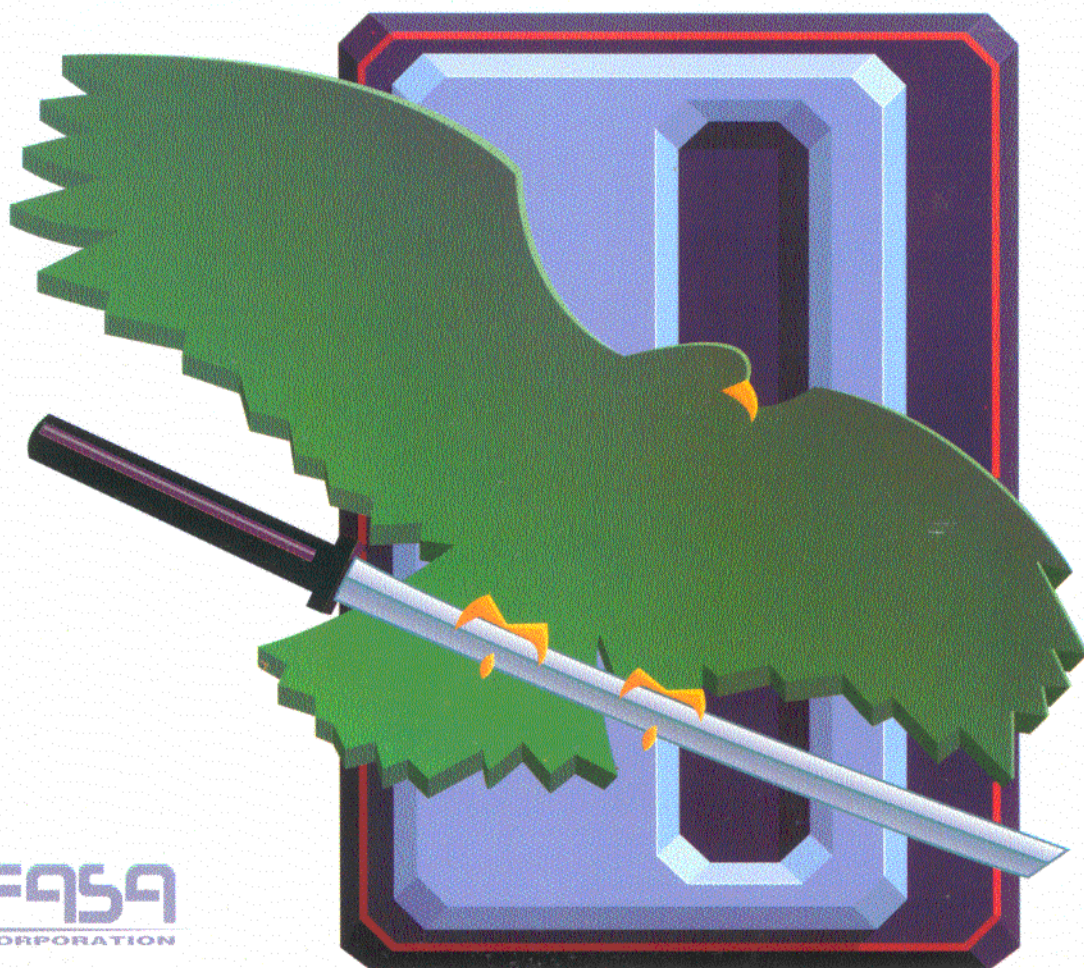


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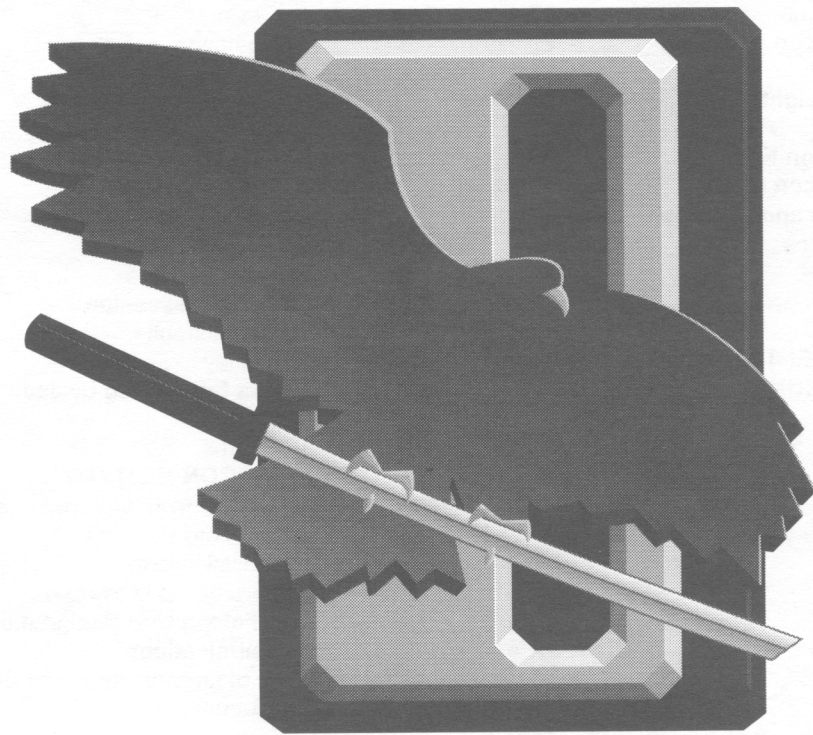
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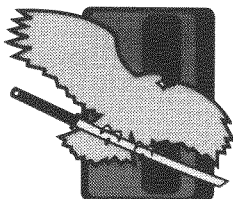
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COMSTAR CLASSIFIED REPORT SANCTUM LEVEL CLEARANCE BLP-613-DTC

FROM: Anastasius Focht, Precentor Martial of the Com Guards, Hilton Head Island, Terra
TO: Cadets of the Sandhurst Royal Military Academy, Terra
DATE: 15 March 3053

Greetings to the warriors of Blake's true vision. This report provides the best possible information on Clan Jade Falcon, the proven enemy of any who dare stand between them and their dream of a Star League reborn. This Clan came within an Elemental's jump of forever crippling the Inner Sphere's strongest military, yet fell to its own idea of honor. The Falcons displayed tactical genius on Tukayyid, but failed to achieve victory because of strategic shortsightedness. Despite its failings, Clan Jade Falcon, Avengers of DeChavilier, Followers of Turkina, and Grand Protectors of the Cameron Legacy, nonetheless proved to be one of the fiercest Clans in the invasion.

The general history of the Clans, the overall structure of their caste-driven society, and their military organization appears in the information I provided in the previous report on Clan Wolf. If you remain ignorant of the ways of the Clans, I strongly suggest you seek out a copy of that report.

The wealth of information available about Clan Jade Falcon comes almost entirely from the crew of the *Outbound Light*, one of our JumpShips assigned to mapping the stars. *Outbound Light's* three-year voyage ended abruptly when the ship jumped into an unexplored star system and encountered the Clans. The star system, known as Huntress, belongs to Clans Smoke Jaguar and Jade Falcon. The *Outbound Light's* unexpected appearance must have persuaded those Clans that it was time to make their dream of a Star League reborn a reality.

The Clans treated the crew, commanded by ROM Precentor Arabella Bradford, as guests. The Smoke Jaguar Khans apparently wanted to glean as much information on the current situation in the Inner Sphere as possible from the crew, and wisely decided to do so by gaining their confidence instead of picking their brains by chemical persuasion. Placing very few restrictions on their liberty, the Clans allowed the crew to travel to towns, factories, and military installations on Huntress and other Clan worlds. Their report of these experiences provided valuable insights into Clan society, particularly the structures of Clans Jade Falcon and Smoke Jaguar. This treatment also allowed the ship's crew to become comfortable enough with their "hosts" to talk freely about their work and lives, and to gossip about the political environment in the Inner Sphere. Even without revealing military information, the crew of the *Outbound Light* provided a clearer picture to the Clans of what to expect in the Inner Sphere than all their probing missions, including Wolf's Dragoons, put together.

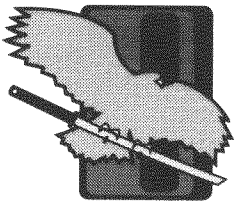
Not surprisingly, the crew of the *Outbound Light* returned to the Inner Sphere with no idea of the location of the Clan homeworlds. Before sending them home, Clan scientists put the crew members through a thorough electro-chemical procedure designed to erase all memories of their trip to Huntress. Brutally effective inhibitors block every attempt our scientists have made to reconstruct the crew members' memories and gain information that could lead us back to the Clan worlds. In fact, most of the explorer ship crew can no longer even travel comfortably in a JumpShip.

We must all continue to study the Clans so that the sacrifice made by all who died on Tukayyid and on other worlds defending the Inner Sphere will not be in vain. The truce between ComStar and the Clans will end in fifteen years. At present, the Inner Sphere and the Clans are too exhausted militarily and at such a low level of morale that both are incapable of mounting any type of campaign. But the Clans will not repeat their mistakes when they resume their assault, and ComStar and the other Inner Sphere warriors must prepare to stand against a stronger and wiser Clan. When that day arrives, the warriors of Clan Jade Falcon will be at the forefront, eager to erase the memory of their defeats and prove that theirs is the better way. How well your leaders heed one of the basic tenets of military strategy—know your enemy—will determine whether they triumph or fall.

HISTORY OF CLAN JADE FALCON





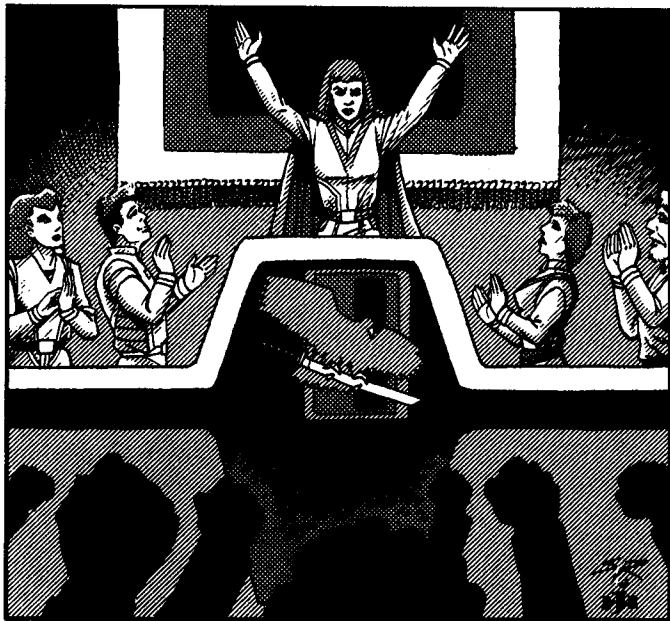


T H E F O U N D E R S

Praised be the Founders of Clan Jade Falcon!
Daniel Mattlov,
From him came the fire of the first Falcons.
Carl Icaza,
From him came the stubbornness and strength.
Lisa Buhallin,
From her came the will to remember.
—From the Jade Falcon Invocation

In 2784, when it became clear that the corruption Stefan Amaris had spread through the five Houses of the Inner Sphere now threatened to engulf the Star League Defense Force, General Aleksandr Kerensky presented the idea of an exodus to his troops. Eighty percent of the SLDF responded when Kerensky gave the Exodus order, and one thousand ships jumped into uncharted space. They traveled more than thirteen hundred light years from the Inner Sphere, eventually settling on five barely habitable worlds that lay within five closely situated star systems. As Kerensky dismantled the artificial military structure created by the journey, old hatreds and distrust re-emerged, and the heirs of the SLDF eventually fell into a twenty-year battle, on the five settled worlds of the Pentagon, that eerily resembled the Succession Wars. Aleksandr's son, Nicholas, recognizing the signs of another debilitating struggle, led another Exodus on the path to a new civilization.

Six hundred warriors followed Nicholas Kerensky back from the world of Strana Mechty to the war-torn Pentagon. No longer members of the Star League Defense Force, Nicholas' force called itself the Clans of Kerensky. With great skill and ferocity, they put an end to the bitter factionalism that had killed millions. Nicholas Kerensky brought the fierce, warrior-based society he had created on Strana Mechty to the survivors on the Pentagon worlds; they hailed him as a hero and embraced his new code.



The Clans pay homage to their founding members with yearly memorials. This praise is not distributed equally, however. Each Clan considers only a handful of their original members to be of particular importance to the Clan, and deserving of the title, Founder. The Founders' importance springs from many sources, but most often for their role during the Exodus Civil War, their support for Nicholas Kerensky as he created his new society, or for the honor that the particular Founder's genetic heritage has brought to the Clan over time.

Clan Jade Falcon recognizes four Founders. They are Lisa Buhallin, Daniel Mattlov, Carl Icaza, and Elizabeth Hazen. Of the four, Elizabeth Hazen is most prominent in the hearts and minds of all Jade Falcon warriors.

ELIZABETH HAZEN

But all hail mighty Elizabeth Hazen and Turkina
As first among equals,
For she was the first Khan
And Turkina her winged soul.
From them came our spirit and destiny.
—From the Jade Falcon Invocation

Clan Jade Falcon history truly begins with the birth of Elizabeth Cynthia Hazen on April 5, 2741, in the city of Alexandria, the state of Virginia, North American continent, Terra. Upon reaching her legal majority, Elizabeth joined the Star League Defense Forces, immediately beginning to demonstrate great prowess as a Mech-Warrior and leader. Though only twenty-five years old at the time of the Amaris coup, Hazen was already commander of a company of the Royal Black Watch Regiment, the elite honor guard of the Cameron family.

Captain Hazen was not with her company the day the Usurper assassinated Richard Cameron and had his troops destroy the Black Watch. She was with her brother Lionel, an aerospace pilot with the Black Watch who had crashed his fighter the day before. When Amaris troopers stormed the hospital where Hazen's brother was being treated, they herded everyone out into the parking lots, leaving behind those patients who could not walk (including Lionel Hazen). Elizabeth Hazen realized something was very wrong. In an act of brutality so typical of Amaris, he ordered the hospital bombed before the eyes of the terrified onlookers.

Elizabeth Hazen and several others managed to escape from their captors in the ensuing confusion. In the months, then years, that followed, Elizabeth gathered together other soldiers and civilians eager to fight back. They formed the Ghosts of the Black Watch (GBW), a guerrilla force that haunted the mountains and forests of the Olympic Peninsula, striking strategic Amaris interests with great skill and fury.

A decade after the coup, General Kerensky's forces liberated Terra from Amaris rule in 2779. Elizabeth Hazen and her followers emerged from hiding, looking, in the words of General Kerensky, "like a band of starving wolves." The Star League awarded Elizabeth Hazen the Star League Medal of Honor and inducted her into the Order of the Sword as a reward for her constant loyalty. She was the last to be accorded such honors.

The Ghosts of the Black Watch suffered great physical and emotional hardships during their decade of resistance, and Elizabeth Hazen may have suffered most. When General Kerensky offered her a position on his command staff, she requested release from the SLDF instead. For a year Hazen wandered across Terra, sometimes teaching English to support herself, and finally settling as a language tutor in Budapest. The brothers of a Catholic monastery high in the hills above the city introduced Elizabeth to falconry.

After Kerensky's defeat of Stefan Amaris, he waited patiently another three years for the leaders of the five Great Houses to elect a new First Lord of the Star League. When the Council Lords failed to elect a new First Lord and instead disbanded the Star League because each wanted the highest power for him or herself, General Kerensky gave his troops the exodus order rather than face what he saw as the coming Armageddon. Somehow, Elizabeth Hazen learned of what was happening; many Jade Falcon poets and loremasters believe that General DeChavilier traveled to Budapest to inform her, an opinion unconfirmed by our historians. This version of events would also support the unconfirmed belief that Elizabeth Hazen and Aaron DeChavilier shared more than a passing friendship.

The fact remains that Elizabeth Hazen joined the Exodus, recommissioned by General Kerensky himself to the rank of major and given a position in General DeChavilier's command staff.

Recorded history reveals little about Major Hazen's role in the Exodus. Most likely, she had little to occupy her time until the *Prinz Eugen* mutiny. When nine warships in the Exodus fleet rebelled against Kerensky's authority, and decided to return to Terra, Kerensky sent a large force, including Major Hazen, to capture the fleeing mutineers. When the pursuing force returned with the nine renegade ships, General Kerensky ordered the leaders executed, and put Hazen in command of one of the firing squads.

THE LEGEND OF TURKINA

*Then Warrior Hazen grew cold
Watching noble DeChavilier die.
She heard her mind whisper
Urging her to fly,
To forget her duty.
But with a defiant cry
Proud Turkina dove
From the realm of death
To seize Hazen's heart
And shake it free of fear
Leaving pure her soul
And her duty clear.*

— *The Remembrance (Clan Jade Falcon)*, Passage 8, Verse 36, Lines 58–66

In the course of their travels away from Terra, General Kerensky and his followers came upon a cluster of marginally habitable star systems, less than a jump apart. His soldiers, and the civilians who shared his vision enough to accompany him so far from Terra, colonized five of these worlds, naming them Arcadia, Circe, Dagda, Eden, and Babylon.

For several years peace reigned among the General's followers, though life was not without danger as the colonists fought and

struggled to tame their hostile new homeworlds. To carry out this work, Kerensky realized that he must demilitarize his followers, reducing his forces by 75 percent through a series of severe tests that only the most skilled soldiers could pass. Elizabeth Hazen passed easily, retaining her commission and taking command of the Dagda military garrison, where she also became involved in the fledgling civilian government.

These peaceful years marked the Exodus scientists' first major breakthroughs in genetic engineering. Their earliest efforts produced predators designed to hunt down native life forms that posed a particular threat to the colonists. Perhaps the most beautiful of these man-made creations are the jade falcons. The jade falcon, created from the genes of the peregrine and gyrfalcon, is the size of Terra's largest eagle. With its razor-sharp talons the jade falcon hunts the Eden serpent, a large, venomous, winged reptile native to the planet Eden. The jade falcon was soon exported to Dagda to deal with a similar menace on that world. There the jade falcon's prey was a creature the colonists named the dagadar, a large quasi-avian that attacked the colonists' livestock.

According to Clan lore, Elizabeth Hazen was the first to completely tame and train a jade falcon. She named her prize Turkina, after the particularly powerful wife of one of the ancient Mongol khans on Terra. The sight of Hazen and Turkina became a familiar one throughout the Pentagon. Some stories even claim that Turkina read her mistress' mind.

In one such story, Elizabeth happened to challenge the developer of a piece of land whose price she believed to be ridiculously high. When she confronted the man with her suspicions, he threatened her with a convenient "accident"; she was alone, and no one would ever know what happened. Hazen replied that she had all the protection she needed, and pointed up at a tiny speck circling in the cloudless sky. At that instant, Turkina gave a screech of defiance, folded her wings, and plummeted straight at the terrified developer, only to pull out of the dive with her talons just centimeters from his face.

Major Hazen and Turkina became unwilling celebrities for a time, but their fame was quickly forgotten as tensions over scarce food and other essentials erupted on Dagda and the other Pentagon worlds. This fed old hatreds over cultural differences, which escalated so quickly and violently that Kerensky, once again titled Protector of the Star League, prepared to mount a diplomatic-military mission to try to defuse the situation and avoid civil war. He

EXCLUSIVE JADE FALCON BLOODNAMES

General Bloodnames

Chistu
Hazen
Malthus

Elementals

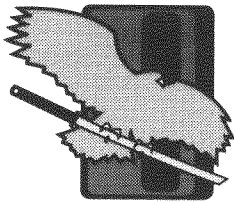
Icaza
Mattlov

MechWarriors

Helmer
Buhallin
Roshak
Pryde

Pilots

Binetti
Thastus
Von Jankmon



began by ordering General DeChavilier, with Major Hazen as his second in command, to disarm a Liao separatist faction that had refused all peaceful overtures on the southern continent of Eden.

The order found Elizabeth Hazen caring for an ailing Turkina, who had been stricken by a virus. Two hours before Hazen shipped for Eden, the fabled Turkina died. The loss of her falcon companion devastated Elizabeth, and she left for Eden with a heavy heart.

Ten days later, DeChavilier and Elizabeth Hazen used their 'Mechs to lead a force of infantrymen through the dense Pokill jungle. Under the reddish midday sun, the force entered a clearing and met an ambush.

Elizabeth Hazen's 'Mech, a *Black Knight*, fell first when it stepped into a concealed, oil-filled pit. Elizabeth ejected clear as her 'Mech pitched forward and sank chest-deep into the black liquid, then exploded in flames an instant later. The major's relief at avoiding a fiery death was short-lived. As she floated down toward solid ground, a bullet hit her helmet, knocking her unconscious.

Hazen woke to the sight of a desperate battle. DeChavilier's 'Mech, its mangled right leg dragging behind, had also fallen into a concealed pit. Instead of bailing out, however, the general continued firing his weapons with apparent disregard for his perilous position. In an attempt to protect their leader, his soldiers established a perimeter guard around the 'Mech and began a fierce barrage of weapons fire.

As Elizabeth Hazen struggled out of her harness and stumbled toward the fray, the jungle erupted with the sound of hand-held missiles leaving their tubes. Some missed their targets and set trees aflame. Others fell among the infantry, who lived for a few tortured seconds until the flaming jelly burned the flesh from their bodies.

But most of the missiles hit DeChavilier's 'Mech, smearing it with burning petrochemical and setting the pool of oil around it on fire. Elizabeth could imagine the waves of heat building in the general's 'Mech, could almost see the heat indicators creep up toward the critical range. She must have whispered a prayer that General DeChavilier would eject.

The hatch on the 'Mech finally jettisoned, and for a moment, it looked as though Elizabeth's prayer had been answered. An instant later, the general's ejection seat lifted him out of the stricken 'Mech on a column of fire, just as another salvo of missiles streaked from the jungle toward the 'Mech. One struck the general, creating a fireball of flame, smoke, and debris.

A story called *The Falcon Vision* chronicles the tale of DeChavilier's death and the succeeding events. Said to have been written shortly after Elizabeth Hazen's death, the tale's ornate language makes it very long, but quite beautiful. All Jade Falcon cadets memorize the story during training and recite it at their graduation ceremony. *The Falcon Vision* provides the best version of what happened next.

"...and our Founder knew fear and despair, for as the glow from the fireball faded, she heard the cheers of the enemy, and the sound stripped away what courage was left in her heart.

"She crawled away from the battle until she reached a small green clearing that was cool and quiet. She wondered what to do. Her heart told her she had suffered enough these past few days; first at the death of Turkina, and now the violent death of her best

friend. Could anyone suffer such sorrow and not think of running away, or worse?

"One small part of her argued against this urge to flee. Yes, the universe had struck terrible blows against her, but she still lived, and should continue the struggle.

"But that thought grew fainter and fainter, until it was little more than the droning of a mosquito against the siren's call to throw off her uniform and slip into the jungle, where she could wait for oblivion.

"A familiar cry pierced the air and cut short her reverie. Before her mind had registered its astonishment, our Founder watched great Turkina land on a perch in front of her. The bird's emerald eyes looked sternly upon the battered form of her mistress.

"Turkina opened her beak; not to scream, but to speak with contempt.

"'Weakness,' Turkina said. 'Weakness from my mistress? It is not possible!'

"When our stunned Founder made no reply, Turkina ruffled her feathers angrily and spoke again.

"'Why do you sit here like a frightened pigeon, hiding from the fight?' she asked. 'You should be out there, talons ripping, beak dripping with the blood of your foes, not crouched here waiting to die a coward's death!'

"At that, the pride of our Founder rose like bile.

"'I decide what I do, and will not let some hallucination tell me to die a meaningless death!'

"'Hallucination? Let this be the doings of a hallucination, then!' Turkina bent and slashed the back of our Founder's left hand with her beak, drawing blood and pain."

Elizabeth Hazen accepted that it was indeed Turkina perched before her, impossible as that seemed. In a voice full of self-pity, Hazen confessed her fear and despair. Turkina replied that every death held meaning, as long as the life was honestly given for the common good. The specter falcon chastised her former companion, claiming that a warrior who turned from a fight was worse than a coward, and acted against nature. "Some are born to till the fields, some are destined to create. You trained from birth to be a warrior, just as I trained at your fist when I had barely escaped the shards of my shell. To turn your back on your destiny because you are frightened or sick of the hunt is an abomination against nature."

Elizabeth rose, swearing to be true to her nature and reenter the fight. Turkina rejoined, "If this is true emotion, then swear upon the love we shared when you were my mistress to give all that you have and are to protect and advance the virtues you hold dear. Fight so that your children may look back upon what you have done and say, 'Praised be the name of Elizabeth Hazen, for she was what a warrior should be.'"

Our Founder, her voice choked with pride and honor, swore upon all that was holy to fulfill Turkina's vow.

Our Founder turned to rejoin the fight, only to discover that she no longer wore her sidearm.

"I have no weapon. How will I avenge the death of DeChavilier?" she asked.

"Have you not yet learned that a warrior's weapon is his body, and that swords and lasers and 'Mechs are but extensions of that weapon?" Turkina said. With a cry that sounded like a laugh of triumph, Turkina launched into the air, and like a ray of light, disappeared into the sky.

Fearing that she had lost the blessing of her wondrous vision,

Elizabeth Hazen set out toward the clearing, determined to use her hands, feet, and mind to continue the struggle. When she heard Turkina's clear cry once more, she looked into the sun, and suddenly Turkina reappeared, her talons gripping a battered katana.

Turkina dropped the sword and the Founder caught it, overwhelmed by a flood of memories.

"Yes, loved one, that is the sword you gave Aaron DeChavilier long ago. I pried it from his lifeless hands for you—even in death he gripped his weapon, as should every warrior in the last moments of his life. Cherish it and his memory, and use it to draw the blood of any who would dare stand in the way of destiny."

With tears in her eyes, Elizabeth turned again to enter the battle, but paused once more to hear Turkina's parting words.

"Before you leave, pull five feathers from my wings, and take back this leather cord," the jade falcon told her. "As I wore your jesses in life as a token of my devotion, now you and those who will follow you must swear devotion to me and the ways of my falcon kindred. You are now warriors of the wing."

The tale concludes with Elizabeth Hazen returning to the battle and killing many enemy soldiers in a particularly violent and gory fashion, then leading what remained of her troops in a successful attack against the separatist stronghold.

While the riots and rebellions continued elsewhere, all-out civil war broke out on Eden. Perhaps it was the death of his old comrade DeChavilier, perhaps it was despair at facing yet another civil war, but it was not long after that General Aleksandr Kerensky died. Nicholas, his son and heir, realized that he could not stop the rising violence, and decided to let the fire erupt and burn itself out quickly, rather than continue the fight.

Gathering together his followers, Nicholas led those loyal to his vision in another Exodus, this time to Strana Mechty, a nearby

globular cluster of worlds. When his personal warship left the Pentagon, Elizabeth Hazen stood by his side.

Of course, the idea that the falcon Turkina broke the bounds of death, distance, and nature to visit her former mistress is ludicrous, but Jade Falcon members say the story is supported, however slenderly, by certain relics, including five dusty wing feathers from a jade falcon, a leather thong, and a battered katana bearing scratches along its blade that Jade Falcon warriors swear were made by Turkina's talons when she gripped the sword.

DANIEL MATTLOV

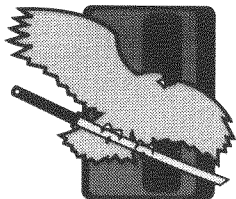
I really don't care if the Star League is ever reestablished. I'm more concerned with today. And today it is obvious that without the wisdom of Aleksandr Kerensky and the leadership of General Nicholas, we are little more than dirt-hugging, back-stabbing barbarians. The vision of the two Kerenskys is the reason we have survived until now, and as long as I can still pilot a 'Mech, pick up a pistol, or even spit in someone's eye, I will defend it.

—Excerpt from a letter written by Daniel Mattlov to Elizabeth Hazen

Daniel Mattlov, a soldier known as much for his loyalty to the Kerenskys as his considerable abilities as a fighter pilot, joined Nicholas Kerensky in the second Exodus.

Born on the Hegemony world of Caph as the second son of the Duke of Caph, Daniel Mattlov was a member of one of the Terran Hegemony's richest and most influential families. He grew up unwilling to fulfill his family's expectation that he devote his life either to business or politics, and rebelled by enlisting in the Star League Defense Forces. He trained as a fighter pilot at the Flight





Academy of Graham, graduating with honors and then reporting to the elite fighter wing of the Eleventh Royal BattleMech

Division (Orion Division).

His military career had been full of contradictions. Though a fighter pilot of exceptional skill and bravery, his haughty, prideful manner and short temper earned him numerous reprimands and cost him any chance of promotion above the rank of lieutenant. Many of these "incidents," twenty-nine in all, put him on report for assaulting someone who insulted the SLDF, his unit, or his commanding officer. His fierce sense of loyalty governed his whole life; perhaps this is why the trait is one prized above all others by Clan Jade Falcon warriors.

Despite his problems, Mattlov proved himself an excellent soldier. He performed brilliantly during General Kerensky's attempt to quell the Periphery Uprising beginning in 2765 and in the struggle to defeat Stefan Amaris after he seized Terra and most of the Hegemony worlds. He made ace ten times over and suffered injuries on five separate occasions, the last when he deliberately crashed his burning fighter into a column of Amaris 'Mechs on Caph. That crash wounded him so severely that the doctors feared he would never recover.

Daniel did, however, survive his injuries, and stood among the first to offer his support when General Kerensky issued the call to exodus, though at the time he could barely walk. Making the decision to go was not easy. His entire family had died fighting the Amaris invasion of Caph or during the Amaris occupation, leaving Mattlov the title of Duke of Caph and the family's wealth.

Loyalty to General Kerensky and the SLDF won out. Daniel left his family's future and fortunes to a distant cousin and joined the Exodus. Daniel Mattlov's activities during the Exodus and colonization of the Pentagon worlds remain largely unknown, but a few terse medical records show that he continued to pilot aerospace fighters against the judgment of his doctors, who believed his days as a soldier had ended.

Daniel Mattlov was one of the first to swear loyalty to Nicholas Kerensky when Aleksandr died while preparing the campaign to secure the rebellious world of Eden, and he probably met fellow supporter Elizabeth Hazen during the Exodus to Strana Mechty, in the nearby Kerensky Cluster. An easy friendship grew between the two as they recognized a similar devotion to the ideals embodied by Nicholas Kerensky.

When Nicholas released the preliminary rosters of the twenty Clans given the honor of ending the civil wars plaguing the Pentagon worlds, Daniel Mattlov's name was missing. Outraged, Daniel confronted Nicholas Kerensky and his command staff and demanded to know the reason for this insult. When told he had been passed over because of his medical condition, Mattlov retorted that, while he might never pilot an aerospace fighter again (his lungs had been permanently weakened by his last crash), he could "damn well pilot a 'Mech better than any one of you fools."

For once, his brashness earned him not a reprimand, but respect. Daniel immersed himself in training as a MechWarrior, and proved to be as skilled at controlling a 'Mech as piloting a fighter.

The final rosters for Nicholas' twenty Clans must have given Daniel Mattlov great pride: his name was among those warriors who took an active part in the fighting, and his commander in Clan Jade Falcon was his friend, Elizabeth Hazen.

CARL ICAZA

How does Icaza take bad news? Let me put it this way. I'd rather be covered with paper cuts and then thrown into a vat of lemon juice than tell Icaza something he ain't goin' to like.

—Captain Danielle Marks, aide to Colonel Carl Icaza

Nicholas Kerensky's final roster appointed Carl Icaza commander of the Clan Jade Falcon infantry. While Clan lore is full of stories about Carl Icaza, his early history eluded our researchers.

We eventually realized that our difficulty in tracing Carl Icaza's roots lay in the fact that Icaza was not his real name. The discovery that he was born Carl Benno of Skye, in the Lyran Commonwealth, revealed more information, including that Carl served three years in prison.

A man of considerable size and strength, Carl Benno née Icaza staunchly opposed the class system on Skye, a very tradition-bound planet. He was expelled twice in his early years at Sanglamore Military Academy for trying to unionize the university's maintenance staff. But it was a long-standing grudge between Icaza and Count Vimmons Donakowski, Lyran Dean of the Academy and staunch hater of liberal views, that landed him in jail.

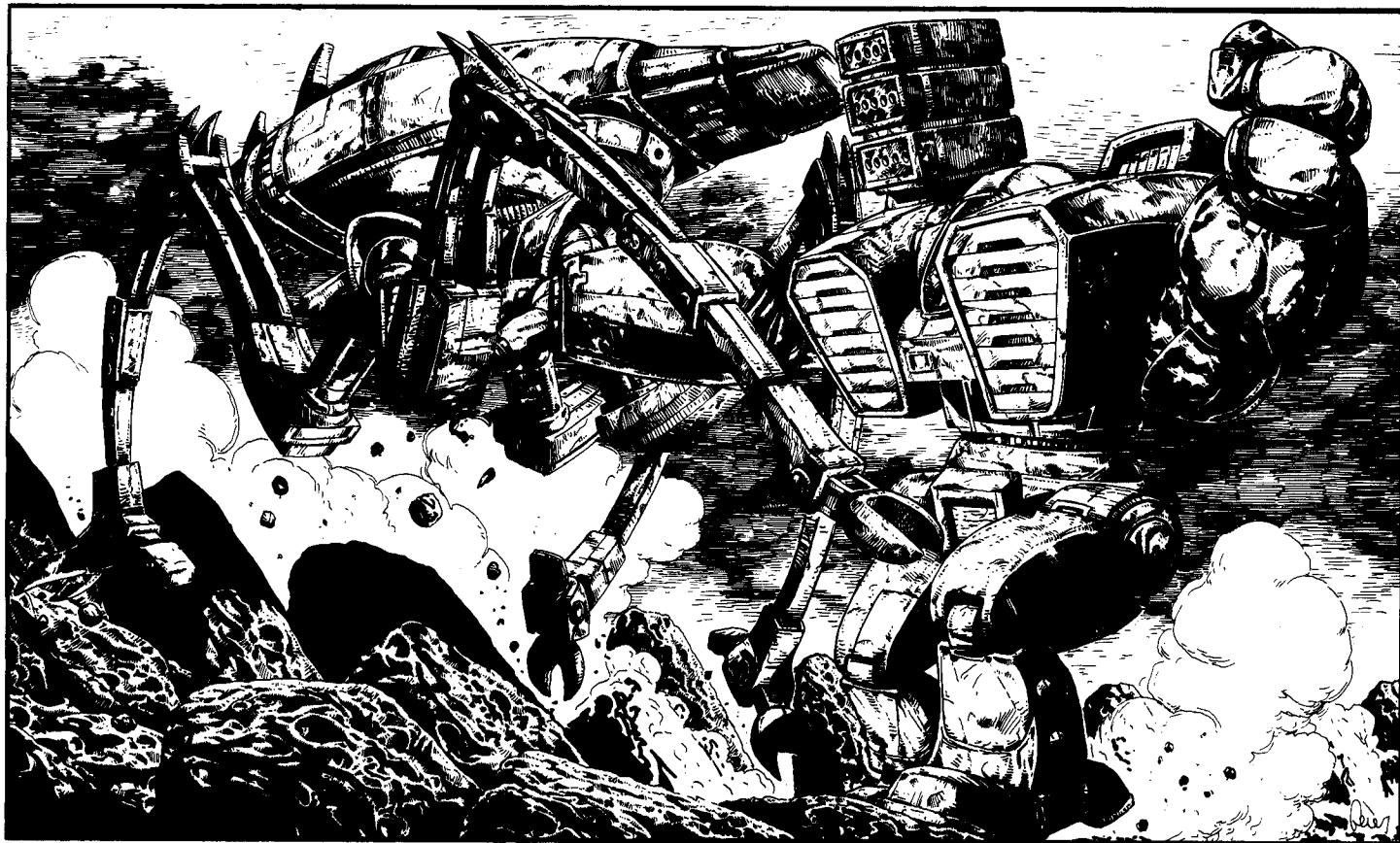
The focus of their almost-constant skirmishes shifted dramatically with the appearance on campus of Geena Drallith, eldest daughter and heir of the Duke of Kochab. An instant and dramatic passion sprang to life between Carl and Geena, who spurned Count Donakowski for her true love. Donakowski decided to devote his considerable political and social influence to making the young couple's life miserable.

If that were not enough, Carl later faced charges of treason against the Lyran Commonwealth. The Count, acting as chief prosecutor, accused him of passing confidential information about important students to operatives of the Terran Hegemony, and backed up the accusations with physical proof. At first glance, the charges appeared to have been contrived by the jealous count; however, deeper scrutiny shows no proof to suggest that he framed Carl or faked the evidence.

The time spent in jail turned Carl's life around. Geena, shattered by the publicity surrounding the trial, left Carl and Skye for home, and so little remained for Carl in the Lyran Commonwealth. Shortly after earning a parole, Carl Benno left Skye for the Terran Hegemony under the name Carl Icaza. There he joined the SLDF. (That he managed to evade the surveillance the Count placed on him after his release from prison goes a long way toward proving that Carl did indeed hold strong ties to the Hegemony intelligence services.)

Under his new name, Carl became a cadet in the West Point Military Academy of Terra and graduated three years later as an infantry lieutenant. He served with distinction in a variety of units, and, by the time of the Amaris coup, commanded the 889th Jump Infantry Regiment with the Seventeenth Jump Infantry Division (the Golden Talons).

The Golden Talons, stationed just outside the Hegemony at the time of the coup, played a vital, but little-remembered, role in bringing down the Usurper. They helped evacuate the survivors of SLDF units stationed on nearby Hegemony worlds, then launched a campaign of probing attacks to test the mettle of Amaris' forces. These pitched and often brutal battles were fought at great cost to



the SLDF forces, who received only the most rudimentary logistical support from the Capellan Confederation.

Icaza's 889th (The Head Hunters) spearheaded one such doomed attack against the Hegemony world of Epsilon Eridani, with orders to find and evacuate the SLDF soldiers rumored to be hiding in that world's Diamond Mountains, on the southern continent. The rescue mission turned out to be nothing more than a ruse created by Amaris forces, and the trap cost the lives of many SLDF troopers. The ensuing slaughter destroyed the 889th as a fighting unit.

The Amaris troops captured Colonel Icaza, and he languished in a stockade for nine years, routinely suffering torture and humiliation until liberated by SLDF forces led by the Golden Talons. Icaza never explained how he survived for so long under such brutal conditions, but perhaps it was sheer stubbornness. It made sense for Icaza to volunteer to join up when Kerensky's Exodus call went out; he had seen mankind at its worst, and probably wanted to put as much space between the Inner Sphere and himself as possible.

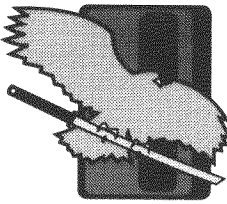
When civil war became inevitable on the Pentagon worlds, Icaza, a regiment commander on Dagda, demanded that Protector Aleksandr Kerensky and his son authorize the military to take immediate, harsh action. According to the Clan Wolf and Steel Viper Loremasters, Icaza's contemporaries began to question the man's mental health about this same time. Excessive use of corporal punishment to discipline his men and punish civilians under his control, as well reports of other odd behavior led fellow officers to suggest that he be relieved of his command. Nicholas flatly denied this request, as he and Icaza had become close friends during the Exodus.

Aleksandr's death and Nicholas' call for a new exodus apparently shocked new life into the aging warrior. The twenty years of voluntary exile on Strana Mechty gave him the time and opportunity to free his mind of the demons that had so troubled him. Nicholas had created a strike force of 800 warriors, and put Icaza in charge of training them in their new infantry unit formations and battle tactics. Nicholas, meanwhile, organized his followers into a new order based on the system of Clans we see today. This new order would purge his people of the flaws that had led to so much civil strife up to this point. It also allowed him to train the force he would need to conquer the embattled worlds of the Pentagon.

When IIKhan Kerensky was finally ready, he assigned Clan Jade Falcon, along with Clans Hell's Horses, Wolf, and Smoke Jaguar, to liberate the planet Eden. Elizabeth Hazen saw this as a chance to avenge the death of General DeChavilier; Carl Icaza intended to use his assignment to impose some order and discipline among the populace.

The four Clans paired for the drop, with Jade Falcon teamed with Wolf to take and control the planet's largest and most important continent. Even before they arrived on Eden, a strong rivalry developed between the two Clans. Nicholas Kerensky encouraged the competition because he thought it good for morale.

Several weeks later, rivalry in the name of morale gave way to open feuding when Carl Icaza's infantry Points discovered a contingent of enemy infantry at nearly the same instant as a Star of Wolf 'Mechs. Properly declaring their right to the battle, Carl and his troops moved to engage the opposition, but the Wolf 'Mechs waded past them into the enemy formation, killing most and



scattering the rest. Infuriated, Carl Icaza attacked the Wolf leader, Star Commander Franklin Ward, as soon as the warrior dismounted his 'Mech. This move signalled the start of a free-for-all, and the five Wolf MechWarriors got the worst of it.

The fight ended with the arrival of Khan Hazen and Khan Feltadral of Clan Wolf. When they discovered the reason for the fight, the Khans ordered the MechWarriors whipped for violating the combat rights of Carl Icaza's soldiers.

LISA BUHALLIN

Lisa Buhallin is the least known of all our Founders, even though her books tell us about the first days of Clan Jade Falcon. We honor her privacy.

—Angeline Mattlov, Loremaster, Clan Jade Falcon

The ill-feeling between Clan Jade Falcon and Clan Wolf festered despite the punishment meted out to the Wolf MechWarriors. Throughout the campaign to take Eden, the two Clans repeatedly contested the rights to assault key targets. When discussion proved futile in resolving these disputes, the Clan Khans created a strictly administered series of rules for resolving disagreements as the only way to prevent devastating fighting between the two Clans. Some of these rules were later incorporated and ritualized into the Clan Trials.

Clan Jade Falcon subdued the larger share of Eden, mainly because of Khan Hazen's relentless desire to avenge the death of General DeChavilier by killing anyone who might have raised a hand against him and Nicholas Kerensky. When Eden lay conquered, Clan Jade Falcon and Clan Wolf went to Dagda to help subdue that particularly rebellious world.

When Nicholas Kerensky formed the Clans, he stressed the honor of winning glory by fighting against the odds. But ilKhan Kerensky made an announcement near the end of the reconquest of the Pentagon that diminished that goal. He would choose the Clan that performed best in the overall campaign as his Clan. This was a prize beyond price; the Clan the ilKhan commanded would be the foremost Clan, and the rights to Kerensky's blood heritage would virtually guarantee that Clan generations of warriors blessed with the same skills and genius as Nicholas and his father, General Kerensky.

Clan Jade Falcon felt justifiably confident of being chosen. They had fought numerous battles and gained great glory; five times the ilKhan commanded them personally; all five times those warriors won decisive victories. Only Clan Wolf fought as well.

The battle known as the Siege of the Black Brian seemed to tip the scales in favor of Clan Jade Falcon. The Black Brian was a fortification similar in size and construction to the Castle Brians used by the Terran Hegemony. Situated on the eastern continent of Dagda, it dominated the only pass through the Thorin Mountains. A strong, well-trained force of warriors claiming allegiance to the ways of the Lyran Commonwealth overran the fort during the first days of the Exodus Civil Wars. Though the fort got its name from the way its walls got blackened during various battles of the civil wars, the Black Brian's defenders still represented formidable opposition. The Clans needed to destroy that pocket of resistance in order to reassert their control over that part of the planet, and so the ilKhan himself assumed command of the Jade Falcon troops,

setting the stage for a particularly bloody and fateful battle.

The record of this battle also marks the first mention of Lisa Buhallin in the annals of Jade Falcon. Though she commanded an assault Star in the siege of the Black Brian, her name does not appear on the rosters of those who joined the Exodus or served in the SLDF.

Our archivists spent many hours researching the name, and finally discovered someone they believe is the Lisa Buhallin who helped create Clan Jade Falcon, a woman born into a poor farming family on the Kurita world of Trondheim.

Upon graduating from a college prep school, Lisa accepted a scholarship to Pacific Lutheran University, a respected liberal arts college just kilometers from Unity City. This part of her background makes her role in the Clans somewhat surprising: before her induction into the Clans, Lisa Buhallin apparently showed no interest in the military profession. At university, Lisa followed her first love and became a well-liked member of the creative writing program.

No one knows how Lisa survived the years of the Amaris reign, or how she came to join Kerensky and the Regular Army. Circumstantial evidence suggests that she either belonged to Hazen's Ghosts of the Black Watch, or had a relationship with a member of that guerrilla force. Even her status as a member of the Ghosts, however, does not explain how someone with her lack of military and practical skills managed to join the Exodus when General Kerensky left behind others possessing greater military and civilian expertise.

How she managed to become an elite warrior of one of Nicholas Kerensky's Clans, and a MechWarrior, at that, also remains a mystery. Even the Falcon Loremasters cannot find a satisfactory explanation for her appearance. Clan archives might have answered our questions, but Nicholas deliberately destroyed many of the records relating to the members of the Exodus, as part of his effort to create a new society, free from the tainted past.

Our few insights come from Lisa herself, who wrote one of the few accounts of the Clans' creation outside *The Remembrance. The True and Faithful Account of the First Days of Clan Jade Falcon* is required reading for anyone interested in an in-depth account of the Clan's early days. But even this book contains only a few references to its author.

In one of the rare passages revealing anything personal, Lisa Buhallin remembers her first battle as, "the most uplifting, liberating minutes of my life. Where once I could only be myself at the keyboard of a word processor or with pen and paper, I was suddenly shouting for joy and piloting my *Atlas* as if I were a giddy schoolgirl cavorting in a field of spring flowers. Nor did it matter one damn bit that I was killing people as I did so."

It is unlikely that she felt so much joy when she led her 'Mechs against the Black Brian fortifications on Dagda. ilKhan Kerensky ordered her to neutralize one of the large weapons turrets, assigned her unit minimal support, and then watched the assault. Her Star accomplished its objective, but Lisa Buhallin paid a high price for the victory. A grievous wound ended her short, but notable Jade Falcon military career.

Lisa Buhallin recovered, and earned the position of the Clan's second Khan and first Loremaster. She spent her last years writing her history of the Clans and composing passages for *The Remembrance*. She also became a trusted councilor to ilKhan Kerensky, helping him turn his vision of Clan society into laws and regulations.

T H E C U L L I N G

It is with great pleasure that I announce which Clan shall become home to my heart and the hearts of those Kerenskys who will follow. The Clan I have chosen possesses a collective intelligence I admire, the burning passion of true hunters that I desire, and, above all, is blessed with the spirit which will serve as a beacon to all the rest. I choose to mingle my blood legacy with Clan Wolf.
—ilKhan Nicholas Kerensky

Clan Jade Falcon's hopes for ultimate glory died when Nicholas Kerensky chose to tie his destiny to Clan Wolf. Publicly, the Clan reacted to the announcement by swearing anew their undying loyalty to the ilKhan and his new command. Privately, they reeled with shock and outrage.

Nicholas Kerensky delivered a second announcement at the same time, revealing that the Pentagon worlds were now divided into Clan-ruled spheres of control, known as enclaves. Clan Jade Falcon received large portions of Dagda and Eden to rebuild and shape in keeping with Nicholas Kerensky's dream. The ilKhan provided a few general orders for the reconstruction of the worlds, then returned to Strana Mechy.

The warriors of Clan Jade Falcon harbored a deep resentment toward Nicholas Kerensky for passing them over for the Clans' greatest honor, and a common refrain ran through the rank and file, "Did we not fight more often and with greater skill than the Wolves; have we not given our very lives to prove our worth?" Discontent spread, and some warriors went beyond questioning the ilKhan's decision to also question the validity of his dreams of a caste-driven society.

More than a year passed, during which Khans Hazen and Buhallin made little effort to stop the growing discontent, perhaps a sign of their personal misgivings. The malcontents, emboldened

by lack of punishment, carried their argument to its logical conclusion and declared that if the ilKhan failed to see the superiority of Clan Jade Falcon, then perhaps they should strike out on their own.

Within days of that statement, the ilKhan sent a message to Eden announcing his arrival to meet with the leaders of Clan Jade Falcon. The Khans' indecision finally ended in furious action.

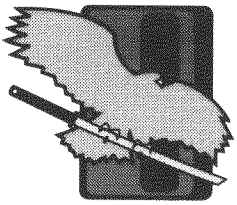
The Khans and high officers of Clan Jade Falcon fell upon the rank and file in what came to be called "The Culling," referring to the falconry practice of casting out immature falcons too small or frail to be trained. Those who questioned Clan Jade Falcon's role in Kerensky's society were subjected to severe physical punishment or were sent to explore marginally habitable worlds in the Kerensky Cluster. The ringleaders of the insurrection, two officers and ten enlisted personnel, were executed and their bodies put on display.

By the time the ilKhan arrived on Eden, to be ceremoniously greeted by the Khans and command staff of Clan Jade Falcon, the Culling was over. No Clan record hazards even a guess at whether Nicholas Kerensky knew of the growing unrest and announced his trip to galvanize the Clan's leaders into action (easy to believe, considering the timing of his visit) or whether those events were coincidental.

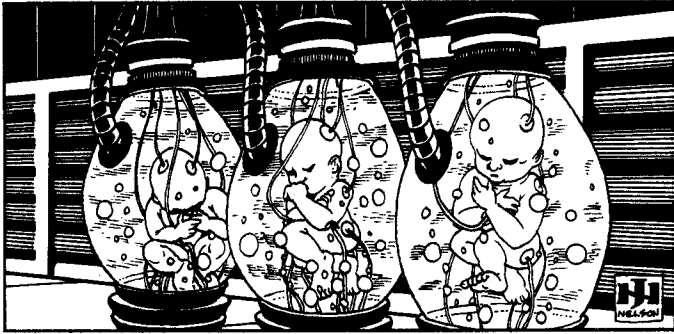
Whatever the intent, the effect of the ilKhan's visit to Clan Jade Falcon was clear then, and still visible today. Of all the Clans, Jade Falcon considers itself the most loyal to the ways of the two great Kerenskys. Conservative in action and in word, the post-Culling voice of Clan Jade Falcon consistently demands that all the Clans remain in line with what the Kerenskys intended. Of course, they also claim to be the only Clan that understands exactly what the Kerenskys had in mind. So narrow is their interpretation of the Clans' destiny and the Kerenskys' intentions that anyone who raises the least question concerning either is punished with a severity that shocks even other conservative Clans.



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GOLDEN CENTURY



I do not begrudge our Brother Wolves their wealth. Nor do I begrudge them their successful exploration. However, I question whether or not they remember Nicholas Kerensky's admonition to those who would strive to rise above others: Know that the nail that sticks out from the rest asks to be pounded.

—Khan Natalie Buhallin, in a speech before the Grand Council

A new era among the Clans began when Nicholas Kerensky died at the hands of Clan Widowmaker during the latter's Trial of Refusal. Clan Wolf avenged his death by obliterating Widowmaker and erasing that Clan from the records of Clan society, but Kerensky's death also stripped the Clans of the only leadership they had ever known.

Clan Wolf destroyed what it could of Clan Widowmaker's assets and took the rest as isorla, spoils of war, which vastly increased the Wolves' material wealth. This prompted yet another clash with Clan Jade Falcon, whose Khans opposed Clan Wolf gaining all Widowmaker's wealth. Though the Falcons applauded the Wolves' ferocity in avenging the death of their beloved leader, they claimed that Clan Widowmaker's assets should be divided equally among the Clans.

Their objection did not spring from an overdeveloped sense of fairness. The Falcons feared their rivals growing even more economically powerful and their wealth giving them new importance in the Grand Council. If the Wolves became too powerful, other Clans might begin throwing their support to Clan Wolf's dangerous liberal sentiments.

But Clan Jade Falcon was fighting a losing battle in asking the Grand Council to flout Nicholas Kerensky's tenet that the spoils of battle belong to the victor. The Grand Council roundly rejected the Falcons' petition to divide Widowmaker's assets among all the Clans, and the Falcons' worst fears were realized.

Clan Wolf rose to prominence as the most powerful Clan, dominating the Grand Council with Clan Widowmaker's assets. Many conservative Clans began looking to the Wolves and their Kerensky blood for guidance, and the most conservative Clans, including Jade Falcon, Smoke Jaguar, and Star Adder, could not stem the tide.

Though the Clans had lost their great leader, they have come to call the decades following Nicholas' death the Golden Century, for those years saw the new society's greatest expansion and development. Tremendous leaps forward in science and technology continued to reshape the Clan.

One of the most important developments were the artificial wombs that allowed scientists to routinely produce healthy human babies. This invention led to the sibko system, whereby "sibling companies" of twenty children each were born from sperm and ova donated by heroic but anonymous warriors. Sibko training ensured that only the best became warriors, and the Clans' warrior caste increased by leaps and bounds.

The civilian sector of Clan society expanded as science and technology unfolded. Exploration and commerce became the twin obsessions of the non-warrior castes, giving them a means to escape their strictly structured lives. A steadily increasing flow of raw materials from newly settled colonies in the Kerensky Cluster boosted industry and raised the standard of living of every civilian.

The resulting surge of civilian well-being had repercussions, however, particularly in Clan Jade Falcon. The Falcons followed the other Clans' example at first, founding major colonies in the Kerensky Cluster and stepping up production of transport JumpShips to supply the colonies and bring back raw materials for the new and existing Falcon factories. Clan Jade Falcon leaders believed that this ambitious plan would help them keep up with the growing wealth and prestige of Clan Wolf.

But Clan Jade Falcon failed to recognize the colonists' desire for fewer caste restrictions in order to better function as a pioneering community. To begin with, Clan Jade Falcon considered greater freedom for the lower castes a blasphemous idea, even though other Clans were temporarily easing the caste laws. Disputes between the warriors and the other castes swept the Falcon colonies, and neither the caste councils nor the Grand Council could resolve them. One colony finally acted, requesting permission from the Grand Council to leave the Jade Falcons and merge with another Clan, preferably Clan Wolf.

The Jade Falcon leaders once again accused Clan Wolf of attempting to steal Falcon property. In an immediate, and typical, response, Clan Jade Falcon sent warriors to every Falcon colony but the military bases and disbanded them, killing those colonists who openly rebelled against the caste system. They sent the rest back to Falcon enclaves in the Pentagon and on the more developed cluster worlds, and scrapped or sold most of the Falcon civilian fleet to other Clans. During the invasion of the Inner Sphere a century later, this lack of a civilian fleet seriously hampered Clan Jade Falcon's supply lines.

