a *Ryukun Panther*, Cameron simultaneously took on a *Warhammer* and an *Ostsol*. He almost pulled it off. The *Warhammer's* final shot ripped off the *Cyclops's* right leg, and the giant Assault 'Mech was crushed in the fall.

Wolf and the remainder of his lance drove off the three remaining *Ryukun* 'Mechs, and then they recovered Cameron, Blake, and Vordel. They could not, however, save Captain Cameron's *Cyclops*, and the loss of its sophisticated communications equipment hampered the Dragoons for the rest of the battle on Misery.

Three days later in the same area, Captain Danielle Rondema's Company, Charlie Battalion, Beta Regiment, was on patrol when it came face to face with a *Ryukun* company. Captain Rondema's Assault 'Mechs did not hesitate before wading into combat. The *Ryukun* 'Mechs fell before another Kurita company could arrive to help. The Dragoons then turned on the second company and destroyed it in short order. When Rondema returned to the rest of her Battalion, the other Dragoons could hardly believe she had destroyed two entire Kurita companies while taking only minor damage.

On May 8, Gamma Regiment moved to a new position in the Hamar Valley, farther away from Farsund. Reaching their destination, the Gammas met the Seventeenth Galedon

Regulars heading in the other direction. The Seventeenth fought with a ferocity and skill that surprised the Dragoons. Major Ikeo Takashima's Able Battalion met the Galedons head-on, fully expecting the Kuritans to buckle and flee. Able Battalion suffered the highest casualties of any Dragoon battalion before the rest of Gamma could help out.

Though the Dragoons' superior skills prevailed, and the Seventeenth Galedons were destroyed, it was not without cost. Majors Takashima and Mary Campbell were killed in the battle, as were four company commanders.

The last pitched battle on Misery occurred on May 20, when Epsilon Regiment attacked a large *Ryukun* force in fortified positions in the Trollfjel Highlands. Though several company commanders distinguished themselves in the battle, it was Captain Trenton McGarvey's Company that broke the Kurita position and allowed the more maneuverable 'Mechs to destroy the *Ryukun* in detail.

Wolf's Dragoons won the battle of Misery, but they did not look much like winners after it was over. The Dragoons lost half their 'Mechs and more than half their MechWarriors on Misery. Casualties in some regiments were as high as 60 percent. The Kurita forces looked worse. The Twenty-first Galedon Regulars were mauled, and the Seventeenth Galedon Regulars would never fight again. Half the *Ryukun* units were destroyed, with only the Eighth Sword of Light emerging relatively intact.

Worst, the Kurita forces lost a skilled commander, *Tai-sho* Minobu Tetsuhara, who was captured when his *Dragon* was destroyed. Tetsuhara committed *seppuku* because of the dishonor of losing the battle.

DEATH OF A SAMURAI

Minobu Tetsuhara, once *Tai-i* of the Reconnaissance Company Gold of the Second Sword of Light Regiment, considered himself a samurai in service to his Lord, Takashi Kurita. As a follower of *Bushido*, Minobu saved Jaime Wolf's life twice, once on Dromini VI in 3021, and again on Quentin in 3023.

As a result of the Dromini incident, Tetsuhara was removed from his command and stripped of his *Panther* the following month. It was ironic that two years later, he would become Liaison Officer to the very same Dragoons, though Tetsuhara was yet unaware that it was Jaime Wolf's life he had saved. Within hours of making Wolf's acquaintance, Minobu saved Wolf's life a second time.

According to the ancient warrior's code that Tetsuhara revered, the karma of the man whose life he saved was now also his own karma. For good or ill, Minobu Tetsuhara shared responsibility for every word or deed of Colonel Jaime Wolf. This was the law of *Bushido*.

Five years later, in a further irony, the same Tetsuhara was assigned the task of destroying the Dragoons and the man who had become his closest friend, Jaime Wolf. The battle took place on the planet Misery. Though both sides were heavily damaged, Minobu could not claim to have destroyed the Dragoons, as his Lord had commanded. This, he believed, was a disgrace to his honor.

Further, the Dragoons were now leaving the Draconis Combine, which would seriously threaten the realm's defenses. According to *Bushido*, Tetsuhara had failed to carry out his Lord's command and he was also responsible for the threat to the Combine posed by the loss of the Dragoons' military presence.

To restore his honor, Minobu believed he had no choice but to perform *seppuku*. The ritual ceremony took place after the final confrontation in the Trollfjel Highlands of Misery.

At Minobu's request, Colonel Jaime Wolf served as his friend's *kaishaku-nin* for the ceremony.

—Dirk Rijkmaan, ComStar Research Team B4785, ComStar Archives, Terra, 3030



FULL CIRCLE

Their contract satisfied, their revenge achieved, their hands bloodied, and their honor intact, Wolf's Dragoons left the Draconis Combine for the Federated Suns. The battered force arrived at remote Fort Belvoir, a backwater Federated Suns base on Harrow's Sun. There to welcome them was Lieutenant General Ardan Sortek, personal aide to Prince Hanse Davion.

Though battered, the Dragoons proudly paraded before the Davion official. General Sortek later told historian Dr. B. Banzai that it was "sad to see so many Dragoons missing. Often it was a lone warrior who marched solemnly past, carrying the pennant and ribbons of an entire company."

Sortek informed Colonel Wolf that the Federated Suns would provide a safe home base for the Dragoons' families on Robinson. He described the facilities for the support personnel and for the newly created Home Guard Force, members of the Dragoons assigned to protect the families. The Federated Suns also provided ten *Enforcer* Mechs and ten *Sparrowhawk* AeroSpace Fighters to help replace lost Dragoon equipment.

House Davion also supplied Techs and medical personnel to help the Dragoons recover from Misery and rebuild themselves into an effective fighting force. General Sortek also offered the Dragoons six months on Robinson for needed rest and repairs. Colonel Wolf surprised Sortek by politely refusing the offer and requesting a posting along the Draconis Combine border. A surprised General Sortek suggested the worlds of Harrow's Sun, Wapakoneta, and Glenmora, and Colonel Wolf nodded approval.

From the middle of June until mid-July 3028, Sortek and Wolf conferred, with the General briefing Wolf on Hanse Davion's plan to invade the Capellan Confederation and the accompanying Lyran offensive into the Draconis Combine. Sortek and Wolf both knew that Coordinator Takashi Kurita would use this opportunity to strike at the Federated Suns, and probably at Wolf's Dragoons as well. Wolf welcomed the prospect of another showdown with House Kurita, and he set about reorganizing the Dragoons to compensate for the enormous casualties suffered on Misery.

Colonel Wolf kept the regimental structure intact, but reorganized each regiment's battalions into provisional companies. The Black Widow Company was incorporated into Alpha Regiment, giving Wolf's command five provisional companies. Beta, too, had five companies, but the other regiments ended up with only four each. With the other support units now part of the Home Guard Force, Wolf's Dragoons was little more than a third its strength before Misery.

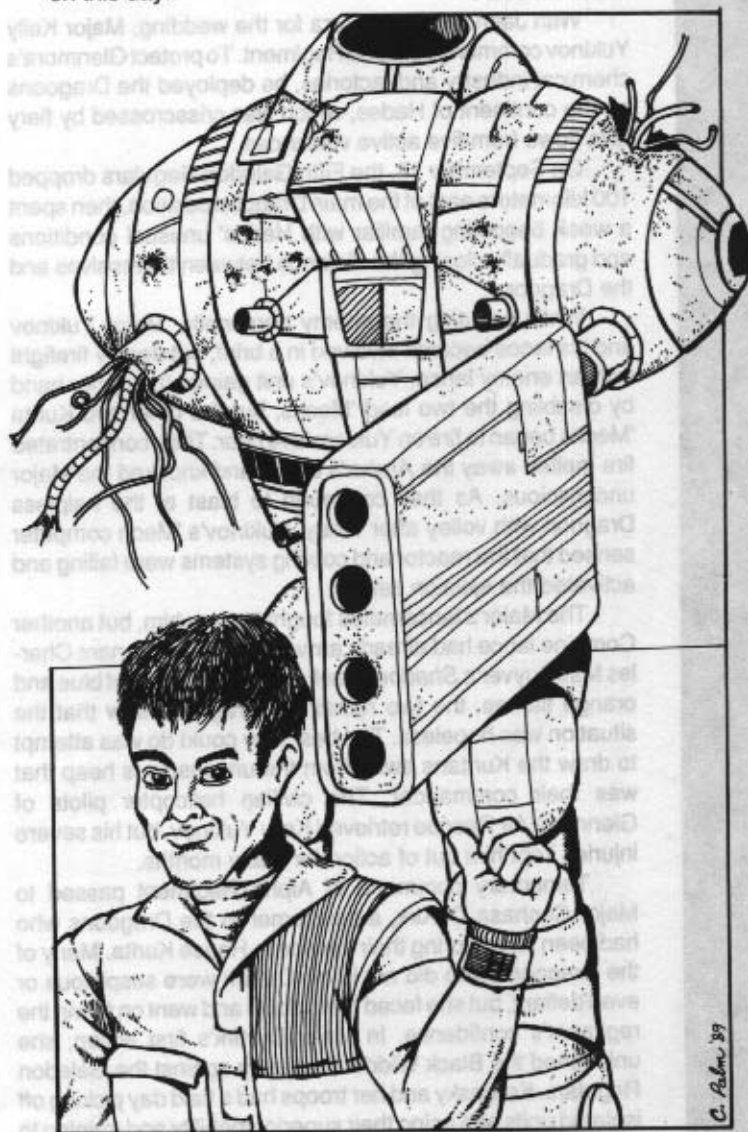
While Wolf was immersed in the reorganization and the refit of battered units, he received an offer of support and assistance from the Eridani Light Horse, the Dragoons' former nemesis. Though honored and touched, Wolf declined. General Sortek also wanted to assist the Dragoons. He received permission from Prince Davion to transfer the Tenth Deneb Light Cavalry from Rowe to Benet III, from which world it could support the Dragoons.

BAITING THE DRAGON

In early August, Jaime Wolf assigned the Dragoons to their stations: Alpha Regiment to Glenmora, Beta and Delta Regiments to Wapakoneta, and Gamma and Epsilon Regiments to remain on Harrow's Sun. He then left for Terra to attend the wedding of Hanse Davion and Melissa Steiner.

At a ComStar reception three days before the marriage, Wolf confronted Coordinator Takashi Kurita. Chastising the Coordinator for wasting the life of Minobu Tetsuhara, Colonel Wolf dropped his dead friend's sword at Takashi's feet. Before the assembled VIPs of the Inner Sphere, the mercenary expressed visible scorn for the Combine fighting force and the Coordinator's honor. He then swore revenge against the Draconis Combine.

Takashi Kurita was taken aback by the mercenary's venom, but he was composed enough to order Grieg Samsonov's execution and to begin laying his plans to repay Jaime Wolf for the dishonor he had shown the Coordinator of the Draconis Combine on this day.



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FOURTH SUCCESSION WAR

Upon his marriage to Melissa Steiner, Hanse Davion launched a devastating attack into the Capellan Confederation. Simultaneously, the Lyran Commonwealth pushed into the Draconis Combine along a very broad front. Though offensives of this scope had the potential to give the Inner Sphere an entirely new face, Coordinator Takashi Kurita was obsessed with revenge against Jaime Wolf.

Dozens of Kurita worlds were under attack on the Lyran front and many Davion planets lay vulnerable because the Federated Suns had committed so many regiments against House Liao, but Takashi Kurita put those dangers and opportunities aside. He began to plan and move troops to attack the narrow segment of border occupied by Wolf's Dragoons.

GLENMORA

With Jaime Wolf on Terra for the wedding, Major Kelly Yukinov commanded Alpha Regiment. To protect Glenmora's chemical industry and factories, he deployed the Dragoons on the continent of Hades, which was crisscrossed by fiery lava flows from five active volcanoes.

On September 18, the Fifth Galedon Regulars dropped 100 kilometers east of the main Dagoon position, then spent a week becoming familiar with Hades' unusual conditions and gradually closing the distance between themselves and the Dragoons.

While scouting the enemy personally, Major Yukinov and his lance became involved in a brief, but deadly firefight with an enemy lance. Yukinov's unit gained the upper hand by disabling the two lead 'Mechs, but the other two Kurita 'Mechs began to fire on Yukinov's *Archer*. Their concentrated fire melted away the *Archer's* armor and knocked the Major unconscious. As they continued to blast at the helpless Dagoon with volley after volley, Yukinov's 'Mech computer sensed that the reactor and cooling systems were failing and activated the ejection seat.

The Major's lancemates fought to save him, but another Combine lance had already arrived. When Lieutenant Charles MacGuyver's *Shadow Hawk* exploded in a ball of blue and orange flames, the two remaining Dragoons saw that the situation was hopeless. The best they could do was attempt to draw the Kuritans away from the unconscious heap that was their commander. The civilian helicopter pilots of Glenmora Air Rescue retrieved Kelly Yukinov, but his severe injuries kept him out of action for many months.

Temporary command of Alpha Regiment passed to Major Coshasa DuKirk, a newcomer to the Dragoons who had been hired during their service to House Kurita. Many of the Dragoons who did not know DuKirk were suspicious or even defiant, but she faced them down and went on to win the regiment's confidence. In Major DuKirk's first action, she unleashed the Black Widow Company against the Galedon Regulars. Kerensky and her troops had a field day picking off isolated units and using their superior mobility and training to strike the Kuritans where they least expected it.

Jaime Wolf returned to his regiment just as the Combine was reinforcing Glenmora with the Sixteenth Galedon Regulars. Though battered, the Fifth Galedon remained a threat to the east, and the Sixteenth's landing to the north jeopardized the Dagoon forces near Tronka.

In an effort to split the enemy, Colonel Wolf marched his regiment to the northeast. After a series of costly skirmishes, however, Alpha Regiment was in danger of being caught in a pincer. The Dragoons withdrew to Tronka, while the two Galedon regiments massed for an assault on the city of Tronka to keep the Dragoons from slipping through their claws. The Dragoons made them pay for every block they took.

Though the Dragoons delayed and harassed the Combine 'Mechs, numbers and the Dragoons' battered condition were beginning to tell on them. There are reports the two Kurita commanders, Brigadier General Li Dok To of the Fifth and Francisco Bevier of the Sixteenth Galedon Regulars, argued over the privilege of finishing off the Dragoons.

Unknown to either the Dragoons or the Kuritans, Marshal Carl Sanders of the Tenth Deneb Light Cavalry had learned of the arrival of the Sixteenth Galedon Regulars on Glenmora and went in to help Alpha Regiment even though Colonel Wolf had not summoned him. Though the Tenth Deneb was relatively inexperienced, the arrival of a fresh regiment at this critical moment turned the tide for the Davion forces. Both Galedon Regular regiments fell back in disarray.

Attempting to pursue, the Tenth Deneb rushed after the Kuritans, but their lack of caution or planning betrayed their inexperience. The Sixteenth Galedon Regulars set an ambush for the Tenth Deneb, and Marshal Sanders, in his *Warhammer*, paid the price. Only blocks from linking up with the Dragoons, the Marshal's 'Mech was felled by a Kurita *Stinger* leaping off a building. The Tenth Deneb saved the Dragoons, but it lost its commander and sustained heavy casualties. Colonel Wolf made the Tenth's MechWarriors honorary Dragoons and assumed command of the demoralized unit.

For months, the Davion and Kurita forces played a game of cat and mouse across the hellish black valleys, flaming rivers, and exploding mountains of Hades. In June, Major Coshasa DuKirk's Second Provisional Company caught up with a company of the Sixteenth Galedon Regulars. Enjoying initial success, the Second drove for the heart of the Kurita unit, destroying four enemy 'Mechs in the process.

Just when Major DuKirk expected the Galedon company to break, the other two companies of the Kurita battalion appeared on her flanks. While the Major was attempting to order a retreat, the fire from three enemy 'Mechs hit her *Crusader* simultaneously. The *Crusader* swayed and slowly toppled over. Then it lay still, quiet except for the popping of circuitry shorting out. The other Dragoons fought with fury, but their fate was sealed. The Second Provisional Company was destroyed so utterly that nothing remained for the Kurita victors to salvage of their 'Mechs.

The loss of the Second Provisional Company was a serious blow to the Dragoons. With the other Dagoon regiments also taking heavy losses on Harrow's Sun and Wapakoneta, Colonel Wolf decided to reunite all the regiments rather than risk letting them be destroyed piecemeal.

HARROW'S SUN

The Eighth Galedon Regulars arrived on Harrow's Sun on September 12. Two Gamma Regiment companies, led by Major Arthur Dumont, led the Combine forces on a merry chase from the Jinxor River to the String Forest of New Castle. The two companies stung the Kuritans repeatedly, melting away each time reinforcements arrived.

This harassment reached a climax at Yustis Pass, where Major Dumont led the Galedon Regulars into an ambush by the command companies of both Gamma and Epsilon Regiments. As Dumont's companies scooted through the pass, the heavy companies commanded by Colonels Wilhelmina Korsht and Baxter Arbuthnot attacked the Combine flanks.

The Kuritans reeled under the withering attack. As they reorganized, however, their superior numbers began to take a toll. Colonel Korsht's company, especially, took heavy damage, and Korsht barely escaped with her life. Her *Marauder II* took serious damage, and the rest of her lance was destroyed, but the two companies led by Major Dumont returned to cover the retreat of what was left of the two command companies.

The Dragoons eventually had to fall back on the defensive positions of Fort Belvoir. The Eighth Galedon positioned itself for a frontal attack, but superb delaying attacks and feints by Captain Elizabeth Nichole's Company postponed the Kurita attack for weeks. When it finally came, the assault quickly lost steam and sputtered to a halt by focusing on the strongest points in the Dragoon defense.

Combine Brigadier General Victor Nicholas fell back to reorganize and devise a new plan. When the Galedon 'Mechs began to encircle the fort, Colonels Korsht and Arbuthnot were worried. They knew that spreading the Dragoons to cover all possible attack routes would weaken them too much to turn back another push.

Still, the attack did not come. Instead, the Dragoons and Kuritans faced each other for weeks, with no apparent activity. Then the Dragoons found out why when they discovered that Combine engineers were digging tunnels to infiltrate infantry into the fort behind Dragoon lines.

The Dragoons responded by bombarding the ground above the tunnels, collapsing them at several points. The action came too late, however. Two hours later, companies of foot soldiers emerged inside the fort. They showed their rigorous training by destroying all Federated Suns militiamen that they met and by heading for the tops of buildings that commanded the largest view of the fort's interior.

With the Federated Suns militia completely outclassed and with heavily armed infantry showing up on buildings behind them, the Dragoons' defenses were a shambles. The Dragoons turned to meet the threat within, and the Eighth Galedon stormed the perimeter of the fort.

Hours of bloody combat followed. The Dragoon 'Mechs took heavy damage and used up all their ammunition, then were reduced to grappling with the enemy hand-to-hand or using pieces of rubble as cudgels. All the highest officers of Epsilon Regiment—Colonel Baxter Arbuthnot, Major Hussein Tajdar, Major Stuart Fields, and Major Richard Jarrett—died in this slugfest. Major Dumont, who led two companies so superbly earlier in the campaign for Harrow's Sun, died when his 'Mech exploded after taking tremendous damage.

Gamma Regiment's Fourth Provisional Company was one of those eliminated in the fighting, but Gamma took out an entire battalion of the Eighth Galedon Regulars before it was destroyed. Many notable small actions and heroics took place during this vicious fighting among the buildings. Major Fields' command lance knocked out a Kurita assault lance, but lost no 'Mechs of its own. Ten minutes later, it encountered another Combine lance. One by one, the 'Mechs on both sides fell. Only a single Kurita MechWarrior survived to see Major Fields and his lance wiped out.

The fire lance of Epsilon's Third Provisional Company made another valiant stand. With most of the Dragoon 'Mechs still showing heavy damage from the battle on Misery, the fire lance destroyed five enemy 'Mechs before it, too, was obliterated.

With no hope of holding out, Colonel Korsht led the two Dragoon regiments to their DropShips and off of Harrow's Sun.

WAPAKONETA

Colonels Andrei Shostokovitch and Kathleen Dumont decided that Wapakoneta, with little land area sprinkled among five continents and myriad tiny islands, was well suited for a guerrilla defense. They began an intense campaign to familiarize themselves and their warriors with the terrain. They also placed secret depots of equipment and provisions at strategic locations on the continent of New Wisconsin.

The Dragoons considered it essential to maintain air superiority in order to conceal their positions. The Third Proserpina Hussars and the Twelfth Galedon Regulars landed on the northern plains of New Wisconsin on September 17 and began constructing an airfield.

Beta Regiment's Third Provisional Company, led by Captain Michael Vanduesen, was assigned to monitor the Kuritans' progress and to destroy their fighter force. The Combine engineers had soon completed the landing field, and the two regiments' fighter force moved in.

Captain Vanduesen came up with an excellent plan, which failed only because of flawed execution. Leaving two lances to draw the Combine 'Mechs away from his own unit's positions, Captain Vanduesen marched his lance down the Sarola River toward the airfield. The bait worked, and the main body of Kurita forces went in pursuit of the two decoy Dragoon lances.

Because of faulty intelligence, Vanduesen and his men emerged from the river ten kilometers east of the airport. Nor did he realize that his other two lances were destroyed and the Kuritans were already headed in his direction. The Combine 'Mechs hit Vanduesen's command lance and began tearing it to pieces, but not before the Dragoons had destroyed 25 enemy fighters. Nothing remained of the Third Provisional Company after the battle.

Captain Vanduesen was not the only one to get caught as the Dragoons began to carry out a hit-and-run campaign, destroying a Hussars 'Mech here and a Galedon 'Mech there. At one point, Delta Regiment's Second Provisional Company lured two lances of Galedon 'Mechs away from the main body and destroyed them quickly. When the battle started a fire that attracted other Galedon units, the Second Provisional Company was ordered to pull back.

Captain Ralph Kincaid at first ignored the order entirely. Seeing that his command faced double danger from the fire and the approaching enemy, Kincaid ordered his warriors to retreat. He alone remained behind to fight alone, though it was clear he had no chance for survival.

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The Dragoons decided to make a stand in the city of Hannibal. On their way there, however, Captain Danielle Rondema's Company ran into a battalion of the Proserpina Hussars, who wiped out Captain Rondema and her company before help could arrive.

The Dragoons did eventually reach Hannibal. Using the city's defenses to full advantage, they caused heavy casualties to the two Kurita regiments. Major Benjamin Schwartzkopf, a commander of great repute, led his First Provisional Company in an ambush of a Galedon battalion. Though greatly outnumbered, the Dragoons had experience, position, and surprise on their side.

As the battle continued, however, the surprise faded and the Combine unit's strength overpowered the First's experience and position. The street was already littered with Combine 'Mechs when the first Dragoon fell. As damage accumulated rapidly, the battle's momentum turned. The Dragoons fought on in the hope of being reinforced, but no help came. Major Schwartzkopf and his command lance were all killed, and the rest of the company suffered heavy casualties, though a few escaped.

The Dragoons slipped out of Hannibal and away from the Kuritans. It was the end of May, the beginning of New Wisconsin's severe winter. Before the Combine forces could locate the Dragoons, a colossal winter storm broke. By the time it eased, Wolf's Dragoons had vanished. They had managed to get off Wapakoneta just before the storm broke, and other DropShips had evacuated other parts of the planet when Hannibal was snowed in.

CROSSING

Wolf's Dragoons rendezvoused on the planet Crossing with their original strength of five regiments reduced to that of about one. The Armed Forces of the Federated Suns offered help, but the Dragoons declined. The AFFS commanders then briefly considered ways to remove the mercenaries from harm's way until they could recover. Nothing, however, could keep the Dragoons from their appointment with destiny.

Knowing that House Kurita would be again trying to destroy the Dragoons, Jaime Wolf chose Tartarus Caldera, a two-kilometer-wide crater, as his defensive position. Formed by the collapse of an ancient volcano cone, the crater's walls rose 500 meters high.

During the Star League era, the crater had served as a platform for a massive radio telescope. Though the steel supports had long since collapsed, many buildings remained, but in a state of disrepair. The Dragoons had only a few weeks to fortify their positions before they spotted Kurita vessels heading toward Crossing.

The Fifth, Eighth, Twelfth, and Sixteenth Galedon Regulars, all badly damaged by the Dragoons but reinforced with eager academy graduates, would have their chance to redeem themselves by destroying the mercenaries. On September 4, 3029, the four Kurita regiments landed 30 kilometers from the Dragoons. Remaining in orbit was a company of Draconis Elite Strike Teams (DEST), Kurita special forces that always draw the toughest assignments.



The Combine forces deliberately formed up and moved into position at four approaches on opposing sides of the crater. The two sides faced each other for three weeks, girding for what they knew would be a fight to the finish. On September 28, the Kuritans began their approach, the heavy Eighth Galedon Regulars along the lone road from the south, the light Twelfth up the east face, the medium Sixteenth up the slopes of the western side, and the mountain specialists of the Fifth up the rugged northern face.

Though some Combine regiments got close to the summit, the Dragoons pushed them all back. The Kuritans had, however, gained some lessons about how to attack up the crater face as well as knowledge of the Dragoons' positions and strategy. On October 3, the Combine forces launched a second assault. This time, they got closer to the top, but withdrew before suffering heavy casualties.

After two testing attacks, the Kuritans used the partial cover of a warm fog to charge up the face in earnest on October 9. Wolf's Dragoons held out against them on three faces, but the Fifth Galedon reached the summit of the northern face. With the Dragoons' perimeter penetrated, Colonel Wolf ordered a general withdrawal to new positions on the floor of the crater.

The Kurita orders were to wait at the crest for fear of rushing into a trap amid the rocky spires on the crater's floor. Except for a few probing missions, the four Combine regiments remained on the summit for ten days as both sides nervously prepared for the last assault. On October 20, Dagoon satellites detected the approach of a Kurita DropShip toward the center of the crater.

Knowing that any unit skilled enough and brave enough to drop into the middle of the Dragoons in such unforgiving terrain would create havoc, Colonel Wolf ordered an attack outward toward the Galedon Regulars perched on the summit surrounding the Dragoons. The Kurita regiments reeled under the shock and force of the attack, and the Dragoons then turned to meet the new enemy within their circle.

The Kurita DEST company landed fighting. Elite Dragoons slugged it out at close quarters with Combine special forces. The appearance of DEST also rallied the Galedon Regulars, who recovered from their surprise and charged down the slopes of the crater as they had originally been ordered. Though the Dragoons were destroying the DEST warriors, they were also taking heavy losses as four Kurita regiments slammed into them on all sides.

Beta Regiment was hit especially hard. Colonel Andrei Shostokovitch led his Command Lance and his Second Provisional Company against the Galedons. His small force smashed into the Kurita unit, driving a deep wedge into its center and dropping eight enemy 'Mechs. Then Shostokovitch's subcommanders started to fall. Captain Susan Flandrey's *Thunderbolt*, Lieutenant Danielle Montclair's *Shogun*, and Lieutenant Perry Norton's *Crusader* were all taking heavy damage. The Colonel ordered a general retreat while he remained to cover the withdrawal. Captain Flandrey and Lieutenant Montclair could only eject, but Lieutenant Norton could not even do that much before his 'Mech exploded. Shostokovitch's heroic stand rallied his troops, who wheeled and slammed into the Galedon position and sent the enemy reeling. It was too late to save Shostokovitch. His troops could only recover his body.

Just as things looked bleakest for the Dragoons, a new force appeared on the crater's crest. The Tenth Deneb Light Cavalry, which had rescued the Dragoons on Glenmora, again arrived unexpectedly at the crucial moment. The Tenth Deneb fell upon the four regiments of Galedons, buying the Dragoons enough time to finish off the DEST company and drive back the Kurita regiments.

Delta Regiment led the charge in pushing back the Kuritans. Though Colonel Kathleen Dumont lost her *BattleMaster* and her unit suffered high casualties in that action, Delta routed the Eighth Galedon Regulars.

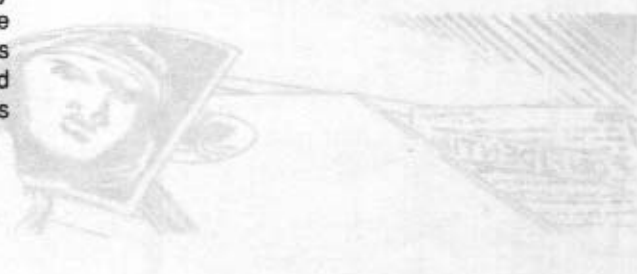
Despite the momentary success, the Dragoons and Tenth Deneb were badly outnumbered. Both sides were also too busy fighting to notice the three cargo DropShips landing outside the crater. When Assault 'Mechs debarked and began to advance toward the battle, the Tenth Deneb fired on them in confusion. The 'Mechs quickly identified themselves as Zeta Battalion of Wolf's Dragoons.

The shock troops had retired to Robinson with the Dragoons' families after Misery. After months of recuperation and assimilating MechWarriors from other Dagoon units also too badly injured to fight, Zeta Battalion now arrived to save the day. Unknown to Colonel Wolf, Colonel J. Elliot Jamison had rented three commercial DropShips so that he and Zeta's mad dogs would not miss the Dragoons' climactic battle at Crossing.

Zeta's Assault 'Mechs had a devastating effect on the Galedons' morale. Already battered after the weeks of fighting, the Kurita units, still with half their warriors green, shrank from the monsters of Zeta. Soon the Fifth and Sixteenth were pinned against the north wall of the crater. Some 'Mechs of the Fifth, being expert at mountain fighting, began to climb up the face, only to become ripe targets for the Dagoon 'Mechs. Seeing their comrades shot to pieces, the Sixteenth Galedon Regulars surrendered.

The Eighth and Twelfth, meanwhile, were on the only road leading out of the crater. Despite heavy losses, they managed to escape to their DropShips, and the weary Dragoons let them go. The Kurita DropShips waited a week for other stragglers, but few arrived. Of the four regiments of Galedon Regulars, plus the DEST company, little more than 100 Combine 'Mechs and their warriors survived Crossing.

The proud but exhausted Dragoons had survived the Dragon's attempt at vengeance and the destruction of the Fourth Succession War. Though their losses were massive and their survivors deplorably few, Wolf's Dragoons escaped destruction with their honor and reputation shining brighter than ever.



WOLF'S DRAGOONS

THEORIES ON DRAGOON ORIGINS

In the course of researching this sourcebook on Wolf's Dragoons, ComStar used numerous outside sources, including the independent, concurrent research done at the Eridanus Historical Research Society. ComStar heartily thanks Kyle Lochabar and his research team (David M. Arrowood, Michael T. Dunleavy, Robert A. Gross, Jr., Curtis David Lyon, Barry K. and David Lee McMillin, Jeffrey F. Piper, and Patrick Stal-naker), and we are gratified that the conclusions drawn by the Eridanus team confirm our own research.

In the interests of thoroughness, our own researchers and the Eridanus team tracked down even the most outrageous theories on the mysterious origins of Wolf's Dragoons. We include brief summaries of them here, though very few serious students of history could take any of them seriously.

The Terran Descent Theory

Natasha Kerensky is a direct descendant not only of the famous Star League General Aleksandr Kerensky, but of the ancient historical figure who led the provisional Soviet government before the Bolsheviks took power. Being obsessed with ancient history, both she and her friend, Jaime Wolf, a former history professor and military archivist whom she met in her college days in Moscow, Terra, set out to re-establish Humanity's homeworld as the cultural and political center of the galaxy. They formed a mercenary band designed to reconnoiter the Successor States and recruit from among the best troops each House had to offer, then seize Terra and declare a new Hegemony that could negotiate a lasting peace within the Inner Sphere.

The Universal Collection Theory

Jaime Wolf is from the Periphery, where he had either a cache of Star League equipment or a pipeline to advanced manufacturing capabilities. In this theory, he is obsessed with the reunification of Humanity, but lacks the statesmanship of his long-deceased kindred spirit, Ian Cameron. After two decades in the regular military of a state such as the Outworlds Alliance, Wolf developed the elaborate pipe dream of a military unit to consist of representatives from every inhabited world of Inner Sphere and Periphery alike. Being a financial as well as tactical wizard, he used profits from substantial investments in BattleMech manufacturing, research, and development, and founded his own mercenary unit. His goal, in this theory, was not to conquer anybody, do reconnaissance work, or even make a good living, but to collect warriors from everywhere.

The Götterdämmerung Theory

Named after both the planet and the incident in Norse mythology, the Götterdämmerung Theory is popular in Rasalhague, where a disproportionate number of people are of Norse origin and whose ancestors suffered the worst calamities of the Amaris War. It is also sometimes known as the Berserker Theory. According to the Rasalhagians, Wolf and his Dragoons hail from Hendrik Grimm's Oberon Confederation, whose worlds were once part of the Rim Worlds Republic. Wolf is gathering power to confront the evil Grimm from a power base on Terra, so that one day the two commanders can refight the Kerensky/Amaris civil war, with the entire Inner Sphere as the prize.

The Separated Twins Theory

Jaime Wolf is the long-lost, ne'er-do-well twin brother of Thelos Auburn, court historian and advisor to Katrina Steiner. That Wolf appears to be several years younger than Auburn is beside the point. As a youth, Wolf was so rebellious that all record of his existence was expunged from Lyran—and family—archives. As a young man, Wolf changed his name, departed for the Periphery, and founded the Dragoons. After honing his, and their, skills by battling pirates for several years, he decided that there was more money to be made in the Inner Sphere. According to this theory, the Dragoons have no ulterior motives such as reconnaissance or long-range plans for conquest.

A variant on this theory is that Natasha Kerensky is the long-lost twin of Misha Auburn. Again, Kerensky being several years older than the junior Auburn is beside the point. One drawback to this variant on the twins theory is that it does not explain anything, neither who the Dragoons are, where they came from, or what their intentions are.

—Dirk Rijksmaan, ComStar Research Team B4785, ComStar Archives, Terra, 3030



COLONEL JAIME WOLF

[The following information is all that has been learned about Jaime Wolf, the man, in the decades since the Dragoons arrived on New Delos.—Editor]

Jaime Wolf is short, compactly built, and muscular, with an angular face and graying hair. His exact age is unknown, but he is at least in his fifties. The fact that he remains an awesome MechWarrior, a trade at which most practitioners are over the hill at 35, is a tribute to his almost preternatural reflexes. His eyes have been described as "perpetually impassive," a trait that lends itself to his legendary leadership abilities, as it gives those who deal with him a sense of expectation about what he might say or do next. His undeniable charisma is rooted in his confident air of being able to handle any situation that arises. Unlike most MechWarriors, he wears his many battle scars without arrogance, accepting them as a natural part of his way of life.

Wolf is brilliant in his chosen field of military strategy, as analysis of his battle plans has invariably shown. He is intensely loyal to his troops, who return the feeling. His devotion to military ethics (something often lacking among military commanders of the Succession Wars) has won the admiration of Kurita samurai, whose code of *bushido* normally prescribes contempt for "mercenary scum."

Not only are Wolf's Dragoons the only mercenary unit to have served all five Successor States at various times, but Wolf himself is the only individual to be highly decorated by them all.

Though Wolf's first name is an archaic spelling of the Spanish for "James," several variants on it (including Jamie, Jamy, Heimie, and even the ancient Scottish Hamish) have become popular names for the younger generation since his appearance in the Inner Sphere.

Despite the best efforts of ROM (not to mention the ISF, MIJO, Maskirovka, LIC, and SAFE), next to nothing is known about the origins or early life of Jaime Wolf. We do know that he was at least thirty—and possibly much older—when he first appeared in the Inner Sphere in 3005. In the late 3020s, we had hoped for an intelligence breakthrough after former Dagoon Fadre Singh defected to the Draconis Combine, but much of the information that he supplied has since been assigned a low level of credibility.

Wolf and his Dragoons first appeared, without warning, on Delos VI to offer their services to Prince Ian Davion. The position of this border world offers some tantalizing clues. One of the outermost Federated Suns worlds, and close to the Draconis Combine border, it would be a logical stopping-off place for travelers entering the Inner Sphere from the Outworlds Alliance, the Tortuga Dominions, or any of a number of uncharted regions that may or may not be settled even farther out in the Periphery.

None of the governments with which ComStar has contact have any record of the existence of Wolf's Dragoons prior to their landing on Delos VI, indicating an origin either farther out or in a different direction from that sector of space.

One of the most telling things about Wolf's character is the emphasis he places on treatment of Dagoon civilians in negotiating his service contracts. Each contract specifies that a world be designated as headquarters, with provisions for housing civilian family members. This allows the mercenaries to exist as a close-knit community, rather than as transient, homeless soldiers wandering in and out of this state or that.

Wolf's career as a mercenary leader has included a string of successes that have underscored his tactical brilliance. In 3006, the Dragoons triumphed over Liao forces in the Battle of Halloran V, followed by a further triumph on New Aragon in 3008. The

following year, Wolf requested a regimental furlough, which included a journey back into deep space, presumably to the Dragoons' native soil. When the ships returned, they were laden with new materiel and replacement parts. It was obvious that wherever Jaime Wolf came from, it gave him access to a high level of battle technology—higher, in fact, than that of the Inner Sphere Houses.

Wolf surprised his employers in 3010 by not renewing the Dagoon contract with House Davion. His subsequent actions indicate that serving out a single five-year contract and then moving on was Wolf's intention from the start, for this has been the Dragoons' *modus operandi* ever since. The contract Wolf negotiated with Maximilian Liao was also revealing of character, in that he insisted on a clause prohibiting the use of the Dragoons against their former employer. Prince Ian had treated the Dragoons fairly, Wolf explained.

As everyone knows, Wolf continued this policy with each successive employer until he had worked for every Warlord of the Inner Sphere.

The Dragoons have now come full circle, serving House Davion with distinction in the Fourth Succession War. Because of the treatment the Dragoons received at the hands of Takashi Kurita during their service to the Combine, they had no such clause preventing them from combat with this previous employer. Indeed, the Dragoons took their revenge against the Kuritans at Glenmora and Crossing, while also suffering their own heavy losses.

Jaime Wolf is rumored to be an author, circulating samizdat copies of his three books, *Basic Strategy*, *Basic Tactics*, and *Principles of Modern Warfare*, among his troops. Though our Blessed Order has reason to believe that this rumor is true, ROM agents have been unable to gain access to any of these works.

—Dirk Rijksmaan, ComStar Research Team B4785, ComStar Archives, Terra, 3030



WOLF'S DRAGOOONS

IN SERVICE TO DAVION

3005

Dragoons arrive on the Federated Suns world of Delos on April 11.

3006

In February, Dragoon forces defeat the Blackwind Lancers and Marion's Highlanders on Halloran V, the site of their first major engagement.

In late November, Wolf leads Alpha Regiment in an attack on Styk.

3007

In January, McCarron's Armored Cavalry attacks Dragoon headquarters on New Valencia while Wolf is on Weekapaug with two regiments. Later in the year, the Dragoons also fight on New Haiti, Weekapaug, and Poznan.

3008

Dragoon forces raid Necromo, Tikonov, Hunan, St. Andre, and Shensi. House Liao captures New Aragon.

In March, all five Dragoon regiments transfer to Halloran V in anticipation of the Battle of New Aragon, which begins on March 29. By mid-3008, the Dragoons put down the last Liao resistance on New Aragon.

3009

Wolf's Dragoons make first supply run into deep space.

3010

In February, Wolf informs Prince Davion that the Dragoons have accepted an offer of employment with the Capellan Confederation.

IN SERVICE TO LIAO

3010

Dragoons arrive on the Liao capitol of Sian in mid-year.

3011

After months of garrison duty, the Dragoons are finally assigned to action on Wallacia in mid-March. They also participate in the defense of Furund in this year.

3012

Dragoons break the Marik offensive in Battle of Shiro III.

3013

Hanse Davion becomes Prince of the Federated Suns after his brother's death on Mallory's World.

In May, Candace Liao meets Jaime Wolf on Carver. He resists her attempts at seduction, and she swears revenge against the Dragoons. In October, Wolf is almost killed when his *Archer* malfunctions. In December, another threat to Wolf's life is averted when Seventh Kommando forces kill a would-be assassin at Wolf's villa on Carver.

3014

In January, Davion forces defeat Kurita forces at the Battle of Halstead Station.

Jaime Wolf attends a meeting on Terra with Maximilian Liao and Anton Marik. Liao and Wolf agree that the Dragoons will assist Anton in his attempt to depose his brother Janos. In May, Anton Marik declares himself Captain-General of the Free Worlds League, and civil war breaks out.

Jaime Wolf decides to create a unit to give Dragoon misfits a chance to rehabilitate. He assigns Natasha Kerensky as their leader, and the Black Widow Company is born.

Fighting for the Usurper, the Dragoons see action on Nova Roma, Emris IV, Vanra, New Delos, and Sophie's World. With the fall of Calloway VI late in the year, Anton senses that his rebellion is doomed.

3015

In February, Anton Marik demands that Wolf break the Dragoons into small units to be attached to his regular army. Wolf refuses. Marik has Joshua Wolf and 27 other Dragoon personnel and dependents executed for "treason." Natasha Kerensky leads punitive assault on New Delos in which Anton Marik is killed.

IN SERVICE TO MARIK

3015

With the threat to his power ended, Janos Marik signs the Dragoons on to work for him.

3016

In June, the Dragoons begin their "cattle-raiding" period with strikes on Wyatt, New Kyoto, Summer, and Dixie.

3019

Janos assigns the Dragoons to spearhead a raid on the BattleMech factories of Hesperus II. Making their way there, the Dragoons raid Gienah, Launam, Fianna, Sarpsborg, and Lamon.

After a valiant effort that nearly succeeds, the Dragoons are forced to withdraw from Hesperus, leaving the factories as impregnable as ever.

Late in the year, the Dragoons stage another deep-space supply run into the Periphery.

3020

Early in the year, the Dragoons return to Marik space resupplied with 'Mechs and materiel.

IN SERVICE TO STEINER

3020

Jaime Wolf accepts Katrina Steiner's offer of employment. Archon Katrina Steiner makes peace initiative to other Inner Sphere House Lords.

While the Dragoons await assignment, Colonel Sarah "the Ghost" Weisz retires as Delta Regiment commander, replaced by Colonel Kathleen Dumont.

Late in the year, the Black Widows are assigned to raid New Wessex, where the famous Battle of Harlow's Wood takes place.

3021

In September, Alpha, Beta, and Epsilon Regiments take part in the attack on Dromini VI, where they meet some of Kurita's elite Sword of Light. It is here that Minobu Tetsuhara first spares Jaime Wolf's life in accord with the precepts of his *Bushido* code.

3022

The Draconis Combine loses three planets each to the Federated Suns and the Lyran Commonwealth. Takashi Kurita vows to pay them back.

In June, Hanse Davion and Katrina Steiner sign the Federated-Commonwealth Alliance agreement.

In October, Takashi Kurita, Janos Marik, and Maximilian Liao respond to the threat of a united Davion-Steiner force by signing the Concord of Kapteyn on Terra.

As the year ends, Wolf exercises the escape clause in his contract with Steiner and signs on with the Draconis Combine after only two years of service with the Lyran.

IN SERVICE TO KURITA

3023

The Dragoons navigate Kurita space, some headed toward Hoff, others toward the new homeworld of An Ting, and the majority to the world of Quentin where they will participate in a raid.

In April, Epsilon Regiment and the Black Widows engage the Eridani Light Horse on Hoff.

In June, Alpha, Gamma, and Delta, plus auxiliary Dragoons units, participate in a raid on Quentin. It is here that they meet their Kurita Liaison Officer, Minobu Tetsuhara, for the first time. He once again saves Wolf's life in the desolate area known as Fire Rift. Takashi Kurita arrives to meet the Dragoons, too, and he joins them for a brief stint of combat.

3024

The Dragoons participate in many raids against the Davion border, including strikes on Thule, Klathandu, LeBlanc, Marduk, Breed, Proserpina, New Aberdeen, and Cour-sadin.

3025

Beta and Gamma Regiments invade Deshler. Meanwhile, Davion forces are invading Marlowe's Rift, Delacruz, Capra, and Al Na'ir. On Thestria, they defeat Epsilon Regiment.

In March, Kurita begins its attack on Galtor III.

In April, Gamma Regiment and Zeta Battalion conclude the conquest of Deshler.

3026

Takashi Kurita awards Jaime Wolf the Order of Bushido Blade. While the Dragoons successfully raid Proserpina, David, and Cyline, Warlord Samsonov plots to prevent them from receiving badly needed supplies.

In September, a group of BattleMechs disguised as Black Widows are filmed sacking a city on New Mendham. Samsonov accuses the Dragoons of atrocities on Kawabe. Late in the year Jaime Wolf sends a special team on a raid of Udibi for spare parts and supplies.

3027

Warlord Samsonov attempts to discredit Dragoons with a disinformation campaign, leading to the uprising on An Ting. Kurita agents invade the Hephaestus, triggering the evacuation of Dagoon dependents.

3028

In April, Wolf sends a battle challenge to Takashi Kurita, having chosen Misery as the site of the encounter.

At midnight, April 23, the Dragoons' contract with the Draconis Combine expires. While the Dagoon dependents arrive safely in the Cassias system, the Misery campaign begins. The Dragoons hold off *Ryukon*, the Eighth Sword of Light, and the Seventeenth and Twenty-first Galedon Regulars for over a week, and on May 20, the last battle takes place on Misery. The Dragoons and the Twenty-first Galedon regulars suffer heavy casualties, the Seventeenth Galedon Regulars and half of the *Ryukon* units are destroyed, and Tetsuhara performs *seppuku*.

In August, Wolf posts Alpha Regiments to Genmora, Beta and Delta to Wapakoneta, and Gamma and Epsilon to remain on Harrow's Sun.

Hanse Davion marries Melissa Steiner. Wolf presents Tetsuhara's samurai swords to Takashi Kurita at the wedding reception.

The Federated Suns invades the Capellan Confederation. The Lyran Commonwealth invades the Draconis Combine.

3028

Kurita forces engage Alpha Battalion and the Black Widows on Glenmora in September. Other Kurita units engage Gamma and Epsilon on Harrow's Sun, and still others engage Beta and Delta on Wapakoneta.

3029

In May, Dagoon survivors rendezvous on Crossing.

In September, Kurita forces invade Crossing. They are defeated by Wolf's Dragoons.

WOLF'S DRAGOONS

LINE REGIMENTS

Jaime Wolf's five line regiments form the Dragoons' heart and soul. All are 'Mech units that exemplify the concept of combined arms to a striking degree. Though each regiment has its own strengths and weaknesses, the basic organization and tactics are similar for all five.

Each regiment is designed to operate independently, but is also effective in combination with other formations. This flexibility allows Wolf to utilize the Dragoons in full-scale invasions (as on Hesperus II), or in pinpoint, surgical strikes sometimes involving only a single 'Mech company (a particular specialty of Natasha Kerensky's Black Widows).

The Command Company of each regiment provides artillery and mechanized infantry support, often serving as a reserve or security force. Each regiment's three battalions are organized along similar lines, with a heavy or assault company, a medium or fire support company, and finally, a light company for scouting and mobile support.

Jaime Wolf's use of these battalions and their subordinate companies might be considered textbook examples of 'Mech tactics, and an impressive argument for Wolf's combined-arms philosophy. Light 'Mechs, supported by hover-tanks, jump infantry, or even light aerospace LAM lances, move forward in a flexible screen, probing for enemy concentrations and guarding the battalion's main body from unexpected enemy thrusts. Medium 'Mechs form the battalion's backbone, providing long-range fire support or close-combat capabilities. Heavy and assault 'Mechs are generally kept in reserve until combat begins, at which time they are unleashed with devastating effect.

The lance designations given below are based on the total weight of the individual 'Mechs, not the predominant 'Mech type. Four Medium 'Mechs can add up to a heavy lance, for instance. The categories are as follows: total weight up to 130 tons, light lance; 135 to 200 tons, medium lance; 205 to 280 tons, heavy lance; and more than 280 tons, assault lance.

Non-'Mech elements also play an important role in Dragoon tactics. Light hover tanks provide the speed and maneuverability that BattleMechs often lack, while heavier armored vehicles provide the firepower needed for a 'Mech advance. Other elements, such as AeroSpace Fighters and jump and mechanized infantry, may further enhance the battalion's flexibility.

Following are capsule descriptions of the various regiments of Wolf's Dragoons, broken down by battalion. This list is based on the unit's organization before the battle on Misery. Dispositions after this battle are listed for each individual or unit.

ALPHA REGIMENT

Name: Alpha Regiment

Commander: Colonel Jaime Wolf

Unit Composition: 3 battalions before Misery, 5 companies afterward

Unit Status: Elite

Unit Nickname: First Team

Unit Insignia: Greek letter Alpha

DropShip Assignments: *Chieftain, Talleyrand (Overlord Class), Mentasta, Gloire, Preussen (Union Class)*

Alpha Regiment, "First Team" in name and in fact, is the lead unit of Wolf's Dragoons. Majors Chan, Yukinov, and DuKirk were easily the equal of most mercenary colonels, and Alpha also represents the finest in training and equipment. Led by, and unflaggingly loyal to, the enigmatic Wolf, Alpha has become the Dragoons' most potent and visible force, capable of accomplishing nearly impossible tasks. Even the neglect or even outright hostility from their Kurita employers failed to blunt First Team. Under Kurita, supply and communication problems led the Dragoons to change their tactics somewhat, forcing them to engage in more small-unit operations and to detach battalion- or company-size raiding forces to carry out their missions. Alpha Regiment suffered higher-than-average equipment losses on Misery but did not lose as many MechWarriors as some of the other regiments. It also had a higher survival rate during the Fourth Succession War.

Name: Able Battalion, Alpha Regiment

Commander: Major Kelly Yukinov

Unit Status: Elite

Unit Nickname: Wolf's Own

Unit Insignia: Black silhouette of a howling wolf against a white circle

DropShip Assignment: *Chieftain (Overlord Class)*

Major Yukinov leads an interesting double life, commanding first Able Battalion and then the First Provisional Company, as well as occasionally serving as brevet Colonel in command of the entire regiment when Colonel Wolf is absent. He does well in both roles, and Able Battalion embodied the best of the Dragoons' combined-arms philosophy. In service to Kurita, the battalion did more independent fighting because the lack of supplies limited the regiment's ability to fight as a unit. Wolf's Own was considered the Dragoons' lead battalion, which explains why the unit exceeded 75 percent equipment losses on Misery.

Name: Baker Battalion, Alpha Regiment

Commander: Major Patrick Chan

Unit Status: Elite

Unit Nickname: The Red Devils

Unit Insignia: A small red devil carrying a pitchfork

DropShip Assignment: *Talleyrand* (Overlord Class)

Like the other two Alpha battalions, the Red Devils are a tough, well-disciplined fighting force whose battle performance is every bit as fearsome as its reputation. Patrick Chan, or "Old Stone Face" as he is sometimes known, has an expert grasp of tactics, timing, and coordination, which he learned from both Jaime Wolf and Sarah Weisz. The Red Devils were a dangerous, respected battalion.

Name: Charlie Battalion, Alpha Regiment

Commander: Major Coshasa DuKirk

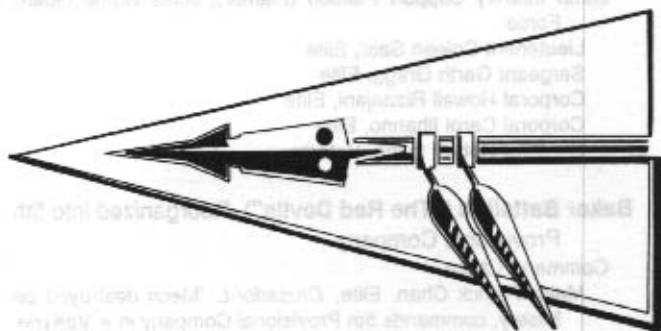
Unit Status: Elite

Unit Nickname: The Pathfinders

Unit Insignia: A black arrow with red and blue feathers hanging from the shaft

DropShip Assignments: *Mentasta*, *Gloire*, *Preussen* (Union Class)

Though a foreigner to the Dragoons and the newest of Alpha's battalion commanders, Major DuKirk showed her reliability and leadership on Glenmora when she was called upon to command the regiment. Major DuKirk's battalion was famous for its daring, often dangerous, combat drops. Eschewing their assigned Union Class DropShips for the aerodyne *Leopard*, the Pathfinder 'Mechs leaped from the DropShip as it skimmed low over the ground. Such tactics sometimes damaged or even destroyed 'Mechs and wounded MechWarriors, but they also allowed the Pathfinders quick deployment without the exposure to enemy aerospace cover typical of high-atmospheric drops. The battalion emerged from Misery with relatively light losses. It has since been reorganized into the Second and Third Provisional Companies.