The upheaval over the colonists occurred early in the Golden Century. Other Clans believed that the Falcons had unnecessarily cut themselves off from a source of great wealth and would be forced to sit by and watch the other Clans bring in shiploads of profit from their colonies, but several far-sighted members of the Falcon merchant class proved them wrong. They entered the then-insignificant market of inter-caste commerce as middlemen and bankers, becoming the pivot of the Clans' economic boom. "Sharp as the talons of a Falcon banker" became a popular expression as Falcon merchants revealed great skill and cunning in their chosen field of endeavor.

Instead of being hopelessly poor, Clan Jade Falcon held great economic power by the end of the Golden Century. Other Clans acknowledged that power by paying more serious attention to the Falcons' conservative political views.

CALL TO THE CRUSADES

Suggesting that the Clans will not one day return to Terra is akin to a man suggesting that the sun will not shine tomorrow or that Clan Jade Falcon has forgotten the words of the Great Kerenskys.

—Khan Vandervahn Chistu in a speech before the Grand Council

The decades of expansion and growth changed the Clans' attitude toward the Inner Sphere. Those who had followed General Kerensky from the Inner Sphere firmly believed that they did so voluntarily. They may have dreamed of returning, but the harsh reality of the Pentagon worlds made it clear that that day would never come. Generations later, the common citizen lived in a society very different from those of the Inner Sphere, a social system that bound him, his children, and his children's children to a certain role in life. Perhaps it was in response to an unspoken feeling of discontent, especially among the lower castes, that Clan Loremasters created elaborate tales promising that future generations, made pure by Clan society, would form an army of Prometheans to bring back the light of true civilization to the essentially good, but backward, people of the Inner Sphere.

That view eroded during the latter years of the Golden Century. Pity for their unenlightened Inner Sphere brethren gave way to contempt and anger. Generations of Clansmen now believed that the leaders of the five Great Houses had forced General Kerensky to flee the Inner Sphere. Aleksandr Kerensky's decision to leave was no longer a completely selfless act; they believed he and his followers were suffering involuntary exile.

This attitude spread throughout the Clans. Even the lower castes began to consider the people of the Inner Sphere as cruel barbarians who deserved to be conquered by an obviously superior society.

Interestingly enough, as the Clans lost respect for their counterparts in the Inner Sphere, they began to believe that the worlds they had left behind were virtual paradises, especially Terra and the worlds that made up the old Terran Hegemony. Their lore made every planet into an Eden, an extraordinary combination of nature, climate, and resources. The Clans began to question the justice of a universe in which barbarians occupied those blessed worlds while they, the truly civilized, lived in exile on barely habitable planets. One Jade Falcon warrior summed up the Clans' general feeling: "God showed us the door out of Eden, and held it open to let the devil and his followers in."

All these gradual changes led the Clans to believe that the time to retake what was rightfully theirs had come. Advocates for immediate action called themselves "Crusaders," and their ranks grew quickly as they rallied to support council and caste board members who believed as they did. They protested the Grand Council's refusal to open the question to debate.

The Grand Council remained officially neutral on the question, preferring to believe it was only a phase of public opinion. The Khans of Clan Wolf and Clan Coyote traditionally dominated the Grand Council, and the other Khans held too little power to force the issue against their united front. Together, those four Khans represented the core of the Crusader's opposition, calling themselves "Wardens" after a passage in Nicholas Kerensky's diary saying it was the Clans' role "to ward the Inner Sphere from all outside forces until that time when the Star League is reborn."

The Wardens held sway in the Grand Council for many years, but as moderate Clans fell under the sway of growing public hysteria about returning to the Inner Sphere, that balance changed. The number of Trials of Grievance fought over the question increased steadily, the number of resulting deaths alarming the Khans of all Clans. By 2980, when Clan Jade Falcon successfully introduced the issue to the Grand Council for discussion, the question had become too pressing and too divisive to be ignored.



WINDS OF CHANGE

Because we adhere strictly to the words of Kerensky, all caste members, from the least-skilled laborer to the best warrior, hold only one opinion on the Crusader question.

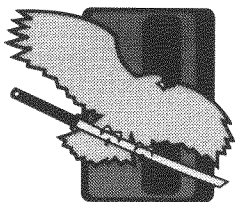
—Khan Yvonne Hazen in a speech to the Grand Council

Clan Jade Falcon never doubted that the Crusader view was right. Their strict, conservative adherence to Kerensky's word led them to conclude that now was the time to return to the Inner Sphere, and the Jade Falcon Khans demanded that the Grand Council open the issue for discussion.

They argued eloquently that the Kerenskys intended the Clans to grow and prosper until they reached a size and strength sufficient to successfully reestablish the Star League among the uncivilized masses of the Inner Sphere; a point the Crusaders felt the Clans had reached long ago. They supported their argument by reading long passages from the Kerenskys' words with an almost evangelical fervor.

Clan Jade Falcon and Clan Smoke Jaguar quickly took the lead in the Crusader movement. Spokespersons toured the Pentagon worlds, speaking to enthusiastic audiences. They spread their gospel of Clan destiny to larger and larger crowds, and their fiery orations brought rallies to the brink of rioting. Though the Clans of these speakers disavowed any intention to promote violence, Clans Wolf and Coyote seemed particularly hard-hit by these huge, unruly gatherings.

In addition to the popular quasi-religious reasons for invading the Inner Sphere, Clan Jade Falcon had strong economic reasons. Their banking prowess continued to grow, and the Falcon Khans knew it was in their Clan's best interest to open new markets. The number of worlds in the Kerensky Cluster was sizable, but ultimately limited. Clan Jade Falcon saw the worlds of the Inner Sphere, most of which had never been exploited to their full potential, as a financial motherlode.



THE COMPROMISE

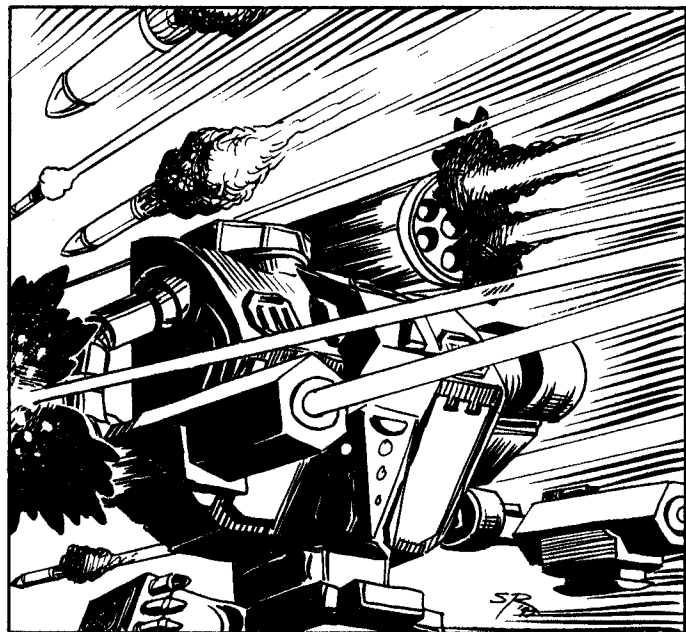
I do not trust the Wolves, for they have proven themselves creatures of opportunity, of individualism, of lax morals, and of unforgivable disregard for our origin. Yet I respect them, for they are warriors, bred true in accordance with our tradition. But to send the Wolves' freeborn bastards to the Inner Sphere is folly heaped on folly! Fellow Khans, I swear upon my oath to Turkina herself that once these lowborns are free of Clan obedience, they will never willingly return!

—Khan Yvonne Hazen in a speech to the Grand Council during the Wolf's Dragoons debates

In an attempt to slow the Crusader juggernaut, the Warden faction agreed to a series of expeditions to the Inner Sphere, each more ambitious than the last, that would gather information about the current state of the Inner Sphere militaries and governments. Of these missions, the last was by far the most controversial.

In the year 3000, Khan Kerlin Ward of Clan Wolf presented a stunning plan to the Grand Council. He proposed that a force of Clan warriors disguised as mercenaries infiltrate the Inner Sphere to gain first-hand information about each Successor State's military. In the debate that followed, the Crusaders made it plain that they were already prepared to invade the Inner Sphere based on the information available. Khan Yvonne Hazen, the senior Khan of Jade Falcon, grumbled that at the rate the Clans were moving, the Star League would be reborn just in time for the collapse of the universe.

But the plan proved too logical for even the Crusaders to defeat, and the Grand Council voted to implement it. Khan Nadia Winson, chairperson of the Grand Council and a moderate Warden, awarded Clan Wolf the right to draw up plans for the force, and three weeks later Clan Wolf returned to the Grand Council with Wolf's Dragoons, a force of freeborn warriors from the Clan's police Clusters to be commanded by two freeborn brothers.



The idea of freeborn warriors carrying out such an important mission infuriated Khan Hazen, who accused Clan Wolf's Khan Ward of deliberately designing a force likely to fail and/or send back an inaccurate picture of the Inner Sphere's strength. Khan Ward argued that even freeborn warriors must be superior to Inner Sphere soldiers, and pointed out that it made more sense to risk freeborns on this mission than trueborns, who would be needed for the actual invasion. Unconvinced, Khan Hazen and the Khans of Clan Smoke Jaguar also questioned the freeborns' loyalty, making dire predictions of their eventual defection to the Successor States, when they would inform the five Houses of the Clans' existence. This prediction, of course, would eventually prove true.

The determined support of Khan Winson, the Warden faction, and key neutral Clans pushed the Dragoons proposal through the Grand Council over the strenuous objections of Clans Jade Falcon and Smoke Jaguar.

RISTAR ELIAS CRICHELL

In Clan politics, success has more to do with speed, persistence, and aggressiveness than with less important qualities such as intelligence, morality, and soul.

—Khan Elias Crichtell, in conversation

Khan Yvonne Hazen considered the Wolf's Dragoons compromise a galling and bitter snub to common sense that demanded a response. She immediately decided to challenge Khan Ward to a Trial of Refusal.

Before she could deliver the challenge, however, Galaxy Commander Elias Crichtell, her newest and most trusted advisor, diverted her anger. The aging, ill Khan (she suffered arthritis from her many battle wounds) trusted the young ristar officer above all others. She saw and appreciated his many qualities, including "a voice like the cry of a proud falcon, eyes that can see the patterns beneath the brush, and a mind possessing a hurricane of possibilities."

Elias was born and raised on Gatekeeper in the Red Fist Communal Birth Facility, a second-rate sibko installation using parent gene combinations considered unlikely to produce warriors of any importance. Indeed, the scientist caste viewed the Crichtell line as a particularly "muddy gene pool," and the Clan's condescending attitude toward any blood heritage but that of the five founders affected the young warrior's personality.

Of his sibko, only Elias survived military training on Ironhold to become a MechWarrior; the rest died or suffered crippling injuries. Rumors, admittedly from Wolf officers, suggest that Elias' victory over two sibkin in his Trial of Position was such that the judges spent several hours debating his worth as a warrior.

Assigned to Peregrine Galaxy, Elias quickly demonstrated his capability in several duels and skirmishes with other Clans. He exhibited particular skill at criticizing and antagonizing Clan Wolf, which he considered, "a collection of fat, pompous merchants who call themselves warriors." He won honor for his victory over a Bloodnamed Wolf warrior in a trial that settled a border dispute between the two Clans.

As admirable as were his battlefield skills, they paled in comparison to his political and oratory skills. From the very beginning of his career in the Falcon touman, Elias showed his political ambitions by currying favor with the Clan's elite. He became Clan

Jade Falcon's most fervent Crusader.

When the Crusader cause became more popular in other Clans, Star Captain Elias gained notice as one of the movement's most sought-after speakers. He toured the Clan worlds and spoke at every enclave, even those of the staunchest Warden Clans. His orations appealed to the crowds' sense of history and destiny, and laid the blame for all of their problems at the feet of his Clan's opponents with a style that put the most proficient muckraking, two-faced Inner Sphere politician to shame.

Khan Hazen approved of Elias' barnstorming. Her advanced age and disabilities forced her to reflect on her successor as senior Khan, and though she approved of Khan Sejanus Buhallin, her equal in everything but seniority, she considered him too politically naive to take the lead in the Crusader movement.

Elias was eminently capable of pursuing Hazen's dreams for the Crusaders' triumph, but several serious obstacles stood in the way of his succession to Khan; his age, rank, lack of a Bloodname, and his lack of any ties with the Bloodlines of the Jade Falcon founders. Khan Hazen could not change his age, but she awarded him the rank of Star Colonel in 3020. She then resigned her command of the Turkina Keshik, placing the new Star Colonel in command of that elite unit, a posting traditionally assigned to the Clan's eventual leader. A year later, the new Star Colonel won his Crichtell Bloodname.

The appointment of so young a man to so prestigious a post created immediate tensions between Elias Crichtell and Khan Sejanus Buhallin, who was equally ambitious. Soon the Clan split into two factions, each bent on discrediting the leader of the other. Khan Hazen recognized the tension between the two camps, but asserted that competition in all things was healthy.

Wolf's Dragoons finally tipped the scale in favor of the more conservative Falcons. Before the split, most Falcons agreed with Khan Hazen and Star Colonel Elias' opinion that the Dragoons' freeborn warriors would eventually betray the Clans. Only Sejanus Buhallin and a handful of his supporters dared suggest that the information the Dragoons relayed to the Grand Council be considered seriously.

As the Third Succession War ground to a halt in the Inner Sphere, so too did the reports from the Dragoons. While many Clans reserved judgment on the scouting party, Elias Crichtell and his faction within the Falcons launched a series of scathing attacks discrediting the Dragoons. They accused the freeborns of going native, blamed Clan Wolf for their part in organizing the traitor unit, and condemned Khan Sejanus Buhallin for trusting the Dragoons.

The attack weakened Khan Buhallin's position. Sensing an opportunity to advance his own cause, Elias issued a stream of accusations through the spokespersons of his faction, accusing Sejanus of closet Warden sentiments and liberal attitudes toward freeborns. Sejanus was forced to challenge Elias to duels, challenges that Elias alternately ignored or referred to Khan Hazen for advisement. Khan Hazen eventually interceded to end the feud, but in so doing cast blame for the entire situation on Sejanus, stripping him of any remaining credibility and choosing Elias Crichtell as her successor to lead Clan Jade Falcon.

Several months later Sejanus Buhallin died in a 'Mech explosion. The official investigation blamed a freak ammunition-feeder jam, but many believed that Sejanus allowed the accident to end his shame. Others believed Elias Crichtell's supporters staged the "accident" to rid their leader of his rival.

THE GO VOTE

This day, fellow Khans, will be remembered years from now as the dawning of mankind's rebirth. No longer must these barbarian hordes suffer through the dark, violent night of their own folly. We are returning; we are the sun of righteousness that will illuminate those who dream of peace, and burn to ashes the demons and devils responsible for the darkness.

—Khan Elias Crichtell in a speech before the Grand Council, November 3048

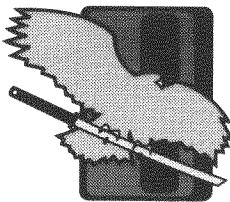
Despite the shame of the Dragoons' apparent defection, Clan Wolf and the other Warden Clans held enough influence to stall debate on returning to the Inner Sphere until the opening actions of the Fourth Succession War, which allowed the Wardens to again postpone the invasion decision until the war ended and the Clans could analyze the consequences.

The Grand Council records seem to imply that the Wardens used the Fourth Succession War, and the War of 3039 that followed, as arguments against invasion. They reasoned that the two wars proved that the Inner Sphere was not ready for a restored Star League. Invasion now, with the Inner Sphere still so decisively split among the Successor States, would force the Clans to occupy the entire Inner Sphere, something they had neither the numbers nor the inclination to undertake. Clans Jade Falcon and Smoke Jaguar countered by declaring their preparedness to conquer the entire Inner Sphere and force their will upon the vanquished. The majority of the council still felt deep reservations, however, and agreed to postpone the invasion issue.

When Clan Smoke Jaguar captured our ROM exploration vessel, *Outbound Light*, the invasion debate took a dramatic and final turn. Smoke Jaguar and Jade Falcon interrogators extracted a new and potentially threatening picture of the Inner Sphere from the minds of the ship's crew. The news of greatest importance was the alliance between the Lyran Commonwealth and the Federated Suns. This nearly complete merger placed more than half the Inner Sphere under one apparently stable government. Though threats existed against the Steiner and Davion families, the rulers of the newly united realm, these efforts remained relatively disorganized, their leaders inclined to bicker among themselves. Clan experts deduced, and rightly so, that the only way the new Federated Commonwealth could fail to become the Inner Sphere's preeminent power was if its leaders committed some grievous error, a possibility experience told them was very unlikely. In addition, the Inner Sphere had recently acquired the memory cores of several Star League-era computers, giving the entire region access to technology only slightly less advanced than that of the Clans.

These revelations shocked the Grand Council. The Inner Sphere's apparent position on the verge of disintegration was a lie. Far from being weak and simply waiting for the Clans to step in and assume control, the Inner Sphere seemed on the verge of uniting and resurrecting the Star League without the Clans' assistance. Incontrovertible evidence that the Inner Sphere could find its way to the Clan homeworlds, together with the possibility of facing a united Inner Sphere equipped with Star League technology forced many Khans to reconsider their views.

The arguments of Clan Wolf and Clan Coyote were dismissed in light of this new information. Born upon a tidal wave of apprehen-



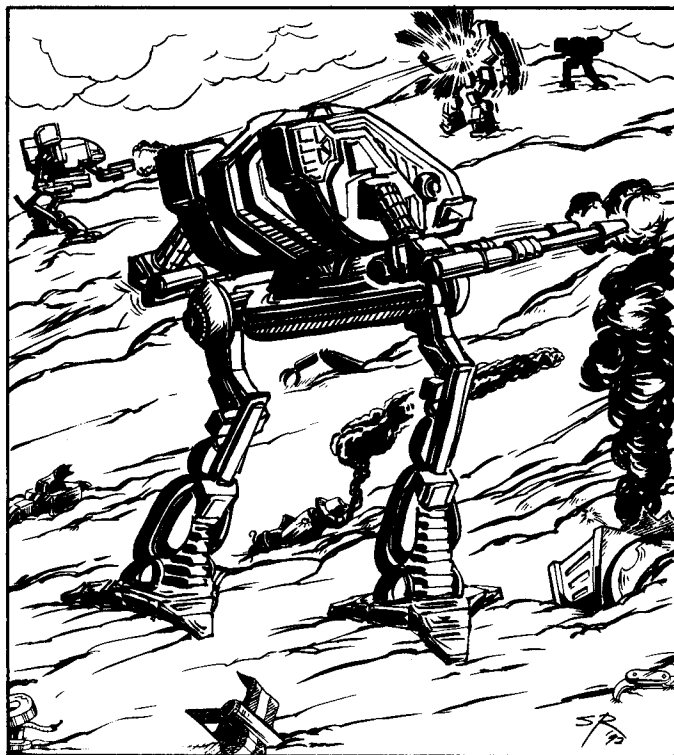
sion, the Crusaders once again petitioned the Grand Council to debate the invasion of the Inner Sphere, and this time they won.

The Khans of Clan Smoke Jaguar and Khan Hazen and Khan Crichtell (recently installed as junior Khan) of Clan Jade Falcon played on the fears growing in the minds of the many neutral Khans. Their dire predictions, coupled with promises of great glory, proved no match for the Wardens, who tried but failed to allay the Grand Council's concerns.

The Crusaders won by a landslide. Every Clan except Clan Wolf voted to invade the Inner Sphere and pave the way for the Star League's rebirth.

Clan Wolf, though divided internally between the Warden and Crusader factions, stood united to demand that the Grand Council grant them a Trial of Refusal. The fierce bidding among the Clans for the honor of representing the Grand Council against Clan Wolf substantially reduced the odds, and the final trial pitted the Third Wolf Battle Cluster against Clusters from four Clans. The Jade Falcons fielded the Gyrfalcon Guards. The trial took place on Mars Field on Strana Mechty and was a much closer contest than the odds suggested. However, the sheer number and ferocity of the Grand Council forces, particularly that of the Falcon's assault Cluster, carried the day, and they decimated the Wolf Cluster, much to the pleasure of Khan Elias Crichtell and his aides.

Clans Smoke Jaguar and Jade Falcon, riding high on their victory and new-found influence, persuaded the Grand Council to elect Khan Leo Showers of Clan Smoke Jaguar as ilKhan. This decision met with some resistance among Jade Falcon warriors who believed Khan Hazen deserved the honor. Khan Hazen herself put an end to their objections by announcing her "retirement" from the post of senior Khan.



The new ilKhan, eager to demonstrate his disdain for Clan Wolf, issued a recall order to Wolf's Dragoons, confident that few, if any, of the freeborn forces would heed the recall and return to the Clan worlds.

KHAN ELIAS CRICHELL

Success will depend on our devotion to the words of the Great Kerenskys, and on how we manage the bid against the other Clans for what little glory will be won in the Inner Sphere.

—Khan Elias Crichtell in an address to Peregrine Galaxy

Khan Elias Crichtell's official installation as leader of Clan Jade Falcon took place in a three-day ceremony that began with a night-long vigil at the altar of the Hazen Cathedral, and ended when Khan Hazen laid the Jade Falcon cloak upon his shoulders, as oaths of fealty from the caste leaders and every warrior rang in his ears.

Khan Hazen's retirement did not last long. Just two weeks after Khan Crichtell assumed control of Clan Jade Falcon, his aging mentor died in the cockpit of her 'Mech, apparently of a self-induced drug overdose.

Freed from any rivals to his command, Khan Crichtell began to assert his authority. His first move was to promote Galaxy Commander Timur Malthus to the position of junior Khan and give him command of the prestigious Jade Falcon Galaxy. He then proceeded to shuffle the commands of most Falcon Galaxies and their Trinaries, promoting those he knew were loyal to him and demoting those whose loyalty he doubted. While these staffing moves secured his position, they would later prove costly to Clan Jade Falcon's military effectiveness.

Khan Crichtell next began to strengthen the relationship between Clan Jade Falcon and the Clan of the new ilKhan, Smoke Jaguar. They exchanged lavish gifts of lands, materiel, and genetic materials. Khan Crichtell's machinations were so obvious that observers wondered sarcastically if the two leaders planned to merge their Clans and perhaps name it "Smoked Falcon."

On internal issues, the Jade Falcon's new leader proved even more conservative than his predecessor. For example, he revoked most of the powers granted to the Inter-Caste Councils responsible for arbitrating disputes between the castes. When a subcaste of steelworkers objected to the loss of autonomy and staged a strike, he sent in police Trinaries to hunt down and shoot the leaders. One explanation for Elias Crichtell's ruthless conservatism claimed that he was at heart ashamed of his mediocre Bloodheritage and overcompensated for fear he would be accused of not deserving his high rank.

Perhaps to justify his ruthless action in the strike, Khan Crichtell reinstated the Grace of Preeminence Clause for his Clan. Written by Nicholas Kerensky in collaboration with Founder Lisa Buhallin, the rule gave all warriors legal power to act without the need to consult authorities, and to inflict punishment for offenses (real or imagined) including death sentences, with almost no restraints. Most other Clans recognized the Grace Clause as a tool used only to ensure that the last vestiges of the rebellion that caused the Exodus Civil War were eliminated from Clan society. That goal achieved, the clause was largely abandoned until Elias Crichtell resurrected it to enforce Clan Jade Falcon's control of the lower castes.

OPERATION REVIVAL

Our forces will use Operation Revival to attack in much the same way an unseen falcon strikes at a fat, flying pigeon; with paralyzing surprise, undeniable momentum, and unstoppable force. We will leave behind only a haze of blood and a flurry of feathers.

—Khan Elias Crichell, in a speech to his commanding officers

Khan Crichell became the new ilKhan's most trusted adviser because they shared a vision of the invasion. Together they crafted "Operation Revival," a plan that would carve a deep gash through the Inner Sphere and seize Terra as its prize. Though the details changed slightly as the Grand Kurultai (war council) discussed Operation Revival, the plan survived virtually untouched. The operation's strategic objective was to conquer enough Inner Sphere star systems to provide a secure base of operations from which to launch further assaults against the Successor States.

But even this goal appeared insignificant when the Khans agreed to a proposal put forth by Khan Elias Crichell. Basing his suggestion on passages from the Kerensky archives, Crichell proposed that the Clan that conquered Terra become the ilClan and that the ilClan's senior Khan would automatically become the ilKhan. He further proposed, in accordance with those same writings, that the ilClan assume control of the Free Guilds, which are the merchants, techs, scientists, and other lower castes whose affiliation is to Clan society and not to one Clan. Every Clan eagerly accepted the challenge.

In what they felt was their coup de grâce, Crusader leaders decided that the most fitting punishment for Clan Wolf's persistent opposition to the Clan dream of returning to the Inner Sphere was to include them in the invasion.

The simple invasion plan reflected the Clan expectation that they would encounter minimal organized opposition in the Inner Sphere. Four Clans would assault four separate corridors along a route that would slice through the Free Rasalhague Republic, the Federated Commonwealth, and the Draconis Combine. All four corridors ended on Terra, the final and most important invasion objective. Every Clan participated in the trials to determine which would be allowed to join the invasion. Special rules limited the trial forces to three Trinaries per Clan to prevent excessive bloodshed, ensuring that no Clan would risk so much to win a position in the invasion that it would have insufficient forces to fight effectively.

Because Clan Wolf was required to participate, it officiated at the trials to choose the remaining three. To no one's surprise, both Clan Jade Falcon and Clan Smoke Jaguar won positions. Ghost Bear, another strong Crusader Clan, won the final main position.

A second set of trials determined which Clan would use which corridor. Alpha and Delta corridors lay through the Federated Commonwealth and the Draconis Combine, the two most powerful militaries in the Inner Sphere, and afforded the greatest opportunity for glory. The ilKhan assigned Clan Wolf to Beta Corridor, another not-so-subtle insult to their Warden sensibilities.

Clan Jade Falcon won the honor of Alpha Corridor, prompting Khan Crichell to order a week-long festival of celebration in all Falcon enclaves.

That the festival took place just two short weeks before the invasion force assembled to jump for the Inner Sphere indicates

just how little concern the Clan felt about what lay ahead. While Clan Wolf doggedly prepared for the worst, struggling to rebuild its decimated Third Battalion, the Jade Falcons assumed that their Inner Sphere enemies would offer only uncoordinated resistance, simply ignoring what might happen beyond the first wave of the invasion.

Not all Jade Falcons shared that attitude. Commander Jessica Buhallin of Iota Galaxy and Logistics Overseer Tanner Calbot considered the amount of supplies Khan Crichell requested for the Falcon touman inadequate, and shook their heads at the Khan's proposed disposition of supplies and projected rate of use. They realized that the Khan and his advisers saw the coming invasion as little more than a series of trial-like encounters, and planned few or no reserves to supply the Galaxies, should the enemy offer more than token resistance. Buhallin and Talbot also recognized that the Falcons' stubborn neglect of exploration meant that the Clan would not have enough military and commercial transports to move even the meager scheduled amount of supplies in a timely fashion.

Khan Crichell brushed these concerns aside, simply refusing to transport materiel he was convinced would never be used. "It would make better sense to bring empty transports along to ferry our winnings back to our enclaves." He acknowledged their worries only so far as to order Falcon bankers to contract a few extra transports from the Free Guilds. The Free Guilds, in return for the Falcons' long-standing disdain for their caste, charged that Clan extraordinarily high fees for each ship, while giving the other invasion Clans a far more reasonable rate.

The rank and file warriors shared Khan Crichell's attitude toward the invasion; most expected to see little more action than a glimpse of the enemy's backside as they ran away. General anticipation flourished among Clan Jade Falcon's lower castes, and many dreamed of soon traveling to the Inner Sphere among the first settlers.

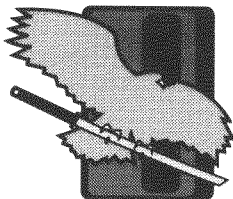
In June of 3049, the ships of the Clan invasion made their first jump toward the Inner Sphere. The Clans' exile was nearly over, and they looked forward to returning home bearing the riches and wonders of the Inner Sphere.

PERIPHERY ACTION

By Kerensky's heart, the computers in first-level 'Mech simulators are worthier opponents than these barbarians!

—Comment of a Jade Falcon warrior after action on the Periphery world of Last Chance

The first inhabited worlds the Clans encountered on their sweep toward the Inner Sphere were small colonies on the dim outskirts of the Periphery that rings the Inner Sphere. These worlds and their tiny populations offered little or no opposition to the Clan forces that suddenly appeared on their soil. Their only defense were errants, individual warriors hired to protect the inhabitants in the same way the lawmen of the North American West and master swordsmen in the ancient Orient protected communities. While some errants were skilled fighters, the overall condition of their weaponry was so poor that the outcome of most of their duels



against Clan warriors were a foregone conclusion.

One exception for Clan Jade Falcon came on a lonely hunk of grassed-over rock called Twilight, two jumps outside the Oberon Confederation. Jade Falcon forces approached the planet using what they refer to as an indoctrination sweep, sending forces from the Gyrfalcon Galaxy to provide a show of force. Stars of 'Mechs and Elementals paraded through the center of every village, using bullhorns to announce the planet's absorption into the Jade Falcon "Sphere of Clan Prosperity." The terror resulting from such sweeps usually served to quell any opposition.

The Falcon light 'Mech Star that strode through the clustered buildings of a small Buddhist monastery on Twilight received a shock. That monkish community counted among its members Sarah "Cat" Kattrin, a highly admired battalion commander in one of the Draconis Combine's elite Sword of Light regiments and an honored 'Mech instructor. Her wish to find inner peace following her retirement from active duty with the Combine military took Kattrin to many worlds and an equal number of monasteries. She always traveled with *Self-Deception*, the 'Mech awarded her by the grateful Kurita family. I was honored to meet her during her days of wandering, and was impressed by her skills and good humor.

The warriors of Gyrfalcon Galaxy, puzzled because the monks did not run in terror at their approach and showed even less emotion at the destruction of their temple, resorted to torturing the monastery's abbot in an effort to provoke a reaction. At this outrage, the fifty-nine-year-old Sarah threw off her robes, strode up to the Star Commander's 'Mech, and delivered a personal challenge in the time-honored Combine tradition, her gray hair trailing behind her in the wind and smoke. Star Commander Briggan of the Second Falcon Striker Cluster laughed, but accepted her challenge.

As I watched the tapes of the fight between Briggan in his *Uller-A* and Kattrin in her *Phoenix Hawk*, I understood why it raised some Falcon warrior eyebrows. Kattrin, though long out of practice, managed to stay out of danger long enough to regain her confidence. Briggan, momentarily surprised by his opponent's skill, approached her more cautiously than was wise, giving Kattrin even more time to reorient herself.

Kattrin warmed up in mid-battle, using a flurry of attacks and ripostes to search for a weakness in the *Uller's* armor and armament. She found precious few, and was almost defeated when Briggan counterattacked with several volleys from his Gauss cannon that forced Kattrin to shift quickly to avoid a direct hit. Despite her considerable skill, she lost whole sections of armor, ran up her 'Mech's heat, and, most damning, lost all her lasers. But she was not unarmed. Kattrin still managed to disable her opponent's left leg by rushing in and leveling a wicked kick at the outside of the *Uller's* knee, causing it to buckle immediately and freeze.

Kattrin, rapidly running out of options and with her 'Mech barely hanging together, ended the battle with a flair typical of her entire career. She jetted her *Phoenix Hawk* high above the *Uller* and crashed down, targeting the *Hawk's* legs at the *Uller's* cockpit. A panicked twist of the *Uller's* shoulders saved Star Commander Briggan, and Kattrin's *Phoenix Hawk* crashed to the ground, its legs useless.

The former battalion commander gave no quarter, and asked none. Star Commander Briggan lived up to her expectations,

quickly hobbling over to his opponent and repeatedly firing his left-arm lasers into the *Phoenix Hawk's* cockpit. This sickening moment seemed worse because few Clan warriors appeared disturbed by the sight of Briggan reaching into the cockpit, ripping out the corpse of Sarah Kattrin, and holding it triumphantly aloft.

When I discussed the tapes and the Falcon warriors' reactions with several warriors from Clan Wolf, I was startled to learn that they had often seen such macabre celebrations. One warrior even admitted to behaving in a similar fashion. She described a battle against a member of the bandit caste who, after being defeated by the Clan warrior, taunted her by announcing with his dying breath that she had almost been undone by an *old freeborn*, an insult that apparently deserved a similar bloody demonstration of Clan warrior superiority.

THE BARONY OF STRANG

I, the Baron of Strang, care not for your new names. Clans? Jade Falcons? I call you by your true name: Scum of the Star League, traitors of free will, persecutors of the Periphery come back to lord it over freedom-loving people. Come ahead, you steel-eyed robots! Come ahead and taste what a million like-minded people think of you and your damn Clans.

—Baron Stepan Von Strang, in reply to the Jade Falcon challenge

Because the Periphery worlds on the Clan invasion path did not lie within the four assault corridors, each Khan could bid for the honor of invading any of those worlds. Von Strang's World prompted the fiercest bidding of all, for two reasons. The Clans looked upon this world as their first challenge, a regiment of 'Mechs defended the planet, and an extensive network of defensive positions surrounded Amaris City, the planet's capital and only major city.

History provided the second reason for their intense interest. The Von Strang name is infamous to the Clans, and indeed, any student of the Amaris coup. The tall, gaunt, and thoroughly evil Colonel Gunthar Von Strang (reviled as "Vampire Von Strang") commanded the despised Eighteenth Amaris Chasseurs, known as the Death's Head Regiment. Stefan Amaris gave Von Strang and his sadistic soldiers administrative control over the northeastern section of the North American continents, to hold and exploit as Von Strang saw fit. The relish with which Von Strang and his troops stripped the cities of goods, killed countless citizens for perverted thrills, and deprived the survivors of even the most basic rights quickly made them the most hated of all Amaris units. General Von Strang and the Eighteenth met a bitter, violent end during the last days of the fight to liberate Terra when units from Kerensky's 146th Royal BattleMech Division (George S. Patton Division) crushed the Eighteenth as it attempted to flee Terra through the La Guardia Spaceport.

When the Clans discovered a world apparently named for Vampire Von Strang, every Khan wanted revenge on the Vampire's descendants.

Clan Jade Falcon won the bidding, and Khan Elias Crichell immediately announced that he would lead the Turkina Keshik personally on the assault to "rid humanity of that accursed name."

Their faint hope of actually facing a descendant of Vampire Von Strang became reality when Khan Crichell issued his batchall, the traditional demand for information about a planet's defending

forces. Stepan Von Strang, the planet's young leader and direct inheritor of the Von Strang name, replied with threats and curses.

The young Periphery Lord recognized the threat to his domain. Like his father and his grandfather, he grew up despising the Star League and the way it had run roughshod over the Periphery. When he saw the warships arrayed around his planet, his instinctive hatred of anything associated with the Star League prompted an amazing leap of intuition; he knew he was facing the children of Kerensky's Exodus.

Once Von Strang made it clear that he would recognize no rules, the Turkina Keshik DropShips began burning into the atmosphere toward a landing zone on the Plain of the Rim Worlds Republic, north of Amaris City. Von Strang's determined aerospace fighters met them above the planet, ignoring the escorting Clan fighters to attack the DropShips in an attempt to disable them. But Von Strang's force was outclassed, and Clan firepower slapped them from the skies.

Once on the ground, the Turkina Keshik encountered more formidable opposition. The approaches to Amaris City boasted heavy fortifications, a system of bristling turrets interconnected by tunnels. Though less effective than Star League-era fortifications, they served to slow the Keshik's advance. Only after two Points of Elementals found access to the tunnels and began a brutal corridor-to-corridor sweep did the gun turrets grow silent.

Then the 'Mechs and tanks of Von Strang's Guard Division began a series of attempted ambushes in the valley's cul-de-sacs. Though they seldom caused more than minor damage to the Clan forces, they, too, slowed the Falcons' advance.

The Clan warriors emerged through the pass to a twilight view of the Amaris City entrenchments, a view quickly obscured by a fierce storm filled with furious lightning strikes. It was becoming harder by the minute to see Khan Crichtell's target.

Khan Crichtell ordered the Keshik ahead at flank speed as planned, but sent a flight of fighters loaded with IR, electrical, and other sensing devices to scout the terrain.

This proved to be a wise decision. Von Strang hid the bulk of the Guard Division in a complex of underground garages, hoping that the Clans' faith in their superior equipment would lead them to risk a nighttime assault. The Clans took the bait. They fought their way through the ring of entrenchments and fortifications, depending on Elemental engineers to scout ahead, and entered the heart of the city. As the Clan warriors reached Von Strang's palace, the Guard 'Mechs moved out to attack from the rear.

The Falcon forces were unaware of their danger until a Clan fighter, just seconds from returning for refueling, spotted the Guards and sounded the alarm. Khan Crichtell wheeled his forces to face the threat, and the two sides collided, fighting fiercely for an hour in the raging thunderstorm. Von Strang's forces, though determined and reasonably skilled, found themselves outclassed by the Turkina Keshik's superior technology. Even though the odds favored the Periphery forces, they could not find any weaknesses in the Clans' tactics and weaponry to exploit. Von Strang's forces hesitated for a moment when they realized that the Clans were apparently invulnerable, and the Elementals took advantage of that moment to swarm over the Guard 'Mechs like piranhas on a drowning cow.

Baron Von Strang's *BattleMaster* finally fell to Khan Crichtell's *Thor*, and the Khan paraded around the palace with the Baron's body in the fist of his 'Mech. Von Strang's few remaining forces

attempted to break contact and slip away in the night, but the Falcons hunted them down and killed them. They also killed those who surrendered and begged for mercy.

The Keshik crushed the few remaining pockets of resistance by dawn, and Khan Crichtell officially renamed Amaris City as "Unity City" in honor of the former capital of the Star League. As an added reminder of who was in charge, the Khan ordered the body of Baron Stepan Von Strang hoisted up the flagpole to dangle, just below the banners of the Star League and of Clan Jade Falcon, until it putrefied and fell to the ground.

Legend says that the body fell on the day ComStar won Tukayyid, and that as it fell, people heard Stepan Von Strang's howling laughter in the wind.

CONQUEST OF THE PERIPHERY

It was an aberration. A quirk, the exception that proves the rule and nothing more, I assure you.

—Star Captain Jinn Buhallin, in her report to the kurultai concerning the battle for Von Strang's World

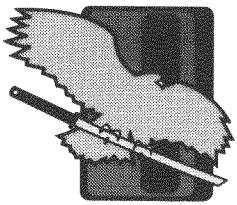
The fight on Von Strang's World gave Khan Crichtell a rude awakening, even though the Falcons suffered minimal losses. The defenders' fierce resistance and devious tactics contradicted their previous Periphery experience, but if this caused the Falcons any concern about facing the much stronger Federated Commonwealth in the upcoming campaign, they submerged those concerns beneath their typical arrogance. Khan Crichtell dismissed the fierce intensity of the battle as a factor of the thunderstorm, which degraded everyone's ability to find the enemy, rather than acknowledge the skill of Von Strang's warriors. His Keshik fully supported his view, chalking up the fight to a fluke. The Khan and his advisors nonetheless suppressed the particulars of the battle, especially just how near the Keshik came to being taken unaware, restricting the most revealing records and providing only general information to the other Clans.

Twice more Clan Jade Falcon battled substantial enemy 'Mech forces, facing the Second and Third 'Mech Battalions of Redjack Ryan's regiment on the worlds of Last Chance and Gotterdammerung.

The Jade Falcons first met Ryan's forces in an encounter on Last Chance during the first week of September. Alpha and Bravo Trinaries of the Third Assault Cluster handily defeated Ryan's Second Battalion. When the Periphery units attempted to retreat off-world, Falcon fighters prevented their escape, and they surrendered. Clan warriors bonded most of those captured, imprisoned some, and executed the rest.

On Gotterdammerung, the Falcons faced Ryan's Third Battalion. This time, the defenders put up a better fight; it took two Trinaries of Gyrfalcon Galaxy to corner and destroy the battalion on the rock-strewn floor of the Mishup Crater.

Both these victories took place after Clan Wolf's encounter with the remainder of Redjack Ryan's forces and units from the Kell Hounds on the asteroid called The Rock. Their opponents' skill impressed Clan Wolf, especially that of the Kell Hounds, who were in the area hunting for Ryan's forces. Wolf Clan's Khan Ulric Kerensky distributed tapes of the skirmishes to the other Clans, pointing to them as proof that the coming fight with the Inner Sphere could be more challenging than anticipated, but the ease with



Khans brushed aside Khan Ulric's warnings and renewed their charges against him of persistent doom-saying and reluctance to carry out the Grand Council's wishes.

The last Periphery world fell to the Clans near the end of 3049, and the invaders spent the last two months of that year consolidating their holdings by ferrying in a minimal civilian force to establish basic services and to stockpile supplies. Khan Crichton ordered most Falcon supplies unloaded on the planet Lackhove to free up as much space on his JumpShips as possible for the coming wave of attacks against the Federated Commonwealth.

IlKhan Leo Showers convened a Grand Kurultai on 18 February 3050 aboard the *Dire Wolf*, the Clan Wolf flagship. His opening speech to the gathered Khans and their command staffs praised their efforts and predicted a bright future for the invasion, especially if the battles fought thus far were any indication of the Inner Sphere's strength. We can only guess at whether or not Khan Crichton and his staff grew uneasy at the ilKhan's words, considering just how hard they had fought on Von Strang's World. We know for a fact, however, that the Falcons used the results of this meeting to review and slightly revise the first wave invasion plan.

The Clans also discussed ComStar during the kurultai. During the previous month, our Blessed Order made its first official contact with the Clans. Seeing an opportunity to spread our message (and gain greater influence in the Inner Sphere), Primus Waterly allied our order with the Clans. According to the final terms of the alliance, ComStar agreed to provide to the Clans detailed information about worlds they planned to invade. In return, ComStar would receive at least nominal control over the populations of the conquered worlds.

Though Clan Jade Falcon trusted the ilKhan to further the Clans' cause with any negotiations he undertook, many within that Clan felt uncomfortable with the arrangement with ComStar. This faction included Khan Crichton, who questioned the wisdom of trusting an Inner Sphere organization on so little information and no guarantee of its intentions. The Falcons hesitated even when reminded of the "unexpected allies" prophesied by the Great Kerenskys. Privately, Khan Crichton considered our Blessed Order just another perverted barbarian organization undeserving of an iota of trust.

I believe I must shoulder some of the blame for this ill will. I met Khan Crichton during my initial contact with the Clans, and though the man and his senior officers impressed me, I disliked him. I still do not fully understand my unreasoned wariness of Khan Crichton, but he and his officers obviously sensed it and responded in kind, even though we exchanged easy pleasantries.

Khan Crichton's feelings toward ComStar and myself spread throughout his Clan, and severely strained the already tense relations between our representatives and the Clans. On worlds in the JFOZ (Jade Falcon Occupation Zone) particularly, members of our military suffered close scrutiny. Harassment of our troops, whether ordered by Falcon commanders or spontaneous, became commonplace and sometimes led to tragedy. This general distrust prompted the Falcon hierarchy to station extra forces on their conquered worlds just to keep a eye on ComStar, a policy that proved to be a poor use for troops that they would need later in their assault.

FIRST WAVE: FALCON IN FLIGHT

Upon our gutted towers

The Falcon feasts upon our future

Devouring all that we could have been.

—Excerpt from *The Clan Anthology: Poetry in Time of Crisis*, edited by Virginia Davenport

Clan Jade Falcon began their invasion of the Inner Sphere on 20 March 3050 by launching simultaneous attacks against ten Federated Commonwealth worlds. Clan leaders intended to accomplish two goals in the first wave; to win and to completely demoralize the Successor States with their skill, ferocity, and appearance.

The Falcons went to great lengths to make their appearance as fearsome as possible. They painted their 'Mech exteriors in a wild variety of schemes, ranging from amazing camouflage patterns to almost psychedelic combinations of colors and designs. Elemental armor also received special attention, the Galaxy's falcon emblem appearing on the helmet, shoulders, and back of most. Some commanders even attached synthetic feathers to their armor.

All the worlds attacked during the first wave of invasions experienced an almost identical chronology of events. Clan naval vessels, remarkably adept at evading the Inner Sphere's electronic trip-wire systems, usually managed to approach to standard Clan orbit (.75 IS standard) unchallenged, then the Clan commander would issue the batchall, or challenge, to the oblivious defenders below.

Each Clan begins its batchall with a sentence unique to their Clan. The Wolves declare, "The Wolves of Kerensky have claimed this world for their own. What tame dogs defend it?" The Smoke Jaguar batchall begins, "The Smoke Jaguar claims this world. Identify the forces that defend it so that we from the mists of space may know on whom we pounce." The Ghost Bears use a more businesslike opening, "We are Clan Ghost Bear. This world is ours. Those who dispute our claim must identify the size and location of their forces for immediate disposal."

Clan Jade Falcon opens its challenge with, "What forces dare defend this world from the steel talons of the Jade Falcon?" Many worlds invaded by the Falcons during the first and subsequent waves, however, did not receive this courteous warning of their looming demise. Though technically a breach of Clan etiquette, many Falcon commanders refused to issue the batchall to "barbarians," and many defenders learned they were being invaded only by the sudden appearance of entry trails on their radar.

As the defenders scrambled for their vehicles, they discovered the Clans' devastating ability to drop 'Mechs and DropShips into landing zones too rugged and demanding for all but the most elite Inner Sphere units. Clan units usually chose drop zones well within their enemy's defensive perimeters, and the Falcons often landed so close to enemy positions that they opened fire on the defenders before hitting the ground.

Most Clan attacks also succeeded because they were direct. Current Inner Sphere military tactics strike at a combination of targets using anything but a frontal assault. The Clans, particularly the more conservative such as Jade Falcon, attack with the exact opposite strategy. They reject any other tactics as freeborn "devi-

ousness." Their battle philosophy of dueling, even in large engagements, dictates a series of devastating direct attacks known as the nathaculor, "the strike of the unswervable sword."

In keeping with Nicholas Kerensky's goal of minimal loss of life and property in combat, the Clans' initial objective in each attack was to identify and cripple or destroy the defender's command, communication, and control positions. Failing that, they simply took on the largest concentration of enemy forces, using the rationale that, "if we can't cut off the enemy's head, we cut off his arms instead."

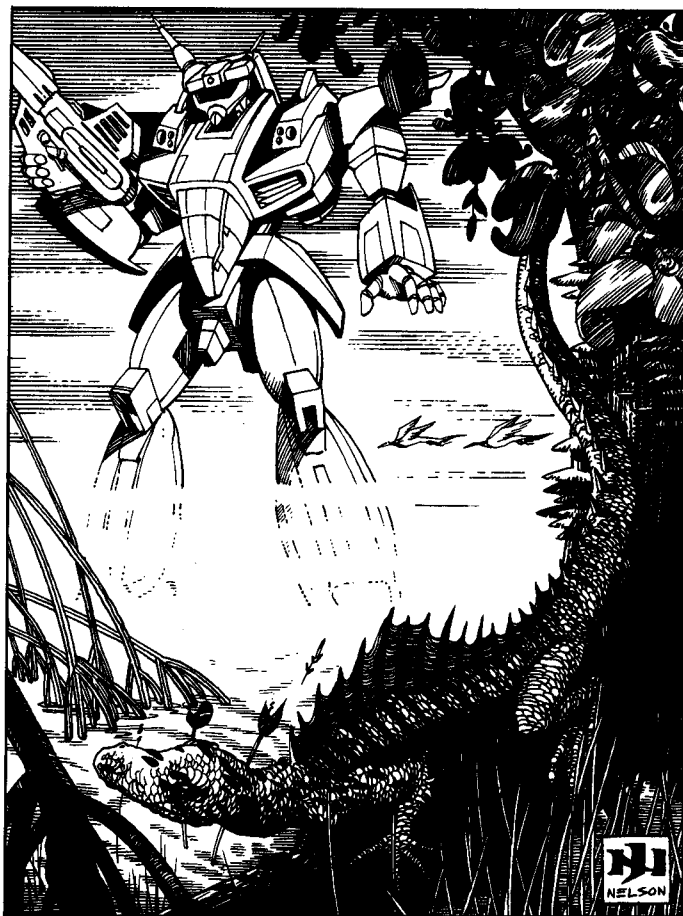
For the Jade Falcon touman, the first wave brought unexpected glory and a few surprises. Though they possessed a fair amount of information about their opposition, based in large part on the reports of Wolf's Dragoons and other independent operatives, some information was simply unavailable. The Falcons knew that AFFC regimental combat teams protected certain worlds, including Barcelona, Here, and Trell I, and would offer stiff resistance. Falcon commanders prepared for these worlds by setting the cutdown bid at a minimum of two Clusters and by assigning elite units, such as the Turkina Keshik and the Jade Falcon Guards, to either spearhead the initial assaults or act as a ready reserve.

Even the worlds classified as lightly defended required more effort than expected to conquer because the Clans, particularly the Crusaders, consistently underestimated the skill and determination of local militias. They largely dismissed reports provided by Wolf's Dragoons as the lies of traitors, and ignored their own intelligence service operatives. These low estimates proved accurate in the Free Rasalhague Republic, but disastrous in the Federated Commonwealth and Draconis Combine.

The core of the Federated Commonwealth militia are 'Mech companies, which the commanders divide into lances and attach to infantry and armor battalions. The lances serve as the cornerstones of the defensive positions. Instead of rushing to meet the approaching Falcon 'Mech Stars, they waited for the mechanized units to slow the enemy advance. This tactic thoroughly confused the Falcons, who expected 'Mechs to be at the forefront of every battle.

The militias took advantage of the Falcons' uncertainty to create a strategy that they used to good effect during the first and most of the second waves of the invasion. Conventional militia forces led by tanks and hovercraft contacted the advancing Clan units. The Falcons would wade into the militia force, causing heavy damage, but before they could completely destroy the defenders, a lance of 'Mechs would appear and challenge the Clan pilots to a duel. Clan honor required that they break off their attack against the ground units and observe the rules of the batchall (the Clan rites of honorable combat). The Falcons' strict adherence to Clan law, which included determining a Circle of Equals for a duel, gave the militia forces time to retreat. Once the conventional forces were safely away, the 'Mechs retreated, after loosing a single volley of firepower. Needless to say, the Falcons viewed this tactic with considerable disgust and anger. While the tactic, called "Falcon Foolin'," never prevented the Falcons from taking what they wanted, many soldiers survived that would otherwise have died.

The Jade Falcon Khans soon abandoned the batchall entirely, allowing Falcon warriors to ignore any challenge issued by an Inner Sphere warrior. They also gave their warriors permission to punish anyone who took advantage of their strict adherence to the code of honor.



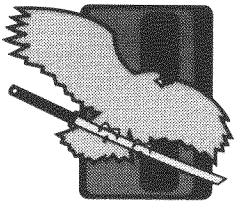
TRELL I

The loss of my son, albeit a tragedy for me, would not mean one jot more or less than the loss of any highly trained soldier of the Federated Commonwealth. The life of every man or woman serving in the AFFC is precious, but forfeit to protect what we are. More important, they themselves believe it is our right to exist free from outside tyranny.

—From a private communiqué authored by First Prince Hanse Davion and Archon Melissa Steiner-Davion during the height of the Trell I invasion

The planet Trell I consists mainly of marshes, mountain ranges, and spectacular cave systems that served as a haven for pirates and smugglers during the early days of the Lyran Commonwealth. Yesterday's pirate gradually became today's businessman, transforming Trell I into an important economic and administrative center. For that reason alone Trell I placed high on the Falcon commanders' lists of primary worlds to conquer. But the presence of a young battalion commander in the planet's defending Twelfth Donegal Guards, Victor Steiner-Davion, heir to the Federated Commonwealth, turned Trell I into a prize beyond all price.

The Twelfth Donegal Guards RCT adopted and adapted the military doctrine of the new Armed Forces of the Federated Commonwealth when other Lyran units resisted, quickly molding themselves into a swift-moving unit able to work in concert with



other regiments to deliver a fearsome combination of firepower and speed. This was a marked contrast to the reputation of Lyran 'Mech units as plodding metal that spurned any assistance from conventional units.

Credit for much of the unit's success belongs to Lieutenant General Jeremy Hawksworth, one of the first Lyran officers to receive special training at the New Avalon Military Academy. Under his skilled leadership, the Twelfth Donegal RCT served with distinction in the Third Succession War and the War of 3039, where they earned the nickname the "Foxy Crocodiles" because the RCT maneuvered and fought in a manner similar to that fearsome, cunning reptile.

Following the War of 3039, the Crocs went to Trell for rest and refit, and received a permanent assignment to that world as the parent unit of the CoOpFor (Commonwealth Opposition Force), a battalion-sized unit, commonly known as the Red Brigade. Trell I served as a training ground for Federated Commonwealth forces, and the Red Brigade regularly scheduled a month-long series of battles designed to simulate the tactics favored by the Draconis Combine and the Free Worlds League. Though the Red Brigade enjoyed a fierce reputation throughout the Commonwealth, Clan intelligence somehow overlooked it, ultimately allowing it to play an important role in the battle for Trell I.

The Jade Falcons considered Trell such an important prize that Khan Crichton declined all bids for that planet and instead assigned three Clusters, led by the elite Jade Falcon Guards, to seize it. The Guards and the First and Fifth Falcon Striker Clusters attacked using standard Falcon tactics, following a simple, direct plan created by Star Colonel Adler Malthus of the Guards.

The Foxy Crocodiles suffered horrible losses in the first thirty minutes of the attack. The rugged terrain favored the defenders, but caused communication difficulties that left small pockets of soldiers to fight and die without hope of relief. Company Bravo of First Battalion made one of the most heroic stands of the encounter, holding the Pirate Chasm Bridge on the raging Drebbin River for forty minutes against two Stars of Falcon 'Mechs and Elementals while Donegal combat engineers tried desperately to rig the bridge with explosives. They succeeded, but only a handful of soldiers survived.

Leftenant General Hawksworth quickly realized that the invaders were not interested in seizing Pirate's Paradise. They wanted his forces, specifically the commander of the Second Battalion of his 'Mech regiment, Victor Steiner-Davion. A recent graduate with honors from the Nagelring Military Academy, Prince Victor had no combat experience, and General Hawksworth must have shuddered at the implications of his death or capture by the Falcons.

The future leader of the Federated Commonwealth began his career as a military commander by fighting a lost cause. His battalion was in position on the far side of the Castle Mountains in the Chrysall Pass, on schedule to meet the Red Brigade in an exercise. When the battalion's outriders picked up unidentified hostile traces on their monitors, they assumed the Red Brigade had arrived to begin the exercise, and those scouts died for their assumption. They did manage to warn Kommandant Steiner-Davion, who put his battalion on full alert.

The onrushing elements of the Jade Falcon Guards seemed unstoppable. Their 'Mechs crashed into the battalion's defensive positions, all but ignoring "kill zones" of crossfire. What the Falcon 'Mechs did not immediately knock down or destroy, they left to the

tender mercies of their Elemental Stars.

Kommandant Davion quickly ordered the remains of his command to retreat back through Chrysall Pass, hoping to reach Smuggler's Valley, but that plan failed. They arrived at the pass to be strafed by Falcon fighters and attacked by a Binary of Falcon 'Mechs and Elementals. Kommandant Davion rallied his forces and retreated again, losing more of his troops in the process.

They moved toward Smuggler's Mouth, intending to seek refuge in the immense network of caverns that honeycombs the Castle Mountains. As his forces rushed toward the Mouth, Kommandant Davion realized that the rest of the Jade Falcon Guards could easily intercept their flight to safety, and the Falcons from the Chrysall Pass had position on them from the rear.

History turned on this moment in the battle. The Prince's capture would have devastated First Prince Hanse Davion and Archon Melissa Steiner, likely demoralizing the entire Federated Commonwealth. That nation looked upon the young Prince as the reality of the often tentative union between the Lyran Commonwealth and the Federated Suns. The death or capture of Victor Steiner-Davion would deal the Federated Commonwealth a tremendous blow.

As the Prince and his command staff prepared to make a final stand, the Red Brigade came to the rescue. As part of the scheduled training exercise, the Brigade had taken up shielded positions and waited to ambush the Second Battalion. The Falcons failed to detect the Brigade unit as they passed. Leftenant General Nikolai VanLee, Brigade commander, realized what was happening almost immediately and began a forced march in pursuit of the Falcons. His forces arrived just in time to attack the Falcon Guards' rear echelon.

This rear assault forced the Jade Falcon Guards to turn and deal with the new threat, giving Kommandant Davion and what remained of his battalion the opportunity to slip into the maze of caverns. Only a handful of 'Mechs and soldiers from the Red Brigade made it into the caverns with the Prince.

The fight within the caverns deserves far more attention than I have space to describe it. The battalion's survivors, under the daring leadership of the Prince, managed to escape into Smuggler's Valley with few additional losses, leaving their pursuers behind in the caverns.

The sacrifice of the Red Brigade and the Prince's escape slowed the Falcons' attempt to encircle Smuggler's Paradise. Leftenant General Hawksworth, his command of an entire RCT reduced to a handful of 'Mechs and a few regiments of lesser forces, used his one remaining advantage to send the Prince to safety: his aerospace fighters still controlled the sky directly above the valley.

As he watched the DropShip carry the unwilling Prince and his aide away from the planet, Leftenant General Hawksworth was heard to mumble, "There goes the last, best chance of the Federated Commonwealth. He'll give the hard road we're about to walk down some meaning."

The remnants of the Donegal Guards, led by Hawksworth, and the surviving detachments of the Red Brigade abandoned Smuggler's Valley by traveling back through Smuggler's Maze. Many soldiers fled into the heavily forested areas in the valleys beyond, while others remained in the caverns beneath the mountain. These forces fought a long and desperate guerrilla campaign that ended only when the last soldier was dead or captured, many months later.

FIRST WAVE CONCLUSIONS

Success, fellow warriors! And with it undreamed-of riches and wonders. We are truly blessed to have lived to see this day!

—Comment by an anonymous Falcon warrior

For Clan Jade Falcon, the first wave of the invasion produced unhopd for rewards. Each world they conquered yielded a unique bounty of natural resources that far surpassed the most avaricious dreams of Falcon merchants.

While the Falcon warriors appreciated the economic potential their conquests represented, most fell victim to a condition their scientists named "conqueror's euphoria." For most, the euphoria manifested in an almost childlike gawking and reverence for what they had been destroying just hours before in pursuit of victory. The euphoria made others far from reverential, and they took gross liberties with the conquered people and property.

Conqueror's euphoria so consumed the Jade Falcon warriors that most forgot the real difficulties of the conquest. The Inner Sphere defenders, from the frontline 'Mech regiments to the rear-echelon soldiers, fought with more skill and courage than any Clan expected. And their resistance continued past the destruction of the last 'Mech. The inhabitants of the occupied worlds simply ended one phase of defiance and began another. Militia unit commanders realized just how far the Falcons outmatched their forces in open combat and compensated with non-conventional actions. "If we can't push the damned invaders off our rock, then we'll sure as hell make life damned miserable for the SOBs," neatly summed up the defenders' new strategy. Federated Commonwealth militias abandoned organized resistance and melted into the untamed wilderness, leaving Falcon officers crowing in victory. Only a few, more thoughtful Falcon commanders were uneasy at this sudden capitulation.

The ilKhan's call for an accurate exchange of information at the end of the first wave was forgotten. Balloon reports (flexible facts stretched around a lot of hot air) replaced battle reports, and in the end, only Clan Wolf and Clan Ghost Bear produced truthful accounts of their conquests.

SECOND WAVE: THE FALCON STRIKES

Some say that we should be more cautious in our advance, that the warriors of the Inner Sphere are valiant and dangerous opponents. But we are the Clans. We shall triumph in the name of the Star League. Caution? Let us throw caution to the Wolves...

—Star Admiral Adrian Malthus

Though the skills and determination of many Federated Commonwealth defenders shocked the Clan Jade Falcon Cluster commanders, Khans Timur Malthus and Elias Crichton, along with most of the Falcon high command, credited the Inner Sphere's performance to luck.

Even so, the Falcons created a few contingency plans to cover emergencies. They formed the best freeborn Clusters into a rapid-deployment reserve force that would respond ruthlessly to continued resistance or guerrilla activity on conquered worlds. They set up a system of convoys between the Inner Sphere and Clan space to ensure an uninterrupted flow of supplies and materiel (though a far less extensive system than Clan Wolf's). Finally, the *Emerald Talon* Naval Assault Star waited in reserve to deliver the ultimate

retaliation of planetary destruction if needed.

The second wave of the invasion began on schedule in May 3050. This time the Falcons targeted twelve worlds, more than the number Clans Wolf and Ghost Bear planned to assault, but fewer than what Clan Smoke Jaguar intended to conquer.

The minimal opposition Clan Jade Falcon met in the second wave of attacks put to rest its commanders' fears of unexpected resistance. Most defending units in the second wave consisted of mixed militia troops or the remnants of units disrupted by the first wave of the invasion. The Falcons encountered determined resistance only on the planet Apollo, former capital of the hated Rim Worlds Republic.

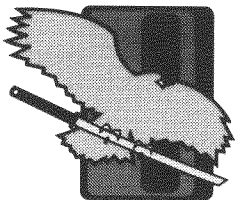
APOLLO

Only Kentares IV exceeds the world of Apollo in the annals of infamy: Apollo once served as the capital of the Rim Worlds Republic and the homeworld of House Amaris. Clan Jade Falcon eagerly anticipated taking this planet for the reborn Star League.

The Turkina Keshik and the Jade Falcon Galaxy, escorted by three Stars of aerospace fighters, landed on Apollo halfway through the planet's monsoon season. The weather prevented the Jade Falcon OmniFighters from effectively supporting the ground forces. Both Falcon forces met with heavy resistance from the Apollo Militia and the Second Grave Walkers, a mercenary unit of some repute. The Jade Falcon Galaxy made quick initial progress, but the fierce resistance put up by the Second Grave Walkers was compounded by the bad weather.

Superior Clan technology and skills finally prevailed, and the Clans forced the defenders to retreat to two massive fortifications. These installations, built by Stefan Amaris shortly before the civil war he began by usurping First Lord Richard Cameron, were patterned on the Castles Brian in the Terran Hegemony. Several Stars of Elementals managed to take one fort by entering through a forgotten secret bolt-hole they discovered on building plans stored in their pre-Exodus records. The other fortress proved more difficult to penetrate. The defenders repelled repeated assaults; even aerospace fighter attacks failed to inflict much damage, blocked by the weather and the massive concrete emplacements protecting the fort's weapons. Khans Malthus and Crichton saw their chances of success diminishing with each passing day, and Khan Malthus finally ordered the 305th Assault Cluster to outfit their OmniMechs with Arrow-4 missile artillery units and reduce the fortress to rubble. The 305th Assault launched a series of massive missile strikes that split bunkers and pillboxes open like ripe fruit, silencing the fort's big guns and opening access for the OmniMechs and Elementals to the underground of the fortress. The Khans ordered their forces to use homing missiles in the assault, and so civilian areas near the fort remained untouched. Two hours after the second fort surrendered, the rest of Apollo's defenders also surrendered unconditionally.

Resistance during the second wave was light for the Falcons because Hanse Davion and Melissa Steiner-Davion had reluctantly decided not to reinforce the defenses of those worlds under attack. Even though this decision pained them, they realized that sending men in force against the Clans before learning how to match their strength was no better than asking their soldiers to commit suicide. They held back their strongest units and waited for intelligence-gathering to determine the most effective method of resistance. Meanwhile, the government actively supported guerrilla activity on many captured worlds.



THIRD WAVE: WINGS OF LIGHTNING

If the rest of the Inner Sphere offers us only as much resistance as the defenders we have just faced, we will soon stand on the sacred ground of Terra.

—Khan Elias Crichtell

Logistical problems with its supply line back to Clan space allowed Clan Jade Falcon to target only five worlds in the third wave. Adding to their embarrassment was the fact that Clan Wolf managed its supply line brilliantly, avoiding even the hint of a slowdown. Insurrections on several Falcon-conquered worlds forced the Jade Falcon Khans to bring Provisional Garrison Clusters forward from the Clan homeworlds. Though the Falcons hit their five worlds on schedule, meeting serious resistance only on Hot Springs, they had clearly lost their momentum, even when the planet Malibu surrendered after the initial engagement with Peregrine Galaxy.

Toward the end of the third wave, rumors claimed that Clan Steel Viper would take a more active role in the invasion's next wave. Khans Malthus and Crichtell dismissed this rumor publicly, but sources close to the Khans say they showed concern in private.

HOT SPRINGS

Clan Jade Falcon targeted the world of Hot Springs, noted for the rich mineral water that had made it a well-known tourist attraction across the Inner Sphere. For a reason only recently made known, the founder of the Von Jankmon Bloodname was also born on that planet. Many members of that Bloodname held powerful positions in the Clan touman and convinced Khan Crichtell to add Hot Springs to the invasion list. The green troops of the Hot Springs TMM sent their entire aerospace company to oppose the Jade Falcon landing. This proved the militia's undoing, as the Von Jankmon line historically produced almost as many fearsome fighter pilots as the Malthus line. The militia pilots managed to shoot down only one Jade Falcon fighter at the cost of their entire force. With the threat of further aerospace attacks neutralized, the OmniMechs of Turkina Keshik advanced steadily from the spaceport, swatting aside the few conventional fighters and VTOLs that attempted to block their progress.

The militia made its stand at the planetary capital, choosing the only position that could give them an advantage: the Falcons were reluctant to launch an all-out attack, because their orders were to take the city with minimum damage. Elementals formed the frontline force and made their way slowly through the streets, destroying tanks and pillboxes, routing the militia infantry, and eventually forcing the Hot Springs TMM 'Mech units from their prepared positions. The Jade Falcons allowed the militia to break out of the city, but stopped the defenders from reaching the world's wilderness areas, where they could organize guerrilla operations. The First Falcon Jaegers were in position to trap the militia as they escaped from the capital, and less than thirty minutes later, the last of the Hot Springs TMM fell to the overwhelming firepower of Clan Jade Falcon.

FOURTH WAVE: THE FALCON FALTERS

The fourth wave of the invasion called for Clan Jade Falcon to hit fifteen worlds. The Clan had solved its supply problem, and it seemed nothing would stop the Falcons from reaching Terra first. A rapid succession of disasters, however, managed to slow the Falcons down.

Initially, the Falcon attacks came off as scheduled, their troops mauling many AFFC units so badly that they had to be disbanded. The Falcon's first major setback came on the planet Twycross. The Falcon Guards, their departure from that world delayed by bad weather, discovered a Federated Commonwealth counterattack in progress. The Tenth Lyrn Guards RCT, the Ninth Federated Commonwealth RCT, and both regiments of the Kell Hounds landed on Twycross and immediately came under pressure from the Falcon Guards and elements of the Jade Eyrie Cluster. The Clans' advantage was short-lived, and ended when Kai Allard-Liao led the Falcon Guards into a trap. Most of the Falcon Guards died in the resulting devastation, including their commander, Star Colonel Adler Malthus; the few survivors managed to withdraw.

The battle's aftermath devastated Clan Jade Falcon even further. When one Bloodright of a given Bloodname is disgraced, other Bloodrights of the same Bloodname usually suffer no repercussions. In this case, however, the shame of the defeat on Twycross affected the entire Malthus Bloodname. The lost honor did not significantly affect the codexes of the other Bloodnamed warriors, but rivals of the Malthus Bloodheritage created such a severe political backlash in the Clan council that Khan Timur Malthus was forced to resign. The same political maneuvering sent most of the Malthus Bloodnamed warriors back to Clan space with



strict orders to avoid causing any further disgrace to their Clan. (Of course, members of the Malthus Bloodheritage viewed this dismissal as nothing more than an opportunity for their rivals to garner more glory.) Khan Elias Crichell chose Vandervahn Chistu as junior Khan.

Soon after his resignation as Khan, rumors began circulating about the fate of Timur Malthus. Many Clansmen believe he died in an accident or took his own life. One unconfirmed report claims that he returned to Clan space aboard the *Emerald Talon*. Our latest information indicates that Timur Malthus and Star Admiral Adrian Malthus currently command a special force designed to counter potential aggression from Clan Steel Viper.

One final misfortune awaited Clan Jade Falcon. The Crusaders' strongest spokesperson, ilKhan Leo Showers, died in a kamikaze attack by a Rasalhague pilot who flew her crippled fighter through the bridge of the Wolf Clan flagship *Dire Wolf*, where the leaders of all the Clans were gathered in a Grand Kurultai. The loss of their leader forced the Clans to withdraw their Bloodnamed frontline troops to the Clan homeworlds in order to elect a new ilKhan. Unfortunately for Clan Jade Falcon, the Clans elected Khan Ulric Kerensky, leader of their most hated enemy, as their new leader.

YEAR OF PEACE: THE FALCON RESTS

Following ilKhan Leo Showers' death aboard the *Dire Wolf*, the Bloodnamed warriors in the frontline units returned to Strana Mechty to convene the Grand Council and elect a new ilKhan. But before the main business of the Council could begin, Khan Lincoln Osis of Clan Smoke Jaguar introduced a motion to strip Khan Ulric Kerensky of his rank, because he blamed Khan Ulric for Leo Showers' death. Clans Jade Falcon, Ghost Bear, and Star Adder threw their support behind the motion, and Clans Wolf, Steel Viper, and Coyote opposed it. Clan Snow Raven, a moderate Warden Clan, remained neutral in the debate, withholding support from both sides for a purely political reason. Clan Steel Viper supported Khan Ulric, and though Clan Snow Raven may have felt the same way, the Vipers and Snow Ravens still nursed a bitter feud over a world Clan Snow Raven had lost to the Steel Vipers more than a century earlier.

The Wardens defeated the motion to unseat Khan Ulric, but the Crusaders struck with an excellent riposte. Loremaster Conal Ward, one of Clan Wolf's most vocal Crusaders, nominated Khan Ulric Kerensky as ilKhan, and the Crusader Clans recognized their chance to teach Clan Wolf humility. The position of ilKhan made Ulric Kerensky the supreme war leader of all the Clans, but, as ilKhan, he would be bound by the decisions of the Grand Council. The Khans of the Crusader Clans were confident that their votes and political power were sufficient to carry the invasion agenda past all Warden resistance.

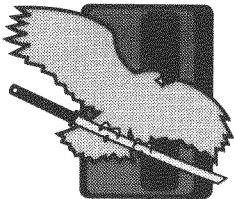
Battles took place in more than one arena while the Grand Council was in session. Clan Steel Viper challenged Clan Jade Falcon to a Trial of Possession for the genetic material of Khan Elias Crichell, to be held on the Jade Falcon world of Huntress. Khan Elias Crichell, considered semi-retired because of his age, handled the Trial bidding brilliantly. Khan Crichell bid three of the four Clusters of Omega Galaxy, which had been bid away for the invasion, versus the whole of Clan Steel Viper's Gamma Galaxy. Khan Crichell proved that he still possessed military genius as well

as political savvy by leading Omega Galaxy into battle. The Vipers got off to a bad start when Alpha Fighter Trinary of Omega Galaxy savaged one of their aerospace Stars. As the Falcon OmniMechs and Elementals landed, the Fourth Viper Guards Cluster launched a furious counterattack, pinning the Jade Falcons down only a short distance from their DropShips. Khan Crichell personally led the Omega Keshik in an orbital drop almost on top of the Steel Viper positions that trapped them between the Omega Keshik and the Fifth Falcon Assault Cluster, and proceeded to smash the Viper forces. The landing zone safely cleared, the Falcon Clusters swept up the remainder of the Viper forces, covering them with a constant bombardment until Clan Steel Viper admitted defeat.

Shortly after Khan Crichell returned victorious from the Trial of Possession, the Grand Council voted to install Ulric Kerensky as ilKhan. ilKhan Kerensky's first act as Khan was to make Clans Steel Viper and Nova Cat full partners in the invasion, to be teamed with Clans Jade Falcon and Smoke Jaguar. In a show of "fairness" that further infuriated the Falcons and Jaguars, ilKhan Ulric and the Council decided that the Steel Vipers and Nova Cats had the right to bid against Clans Falcon and Jaguar in Trials of Possession for invaded worlds that still had rebel activity. As Clan Jade Falcon had just fought a Trial of Possession for the Clan world of Hellgate against Clan Steel Viper, Khan Elias Crichell believed that the ilKhan added the Vipers and Nova Cats to the invasion mainly to slow Clans Jade Falcon and Smoke Jaguar by forcing them to bid for each planet, thus wasting valuable time. Only Clans Wolf and Ghost Bear benefited from this decision. The Jade Falcons felt that the Grand Council deliberately insulted them by assigning them to work with Clan Steel Viper.

Khans Crichell and Chistu of Clan Jade Falcon used the hiatus from the invasion to re-form the Falcon Guards. The Khans needed a Falcon Guards Cluster in the Clan touman, but the dishonor Adler Malthus brought the Guards at Twycross now made that unit the least desirable assignment in the whole Clan. Khan Vandervahn Chistu solved the problem by assigning command of the Cluster to Star Colonel Aidan Pryde, whose tainted history made him the perfect choice to lead a unit made up of the most troublesome warriors in the Clan, including some freebirths. Morale in the Falcon Guards hit an all-time low, and general opinion gave the once-proud unit all the honor due a glorified PGC. Star Colonel Pryde surprised his many enemies on the Jade Falcon Council by whipping the Falcon Guards into shape, and the unit became even more feared than before Twycross.

The Jade Falcon Khans took advantage of the break in the invasion to make arrangements regarding other matters of concern. Aware that they would soon share their Inner Sphere conquests with Clan Steel Viper, Khan Crichell assigned the *Emerald Talon* Naval Assault Star to perform what amounted to patrol duty in Clan space. Attached to two Galaxies, the combined units, known as "Turkina's Talons," provided a rapid deployment force designed to counter any Viper aggression against wholly- or jointly Falcon-held worlds. Khan Crichell believed the two uncommitted frontline Galaxies would give the Falcons an edge in any Trials of Possession against Clan Steel Viper. As an added precaution, he made friendly overtures of territory and genetic material to Khan Lynn McKenna of Clan Snow Raven. Prior to ilKhan Ulric's decision to include the Vipers as full partners in the invasion, Clan Snow Raven supported the Warden faction; afterward, the Khans of Snow Raven became more sympathetic to the Crusader cause. Khan Crichell saw and



seized the opportunity to try to sway Clan Snow Raven to active status as a Crusader Clan. Their full support would increase the Crusaders' power in the Grand Council and gain Clan Jade Falcon a powerful ally against Clan Steel Viper. As of this writing, we do not know how Khan Lynn McKenna replied to Clan Jade Falcon's offer.

FIFTH WAVE: THE FALCON AND THE VIPER

When the Clans resumed hostilities against the Inner Sphere in November 3051, Clan Jade Falcon controlled several worlds jointly with Clan Steel Viper. The Steel Vipers bid against Jade Falcon for invasion rights in the fifth wave, and, as a result, Clan Jade Falcon ceded three worlds outright and fought Trials of Possession for the remaining four. The Jade Falcons won only two of these Trials, blaming their defeats on the fierce fighting and heavy casualties the Clan endured in the first year of the invasion, while the Viper Clusters were virtually untouched by the fatigue of fighting the Inner Sphere. The debacle at Twycross deprived the Jade Falcons of some of their best fighter pilots and MechWarriors, making victory even more difficult to achieve. Clan Jade Falcon only attacked two of the seven worlds it originally targeted for the fifth wave, further fanning the flames of hatred for both Clan Steel Viper and ilKhan Ulric Kerensky.

FIFTH WAVE CONCLUSIONS

Of more immediate concern to the powers of the Inner Sphere than the Clans' political infighting are persistent reports of Jade Falcon warriors adapting their tactics to match those of their Inner Sphere opponents. One confirmed report from Alyina describes two Jade Falcon MechWarriors combining their fire against a BattleMech piloted by Victor Steiner-Davion. Unconfirmed reports relate similar occurrences all along the front lines of the Jade Falcon invasion corridor. This news is distressing, as the Falcon behavior directly contradicts the Clan honor rule of one opponent per warrior. Their reluctance to concentrate fire has consistently proved to be the Clans' greatest weakness; if Jade Falcon uses these tactics successfully and is not reprimanded by the Grand Council, other Clans may adapt their tactics in similar fashion, and the Inner Sphere would lose its best advantage.

CLAN SNORD

Star Colonel Damon was an old fool for treating this freebirth bandit like a true warrior. If he had included my ship in his bid, the matter of "Clan Snord" would have ended that day.

—Star Captain Christopher Folkner, commander of the *Aegis* Class cruiser *Hawk-Eye*

More than any other incident, one single event in the Inner Sphere invasion solidified the Jade Falcon disgust for anything not Clan: a Wolf freebirth warrior named Rhonda Snord announced the formation of Clan Snord. The Falcons hated their forced partnership with the Steel Vipers, but at least that Clan conducted itself according to Clan law. By calling her assortment of misfits and rejects a Clan, Clan Jade Falcon felt that Rhonda Snord insulted every Clansman since Nicholas Kerensky himself.

In August of 3051, Rhonda's Irregulars made a deep raid into the Jade Falcon Occupation Zone to the planet Apollo, their goal to recover forgotten Star League data that could reveal the location of a legendary naval base located in the Dark Nebula. The Irregulars obtained the data, defeating a Star of the Dark Wing Cluster in the process, and jumped for the Dark Nebula. Star Colonel Damon of the Dark Wings discovered a crate of data the Irregulars had accidentally left behind, and used those fragments of information to reconstruct the location of the naval base. Star Colonel Damon's Cluster boarded their DropShips, attached them to the *Hawk-Eye*, an *Aegis* Class cruiser, and jumped into the Dark Nebula.

Arriving at the base, known as "Camelot Command," the Dark Wings landed on the huge asteroid station and challenged the Irregulars to a Trial of Possession. Rhonda Snord bargained for the right of uncontested possession of the base if she won the battle, also claiming the Dark Wings and their DropShips as isorla. Star Colonel Damon accepted the conditions of Rhonda's batchall, and the fight began.

The Irregulars' carefully planned tactics and clever use of the terrain soon reduced the Dark Wing Cluster to a shambles. A last, desperate attempt to destroy the base's main fusion reactor to avoid the shame of failure ended with Star Colonel Damon's defeat at the hands of Rhonda Snord, who piloted a *Highlander*. The captain of the *Hawk-Eye*, angered because Clan law forbade him to intervene and blast the bandits off the base, jumped back to Apollo and informed the Khans of Clan Jade Falcon via HPG transmission that the bandit caste now possessed a warship construction facility.

Khan Crichtell knew that even with the Federated Commonwealth's help, at least fifteen years would pass before the base began constructing ships. The insult to Clan honor caused him more concern than the loss of the base, which would be the goal of Trials of Possession for years to come. And though the hated Steel Vipers could also bid in those trials, Khan Crichtell believed that Clan Jade Falcon would have the final victory.

BATTLE OF TUKAYYID

Remember those events that brought us these fifteen years of shame. But remember also those who fell to restore the glorious Star League. Above all, remember the blood legacy of Aidan Pryde, child of Kerensky; he made the final sacrifice so that his Clan could continue. For eternity shall we praise him; in fifteen years shall we avenge him.

—The Remembrance, Passage 417, Verse 29, Lines 74–79

ilKhan Ulric Kerensky accepted ComStar's terms to fight a proxy battle for Terra on Tukayyid, but met some resistance when he presented the plan to the other Khans. Most of the Khans, however, were enthusiastic about what they felt sure would be an easy victory, and when the kurultai convened on the *Dire Wolf* to bid for Tukayyid, all the Clans bid fiercely. Khan Chistu and Khan Crichtell won a good position on the assault schedule, and considered themselves well revenged against Clan Wolf for the ilKhan's many decisions humiliating Clan Jade Falcon. The Falcons were scheduled to assault the cities of Olalla and Humpdulips.

The following excerpt is from Jade Falcon Galaxy Commander Mar Helmer's report on the battle for Tukayyid.

"My Khans, this is my report. Gamma, Delta, and Vau Galaxy DropShips entered the atmosphere of Tukayyid without incident and landed unopposed on the Prezno Plain. Star Colonel Aidan Pryde led the Falcon Guards to cover the right flank of our advance, the Second Falcon Jaegers of Delta Galaxy covered the left flank, and the First Falcon Jaegers and Twelfth Falcon Regulars attempted to seize Robyn's Crossing and Plough Bridge, the two vital spans crossing the Prezno River..."

The First Falcon Jaegers encountered a series of heavily fortified positions two kilometers out from Robyn's Crossing. Star Colonel Rard Hoyt sent his Cluster's faster 'Mechs out to enfilade the Com Guards' 403rd Division, while his heavy OmniMechs launched a direct attack on the enemy positions. The battle was long and fierce, but the 403rd held its positions, even in the face of fighter strafing and Arrow-4 bombardment. The Falcons' first break came when a Star of Elementals managed to slip behind the Com Guard lines and attack the 403rd's HQ. This "headhunter" attack killed Precentor Robert Maigatter, commander of the 403rd, and destroyed vital supplies and communication equipment. The Com Guard troops broke, allowing the Jade Falcon Galaxy to penetrate their lines and annihilate more than 70 percent of the 403rd Division. In a simultaneous attack, the 305th Assault Cluster, backed by the 124th Striker Cluster, smashed through the troops of the 214th Division guarding the approaches to Plough Bridge. The 214th broke and scattered under the heavy Jade Falcon fire.

Meanwhile, Star Colonel Senza Oriega began her assault on the Robyn's Crossing bridge approaches. The Com Guards 388th Division (the White Banshees) dropped back to pick up the remnants of the 403rd Division and occupy preset artillery and heavy concrete emplacements for tanks and infantry, and the Twelfth Falcon Regulars could make no headway against this determined defense. Star Colonel Aidan Pryde of the Falcon Guards broke the stalemate by leading several Stars of jump-capable OmniMechs and Elementals on an unexpected flanking attack. The Com Guards, now under fire from multiple directions, fought hard, but to no avail. The Falcon Guards' Star Captain Joanna seemed to take particular pleasure in blasting Com Guard units out of their pill-boxes and then ruthlessly destroying them. Twenty minutes after the tide of the battle turned, Clan Jade Falcon controlled Robyn's Crossing. With the 124th Striker Cluster and the 305th Assault Cluster in command of Plough Bridge, Clan Jade Falcon prepared to cross the Prezno River.

Khan Chistu awarded the honor of crossing first to Star Colonel Senza Oriega and the Twelfth Falcon Regulars, a decision the Falcon Guards protested, as it was their assault that allowed the Clan warriors to seize the bridge. Their protests had no effect. The Falcon Guard warriors knew that the Khan's decision added further shame to their unit's tainted history and reflected badly on their unorthodox commander, but there was no time for bidding or Trials of Refusal. Clans Wolf and Ghost Bear were already making rapid advances in their operational areas, and every Falcon warrior wanted to beat the Wolves. Star Colonel Senza Oriega, in her *Executioner*, led the Twelfth across the bridge. Just as she reached the center of the span, explosions ripped the bridge as hidden Com Guard demolition charges detonated. With a sickening screech of tearing metal, the bridge collapsed into the Prezno River, carrying two full Trinaries of the Twelfth Cluster with it and killing Senza Oriega, among others. Almost immediately, Com Guard fighters and artillery began to pound the Falcon positions, with 'Mechs and

tanks from the 111th and 201st Com Guard Divisions taking up positions on the opposite side of the river.

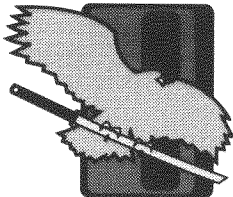
The Fifth and Fourteenth Fighter Trinaries swept the Com Guard fighters from the sky and followed up with ground attacks against the 201st Division artillery positions and ground forces. Meanwhile, the Falcon Guards and Second Falcon Regulars used jump-capable OmniMechs to leap across a narrow part of the swift-moving Prezno, losing eleven 'Mechs and a Star of Elementals in the process. Once across, the units split up, the Falcon Guards moving to secure Robyn's Crossing and the Second Falcon Regulars taking Plough Bridge. The 111th and 201st Divisions fought a brave delaying action, but the damage suffered in the massed fighter attacks combined with the unexpected speed of the two-pronged Falcon attack forced them to retreat toward Olalla. When both sides of the wrecked bridges were secure, engineers brought construction equipment forward to build pontoon bridges and allow the bulk of the Clan forces to advance across the Prezno.

The Falcon Guards and Second Falcon Regulars, meanwhile, moved closer to Olalla. Weak resistance by the tanks and light 'Mechs of the 77th Division resulted only in Com Guard deaths. Star Colonels Aidan Pryde and Marthe Pryde led their troops into the outskirts of Olalla before realizing that the city did not match intelligence information gathered during the bidding for Tukayyid. Suspecting a trap, Star Colonel Aidan Pryde ordered his units back out of the fake city, but even as he gave the order, the survivors of the 111th and 201st Divisions, along with the main part of the 77th Division, charged from concealed positions and engaged the Falcon forces.

Alpha Trinary's Heavy Star bore the brunt of the fierce fighting, but the Com Guards lost many 'Mechs in the initial skirmish, the *Crockett* piloted by the commander of the Second Battalion of the Com Guard 201st Division being the first to fall when struck in the head by an ER PPC from Star Commander Jula Huddock's *Executioner*. The Com Guards retaliated by destroying a *Mad Dog* with a massed laser barrage, executing the pilot as he ejected. The remainder of Alpha Heavy, now surrounded and cut off from the rest of the Falcon Guards, annihilated an entire company of Com Guard 'Mechs before being overwhelmed by the sheer numbers of their opponents. Star Commander Huddock's *Executioner* fell last, toppling to the ground surrounded by the wreckage of Com Guard 'Mechs. Aerospace support allowed the Falcon Guards to break out of the Com Guard trap, in the process wiping out the last of the 201st and 77th Divisions in return for the ruthless executions of the brave warriors of Alpha Heavy.

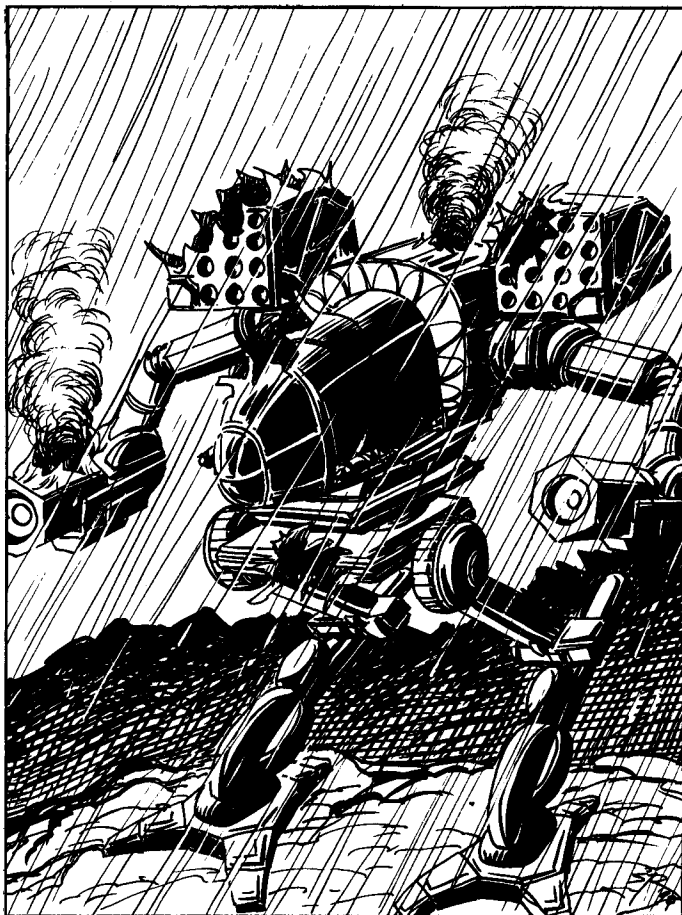
The 89th and 94th Falcon Striker Clusters and the First Falcon Velites crossed the pontoon bridges as soon as they were completed and joined the Falcon Guards and Second Falcon Regulars. The combined Clan force moved relentlessly through the city of Olalla, driving the Com Guards before them. Just as it seemed that the Falcons controlled the city, the entire uncommitted reserves of the Com Guard Third and Eleventh Armies, six divisions strong, arrived from Humptulips by DropShip. These fresh units immediately assaulted the Falcon advance forces while the Com Guard Fourth Army, reinforced by the remnants of the 388th and 214th Divisions, began an all-out attack on the Falcon bridgeheads. Khan Chistu committed Peregrine Galaxy to support Robyn's Crossing, and Gyrfalcon Galaxy to Plough Bridge, leaving no reinforcements available for Star Colonel Aidan Pryde.

With the bulk of the Jade Falcon forces pinned down at the



bridges, a second DropShip assault, bringing the forces of the First Com Guard Army led by Precentor Katherine Luarca, began on Olalla. A lucky air strike by Com Guard fighters destroyed the Jade Falcon Galaxy's ammunition depot at Robyn's Crossing, and later analysis showed this to be the turning point of the campaign. The 89th and 94th Jade Falcon Striker Clusters and the Second Falcon Regulars had begun to run low on ammunition. The Falcon Guards barely noticed the loss, as Star Colonel Pryde had outfitted most of the Guard 'Mechs with energy weapons. Khans Crichell and Chistu realized that even if they defeated the current assault, their troops carried insufficient ammunition and supplies to take both their objectives. They reluctantly ordered a withdrawal.

Supported by the Fifth Fighter Trinary, the Falcon Guards, Second and Seventh Regulars, and First Falcon Velites began to withdraw toward the bridgeheads. Clan orbital surveillance vessels showed the Com Guard 309th Division in position to cut off the Falcon retreat, and Star Colonel Marthe Pryde moved her Second Falcon Regulars on an intercept course. This battle ranks among the bloodiest on Tukayyid, exceeded only by the Com Guard Seventh Army's annihilation of Clan Nova Cat's Alpha Galaxy. The Second Falcon Regulars suffered nearly 70 percent casualties, but obliterated the 309th Division so completely that it never re-formed. Marthe Pryde alone destroyed nine Com Guard 'Mechs, including the *Atlas* piloted by Precentor Rennard Thordarson, commander of the 309th.



The four withdrawing Jade Falcon Clusters crossed the bridge at Robyn's Crossing, smashing through the Com Guard 90th Division to reach their DropShips, which landed at the Falcons' original LZ. The Com Guards managed to land two *Overlord* Class DropShips carrying the 104th Division behind Jade Falcon lines, with orders to stop the Falcons from leaving Tukayyid. This operation was timed to coincide with an all-out rear assault on the retreating Falcons. The Com Guards' plan to crush the Jade Falcons between the two forces failed when a Trinary of Jade Falcon Elementals led by Elemental Star Commander Selima attacked the Com Guard landing zone before the *Overlords* deployed their 'Mechs. Star Commander Selima damaged a Com Guard *Highlander* in such a way that it fell back into the 'Mech bay of the DropShip and exploded, causing a chain reaction of blasts which reduced the massive ship to a blazing ruin. The Elementals withdrew before the forces in the second ship could recover from the shock of this loss, and the Elemental counterstrike, in addition to fighter strafing and massive Arrow-4 missile attacks, allowed most of the Jade Falcons to safely board their DropShips and leave the planet. Star Colonel Aidan Pryde almost single-handedly foiled the final, desperate attempt by ComStar to interdict the evacuation by destroying more than a company of Com Guard 'Mechs before he himself was killed.

TUKAYYID AFTERMATH

FROM: Precentor Tomma, Blackjack, Jade Falcon Occupation Zone

TO: Anastasius Focht, Precentor Martial of the Com Guards, Hilton Head Island, Terra

DATE: 25 March 3056

RE: Current Jade Falcon political and military situation, post-Tukayyid

The defeat on Tukayyid shocked and angered the Clans, and forced them to take the time to put their own houses in order. Because ilKhan Ulric still holds the highest position of power in the Clans, we assume any attempts to remove him have failed.

Immediately after Tukayyid, Khan Chistu sent several advisors back to Clan space, apparently at the request of Khan Crichell, and as a result, the Falcons rebuilt their forces more quickly than the other Clans. They were among the first to receive new troops and equipment from their homeworld, and though it took several months for them to resupply and evaluate the post-Tukayyid situation, in that amount of time the Nova Cats and Ghost Bears received only an absolute minimum of supplies from Clan space.

It took a year for all the Clans to regain their full strength, but by that time the warriors were looking for new battles. Khan Crichell apparently used this time to further solidify his position as senior, or acting senior, Khan, for Khan Chistu routinely carries messages marked with Khan Crichell's seal. Khan Elias Crichell is obviously a dangerous political rival, as he has twice succeeded in placing the blame for military failure on the shoulders of his junior Khan.

Unable to vent their aggressions on the Inner Sphere, Clan MechWarriors took their frustrations out on each other. Fights between MechWarriors became increasingly common, and too many died in the Circle of Equals. It seemed likely that the Clans would soon begin raiding nearby Inner Sphere worlds for no other reason than internal stability.

While many Inner Sphere leaders assumed the Clans would stand by their agreement, our Blessed Order was not so naive. Because they struck their agreement with ComStar, the Clans do not consider their attacks on Inner Sphere worlds to be raids, but acts of vengeance against a cowardly and dishonorable foe. The Falcons, especially, take this attitude. Many warriors describe our tactic of blowing up the bridges over the Prezno River during the battle of Tukayyid as an underhanded trick, and believe the MechWarriors killed there deserve to be avenged. But most Falcon commanders advised their warriors to exercise patience, advice that both surprised and relieved me.

I later understood this uncharacteristic behavior; even though Clan Jade Falcon wanted to deal with the Inner Sphere, a higher priority required their attention first. ComStar reports from other sectors indicate that Clan Steel Viper is currently building up garrisons on their occupied worlds, and the Falcons are doing the same.

Recent activity indicates that the Falcon Khans agreed to deal with the Steel Viper threat before moving against the Inner Sphere. The Falcons seem determined to gain economic superiority over the Vipers and to own more worlds, and one of their prime targets toward that end is the planet Orkney. The ilKhan gave Orkney to the Vipers, but Clan Jade Falcon maintains a training base on this planet's southern continent. The Falcons continue to use the base without Viper interference, but find this arrangement highly objectionable.

The Falcons also want to regain control of Waldorff, which they conquered in the third wave but lost to Clan Steel Viper when ilKhan Kerensky added that Clan to the invasion as a full partner. Waldorff's large munitions manufacturing facility currently benefits the Vipers. Khan Chistu maintains that the very fact that the Vipers now administer worlds conquered by the Falcons shames his Clan, and considers the current situation a personal insult from the ilKhan himself.

The second item on Khan Chistu's agenda is to track down and destroy the bandit Snord and her comrades. The Falcons know her last location, but the Dark Nebula covers a huge expanse of space, and so the Falcons will wait for Snord to make the first move. When she reveals her location, the Falcons will respond by attacking with Vau Galaxy, a crack unit. Khan Chistu learned from his mistake of sending an older unit to take such a prize, and this time he expects better results.

Either by design or accident, when the ilKhan paired the Vipers with the Falcons and the Nova Cats with the Smoke Jaguars, he helped focus the Clans' attentions on each other. The ilKhan's ulterior motive may be to improve Clan Wolf's chances of reaching Terra first, but this speculation is so far unsubstantiated. Fighting among the Clans can only benefit the Inner Sphere, giving its leaders more time to prepare to resume the battle.

Our current policy of giving back to the Clans as good as we get will only serve to draw their attention. Because I believe that our only hope of winning is through superior strength, my reports point out the inadvisability of continuing on the present course, but, so far, my superiors choose to ignore my advice. Inner Sphere raids conducted against Clan Jade Falcon-held worlds have proved, at best, marginally effective, and at worst, may weaken our forces beyond any potential benefits.

The first reported raid against the Clans took place on La Grave in February 3054, when a small Inner Sphere recon force attacked a minor Falcon supply depot. The attack failed, but the

raiding party escaped. The Falcons' only response was to order more frequent patrols. One or two more raids have followed the La Grave effort, but these appear to be mainly to test garrison strengths and response time.

This type of activity is fairly harmless, but fuels and reinforces the Clans' hatred for Inner Sphere tactics. In Clan custom, two sides fight to control a target, not to destroy it. Continuing these raids makes it even less likely the Clans will honor the agreement we earned with our victory at Tukayyid.

In 3056, tired of the raids and under pressure from his own command staff, Khan Chistu ordered the invasion of Morges. Instead of allowing bidding for the planet, Chistu simply ordered the most experienced Star Commander to lead the operation. His actions made it clear that the attack was an attempt to capture the planet, not a raid. Khan Chistu probably targeted Morges because most raids into Falcon space took place within one or two jumps of Morges, and the Falcons realized it was serving as a staging area.

Galaxy Commander Angeline Mattlov of Peregrine Galaxy led the attack. The garrison managed to avoid being pinned down, stretching the battle out over several days. It took four days for the Clans to trap the Federated Commonwealth forces in a small river valley and encircle them. By forcing their enemy to fight on their terms, the Jade Falcons quickly defeated the remaining garrison forces. The Federated Commonwealth's initial delaying tactic bought just enough time for reinforcements to arrive, however, and while the Falcons rounded up the last resisters and arranged a garrison for Morges, Wolf's Dragoons attacked, backed up by elements of the 20th Arcturan Guards and the Fourth Skye Rangers. Perhaps Mattlov should have backed off, knowing the planet still harbored rebels and with her units at less than full strength. But, seeing a chance to gain Falcon glory at the expense of the Wolves, the Galaxy Commander ordered her units forward. In an intense series of engagements that lasted nearly two days, both sides threw everything they had at each other. Finally, with nearly 75 percent of her 'Mechs damaged and running low on supplies, and no safe retreat on Morges, Galaxy Commander Mattlov took the Falcons offplanet.

This Inner Sphere victory over the Clans may prove a hollow one. We do not know how the Khans will react to this additional loss of Falcon honor (especially at the hands of the Clan Wolf renegades), but it obviously puts additional pressure on Clan Jade Falcon. Following Morges, the Falcons increased their calls to renew the war with the Inner Sphere, and some commanders within the Falcons are beginning to recommend setting aside Clan differences to fight a common enemy.

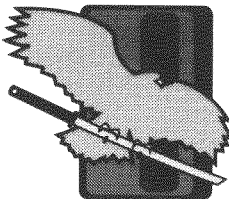
We have seen their unified strength, and have evidence that their disunity is to our advantage. I hope that the lives lost on Tukayyid did not pay for just another empty victory. The Inner Sphere must use the time we won to improve its chances of ultimate victory, for it is literally only a matter of time before we again face the Clans on the battlefield, and the Tukayyid bid will not come a second time.

For now, Clan Jade Falcon sees enemies all around, and that keeps them from making any serious attempts against any one target. If the Falcons and the Vipers somehow make peace with each other, this situation would change dramatically by freeing up Falcon forces for assaults against the Inner Sphere. Clan politics makes such an accord unlikely, but we must consider the possibility. If the Clan-space pot comes to a boil, it could very easily boil over into the Inner Sphere.

JADE FALCON DEPLOYMENT







JADE FALCON OCCUPATION ZONE

(As of June 3052)

FIRST WAVE

(March–April 3050)

ALKALUOPS

March 3050

Clan Jade Falcon Forces: Third Falcon Talon Cluster (Jade Falcon Galaxy), Gyrfalcon Galaxy

Defending Forces: Alkaluops Militia, the Bouncer Regiment (a mercenary combined forces regiment)

Major Battle Sites: Dravinna Vale, Benden City

Outcome: With a fast and furious assault, Star Colonel Arien Hazen succeeded in seizing the capital and economic centers of the planet. Many of the defending forces, though, including a large contingent from the Bouncer mercenary regiment, were never captured. Just days after the planet's surrender, these forces formed organized and effective resistance, attacking the invaders near the ore-processing factories of Dravinna Vale, using the valley's perpetual fog to cover their activities.

ANYWHERE

March 3050

Clan Jade Falcon Forces: Eighth Falcon Regulars (Peregrine Galaxy)

Defending Forces: Second New Ivaarsen Chasseurs, the Anywhere Militia

Major Battle Sites: Pickrock Hill, Brigham Rollo, Santina Trespass

Outcome: The Second New Ivaarsen Chasseurs, the ducal forces of the Stephensons of the Draconis March, arrived on Anywhere shortly before the Clan assault, and so were unfamiliar with the planet's terrain. The Golden Talons attacked so quickly that they caught the Chasseurs unprepared and forced them to commit several costly mistakes, culminating in the loss of more than 60 percent of their forces in the Brigham Rollo.

BARCELONA

March 3050

Clan Jade Falcon Forces: Ninth Talon Cluster (Jade Falcon Galaxy), Third Falcon Talon Cluster (Jade Falcon Guards (Reserve))

Defending Forces: Seventeenth Skye RCT, the Barcelona Militia

Major Battle Sites: Mariah's Pinnacle, Su Filla, Vacuum Ridge

Outcome: The elite Skye RCT, nicknamed the "Boys of Summer," defended Barcelona and its vital industrial complexes. The Jade Falcon invasion took them by surprise, but the Seventeenth Skye recovered quickly, counterattacking with such ferocity that they halted the Falcon advance. Star Colonel Devon Hazen was forced to swallow his pride and call in the Falcon Guards, who dislodged the Boys of Summer from their defensive positions around the capital.

The Skye commander, Lieutenant Mitchell Simons, then requested JumpShips from Area Commander Hauptmann General Frances Bissell to evacuate his forces. Bissell denied Simons' request, but an insubordinate JumpShip commander flouted Bissell's order and evacuated a handful of the RCT to Somerset. Federation of Skye separatists later claimed that Bissell deliberately denied the Skye Rangers transportation because of the Rangers' loyalty to the Skye people.

BONE NORMAN

March 3050

Clan Jade Falcon Forces: Turkina Keshik, Eighth Falcon Regulars (Peregrine Galaxy)

Defending Forces: First Grave Walkers (a mercenary 'Mech regiment), Bone Norman Militia

Major Battle Sites: Red Stone Palace

Outcome: Bone Norman's defenders received ample warning of the enemy's advance via a test run of an FCCS surveillance satellite network that coincided with the Falcons' approach. Colonel Dennis Merwin, commander of the Grave Walkers, read the small number of approaching Clan DropShips as a sign of weakness and attacked the Falcons as they dropped onto the plain below the Red Stone Palace. The Grave Walkers initially beat back the invaders, but as Falcon reinforcements arrived, the momentum of the battle swung in favor of the attackers. Warned of the enemy's strength, the planetary militia scattered and began guerrilla action. Bone Norman continues to be a hotbed of armed resistance to the Clans.

HERE

March 3050

Clan Jade Falcon Forces: Turkina Keshik, Third Falcon Talon Cluster (Jade Falcon Galaxy)

Defending Forces: Eighth Arcturan Guards RCT, Here Militia

Major Battle Sites: Cameron Valley, Connor Pass

Outcome: The elite Turkina Keshik and the Third Falcon Talons used their greater battle experience to offset the Eighth Arcturans' numerical advantage. Fighting street to street through the deserted Cameron City, the Falcons rolled back all of the defenders' attempts to slow them. The Eighth Arcturans collapsed twenty hours into the campaign when the Falcons pierced the hastily erected defenses around the capital city of Struggle and killed Hauptmann General Frederic Anderson. The survivors of the RCT retreated to the planet Somerset, while the remnants of the militia fled into the planet's catacombs to organize armed guerrilla resistance.

PERSISTENCE

March 3050

Clan Jade Falcon Forces: Fourth Falcon Talon Cluster (less Trinary Bravo) (Peregrine Galaxy)

Defending Forces: Persistence Militia, Persistence Inc. Security Force

Major Battle Sites: Jestin Ridge, Danderson City

Outcome: While ill-equipped to protect themselves against the onslaught of a Clan Cluster, the defenders of Persistence lived up to their homeworld's name. Nichole Danderson, charismatic president of the planet's congress and CEO of Persistence Munitions, Inc., led her personal security force to a near-impossible victory over the Fourth Falcon Talon at Jestin Ridge overlooking Danderson City. The victory was only temporary, however. The Falcons regrouped, flanked the defenders, and took the city, but most of the militia fled into the surrounding hills.

STEELTON

April 3050

Clan Jade Falcon Forces: Eighth Falcon Regulars (Peregrine Galaxy), Twelfth Falcon Regulars Cluster (Jade Falcon Galaxy)

Defending Forces: First Regiment of the Twelfth Star Guards, Steelton Defense Brigade

Major Battle Sites: Knuteson's Drabbins, Chosin, Red Stain Rock

Outcome: Clan codex records identified Colonel Francis "Crab" Carranza, commander of Steelton's defenses, as a relative of an honored warrior who had joined the Exodus and died in combat defending the Kerenskys. The Falcons honored Colonel Carranza by challenging him according to the rules of the batchall. Carranza falsely claimed that he commanded a brigade of crack 'Mech troops. In response, Galaxy Commander Angeline Mattlov reluctantly added the Twelfth Falcon Regulars forces to her own Eighth Falcon Regulars to invade Steelton. The Falcon invasion targeted Cregan Bluff, the planet's capital, and the Lear Mountain mine works to the south of the city. Anticipating an attack from Colonel Carranza's non-existent 'Mech brigade, the Falcons advanced slowly. The two Clusters did not cooperate, and seemed as interested in hindering each other's progress as in attacking the enemy. "Crab" Carranza's deception finally failed when the Twelfth Falcon Regular's heavy 'Mechs overran his second battalion at the town of Chosin. The Twelfth Star Guards managed to hold a perimeter around Red Stain Rock long enough for nearly a battalion of their unit and a regiment of the local militia to evacuate to the planet Wotan, but the Twelfth could not prevent their gallant Colonel's death.

TOLAND

March 3050

Clan Jade Falcon Forces: Turkina Keshik, Ninth Talon Cluster
Defending Forces: Second Regiment of the Twelfth Star Guards, Toland Defense Force (three mixed regiments)

Major Battle Sites: Judea Jungles, Cantor Climb, Toland City

Outcome: The Turkina's heavy 'Mechs, complemented by the light 'Mechs of the Ninth Talon, virtually annihilated Colonel Franklin Pierce Marinetti's Twelfth Star Guards 'Mech regiment. The Falcons forced the Star Guards out of the dark hollows of the Judea Jungle and chased them onto the exposed barrens of the Cantor Climb, where Falcon fighters strafed them and swift Falcon units continued to sap their remaining strength in lightning raids. Less than a company of Star Guards reached the defense works of Toland City, most of those survivors died in the final battle a day later.

WINFIELD

March 3050

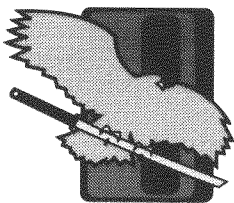
Clan Jade Falcon Forces: Fifth Battle Cluster (Gyrfalcon Galaxy)

Defending Forces: Winfield's Regiment, Winfield Militia Brigade

Major Battle Sites: None

Outcome: Insufficient Clan intelligence reports and Jade Falcon arrogance made the planet Winfield the Falcons' most difficult conquest. The elite 'Mechs of Winfield's Regiment surrounded the Fifth Battle Cluster, almost overrunning the Gyrfalcon landing zones. Star Colonel Evak Mattlov breached the ring of Winfield 'Mechs with teams of Elementals whose fierce fighting, speed, and strength broke the defenders' lines. Before making an orderly retreat off-planet, Winfield's Regiment organized the planet's militia to wage a guerrilla campaign.





SECOND WAVE

(May–June 3050)

APOLLO

May 3050

Jade Falcon Forces: Turkina Keshik

Defending Forces: Second Grave Walkers, Apollo Militia

Major Battle Sites: See text.

Outcome: See text.

BLACK EARTH

May 3050

Jade Falcon Forces: Gyrfalcon Galaxy

Defending Forces: Elements of the First Grave Walkers, elements of the Seventeenth Skye RCT

Major Battle Sites: Black Earth Space Port, New Houston

Outcome: Following their disastrous defeats on Barcelona and Bone Norman, the remnants of the Seventeenth Skye RCT and the First Grave Walkers regrouped on Black Earth. The Falcons hit Black Earth like a hurricane, decimating the already battered defending forces. The Jade Falcon aerospace commander surprised the Seventeenth Skye RCT aerospace fighters on the ground but allowed the pilots to scramble and mount a defense. The Seventeenth's fighters fought bravely, but the Falcons overpowered them. The 'Mechs and tanks of the Seventeenth held off Gyrfalcon Galaxy for an hour at the space port before collapsing. The First Grave Walkers attempted to use flaming oil from a New Houston refinery as a defensive barrier, but they learned, as the fourteenth Legion of Vega learned battling Clan Smoke Jaguar, that this tactic was useless against the Clans' superior technology. Within thirty hours of the initial assault, Clan Jade Falcon controlled Black Earth.