ALPHA REGIMENT UNIT ROSTER

Command Company

Command Lance (Wolf's Guard)

Colonel Jaime Wolf, Elite, *Archer*

Captain William Cameron, Elite, *Cyclops* (Communications), 'Mech damaged beyond repair on Misery, shifts to a *Hermes II*, killed on Crossing

Major Stanford Blake, Elite, *Phoenix Hawk LAM* (Intelligence), LAM destroyed on Misery, commands 3rd Provisional Company in a *Clint*, seriously injured and 'Mech destroyed on Crossing

Major Olga Kormenski, Elite, *Marauder* (Security), killed on Glenmora

Lieutenant Sheila Selden, Elite, *Wasp LAM* (Messenger/Scout), killed on Misery

Lieutenant Hans Vordel, Elite, *Victor* (Wolf's Bodyguard), 'Mech destroyed on Misery, shifts to a *Thunderbolt*

1st Motorized Infantry Platoon (Laser)

Lieutenant Austin Purflow, Elite

Sergeant Harold Putnam, Elite

Corporal Mina Iorcuzi, Elite, killed on Crossing

Corporal Walter Almee, Veteran

Corporal Buddy Lee Bobob, Veteran, killed on Crossing

2nd Motorized Infantry Platoon (Laser)

Lieutenant Jacob "Chesty" Wildmon, Elite

Sergeant Darlene Char, Elite

Corporal Lawrence Landro, Elite, killed on Crossing

Corporal Inez Maguire, Elite

Corporal Bertram Allard, Veteran

Artillery Lance 1

Captain Harriett Ciroz, Elite, Packrat Scout Vehicle

Lieutenant Elizabeth Layton, Veteran, Long Tom Artillery, killed on Crossing

Lieutenant Norton Sirelli, Veteran, Long Tom Artillery

Lieutenant Beth Danzell, Veteran, Long Tom Artillery

Lieutenant Marcus Brewer, Veteran, Sniper Artillery, killed on Crossing

Artillery Lance 2

Captain Fadol Fadoul, Elite, Packrat Scout Vehicle

Lieutenant Kathy Lipscomb, Elite, Long Tom Artillery

Lieutenant Janice Haaken, Elite, Sniper Artillery, killed on Crossing

Lieutenant Brooks Gunsel, Elite, Sniper Artillery

Lieutenant Gene Mandamaker, Veteran, Sniper Artillery

Able Battalion ("Wolf's Own")

Command Lance

Major Kelly Yukinov, Elite, *Archer*, 'Mech badly damaged on Misery, commands 1st Provisional Company in a *Phoenix Hawk*, badly injured and 'Mech destroyed on Glenmora

Captain Aristeo Mandujano, Elite, *Thunderbolt*, killed on Misery, 'Mech salvaged

Michael Alan Mulrone, Veteran, *JagerMech*, killed on Misery

Kenneth Sohler, Veteran, *Hermes II*, killed on Misery, 'Mech salvaged

WOLF'S DRAGOONS

Kenner's Company, Disbanded after Misery

Command Lance, Wiped out on Misery

Captain Lucas Kenner, Elite, *Marauder II*

Lieutenant Ariana Foster, Veteran, *Atlas*

Howard Lorrel, Veteran, *Zeus*

Steven Barrows, Veteran, *Awesome*

Heavy Lance ("The Cataphracts"), Wiped out on Misery

Lieutenant Florence Milhaus, Elite, *BattleMaster*

Sergeant Quarrel Ghanja, Elite, *Stalker*

Drew Puller, Veteran, *Warhammer*

Kingsley Mennor, Veteran, *Warhammer*

Attack Lance

Lieutenant Austin Lee Jennings, Elite, *Marauder*, killed on Misery

Sergeant Brandy Mohammed, Elite, *Archer*, killed on Misery

Kerri Tennler, Veteran, *Grasshopper*, joins Command Lance,

1st Provisional Company after Misery, killed on Crossing,

'Mech salvaged

Arnold Morrow, Regular, *Rifleman*, killed on Misery

1st Armored Support Platoon, Joins Home Guard Force

Lieutenant Mordecai Bonner, Elite, Von Luckner Heavy Tank

Sergeant Phillip Darrow, Elite, Von Luckner Heavy Tank

Sergeant Chang Sun Wan, Veteran, Von Luckner Heavy Tank

Sergeant Emis Fortescue, Veteran, Ontos Heavy Tank

Sergeant Zachary Bonner, Veteran, Ontos Heavy Tank

Charleton's Company ("The Silver Bears"), Reorganized into 1st Provisional Company

Command Lance

Captain John Charleton, Elite, *Quickdraw*, killed on Misery, 'Mech salvaged

Lieutenant Tammi "Doe" O'Malley, Elite, *Crusader*, killed on Misery

A Tai Ng, Veteran, *Catapult*, killed on Misery

Terry Linzer, Regular, *Ostsol*, killed on Misery

Fire Lance ("The Bad Boys")

Lieutenant Carl "Cap" Zedrow, Elite, *Rifleman*, 'Mech destroyed on Misery, joins Home Guard Force

Sergeant Trent Pozner, Elite, *Phoenix Hawk*, killed on Misery, 'Mech salvaged

Bradley Turlow, Elite, *Vulcan*, joins Fire Lance, 1st Provisional Company after Misery, 'Mech destroyed on Crossing

Jennifer Huan, Elite, *Clint*, joins Fire Lance, 1st Provisional Company after Misery, killed on Glenmora

Light Lance ("The Gnats")

Lieutenant Ivan Druzinski, Elite, *Wasp*, joins Fire Lance, 1st Provisional Company after Misery, disabled on Crossing, 'Mech serviceable

Sergeant Deacon "Deke" Smith, Elite, *Hornet*, joins Medium Lance, 1st Provisional Company after Misery, killed on Crossing

Gordon Perlman, Elite, *Panther*, killed on Misery, 'Mech salvaged

Waller's Company ("Waller's Wailers"), Disbanded after Misery

Command Lance

Captain Lauren Waller, Elite, *Wolverine*, commands Fire Lance, 1st Provisional Company after Misery

Lieutenant Charles MacGuyver, Elite, *Shadow Hawk*, joins Command Lance, 1st Provisional Company after Misery, killed on Glenmora

Linda Firhammi, Veteran, *Scorpion*, 'Mech destroyed on Misery, joins Home Guard Force

Theresa Jones, Veteran, *Phoenix Hawk LAM*, joins Medium Lance, 1st Provisional Company after Misery, killed on Glenmora

Light Lance

Lieutenant Corwin Grimaldi, Elite, *Assassin*, joins Command Lance, 1st Provisional Company after Misery, seriously injured and 'Mech destroyed on Crossing

Sergeant Jean-Michael Cheval, Veteran, *Flea*, killed on Misery

John Brett, Veteran, *Ostscout*, killed on Misery

Jason MacAuliffe, Veteran, *Stinger*, joins Scout Lance, 5th Provisional Company after Misery, killed on Crossing, 'Mech salvaged

Recon Lance ("Swift West Wind")

Lieutenant Saburo Akanuki, Elite, *Firefly*, killed on Misery, 'Mech salvaged

Sergeant Adreana Campbell, Elite, *Spider*, killed on Misery

Ulzanna Whitehand, Veteran, *Flea*, 'Mech destroyed on Misery, joins Home Guard Force

Martin Cummings, Veteran, *Ostscout*, killed on Misery

Armored Support Platoon, Joins Home Guard Force

Lieutenant Maurice "Tripper" Tripp, Elite, Saracen Heavy Hover Tank

Sergeant Corey Shippley, Elite, Scimitar Medium Hover Tank

Sergeant Edward Murakamo, Veteran, Scimitar Medium Hovortank

Sergeant Kamar Breen, Veteran, Saladin Assault Hovortank

Sergeant Renee Torianno, Regular, Saladin Assault Hovortank

Jump Infantry Support Platoon (Flamer), Joins Home Guard Force

Lieutenant Coleen Saar, Elite

Sergeant Garth Gregg, Elite

Corporal Howell Rizanjan, Elite

Corporal Carol Ilhanno, Elite

Corporal Robert Irving, Veteran

Baker Battalion ("The Red Devils"), Reorganized into 5th Provisional Company

Command Lance

Major Patrick Chan, Elite, *Crusader-L*, 'Mech destroyed on Misery, commands 5th Provisional Company in a *Valkyrie*, 'Mech destroyed on Crossing

Captain Eugene Durrin, Elite, *Archer*, killed on Misery

David Coggins, Veteran, *Dervish*, killed on Misery

Samuel "Silent" Kepper, Veteran, *Thunderbolt*, killed on Misery

Fraser's Company ("The Hackers"), Disbanded after Misery**Command Lance**

Captain Dechan Fraser, Elite, *Shadow Hawk*, on special assignment after Misery

Lieutenant Maximillian Edwards, Elite, *Whitworth*, killed on Misery, 'Mech salvaged

Donal Cameron, Veteran, *Javelin*, joins Fire Lance, 5th Provisional Company after Misery, killed on Crossing

Donald McDonald, Veteran, *Javelin*, 'Mech destroyed on Misery, joins Scout Lance, 5th Provisional Company in a *Hornet*

Heavy Lance

Lieutenant Candace "Tigress" Halstron, Elite, *Marauder*, 'Mech badly damaged on Misery, commands Medium Lance, 1st Provisional Company in a *Quickdraw*, disabled and 'Mech destroyed on Crossing

Sergeant Marlisa Giodo, Elite, *Catapult*, killed on Misery

Vladimir Andronov, Veteran, *Crusader*, killed on Misery

Calvin Wakeman, Veteran, *Trebuchet*, 'Mech destroyed on Misery, joins Medium Lance, 1st Provisional Company in a *Panther*, killed on Glenmora.

Medium Lance

Lieutenant Thomas West, Elite, *Griffin*, 'Mech badly damaged on Misery, joins Command Lance, 5th Provisional Company in a *Whitworth*, killed on Crossing

Sergeant Thom Dominguez, Elite, *Wolverine*, 'Mech destroyed on Misery, joins Command Lance, 3rd Provisional Company in a *Firefly*

Gilbert Ohman, Regular, *Cicada*, killed on Misery, 'Mech salvaged
Keith Gatlin, Veteran, *Ostscout*, 'Mech destroyed on Misery, joins Medium Lance, 3rd Provisional Company in a *Commando*, injured on Crossing

MacElroy's Company, Disbanded after Misery**Command Lance**

Captain Douglas MacElroy, Elite, *Archer*, 'Mech destroyed on Misery, commands Scout Lance, 5th Provisional Company in a *Firefly*, killed on Glenmora

Lieutenant Steward Adams, Elite, *Archer*, killed on Misery

Natao Kuribiashi, Elite, *Quickdraw*, 'Mech destroyed on Misery, joins Home Guard Force

Arthur Simpson, Veteran, *JagerMech*, killed on Misery

Fire Lance

Lieutenant Rhonda Himmel, Elite, *Thunderbolt*, 'Mech destroyed on Misery, joins Scout Lance, 5th Provisional Company in a *Wasp*, killed on Glenmora

Lance Chapel, Veteran, *Rifleman*, killed on Misery

Jessica Morton-Kane, Veteran, *Whitworth*, killed on Misery, 'Mech salvaged

Kenneth Tremmel, Regular, *Crusader*, killed on Misery, 'Mech salvaged

Recon Lance

Lieutenant Jack "Jock" Viremo, Elite, *Valkyrie*, killed on Misery, 'Mech salvaged

Sergeant Bonnie Ho, Veteran, *Stinger*, killed on Misery

Gilbert Torelli, Regular, *Wasp*, killed on Misery, 'Mech salvaged

David "Duke" Sheen, Regular, *Locust*, 'Mech destroyed on Misery, joins Home Guard Force

Laskowski's Company ("The Scouts")**Command Lance, Becomes Fire Lance, 5th Provisional Company**

Captain Amy Laskowski, Elite, *Crusader-L*, 'Mech damaged beyond repair on Misery, shifts to a *Whitworth*, killed on Glenmora

Lieutenant Marion Snyder, Veteran, *Valkyrie*, killed on Glenmora

Ramon Escalero, Veteran, *Hornet*, killed on Glenmora

Shaheen Muhmet, Veteran, *Stinger*, killed on Misery

Recon Lance

Lieutenant Eric Fokker, Elite, *Phoenix Hawk*, killed on Misery, 'Mech salvaged

Sergeant Gina Chandler, Veteran, *Hornet*, joins Command Lance, 5th Provisional Company after Misery, killed on Glenmora

Malcolm Spence, Veteran, *Shadow Hawk*, 'Mech damaged beyond repair on Misery, joins Medium Lance, 3rd Provisional Company in a *Cicada*, killed on Glenmora

Jenette Rand, Veteran, *Dervish*, on special assignment after Misery

Light Lance

Lieutenant Jobeth Hogan, Elite, *Hornet*, joins Command Lance, 5th Provisional Company after Misery, killed on Glenmora

Sergeant Topol Ivanovoff, Elite, *Firefly*, killed on Misery, 'Mech salvaged

Lucius Blumburg, Elite, *Hornet*, killed on Misery, 'Mech salvaged

Hezekiah Walden, Veteran, *Wasp*, 'Mech destroyed on Misery, joins Command Lance, 3rd Provisional Company in a *Falcon*, killed on Glenmora

Jump Infantry Support Platoon (SRM), Joins Home Guard Force

Lieutenant Reginald Camm, Elite

Sergeant Pieter Weiszhoffen, Elite

Corporal Pitney Immel, Elite

Corporal Astrea Rivera, Elite

Corporal Kip Jenkins, Veteran

Aerospace Lance, Joins Home Guard Force

Lieutenant Sidney "Jackrabbit" Moskowitz, Elite, *Thrush* Light Fighter

Thomas "Top Hat" Gordon, Veteran, *Thrush* Light Fighter

Charlie Battalion ("The Pathfinders"), Reorganized into 2nd and 3rd Provisional Companies**Command Lance**

Major Coshasa DuKirk, Elite, *BattleMaster*, 'Mech badly damaged on Misery, commands 2nd Provisional Company in a *Crusader*, killed on Glenmora.

Captain Craig Lucas, Elite, *Archer*, killed on Misery

Nora Echols, Veteran, *Shogun*, killed on Misery

Said Muhara, Veteran, *Warhammer*, 'Mech destroyed on Misery, joins Home Guard Force

Branson's Company, Disbanded after Misery**Command Lance**

Captain Theron Branson, Elite, *Atlas*, killed on Misery

Lieutenant Alice Sumner, Veteran, *Awesome*, killed on Misery

Himo Mandalla, Veteran, *Marauder*, 'Mech destroyed on Misery, joins Home Guard Force

Charles Zukarov, Veteran, *Stalker*, killed on Misery

Assault Lance ("The Gurkhas")

Lieutenant William Fish, Elite, *Shogun*, killed on Misery

Sergeant Demi Bannock, Elite, *Stalker*, 'Mech destroyed on Misery, joins Home Guard Force

Sai Field, Veteran, *Goliath*, killed on Misery

Gordon Zed, Veteran, *Behemoth*, killed on Misery

Heavy Lance

Lieutenant Norman Stein, Veteran, *BattleMaster*, 'Mech destroyed on Misery, joins Home Guard Force

Sergeant Erica Caputo, Veteran, *Warhammer*, 'Mech damaged beyond repair on Misery, joins Medium Lance, 3rd Provisional Company in a *Phoenix Hawk*, killed on Glenmora

Timothy Simmons, Regular, *Rifleman*, killed on Misery

Ito Shukima-Garrity, Regular, *Hoplite*, killed on Misery, 'Mech salvaged

WOLF'S DRAGONS

Uchimaya's Company ("The Swarm"), Becomes 2nd Provisional Company after Misery

Command Lance

Captain Ataru Uchimaya, Elite, *JagerMech*, killed on Misery
Lieutenant Vincent Timmons, Elite, *Cyclops*, killed on Glenmora
Leslie Grubbick, Veteran, *Ostsol*, killed on Glenmora
James Buck, Veteran, *Ostroc*, killed on Glenmora

Heavy Lance ("The Long Rifles"), Wiped out on Glenmora

Lieutenant John McDonald, Elite, *Warhammer*
Sergeant Melissa "Missy" Melman, Veteran, *Enforcer*
Maurice Shipman, Veteran, *Hoplite*
Phillip Burrows, Veteran, *Thunderbolt*

Fire Lance ("The Flankers"), Wiped out on Glenmora

Lieutenant Roxanne Tyne, Elite, *Griffin*
Sergeant Kerry Tennier, Veteran, *Catapult*
Ernest Cameron, Veteran, *Enforcer*
Douglas Dominguez, Regular, *Quickdraw*

Jump Infantry Support Platoon (Flamer), Joins Home Guard Force

Lieutenant Zhubin Tzarovich, Elite
Sergeant Tyler McKay, Elite
Corporal Gunther Bideau, Elite
Corporal Ray Abruzzio, Veteran
Corporal Warren Robb, Veteran

Stane's Company

Command Lance, Becomes Recon Lance of 3rd Provisional Company after Misery, wiped out on Glenmora

Captain Kristen Stane, Elite, *Phoenix Hawk*
Lieutenant Constantine Ellerby, Veteran, *Valkyrie*
Percival Rummel, Veteran, *Javelin*
James Walters, Veteran, *Firefly*

Fire Lance

Lieutenant Stanley "Texas" Havelock, Elite, *Ostscout*, joins Command Lance, 3rd Provisional Company after Misery, killed on Glenmora

Sergeant Andrea "Mouse" Sheets, Elite, *Stinger*, killed on Misery

Earl Schweitz, Regular, *Clint*, killed on Misery, 'Mech salvaged
Haskins Lawrence, Regular, *Locust*, killed on Misery

Recon Lance

Lieutenant Miriam Rappaport, Elite, *Locust*, 'Mech damaged beyond repair on Misery, commands Medium Lance, 3rd Provisional Company in a *Hoplite*, killed on Glenmora

Sergeant Ma Prem Isabel, Veteran, *Commando*, severely injured on Misery and retired, 'Mech serviceable

Pala Sunim, Veteran, *Falcon*, killed on Misery, 'Mech salvaged
Deborah Hart, Regular, *Stinger*, 'Mech destroyed on Misery, joins Home Guard Force

LAM Lance, Destroyed on Misery

Lieutenant Susanna Imroz, Elite, *Wasp LAM*

Sergeant Christopher Subhar, Veteran, *Wasp LAM*

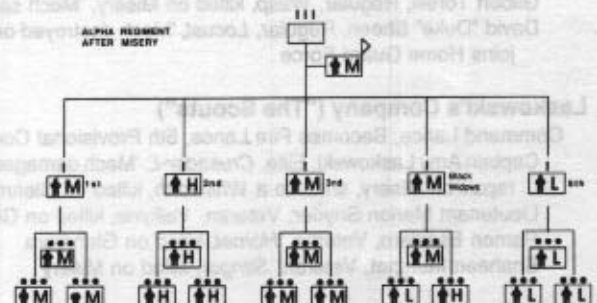
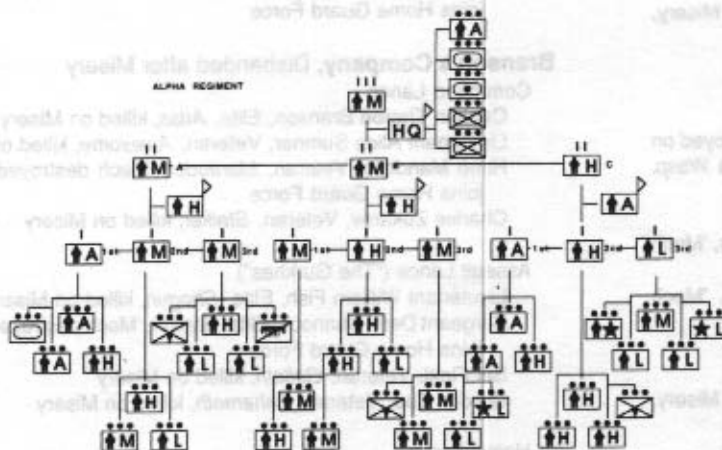
Kohler Valens, Veteran, *Stinger LAM*

Maurice Weems, Regular, *Stinger LAM*

Aerospace Lance, Joins Home Guard Force

Lieutenant Julia "Hellcat" Norton, Veteran, *Sholagar Light Fighter*

Michael "Bullseye" Kyle, Veteran, *Sholagar Light Fighter*



ALPHA REGIMENT PERSONALITIES

Name: Colonel Jaime Wolf

Assignment: Commander of Wolf's Dragoons

Commander of Alpha Regiment, Wolf's Dragoons
(See page 45.)

Name: Major Patrick Chan

Assignment: Former Commander of Baker Battalion, Alpha Regiment; now Commander of Fifth Provisional Company

Respected, if not universally liked, by his command, "Old Stone Face" rarely reveals his true feelings to his MechWarriors. In private or in staff meetings, however, Chan is opinionated and outspoken, often voicing his views with vehemence. The high number of kill markers on his *Crusader-L*, and the many victories of Baker Battalion's Red Devils, are impressive testimony to "Stone Face" Chan's tactical brilliance. His skill is all that kept him alive on Misery, where his 'Mech absorbed salvo after salvo from the Kuritans. He was the only member of his lance to survive as he ejected just before the *Crusader* exploded. He had another close scrape on Glenmora, where half his lance was destroyed. His 'Mech, this time a *Valkyrie*, was shot out from under him again on Crossing, but again he survived.

Name: Major Coshasa DuKirk [deceased]

Assignment: Former Commander of Charlie Battalion, Alpha Regiment; then Commander of Second Provisional Company

A foreigner to the Dragoons, Major DuKirk signed on after meeting Colonel Wolf in a Dieron hiring hall. She then led the battalion with distinction and was well-known for her late-night poker games with her captains. DuKirk usually won the games, and her luck at cards had carried over into her activities as a 'Mech officer. Her luck held on Misery. Her Command Lance was cut off from the rest of her battalion, and the Kuritans took full advantage. The rest of the lance was wiped out before relief could arrive. After Misery, many Dragoons were suspicious and hostile toward Major DuKirk, though she was not Combine-born. The hostility turned to near rebellion on Glenmora when Major Yukinov passed regimental command to Major DuKirk during Colonel Wolf's absence. In a dramatic confrontation, Major DuKirk maintained control. She showed her loyalty and her valor repeatedly in the campaign for Glenmora, fighting to the death for the Dragoons.

Name: Major Kelly Yukinov

Assignment: Former Commander of Able Battalion, Alpha Regiment and Wolf's Dragoons temporary Commander; now Commander of First Provisional Company

Major Kelly Yukinov is one of the most important officers in the Dragoons. During Wolf's absence on tour or in combat, Yukinov is officially breveted to Colonel and takes command of Alpha Regiment. Like all Dragoons, Yukinov is an accomplished professional, and he fulfills his dual role well. Though little is certain about his private life, the Major is known to be unmarried and is considered a bit of a Don Juan. Some say he is even tougher than Wolf when the Colonel is away. During Yukinov's absence after his injury on Barlow's End in 3026, the regiment came briefly under the command of Zeta's Elliot Jamison, and discipline slipped a bit. In the battle on Misery, Major Yukinov was injured again and was lucky to escape with his life. After a two-month recovery and period of adjustment to a new 'Mech, Major Yukinov returned to active duty. Soon Major Yukinov was badly injured once again, this time on Glenmora.

Name: Captain Theron Branson [deceased]

Assignment: Former Commander of Branson's Company, Charlie Battalion

Generally known as a bit of a wise guy, Branson played it cool on the battlefield, where his abilities as a MechWarrior and officer were unquestioned. He died with most of his company on Misery. His humor while off-duty was well-known. Toward the end, his jokes took a more political tone, lampooning such notables as Kurita Warlord Grieg Samsonov ("Why didn't the shark eat Warlord Samsonov? Professional courtesy.") Branson was also an animal lover, keeping an impressive collection of exotic finches from several worlds.

Name: Captain William Cameron [deceased]

Assignment: Former Communications Officer, Command Lance, Alpha Regiment

Jaime Wolf's eyes and ears, Captain William Cameron used the advanced computer and communications system of his *Cyclops* to keep in constant touch with Dragoon line officers. Calm and quietly efficient, Cameron was typically seen relaying reports to his commander, or tinkering with the delicate circuitry of his BattleMech. The loss of the Captain's *Cyclops* on Misery created problems for the Dragoons because of its sensitive electronics. Expert Techs worked for two months to modify the late Kenneth Sohler's *Hermes II* to replace the *Cyclops*. Captain Cameron was killed on Crossing by a DEST warrior.

Name: Captain John Charleton [deceased]

Assignment: Former Commander of Charleton's Company, Able Battalion

A typical workaholic, Charleton lived for his company and for his dark green *Quickdraw*, "Reverend Bob." He became even more withdrawn and sometimes depressed after his second wife divorced him in 3024. He took exceptional care of his 'Mech, which may account for its survival on Misery, where he died with all the rest of his lance.

Name: Captain Dechan Fraser

Assignment: Former Commander of Fraser's Company, Able Battalion

A rising star in the Dragoons, Captain Fraser earned quick promotion after his bravery on Quentin and Barlow's End. Friendly yet firm with his MechWarriors, Fraser combines a youthful outlook with substantial experience in 'Mech combat. Some had suggested that he would soon command the Dragoons. With Fraser losing his company command after Misery, this talk has died down considerably, though Fraser was not demoted and in fact fought with distinction on Misery. He has been on special assignment ever since.

Name: Captain Lucas Kenner [deceased]

Assignment: Former Commander of Kenner's Company, Wolf's Dragoons

Alternating between bouts of manic activity and periods of grim brooding over the unfairness of life or his most recent romantic failures, Captain Kenner commanded the lead assault company of Wolf's Dragoons. In combat, he was equally mercurial, either sedate and cautious or furiously aggressive, depending on his level of mania/depression. Fortunately, Captain Kenner's various moods seemed to correspond admirably to battlefield requirements. He was his most aggressive on Misery, and only one MechWarrior in his company survived.

WOLF'S DRAGOONS

Name: Captain Amy Laskowski [deceased]

Assignment: Former Commander of Laskowski's Company, Baker Battalion; then Commander of Fire Lance, Fifth Provisional Company

Though her behavior toward superior officers occasionally bordered on insubordination, Amy Laskowski never hesitated to follow orders when it counted. A strong leader in her own right, Captain Laskowski enjoyed baiting Major Chan, though there was obvious respect between the two. Captured during the debacle on Barlow's End, Captain Laskowski returned to her command after a prisoner exchange. She chafed somewhat at commanding only a lance after the losses of Misery, but kept her feelings in check out of professionalism and respect for Major Chan. Though no one ever questioned her leadership or skill, she acted as if she had to prove herself again. Her lance held its position against overwhelming odds and against prudence on Glenmora, where the lance and the Captain were destroyed.

Name: Captain Douglas MacElroy [deceased]

Assignment: Former Commander of MacElroy's Company, Baker Battalion; then Commander of Scout Lance, Fifth Provisional Company.

Behind Captain MacElroy's gruff, abrasive exterior lurked a genuine concern and affection for his MechWarriors and the Dragoons. Most of his subordinates were on to him and accepted his occasional outburst with good grace. Most of the MechWarriors closest to MacElroy died at Misery, and he barely escaped after the loss of his *Archer*. He was not so lucky a few months later when he and his *Firefly* were destroyed on Glenmora. When not fulfilling his military duties, he was an affectionate husband and father, and his talent with the bagpipes was near-legendary.

Name: Captain Kristen Stane [deceased]

Assignment: Former Commander of Stane's Company, Charlie Battalion; then Commander of Recon Lance, Third Provisional Company

Enthusiasm was Captain Stane's most prominent character trait. Combining an ebullient personality with flawless tactical skills, Stane was well-liked by both her unit and the Dragoons in general. Though her enthusiasm sometimes got her into trouble, she seemed destined for a brilliant career. Stane had barely recuperated from wounds suffered during the Dragoon defeat on Barlow's End when she had to fight on Misery. Despite her injuries, she showed no sign of lessened abilities. Her lance emerged from Misery intact, but it was wiped out on Glenmora.

Name: Captain Ataru Uchimaya [deceased]

Assignment: Former Commander of Uchimaya's Company, Charlie Battalion

"The Swarm" was one of the best companies in the Dragoons, emerging from Misery intact except for the loss of its commander. Captain Ataru Uchimaya, a cunning tactician and student of Colonel Sarah Weisz's innovative mobile warfare techniques, deserved much of the credit. Poet, painter, and martial artist, Uchimaya embodied the warrior spirit and the code of *Bushido* better than many of the corrupt or scheming "*samurai*" of the Draconis Combine. It is one of the cruel twists of war that he, alone in his company, was killed on Misery.

Name: Captain Lauren Waller

Assignment: Former Commander of Waller's Company, Able Battalion; now Commander of Fire Lance, First Provisional Company.

Temperamental, staunchly independent, and often more than a little profane, Captain Lauren Waller led a combined-arms company. Waller is known for her swift attacks and devastating ambushes. She is a dedicated MechWarrior, as well as a bit of a man-hater who seems determined to look unattractive. Risqué suggestions abound concerning her relationship with "Bunker," her *Wolverine*, but never in the Captain's presence. The combined-arms company was disbanded after the battle on Misery, and Captain Waller now commands the Fire Lance of the First Provisional Company.

Name: Lieutenant Reginald Camm

Assignment: Former Commander of the Jump Infantry Platoon, Uchimaya's Company

A scout among scouts, the 22-year-old Camm leads his platoon with distinction. At 18, he dispatched a *Wasp* 'Mech with a portable SRM, striking its damaged head and killing its pilot. When Colonel Wolf offered him the *Wasp*, Camm decided instead to stay with infantry, accepting a commission as a junior officer. Camm and his platoon were detached from the 'Mech unit after Misery to help protect the Dragoon families as part of the Home Guard Force.

Name: Lieutenant Florence Milhaus [deceased]

Assignment: Former Commander of Heavy Lance, Kenner's Company

Lieutenant Milhaus, a student of Byzantine history, nicknamed her unit "The Cataphracts" when she took command in 3023. The name stuck, seeing the lance through several major engagements. Lieutenant Milhaus went so far as to design a lance badge for her MechWarriors—a stylized armored horse's head. She and the members of her lance wore the badge with pride. The Cataphracts died a proud and honorable death at Misery, taking two Kurita lances with them.

Name: Lieutenant Hans Vordel

Assignment: Administrative Assistant to Jaime Wolf

After Jaime Wolf's close calls on Dromini and Quentin and the evidence of a Kurita conspiracy against him, other Dragoon officers insisted that Colonel Wolf appoint a bodyguard. Lieutenant Vordel was bound for either a firing squad or the Black Widow Company when Wolf chose him. Despite his rough nature, Vordel is deeply loyal and would lay down his life to protect his commander. He was the first Dragoon to step forward to duel the *Ryoken* on Misery. Though he destroyed the Kurita 'Mech without taking damage, Vordel was not so fortunate later. The Lieutenant fought bravely to protect Colonel Wolf, ejecting only on the Colonel's orders even though his *Victor* was obviously about to explode.

BETA REGIMENT

Name: Beta Regiment, Wolf's Dragoons

Commander: Colonel Andrei Shostokovitch

Unit Composition: 3 battalions before Misery, 5 companies afterward

Unit Status: Elite

Unit Nickname: None

Unit Insignia: Greek letter Beta

DropShip Assignments: *Luanda* (Fortress Class), *Fitzlyon*, *Kursk*, *Duke Torgal* (Overlord Class)

Under "Shos" Shostokovitch, Beta gained a reputation as an audacious unit that takes risks leading to either great success or embarrassing failure. The truth is somewhat different. Despite his gruff, devil-may-care affectations, the late Colonel Shostokovitch was a highly intelligent, intuitive officer whose tactical sense and training helped him determine an enemy's weak spots and vulnerabilities. Colonel Shostokovitch was killed on Crossing.

Name: Able Battalion, Beta Regiment

Commander: Major Alicia Fancher

Unit Status: Elite

Unit Nickname: Cavaliers

Unit Insignia: A pair of dice, one reading 4, the other reading 6

DropShip Assignment: *Fitzlyon* (Overlord Class)

Before Alicia Fancher, Able Battalion's Cavaliers were under the command of the hot-headed Major Nikos Palassis, which gave the unit a reputation for recklessness second only to that of Zeta Battalion. Fancher changed all that, turning Able into a textbook battalion, able to stick to orders even under the greatest duress. Fancher has, on rare occasions, thrown the book out the window to follow her soldier's instinct, but she has little tolerance for such conduct from her officers. Major Fancher retired when the battalion was broken up after Misery.

Name: Baker Battalion, Beta Regiment

Commander: Major Michael Hart

Unit Status: Elite

Unit Nickname: The Heartbreakers

Unit Insignia: A broken red heart

DropShip Assignment: *Kursk* (Overlord Class)

The Heartbreakers had a somewhat schizophrenic approach to combat, ranging from Captain Vanduesen's wild lack of restraint to Captain Magdaleno's low-key, non-competitive command style. Major Hart managed to modify some of his unit's more extreme tendencies, molding the battalion into a potent weapon capable of every type of mission, from prolonged assault to mobile reconnaissance. Magdaleno's Company was especially good at raiding, for its supporting light armor and jump infantry acted as an excellent covering force. His lance then performed the same role, but without the support. Vanduesen favored assault and close combat, though his company was known to fill in as a fire unit upon occasion. Captain Flandrey's unit acted in support of either of the Heartbreakers' other companies. Overall, Hart's battalion was a versatile, capable unit that displayed some of the Dragoons' best qualities. Broken up but mainly consisting of the Second and Third Provisional Companies, the 'Mechs of Baker Battalion were still among the most versatile in the Regiment on Wapakoneta. Captain Vanduesen's company, however, paid for his impulsiveness on Wapakoneta when it was wiped out.

Name: Charlie Battalion, Beta Regiment

Commander: Major Anton Ivanovitch

Unit Status: Elite

Unit Nickname: The Red Guard

Unit Insignia: A red star

DropShip Assignment: *Duke Torgal* (Overlord Class)

The Red Guard was known as much for its colorful commander and the ancient Soviet motif of its BattleMech insignia as for its considerable fighting abilities. Despite friction between Major Ivanovitch and Captain Stoner over exactly how far the "Red Guard" motif should be carried, Charlie Battalion repeatedly displayed loyalty, tenacity, and unshakable morale in the face of overwhelming odds. The unit was broken up and Major Ivanovitch retired after Misery.

BETA REGIMENT UNIT ROSTER

Command Company

Command Lance

Colonel Andrei Shostokovitch, Elite, *BattleMaster*, 'Mech badly damaged on Misery, switches to a *Dervish*, killed on Crossing
Captain Noah Grimm, Elite, *Dervish*, severely wounded on Misery, retires after persuading Colonel Shostokovitch to use his 'Mech
Lieutenant Jeffrey Odoms, Elite, *Ostsol*, killed on Misery
Sean Finney, Elite, *Warhammer*, killed on Misery

Fire Lance, Disbanded after Misery

Lieutenant Calvin Jenkins, Elite, *Hunchback*, killed on Misery, 'Mech salvaged

Sergeant Evita "Smokey" Ibarra, Elite, *Griffin*, joins regimental Command Lance after Misery

Gerald Madeux, Elite, *Trebuchet*, killed on Misery

1st Motorized Infantry Platoon (Laser), Joins Wolf's Dragoons Battle-Group

Lieutenant Joseph Mayer, Elite, killed on Crossing

Sergeant Hermione Shelton, Elite

Corporal Elgin Spravzoff, Elite

Corporal Scott Jannack, Elite, killed on Crossing

Artillery Lance 1, Joins Home Guard Force

Captain Michael Busey, Elite, *Blackwell Bandit Vehicle*

Lieutenant Seth Foreman, Elite, Long Tom Artillery

Lieutenant Bradley Dunnevant, Veteran, Long Tom Artillery

Lieutenant Sheldon "Rocky" Dreyer, Elite, Sniper Artillery

Artillery Lance 2 ("The Plumbers"), Joins Wolf's Dragoons Battle-Group

Captain Gerald Landrey, Elite, *Blackwell Bandit Hovercraft*

Lieutenant Austin Montague, Elite, Sniper Artillery

Lieutenant Obioha Oheato, Veteran, Sniper Artillery, killed on Crossing

Lieutenant Louis Trochia, Veteran, Thumper Artillery

Lieutenant Vince Jansek, Veteran, Thumper Artillery

Able Battalion ("The Cavaliers")

Command Lance

Major Alicia Fancher, Elite, *Warhammer*, retires after Misery

Captain Phantoulath "Phan" Thilavanh, Elite, *Awesome*, killed on Misery

Julia Bonet, Elite, *Atlas*, 'Mech destroyed on Misery, joins Command Lance, 1st Provisional Company in an *Imp*, killed on Wapakoneta

Grover Thill, Veteran, *Banshee*, killed on Misery

WOLF'S DRAGOONS

Umaio's Company ("The Reapers"), Disbanded after Misery Command Lance

Captain John Umaio, Elite, *BattleMaster*, joins regimental Command Lance after Misery, badly injured and 'Mech destroyed on Crossing

Lieutenant Richard "Clop" Clopton, Elite, *Goliath*, killed on Misery

Zedra Hall, Elite, *Imp*, still in coma from wounds suffered on Misery, 'Mech salvaged

Charles Pitney-Johnson, Veteran, *Zeus*, killed on Misery

Heavy Lance ("The Headsmen")

Lieutenant Frima "Wishbone" Kawanala, Elite, *Marauder*, killed on Misery

Sergeant Robert Rivinni, Elite, *Archer*, joins Heavy Lance, 1st Provisional Company after Misery, killed on Crossing, 'Mech salvaged

Meryl O'Calahan, Veteran, *Annihilator*, joins regimental Command Lance after Misery, killed on Wapakoneta

Tom Peterson, Veteran, *Crusader*, killed on Misery

Fire Lance

Lieutenant Danielle Montclair, Elite, *Shogun*, commands Heavy Lance, 1st Provisional Company after Misery, 'Mech destroyed on Crossing

Sergeant Ivan Dvirovitch, Elite, *Catapult*, killed on Misery

Clive "London" Tanner, Elite, *Warhammer*, killed on Misery

Victor MacLane, Regular, *Rifleman*, killed on Misery

1st Armored Support Platoon ("The Deathtracks"), Joins Wolf's Dragoons BattleGroup

Lieutenant Joan "Dancer" Ford, Elite, *SturmFeur Heavy Tank*, killed on Crossing

Sergeant Yi Kow Song, Elite, *SturmFeur Heavy Tank*

Sergeant Lynn-Marie Halwell, Veteran, *SturmFeur Heavy Tank*

Sergeant Pamela Dekker, Elite, *Schreck PPC Carrier*, killed on Crossing

Sergeant Gil Tarnower, Veteran, *Schreck PPC Carrier*

2nd Armored Support Platoon ("Eagle's Eagles"), Joins Home Guard Force

Lieutenant Johnny Eagle, Elite, *Behemoth Heavy Tank*

Sergeant Thran Van Tsiu, Elite, *Behemoth Heavy Tank*

Sergeant Anna Trowell, Veteran, *Behemoth Heavy Tank*

Sergeant Emil Zandt, Elite, *Demolisher Heavy Tank*

Sergeant Salvador Juarez, Veteran, *Demolisher Heavy Tank*

St. John's Company ("The Snow Leopards"), Disbanded after Misery

Command Lance, Wiped out on Misery

Captain Ward St. John, Elite, *Marauder*

Lieutenant Braha Mudavi, Elite, *Archer*

Zebulon Gross, Veteran, *Ostsol*

Fionna Brinn, Veteran, *Hoplite*

Fire Lance

Lieutenant Val Conner, Elite, *Griffin*, killed on Misery

Sergeant Adam Striker, Veteran, *Shadow Hawk*, killed on Misery

Irving Graley, Veteran, *Archer*, killed on Misery

Darnell Winningham, Veteran, *Enforcer*, joins Heavy Lance, 1st Provisional Company after Misery, injured on Crossing

Medium Lance ("The Woodchucks")

Lieutenant Chad Blackstone, Elite, *Ostroc*, killed on Misery

Sergeant Jumo Konanama, Elite, *Wolverine*, killed on Misery, 'Mech salvaged

Jex Farnam, Veteran, *Phoenix Hawk*, killed on Misery

Andrew Natal, Veteran, *Phoenix Hawk*, killed on Misery

AeroSpace Lance, Joins Home Guard Force

Lieutenant Warren "Viper" Windsor, Elite, *Transit Medium Fighter*

Richard "Bear" Stark, Veteran, *Transit Medium Fighter*

Bray's Company, Reorganized into 1st Provisional Company after Misery

Command Lance, Becomes Fire Lance, 1st Provisional Company

Captain Gene Bray, Elite, *Thunderbolt*, killed on Wapakoneta

Lieutenant Perry Norton, Elite, *Crusader*, killed on Crossing

Lilith Lang, Elite, *Hermes II*

Nicholas Wrigley-Cross, Veteran, *Wolfhound*, killed on Wapakoneta

Light Lance ("The Rainmakers")

Lieutenant Wyatt "Kansas" Kenyon, Elite, *Phoenix Hawk*, 'Mech destroyed on Misery, joins Command Lance, 1st Provisional Company in a *Hunchback*

Sergeant Shannon "Peak" Vernon, Elite, *Firefly*, joins Command Lance, 1st Provisional Company after Misery, disabled and 'Mech destroyed on Crossing

Mehraban Jazzabi, Veteran, *Wasp*, killed on Misery

Henry Callahan, Veteran, *Stinger*, killed on Misery

Recon Lance

Lieutenant Elton Zuroffo, Elite, *Wasp*, killed on Misery

Sergeant Ariel Myslavski, Elite, *Spider*, killed on Misery

Jim Theiss, Elite, *Javelin*, 'Mech damaged beyond repair on Misery, joins Heavy Lance, 1st Provisional Company in a *Wolverine*, killed on Wapakoneta

Grignar Elcord, Veteran, *Wasp*, killed on Misery

Armored Support Platoon, Joins Home Guard Force

Lieutenant Leotta Aizeolla, Elite, *Pegasus Light Hovortank*

Sergeant Waler Seid, Elite, *Pegasus Light Hovortank*

Sergeant Eugene Segren, Elite, *Pegasus Light Hovortank*

Sergeant Scott Weese, Veteran, *J. Edgar Light Hovortank*

Sergeant Anthony Grazier, Regular, *J. Edgar Light Hovortank*

Baker Battalion ("The Heartbreakers"), Reorganized into

2nd and 3rd Provisional Companies after Misery

Command Lance

Major Michael Hart, Elite, *Archer*, killed on Misery

Captain Andrea Dugan, Elite, *Griffin*, commands Heavy Lance, 3rd Provisional Company after Misery, killed on Wapakoneta

Milo Ramsay, Veteran, *Hoplite*, killed on Misery

Barney Vanelli, Veteran, *Ostroc*, killed on Misery

Vanduesen's Company, Disbanded after Misery**Command Lance**

Captain Michael Vanduesen, Elite, *Commando*, commands 3rd Provisional Company after Misery, killed on Wapakoneta
 Lieutenant Jenny Tyler, Elite, *Marauder*, killed on Misery, 'Mech salvaged
 Wynona Twopine, Veteran, *Rifleman*, killed on Misery, 'Mech salvaged
 Maurice Hickey, Veteran, *Thunderbolt*, killed on Misery

Fire Lance

Lieutenant Horace Tapp, Veteran, *BattleMaster*, killed on Misery, 'Mech salvaged
 Sergeant Angus MacTavish, Veteran, *Marauder*, joins Assault Lance, 3rd Provisional Company after Misery, killed on Wapakoneta
 Menam Sabra, Veteran, *Crusader*, killed on Misery
 Paul Orville, Regular, *Crusader*, killed on Misery

Recon Lance

Lieutenant Robert Goldin, Elite, *Commando*, killed on Misery
 Sergeant Grieg Selivanov, Elite, *Panther*, joins Heavy Lance, 3rd Provisional Company after Misery, killed on Wapakoneta
 Herbert Carp, Veteran, *Wasp*, killed on Misery
 Milo Maddox, Regular, *Wolfhound*, joins Medium Lance, 2nd Provisional Company after Misery, killed on Crossing, 'Mech salvaged

Flandrey's Company**Command Lance**

Captain Susan Flandrey, Elite, *Thunderbolt*, commands 1st Provisional Company after Misery, 'Mech destroyed on Crossing
 Lieutenant Torvald Feller, Elite, *Archer*, 'Mech damaged beyond repair on Misery, commands Assault Lance, 3rd Provisional Company in a *BattleMaster*, killed on Wapakoneta
 David Thurston, Elite, *Annihilator*, joins Assault Lance, 3rd Provisional Company after Misery, killed on Wapakoneta
 Fouad ibn Fasha, Veteran, *Crusader*, killed on Misery

Fire Lance

Lieutenant Elwin Hawke, Elite, *Archer*, killed on Misery
 Coleen Hansen, Elite, *Rifleman*, killed on Misery
 Jed Snyder, Elite, *Catapult*, joins Heavy Lance, 3rd Provisional Company after Misery, killed on Wapakoneta
 Eileen Hatter, Veteran, *Crusader*, 'Mech destroyed on Misery, joins Heavy Lance, 3rd Provisional Company in a Davion *Enforcer*, killed on Wapakoneta

Recon Lance, Becomes Command Lance, 3rd Provisional Company

Lieutenant Joseph Ochs, Elite, *Commando*, killed on Wapakoneta
 Sergeant Daniel Hyatt, Elite, *Wasp*, killed on Wapakoneta
 Michael Huhndorff, Elite, *Wasp*, killed on Wapakoneta
 Claudia Gersbach, Veteran, *Falcon*, 'Mech destroyed on Misery, joins Assault Lance, 3rd Provisional Company in a *Marauder*, killed on Wapakoneta

Magdaleno's Company, Becomes 2nd Provisional Company**Command Lance**

Captain Ramon Magdaleno, Elite, *Phoenix Hawk*, killed on Wapakoneta
 Lieutenant Drew "Easy" Lanier, Elite, *Locust*, badly injured on Crossing, 'Mech serviceable
 Michael Gallagher, Elite, *Flea*, killed on Crossing
 Oriella Muheem, Veteran, *Commando*, killed on Wapakoneta

Recon Lance

Lieutenant Lester Malawsky, Elite, *Firefly*
 Sergeant Gordon "Buck" Manney, Elite, *Wasp*, disabled and 'Mech destroyed on Crossing
 Ira Kindrick, Elite, *Stinger*, killed on Wapakoneta
 Zelda Heusinkvald, Regular, *Valkyrie*, killed on Crossing, 'Mech salvaged
 Kurt Brunner, Elite, *Stinger LAM*, killed on Misery

Light Lance, Becomes Medium Lance

Lieutenant Susan Forhill, Elite, *Jenner*, 'Mech destroyed on Misery, switches to a *Rifleman*, 'Mech destroyed on Crossing
 Sergeant Hei Pon, Elite, *Wasp*, 'Mech badly damaged on Misery, switches to a Davion *Enforcer*, killed on Wapakoneta
 Darna Falurian, Elite, *Locust*, killed on Misery
 Piter Durst, Veteran, *Jenner*, killed on Wapakoneta

Jump Infantry Support Platoon (Flamer), Joins Home Guard Force

Lieutenant Dom "Junction" Silvers, Elite
 Sergeant Oscar Vrun, Elite
 Corporal Patrick Emmerson, Elite
 Corporal Kirk Johansen, Veteran
 Corporal Sarah Honer, Veteran

Armored Support Platoon, Joins Home Guard Force

Lieutenant Calzona Oldham, Elite, *Striker Light Tank*
 Sergeant Tom Anctow, Elite, *Striker Light Tank*
 Sergeant Gleen Manning, Elite, *Striker Light Tank*
 Sergeant Carolyn Defazio, Elite, *Hetzer Assault Gun*
 Sergeant Samho Evers, Veteran, *Hetzer Assault Gun*

Charlie Battalion ("The Red Guard"), Reorganized into 4th and 5th Provisional Companies after Misery**Command Lance**

Major Anton Ivanovitch, Elite, *Marauder II*, retires after Misery
 Captain Loan Bassura, Elite, *Archer*, 'Mech destroyed on Misery, commands 4th Provisional Company in a *Whitworth*, killed on Wapakoneta
 Lieutenant Bradford Sealeyham, Elite, *Archer*, joins Heavy Lance, 4th Provisional Company after Misery, killed on Wapakoneta
 Glen Waters, Veteran, *Warhammer*, 'Mech destroyed on Misery, joins Command Lance, 4th Provisional Company in an *Ostscout*, killed on Wapakoneta

Rondema's Company ("Rondema's Roughnecks"), Becomes 5th Provisional Company after Misery**Command Lance**

Captain Danielle Rondema, Elite, *Atlas*, killed on Wapakoneta
 Lieutenant Madelaine Dubrowski, Elite, *Imp*, killed on Misery
 Vudo Kamazawe, Veteran, *Stalker*, 'Mech destroyed on Misery, switches to a Davion *Enforcer*, killed on Wapakoneta
 Eno Pollet, Veteran, *Marauder*, killed on Misery

Heavy Lance, Wiped out on Wapakoneta

Lieutenant Dmitri "Borzo" Speletnikov, Elite, *Grasshopper*
 Sergeant Homer Vozol, Elite, *Dragon*
 Mirikova Aldman, Veteran, *Ostroc*
 Wesley Bryan, Veteran, *Ostsol*

Fire Lance, Wiped out on Wapakoneta

Lieutenant Nabila Baydarra, Elite, *Hoplite*
 Sergeant Simon Peset, Veteran, *Hoplite*
 Judge McKay, Regular, *Shogun*
 Bali Tollman, Regular, *Shadow Hawk*

Armored Support Platoon, Joins Home Guard Force

Lieutenant Emmett Quincey, Elite, *Partisan Heavy Tank*
 Sergeant Clayton Banner, Veteran, *Partisan Heavy Tank*
 Sergeant LeAnn Durrell, Veteran, *Partisan Heavy Tank*
 Sergeant Donald Blessings, Veteran, *Ontos Heavy Tank*
 Sergeant Zubin Martell, Veteran, *Ontos Heavy Tank*

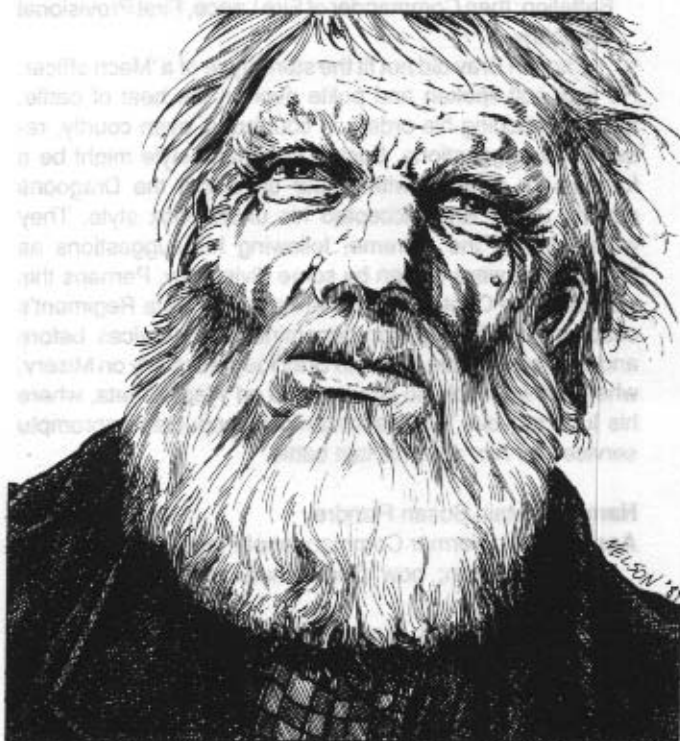
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BETA REGIMENT PERSONALITIES

Name: Colonel Jeremy Ellman

Assignment: Commander of Home Guard Force

Colonel Ellman commanded Beta Regiment with valor and skill from the time Wolf's Dragoons entered the Inner Sphere until 3016. He was well-liked by those who served with him, and his courage and leadership helped the Dragoons build their reputation. The horrors of war and the personal sense of loss from the death of one too many comrades finally took their toll on the Colonel. He resigned in 3016. It took all of Colonel Jaime Wolf's persuasive power to get Colonel Ellman to remain with the Dragoons as training commander. After the tragedy of Hephaestus Station, Colonel Ellman was charged with organizing the Home Guard Force to protect the Dragoon families. He continues as commander of this unit on Robinson.