BUTLER

May 3050

Jade Falcon Forces: Fourth Falcon Velites (Peregrine Galaxy)

Defending Forces: Winfield's Regiment

Major Battle Sites: Omega Plain

Outcome: Lieutenant General Davis Winfield knew that the incoming DropShips carried enough of the Fourth Velites to outnumber his forces. Showing exceptional courage, which impressed the Jade Falcons, General Winfield countered the Falcon batchall by challenging Star Colonel Evak Mattlov of the Fourth Velites to personal combat. Winfield had the upper hand until a lucky laser hit destroyed his *Atlas*' gyro. General Winfield's enraged troops attacked the Velites' positions, and Winfield, knocked unconscious when his 'Mech fell, could not order his troops to cease fire. The Falcon Velites obliterated Winfield's Regiment. When General Winfield awoke in a Jade Falcon hospital unit, he was saluted for his honor, and made bondsman to Clan Jade Falcon.

DERF

May 3050

Jade Falcon Forces: Third Falcon Talon (Jade Falcon Galaxy)

Defending Forces: Remnants of the Twelfth Donegal Guards RCT

Major Battle Sites: None

Outcome: Disheartened by their recent defeat on Trell 1, the Twelfth Guards RCT disintegrated soon after the Third Falcon Talon landed. The Falcons easily crushed the small groups of Guards that rallied to fight fierce actions, but by the end of the day, the Twelfth RCT no longer existed.

EVCILER

May 3050

Jade Falcon Forces: First Falcon Striker (Gyrfalcon Galaxy)

Defending Forces: Evciler Militia

Major Battle Sites: None

Outcome: The militia, mostly green recruits and personnel near retirement, decided not to resist the First Falcon Strikers, hoping to save their planet from the ravages of war. The Jade Falcons, outraged at what looked to them like the militia's cowardice, swiftly brought the planet under control. The sole resister, a young 'Mech cadet piloting a *Locust*, attacked and nearly destroyed a Jade Falcon *Fire Moth* before his 'Mech blew apart. The cadet survived the explosion and became a bondsman.

GOLANDRINAS

May 3050

Jade Falcon Units: 124th Striker Cluster (Peregrine Galaxy)

Defending Units: Golandrinas Militia

Major Battle Sites: Golandrinas Space Port

Outcome: The Golandrinas Militia attempted to stop the 124th Striker Cluster in its initial approach by mining the space port with vibrabombs and digging tanks and infantry into concealed positions. The Elementals of the 124th disarmed or destroyed most of the mines, allowing the Clan OmniMechs to close in and annihilate the militia's tanks and 'Mech company unopposed. Because they lost more than 90 percent of their forces to the Clan, the militia and the planetary government surrendered without further resistance.

MAXIE'S PLANET

May 3050

Jade Falcon Units: 305th Assault Cluster (Gyrfalcon Galaxy)

Defending Units: Maxie's Militia

Major Battle Sites: None

Outcome: Retired Major Hans Remke of the LCAF led the resistance on Maxie's Planet. Remke used a lance of medium 'Mechs to harass the 305th Assault Cluster with hit-and-run raids. The 305th took the planet despite the major's efforts, and Remke was presumed killed when his *Phoenix Hawk* was destroyed. Four months after the conquest, a small group of 'Mechs began raiding the PGC garrisoning Maxie's Planet, which suggests that Major Remke may still be alive.

ROMULUS

May 3050

Jade Falcon Units: First Falcon Striker (Gyrfalcon Galaxy)

Defending Units: Romulus Militia

Major Battle Sites: Romulus City

Outcome: Because it lacked aerospace support, the Romulus Militia chose to make its stand in the planetary capital. The militia's super-heavy tanks and heavy 'Mech company fought fiercely, but took heavy casualties before losing to the Clan's superior force. Ninety percent of the militia died fighting, and Romulus City was reduced to rubble.

SEIDUTS

May 3050

Jade Falcon Units: Second Falcon Jaegers (Gyrfalcon Galaxy)

Defending Units: Seiduts Militia

Major Battle Sites: None

Outcome: Seiduts' terrain was unsuited to the guerrilla tactics the militia tried to use. The Jade Falcon's orbital recon located every militia unit within three days, and the ground forces moved in and eliminated them.

SOMERSET

May 3050

Jade Falcon Units: 94th Striker Cluster (Peregrine Galaxy)

Defending Units: Somerset Academy Training Battalion, remnants of the Eighth Arcturan RCT and the Second Ivaarsen Chasseurs.

Major Battle Sites: Somerset Space Port, Hollyfield

Outcome: The Somerset Academy Training Battalion received its baptism by fire when the 94th Striker Cluster landed at Somerset Space Port. The cadets' courage was no substitute for experience, and the 94th took the space port in less than an hour. The Eighth RCT and Second Ivaarsen Chasseurs met the 94th Striker Cluster near the town of Hollyfield. By the end of the twelve-hour battle, the gallant Federated Commonwealth troops had been virtually destroyed.

TWYXCROSS

June 3050

Jade Falcon Units: Falcon Guards (Jade Falcon Galaxy)

Defending Units: Twycross TMM

Major Battle Sites: Plain of Curtains, Carswell Barrens, Auburn Depot, Hawkroost, Camora Space Port

Outcome: The Falcon Guards outclassed the Twycross TMM from the outset. Unable to stop the Guards, the TMM fought fanatically to protect their world and made the Falcons pay for every inch of ground. The Falcon Guards needed three weeks to secure Twycross, thus delaying the Clan's invasion schedule. The shattered remnants of the Twycross TMM evacuated, carrying information on Jade Falcon tactics that the AFFC used to plan the successful counterattack on Twycross.

WOTAN

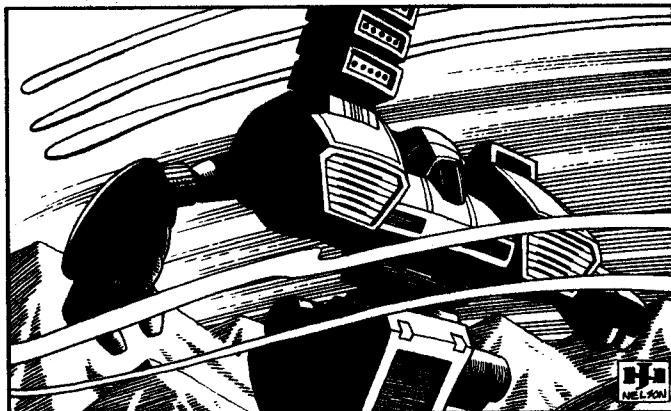
June 3050

Jade Falcon Forces: Gyrfalcon Galaxy

Defending Forces: Survivors of the First and Second Regiments of the Twelfth Star Guards, Wotan TMM

Major Battle Sites: None

Outcome: The remnants of the Twelfth Star Guards split up and hit the Clan forces in a series of lightning raids, successfully coordinating their efforts until a Jade Falcon airstrike killed Colonel Franklin Pierce Marinetti in his 'Mech. Gyrfalcon Galaxy handily defeated the scattered Guards. The Wotan TMM fought so poorly that Khan Crichell later referred to the battle against them as an execution.



THIRD WAVE

(June 3050)

BETA VII

June 3050

Jade Falcon Units: 124th Striker Cluster (Peregrine Galaxy)

Defending Units: Beta VII Militia

Major Battle Sites: None

Outcome: The 124th Striker Cluster conquered Beta VII easily. They faced an unprepared planetary militia consisting of one lance of light *Locust* and *Valkyrie* 'Mechs, one company of tanks, and a single infantry battalion. The 124th's commander single-handedly wiped out the 'Mech lance, commenting later that he found it less of a challenge than his first Trial of Position. The tank company fought hardest, destroying three OmniMechs before the Falcons crushed the resistance. The battle-armored Elementals caused the infantry to break ranks and run. Some infantrymen turned guerrilla, but most faded back into the anonymity of civilian life.

HOT SPRINGS

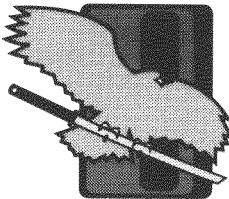
June 3050

Jade Falcon Units: Turkina Keshik, First Falcon Striker (Gyrfalcon Galaxy)

Defending Units: Hot Springs TMM

Major Battle Sites: See text.

Outcome: See text.



MALIBU

June 3050

Jade Falcon Units: 89th Falcon Striker Cluster (Peregrine Galaxy)

Defending Units: Malibu Militia

Major Battle Sites: Malibu City

Outcome: The green troops of the Malibu Militia met the 89th Falcon Strikers four kilometers outside Malibu City. Within five minutes of joining battle, the militia broke and ran in a blind panic. Two Trinaries of the 89th pursued the fleeing troops back to the city, where the planetary administrator surrendered the world with no further resistance. Derided by both Clansmen and Inner Sphere military personnel as a coward, the administrator chose to save his people from being slaughtered by an invincible enemy. Malibu has been the least rebellious world in the Jade Falcon Occupation Zone.

ROADSIDE

June 3050

Jade Falcon Forces: First Falcon Velites

Defending Forces: Roadside Militia

Major Battle Sites: None

Outcome: Aware that it could not win if it fought the Jade Falcons in pitched battle, the Roadside Militia took to the hills. Splitting up into lance- and platoon-sized units, the militia set traps and ambushes and sprung them on individual Stars. Several Stars of the First Velites fell victim to these traps, but the surviving Falcons hunted down and killed every militia member in revenge for these dishonorable tactics. The Roadside Militia's sacrifice tied the First Velites down on the planet for almost two weeks.

WALDORFF

June 3050

Jade Falcon Forces: Second Falcon Jaegers (Gyrfalcon Galaxy)

Defending Forces: Waldorff City Police Department

Major Battle Sites: Waldorff City

Outcome: The Waldorff City Police constituted the only armed force on the planet when the Second Falcon Jaegers landed. One company of infantry, two armored cars, and an *UrbanMech* put up a spirited but futile fight against the Clans' superior invading force. Using their intimate knowledge of the city, the police led the Second Jaegers into ambushes, then disengaged from battle and escaped through the city's storm-drain and sewer systems. The Jaegers destroyed the central precinct house and captured or killed most of the police force. To their credit, the police crippled an OmniMech and killed four Elementals before the fighting ended.

FOURTH WAVE

(July–October 3050)

ALYINA

July 3050

Jade Falcon Units: Turkina Keshik, First Falcon Striker, First Falcon Velites (Gyrfalcon Galaxy)

Defending Units: Tenth Lyran Guards RCT

Major Battle Sites: Mar Negro

Outcome: The Tenth Lyran Guards RCT detected the approaching Jade Falcon DropShips early and made preparations for the assault. The Guards met the Turkina Keshik and First Falcon Striker at Mar Negro, overlooking the ocean. The Tenth held their own against severe pressure until the First Falcon Velites arrived to reinforce Clan Jade Falcon. Heavily outgunned, the Tenth Lyran disengaged. Victor Steiner-Davion and his battalion fought a delaying action to buy the Tenth Lyran Guards time to evacuate to their DropShips. Aware of the identity of their opponent, the Falcons tried to capture Victor, knowing that the loss of their Prince would devastate Federated Commonwealth morale. Victor escaped the Jade Falcon trap, but lost his best friend and fellow officer Kai Allard-Liao, who is listed as missing in action, presumed killed.

ANTARES

July 3050

Jade Falcon Units: Gyrfalcon Galaxy

Defending Units: Antares Militia

Major Battle Sites: Antares City, Alba

Outcome: Of minor strategic importance to the Federated Commonwealth, the world of Antares was lightly defended only by a militia battalion and a series of fortifications constructed by the locals. Clan Jade Falcon's Star League records named Antares as the site of an SLDF replenishment and resupply base, and so the Falcon Khans ordered the base taken at all costs. Gyrfalcon Galaxy landed on Antares with heavy aerospace support and destroyed the planetary militia's fighters on the ground. Antares City fell quickly, despite the militia's valiant efforts. The town of Alba proved harder to take.

Unknown to its inhabitants, Alba was situated almost on top of the old Star League base. Because Alba contained the planet's largest water purification plant, the battle there was among the bloodiest of the fourth wave. The Falcons, initially reluctant to risk damaging the water purifier by using massed airstrikes, suffered severe casualties, especially the Second Falcon Jaegers. When Khan Crichton's logistics officers informed him that JumpShips could deliver a water purifier from Clan space in two and a half months, Crichton ordered the fighters to bomb the town flat. The stunned survivors watched the Jade Falcon engineers unearth the huge Star League base beneath their town. The Star League-era supplies and the base facility made Antares a valuable prize. When ilKhan Ulric Kerensky forced Clan Jade Falcon to share control of Antares with Clan Steel Viper, he precipitated a brutal series of Trials of Possession for the base which increased the Falcons' hatred for their fellow Clan.

APOLAKKIA

July 3050

Jade Falcon Forces: Peregrine Galaxy

Defending Forces: Apolakkia Militia

Major Battle Sites: None

Outcome: The Apolakkia Militia engaged Peregrine Galaxy as it advanced on the planetary capital, prepared to disappear into the forests as soon as defeat became imminent. Few survivors escaped the devastated militia to wage guerrilla actions from the forests, and Peregrine Galaxy secured the world for the PGCs within twenty-four hours.

BAKER 3

August 3050

Jade Falcon Forces: Turkina Keshik

Defending Forces: Baker's Militia

Major Battle Sites: None

Outcome: Because his combined-arms battalion stood at less than full strength, Colonel Matthew Anders defended his world by setting traps and ambushes. His forces destroyed a few OmniMechs and three Elemental Points using this tactic, but the militia's "dishonorable" strategy drove the warriors of the Turkina Keshik to hunt down and kill every militia member they could find. Colonel Anders died in his command bunker when two Points of flamer-equipped Elementals slipped past the militia lines and destroyed the HQ.

BLACKJACK

August 3050

Jade Falcon Forces: Gyrfalcon Galaxy

Defending Forces: Blackjack Training Battalion

Major Battle Sites: None

Outcome: Kommandant Dean Bristow's Blackjack Training Battalion did not expect their first combat experience to be fighting Clan Jade Falcon. The outgunned and inexperienced battalion impressed the Clan warriors by fighting bravely and honorably. Despite suffering an 80 percent casualty rate, they mauled the Second Falcon Jaegers, and a Cadet Mark Harris defeated a Clan OmniMech in an impromptu Trial of Possession for the cadet's family home. The Jade Falcons allowed the battalion to evacuate the planet, though they took some cadets as bondsmen. Many Jade Falcon warriors considered these cadets the most honorable foes the Clans had met in the Inner Sphere, and one Star Colonel later said that the Inner Sphere cadets had passed their Trial of Position. Three months after the battle at Tukayyid, Cadet Mark Harris was positively identified as a Star Commander in Gyrfalcon Galaxy. Clan Steel Viper later occupied the planet, and their first act was to raze the Blackjack School of Conflict.

COLMAR

August 3050

Jade Falcon Forces: Seventh Falcon Talon (Iota Galaxy)

Defending Forces: 25th Arcturan Guards RCT (75 percent strength)

Major Battle Sites: Colmar Plains, Hell's Kitchen, Colmar Space Port

Outcome: The 25th Arcturan Guards arrived on Colmar already tired from heavy fighting in the Clan Wolf invasion corridor to meet the Seventh Falcon Talon, a second-line Cluster fresh from garrison duty. The Jade Falcon Khans decided that in order to catch up to Clan Wolf's rate of conquest, they would bring second-line forces to the front and risk losing a battle or two. The Seventh defeated the 25th Arcturan Guards, but their fighter pilots bungled a deep-space interception that would have annihilated the surviving enemy force. The Seventh's overall performance pleased the Khans.

DENIZLI

August 3050

Jade Falcon Forces: First Falcon Velites (Gyrfalcon Galaxy)

Defending Forces: Demon Company (mercenary), Denizli Militia

Major Battle Sites: None

Outcome: Following a short battle at the space port, the Demon Company abandoned their defensive positions and withdrew into the planet's wilderness. Jade Falcon fighters promptly bombed the mercenary company's main supply depot, preventing the Demons from waging an effective guerrilla campaign. When he realized there was no more point in continuing to fight, the Demons' commander tried to bribe his way into Clan Jade Falcon and was shot to death by an Elemental for his efforts. The Falcons turned the soldiers of the Demon Company over to the local authorities for justice.

DEVIN

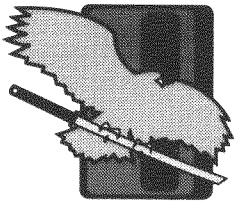
August 3050

Jade Falcon Forces: First Falcon Striker (Gyrfalcon Galaxy)

Defending Forces: First and Second Devin Armored Battalions

Major Battle Sites: The Boneyard

Outcome: The First and Second Devin Armored attempted to hold off the First Falcon Striker at the Boneyard, the crash site of an old SLDF Texas Class battleship destroyed by Stefan Amaris' navy. The crash produced huge craters and mountains of wreckage, and the planet used the area as a giant salvage yard, eventually accumulating a mass of metal that rivaled Ishiyama Arena on Solaris VII. The piles of metal slowed the fighting and rendered radar and magnetic-anomaly detection devices worthless. 'Mechs and tanks often discovered each other at pointblank range. The Jaegers managed to wipe out both armored battalions, but at the cost of two Stars of OmniMechs.



DOMPAIRE

August 3050

Jade Falcon Forces: 305th Assault Cluster (Gyrfalcon Galaxy)

Defending Forces: Dompaire Armored Cavalry (one battalion)

Major Battle Sites: Dompaire Central

Outcome: The 305th Assault Cluster made a bold landing almost on top of Dompaire Central, the planetary capital. Unprepared for the Jade Falcon assault, the planetary defense rallied for a brief counterattack, but the force's old tanks and 'Mechs malfunctioned and broke down under battle stress. The 305th Assault Cluster secured the world by the end of the second day, though terrorist bombings and guerrilla attacks still occur.

GOAT PATH

August 3050

Jade Falcon Forces: First Falcon Striker (Gyrfalcon Galaxy)

Defending Forces: Goat Path Militia

Major Battle Sites: None

Outcome: Clan Jade Falcon chose Goat Path as one of its targets because the planetary administrators allegedly maintained connections to an organized crime family named Malthus. The Bloodnamed of Malthus announced their intention to burn Goat Path to ash if they found any relationship between the Clan Bloodname Malthus and the criminal organization. Fortunately for the people of Goat Path, the Clan's information was incorrect, and the Jade Falcons changed their mission from destruction to conquest. The First Falcon Striker landed on the planet and easily took the space port and capital city. The planet surrendered soon afterward.

GRAUS

September 3050

Jade Falcon Forces: Fourth Falcon Velites (Peregrine Galaxy)

Defending Forces: None

Major Battle Sites: None

Outcome: The Lyran Commonwealth planet Graus, home to a pacifist movement in for several decades, offered the Fourth Falcon Velites no resistance when they arrived to take the planet. When the planetary council responded to the Falcon batchall by stating that no forces defended the world, the Jade Falcons assumed they were attempting to deceive the Clan. They discovered that the council had spoken the truth upon landing. Graus assimilated into Falcon society almost effortlessly, though it is unlikely that the planet will ever produce any members of the warrior caste.

LESKOVIK

September 3050

Jade Falcon Forces: Second Falcon Jaegers (Gyrfalcon Galaxy)

Defending Forces: Leskovik Militia

Major Battle Sites: Leskovik Refinery

Outcome: The Leskovik Militia lured Alpha Trinary of the Second Falcon Jaegers into the massive Leskovik Refinery. During the battle, a huge tank of liquid natural gas exploded, consuming invader and defender alike in the firestorm. Subsequent investigation proved that the explosion was accidental, not the result of sabotage or battle damage. Leskovik Refinery remained a ruin, a monument commemorating the brave warriors struck down by fire.

PARAKOILA

September–October 3050

Jade Falcon Forces: Gyrfalcon Galaxy

Defending Forces: Parakoila 'Mech Battalion

Major Battle Sites: Forty-Niner Mine, Mainstrike

Outcome: Parakoila, a primary source of gold and heavy metals for the Commonwealth, hosted one of the longest battles of the fourth wave of the invasion. The defending 'Mechs converted several of the mines into defensive installations backed by miles of tunnels, rivaling the fortified structure of a Castle Brian. The Jade Falcon Khans wanted the mines intact. Because Gyrfalcon Galaxy could not use planetary bombardment, it was forced to root out the Inner Sphere 'Mechs tunnel by tunnel. They accomplished this task in just over six weeks, the longest time required to conquer any Inner Sphere world. Even after Tukayyid, the Clan Steel Viper garrison on Parakoila occasionally reports 'Mechs emerging from the miles of tunnels to raid Viper supply depots and patrols.

SUDETEN

September–October 3050

Jade Falcon Forces: Turkina Keshik, 124th Striker Cluster (Peregrine Galaxy)

Defending Forces: Gray Death Legion, Sudeten Militia

Major Battle Sites: Sudeten Space Port

Outcome: The Gray Death Legion, one of the best mercenary units in the Inner Sphere, defended Sudeten by fighting a series of delaying actions to maul the 124th Striker Cluster. The Legion escaped off-planet after the Sudeten Militia's 'Mech company sacrificed itself to hold the Falcons off long enough for the mercenaries to board their DropShips.

TWYCROSS, PHASE II

September 3050

Jade Falcon Forces: Falcon Guards, Jade Falcon Eyrie Cluster (Jade Falcon Galaxy)

Attacking Forces: Tenth Lyran Guards RCT ('Mechs), Ninth Federated Commonwealth RCT, Kell Hounds First and Second Battalions

Major Battle Sites: Plain of Curtains, Great Gash

Outcome: See text.

ZOETERMEER

September–October 3050

Jade Falcon Forces: *Emerald Talon* Naval Assault Star

Defending Forces: Tenth Donegal Guards RCT (25 percent strength), Able Battalion, Third Regiment, Twelfth Star Guards (from Wolf Clan Occupation Zone)

Major Battle Sites: None

Outcome: The gutted Tenth Donegal RCT and the Twelfth Star Guards' Third Regiment made a brave stand on Zoetermeer. Apparently possessing nothing the Clans would want, Zoetermeer came under attack for reasons still unknown to the Inner Sphere, though some people suggest a naval depot is hidden somewhere in the system. Khan Chistu ordered the *Emerald Talon* Assault Star to take the world without resorting to an orbital bombardment, a tactic the Clans abandoned in the wake of Clan Smoke Jaguar's destruction of Turtle Bay in retaliation for that planet's continued resistance. The Khan used the *Emerald Talon* mainly because he could spare no troops for the assault. Star Admiral Adrian Malthus positioned his ships above the capital city of Hohenzollern and bluffed the planetary forces into surrender by threatening the orbital bombardment he was barred from unleashing.

FIFTH WAVE

(November–December 3051)

TRIALS OF POSSESSION

MONTMARAUULT

November 3051

Jade Falcon Forces: 305th Assault Cluster (Gyrfalcon Galaxy)

Steel Viper Forces: Viper Guards Cluster

Outcome: Though they fought well, the 305th Assault Cluster lost the right to conquer Montmarault to the Viper Guards. Most Falcon warriors blame this defeat on the fact that the Viper Guards were fresh, while the 305th fought in some of the invasion's fiercest battles.

ORKNEY

November 3051

Jade Falcon Forces: First Falcon Striker (Gyrfalcon Galaxy)

Steel Viper Forces: 104th Assault Cluster (The Viper's Fangs)

Outcome: Over the course of two days, the First Falcon Jaegers and the Viper's 104th Assault Cluster pounded each other into the ground. The trial ended in a draw, and the two Clans shared the conquest and administration of Orkney. Both the Falcon Jaegers and the Viper's 104th regained full strength barely in time for Tukayyid.



WORLDS CONQUERED BY CLAN JADE FALCON

LA GRAVE

December 3051

Jade Falcon Forces: Fourth Falcon Talon Cluster, 94th Striker Cluster (Peregrine Galaxy)

Defending Forces: Fifth Davion Guards RCT (65 percent strength)

Major Battle Sites: Cherbourg, Normandy

Outcome: The Fifth Davion Guards RCT, fresh from the Clan Wolf front, used their hard-won knowledge of Clan tactics to avoid the mistakes made by other Federated Commonwealth units earlier in the war. Unfortunately for the Fifth, Clan Jade Falcon had also learned new methods of fighting the Inner Sphere. A Headhunter Star of Elementals assassinated Hauptmann General William Galloway. His aide, Colonel James Allison, led several ambushes against the Jade Falcon forces before he was vaporized in his 'Mech by concentrated fire from an Assault Star of OmniMechs. Clan OmniMechs combined their fire several times during this battle, frequently when Federated Commonwealth MechWarriors committed some breach of Clan honor, but also from tactical necessity. The Jade Falcons adopted this firing technique specifically to counter Inner Sphere battle tactics.

QUARELL

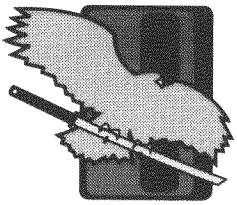
December 3051

Jade Falcon Forces: Gyrfalcon Galaxy

Defending Forces: Quarell 'Mech Battalion

Major Battle Sites: None

Outcome: The Quarell 'Mech Battalion tried to use the hit-and-run tactics that other units had used successfully against the Clans, but failed. Using fighter surveillance and orbital 'Mech drops, the Gyrfalcon Galaxy warriors ran down the Quarell 'Mechs and, enraged over their recent losses to Clan Steel Viper, exceeded even their usual ruthlessness. Only six members of the Quarell 'Mech Battalion survived to become bondsmen.



JADE FALCON MILITARY

The Jade Falcon Military section describes the three Galaxies that compose the touman, or fighting arm, of Clan Jade Falcon's forces in the Inner Sphere. The Unit Summaries provide an overview of the Falcon touman, breaking each Galaxy down to the Trinary/Binary/Supernova level. The summary also includes information on Eyrie Clusters, essentially training units for inexperienced warriors, and Solahma Clusters, units made up of old warriors who lost their fighting edge and volunteered to serve in infantry attacks in order to die honorably in battle. These summaries provide a concise picture of each Jade Falcon Galaxy.

Full unit rosters for the touman follow the unit summaries, and include tables of organization and equipment listing each warrior, and short biographies of warriors within each unit whose rank or skills makes them noteworthy. The tables reflect the Falcon touman as of 15 April 3052, two weeks before the Tukayyid campaign.

Most Clusters listed fought on Tukayyid. Only the Eyrie Clusters of all but Jade Falcon Galaxy, and the majority of two freeborn conscript Clusters escaped that fateful campaign. These units held garrisons on Falcon-controlled worlds during the battle for Tukayyid; losses noted among their numbers reflect the considerable hazards of their duties.

During the bitter struggle on Tukayyid, Clan Jade Falcon lost more than 70 percent of its warriors to wounds or death. Those warriors are noted by the abbreviations KIA (Killed in Action) and WIA (Wounded in Action). Clan Jade Falcon's touman is currently at 85 percent strength. The majority of wounded soldiers have returned to their units, and replacements for those who died are expected soon from the Clan homeworlds. Please note that some minor nomenclature changes appear for unit names listed in previous briefings; for example, the Second Falcon Strikers may also be referred to as the Second Falcon Regulars. We have been unable to discover any difference in the organization of the alternately named units.

RANK, UNIFORMS, AND INSIGNIA

The Falcon touman, in keeping with the Clan's conservative nature, maintains rigid distinctions between the military branches and between trueborn and freeborn. Differences in the uniforms worn by warriors, and the insignia a warrior wears, reflects those distinctions.

STANDARD WARRIOR UNIFORM

All Jade Falcon warriors wear the same type of underclothing: a mesh body stocking that acts as a cooling system for MechWarriors, a cooling or heating system for aerospace pilots, and a sensor web that translates an Elemental's body motion into suit motion.

Over this cool-sock, as it is called, Jade Falcon MechWarriors wear an emerald-colored protective jumpsuit made of a cotton-like material woven together with ballistic cloth. The jumpsuit is short-sleeved and ends at mid-calf. The warrior's rank, Cluster insignia, if any, and the Jade Falcon Clan insignia is attached to the right chest area of the suit. When piloting his 'Mech, the MechWarrior wears a ballistic, fireproof boot that covers his leg up to the knee.

Jade Falcon aerospace pilots wear a one-piece protective suit over their cool-socks. This suit protects the pilots from the vacuum of space, and is woven of the same ballistic cloth as the MechWarrior's jumpsuit. Also colored emerald green, the pilot's rank and the Clan Jade Falcon insignia appear on the left chest area of the suit.

When off duty or on a non-combat assignment, Jade Falcon warriors wear a short-sleeved jumpsuit constructed from a cotton-like material, but without ballistic cloth woven into it and of a lighter shade of green than the combat clothing. The rank insignia is worn on the right chest area of the suit. Non-combat footwear for all warriors is a low-heeled, knee-high, black boot.

The basic Jade Falcon field uniform is black with emerald-green piping on the shoulders, and running down the sleeves and pant legs. A waist-long black cape attaches to the shoulders of the uniform and reverses to reveal a vegetation-based camouflage pattern. The Falcon helmet crowns the uniform. Like all Clan helmets, it is made from "Clan copper," a unique metal alloy remarkably light, extremely resistant to physical blows and laser flashing, and malleable, yet capable of "remembering" its shape. The Jade Falcon helmet represents a jade falcon's beak and eyes, colored a deep, emerald green with a gold noseguard and highlights on the brow.

DRESS UNIFORM

Jade Falcon warriors wear a black and emerald green dress uniform highlighted by a yellow collar and the "Falcon Talons," three bright yellow slashes angled across the shoulders. A long, emerald-green cape with a bright yellow liner and black boots completes the uniform.

Green and blue patches, along with a series of gold stars denotes trueborn warrior rank and file within a Star. Officers wear gold badges set with a divided, glistening green bar that shows the steps in rank from Star Commander to Khan. Rank insignia are worn on the collars of both the field and dress uniforms.

The uniform belt-buckle design shows the branch of service to which he or she belongs. MechWarrior buckles are decorated with a 'Mech, usually the type the warrior pilots, Elemental buckles have a suit of battle armor, and the buckles worn by trueborn fighter pilots show an aerospace fighter.

Freeborn warriors may not wear these insignia. Their unit and service-branch designations appear as green and black patches, blackened-metal officer insignia, and a blackened-metal belt buckle decorated by a jade falcon.

Trueborn warriors who lack the skill to test into a frontline unit wear the full trueborn uniform, but must wear the freeborn belt buckle. Trueborn techs assigned to frontline units wear a variation of that uniform, substituting extra pockets and a toolbelt for the cape and piping.

CEREMONIAL DRESS

Clan Jade Falcon ceremonial dress is simple. All non-Bloodnamed warriors wear an emerald green, short-sleeved jumpsuit with knee-high black boots and the Jade Falcon ceremonial mask, an oversized replica of a jade falcon head. The mask is

constructed of lightweight kevlar and weighs approximately six ounces. It is painted emerald green with a black beak and red eyes.

All Bloodnamed warriors add to their ceremonial dress a three-quarter-length cape made from the feathers of a full-grown jade falcon that they must capture and kill themselves. Bloodnamed warriors must make their capes within one year of winning their Bloodname and present it to the other Bloodnamed warriors, the Khans, and the Loremaster for acceptance.

All members of a unit must wear the Clan patch and their unit patch at all times, even when naked or sleeping. Failure to comply with this regulation results in demotion and sometimes death.

Other, equally strict rules in the Falcon dress code discourage individuality. Unlike Clan Wolf, which allows some freedom of expression—particularly among the freeborn units, which often parody the trueborn uniforms—all Falcon warriors must wear their uniform according to regulations or suffer dire consequences. Above all, the Falcon philosophy stresses “strength, moral correctness, and spiritual uplift through conformity.”

JADE FALCON UNIT DESIGNATIONS

The Jade Falcon Unit Designation Code (JFUDC) consists of three parts. The first part is a letter and/or number combination of up to four characters identifying the Star's parent organization, first by its Galaxy, then its Cluster, and finally its Trinary. The second part of the code is the Star-type designation; BattleMech, Elemental, fighter wing, or a combination of several types. 'Mech Stars are further identified in this part of the code by weight class and mission profile. The third part of the code distinguishes a Star from other Stars in the Trinary with a similar composition or mission.

The code can be extended by an additional designation that identifies the warriors within a Star. This addition usually appears only in a warrior's codex file.

The following examples of the Jade Falcon Unit Designation Code illustrate the possibilities for accurate unit identification.

“J1BE Wing 1” means the unit in question is in the Jade Galaxy, 1st Battle Cluster, E Trinary, Aerospace Fighter Star 1. “PEA Beak 3” stands for Peregrine Galaxy, Eyrie Cluster, A Trinary, 'Mech Star 3. “KD Strider 3” refers to Keshik Cluster, Elemental Star 3. The elite Keshik Cluster, in its role as the senior Khan's protector, is not formally attached to any Galaxy and therefore has no Galaxy designation.

COMMUNICATIONS

The unit designation system becomes most valuable when officers need to deliver messages to specific Stars that will not be mistakenly heeded by units of similar configuration. Orders for “P38A Talon 2” to advance can easily be ignored by any other Star, even those within the same Trinary.

The complete unit designation code is used only when sending messages to Stars in other Galaxies. Messages sent between Clusters within the same Galaxy and Stars in the same Trinary routinely drop portions of the code.

For example, when a Star in the Jade Falcon Galaxy wants to address the Second Battle Star of Alpha Trinary in the First Striker Cluster of Peregrine Galaxy, it must use the full code, “P1SA Beak 2.” However, another Cluster within Peregrine Galaxy would use



“1SA Beak 2” to address the same Star. Another Trinary in the same Cluster would use the call sign, “A Beak 2.” Another Star in the same Trinary addressing the Second Battle Star might crop the official code to “Beak B,” though Jade Falcon warriors sometimes informally identify a Star by its commander's name.

TYPES OF STARS

Corn = Command Star

Talon = Assault Star (heavy- to assault-weight 'Mechs)

Beak = Battle Star (medium- to heavy-weight 'Mechs. Stars containing 'Mechs of a wide range of weights, such as the Eyrie Stars, are classified as Beak Stars.)

Eye = Striker Star (light- to medium-weight 'Mechs)

Nova = Combined Star of five 'Mechs and five Elemental Points

Strider = Elemental Star

Wing = Aerospace fighter Star

Mix = Star that combines services in an unorthodox way. (Used most often by the Dark Wings, but also appear as new units formed for a particular battle.)

Some Trinaries and Stars are referred to by the type of mission they are trained to perform:

Shield = Defensive unit

Probe = Reconnaissance unit

Sweep = Unit trained to drive off a fleeing enemy

Hold = Unit trained to pin an enemy down

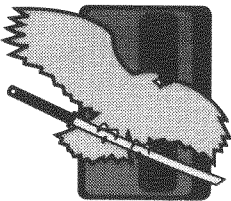


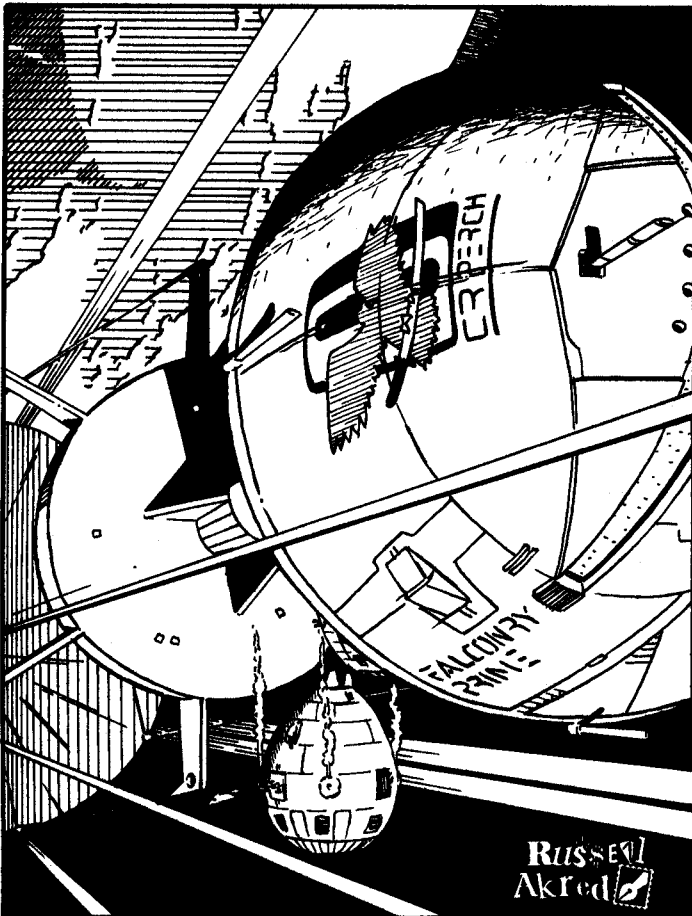
TABLE OF ORGANIZATION AND EQUIPMENT

The Table of Organization and Equipment provides details on the composition of the Jade Falcon touman. The Unit Summaries outline the touman, including information on its three Galaxies, including each individual trinary, its given nickname, and commander.

The naming system used to identify Jade Falcon units appears fairly regimented compared to the more liberal unit designations allowed by Clan Wolf. The code for each Jade Falcon unit identifies the unit, the unit type, and the parent units.

Somewhat surprisingly, the Jade Falcon Khans chose to use these potentially revealing unit designations for the Tukayyid bidding. The unit names revealed at that time agree with the data our intelligence services subsequently discovered; an explanation of the Jade Falcon designation system and examples of how to read it appears on p. 45.

The Falcons often combine Stars and Trinaries to form Novas and Supernovas as needed, and so their forces may not appear on the field in the precise arrangement stated here.



UNIT SUMMARIES

TURKINA KESHIK

(The Chosen of Turkina)

CO: Khan Vandervahn Chistu
Aide: Star Colonel Kael Pershaw
Cluster Designation Prefix: K

KESHIK COMMAND STAR

K Com (5 BattleMechs)

Trinary Alpha (Star Captain Jinn Buhallin)

KA Talon 1 (5 BattleMechs)

KA Talon 2 (5 BattleMechs)

KA Talon 3 (5 BattleMechs)

Trinary Beta (Star Captain Ostin Roshak)

KB Beak 1 (5 BattleMechs)

KB Beak 2 (5 BattleMechs)

KB Beak 3 (5 BattleMechs)

Trinary Charlie (Star Captain Vanna Hazen)

KC Eye 1 (5 BattleMechs)

KC Eye 2 (5 BattleMechs)

KC Eye 3 (5 BattleMechs)

Trinary Delta (Star Commander Carson Icaza)

KD Strider 1 (5 Elemental Points)

KD Strider 2 (5 Elemental Points)

KD Strider 3 (5 Elemental Points)

Trinary Echo (Star Captain Colla Folkner)

KE Wing 1 (10 Fighters)

KE Wing 2 (10 Fighters)

KE Wing 3 (10 Fighters)

JADE FALCON NAVAL RESERVE

CO: Star Commodore Vishu Folkner
Unit Designation: CR Perch

NAVAL COMMAND

Unit Designation: CR Perch Com
1 Congress Class Frigate: *Green Lantern*

Naval Command Star 1 (Star Commodore Nicholas Von Jankmon)

Unit Designation: CR Perch A
1 *Monolith Class JumpShip: Falconry Prime*
2 *Star Lord Class JumpShips: Falconer's Glove Seconde, Falconer's Glove Quarte*
3 *Invader Class JumpShips: Falconer's Perch Prime, Falconer's Perch Seconde, Falconer's Perch Quinte*

Naval Reserve Star 2 (Star Commodore Pamula Von Jankmon)

Unit Designation: CR Perch B
2 *Monolith Class JumpShips: Falconry Seconde, Falconry Tierce*
2 *Star Lord Class JumpShips: Falconer's Glove Prime, Falconer's Glove Tierce*
2 *Invader Class JumpShips: Falconer's Perch Tierce, Falconer's Perch Quarte*

JADE FALCON GALAXY (GAMMA GALAXY)

5 Clusters, 1 Eyrie, 1 Solahma
CO: Star Colonel Mar Helmer
Aide: Star Captain Kithan Kyle
Galaxy Designation Prefix: G

GALAXY COMMAND STAR

G Com (5 BattleMechs)

JADE FALCON GUARDS

Star Colonel Aidan Pryde
Cluster Designation Prefix: GG

Command Star

GG Com (5 BattleMechs)

Trinary Alpha (Star Captain Joanna)

GGA Talon (5 BattleMechs)
GGA Beak 1 (5 BattleMechs)
GGA Beak 2 (5 BattleMechs)

Trinary Bravo (Star Captain Alejandro)

GGB Talon (5 BattleMechs)
GGB Beak (5 BattleMechs)
GGB Eye (5 BattleMechs)

Trinary Charlie (Star Captain Henrik)

GGC Talon (5 BattleMechs)
GGC Beak (5 BattleMechs)
GGC Eye (5 BattleMechs)

Trinary Delta (Star Captain Shika)

GGD Nova (5 BattleMechs, 5 Elemental Points)
GGD Strider 1 (5 Elemental Points)
GGD Strider 2 (5 Elemental Points)

Trinary Echo (Star Captain Evlan)

GGE Nova (5 BattleMechs, 5 Elemental Points)
GGE Strider 1 (5 Elemental Points)
GGE Strider 2 (5 Elemental Points)

3RD FALCON TALON CLUSTER

Star Colonel Gran Newclay
Cluster Designation Prefix: G3R

Command Star

G3T Com (5 BattleMechs)

Trinary Alpha (Star Captain Theodore Buhallin)

G3TA Talon 1 (5 BattleMechs)
G3TA Talon 2 (5 BattleMechs)
G3TA Beak (5 BattleMechs)

Trinary Bravo (Star Captain Sands Pryde)

G3TB Talon 1 (5 BattleMechs)
G3TB Talon 2 (5 BattleMechs)
G3TB Beak (5 BattleMechs)

Trinary Charlie (Star Captain Gregor Mattlov)

G3TC Nova (5 BattleMechs and Elemental Points)
G3TC Strider 1 (5 Elemental Points)
G3TC Strider 2 (5 Elemental Points)

Trinary Delta (Star Captain Jude Helmer)

G3TD Nova (5 BattleMechs and Elemental Points)
G3TD Strider 1 (5 Elemental Points)
G3TD Strider 2 (5 Elemental Points)

Trinary Echo (Star Captain Ota Folkner)

G3TE Wing 1 (10 Fighters)
G3TE Wing 2 (10 Fighters)
G3TE Wing 3 (10 Fighters)

7TH FALCON REGULARS CLUSTER

Star Colonel Devlin Hazen
Cluster Designation Prefix: G7R

Command Star

J7T Com (5 BattleMechs)

Trinary Alpha (Star Captain Kreb Roshak)

G7RA Beak 1 (5 BattleMechs)
G7RA Beak 2 (5 BattleMechs)
G7RA Talon (5 BattleMechs)

Trinary Bravo (Star Captain Elena Mattlov)

G7RB Beak 1 (5 BattleMechs)
G7RB Beak 2 (5 BattleMechs)
G7RB Eye (5 BattleMechs)

Trinary Charlie (Star Captain Nicholas Pryde)

G7RC Nova (5 BattleMechs, 5 Elemental Points)
G7RC Strider 1 (5 Elemental Points)
G7RC Strider 2 (5 Elemental Points)

Trinary Delta (Star Captain Jewel Feng)

G7RD Nova (5 BattleMechs, 5 Elemental Points)
G7RD Strider 1 (5 Elemental Points)
G7RD Strider 2 (5 Elemental Points)

Trinary Echo (Star Captain Gretton Von Jankmon)

G7RE Wing 1 (10 Fighters)
G7RE Wing 2 (10 Fighters)
G7RE Wing 3 (10 Fighters)

9TH TALON CLUSTER

Star Colonel Dev Iler
Cluster Designation Prefix: G9T

Command Star

G9T Com (5 BattleMechs)

Trinary Alpha (Star Captain Alfa Koga)

G9TA Talon 1 (5 BattleMechs)
G9TA Talon 2 (5 BattleMechs)
G9TA Talon 3 (5 BattleMechs)

Trinary Bravo (Star Captain Brigman Hazen)

G9TB Talon 1 (5 BattleMechs)
G9TB Talon 2 (5 BattleMechs)
G9TB Talon 3 (5 BattleMechs)

Trinary Charlie (Star Captain Tlali Buhallin)

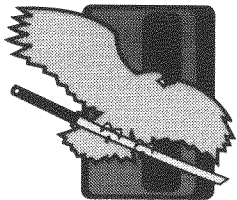
G9TC Beak 1 (5 BattleMechs)
G9TC Beak 2 (5 BattleMechs)
G9TC Beak 3 (5 BattleMechs)

Trinary Delta (Star Captain Sylvia Roshak)

G9TD Nova (5 BattleMechs, 5 Elemental Points)
G9TD Strider 1 (5 Elemental Points)
G9TD Strider 2 (5 Elemental Points)

Trinary Echo (Star Captain Nerran Von Jankmon)

G9TE Wing 1 (10 Fighters)
G9TE Wing 2 (10 Fighters)
G9TE Wing 3 (10 Fighters)



12TH FALCON REGULARS CLUSTER (Formerly 1st Falcon Assault Cluster)

Star Colonel Senza Oriega
Cluster Designation Prefix: G12R

Command Star

G12RR Com (5 BattleMechs)

Trinary Alpha (Star Captain Dana Gorga)

G12RA Talon 1 (5 BattleMechs)

G12RA Talon 2 (5 BattleMechs)

G12RA Beak (5 BattleMechs)

Trinary Bravo (Star Captain Caro Pryde)

G12RB Talon 1 (5 BattleMechs)

G12RB Talon 2 (5 BattleMechs)

G12RB Beak (5 BattleMechs)

Trinary Charlie (Star Captain Gorton Mattlov)

G12RC Nova (5 BattleMechs, 5 Elemental Points)

G12RC Strider 1 (5 Elemental Points)

G12RC Strider 2 (5 Elemental Points)

Trinary Delta (Star Captain Byron Kabrinski)

G12RD Nova (5 BattleMech, 5 Elemental Points)

G12RD Strider 1 (5 Elemental Points)

G12RD Strider 2 (5 Elemental Points)

Trinary Echo (Star Captain Oscan Folkner)

G12RE Wing 1 (10 Fighters)

G12RE Wing 2 (10 Fighters)

G12RE Wing 3 (10 Fighters)

JADE EYRIE CLUSTER

Star Colonel Collin Buhallin
Cluster Designation Prefix: GE

Command Star

GE Com (5 BattleMechs)

Trinary Alpha (Star Captain Herwin)

GEA Beak 1 (5 BattleMechs)

GEA Beak 2 (5 BattleMechs)

GEA Beak 3 (5 BattleMechs)

Trinary Bravo (Star Captain Meech)

GEB Beak 1 (5 BattleMechs)

GEB Beak 2 (5 BattleMechs)

GEB Beak 3 (5 BattleMechs)

Trinary Charlie (Star Captain Jillok)

GEC Beak 1 (5 BattleMechs)

GEC Beak 2 (5 BattleMechs)

GEC Beak 3 (5 BattleMechs)

Trinary Delta (Star Captain Brinton)

GED Strider 1 (5 Elemental Points)

GED Strider 2 (5 Elemental Points)

GED Strider 3 (5 Elemental Points)

Trinary Echo (Star Captain Geraldine)

GEE Wing 1 (10 Fighters)

GEE Wing 2 (10 Fighters)

GEE Wing 3 (10 Fighters)

JADE SOLAHMA CLUSTER

(Formerly the Jade Vets)

Star Captain Minaka

Cluster Designation Prefix: JS

Trinary Alpha (Star Captain Minaka)

JS Beak (5 BattleMechs)

JS Mix 1 (4 BattleMechs, 1 Elemental Point)

JS Mix 2 (3 BattleMechs, 1 Elemental Point)

Binary Beta (Star Captain Wondor)

JS Wing (4 Fighters)

GYRFALCON GALAXY (DELTA GALAXY)

4 Clusters, 1 Eyrie, 1 Solahma

CO: Galaxy Commander Samantha Clees

Aide: Star Captain Kelly Buhallin

Galaxy Designation Prefix: D

GALAXY COMMAND STAR

D Com (5 BattleMechs)

1ST FALCON STRIKER CLUSTER

Star Colonel Rard Hoyt

Cluster Designation Prefix: D1J

Command Star

D1J Com (5 BattleMechs)

Trinary Alpha (Star Captain Padrick Shi-Lu)

D1JA Beak 1 (5 BattleMechs)

D1JA Beak 2 (5 BattleMechs)

D1JA Eye (5 BattleMechs)

Trinary Bravo (Star Captain Gandy Irons)

D1JB Eye 1 (5 BattleMechs)

D1JB Eye 2 (5 BattleMechs)

D1JB Eye 3 (5 BattleMechs)

Trinary Charlie (Star Captain Christine Ott)

D1JC Eye 1 (5 BattleMechs)

D1JC Eye 2 (5 BattleMechs)

D1JC Eye 3 (5 BattleMechs)

Trinary Delta (Star Captain Jeffrey Hazen)

D1JD Nova (5 BattleMechs, 5 Elemental Points)

D1JD Strider 1 (5 Elemental Points)

D1JD Strider 2 (5 Elemental Points)

Trinary Echo (Star Captain Charlotte Folkner)

D1JE Wing 1 (10 Fighters)

D1JE Wing 2 (10 Fighters)

D1JE Wing 3 (10 Fighters)

2ND FALCON JAEGER CLUSTER

Star Colonel Marthe Pryde
Cluster Designation Prefix: D2J

Command Star

D2J Com (5 BattleMechs)

Trinary Alpha (Star Captain Nurten Buhallin)

D2JA Beak 1 (5 BattleMechs)

D2JA Beak 2 (5 BattleMechs)

D2JA Eye (5 BattleMechs)

Trinary Bravo (Star Captain Lynn Roshak)

D2JB Eye 1 (5 BattleMechs)

D2JB Eye 2 (5 BattleMechs)

D2JB Eye 3 (5 BattleMechs)

Trinary Charlie (Star Captain Jacob Eagle)

D2JC Eye 1 (5 BattleMechs)

D2JC Eye 2 (5 BattleMechs)

D2JC Eye 3 (5 BattleMechs)

Trinary Delta (Star Captain Dorenda Fore)

D2JD Nova (5 BattleMechs, 5 Elemental Points)

D2JD Strider 1 (5 Elemental Points)

D2JD Strider 2 (5 Elemental Points)

Trinary Echo (Star Captain Matthew Von Jankmon)

D2JE Wing 1 (10 Fighters)

D2JE Wing 2 (10 Fighters)

D2JE Wing 3 (10 Fighters)

5TH BATTLE CLUSTER

Star Colonel Diane Anu
Cluster Designation Prefix: D5B

Command Star

D5B Com (5 BattleMechs)

Trinary Alpha (Star Captain Nedra)

D5BA Beak 1 (5 BattleMechs)

D5BA Beak 2 (5 BattleMechs)

D5BA Eye (5 BattleMechs)

Trinary Bravo (Star Captain Hogan Thastus)

D5BB Nova 1 (5 BattleMechs, 5 Elemental Points)

D5BB Nova 2 (5 BattleMechs, 5 Elemental Points)

D5BB Strider (5 Elemental Points)

Trinary Charlie (Star Captain Elizabeth Thastus)

D5BC Nova 1 (5 BattleMechs, 5 Elemental Points)

D5BC Nova 2 (5 BattleMechs, 5 Elemental Points)

D5BC Strider (5 Elemental Points)

Trinary Delta (Star Captain Jeanna Osborne)

D5BD Nova 1 (5 BattleMechs, 5 Elemental Points)

D5BD Nova 2 (5 BattleMechs, 5 Elemental Points)

D5BD Strider (5 Elemental Points)

Trinary Echo (Star Captain Richard Von Jankmon)

D5BE Wing 1 (10 Fighters)

D5BE Wing 2 (10 Fighters)

D5BE Wing 3 (10 Fighters)

305TH ASSAULT CLUSTER

Star Colonel Evelyn Buhallin
Cluster Designation Prefix: D305A

Command Star

D305A Com (5 BattleMechs)

Trinary Alpha (Star Captain Tina Hazen)

D305AA Beak 1 (5 BattleMechs)

D305AA Beak 2 (5 BattleMechs)

D305AA Eye (5 BattleMechs)

Trinary Bravo (Star Captain Arne Pryde)

D305AB Eye 1 (5 BattleMechs)

D305AB Eye 2 (5 BattleMechs)

D305AB Eye 3 (5 BattleMechs)

Trinary Charlie (Star Captain Winona Buhallin)

D305AC Eye 1 (5 BattleMechs)

D305AC Eye 2 (5 BattleMechs)

D305AC Eye 3 (5 BattleMechs)

Trinary Delta (Star Captain Hagan Pyre)

D305AD Nova (5 BattleMechs, 5 Elemental Points)

D305AD Strider 1 (5 Elemental Points)

D305AD Strider 2 (5 Elemental Points)

Trinary Echo (Star Captain Stewart Folkner)

D305AE Wing 1 (10 Fighters)

D305AE Wing 2 (10 Fighters)

D305AE Wing 3 (10 Fighters)

GYRFALCON EYRIE CLUSTER

Star Colonel Devin Buhallin
Cluster Designation Prefix: DE

Command Star

DE Com (5 BattleMechs)

Trinary Alpha (Star Captain Jurgen)

DEA Beak 1 (5 BattleMechs)

DEA Beak 2 (5 BattleMechs)

DEA Beak 3 (5 BattleMechs)

Trinary Bravo (Star Captain Wilde)

DEB Beak 1 (5 BattleMechs)

DEB Beak 2 (5 BattleMechs)

DEB Beak 3 (5 BattleMechs)

Trinary Charlie (Star Captain Rita)

DEF Wing 1 (10 Fighters)

DEF Wing 2 (10 Fighters)

DEF Wing 3 (10 Fighters)

GYRFALCON SOLAHMA CLUSTER

Star Captain Cyn
Cluster Designation Prefix: DS

Trinary Alpha (Star Captain Cyn)

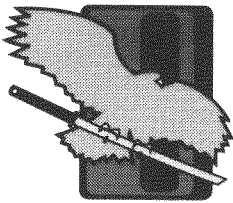
DSA Beak 1 (5 BattleMechs)

DSA Beak 2 (5 BattleMechs)

DSA Strider (5 Elemental Points)

Trinary Bravo (Star Captain Barthalomew)

DSB Wing (5 Fighters)



PEREGRINE GALAXY (VAU GALAXY)

6 Clusters, 1 Eyrie, 1 Solahma

CO: Galaxy Commander Angeline Mattlov

Aide: Star Captain Owanna Buhallin

Galaxy Designation Prefix: P

GALAXY COMMAND STAR

P Com (5 BattleMechs)

4TH FALCON TALON CLUSTER

Star Colonel Yesukai Shambag

Cluster Designation Prefix: V4T

Command Star

V4T Com (5 BattleMechs)

Trinary Alpha (Star Captain Fultz Hazen)

B2SA Beak 1 (5 BattleMechs)

B2SA Beak 2 (5 BattleMechs)

B2SA Eye (5 BattleMechs)

Trinary Bravo (Star Captain Roshak)

B2SB Eye 1 (5 BattleMechs)

B2SB Eye 2 (5 BattleMechs)

B2SB Eye 3 (5 BattleMechs)

Trinary Charlie (Star Captain Jalak Roshak)

B2SC Eye 1 (5 BattleMechs)

B2SC Eye 2 (5 BattleMechs)

B2SC Eye 3 (5 BattleMechs)

Trinary Delta (Star Captain Vecky Thastus)

B2SD Nova (5 BattleMechs, 5 Elemental Points)

B2SD Strider 1 (5 Elemental Points)

B2SD Strider 2 (5 Elemental Points)

Trinary Echo (Star Captain Bjarn Folkner)

(Currently with Omicron Galaxy on Last Chance)

B2SE Wing 1 (10 Fighters)

B2SE Wing 2 (10 Fighters)

B2SE Wing 3 (10 Fighters)

4TH FALCON VELITES

Star Colonel Evak Mattlov

Cluster Designation Prefix: V4V

Command Star

V4V Com (5 BattleMechs)

Trinary Alpha (Star Captain Benjamin Eodrap)

V4VA Talon 1 (5 BattleMechs)

V4VA Talon 2 (5 BattleMechs)

V4VA Beak (5 BattleMechs)

Trinary Bravo (Star Captain Jezebel Pryde)

V4VB Talon 1 (5 BattleMechs)

V4VB Talon 2 (5 BattleMechs)

V4VB Beak (5 BattleMechs)

Trinary Charlie (Star Captain Jacque Buhallin)

V4VC Nova (5 BattleMechs, 5 Elemental Points)

V4VC Strider 1 (5 Elemental Points)

V4VC Strider 2 (5 Elemental Points)

Trinary Delta (Star Captain Youngblood Hazen)

V4VD Nova (5 BattleMechs, 5 Elemental Points)

V4VD Strider 1 (5 Elemental Points)

V4VD Strider 2 (5 Elemental Points)

Trinary Echo (Star Captain Gale Folkner)

V4VE Wing 1 (10 Fighters)

V4VE Wing 2 (10 Fighters)

V4VE Wing 3 (10 Fighters)

8TH FALCON REGULARS CLUSTER

Star Colonel Brikai Buhallin

Cluster Designation Prefix: V8R

Command Star

V8R Com (5 BattleMechs)

Trinary Alpha (Star Captain Amado Roshak)

V8RA Beak 1 (5 BattleMechs)

V8RA Beak 2 (5 BattleMechs)

V8RA Eye (5 BattleMechs)

Trinary Bravo (Star Captain Jeremiah Hazen)

V8RB Eye 1 (5 BattleMechs)

V8RB Eye 2 (5 BattleMechs)

V8RB Eye 3 (5 BattleMechs)

Trinary Charlie (Star Captain Terrence Mattlov)

V8RC Eye 1 (5 BattleMechs)

V8RC Eye 2 (5 BattleMechs)

V8RC Eye 3 (5 BattleMechs)

Trinary Delta (Star Captain Hagar Icaza)

V8RD Nova (5 BattleMechs, 5 Elemental Points)

V8RD Strider 1 (5 Elemental Points)

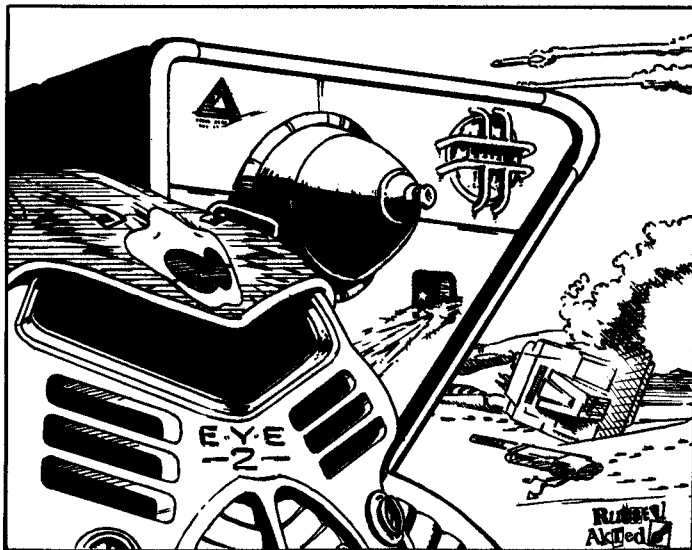
V8RD Strider 2 (5 Elemental Points)

Trinary Echo (Star Captain Caroline Mattlov)

V8RE Wing 1 (10 Fighters)

V8RE Wing 2 (10 Fighters)

V8RE Wing 3 (10 Fighters)



89TH FALCON STRIKER CLUSTER

Star Colonel Devinnia Guili
Cluster Designation Prefix: V89S

Command Star

V89S Com (5 BattleMechs)

Trinary Alpha (Star Captain Prentice)

V89SA Beak 1 (5 BattleMechs)

V89SA Beak 2 (5 BattleMechs)

V89SA Eye (5 BattleMechs)

Trinary Bravo (Star Captain Bishop)

V89SB Eye 1 (5 BattleMechs)

V89SB Eye 2 (5 BattleMechs)

V89SB Eye 3 (5 BattleMechs)

Trinary Charlie (Star Captain Tanner)

V89SC Eye 1 (5 BattleMechs)

V89SC Eye 2 (5 BattleMechs)

V89SC Eye 3 (5 BattleMechs)

Trinary Delta (Star Captain Jason)

V89SD Nova (5 BattleMechs, 5 Elemental Points)

V89SD Strider 1 (5 Elemental Points)

V89SD Strider 2 (5 Elemental Points)

Trinary Echo (Star Captain Vabbian Herling)

V89SE Wing 1 (10 Fighters)

V89SE Wing 2 (10 Fighters)

V89SE Wing 3 (10 Fighters)

94TH STRIKER CLUSTER

Star Colonel Kristen Redmond
Cluster Designation Prefix: V94S

Command Star

V94S Com (5 BattleMechs)

Trinary Alpha (Star Captain Jaunie Zywt)

V94SA Beak 1 (5 BattleMechs)

V94SA Beak 2 (5 BattleMechs)

V94SA Talon (5 BattleMechs)

Trinary Bravo (Star Captain Anwar Yung)

V94SB Beak 1 (5 BattleMechs)

V94SB Beak 2 (5 BattleMechs)

V94SB Eye (5 BattleMechs)

Trinary Charlie (Star Captain Tyler)

V94SC Nova (5 BattleMechs, 5 Elemental Points)

V94SC Strider 1 (5 Elemental Points)

V94SC Strider 2 (5 Elemental Points)

Trinary Delta (Star Captain Seward Buhallin)

V94SD Nova (5 BattleMechs, 5 Elemental Points)

V94SD Strider 1 (5 Elemental Points)

V94SD Strider 2 (5 Elemental Points)

Trinary Echo (Star Captain Calvin Folkner)

V94SE Wing 1 (10 Fighters)

V94SE Wing 2 (10 Fighters)

V94SE Wing 3 (10 Fighters)

124TH STRIKER CLUSTER

Star Colonel Abraham ChLi
Cluster Designation Prefix: V124S

Command Star

V124S Com (5 BattleMechs)

Trinary Alpha (Star Captain Dreeson Pryde)

V124SA Talon 1 (5 BattleMechs)

V124SA Talon 2 (5 BattleMechs)

V124SA Beak (5 BattleMechs)

Trinary Bravo (Star Captain Jindan Yont)

V124SB Talon 1 (5 BattleMechs)

V124SB Talon 2 (5 BattleMechs)

V124SB Beak (5 BattleMechs)

Trinary Charlie (Star Captain Abaka Lovonski)

V124SC Nova (5 BattleMechs, 5 Elemental Points)

V124SC Strider 1 (5 Elemental Points)

V124SC Strider 2 (5 Elemental Points)

Trinary Delta (Star Captain Kaidu Binetti)

V124SD Nova (5 BattleMechs, 5 Elemental Points)

V124SD Strider 1 (5 Elemental Points)

V124SD Strider 2 (5 Elemental Points)

Trinary Echo (Star Captain Chingkim Von Jankmon)

V124SE Wing 1 (10 Fighters)

V124SE Wing 2 (10 Fighters)

V124SE Wing 3 (10 Fighters)

PEREGRINE EYRIE CLUSTER

Star Colonel Bosha

Cluster Designation: VE

Binary Alpha (Star Captain Divvurn)

VEA Beak (5 BattleMechs)

VEA Strider (5 Elemental Points)

Binary Bravo (Star Captain Bosha)

VEB Beak (5 BattleMechs)

VEB Strider (5 Elemental Points)

Binary Charlie (Star Captain Pukillup)

VEC Beak (5 BattleMechs)

VEC Strider (5 Elemental Points)

Binary Delta (Star Captain Hyton)

VED Beak (5 BattleMechs)

VED Strider (5 Elemental Points)

Binary Echo (Star Captain Kushon)

VEE Wing 1 (10 Fighters)

VEE Wing 1 (10 Fighters)

PEREGRINE SOLAHMA CLUSTER

Star Colonel Cewers

Cluster Designation: VPS

Binary Alpha (Star Captain Pauston)

VSA Beak (5 BattleMechs)

VSA Strider (5 Elemental Points)

Binary Bravo (Star Captain Uvalley)

VSABeak (5 BattleMechs)

VSABeak (5 BattleMechs)

Binary Charlie (Star Captain Oscan)

VSC Beak (5 Elemental Points)

VSC Strider (5 Elemental Points)

Binary Delta (Star Captain Hillon)

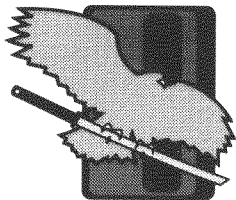
VSD Beak (5 BattleMechs)

VSD Strider (5 Elemental Points)

Binary Echo (Star Captain Pokish)

VSE Wing 1 (10 Fighters)

VSE Wing 2 (10 Fighters)



FULL UNIT ROSTERS

JADE FALCON KESHIK

Senior Khan: Khan Elias Crichell

Commander: Khan Vandervahn Chistu

Aide-de-Camp: Star Colonel Kael Pershaw

Unit Status: Elite

Unit Nickname: Chosen of Turkina

Unit Insignia: A plummeting jade falcon in full cry clutching a golden sword against a shadowed blue world.

KESHIK COMMAND STAR

Unit Identification: A jade star to the left of the Cluster insignia

Star Commander Sedale Malthus, Elite, *Thor* (WIA)

MechWarrior Corbin Mattlov, Elite, *Turkina*

MechWarrior Sinea Buhallin, Elite, *Loki A* (WIA)

MechWarrior Bojin Pryde, Elite, *Uller*

MechWarrior Meredith Hazen, Elite, *Night Gyr* (KIA)

TRINARY ALPHA

Unit Nickname: The Turkina Assaulters

Unit Insignia: Cluster insignia emblazoned on a battle-axe blade

Alpha Talon 1

Star Captain Jinn Buhallin, Elite, *Daishi A*

MechWarrior Bothin, Elite, *Thor* (WIA)

MechWarrior Cachul, Elite, *Thor*

MechWarrior Edvar, Elite, *Loki A* (WIA)

MechWarrior Kipps, Elite, *Turkina* (WIA)

Alpha Talon 2

Star Commander Neal Roshak, Elite, *Thor A* (KIA)

MechWarrior Viv, Elite, *Gladiator* (WIA)

MechWarrior Okin, Elite, *Turkina*

MechWarrior Sankill, Elite, *Loki* (WIA)

MechWarrior Rethin, Elite, *Night Gyr* (KIA)

Alpha Talon 3

Star Commander Withyn Koga, Elite, *Turkina*

MechWarrior Isthum, Elite, *Thor A* (WIA)

MechWarrior Fenton, Elite, *Gladiator* (KIA)

MechWarrior Gelbert, Elite, *Night Gyr*

MechWarrior Dassini, Elite, *Daishi*

TRINARY BRAVO

Unit Nickname: The Turkina Battlers

Unit Insignia: Cluster insignia emblazoned on the back of a silver 'Mech fist

Bravo Beak 1

Star Captain Ostin Roshak, Elite, *Thor* (WIA)

MechWarrior Killup, Elite, *Night Gyr*

MechWarrior Iston, Elite, *Vulture* (WIA)

MechWarrior Zass, Elite, *Loki A* (WIA)

MechWarrior Bendic, Elite, *Black Lanner*

Bravo Beak 2

Star Commander Hitoon Fischer, Elite, *Night Gyr*

MechWarrior Dash, Elite, *Loki A* (KIA)

MechWarrior Crowe, Elite, *Black Hawk A* (KIA)

MechWarrior Jissicl, Elite, *Loki*

MechWarrior Cal, Veteran, *Loki*

Bravo Beak 3

Star Commander Quillic Mattlov, Elite, *Thor A* (WIA)

MechWarrior Gedders, Elite, *Night Gyr* (WIA)

MechWarrior Mance, Elite, *Loki* (WIA)

MechWarrior Dushil, Elite, *Uller*

MechWarrior Billock, Veteran, *Black Lanner* (KIA)

TRINARY CHARLIE

Unit Nickname: The Turkina Strikers

Unit Insignia: Cluster insignia set between stylized bronze wings

Charlie Eye 1

Star Captain Vanna Hazen, Elite, *Black Lanner* (WIA)

MechWarrior Kajj Roshak, Elite, *Uller*

MechWarrior Grant, Elite, *Uller* (KIA)

MechWarrior Vewdon, Elite, *Ferriis* (WIA)

MechWarrior Ustill, Elite, *Uller A*

Charlie Eye 2

Star Commander Tyrne Buhallin, Elite, *Uller B*

MechWarrior Gews Malthus, Elite, *Uller*

MechWarrior Burrdon, Elite, *Fire Falcon* (WIA)

MechWarrior Wicckum, Elite, *Black Hawk A* (WIA)

MechWarrior Nistru, Veteran, *Black Lanner* (WIA)

Charlie Eye 3

Star Commander Pith Viola, Elite, *Uller* (WIA)

MechWarrior Vels Uston, Elite, *Fire Falcon* (WIA)

MechWarrior Buno, Elite, *Uller A*

MechWarrior Wewvin, Veteran, *Puma* (WIA)

MechWarrior Cejj, Veteran, *Black Lanner* (KIA)

TRINARY DELTA

Unit Nickname: The Turkina Elementals

Unit Insignia: Cluster insignia emblazoned on the chest of a battle armor silhouette

Delta Strider 1

Star Commander Carson Icaza, Elite (WIA), 4 Elementals
Point Commander Genders Thastus, Elite (WIA), 4 Elementals
Point Commander Bewton, Elite, 4 Elementals
Point Commander Kylup, Elite (KIA), 4 Elementals
Point Commander Jol, Elite, 4 Elementals

Delta Strider 2

Star Commander Mon Thastus, Elite (WIA), 4 Elementals
Point Commander Ceden, Elite (WIA), 4 Elementals
Point Commander Pithus, Elite, 4 Elementals
Point Commander Xedas, Elite (WIA), 4 Elementals
Point Commander Weton, Veteran (WIA), 4 Elementals

Delta Strider 3

Star Commander Iona Hazen, Elite (KIA), 4 Elementals
Point Commander Merriam Drake, Elite, 4 Elementals
Point Commander Berthin, Elite, 4 Elementals
Point Commander Koston, Elite (WIA), 4 Elementals
Point Commander Deffton, Veteran, 4 Elementals

TRINARY ECHO

Unit Nickname: The Turkina Fighters

Unit Insignia: Cluster insignia on an aerospace fighter silhouette

Echo Wing 1

Star Captain Colla Folkner, Elite, *Vandal* (WIA)
Pilot Julkin Malthus, Elite, *Vandal* (WIA)
Pilot Uffin, Elite, *Turk*
Pilot Gerheart, Elite, *Turk* (KIA)
Pilot Yippon, Elite, *Bashkir* (WIA)
Pilot Iffur, Elite, *Bashkir*
Pilot Lothan, Elite, *Kirghiz* (WIA)
Pilot Tone, Elite, *Kirghiz*
Pilot Potter, Veteran, *Turk* (KIA)
Pilot Isle, Veteran, *Turk* (WIA)

Echo Wing 2

Star Commander Cynthia Von Jankmon, Elite, *Sabutai* (WIA)
Pilot Banely, Elite, *Sabutai* (WIA)
Pilot Vittorio, Elite, *Jenghiz*
Pilot Webbon, Veteran, *Jenghiz* (WIA)
Pilot Hogal, Elite, *Visigoth* (WIA)
Pilot Renton, Elite, *Visigoth* (WIA)
Pilot Liliith, Elite, *Batu*
Pilot Okeem, Elite, *Batu* (WIA)
Pilot Randi, Veteran, *Sabutai*
Pilot Cewers, Veteran, *Sabutai*

Echo Wing 3

Star Commander Ollup Folkner, Elite, *Sabutai* (WIA)
Pilot Ifle Oberg, Elite, *Sabutai* (KIA)
Pilot Kesurr, Elite, *Visigoth* (WIA)
Pilot Zephen, Elite, *Visigoth*
Pilot Quillor, Elite, *Turk*
Pilot Jan, Elite, *Turk* (WIA)
Pilot Pouy, Veteran, *Avar* (WIA)
Pilot Thinton, Veteran, *Avar* (KIA)
Pilot Lifful, Veteran, *Sulla* (KIA)
Pilot Wothal, Veteran, *Sulla*

SUPPORT VESSELS

1 *Cameron Class JumpShip: Turkina's Pride*
1 *Overlord Class Command DropShip: Turkina's Command*
2 *Union Class DropShips: Turkina's Cadger, Turkina's Eyrie*
1 *Carrier Class DropShip: Turkina's Perch*

STAR COLONEL KAEI PERSHAW

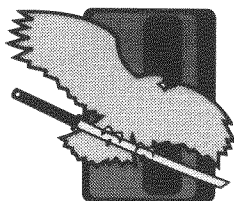
Second in Command of Turkina Keshik

Star Colonel Kael Pershaw is second in command of the Turkina Keshik and aide to Khan Vandervahn Chistu. By Clan standards he is old for a warrior, but his Khan still has confidence in his judgment. Like most Jade Falcons, he supports the Crusader movement.

Kael Pershaw holds mixed feelings of contempt and grudging admiration for Star Colonel Aidan Pryde, Commander of the Falcon Guards. He first met the then-Star Commander Aidan, posing as a freebirth warrior named Jorge, on Glory Station. Pershaw hated Jorge/Aidan, especially for his freebirth status, but also for his lack of discipline. When Clan Wolf attacked Glory Station to seize the genetic legacy of Kael Pershaw for the Wolf gene pool, Star Commander Jorge led a counterstrike which destroyed the Wolf command post and crippled the attack. Immediately following the battle, Star Commander Jorge revealed his identity as the trueborn warrior Aidan. Disgusted by Aidan's deception, Kael Pershaw testified against him before the Clan Council to prevent him from claiming a Bloodname, but began to recognize Aidan's potential after hearing depositions from various parties regarding the warrior's history. Pershaw followed Aidan's progress as he won a Trial of Refusal, then emerged victorious from the Grand Melee to win a Pryde Bloodname, but later lost track of him.

The invasion under Operation Revival was the event Kael Pershaw and the other Crusaders had been working for, but their pleasure was short-lived. Clan Wolf's rapid advance, coupled with ilKhan Ulric Kerensky's ploy of saddling the Jade Falcons with the hated Steel Vipers, seemed to ensure that Clan Wolf would become the ilClan, a daunting prospect for those who considered Clan Wolf virtual traitors to the true Clan way.

At Tukayyid, Kael Pershaw served as head of operations for the Jade Falcon forces, orbiting in a *Spectre* Command/Control aerospace craft. His tactical coordination aided the Jade Falcon advances; however, even with his assistance, Clan Jade Falcon fought to no better than a draw. The fifteen-year truce with ComStar practically guarantees that Kael Pershaw will be too old to serve his Clan on the front lines when hostilities resume.



KHAN VANDERVAHN CHISTU

Commander of Jade Falcon Keshik

Known more as a crafty warrior than an able leader, Chistu's fortunes rose and fell during the invasion. During the first three waves, Chistu saw little action as Khan Malthus, the Jade Falcons' junior Khan, acted as warlord and garnered most of the glory by directing military operations. But Malthus' defeat and death on Twycross gave Chistu a chance to prove his ability as Khan.

Chistu began his reign as warlord by naming Kael Pershaw as a high-level advisor, reclaiming the experienced warrior from a series of administrative duties unworthy of Pershaw's stature. Whatever political points Chistu gained in this move, he lost when he helped Khan Elias Crichell re-form the Falcon Guards.

Even though Chistu knew that many of his commanders despised Aidan Pryde, despite his Bloodname, Pershaw recognized abilities in the young warrior that he believed would either make him a great warrior or get him killed, and placing him as commander of the new Falcon Guards, now mostly misfits or solahma, seemed a safe appointment. But other Jade Falcon warriors, familiar with the Falcon Guards' history, considered this decision dishonorable. Many felt that even the loss to the Inner Sphere on Twycross did not earn the Falcon Guards such an uncertain future. Aidan Pryde proved them all wrong by creating an



effective fighting machine from Clan rejects. The Falcons' showing on Tukayyid and the glory the Falcon Guards earned there vindicated Chistu's judgment, but he must further prove his abilities if he hopes to become senior Khan.

Khans Chistu and Crichell agree that the current situation with the Steel Vipers cannot continue. The ilKhan insulted the Falcons by allowing the Vipers to administer Jade Falcon-conquered worlds, but the Khans are still working out how to solve this problem. Meanwhile, Chistu is directing a raiding campaign against Inner Sphere worlds along the Jade Falcon occupation zone border. By making lightning attacks and then returning to Clan space, the Falcons stay within the letter of the Tukayyid treaty, and avoid repeating the humiliation the Falcons suffered in the recent attack Chistu ordered on Morges.

Chistu sees the Clan raids as retaliation for raids the Inner Sphere makes to destroy targets, even though such wanton destruction goes against Clan customs. Chistu dislikes the treaty, but will abide by its terms until the ilKhan releases them from it or fifteen years has passed. From what he has seen, Chistu still believes the Inner Sphere is populated by barbarians who would be better off conquered by the Clans.

KHAN ELIAS CRICHELL

Senior Khan of Clan Jade Falcon

Known as the Jade Hawk to many in the Jade Falcon Clan, Crichell has lived up to his name by maintaining his position as senior Khan, carefully deflecting blame for any failures or questionable decisions to his junior Khans. He ostensibly took care of domestic matters, delegating the day-to-day operations of the invasion first to Khan Malthus, then Khan Chistu. Though approaching sixty, Crichell still held the reins of power in Clan Jade Falcon.

Khan Elias Crichell faced two potentially damaging political situations during the invasion. One was the Falcon defeat on Twycross. Recognizing the loss of confidence inherent in this failure, Khan Crichell convinced the Council that the shame of the defeat was great enough to affect all Malthus Bloodheritages, thus ensuring that Khan Malthus would be stripped of his rank and sent back to Clan space in disgrace. He then chose Vandervahn Chistu as his new junior Khan, another ambitious military genius. The invasion continued almost without interruption. Many of the Clans aligned with the Falcons reconsidered their positions in view of Twycross, and it took all of Khan Crichell's political skills to keep the invasion plans on track. Clan Snow Raven Clan broke off negotiations with the Falcons, and Khan Crichell began again to curry their favor. Crichell's reputation as a political genius grew.

Khan Chistu's first proposal as Khan was to re-form the Falcon Guards. The Guards had always been one of the most feared units, not only in the Falcons but in all of Clan space. Chistu's plan reduced the Falcons to little more than a *dezgra* unit, a change in status that would outrage every Jade Falcon warrior. Though he bore no ill will toward Aidan Pryde, Khan Crichell presided over the trial held to determine whether Ter Roshak, Joanna, and Aidan were guilty of treason by deliberately staging a second chance for Aidan to qualify as a warrior. Aidan won a Trial of Refusal when the Council voted him guilty, and went on to win his Bloodname and become a skilled warrior and leader. Crichell considered Aidan unworthy to command the Falcon Guards.

Crichell privately canvassed his Star Colonels and Star Commanders to get a feel for the general attitude toward re-forming the Guards. Then he asked Chistu to explain his rationale for changing the Guards' status. Chistu claimed that no self-respecting warrior would want to belong to the Guard after its disgrace on Twycross, thereby offending most of the Star Commanders. Assigning Aidan Pryde as commander added to the insult. Khan Crichell allowed Khan Chistu to implement his plan, but made his disapproval subtly clear. As it turned out, Khan Chistu's plan was a good one.

Few Clan leaders can manipulate events or situations to his advantage better than Khan Elias Crichell. He is not known for military aggressiveness, but surrounds himself with skilled tacticians and commanders. Crichell keeps Clan Jade Falcon well supplied with equipment and new warriors, and Chistu handles the military operations. If Chistu causes the Falcons to lose honor as Malthus did, Crichell will act just as swiftly. To Crichell, victory and honor for Clan Jade Falcon are all that matters, be it in the political arena or on the battlefield.

JADE FALCON NAVAL RESERVE (SUPPORT)

Commander: Star Admiral Vishu Folkner

Unit Nickname: The Falconry

Unit Insignia: A flying jade falcon against a field of stars.

NAVAL RESERVE STAR ONE

Commander: Star Commodore Nicholas Von Jankmon

1 *Monolith Class JumpShip: Falconry Prime*

2 *Star Lord Class JumpShips: Falconer's Glove Seconde, Falconer's Glove Quarte*

3 *Invader Class JumpShips: Falconer's Perch Prime, Falconer's Perch Seconde, Falconer's Perch Quinte*

NAVAL RESERVE STAR TWO

Commander: Star Commodore Pamula Von Jankmon

2 *Monolith Class JumpShips: Falconry Seconde, Falconry Tierce*

2 *Star Lord Class JumpShips: Falconer's Glove Prime, Falconer's Glove Tierce*

2 *Invader Class JumpShips: Falconer's Perch Tierce, Falconer's Perch Quarte*

STAR ADMIRAL VISHU FOLKNER

Commander of the Jade Falcon Naval Reserve

Vishu Folkner was born in the Omega 5 orbital sibko, source of some of the Jade Falcon's finest fighter pilots and warship commanders. He spent his early years piloting an *Avar* heavy aerospace fighter and became one of the Falcons' greatest aces, amassing more than ninety kills. He passed his Trial of Bloodright at age 28, earning that honor through the Grand Melee. Advancing through the ranks, he drew an assignment to warship training, and took command of the troop transport *Turkina's Eyrie* in the political aftermath of the Malthus Bloodname's fall from grace. Vishu Folkner earned command of Clan Jade Falcon's Naval Reserve, and as Star Admiral, controls the transportation and protection of all Jade Falcon forces in the occupation zone. Star Admiral Folkner, like most Clan members, wants to reject the truce with ComStar, but realizes that the forced hiatus provides the Clans enough time to prepare to resume the invasion in 3067. When that time comes, he plans to see his flagship orbiting Terra.

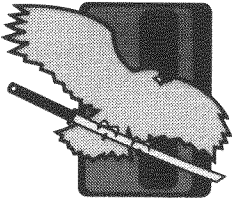
STAR ADMIRAL ADRIAN MALTHUS

Commander of the *Emerald Talon* Naval Assault Star

Considered by many to be one of the best naval tacticians in Clan Jade Falcon, if not all the Clans, Adrian Malthus seemed destined to accomplish great deeds. Born on the Jade Falcon world of Ironhold, he showed an early aptitude for naval strategy. Following his Trial of Position, in which he handily shot down all three of his opponents, he was immediately assigned to the *Nightlord Class* battleship *Emerald Talon* as commander of the ship's fighter Trinary. Shortly thereafter, Khan Timur Malthus took a personal interest in the young Star Captain and nominated him for the Malthus Bloodname. Star Captain Adrian killed most of his



opponents in the Trials of Bloodright, though he nearly died twice, and won his Bloodname. Khan Malthus assigned Adrian to command the *Emerald Talon* and a Star of warships designated as a fast-reaction strike force. Star Admiral Adrian Malthus eagerly anticipated leading his Assault Star in battle against the Inner Sphere to help restore the Star League, but his unit never got to use its firepower. After Clan Smoke Jaguar used its flagship *Sabre Cat* in a Trial of Annihilation against Turtle Bay, the Clans abandoned planetary bombardment as an effective tactic. And because none of the Inner Sphere's warships survived the Succession Wars, the *Emerald Talon* Star left behind its dreams of glorious interstellar battle to serve as an escort for Jade Falcon JumpShips and DropShips. Soon after the second battle on Twycross, the shame Adler Malthus brought to the Falcon Guards forced Khan Timur Malthus to resign in favor of Vandervahn Chistu. Star Admiral Adrian Malthus and his fleet patrolled the Inner Sphere for several more months, during that time capturing the world of Zoetermeer. This maneuver restored some lost prestige to the Malthus Bloodname, but soon after Zoetermeer, Clan Jade Falcon bid away its warship support in competition with Clan Wolf. No longer needed in the Inner Sphere, Star Admiral Malthus led his Naval Star back to Clan space.



JADE FALCON GALAXY

Commander: Galaxy Commander Mar

Helmer

Aide-de-Camp: Star Captain Kithan Kyle

Unit Status: Elite

Battlefield Designation: Gamma Galaxy

Unit Nickname: The Jades

Unit Insignia: A diving jade falcon set against a shadowed white world.

GALAXY COMMAND STAR

Unit Status: Elite

Unit Nickname: The Jade Eyes

Unit Identification: A jade star to the left of the Galaxy insignia

Galaxy Command Star

Galaxy Commander Mar Helmer, Elite, *Thor*

Star Captain Kithan Kyle, Elite, *Vulture* (WIA)

MechWarrior Ofick, Elite, *Loki* (WIA)

MechWarrior Gattrin, Elite, *Man O'War*

MechWarrior Hylat, Elite, *Thor A* (KIA)

SUPPORT VESSELS

1 *Black Lion* Class JumpShip: *Jade Aerie*

1 *Overlord* Class Command DropShip: *Jade Hood*

1 *Union* Class DropShip: *Jade Cadge*

1 *Carrier* Class DropShip: *Jade Fist*

GALAXY COMMANDER MAR HELMER

Commander of the Jade Falcon Galaxy

Mar Helmer, commander of the Jade Falcon Galaxy, is one of the most ardent Crusaders in Clan Jade Falcon. Born on Huntress to the Helmer-Kyle genetic line, he earned the rank of Star Captain in his Trial of Position by defeating all three of his opponents, a rare event among the Clans. Assigned to command Trinary Alpha of the Falcon Guards Cluster, Star Captain Mar led his troops to several stunning victories against Clans Smoke Jaguar and Steel Viper, most notably taking the small mining world Diamondstar from the Vipers in early 3042. His overall performance and codex record allowed him to try for the rank of Star Colonel at the age of 23, and he passed the new Trial of Position admirably. His early promotion and outspoken support of the Crusader movement earned him command of the Falcon Guards, and two years later that unit's previous commander, Cynthia Helmer, nominated Star Colonel Mar for the Helmer Bloodname. It took several long and brutal battles, but Star Colonel Mar won his Trial of Bloodright. Soon after, Khan Vandervahn Chistu promoted him to Galaxy Commander of the Jade Falcon Galaxy, and Mar Helmer led his Galaxy to the highest success ratio of all Clan Jade Falcon forces in the invasion.

STAR CAPTAIN KITHAN KYLE

Aide to Galaxy Commander Mar Helmer, Jade Falcon Galaxy

Star Captain Kyle is quiet and reserved, a rarity among Clan Jade Falcon. Some warriors believe his calm exterior hides his secret support of the Warden faction. Few accuse him of these sentiments to his face, however, since he killed the last warrior to do so in the Circle of Equals. Star Captain Kyle in fact does sympathize with the Wardens, but knows that admitting this would be political suicide. Star Captain Kithan Kyle was wounded in action at Tukayyid, but is recovering quickly. Several members of the Jade Falcon high command consider him a good choice to command the Jade Falcon Galaxy when Galaxy Commander Helmer retires.

JADE FALCON GUARDS

Commander: Star Colonel Aidan Pryde

Unit Status: Elite

Unit Nickname: Pryde's Pride

Unit Insignia: A swooping black falcon with luminescent green eyes clutching a silver sword.

CLUSTER COMMAND STAR

Unit Identification: A jade star to the left of the Cluster insignia

Star Colonel Aidan Pryde, Elite, *Mad Dog* (KIA)

MechWarrior Tyle "Horse," Elite, *Marauder* (WIA)

MechWarrior Margo, Elite, *Uller A* (KIA)

MechWarrior Lemyel, Veteran, *Loki A* (WIA)

MechWarrior Korito, Veteran, *Loki A* (WIA)

TRINARY ALPHA

Unit Nickname: None

Unit Identification: A jade letter "A" to the left of the Cluster insignia

Alpha Beak 1

Star Commander Joanna, Elite, *Mad Dog* (WIA)

MechWarrior Diana, Elite, *Warhawk*

MechWarrior Khastis, Veteran, *Ferri*

MechWarrior Faulk, Veteran, *Loki* (WIA)

MechWarrior Leema, Veteran, *Ryoken*

Alpha Beak 2

Star Commander Crinn, Elite, *Masakari*

MechWarrior Kandia, Elite, *Ryoken A*

MechWarrior Dysort, Veteran, *Thor*

MechWarrior Shelagh, Veteran, *Puma C*

MechWarrior Fenn, Regular, *Thor* (KIA)

Alpha Talon

Star Commander Julia Huddock, Elite, *Koshi* (KIA)

MechWarrior Alyn, Elite, *Thor A* (KIA)

MechWarrior Crocco, Veteran, *Uller* (KIA)

MechWarrior Eleny, Veteran, *Uller A* (KIA)

MechWarrior Lan, Veteran, *Dasher A* (KIA)

TRINARY BRAVO

Unit Nickname: None

Unit Identification: A jade letter "B" to the left of the Cluster insignia

Bravo Talon

Star Captain Alejandro, Elite, *Koshi*
MechWarrior Zalz, Elite, *Thor A*
MechWarrior Douglas, Veteran, *Uller*
MechWarrior Demrs, Veteran, *Uller A*
MechWarrior Mondav, Veteran, *Dasher A (KIA)*

Bravo Beak

Star Commander Rhayna, Elite, *Ryoken A*
MechWarrior Grist, Veteran, *Vulture A (KIA)*
MechWarrior Kenbarg, Veteran, *Fenris*
MechWarrior Sall, Veteran, *Loki*
MechWarrior Weal, Veteran, *Ryoken*

Bravo Eye

Star Commander Zyn, Elite, *Dragonfly*
MechWarrior Bish, Elite, *Fenris*
MechWarrior Andre, Veteran, *Puma*
MechWarrior Ta-Ken, Veteran, *Uller (KIA)*
MechWarrior Glysto, Regular, *Thor*

TRINARY CHARLIE

Unit Nickname: None

Unit Identification: A jade letter "C" to the left of the Cluster insignia

Charlie Talon

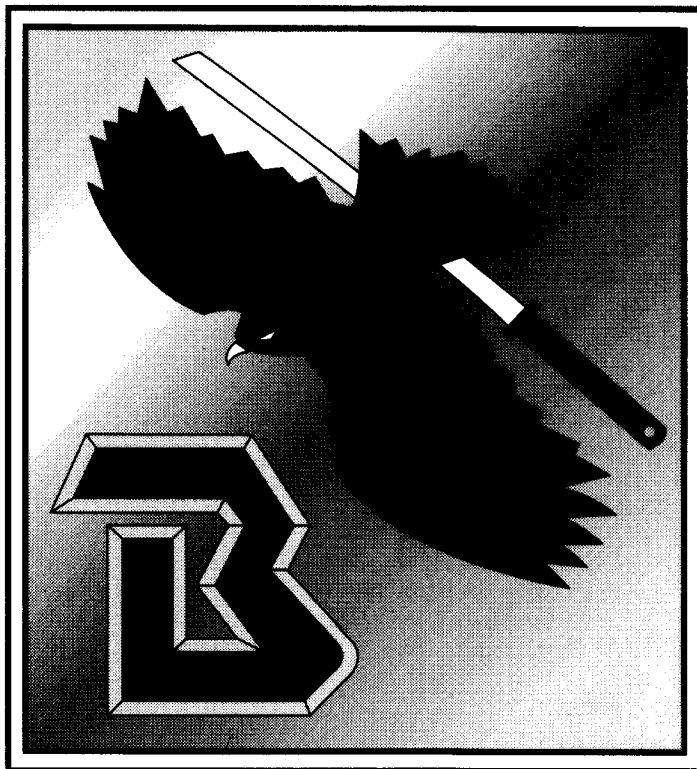
Star Captain Henrik, Elite, *Mad Cat B*
MechWarrior Viola, Elite, *Thor A*
MechWarrior Bardol, Elite, *Thor*
MechWarrior Obdoff, Elite, *Loki (KIA)*
MechWarrior Keye, Veteran, *Vulture (KIA)*

Charlie Beak

Star Commander Emil, Elite, *Ryoken*
MechWarrior Peel, *Daishi A (KIA)*
MechWarrior Esther, Elite, *Vulture B*
MechWarrior Bonito, Veteran, *Man O'War*
MechWarrior Windem, Veteran, *Thor*

Charlie Eye

Star Commander Zabet, Elite, *Black Hawk C*
MechWarrior Balim, Elite, *Thor*
MechWarrior Shank, Elite, *Uller A (KIA)*
MechWarrior Boz, Veteran, *Thor*
MechWarrior Dhrima, Veteran, *Fenris (KIA)*



TRINARY DELTA

Unit Nickname: None

Unit Identification: A jade letter "D" to the left of the Cluster insignia

Delta Nova

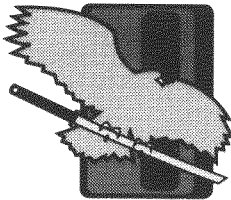
Star Captain Shika, Elite, *Daishi A*
MechWarrior Black, Veteran, *Gladiator*
MechWarrior Kurti, Veteran, *Thor A*
MechWarrior Lutz, Elite, *Thor*
MechWarrior Smit, Veteran, *Mad Cat A (KIA)*
Point Commander Bella, Veteran, 4 Elementals
Point Commander Carlyn, Veteran, 4 Elementals
Point Commander Danton, Veteran (WIA), 4 Elementals
Point Commander Droz, Elite, 4 Elementals
Point Commander Stosh, Veteran, 4 Elementals

Delta Strider 1

Star Commander Selima, Elite, 4 Elementals
Point Commander Nelza, Elite, 4 Elementals
Point Commander Deryn, Veteran (KIA), 4 Elementals
Point Commander Vidia, Veteran (KIA), 4 Elementals
Point Commander Ast, Veteran, 4 Elementals

Delta Strider 2

Star Commander Sterl, Elite, 4 Elementals
Point Commander Pantelon, Elite, 4 Elementals
Point Commander Malz, Elite, 4 Elementals
Point Commander Rybba, Veteran, 4 Elementals
Point Commander Dalessio, Regular, 4 Elementals



TRINARY ECHO

Unit Nickname: None

Unit Identification: A jade letter "E" to the

left of the Cluster insignia

Echo Nova

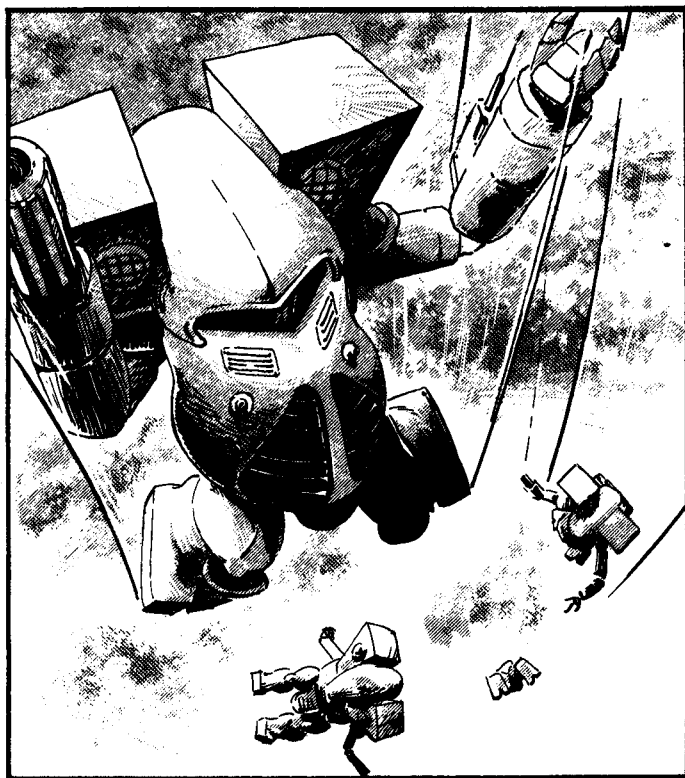
Star Captain Evlan, Elite, *Daishi A*
MechWarrior Barcroft, Veteran, *Thor A*
MechWarrior Chymo, Elite, *Thor*
MechWarrior Hroum, Veteran, *Gladiator*
MechWarrior Leesa, Veteran, *Mad Cat A* (KIA)
Point Commander Carmen, Veteran, 4 Elementals
Point Commander Hernando, Veteran (WIA), 4 Elementals
Point Commander Kabl, Veteran, 4 Elementals
Point Commander Nald, Veteran, 4 Elementals
Point Commander Stern, Elite, 4 Elementals

Echo Strider 1

Star Commander Prava, Elite, 4 Elementals
Point Commander Neela, Elite, 4 Elementals
Point Commander Matt, Veteran, 4 Elementals
Point Commander Tirant, Veteran, 4 Elementals
Point Commander Akeem, Veteran, 4 Elementals

Echo Strider 2

Star Commander Torvald, Elite, 4 Elementals
Point Commander Aaron, Elite, 4 Elementals
Point Commander Antony, Elite (WIA), 4 Elementals
Point Commander Hamil, Veteran (KIA), 4 Elementals
Point Commander Bett, Regular, 4 Elementals



SUPPORT VESSELS

1 *Aegis* Class Cruiser: *Jade Talon*

2 *Overlord* Class DropShips: *Raptor* and *Starbird*

STAR CAPTAIN ALEJANDRO

Bravo Talon, Trinary Bravo, Jade Falcon Guards

Transferred from one unit to another by his superiors throughout his career, Star Captain Alejandro regarded his assignment to the Falcon Guards, re-formed after Twycross, as the final insult. This unit, now carrying the greatest *dezgra* in the whole Falcon tourman, initially served as the last stop for troublemakers. Star Captain Alejandro's opinion of his assignment changed when Star Colonel Aidan Pryde whipped the Falcon Guards into a top-notch combat Cluster. Their excellent performance in the battle of Tukayyid erased the *dezgra* of the Falcon Guards, and Star Captain Alejandro wears the insignia of the Falcon Guards with pride.

MECHWARRIOR HORSE

Cluster Command Star, Jade Falcon Guards

Every Jade Falcon knows MechWarrior Horse as Aidan Pryde's friend and advisor. Even though Horse shared in the glory of the Tukayyid battles won by the Falcon Guards, and earned a mention in *The Remembrance*, he still puts up with scorn and insults because he is freeborn. Horse's attitude causes most of his problems because he is not afraid to talk back to a trueborn, and considers himself a better warrior than many trueborn he has fought beside.

Aidan is one of the few trueborn warriors Horse respects. They first met in battle on an exercise field on Ironhold. When Aidan joined Horse's unit while masquerading as the freeborn Jorge, Horse remembered him from their earlier fight, but chose to keep Aidan's true identity secret. Horse and Aidan soon became friends, sharing, among other things, Aidan's secret cache of books hidden in the barracks wall.

When Aidan won his Pryde Bloodname and became Star Colonel of the Falcon Guards, he asked Horse to join him. At first, Horse felt that Aidan had reverted to treating him as just another freebirth. Horse pretended that the change in Aidan's behavior did not matter to him; years of insults and disdain taught him to absorb the pain. He also realized Aidan's new command was in terrible shape, and that his friend was pouring all his efforts and energy into restoring the unit. Aidan still considered Horse his friend, but Aidan's Bloodname and new command changed their relationship.

When the Guards went to Tukayyid, Horse knew that they would bring either great glory or further insult to Clan Jade Falcon. He fought beside Aidan in every battle, but Aidan forced him to abandon the most important fight; when Aidan fought to save MechWarrior Diana, Aidan's newly-discovered daughter. Horse promised to show Diana the secret books that he and Aidan read in their rare moments of spare time, and he kept that promise.

Horse received honors for his actions on Tukayyid, including promotion to Star Commander, but he knows that his freebirth status will always keep him from getting the respect he deserves.

STAR COLONEL AIDAN PRYDE

Commander of the Falcon Guard Cluster, Jade Falcon Galaxy

Star Colonel Aidan Pryde's life has been a constant battle since the day his sibko landed on Ironhold. Falconer Commander Ter Roshak thought he recognized Aidan as the virtual reincarnation of a former commanding officer, Ramon Mattlov. Because Commander Roshak wanted to honor his respected commander, even after his death, he took a great interest in young Aidan. When Aidan failed his Trial of Position, Commander Ter created a plan that gave him a second chance. Assuming the identity of a freebirth cadet named Jorge, Aidan passed his second Trial of Position and became a MechWarrior.

When Clan Wolf attacked the Jade Falcon-held planet Glory Station to win the genetic legacy of Kael Pershaw, Star Commander Jorge (Aidan) devised the plan that defeated the Wolves. After the battle, Aidan made his claim to fight in the upcoming Bloodname contest, and his true past came to light. Convicted of treason to the Clans in a trial before the Grand Council, Aidan won a Trial of Refusal and the right to participate in the grand melee for the final slot in the Trial of Bloodright. Star Colonel Aidan won his Bloodname, and proved his worth in a long and glorious career as a MechWarrior. Star Colonel Aidan Pryde was killed on the planet Tukayyid while covering his force's retreat to their DropShips. Star Colonel Aidan Pryde earned the Clans' highest honor: the Jade Falcon gene pool accepted his genes, and his legacy will help produce generations of fine MechWarriors.

STAR COMMANDER JOANNA

Alpha Beak 1, Trinary Alpha, Falcon Guards, Jade Falcon Galaxy

Star Commander Joanna is a bitter woman. She watched her career in the Falcons slowly slide away over the past few years, and knows her failure is her own fault. She was demoted from Star Captain to Star Commander in her Trial of Position following the Falcon Guards' loss on Twycross. Her involvement in Star Colonel Aidan Pryde's second chance at becoming a MechWarrior and her voluntary participation in the Trial of Refusal fought after the Grand Council's action in the matter represented the final missteps in a doomed career.

Her recent actions, and a career of excesses and other ill-considered decisions have kept other Clansmen from sponsoring Joanna for a Bloodname. Her current assignment in the Falcon guards is just one more example of her commanders putting her in her place. Star Commander Joanna wants to end her career by dying in battle so that her ashes can be used to nourish the next Jade Falcon sibko.



3RD FALCON TALON CLUSTER

Commander: Star Colonel Gran Newclay

Unit Status: Elite

Unit Nickname: The Jade Claymores

Unit Insignia: A jade-colored claymore stuck diagonally through a shadowed white world.

CLUSTER COMMAND STAR

Unit Identification: A jade star to the left of the Cluster insignia

Star Colonel Gran Newclay, Elite, *Masakari* (WIA)

MechWarrior Dewens, Elite, *Daishi* (KIA)

MechWarrior Tina, Elite, *Thor A*

MechWarrior Bittney, Elite, *Thor*

MechWarrior Cewen, Elite, *Man O'War*

TRINARY ALPHA

Unit Nickname: None

Unit Identification: A jade letter "A" to the left of the Cluster insignia

Alpha Talon 1

Star Captain Theodore Buhallin, Elite, *Thor C* (WIA)

MechWarrior Yast, Elite, *Man O'War A* (WIA)

MechWarrior Hutle, Elite, *Thor* (WIA)

MechWarrior Gene, Elite, *Loki A* (WIA)

MechWarrior Pottin, Veteran, *Daishi*

Alpha Talon 2

Star Commander Renton Spaunn, Elite, *Daishi A*

MechWarrior Greta Hazen, Elite, *Thor B*

MechWarrior Oshnick, Elite, *Thor* (KIA)

MechWarrior Cabni, Elite, *Loki* (WIA)

MechWarrior Zajj, Veteran, *Mad Cat*

Alpha Beak

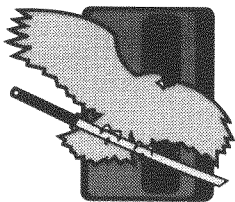
Star Commander Vera Pryde, Elite, *Mad Cat A*

MechWarrior Ivisch, Elite, *Ryoken* (WIA)

MechWarrior Minth, Elite, *Black Hawk A* (WIA)

MechWarrior Bandon, Veteran, *Loki* (KIA)

MechWarrior Westrin, Veteran, *Uller A*



the Cluster insignia

TRINARY BRAVO

Unit Nickname: None

Unit Identification: A jade letter "B" next to

Bravo Talon 1

Star Captain Sands Pryde, Elite, *Daishi A* (WIA)
MechWarrior Genden Vargras, Elite, *Gladiator*
MechWarrior Iullon, Elite, *Thor* (KIA)
MechWarrior Wesdan, Elite, *Loki A* (KIA)
MechWarrior Gegirc, Elite, *Man O'War* (WIA)

Bravo Talon 2

Star Commander Pidic Crichell, Elite, *Gladiator B* (KIA)
MechWarrior Wezzul, Elite, *Masakari*
MechWarrior Fess, Elite, *Thor*
MechWarrior Millikin, Veteran, *Man O'War* (KIA)
MechWarrior Xullgham, Veteran, *Loki* (WIA)

Bravo Beak

Star Commander Wyull Roshak, Elite, *Loki A*
MechWarrior Ethin, Elite, *Black Hawk* (WIA)
MechWarrior Sputt, Elite, *Ferris* (WIA)
MechWarrior Pohon, Elite, *Loki* (WIA)
MechWarrior Cedans, Veteran, *Loki* (WIA)

TRINARY CHARLIE

Unit Nickname: None

Unit Identification: A jade letter "C" to the left of the Cluster insignia

Charlie Nova

Star Captain Gregor Mattlov, Elite, *Daishi* (WIA)
MechWarrior Krippin, Elite, *Masakari* (KIA)
MechWarrior Valun, Elite, *Thor A*
MechWarrior Welby, Elite, *Thor* (KIA)
MechWarrior Wiquin, Elite, *Man O'War*
Point Commander Edward Icaza, Elite (WIA), 4 Elementals
Point Commander Iffum (KIA), Elite, 4 Elementals
Point Commander Lopt, Veteran (WIA), 4 Elementals
Point Commander Santin (WIA), Elite, 4 Elementals
Point Commander Wendom, Elite, 4 Elementals

Charlie Strider 1

Star Commander Tillon Crichell, Elite, 4 Elementals
Point Commander Yifflin, Elite, 4 Elementals
Point Commander Edvan, Elite (WIA), 4 Elementals
Point Commander Saptin, Elite, 4 Elementals
Point Commander Newfa, Veteran (WIA), 4 Elementals

Charlie Strider 2

Star Commander Greton Bang Chu, Elite, 4 Elementals
Point Commander Vedec, Elite (KIA), 4 Elementals
Point Commander Segren, Elite, 4 Elementals
Point Commander Xews, Elite, 4 Elementals
Point Commander Pithurn, Veteran, 4 Elementals

TRINARY DELTA

Unit Nickname: None

Unit Identification: A jade letter "D" to the left of the Cluster insignia

Delta Nova

Star Captain Jude Helmer, Elite, *Thor A*
MechWarrior Bhanra, Veteran, *Masakari* (KIA)
MechWarrior Callun, Elite, *Ferris* (KIA)
MechWarrior Othin, Elite, *Mad Cat* (WIA)
MechWarrior Puyle, Elite, *Loki*
Point Commander Bash, Elite, 4 Elementals
Point Commander Heston Thastus, Elite (WIA), 4 Elementals
Point Commander Nitha, Veteran (WIA), 4 Elementals
Point Commander Treen, Elite, 4 Elementals
Point Commander Wesdrin, Elite (WIA), 4 Elementals

Delta Strider 1

Star Commander Gennie Hazen, Elite, 4 Elementals
Point Commander Ithon, Elite (WIA), 4 Elementals
Point Commander Feddic, Elite (WIA), 4 Elementals
Point Commander Pewers, Elite, 4 Elementals
Point Commander Xeney, Elite (WIA), 4 Elementals

Delta Strider 2

Star Commander Degrave, Elite (WIA), 4 Elementals
Point Commander Cassin, Elite, 4 Elementals
Point Commander Wethbin, Elite (WIA), 4 Elementals
Point Commander Kithyo, Veteran (KIA), 4 Elementals
Point Commander Powton, Veteran (WIA), 4 Elementals

TRINARY ECHO

Unit Nickname: None

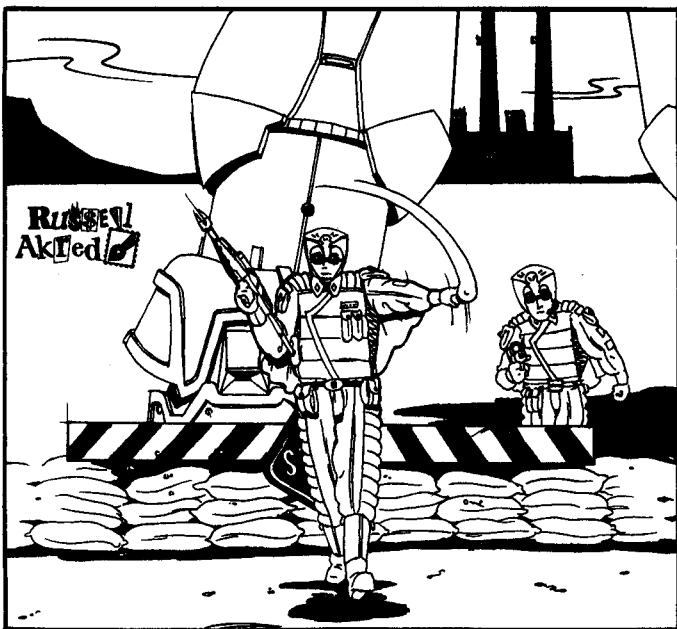
Unit Identification: A jade letter "E" to the left of the Cluster insignia

Echo Wing 1

Star Captain Ota Folkner, Elite, *Jagatai*
Pilot Ytham Mattlov, Elite, *Jagatai* (WIA)
Pilot Brawn, Elite, *Turk*
Pilot Weddil, Elite, *Turk* (WIA)
Pilot Biggul, Elite, *Sabutai* (WIA)
Pilot Kandin, Elite, *Sabutai*
Pilot Wedton, Elite, *Vandal* (WIA)
Pilot Saddiv, Elite, *Vandal*
Pilot Boythin, Elite, *Avar* (KIA)
Pilot Edvon, Elite, *Avar* (KIA)

Echo Wing 2

Star Commander Ty Von Jankmon, Elite, *Sulla* (WIA)
Pilot Nekkon, Elite, *Sulla* (WIA)
Pilot Bawen, Elite, *Batu*
Pilot Locish, Elite, *Batu* (WIA)
Pilot Equan, Elite, *Bashkir* (KIA)
Pilot Getton, Elite, *Bashkir* (KIA)
Pilot Pollif, Elite, *Visigoth*
Pilot Wesl, Elite, *Visigoth*
Pilot Jokew, Elite, *Kirghiz* (KIA)
Pilot Watthin, Veteran, *Kirghiz*



Echo Wing 3

Star Commander Byle Folkner, Elite, *Avar*
 Pilot Lytton McCaig, Elite, *Avar* (WIA)
 Pilot Cothin, Elite, *Sabutai* (WIA)
 Pilot Wasin, Elite, *Sabutai* (WIA)
 Pilot Yewls, Elite, *Turk*
 Pilot Taggart, Elite, *Turk*
 Pilot Ghahan, Elite, *Jenghiz* (WIA)
 Pilot Wesdon, Veteran, *Jenghiz* (WIA)
 Pilot Ophim, Veteran, *Vandal* (WIA)
 Pilot Saecar, Veteran, *Vandal*

SUPPORT VESSELS

1 *Aegis* Class Cruiser: *Scabbard*
 1 *Overlord* Class DropShip: *Quatrefoil*
 2 *Union* Class DropShips: *Dirk*, *Sparth Axe*

STAR COLONEL GRAN NEWCLAY

Commander of the Third Falcon Talon Cluster, Jade Falcon Galaxy

Star Colonel Gran Newclay dislikes the truce with ComStar, as does every Clansman, but also believes it offers many opportunities for Clan Jade Falcon. When he took over command of the Third Falcon Talon after the death of Cassandra Malthus, Star Colonel Newclay expected to join the Jade Falcons on Terra as a member of the *ii*Clan. Despite his disappointment, he accepts the truce years as an uninterrupted chance to gain both glory and revenge. Gran Newclay was once severely injured in a Trial of Possession against Clan Steel Viper, and hates Steel Viper with a passion that most Clansmen reserve for Stefan Amaris. Newclay blames Clan Steel Viper for the delays in Clan Jade Falcon's advance to Terra; indeed, he blames Clan Steel Viper for almost every problem Clan Jade Falcon encounters. He feels his last years of service would be well-spent paying the Vipers back for their insults to his Clan.