Name: Colonel Andrei Shostokovitch [deceased]

Assignment: Commander of Beta Regiment

Colonel "Shos" was a towering bear of a man with a hearty laugh and a quick, if not always entirely successful, sense of humor. He rose through the ranks over the years, taking command in 3016 after the retirement of Colonel Jeremy Ellman. A former line Mechjock himself, Shos was popular with his troops, who considered him "one of us." The Colonel occasionally posed as Jaime Wolf for visiting officials. Those who had never seen either man usually assumed that Shostokovitch was Wolf because of his gruff, authoritarian affectations. Shos delighted in embarrassing visitors in this way. Colonel Shostokovitch was intensely loyal to those near him. He agreed to use Captain Grimm's *Dervish* after Grimm was severely injured on Misery. Switching from an Assault Mech to a medium may have played a part in his death. The *Dervish* fell on Crossing while other Dragoon Mechs nearby were still fighting.

Name: Major Alicia Fancher

Assignment: Former Commander of Able Battalion, Beta Regiment

Alicia Fancher is a dedicated team player. This may come in part as a reaction against Major Palassis, her predecessor. Then-Captain Fancher was interim Battalion Commander in 3014, when Major Palassis was badly injured in a reckless attack. She took full command in 3020, when Major Palassis retired. Always careful to avoid the independent glory-seeking actions that she feels can destroy even the best-laid plan, Fancher has no patience for such behavior in her officers. Sergeant Vernon is the most recent target of the Major's wrath, having been demoted from Lieutenant after his headstrong disregard for orders on Misery. Colonel Wolf later investigated the incident privately and found Lieutenant Vernon to have exercised good judgment. To avoid the spectacle of reprimanding a Major, Colonel Wolf persuaded Major Fancher to retire. He also assigned Sergeant Vernon to the Command Lance of the Second Provisional Company as a sign of confidence. Sergeant Vernon was expected to be restored to his former rank after a decent interval had passed. His disabling injury on Crossing, however, will probably prevent him from returning to active duty.



Name: Major Michael Hart [deceased]

Assignment: Former Commander of Baker Battalion, Beta Regiment

When the Heartbreakers fought the Lyrans on Hesperus II, the enemy called Major Hart the "Blue-Eyed Devil" because of the way his unit repeatedly stung the defenders in raids and unexpected assaults. Far from being a devil, Hart was a somewhat bookish intellectual who professed a dislike of war, but served out of loyalty and friendship for his fellow MechWarriors. His orders were masterpieces of understatement, and when he was in a particularly bad mood, sarcasm. For example, when Ramon Magdaleno was isolated and under heavy pressure from Davion forces on Deshler, Hart's message to him read, "My dear Captain: Perhaps you could be troubled to hold your position. The rest of the battalion seems to be missing." In the battle on Misery, Major Hart ejected from his heavily damaged *Archer*, but then he was killed when a Kurita *Warhammer* fell on him.

WOLF'S DRAGOONS



Name: Major Anton Ivanovitch

Assignment: Former Commander of Charlie Battalion, Beta Regiment

A long-time admirer of the ancient Soviets, Major Ivanovitch dubbed his battalion the "Red Guard" and had red stars painted on each 'Mech. Until Misery, Major Ivanovitch led his troops from his *Marauder II*, the "Nicolai," with stirring calls to their solidarity as proletarians and the inevitable victory of the working class. Though the rest of the Dragoons considered him something of a crackpot, Major Ivanovitch's outdated social views did not affect his expertise as a commander, and the Red Guard was a valuable part of Beta Regiment. The battalion was reorganized after Misery, and Major Ivanovitch retired. He still plays an advisory role with the Home Guard Force on Robinson.

Name: Major Nikos Palassis

Assignment: Former Commander of Able Battalion, Beta Regiment

A man of quick temper and quick action, Major Palassis was one of the most colorful and feared warriors in the early days of Wolf's Dragoons. He coined the name Cavaliers for his battalion, largely because of his eagerness for daring missions. Piloting his *Warhammer* in the front line, Major Palassis was badly injured in 3014. He missed several months of service during recuperation, and then he returned to risky missions. It is a testament to his skills as a MechWarrior that a man of his temperament survived to retirement, which he did in 3020. He now lives with his family, including 15 grandchildren, with the rest of the Dragoons' dependents.

Name: Captain Gene Bray [deceased]

Assignment: Former Commander of Bray's Company, Able Battalion; then Commander of Fire Lance, First Provisional Company

Captain Bray did not fit the stereotype of a 'Mech officer. He was soft-spoken and polite even in the heat of battle, always couching his orders in courteous, even courtly, requests or suggestions. Such a command style might be a formula for disaster with lesser units, but the Dragoons serving under Bray accepted his unorthodox style. They were loyal to the extreme, following his suggestions as though they were written by some divine law. Perhaps this was because Captain Bray also served as Beta Regiment's chaplain, conducting non-denominational services before and after each battle. Captain Bray fought bravely on Misery, where he was lucky to survive, and on Wapakoneta, where his luck ran out. His MechWarriors conducted impromptu services for him after his last battle.

Name: Captain Susan Flandrey

Assignment: Former Commander of Flandrey's Company, Baker Battalion; now Commander of First Provisional Company

Shy and retiring, Susan Flandrey is a loner who seeks little contact with others when not engaged in military duties. Reliable sources report that Captain Flandrey spends most of her spare time writing, but none of the Dragoons has ever seen her work. Beyond the fact that Captain Flandrey is a forceful, if somewhat understated commander, little else is known about her.

Name: Captain Ramon Magdaleno [deceased]

Assignment: Former Commander of Magdaleno's Company, Baker Battalion; then Commander of Second Provisional Company

Roundly praised for his spirited defense during the battle of Aghama Valley during the Deshler campaign, Captain Magdaleno shrugged off such kudos and led his unit with an air of humility rare among MechWarriors. Aside from a tendency to turn vicious in card games, Captain Magdaleno was an otherwise friendly, likeable man with a sincere concern for his MechWarriors. Though he was a master at getting his unit out of danger in the nick of time, he was trapped on Wapakoneta. His dying stand allowed some of his command to escape.

Name: Captain Danielle Rondema [deceased]

Assignment: Former Commander of Rondema's Company, Charlie Battalion; then Commander of Fifth Provisional Company

With more than 20 kills to her credit, Captain Rondema was the model of an assault 'Mech leader—quick and tough but disciplined and slow to anger. Engaged in a stormy relationship with Captain Mercier of Epsilon Regiment before her death, Rondema refused to allow their periodic knock-down, drag-out blowups to interfere with her duties as commander of Rondema's Roughnecks. Rondema's 'Mech was painted with the silhouette of an ancient Terran state called Minnesota. She also wore a patch showing the same silhouette on the left shoulder of her duty uniform. This led to speculation that she was connected with the mysterious Minnesota Tribe, a 'Mech unit that terrorized Kurita space in 2825 and disappeared. Captain Rondema took the mystery to the grave with her. Her company distinguished itself on Misery, where it destroyed two *Ryukens* companies while taking little damage. In attempting a similar feat on Wapakoneta, however, the Roughnecks overextended themselves. Surrounded by two battalions, Rondema's Company was obliterated.

Name: Captain Ward St. John [deceased]

Assignment: Former Commander of St. John's Company, Able Battalion

The Snow Leopards earned their name in the icy-cold of Cylene, where Captain Ward St. John's Company successfully ambushed elements of Warren's Weasels, a Davion merc regiment, sending them fleeing in disorder. Throughout his command, Captain St. John distinguished himself for his caution and uncanny sense of timing. He never ran from a fight, however, and his entire company fought valiantly on Misery, where his unit took heavy losses and his Command Lance fought to the death.

Name: Captain Rick Stoner [deceased]

Assignment: Former Commander of Stoner's Company, Charlie Battalion; then Commander of the Heavy Lance, Fourth Provisional Company.

A rational, no-nonsense officer, Captain Stoner went along with Major Ivanovitch's "Red Guard" persona for morale purposes, but he secretly despised the image as theatrical and silly. Were he in command, he declared privately, things would be different. When Major Ivanovitch retired, Captain Stoner was happy to be done with the charade. Then, Captain Stoner's company took very heavy casualties on Wapakoneta, where Captain Stoner died.

Name: Captain John Umaio

Assignment: Former Commander of Umaio's Company, Able Battalion

Though Captain Umaio is a loyal, experienced officer, many of his MechWarriors believe that he compromised the security of the unit by entering into an intimate relationship with Lady Andreana Sokumo, a Kurita noblewoman. Many troops still harbor doubts about security leaks that occurred during the Dragoons' final months in service to House Kurita, but a regimental board of inquiry found Captain Umaio innocent of wrongdoing. Nevertheless, Captain Umaio severed his relationship with Lady Sokumo and asked to be relieved of command. Major Fancher declined his request because she wanted his experienced leadership for the coming battle of Misery. When Captain Umaio persisted in his request after the battle, Colonel Shostokovitch named him as his executive officer in the regimental Command Lance. Captain Umaio almost saved the life of the fallen Colonel Shostokovitch on Crossing. Umaio fought valiantly, but Colonel Shostokovitch had little hope. Captain Umaio was lucky to escape, emerging from the battle with severe wounds and a hopelessly damaged 'Mech.

Name: Captain Michael Vanduesen [deceased]

Assignment: Former Commander of Vanduesen's Company, Baker Battalion; then Commander of Third Provisional Company

Fast, strong, and physically striking, this descendant of ancient Dutch sailors was both brave and reckless. Always ready to plunge into the thick of the action, Captain Vanduesen was wounded three times, and his *Commando* still showed the scars of half a dozen close encounters with enemy 'Mechs. Captain Vanduesen's aggressiveness earned him recognition and criticism from more level-headed Dragoons, who believe that a company commander should not take unnecessary risks. After one combat incident, Colonel Shostokovitch chided Captain Vanduesen for his antics, while at the same time complimenting his skill. The reprimand was not strong enough to dampen Captain Vanduesen's enthusiasm for battle, however. Showing the same bravery and recklessness right up until the end, Captain Vanduesen lost his life and his entire company on Wapakoneta in the process of destroying or damaging 25 Kurita fighters.

Name: Captain Tony Ziulkovski [deceased]

Assignment: Former Commander of Ziulkovski's Company, Charlie Battalion

Despite the fact that Tony Ziulkovski was Colonel Baxter Arbuthnot's brother-in-law, there was little affection between the two men because of a family quarrel in 3021. Captain Ziulkovski's feelings never seemed to affect his performance. His unit always cooperated fully with Epsilon Regiment when necessary, but Captain Ziulkovski showed a distinct lack of enthusiasm. Captain Ziulkovski, in his *Hoplite*, became a target early in the battle on Misery. Though he tried to eject when the damage had mounted, a Kurita laser hit the *Hoplite*'s head just as the canopy opened.



WOLF'S DRAGOONS

GAMMA REGIMENT

Name: Gamma Regiment, Wolf's Dragoons
Commander: Colonel Wilhelmina Korsht
Unit Composition: 3 battalions before Misery, 4 companies afterward
Unit Status: Elite
Unit Nickname: None
Unit Insignia: Greek letter Gamma
DropShip Assignments: *Phoenix (Overlord Class), Cetawayo, Bellingham, Dunnigan, Addiscombe, Bellatrix, Graf Berek (Union Class), Orca (Intruder Class)*

After two decades, Gamma remains under the firm control of the "Old Lady," Wilhelmina Korsht, a woman of iron constitution and deep concern for the members of her regiment. Her command has held the regiment together through extremely trying times, though internal conflicts currently threaten to tear Gamma apart. Despite such troubles, Gamma Regiment and Korsht's legacy will surely endure as long as the Dragoons exist.

Name: Able Battalion, Gamma Regiment
Commander: Major Ikeo Takashima
Unit Status: Elite
Unit Nickname: Swift Lightning
Unit Insignia: A yellow lightning bolt against a dark blue circle
DropShip Assignments: *Cetawayo, Bellingham, Dunnigan (Union Class)*

Major Takashima has combined his experience in Liao politics and administration with a lifelong interest in military history to create a battalion capable of responding to the fighting styles of virtually any opponent. Swift Lightning's rapidly shifting strategies have frustrated many an enemy, including the Eridani Light Horse and other notable Davion border regiments. Takashima worked well with his captains, respecting Komachi's apparent hostility, Booth's aggression, and Giruard's romantic tendencies. Though personal animosity drove wedges between his various officers, Takashima and Colonel Korsht managed to keep the battalion functioning at peak efficiency. This battalion sustained the highest casualties on Misery of any in Wolf's Dragoons, including the loss of its commander.

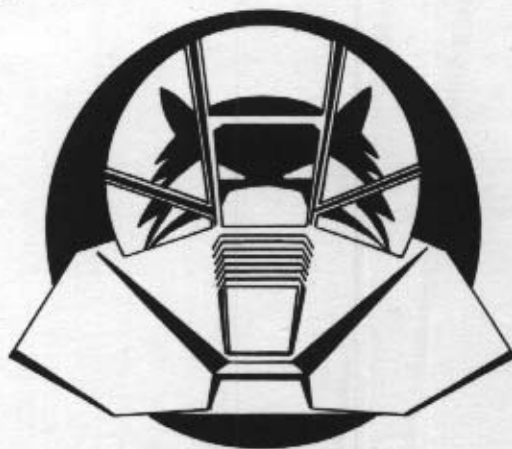


Name: Baker Battalion, Gamma Regiment
Commander: Major Mary Campbell
Unit Status: Elite
Unit Nickname: None
Unit Insignia: A humanoid turtle carrying a flamer
DropShip Assignments: *Phoenix (Overlord Class)*

Baker Battalion was a comparatively light unit, with a high proportion of scout 'Mechs and reconnaissance hovercraft. Major Campbell used her troops aggressively, however, and the unit chalked up a record of achievements that would be the envy of any assault battalion. Abbot's "Light Brigade" company in particular brought attention to Baker, gaining stunning successes despite its Captain's lax discipline off the field. Major Campbell tolerated Captain Abbot's attitudes, much to the chagrin of more conventional officers. Both died on Misery, where the unit again distinguished itself, this time against the *Ryugen*.

Name: Charlie Battalion, Gamma Regiment
Commander: Major Arthur Dumont
Unit Status: Elite
Unit Nickname: The Black Cats
Unit Insignia: A black cat in a BattleMech cockpit
DropShip Assignments: *Addiscombe, Bellatrix, Graf Berek (Union Class)*

Major Dumont was a by-the-book officer who held to established tactics and was slow to adopt new ones. What he knew how to do, he did well, however, and his cautious common sense kept the Black Cats from taking foolish risks. Dumont's approach led the Black Cats to many decorations. For raiding purposes, the battalion was often subdivided to lance or company level. Captains Singh, Woomack, and Snyder were all accomplished independent commanders. Singh and Woomack seemed especially fond of the freedom of small-unit raids or spy missions. The battalion fought well on Misery and ended the battle relatively intact, especially compared to the rest of Gamma Regiment. The battalion has been reorganized into the Third and the Fourth Provisional Companies and part of the Second. The Third and the Fourth Companies distinguished themselves with smashing victories on Harrow's Sun, where Major Dumont followed established procedure by making the best use of terrain and good judgment by harassing a superior force rather than engaging it directly. In the end, though, numbers prevailed and Major Dumont's *BattleMaster* exploded after taking tremendous damage.



GAMMA REGIMENT UNIT ROSTER

Command Company

Command Lance

Colonel Wilhelmina Korsht, Elite, *Warhammer*, 'Mech destroyed on Misery, shifts to a *Marauder II*
 Captain Francis Burrows, Elite, *Warhammer*, killed on Misery
 Sergeant Zelia Cornell, Elite, *Dragon*, killed on Misery
 Hyun Kyu, Elite, *Hoplite*, killed on Misery

Medium Lance

Lieutenant Jeremy Barron, Elite, *Griffin*, joins regimental Command Lance after Misery, killed on Harrow's Sun
 Sergeant Theodora Del Floro, Elite, *Phoenix Hawk*, 'Mech badly damaged on Misery, joins regimental Command Land in an *Imp*, killed on Harrow's Sun, 'Mech salvaged
 Andre Stroczeck, Veteran, *Enforcer*, killed on Misery
 Omar Fazio, Veteran, *Wolverine*, 'Mech destroyed on Misery, joins Assault Lance, 2nd Provisional Company in a *Shogun*, wounded on Harrow's Sun, wound becomes crippling and 'Mech destroyed on Crossing

1st Jump Infantry Platoon, Joins Home Guard Force

Lieutenant Mitchell Bondarowicz, Elite (SRM)
 Sergeant Ikaio Suboff, Elite (Laser)
 Corporal Edward Fletch, Elite (Laser)
 Corporal Jolene Pelz, Elite (Laser)
 Corporal Calvin "Vermont" Innis, Veteran (SRM)

Artillery Lance 1, Joins Home Guard Force

Captain Theodore Toles, Elite, Blackwell Bandit Hovercraft
 Lieutenant Casey Starr, Elite, Long Tom Artillery
 Lieutenant Robert Fader, Veteran, Long Tom Artillery
 Lieutenant Geraldo Morriconi, Elite, Long Tom Artillery
 Lieutenant Aldous Michael, Veteran, Long Tom Artillery

Artillery Lance 2, Joins Home Guard Force

Captain Susanne Arthur, Elite, Blackwell Bandit Hovercraft
 Lieutenant Luther Biddle, Elite, Sniper Artillery
 Lieutenant Simon Creech, Veteran, Sniper Artillery
 Lieutenant John Van Troyer, Veteran, Thumper Artillery
 Lieutenant Dorothy Powell, Regular, Thumper Artillery

Able Battalion ("Swift Lightning"), Disbanded after Misery

Command Lance

Major Ikeo Takashima, *Marauder II*, killed on Misery, 'Mech salvaged
 Captain Richard Heutzenroeder, Elite, *Shogun*, killed on Misery, 'Mech salvaged
 Conrad Crispwell, Elite, *Catapult*, joins Assault Lance, 2nd Provisional Company after Misery, killed on Harrow's Sun
 Peter Scowell, Veteran, *Shadow Hawk*, killed on Misery

Komachi's Company ("The Komachi Express"), Disbanded after Misery

Command Lance

Captain Warren Komachi, Elite, *Stalker*, killed on Misery
 Lieutenant Leslie Yoder, Elite, *Imp*, killed on Misery, 'Mech salvaged
 Byron Duval, Veteran, *Goliath*, 'Mech destroyed on Misery, joins Home Guard Force
 Winston Mizurski, Veteran, *Cataphract*, killed on Misery, 'Mech salvaged

Assault Lance ("The Yeomen")

Lieutenant Kent "Lobo" Levoy, Elite, *Marauder*, commands Fire Lance, 2nd Provisional Company after Misery, killed on Harrow's Sun
 Sergeant Nigel Morbeau, Elite, *Atlas*, killed on Misery
 Elwin Tellman, Elite, *Awesome*, killed on Misery
 Alan Inoto, Veteran, *Cyclops*, killed on Misery

Fire Lance

Lieutenant Hashi "Hot Stuff" Penobscott, Elite, *Marauder*, killed on Misery
 Sergeant Tedra McDonnell, Elite, *Marauder II*, joins Assault Lance, 2nd Provisional Company after Misery, 'Mech badly damaged on Harrow's Sun, switches to an *Imp*, killed on Crossing, 'Mech salvaged
 Jacob Coleson, Veteran, *Warhammer*, killed on Misery
 Rick "Raccoon" Suvin, Regular, *Archer*, killed on Misery

1st Armored Support Platoon ("The Cossacks"), Joins Home Guard Force

Lieutenant Mikhail Admirov, Elite, Zhukov Heavy Tank
 Sergeant John "Guitar" Purcell, Elite, Zhukov Heavy Tank
 Sergeant Louise Damon, Elite, Zhukov Heavy Tank
 Sergeant Ezekiel Hamner, Veteran, Zhukov Heavy Tank
 Sergeant Marquid Yalov, Veteran, Zhukov Heavy Tank

2nd Armored Support Platoon ("The Pikemen"), Joins Home Guard Force

Lieutenant Marik Fangen, Elite, Pike Support Vehicle
 Sergeant Brian Stafford, Elite, Pike Support Vehicle
 Sergeant Sarah Finney, Elite, Pike Support Vehicle
 Sergeant Krista Von Hammel, Veteran, Pike Support Vehicle
 Sergeant Salvador Juarez, Veteran, Demolisher Heavy Tank

Booth's Company, Disbanded after Misery

Command Lance

Captain Mina Booth, Elite, *Archer*, killed on Misery
 Lieutenant Stanley Seleen, Elite, *Warhammer*, commands Assault Lance, 2nd Provisional Company after Misery, killed on Harrow's Sun
 Ashara Hummali, Elite, *Victor*, joins Fire Lance, 2nd Provisional Company after Misery, killed on Harrow's Sun
 Chester "Red" Fontaine, Veteran, *Catapult*, killed on Misery

Fire Lance

Lieutenant Seth Bowie, Elite, *Stalker*, killed on Misery
 Sergeant Irwin Tyrell, Elite, *Wolverine*, 'Mech destroyed on Misery, joins Command Lance, 2nd Provisional Company in a *Cataphract*, injured and 'Mech badly damaged on Harrow's Sun, 'Mech destroyed on Crossing
 Gordon Shelley, Veteran, *Archer*, killed on Misery
 Otis Jackson, Veteran, *Thunderbolt*, killed on Misery

Heavy Lance, Wiped out on Misery

Lieutenant Raymond Forzey, Elite, *Shadow Hawk*
 Sergeant Paul Watson, Elite, *Scorpion*
 Mary Tesser, Veteran, *Centurion*
 Brewster "Blue" Swann, Veteran, *Vindicator*

Jump Infantry Support Platoon (Machine Gun), Joins Home Guard Force

Lieutenant Heidi Rimmer, Elite
 Sergeant Onof Lawell, Veteran
 Corporal Lars "Duck" LaPine, Veteran
 Corporal Milton Apell, Veteran
 Corporal Steven Crossley, Veteran

WOLF'S DRAGOONS

Giruard's Company, Disbanded after Misery

Command Lance, Wiped out on Misery

Captain John Giruard, Elite, *Orion*

Lieutenant Shad "Offender" Cleese, Elite, *Grasshopper*

Brian Swanton, Veteran, *Warhammer*

Aggie Varro, Veteran, *Ostol*

Fire Lance

Lieutenant David Coleman, Elite, *Archer*, killed on Misery

Sergeant Grace Seihara, Elite, *Firefly*, 'Mech destroyed on Misery, joins Fire Lance, 2nd Provisional Company in a *Thunderbolt*, killed on Harrow's Sun

Sylvan Greenspan, Elite, *Orion*, joins Command Lance, 2nd Provisional Company after Misery, killed on Harrow's Sun
Amal Lux, Veteran, *Crusader*, 'Mech destroyed on Misery, joins Home Guard Force

Recon Lance ("Rapid Transit"), Wiped out on Misery

Lieutenant Faviana Priolla, Elite, *Stinger*

Sergeant Ronald Laande, Elite, *Stinger*

Danel Bushnell, Veteran, *Wasp*

Kenneth Lincoln, Veteran, *Wasp*

Clinton Hindahl, *Wasp* LAM

AeroSpace Lance, Joins Home Guard Force

Lieutenant Shara Sellers, Elite, *Sabre* Light Fighter

Abdul Callahan, Veteran, *Sabre* Light Fighter

Baker Battalion

Command Lance

Major Mary Campbell, Elite, *Zeus*, killed on Misery, 'Mech salvaged

Captain Arnold Shellhammer, Elite, *Annihilator*, killed on Misery, 'Mech salvaged

Lieutenant George Watney, Veteran, *JagerMech*, killed on Misery

Alice Watson, Veteran, *Crusader*, killed on Misery

Wisey's Company, Becomes 1st Provisional Company

Command Lance

Captain Edward Wisey, Elite, *Shadow Hawk*, disabled on Misery, 'Mech destroyed

Lieutenant Norah Jane Stokes, Elite, *Griffin*, injured on Crossing

Torvald Vanney, Veteran, *Trebuchet*, killed on Harrow's Sun, 'Mech salvaged

Hal Meskline, Veteran, *Thunderbolt*, killed on Harrow's Sun

Heavy Lance

Lieutenant Harold Spim, Elite, *Catapult*, wounded and 'Mech damaged on Harrow's Sun, killed on Crossing

Sergeant Simon Prosser, Elite, *Crusader*, killed on Harrow's Sun

Wallace Chagall, Veteran, *Firefly*, killed on Harrow's Sun

Shelton Woolrich, Veteran, *Crusader*

Recon Lance

Lieutenant Samantha "Misty" Ryker, Elite, *Panther*, killed on Harrow's Sun

Sergeant Gary Himmer, Elite, *Stinger*, blinded on Harrow's Sun, 'Mech damaged and trapped by fallen rock

Maurice Frenn, Elite, *Falcon*, wounded and 'Mech destroyed on Harrow's Sun, switches to a *Trebuchet*, severe wound reopened and 'Mech destroyed on Crossing

Ludwig Ralst, Veteran, *Wasp*, killed on Harrow's Sun

Armored Support Platoon, Joins Home Guard Force

Lieutenant Forrest Greene, Elite, Striker Light Tank

Sergeant Michelle Cornell, Elite, Striker Light Tank

Sergeant Herman Grand, Veteran, Striker Light Tank

Sergeant Tyrone Allman, Veteran, Striker Light Tank

Sergeant Armando Iccetta, Regular, Striker Light Tank

Raisul's Company, Disbanded after Misery

Command Lance

Captain Mohammed Raisul, Elite, *Orion*, commands 1st Provisional Company after Misery, killed on Harrow's Sun, 'Mech salvaged

Lieutenant Rolf Lord, Elite, *Archer*, killed on Misery, 'Mech salvaged

Benito Shallup, Veteran, *Thunderbolt*, killed on Misery, 'Mech salvaged

Lance Kemal, Regular, *Charger*, killed on Misery, 'Mech salvaged

Pursuit Lance, Wiped out on Misery

Lieutenant Sven Thorgirsen, Elite, *Valkyrie*

Janice Waibel, Elite, *Javelin*

Michael Handel, Veteran, *Wasp*

Indra Hashameer, Regular, *Hornet*

Recon Lance, Wiped out on Misery

Lieutenant Virginia Shillfield, Elite, *Locust*

Sergeant Daniel Hyatt, Elite, *Cicada*

Mark Duley, Veteran, *Falcon*

Jobeth Shamm, Regular, *Stinger*

Jump Infantry Support Platoon (Machine Gun), Joins Home Guard Force

Lieutenant Thomas Sangstack, Elite

Sergeant Milton Paradine, Elite

Corporal Christopher "Ratman" Foreman, Veteran

Corporal Felton Zugg, Veteran

Corporal William Chappel, Regular

Abbot's Company ("The Light Brigade"), Disbanded after Misery

Command Lance

Captain Gary Abbot, Elite, *Hermes II*, killed on Misery

Lieutenant Ashley McGill, Elite, *Wasp*, killed on Misery

Frea Thomas, Veteran, *Locust*, 'Mech destroyed on Misery, joins Fire Lance, 2nd Provisional Company in an *Annihilator*, 'Mech badly damaged on Harrow's Sun, switches to an *Orion*, killed on Crossing, 'Mech salvaged

Suko Unamoza, Regular, *Locust*, killed on Misery

Recon Lance

Lieutenant John Parker, Elite, *Jenner*, 'Mech destroyed on Misery, joins Command Lance, 2nd Provisional Company in an *Archer*, killed on Harrow's Sun

Sergeant Fran Mulroney, Veteran, *Wasp*, killed on Misery

George Elliot, Veteran, *Wasp*, killed on Misery

Thomaso Collimoso, Regular, *Commando*, killed on Misery

Light Lance, Wiped out on Misery

Lieutenant Montgomery Hill, Elite, *Valkyrie*

Sergeant Ronald Murphy, Elite, *Firestarter*

Clyde Zumshusa, Veteran, *Wasp*

Celia Orvin, Regular, *Wasp*

Armored Support Platoon, Joins Home Guard Force

Lieutenant Olaf Grassley, Elite, Plainsman Light Hovertank

Sergeant Christopher Murrow, Elite, Plainsman Light Hover-tank

Sergeant Annabelle Pulamo, Elite, Plainsman Light Hover-tank

Sergeant Thaddeus Demord, Veteran, Pegasus Scout Hover-tank

Sergeant Nicholas Crummelhorn, Veteran, Pegasus Scout Hover-tank

AeroSpace Lance, Joins Home Guard Force

Lieutenant Robert "Dragon" Day, Veteran, *Sparrowhawk* Light Fighter

Stanley "Shaker" Schuler, Regular, *Sparrowhawk* Light Fighter

Charlie Battalion ("The Black Cats")**Command Lance**

Major Arthur Dumont, Elite, *BattleMaster*, commands 4th Provisional Company after Misery, killed on Harrow's Sun

Lieutenant Leslie Kawaii, Elite, *Marauder*, 'Mech destroyed on Misery, joins Command Lance, 4th Provisional Company in a Davion *Enforcer*, wounded and 'Mech damaged on Harrow's Sun, 'Mech destroyed on Crossing

Sergeant Terrance Truley, Veteran, *Archer*, 'Mech destroyed on Misery, joins Assault Lance, 4th Provisional Company in a *Zeus*, killed on Harrow's Sun

Hobart McCarthy, Veteran, *JagerMech*, joins Command Lance, 4th Provisional Company after Misery, killed on Harrow's Sun

Singh's Company ("Roger's Raiders"), Reorganized into 4th Provisional Company after Misery**Command Lance**

Captain Roger Singh, Elite, *Marauder*, commands 2nd Provisional Company after Misery, crippled on Crossing

Lieutenant Robert "Gallipoli" Becker, Veteran, *Marauder*, commands Assault Lance, 4th Provisional Company after Misery, killed on Harrow's Sun

Eric Gawlick, Elite, *Warhammer*, killed on Misery

Carl Krostoffers, Veteran, *Archer*, killed on Misery

Fire Lance, Becomes Heavy Lance, 4th Provisional Company after Misery

Lieutenant Scott Casabier, Elite, *Victor*, killed on Harrow's Sun, 'Mech salvaged

Sergeant Greg Kinsel, Veteran, *Blackjack*, injured and 'Mech damaged on Harrow's Sun, killed on Crossing

Adam Virozova, Veteran, *Hunchback*, 'Mech destroyed on Misery, shifts to a Davion *Enforcer*, killed on Harrow's Sun

Sierra Jems, Veteran, *Griffin*, killed on Harrow's Sun

Light Lance

Lieutenant Andrew Perkins, Veteran, *Phoenix Hawk*, killed on Misery

Sergeant Dale Smith, Veteran, *Wasp*, killed on Misery

Timothy Storrs, Regular, *Locust*, 'Mech destroyed on Misery, joins Assault Lance, 4th Provisional Company in a *Charger*

April January, Regular, *Wolfhound*, joins Assault Lance, 4th Provisional Company after Misery, killed on Harrow's Sun

Armored Support Platoon, Joins Home Guard Force

Lieutenant Henry Kahlani, Elite, *Demolisher Heavy Tank*

Sergeant Phillip Exman, Elite, *Demolisher Heavy Tank*

Sergeant Che Maguire, Veteran, *Behemoth Heavy Tank*

Sergeant Warren Sefton, Veteran, *Behemoth Heavy Tank*

Sergeant Amos Krupp, Veteran, *Ontos Heavy Tank*

Woomack's Company ("The Fox Hunters"), Becomes 3rd Provisional Company**Command Lance**

Captain Frank Woomack, Elite, *Warhammer*, killed on Harrow's Sun

Lieutenant Michael Takata, Veteran, *Thunderbolt*, killed on Harrow's Sun

Kathy Keegan, Elite, *Wolverine*, injured on Harrow's Sun, severely injured and 'Mech destroyed on Crossing

Ihor Masnyk, Elite, *Phoenix Hawk*, killed on Harrow's Sun

Heavy Lance

Lieutenant James McLean, Elite, *Catapult*, 'Mech damaged beyond repair on Harrow's Sun, shifts to a *Victor*, killed on Crossing, 'Mech salvaged

Sergeant Thomas Van Zyl, Veteran, *Quickdraw*, killed on Harrow's Sun

Arthur Kaneko, Veteran, *Dervish*, injured and 'Mech damaged on Harrow's Sun, 'Mech destroyed on Crossing

Arnold Zoslow, Regular, *Phoenix Hawk*, killed on Harrow's Sun

Recon Lance ("The Moving Targets")

Lieutenant "Bullseye" Bill Target, Elite, *Phoenix Hawk*, seriously injured on Crossing, 'Mech serviceable

Sergeant Rick Pahner, Veteran, *Shadow Hawk*, killed on Harrow's Sun

Ford Anderson, Elite, *Whitworth*, injured and 'Mech damaged on Harrow's Sun, killed on Crossing

Steven Geiger, Elite, *Stinger*, 'Mech destroyed on Udibi, switches to a *Hatchetman*, killed on Crossing, 'Mech salvaged

Snyder's Company ("The Hat Trick Company"), Disbanded after Misery**Command Lance**

Captain Lisa Snyder, Elite, *Crusader*, killed on Misery

Lieutenant Sharon "Magic" Griffith, Veteran, *Quickdraw*, killed on Misery

Pozner Grant, Elite, *Ostsol*, joins Command Lance, 4th Provisional Company after Misery, killed on Harrow's Sun

Hal Blumberg, Elite, *Blackjack*, joins regimental Command Lance

Light Lance, Wiped out on Misery

Lieutenant Charles Shackleford, Elite, *Griffin*

Sergeant Larry Leckner, Veteran, *Locust*

Karen Wilson, Veteran, *Firefly*

Kerry Scofield, Regular, *Stinger*

Recon Lance ("Fast Break"), Wiped out on Misery

Lieutenant Robert Dennison, Elite, *Ostscout*

Sergeant Jodi Brooks, Veteran, *Locust*

Dennis Heyne, Veteran, *Locust*

Jon Tenney, Veteran, *Locust*

1st Armored Support Platoon ("The Surgeons"), Joins Home Guard Force

Lieutenant Tacoma Nedwell, Elite, *Condor Heavy Hover Tank*

Sergeant Maurice Kennedy, Elite, *Condor Heavy Hover Tank*

Sergeant Dane "Slammer" Portmann, Veteran, *Scimitar Medium Hover Tank*

Sergeant Sidney Eiger, Veteran, *Scimitar Medium Hover Tank*

Sergeant Paula Chance, Regular, *Scimitar Medium Hover Tank*

2nd Armored Support Platoon ("The Rat Pack"), Joins Home Guard Force

Lieutenant Cortland Anderson, Elite, *Condor Heavy Hover Tank*

Sergeant Rampal Eddas, Veteran, *Condor Heavy Hover Tank*

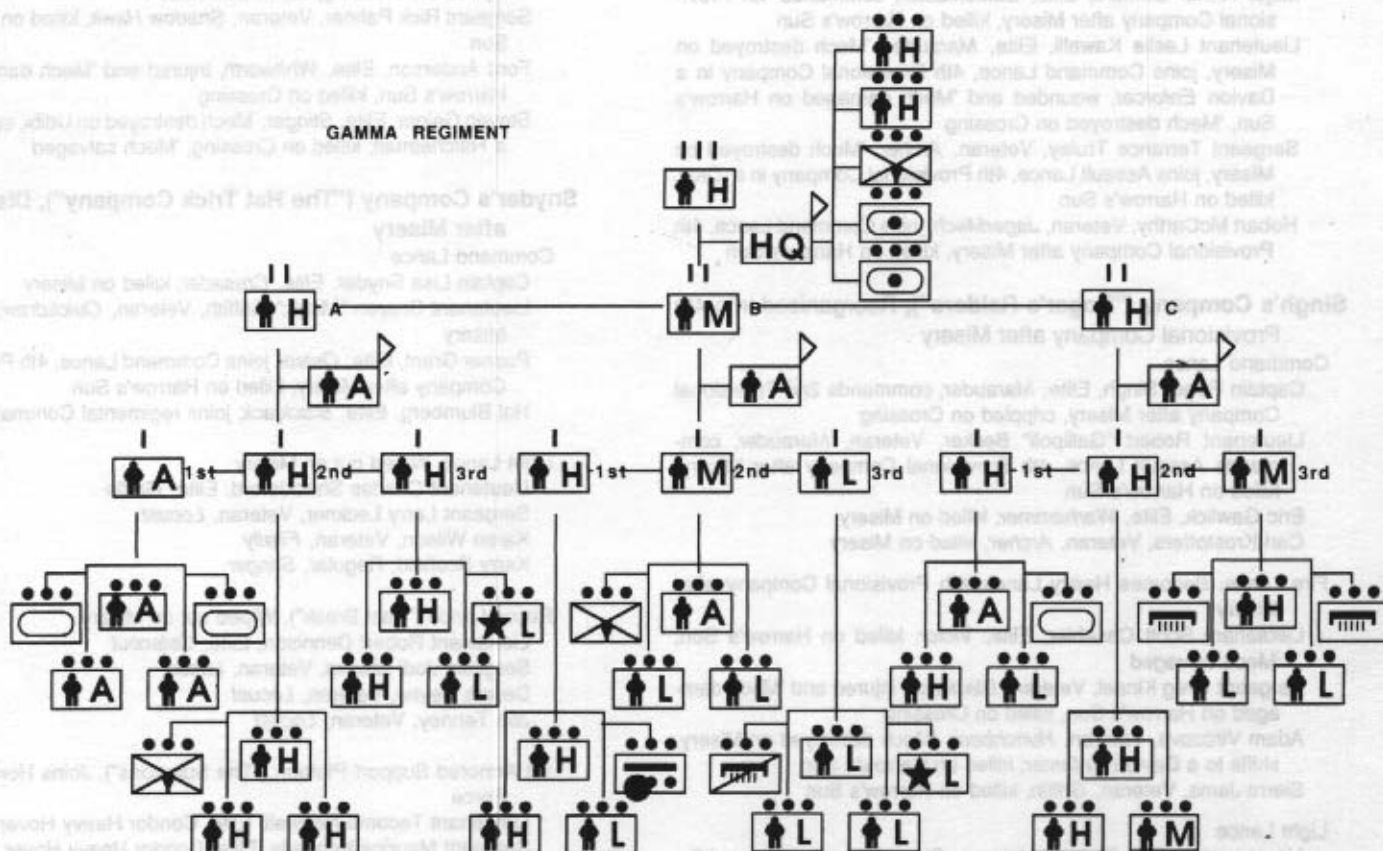
Sergeant Charles Carnese, Veteran, *Saracen Medium Hover Tank*

Sergeant Brian Seligmann, Regular, *Saracen Medium Hover Tank*

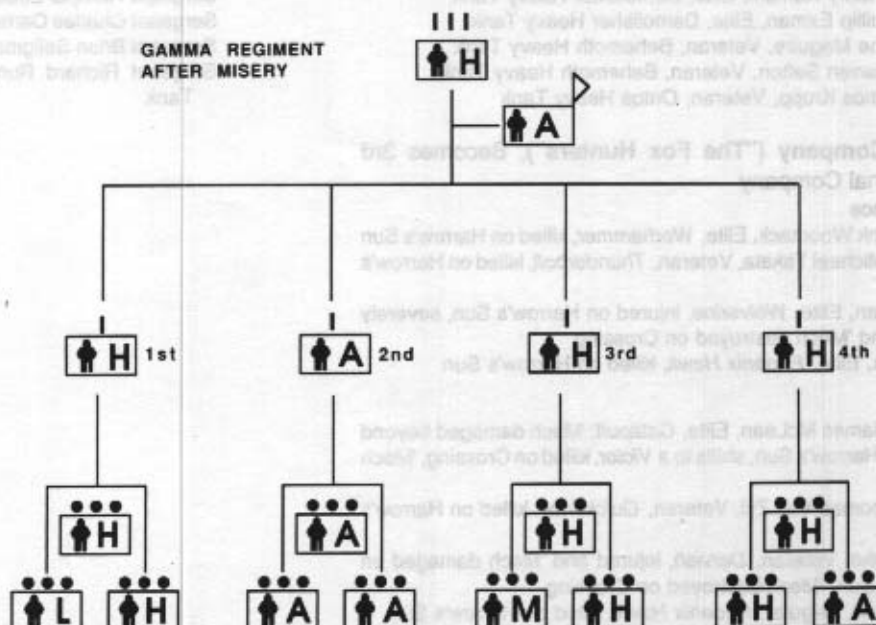
Sergeant Richard Runeberg, Regular, *Saracen Medium Hover Tank*

WOLF'S DRAGOONS

GAMMA REGIMENT



GAMMA REGIMENT
AFTER MISERY



GAMMA REGIMENT PERSONALITIES

Name: Colonel Wilhelmina Korsht

Assignment: Commander of Gamma Regiment

Though youthful-appearing, Colonel Korsht has commanded Gamma Regiment since the Dragoons appeared in the Inner Sphere in 3006 and must be near retirement age. Cunning, thoughtful, intelligent, and politically outspoken, Colonel Korsht is the Dragoons' senior officer, and after Jaime Wolf, probably the most important member of the Dragoons. In her many years of command, she has developed a tough exterior around her, an intimidating shell that hides a strong, caring woman whose loyalty to the Dragoons is matched only by her concern for those who serve with her. Her beloved and well-cared-for *Warhammer* was destroyed on Misery, with Colonel Korsht ejecting at the last minute. Her troops fought with renewed vigor to rescue her.

Name: Major Mary Campbell [deceased]

Assignment: Former Commander of Baker Battalion, Gamma Regiment

Active and athletic until she died at age 50, Major Campbell led Baker Battalion with a rare level of energy and intensity. Even with two grown children serving in the Dragoons Liaison Office, Campbell's youthful enthusiasm was undiminished, and her leadership brought her and the battalion recognition both inside and outside of the Dragoons. She died with the entire battalion Command Lance on Misery, but not before they destroyed most of a *Ryukun* company.

Name: Major Arthur Dumont [deceased]

Assignment: Former Commander of Charlie Battalion, Gamma Regiment; then Commander of Fourth Provisional Company

Major Dumont was noted for being protective of both his family and his MechWarriors. This was a blessing and a curse for his 20-year-old daughter Christine, who wished to join the ranks of the Dragoons but was repeatedly denied by her concerned father. More recently, MechWarrior Mohammad Jahan asked the Major for Christine's hand in marriage and found himself assigned to the Black Widow Company for his troubles. Major Dumont distinguished himself on Harrow's Sun, where his company destroyed an entire battalion of the Eighth Galedon Regulars. Major Dumont was killed later on Harrow's Sun.

Name: Major Ikeo Takashima [deceased]

Assignment: Former Commander of Able Battalion, Gamma Regiment

Another member of the small fraternity of outside MechWarriors who have risen to high rank within the Dragoons, Major Ikeo Takashima was once the privileged son of a wealthy Liao family. Disowned by his father after marrying a "commoner," Takashima shipped out with his wife on a tramp freighter, bound for the Free Worlds League, where he got caught up in Anton Marik's rebellion. When he became stranded on New Delos, Takashima offered his services to the Dragoons as a tank pilot, and was eventually offered a position as a MechWarrior. Takashima later rose through the ranks to command Gamma's Able Battalion. For Takashima, the Dragoons took the place of the family that rejected him, and he gave his life, along with the lives of most of his command, on Misery.

Name: Captain Gary Abbot [deceased]

Assignment: Former Commander of Abbot's Company, Baker Battalion

Handsome, easy-going and friendly, Abbot was censured more than once for the lax discipline within his company. Though demanding on the battlefield, Abbot let his MechWarriors get away with murder other times as long as their combat performance remained up to high standards. Many other officers claim that discipline off the field increases discipline while in combat, but Abbot never agreed. Captain Abbot fought well on Misery but did not survive the destruction of his *Hermes II*.

Name: Captain Mina Booth [deceased]

Assignment: Former Commander of Booth's Company, Able Battalion

Captain Booth's outward politeness hid an aggressive personality that found its full expression on the battlefield. Though Booth drove her company to nearly impossible accomplishments, her MechWarriors resented her command style, for they believed that her tactics required too high a price in casualties for the victories they achieved. Captain Booth's death on Misery and the high casualties in her company seem to bear out these arguments.

Name: Captain John Giruard [deceased]

Assignment: Former Commander of Giruard's Company, Able Battalion

Often described as an "incurable romantic," Captain Giruard spent his off-duty hours pursuing hopeless amorous entanglements. When not on duty, Giruard was invariably writing florid letters, delivering flowers, or making impassioned appeals to various women who wanted nothing to do with him. Giruard never gave up, however, and his frustrations seemed to add a certain desperate ingeniousness to his battlefield tactics right up to the end. His company suffered horrible losses facing a *Ryukun* unit that was much larger. Captain Giruard led his company into the fray with the words, "This is for Mary." The entire recon and command lances were wiped out, and history may never record who was the object of Captain Giruard's affection when he died.

Name: Captain Warren Komachi [deceased]

Assignment: Former Commander of Komachi's Company, Able Battalion

Silent, unfriendly, and sometimes downright sullen, Warren Komachi was nonetheless an excellent leader. He conveyed his wishes as briefly as possible to his troops and accomplished Major Takashima's goals quickly and efficiently. The Komachi Express was noted as much for its swift, devastating attacks as for its quiet, uncommunicative commander. Captain Komachi died on Misery along with most of his company.

WOLF'S DRAGOONS

Name: Captain Mohammed Raisul [deceased]

Assignment: Former Commander of Raisul's Company, Baker Battalion; then Commander of First Provisional Company

In the space of his twelve years with Wolf's Dragoons, Captain Raisul claimed the unusual distinction of having served as an armored commander, an AeroSpace pilot, and a 'Mech officer. This varied experience gave him a heightened understanding of the value of combined arms, knowledge he used to coordinate his company's attacks with the air, armored, and infantry elements of the Dragoons. Captain Raisul's Company fought to the last 'Mech, the Captain's, on Misery. The MechWarriors bravely held as their comrades fell one by one. Only Captain Raisul was left when the last *Ryukun* 'Mech exploded. The Captain died only a few months later on Harrow's Sun, where his new company took heavy losses.

Name: Captain Roger Singh

Assignment: Former Commander of Singh's Company, Charlie Battalion; then Commander of Second Provisional Company

Tall, thin, and with a shock of black hair and a heavy beard, Captain Singh took great pride in his leadership of the Raiders, a unit that he claims to have "built up from nothing." Captain Singh is a talkative man with a bawdy sense of humor. His officers, whom he usually referred to as his "lambs," often complained that Captain Singh used them as "servants" or to advance his own career, claiming their success as his own. They nevertheless bear him a somewhat grudging respect and reluctant admiration. Plunked down into the command of the Second Provisional Company after Misery, Captain Singh has used all of his organizational skills to give the unit an identity. Formed from the remnants of five companies after Misery, the Second Company has become an effective fighting force in a very short time. The company fought well on Harrow's Sun and again on Crossing, where Captain Singh sustained crippling injuries.

Name: Captain Lisa Snyder [deceased]

Assignment: Former Commander of Snyder's Company, Charlie Battalion

The Hat Trick Company was the domain of Captain Snyder. Short, wiry, and tough, Captain Snyder was a match for most men in the Dragoons, and when off duty she was usually working out in a gymnasium or on the target range. Though she apparently had a romantic life, she never said anything about it. Rumors abound, but the truth may have died with her on Misery. Only one MechWarrior from her company lived to tell the horror of being attacked by an entire battalion of *Ryukun*.

Name: Captain Edward Wisey

Assignment: Former Commander of Wisey's Company, Baker Battalion

Recently given a part-time assignment with the Dragoon training unit, Captain Edward Wisey is expert at small-unit tactics and company command. In line for promotion, Wisey showed his great courage in the battle on Misery. His company was engaged in a temporary screening action when Kurita forces threatened to turn his flank. He sacrificed himself and his *Shadow Hawk* to protect his command. The rest of the company emerged from the battle virtually unscathed, but Captain Wisey lost his 'Mech and his right leg. Though fitted with an artificial limb, he has not adapted well and serves with the Home Guard Force.

Name: Captain Frank Woomack [deceased]

Assignment: Former Commander of Woomack's Company, Charlie Battalion

Captain Woomack was fond of combat, either in or out of a 'Mech. An avid pugilist, the Captain was also involved in some epic bar-fights, from which he consistently emerged victorious. Pugnacious yet modest, Captain Woomack was neither as boastful nor as brash as many other MechWarriors. Ever since the Dragoons' raid on Udibi, Woomack and his unit, dubbed "The Fox Hunters," enjoyed numerous successes. Woomack's Company seized a great deal of supplies for Wolf's Dragoons in the raid, but Captain Woomack and two of his MechWarriors, Kathy Keegan and Steven Geiger, were captured. Held for week after week, they were eventually released to carry Hanse Davion's offer of employment to Colonel Wolf. Woomack's company saw heavy action on Misery but emerged relatively intact. On Harrow's Sun, however, the unit took heavy losses, including the death of Captain Woomack.

Name: Lieutenant Seth Bowie [deceased]

Assignment: Commander of Fire Lance, Booth's Company, Able Battalion

Lieutenant Bowie was Captain Booth's most outspoken critic. A nine-year veteran who began his career in the cockpit of a frail *Locust*, Bowie worked his way up to command his Fire Lance from a somewhat more substantial *Stalker*. Though he obeyed orders without question, he spoke out strongly against Mina Booth, both in staff meetings and in private. Captain Booth believed that Lieutenant Bowie was too ambitious, that he wanted to take over her job. He was on the verge of insubordination on Misery, where both he and Captain Booth died.

DELTA REGIMENT

Name: Delta Regiment, Wolf's Dragoons

Commander: Colonel Kathleen Dumont

Unit Composition: Three battalions before Misery, four companies afterward

Unit Status: Elite

Unit Nickname: None

Unit Insignia: Greek letter Delta

DropShip Assignments: *Loch Lomond (Fortress Class)*, *Utah Beach*, *Thermopylae*, *Juan Carlos (Overlord Class)*

Colonel Dumont's regiment has seen hard times—from the death of a popular commander to the morale-damaging defeats that followed Dumont's promotion. It was the crucible of Quentin that finally brought Delta back from the depths to the regiment it had been under Colonel Sarah Weisz. Quentin earned Kathleen Dumont the respect she so desperately needed. Since then, both Delta and Dumont have raised their stature immeasurably, emerging as an outstanding regiment and a recurrent source of annoyance and frustration to Davion border commanders while in service to Kurita, and to Kurita commanders since the Dragoons reentered Davion service, and the start of the Fourth War.



Name: Able Battalion, Delta Regiment

Commander: Major Benjamin Schwartzkopf

Unit Status: Elite

Unit Nickname: The Landsknechts

Unit Insignia: Crossed halberds against a 'Mech silhouette

DropShip Assignment: *Utah Beach (Overlord Class)*

At the battle of Quentin, Benjamin Schwartzkopf's Landsknechts were instrumental in stabilizing the Dragoons' line and staving off defeat. For the battalion's grizzled veterans, it was all in a day's work, for they sought no recognition beyond the name of Landsknecht and had no home save Wolf's Dragoons. This pose was part affectation and part truth, for most of the Landsknechts had no family and few friends outside Delta Regiment. The Landsknechts distinguished themselves on Misery by demolishing a *Ryken* battalion. The battalion was reorganized into the First Provisional Company after the battle.

Name: Baker Battalion, Delta Regiment

Commander: Major Diane Specter

Unit Status: Elite

Unit Nickname: The Specters

Unit Insignia: A ghost reclining in a crescent moon

DropShip Assignment: *Thermopylae (Overlord Class)*

Favoring mobility over firepower, Major Specter lived up to her name. By sending the 'Mechs of Captain Kincaid or the scouts of Abdulaziz's Black Swallow Company first to one location, then to another, she often confused the enemy with swift formation changes and feints. Then Captain Lean's unit entered the fray, often sending the enemy into flight without firing a shot. On Dromini VI, a panicky Kurita officer reported Baker Battalion to be "at least one enemy regiment, and possibly more." The battle on Misery did not allow such tactics, and little of Baker Battalion survived.



Name: Charlie Battalion, Delta Regiment

Commander: Major Neil Parella

Unit Status: Elite

Unit Nickname: None

Unit Insignia: A crested Corinthian helmet

DropShip Assignment: *Juan Carlos (Overlord Class)*

Delta's Charlie Battalion had little opportunity for advancement after Dromini VI, and morale seemed to be deteriorating somewhat. Major Parella's drinking made matters worse, and the battalion needed action to hone the MechWarriors' skills. Colonel Wolf decided that the crucial battle on Misery was no time for Charlie Battalion to train, and so the unit was mainly held in reserve. The battalion suffered few losses but emerged from the battle with even lower self-esteem. It has ceased to exist as a battalion, being split up into three provisional companies, two of them commanded by officers who were not even part of the battalion previously.

WOLF'S DRAGOONS

DELTA REGIMENT UNIT ROSTER

Command Company

Command Lance ("Dumont's Dragoons")

Colonel Kathleen Dumont, Elite, *BattleMaster*, 'Mech destroyed on Crossing
Lieutenant Terrence Blake, Veteran, *Annihilator*, commands Assault Lance, 1st Provisional Company after Misery, killed on Wapakoneta
Brian Dunnivan, Veteran, *Wolverine*, killed on Misery
Lauren Simmons, Veteran, *Wolfhound*, remains in regimental Command Lance after Misery, badly injured on Crossing, 'Mech salvaged.

1st Motorized Infantry Platoon (Flamer), Joins Home Guard Force

Lieutenant Dane Cleve, Elite
Sergeant Janet Clark, Elite
Corporal Zack Anderson, Veteran
Corporal Edward Farrow, Veteran
Corporal Frederic Reidel, Veteran

Artillery Lance 1, Joins Home Guard Force

Captain Charles "Spotter" Shugart, Veteran, Packrat Scout Vehicle
Lieutenant Drew McKay, Veteran, Long Tom Artillery
Lieutenant Peter Scanlon, Veteran, Long Tom Artillery
Lieutenant Kathy Shea, Veteran, Long Tom Artillery
Lieutenant Scott Keller, Veteran, Sniper Artillery

Artillery Lance 2, Joins Home Guard Force

Captain Daryl Boland, Veteran, Packrat Scout Vehicle
Lieutenant William Paseo, Veteran, Long Tom Artillery
Lieutenant Gene Patrick, Veteran, Long Tom Artillery
Lieutenant Eric Lemardia, Veteran, Long Tom Artillery
Lieutenant Dana Fields, Veteran, Sniper Artillery

AeroSpace Lance, Joins Home Guard Force

Lieutenant Dale "Beowulf" Middlehoven, Elite, *Cheetah* Light Fighter
Maria "Red Queen" Torello, Veteran, *Cheetah* Light Fighter

Able Battalion ("The Landsknechts"), Reorganized into 1st Provisional Company after Misery

Command Lance

Major Benjamin Schwartzkopf, Elite, *Marauder*, commands 1st Provisional Company after Misery, killed on Wapakoneta
Captain Zola Mirhova, Elite, *Warhammer*, joins regimental Command Lance after Misery, killed on Crossing
Christopher Specker, Veteran, *Crusader*, killed on Misery
John Castle, Veteran, *Crusader*, 'Mech destroyed on Misery, joins Home Guard Force

Holbrook's Company ("The Hammers")

Command Lance

Captain Justin Holbrook, Elite, *Atlas*, killed on Misery
Lieutenant Dustin "Dusty" Morelli, Elite, *Cyclops*, joins Command Lance, 1st Provisional Company after Misery, killed on Wapakoneta
Cheryl Prosser, Veteran, *Marauder*, joins Assault Lance, 1st Provisional Company after Misery
Thomas Okomi, Veteran, *Awesome*, joins Command Lance, 1st Provisional Company after Misery, killed on Wapakoneta

Assault Lance

Lieutenant Douglas Bidwell, Elite, *BattleMaster*, killed on Misery
Sergeant Jennifer Klinghoffen, Elite, *Goliath*, joins Command Lance, 1st Provisional Company after Misery, killed on Wapakoneta
Paul Ziegler, Veteran, *Stalker*, 'Mech destroyed on Misery, joins Assault Lance, 1st Provisional Company in a Davion *Enforcer*, badly injured and 'Mech destroyed on Crossing
Tobu Unameiza, Veteran, *Archer*, killed on Misery

Fire Lance ("The Marksmen"), Becomes Fire Lance, 1st Provisional Company after Misery

Lieutenant Harold "Dragonslayer" Thurston, Elite, *Marauder*, killed on Crossing, 'Mech salvaged
Sergeant Eldon Keller, Veteran, *Hunchback*, killed on Wapakoneta
Trel Morkai, Veteran, *JagerMech*, 'Mech destroyed on Wapakoneta, switches to a salvaged Kurita *Rifleman*, 'Mech destroyed on Crossing
Frances Seahaven, Regular, *Rifleman*, killed on Misery

Armored Support Platoon, Joins Home Guard Force

Lieutenant Karl Weisz, Elite, Manticore Heavy Tank
Sergeant Nell Insley, Veteran, Schreck PPC Carrier
Sergeant James Stalling, Veteran, Schreck PPC Carrier
Sergeant Louis Camalle, Veteran, Ontos Heavy Tank
Sergeant Roger O'Neil, Veteran, Ontos Heavy Tank

LaSalle's Company ("The Hunters"), Disbanded after Misery

Command Lance, Wiped out on Misery

Captain Gerald LaSalle, Elite, *Archer*
Lieutenant Beau "Brummel" Kamar, Veteran, *Warhammer*
Trent Morrow, Veteran, *Thunderbolt*
Donald Sukarno, Veteran, *Ostroc*

Assault Lance ("The Battleaxes"), Wiped out on Misery

Lieutenant Janet "Battleaxe" Landrum, Elite, *Stalker*
Sergeant Gilbert Fasquillo, Veteran, *Victor*
Sean Campbell, Veteran, *Atlas*
Tam Ngo, Veteran, *Archer*

Fire Lance

Lieutenant Sarah Hamner, Elite, *Warhammer*, 'Mech destroyed on Misery, joins Home Guard Force
Sergeant Morris Astley, Veteran, *Rifleman*, killed on Misery
Douglas Sharkey, Elite, *Hunchback*, joins regimental Command Lance after Misery, killed on Wapakoneta
Roger Nogumo-Gordon, Regular, *Crusader*, killed on Misery

2nd Motorized Infantry Platoon ("The Mechbusters"), Joins Home Guard Force

Lieutenant Ivan Druzinski, Elite (Laser)
Sergeant Phillip Lee, Elite (Laser)
Corporal Harold Lietzikov, Veteran (SRM)
Corporal Robert Sears, Veteran (Machine Gun)
Corporal Cyra Forrest, Veteran (Machine Gun)

AeroSpace Lance, Joins Home Guard Force

Lieutenant Jacques "Frenchie" L'ecurie, Elite, *Stuka* Heavy Fighter
James "Dougie" Doogan, Elite, *Stuka* Heavy Fighter

Dietrick's Company ("Dietrick's Destroyers"), Disbanded after Misery

Command Lance, Destroyed on Misery
 Captain Gustav Dietrick, Elite, *BattleMaster*
 Lieutenant Jordan Scott, Veteran, *Thunderbolt*
 Cyrus Imark, Veteran, *Crusader*
 Jeffrey Norton, Veteran, *Crusader*

Medium Lance ("The Rats"), Destroyed on Misery
 Lieutenant Bertram Herbert, Veteran, *Griffin*
 Sergeant Nikal Isakahn, Veteran, *Phoenix Hawk*
 Teresa Connor, Veteran, *Whitworth*
 Jan Swertz, Regular, *Wolverine*

Fire Lance

Lieutenant Josiah Olafsen, Elite, *Crusader*, killed on Misery
 Sergeant Lloyd Morton, Veteran, *Archer*, joins Assault Lance, 1st Provisional Company after Misery, injured on Crossing
 Anton Renard, Veteran, *Warhammer*, killed on Misery
 Emilio Wilder, Regular, *Centurion*, 'Mech destroyed on Misery, joins Home Guard Force

Armored Support Platoon, Joins Home Guard Force

Lieutenant Samuel "Adder" Alder, Elite, Saracen Heavy Hovertank
 Sergeant Madeline Vaughn, Veteran, Scimitar Medium Hovertank
 Sergeant Larry Whitman, Regular, Scimitar Medium Hovertank
 Sergeant Brian Ramallio, Veteran, Saladin Assault Hovertank
 Sergeant Michelle Swenson, Veteran, Saladin Assault Hovertank

Baker Battalion ("The Specters"), Disbanded after Misery

Command Lance

Major Diane Specter, Elite, *BattleMaster*, killed on Misery
 Captain Sanji Vargas, Elite, *Awesome*, disabled on Misery, 'Mech salvaged
 Jesse Dekker, Veteran, *Phoenix Hawk*, killed on Misery
 Alan Horton, Regular, *Shadow Hawk*, killed on Misery

Lean's Company

Command Lance

Captain Susan Lean, Elite, *Archer*, commands 3rd Provisional Company after Misery, killed on Crossing
 Lieutenant Hermann Olafson, Veteran, *Thunderbolt*, killed on Misery
 Lucas Kent, Veteran, *Orion*, 'Mech destroyed on Misery, joins Medium Lance, 2nd Provisional Company in a *Hoplite*, killed on Wapakoneta
 James Pieschel, Veteran, *Quickdraw*, killed on Misery

Fire Lance

Lieutenant Vernon Scholl, Elite, *Warhammer*, 'Mech destroyed on Misery, joins Home Guard Force
 Sergeant Naoto Kurakami, Veteran, *Crusader*, killed on Misery
 Yuri Petrovitch, Regular, *Crusader*, killed on Misery
 Bruce Jason, Regular, *Rifleman*, killed on Misery

Recon Lance

Lieutenant Ellis Eire, Elite, *Hornet*, disabled on Misery, 'Mech salvaged
 Sergeant Tandy Magruder, Veteran, *Stinger*, killed on Misery
 Sheldon Harker, Veteran, *Wasp*, 'Mech destroyed on Misery, joins Home Guard Force
 Darren Oak, Veteran, *Ostscout*, killed on Misery

Kincaid's Company, Disbanded after Misery

Command Lance

Captain Ralph Kincaid, Elite, *Thunderbolt*, commands 2nd Provisional Company after Misery, killed on Wapakoneta
 Lieutenant Theodore Reiman, Elite, *Archer*, killed on Misery
 Edgar Paulson, Veteran, *Thunderbolt*, killed on Misery
 Samantha Norman, Veteran, *Dragon*, killed on Misery, 'Mech salvaged

Fire Lance

Lieutenant Anabel Royce, Veteran, *Marauder*, killed on Misery
 Jason Ikumo, Veteran, *JagerMech*, killed on Misery
 Jai Rodrigues, Veteran, *Catapult*, 'Mech destroyed on Misery, joins Home Guard Force
 Michael Kincaid, Regular, *Crusader*, killed on Misery

Recon Lance

Lieutenant William Isaacson, Elite, *Stinger*, killed on Misery
 Sergeant Rena McCoy, Veteran, *Firefly*, killed on Misery, 'Mech salvaged
 Mary Jenkins, Veteran, *Spider*, killed on Misery
 Howard Caroen, Regular, *Wasp*, missing on Misery, 'Mech salvaged

LAM Lance, Wiped out on Misery

Lieutenant Voicek Bronkowski, Elite, *Phoenix Hawk* LAM
 Sergeant Burgess Heller, Elite, *Stinger* LAM
 Richard Smith, Veteran, *Stinger* LAM

Abdulaziz's Company ("The Black Swallows"), Disbanded after Misery

Command Lance, Wiped out on Misery

Captain Ali Abdulaziz, Elite, *BattleMaster*
 Lieutenant Ulrich Leman, Veteran, *Catapult*
 Jorge Androvich, Veteran, *Crusader*
 John Le Mat, Veteran, *Thunderbolt*

Recon Lance

Lieutenant Richard Vallaci, Veteran, *Phoenix Hawk*, killed on Misery, 'Mech salvaged
 Sergeant Daniel Portman, Veteran, *Wasp*, killed on Misery
 Laura Speck, Veteran, *Stinger*, disabled on Misery, 'Mech salvaged
 Franz Tral, Regular, *Locust*, killed on Misery

Light Lance

Lieutenant Hamilton Sorrell, Elite, *Ostscout*, killed on Misery
 Sergeant George Bradley, Elite, *Commando*, 'Mech destroyed on Misery, joins Home Guard Force
 Arthur Loman, Veteran, *Wolfhound*, killed on Misery, 'Mech salvaged
 Andrew Hall-Vladimirov, Veteran, *Wasp*, killed on Misery

1st Jump Infantry Platoon, Joins Home Guard Force

Lieutenant Gloria Lee Pittock, Elite (SRM)
 Sergeant Michael Leiber, Elite (SRM)
 Corporal Darren Hallwell, Elite (SRM)
 Corporal Patricia Ward, Veteran (Flamer)
 Corporal Frank Couch, Veteran (Flamer)

Light Armored Support Platoon, Joins Wolf's Dragoons BattleGroup

Lieutenant Rupert Koch, Elite, Swift Wind Wheeled Scout
 Sergeant Patrick Elliott, Elite, Swift Wind Wheeled Scout
 Sergeant Sheila Rupell, Veteran, Skulker Wheeled Scout
 Sergeant Stuart Conner, Veteran, Skulker Wheeled Scout
 Sergeant Lawrence Zenas, Veteran, Skulker Wheeled Scout

Charlie Battalion, Reorganized into 2nd, 3rd, and 4th Provisional Companies

Command Lance

Major Neil Parella, Elite, *Marauder*, commands 4th Provisional Company after Misery
 Captain Fletcher Considine, Elite, *Archer*, retires after Misery
 Emily Drake, Elite, *Crusader*, joins Command Lance, 3rd Provisional Company after Misery, killed on Wapakoneta
 Matthew Lanier, Veteran, *Shadow Hawk*, joins Medium Lance, 4th Provisional Company after Misery, 'Mech destroyed on Wapakoneta, switches to a salvaged Kurita *Scorpion*, severely injured and 'Mech badly damaged on Crossing

WOLF'S DRAGONS

MacGregor's Company ("MacGregor's Grenadiers"), Becomes 2nd Provisional Company after Misery

Command Lance

Captain James MacGregor, Elite, *Archer*, retires after Misery
 Lieutenant Nancy Baker, Elite, *Warhammer*, killed on Wapakoneta
 Dhira Mugabe, Elite, *Crusader*, 'Mech destroyed on Misery, switches to a Davion *Enforcer*, killed on Crossing, 'Mech salvaged
 Ernest Sifton, Veteran, *Hoplite*, killed on Wapakoneta

Assault Lance ("The Cutting Crew"), Becomes Medium Lance

Lieutenant Shannon "Cutter" O'Donnell, Elite, *Marauder*, 'Mech badly damaged on Misery, shifts to a Davion *Enforcer*, killed on Wapakoneta
 Sergeant Gary Telsa, Veteran, *Atlas*, 'Mech destroyed on Misery, shifts to a *Phoenix Hawk*, killed on Wapakoneta
 Russel Nam, Veteran, *Goliath*, killed on Misery
 Phillip Akamo, Regular, *Zeus*, 'Mech destroyed on Misery, shifts to a *Firefly*, killed on Wapakoneta

Fire Lance, Becomes Recon Lance

Lieutenant David Barron, Elite, *Rifleman*, 'Mech badly damaged on Misery, shifts to a *Hornet*, killed on Wapakoneta
 Sergeant Donna McCarthy, Veteran, *Crusader*, 'Mech destroyed on Misery, shifts to a *Wasp*, killed on Wapakoneta
 Simon Moore, Regular, *Thunderbolt*, 'Mech destroyed on Misery, shifts to a *Stinger*, 'Mech destroyed on Crossing
 Aki Whitman, Regular, *Firefly*, killed on Wapakoneta

Summers's Company, Becomes 3rd Provisional Company

Command Lance

Captain Morgan Summers, Elite, *Marauder*, resigns after Misery
 Lieutenant Frank Trent, Veteran, *Thunderbolt*, badly injured on Crossing, 'Mech serviceable
 Celia Minnow, Elite, *Rifleman*, 'Mech destroyed on Misery, shifts to a Davion *Enforcer*, killed on Wapakoneta
 Jesse Phil, Veteran, *Phoenix Hawk*, killed on Misery

Fire Lance, Becomes Medium Lance

Lieutenant Henry Dana, Elite, *Warhammer*, 'Mech destroyed on Misery, shifts to a *Wolhound*, killed on Crossing
 Sergeant Craig Scanlon, Veteran, *Hunchback*, killed on Wapakoneta
 Corey Vincenzelli, Elite, *Catapult*, 'Mech destroyed on Misery, shifts to a Davion *Enforcer*
 Thomas Grant, Elite, *Rifleman*, killed on Wapakoneta

Recon Lance ("The Bugs")

Lieutenant Virgil Manning, Elite, *Firefly*, blinded and 'Mech badly damaged on Crossing
 Sergeant Andrew Shelley, Veteran, *Hornet*, killed on Wapakoneta
 Daria Mulroney, Veteran, *Wasp*, killed on Crossing, 'Mech salvaged
 Andrew Carrow, Regular, *Spider*, killed on Wapakoneta

AeroSpace Lance, Joins Home Guard Force

Lieutenant Ole "Snowman" Karlsen, Elite, *Stingray* Fighter
 Charlene "Gunner" Durant, Elite, *Stingray* Fighter

Paxon's Company ("Paxon's Lancers"), Becomes 4th Provisional Company

Command Lance

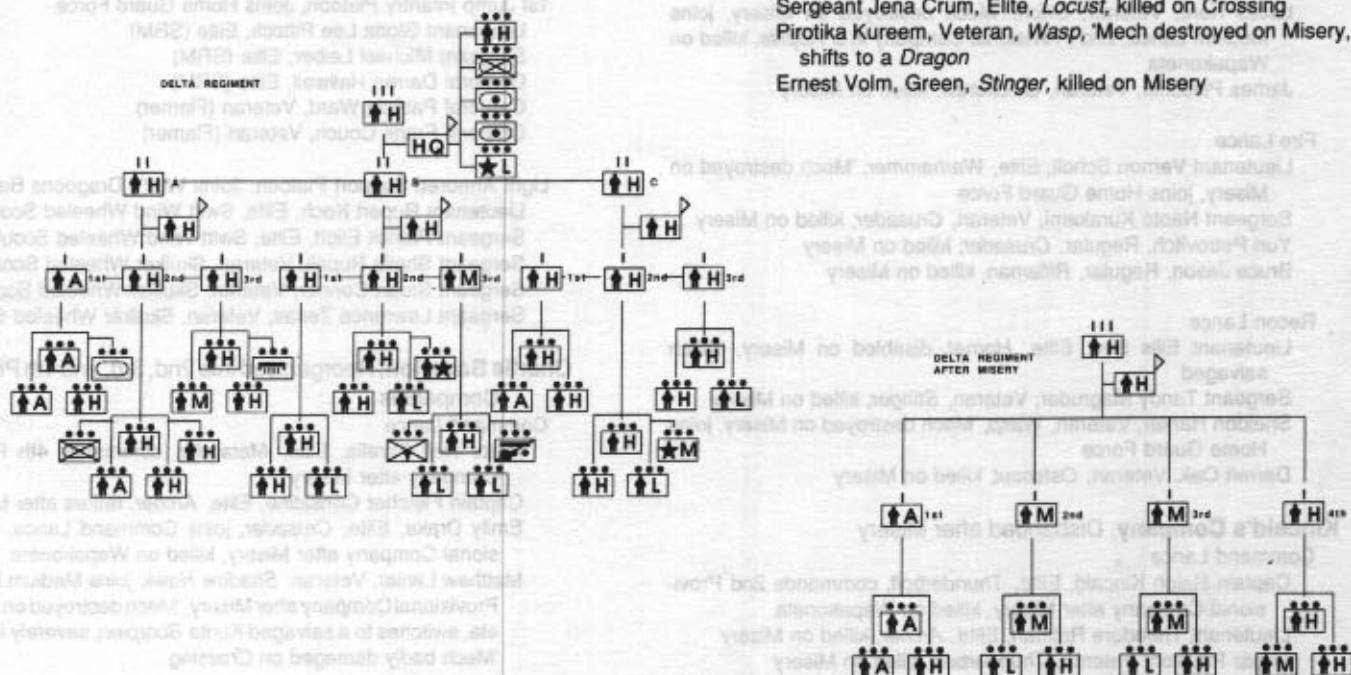
Captain Ben Paxon, Elite, *BattleMaster*, becomes executive officer to Major Parella, 'Mech destroyed on Crossing
 Lieutenant Mara Khan, Elite, *Warhammer*, killed on Misery
 Ronald Torrence, Veteran, *Crusader*, killed on Wapakoneta
 Michael Gambrelli, Veteran, *Firefly*, badly injured on Crossing, 'Mech salvaged

Fire Lance

Lieutenant Mohammed Rasul, Elite, *Catapult*, killed on Wapakoneta
 Sergeant Lawrence Thomas, Veteran, *Griffin*, killed on Crossing
 Hima Fural, Elite, *Wolverine*
 Khyll, Elite, *Quickdraw*, killed on Wapakoneta

Recon Lance, Becomes Medium Lance

Lieutenant Burl Steed, Elite, *Cicada*, partially paralyzed and 'Mech heavily damaged on Crossing
 Sergeant Jena Crum, Elite, *Locust*, killed on Crossing
 Pirotika Kureem, Veteran, *Wasp*, 'Mech destroyed on Misery, shifts to a *Dragon*
 Ernest Volm, Green, *Stinger*, killed on Misery



DELTA REGIMENT PERSONALITIES

Name: Colonel Kathleen Dumont

Assignment: Commander of Delta Regiment

After a shaky start upon taking command in 3020, Colonel Dumont has emerged as an innovative, unpredictable commander with a talent for adapting her tactics to defeat a particular enemy. Colonel Dumont is a compassionate person who often hides her emotions behind a facade of regimental seriousness. She remembers her early troubles with the Deltas and is extremely sensitive about that period of her life. To this day, the Colonel is reluctant to discuss events on Dromini VI or the black days immediately following her failure. She has never married and seems bound to the life of a regimental commander.

Name: Colonel Travis King [deceased]

Assignment: Former Commander of Delta Regiment

Easygoing and personable with his troops and skillful on the battlefield, Colonel King was a very popular commander. Colonel King enjoyed success with a methodical, by-the-book approach to combat. Though he rarely surprised an enemy, he ground many into submission and protected his unit with prudent decisions. This approach worked right up until the end. In the assault on the Liao world of Halloran V in 3008, Wolf's Dragoons had trouble making headway. Despite being turned back four times, Colonel King led a fifth assault on Liao positions. Delta Regiment was again forced to retreat, but this time Capellan AeroSpace Fighters hounded the Dragoons. A freak shot from a Liao fighter set off the ammo in Colonel King's *Archer*, killing him instantly.

Name: Colonel Sarah Weisz

Assignment: Former Commander of Delta Regiment

Then-Major Weisz was promoted to command Delta Regiment after the death of Colonel King in 3008. She quickly earned a reputation as an excellent strategist and battlefield tactician. During the next decade, she became the acknowledged authority on such matters, and she won the respect of her fellow officers. After her retirement in 3020, Colonel Weisz continued to serve the Dragoons as an advisor. She also helped Colonel Eilman organize the Home Guard Force and develop defensive strategies.

Name: Major Neil Parella

Assignment: Former Commander of Charlie Battalion, Delta Regiment; now Commander of Fourth Provisional Company.

A dedicated 'Mech officer, Major Neil Parella has been separated from his wife, Reza, since she left him in 3026, weary of the life of a MechWarrior's wife. Though Reza has dropped out of sight, ComStar has learned that Major Parella developed a chronic drinking problem that damaged his judgment on Proserpina, causing the unit to become surrounded. The unit escaped only with the aid of heavy artillery support from regimental command. Many of Major Parella's subordinates have suspected that their commander is alcoholic, and one or two of his closer associates have urged him to talk to Colonel Wolf about getting help. When sober, Major Parella is a talented commander, but his moments of sobriety have recently become rarer and rarer. His battalion was consigned largely to a reserve role on Misery because of Major Parella's unreliability and because of dissension within the unit caused by the Major's behavior. Major Parella now commands the Fourth Provisional Company.

Name: Major Benjamin Schwartzkopf [deceased]

Assignment: Former Commander of Able Battalion, Delta Regiment; then Commander of First Provisional Company

The Landsknechts were Major Schwartzkopf's home for nearly 20 years. Over 60 years old when he died, he remained a vital, intelligent man with a firm, decisive command style. He has three grandchildren serving in the Dragoons, but he refused to retire. Major Schwartzkopf insisted that he wanted to die in action with his battalion, rather than "wasting away in a hospital bed somewhere." Though the battalion was reorganized after Misery, Major Schwartzkopf did die in combat. He was one of the many who fell on Wapakoneta.

Name: Major Diane Specter [deceased]

Assignment: Former Commander of Baker Battalion, Delta Regiment

The nickname "The Specters" was applied to Baker Battalion after Major Diane Specter took command in 3024. In the years since, the battalion lived up to the name, striking and vanishing. Its light lances and jump infantry platoons often flitted unseen past enemy sentries and 'Mechs. Stressing the value of combined arms, Major Specter proved herself to be a bright, innovative, and professional commander. Her unit saw fierce action on Misery, where she died in her *BattleMaster*.

Name: Captain Ali Abdulaziz [deceased]

Assignment: Former Commander of Abdulaziz's Company, Baker Battalion

Captain Abdulaziz's tiger-striped *BattleMaster* was a familiar sight in Delta Regiment, for Abdulaziz liked to move around, often spotting for artillery or engaging in reconnaissance in force with his own light lances. Some pointed out that this was scarcely the appropriate use for the heavy *BattleMaster*, but Abdulaziz usually laughed and replied that his "Black Swallows" had always been a highly respected scout unit, regardless of the class of their commander's 'Mech. He also noted that numerous enemy light or medium lances, expecting only light recon vehicles when encountering his unit, were unpleasantly surprised when he lumbered into view, smashing small 'Mechs to scrap and driving off others. This tactic proved fatal on Misery, where the lighter 'Mechs accompanying his *BattleMaster* could not provide enough support for him to disengage from a superior Kurita force.

Name: Captain Ben Paxon

Assignment: Former Commander of Paxon's Company, Charlie Battalion

Only recently given command, Captain Paxon led "The Lancers," a company with a distinguished history. After rising through the ranks, first as an armored vehicle driver, then as a 'Mech officer, Paxon felt confident in his command and showed some talent but some inexperience also. After Misery and the unit reorganization that followed, Captain Paxon lost his command, becoming Major Parella's executive officer. Colonel Wolf apparently believes that Captain Paxon will gain some seasoning by serving with the experienced Major and that this set-up provides a command-grade officer who can step in when Parella is indisposed.

WOLF'S DRAGOONS

Name: Captain Gustav Dietrick [deceased]

Assignment: Former Commander of Dietrick's Company, Able Battalion

Dietrick's Company served well in engagements leading up to Misery, though the Captain was under suspension for unsatisfactory performance on Proserpina. Fire support originally intended for Captain Holbrook's Company fell short, badly damaging several Dragoon 'Mechs. Captain Dietrick, a proud officer, was determined to make up for his failure on Proserpina, though his overzealousness led to his downfall, and that of his company. He fell into a Kurita trap on Misery by rushing in to exploit what he mistook for a weakness, exposing his company to enfilading fire. Only one MechWarrior survived.

Name: Captain Justin Holbrook [deceased]

Assignment: Former Commander of Holbrook's Company, Able Battalion

The fiery Captain Justin Holbrook, a flamboyant officer in the mold of the dashing cavalry commanders of antiquity, commanded the Hammers. He lived fast, played hard, and died young. Captain Holbrook's personality suited the Hammers well, for they were often in the thick of things, expected to assault enemy strongpoints and other heavily defended positions. The Captain was wounded three times, including nearly losing an arm during the battle for Quentin. His *Atlas*, "The Warrior," needed repair after taking heavy damage on Udibi. The Hammers played a crucial role in that battle, holding an exposed position against repeated attacks by the Crucis Lancers, with Captain Holbrook, as usual, in the forefront. That scenario repeated itself on Misery, but this time Captain Holbrook paid with his life for his audacious command style.

Name: Captain Ralph Kincaid [deceased]

Assignment: Former Commander of Kincaid's Company, Baker Battalion; then Commander of Second Provisional Company

Captain Kincaid was the only Dragoon officer to command his family. His wife and only son served in his company, though not in his lance. In one of the most tragic events of a tragic battle, Captain Kincaid lost his son, Michael, and his wife, Mary Jenkins, on Misery. In the weeks following the battle, Captain Kincaid responded with grim silence when other Dragoons offered their condolences. After about a month, on Wapakoneta, the shock seemed to wear off, and a hatred of all things Kurita consumed the Captain. The war caught up with him a few months later when the Combine arrived on Wapakoneta. Captain Kincaid's company led two lances of the Twelfth Galedon Regulars away from the main body. In the process of destroying the Kuritans, Captain Kincaid was caught in a forest fire. He refused orders to pull back, though he did order the rest of his command to withdraw. He died a painful, fiery death.

Name: Captain Gerald LaSalle [deceased]

Assignment: Former Commander of LaSalle's Company, Able Battalion

Captain LaSalle, commander of the Hunters, had an innovative leadership style, enjoying the challenge of finding the way to get the most out of his forces. He was a student of both Sarah Weisz and Kathleen Dumont, and thus skilled at changing tactics to fit the situation. As adept at static defense as he was at mobile assault, Captain LaSalle distinguished himself particularly on Bergman's Planet, where he managed to keep Davion defenders off-balance with his unpredictable style, crippling two entire enemy companies but losing only three of his own 'Mechs. Though his command fought well at Misery, a *Ryoken* company turned his flank, and he died with almost his entire company.

Name: Captain Susan Lean [deceased]

Assignment: Former Commander of Lean's Company, Baker Battalion; then commander of Third Provisional Company

Often serving as the reserve company for advances by the Landsknechts or Charlie Battalion, this company required the command of a cautious officer able to discern the right moment to advance or retreat. Captain Lean embodied these traits. Captain Lean's level-headedness and stability were reasons why she was chosen to head the Third Provisional Company. Her assignment was an effort to restore order to part of the maligned Charlie Battalion. She and the company fought well on Wapakoneta, but she was killed in the battle of Crossing.

Name: Captain James MacGregor

Assignment: Former Commander of MacGregor's Company, Charlie Battalion

Claiming to be descended from an officer in ancient Terra's Royal Grenadier Guard, Captain James MacGregor named his company "MacGregor's Grenadiers" in deference to his heritage. He shares his commander's taste for strong drink, but limits himself to periodic binges and never drinks while in action. Also a bit of a brawler, his eight-hour arm-wrestling match with Captain Justin Holbrook has gone down in regimental history almost on a par with the battles for Halloran V and Quentin. Angry about being held in reserve on Misery and unhappy with what he considered mistreatment of Major Parella, Captain MacGregor retired before the Fourth Succession War began.

Name: Captain Morgan Summers

Assignment: Former Commander of Summers's Company, Charlie Battalion

A strict teetotaler who is somewhat less of a firebrand than other Delta commanders, Captain Summers does not admire flamboyance in officers, believing that someone like Justin Holbrook endangers MechWarriors and other soldiers unnecessarily. Maintaining rigid discipline, he commanded his company for nearly four years with the loss of only two MechWarriors. He always was the most vocal in his criticism of Major Parella's drinking. Captain Summers was incensed at being held in reserve on Misery. When Major Parella remained in a command position after that battle, Captain Summers resigned in disgust.

Name: Captain Sanji Vargas

Assignment: Former executive officer of Baker Battalion

A former Tech, Captain Vargas took a great interest in keeping his 'Mech in perfect fighting condition, even modifying his *Awesome* to improve its performance. These modifications may have eliminated some problems, but they have created others, giving the Dragoon Techs headaches. Captain Vargas was nevertheless a competent officer, and his performance on Misery demonstrated that for posterity. He destroyed an entire *Ryoken* lance. Though he was severely injured in the battle, his 'Mech had been so well maintained that it was salvaged despite great damage. Captain Vargas remains partially paralyzed by his wounds.

Name: Lieutenant Voicek Bronkowski [deceased]

Assignment: Former Commander of LAM Lance, Kincaid's Company, Baker Battalion

Lieutenant Bronkowski flew "The Stork," a *Phoenix Hawk* LAM modified by Captain Vargas and his Techs to carry extra armor at the cost of one of the medium lasers. The rest of the company considered Lieutenant Bronkowski a strange man because of his bizarre hairstyles and odd quirks of dress. (Off duty, he favored capes and feathered hats). Lieutenant Bronkowski's LAM Lance came to a gallant end on Misery, attacking despite its opponent's numbers.

Name: Lieutenant Ole "Snowman" Karlsen

Assignment: Former Commander of AeroSpace Lance, Summers's Company, Charlie Battalion; now part of Home Guard Force.

Lieutenant Karlsen's *Stingray*, named "Shadowfax," carries 11 kill markers, making him one of the leading Dragoon AeroSpace pilots. Karlsen is a competitive pilot, with all other goals secondary to his desire to be known as the best. He has chafed at being assigned to the Home Guard Force because he wants front-line duty to show off his skill.

Name: Lieutenant Jacques "Frenchie" L'ecurie

Assignment: Former Commander of AeroSpace Lance, La-Salle's Company, Charlie Battalion; now part of Home Guard Force

Lieutenant L'ecurie values his Gallic heritage, often using French invective in battle, and decorating his *Stuka*'s tailfins with the ancient French tricolor banner. The Lieutenant's fighter carries six kill markers, but only five of these can be confirmed within the Inner Sphere. The sixth was apparently earned in 3020, when the Dragoons were on their second major supply run, outside the Lyran Commonwealth. L'ecurie is as reluctant as any other Dragoon to discuss the details of his career.

Name: Lieutenant Dale "Beowulf" Middlehoven

Assignment: Former Commander of AeroSpace Lance, Delta Regiment Command Company; now part of Home Guard Force

Dale Middlehoven has been a Dragoon fighter pilot for more than eight years and now has nine kill markers, four Kurita and five Davion. This caused some friction with honor-obsessed Kurita pilots during the Dragoons' service to the Combine, but "Beowulf" managed to keep his cool in tense confrontations. His competence and calm manner have combined to make him a candidate for aerospace command position, and perhaps someday the successor of Colonel Jason Carmody in Orbital Operations Command.

Name: Lieutenant Karl Weisz

Assignment: Former Commander of Armored Support Platoon, Holbrook's Company, Able Battalion; now part of Home Guard Force

The son of the celebrated Colonel Sarah Weisz, Karl has become a talented armored commander, in line to receive a BattleMech within the next two years. He is a serious young man who strives to meet the expectations that go along with being the son of a famous and respected mother. He is determined to succeed on his own, without outside help or influence.



WOLF'S DRAGOONS

EPSILON REGIMENT

Name: Epsilon Regiment

Commander: Colonel Baxter Arbuthnot

Unit Composition: 3 battalions before Misery, 4 companies afterwards

Unit Status: Elite

Unit Nickname: None

Unit Insignia: Greek letter Epsilon

DropShip Assignments: *Hawken, Ise (Overlord Class), Sunniva, Hebrides, Mt. Suribachi (Union Class), Otsu (Fortress Class)*

The seemingly frail Baxter Arbuthnot was like an emblem for the entire regiment—thin and weak-looking, but capable of considerable strength and bravery when needed. Epsilon's morale fell to an all-time low during Kurita service when the regiment became a specific target of Kurita dirty tricks and interference. Colonel Arbuthnot took it all in stride, enduring Combine bureaucracy and provocation with a cryptic smile and the quiet statement that "eventually, the worm always turns." Epsilon Regiment got its revenge on Kurita at Misery, inflicting very heavy casualties. House Kurita repaid that debt on Harrow's Sun, where all of Epsilon's top officers died.



Name: Able Battalion, Epsilon Regiment

Commander: Major Stuart Fields

Unit Status: Elite

Unit Nickname: None

Unit Insignia: A black griffin on a white diamond

DropShip Assignment: *Hawken (Overlord Class)*

Under their cyborged commander, Major Stuart Fields, the powerful and aggressive lead battalion of Epsilon Regiment was accused by Kurita Warlord Samsonov of committing battlefield atrocities on Kawabe. Such charges unfairly maligned a fine unit and did not set well with the officers and MechWarriors of Able. A blend of heavy, medium, and light 'Mechs, Able Battalion scored a major victory over the Kawabe rebels attempting to relieve the besieged city of Mecklin. Such successes were lost on Lord Samsonov, who seemed determined to discredit the Dragoons in general, and Epsilon Regiment in particular. Able Battalion led Epsilon Regiment's successes on Misery. It was then reorganized into the First Provisional Company.

Name: Baker Battalion, Epsilon Regiment

Commander: Major Richard Jarrett

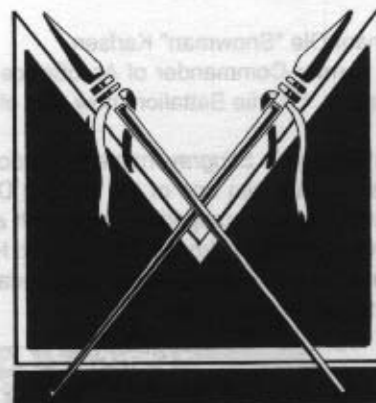
Unit Status: Elite

Unit Nickname: Jarrett's Lancers

Unit Insignia: A pair of crossed cavalry lances

DropShip Assignment: *Ise (Overlord Class)*

Colorful and always in peak condition, the Lancers were a heavy battalion capable of many different missions. Captain Gordon's Highlanders were usually employed as the attack unit, supported by Mercier's and Hoff's fire 'Mechs. The battalion's polished, new-looking 'Mechs were well-known within the Dragoons, as was the man who insisted that the Lancers keep them that way, Richard Jarrett. The Second Provisional Company has carried on the traditions of the Lancers since the battalion's reorganization after heavy losses on Misery. Though the jests that Major Jarrett sometimes ordered his Mechwarriors to touch up the paint on their 'Mechs while under fire were not true, it is a fact that Jarrett's Lancers were among the best-disciplined troops in the Dragoons. Jarrett's insistence on by-the-book neatness and conduct annoyed many under his command, but the Lancers' combat effectiveness spoke for itself.



Name: Charlie Battalion, Epsilon Regiment

Commander: Major Hussein Tajdar

Unit Status: Elite

Unit Nickname: Hussein's Hussars

Unit Insignia: Silhouette of a charging hussar with saber held overhead

DropShip Assignments: *Sunniva, Hebrides, Mt. Suribachi (Union Class)*

Major Tajdar came under fire from members of his unit for using them to advance his own career, which did not help the elite battalion's morale. Formerly a crack unit led by the heavy lance of McGarvey's Horse, with Nichole's Company providing scouting and Shire's Company acting as a reserve, the battalion's performance fell off with the dissent. Because of Major Tajdar's ambitions, he showed little concern until it really counted. Before the battle on Misery, Major Tajdar apologized to his command and implored them to do their best for the Dragoons. Hussein's Hussars responded, and the Major became much more humble afterward. He sacrificed his life for his warriors on Harrow's Sun.

EPSILON REGIMENT UNIT ROSTER

Command Company

Command Lance

Colonel Baxter Arbuthnot, Elite, *Archer*, killed on Harrow's Sun
Captain Olivia Scalone, Elite, *Griffin*, killed on Misery
Lieutenant Benedict Goldman, Elite, *Firefly*, killed on Misery
Lieutenant Kamasu Ede, Veteran, *JagerMech*, disabled on Misery

Assault Lance

Lieutenant Benton Bailey, Elite, *Stalker*, killed on Misery
Sergeant John Marlowe, Elite, *Zeus*, joins regimental Command Lance after Misery
Stuart McCloud, Elite, *Victor*, killed on Misery
Jennifer Archoski, Veteran, *Imp*, joins regimental Command Lance after Misery, killed on Harrow's Sun

Motorized Infantry Platoon, Joins Home Guard Force

Lieutenant Kim Sundt, Elite (SRM)
Sergeant Farid Durrani, Elite (Machine Gun)
Corporal Peabody Hicks, Elite (Machine Gun)
Corporal Keith Nexis, Veteran (Machine Gun)
Corporal Corrine Buddas, Elite (SRM)

Artillery Lance 1, Joins Home Guard Force

Captain Bary Sumo, Elite, Packrat Scout Car
Lieutenant Wayne Gesselle, Elite, Long Tom Artillery
Lieutenant Theodore Vandel, Elite, Long Tom Artillery
Lieutenant Michael Peiko, Veteran, Long Tom Artillery
Lieutenant Arnold "Sureshot" Jass, Elite, Sniper Artillery

Artillery Lance 2, Joins Home Guard Force

Captain Lester Subarov, Elite, Packrat Scout Car
Lieutenant Cheryl Spurlin, Elite, Long Tom Artillery
Lieutenant Ronald Beckett, Veteran, Long Tom Artillery
Lieutenant Phillip Gaglia, Regular, Thumper Artillery
Lieutenant Sharon Ullman, Regular, Thumper Artillery

Able Battalion, Reorganized into 1st Provisional Company after Misery

Command Lance

Major Stuart Fields, Elite, *BattleMaster*, commands 1st Provisional Company after Misery, killed on Harrow's Sun
Lieutenant James Riker, Elite, *Imp*, joins regimental Command Lance after Misery, injured on Harrow's Sun, badly injured and 'Mech destroyed on Crossing
Sergeant Vikham Komthouvong, Elite, *Stalker*, joins Command Lance, 1st Provisional Company after Misery, killed on Harrow's Sun, 'Mech salvaged
Burton Chambers, Elite, *Shogun*, killed on Misery

Sunstrom's Company ("The Cuirassiers"), Disbanded after Misery

Command Lance

Captain Julie Sunstrom, Elite, *Victor*, commands Heavy Lance, 1st Provisional Company after Misery, 'Mech badly damaged on Harrow's Sun, switches to a *Stalker*, killed on Crossing, 'Mech salvaged

Lieutenant Spiro Killasis, Elite, *BattleMaster*, killed on Misery

Jayson Givan, Veteran, *Goliath*, killed on Misery

Kenneth Mitari, Regular, *Banshee*, killed on Misery

Fire Lance, Wiped out on Misery

Lieutenant Kosho Kokuba, Elite, *Marauder*

Sergeant Octavio Finaldi, Elite, *Archer*

Thomas Salvesi, Veteran, *Archer*

Walter Samodurov, Veteran, *Ostsol*

Heavy Lance

Lieutenant Frank Lundell, Elite, *Orion*, killed on Misery

Sergeant Cu Ha, Elite, *Warhammer*, killed on Misery

Vincent Casca, Elite, *Thunderbolt*, 'Mech destroyed on Misery, joins Heavy Lance, 1st Provisional Company in a *Vindicator*, killed on Harrow's Sun

Axel Svensson, Regular, *Dragon*, killed on Misery

Jager's Company ("The Hunting Tigers"), Disbanded after Misery

Command Lance

Captain Charles Jager, Elite, *JagerMech*, joins Home Guard Force

Lieutenant Kimberly Dixon, Elite, *Hoplite*, joins Command Lance,

1st Provisional Company after Misery, killed on Harrow's Sun

Sergeant Paul Sayers, Elite, *Warhammer*, joins Home Guard Force

Shawn O'Neil, Veteran, *Crusader*, joins Home Guard Force

Fire Lance, Wiped out on Misery

Lieutenant Rolf Schmidt, Elite, *Archer*

Sergeant Doyle Jarvix, Elite, *Thunderbolt*

Dennis Carter, Veteran, *Thunderbolt*

Del Hesse, Regular, *Scorpion*

Heavy Lance

Lieutenant Ford Holgate, Elite, *Centurion*, killed on Misery, 'Mech salvaged

Sergeant Vince Snyder, Elite, *Thunderbolt*, killed on Misery

Zdislaw Wawrzynczak, Elite, *Shadow Hawk*, joins Scout Lance, 1st Provisional Company after Misery, injured and 'Mech damaged on Harrow's Sun, 'Mech destroyed on Crossing

John Smith, Regular, *Vindicator*, killed on Misery, 'Mech salvaged

Jump Infantry Support Platoon ("The Flying Tigers"), Joins Home Guard Force

Lieutenant Henry "Tiger Man" Kane, Elite (Flamer)

Sergeant Karla Coplin, Elite (Machine Gun)

Corporal Jordan "Frog" Ling, Veteran (Machine Gun)

Corporal Donald Terwilliger, Elite (Flamer)

Corporal Helena Luckenbaugh, Veteran (Flamer)

WOLF'S DRAGOONS

Sun's Company

Command Lance

Captain Sun Cho, Elite, *Phoenix Hawk*, commands Scout Lance, 1st Provisional Company after Misery, killed on Harrow's Sun

Lieutenant Diana "Eight Ball" Standord, Elite, *Locust*, killed on Misery

Peter Divisadero, Veteran, *Panther*, 'Mech destroyed on Misery, joins Command Lance, 1st Provisional Company in a *Centurion*, killed on Harrow's Sun

Caridad Santa Teresa, Veteran, *Jenner*, killed on Misery

Fire Lance

Lieutenant Karl "Delta" LeMat, Elite, *Valkyrie*, killed on Misery

Sergeant Jennie Gerald, Elite, *Jenner*, 'Mech badly damaged on Misery, joins Heavy Lance, 1st Provisional Company in a *Griffin*, blinded on Crossing, 'Mechs serviceable

Martin Dietrick, Veteran, *Panther*, joins Heavy Lance, 1st Provisional Company after Misery, killed on Harrow's Sun

Augusto Melis, Regular, *Commando*, killed on Misery

Recon Lance

Lieutenant Marik Winterhawk, Elite, *Locust*, killed on Misery

Sergeant Austin Bell, Elite, *Firefly*, joins Scout Lance, 1st Provisional Company after Misery, killed on Harrow's Sun

Edward Jennhunnen, Veteran, *Wasp*, killed on Misery

Warren Kujalla, Veteran, *Assassin*, joins Scout Lance, 1st Provisional Company after Misery, wounded and 'Mech damaged on Harrow's Sun, killed on Crossing

Armored Support Platoon, Joins Home Guard Force

Lieutenant James Lafferty, Elite, Plainsman Light Hovertank

Sergeant Michael Bird, Elite, Plainsman Light Hovertank

Sergeant Susan Holmere, Veteran, Plainsman Light Hovertank

Sergeant Scott Uma, Elite, Pegasus Scout Hovertank

Sergeant Anne Oosterhoff, Veteran, Pegasus Scout Hovertank

Baker Battalion ("Jarrett's Lancers"), Reorganized into 2nd Provisional Company after Misery

Command Lance

Major Richard Jarrett, Elite, *Archer*, commands 2nd Provisional Company after Misery, killed on Harrow's Sun

Captain Morton Duggan, Elite, *Warhammer*, killed on Misery

Patrick Finnegan, Elite, *Ostsol*, joins Command Lance, 2nd Provisional Company after Misery, killed on Harrow's Sun

Sheila Cadbury, Veteran, *Ostroc*, killed on Misery

Gordon's Company ("Gordon's Highlanders")

Command Lance

Captain Patrick Gordon, Elite, *Warhammer*, killed on Misery

Lieutenant Mary Kirby, Elite, *Crusader*, joins Command Lance, 2nd Provisional Company after Misery

Carey Torrance, Elite, *Hoplite*, killed on Misery

Manfred Zysk, Veteran, *Thunderbolt*, killed on Misery

Fire Lance

Lieutenant Delore Lutgen, Elite, *Archer*, killed on Misery

Sergeant Douglas Arno, Veteran, *Archer*, killed on Misery

Glenn Minshall, Veteran, *Griffin*, killed on Misery, 'Mech salvaged

Mercy Stengel, Regular, *Crusader*, killed on Misery

Heavy Lance

Lieutenant William Finzer, Elite, *Trebuchet*, killed on Misery

Sergeant Marcia Norris, Elite, *Griffin*, killed on Misery

Eugene Arguelles, Veteran, *Shadow Hawk*, killed on Misery

Sridhar Iyengar, Regular, *Phoenix Hawk*, killed on Misery, 'Mech salvaged

AeroSpace Lance, Joins Home Guard Force

Lieutenant Vogel Pearson, Elite, Hellcat Medium Fighter

Joanne Pelletiere, Regular, Hellcat Medium Fighter

Armored Support Platoon, Joins Home Guard Force

Lieutenant Ala Prosser, Elite, Bulldog Medium Tank

Sergeant Gregg Jarmer, Elite, Bulldog Medium Tank

Sergeant Russel Davis, Regular, Bulldog Medium Tank

Sergeant Cedric Speckner, Veteran, Bulldog Medium Tank

Sergeant Jan "Concrete" Koopman, Regular, Goblin Medium Tank

Mercier's Company, Reorganized into 2nd Provisional Company after Misery

Command Lance, Becomes Assault Lance, 2nd Provisional Company after Misery

Captain Michael Mercier, Elite, *BattleMaster*, killed on Harrow's Sun, 'Mech salvaged

Lieutenant Kristine Yedinak, Elite, *Archer*, killed on Harrow's Sun

Wilson Smullen, Elite, *Shogun*, badly injured and 'Mech destroyed on Crossing

Basil Farnham, Veteran, *Marauder II*, killed on Harrow's Sun

Fire Lance, Becomes Fire Lance, 2nd Provisional Company after Misery

Lieutenant John "Rally" Porseth, Elite, *Catapult*, killed on Harrow's Sun

Sergeant Steven Hess, Elite, *Shadow Hawk*, badly injured and 'Mech destroyed on Harrow's Sun, switches to a *BattleMaster*, killed on Crossing, 'Mech salvaged

Henry Bolan, Elite, *Scorpion*, 'Mech destroyed on Misery, shifts to a *Phoenix Hawk*, killed on Harrow's Sun

Anton Emery, Veteran, *Quickdraw*, killed on Misery

Recon Lance

Lieutenant Katherine Parrott, Elite, *Locust*, killed on Misery

Sergeant Samuel Yonkers, Veteran, *Jenner*, 'Mech badly damaged on Misery, joins Command Lance, 2nd Provisional Company in a *Griffin*, killed on Harrow's Sun

Jerry Hawker, Veteran, *Ostscout*, killed on Misery

Duke Easom, Regular, *Stinger*, killed on Misery

Jump Infantry Support Platoon, Joins Home Guard

Lieutenant Marco "Choirboy" Lavine, Elite (Laser)

Sergeant Trenton Spillsbury, Elite (Laser)

Corporal Donald Dumas, Veteran (Machine Gun)

Corporal Wendy Riggs, Veteran (Machine Gun)

Corporal Odam Bach, Regular (Machine Gun)

Hoff's Company ("Firewalkers")

Command Lance

Captain Kirk Hoff, Elite, *Rifleman*, killed on Misery
 Lieutenant Arthur Figgis, Elite, *Dervish*, commands Fire Lance, 4th Provisional Company after Misery, 'Mech badly damaged on Crossing
 Jackson "Kicker" Chun, Veteran, *Griffin*, killed on Misery, 'Mech salvaged
 Carry Makoi, Veteran, *Hermes II*, killed on Misery

Fire Lance

Lieutenant Aira Enfield, Elite, *Archer*, killed on Misery
 Sergeant Christine Knott, Elite, *Huchback*, killed on Misery
 Chan Thabong Maknarakhm, Veteran, *Trebuchet*, killed on Misery
 Raymond Jatós, Veteran, *Panther*, joins Command Lance, 4th Provisional Company after Misery, killed on Harrow's Sun

Medium Lance

Lieutenant George Fillis, Elite, *Griffin*, commands Medium Lance, 4th Provisional Company after Misery, killed on Harrow's Sun
 Sergeant Paul Sandino, Elite, *Firestarter*, joins Fire Lance, 4th Provisional Company after Misery, injured on Harrow's Sun, reinjured on Crossing
 Dale "Penguin" Horowitz, Veteran, *Clint*, joins Fire Lance, 4th Provisional Company after Misery, killed on Harrow's Sun
 Clarence Grogan, Veteran, *Cicada*, joins Fire Lance, 2nd Provisional Company after Misery, killed on Crossing

AeroSpace Lance, Joins Home Guard Force

Lieutenant William "Trigger" Fitch, Elite, *Centurion* Light Fighter
 Scott "Swede" Anderson, Veteran, *Centurion* Light Fighter