7TH FALCON REGULARS CLUSTER

Commander: Star Colonel Devlin Hazen (KIA)

Unit Status: Elite

Unit Nickname: Hazen's Hussars

Unit Insignia: A Scottish piper playing a bagpipe on a knoll, silhouetted against a jade moon.

CLUSTER COMMAND STAR

Unit Identification: A jade star to the left of the Cluster insignia

Star Colonel Devlin Hazen, Elite, *Thor* (KIA)

MechWarrior Kothinur Pryde, Elite, *Mad Cat A* (WIA)

MechWarrior Boggins, Elite, *Thor A* (WIA)

MechWarrior Voshurl, Elite, *Loki* (KIA)

MechWarrior Uvindom, Elite, *Uller* (KIA)

TRINARY ALPHA

Unit Nickname: Hazen's Heavies

Unit Identification: A jade letter "A" to the left of the Cluster insignia

Alpha Beak 1

Star Captain Kreb Roshak, Elite, *Daishi* (KIA)

MechWarrior Swent, Elite, *Loki* (WIA)

MechWarrior Volkman, Elite, *Loki A* (KIA)

MechWarrior Xulls, Elite, *Thor* (KIA)

MechWarrior Luggons, Elite, *Masakari* (WIA)

Alpha Beak 2

Star Commander Trent Buhallin, Elite, *Gladiator B* (WIA)

MechWarrior Wecken, Elite, *Thor* (KIA)

MechWarrior Bollint, Elite, *Thor* (WIA)

MechWarrior Freda, Elite, *Man O'War* (KIA)

MechWarrior Cewers, Veteran, *Man O'War* (WIA)

Alpha Talon

Star Commander Patricia, Elite, *Thor A* (WIA)

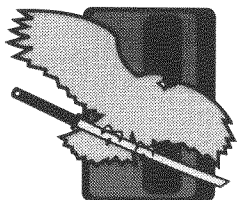
MechWarrior Wevvens, Elite, *Masakari* (WIA)

MechWarrior Wadders, Elite, *Thor* (WIA)

MechWarrior Yllows, Elite, *Loki* (WIA)

MechWarrior Dash, Veteran, *Gladiator* (KIA)





TRINARY BRAVO

Unit Nickname: Hazen's Bulldogs

Unit Identification: A jade letter "B" to the left of the Cluster insignia

Bravo Beak 1

Star Captain Elena Mattlov, Elite, *Thor B* (WIA)
MechWarrior Jess, Elite, *Loki* (KIA)
MechWarrior Vincent, Elite, *Vulture A*
MechWarrior Edwin, Elite, *Loki*
MechWarrior Koppin, Elite, *Ryoken B*

Bravo Beak 2

Star Commander Tegen, Elite, *Loki*
MechWarrior Saud, Elite, *Thor A*
MechWarrior Jotmon, Elite, *Loki B* (WIA)
MechWarrior Manfred, Elite, *Thor* (WIA)
MechWarrior Chou, Veteran, *Uller* (WIA)

Bravo Eye

Star Commander Illons Solomon, Elite, *Puma* (WIA)
MechWarrior Wisan, Elite, *Uller B* (WIA)
MechWarrior Gelbert, Elite, *Uller* (WIA)
MechWarrior Kevlin, Elite, *Uller*
MechWarrior Sandra, Veteran, *Koshi* (KIA)

TRINARY CHARLIE

Unit Nickname: Hazen's Commandos

Unit Identification: A jade letter "C" to the left of the Cluster insignia

Charlie Nova

Star Captain Nicholas Pryde, Elite, *Daishi A* (WIA)
MechWarrior Bryan, Veteran, *Uller*
MechWarrior Heston, Elite, *Loki* (KIA)
MechWarrior Velman Binetti, Elite, *Thor*
MechWarrior Waddic, Veteran, *Uller A* (WIA)
Point Commander Colman, Elite (KIA), 4 Elementals
Point Commander Grace, Elite, 4 Elementals
Point Commander Litton, Veteran (WIA), 4 Elementals
Point Commander Nanci Thastus, Elite (WIA), 4 Elementals
Point Commander Paula Drutis, Elite (WIA), 4 Elementals

Charlie Strider 1

Star Commander Thomas Icaza, Elite (WIA), 4 Elementals
Point Commander Jeremy, Elite, 4 Elementals
Point Commander Candace, Elite (WIA), 4 Elementals
Point Commander Kane, Elite (WIA), 4 Elementals
Point Commander Ivan, Elite, 4 Elementals

Charlie Strider 2

Star Commander Graham Isha, Elite (KIA), 4 Elementals
Point Commander Oscar, Elite, 4 Elementals
Point Commander Dryden, Elite, 4 Elementals
Point Commander Vincent, Elite, 4 Elementals
Point Commander Jullow, Veteran, 4 Elementals

TRINARY DELTA

Unit Nickname: Hazen's Destroyers

Unit Identification: A jade letter "D" to the left of the Cluster insignia

Delta Nova

Star Captain Jewel Feng, Elite, *Uller* (WIA)
MechWarrior Casdon, Elite, *Loki A*
MechWarrior Hew, Veteran, *Thor* (WIA)
MechWarrior Thoman, Elite, *Thor A* (WIA)
MechWarrior Wudlow, Veteran, *Mad Cat* (KIA)
Point Commander Dest, Elite, 4 Elementals
Point Commander Herton, Elite (WIA), 4 Elementals
Point Commander Kuss, Veteran, 4 Elementals
Point Commander Poggan, Veteran (KIA), 4 Elementals
Point Commander Yot Icaza, Elite, 4 Elementals

Delta Strider 1

Star Commander Lovvins Icaza, Elite, 4 Elementals
Point Commander Brewers, Elite (WIA), 4 Elementals
Point Commander Kothan, Veteran (KIA), 4 Elementals
Point Commander Drawl, Veteran (WIA), 4 Elementals
Point Commander Tyne, Veteran, 4 Elementals

Delta Strider 2

Star Commander Reggons Sustan, Elite (WIA), 4 Elementals
Point Commander Fuller, Elite, 4 Elementals
Point Commander Caddon, Elite (KIA), 4 Elementals
Point Commander Per, Elite (KIA), 4 Elementals
Point Commander Damon, Veteran (WIA), 4 Elementals

TRINARY ECHO

Unit Nickname: Hazen's Electrics

Unit Identification: A jade letter "E" to the left of the Cluster insignia

Echo Wing 1

Star Captain Gretton "One-Eye" Von Jankmon, Elite, *Turk* (KIA)
Pilot Freda Folkner, Elite, *Turk*
Pilot Ice, Elite, *Sabutai* (WIA)
Pilot Savinia, Elite, *Sabutai* (WIA)
Pilot Fullamon, Elite, *Visigoth*
Pilot Deffan, Elite, *Visigoth* (WIA)
Pilot Kothan, Elite, *Sulla* (WIA)
Pilot Beddol, Veteran, *Sulla* (KIA)
Pilot Wyller, Elite, *Batu*
Pilot Paul, Veteran, *Batu*

Echo Wing 2

Star Commander Aviston Folkner, Elite, *Jagatai*
Pilot Bryan, Elite, *Jagatai*
Pilot Jenna, Elite, *Vandal* (WIA)
Pilot Kelly, Elite, *Vandal*
Pilot Richard, Elite, *Avar* (WIA)
Pilot Francis, Elite, *Avar* (WIA)
Pilot Pu, Elite, *Bashkir*
Pilot Dale, Elite, *Bashkir* (WIA)
Pilot Carnegie, Veteran, *Sabutai*
Pilot Nelson, Veteran, *Sabutai* (KIA)

Echo Wing 3

Star Commander Heather Regner, Elite, *Jenghiz* (WIA)
Pilot Greta, Elite, *Jenghiz* (WIA)
Pilot Baffins, Elite, *Kirghiz*
Pilot Teggan, Elite, *Kirghiz* (WIA)
Pilot Gregory, Elite, *Batu* (WIA)
Pilot Simon, Elite, *Batu*
Pilot Henry, Elite, *Scythia* (KIA)
Pilot Pitton, Veteran, *Scythia* (KIA)
Pilot Kaffton, Veteran, *Avar* (WIA)
Pilot Gazzelle, Veteran, *Avar*

SUPPORT VESSELS

- 1 *Aegis* Class Cruiser: *Janice Hazen*
- 1 *Overlord* Class DropShip: *Hazen's Honor*
- 2 *Union* Class DropShips: *Hazen's Courage*, *Hazen's Success*

STAR COLONEL DEVLIN HAZEN

Commander of the Seventh Falcon Regulars, Jade Falcon Galaxy

Star Colonel Hazen received command of the Seventh Falcon Regulars only a few months before the start of the invasion. He planned his battle strategy carefully, and always fought according to his plan. This inflexibility gave his Cluster as many defeats as victories, because Star Colonel Hazen could not easily adapt to the Federated Commonwealth forces' often unpredictable actions. Despite his excessive caution, Star Colonel Hazen was a highly competent commander. He acknowledged the problems of adhering too closely to a rigid battle plan, and was experimenting with a more flexible tactical system designed to counter Inner Sphere strategy. The new tactics show great promise, but someone must convince Galaxy Commander Helmer and Khans Chistu and Crichell of their worth. The Federated Commonwealth military considered Devlin Hazen the most dangerous Jade Falcon commander.

9TH TALON CLUSTER

Commander: Star Colonel Dev Iler

Unit Status: Elite

Unit Nickname: The Falcon Lancers

Unit Insignia: A peregrine perched on a gold shield emblazoned with the silhouette of a lance and the number "9" in blue.

CLUSTER COMMAND STAR

Unit Identification: A blue star to the left of the Cluster insignia

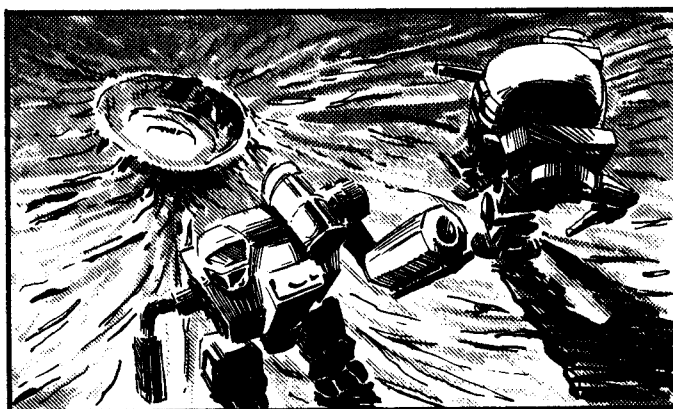
Star Colonel Dev Iler, Elite, *Thor* (WIA)

MechWarrior Halley Roshak, Elite, *Loki A*

MechWarrior Jellmun, Elite, *Man O'War* (WIA)

MechWarrior Thetis, Elite, *Thor*

MechWarrior Kandal, Elite, *Uller A* (WIA)



TRINARY ALPHA

Unit Nickname: None

Unit Identification: A blue letter "A" to the left of the Cluster insignia

Alpha Talon 1

Star Captain Alfa Koga, Elite, *Daishi*

MechWarrior Nika, Elite, *Thor* (WIA)

MechWarrior Bailey, Elite, *Gladiator* (KIA)

MechWarrior Vincent, Elite, *Loki*

MechWarrior Morga, Elite, *Thor* (WIA)

Alpha Talon 2

Star Commander Yulers, Elite, *Masakari A* (WIA)

MechWarrior Togan, Elite, *Thor* (WIA)

MechWarrior Rethan, Elite, *Gladiator* (KIA)

MechWarrior Isol, Elite, *Thor*

MechWarrior Evan, Elite, *Man O'War* (WIA)

Alpha Talon 3

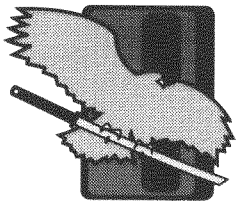
Star Commander Ollard Buhallin, Elite, *Thor A*

MechWarrior Winton, Elite, *Loki A* (WIA)

MechWarrior Paula, Elite, *Vulture A* (WIA)

MechWarrior Quayne, Elite, *Loki* (WIA)

MechWarrior Abadan, Elite, *Mad Cat* (WIA)



TRINARY BRAVO

Unit Nickname: None

Unit Identification: A blue letter "B" to the left of the Cluster insignia

Bravo Talon 1

Star Captain Brigman Hazen, Elite, *Masakari* (KIA)
MechWarrior Gant, Elite, *Thor*
MechWarrior Tysol, Elite, *Loki* (KIA)
MechWarrior Rallia, Elite, *Gladiator*
MechWarrior Villams, Elite, *Gladiator*

Bravo Talon 2

Star Commander Gullard, Elite, *Man O'War*
MechWarrior Freida, Elite, *Masakari* (WIA)
MechWarrior Dasson, Elite, *Thor*
MechWarrior King, Elite, *Thor A* (WIA)
MechWarrior Lugal, Elite, *Mad Cat* (WIA)

Bravo Talon 3

Star Commander Prevvan, Elite, *Gladiator* (WIA)
MechWarrior Chloe, Elite, *Masakari* (WIA)
MechWarrior Stern, Elite, *Masakari*
MechWarrior Mlav, Elite, *Thor A*
MechWarrior Kotur, Veteran, *Thor A* (KIA)

TRINARY CHARLIE

Unit Nickname: None

Unit Identification: A blue letter "C" to the left of the Cluster insignia

Charlie Beak 1

Star Captain Tlall Buhallin, Elite, *Thor* (WIA)
MechWarrior Horace, Elite, *Thor A*
MechWarrior Beggur, Elite, *Vulture* (KIA)
MechWarrior Slaney, Elite, *Loki A* (WIA)
MechWarrior Geddens, Elite, *Ryoken A*

Charlie Beak 2

Star Commander Kortull Irons, Elite, *Thor A* (WIA)
MechWarrior Hilda, Elite, *Uller A* (KIA)
MechWarrior Tyllons, Elite, *Loki* (KIA)
MechWarrior Brethan, Elite, *Loki* (WIA)
MechWarrior Vellick, Elite, *Thor* (WIA)

Charlie Beak 3

Star Commander Wecons, Elite, *Loki* (WIA)
MechWarrior Phagur, Elite, *Thor*
MechWarrior Jham, Elite, *Uller* (WIA)
MechWarrior Ecor, Elite, *Black Hawk* (WIA)
MechWarrior Wey, Veteran, *Vulture*

TRINARY DELTA

Unit Nickname: None

Unit Identification: A blue letter "D" to the left of the Cluster insignia

Delta Nova

Star Captain Sylvia Roshak, Elite, *Masakari* (WIA)
MechWarrior Bethon, Elite, *Loki*
MechWarrior Gaddon, Elite, *Thor* (WIA)
MechWarrior Hebert, Elite, *Fenris*
MechWarrior Wayne, Elite, *Vulture A* (WIA)
Point Commander Dimon Thastus, Elite (KIA), 4 Elementals
Point Commander Keefer, Elite (WIA), 4 Elementals
Point Commander Kjalal, Elite (KIA), 4 Elementals
Point Commander Norcan, Veteran, 4 Elementals
Point Commander Trent, Elite, 4 Elementals

Delta Strider 1

Star Commander Dedann, Elite (WIA), 4 Elementals
Point Commander Karmic, Elite, 4 Elementals
Point Commander Beddas, Elite (WIA), 4 Elementals
Point Commander Lucius, Elite, 4 Elementals
Point Commander Traddan, Veteran (KIA), 4 Elementals

Delta Strider 2

Star Commander Isham Icaza, Elite (WIA), 4 Elementals
Point Commander Webell, Elite (WIA), 4 Elementals
Point Commander Kophan, Elite (WIA), 4 Elementals
Point Commander Zequan, Elite, 4 Elementals
Point Commander Noraz, Veteran (WIA), 4 Elementals

TRINARY ECHO

Unit Nickname: None

Unit Identification: A blue letter "E" to the left of the Cluster insignia

Echo Wing 1

Star Captain Nerran McKenna, Elite, *Batu* (WIA)
Pilot Ronald, Elite, *Batu* (WIA)
Pilot Wekkars, Elite, *Sulla*
Pilot Lort, Elite, *Sulla* (KIA)
Pilot Pyle, Elite, *Turk* (KIA)
Pilot Nallon, Elite, *Turk* (WIA)
Pilot Wefern, Elite, *Jagatai*
Pilot Sadull, Elite, *Jagatai* (WIA)
Pilot Illuns, Elite, *Bashkir*
Pilot Walter, Elite, *Bashkir* (KIA)

Echo Wing 2

Star Commander Morgan Folkner, Elite, *Sabutai* (KIA)
Pilot Welton Hazen, Elite, *Sabutai*
Pilot Benjiz, Elite, *Visigoth*
Pilot Kothall, Elite, *Visigoth* (WIA)
Pilot Edvan, Elite, *Turk*
Pilot Gretta, Elite, *Turk*
Pilot Weston, Elite, *Vandal* (WIA)
Pilot Neda, Elite, *Vandal* (KIA)
Pilot Kogan, Elite, *Scythia* (WIA)
Pilot Zag, Elite, *Scythia* (WIA)

Echo Wing 3

Star Commander Redan, Elite, *Avar* (WIA)
Pilot Hevans, Elite, *Avar*
Pilot Livia, Elite, *Turk*
Pilot Putha, Elite, *Turk* (WIA)
Pilot Samuels, Elite, *Jenghiz* (WIA)
Pilot Koppins, Elite, *Jenghiz*
Pilot Nathal, Veteran, *Kirghiz*
Pilot Lyle, Veteran, *Kirghiz* (WIA)
Pilot Wekbur, Veteran, *Batu* (KIA)
Pilot Kaston, Veteran, *Batu*

SUPPORT VESSELS

1 *Aegis* Class Cruiser: *Blue Lancer*
2 *Overlord* Class DropShips: *Lancer's Pride*, *Lancer's Honor*
1 *Union* Class DropShip: *Blue Pennant*

STAR CAPTAIN NERRAN MCKENNA

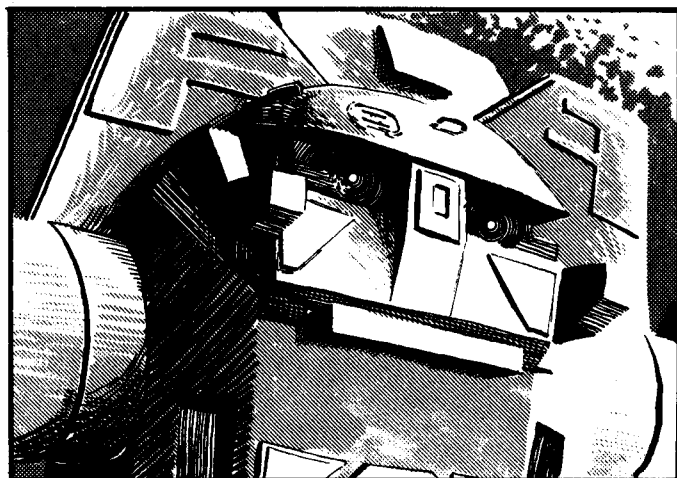
Echo Wing 1, Trinary Echo, Ninth Talon Cluster, Jade Falcon Galaxy

Clan Jade Falcon took Star Captain Nerran McKenna as *abtakha* from Clan Snow Raven following a Trial of Possession for the genetic legacy of Star Commodore Pamela Von Jankmon. Khan Lynn McKenna issued the challenge for the fierce trial, which was fought exclusively in space. Clan Jade Falcon defeated Clan Snow Raven, considered to produce the finest naval/aerospace forces in the Clans, but at great cost. Nerran McKenna spent two years as a bondsman to Clan Jade Falcon before the Falcons adopted him into the Clan as a warrior. Star Captain McKenna displays the genetic talent for piloting common to the McKenna line of Clan Snow Raven. His skill has brought great honor to his new Clan and his Bloodname, and increases the likelihood of closer cooperation between Clans Jade Falcon and Snow Raven. Snow Raven, traditionally a Warden Clan, has recently shown interest in the path of the Crusaders, an interest that the Khans of Clan Jade Falcon support. Clan Snow Raven shares Clan Jade Falcon's intense dislike of the Steel Vipers, and their mutual enemy may also help bring the two Clans together.

STAR COLONEL DEV ILER

Commander of the Ninth Talon Cluster, Jade Falcon Galaxy

Star Colonel Dev Iler is widely known for three things: a dislike for all freeborns, his near-Elemental size and strength, and hatred for anything to do with Clan Wolf. Dev Iler lost his right leg in a Trial of Possession against Clan Wolf. The leg was damaged beyond the abilities of even the Clan regeneration techniques to repair, and Iler accepted a cybernetic replacement. Star Colonel Iler swore then to oppose Clan Wolf in all ways, and the truce with ComStar and the conflict with Clan Steel Viper fueled the fires of his hate. His anger kept him going through great adversity, but he may one day commit a breach of Clan law while pursuing his revenge.



12TH FALCON REGULARS CLUSTER

Commander: Star Colonel Senza Oriega
Unit Status: Elite
Unit Nickname: The Frozen Fears
Unit Insignia: A jade talon gripping a blue world shadowed by ice.

CLUSTER COMMAND STAR

Unit Identification: A white star to the left of the Cluster insignia
Star Colonel Brian Koga, Elite, *Gladiator B* (WIA)
MechWarrior Karoline Buhallin, Elite, *Thor A*
MechWarrior Jansen, Elite, *Gladiator*
MechWarrior Winston, Elite, *Man O'War* (KIA)
MechWarrior Stanton, Elite, *Thor*

TRINARY ALPHA

Unit Nickname: The Ankalls
Unit Identification: A white letter "A" to the left of the Cluster insignia

Alpha Talon 1

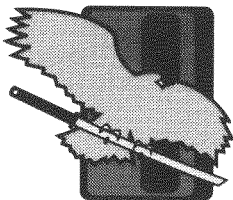
Star Captain Dana Gorga, Elite, *Man O'War* (WIA)
MechWarrior Kingsley Galen, Elite, *Thor*
MechWarrior Idan, Elite, *Gladiator* (WIA)
MechWarrior Verna, Elite, *Daishi* (WIA)
MechWarrior Iwena, Elite, *Masakari A* (WIA)

Alpha Talon 2

Star Commander Daniel Roshak, Elite, *Masakari*
MechWarrior Ferl, Elite, *Man O'War* (WIA)
MechWarrior Sacler, Elite, *Gladiator* (WIA)
MechWarrior Dullas, Elite, *Masakari* (KIA)
MechWarrior Fredrico, Veteran, *Thor*

Alpha Beak

Star Commander Gamuel, Elite, *Thor* (KIA)
MechWarrior Heather, Elite, *Thor B*
MechWarrior Jinsil, Elite, *Loki*
MechWarrior Komantu, Elite, *Loki* (KIA)
MechWarrior Lebrach, Veteran, *Vulture*



TRINARY BRAVO

Unit Nickname: The Buvvins

Unit Identification: A white letter "B" to the left of the Cluster insignia

Bravo Talon 1

Star Captain Caro Pryde, Elite, *Thor A*
MechWarrior Isak, Elite, *Thor B*
MechWarrior Igur, Elite, *Gladiator* (WIA)
MechWarrior Ullan, Elite, *Vulture* (WIA)
MechWarrior Yvonne, Elite, *Daishi* (WIA)

Bravo Talon 2

Star Commander Trent Hazen, Elite, *Mad Cat*
MechWarrior Rebekka, Elite, *Man O'War* (KIA)
MechWarrior Edith, Elite, *Thor*
MechWarrior Wyler, Elite, *Loki*
MechWarrior Quinton, Veteran, *Gladiator*

Bravo Beak

Star Commander Zelda, Elite, *Thor* (WIA)
MechWarrior Carson, Elite, *Loki* (WIA)
MechWarrior Velthurn, Elite, *Vulture* (WIA)
MechWarrior Brewer, Veteran, *Ryoken A* (KIA)
MechWarrior Nan, Veteran, *Loki*

TRINARY CHARLIE

Unit Nickname: None

Unit Identification: A white letter "C" to the left of the Cluster insignia

Charlie Nova

Star Captain Gorton Mattlov, Elite, *Thor* (KIA)
MechWarrior Bishull, Veteran, *Uller* (KIA)
MechWarrior Danton, Elite, *Loki*
MechWarrior Fredrica, Elite, *Thor A* (WIA)
MechWarrior Sandy, Elite, *Thor A*
Point Commander Hider Icaza, Elite (KIA), 4 Elementals
Point Commander Johnatha, Elite, 4 Elementals
Point Commander Kesley, Elite (WIA), 4 Elementals
Point Commander Litton, Elite (WIA), 4 Elementals
Point Commander Nate, Veteran (WIA), 4 Elementals

Charlie Strider 1

Star Commander Daniel Thastus, Elite (WIA), 4 Elementals
Point Commander Vincent, Elite (WIA), 4 Elementals
Point Commander Morgana, Elite (KIA), 4 Elementals
Point Commander Cecily, Elite, 4 Elementals
Point Commander Adam, Veteran (WIA), 4 Elementals

Charlie Strider 2

Star Commander Jinks Hazen, Elite (KIA), 4 Elementals
Point Commander Kimmian, Elite (KIA), 4 Elementals
Point Commander Timur, Elite, 4 Elementals
Point Commander Reden, Veteran, 4 Elementals
Point Commander Decurnn, Veteran, 4 Elementals

TRINARY DELTA

Unit Nickname: Death Bringers

Unit Identification: A white letter "D" to the left of the Cluster insignia

Delta Nova

Star Captain Byron Kabrinski, Elite, *Gladiator* (WIA)
MechWarrior Geber, Elite, *Daishi*
MechWarrior Helga, Elite, *Thor*
MechWarrior Nithan, Elite, *Vulture* (WIA)
MechWarrior Taz, Elite, *Man O'War* (WIA)
Point Commander Hyle Icaza, Elite (WIA), 4 Elementals
Point Commander Jorgan, Elite (WIA), 4 Elementals
Point Commander Petrica, Elite (WIA), 4 Elementals
Point Commander Rorgan, Veteran (WIA), 4 Elementals
Point Commander Yetta Thastus, Elite (WIA), 4 Elementals

Delta Strider 1

Star Commander Tithun, Elite, 4 Elementals
Point Commander Ithan, Elite (WIA), 4 Elementals
Point Commander Ocasic, Elite, 4 Elementals
Point Commander Cantur, Elite (KIA), 4 Elementals
Point Commander Byron, Veteran, 4 Elementals

Delta Strider 2

Star Commander Yvette Thastus, Elite (WIA), 4 Elementals
Point Commander Hernandez, Elite (WIA), 4 Elementals
Point Commander Jules, Elite, 4 Elementals
Point Commander Paul, Veteran (WIA), 4 Elementals
Point Commander Fegan, Veteran, 4 Elementals

TRINARY ECHO

Unit Nickname: The Erliks

Unit Identification: A white letter "E" to the left of the Cluster insignia

Echo Wing 1

Star Captain Oscan Folkner, Elite, *Kirghiz* (WIA)
Pilot Heather Mattlov, Elite, *Kirghiz*
Pilot Veden, Elite, *Turk* (WIA)
Pilot Drewer, Elite, *Turk* (WIA)
Pilot Kathan, Elite, *Vandal*
Pilot Greta, Elite, *Vandal*
Pilot Fedan, Elite, *Kirghiz* (KIA)
Pilot Celia, Elite, *Kirghiz* (WIA)
Pilot Woy, Veteran, *Kirghiz* (KIA)
Pilot Isin, Veteran, *Kirghiz*

Echo Wing 2

Star Commander Jeraldine Von Jankmon, Elite, *Turk*
Pilot Henry, Elite, *Turk* (WIA)
Pilot Edan, Elite, *Vandal* (WIA)
Pilot Saggans, Elite, *Vandal*
Pilot Weaver, Elite, *Turk* (KIA)
Pilot Lyth, Elite, *Turk* (WIA)
Pilot Kajun, Elite, *Turk* (WIA)
Pilot Oyallon, Elite, *Turk*
Pilot Battwor, Veteran, *Kirghiz* (KIA)
Pilot Jahalawar, Veteran, *Kirghiz*

Echo Wing 3

Star Commander Greer, Elite, *Vandal* (KIA)
Pilot Gathun, Elite, *Vandal* (WIA)
Pilot Kadan, Elite, *Vandal*
Pilot Sequarn, Elite, *Vandal* (WIA)
Pilot Prentis, Elite, *Turk* (WIA)
Pilot Carl, Elite, *Turk*
Pilot Najar, Elite, *Turk*
Pilot Lyquo, Veteran, *Turk* (WIA)
Pilot Kothur, Veteran, *Kirghiz* (WIA)
Pilot Saffor, Veteran, *Kirghiz*

SUPPORT VESSELS

1 *Aegis* Class Cruiser: *White Terror*
2 *Overlord* Class DropShips: *Panic*, *Paralysis*
1 *Union* Class DropShip: *Claustrophobia*

JADE FALCON EYRIE CLUSTER

Commander: Star Colonel Collin Buhallin

Unit Status: Veteran

Unit Nickname: Jade Hatchlings

Unit Insignia: A jade falcon perched on its nest, feeding its begging brood.

CLUSTER COMMAND STAR

Unit Identification: A jade star to the left of the Cluster insignia

Star Colonel Collin Buhallin, Elite, *Thor A* (WIA)
MechWarrior Granton, Elite, *Thor* (WIA)
MechWarrior Bistan, Veteran, *Loki*
MechWarrior Vewen, Veteran, *Uller* (KIA)
MechWarrior Jillens, Veteran, *Puma*

TRINARY ALPHA

Unit Nickname: None

Unit Identification: A jade letter "A" to the left of the Cluster insignia

Alpha Beak 1

Star Captain Herwin, Veteran, *Thor* (WIA)
MechWarrior Bidrin, Veteran, *Catapult* (WIA)
MechWarrior Cofich, Veteran, *BattleMaster*
MechWarrior Sewent, Regular, *Stalker* (WIA)
MechWarrior Asadin, Regular, *Marauder* (WIA)

Alpha Beak 2

Star Commander Hillary, Veteran, *Loki*
MechWarrior Cladda, Veteran, *Crab*
MechWarrior Lipptus, Regular, *Hunchback* (WIA)
MechWarrior Sakkans, Veteran, *Trebuchet* (WIA)
MechWarrior Ignatius, Regular, *Valkyrie*

Alpha Beak 3

Star Commander Wayne, Veteran, *Uller*
MechWarrior Denton, Veteran, *Jenner*
MechWarrior Paul, Regular, *Ostscout* (WIA)
MechWarrior Fridane, Regular, *Cicada* (WIA)
MechWarrior Grifton, Regular, *Hermes* (WIA)

TRINARY BRAVO

Unit Nickname: None

Unit Identification: A jade letter "B" to the left of the Cluster insignia

Bravo Beak 1

Star Captain Meech, Veteran, *Man O'War*
MechWarrior Serento, Veteran, *Atlas* (WIA)
MechWarrior Kurren, Veteran, *Stalker* (KIA)
MechWarrior Julians, Veteran, *Victor* (WIA)
MechWarrior Nithby, Regular, *Crusader* (KIA)

Bravo Beak 2

Star Commander Quinton, Veteran, *Thor A* (WIA)
MechWarrior Othello, Veteran, *Crusader* (KIA)
MechWarrior Kellog, Veteran, *Ostsol*
MechWarrior Tyler, Veteran, *Rifleman*
MechWarrior Martha, Regular, *Shadow Hawk*

Bravo Beak 3

Star Commander Greer, Veteran, *Uller*
MechWarrior Wilhelm, Veteran, *Jenner* (WIA)
MechWarrior Yanize, Veteran, *Whitworth* (WIA)
MechWarrior Karoline, Regular, *Phoenix Hawk* (WIA)
MechWarrior Harv, Regular, *Centurion* (WIA)

TRINARY CHARLIE

Unit Nickname: None

Unit Identification: A jade letter "C" to the left of the Cluster insignia

Charlie Beak 1

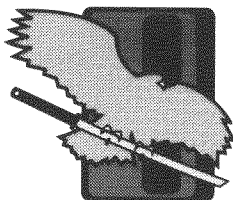
Star Captain Jillok, Elite, *Daishi* (KIA)
MechWarrior Wethan, Veteran, *Cyclops*
MechWarrior Hylla, Regular, *Charger* (WIA)
MechWarrior Grenda, Veteran, *Guillotine* (WIA)
MechWarrior Jodar, Regular, *Archer*

Charlie Beak 2

Star Commander Quan, Veteran, *Thor* (WIA)
MechWarrior Torren, Veteran, *Rifleman*
MechWarrior Jez, Veteran, *Wolverine*
MechWarrior Cynthia, Regular, *Vindicator* (WIA)
MechWarrior Santhan, Regular, *Crusader* (KIA)

Charlie Beak 3

Star Commander Iggura, Veteran, *Puma* (WIA)
MechWarrior Bsall, Veteran, *Locust* (KIA)
MechWarrior Cedash, Regular, *Stinger*
MechWarrior Elizabeth, Regular, *Clint* (WIA)
MechWarrior Gesur, Regular, *Blackjack*



TRINARY DELTA

Unit Nickname: None

Unit Identification: A jade letter "D" to the left of the Cluster insignia

Delta Strider 1

Star Captain Brinton, Veteran, 4 Elementals
Point Commander Dall, Veteran (WIA), 4 Elementals
Point Commander Weber, Veteran (WIA), 4 Elementals
Point Commander Sallack, Veteran, 4 Elementals
Point Commander Kith, Regular (KIA), 4 Elementals

Delta Strider 2

Star Commander Ledurton, Veteran (WIA), 4 Elementals
Point Commander Berthon, Veteran (WIA), 4 Elementals
Point Commander Thelma, Veteran, 4 Elementals
Point Commander Xephus, Regular (WIA), 4 Elementals
Point Commander Morgan, Regular, 4 Elementals

Delta Strider 3

Star Commander Abernathy, Veteran, 4 Elementals
Point Commander Edwina, Veteran (KIA), 4 Elementals
Point Commander Uvalle, Regular (WIA), 4 Elementals
Point Commander Beddan, Regular, 4 Elementals
Point Commander Bishop, Regular (WIA), 4 Elementals

TRINARY ECHO

Unit Nickname: None

Unit Identification: A jade letter "E" to the left of the Cluster insignia

Echo Wing 1

Star Captain Geraldine, Elite, *Turk* (WIA)
Pilot Peter, Veteran, *Turk* (KIA)
Pilot Karol, Regular, *Stuka*
Pilot Sandi, Veteran, *Stuka* (WIA)
Pilot Fredrick, Veteran, *Shilone* (WIA)
Pilot Richard, Regular, *Shilone*
Pilot Trefton, Regular, *Lucifer* (WIA)
Pilot Wethan, Regular, *Lucifer*
Pilot Salina, Regular, *Seydiltz* (KIA)
Pilot Bryan, Regular, *Seydiltz* (WIA)

Echo Wing 2

Star Commander Deacon, Veteran, *Chippewa*
Pilot Fodin, Veteran, *Chippewa*
Pilot Putnam, Regular, *Corsair* (WIA)
Pilot Oram, Regular, *Corsair* (WIA)
Pilot Ithica, Regular, *Stuka* (WIA)
Pilot Ulosh, Veteran, *Stuka*
Pilot Yontell, Regular, *Sholagar*
Pilot Tronner, Veteran, *Sholagar* (WIA)
Pilot Reffdon, Regular, *Lucifer* (WIA)
Pilot Ecalli, Regular, *Lucifer*

Echo Wing 3

Star Commander Wondor, Veteran, *Shilone* (WIA)
Pilot Eqonell, Veteran, *Shilone* (KIA)
Pilot Luar, Veteran, *Slayer* (WIA)
Pilot Kace, Veteran, *Slayer*
Pilot Jordan, Veteran, *Chippewa* (WIA)
Pilot Hogar, Veteran, *Chippewa* (KIA)
Pilot Sedar, Regular, *Lucifer*
Pilot Awaq, Regular, *Lucifer* (KIA)
Pilot Calx, Regular, *Seydiltz*
Pilot Vakell, Regular, *Seydiltz*

SUPPORT VESSELS

1 *Overlord* Class Command DropShip: *Jade Maw*
2 *Union* Class DropShips: *Jade Mother*, *Jade Father*
1 *Carrier* Class DropShip: *Jade Fist*

STAR CAPTAIN GERALDINE

Commander of Trinary Echo, Jade Eyrie Cluster, Jade Falcon Galaxy

Star Captain Geraldine is young for her rank. Clan Jade Falcon assigned her to command Trinary Echo, Jade Eyrie Cluster, after she annihilated all three of her opponents in her initial Trial of Position. Piloting a *Visigoth A* OmniFighter, she made ace during the second wave of the invasion. She dreams of participating in a major Clan victory in order to restore honor to the Malthus genetic line, her matrilineal line, so that she may claim a Bloodname with pride.

STAR COLONEL COLLIN BUHALLIN

Commander of the Jade Eyrie Cluster, Jade Falcon Galaxy

Star Colonel Buhallin resented his assignment to command the Jade Eyrie Cluster. He wants to be in the forefront of the invasion, not "watching over a Cluster of nestlings." He considers the Cluster's assignment to a provisional garrison on the world of Gotterdammerung a subtle insult. Still, Buhallin serves as his Clan dictates, but waits and watches for action against Inner Sphere raiders, Clan Steel Viper, or anyone else who will put up a fight. Star Colonel Buhallin used the time spent in "garrison exile" to shape his young charges into a truly fearsome Jade Falcon force. Since Tukayyid, Collin Buhallin seems almost pleased with his warriors, as their performance has so improved under his guidance. Whether it is the Inner Sphere or the Steel Vipers who come, the Jade Eyrie Cluster will be ready.

SOLAHMA CLUSTER

Commander: Star Captain Minaka

Unit Status: Veteran

Unit Nickname: The Jade Dark Wing

Unit Insignia: A dark green falcon in flight carrying a BattleMech's arm in its talons.

TRINARY ALPHA

Unit Nickname: None

Unit Identification: A jade letter "A" to the left of the Cluster insignia

Alpha Beak

Star Captain Minaka, Veteran, *Thor* (WIA)

MechWarrior Jokillan, Veteran, *Man O'War* (KIA)

MechWarrior Bruson, Veteran, *Loki*

MechWarrior Yaggur, Veteran, *Uller* (KIA)

MechWarrior Nina, Regular, *Uller A* (WIA)

Alpha Mix 1

Star Commander Verdran, Veteran, *Loki* (WIA)

MechWarrior Sovinnia, Veteran, *Dragonfly*

MechWarrior Rannic, Veteran, *Thor* (WIA)

MechWarrior Nandly, Veteran, *Thor*

Point Commander Bred, Regular (KIA), 4 Elementals

Alpha Mix 2

Star Commander Jevin, Veteran, *Uller*

MechWarrior Valentin, Veteran, *Gladiator*

MechWarrior Beddrin, Regular, *Loki*

Point Commander Rex, Regular, (WIA), 4 Elementals

BINARY BRAVO

Unit Nickname: None

Unit Identification: A jade letter "B" to the left of the Cluster insignia

Bravo Wing

Star Captain Wondor, Veteran, *Jagatai* (WIA)

Pilot Dallin, Veteran, *Jagatai* (KIA)

Pilot Styrrn, Veteran, *Sulla* (WIA)

Pilot Kace, Veteran, *Sulla*

STAR CAPTAIN MINAKA

Star Captain Minaka, like most solahma Cluster commanders, wants only to die honorably in combat. He realizes that he is too old to earn his Bloodname, but still aspires to a final battle or action that will add his genes to the Jade Falcon gene pool. He is unlikely to get this chance, as his Cluster drew garrison duty in the invasion plan. He particularly wants to annihilate Rhonda Snord's "Clan Snord," whose existence he considers a mortal insult to every Clansman since Nicholas Kerensky.

GYRFALCON GALAXY

Commander: Galaxy Commander Samantha Clees

Aide-de-Camp: Star Captain Kelly Buhallin

Unit Status: Veteran

Battlefield Designation: Delta Galaxy

Unit Nicknames: The Gyrs (pronounced "Jeers"), The Whites, Virgin Fury

Unit Insignia: A diving white falcon set against a shadowed blue world.

GALAXY COMMAND STAR

Unit Status: Elite

Unit Nickname: The Gyr Eyes

Unit Identification: A white star to the left of the Galaxy insignia

Galaxy Commander Samantha Clees, Elite, *Thor* (WIA)

Star Captain Kelly Buhallin, Elite, *Masakari*

MechWarrior Gimon Mattlov, Elite, *Thor A* (WIA)

MechWarrior Edvard, Elite, *Gladiator* (KIA)

MechWarrior Bacckin, Elite, *Loki*

SUPPORT VESSELS

1 *Black Lion* Class JumpShip: *White Aerie*

1 *Overlord* Class Command DropShip: *White Command*

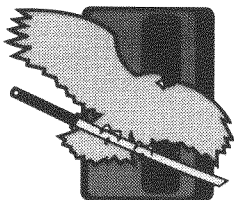
1 *Union* Class DropShip: *White Cadge*

1 *Carrier* Class DropShip: *White Fist*

GALAXY COMMANDER SAMANTHA CLEES

Commander of the Gyrfalcon Galaxy

For years Samantha Clees had a chip on her shoulder because she was convinced that she was the victim of sexual discrimination that kept her from receiving the recognition and promotions she felt she deserved. Her misplaced anger made her abrasive and sometimes even abusive to her male superiors, a habit that threatened to destroy her entire career. Samantha's life was turned around during a Bloodname trial in which she faced a woman who defeated and humiliated her. After the battle, Samantha's mysterious opponent explained to her that she failed because of a lack of discipline that had nothing to do with discrimination. Since then, Commander Clees has become one of the finest commanders the Falcons ever known. Ironically, Samantha eventually encountered real discrimination during her rise to command, but she dealt with it on the battlefield, dishonoring him and gaining her Bloodname in the process.



1ST FALCON STRIKER CLUSTER

Commander: Star Colonel Rard Hoyt

Unit Status: Elite

Unit Nickname: The Pursuing Peregrines

Unit Insignia: A peregrine in full pursuit of a larger flying reptile

CLUSTER COMMAND STAR

Unit Identification: A blue star to the left of the Cluster insignia

Star Colonel Rard Hoyt, Elite, *Thor* (WIA)

MechWarrior Janton, Elite, *Thor A*

MechWarrior Verna, Elite, *Loki*

MechWarrior Latreece, Elite, *Loki B* (WIA)

MechWarrior Banyon, Elite, *Uller*

TRINARY ALPHA

Unit Nickname: None

Unit Identification: A blue letter "A" to the left of the Cluster insignia

Alpha Beak 1

Star Captain Padrick Shi-Lu, Elite, *Thor A* (WIA)

MechWarrior Gelda, Elite, *Black Hawk*

MechWarrior Favian, Elite, *Ryoken* (KIA)

MechWarrior Pedrick, Elite, *Thor* (KIA)

MechWarrior Nora, Elite, *Loki*

Alpha Beak 2

Star Commander Johnathan, Elite, *Loki*

MechWarrior Colby, Elite, *Uller A* (WIA)

MechWarrior Pyall, Elite, *Loki* (WIA)

MechWarrior Stratha, Elite, *Thor*

MechWarrior Gavin, Veteran, *Mad Cat*

Alpha Eye

Star Commander Uvin Buhallin, Elite, *Loki* (WIA)

MechWarrior Yumi, Elite, *Thor* (WIA)

MechWarrior Lori, Elite, *Loki A* (WIA)

MechWarrior Lep, Elite, *Ryoken*

MechWarrior Price, Veteran, *Dragonfly* (WIA)

TRINARY BRAVO

Unit Nickname: None

Unit Identification: A blue letter "B" to the left of the Cluster insignia

Bravo Eye 1

Star Captain Gandy Irons, Elite, *Uller* (WIA)

MechWarrior Galyan, Elite, *Uller* (KIA)

MechWarrior Jess, Elite, *Uller* (WIA)

MechWarrior Pastor, Elite, *Uller* (WIA)

MechWarrior Oral, Veteran, *Uller A*

Bravo Eye 2

Star Commander Heather, Elite, *Uller*

MechWarrior Litton, Elite, *Loki* (KIA)

MechWarrior Edvan, Elite, *Dasher A* (KIA)

MechWarrior Galitha, Elite, *Koshi*

MechWarrior Jyle, Veteran, *Puma*

Bravo Eye 3

Star Commander Fojanon, Elite, *Puma*

MechWarrior Liesa, Elite, *Fenris* (WIA)

MechWarrior Stallon, Elite, *Uller*

MechWarrior Bridget, Elite, *Uller A* (WIA)

MechWarrior Rivas, Veteran, *Dragonfly* (KIA)

TRINARY CHARLIE

Unit Nickname: None

Unit Identification: A blue letter "C" to the left of the Cluster insignia

Charlie Eye 1

Star Captain Christine Ott, Elite, *Uller B* (WIA)

MechWarrior Clement, Elite, *Uller A* (WIA)

MechWarrior Neal, Elite, *Fenris*

MechWarrior Thera, Elite, *Dasher*

MechWarrior Reid, Elite, *Koshi*

Charlie Eye 2

Star Commander Monika, Elite, *Uller A*

MechWarrior Victor, Elite, *Uller*

MechWarrior Lynn, Elite, *Koshi* (WIA)

MechWarrior Povinna, Veteran, *Puma* (WIA)

MechWarrior Sikes, Veteran, *Fenris* (KIA)

Charlie Eye 3

Star Commander Juanita, Elite, *Loki* (WIA)

MechWarrior Omar, Elite, *Uller* (WIA)

MechWarrior Armand, Elite, *Uller A*

MechWarrior Dalden, Elite, *Uller*

MechWarrior Louise, Veteran, *Uller* (WIA)

TRINARY DELTA

Unit Nickname: None

Unit Identification: A blue letter "D" to the left of the Cluster insignia

Delta Nova

Star Captain Jeffrey Hazen, Elite, *Thor A* (KIA)

MechWarrior Toddu, Elite, *Loki* (KIA)

MechWarrior Alberta, Elite, *Puma*

MechWarrior Hanna, Elite, *Thor* (WIA)

MechWarrior Rawle, Veteran (KIA), *Uller*

Point Commander Gudrun Icaza, Elite (WIA), 4 Elementals

Point Commander Glason, Elite (WIA), 4 Elementals

Point Commander Rust, Elite (KIA), 4 Elementals

Point Commander Ester, Elite (WIA), 4 Elementals

Point Commander Emma, Veteran, 4 Elementals

Delta Strider 1

Star Commander Jullamon, Elite, 4 Elementals
Point Commander Neffrum, Elite (WIA), 4 Elementals
Point Commander Trevian, Elite (WIA), 4 Elementals
Point Commander Irric, Elite, 4 Elementals
Point Commander Bevins, Veteran (WIA) 4 Elementals

Delta Strider 2

Star Commander Tyler, Elite (WIA), 4 Elementals
Point Commander Dana, Elite, 4 Elementals
Point Commander Korrine, Elite (WIA), 4 Elementals
Point Commander Nita, Veteran, 4 Elementals
Point Commander Jekvina, Veteran (WIA), 4 Elementals

TRINARY ECHO

Unit Nickname: None

Unit Identification: A blue letter "E" to the left of the Cluster insignia

Echo Wing 1

Star Captain Charlotte Folkner, Elite, *Visigoth* (WIA)
Pilot Evelyn, Elite, *Visigoth*
Pilot Dirk, Elite, *Turk* (KIA)
Pilot Gamon, Elite, *Turk*
Pilot Afton, Elite, *Sabutai* (WIA)
Pilot Boris, Elite, *Sabutai* (KIA)
Pilot Tadan, Elite, *Sulla* (WIA)
Pilot Loris, Elite, *Sulla*
Pilot Walther, Veteran, *Scytha*
Pilot Claris, Veteran, *Scytha* (WIA)

Echo Wing 2

Star Commander Daniel Von Jankmon, Elite, *Vandal* (WIA)
Pilot Frega, Elite, *Vandal* (WIA)
Pilot Donovan, Elite, *Kirghiz*
Pilot Esther, Elite, *Kirghiz*
Pilot Moses, Elite, *Jenghiz* (WIA)
Pilot Kay, Elite, *Jenghiz* (WIA)
Pilot Kirsten, Elite, *Avar*
Pilot Oluf, Elite, *Avar* (WIA)
Pilot Andre, Veteran, *Bashkir* (KIA)
Pilot Hajni, Veteran, *Bashkir*

Echo Wing 3

Star Commander Keith, Elite, *Vandal*
Pilot Maureen, Elite, *Vandal* (KIA)
Pilot Thevan, Elite, *Turk* (WIA)
Pilot Payne, Elite, *Turk*
Pilot Charisse, Elite, *Sulla* (KIA)
Pilot Marge, Elite, *Sulla*
Pilot Thelma, Elite, *Avar* (WIA)
Pilot Kemyss, Veteran, *Avar*
Pilot Gwen, Veteran, *Kirghiz* (WIA)
Pilot LaVern, Veteran, *Kirghiz* (WIA)

SUPPORT VESSELS

1 *Aegis* Class Cruiser: *Blue Quest*
2 *Overlord* Class DropShips: *Hunting Lodge*, *Blue Jesses*
1 *Union* Class DropShip: *Blue Campfire*

STAR COLONEL RARD HOYT

Commander of the First Falcon Striker Cluster

Among Clan warriors who prize physical prowess, Rard is an enigma. Pale and drawn, this gaunt commander had to prove himself as a warrior before he would be given a chance to become the exceptional leader he was destined to be. Slow and weak, he had to rely on his cunning to defeat the powerful opponents who tried to stand in his way. Out of necessity and sheer determination, Rard became a master of several unarmed fighting styles and trained himself to be more than a match for anyone who has dared oppose his rise to the coveted position he now holds. His command is controversial nonetheless as there are those who claim that his physical inferiority makes him ineligible to hold a Bloodname as his genetic code is undesirable.

2ND FALCON JAEGER'S CLUSTER

Commander: Star Colonel Marthe Pryde

Unit Status: Veteran

Unit Nickname: The Frost Falcons

Unit Insignia: The galaxy insignia set against a white snowflake

CLUSTER COMMAND STAR

Unit Identification: A white star to the left of the Cluster insignia

Star Colonel Marthe Pryde, Elite, *Thor*
MechWarrior Katrine Roshak, Elite, *Loki* (WIA)
MechWarrior Melissa Buhallin, Elite, *Thor A*
MechWarrior Donas Pryde, Elite, *Black Hawk*
MechWarrior Elaine, Elite, *Loki B* (WIA)

TRINARY ALPHA

Unit Nickname: None

Unit Identification: A white letter "A" to the left of the Cluster insignia

Alpha Beak 1

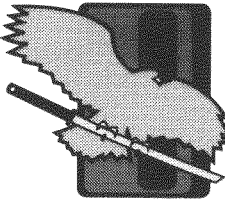
Star Captain Nurten Buhallin, Elite, *Loki*
MechWarrior Bette Hazen, Elite, *Ryoken A* (WIA)
MechWarrior Jordan, Elite, *Thor B* (WIA)
MechWarrior Shawn, Elite, *Man O'War* (WIA)
MechWarrior Homer, Elite, *Uller* (WIA)

Alpha Beak 2

Star Commander Brian Pryde, Elite, *Vulture* (KIA)
MechWarrior Daniel, Elite, *Loki*
MechWarrior Esther, Elite, *Loki*
MechWarrior Russel, Veteran, *Thor* (WIA)
MechWarrior Janice, Veteran, *Uller*

Alpha Eye

Star Commander Todik, Elite, *Ryoken*
MechWarrior Edna, Elite, *Uller* (WIA)
MechWarrior Wendy, Veteran, *Uller* (KIA)
MechWarrior Mercedes, Veteran, *Puma* (WIA)
MechWarrior Orla, Veteran, *Koshi*



TRINARY BRAVO

Unit Nickname: None

Unit Identification: A white letter "B" to the left of the Cluster insignia

Bravo Eye 1

Star Captain Lynn Roshak, Elite, *Uller* (WIA)
MechWarrior Ramon, Elite, *Dragonfly* (KIA)
MechWarrior Clayton, Elite, *Fenris* (KIA)
MechWarrior Alvar, Veteran, *Uller A* (KIA)
MechWarrior Connie, Veteran, *Uller*

Bravo Eye 2

Star Commander Kathleen Spaunn, Elite, *Koshi* (WIA)
MechWarrior Alden, Elite, *Dasher*
MechWarrior Andi, Elite, *Uller*
MechWarrior Corinne, Veteran, *Uller A* (WIA)
MechWarrior Daniel, Veteran, *Uller* (WIA)

Bravo Eye 3

Star Commander Alfred, Elite, *Puma* (WIA)
MechWarrior Le, Veteran, *Uller* (WIA)
MechWarrior Iona, Veteran, *Dragonfly*
MechWarrior Hattie, Veteran, *Dasher* (WIA)
MechWarrior Berl, Veteran, *Koshi* (WIA)

TRINARY CHARLIE

Unit Nickname: None

Unit Identification: A white letter "C" to the left of the Cluster insignia

Charlie Eye 1

Star Captain Jacob Eagle, Elite, *Uller A* (KIA)
MechWarrior Belle, Elite, *Koshi A*
MechWarrior Samuel, Elite, *Koshi* (WIA)
MechWarrior Evelynde, Veteran, *Uller* (WIA)
MechWarrior Arthur, Veteran, *Uller*

Charlie Eye 2

Star Commander Denor Roshak, Elite, *Uller* (WIA)
MechWarrior Patrico, Elite, *Dragonfly*
MechWarrior Ryen, Elite, *Uller*
MechWarrior Jalmes, Veteran, *Koshi* (WIA)
MechWarrior Walt, Veteran, *Puma*

Charlie Eye 3

Star Commander Darya Pryde, Elite, *Puma*
MechWarrior Rita, Elite, *Koshi*
MechWarrior Leon, Veteran, *Uller* (WIA)
MechWarrior Sulan, Veteran, *Uller* (KIA)
MechWarrior Novalis, Veteran, *Uller* (WIA)

TRINARY DELTA

Unit Nickname: None

Unit Identification: A white letter "D" to the left of the Cluster insignia

Delta Nova

Star Captain Dorenda Fore, Elite, *Uller* (WIA)
MechWarrior Gregoria Pryde, Elite, *Fenris*
MechWarrior Eric, Elite, *Dasher* (KIA)
MechWarrior Rex, Veteran, *Uller*
MechWarrior Tonia, Veteran, *Fenris* (WIA)
Point Commander Antonio Icaza, Elite, 4 Elementals
Point Commander Coletta, Elite (WIA), 4 Elementals
Point Commander Earle, Elite, 4 Elementals
Point Commander Ionna, Veteran (WIA), 4 Elementals
Point Commander Kimton, Veteran (KIA), 4 Elementals

Delta Strider 1

Star Commander Colleen Thastus, Elite (KIA), 4 Elementals
Point Commander Roydan, Elite, 4 Elementals
Point Commander Harri, Elite (KIA), 4 Elementals
Point Commander Edmond, Veteran, 4 Elementals
Point Commander Jamers, Veteran, 4 Elementals

Delta Strider 2

Star Captain Taman Malthus, Elite, 4 Elementals
Point Commander Walhoa, Elite, 4 Elementals
Point Commander Reta, Veteran (WIA), 4 Elementals
Point Commander Suski, Veteran, (WIA) 4 Elementals
Point Commander Ginny, Veteran (WIA), 4 Elementals

TRINARY ECHO

Unit Nickname: None

Unit Identification: A white letter "E" to the left of the Cluster insignia

Echo Wing 1

Star Captain Matthew Von Jankmon, Elite, *Batu*
Pilot Ultican, Elite, *Batu* (WIA)
Pilot Emilio, Elite, *Sabutai*
Pilot Raina, Elite, *Sabutai* (WIA)
Pilot Jonell, Elite, *Batu*
Pilot Delbert, Elite, *Batu* (KIA)
Pilot Korine, Elite, *Bashkir* (WIA)
Pilot Michael, Veteran, *Bashkir*
Pilot Fronkis, Veteran, *Batu*
Pilot Wade, Veteran, *Batu* (KIA)

Echo Wing 2

Star Commander Ocella Folkner, Elite, *Sabutai* (WIA)
Pilot Therese, Elite, *Sabutai*
Pilot Alarn, Elite, *Batu* (WIA)
Pilot Elmore, Elite, *Batu* (WIA)
Pilot Armistead, Elite, *Sabutai*
Pilot Genaro, Veteran, *Sabutai* (WIA)
Pilot Menta, Veteran, *Bashkir* (WIA)
Pilot Blanca, Veteran, *Bashkir*
Pilot Chinn, Veteran, *Sabutai* (WIA)
Pilot Maureen, Veteran, *Sabutai* (WIA)

Echo Wing 3

Star Commander Blanca McCaig, Elite, *Bashkir* (KIA)
Pilot Kaye, Elite, *Bashkir* (KIA)
Pilot Denise, Elite, *Sabutai*
Pilot Suzanne, Elite, *Sabutai* (WIA)
Pilot Mohr, Elite, *Bashkir*
Pilot Arta, Elite, *Bashkir* (KIA)
Pilot LeDonna, Veteran, *Batu* (WIA)
Pilot Lynnea, Veteran, *Batu* (WIA)
Pilot Shiris, Veteran, *Bashkir* (WIA)
Pilot Calder, Veteran, *Bashkir*

SUPPORT VESSELS

1 *Aegis* Class Cruiser: *Frost Falcon*
2 *Overlord* Class DropShips: *Rime Frost*, *Kyadeu*
1 *Union* Class DropShip: *Dragur Frost*

STAR COLONEL MARTHE PRYDE

Commander of the Second Falcon Jaegers Cluster

More than most Clansmen, Marthe lives for battle. Unwilling or unable to communicate in anything but the precise language of command, she spends most of her time between battles in simulators, studying previous engagements or picking fights with subordinates to "keep her sharp." Most of her unit is terrified of her off the field, but in battle she is one of the most powerful allies a MechWarrior could hope to have. Were it not for her lethal ferocity, Marthe would have been reassigned to a training unit long ago.

ELEMENTAL STAR CAPTAIN TAMAN MALTHUS

Elemental Trinary Star Commander, Alyina Garrison

Taman Malthus is a powerful man, large even for an Elemental. The only Malthus to remain in the Inner Sphere after Twycross, Taman was assigned to garrison duty on the world of Alyina. This assignment offered few opportunities to win glory or to restore honor to the Malthus name, and so when Demi-Precentor Khalsa of ComStar ordered Taman to hunt down and capture a Federated Commonwealth officer named David Jewell, Malthus jumped at the chance. Jewell proved how dangerous he was by defeating one of the Elementals, and Star Captain Malthus decided to earn honor by battling this warrior in single, unarmed combat.

Malthus and his Point stalked Jewell through the jungle. When they finally cornered him, Taman Malthus challenged Jewell to single combat, and Jewell accepted. They began to fight, both men holding their own, but eventually Malthus appeared to be gaining the upper hand. Demi-Precentor Khalsa arrived in a ComStar helicopter gunship, interrupting the fight, slaughtering two of the Elementals, and capturing the rest, including Malthus. Jewell had fallen off a ridge and was presumed dead. This unexpected attack heralded the start of Primus Myndo Waterly's "Operation Scorpion." Outraged by ComStar's treachery, Taman Malthus swore to kill Demi-Precentor Khalsa, and got his chance when Jewell, who had survived the drop, arranged a jailbreak. After disposing of the Demi-Precentor, Taman discovered that David Jewell was actually Kai Allard-Liao, the man who single-handedly annihilated the Falcon Guards on Twycross.

Joining his respected foe in alliance against the dishonorable forces of ComStar, Star Captain Malthus, Kai, and the remaining members of Malthus' unit retrieved their Elemental armor and attacked the ComStar compound, liberating the Clan prisoners there and decimating the local Com Guard forces. Taman Malthus' respect for Kai Allard-Liao increased during this exploit, and ComStar's defeat on Alyina went far toward restoring honor to the Malthus Bloodname.

5TH BATTLE CLUSTER

Commander: Star Colonel Diane Anu

Unit Status: Veteran

Unit Nickname: The Golden Talons

Unit Insignia: Gold talons gripping a dead wolf set against a black shield below a gold "V."

CLUSTER COMMAND STAR

Unit Identification: A black star to the left of the Cluster insignia

Star Colonel Diane Anu, Elite, *Thor*
MechWarrior Ivana, Elite, *Loki* (WIA)
MechWarrior Dreyson, Elite, *Uller A* (KIA)
MechWarrior Calab, Elite, *Uller*
MechWarrior Dana, Veteran, *Ferris* (WIA)

TRINARY ALPHA

Unit Nickname: None

Unit Identification: A black letter "A" to the left of the Cluster insignia

Alpha Beak 1

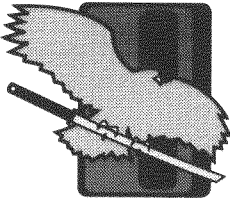
Star Captain Nedra, Elite, *Thor* (WIA)
MechWarrior Marja, Elite, *Loki*
MechWarrior Tyne, Elite, *Uller A* (KIA)
MechWarrior Pithra, Elite, *Uller B* (KIA)
MechWarrior Cedash, Veteran, *Uller*

Alpha Beak 2

Star Commander Hoyt, Elite, *Thor A* (KIA)
MechWarrior Faltra, Elite, *Gladiator*
MechWarrior Maureen, Veteran, *Uller* (KIA)
MechWarrior Diamond, Veteran, *Koshi*
MechWarrior Calvin, Veteran, *Uller*

Alpha Eye

Star Commander Joyce, Elite, *Uller A* (WIA)
MechWarrior Lamis, Elite, *Koshi* (WIA)
MechWarrior Daswin, Elite, *Uller* (WIA)
MechWarrior James, Veteran, *Dasher*
MechWarrior Kory, Veteran, *Uller* (WIA)



TRINARY BRAVO

Unit Nickname: None

Unit Identification: A black letter "B" to the left of the Cluster insignia

Bravo Nova 1

Star Captain Hogan Thastus, Elite (WIA), 4 Elementals
MechWarrior Nels, Veteran, *Thor* (KIA)
MechWarrior Jara, Veteran, *Loki*
MechWarrior Lason, Veteran, *Man O'War* (WIA)
MechWarrior Armstead, Veteran, *Uller*
MechWarrior Camille, Veteran, *Uller B* (KIA)
Point Commander Vivian Hazen, Elite (KIA), 4 Elementals
Point Commander Chen, Elite, 4 Elementals
Point Commander Evaristo, Elite, 4 Elementals
Point Commander Reva, Elite (WIA), 4 Elementals

Bravo Nova 2

Star Commander Jo Thastus, Elite (WIA), 4 Elementals
MechWarrior Calston, Veteran, *Uller* (WIA)
MechWarrior Hela, Veteran, *Loki*
MechWarrior Zavvin, Veteran, *Man O'War*
MechWarrior Hevlin, Veteran, *Uller*
MechWarrior Olson, Veteran, *Man O'War* (WIA)
Point Commander Garric, Elite (WIA), 4 Elementals
Point Commander Leah, Elite, 4 Elementals
Point Commander Noel, Elite, 4 Elementals
Point Commander Krima, Elite (WIA), 4 Elementals

Bravo Strider

Star Commander Dolores, Elite (WIA), 4 Elementals
Point Commander Stegor, Elite, 4 Elementals
Point Commander Kurt, Elite (KIA), 4 Elementals
Point Commander Karina, Elite, 4 Elementals
Point Commander Lavin, Veteran (WIA), 4 Elementals

TRINARY CHARLIE

Unit Nickname: None

Unit Identification: A black letter "C" to the left of the Cluster insignia

Charlie Nova 1

Star Captain Elizabeth Thastus, Elite (KIA), 4 Elementals
MechWarrior Bruk, Veteran, *Ryoken* (WIA)
MechWarrior Lesley, Veteran, *Fenris*
MechWarrior Emily, Veteran, *Loki* (KIA)
MechWarrior Vlema, Veteran, *Uller*
MechWarrior Jaren, Veteran, *Uller*
Point Commander Kathleen Mattlov, Elite (WIA), 4 Elementals
Point Commander Fida, Elite (WIA), 4 Elementals
Point Commander Fenton, Elite (WIA), 4 Elementals
Point Commander Koran, Elite (WIA), 4 Elementals

Charlie Nova 2

Star Commander Helga, Elite, 4 Elementals
MechWarrior Garrin, Veteran, *Fenris*
MechWarrior Bryan, Veteran, *Loki* (WIA)
MechWarrior Webber, Veteran, *Ryoken* (WIA)
MechWarrior Daniels, Veteran, *Dragonfly*
MechWarrior Jora, Veteran, *Thor* (WIA)
Point Commander Phatat, Elite (WIA), 4 Elementals
Point Commander Marion, Elite, 4 Elementals
Point Commander Bradley, Elite, 4 Elementals
Point Commander Heta, Elite (KIA), 4 Elementals

Charlie Strider

Star Commander Mari, Elite, 4 Elementals
Point Commander Kinman, Elite (WIA), 4 Elementals
Point Commander Gabriel, Elite (WIA), 4 Elementals
Point Commander Simon, Veteran (KIA), 4 Elementals
Point Commander Chappin, Veteran (WIA), 4 Elementals

TRINARY DELTA

Unit Nickname: None

Unit Identification: A black letter "D" to the left of the Cluster insignia

Delta Nova 1

Star Captain Jeanna Osborne, Elite (KIA), 4 Elementals
MechWarrior Audrey, Elite, *Mad Cat A*
MechWarrior Karl, Veteran, *Black Hawk* (WIA)
MechWarrior Lithian, Veteran, *Uller* (KIA)
MechWarrior Wellin, Veteran, *Uller*
MechWarrior Merle, Veteran, *Dasher* (KIA)
Point Commander Megan, Elite, 4 Elementals
Point Commander Wesley, Elite (WIA), 4 Elementals
Point Commander Hyo Chan, Elite (WIA), 4 Elementals
Point Commander Merion, Veteran (WIA), 4 Elementals

Delta Nova 2

Star Commander Cara, Elite, 4 Elementals
MechWarrior Abbens, Veteran, *Gladiator* (KIA)
MechWarrior Stans, Veteran, *Thor* (WIA)
MechWarrior Nora, Veteran, *Man O'War*
MechWarrior Freds, Veteran, *Uller*
MechWarrior Lola, Veteran, *Uller* (WIA)
Point Commander Glenn Pryde, Elite (WIA), 4 Elementals
Point Commander Wevva, Elite (KIA), 4 Elementals
Point Commander Grant, Elite, 4 Elementals
Point Commander Bethany, Elite, 4 Elementals

Delta Strider

Star Commander Res, Elite (WIA), 4 Elementals
Point Commander Lochelle, Elite (WIA), 4 Elementals
Point Commander Janice, Elite, 4 Elementals
Point Commander Bjorn, Veteran (KIA), 4 Elementals
Point Commander Evelyn, Veteran, 4 Elementals

TRINARY ECHO

Unit Nickname: None

Unit Identification: A black letter "E" to the left of the Cluster insignia

Echo Wing 1

Star Captain Richard Von Jankmon, Elite, *Avar* (WIA)
Pilot Saradel, Elite, *Avar*
Pilot Rachelle, Elite, *Visigoth* (WIA)
Pilot Mauri, Elite, *Visigoth*
Pilot Suza, Elite, *Jenghiz* (KIA)
Pilot Chewelah, Veteran, *Jenghiz* (WIA)
Pilot Res, Veteran, *Kirghiz*
Pilot Tammara, Veteran, *Kirghiz* (WIA)
Pilot Welthan, Veteran, *Vandal* (WIA)
Pilot Ulna, Veteran, *Vandal* (KIA)

Echo Wing 2

Star Commander Kyong Cha Regner, Elite, *Turk*
Pilot Guy, Elite, *Turk* (KIA)
Pilot Kaymond, Elite, *Sabutai*
Pilot Mandy, Elite, *Sabutai*
Pilot Teague, Veteran, *Sulla* (WIA)
Pilot Raj, Veteran, *Sulla* (KIA)
Pilot Marlene, Veteran, *Scytha*
Pilot Ola, Veteran, *Scytha* (WIA)
Pilot Katy, Veteran, *Kirghiz* (KIA)
Pilot Lovik, Veteran, *Kirghiz* (WIA)

Echo Wing 3

Star Commander Thetis, Elite, *Jagatai* (KIA)
Pilot Crystal, Elite, *Jagatai*
Pilot Gregory, Elite, *Turk* (WIA)
Pilot Ulice, Elite, *Turk* (KIA)
Pilot Dashedell, Elite, *Sabutai* (WIA)
Pilot Tymons, Elite, *Sabutai*
Pilot Briggan, Veteran, *Sulla* (KIA)
Pilot Lott, Veteran, *Sulla*
Pilot Richard, Veteran, *Scytha* (WIA)
Pilot Kirk, Veteran, *Scytha* (WIA)

SUPPORT VESSELS

1 *Aegis* Class Cruiser: *Gold Talon*
2 *Overlord* Class DropShips: *Black Barracks*, *Black Bivouac*
1 *Union* Class DropShip: *Black Camp*

STAR COLONEL DIANE ANU

Commander of the 5th Battle Cluster

Colonel Anu prides herself on knowing all there is to know about 'Mechs and 'Mech combat. In addition to being a MechWarrior and Tactician, Diane is a skilled Technician who knows the limits of her machines and can push them farther than any other Falcon commander. She has sufficient engineering skill to improvise weapons variants, making her one of the most resourceful and dangerous leaders in her Galaxy. Her lethal surprises have turned the tide of battle more than once and have become her trademark on the battlefields of the Inner Sphere.

305TH ASSAULT CLUSTER

Commander: Star Colonel Evelyn Buhallin

Unit Status: Elite

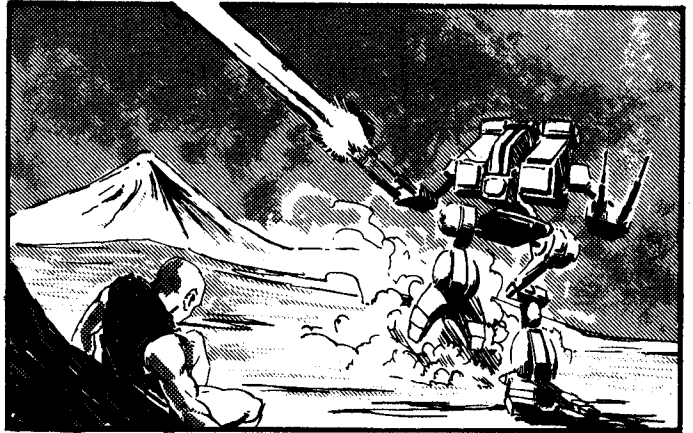
Unit Nickname: The Blood Vision

Unit Insignia: A swooping red falcon trailing a ring of blood around a shadowed green world.

CLUSTER COMMAND STAR

Unit Identification: A blood-red star to the left of the Cluster insignia

Star Colonel Evelyn Buhallin, Elite, *Thor B* (WIA)
MechWarrior Roland, Elite, *Loki* (KIA)
MechWarrior Bevinna, Elite, *Uller A*
MechWarrior Aron, Elite, *Loki A* (WIA)
MechWarrior Cala, Elite, *Uller* (WIA)



TRINARY ALPHA

Unit Nickname: None

Unit Identification: A blood-red letter "A" to the left of the Cluster insignia

Alpha Beak 1

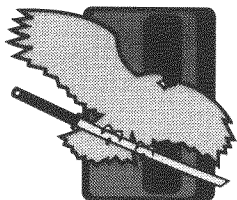
Star Captain Tina Hazen, Elite, *Thor*
MechWarrior Jacqueline, Elite, *Ryoken* (WIA)
MechWarrior Jacob, Elite, *Loki*
MechWarrior Logar, Elite, *Vulture* (WIA)
MechWarrior Swenton, Elite, *Vulture*

Alpha Beak 2

Star Commander Grevan, Elite, *Loki A* (KIA)
MechWarrior Kavva, Elite, *Thor*
MechWarrior Leo, Elite, *Black Hawk* (WIA)
MechWarrior Revan, Elite, *Thor* (KIA)
MechWarrior Saltha, Veteran, *Loki* (WIA)

Alpha Eye

Star Commander Marol, Elite, *Uller*
MechWarrior Edil, Elite, *Dasher* (WIA)
MechWarrior Stephen, Elite, *Dasher* (KIA)
MechWarrior Cynthia, Elite, *Uller A* (WIA)
MechWarrior Kraig, Veteran, *Loki*



TRINARY BRAVO

Unit Nickname: None

Unit Identification: A blood-red letter "B" to the left of the Cluster insignia

Bravo Eye 1

Star Captain Arne Pryde, Elite, *Ferris* (WIA)
MechWarrior Sarah, Elite, *Uller A* (WIA)
MechWarrior Ardis, Elite, *Uller* (KIA)
MechWarrior Jean, Elite, *Uller* (WIA)
MechWarrior Corson, Veteran, *Uller B*

Bravo Eye 2

Star Commander Earlish, Elite, *Uller A* (WIA)
MechWarrior Nicholas, Elite, *Puma* (KIA)
MechWarrior Becca, Elite, *Puma* (WIA)
MechWarrior Avia, Elite, *Ferris*
MechWarrior Shana, Veteran, *Uller A* (KIA)

Bravo Eye 3

Star Commander James, Elite, *Uller* (WIA)
MechWarrior Breck, Elite, *Koshi* (KIA)
MechWarrior Helga, Elite, *Koshi*
MechWarrior Vajal, Veteran, *Uller A*
MechWarrior Kaphin, Veteran, *Uller A* (WIA)

TRINARY CHARLIE

Unit Nickname: None

Unit Identification: A blood-red letter "C" to the left of the Cluster insignia

Charlie Eye 1

Star Captain Winona Buhallin, Elite, *Dragonfly A* (KIA)
MechWarrior Earlia, Elite, *Puma* (WIA)
MechWarrior Corson, Elite, *Uller* (KIA)
MechWarrior Jalam, Elite, *Uller*
MechWarrior Stavín, Veteran, *Uller A* (WIA)

Charlie Eye 2

Star Commander Kevin, Elite, *Dasher*
MechWarrior Wesley, Elite, *Uller* (KIA)
MechWarrior Otilluck, Elite, *Uller*
MechWarrior Bradon, Veteran, *Puma* (KIA)
MechWarrior Dash, Veteran, *Loki A*

Charlie Eye 3

Star Commander Grady, Elite, *Puma* (WIA)
MechWarrior Devinnia, Elite, *Uller* (KIA)
MechWarrior Cedas, Elite, *Uller* (WIA)
MechWarrior Lydia, Veteran, *Puma*
MechWarrior Natalie, Veteran, *Uller* (WIA)

TRINARY DELTA

Unit Nickname: None

Unit Identification: A blood-red letter "D" to the left of the Cluster insignia

Delta Nova

Star Captain Hagan Pyre, Elite, *Uller A* (KIA)
MechWarrior Josette, Elite, *Uller*
MechWarrior DeWayne, Elite, *Uller* (WIA)
MechWarrior Briggur, Elite, *Uller* (WIA)
MechWarrior Flavus, Veteran, *Puma*
Point Commander Webster Icaza, Elite (WIA), 4 Elementals
Point Commander Althea, Elite (WIA), 4 Elementals
Point Commander Maria, Elite, 4 Elementals
Point Commander Tyla, Elite (KIA), 4 Elementals
Point Commander Luyle, Veteran (WIA), 4 Elementals

Delta Strider 1

Star Commander Josefina Thastus, Elite (WIA), 4 Elementals
Point Commander Boyd, Elite, 4 Elementals
Point Commander Carole, Elite (KIA), 4 Elementals
Point Commander Kathleen, Elite (WIA), 4 Elementals
Point Commander Van, Elite, 4 Elementals

Delta Strider 2

Star Commander Artemis, Elite, 4 Elementals
Point Commander Porthos, Elite (WIA), 4 Elementals
Point Commander Drabin, Elite (WIA), 4 Elementals
Point Commander Wendy, Elite (KIA), 4 Elementals
Point Commander Tami, Veteran (KIA), 4 Elementals

TRINARY ECHO

Unit Nickname: None

Unit Identification: A blood-red letter "E" to the left of the Cluster insignia

Echo Wing 1

Star Captain Stewart Folkner, Elite, *Avar* (KIA)
Pilot Henrik, Elite, *Avar*
Pilot Andrea, Elite, *Scytha* (WIA)
Pilot Golda, Elite, *Scytha* (WIA)
Pilot Stellan, Elite, *Sulla* (WIA)
Pilot Reffal, Elite, *Sulla* (WIA)
Pilot Janice, Elite, *Sulla*
Pilot Cecily, Elite, *Sulla* (WIA)
Pilot Clay, Veteran, *Avar* (WIA)
Pilot Percy, Veteran, *Avar* (WIA)

Echo Wing 2

Star Commander Stella Von Jankmon, Elite, *Sabutai* (WIA)
Pilot Juanita, Elite, *Sabutai* (KIA)
Pilot Audrey, Elite, *Sabutai*
Pilot Thorgan, Elite, *Sabutai*
Pilot Val, Elite, *Bashkir* (KIA)
Pilot Forrest, Elite, *Bashkir* (WIA)
Pilot Ted, Elite, *Batu* (WIA)
Pilot Thein, Elite, *Batu*
Pilot Swinton, Elite, *Batu* (KIA)
Pilot Aubrey, Veteran, *Batu* (WIA)



Echo Wing 3

Star Commander Edie, Elite, *Bashkir*
 Pilot Floyd, Elite, *Bashkir* (WIA)
 Pilot Norton, Elite, *Sabutai* (KIA)
 Pilot Roman, Elite, *Sabutai* (WIA)
 Pilot Jerad, Elite, *Sabutai*
 Pilot Alton, Elite, *Sabutai* (KIA)
 Pilot Joyce, Elite, *Batu* (WIA)
 Pilot Sonja, Elite, *Batu*
 Pilot Roderick, Elite, *Bashkir*
 Pilot Tagmar, Veteran, *Bashkir* (WIA)

SUPPORT VESSELS

1 *Aegis* Class Cruiser: *Red Talon*
 2 *Overlord* Class DropShips: *Blood Vessel*, *Blood Beacon*
 1 *Union* Class DropShip: *Blood Home*

STAR COLONEL EVELYN BUHALLIN

Commander of the 305th Assault Cluster

Before the battle of Tukayyid, Evelyn Buhallin was a vocal opponent of the Invasion, but during the climactic battle she saw so many of her friends killed by the Com Guards that something snapped inside. Once an even-tempered and well-liked leader known for her dispassionate efficiency, Colonel Buhallin has become a temperamental hothead whose sole ambition is the slaughter of as many Inner Sphere MechWarriors as honor and her commanding officers will allow. Evelyn's hatred is so well known that this ex-Warden is now known as the Black Crusader. Dozens of bloody red kill markers cover the left torso of her jet black *Loki*, a clear challenge to any Inner Sphere MechWarrior with the guts to try and put an end to her vendetta.

GYRFALCON EYRIE CLUSTER

Commander: Star Colonel Devin Buhallin

Unit Status: Veteran

Unit Nickname: The Bloody Hatchlings

Unit Insignia: A blood kite perched on its nest, feeding its brood.

CLUSTER COMMAND STAR

Unit Identification: A blood-red star to the left of the Galaxy insignia

Star Colonel Devin Buhallin, Elite, *Man O'War*
 MechWarrior Tasha, Elite, *Warhammer* (KIA)
 MechWarrior Vron, Elite, *Phoenix Hawk*
 MechWarrior Cedan, Elite, *Commando* (WIA)
 MechWarrior Edward, Veteran, *Zeus* (WIA)

TRINARY ALPHA

Unit Nickname: None

Unit Identification: A blood-red letter "A" to the left of the Cluster insignia

Alpha Beak 1

Star Captain Jurgen, Elite, *Zeus* (WIA)
 MechWarrior Tretha, Elite, *Atlas*
 MechWarrior Vresh, Veteran, *Commando* (WIA)
 MechWarrior Dana, Veteran, *Crab* (KIA)
 MechWarrior Bryant, Veteran, *Hunchback*

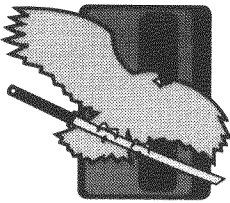
Alpha Beak 2

Star Commander Jharm, Elite, *Executioner* (WIA)
 MechWarrior Drack, Elite, *Griffin*
 MechWarrior Helen, Veteran, *Dervish* (WIA)
 MechWarrior Grethar, Veteran, *Centurion* (WIA)
 MechWarrior Zillon, Veteran, *Quickdraw* (KIA)

Alpha Beak 3

Star Commander Weggor, Elite, *Whitworth*
 MechWarrior Cafferty, Elite, *Rifleman* (WIA)
 MechWarrior Nondi, Elite, *Wolverine* (WIA)
 MechWarrior Taylor, Veteran, *Victor*
 MechWarrior Cewers, Veteran, *Archer*





TRINARY BRAVO

Unit Nickname: None

Unit Identification: A blood-red letter "B"

to the left of the Cluster insignia

Bravo Beak 1

Star Captain Wilde, Elite, *Jenner* (WIA)
MechWarrior Litha, Elite, *Rifleman*
MechWarrior Villors, Veteran, *Crab* (WIA)
MechWarrior Gheta, Veteran, *Blackjack* (WIA)
MechWarrior Cregor, Veteran, *Commando* (WIA)

Bravo Beak 2

Star Commander Sandra, Elite, *Panther* (WIA)
MechWarrior Weddens, Elite, *Commando*
MechWarrior Carla, Veteran, *Phoenix Hawk* (KIA)
MechWarrior Ashley, Veteran, *Stinger*
MechWarrior Lorga, Veteran, *Locust* (WIA)

Bravo Beak 3

Star Commander Samuels, Elite, *Vindicator* (WIA)
MechWarrior Khamric, Elite, *Centurion* (WIA)
MechWarrior Dihora, Veteran, *Spider*
MechWarrior Johann, Veteran, *Phoenix Hawk* (KIA)
MechWarrior Trent, Veteran, *Rifleman* (WIA)

TRINARY CHARLIE

Unit Nickname: None

Unit Identification: A blood-red letter "C" to the left of the Cluster insignia

Charlie Wing 1

Star Captain Rita, Elite, *Slayer* (WIA)
Pilot Ghance, Elite, *Slayer*
Pilot Jacot, Elite, *Chippewa* (WIA)
Pilot Fredrika, Veteran, *Chippewa* (WIA)
Pilot Killion, Veteran, *Sparrow Hawk* (KIA)
Pilot Dale, Veteran, *Sparrow Hawk*
Pilot Sazur, Veteran, *Lucifer* (KIA)
Pilot Dect, Veteran, *Lucifer*
Pilot Wean, Veteran, *Sparrow Hawk*
Pilot Tylor, Veteran, *Sparrow Hawk* (WIA)

Charlie Wing 2

Star Commander Philun, Elite, *Stuka*
Pilot Bridge, Elite, *Stuka* (WIA)
Pilot Fran, Elite, *Shilone* (WIA)
Pilot Ghren, Veteran, *Shilone* (WIA)
Pilot Tajur, Veteran, *Seydiltz*
Pilot Khine, Veteran, *Seydiltz*
Pilot Srent, Veteran, *Lucifer* (KIA)
Pilot Sylvia, Veteran, *Lucifer*
Pilot Carlos, Veteran, *Lucifer* (KIA)
Pilot Nerum, Veteran, *Lucifer* (WIA)

Charlie Wing 3

Star Commander Pathum, Elite, *Rapier*
Pilot Treen, Elite, *Rapier*
Pilot Redmar, Elite, *Corsair* (KIA)
Pilot Tina, Elite, *Corsair*
Pilot Swenson, Veteran, *Sparrow Hawk* (WIA)
Pilot Bettles, Veteran, *Sparrow Hawk*
Pilot Victoria, Veteran, *Chippewa* (WIA)
Pilot Freda, Veteran, *Chippewa* (KIA)
Pilot Desh, Veteran, *Lucifer* (WIA)
Pilot Litham, Veteran, *Lucifer* (WIA)

SUPPORT VESSELS

1 *Overlord* Class Command DropShip: *Blood Maw*
2 *Union* Class DropShips: *Blood Mother*, *Blood Father*
1 *Carrier* Class DropShip: *Blood Fist*

GYRFALCON SOLAMHA CLUSTER

Commander: Star Captain Cyn

Unit Status: Veteran

Unit Nickname: The Snow Dark Wing

Unit Insignia: A perched gyrfalcon on a yin-yang shield

TRINARY ALPHA

Unit Nickname: None

Unit Identification: A white "A" to the left of the Cluster insignia

Alpha Beak 1

Star Captain Cyn, Elite, *Rifleman* (WIA)
MechWarrior Regina, Elite, *Marauder*
MechWarrior Uvvor, Veteran, *Commando* (WIA)
MechWarrior Evans, Veteran, *Panther* (KIA)
MechWarrior Itha, Veteran, *Stinger*

Alpha Beak 2

Star Commander Winona, Elite, *Enforcer* (KIA)
MechWarrior Petrucchio, Elite, *Clint* (WIA)
MechWarrior Quinton, Veteran, *Assassin* (KIA)
MechWarrior Zifton, Veteran, *Black Knight* (WIA)
MechWarrior Morga, Veteran, *Mercury*

Alpha Strider 1

Star Captain Pauline, Elite (WIA), 4 Elementals
Point Commander Mitchell, Elite (WIA), 4 Elementals
Point Commander Ocarthan, Veteran (WIA), 4 Elementals
Point Commander Norton, Veteran (WIA), 4 Elementals
Point Commander Illack, Veteran, 4 Elementals

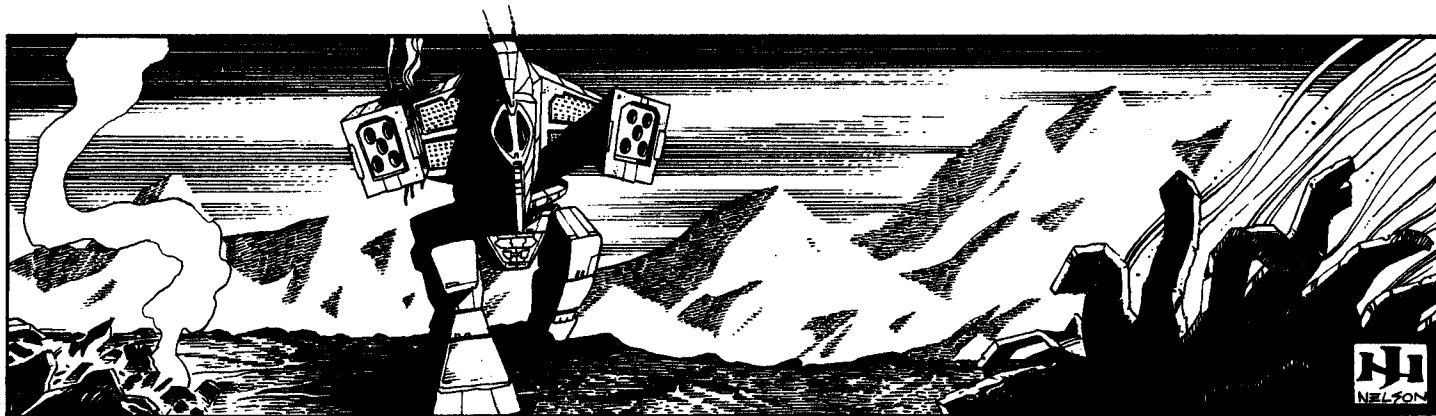
TRINARY BRAVO

Unit Nickname: None

Unit Identification: A white "B" to the left of the Cluster insignia

Bravo Wing

Star Captain Barthalomew, Veteran, *Scythia* (KIA)
Pilot Dallin, Veteran, *Scythia* (KIA)
Pilot Styrm, Veteran, *Sulla* (WIA)
Pilot Kace, Veteran, *Sulla*



PEREGRINE GALAXY

Commander: Galaxy Commander Angeline Mattlov

Aide-de-Camp: Star Captain Owanna Buhallin

Unit Status: Elite

Battlefield Designation: Vau Galaxy

Unit Nickname: The Peres, The Blue Lightnings

Unit Insignia: A diving ash-blue falcon on a shadowed blue-black world.

GALAXY COMMAND STAR

Unit Status: Elite

Unit Nickname: The Peres Eyes

Unit Identification: A blue star to the left of the Galaxy insignia

Galaxy Commander Angeline Mattlov, Elite, *Mad Cat*

Star Captain Owanna Buhallin, Elite, *Thor*

MechWarrior Emocheme Lovonski, Elite, *Thor* (KIA)

MechWarrior Johnathan, Elite, *Loki* (WIA)

MechWarrior Greta, Elite, *Uller* (WIA)

SUPPORT VESSELS

1 *Black Lion* Class JumpShip: *Blue Aerie*

1 *Overlord* Class Command DropShip: *Blue Command*

1 *Union* Class DropShip: *Blue Cadge*

1 *Carrier* Class DropShip: *Blue Fist*

GALAXY COMMANDER ANGELINE MATTLOV

Commander of the Peregrine Galaxy

Angeline Mattlov is old by Clan standards. Though well into her sixties, she possesses the skill and speed of a younger warrior. In her initial Trial of Position, she earned the rank of Star Commander. Promotions followed quickly, her natural 'Mech skills and leadership qualities prompting her commanders to make her Star Captain and then Star Colonel.

To win her Bloodname, she defeated Star Colonel David. During the battle, Star Colonel David's reactor sprung a leak, and burned his face, leaving a hideous scar. Angeline went on to become the youngest Galaxy Commander in the Jade Falcons, but the continuing tide of fortune seems to have passed her by.

Peregrine Galaxy performed with distinction in the invasion of the Inner Sphere. Following Tukayyid, it seemed poised to regain its former preeminence in Clan Jade Falcon. Inexplicably, Khan Chistu has stripped away many of the Peregrine Galaxy's Clusters.

4TH FALCON TALON CLUSTER

Commander: Star Colonel Yesukai Shambag

Unit Status: Veteran

Unit Nickname: Bloody Sunrise

Unit Insignia: A perched blood kite in front of a golden sun rising above the horizon

CLUSTER COMMAND STAR

Unit Identification: A blood-red star to the left of the Cluster insignia

Star Colonel Yesukai Shambag, Elite, *Thor* (KIA)

MechWarrior Logan, Elite, *Gladiator A* (WIA)

MechWarrior Briggan, Elite, *Uller A* (WIA)

MechWarrior Diana, Elite, *Uller*

MechWarrior Thaddeus, Elite, *Uller* (WIA)

TRINARY ALPHA

Unit Nickname: None

Unit Identification: A blood-red "A" to the left of the Cluster insignia

Alpha Beak 1

Star Captain Fultz Hazen, Elite, *Loki* (WIA)

MechWarrior Gephart, Elite, *Black Hawk*

MechWarrior Drivant, Elite, *Ferris* (KIA)

MechWarrior Cojinn, Elite, *Vulture* (WIA)

MechWarrior Valanz, Veteran, *Uller A*

Alpha Beak 2

Star Commander Nigel Pryde, Elite, *Uller A* (WIA)

MechWarrior Gena, Elite, *Puma*

MechWarrior Josh, Elite, *Dragonfly* (WIA)

MechWarrior Aravale, Veteran, *Uller* (WIA)

MechWarrior Ivan, Veteran, *Thor* (KIA)

Alpha Eye

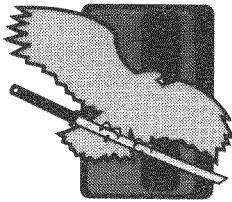
Star Commander Jerico, Elite, *Uller A* (WIA)

MechWarrior Ghan, Elite, *Dasher*

MechWarrior Bhaga, Elite, *Uller* (WIA)

MechWarrior Lora, Veteran, *Uller*

MechWarrior Dhur, Veteran, *Dragonfly* (WIA)



TRINARY BRAVO

Unit Nickname: None

Unit Identification: A blood-red "B" to the left of the Cluster insignia

Bravo Eye 1

Star Captain Tyne Roshak, Elite, *Uller A*
MechWarrior Vanden, Elite, *Dasher* (KIA)
MechWarrior Iorga, Elite, *Puma*
MechWarrior Rita, Veteran, *Uller* (WIA)
MechWarrior Stanson, Veteran, *Uller A* (WIA)

Bravo Eye 2

Star Commander Pryle, Elite, *Ferris*
MechWarrior Swent, Elite, *Uller* (WIA)
MechWarrior Bella, Elite, *Uller A* (KIA)
MechWarrior Dorin, Elite, *Uller* (WIA)
MechWarrior Vance, Elite, *Uller*

Bravo Eye 3

Star Commander Jackim, Elite, *Uller* (KIA)
MechWarrior Prentis, Elite, *Uller*
MechWarrior Tina, Elite, *Uller* (KIA)
MechWarrior Vedamn, Veteran, *Dasher*
MechWarrior Korlis, Veteran, *Dragonfly* (WIA)

TRINARY CHARLIE

Unit Nickname: None

Unit Identification: A blood-red "C" to the left of the Cluster insignia

Charlie Eye 1

Star Captain Jalak Roshak, Elite, *Loki* (WIA)
MechWarrior Jafuld, Veteran, *Dasher* (WIA)
MechWarrior Praela, Veteran, *Dasher*
MechWarrior Hytha, Veteran, *Uller* (WIA)
MechWarrior Gedwin, Veteran, *Uller A* (WIA)

Charlie Eye 2

Star Commander Hela, Elite, *Uller* (KIA)
MechWarrior Yvolla, Elite, *Uller*
MechWarrior Bjarna, Veteran, *Uller A* (KIA)
MechWarrior Kip, Veteran, *Uller* (KIA)
MechWarrior Freda, Veteran, *Puma*

Charlie Eye 3

Star Commander Urgal, Elite, *Uller* (WIA)
MechWarrior Ami, Veteran, *Uller* (KIA)
MechWarrior Greff, Veteran, *Uller B* (WIA)
MechWarrior Begwil, Veteran, *Uller*
MechWarrior Pretur, Veteran, *Uller A*

TRINARY DELTA

Unit Nickname: None

Unit Identification: A blood-red "D" to the left of the Cluster insignia

Delta Nova

MechWarrior Jyles, Elite, *Loki* (WIA)
Star Captain Vecky Thastus, Elite (WIA), 4 Elementals
MechWarrior Noparine, Elite, *Uller A*
Point Commander Fresa, Elite (KIA), 4 Elementals
MechWarrior Jillor, Elite, *Ferris*
Point Commander Bresh, Veteran (KIA), 4 Elementals
MechWarrior Valt, Veteran, *Uller* (WIA)
Point Commander Osca, Veteran, 4 Elementals
MechWarrior Neta, Veteran, *Uller* (KIA)
Point Commander Victor, Veteran (WIA), 4 Elementals

Delta Strider 1

Star Commander Joquim Icaza, Elite (WIA), 4 Elementals
Point Commander Kimler, Veteran, 4 Elementals
Point Commander Sosan, Veteran (KIA), 4 Elementals
Point Commander Cledon, Veteran (KIA), 4 Elementals
Point Commander Ghrotha, Veteran, 4 Elementals

Delta Strider 2

Star Commander Huan, Elite, 4 Elementals
Point Commander Felbret, Veteran (WIA), 4 Elementals
Point Commander Salva, Veteran (WIA), 4 Elementals
Point Commander Afrinn, Veteran (KIA), 4 Elementals
Point Commander Cwor, Veteran (WIA), 4 Elementals

TRINARY ECHO

Unit Nickname: None

Unit Identification: A blood-red "E" to the left of the Cluster insignia

Echo Wing 1

Star Captain Bjarn Folkner, Elite, *Avar* (WIA)
Pilot Tuvinnia, Elite, *Avar* (KIA)
Pilot Racium, Elite, *Sabutai*
Pilot Grandon, Veteran, *Sabutai* (WIA)
Pilot Boris, Veteran, *Batu*
Pilot Stella, Veteran, *Batu* (WIA)
Pilot Veshosh, Veteran, *Batu* (KIA)
Pilot Drewent, Veteran, *Batu* (WIA)
Pilot James, Veteran, *Sabutai*
Pilot Proval, Veteran, *Sabutai* (KIA)

Echo Wing 2

Star Commander Lila, Elite, *Sabutai* (WIA)
Pilot Heliff, Elite, *Sabutai*
Pilot Yert, Elite, *Batu*
Pilot Beffan, Veteran, *Batu* (WIA)
Pilot Inthia, Veteran, *Kirghiz* (WIA)
Pilot Fredan, Veteran, *Kirghiz* (WIA)
Pilot Loya, Veteran, *Batu*
Pilot Drezz, Veteran, *Batu* (WIA)
Pilot Crells, Veteran, *Bashkir* (WIA)
Pilot Thell, Veteran, *Bashkir*



Echo Wing 3

Star Commander Regall Hazen, Elite, *Vandal*
 Pilot Brenson, Elite, *Vandal* (WIA)
 Pilot Saoda, Elite, *Sulla* (KIA)
 Pilot Ryler, Veteran, *Sulla* (KIA)
 Pilot Nichols, Veteran, *Batu*
 Pilot Lyll, Veteran, *Batu* (KIA)
 Pilot Thagan, Veteran, *Scytha*
 Pilot Fedsa, Veteran, *Scytha*
 Pilot Wega, Veteran, *Bashkir*
 Pilot Prydon, Veteran, *Bashkir* (WIA)

SUPPORT VESSELS

1 *Aegis* Class Cruiser: *Morning Violence*
 2 *Overlord* Class DropShips: *Red Sunrise*, *Red Sacrifice*
 1 *Union* Class DropShip: *Morning Murder*

STAR COLONEL YESUKAI SHAMBAG

Commander of the Fourth Falcon Talon Cluster

Considered a conservative even by Clan Jade Falcon standards, Star Colonel Yesukai Shambag's rigid adherence to traditional tactics puts her at a disadvantage against Inner Sphere opponents, and her pathological dislike of freebirths cost her the services of a number of talented warriors. Following Tukayyid, Khan Chistu transferred the Fourth Falcon Talon Cluster to Omicron Galaxy, a move that Star Colonel Shambag protested, but in vain. Galaxy Commander Angeline Mattlov was happy to be rid of the Star Colonel.

4TH FALCON VELITES

Commander: Star Colonel Evak Mattlov

Unit Status: Elite

Unit Nickname: White Vision

Unit Insignia: A swooping arctic gyrfalcon trailing a white ring around a shadowed blue world.

CLUSTER COMMAND STAR

Unit Identification: A white star to the left of the Cluster insignia

Star Colonel Evak Mattlov, Elite, *Daishi* (WIA)

MechWarrior Montgomery Roshak, Elite, *Gladiator*

MechWarrior Jensen, Elite, *Thor A* (WIA)

MechWarrior Danton, Elite, *Mad Cat* (WIA)

MechWarrior Tyne, Elite, *Loki* (KIA)

TRINARY ALPHA

Unit Nickname: None

Unit Identification: A white "A" to the left of the Cluster insignia

Alpha Talon 1

Star Captain Benjamin Eodrap, Elite, *Gladiator* (WIA)

MechWarrior Cordian, Elite, *Thor*

MechWarrior Dryfuss, Elite, *Daishi* (KIA)

MechWarrior Terrance, Elite, *Gladiator* (KIA)

MechWarrior Alexandra, Veteran, *Thor A*

Alpha Talon 2

Star Commander Ivan Running-Elk, Elite, *Daishi* (WIA)

MechWarrior Kevon, Elite, *Thor* (WIA)

MechWarrior Rita, Elite, *Thor* (WIA)

MechWarrior Paula, Elite, *Man O'War* (WIA)

MechWarrior Shaula, Veteran, *Vulture* (WIA)

Alpha Beak

Star Commander Daniel, Elite, *Thor A*

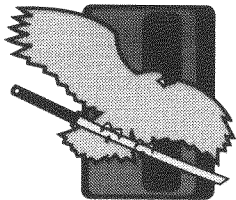
MechWarrior Wekkers, Elite, *Thor* (KIA)

MechWarrior Henrita, Elite, *Vulture*

MechWarrior Dillon, Veteran, *Loki A*

MechWarrior Uewers, Veteran, *Black Hawk* (KIA)





TRINARY BRAVO

Unit Nickname: None

Unit Identification: A white "B" to the left of

the Cluster insignia

Bravo Talon 1

Star Captain Jezebel Pryde, Elite, *Masakari*
MechWarrior Quathdon, Elite, *Man O'War* (WIA)
MechWarrior Lincom, Elite, *Thor* (KIA)
MechWarrior Wetta, Elite, *Man O'War* (WIA)
MechWarrior Ith, Veteran, *Gladiator*

Bravo Talon 2

Star Commander Boris Buhallin, Elite, *Daishi* (WIA)
MechWarrior Pheobus, Elite, *Thor*
MechWarrior Richard, Elite, *Thor*
MechWarrior Gethiz, Elite, *Man O'War* (WIA)
MechWarrior Helen, Veteran, *Gladiator*

Bravo Beak

Star Commander Hern Roshak, Elite, *Thor* (WIA)
MechWarrior Chang, Elite, *Ryoken*
MechWarrior Sewed, Elite, *Ferris* (KIA)
MechWarrior Orrin, Veteran, *Uller* (WIA)
MechWarrior Rhiannon, Veteran, *Thor*

TRINARY CHARLIE

Unit Nickname: None

Unit Identification: A white "C" to the left of the Cluster insignia

Charlie Nova

Star Captain Jacque Buhallin, Elite, *Gladiator* (WIA)
Point Commander Sardon Thastus, Elite (WIA), 4 Elementals
MechWarrior Nyles Hazen, Elite, *Man O'War*
Point Commander Lyle Icaza, Elite (WIA), 4 Elementals
MechWarrior Gangin, Elite, *Thor* (WIA)
Point Commander Elizabeth, Veteran, 4 Elementals
MechWarrior Victor, Veteran, *Ryoken* (KIA)
Point Commander Caswallar, Veteran (KIA), 4 Elementals
MechWarrior Bythwarn, Elite, *Uller*
Point Commander Carla, Veteran (KIA), 4 Elementals

Charlie Strider 1

Star Commander Fedda Thastus, Elite, (WIA) 4 Elementals
Point Commander Wevorn, Elite (WIA), 4 Elementals
Point Commander Bentley, Elite (WIA), 4 Elementals
Point Commander Nancil, Veteran, 4 Elementals
Point Commander Killon, Veteran, 4 Elementals

Charlie Strider 2

Star Commander Hyron Icaza, Elite (KIA), 4 Elementals
Point Commander Bocarl, Elite (KIA), 4 Elementals
Point Commander Dasic, Elite, 4 Elementals
Point Commander Zedmore, Veteran, 4 Elementals
Point Commander Quaw, Veteran, 4 Elementals

TRINARY DELTA

Unit Nickname: None

Unit Identification: A white "D" to the left of the Cluster insignia

Delta Nova

Star Captain Youngblood Hazen, Elite, *Uller*
Point Commander Kassy Hazen, Elite (WIA), 4 Elementals
MechWarrior Joppel, Elite, *Black Hawk* (WIA)
Point Commander Randi Icaza, Elite, 4 Elementals
MechWarrior Jennif, Elite, *Loki* (WIA)
Point Commander Hogan, Elite (KIA), 4 Elementals
MechWarrior Tymons, Elite, *Thor A*
Point Commander Brigand, Veteran (WIA), 4 Elementals
MechWarrior Gail, Veteran, *Masakari A* (KIA)
Point Commander Sigmund, Veteran (WIA), 4 Elementals

Delta Strider 1

Star Commander Weber Osborne, Elite, 4 Elementals
Point Commander Gallen, Elite (WIA), 4 Elementals
Point Commander Ustus, Elite (WIA), 4 Elementals
Point Commander Loden, Veteran, 4 Elementals
Point Commander Lipton, Veteran, 4 Elementals

Delta Strider 2

Star Commander Quallun Thastus, Elite (WIA), 4 Elementals
Point Commander Bryle, Elite, 4 Elementals
Point Commander Sawyer, Elite (KIA), 4 Elementals
Point Commander Niddurn, Veteran (WIA), 4 Elementals
Point Commander Hythan, Veteran, 4 Elementals

TRINARY ECHO

Unit Nickname: None

Unit Identification: A white "E" to the left of the Cluster insignia

Echo Wing 1

Star Captain Gale Folkner, Elite, *Vandal*
Pilot Henry Von Jankmon, Elite, *Vandal* (WIA)
Pilot Nada, Elite, *Turk* (WIA)
Pilot Kullon, Elite, *Turk* (WIA)
Pilot Hendrick, Elite, *Kirghiz* (WIA)
Pilot Iris, Elite, *Kirghiz*
Pilot Yllers, Elite, *Avar*
Pilot Nicholas, Veteran, *Avar* (KIA)
Pilot Edwina, Veteran, *Sulla* (KIA)
Pilot Byton, Veteran, *Sulla* (WIA)

Echo Wing 2

Star Commander Devin Folkner, Elite, *Scythia* (WIA)
Pilot Starla, Elite, *Scythia* (WIA)
Pilot Lytle, Elite, *Bashkir*
Pilot Wellington, Elite, *Bashkir* (WIA)
Pilot Quan, Elite, *Sabutai*
Pilot Killian, Elite, *Sabutai* (WIA)
Pilot Boris, Elite, *Batu* (KIA)
Pilot Lothan, Veteran, *Batu*
Pilot Gregg, Veteran, *Jagatai*
Pilot Gelda, Veteran, *Jagatai* (KIA)

Echo Wing 3

Star Commander Salton Oberg, Elite, *Visigoth* (WIA)
Pilot Daniel, Elite, *Visigoth*
Pilot Morgan, Elite, *Jenghiz* (WIA)
Pilot Zevan, Elite, *Jenghiz* (WIA)
Pilot Cathy, Elite, *Avar* (WIA)
Pilot Richard, Elite, *Avar*
Pilot Nyles, Elite, *Sabutai*
Pilot Sanders, Veteran, *Sabutai* (KIA)
Pilot Lequan, Veteran, *Kirghiz* (KIA)
Pilot Juan, Veteran, *Kirghiz* (WIA)

SUPPORT VESSELS

1 *Aegis* Class Cruiser: *White Talon*
2 *Overlord* Class DropShips: *Blizzard*, *Ice Storm*
1 *Union* Class DropShip: *Krelthelic*

STAR COLONEL EVAK MATTLOV

Commander of the Fourth Falcon Velites

Evak succeeded Galaxy Commander Angeline Mattlov as commander of the Fourth Falcon Velites. Some in Clan Jade Falcon consider him a ristar because he attained the rank of Star Colonel by the age of thirty-one. In the past four years, Evak Mattlov has earned a reputation as a brutal fighter and cunning strategist.