Charlie Battalion ("Hussein's Hussars"), Reorganized into 3rd and 4th Provisional Companies after Misery

Command Lance

Major Hussein Tajdar, Elite, *Stalker*, 'Mech destroyed on Misery, commands 4th Provisional Company in a *Whitworth*, killed on Harrow's Sun
 Captain Sharyn Potter, Elite, *Marauder*, killed on Misery, 'Mech salvaged
 Sergeant Richard Kossner, Veteran, *Hoplite*, killed on Misery, 'Mech salvaged
 Vonda Evansich, Veteran, *Archer*, killed on Misery

McGarvey's Company

Command Lance ("McGarvey's Horse")

Captain Trenton McGarvey, Elite, *Rifleman*, killed on Misery
 Lieutenant Malcom Hyatt, Veteran, *Grasshopper*, killed on Misery
 Ted Heyden, Elite, *Ostroc*, 'Mech destroyed on Misery, joins Medium lance, 4th Provisional Company in a *Valkyrie*, 'Mech damaged on Harrow's Sun
 Dennis Pickman, Regular, *Archer*, killed on Misery

Fire Lance

Lieutenant Eliz Ubell, Veteran, *Dragon*, killed on Misery
 Sergeant Terry Hannula, Veteran, *Whitworth*, killed on Misery, 'Mech salvaged
 Eleanor Thorsness, Regular, *JagerMech*, killed on Misery
 Mathias Haugen, Green, *Rifleman*, killed on Misery

Medium Lance

Lieutenant Norton Conner, Veteran, *Wolverine*, joins Command Lance, 4th Provisional Company after Misery, killed on Harrow's Sun
 Sergeant William Harrington, Elite, *Shadow Hawk*, joins Command Lance, 4th Provisional Company after Misery, killed on Harrow's Sun
 Oscar Frossard, Regular, *Griffin*, killed on Misery, 'Mech salvaged
 ShaRee Rhone, Green, *Phoenix Hawk*, killed on Misery, 'Mech salvaged

Shire's Company

Command Lance, Wiped out on Misery

Captain Amelia Shire, Elite, *Warhammer*
 Lieutenant Curtis Holzgang, Veteran, *Thunderbolt*
 Arturo Batista, Regular, *Archer*
 Walter Nyland, Regular, *Crusader*

Heavy Lance

Lieutenant Gerhard Hannah, Veteran, *Ostroc*, killed on Misery
 Sergeant Amanda Prohaska, Veteran, *Crusader*, killed on Misery
 Charles Bruen, Regular, *Dervish*, joins Medium Lance, 4th Provisional Company after Misery, badly injured and 'Mech damaged on Harrow's Sun, injuries become severe and 'Mech damaged further on Crossing
 David Rex, Green, *Wolverine*, killed on Misery, 'Mech salvaged

Recon Lance

Lieutenant Surasak Rianpra, Veteran, *Valkyrie*, killed on Misery, 'Mech salvaged
 Sergeant Reubin Haas, Regular, *Spider*, joins Medium Lance, 4th Provisional Company after Misery, killed on Harrow's Sun
 Mitchell Zeeman, Regular, *Ostscout*, joins Fire Lance, 4th Provisional Company after Misery, killed on Harrow's Sun
 Arnet Grossenbach, Green, *Locust*, killed on Misery

1st Armored Support Platoon, Joins Home Guard Force

Lieutenant Harold Cushman, Veteran, *Pegasus Scout Hovertank*
 Sergeant Linda Czopek, Veteran, *Pegasus Scout Hovertank*
 Sergeant David Malagamba, Regular, *Pegasus Scout Hovertank*
 Sergeant Christina Bilderbeck, Regular, *Pegasus Scout Hovertank*
 Sergeant Ahmad Parr, Regular, *Pegasus Scout Hovertank*

2nd Armored Support Platoon, Joins Home Guard Force

Lieutenant Joseph McLellard, Elite, *Drillson Heavy Hovertank*
 Sergeant Warren Resser, Veteran, *Drillson Heavy Hovertank*
 Sergeant Deborah Sutherland, Veteran, *Drillson Heavy Hovertank*
 Sergeant Stanley Volgas, Veteran, *Saracen Medium Hovertank*
 Sergeant Leonard Carbondale, Veteran, *Saracen Medium Hover-tank*

WOLF'S DRAGOONS

Nichole's Company, Becomes 3rd Provisional Company after Misery

Command Lance

Captain Elizabeth Nichole, Elite, *Catapult*, 'Mech destroyed on Misery, shifts to a Davion *Enforcer*

Lieutenant Gerald Buskirk, Veteran, *Phoenix Hawk*, injured and 'Mech damaged on Harrow's Sun, reinjured on Crossing

Donald Larrios, Regular, *Crusader*, 'Mech destroyed on Misery, shifts to a *Griffin*, injured on Harrow's Sun

Hugh Minthorne, Regular, *Wasp*, killed on Harrow's Sun

Fire Lance

Lieutenant Peter Geffen, Veteran, *Archer*, 'Mech badly damaged on Misery, continues to use *Archer* after partial repair, 'Mech destroyed on Harrow's Sun, shifts to a *Marauder*

Sergeant Marjory Rayborn, Elite, *Archer*, 'Mech damaged on Misery, continues to use *Archer* even though repairs are impossible, killed on Harrow's Sun

Vittorio Visteen, Elite, *Shadow Hawk*

Rufus Denney, Regular, *Griffin*, continues to use 'Mech despite damage suffered on Misery, killed on Harrow's Sun

Strike Lance

Lieutenant Carter "Broker" Trent, Elite, *Stinger*, injured on Crossing

Sergeant Ross Thorssen, Veteran, *Phoenix Hawk*, killed on Harrow's Sun

Elvira Boswell, Regular, *Stinger*, killed on Harrow's Sun

Michala Parenteaus, Regular, *Stinger*, killed on Harrow's Sun

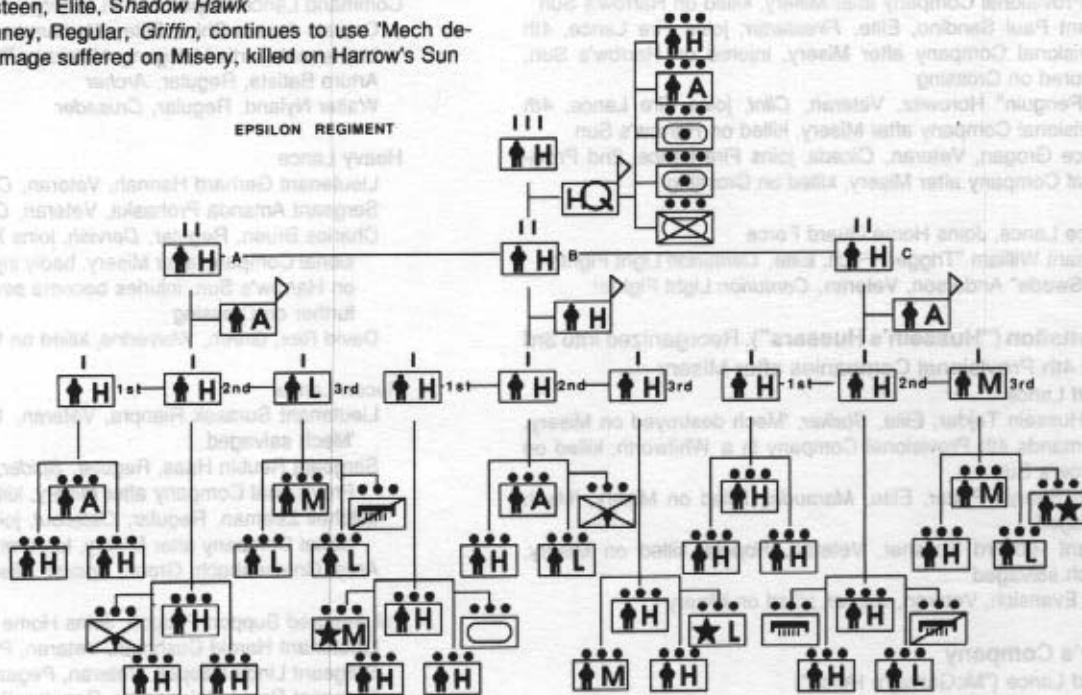
LAM Lance, Wiped out on Misery

Lieutenant Emanuelle Kohrman, Elite, *Phoenix Hawk* LAM

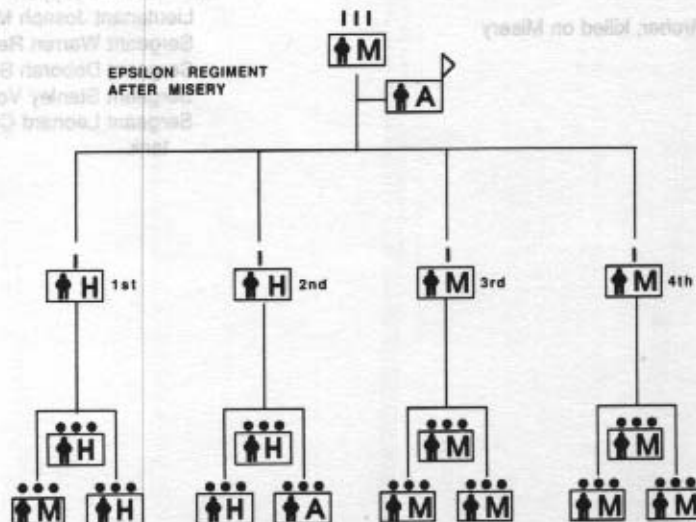
Sergeant Curtis Lipke, Veteran, *Wasp* LAM

Sandra Bloch, Veteran, *Wasp* LAM

EPSILON REGIMENT



EPSILON REGIMENT
AFTER MISERY



EPSILON REGIMENT PERSONALITIES

Name: Colonel Baxter Arbuthnot [deceased]

Assignment: Former Commander of Epsilon Regiment

Thin and balding, Colonel "Bax" Arbuthnot's appearance did not match some romantic images of the dashing MechWarrior. Many new Epsilons, amused by Bax's frail, reedy voice, assumed that he was not a forceful man. These troopers were shocked, then terrified, when that weak voice suddenly rose to a thundering bellow and Colonel Arbuthnot seemed transformed into a near-demonic figure. Fortunately, such incidents were rare, for Bax was usually able to get his way without raising his voice. His officers, respectful and ever mindful of Arbuthnot's potential for violence, were quick to follow his orders. Colonel Arbuthnot's lance was caught in an ambush on Harrow's Sun, and the Colonel was killed.

Name: Colonel Harold Jones [deceased]

Assignment: Former Commander of Epsilon Regiment

From the time Colonel Jones took command in 3010, his popularity with his troops grew with each passing year. His command style changed, too. At first, Colonel Jones was overly cautious, perhaps guarding against the kind of accident that severely injured his predecessor, Colonel Dana McGuire. As if gaining confidence in his own judgment and leadership, Colonel Jones began to take ever bolder actions. Colonel Jones's initial caution won the confidence of his troops, and his later brilliant maneuvers on the battlefield increased his popularity as time went on. Colonel Jones's daring finally reached the point of one-upmanship over the other regimental commanders, and this was his undoing. Caught in a rash attack on Hesperus II, Colonel Jones was killed in 3019.

Name: Colonel Dana McGuire [deceased]

Assignment: Former Commander of Epsilon Regiment

Colonel McGuire had perhaps the most tactical skills of any of the Dragoons' early commanders. Under his command, Epsilon Regiment often made headway when the rest of the Dragoons were thwarted. Colonel McGuire's career came to an unfortunate end in 3010, when he was badly injured in a freak 'Mech accident as his unit was successfully raiding Marik supplies on Wallacia. Colonel McGuire died of natural causes in 3024.

Name: Major Stuart Fields [deceased]

Assignment: Former Commander of Able Battalion, Epsilon Regiment; then Commander of First Provisional Company

A fast and hand-hitting unit, Able Battalion was Epsilon's main strike force. Its leader, Major Stuart Fields, was a crag-faced career soldier with a scarred cheek and a bionic leg. Despite his handicap, Major Fields was an avid tennis player with a brutal reputation. With the battalion's reorganization after Misery, Major Fields commanded the First Provisional Company, which suffered heavy casualties on Harrow's Sun, where Major Fields died with his entire lance.

Name: Major Richard Jarrett [deceased]

Assignment: Former Commander of Baker Battalion, Epsilon Regiment; then Commander of Second Provisional Company
"Old Spit-n-Polish" Jarrett was well-known as a neatness nut who would not tolerate slovenliness even in the heat of battle. Though his mania for order and discipline sometimes went too far, neither Colonel Arbuthnot nor Jaime Wolf ever considered replacing him, because Baker Battalion's reputation was as spotless as its BattleMechs. Major Jarrett maintained his reputation as head of the Second Provisional Company right up to his death on Harrow's Sun.

Name: Major Hussein Tajdar [deceased]

Assignment: Former Commander of Charlie Battalion, Epsilon Regiment; then Commander of Fourth Provisional Company

Though capable and unquestionably brave, Major Tajdar was a leader flawed by the sin of ambition. He masked this desire by showing a good-natured, loyal face, but Major Tajdar nursed aspirations of regimental command and possibly eventual control of the Dragoons. To this end, he submitted several reports critical of fellow officers, particularly superiors, and never missed an opportunity to add to his own reputation. Major Tajdar was infuriated at being left to command only a company because of the reorganization after Misery. In a bold attack that apparently was intended to win Major Tajdar renewed stature, the Major was cut off from the rest of his lance and died on Harrow's Sun.

Name: Captain Sun Cho [deceased]

Assignment: Former Commander of Sun's Company, Able Battalion; then Commander of Scout Lance, First Provisional Company

Captain Sun Cho's specialty was reconnaissance, a specialty his company and its attached hovertank platoon fulfilled admirably. A knowledgeable Tech as well as a MechWarrior, Captain Sun helped to keep his company in working order, ready at an instant's notice for any kind of scout or raid mission. His scout lance then performed similar duty for the First Provisional Company until his death on Harrow's Sun.

Name: Captain Patrick Gordon [deceased]

Assignment: Former Commander of Gordon's Company, Baker Battalion

Captain Gordon was an abrasive, somewhat inconsiderate officer who also got the job done with particular dispatch. Interestingly, Captain Gordon seemed unaware of his effect on others, and continued to operate in his usual insensitive fashion, not always understanding why he was not better liked. His executive officer, Lieutenant Mary Kirby, said after the battle of Misery, however, that his men fought valiantly for the Captain and sacrificed themselves to save his life. Only Lieutenant Kirby survived.

WOLF'S DRAGOONS

Name: Captain Kirk Hoff [deceased]

Assignment: Former Commander of Hoff's Company, Baker Battalion

The moral and literal opposite of Major Jarrett, Captain Kirk Hoff was the proverbial slob, incapable of keeping a uniform pressed or a BattleMech clean. Generally unshaven, Captain Hoff often piloted his *Rifleman* "Oscar" with a cigarette hanging from his mouth, frequently burning the surface of his neurohelmet. Needless to say, such behavior infuriated the impeccable Major Jarrett, landing Captain Hoff on report time after time. Captain Hoff was one of the best medium 'Mech commanders in the Dragoons, and "The Firewalkers" had collected numerous battle honors before the unit took heavy losses on Misery and was disbanded. Captain Hoff's body was never recovered.

Name: Captain Charles Jager

Assignment: Former Commander of Jager's Company, Able Battalion

The Hunting Tigers, all their 'Mechs painted gray with black stripes, were a distinguished support group. Captain Jager is a forthright, thoughtful man whose planning skills are equalled only by his luck. Not surprisingly, he piloted a gray *JagerMech* whose only designation was "Jager One." His luck held on Misery. After seeing dozens of Dagoon 'Mechs fall and then seeing his entire fire lance wiped out, Captain Jager and his command lance escaped. They saw such devastation and so many of their friends killed that Captain Jager and two other members of his lance requested permission to retire from service. Colonel Wolf prevailed on them to stay, but only as members of the Home Guard Force.

Name: Captain Trenton McGarvey [deceased]

Assignment: Former Commander of McGarvey's Company, Charlie Battalion

Atheist, debtor, Don Juan, and distinguished commander of McGarvey's Horse, this officer was one of the most colorful members of Epsilon Regiment. Always ready to argue, he often stayed up all night arguing minor points of philosophy. His numerous affairs were the stuff of legend, often ending in violence or hairsbreadth escapes from angry husbands or lovers. Equally flamboyant and daring in battle, Captain McGarvey led his "Horsemen" like an ancient hussar, braving shot, shell, and PPC beam for the "glory" of combat. The legendary man died a legendary death. He charged his company against an entrenched company of *Ryoken* on Misery. Though Captain McGarvey died, his company broke the Kuritans and gave the Dragoons great positional advantage.

Name: Captain Michael Mercier [deceased]

Assignment: Former Commander of Mercier's Company, Baker Battalion; then Commander of Assault Lance, Second Provisional Company

When not in combat, Captain Mercier was famous for his tardiness. Be it a staff meeting, a dinner date, or an important social function, Captain Mercier invariably arrived late, usually frantically buttoning up his jacket and apologizing profusely. What Captain Mercier lacked off the battlefield, however, he more than made up for in combat. His ambushes and raids seemed to occur when and where they were least

expected, frustrating his opponents and earning him numerous commendations. He was one of only a few officers to keep his lance intact despite heavy fighting on Misery. His lack of punctuality seemed to affect his stormy relationship with Captain Danielle Rondema of Beta Regiment. Their verbal (and occasionally physical) disagreements were the stuff of legends, often awakening entire regiments. Captains Rondema and Mercier died on the same day, Rondema on Wapakoneta and Mercier on Harrow's Sun.

Name: Captain Elizabeth Nichole

Assignment: Commander of Nichole's Company, Charlie Battalion

After four years of company command, the pressure began to show on Captain Nichole. Short-tempered to begin with, Captain Nichole has become even more temperamental, showing little tolerance for failures in others. Her behavior has come to the attention of Colonel Wolf, who has spoken to Nichole about it.

Name: Captain Amelia Shire [deceased]

Assignment: Former Commander of Shire's Company, Charlie Battalion

Badly disfigured in a 'Mech explosion in 3022, Amelia Shire went on to lance, then company command, leading her unit with distinction. She grew used to her unusual appearance and seemed oblivious to the stares and whispers. Her company was almost maternally protective of her, to the point of starting a fight when a callous Lyran officer referred to her as "Froggy." Her Command Lance followed her to their deaths on Misery, though they destroyed seven Kurita 'Mechs in the process.

Name: Captain Julie Sunstrom [deceased]

Assignment: Former Commander of Sunstrom's Company, Able Battalion; then Commander of Heavy Lance, First Provisional Company

Captain Sunstrom was promoted to command of the Cuirassiers in 3025. She adopted the unit's image with enthusiasm, leading her troops in wild charges against impossible odds and winning despite heavy losses. Some might consider her to have been a better candidate for Zeta Battalion, but Captain Sunstrom had a cautious side as well, which tempered her aggressive nature. She was the only member of her lance to leave Misery alive. Since the reorganization, Captain Sunstrom commanded only a lance, but she did so with the same vigor. She survived the destruction of her 'Mech on Harrow's Sun, but she was not so lucky on Crossing, where she died.

Name: Lieutenant William "Trigger" Fitch

Assignment: Former Commander of Air Lance, Hoff's Company; now with Home Guard Force

Trigger Fitch is a leading pilot whose *Centurion* bears eleven aerospace and four 'Mech kill markers. Lieutenant Fitch's helmet is emblazoned with a pair of white dove's wings, which some say connects him to the Vandenberg White Wings, a legendary "lost" Star League unit that has reportedly appeared throughout the Inner Sphere in recent years.



WOLF'S DRAGOONS

INDEPENDENT UNITS

It is the independent units—the Black Widow Company, Zeta Battalion, Fire Support Group, and Seventh Kommando—that give the Dragoons vital flexibility to adapt to virtually any combat situation. In combination with the line regiments, the various independent bodies can create brigade organizations tailor-made to fit each mission.

This feature is one of the unit's greatest strengths. The units listed below are as these units existed before the Battle of Misery. Support units did not take part in that battle. In the reorganization after Misery, the Black Widow Company became part of Alpha Regiment. Zeta Battalion went to Robinson to recover from high losses, reemerging for the climactic battle on Crossing.

BLACK WIDOW COMPANY

Name: Black Widow Company

Commander: Captain Natasha Kerensky

Unit Composition: 1 company

Unit Status: Elite

Unit Insignia: A black widow spider

DropShip Assignment: *Widow's Web* (Union Class)

Much has been said in both the press and in the visual media about this unusual unit. Distinguishing between rumor and propaganda can be difficult, but the Black Widows' reputation remains impressive.

Formed during Anton Marik's abortive rebellion of 3014, the Black Widow Company still functions as a "last-chance" assignment for criminals and discipline problems. At its head is Captain Natasha Kerensky, whose authoritarian command style has proved more effective than Wolf had dared to hope. After 13 years, the Widows have had numerous members, some of whom returned to active duty, some of whom retired, and many of whom died. So far, none has had to carry out a disciplinary sentence.

Natasha Kerensky herself, sharing a surname with the vanished Regent of the ancient Star League, forms much of the exotic appeal of the unit. Beautiful but distant, she has been portrayed in several novels and holo-vid dramas, and has been the subject of many a romantic fantasy for Mech-Warriors of the whole Inner Sphere. Her style of command is impressive, varying with the situation and more often than not successful, even against unfavorable odds and severe conditions.

Lance commanders are no less dedicated. Lieutenant Ikeda's fire lance often enters combat as a close-combat unit, while "Gentleman Johnny" Clavell's recon 'Mechs seem to vanish and reappear at will.

The entire unit has seen action on numerous fronts in the 13 years since its creation and has engaged Kurita forces with special enthusiasm. Captain Kerensky's dislike for the Combine is well-known, and the feeling is apparently mutual. On occasion, Natasha Kerensky was the subject of Grieg Samsonov's well-known anti-Dragon tirades.

BLACK WIDOW COMPANY UNIT ROSTER

Command Lance

Captain Natasha "Black Widow" Kerensky, Elite, *Warhammer*

Sergeant Colin MacLaren, Elite, *Marauder*

Lynn Sheridan, Elite, *Crusader*

John Hayes, Veteran, *Griffin*

Fire Lance

Lieutenant Takiro Ikeda, Elite, *Panther*

Sergeant Mikos Delius, Elite, *Whitworth*

Nikolai Koniev, Veteran, *Firefly*

Delmar Lindstrom, Veteran, *Shadow Hawk*

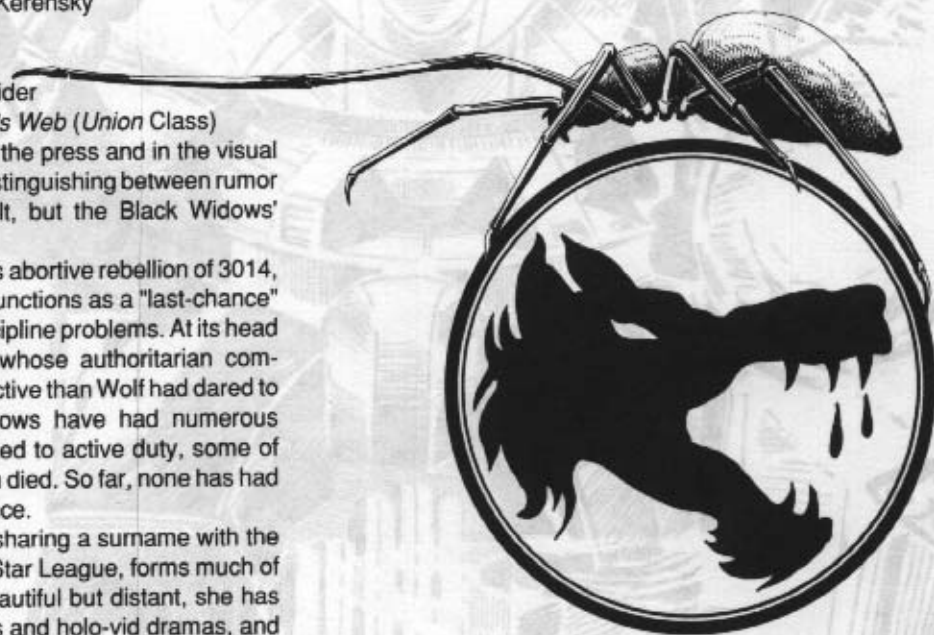
Recon Lance

Lieutenant John "Gentleman Johnny" Clavell, Elite, *Firefly*

Sergeant Piet Nichols, Elite, *Hornet*

Simon Fraser, Veteran, *Stinger*

Mohammar Jahan, Veteran, *Stinger*



BLACK WIDOW COMPANY PERSONALITIES

Name: Captain Natasha Kerensky

Assignment: Commander of Black Widow Company

Betrayed, ambushed, wounded, Natasha Kerensky returned almost literally from the dead to become the most famous female MechWarrior in the Successor States. The Bounty Hunter's treachery (described in the **Friends and Enemies** section of this book) is only one of the dangerous incidents this remarkable woman has overcome. Indeed, Natasha Kerensky is known as the "Queen of MechWarriors" and the "First Lady of Death." The tragic end of her affair with Joshua Wolf seemed to destroy any vestige of emotion in this infamous, complex officer. Tough, cold, loyal, beautiful—Kerensky is, in many ways, a microcosm of the Dragoons themselves.



Name: Lieutenant Takiro Ikeda

Assignment: Commander of Fire Lance, Black Widow Company

Aggressive and ambitious as well as loyal and supportive, Lieutenant Ikeda seems to regard the Widows as a means to an end—that of promotion to high command. Ikeda's ambition is not destructive, however. He knows that loyal service at lower ranks will help him later. Though casualties on the worlds of Barlow's End and Benet III left gaps at high levels, Ikeda was passed over for company command. The reorganization of the Dragoons after Misery put many Majors in charge of companies, and so Lieutenant Ikeda appears to be stuck in the Black Widows for the foreseeable future.

Name: Lieutenant John "Gentleman Johnny" Clavell

Assignment: Commander of Recon Lance, Black Widow Company

Despite a tendency to misuse his lance and take unnecessary risks, Lieutenant Clavell is an excellent leader and a brilliant tactician, both qualities likely to lead to success with the Dragoons. His killing of Lieutenant Michael Akawa in a duel, however, sidetracked Clavell's career somewhat, landing him and his *Rifleman* in the Black Widow Company. He has taken his unexpected transfer in stride, leading the recon lance with the same recklessness and foolhardy daring. In fact, he often calls his lance a strike lance, and he uses it as such. Since his *Rifleman* was destroyed, Lieutenant Clavell has used a *Firefly*.

WOLF'S DRAGOONS

SEVENTH KOMMANDO

Name: Seventh Kommando

Commander: Colonel Griffith Nikitch

Unit Composition: 1 battalion

Unit Status: Elite

Unit Insignia: A red numeral "7"

DropShip Assignments: *Argent's Gift*, *Arrow*, *Northstar*, *Rio Nunzio*, *Sheba* (*Fury Class*)

A battalion made up of teams, Seventh Kommando is a unique unit. A possible descendant of the elite Star League special forces unit and used for sensitive missions involving infiltration, intelligence, and sabotage, the battalion is not officially listed as part of Wolf's Dragoons. Seventh Kommando's highly secret organization has been, until recently, a total mystery to both the Successor Houses and our Blessed Order. Even today, the Kommando is an open secret within the Dragoons, and its members all claim to belong to other units. What follows has been painstakingly pieced together from scraps of intelligence and observations.

One of Seventh Kommando's many tasks is that of espionage. When Jaime Wolf astonished Prince Ian Davion with the accuracy of his information about Liao dispositions on Halloran V, the covert intelligence-gathering was undoubtedly the work of the Kommandos.

Quickly switching roles, the unit then engaged in a brilliant piece of deception during Delta Regiment's advance on the city of Gethin. Slipping behind Liao lines, the Kommandos sent radio messages that convinced the Capellans that they were actually an entire 'Mech regiment. When laser- and particle beam-fire began to erupt from the Kommandos' positions, Capellan forces were detached to meet the threat. This weakened the Liao lines and enabled Delta Regiment to break through.

At other times, the Kommandos have operated alone, destroying vital installations and supplies, sowing havoc and confusion among the enemy. The punitive raid against McCarron's Armored Cavalry in late February 3007 is an example of such a mission. Sabotage operations, culminating in the simultaneous destruction of major supply depots in five separate cities, frustrated the members of Big Mac and almost gave their commander a seizure. In this operation, the raiders were assisted by elements of the Special Recon Group, a unit that often works closely with the Kommandos.

One of Seventh Kommando's most unusual tasks is the spread of misinformation. During operations on New Aragon, for example, Kommando teams made nightly sorties behind Liao lines, destroying supplies, cutting rail lines, and generally raising havoc. The Kommandos' mission was far subtler than the simple destruction of property, however. By leaving behind unexploded demolition charges of obvious Kurita manufacture and miscellaneous items such as a Draconian cigarette butt and other confusing evidence, they led the Capellans to believe that Kurita agents were behind the mayhem. A minor diplomatic rift developed between House Liao and their Kurita allies, a rift that seriously compromised combined Capellan-Combine operations. Only after the Kuritans repeatedly protested their innocence was the rift patched up.

The Seventh Kommando engages in such a variety of missions that it is difficult to specify functions. With the

extreme secrecy surrounding the unit, much of the information cited here is conjectural, based on both research and educated guesses.

Certainly, the members of Seventh Kommando are all highly skilled intelligence operatives as well as soldiers. Just as certainly, there are aspects to this unit that even our Order has been unable to fathom. Learning that the unit existed at all represented a considerable achievement on the part of our ROM operatives.

An intriguing rumor, and one that is so far totally unsubstantiated, is that Wolf has a highly secret cadre of trained telepaths in his employ. The source of this interesting, albeit unlikely, hypothesis is a high official of the Capellan Confederation who claims to have seen secret Dragoon documents with veiled references to a "psi-squad." If such a unit exists, it is sure to be a part of the Seventh Kommando.

The Seventh Kommando's flexibility is increased by the versatility of its prime combat vehicle, the Blackwell Bandit hovercraft. This fast, well-armored vehicle is a highly advanced design, built exclusively for the Dragoons by the Blackwell Corporation.

The Kommandos are usually armed with the Intek Pulse Laser Rifles, though numerous other weapons may also be carried, including grenade launchers, SRM launchers, LAWs, Blackwell light particle guns, and even dart guns and vibro-blades. On several occasions, Seventh Kommando teams have also operated as jump infantry for increased mobility.

Other Blackwell vehicles utilized by the Kommandos are the tracked Badger Class transport and the Kestrel VTOL aircraft. There is also evidence that the Dragoons are developing a light, one-man hovercraft similar to the Lewis-Savannah Master for use by the Kommandos. This unit also uses other vehicles, such as armored personnel carriers, attack helicopters, hydrofoils, drone carriers, and possibly even submarines. We have found that when dealing with the Seventh Kommando, nothing is certain.

Kommando uniforms vary as much as their equipment. Apparently they are most often provided with the uniforms of the Dragoons unit with which they are serving. On covert missions, or when the Kommandos are operating alone, their dress varies from standard camouflage to dark gray or black jumpsuits for night operation. They have also been known to wear enemy uniforms for infiltration.

Another theory, this one slightly more plausible than the "telepath" conjecture, suggests that the Kommandos have access to Star League-era combat suits. Utilizing a technology that has been lost, these suits are said to have had a limited capacity to change their pattern and color. Whether the Kommandos possess these suits is questionable, but the Dragoons' capabilities make it believable.

Finally, the Kommando DropShip, *Argent's Gift*, has a story as fascinating as any other regarding this unit. Impressed by the Kommandos' bravery while in Liao service, and in particular the self-sacrifice of bandit pilot Shannon "Argent" Nikai, Captain Subo Tamayar of the DropShip *Baron Ulfred* renamed the vehicle *Argent's Gift* and offered it to Dragoon service. Wolf accepted, and the ship has been the Kommandos' main transport ever since.

The Seventh Kommando is known to have suffered very high casualties at An Ting, but the secretive nature of the unit makes it impossible to estimate losses with any accuracy or to say who might have survived.

SEVENTH KOMMANDO PERSONALITIES

Name: Command Team, Seventh Kommando (Gold Wolf), "The Philly Boys"

Commander: Colonel Griffith Nikitch

Unit Status: Elite

DropShip Assignment: *Argent's Gift* (Fury Class)

Colonel Nikitch leads the Kommandos from his command platoon (code-named "Gold Wolf" in addition to the cryptic "Philly Boys"), coordinating the information gathered by the unit's other companies, while Sergeant Major Reese takes command of the platoon's squads during security operations.

Name: First Team, Seventh Kommando (Red Wolf)

Commander: Captain R. Ian McMartin

DropShip Assignment: *Arrow* (Fury Class)

Code-named Red Wolf, Captain McMartin's platoon is, after Gold Wolf, the lead unit of the Kommandos, operating in a command capacity when Colonel Nikitch is elsewhere. Red Wolf is also the most purely combat-oriented platoon in the Kommandos, frequently engaging in head-on battles with the enemy, sometimes as a diversion for the Kommandos' intelligence operations.

Name: Second Team, Seventh Kommando (White Wolf)

Commander: Lieutenant Yvonne Draedin

DropShip Assignment: *Northstar* (Fury Class)

White Wolf specializes in cold-weather operations. Lieutenant Draedin's troops are trained as ski troops and have vehicles designed for frigid conditions. Of course, the platoon excels at many other missions, including mountains and other rugged terrain. Lieutenant Draedin is fond of hovercraft combat, engaging the enemy with little regard for her own safety during the battle for Valerian Bay on Deshler.

Name: Third Team, Seventh Kommando (Gray Wolf)

Commander: Lieutenant Sean Eric Kevin

DropShip Assignment: *Northstar* (Fury Class)

Gray Wolf operates most often in forests and swamps. Lieutenant Kevin's near-fanatical devotion to his Irish ancestry does not seem to affect his unit's performance, which is among the best in the Seventh Kommando. There is some evidence that Lieutenant Kevin's platoon may also be equipped with armored pressure suits for space and low-gravity combat.

Name: Fourth Team, Seventh Kommando (Black Wolf, "Shadow Platoon")

Commander: Lieutenant Anton Shadd [deceased]

DropShip Assignment: *Rio Nunzio* (Fury Class)

Lieutenant Shadd's team, a motley assortment of operatives who have been sighted on Galtor III, Ozawa, Niles, Robinson, Bettendorf, and even New Avalon, favor night actions. Though many of these sightings were probably false alarms or purposeful diversion, they are evidence of the fear the Kommandos can cause. Black Wolf also appears to engage in High Altitude Level Operations (or "HALO"), which required special drop techniques. Dragoon transport, operating well above enemy radar, disperses Kommandos, who descend on parachutes, equipped with supplemental breathing apparatus. These operations are known to be very dangerous, but such concerns do not seem to bother the members of Shadow Platoon.

SEVENTH KOMMANDO UNIT ROSTER

Command Platoon ("The Philly Boys", Gold Wolf), Motorized Infantry

Colonel Griffith Nikitch, Elite

Major Richard Monteif, Elite (Intelligence)

Sergeant-Major Scott Reese, Elite (Security)

Corporal Grant Zeff, Elite (Laser)

Corporal Eleanor Landsam, Elite (Laser)

Corporal Farley Oaken, Elite (Laser)

1st Platoon (Red Wolf), Motorized Infantry (Laser)

Captain R. Ian McMartin, Elite

Sergeant Vance Fisher, Elite

Corporal Mark Cardew, Elite

Corporal Aria Jahn, Elite

Corporal Neil Lusk, Elite

Corporal Margarite Larocque, Elite

2nd Platoon (White Wolf), Motorized Infantry (Laser)

Lieutenant Yvonne Draedin, Elite

Sergeant James "Scout" Tanner-Smith, Elite

Corporal Russel Nau, Elite

Corporal Perry Denzman, Elite

Corporal Lars Stevens, Elite

Corporal Richard Cho, Elite

3rd Platoon (Gray Wolf), Motorized Infantry (Laser)

Lieutenant Sean Eric Kevin, Elite

Sergeant Ahmal "Shake Eyes" Farish, Elite

Corporal Carlos San Ramon, Elite

Corporal Alice Carlucci, Elite

Corporal Marion Schellhaus, Elite

Corporal Earnest "Frosty" Hall, Elite

4th Platoon ("Shadow Platoon", Black Wolf), Motorized Infantry, (Laser)

Lieutenant Anton Shadd, Elite

Sergeant Lester "Canner" Lukas, Elite

Corporal Sheilah Booksby, Elite

Corporal Robert "Tool Box" Rettman, Elite

Corporal Harold Ketel, Elite

Corporal Todd O'Toole, Elite

This represents, to the best of ComStar's ability, the "standard" deployment mode for Seventh Kommando. Weapons, vehicles, and organization may change. Though the Kommandos are listed as Motorized Infantry, for example, on many occasions they have functioned as Jump Infantry. The Blackwell Bandit Class hovercraft may also be equipped with different weapons systems, depending upon the Kommandos' mission. The Blackwell Badger Class tracked transport is also available for use, as is the Blackwell Kestrel light VTOL aircraft.

This roster represents, in some cases, educated guesswork, and so the unit may be capable of considerably more than is indicated here. Even the names of the unit's officers are uncertain at times. Profiles of these soldiers would be mainly conjecture at best and deliberate misinformation at worst.

WOLF'S DRAGOONS

FIRE SUPPORT GROUP

Name: Fire Support Group
Commander: Major Misha Sventnikov
Unit Composition: 2 companies
Unit Status: Elite
Unit Insignia: A silhouette of a catapult
DropShip Assignment: Wexford (Fortress Class)

The Fire Support Group is not the most glamorous unit in the Dragoons, but it is certainly an important one. With its massed artillery pieces, 'Mechs, and AeroSpace Fighters, the pinpoint targeting and prompt response time of the FSG has often meant the difference between victory and defeat for the Dragoons. Artillery bombardment on Hoff helped Epsilon Regiment make its heroic stand in the Alonzo Mines in 3023, and FSG's suppressive fire greatly hampered the St. Ives Armored Cavalry during its raid on Weekapaug in 3007.

The various elements of the group are trained in spotting, map-reading, and fast response, and rarely does a Dragoon commander have to wait more than a few minutes for artillery support. Aerospace and light armored elements act in a scouting role, often temporarily attached to the Dragoon units that the FSG is supporting.

Since the Battle of Misery, the Fire Support Group has been assigned as part of the Home Guard Force.

Name: Alpha Company, Fire Support Group
Commander: Captain Wilford Scruggs
Unit Status: Elite
Unit Nickname: None
Unit Insignia: Stylized letter "A" with one leg on land, the other in water, and the top poking through a cloud

Captain Scruggs's Alpha Company is one of the most flexible combined-arms units in Wolf's Dragoons. Combining 'Mech, AeroSpace, and light hover-tank elements, this company is especially skilled at scouting, spotting, and other missions requiring high mobility. Lieutenant Tangelli's aerospace lance also performs in a ground-attack role on occasion, while MacMahon's armored lance has engaged in furious firefights with enemy recon elements. Such instances are not common, however. The company's primary function is for spotting, and the two 'Mech lances are capable of adding their firepower to Beta Company's artillery strength.

Name: Beta Company, Fire Support Group
Commander: Captain Pauline Aigner
Unit Status: Elite
Unit Nickname: The Kentucky Rifles
Unit Insignia: Crossed breech-loading rifles

"What Alpha spots, Beta hits" sums up Pauline Aigner's philosophy quite aptly. Working closely, the two companies form a potent battlefield weapon, capable of virtually any fire mission. Kurita neglect hit the Rifles particularly hard, causing some juryrigging on tracking and targeting systems, reducing the unit's accuracy. Captain Aigner soon became as vocal a critic of the Combine as Natasha Kerensky.

FIRE SUPPORT GROUP UNIT ROSTER

Command Lance, joins Wolf's Dragoons Battle Group

Major Misha Sventnikov, Elite, *BattleMaster*
Lieutenant Jennifer Weiss, Elite, *Archer*
Simon "Hickock" Maddox, Elite, *Imp*
Linda Kamm, Veteran, *Griffin*

Alpha Company

Command Lance

Captain Wilford Scruggs, Elite, *Marauder II*
Sergeant Roman Vanderschoff, Elite, *Thunderbolt*
Merlon Mergelos, Veteran, *Crusader*
Alan Seeley, Veteran, *Crusader*

Fire Lance

Lieutenant Rebecca Ardenauer, Elite, *Annihilator*
Sergeant Dawn Hirmman, Elite, *Catapult*
Herbert McInnis, Elite, *Dervish*
Christopher Endre, Veteran, *Crusader*

AeroSpace Lance

Lieutenant Duane "Tango" Tangelli, Elite, *Centurion Light Fighter*
Virginia "Hips" O'Hara, Elite, *Centurion Light Fighter*

Armored Support Lance

Lieutenant Jordan MacMahon, Elite, *Plainsman Light Hover-tank*
Sergeant John "Alamo" Jones, Elite, *Plainsman Light Hover-tank*
Sergeant Grace "Tiger" Rohmer, Elite, *Plainsman Light Hover-tank*
Sergeant Gilbert Tolliver, Veteran, *Plainsman Light Hover-tank*
Sergeant Barbara Shoop, Veteran, *Plainsman Light Hover-tank*

Beta Company ("The Kentucky Rifles")

Command Platoon

Captain Pauline Aigner, Elite, *Packrat Patrol Vehicle*
Lieutenant Tertillio Euell, Elite, *Packrat Patrol Vehicle*
Sergeant Micheal Timmons, Veteran, *Packrat Patrol Vehicle*

Artillery Lance Alpha

Lieutenant Susan Merkle, Elite, *Packrat Patrol Vehicle*
Sergeant William Speckler, Elite, *Long Tom Artillery*
Sergeant Clarke Amato, Elite, *Long Tom Artillery*
Sergeant Albert Bojanhower, Veteran, *Long Tom Artillery*
Sergeant Somchanh Singharaj, Veteran, *Sniper Artillery*

Artillery Lance Beta

Lieutenant Walter Tschudy, Elite, *Packrat Patrol Vehicle*
Sergeant Cuong Ton, Elite, *Long Tom Artillery*
Sergeant Nicholas Venner, Elite, *Long Tom Artillery*
Sergeant David Jossi, Elite, *Sniper Artillery*
Sergeant Mikiung Kao, Veteran, *Sniper Artillery*

Artillery Lance Gamma

Lieutenant Meryl Blumenthal, Elite, *Packrat Patrol Vehicle*
Sergeant Lars Anderson, Elite, *Long Tom Artillery*
Sergeant Alan "Striker" Aims, Veteran, *Long Tom Artillery*
Sergeant Shelley Ougendahl, Elite, *Sniper Artillery*
Sergeant Camile Lulic, Veteran, *Sniper Artillery*

Jump Infantry Support Platoon (Machine Gun)

Lieutenant Garibaldi "Baldy" Clemmons, Elite
Sergeant Miles Jarboe, Elite
Corporal Anne Cooper, Elite
Corporal Lawrence Frennel, Elite
Corporal Jeffery Foxworth, Veteran
Corporal Brenda McClure, Veteran

FIRE SUPPORT GROUP PERSONALITIES

Name: Major Misha Sventnikov

Assignment: Commander of Fire Support Group, Wolf's Dragoons

Tall and almost skeletal, Major Sventnikov maintains a youthful outlook even at age 60. The commanders of the various Dragoon units often reflect those units' missions, from the fiery officers of Zeta Battalion to the stealthy operatives of Seventh Kommando. Major Sventnikov is no exception. Reserved and cautious, he plots his fire missions with care, and his battalion's support gunnery rarely misses a target.



Name: Captain Wilford Scruggs

Assignment: Commander of Alpha Company, Fire Support Group

Alpha Company contains the First Support Group's mobile 'Mech and scout units. It has abruptly switched roles from scouting and spotting to attack in the midst of battle. Captain Scruggs is a broad, barrel-chested man without an ounce of fat on his body, appearing capable of facing down his own *Marauder II* in a one-on-one contest.

Name: Captain Pauline Aigner

Assignment: Commander of Beta Company, Fire Support Group

To some, war is a science, to others an unpleasant but necessary duty. To Captain Aigner, commander of artillery operations, it is an art, sometimes even a religion. She is exceptionally concerned about the condition of "her" guns, and is particularly skilled at figuring fire coordinates in her head. Despite this, she is socially inept and a complete bore in conversation.

Name: Lieutenant Walter Tschudy

Assignment: Commander of Artillery Lance Beta, Artillery Company

Lieutenant Tschudy is unique in the Inner Sphere. An accomplished artillery spotter and commander, Tschudy continues to serve with great success despite total deafness. Bionic prostheses have proven unsuccessful in restoring Tschudy's hearing, but the handicap does not seem to affect him. In fact, it seems to help somewhat, for his subordinates communicate with him by sign language unhampered by even the heaviest of barrages, and he is perfectly at home issuing orders over a text-only commlink unit.



WOLF'S DRAGOONS

ORBITAL/AEROSPACE OPERATIONS GROUP

Name: Orbital/Air Operations Group, Wolf's Dragoons

Commander: Colonel Jason Carmody

Unit Composition: 3 squadrons

Unit Status: Elite

Unit Insignia: A red fighter silhouette against a silver spiral galaxy

DropShip Assignments: *Huscarl* (Leopard Class), *Akaga*, *Peregrine*, *Swallow* (Leopard CV Class)

In addition to supervising operations by the Dragoons' AeroSpace Fighters, Colonel Carmody also has the unenviable task of coordinating all DropShip activity during combat operations. He accomplishes this task with calm intelligence, though the job could drive an ordinary man insane. This arm of Wolf's Dragoons became part of the Home Guard Force after the Battle of Misery.

Name: Red Flight, Orbital/Air Operations Group

Commander: Lieutenant Della Nichols

Unit Status: Elite

Unit Insignia: A red dragon

DropShip Assignment: *Akaga* (Leopard CV Class)

Only recently promoted to squadron command, Lieutenant Nichols has proved to be a capable officer, and Red Flight's pilots have improved steadily. While more cautious than Captain Larkin of White Flight, Nichols nonetheless emphasizes the value of the unexpected, and her pilots sometimes take long chances if the payoff seems worthwhile.

Name: White Flight, Orbital/Air Operations Group

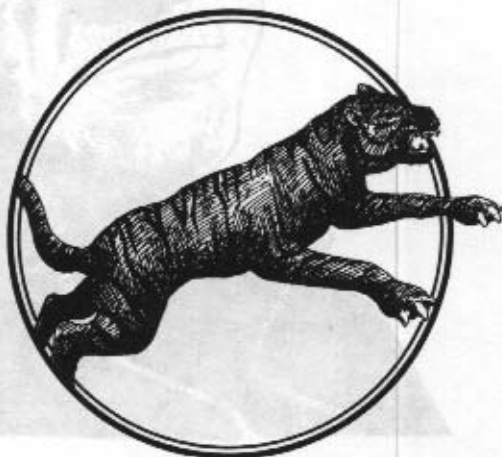
Commander: Lieutenant Albert Larkin

Unit Status: Elite

Unit Insignia: A leaping tiger on a white circle

DropShip Assignment: *Peregrine* (Leopard CV Class)

The leaping tiger of White's insignia seems to have affected Lieutenant Larkin's judgment, for his command style has been daring in the extreme, engaging in high-risk maneuvers and dazzling the enemy with hot-dog flying and aerobatics. Though Colonel Carmody frowns upon such grandstanding, it gets results, and White Flight is only six kills behind Blue in the continuing competition for highest-scoring aerospace unit.



Name: Blue Flight, Orbital/Air Operations Group

Commander: Lieutenant Hamilton Atwyl

Unit Status: Elite

Unit Insignia: A blue swallow on a black circle

DropShip Assignment: *Swallow* (Leopard CV Class)

Hamilton Atwyl's Blue Flight is the highest-scoring aerospace squadron in the Dragoons, and its pilots are determined to keep it that way. Engaging targets in space, atmosphere, and on the ground with equal skill, Blue Flight is highly respected within the Dragoons and outside, where their services were often in demand to support the planetary operations of the Successor Houses. Sometimes Blue Flight and its DropShip, *Swallow*, serve with regular units, where their record continues to be exemplary.

ORBITAL/AEROSPACE OPERATIONS GROUP UNIT ROSTER

Command Flight

Alpha Lance

Colonel Jason Carmody, Elite, *Leopard* Class DropShip

Captain Nathan "Starman" Charles, Elite, *Hellcat* Medium Fighter

Evan "Rigger" Riggs, Elite, *Hellcat* Medium Fighter

Beta Lance

Lieutenant Georgia Torango, Elite, *Thrush* Light Fighter

Kim Sung, Elite, *Stuka* Heavy Fighter

Red Flight

Alpha Lance

Lieutenant Della Nichols, Elite, *Riever* Heavy Fighter

Vance Tyrell, Veteran, *Riever* Heavy Fighter

Beta Lance

Lieutenant Sophia Dayton, Elite, *Transgressor* Medium Fighter

Maurice "Dove" LaPaloma, Veteran, *Transgressor* Medium Fighter

Gamma Lance

Lieutenant Gary "Laser" Fazer, Veteran, *Seydlitz* Light Fighter

Steward Greene, Regular, *Seydlitz* Light Fighter

White Flight

Alpha Lance

Lieutenant Albert Larkin, Elite, *Eagle* Heavy Fighter

Daryl "Dropkick" Plunkett, Veteran, *Eagle* Heavy Fighter

Beta Lance

Lieutenant Elena "Pistol" Maguire, Elite, *Corsair* Medium Fighter

Goodman Stafford, Veteran, *Corsair* Medium Fighter

Gamma Lance

Lieutenant Bruce Redaman, Elite, *Thrush* Light Fighter

Tony Shelton, Elite, *Thrush* Light Fighter

Blue Flight

Alpha Lance

Lieutenant Hamilton Atwyl, Elite, *Lucifer* Medium Fighter

Gianni Bredel, Elite, *Lucifer* Medium Fighter

Beta Lance

Lieutenant Thomas Gordon, Veteran, *Sparrowhawk* Light Fighter

Samuel Gordon, Veteran, *Sparrowhawk* Light Fighter

Gamma Lance

Lieutenant Bertrand Christian, Veteran, *Sholagar* Light Fighter

Evelyn Larkin, Veteran, *Sholagar* Light Fighter

ORBITAL/AIR OPERATIONS GROUP PERSONALITIES

Name: Colonel Jason Carmody

Assignment: Commander of Orbital/Air Operations Group, Wolf's Dragoons

The headaches and pressures of aerospace operations demand a cool head and a quick intellect. Colonel Carmody is well-qualified on both counts. A Dragoon officer for almost eighteen years, Carmody began his career as a shuttle pilot, learning the complexities of air and space combat from the ground up.



Name: Lieutenant Della Nichols

Assignment: Commander of Red Flight, Orbital/Air Operations Group

Lieutenant Nichols gained considerable fame for her daring river raid on Proserpina, where she flew her *Transit* at low altitude along the Jek River, avoiding enemy detection, and destroying a repair facility and a fuel dump before the enemy could respond. Promoted to squadron command after this feat, Lieutenant Nichols now commands Red Flight with the same daring and skill. Her new ship, a *Riever*, carried three new kill markers after only one year.

Name: Lieutenant Albert Larkin

Assignment: Commander of White Flight, Orbital/Air Operations Group

"Lark" (a nickname that Larkin despises) is a bit of a hot-dog pilot, taking what many consider foolish risks to accomplish his missions. With nineteen kills, he is second only to Hamilton Atwyl in total victories, and the rivalry between the two is reportedly intense, but at the same time friendly.

Name: Lieutenant Hamilton Atwyl

Assignment: Commander of Blue Flight, Orbital/Air Operations Group

Lieutenant Atwyl's *Lucifer* bears 22 victory markers, testimony to his unparalleled talent as a fighter pilot. He is both friendly and charismatic, though he has little tolerance for failure in his subordinates. Lieutenant Atwyl is particularly fond of combat with BattleMechs, and he often engages enemy targets on the ground. His one-on-one duel with a Davion *Rifleman* on Quentin is an example of this combat.

WOLF'S DRAGOONS

SPECIAL RECON GROUP

Name: Special Recon Group, Wolf's Dragoons

Commander: Major Hansen Brubaker

Unit Composition: 2 companies

Unit Status: Elite

Unit Nickname: None

Unit Insignia: A silhouette of a panther

DropShip Assignments: *Bowfin (Intruder Class), Peter Iredale, Silkie, White Rose (Leopard Class)*

The vital role of reconnaissance falls to the elite members of the SRG. Under the adroit command of Major Hansen Brubaker, SRG has performed diverse missions for both the Dragoons and their employers. Often associated with Seventh Kommando's shadowy operatives, SRG is structured for speed, stealth and versatility. Major Brubaker has increased the group's flexibility by adding a squadron of *Ferret* Class scout helicopters under the able command of Lieutenant Victoria Cheyne. The unit became part of the Home Guard Force after the Battle of Misery.

Name: Graham's Company, Special Recon Group

Commander: Captain Steven Graham

Unit Status: Elite

Unit Nickname: The Night Owls

Unit Insignia: A snowy owl with its wings extended

DropShip Assignments: *Peter Iredale, Silkie, White Rose (Leopard Class)*

The Night Owls are a pure scout 'Mech unit, also able to provide some level of fire- and close-combat support to the SRG's other elements. Captain Graham, a likely candidate for promotion after Major Brubaker's retirement, is careful not to get his frail 'Mechs involved in heavy combat. All the same, the Night Owls have fought several battles with other recon 'Mechs or enemy light armor.

Name: Combined Arms Company, Special Recon Group

Unit Status: Elite

Unit Nickname: None

Unit Insignia: A half-black, half-red eight-pointed star

DropShip Assignment: *Bowfin (Intruder Class)*

Since its subordinate units generally operate independently and deep inside enemy territory, there is no overall commander for the Combined Arms Company. The unit is under Major Brubaker's direct command, with each platoon assigned to a specific mission. Lieutenant Sigler's jump infantry is used on night missions and in difficult terrain, while Lieutenant Harrison's hover tanks or Lieutenant Cheyne's VTOLs respond when speed and mobility are important. In operations involving more than one unit, a platoon commander is breveted to captain's rank and assumes overall mission command.

SPECIAL RECON GROUP UNIT ROSTER

Command Lance

Major Hansen Brubaker, Elite, *Wasp*
Captain Norman Scoggins, Elite, *Wasp* LAM
Gerald Iholts, Veteran, *Stinger* LAM
Edgar Allenby, Veteran, *Stinger* LAM

Graham's Company ("The Night Owls")

Lance 1

Captain Steven Graham, Elite, *Locust*
Sergeant Davina Michaud, Elite, *Wasp*
Serena Vanderwerff, Veteran, *Ostscout*
Roy Roehmer, Veteran, *Flea*

Lance 2

Lieutenant Vince Howell, Elite, *Firefly*
Sergeant Karla Davanzano, Elite, *Jenner*
Ferenc Gavor, Elite, *Wasp*
Janice Hildens, Veteran, *Hornet*

Lance 3

Lieutenant Andrea Savage, Elite, *Falcon*
Sergeant Minh Hua, Elite, *Stinger*
Jeremy L. Lewis, Elite, *Spider*
Carmen Larossa, Veteran, *Raven*

Combined Arms Company

Jump Infantry Platoon (Laser)

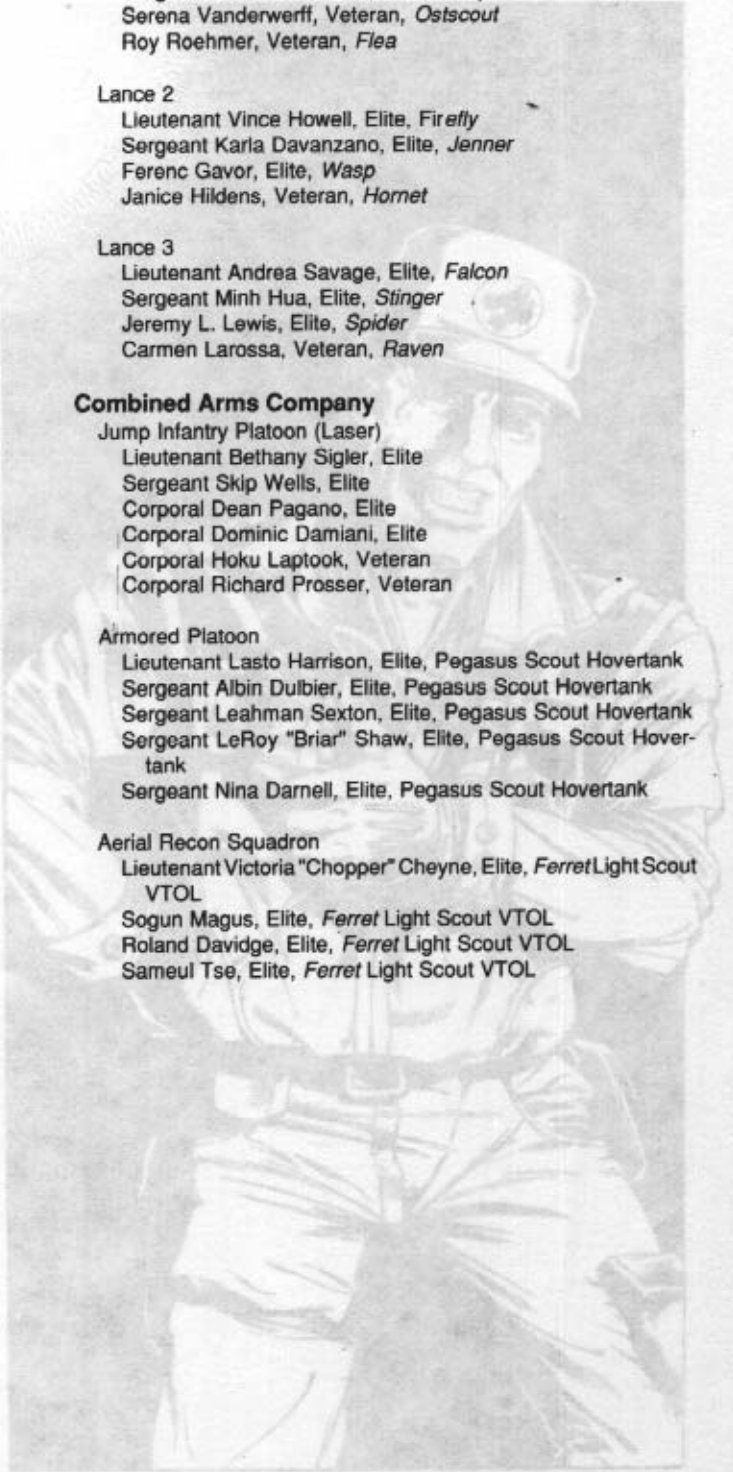
Lieutenant Bethany Sigler, Elite
Sergeant Skip Wells, Elite
Corporal Dean Pagano, Elite
Corporal Dominic Damiani, Elite
Corporal Hoku Laptook, Veteran
Corporal Richard Prosser, Veteran

Armored Platoon

Lieutenant Lasto Harrison, Elite, *Pegasus Scout Hover tank*
Sergeant Albin Dulbier, Elite, *Pegasus Scout Hover tank*
Sergeant Leahman Sexton, Elite, *Pegasus Scout Hover tank*
Sergeant LeRoy "Briar" Shaw, Elite, *Pegasus Scout Hover tank*
Sergeant Nina Darnell, Elite, *Pegasus Scout Hover tank*

Aerial Recon Squadron

Lieutenant Victoria "Chopper" Cheyne, Elite, *Ferret* Light Scout VTOL
Sogun Magus, Elite, *Ferret* Light Scout VTOL
Roland Davidge, Elite, *Ferret* Light Scout VTOL
Sameul Tse, Elite, *Ferret* Light Scout VTOL



SPECIAL RECON GROUP PERSONALITIES

Name: Major Hansen Brubaker

Assignment: Commander of Special Recon Group, Wolf's Dragoons

The Special Recon Group has gained fame throughout the Inner Sphere as the model of a combined-arms scouting unit, and Major Brubaker, a quiet, reserved man in his late 40s, is one of the prime reasons. A talented MechWarrior, he first gained prominence leading a light lance on Hesperus II, penetrating enemy lines almost at will. Promoted to Captain, then to the command of the Recon Battalion, Brubaker increased in skill to become one of the best scout leaders in the Successor States.

Name: Captain Steven Graham

Assignment: Commander of Graham's Company, Special Recon Group

When the respected Major Brubaker retires or accepts promotion, it is most likely that this bright, likeable officer will step into his shoes. Seeing Graham's potential, Brubaker has been teaching him all he knows. Already highly decorated, Graham shrugs off much of the praise heaped upon him, crediting his achievements to Major Brubaker.

Name: Lieutenant Victoria "Chopper" Cheyne

Assignment: Commander of Aerial Company, Special Recon Group

Another highly dangerous duty, aerial reconnaissance from the frail *Ferret* Light Scout VTOL ships is the realm of "Chopper" Cheyne, a short, pretty woman whose soft voice belies her uncompromising nature. She enjoys the speed and freedom of aerial operations, and her company provides some of the most reliable scouting data available. Her succinct, highly accurate reports on Quentin helped the Dragoons engage and defeat an enemy of unknown strength and uncertain dispositions.

Name: Lieutenant Lasto Harrison

Assignment: Commander of Armored Recon Company, Special Recon Group

Armored reconnaissance is one of the most demanding jobs in modern warfare, placing its units and the humans inside them directly in the line of fire, spotting and calling in air or artillery strikes under the most hazardous conditions. Lieutenant Harrison has noticeable scars and walks with a pronounced limp, evidence of the hazards of his command. Though his wife, Mona, has repeatedly begged him to resign or transfer, he continues to pilot his Pegasus hovertank into the most dangerous locations and emerge alive, if not entirely whole.

Name: Lieutenant Bethany Sigler

Assignment: Commander of Jump Infantry Company, Special Recon Group

The Recon Group's specialized mission requires close cooperation between its diverse arms, and the commanders of the various units must work together closely for the battalion to function. Lieutenant Sigler is an infantry officer through and through, uninterested in 'Mech or armor duty, but fully aware of their importance and able to work well with either.



WOLF'S DRAGOONS

SUPPORT BATTALION

Name: Support Battalion, Wolf's Dragoons
Commander: Colonel Karl Verhoffen
Unit Composition: 4 companies
Unit Status: Elite
Unit Nickname: Verhoffen's Rogues
Unit Insignia: White winged sword on blue hexagon
DropShip Assignments: *Jeb Stuart*, *Marshal Ney* (Gazelle Class), *Jordan* (Fury Class), *Heron* (Leopard CV Class)

Jaime Wolf takes full advantage of infantry, armor, and air support in modern warfare, and the Rogues of Colonel Verhoffen's Support Battalion show Wolf's organizational skill. To call the Rogues a battalion is somewhat misleading. The Rogues rarely operate as a unit. Rather, they are usually broken down to company, platoon, or even squad level and assigned temporarily to other units of the Dragoons. Piper's Company, for instance, has operated with all five 'Mech regiments, as well as several independent units such as the Black Widow Company, in the two years before the Battle of Misery. The drawbacks of the Rogues' flexible and somewhat inconsistent organization and mission assignment are considerable. There is little communication or cooperation between the unit's arms, and there is no sense of camaraderie or unit identification as in the Black Widow Company or Zeta Battalion. Colonel Verhoffen has tried to instill unit morale by coining the nickname "Rogues" and designing the battalion insignia (before Verhoffen took command the unit had no official badge or symbol). Verhoffen's efforts have borne some fruit, but the Rogues still have a long way to go before they are more than a disassociated conglomeration of units. The Support Battalion was assigned to the Home Guard Force after Misery.

Name: Piper's Company, Support Battalion
Commander: Captain Douglas Piper
Unit Status: Elite
Unit Nickname: The Long Riders
Unit Insignia: White seagull on blue background
DropShip Assignment: *Jeb Stuart* (Gazelle Class)

Captain Piper's Company spends so much time with other units that many of its soldiers might wonder what their actual unit affiliation is. On Barlow's End, the Long Riders' attacks were badly synchronized because of their lack of training together, and though the members of the company are highly professional and work well with other units, there is still a need for coordinated training.

Name: Grazier's Company, Support Battalion
Commander: Captain Edna Grazier
Unit Status: Elite
Unit Nickname: None
Unit Insignia: Ancient cannon on green diamond
DropShip Assignment: *Marshal Ney* (Gazelle Class)

Captain Grazier's armored company has experienced problems similar to Piper's unit, but with less severity. Colonel Verhoffen's program of intensified training and morale-building has shown some success. The company's performance against rebel armor on Kawabe netted it an impressive victory.

Name: Sindh's Company, Support Battalion
Commander: Captain Jamad Sindh
Unit Status: Elite
Unit Nickname: The Chain Gang
Unit Insignia: Chain links across red circle
DropShip Assignment: *Jordan* (Fury Class)

Promoted after a successful career as an infantry commander, Captain Sindh is another example of Verhoffen's attempts to improve the battalion's level of expertise. Familiar with all major precepts of combined arms, Sindh leads the mechanized infantry of the Chain Gang with increasing confidence. His pride in his unit is equalled only by the troops' loyalty to him, and recent victories have proved how well this mutual respect produces results.

Name: McGonnigal's Squadron, Support Battalion
Commander: Captain Mark McGonnigal
Unit Status: Elite
Unit Nickname: None
Unit Insignia: Silhouette of a black lion, rampant
DropShip Assignment: *Heron* (Leopard CV Class)

"Rabbit" McGonnigal's squadron often serves as a reserve unit, a role that its aerospace pilots find distasteful. In spite of this, the squadron's performance has been improving lately.

Name: Hibbard's VTOL Squadron, Support Battalion
Commander: Captain Samuel Hibbard
Unit Status: Elite
Unit Nickname: None
Unit Insignia: Black attack-VTOL against a white skull
DropShip Assignment: *Amazon* (Triumph Class)

Captain Hibbard's squadron, a recent addition to the support group, gives an extra level of punch to Dragoon attacks. The unit has participated successfully in several raids, its aerial capabilities increasing the flexibility and operating radius of Dragoon raiders.

SUPPORT BATTALION UNIT ROSTER

Command Platoon

Colonel Karl Verhoffen, Elite, Condor Heavy Hover-tank
 Lieutenant Arnel Sealeyham, Elite, Pegasus Scout Hover-tank
 Dack Mullaney, Elite, Pegasus Scout Hover-tank
 Oliver Brett, Veteran, Pegasus Scout Hover-tank

Piper's Company ("The Long Riders")

Alpha Platoon

Captain Douglas Piper, Elite, Saracen Medium Hover-tank
 Lieutenant Craig Ashley, Elite, Saracen Medium Hover-tank
 Sergeant Chelsea Marris, Elite, Dagger SRM Carrier
 Sergeant Mark Ribideau, Veteran, Dagger SRM Carrier
 Sergeant Franklin Underwood, Veteran, Dagger SRM Carrier
 Sergeant Laurie Gillette, Veteran, Dagger SRM Carrier

Beta Platoon

Lieutenant Robert Patterson, Elite, Saracen Medium Hover-tank
 Sergeant Lawrence Berg, Elite, Yeoman LRM Carrier
 Sergeant Rita Rossetti, Elite, Yeoman LRM Carrier
 Sergeant Alexander Spidelle, Veteran, Yeoman LRM Carrier
 Sergeant Brian Johansen, Veteran, Yeoman LRM Carrier

Gamma Platoon

Lieutenant Bennet Curtis, Elite, Saladin Assault Hover-tank
 Sergeant Maurice McClellan, Elite, Saladin Assault Hover-tank
 Sergeant Lila Bonner, Elite, Saracen Medium Hover-tank
 Sergeant Howell Prakash, Veteran, Saracen Medium Hover-tank
 Sergeant Raymond Bergstrom, Elite, Scimitar Medium Hover-tank

Grazier's Company

Alpha (Command) Platoon

Captain Edna Grazier, Elite, Saracen Medium Hover-tank
 Lieutenant Steve Illias, Elite, Saracen Medium Hover-tank
 Sergeant Norman Watkins, Elite, Ontos Heavy Tank
 Sergeant Theodore Piggott, Veteran, Ontos Heavy Tank
 Sergeant Joselyn Thrankov, Veteran, Partisan Heavy Tank
 Sergeant Richard Santoso, Veteran, Partisan Heavy Tank

Beta Platoon

Lieutenant Kenneth "Gravel" Kiu, Elite, Saracen Medium Hover-tank
 Sergeant Earnest McWhorter, Elite, Manticore Heavy Tank
 Sergeant Charles "Cleaner" Lazarro, Veteran, Manticore Heavy Tank
 Sergeant Jonathan Eggar, Veteran, Schreck PPC Carrier
 Sergeant Faramaz Jahouni, Veteran, Schreck PPC Carrier

Gamma Platoon

Lieutenant Ian Danner, Elite, Saladin Assault Hover-tank
 Sergeant Reba Millichope, Elite, Saracen Medium Hover-tank
 Sergeant Richard Hunt, Elite, Saracen Medium Hover-tank
 Sergeant William Groener, Veteran, Scimitar Medium Hover-tank
 Sergeant Rosario Lamon, Veteran, Scimitar Medium Hover-tank

Delta (Recon) Platoon

Lieutenant Andrew Gambrelli, Elite, Pegasus Scout Hover-tank
 Sergeant Vance Stewart, Elite, Hi-Scout Drone Carrier
 Sergeant Briuzilio Safuz, Elite, Hi-Scout Drone Carrier
 Sergeant William Denzell, Veteran, Hi-Scout Drone Carrier

Sindh's Infantry Company ("The Chain Gang")

Alpha (Command) Motorized Infantry Platoon (Machine Gun)

Captain Jamad Sindh, Elite
 Sergeant Thomas Del Rio, Elite
 Corporal Dale Vandewegh, Elite
 Corporal Louise Tarkington, Veteran
 Corporal Edwin Haldeman, Veteran
 Corporal Sabella Daikoro, Veteran

Beta Motorized Infantry Platoon (Machine Gun)

Lieutenant Jass Diers, Elite
 Sergeant Robert Nghiem, Elite
 Corporal Val Tanner, Veteran
 Corporal Sylvia Atiyeh, Regular
 Corporal Christopher Pazeotopolous, Regular
 Corporal Stewart East, Regular

Gamma Motorized Infantry Platoon (Flamer)

Lieutenant Gordon "Moon" Insley, Elite
 Sergeant Mick Fairweather, Veteran
 Corporal Leland Selkirk, Veteran
 Corporal Mel Bendix, Veteran
 Corporal Chad "Curly" Gorman, Regular
 Corporal Warren Finch, Regular

Delta Jump Infantry Platoon (Laser)

Lieutenant Alvin Lake, Elite
 Sergeant Cherie Hummel, Elite
 Corporal Dean Roberts, Elite
 Corporal Lynn Kindred, Elite
 Corporal Sakura Mushasi, Veteran
 Corporal Munroe Denham, Veteran

McGonnigal's Squadron

Red Lance

Captain Mark "Rabbit" McGonnigal, Elite, *Chippewa* Heavy Fighter
 Lieutenant Drew "Red Dog" Smith, Veteran, *Chippewa* Heavy Fighter

White Lance

Lieutenant Amanda "Bunny" Bordman, Veteran, *Shilone* Medium Fighter
 Curtis "Fireman" Heller, Regular, *Shilone* Medium Fighter

Blue Lance

Lieutenant Sylvester "Rusty" Madder, Veteran, *Cheetah* Light Fighter
 Walter "Streak" Chase, Veteran, *Cheetah* Light Fighter

Hibbard's VTOL Squadron

Alpha (Command) Flight

Captain Samuel Hibbard, Elite, *Peregrine* Attack VTOL
 Lieutenant Bard Milhaus, Elite, *Peregrine* Attack VTOL
 Talma "Downtown" Ingarajh, Veteran, *Peregrine* Attack VTOL
 Irving Nasau, Regular, *Peregrine* Attack VTOL

Beta Flight

Lieutenant Peter "Swayback" Manning, Elite, *Peregrine* Attack VTOL
 Sergeant Mavra Shi, Elite, *Peregrine* Attack VTOL
 Curtis Coldridge, Veteran, *Peregrine* Attack VTOL
 Laurence Doner, Veteran, *Peregrine* Attack VTOL

Gamma Flight

Lieutenant Lloyd Ryan, Elite, *Warrior* Attack Helicopter
 Sergeant Gene "Rockheart" Miller, Elite, *Warrior* Attack Helicopter
 Van Seber, Veteran, *Warrior* Attack Helicopter
 Ulua Macombe, Veteran, *Warrior* Attack Helicopter

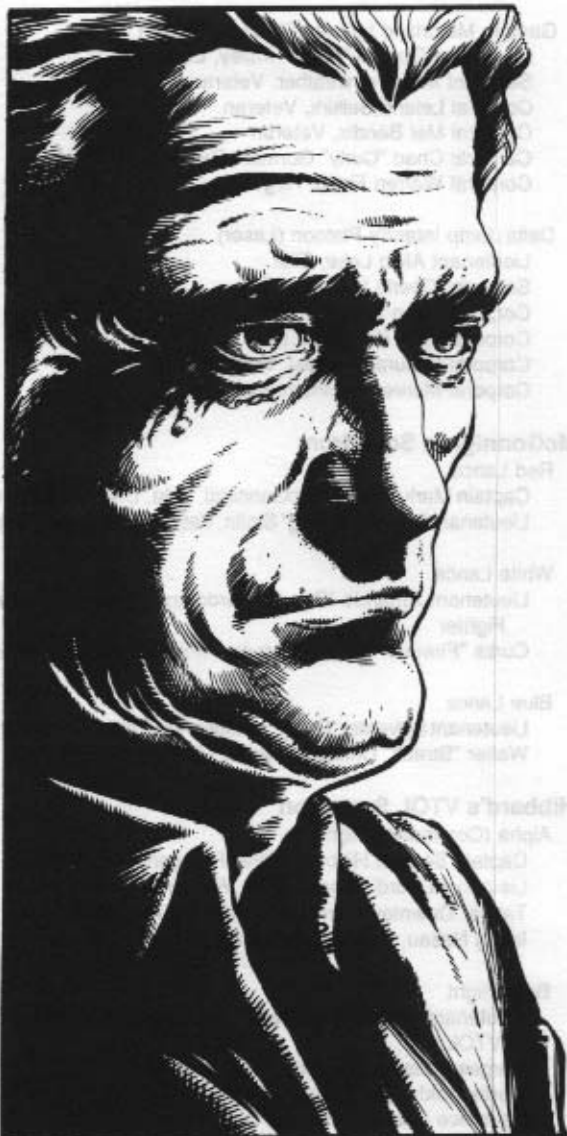
WOLF'S DRAGOONS

SUPPORT BATTALION PERSONALITIES

Name: Colonel Karl Verhoffen

Assignment: Commander of Support Battalion, Wolf's Dragoons

The fatherly Colonel Verhoffen is a studious, concerned officer, often behaving as if the troops of his support battalion really were his children. He is reluctant to risk their lives unnecessarily. Colonel Verhoffen's paternal behavior has brought him both praise and criticism from the ranks of the Dragoons, with some admiring his concern for his troops and others accusing him of being an over-cautious old sentimentalist unfit for command.



Name: Captain Edna Grazier

Assignment: Commander of Grazier's Company, Support Battalion

Captain Grazier never stops taunting Captain Piper for his lack of ambition and his apparent lack of interest in anything save his tank and his unit. The unexplained appearance of a scantily clad cabaret performer in "Dotty" is generally credited to Grazier, who denied responsibility but tends to wear a Cat-That-Ate-the-Canary smile when discussing the incident. As for herself, Grazier eventually wants to be a MechWarrior, but her performance as an armored commander is impressive on its own.

Name: Captain Samuel Hibbard

Assignment: Commander of Hibbard's VTOL Squadron, Support Battalion

Captain Hibbard is the son of Dragoon MechWarriors and is young for his command. He is bright and effusively polite, even to the enlisted men of Wolf's Dragoons. He is nonetheless a stern commander, and his squadron of attack helicopters is often a welcome sight for embattled Dragoon units.

Name: Captain Mark "Rabbit" McGonnigal

Assignment: Commander of McGonnigal's Squadron, Support Battalion

Called "Rabbit" more for his speed and agility than for his temperament, McGonnigal leads the support battalion's independent AeroSpace squadron. Though the squadron is usually held in reserve for use if the line aerospace unit bogs down, all of its pilots are highly skilled, and McGonnigal often chafes at such limited duty. With twelve kill markers, McGonnigal's future looks promising, and he may one day lead the entire AeroSpace Wing of Wolf's Dragoons.

Name: Captain Douglas Piper

Assignment: Commander of Piper's Company, Support Battalion

Captain Piper leads the battalion's First Armored Company. When his nose is not in a book on armored tactics, it is usually deep in the works of his *Saracen*, "Dotty." A dedicated mechanic as well as an armor commander, Captain Piper is happy with his position and wants nothing to do with the headaches of higher command.

Name: Captain Jamad Sindh

Assignment: Commander of Sindh's Company, Support Battalion

Sindh's Infantry Company is a crack infantry unit, usually thrown into the fray to hold the line against enemy armor or BattleMechs. Despite the unit's high casualty rate, Sindh himself has a fierce pride in his unit and is always ready to lead it into the most hazardous situations.

ZETA BATTALION

Name: Zeta Battalion

Commander: Colonel J. Elliot Jamison

Unit Composition: 3 companies

Unit Status: Elite

Unit Nickname: None

Unit Insignia: Greek letter Zeta

DropShip Assignment: *Hecate* (Overlord Class)

Zeta Battalion is Jaime Wolf's trouble-shooter unit, a persuader used to crack tough enemy positions or, by its very presence, to convince a stubborn enemy to surrender. Composed exclusively of assault and heavy 'Mechs, Zeta Battalion has had four commanders in 21 years, the first three of whom died in combat. Jaime Wolf is unhappy with this tradition, but it remains an unofficial feature of the unit.

The battalion's MechWarriors, the Zetas, are probably the most reckless and suicidal of the Dragoons, ever ready to throw themselves at the toughest enemy positions and the heaviest enemy 'Mechs. Assignment to the unit is purely voluntary, but Wolf never lacks for volunteers. Despite their seeming lack of common sense, the Zetas are uncommonly well-disciplined, and are all experts in BattleMech tactics, especially those of close assault and heavy fire support.

First deployed in the Battle for Halloran V, the Zetas drove back several heavy companies of the Liao Blackwind Lancers while securing a landing zone for the remainder of the Dragoons. Success followed success, and within months the sight of the looming Zeta 'Mechs was certain to inspire panic in unprepared defenders.

It was Zeta Battalion that smashed through the light pickets of the Waco Rangers guarding El Diablo Pass during the invasion of New Aragon in 3008. The Zetas were known as the wild men of Wolf's Dragoons even at this early date, and allegations of deliberate murder in the death of Lieutenant John Waco gained credence in the Capellan Confederation. A ComStar board of inquiry found no evidence of any crime.

Sometimes winning battles without firing a shot, Zeta Battalion grew in legend as the Dragoons' fame spread throughout the Inner Sphere.

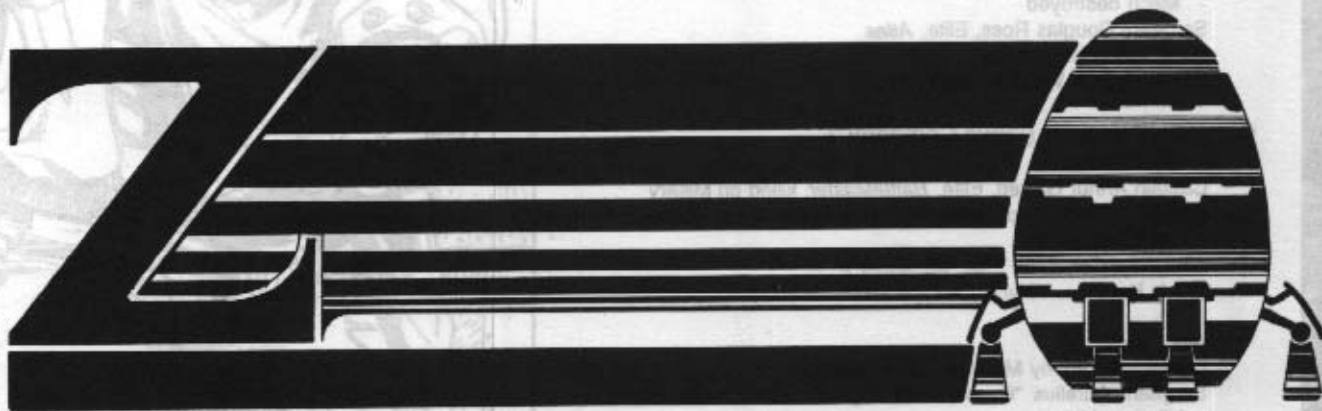
The Zetas' unusual 'Mechs, many of antique Star League design, inspire confusion and panic, often enabling the battalion to move to close quarters with minimal opposition. The battalion is always used as a single unit, never broken down into company-sized raiding parties as other Dragoon formations are.

Before the Battle of Misery, Tara Lucas's Red Company had the highest number of battle honors, closely followed by Noi Srisubadh's White Company. The intense competition between the two companies usually worked to the battalion's advantage, with each company's MechWarriors striving to engage the enemy first to rack up a higher kill ratio.

Such gruesome bean-counting has always been distasteful to Captain Arthur Garrett, commander of the supporting Blue Company. Slightly more sensible than his fellow Zetas, Captain Garrett is less interested in dying gloriously. Blue Company provides fire support and acts as a mobile reserve for the rest of the unit. Despite Blue's comparatively conservative commander, its MechWarriors still fight with intense ferocity, and are only slightly behind White in total kills.

Except for Garrett's Blues, Zeta Battalion is composed entirely of assault 'Mechs. *Stalkers*, *Awesomes*, *BattleMasters*, and *Atlases* are common, as are Star League designs, such as the 100-ton *Imp*, the *Shogun*, the jumpjet-equipped *Marauder II*, and the heavily armed *Annihilator*. Rare or unknown outside of the Dragoons, they have become something of a trademark to the members of Zeta Battalion.

Zeta Battalion suffered the worst losses of any Dragoon unit on Misery, in both personnel and equipment. The unit was no longer an effective fighting force, and so the Zetas went to Robinson to rest and refit with the Home Guard Force. The unit, rested and bolstered by MechWarriors from other units who had recovered from their wounds, arrived just in time for the climactic battle on Crossing.



WOLF'S DRAGOONS

ZETA BATTALION UNIT ROSTER

Command Lance

Colonel J. Elliot Jamison, Elite, *Stalker*
Lieutenant Jesse "Wedge" Connor, Elite, *Imp*, killed on Misery
Dahlia "China" Bassman, Elite, *Zeus*, killed on Misery
Nedo Zobrist, Elite, *Atlas*, killed on Misery

Lucas's Company ("Red Company")

Command Lance

Captain Tara Lucas, Elite, *Stalker*
Sergeant Jerid Mesa, Elite, *Annihilator*, killed on Misery
Reg Hegstrom, Elite, *Atlas*, killed on Misery
Emily Plackett, Veteran, *Awesome*, killed on Misery

Assault Lance 1

Lieutenant Margot Felter, Elite, *Marauder*
Sergeant Emma Sheen, Elite, *Atlas*, badly injured on Misery,
Mech destroyed
Audrey "Crazed" Bronson, Elite, *Annihilator*, killed on Misery
Harold Albright, Veteran, *Imp*, killed on Misery

Assault Lance 2

Lieutenant Hayato Kobiyashi, Elite, *Annihilator*, killed on Misery
Sergeant Pierce Drenner, Elite, *Stalker*, killed on Misery
Albin "Scirocco" Bernadie, Elite, *Shogun*
Carla Melhase, Veteran, *Atlas*, killed on Misery

Srisubadh's Company ("White Company")

Command Lance, Wiped out on Misery

Captain Noi Srisubadh, Elite, *Stalker*
Sergeant Maia Kwong, Elite, *Imp*
Leta Gordon, Elite, *Awsome*
Urban Williams, Elite, *Shogun*

Assault Lance 1, Wiped out on Misery

Lieutenant Char Aznable, Elite, *BattleMaster*
Sergeant Theo Mason, Elite, *Stalker*
Madeline Jennings, Veteran, *Imp*
Jorge Muller, Veteran, *Annihilator*

Assault Lance 2

Lieutenant Lester Crawford, Elite, *Shogun*, injured on Misery,
Mech destroyed
Sergeant Douglas Ross, Elite, *Atlas*
Rima Toff, Elite, *Stalker*
Steven Fujimi, Veteran, *Marauder II*

Garrett's Company ("Blue Company")

Command Lance

Captain Arthur Garrett, Elite, *BattleMaster*, killed on Misery
Sergeant Sveng Ngov, Elite, *Marauder II*, injured on Misery,
Mech destroyed
Alexander Schwindt, Elite, *Marauder II*
Norris Knutson, Veteran, *Annihilator*

Heavy Lance

Lieutenant Tammy Markham, Elite, *Marauder*
Sergeant Aurelius "Caesar" Cunningham, Elite, *Awsome*,
killed on Misery
James Knister, Elite, *Stalker*, Mech destroyed on Misery
Benjamin Hugh, Veteran, *Orion*, killed on Misery

Fire Lance

Lieutenant Hunter MacDonald, Elite, *Awsome*, killed on Misery
Sergeant Maurice Neyman, Elite, *Hunchback*, Mech destroyed
on Misery
Daniel Shav, Elite, *Archer*
Sally Tisdale, Veteran, *Whitworth*, Mech destroyed on Misery

ZETA BATTALION PERSONALITIES

Name: Colonel J. Elliot Jamison

Assignment: Commander of Zeta Battalion, Wolf's Dragoons

Strong, dashing, and every bit as imposing as the assault 'Mechs that he commands, Colonel Jamison seems a somewhat more stable commander than Zeta's past leaders. He may be the first to break the string of deaths in combat. Loyal, supportive, and usually serious in the extreme, Colonel Jamison is more than a simple assault 'Mech leader. After the Dragoons' defeat on Barlow's End, he took over for the wounded Kelly Yukinoff, commanding both Alpha Regiment and Zeta Battalion while Colonel Wolf scrambled to pull the Dragoons back together. Though discipline was reportedly quite lax during his tenure as commander, Colonel Jamison proved his ability to command a line 'Mech regiment as well as Zeta's hell-raisers.



Name: Colonel Simpson Pollock [deceased]
Assignment: Former Commander of Zeta Battalion, Wolf's Dragoons

Colonel Pollock was mostly responsible for building Zeta's reputation as a unit that could excel in any mission. The battalion proved itself repeatedly in Wolf's Dragoons' drive toward Hesperus in 3019. The Zetas showed their character most on Lamon, where they held their position despite facing an unexpectedly large Lyran force. Colonel Pollock continued to lead the battalion with a personal touch, and he became the third consecutive Zeta commander to die in combat.



Name: Colonel Mary Terrell [deceased]
Assignment: Former Commander of Zeta Battalion, Wolf's Dragoons

Major Terrell was promoted to Colonel and took command of the battalion upon the death of Colonel Wells in 3012, but it was not until 3014 that she had the opportunity to prove her leadership. The Zetas played a major role in quickly seizing the planet Nova Roma. Colonel Terrell learned from the reckless style of Colonel Wells and carried it even further. No one was surprised when she failed to eject from her *Marauder II* in time and died during a raid on Dixie in 3016.

Name: Colonel Frank Wells [deceased]
Assignment: Former Commander of Zeta Battalion, Wolf's Dragoons

The first commander of Zeta Battalion, Colonel Wells established the unit's reputation as a collection of wild men who would volunteer for any mission. Colonel Wells was fiery in and out of battle, and he built up a love/hate relationship with his warriors. Colonel Wells was killed on Shiro III, where he led an assault on Marik positions in 3012.

Name: Captain Tara Lucas
Assignment: Commander of Red Company, Zeta Battalion
 Captain Lucas accepted duty with Zeta ten years ago as an alternative to regimental discipline for fighting and disobeying orders while serving in Beta Regiment. She took to the raucous, live-for-the-moment atmosphere at Zeta with enthusiasm, and within two years she received her commission. Given command of Red Company after Lieutenant Asov was killed during Zeta's relief of Alpha Regiment on Barlow's End, Lucas hopes to command the entire battalion someday.

Name: Captain Arthur Garrett [deceased]
Assignment: Former Commander of Blue Company, Zeta Battalion

Captain Garrett's Blue Company formed the supporting backbone to Zeta Battalion, and its leader was somewhat more reserved than his fire-eating colleagues in Red and White. Captain Garrett was, in fact, a rather cautious commander, and the fact that his company had nearly as many kills to its credit as either of the other two is proof that success in Zeta Battalion does not necessarily entail suicidal risks. Captain Garrett did not shrink from a fight, however, as evidenced by his brave death on Misery, where he sacrificed himself to save most of his company.



Name: Captain Noi Srisubadh [deceased]
Assignment: Former Commander of White Company, Zeta Battalion

Fiercely competitive and heedless of his own safety, Captain Srisubadh was determined to overtake Red Company in total kills or die trying. A typical Zeta hothead, Captain Srisubadh was never merely assigned to a mission; rather, he and his company were unleashed, allowed to pursue their objectives regardless of risks or casualties. Captain Srisubadh's company destroyed twice its weight in *Ryukon* on Misery, almost three full companies, but the casualties showed it. Captain Srisubadh's Command Lance was wiped out.

Name: Lieutenant Tammy Markham
Assignment: Commander of Heavy Lance, Garrett's Company

Lieutenant Markham chafes at "unglamorous" Blue Company duty, desiring the blood-and-thunder excitement of the battalion's other two companies. To this end, she became rather reckless, placing extremely loose interpretations on Captain Garrett's orders and taking every opportunity to thunder into battle like her White and Red comrades. Captain Garrett, ever the pragmatist, realized that despite her excesses, Markham is a fine officer, and he usually only sighed and shook his head whenever she was mentioned. It is ironic that Lieutenant Markham survived the battle on Misery while Captain Garrett died there.

WOLF'S DRAGOONS

When Wolf's Dragoons arrived in the Inner Sphere in 3005, they had a different look from other units. Their equipment was different; they fought differently; and they were the best-trained warriors in the Successor States. This section examines what makes the Dragoons so special.

EQUIPMENT

BLACKWELL CORPORATION

The Blackwell Corporation presents an interesting tale in itself. Originally a small subcontractor with ties to both the Federated Suns and the Lyran Commonwealth, the company has quietly grown from manufacturing actuator components to producing a full line of infantry weapons and vehicles. Most recently, Blackwell has begun upgrading the basic *Marauder* 'Mech chassis to the improved *Marauder II* configuration, apparently using blueprints supplied by the Dragoons. Blackwell also modifies a small number of standard *Archer* class BattleMechs to produce the Dragoons' unique *Archer-W* variants.

Blackwell has been under contract to the Dragoons for nearly 18 years. Close cooperation between the two organizations has provided the Dragoons with a stable industrial supplier, and has given Blackwell financial and technical support.

—From *The Military-Industrial Revolution*, by Milo Kern Bork, Complex Press, 3028

BATTLEMECHS

The Dragoons employ a variety of 'Mechs, ranging from light models to massive 100-ton assault 'Mechs. Several unusual 'Mech designs are employed, including the light *Firefly*, the medium *Hoplite*, and the heavy *Shogun*. Of these designs, and several others described later in this section, only a few can be found outside the Dragoons. Most appear to be Star League-era designs believed lost during the early Succession Wars. Descriptions are also included for models that are used by other units but that appear in greater numbers in the Dragoons. The Dragoons also employ their own "home-brewed" versions of several other 'Mech designs. The upgraded *Marauder II* is an impressive improvement on a tested 'Mech style, and the famous *Archer-W* is a Dragoon trademark. Contrary to reports published elsewhere, the Dragoons do not manufacture *Archers*, but the sophisticated facilities on their orbital Hephaestus Station gave them support that no other mercenary unit could claim.



Major Tanel was promoted to Colonel and took command of the 1st Battalion of Wolf's Dragoons in 3012. He was the first to lead the battalion upon the death of Colonel Wells in 3012. He was not until 3014 that he had the opportunity to prove his leadership. The 1st Battalion played a major role in quickly seizing the planet of Roma. Colonel Tanel learned from the victory that the Dragoons were not just a mercenary unit but a true fighting force. He led the battalion to even further victories and was promoted to Colonel in 3018. He was then promoted to Major General and led the battalion to its current position in 3018.

Major General Frank Wells (deceased) was the first commander of the 1st Battalion of Wolf's Dragoons. He was promoted to Major General in 3012 and led the battalion to its current position in 3018. He was then promoted to Major General and led the battalion to its current position in 3018. He was then promoted to Major General and led the battalion to its current position in 3018.

ANH-1A ANNIHILATOR

Mass: 100 tons

Chassis: Star League MN-01

Power Plant: Nissan 200

Cruising Speed: 22 kph

Maximum Speed: 32 kph

Armor: Starshield Special-b

Armament:

4 KaliYama Class 10 Autocannon

4 Martell Model 5 Medium Lasers

Manufacturer: Unknown

Communications System: Garret T19-G

Targeting and Tracking System: Wasat Aggressor Type 5

Type:	ANH-1A Annihilator	Tons
Tonnage:	100	100
Internal Structure		10
Engine:	200 Nissan	8.5
Walking mp:	2	
Running mp:	3	
Heat Sinks:	18	8
Gyro:		2
Cockpit:		3
Armor Factor:	200	12.5

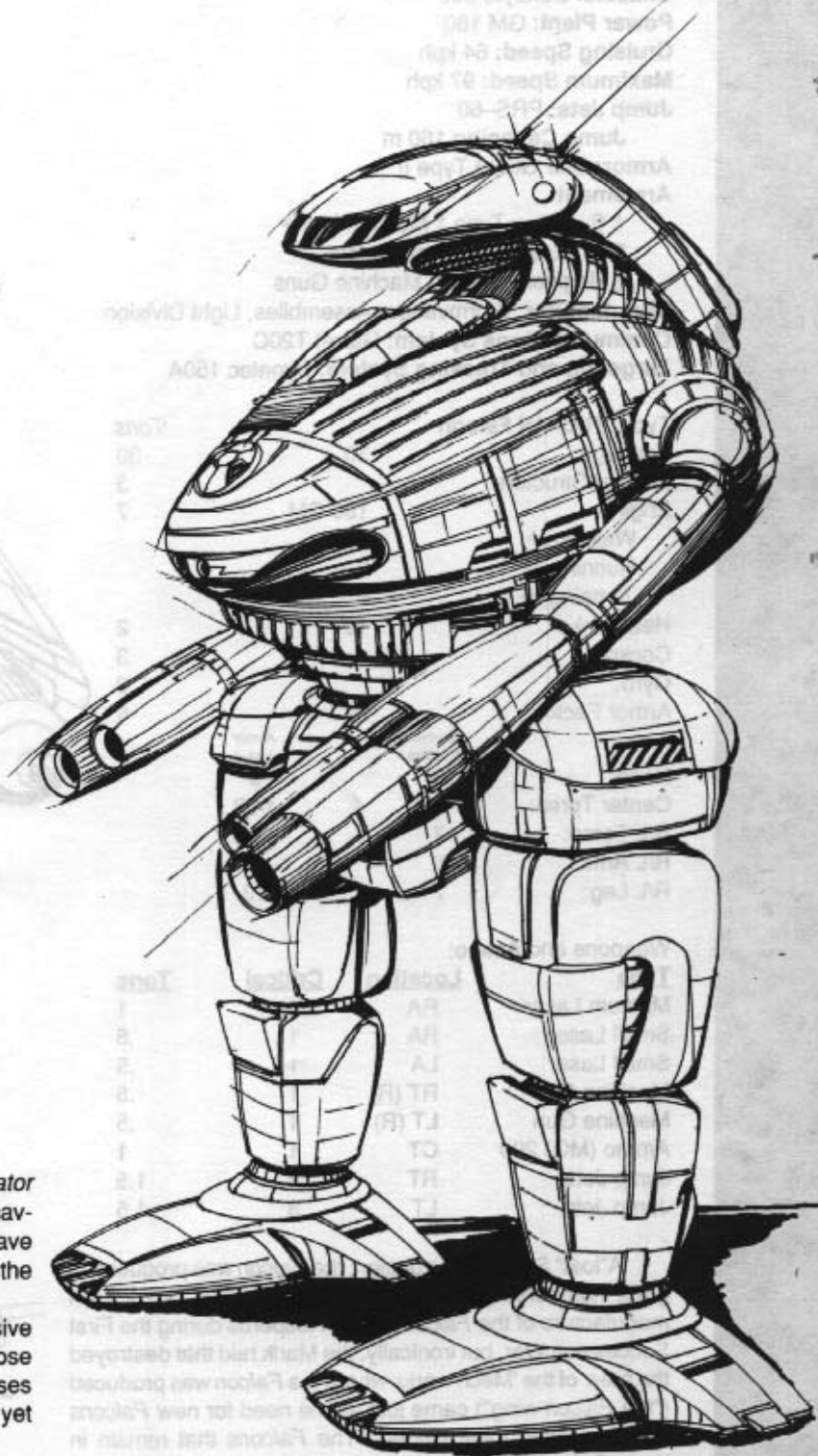
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	31	25/10
R/L Torso:	21	21/9
R/L Arm:	17	24
R/L Leg:	21	24

Weapons and Ammo:

Type	Location	Critical	Tons
AC/10	RA	7	12
AC/10	LA	7	12
AC/10	RT	7	12
AC/10	LT	7	12
AC/10 Ammo (20)	LT	2	2
AC/10 Ammo (20)	RT	2	2
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	CT	1	1
Medium Laser	CT	1	1

Another of the mysteries of Wolf's Dragons, the *Annihilator* is known only from experimental designs and blueprints scavenged from Star League research facilities. It is not known to have been deployed during the Star League era. It appeared in the Dragon ranks after Jaime Wolf's first supply run in 3009.

This 'Mech is slow and heavily armored, packing massive firepower that outclasses most 'Mechs in both ranged and close combat. It is also quite expensive. Several Successor Houses have been attempting to copy this design, but none has yet created a satisfactory production model.



WOLF'S DRAGOOONS

FLC-4N FALCON

Mass: 30 tons

Chassis: Duralyte 296

Power Plant: GM 180

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: PRS-60

Jump Capacity: 180 m

Armor: Star Guard Type II

Armament:

1 SunGlow Type 1 Medium Laser

2 Omicron 1000 Light Lasers

2 Reginald Mark VI Machine Guns

Manufacturer: Stormvanger Assemblies, Light Division

Communications System: Garret T20C

Targeting and Tracking System: Dynatec 150A

Type: **FLC-4N Falcon**

Tonnage: 30 Tons

Internal Structure: 3

Engine: 180 GM 7

Walking MP: 6

Running MP: 9

Jumping MP: 6

Heat Sinks: 12 2

Cockpit: 3

Gyro: 2

Armor Factor: 96 6

Head: 3 9

Center Torso: 10 14/3

R/L Torso: 7 12/2

R/L Arm: 5 8

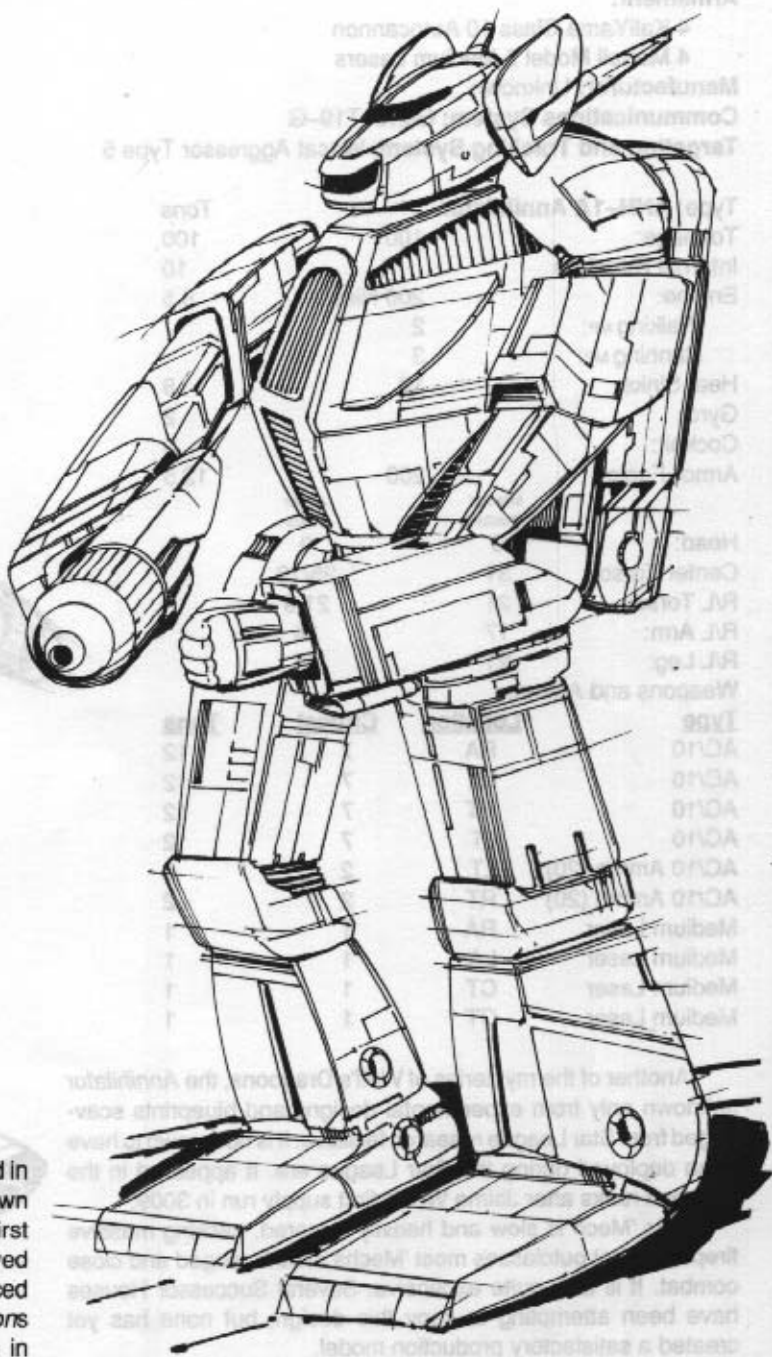
R/L Leg: 7 13

Weapons and Ammo:

Type	Location	Critical	Tons
Medium Laser	RA	1	1
Small Laser	RA	1	.5
Small Laser	LA	1	.5
Machine Gun	RT (R)	1	.5
Machine Gun	LT (R)	1	.5
Ammo (MG) 200	CT	1	1
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

A "lost" Star League design, the *Falcon* was produced in great numbers in the late 26th century. The last known manufacture of the *Falcon* was at Hesperus during the First Succession War, but ironically, the Marik raid that destroyed the area of the 'Mech works where the *Falcon* was produced ("the *Falcon* wing") came just as the need for new *Falcons* was becoming most evident. The *Falcons* that remain in Inner Sphere House militaries are almost all extensively repaired, many of them becoming hybrids with arms taken from destroyed *Ostscouts* or weaponry from other 'Mech designs. Only Wolf's Dragoons appear to have access to new, undamaged 'Mechs of this type.

The Dragoons use this light pursuit 'Mech in its classic defensive deployment, to hunt down enemy recon lances. They also use it in offensive formations as part of harassing movements, to back up heavier 'Mechs with secondary fire, and as a diversionary force.



FFL-4A FIREFLY**Mass:** 30 tons**Chassis:** Earthwerks Firefly**Power Plant:** GM 150**Cruising Speed:** 54 kph**Maximum Speed:** 81 kph**Armor:** StarSlab/1**Armament:**

1 Coventry LRM 5

3 Medium Martell Lasers

4 Light Martell Lasers

Manufacturer: Coventry/Earthwerks Combine**Communications System:** Datcom 18**Targeting and Tracking System:** Radcom TXX**Type: FFL-4A Firefly****Tonnage:** 30 **Tons** 30**Internal Structure:** 3**Engine:** 150 GM 5.5

Walking MP: 5

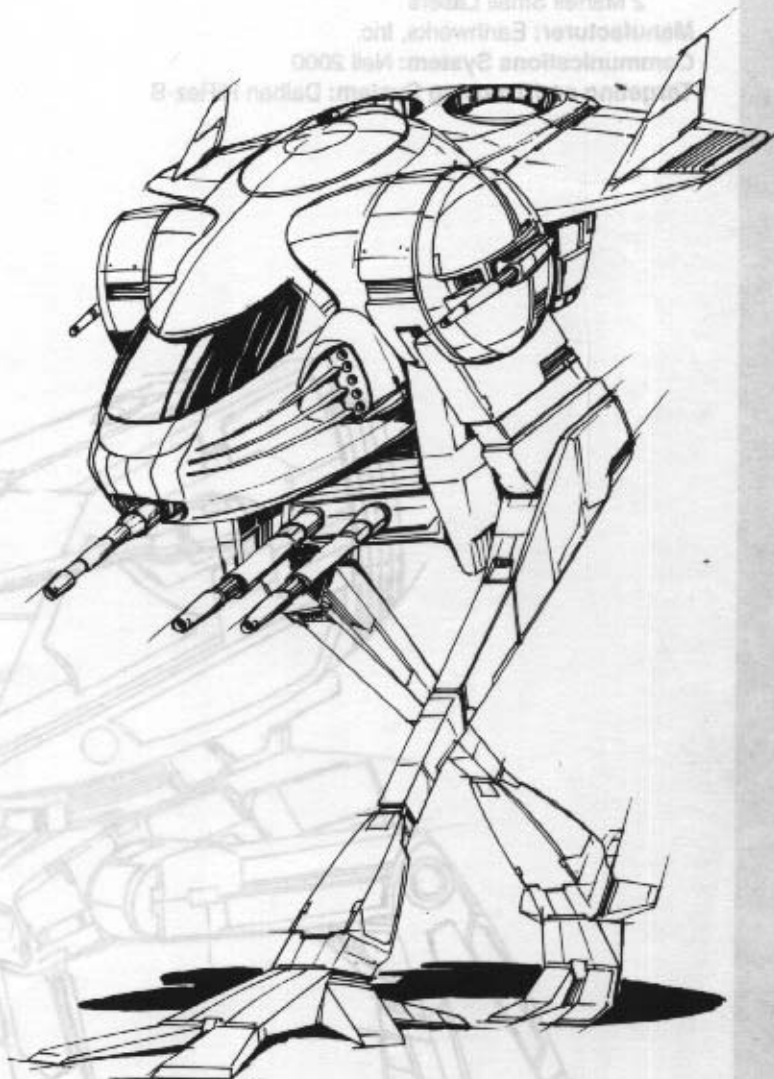
Running MP: 8

Jumping MP: 4

Heat Sinks: 10**Gyro:** 2**Cockpit:** 3**Armor Factor:** 104 6.5**Head:** 3 **Internal Structure** 8 **Armor Value****Center Torso:** 10 15/5**R/L Torso:** 7 11/3**R/L Arm:** 5 10**R/L Leg:** 7 14**Weapons and Ammo:**

Type	Location	Critical	Tons
Medium Laser	LT	1	1
Medium Laser	CT	1	1
Medium Laser	RT	1	1
Small Laser	LA	1	.5
Small Laser	RA	1	.5
Small Laser	LT	1	.5
Small Laser	CT	1	.5
LRM 5	RT	1	2
LRM Ammo (24)	LT	1	1
Jump Jet	LL	1	.5
Jump Jet	LL	1	.5
Jump Jet	RL	1	.5
Jump Jet	RL	1	.5

The last example of this well-armed reconnaissance 'Mech was thought to have been destroyed during the Second Succession War. Rumors that the *Firefly* might survive in isolated parts of the Periphery persisted for two centuries, but no one expected it to appear in such large numbers with Wolf's Dragoons. The *Firefly* is one of the Dragoons' most important 'Mechs, serving in light lances and compiling an excellent performance record.



WOLF'S DRAGOONS

FLE-4 FLEA

Mass: 20 tons

Chassis: Earthwerk Trooper

Power Plant: GM 120

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Armor: Livingston Ceramics

Armament:

1 Martell Large Laser

1 Olympian Flamer

2 Martell Small Lasers

Manufacturer: Earthwerks, Inc.

Communications System: Neil 2000

Targeting and Tracking System: Dalban HiRez-B

Type: **FLE-4 Flea** (Formerly TRP-1 Trooper)

Tonnage: 20

Internal Structure: 2

Engine: 120 GM

Walking MP: 6

Running MP: 9

Heat Sinks: 10

Gyro: 2

Cockpit: 3

Armor Factor: 32

Head: 3

Center Torso: 6

R/L Torso: 5

R/L Arm: 3

R/L Leg: 4

Weapons and Ammo:

Type: 3

Location: 5

Critical: 5/2

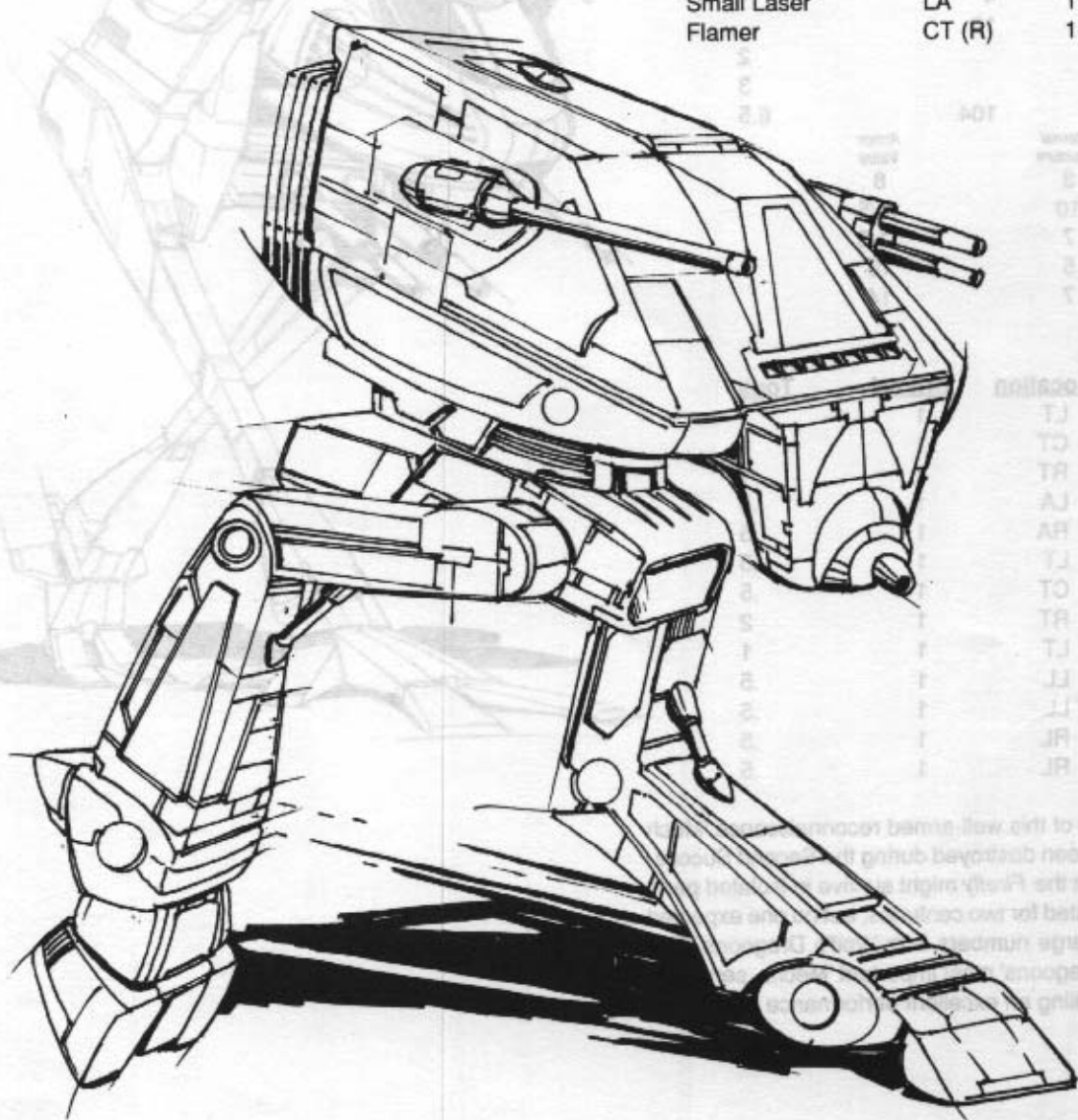
Tons: 3/4

Large Laser: RA

Small Laser: LA

Small Laser: LA

Flamer: CT (R)



FLE-15 FLEA**Mass:** 20 tons**Chassis:** Earthwerk Trooper**Power Plant:** GM 120**Cruising Speed:** 64 kph**Maximum Speed:** 97 kph**Armor:** Livingston Ceramics**Armament:**

2 Martell Medium Lasers

2 Sperry Browning Machine Guns

1 Olympian Flamer

2 Martell Small Lasers

Manufacturer: Earthwerks, Inc.**Communications System:** Neil 2000**Targeting and Tracking Systems:** Dalban HiRez-BType: **FLE-15 Flea** (Formerly TRP-1 Trooper) **Tons**

Tonnage: 20 20

Internal Structure: 2

Engine: 120 GM 4

Walking MP: 6

Running MP: 9

Heat Sinks: 10

Gyro: 2

Cockpit: 3

Armor Factor: 48 3

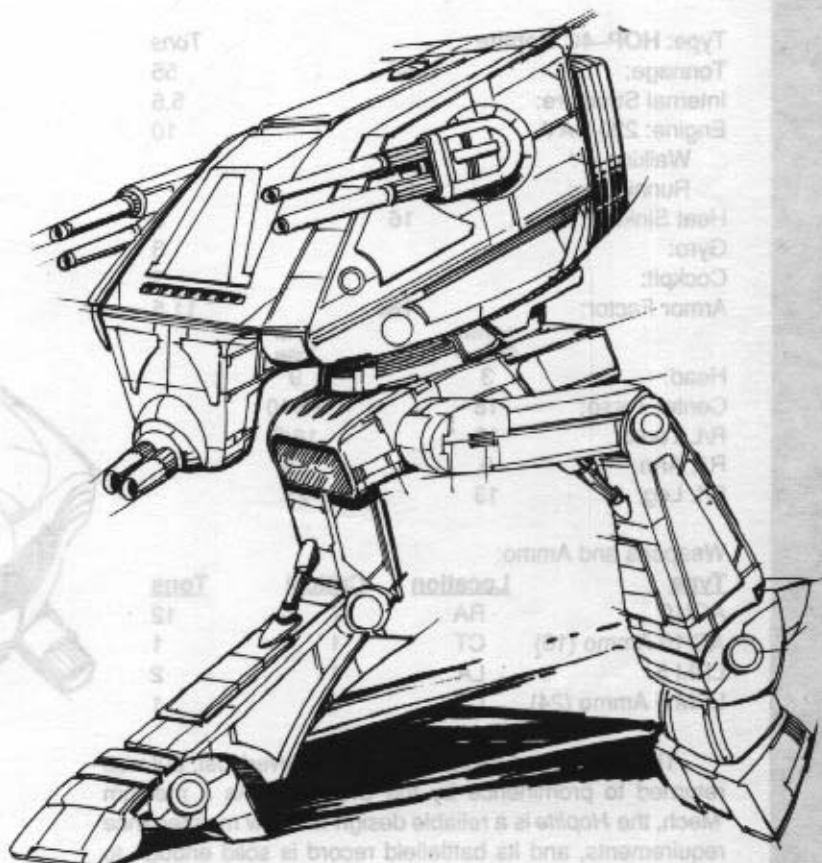
	Internal Structure	Armor Value
Head:	3	5
Center Torso:	6	8/3
R/L Torso:	5	5/3
R/L Arm:	3	4
R/L Leg:	4	4

Weapons and Ammo:

Type	Location	Critical	Tons
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Machine Gun	RA	1	.5
Machine Gun	LA	1	.5
Flamer	CT	1	1
Small Laser	RT (R)	1	.5
Small Laser	LT (R)	1	.5
Ammo (MG) 200	CT	1	1

The *Trooper* was an early Marik 'Mech design that overheated easily, frequently misfired, and was prone to locking in its knee and ankle joints. Though the basic arrangement of armaments and armor remained unchanged after the Marik engineers got the bugs out, the system itself was so drastically changed that the *Trooper* name was abandoned in favor of the more descriptive *Flea*. Since the onset of the Succession Wars, *Fleas* have been rare, as Earthwerks, Inc. has concentrated on production of heavier 'Mechs. It is believed within our Blessed Order that the lull in the fighting between the Third and Fourth Wars has allowed Earthwerks to accept a contract with the Dragoons to keep them supplied with the light 'Mechs necessary for the excellent reconnaissance that is their hallmark.

Like most light 'Mechs, the *Flea* is a fast-moving, lightly armed and armored vehicle that excels at quick strikes and retreats. The faster and slightly more heavily armed and armored FLE-15 has its extra laser and two machine guns camouflaged so that the two models look identical on a computer viewscreen. This sometimes causes enemy recon 'Mech pilots moments of uncertainty as to the strength of their opponents.



WOLF'S DRAGOONS

HOP-4C HOPLITE

Mass: 55 tons

Chassis: Star League HO-01a

Power Plant: DAV 220

Cruising Speed: 43 kph

Maximum Speed: 65 kph

Armor: DuraShield 12-b.1

Armament:

1 Luxor HV Autocannon

1 Conan/5 LRM 5

Manufacturer: Unknown

Communications System: MultiGab 2000

Targeting and Tracking System: Dalban HiRez II

Type: **HOP-4C Hoplite**

Tonnage: 55 Tons

Internal Structure: 5.5

Engine: 220 DAV 10

Walking MP: 4

Running MP: 6

Heat Sinks: 16 6

Gyro: 3

Cockpit: 3

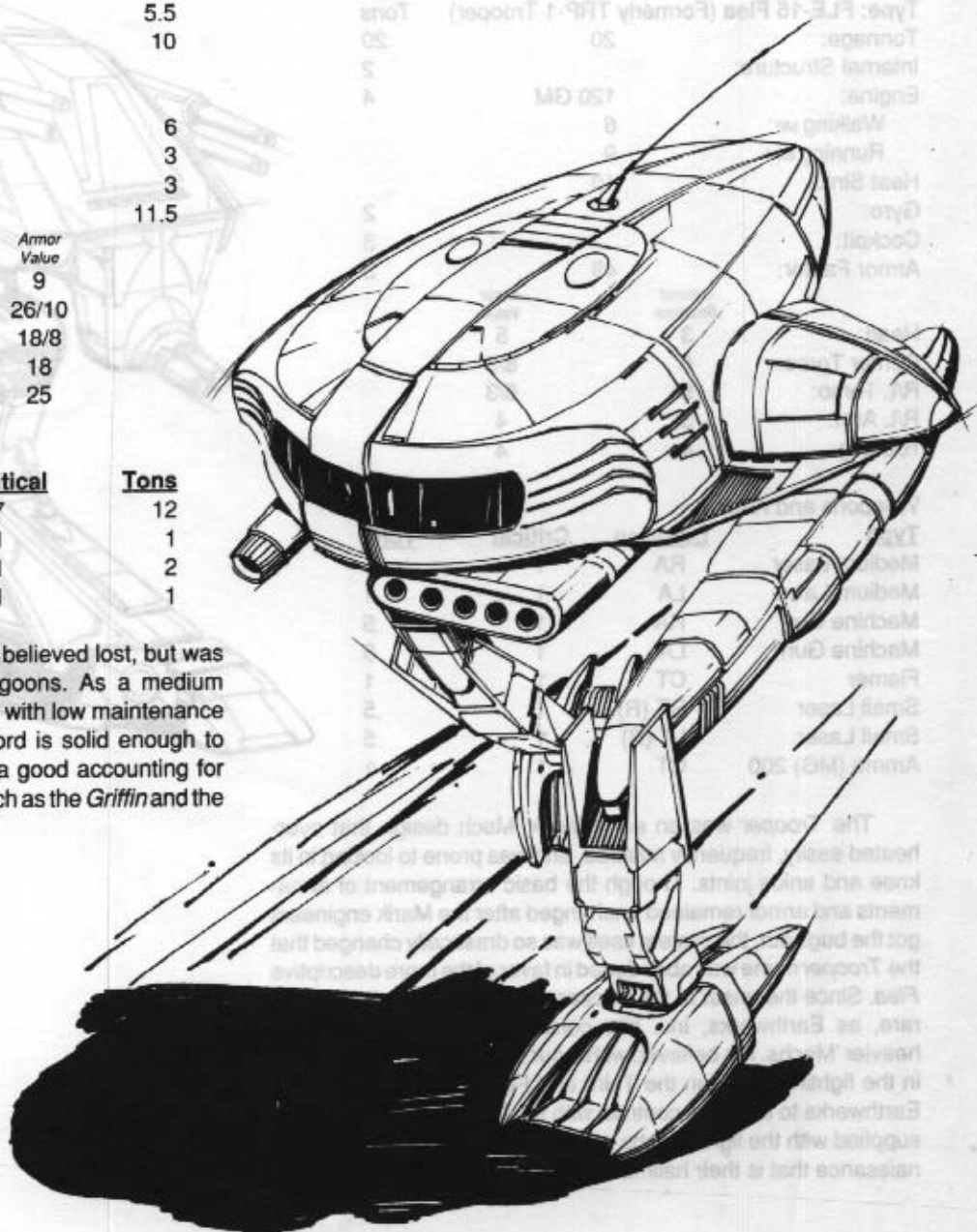
Armor Factor: 184 11.5

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	18	26/10
R/L Torso:	13	18/8
R/L Arm:	9	18
R/L Leg:	13	25

Weapons and Ammo:

Type	Location	Critical	Tons
AC/10	RA	7	12
AC/10 Ammo (10)	CT	1	1
LRM 5	LA	1	2
LRM 5 Ammo (24)	CT	1	1

The *Hoplite* is a design that was believed lost, but was returned to prominence by the Dragoons. As a medium 'Mech, the *Hoplite* is a reliable design with low maintenance requirements, and its battlefield record is solid enough to warrant its continued use. It makes a good accounting for itself against its opposite numbers, such as the *Griffin* and the *Wolverine*.



HNT-151 HORNET**Mass:** 20 tons**Chassis:** Fischer HNT**Power Plant:** Hermes 100**Cruising Speed:** 54 kph**Maximum Speed:** 86 kph**Jump Jets:** Pitban LFT-50**Jump Capacity:** 150 m**Armor:** Bulletbar-80**Armament:**

1 Holly LRM 5

1 Martell Medium Laser

1 Martell Small Laser

Manufacturer: Kallon Weapon Industries**Communications System:** Tri-Word Duplex 4880**Targeting and Tracking System:** Dalban HiRez II**Type: HNT-151 HORNET**

Tonnage: 20 Tons

Internal Structure: 2

Engine: 100 Hermes 3

Walking MP: 5

Running MP: 8

Jumping MP: 5

Heat Sinks: 10

Gyro: 1

Cockpit: 3

Armor Factor: 64 4

Internal Structure: 3

Head: 3 8

Center Torso: 6 8/4

R/L Torso: 5 8/2

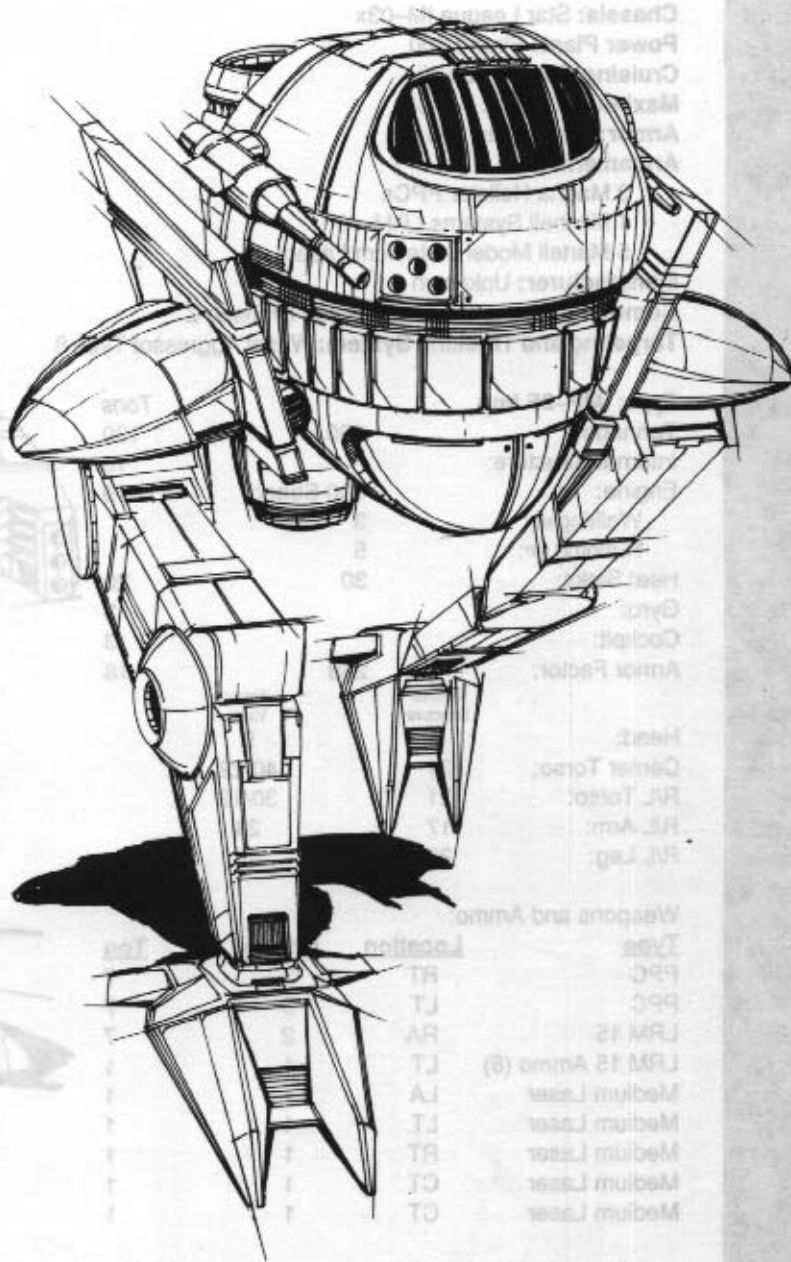
R/L Arm: 3 6

R/L Leg: 4 6

Weapons and Ammo:

Type	Location	Critical	Tonnage
LRM-5	RT	1	2
LRM-5 Ammo (24)	LT	1	1
Medium Laser	RA	1	1
Small Laser	LA	1	.5
Jump Jets	LL	2	1
Jump Jet	CT	1	.5
Jump Jets	RL	2	1

The *Hornet* is a light 'Mech designed in the 2990s for urban reconnaissance. The earliest models were used on Davion/Capellan and Davion/Periphery border worlds to hunt down subversives before demonstrations could get out of hand. As this lightly armed but (for a recon 'Mech) heavily armored machine is good for little else, the Federated Suns' government has ordered far fewer of them since the advent of the Fourth War. Jaime Wolf, meanwhile, has applied his legendary tactical brilliance to finding legitimate combat uses for the *Hornet* in his light and recon lances.



Several of the 'Mech's features were found in late Star League 'Mechs, but there is no record of this machine design until the appearance of Wolf's *Dragoons*, who have had great success with it. Heavily armed and armored, the 'Mech carries enough heat sinks to allow it to fire almost continuously without massive heat buildup. The Successor Houses have taken notice of the 'Mech's success and are scrambling to copy it, but they have had little success.

IMP-2E IMP

Chassis: Star League IM-03x

Power Plant: Strand 300

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Armor: Maximillian 300

Armament:

2 Magna Hellstar PPCs

1 Mitchell Systems LRM—5

5 Martell Model 5 Medium Lasers

Manufacturer: Unknown

Communications System: Pauley-Bronson Z

Targeting and Tracking System: Wasat Aggressor Type 8

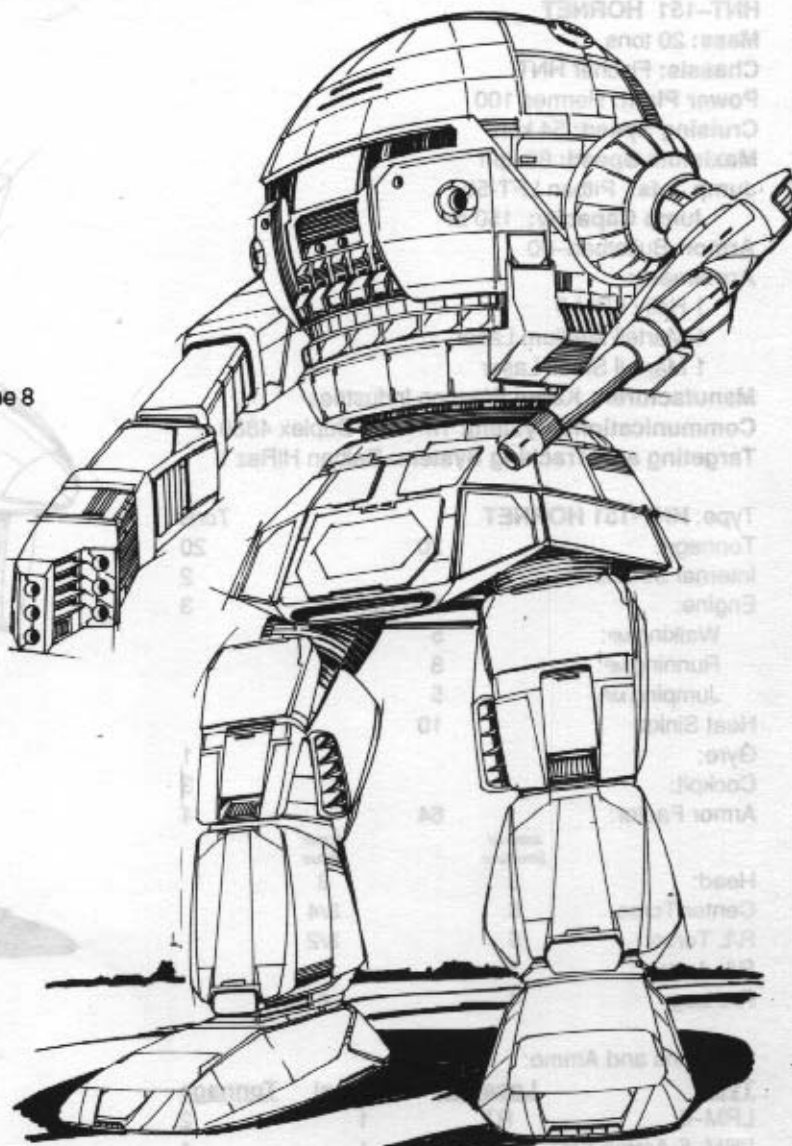
Type: IMP-2F Imp		<i>Tons</i>
Tonnage:	100	100
Internal Structure:		10
Engine:	300 Strand	19
Walking MP:	3	
Running MP:	5	
Heat Sinks:	30	20
Gyro:		3
Cockpit:		3
Armor Factor:	288	18

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	31	40/22
R/L Torso:	21	30/12
R/L Arm:	17	24
R/L Leg:	21	42

Weapons and Ammo:

Type	Location	Critical	Ton
PPC	RT	3	7
PPC	LT	3	7
LRM 15	RA	2	7
LRM 15 Ammo (8)	LT	1	1
Medium Laser	LA	1	1
Medium Laser	LT	1	1
Medium Laser	RT	1	1
Medium Laser	CT	1	1
Medium Laser	CT	1	1

Several of the *Imp's* features were found in late Star League 'Mechs, but there is no record of this precise design until the appearance of Wolf's Dragoons, who have had great success with it. Heavily armed and armored, the *Imp* carries enough heat sinks to allow it to fire almost continuously without massive heat buildup. The Successor Houses have taken notice of the *Imp's* success and are scrambling to copy it, but they have had little success.



MAD-4A MARAUDER II

Mass: 100 tons

Chassis: GM Marauder

Power Plant: Vlar 300

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: Chilton 600

Jump Capacity: 90 m

Armor: Valiant Lamellor

Armament:

2 Magna Hellstar PPCs

2 Magna MkII Medium Lasers

1 Magna MkIII Heavy Laser

Manufacturer: General Motors/Blackwell Industries

Communications System: Dalban Micronics

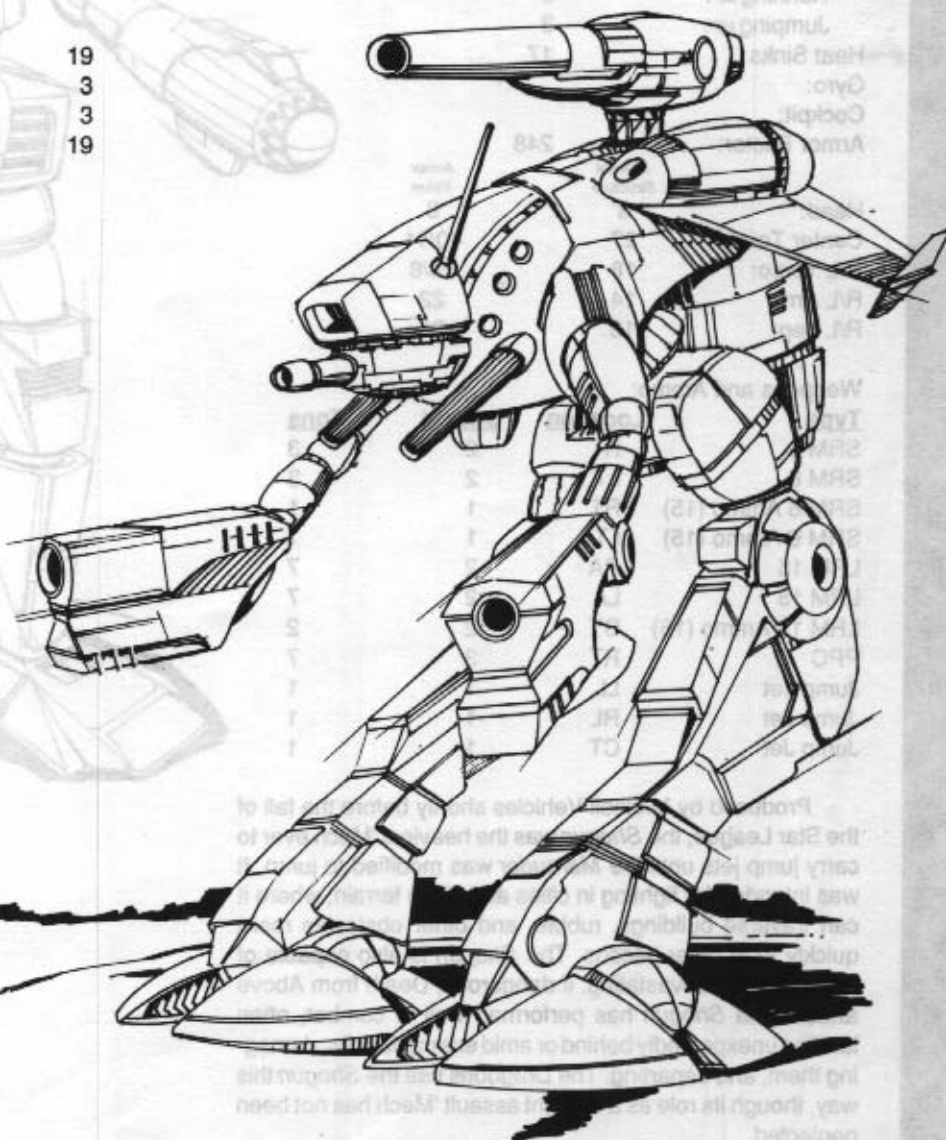
Targeting and Tracking System: Dalban HiRez II

Type:	MAD-4A Marauder II	Tons
Tonnage:	100	100
Internal Structure:		10
Engine:	300 Vlar	19
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	29	19
Gyros:		3
Cockpit:		3
Armor Factor:	304	19
	Internal Structure	Armor Value
Head:	31	9
Center Torso:	31	45/16
R/L Torso:	21	31/11
R/L Arm:	17	34
R/L Leg:	21	41

Weapons and Ammo:

Type	Location	Critical	Tons
PPC	RA	3	7
PPC	LA	3	7
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Large Laser	RT	2	5
Jump Jet	LL	1	2
Jump Jet	CT	1	2
Jump Jet	RL	1	2

In 3010, the Dragoons approached the Blackwell Corporation with the project of modifying the existing, highly successful 75-ton *Marauder* into a 100-ton assault 'Mech. The prototype *Marauder II* was completed in early 3012. It featured a new, more heavily armored leg structure, and the troublesome AC/5 was replaced by a chin-turreted heavy laser. Combining the firepower of the original *Marauder* with more armor protection and the increased mobility of a jump jet pack, this model has served the Dragoons well. Blackwell continues to produce the *Marauder II* under exclusive contract with Wolf's Dragoons, and to date, no other unit or state has deployed it.



WOLF'S DRAGOOONS

SHG-2E SHOGUN

Mass: 85 tons

Chassis: Kitushi Shogun

Power Plant: Strand 255

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: Anderson Propulsion 21

Jump Capacity: 90 m

Armor: Riese-350

Armament:

1 Magna Hellstar PPC

2 Thunderstroke SRM-6

2 Coventry Star Fire LRM Missile Systems

Manufacturer: Mitchell Vehicles

Communications System: HartfordCo COM 4000

Targeting and Tracking System: HartfordCo XKZ 1

Type: SHG-2E Shogun

Tonnage: 85

Internal Structure: 8.5

Engine: 255 Strand

Walking MP: 3

Running MP: 5

Jumping MP: 3

Heat Sinks: 17

Gyro:

Cockpit:

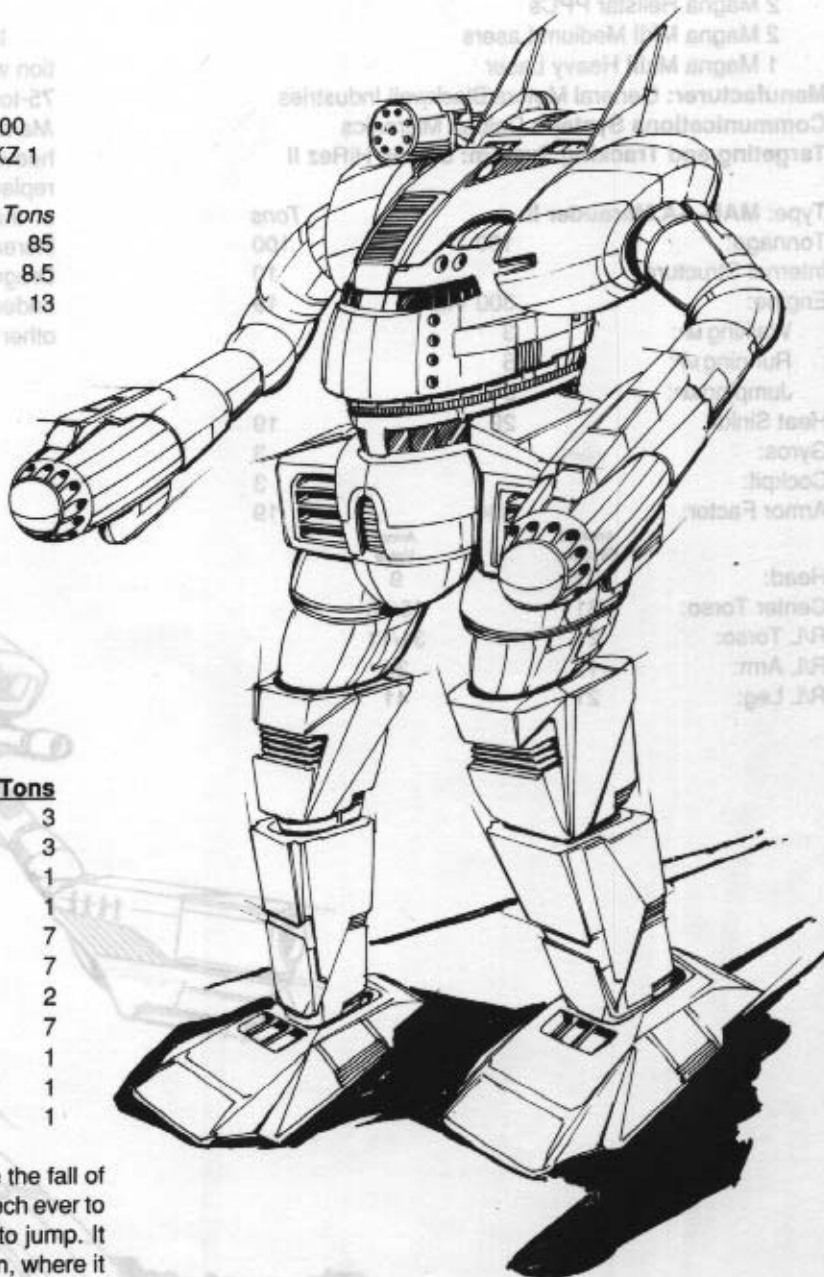
Armor Factor: 248

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	27	40/11
R/L Torso:	18	28/8
R/L Arm:	14	22
R/L Leg:	18	36

Weapons and Ammo:

Type	Location	Critical	Tons
SRM 6	RT	2	3
SRM 6	LT	2	3
SRM 6 Ammo (15)	RT	1	1
SRM 6 Ammo (15)	LT	1	1
LRM 15	RA	2	7
LRM 15	LA	2	7
LRM 15 Ammo (16)	CT	2	2
PPC	RT	3	7
Jump Jet	LL	1	1
Jump Jet	RL	1	1
Jump Jet	CT	1	1

Produced by Mitchell Vehicles shortly before the fall of the Star League, the *Shogun* was the heaviest 'Mech ever to carry jump jets until the *Marauder* was modified to jump. It was intended for fighting in cities and close terrain, where it can traverse buildings, rubble, and other obstacles more quickly than other 'Mechs. The *Shogun* is also capable of delivering the devastating, if dangerous, Death from Above attack. The *Shogun* has performed well in combat, often landing unexpectedly behind or amid enemy 'Mechs, damaging them, and departing. The Dragoons use the *Shogun* this way, though its role as a straight assault 'Mech has not been neglected.



WLF-1 WOLFHOUND

Mass: 35 tons

Chassis: Arc-Royal KH/3

Power Plant: GM 210

Cruising Speed: 64 kph

Maximum Speed: 95 kph

Armor: Duralex Medium

Armament:

1 Setanta Heavy Laser

4 Defiance B3M Medium Lasers

Manufacturer: TharHes Industries

Communications System: O/P COM-22/H47

Targeting and Tracking System: Digital Scanlok 347

Type:	Wolfhound WLF-1	Tons
Tonnage:	35	35
Internal Structure:		3.5
Engine:	210 GM	9
Walking MP:	6	
Running MP:	9	
Heat Sinks:	10	
Gyro:		3
Cockpit:		3
Armor Factor:	120	7.5

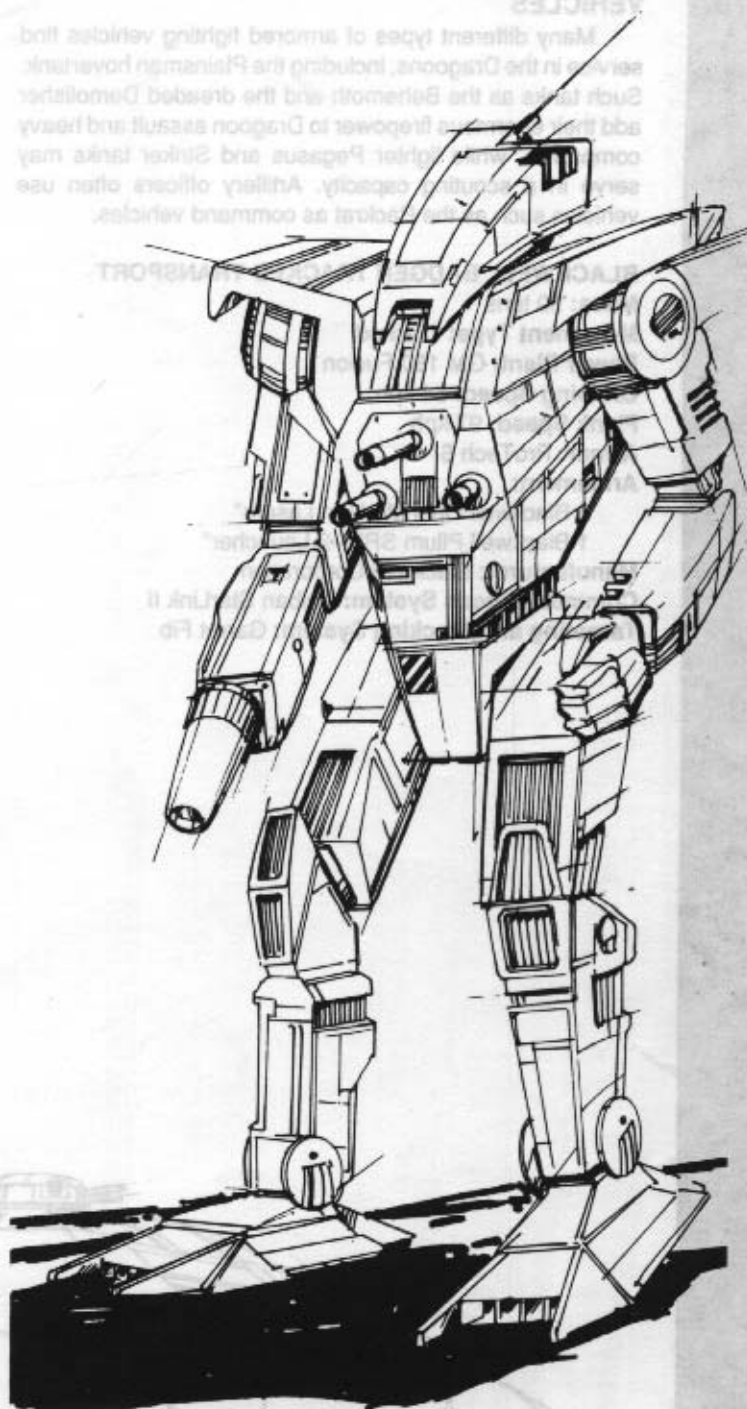
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	11	16/6
R/L Torso:	8	11/5
R/L Arm:	6	12
R/L Leg:	8	16

Weapons and Ammo:

Type	Location	Critical	Tons
Large Laser	RA	2	5
Medium Laser	CT	1	1
Medium Laser	CT (R)	1	1
Medium Laser	RT	1	1
Medium Laser	LT	1	1

The *Wolfhound* first appeared as property of the Kell Hounds mercenary unit in 3028. It is manufactured exclusively in the Lyran Commonwealth, where it was not licensed—not even as an experimental model—until early that year. Since then, either Morgan Kell or TharHes Industries has been willing to share this design with Wolf's Dragoons. As ComStar has been unable to pinpoint when the first *Wolfhound* came into Dragoon possession, speculation has been intense regarding whether or not Colonel Wolf may have violated the technology clause of his Draconis Combine contract.

The *Wolfhound* carries more armor than most light 'Mechs. It was designed to be a Lyran response to Kurita *Panthers*, though Katrina Steiner's delay in approving it indicates that it was not intended to beef up the Lyran military for the Fourth Succession War. The most ingenious detail about the design is that it is equipped exclusively with energy weapons, which enables it to carry less weight and remain in the field far longer than 'Mechs that need to return to base to reload.



WOLF'S DRAGOOONS

VEHICLES

Many different types of armored fighting vehicles find service in the Dragoons, including the Plainsman hovertank. Such tanks as the Behemoth and the dreaded Demolisher add their enormous firepower to Dragoon assault and heavy companies, while lighter Pegasus and Striker tanks may serve in a scouting capacity. Artillery officers often use vehicles such as the Packrat as command vehicles.

BLACKWELL BADGER TRACKED TRANSPORT

Mass: 30 tons

Movement Type: Tracked

Power Plant: GM 180 Fusion

Cruising Speed: 64 kph

Flank Speed: 97 kph

Armor: ProTech 6

Armament:

3 Blackwell Opal Medium Lasers*

1 Blackwell Pilum SRM-2 Launcher*

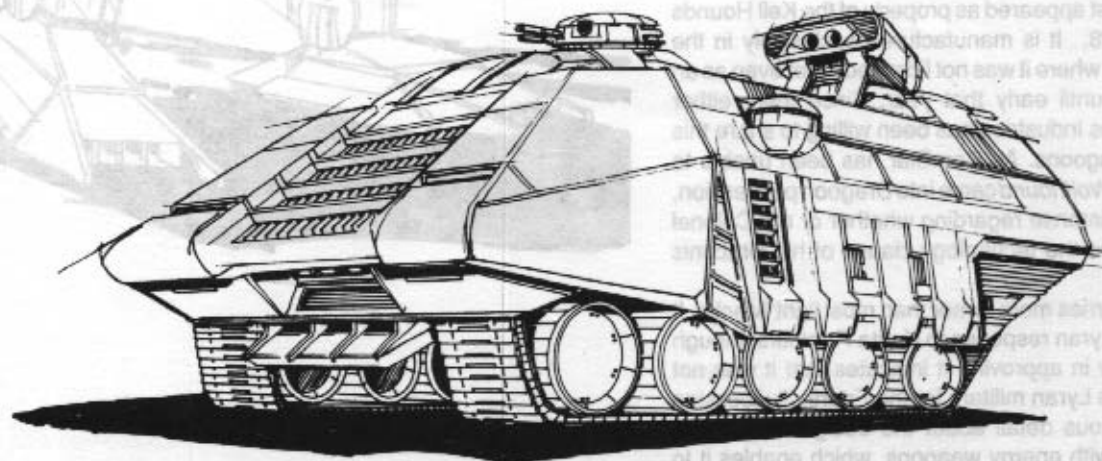
Manufacturer: Blackwell Corporation

Communications System: Dalban StarLink II

Targeting and Tracking System: Garret Fib

Type: Blackwell Badger		Tracked Transport	Tons
Movement Type: Tracked			
Tonnage:	30		30
Cruise Speed:	6		
Flank Speed:	9		
Engine:			7
Rating:	180		
Type:	Fusion		
Shielding:			3.5
Control:			1.5
Cargo (Infantry Platoon):			4
Heat Sinks:	10		
Internal Structure:			3
Turret:			1
Armor:	80		5
<u>Location</u>	<u>Points</u>		
Front	20		
Right/Left	18/18		
Back	16		
Turret	8		
*Weapons and Ammo:			
<u>Type</u>	<u>Facing</u>		<u>Tons</u>
Medium Laser	Turret		1
Medium Laser	Turret		1
Medium Laser	Turret		1
SRM 2	Body		1
Ammo (SRM) 50	Body		1

Lighter, slower, and less protected than the Bandit, the Badger is a tracked vehicle used where terrain precludes the use of hovercraft. It is rarely deployed in an offensive capacity, where it is handicapped by its lighter weapon loads, lack of ammunition, and comparatively light armor.



Configuration A
4 SRM 2
SRM 2 Ammo (50)

Configuration B
2 SRM 4
SRM 4 Ammo (25)

Configuration C
2 LRM 5
LRM 5 Ammo (24)

Configuration D
4 Medium Lasers
2 Small Lasers

Configuration E
10 Small Lasers

*The weapon load shown is typical. The modular nature of the Badger's weapons enables the vehicle to mount a variety of loads, some of which are listed above.

BLACKWELL BANDIT HOVERCRAFT**Mass:** 50**Movement Type:** Hover**Power Plant:** VOX 225 Fusion**Cruising Speed:** 97 kph**Flank Speed:** 150 kph**Armor:** ProTech 5**Armament:**

3 Blackwell Opal Medium Lasers*

2 Blackwell Mini Light Lasers*

2 Blackwell Pilum SRM 2 Launchers*

Manufacturer: Blackwell Corporation**Communications System:** Delban StarLink II**Targeting and Tracking System:** Garret E5a

Major Sean Rutherford, head of Wolf's Dragoons' Contract Operations Group, contacted the president of the Blackwell Corporation in January 3007 to negotiate a contract for production of Bandit Class hovercraft. Blackwell, then a small producer of actuator parts and minor 'Mech components, has grown dramatically in the intervening years. The Bandit has served the Dragoons well. The major advantage of the Bandit is its versatility, with at least seven known significant variants on its weaponry. It is rumored (with an admittedly low level of reliability) that Dragoon Techs have become adept at remounting different weapon systems on the same Bandits after allowing enemy recon patrols to glimpse the vehicles, to add a further level of confusion once the enemy is engaged.

Type: Blackwell Bandit Hovercraft **Tons****Movement Type:** Hover**Tonnage:** 50**Cruise Speed:** 9**Flank Speed:** 14**Engine:** 9.5**Rating:** 225**Type:** Fusion**Shielding:** 5**Control:** 2.5**Lift Equipment:** 5**Cargo (Infantry Platoon):** 4**Heat Sinks:** 10**Internal Structure:** 5**Turret:** 1**Armor:** 11**Location** **Points**

Front 42

Right/Left 40/40

Back 32

Turret 22

Weapons and Ammo:*Type** **Facing** **Tons**

Medium Laser Turret 1

Medium Laser Turret 1

Medium Laser Turret 1

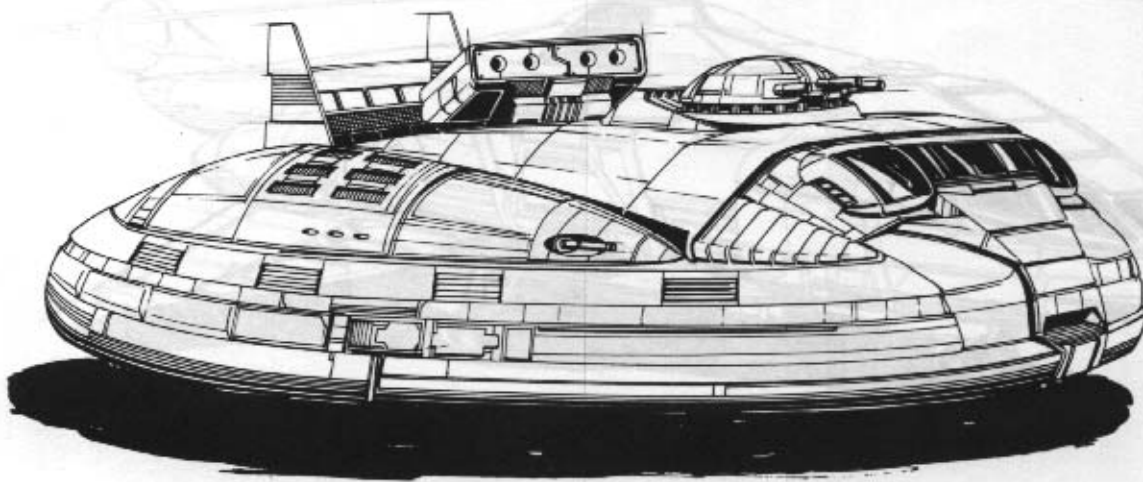
Small Laser Front .5

Small Laser Front .5

SRM 2 Body 1

SRM 2 Body 1

Ammo (SRM) 50 Body 1

**Configuration A**
1 PPC**Configuration B**
2 SRM 4
1 SRM 2
1 ton SRM 4 Ammo (25)
1 ton SRM 2 Ammo (50)**Configuration C**
2 SRM 6
1 ton SRM 6 Ammo (15)**Configuration D**
3 LRM 5
1 ton LRM 5 Ammo (24)**Configuration E**
1 LRM 10
1 Medium Laser
1 ton LRM 10 Ammo (12)**Configuration F**
1 Large Laser
2 Medium Lasers**Configuration G**
4 Medium Lasers
6 Small Lasers

*The weapon load shown is typical. The modular nature of the Bandit's weapons enables the vehicle to mount a variety of loads, some of which are listed above.

WOLF'S DRAGOOONS

BLACKWELL KESTREL VTOL

Mass: 25 tons

Movement Type: VTOL

Power Plant: 160 I.C.E.

Cruising Speed: 130 kph

Flank Speed: 195 kph

Armor: ProTech 4

Armament:

2 Blackwell B75 Machine Guns

Manufacturer: Blackwell Corporation

Communications System: Dalban StarLink Classic

Targeting and Tracking System: Garret E2b

Type: Blackwell Kestrel VTOL

Movement Type: VTOL

Tonnage: 25

Cruise Speed: 12

Flank Speed: 18

Lift/Rotors: 2.5

Engine: 12

Rating: 160

Type: I.C.E.

Control: 1.5

Cargo: 3.5

Internal Structure: 2.5

Armor: 32

Location: Points

Front: 8

Right/Left: 5/5

Rear: 4

Rotor: 2

Weapons and Ammo:

Type: Facing

Machine Gun: Front

Machine Gun: Front

Ammo (100): Body

Tons

25

2.5

12

1.5

3.5

2.5

1.5

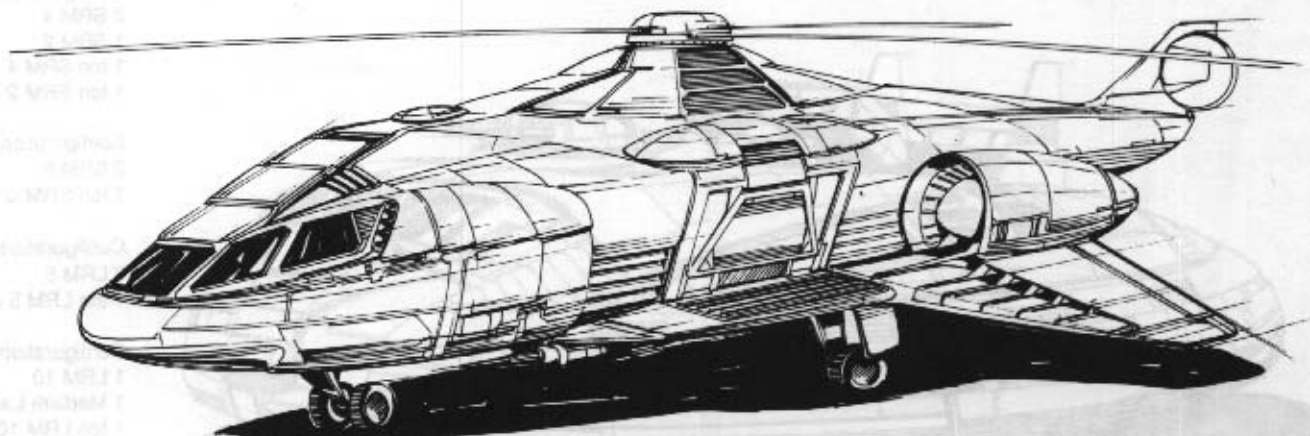
Tons

.5

.5

.5

The Kestrel is a new vehicle whose full capabilities are not yet known. Though used primarily for transport, its twin machine guns and high speed make it effective against enemy infantry and light armored vehicles. So far, only the Seventh Kommando has used the Kestrel.



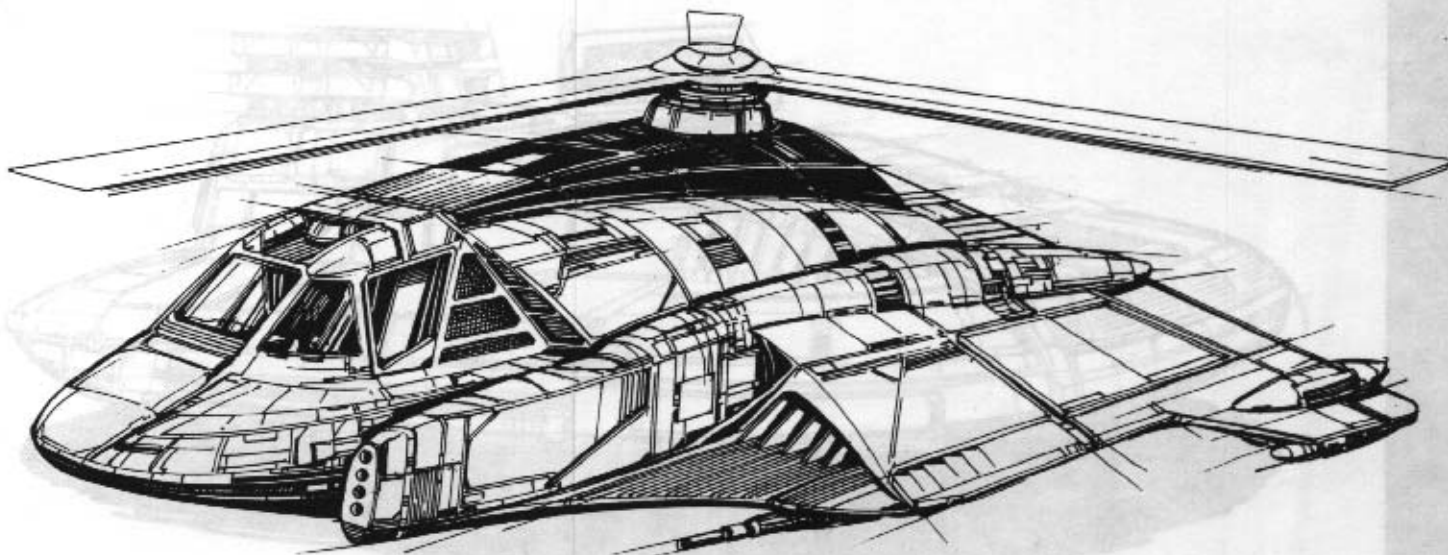
BLACKWELL PEREGRINE ATTACK VTOL**Mass:** 30 tons**Movement Type:** VTOL**Power Plant:** DAV 220 Fusion**Cruising Speed:** 130 kph**Flank Speed:** 195 kph**Armor:** ProTech Medium**Armament:**

2 Larkin SRM 4 Launchers

2 Blackwell B75 Machine Guns

Manufacturer: Blackwell Corporation**Communications System:** Dalban StarLink IIa**Targeting and Tracking System:** Garret E2b**Type: Blackwell Peregrine Attack VTOL** **Tons****Movement Type:** VTOL**Tonnage:** 30 30**Cruise Speed:** 12**Flank Speed:** 18**Lift/Rotors:** 3**Engine:** 10**Rating:** 220**Type:** Fusion**Shielding:** 5**Control:** 1.5**Internal Structure:** 3**Armor:** 8**Location** **Points****Front** 2**Right/Left** 2/2**Back** 1**Rotor** 1**Weapons and Ammo:****Type** **Facing** **Tons****Machine Gun** **Front** .5**Machine Gun** **Front** .5**SRM 4** **LS** 2**SRM 4** **RS** 2**MG Ammo (200)** **Body** 1**SRM Ammo (25)** **Body** 1

Another product of Blackwell Industries, the *Peregrine* is beginning to see wide use throughout the Inner Sphere in the arsenals of Houses Kurita, Liao, and Marik. The *Peregrine* is fast and maneuverable, but its DAV 220 Fusion Plant makes it expensive.



WOLF'S DRAGOONS

PLAINSMAN MEDIUM HOVERTANK

Mass: 35

Movement Type: Hover

Power Plant: 140 I.C.E.

Cruising Speed: 97 kph

Flank Speed: 150 kph

Armor: StarSlab 3

Armament:

2 Harvester 20K SRM 6 Launchers

1 Harvester 2K SRM 2 Launcher

Manufacturer: Pinard Protectorates Limited

Communications System: Olmstead 30

Targeting and Tracking System: Maxell TA55

Type: Plainsman Medium Hovertank

Movement type: Hover

Tonnage: 35

Cruise Speed: 9

Flank Speed: 13

Engine:

Rating: 140

Type: I.C.E.

Control:

Lift Equipment:

Internal Structure:

Turret:

Armor: 80

Location

Front

Right/Left

Back

Turret

Weapons and Ammo:

Type

SRM 6

SRM 6

SRM 2

SRM 6 Ammo (30)

SRM 2 Ammo (50)

Facing

Turret

Turret

Front

Body

Body

Tons

35

10

2

3.5

3.5

1

5

Points

18

16/16

12

18

Tons

3

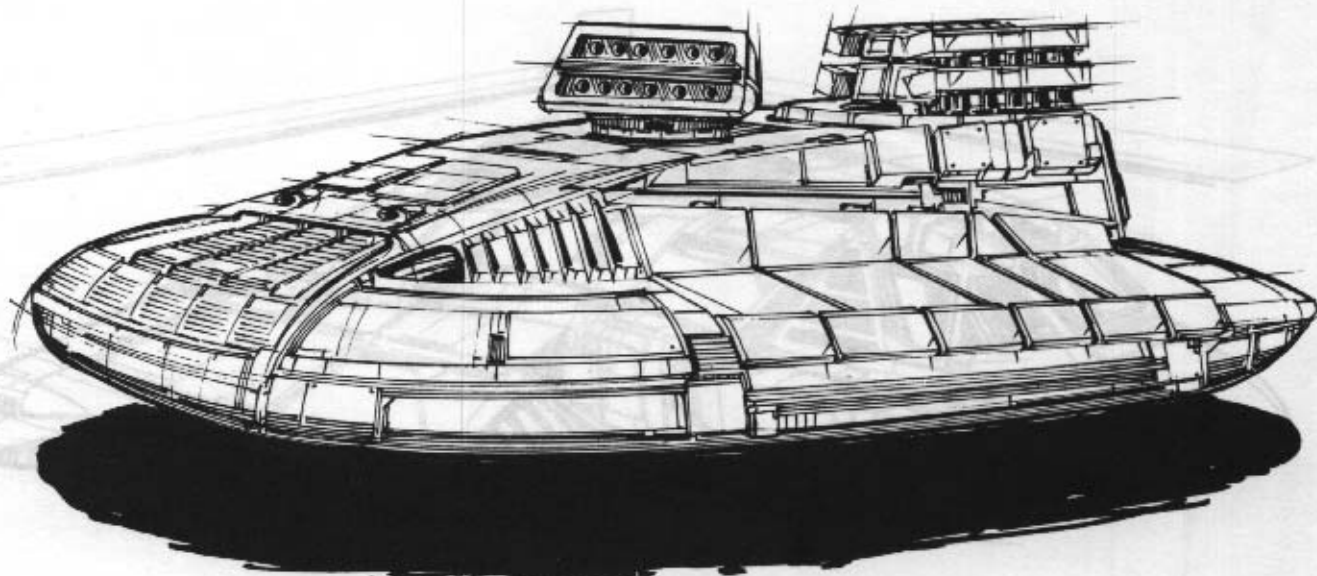
3

1

2

1

The Plainsman is a new design from Pinard Protectorates Limited, and the Dragoons are the first major unit to use it. The Plainsman's high speed and striking power make up for its deficiency of armor, though some crews complain about the vehicle's vulnerability.



ZHUKOV HEAVY TANK

Mass: 75

Movement Type: Tracked

Power Plant: 225 I.C.E.

Cruising Speed: 32 kph

Flank Speed: 48 kph

Armor: ArcShield Max I

Armament:

2 SarLon MaxiCannon AC/10

1 Harvester 20K SRM 6 Launcher

Manufacturer: Aldis Industries

Communications System: Olmstead 30

Targeting and Tracking System: Cirxese BallistaCheck,
Cirxese RocheCheck

Type: Zhukov Heavy Tank

Movement Type: Tracked

Tonnage: 75

Cruise Speed: 3

Flank Speed: 5

Engine: 20

Rating: 225

Type: I.C.E.

Control: 4

Internal Structure: 7.5

Turret: 2.5

Armor: 11

Location: Points

Front: 44

Right/Left: 32/32

Back: 24

Turret: 44

Weapons and Ammo:

Type: Facing

AC/10: Turret

AC/10: Turret

AC/10 Ammo: Body

SRM 6: Front

SRM 6 Ammo: Body

Tons

75

20

4

7.5

2.5

11

Tons

12

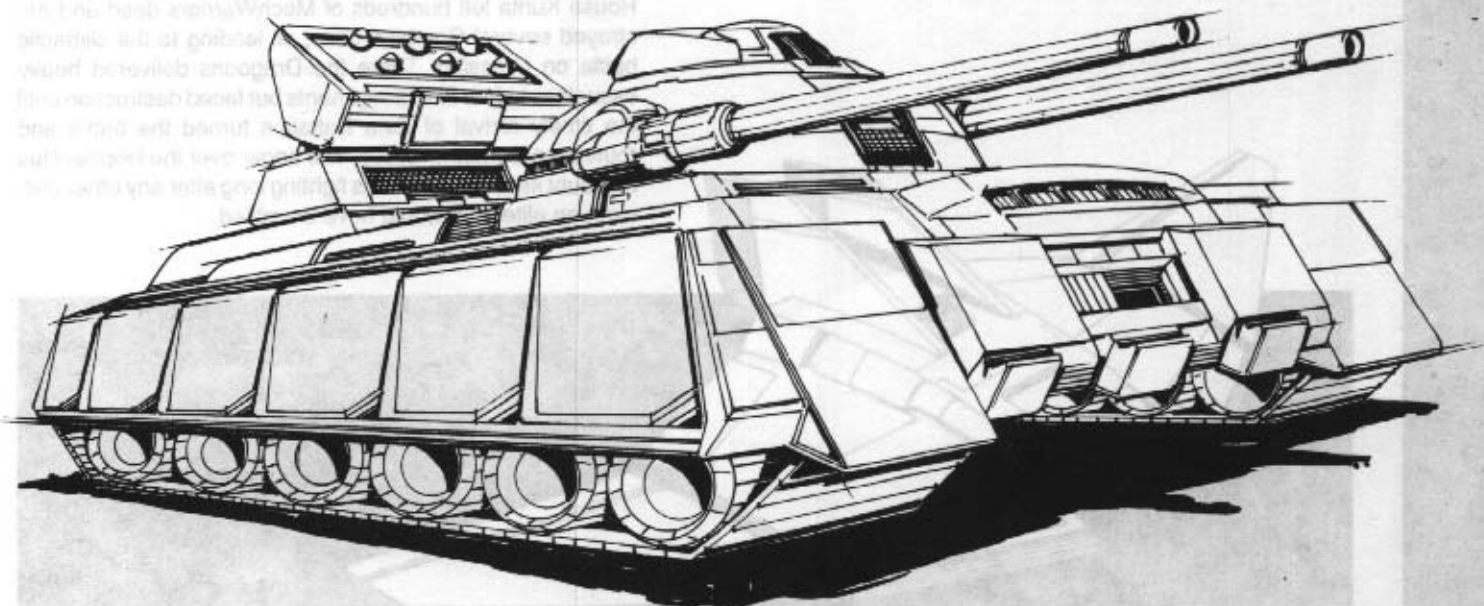
12

2

3

1

The Zhukov is Aldis Industries' follow-up to its successful Behemoth design, incorporating several elements of that vehicle. Smaller and less heavily armed, the Zhukov features higher speed and a lower profile, reducing its battlefield vulnerability. As the Dragoons are the first large unit to use the Zhukov, Aldis has begun design refinement based on reports and suggestions by Dragoon commanders.



WOLF'S DRAGOONS

INFANTRY

Dragoon infantry units use lasers, machine guns, flamers, and SRM launchers of diverse manufacture and style. Mechanized infantry use a similar range of transport vehicles. The Bandit hovercraft, a common sight among Wolf's infantrymen, is used by no other unit. Rumors abound that Dragoon infantry may soon be equipped with either the Lewis Savannah Master one-man hovercraft or a comparable vehicle.

AEROSPACE

Fighters from all of the Successor States appear among Wolf's regiments. Indeed, the Dragoons' wide service history has provided them with a motley assortment. Draconis Combine fighters such as the *Sholagar*, *Shilone*, and *Slayer* Class, appeared in the Dragoon AeroSpace lances only in the last five years.

HEPHAESTUS STATION

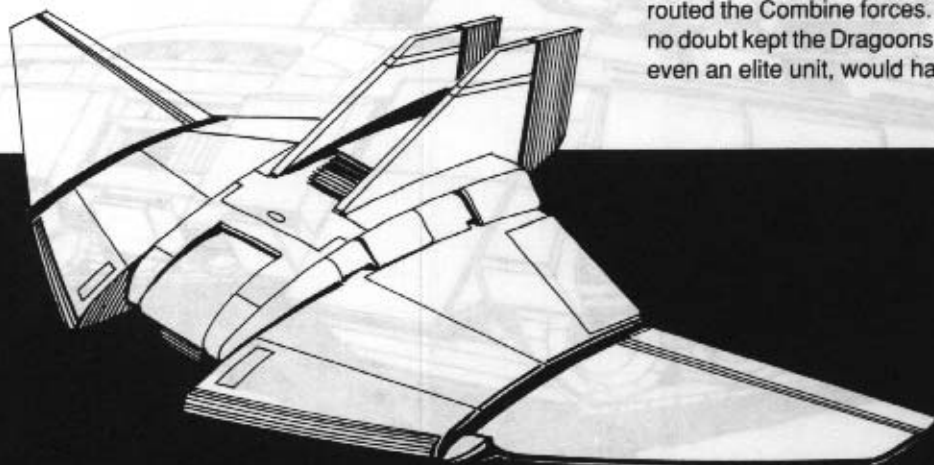
Shortly after Wolf's Dragoons arrived in the Inner Sphere, the unit's Techs and support personnel began constructing Hephaestus Station. Of modular construction and combining features of the *Olympus* and *Alliance* Class stations, the *Hephaestus* took a form unlike any contemporary station or recorded Star League design. It served as an orbital repair base and command post. The Dragoons soon began to amaze their employers by rebuilding damaged 'Mechs that other units would have considered scrap.

The Hephaestus could service and repair all the Dragoons' 'Mechs, AeroSpace Fighters, and support vehicles. Its command center housed sophisticated surveillance and communications equipment. Though its capabilities were impressive and it was vital to the Dragoons, the *Hephaestus* had little means to defend itself. At least a lance of aerospace fighters guarded the station at all times.

Most of the Dragoons' AeroSpace forces were usually occupied elsewhere, however, and Colonel Wolf was sensitive to the Hephaestus's vulnerability. Colonel Wolf beefed up defense of the *Hephaestus* during the Dragoons' service with the unstable Duke Anton Marik, and they even dismantled the station when the unit's relationship with the Duke began to disintegrate.

The station became the focal point for the Dragoons' biggest blood feud after the Draconis Combine infiltrated it with saboteurs in 3028. The destruction of the Hephaestus cost the Dragoons the lives of many dependents, claimed many fighters from the Seventh Kommando, and set the stage for the train of events that reduced the Dragoons from five regiments, plus support elements, to little more than a regiment of able warriors and 'Mechs.

First came the duel on Misery, then the bloody battles of the Fourth Succession War on Glenmora, Harrow's Sun, and Wapakoneta. This state of war between the Dragoons and House Kurita left hundreds of MechWarriors dead and destroyed several Combine units, all leading to the climactic battle on Crossing. There the Dragoons delivered heavy casualties to four Kurita regiments but faced destruction until the timely arrival of Zeta Battalion turned the battle and routed the Combine forces. The anger over the Hephaestus no doubt kept the Dragoons fighting long after any other unit, even an elite unit, would have crumbled.



TRAINING AND TACTICS

Many people consider the Training Command of Wolf's Dragoons to be the equal of any Successor State war college, and its graduates are among the finest soldiers in the Inner Sphere. Individuals who are successful in one branch can proceed to another if they wish. This policy allows MechWarriors to better appreciate the capabilities and limitations of support units.

Colonel Wolf's training program emphasizes versatility, communication, and professionalism. The concepts of combined-arms warfare are drilled into the heads of the Dragoon cadets.

BATTLEMECHS

Draagoon MechWarriors receive training in a variety of situations. Their sophisticated computers, many of an advanced design found only in the most elite Successor State war colleges, help simulate almost any combat environment.

Actual combat is the only true test of a MechWarrior, however, and so training lances, under the firm control of an experienced officer, sometimes accompany line units into battle. Live simulations, using the TRC-4c *Chameleon* trainer 'Mech, are another part of the MechWarrior's advanced education.

The military commanders of several Successor Houses have tried to imitate some of the Wolf's educational innovations. The best example of this is the *Ryukun*, the Kurita unit formed by *Tai-sho* Minobu Tetsuhara almost as a carbon copy of the Dragoons.

AEROSPACE FIGHTERS

Working up from computer simulators and subsonic trainers to the massive, 100-ton space-superiority fighters, a Dragoon AeroSpace pilot goes through training every bit as rigorous as the aspiring MechWarrior.

Because the Dragoons emphasize the support role of aerospace craft, ground-attack and air-to-air combat skills have equal importance. Through competition and intensive instruction and analysis, a Dragoon pilot becomes a skilled flier and an expert tactician, able to instantly analyze numerous combat situations and act on his training. The number of kill markers decorating the AeroSpace Fighters of Wolf's Dragoons are impressive evidence of the success of their training.

ARMOR

A step below 'Mechs in the eyes of the general public, armored fighting vehicles are a vital part of the Dragoons' organization, providing support and reserve striking power to enhance the strength of 'Mechs.

Trained in the basics of BattleMech combat as well as armored fighting, a Dragoon tank crewman goes through several stages of development, mastering wheeled and tracked vehicles and then hover tanks. Marksmanship is also emphasized, and tournaments for tank gunners help maintain skills and pride of accomplishment off the battlefield.

Heavy support tanks like the Demolisher class are expected to move into close combat with BattleMechs. Training simulates combat in cities and rough terrain, as well as situations in which a tank must close with a 'Mech or be destroyed.

Wheeled vehicles and hover tanks fill a dual role as combat and reconnaissance forces, sometimes using their high speed and mobility to attack a BattleMech from behind.

INFANTRY

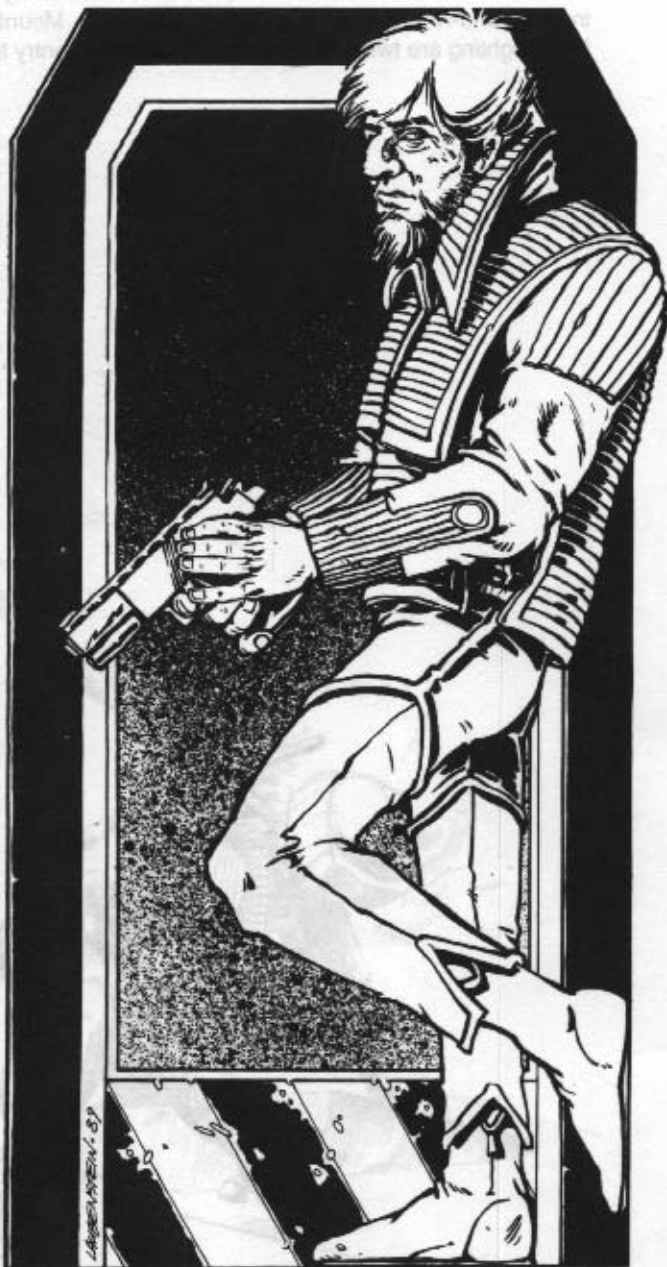
Draagoon infantry are taught the value of unit cohesion, cover, and ambush during a BattleMech attack. Swift, flexible, and highly mobile, the Dragoon infantry also receives special training in 'Mech-demolition tactics, surprising overconfident enemy MechWarriors who expect timid infantry to scatter. Terrain exploitation is a favorite way for infantry to even up the odds when fighting BattleMechs. Urban tactics are emphasized, with infantry engaging in hit-and-run attacks from buildings and rubble. Mountain and forest fighting are two other significant areas of infantry training.



WOLF'S DRAGOONS

UNIFORMS

Dragoon uniforms bear a strong resemblance to ancient Star League designs, but there are significant changes. Though designed for efficiency rather than aesthetics, Dragoon uniforms are a source of pride for the unit.



OFFICERS

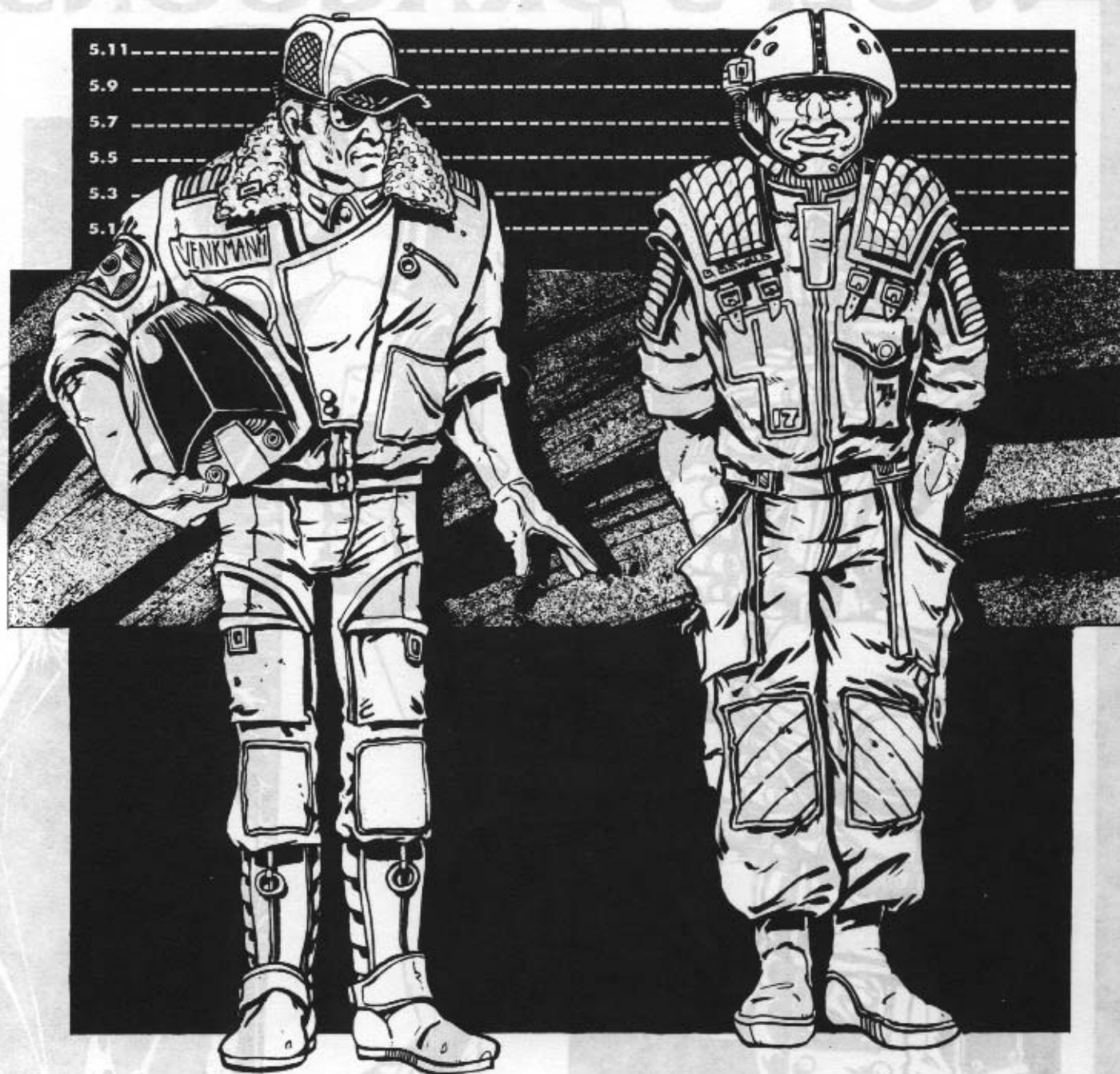
As in the Federated Suns, Dragoons officers do not have a distinct uniform design, instead wearing standard-issue clothing with discreet rank insignia. Besides improving relations between enlisted men and officers, this practice also helps to minimize the danger to unit commanders, who often become targets of enemy fire when they are easily recognizable.



MECHWARRIORS

MechWarrior uniforms and equipment are of unusually advanced design. Neurohelmets and cooling vests are considerably less bulky than the unreliable equipment of other mercenary units. Though engineers of the Successor States tried to duplicate many features that make the Dragoon uniform superior to those of regular units, they have not succeeded.

MechWarrior duty uniforms are comfortable and utilitarian, featuring magnalock fastenings that enable the wearer to change quickly for immediate BattleMech action. Some degree of latitude is allowed in decoration of duty uniforms, and unofficial nicknames, unit patches, or kill markers often grace uniform shoulders or breast pockets.



AEROSPACE PILOTS

Dragoon pilots wear G-suits similar to those of regular Successor House units, along with sophisticated helmets similar to a MechWarrior's neurohelmet. These helmets feature heads-up displays of advanced design and numerous computer-interface neural contacts that help pilots keep track of their craft's status. Medical monitors constantly check vital signs, ready to pump artificial adrenaline and other stimulants into the pilot's bloodstream should he black out from G-stress. Most of the House aircraft that the Dragoons obtain lacks such sophisticated features, but the unit's Techs upgrade the craft.

Dragoon pilot uniforms are rather understated, featuring leather flight jackets, tunics with inconspicuous rank insignia, and soft, short-billed caps often embellished with kill markers. These uniforms contrast with the flashy nicknames and flamboyant personalities of Dragoon pilots.

ARMORED VEHICLE CREWS

The armored vehicle crew uniforms do not require nearly as much cooling, medical, and support equipment as those of MechWarriors or AeroSpace Pilots. The armored vehicle driver's basic uniform consists of simple fatigues and a comm helmet. The crew of fast recon vehicles such as the Plainsman or the Swift Wind scout car keep their loads as light as possible for maximum mobility.

Demolisher crewmen are an exception to this rule. Subjected to extremes of heat because of their tank's heavy armament, Demolisher crewmembers wear modified versions of MechWarrior cooling vests and light communications headsets. Demolisher crews eschew the complex heads-up display helmets of other vehicle crews because one of their primary objectives is to stay cool, both figuratively and literally.

WOLF'S DRAGOONS



INFANTRY

Infantry uniforms vary widely, according to assignment. There are several camouflage patterns, including arctic, forest, jungle, desert, and urban designs. Jump troops wear insulated pants and jackets to help withstand the heat of jump pack exhaust. They also use sophisticated HUD helmets with many of the same features as those of AeroSpace Pilots.

Rumors abound that the Special Recon Group and Seventh Kommando, units whose expertise is in covert operations, have access to Star League chameleoline technology, enabling them to change the pattern of their combat uniforms. Such rumors remain unconfirmed, but are among those mysteries that ROM and probably Successor States intelligence networks are working to solve.



DRESS UNIFORMS

Though Dragoon duty uniforms are not glamorous, the unit's dress uniforms are considered among the most impressive of any mercenary uniform. Few mercenaries have the resources to even consider dress uniforms. The black Dragoon dress jacket and cape, combined with ceremonial sword or holster and black trousers with scarlet striping, make Dragoons stand out at formal events.

As the most famous and perhaps the best mercenary unit in the Southwest, James Wolf's Dragons attract every kind of enemy, but a narrow focus was their specialty.

As the most famous and perhaps the best mercenary unit in the Southwest, James Wolf's Dragons attract every kind of enemy, but a narrow focus was their specialty.



WOLF'S DRAGOONS

As the most famous and perhaps the best mercenary unit in the Successor States, Jaime Wolf's Dragoons attract allies and adversaries in far greater numbers than any other mercenary band. After a quarter century of almost continual service and conflict, the Dragoons have weathered battle, intrigue, treachery, and pressures capable of tearing a lesser unit apart. Their victories and miraculous escapes from destruction have earned them even more admiration and animosity. Below are described some of Jaime Wolf's most noteworthy opponents and allies. They range from the most powerful Successor Lords to the lowest mercenaries. Also listed are some former members of Wolf's Dragoons.

THE BOUNTY HUNTER

Unlike the rivalry between the Dragoons and the Eridani Light Horse, the hatred between Natasha Kerensky and the Bounty Hunter is intense and personal.

Legendary in MechWarrior and mercenary circles and the object of considerable speculation, the cause of the pair's antagonism is not generally known. Our research team's intensive study of war records and interviews with civilians, officials, and other participants has yielded a clearer picture of the events that led to this celebrated feud.

Anton Marik's rebellion of 3014 attracted numerous knockabout mercenary units, including Wolf's Dragoons and the Bounty Hunter's small cadre of professional cutthroats. During operations on Nova Roma, both the Hunter and a heavy lance commanded by then-Lieutenant Natasha Kerensky were assigned the task of mopping up pockets of Loyalist resistance in rugged terrain above the Dawn River.

Supposedly on recon duty, the Hunter signalled Kerensky that a narrow ravine was clear of enemy activity, and the young Lieutenant, piloting her black *Marauder*, led her 'Mechs into the area. When hidden Loyalist 'Mechs opened fire, blasting her unit to pieces, Lieutenant Kerensky realized that she had been tricked. Caught in a hopeless position, her *Marauder* damaged and overheating, Kerensky ejected, landing heavily on a huge rock outcropping and falling unconscious.

Colonel Wolf, far from dismissing Lieutenant Kerensky, took note of her excellent record and the fact that her own culpability in the incident was minimal. He soon offered her command of what would become the now-infamous Black Widow Company, and Captain Kerensky was on her way to her present status as "Queen of the MechWarriors."

The Bounty Hunter, on the other hand, was on his own way to becoming the most hated mercenary in the Inner Sphere, and the 'Mech that carried him was none other than Natasha Kerensky's old *Marauder*, now painted a vivid green with prominent credit symbols. It was a deed for which Kerensky never forgave the Hunter, and the few subsequent meetings between the two have been marked by undiminished hatred on both sides. Most galling of all, in recent operations on Benet III, circumstances forced Captain Kerensky and her company into a temporary alliance with her hated rival.

Though the two did actually cooperate for a short time, it is unlikely that this signals a thaw in their bitter feud.

THE WIDOW SPEAKS

When I regained consciousness, I crawled to the edge of the outcropping and looked down into the ravine. I saw the Bounty Hunter's 'Mechs and several Marik regulars busily salvaging the remains of my lance. The Hunter himself was in his *Griffin*, dragging away my *Marauder*, which had sustained serious, but not irreparable damage. It became apparent that the Hunter had betrayed us to the Mariks in exchange for salvage rights on my lance. As I watched, a team of Loyalist infantry pulled Sergeant Olmos from his *Rifleman*, and noting that he was alive, shot him once through the head, leaving the body behind as the Hunter and the Loyalists departed.

It seems that both the Hunter and the Mariks assumed that I had been killed. In any event, they did not search for me. Regardless of the outcome of this inquiry, whether I am allowed to retain my commission or not, I intend to repay the Bounty Hunter for the humiliation, pain, and loss that he has caused me. Thank you.

—Lieutenant Kerensky's deposition before a Dragoon Board of Inquiry, discovered among Dragoons records left behind on An Ting, 3028



ERIDANI LIGHT HORSE

There is a bond between the Dragoon and Eridani mercenary units—the bond of shared combat experience, of mutual respect, and of common values. The ELH and the Dragoons have often been held up for comparison, with the argument that they are exact opposites—the noble Eridanis defending the Star League's traditions and the evil Dragoons seeking to destroy what little hope of peace the Inner Sphere has left. The flaw in this argument is that Wolf's regiments are more than mercenary ghouls feeding off the corpse of the Star League. The traditions, if not the goals, of the two units are similar. The Dragoons serve faithfully, operating strictly within their contracts. Despite wild rumors to the contrary, the Dragoons have never engaged in the kind of atrocities and mayhem committed by such merc units as Richard's Panzers.

During the Dragoons' service to House Kurita, their relationship with the ELH was one of open hostility. The two units met their match when they met in combat, which was often. This bred a resolve to prevail and a respect for the enemy. Though they both served House Davion from 3006 to 3011, there was no contact between the two units during that period. It was not until 3023 that they met on the field. In the battles of New Aberdeen and Hoff, the Dragoons and the Eridanis fought each other to bloody standstills, and the respect that developed between the two units was unmistakable.

The last encounter on Barlow's End was something of an embarrassment to the Dragoons, due to staggering mismanagement by their Kurita commanders. The Eridanis' intervention helped drive the Dragoons offplanet, but actual fighting was somewhat limited. Strangely enough, both the Dragoons and the ELH seemed more than a little disappointed that they were not given a crack at a real re-match.

When the battered Dragoons entered Davion service after the battle of Misery, the Eridani Light Horse was one of several units to offer the Dragoons support and assistance. The Dragoons declined, but Colonel Wolf was touched by the offer.

The Dragoons? Christ, they're not men, they're machines!

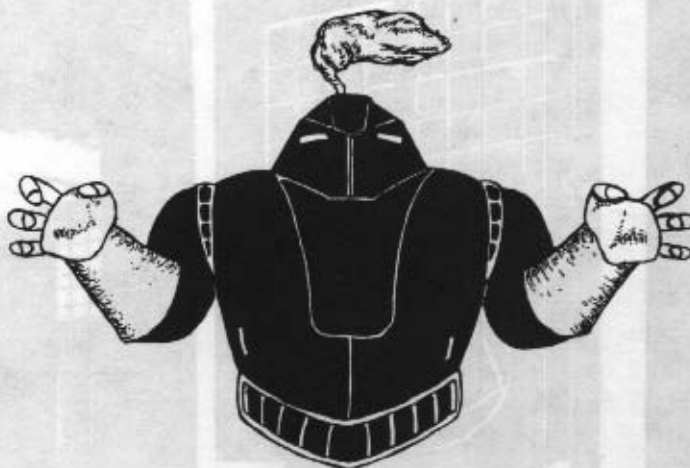
—Anonymous ELH MechWarrior after the Clatsop Province campaign, Hoff, April 3023



MCCARRON'S ARMORED CAVALRY

Striking at the Dragoons on New Valencia, the members of Big Mac's mercenary company had no idea what kind of a can of worms they were opening until the Dragoons struck back, raising havoc on McCarron's homeworld of Menke and throwing the entire unit into confusion. Stung and outraged, McCarron's MechWarriors demanded the chance to get even, but Maximilian Liao denied their requests. The anger that the Big Mac warriors felt toward the Dragoons continued for some time, finally boiling over on the vacation world of Bithinia, where a brawl between the two units created headaches for the local authorities.

The intervening years have reduced McCarron's anger toward the Dragoons somewhat, and many veteran Cav Warriors remember the incidents almost fondly, perhaps the way former athletes look back on intense ball game rivalries from their school days.



WARLORD GRIEG SAMSONOV

The Dragoons grew to hate General Grieg Samsonov, Warlord of the Galedon Province, during their service with House Kurita. Serving in the region that Samsonov considered almost his own personal territory, the Dragoons threatened the Warlord with their independence, their power, and their popularity.

Relations between the Dragoons and Samsonov often resembled a military campaign. There were furious assaults, desperate defenses, feints, holding actions, and humiliating retreats.

Samsonov was a wily and ruthless adversary, capable of using and discarding others whenever the mood struck him. The Dragoons' victory on Misery infuriated Coordinator Takashi Kurita, who blamed the outcome on Warlord Samsonov, with some justification. In a fit of rage after Jaime Wolf humiliated the Coordinator at the Davion-Steiner wedding, Takashi Kurita ordered Samsonov's execution. He later blamed the death on a Dragoon assassin.

WOLF'S DRAGOONS

TEAM BANZAI

The association between Wolf's Dragoons and Team Banzai is one of the strangest alliances in the Successor States. Under the command of the mysterious Dr. B. Banzai, this innovative regiment always seems on the leading edge of Inner Sphere technology, recently doing developmental work and improvements on the Federated Suns' *Enforcer* 'Mech and reportedly designing the *Lyran Hatchetman* 'Mech.

Contact between Dr. Banzai and Colonel Wolf has been surreptitious in the extreme, and their friendship is not widely known. Many of the Dragoons' technological advances have been attributed to Team Banzai's influence, and in some cases, vice versa. It has been suggested, primarily by the "Star League Agent" theorists, that the Dragoons and Team Banzai are operatives for the descendants of Aleksandr Kerensky and are scouting the Inner Sphere in preparation for the Regular Army's return.



MINOBU TETSUHARA

Kurita officers consider mercenary-liaison duty the lowest form of degradation. *Chu-sa* Minobu Tetsuhara, disgraced after his "failure" on Dromini VI, where he spared the life of a helpless enemy, certainly did not relish the prospect of serving as Liaison Officer for Wolf's Dragoons. For *Chu-sa* Tetsuhara, a samurai devoted to the *Bushido* warrior's code and a thoroughly honorable man, such duty must have been galling indeed.

Fate often deals the strangest hands, however. Once Tetsuhara began to work with the Dragoons, he was amazed to learn that Jaime Wolf, commander of five regiments, was the MechWarrior he had spared on Dromini. After saving Wolf's life a second time on Quentin, *Chu-sa* Tetsuhara established himself as a firm friend and valuable ally, interceding on the Dragoons' behalf in their conflict with Grieg Samsonov. *Chu-sa* Tetsuhara came to admire the fighting abilities and character of the Dragoons.

When Coordinator Takashi Kurita failed in his initial attempts to win the Dragoons' permanent service, he decided to duplicate the unit with elite Kurita warriors. *Chu-sa* Tetsuhara, the Kurita officer most knowledgeable about the Dragoons' organization, tactics, and training, was promoted to *Tai-sho* and given a free hand to form the new unit, which became known as the *Ryukun*, or Dragon's Sword. Relations between the Dragoons and House Kurita began to deteriorate almost immediately upon *Tai-sho* Tetsuhara's departure.

When the Coordinator decided to destroy the Dragoons on Misery he chose Minobu Tetsuhara and his *Ryukun* for the task. *Tai-sho* Tetsuhara fought according to his warrior's code and did his best despite a premonition of defeat and death. After the Dragoons finally overcame the enemy in the long and bloody battle of Misery, *Tai-sho* Tetsuhara committed seppuku, requesting that his old friend Jaime Wolf stand at his side in assistance. Wolf accepted out of respect for his friend's code of dignity and honor.



WACO RANGERS

The Rangers and their Death Oath became a legend in the Inner Sphere. Though many regiments suffered at the hands of the Dragoons, no other has integrated its desire for revenge into the structure of the unit.

The Rangers were formed in 3007 by disaffected Liao MechWarriors. They soon faced the Dragoons on New Aragon where, as almost every student of Dragoons history knows, the 'Mechs of Zeta Battalion smashed through the Rangers' light lances. In the process, John Waco, son of the Rangers' commander, was killed.

As the shattered Liao forces retreated from New Aragon, Wayne Waco and his officers swore vengeance on Jaime Wolf. To this day, the Rangers refuse employment with any Successor House that also employs the Dragoons. Though a ComStar investigation found no solid evidence of wrongdoing by the Dragoons, Waco and his Rangers remain convinced.

Subsequent meetings between the units have not exactly been the epic showdowns envisioned by Wayne Waco, and Jaime Wolf seems barely aware of his enemy's existence.

Among the Dragoons, there is a widespread belief that Wayne Waco is crazy, and they often refer to his regiment as the "Wacko Rangers."

DEATH OATH

I have watched as our commander, a man whom I worked for and admired for years, slowly deteriorated in the grip of obsession. There is not a Ranger under his command who does not feel Colonel Waco's loss, and weep along with him for the death of his son. We all loved John, and I for one would gladly have changed places with him on that terrible day when he was crushed beneath the footfall of that Dragoon BattleMech.

But there are limits. War is cruel. War is unfair. War takes from us what we love the most and returns only sorrow. We are not the cause of war; we are only its instruments, its executors. To blame Jaime Wolf for the tragedy that has befallen Colonel Waco and the Rangers serves no useful purpose, and the currently proposed "Death Oath" only prolongs and perpetuates the agony of John Waco's death. It disturbs me greatly to think that Colonel Waco and his officers would conceive of such a thing. It disturbs me even more that my views on the matter have been, at best, ignored and, at worst, rudely criticized. After six weeks of pressure and contempt for refusing to take the Oath, I can remain silent no longer.

I can no longer in good faith continue to serve a regiment that seems intent on its own destruction, or a commander who expects us all to follow him, like Ahab, to perdition simply to fulfill his own personal vendetta. Though it pains me deeply, and in my heart I will always be a Waco Ranger, I must hereby resign my commission and leave the regiment. My thanks, my respect, and my love to all its members.

—Major Sam "Rawhide" Vogel, letter of resignation from the Waco Rangers, May 9, 3008



WOLF'S DRAGOOONS

DRAGOON DEFECTORS

For such a large mercenary unit, Wolf's Dragoons have had a comparatively low turnover rate. In over two decades, only a handful have left the Dragoons. Of these, none was among the original members of the Dragoons; Wolf's defectors have come exclusively from ranks recruited outside his regiments.

Obviously, it is important to Wolf that he prevent his regiments' secrets from escaping along with his defectors. To accomplish this, Wolf only brings into his confidence those Dragoons whom he trusts to keep his secrets. While this strategy has worked in most cases, it has not been uniformly successful, as described below.

COLONEL GREGG CAR

After joining the Dragoons in 3020, Captain Gregg Car proved unwilling to accept the intricacies of the chain of command, and after a demotion to Lieutenant in 3022, abruptly resigned from the Dragoons and formed his own unit, Gregg's Long Striders. The regiment, made up of various knockabout or disgruntled MechWarriors from Tamar hiring halls, works for the Lyran Commonwealth, and has seen action only in raids during the Fourth Succession War.

Car, who was never truly happy with the Dragoons, was not taken into Wolf's confidence. This is probably for the best, for Colonel Car professes little affection for his former unit and would probably tell all he could if the price were right. His contacts with Kurita intelligence may have compromised some Dragoon security procedures, forcing Jaime Wolf to make some fundamental changes in how his unit is run.

FADRE SINGH

Hired in 3020, *Centurion* pilot Fadre Singh never lacked for bravery and was apparently privy to some Dragoon secrets before his "disgrace" on Hoff. Disobeying orders, Singh pushed through the Eridani Light Horse lines and did severe damage to an enemy supply depot. Unfortunately, Singh's rash actions in abandoning his unit led to the destruction of several 'Mechs and the death of one lancemate. He was censured and reassigned to Misery and what he considered demeaning garrison duty.

With little choice but to remain in the Dragoons and with little opportunity to reenter Colonel Wolf's good graces, Singh languished on Misery for years, unhappy and feeling wrongly judged. Thus was Singh ripe for a change when Warlord Grieg Samsonov approached him with an offer. Singh leaped at the chance to be a Kurita officer, eagerly betraying many Dragoon secrets, including the existence of the unit's secret Hegira Plan for evacuating the families.

Singh became a *Tai-sa* in Minobu Tetsuhara's *Ryukun*. In one of the first contacts in the battle of Misery, Singh was captured by the Dragoons. When he defiantly confronted Colonel Wolf, Captain Natasha Kerensky killed him summarily. None of the Dragoons showed any regret.

CAPTAIN CRANSTON SNORD

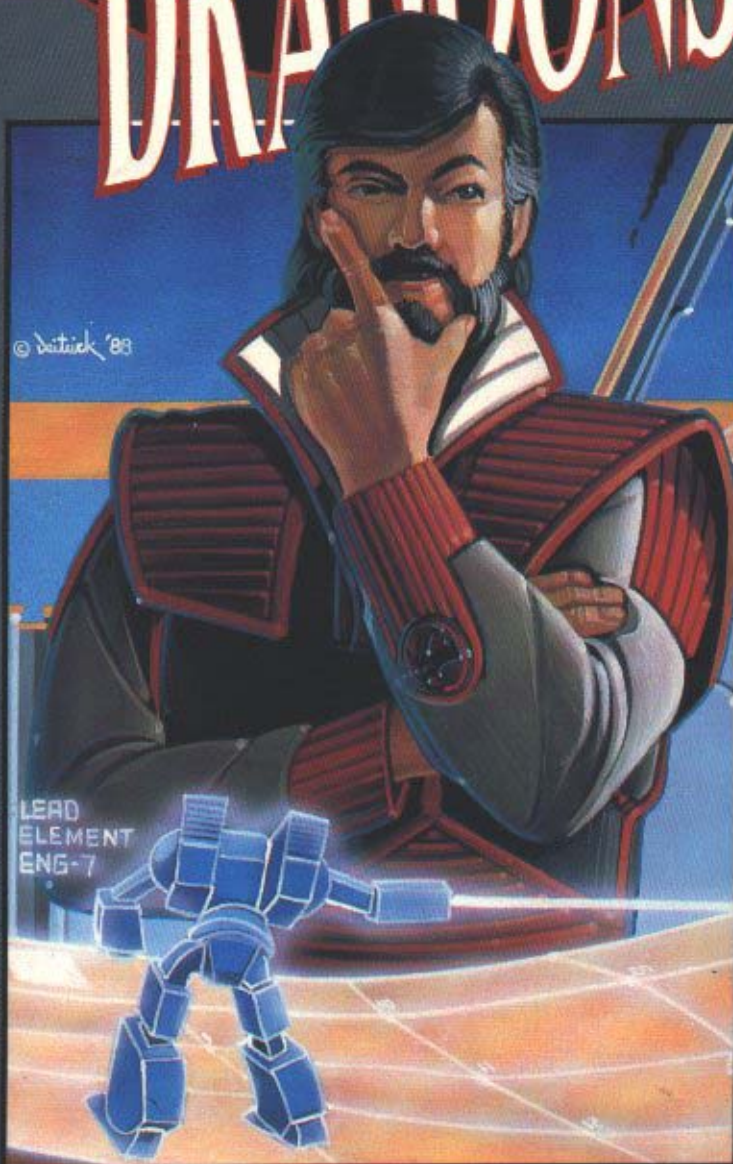
Captain Snord is an interesting case, thought by some to be an amoral looter and by others to be an exceptional, if eccentric, mercenary commander. Snord and his unit, the Irregulars, have made a name for themselves as collectors of Star League artifacts, often disobeying orders or leaving battles to investigate rumors. Snord dates his association with Wolf's Dragoons from 3000, five years before the mercenaries appeared in the Inner Sphere.

Neither Snord nor Wolf will say where the unit was based when Snord was a Dragoon. Some observers doubt that Snord was ever really a Dragoon. On the other side of the coin, a number of commentators theorize that Snord and Wolf's famous "separation" is a fiction, that the Irregulars are actually another independent Dragoon unit, keeping tabs on the rest of the Inner Sphere for their "secret commander." Other scribes take Snord's dates as proof that the Dragoons were active in the Inner Sphere before 3005.

Whatever the truth of these rumors, it seems clear that Snord knows more than he is telling. It is unlikely, however, that Cranston Snord knows the location of Wolf's secret supply depot. If he did, Snord would be unlikely to resist the lure of plundering such a rich source of artifacts.



WOLF'S DRAGOONS



WHO ARE THOSE GUYS ?

No mercenary regiment is more well known, nor as universally respected. Indeed, other units of the Inner Sphere validate their prowess by surviving an encounter with the Dragoons. Among their ranks is Natasha Kerensky, known as the Black Widow, and perhaps the most romanticized MechWarrior in history.

The strategic and tactical knowledge of Jaime Wolf, the heart and soul of the Dragoons, is beyond reproach.

The unit's supplies and equipment are of the finest quality. Their 'Mechs never want for repair parts. Their ranks are closed and private.

Since appearing in the Inner Sphere in 3005, the Dragoons have been employed in turn by every house of the Successor States. No amount of money, political power, or threats have coerced them to renew a contract. Speculation and conjecture over their motives and origin are commonplace and wildly varied. Governmental intelligence and security networks have expended countless man-hours and C-bills trying to learn their secrets.

Now war consumes the Inner Sphere, and the Dragoons' contract with House Kurita has expired. Where they throw their support could determine the outcome of the war.

This ComStar document is the most accurate, up-to-date assemblage of information ever compiled about the Dragoons. Their history, organization, and unique membership are exposed in great detail. Find out the who, what, where, when, and why(s) of the most powerful regiment in the Inner Sphere today.

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