Galaxy Commander Angeline Mattlov nominated the Star Colonel to compete for his Bloodname, and may be grooming him for an influential position in the Clan.

Khan Chistu allowed Peregrine Galaxy to retain the Fourth Velites in the reorganization following Tukayyid, making the Fourth the premier Cluster in a leaner Galaxy. The fact that the Galaxy maintained its position, and the relationship between the Galaxy Commander and Star Colonel Evak, means the Fourth Velites' standing should continue to improve.

STAR CAPTAIN JEZEBEL PRYDE

Commander of Bravo Talon 1, Trinary Bravo, Fourth Falcon Velites, Peregrine Galaxy

Star Captain Jezebel Pryde is a fearless but unimaginative commander. Her main strength is her photographic memory, which, combined with a passion for military history, enables Star Captain Pryde to draw the solutions to present tactical dilemmas from previous battles. Unfortunately, Clan history provided inadequate information to deal with the unorthodox tactics of her Inner Sphere opponents.

Though she shares a Bloodname with Star Colonel Aidan Pryde, she makes no attempt to hide her contempt for him, and believes he dishonors the Pryde name.

8TH FALCON REGULARS CLUSTER

Commander: Star Colonel Brikai Buhallin

Unit Status: Veteran

Unit Nickname: The Scarlet Scythes

Unit Insignia: A Grim Reaper with a scythe dripping blood.

CLUSTER COMMAND STAR

Unit Identification: A blood-red star to the left of the Cluster insignia

Star Colonel Brikai Buhallin, Elite, *Uller A* (WIA)

MechWarrior Sander Pryde, Elite, *Puma*

MechWarrior Vespasian, Elite, *Dragonfly* (WIA)

MechWarrior Drago, Elite, *Thor* (WIA)

MechWarrior Collin, Elite, *Dasher A* (WIA)

TRINARY ALPHA

Unit Nickname: None

Unit Identification: A blood-red "A" to the left of the Cluster insignia

Alpha Beak 1

Star Captain Amado Roshak, Elite, *Loki* (WIA)

MechWarrior Gretchen, Elite, *Black Hawk*

MechWarrior Hector, Elite, *Ryoken* (WIA)

MechWarrior Gabriel, Veteran, *Black Hawk* (KIA)

MechWarrior Symon, Veteran, *Uller*

Alpha Beak 2

Star Commander Ferna, Elite, *Vulture* (WIA)

MechWarrior Yolan, Elite, *Loki*

MechWarrior Diaz, Veteran, *Uller* (KIA)

MechWarrior Corbin, Veteran, *Fenris* (WIA)

MechWarrior Litton, Veteran, *Uller*

Alpha Eye

Star Commander Denise, Elite, *Uller*

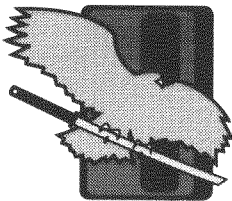
MechWarrior Wendin, Elite, *Dasher* (WIA)

MechWarrior Kothar, Elite, *Uller* (WIA)

MechWarrior Brandon, Veteran, *Dasher* (KIA)

MechWarrior Cedwin, Veteran, *Uller* (WIA)





TRINARY BRAVO

Unit Nickname: None

Unit Identification: A blood-red "B" to the left of the Cluster insignia

Bravo Eye 1

Star Captain Jeremiah Hazen, Elite, *Uller A*
MechWarrior Prager, Veteran, *Koshi* (WIA)
MechWarrior Luins, Veteran, *Puma*
MechWarrior Reffar, Veteran, *Uller* (WIA)
MechWarrior Natha, Veteran, *Uller* (WIA)

Bravo Eye 2

Star Commander Caro, Elite, *Dragonfly A*
MechWarrior Bethan, Veteran, *Uller*
MechWarrior Clathon, Veteran, *Uller* (KIA)
MechWarrior Frewer, Veteran, *Uller* (KIA)
MechWarrior Cesal, Veteran, *Dasher*

Bravo Eye 3

Star Commander Iylers, Elite, *Uller A*
MechWarrior Procaïn, Veteran, *Daishi* (KIA)
MechWarrior Bradon, Veteran, *Uller A* (KIA)
MechWarrior Herve, Veteran, *Uller* (KIA)
MechWarrior Nikita, Veteran, *Uller B* (KIA)

TRINARY CHARLIE

Unit Nickname: None

Unit Identification: A blood-red "C" to the left of the Cluster insignia

Charlie Eye 1

Star Captain Terrence Mattlov, Elite, *Uller* (WIA)
MechWarrior Gillian, Elite, *Koshi* (WIA)
MechWarrior Delot, Elite, *Koshi* (WIA)
MechWarrior Sabrina, Veteran, *Dasher*
MechWarrior Edee, Veteran, *Uller*

Charlie Eye 2

Star Commander Sjalum, Elite, *Dasher* (WIA)
MechWarrior Greer, Veteran, *Uller*
MechWarrior Francesca, Veteran, *Uller* (WIA)
MechWarrior Jolene, Veteran, *Uller A*
MechWarrior Casad, Veteran, *Uller* (WIA)

Charlie Eye 3

Star Commander Pivian, Elite, *Puma* (WIA)
MechWarrior Fedwin, Veteran, *Uller* (WIA)
MechWarrior Begran, Veteran, *Dasher A* (KIA)
MechWarrior Sejura, Veteran, *Puma*
MechWarrior Doquaran, Veteran, *Uller* (WIA)

TRINARY DELTA

Unit Nickname: None

Unit Identification: A blood-red "D" to the left of the Cluster insignia

Delta Nova

MechWarrior Kitrid, Elite, *Uller* (WIA)
Star Captain Hagar Icaza, Elite (WIA), 4 Elementals
MechWarrior Palu, Elite, *Uller*
Point Commander Stephan, Veteran (WIA), 4 Elementals
MechWarrior Brydon, Veteran, *Uller*
Point Commander Ona, Veteran (WIA), 4 Elementals
MechWarrior Vash, Veteran, *Uller* (KIA)
Point Commander Cray, Veteran, 4 Elementals
MechWarrior Pidan, Veteran, *Uller*
Point Commander Tanya, Veteran, 4 Elementals

Delta Strider 1

Star Commander Teff Thastus, Elite (WIA), 4 Elementals
Point Commander Phathan, Veteran, 4 Elementals
Point Commander Jllal, Veteran (WIA), 4 Elementals
Point Commander Bizell, Veteran (WIA), 4 Elementals
Point Commander Gaham, Veteran, 4 Elementals

Delta Strider 2

Star Commander Howarth, Elite, 4 Elementals
Point Commander Tregan, Veteran (KIA), 4 Elementals
Point Commander Swenton, Veteran (KIA), 4 Elementals
Point Commander Thravin, Veteran, 4 Elementals
Point Commander Brenton, Veteran, 4 Elementals

TRINARY ECHO

Unit Nickname: None

Unit Identification: A blood-red "E" to the left of the Cluster insignia

Echo Wing 1

Star Captain Caroline Mattlov, Elite, *Sabutai* (WIA)
Pilot Geffen, Elite, *Sabutai*
Pilot Jorhal, Veteran, *Batu* (WIA)
Pilot Fassic, Veteran, *Batu*
Pilot Beffran, Veteran, *Batu* (KIA)
Pilot Bedwin, Veteran, *Batu* (WIA)
Pilot Stronton, Veteran, *Avar*
Pilot Eren, Veteran, *Avar* (KIA)
Pilot Swigg, Veteran, *Sulla*
Pilot Drabin, Veteran, *Sulla* (WIA)

Echo Wing 2

Star Commander Luther, Elite, *Turk* (KIA)
Pilot Storgan, Veteran, *Turk* (WIA)
Pilot Julian, Veteran, *Sabutai*
Pilot Necin, Veteran, *Sabutai* (KIA)
Pilot Vedders, Veteran, *Batu*
Pilot Dalm, Veteran, *Batu* (WIA)
Pilot Fjinc, Veteran, *Sulla*
Pilot Bress, Veteran, *Sulla* (WIA)
Pilot Katar, Veteran, *Batu* (WIA)
Pilot Nebbor, Veteran, *Batu*



89TH FALCON STRIKER CLUSTER

Commander: Star Colonel Devinnia Guili

Unit Status: Veteran

Unit Nickname: The Justice Falcons

Unit Insignia: A black falcon perched on the fist of a hooded executioner.

CLUSTER COMMAND STAR

Unit Identification: A black star to the left of the Cluster insignia

Star Colonel Devinnia Guili, Elite, *Thor* (WIA)

MechWarrior Deloras, Elite, *Loki* (WIA)

MechWarrior Kalif, Elite, *Uller* (WIA)

MechWarrior Brigán, Elite, *Uller A* (WIA)

MechWarrior Favíc, Elite, *Uller* (WIA)

TRINARY ALPHA

Unit Nickname: None

Unit Identification: A black "A" to the left of the Cluster insignia

Alpha Beak 1

Star Captain Prentice, Elite, *Loki* (WIA)

MechWarrior Quavian, Elite, *Black Hawk* (KIA)

MechWarrior Othela, Elite, *Loki*

MechWarrior Wesley, Elite, *Vulture*

MechWarrior Ivian, Veteran, *Vulture* (KIA)

Alpha Beak 2

Star Commander Ecco, Elite, *Fenris* (WIA)

MechWarrior Ullavin, Elite, *Black Hawk* (KIA)

MechWarrior Richard, Veteran, *Loki* (WIA)

MechWarrior Yallowa, Veteran, *Thor*

MechWarrior Trent, Veteran, *Uller A*

Alpha Eye

Star Commander Grendal, Elite, *Uller B* (WIA)

MechWarrior Havin, Elite, *Uller*

MechWarrior Fracine, Elite, *Dasher*

MechWarrior Kath, Veteran, *Koshi* (KIA)

MechWarrior Danielle, Veteran, *Fenris A*

Echo Wing 3

Star Commander Avernathy Von Jankmon, Elite, *Scytha*

Pilot Karoff, Elite, *Scytha* (KIA)

Pilot Crevor, Veteran, *Bashkir* (WIA)

Pilot Tess, Veteran, *Bashkir*

Pilot Isad, Veteran, *Sabutai* (KIA)

Pilot Gyle, Veteran, *Sabutai*

Pilot Khoral, Veteran, *Batu* (WIA)

Pilot Bycan, Veteran, *Batu* (WIA)

Pilot Srac, Veteran, *Batu*

Pilot Weddar, Veteran, *Batu* (WIA)

SUPPORT VESSELS

1 *Aegis* Class Cruiser: *Lord Death*

2 *Overlord* Class DropShips: *Red Masque*, *Blood Castle*

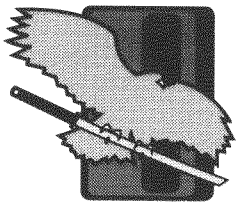
1 *Union* Class DropShip: *Grim Reaper*

STAR COLONEL BRIKAI BUHALLIN

Commander of the Eighth Falcon Regulars Cluster

Star Colonel Brikai Buhallin is a bear of a man. A running joke in Peregrine Galaxy claims that he was born to an Elemental sibko, and a mix-up made him a MechWarrior by mistake. More open-minded than most trueborns, he fraternizes with the lowliest MechWarriors and even techs. Many of his superior officers, including Galaxy Commander Mattlov and Star Colonel Evak Mattlov, disapprove of this behavior. He inspires his men in battle, and many apparently certain defeats turn into victories with his leadership. His achievements mute many of the complaints about his behavior; even so, Galaxy Commander Mattlov accepted Khan Chistu's posting of the Regulars to Iota Galaxy on Sudeten.





TRINARY BRAVO

Unit Nickname: None

Unit Identification: A black "B" to the left of

the Cluster insignia

Bravo Eye 1

Star Captain Bishop, Elite, *Uller A* (WIA)
MechWarrior Nora, Elite, *Puma*
MechWarrior Vance, Elite, *Uller* (KIA)
MechWarrior Morgana, Veteran, *Uller* (WIA)
MechWarrior Cyle, Veteran, *Dasher* (WIA)

Bravo Eye 2

Star Commander Luther, Elite, *Puma*
MechWarrior Xerk, Elite, *Uller* (KIA)
MechWarrior Karol, Elite, *Uller* (WIA)
MechWarrior Zephan, Elite, *Uller*
MechWarrior Jules, Veteran, *Uller A* (KIA)

Bravo Eye 3

Star Commander Tyler, Elite, *Thor* (KIA)
MechWarrior Yolena, Elite, *Uller A* (WIA)
MechWarrior Ukley, Elite, *Uller* (WIA)
MechWarrior Rita, Veteran, *Uller*
MechWarrior Irene, Veteran, *Dasher*

TRINARY CHARLIE

Unit Nickname: None

Unit Identification: A black "C" to the left of the Cluster insignia

Charlie Eye 1

Star Captain Tanner, Elite, *Uller* (KIA)
MechWarrior Nanci, Elite, *Dasher* (WIA)
MechWarrior Rocman, Elite, *Koshi* (WIA)
MechWarrior Maynard, Elite, *Koshi*
MechWarrior Edall, Veteran, *Uller* (WIA)

Charlie Eye 2

Star Commander Leonard, Elite, *Uller* (WIA)
MechWarrior Winham, Elite, *Koshi* (KIA)
MechWarrior Krista, Veteran, *Dasher*
MechWarrior Quarren, Veteran, *Puma* (KIA)
MechWarrior Clan, Veteran, *Uller B*

Charlie Eye 3

Star Commander Grant, Elite, *Puma* (WIA)
MechWarrior Hailey, Veteran, *Fenris* (WIA)
MechWarrior Fredric, Veteran, *Uller* (KIA)
MechWarrior Jason, Veteran, *Uller* (WIA)
MechWarrior Dallas, Veteran, *Uller*

TRINARY DELTA

Unit Nickname: None

Unit Identification: A black "D" to the left of the Cluster insignia

Delta Nova

Star Captain Jason, Elite, *Uller A* (WIA)
Point Commander Kay, Elite (WIA), 4 Elementals
MechWarrior Sarah, Elite, *Uller*
Point Commander Nigel, Elite (KIA), 4 Elementals
MechWarrior Drallon, Elite, *Uller* (WIA)
Point Commander Ophel, Elite (WIA), 4 Elementals
MechWarrior Slaney, Veteran, *Uller*
Point Commander Kuphter, Veteran (WIA), 4 Elementals
MechWarrior Laggan, Veteran, *Uller* (KIA)
Point Commander Wedur, Veteran, 4 Elementals

Delta Strider 1

Star Commander Olla, Elite (WIA), 4 Elementals
Point Commander Pauly, Elite (KIA), 4 Elementals
Point Commander Gretha, Elite, 4 Elementals
Point Commander Zena, Elite (KIA), 4 Elementals
Point Commander Richardo (WIA), Veteran, 4 Elementals

Delta Strider 2

Star Commander Hagur, Elite (WIA), 4 Elementals
Point Commander Phovan (WIA), Veteran, 4 Elementals
Point Commander Gretal, Veteran, 4 Elementals
Point Commander Edvan (WIA), Veteran, 4 Elementals
Point Commander Tilluc, Veteran, 4 Elementals

TRINARY ECHO

Unit Nickname: None

Unit Identification: A black "E" to the left of the Cluster insignia

Echo Wing 1

Star Captain Vabbian Mattlov, Elite, *Vandal* (WIA)
Pilot Bathul, Elite, *Vandal* (WIA)
Pilot Keddan, Elite, *Turk*
Pilot Quav, Elite, *Turk* (WIA)
Pilot Paula, Elite, *Batu* (WIA)
Pilot Greta, Elite, *Batu*
Pilot Somja, Veteran, *Scythia* (WIA)
Pilot Newers, Veteran, *Scythia*
Pilot Richard, Veteran, *Kirghiz* (KIA)
Pilot Mira, Veteran, *Kirghiz* (WIA)

Echo Wing 2

Star Commander Lola, Elite, *Vandal* (KIA)
Pilot Neddan, Elite, *Vandal* (WIA)
Pilot Brian, Elite, *Sulla* (WIA)
Pilot Savil, Elite, *Sulla*
Pilot Freddan, Veteran, *Jenghiz* (WIA)
Pilot Boggans, Veteran, *Jenghiz*
Pilot Howard, Veteran, *Kirghiz* (WIA)
Pilot Raff, Veteran, *Kirghiz* (KIA)
Pilot Danton, Veteran, *Batu* (WIA)
Pilot Mircan, Veteran, *Batu*

Echo Wing 3

Star Commander Garric, Elite, *Sulla*
Pilot Tyler, Elite, *Sulla* (KIA)
Pilot Sonja, Elite, *Sabutai* (WIA)
Pilot Aleksandr, Elite, *Sabutai*
Pilot Grace, Elite, *Turk* (WIA)
Pilot David, Veteran, *Turk* (WIA)
Pilot Karolin, Veteran, *Batu* (WIA)
Pilot Kieth, Veteran, *Batu* (WIA)
Pilot Baga, Veteran, *Kirghiz*
Pilot Nanci, Regular, *Kirghiz* (KIA)

SUPPORT VESSELS

1 *Aegis* Class Cruiser: *Black Justice*
2 *Overlord* Class DropShips: *Scales*, *Blindfold*
1 *Union* Class DropShip: *Punishment*

STAR COLONEL DEVINNIA GUILLI

Commander of the 89th Falcon Striker Cluster

Star Colonel Guillli is a trueborn liberal in a very conservative Clan. Her brilliant career testifies to her skills as a warrior and to her ability to weave her way through the web of Clan politics. The 89th Falcon Striker Cluster has the highest percentage of freebirth warriors of any first-line unit in the Peregrine Galaxy. Star Colonel Guillli's even-handed treatment of trueborn and freeborn alike has cost her a number of trueborn warriors, who transferred to other units in disgust. The percentage of freebirths in the 89th has increased as a result.

Star Colonel Yesukai Shambag of the Fourth Falcon Talon despises Star Colonel Devinnia Guillli. However, the rumor that Shambag told Galaxy Commander Angeline Mattlov, "either she (Devinnia) goes or I go," is unrelated to the Fourth Falcon Talon Cluster's transfer to the Omicron Galaxy; Khan Chistu made that assignment.

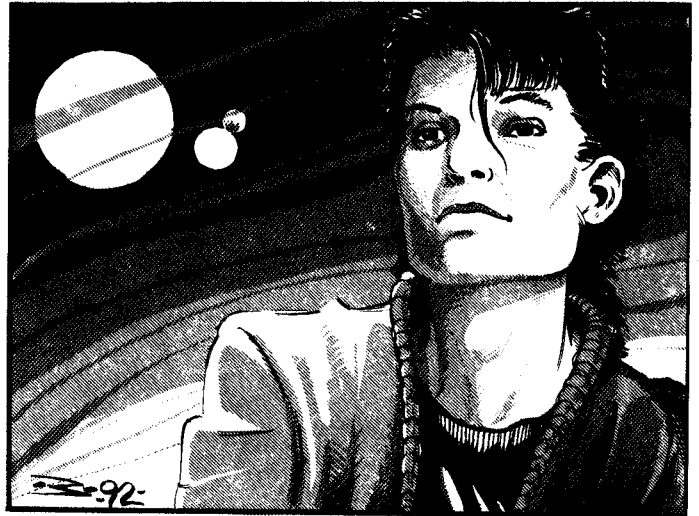
STAR CAPTAIN JASON

Commander of Trinary Delta, 89th Falcon Striker Cluster, Peregrine Galaxy

Star Captain Jason is one of a handful of freebirth Elemental warriors in Clan Jade Falcon. His mother was a member of the laborers caste; his father was an Elemental trueborn who tested out of warrior training and joined the scientist caste. His father's influential friends and a purloined suit of Elemental battle armor allowed him to make a Trial of Position. He faced enormous prejudice early in his career, and has worked hard to overcome it, using diligence and intelligence to earn the rank of Star Captain and command of Trinary Delta.

This Cluster is secretly an embarrassment to Clan Jade Falcon. A successful battle record in a unit containing so many freebirth warriors tends to disprove the traditional idea that freebirths are only fit for garrison and other second-line duties.

High losses in the invasion makes it impossible for the Falcon high command to disband this veteran unit. Trinary Delta's popularity with the other Clan castes provides an additional reason for their continued existence. The warrior caste may be preeminent, but it cannot ignore the opinions of the other castes without paying a political price.



94TH STRIKER CLUSTER

Commander: Star Colonel Kristen Redmond

Unit Status: Elite

Unit Nickname: Black Vision

Unit Insignia: A swooping black falcon trailing a black ring around a shadowed blood-red world.

CLUSTER COMMAND STAR

Unit Identification: A black star to the left of the Cluster insignia
Star Colonel Kristen Redmond, Elite, *Loki* (WIA)

MechWarrior Tanya Pryde, Elite, *Loki*

MechWarrior Deval, Elite, *Uller A* (KIA)

MechWarrior Gengra, Elite, *Dasher* (WIA)

MechWarrior Pith, Elite, *Koshi A*

TRINARY ALPHA

Unit Nickname: None

Unit Identification: A black "A" to the left of the Cluster insignia

Alpha Beak 1

Star Captain Jaunie Zywoť, Elite, *Black Hawk A*

MechWarrior Davvin, Elite, *Thor* (WIA)

MechWarrior Sheanna, Elite, *Loki A* (WIA)

MechWarrior Nichols, Elite, *Ryoken*

MechWarrior Bryant, Veteran, *Vulture* (WIA)

Alpha Beak 2

Star Commander Ithan, Elite, *Uller* (WIA)

MechWarrior Koplin, Elite, *Loki* (WIA)

MechWarrior Geloit, Elite, *Uller A* (KIA)

MechWarrior Marietta, Elite, *Puma* (WIA)

MechWarrior Dreffin, Veteran, *Thor*

Alpha Talon

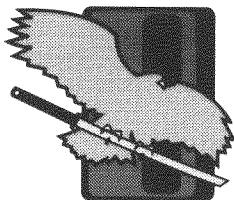
Star Commander Cyrill Hazen, Elite, *Man O' War*

MechWarrior Jentry, Elite, *Thor*

MechWarrior Fatha, Elite, *Mad Cat*

MechWarrior Korthan, Veteran, *Loki*

MechWarrior Damil, Veteran, *Gladiator*



TRINARY BRAVO

Unit Nickname: None

Unit Identification: A black "B" to the left of

the Cluster insignia

Bravo Beak 1

Star Captain Anwar Yung, Elite, *Loki A* (WIA)
MechWarrior Juliet, Elite, *Ryoken*
MechWarrior Uan, Elite, *Fenris* (WIA)
MechWarrior Kislur, Elite, *Fenris A* (WIA)
MechWarrior Lytton, Veteran, *Vulture* (WIA)

Bravo Beak 2

Star Commander Mervin, Elite, *Black Hawk* (KIA)
MechWarrior Wendal, Elite, *Ryoken*
MechWarrior Jyles, Elite, *Loki* (KIA)
MechWarrior Cfan, Elite, *Vulture*
MechWarrior Nesson, Veteran, *Loki A*

Bravo Eye

Star Commander Zeggag, Elite, *Dragonfly* (WIA)
MechWarrior Vedan, Elite, *Uller A*
MechWarrior Nacl, Elite, *Uller* (KIA)
MechWarrior Laurent, Veteran, *Uller* (KIA)
MechWarrior Dawal, Veteran, *Puma*

TRINARY CHARLIE

Unit Nickname: None

Unit Identification: A black "D" to the left of the Cluster insignia

Charlie Nova

Star Captain Tyler, Elite, *Loki* (WIA)
Point Commander Hogan Icaza, Elite (WIA), 4 Elementals
MechWarrior Sarafina, Elite, *Thor A*
Point Commander Lopen, Elite (KIA), 4 Elementals
MechWarrior Gaddny, Elite, *Uller*
Point Commander Rewels, Elite (WIA), 4 Elementals
MechWarrior Vacals, Elite, *Uller B* (WIA)
Point Commander Joquon, Elite, 4 Elementals
MechWarrior Neda, Veteran, *Mad Cat* (KIA)
Point Commander Grevvins, Elite, 4 Elementals

Charlie Strider 1

Star Commander Maya, Elite (WIA), 4 Elementals
Point Commander Dorville, Elite (WIA), 4 Elementals
Point Commander Brillunt, Elite (KIA), 4 Elementals
Point Commander Drex, Elite, 4 Elementals
Point Commander Hyffa, Veteran (WIA), 4 Elementals

Charlie Strider 2

Star Commander Piercy, Elite (WIA), 4 Elementals
Point Commander Steresa, Elite (KIA), 4 Elementals
Point Commander Fallon, Elite, 4 Elementals
Point Commander Melinda, Veteran, 4 Elementals
Point Commander Andree, Veteran, 4 Elementals

TRINARY DELTA

Unit Nickname: None

Unit Identification: A black "D" to the left of the Cluster insignia

Delta Nova

Star Captain Seward Buhallin, Elite, *Loki A*
Point Commander Pons, Elite (WIA), 4 Elementals
MechWarrior Weaver, Elite, *Gladiator* (WIA)
Point Commander Hilda, Elite (WIA), 4 Elementals
MechWarrior Iza, Elite, *Thor* (KIA)
Point Commander Benja, Elite (KIA), 4 Elementals
MechWarrior Neary, Elite, *Loki*
Point Commander Editha, Elite, 4 Elementals
MechWarrior Nilly, Veteran, *Uller*
Point Commander Franklin, Elite (KIA), 4 Elementals

Delta Strider 1

Star Commander Timons, Elite (WIA), 4 Elementals
Point Commander Deirdra, Elite (KIA), 4 Elementals
Point Commander Savina, Elite (WIA), 4 Elementals
Point Commander Bevia, Veteran, 4 Elementals
Point Commander Tullam, Veteran (KIA), 4 Elementals

Delta Strider 2

Star Commander Perric, Elite (WIA), 4 Elementals
Point Commander Dassan, Elite, 4 Elementals
Point Commander Naran, Elite (WIA), 4 Elementals
Point Commander Qualla, Veteran (KIA), 4 Elementals
Point Commander Prill, Veteran, 4 Elementals

TRINARY ECHO

Unit Nickname: None

Unit Identification: A black "E" to the left of the Cluster insignia

Echo Wing 1

Star Captain Calvin Folkner, Elite, *Jagatai* (WIA)
Pilot Sallina, Elite, *Jagatai*
Pilot Gregory, Elite, *Turk* (KIA)
Pilot Ithal, Elite, *Turk*
Pilot Petra, Elite, *Sabutai* (WIA)
Pilot Wovil, Elite, *Sabutai* (KIA)
Pilot Najjal, Elite, *Sulla* (WIA)
Pilot Haggag, Elite, *Sulla*
Pilot Cewes, Veteran, *Batu* (WIA)
Pilot Brant, Veteran, *Batu* (WIA)

Echo Wing 2

Star Commander Robert, Elite, *Turk*
Pilot Styron, Elite, *Turk* (WIA)
Pilot Aggis, Elite, *Visigoth* (WIA)
Pilot Bewens, Elite, *Visigoth*
Pilot Henri, Elite, *Sabutai* (WIA)
Pilot Grene, Elite, *Sabutai*
Pilot Lovina, Elite, *Avar*
Pilot Wayne, Veteran, *Avar* (WIA)
Pilot Seamus, Veteran, *Bashkir* (KIA)
Pilot Becil, Veteran, *Bashkir*

Echo Wing 3

Star Commander Arra, Elite, *Sulla* (WIA)
Pilot Terrence, Elite, *Sulla*
Pilot Anker, Elite, *Turk* (WIA)
Pilot Albin, Elite, *Turk*
Pilot Noel, Elite, *Kirghiz* (WIA)
Pilot Sonia, Elite, *Kirghiz* (WIA)
Pilot Emery, Elite, *Batu* (WIA)
Pilot Curtis, Veteran, *Batu* (KIA)
Pilot Maffina, Veteran, *Jenghiz*
Pilot Carla, Veteran, *Jenghiz*

SUPPORT VESSELS

1 *Aegis* Class Cruiser: *Black Talon*
2 *Overlord* Class DropShips: *Pentagram*, *Coven*
1 *Union* Class DropShip: *Familiar*

STAR COLONEL KRISTEN REDMOND

Commander of the 94th Striker Cluster

Star Colonel Kristen Redmond just turned sixty. Every small ache, every gray hair magnifies her fear of being judged too old to command her front-line Cluster. To compensate, she takes enormous chances, not only personally, but with her command. Some see her aggressive approach as rising to the challenge of battle. Those who know her better believe she has a death wish. She, like most Clansmen, would rather die a colonel than transfer to a solahma unit, or worse, die of old age.

Only its outstanding combat capabilities keep the 94th Striker Cluster intact. Star Colonel Redmond's apparent death wish has brought the unit to the brink of defeat on a number of occasions. This makes their victories even more honorable in some eyes, but Clan Jade Falcon command is worried that this unit's luck is running out.

The Jade Falcon Khans have considered removing Star Colonel Redmond from her position more than once, but her recent string of victories brought the Clan much-needed prestige. Demoting Colonel Redmond would diminish her accomplishments.

STAR CAPTAIN KALVIN FOLKNER

Commander of Trinary Echo, 94th Striker Cluster, Peregrine Galaxy

The techs of Trinary Echo call Star Captain Calvin Folkner the "Iceman." Even by Clan standards, he is reserved. He lives for aerial combat, and disdains all activity not related to his profession with one exception: he is an avid painter. The intensity of his work impresses—and frightens—those who see it.

No one claims to know him well. His grim demeanor is legendary, and a story exists that Calvin Folkner only smiled once. When the fighter piloted by Kapten Tyra Miraborg of the Flying Drakøns rammed the bridge of the JumpShip *Dire Wolf*, killing the ilKhan and crippling the ship, he allowed himself a slight grin and murmured, "outstanding."

124TH STRIKER CLUSTER

Commander: Star Colonel Abraham ChiLi

Unit Status: Elite

Unit Nickname: The Blue Vision, The Blue Demons

Unit Insignia: A swooping peregrine falcon trailing a blue ring around a shadowed blue-black world.

CLUSTER COMMAND STAR

Unit Identification: A blue star to the left of the Cluster insignia

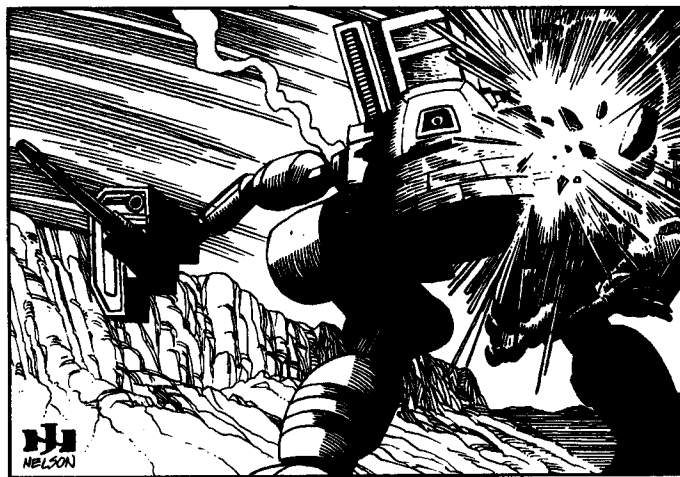
Star Colonel Abraham ChiLi, Elite, *Mad Cat*

MechWarrior Benjamin Helmer, Elite, *Man O'War* (WIA)

MechWarrior Oganar, Elite, *Thor* (WIA)

MechWarrior Frekon, Elite, *Loki A* (WIA)

MechWarrior Izabeth, Elite, *Uller A* (WIA)



TRINARY ALPHA

Unit Nickname: None

Unit Identification: A blue "A" to the left of the Cluster insignia

Alpha Talon 1

Star Captain Dreeson Pryde, Elite, *Gladiator A* (KIA)

MechWarrior Shelgur, Elite, *Gladiator*

MechWarrior Zena, Elite, *Man O'War* (KIA)

MechWarrior Krista, Elite, *Thor A*

MechWarrior Polonar, Elite, *Thor* (WIA)

Alpha Talon 2

Star Commander Fallon Hazen, Elite, *Masakari* (WIA)

MechWarrior Brendon, Elite, *Thor A* (WIA)

MechWarrior Ithica, Elite, *Daishi* (KIA)

MechWarrior Kelli, Elite, *Thor*

MechWarrior Van, Elite, *Man O'War* (KIA)

Alpha Beak

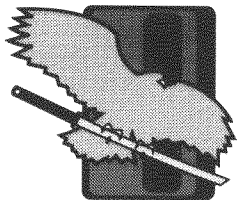
Star Commander Tanya Uston, Elite, *Thor*

MechWarrior Killian, Elite, *Loki A* (WIA)

MechWarrior Olipha, Elite, *Vulture* (WIA)

MechWarrior Nyles, Elite, *Loki* (WIA)

MechWarrior Sarak, Elite, *Thor B*



TRINARY BRAVO

Unit Nickname: None

Unit Identification: A blue "B" to the left of

the Cluster insignia

Bravo Talon 1

Star Captain Jindan Yont, Elite, *Daishi* (KIA)
 MechWarrior Hadan, Elite, *Thor A* (WIA)
 MechWarrior Kolmon, Elite, *Thor* (WIA)
 MechWarrior Pullic, Elite, *Masakari*
 MechWarrior Garith, Elite, *Thor A*

Bravo Talon 2

Star Commander Daniella Buhallin, Elite, *Thor*
 MechWarrior Bryant, Elite, *Gladiator* (WIA)
 MechWarrior Vance, Elite, *Man O'War* (WIA)
 MechWarrior Saffina, Elite, *Daishi*
 MechWarrior Notar, Elite, *Thor B* (WIA)

Bravo Beak

Star Commander Mangu Roshak, Elite, *Ryoken* (KIA)
 MechWarrior Bortai, Elite, *Loki A* (WIA)
 MechWarrior Sinthia, Elite, *Ryoken* (WIA)
 MechWarrior Iggan, Elite, *Loki*
 MechWarrior Edward, Elite, *Loki*

TRINARY CHARLIE

Unit Nickname: None

Unit Identification: A blue "C" to the left of the Cluster insignia

Charlie Nova

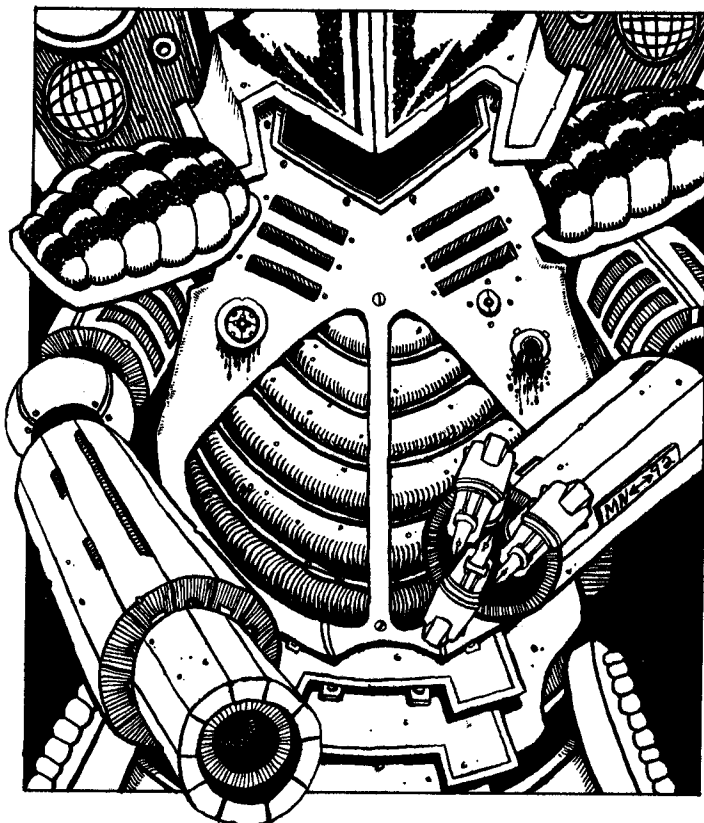
Star Captain Abaka Lovonski, Elite, *Man O'War* (WIA)
 Point Commander Temujin Icaza, Elite, 4 Elementals
 MechWarrior Tylon, Elite, *Mad Cat* (KIA)
 Point Commander Ghant, Elite (WIA), 4 Elementals
 MechWarrior Cewers, Elite, *Thor*
 Point Commander Pithan, Elite (WIA), 4 Elementals
 MechWarrior Dethan, Elite, *Thor*
 Point Commander Trincipic, Elite (KIA), 4 Elementals
 MechWarrior Yvonne, Elite, *Uller* (WIA)
 Point Commander Badden, Elite, 4 Elementals

Charlie Strider 1

Star Commander Kelly Thastus, Elite (WIA), 4 Elementals
 Point Commander Debbon, Elite, 4 Elementals
 Point Commander Clint, Elite (WIA), 4 Elementals
 Point Commander Wess, Elite, 4 Elementals
 Point Commander Noni, Elite, 4 Elementals

Charlie Strider 2

Star Commander Juchi Hazen, Elite, 4 Elementals
 Point Commander Okkin, Elite (WIA), 4 Elementals
 Point Commander Becca, Elite (KIA), 4 Elementals
 Point Commander Megan, Elite (KIA), 4 Elementals
 Point Commander Wevvan, Elite, 4 Elementals



TRINARY DELTA

Unit Nickname: None

Unit Identification: A blue "D" to the left of the Cluster insignia

Delta Nova

Star Captain Kaidu Binetti, Elite, *Uller*
 Point Commander Danton Chistu, Elite, 4 Elementals
 MechWarrior Essan, Elite, *Uller A* (WIA)
 Point Commander Yaganz, Elite (WIA), 4 Elementals
 MechWarrior Lron, Elite, *Loki A* (KIA)
 Point Commander Belltra, Elite, 4 Elementals
 MechWarrior Cessig, Elite, *Black Hawk*
 Point Commander Prentic, Elite (WIA), 4 Elementals
 MechWarrior Galliard, Veteran, *Thor*
 Point Commander Weddon, Veteran (KIA), 4 Elementals

Delta Strider 1

Star Commander Arathorn Icaza, Elite (WIA), 4 Elementals
 Point Commander Pictan, Elite, 4 Elementals
 Point Commander Squan, Elite (WIA), 4 Elementals
 Point Commander Oganar, Elite (WIA), 4 Elementals
 Point Commander Wilma, Veteran, 4 Elementals

Delta Strider 2

Star Commander Izabeth Thastus, Elite (WIA), 4 Elementals
 Point Commander Raymond, Elite, 4 Elementals
 Point Commander Ulston, Elite (WIA), 4 Elementals
 Point Commander Taidar, Elite (WIA), 4 Elementals
 Point Commander Yartak, Veteran (WIA), 4 Elementals

TRINARY ECHO

Unit Nickname: None

Unit Identification: A blue "E" to the left of the Cluster insignia

Echo Wing 1

Star Captain Chingkim Von Jankmon, Elite, *Sabutai* (KIA)
Pilot Bantuu Hazen, Elite, *Sabutai* (WIA)
Pilot Netha, Elite, *Turk*
Pilot Vallon, Elite, *Turk*
Pilot Morgan, Elite, *Visigoth* (WIA)
Pilot Cadann, Elite, *Visigoth* (WIA)
Pilot Leeffa, Elite, *Sulla* (KIA)
Pilot Essex, Elite, *Sulla* (WIA)
Pilot Kamal, Elite, *Kirghiz*
Pilot Zavvan, Veteran, *Kirghiz* (WIA)

Echo Wing 2

Star Commander Jeremiah Folkner, Elite, *Avar*
Pilot Heather, Elite, *Avar* (WIA)
Pilot Gregory, Elite, *Sabutai* (KIA)
Pilot Fernna, Elite, *Sabutai*
Pilot Jitha, Elite, *Batu*
Pilot Konvink, Elite, *Batu* (WIA)
Pilot Ashley, Elite, *Vandal* (KIA)
Pilot Sel, Elite, *Vandal*
Pilot Tanga, Veteran, *Turk* (WIA)
Pilot Roderick, Veteran, *Turk* (WIA)

Echo Wing 3

Star Commander Kelli Mattlov, Elite, *Jagatai* (WIA)
Pilot Bithman, Elite, *Jagatai*
Pilot Natalie, Elite, *Vandal*
Pilot Uvanna, Elite, *Vandal* (WIA)
Pilot Opman, Elite, *Sulla* (KIA)
Pilot Yeggins, Elite, *Sulla*
Pilot Rasston, Elite, *Bashkir* (WIA)
Pilot Weddins, Veteran, *Bashkir* (WIA)
Pilot Squitha, Veteran, *Sabutai* (KIA)
Pilot Blissun, Veteran, *Sabutai* (WIA)

SUPPORT VESSELS

1 *Aegis* Class Cruiser: *Blue Talon*
2 *Overlord* Class DropShips: *Blue Tower*, *Blue Fortress*
1 *Union* Class DropShip: *Blue Chariot*

STAR COLONEL ABRAHAM CHI-LI

Commander of the 124th Striker Cluster

Abraham was a friend of the late Colonel Adler Malthus of the Falcon Guards Cluster. They were born to the same sibko, tested through their Trials of Position together, and served with each other early in their careers. Adler Malthus' death infuriated Abraham Chi-Li, and he frequently rages against the "cowardly" Inner Sphere MechWarriors. Since the Great Gash incident on Twycross, he has given no quarter, and disciplined any under his command who show less than utter ruthlessness toward the enemy. His uncontrollable anger concerns his fellow officers in Clan Jade Falcon, and his Cluster's transfer to the Jade Falcon Galaxy on Malibu was a relief to many in Peregrine Galaxy.

PEREGRINE EYRIE CLUSTER

Commander: Star Colonel Boshia

Unit Status: Veteran

Unit Nickname: The Crows

Unit Insignia: A black crow perched on an emerald shield.

BINARY ALPHA

Unit Nickname: None

Unit Identification: A scarlet "A" to the left of the Cluster insignia

Alpha Beak

Star Captain Divvurn, Elite, *Atlas II* (KIA)
MechWarrior Arron, Elite, *Loki C*
MechWarrior Beggu, Veteran, *Bombardier*
MechWarrior Wyldon, Veteran, *Crusader*
MechWarrior Nathan, Regular, *Thug*

Alpha Strider

Star Commander Yeath, Elite (KIA), 4 Elementals
Point Commander Obson, Veteran (KIA), 4 Elementals
Point Commander Vagur, Veteran (KIA), 4 Elementals
Point Commander Hogills, Veteran, 4 Elementals
Point Commander Yedders, Regular, (KIA) 4 Elementals

BINARY BRAVO

Unit Nickname: None

Unit Identification: A scarlet "B" to the left of the Cluster insignia

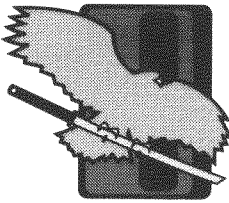
Bravo Beak

Star Captain Boshia, Elite, *King Crab* (WIA)
MechWarrior Reena, Veteran, *Loki C* (KIA)
MechWarrior Kanif, Veteran, *Bombardier*
MechWarrior Kennith, Veteran, *Archer* (WIA)
MechWarrior Sidur, Regular, *Thug* (WIA)

Bravo Strider

Star Commander Kirc, Elite (WIA), 4 Elementals
Point Commander Wesil, Veteran (KIA), 4 Elementals
Point Commander Obvia, Veteran (WIA), 4 Elementals
Point Commander Bann, Veteran, 4 Elementals
Point Commander Lyle, Veteran, 4 Elementals





BINARY CHARLIE

Unit Nickname: None

Unit Identification: A scarlet "C" to the left

of the Cluster insignia

Charlie Beak

Star Captain Pukillup, Elite, *Lancelot* (WIA)
MechWarrior Fergus, Veteran, *Lancelot*
MechWarrior Rechmond, Veteran, *Bombardier* (KIA)
MechWarrior Vuquin, Veteran, *Wasp*
MechWarrior Bowers, Regular, *Stinger*

Charlie Strider

Star Commander Gtang, Elite (WIA), 4 Elementals
Point Commander Twill, Veteran (KIA), 4 Elementals
Point Commander Atain, Veteran (KIA), 4 Elementals
Point Commander Quist, Veteran, 4 Elementals
Point Commander Zecor, Regular, 4 Elementals

BINARY DELTA

Unit Nickname: None

Unit Identification: A scarlet "D" to the left of the Cluster insignia

Delta Beak

Star Captain Hyton, Elite, *Mongoose*
MechWarrior Wolman, Elite, *Warhammer* (WIA)
MechWarrior Dans, Veteran, *Crab*
MechWarrior Loper, Regular, *Kintaro* (WIA)
MechWarrior Bignum, Regular, *Black Knight* (WIA)

Delta Strider

Star Commander Lyton, Elite, 4 Elementals
Point Commander Kiton, Veteran (KIA), 4 Elementals
Point Commander Gepton, Veteran, 4 Elementals
Point Commander Ubrick, Veteran, 4 Elementals
Point Commander Roon, Regular, 4 Elementals

BINARY ECHO

Unit Nickname: None

Unit Identification: A scarlet "E" to the left of the Cluster insignia

Echo Wing 1

Star Captain Kushon, Elite, *Sulla* (WIA)
Pilot Caslon, Elite, *Sulla* (KIA)
Pilot Broth, Veteran, *Tomahawk* (WIA)
Pilot Weber, Veteran, *Tomahawk*
Pilot Rokij, Veteran, *Spad* (WIA)
Pilot Anilla, Regular, *Spad*
Pilot Mishop, Elite, *Sulla* (WIA)
Pilot Ragir, Regular, *Sulla* (WIA)
Pilot Neburl, Veteran, *Ahab* (KIA)
Pilot Crivig, Regular, *Ahab* (WIA)

Echo Wing 2

Star Captain Judil, Elite, *Sulla* (WIA)
Pilot Cribhard, Veteran, *Sulla* (KIA)
Pilot Erin, Veteran, *Tomahawk* (WIA)
Pilot Lynna, Veteran, *Tomahawk*
Pilot Jikor, Veteran, *Spad* (WIA)
Pilot Allina, Regular, *Spad*
Pilot Poshim, Elite, *Jagatai* (KIA)
Pilot Gilgar, Regular, *Jagatai*
Pilot Nuben, Veteran, *Ahab* (WIA)
Pilot Otarric, Regular, *Ahab* (WIA)

STAR COLONEL BOSHA

Commander of the Peregrine Eyrie Cluster

Bosha is another Jade Falcon warrior unfortunate enough to survive past his prime fighting age. He possesses good, but not exceptional, 'Mech skills, but is an outstanding teacher and organizer. He watches his "hatchlings," as he calls them, intently. As a young man, Bosha dreamed of becoming Khan; now he channels those energies to producing the Clans' finest MechWarriors. The losses the Jade Falcons suffered in the invasion have forced an increasing number of warriors through his Cluster. Star Colonel Bosha knows there is not enough time to prepare these men and women as well as he would like, but realizes he must make do with what time he is given to whip them into shape.

PEREGRINE SOLAMHA CLUSTER

Commander: Star Colonel Cewers

Unit Status: Veteran

Unit Nickname: The Crybabies

Unit Insignia: A crying baby on a green shield.

BINARY ALPHA

Unit Nickname: None

Unit Identification: A scarlet "P" to the left of the Cluster insignia

Alpha Beak

Star Captain Pauston, Elite, *Warhammer* (WIA)
MechWarrior Monica, Veteran, *Mongoose*
MechWarrior Noston, Veteran, *Crab* (KIA)
MechWarrior Broll, Veteran, *Sentinel*
MechWarrior Voshin, Regular, *King Crab*

Alpha Strider

Star Commander Coscil, Elite, 4 Elementals
Point Commander Xery, Veteran (KIA), 4 Elementals
Point Commander Zeal, Regular, 4 Elementals
Point Commander Asill, Regular (WIA), 4 Elementals
Point Commander Sandry, Regular, 4 Elementals

BINARY BRAVO

Unit Nickname: None

Unit Identification: A scarlet "Q" to the left of the Cluster insignia

Bravo Beak

Star Captain Uvalley, Elite, *Bombardier*
MechWarrior Yedder, Veteran, *Exterminator* (WIA)
MechWarrior Ters, Veteran, *Champion*
MechWarrior Roquan, Veteran, *Dervish* (KIA)
MechWarrior Eva, Regular, *Hussar*

Bravo Strider

Star Commander Wesler, Elite, 4 Elementals
Point Commander Sindler, Veteran (WIA), 4 Elementals
Point Commander Quarrin, Veteran, 4 Elementals
Point Commander Cator, Regular, 4 Elementals
Point Commander Haggins, Regular (KIA), 4 Elementals

BINARY CHARLIE

Unit Nickname: None

Unit Identification: A scarlet "R" to the left of the Cluster insignia

Charlie Beak

Star Captain Oscan, Elite, *Uller A* (KIA)
MechWarrior Fewl, Elite, *Hussar*
MechWarrior Jockin, Regular, *Kintaro* (KIA)
MechWarrior Nibbur, Regular, *Champion*
MechWarrior Riston, Regular, *Marauder* (WIA)

Charlie Strider

Star Commander Haversham, Elite (WIA), 4 Elementals
Point Commander Kilkenneth, Veteran, 4 Elementals
Point Commander Evin, Veteran (WIA), 4 Elementals
Point Commander Urew, Regular, 4 Elementals
Point Commander Illon, Regular (WIA), 4 Elementals

BINARY DELTA

Unit Nickname: None

Unit Identification: A scarlet "S" to the left of the Cluster insignia

Delta Beak

Star Captain Hillon, Elite, *King Crab*
MechWarrior Brewwic, Veteran, *King Crab* (WIA)
MechWarrior Oshir, Veteran, *Executioner*
MechWarrior Ewers, Regular, *Bombardier*
MechWarrior Millions, Regular, *Wasp* (WIA)

Delta Strider

Star Commander Noston, Elite, 4 Elementals
Point Commander Argyll, Veteran (WIA), 4 Elementals
Point Commander Tannoc, Regular (KIA), 4 Elementals
Point Commander Kiton, Regular, 4 Elementals
Point Commander Rushul, Regular, 4 Elementals

BINARY ECHO

Unit Nickname: None

Unit Identification: A scarlet "T" to the left of the Cluster insignia

Echo Wing 1

Star Captain Pokish, Elite, *Ahab*
Pilot Funnick, Veteran, *Ahab*
Pilot Galway, Veteran, *Tomahawk* (WIA)
Pilot Hevver, Veteran, *Tomahawk* (KIA)
Pilot Jilwic, Elite, *Spad*
Pilot Kineton, Regular, *Spad* (WIA)
Pilot Lister, Regular, *Rogue*
Pilot Progin, Regular, *Rogue*
Pilot Osallif, Veteran, *Ironsides* (WIA)
Pilot Iton, Regular, *Ironsides* (WIA)

Echo Wing 2

Star Commander Issle, Elite, *Rogue*
Pilot Newtil, Regular, *Rogue*
Pilot Grakon, Veteran, *Gotha* (WIA)
Pilot Loshir, Veteran, *Gotha*
Pilot Nockle, Veteran, *Spad*
Pilot Puil, Regular, *Spad* (KIA)
Pilot Frentle, Regular, *Rapier* (WIA)
Pilot Barton, Regular, *Rapier*
Pilot Nifl, Veteran, *Trident*
Pilot Bewer, Regular, *Trident* (WIA)

SUPPORT VESSELS

9 Union Class DropShips: *Impostor*, *Fraud*, *Lower Class*, *Useless*, *Hopeless*, *Scum*, *Fantasy*, *Fool*, *Impossible*

STAR COLONEL CEWERS

Commander of the Peregrine Solamha Cluster

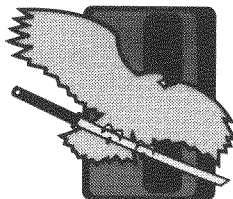
Star Colonel Cewers is ashamed to have survived to the end of his mediocre career. Both Cewers' legs are myomer, and he wears a full mask to cover his scarred face. He received these injuries in two fusion engine explosions and three hits to his cockpit.

As a young MechWarrior, his penchant for escaping from certain death made him a minor legend. But his superiors believed his charmed life accounted for his success, and not skill, and so his luck did not translate into promotions. As Cewers grew older, his trick of survival became a curse. He served briefly as Iota Galaxy Commander before the Clans invaded the Inner Sphere, but some unrecorded incident caused his demotion and transfer to this command.

Field reports from recent Inner Sphere forays into Clan-held territory provide glimpses of previously unseen, or rarely seen, Jade Falcon 'Mechs. Clan Jade Falcon appears to be the most innovative with its second-line BattleMechs, creating specific-use 'Mechs and using existing 'Mechs to great advantage for garrison duty and lightning raids. The 'Mech designs appearing here represent four of the most unique machines we have been able to evaluate.







B A B O O N

Mass: 20 tons
Chassis: Endo Steel
Power Plant: 140 Standard
Cruising Speed: 75.6 kph
Maximum Speed: 118.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Ferro-Fibrous
Armament:
 3 LRM-5 Launchers
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview:

The *Baboon* is a light BattleMech seen only on worlds occupied by the Jade Falcon Clan. No other Clan has been seen using this 'Mech, and we suspect the design is unique to Clan Jade Falcon.

While other Clans garrison their newly captured territories with variants of old Star League designs, the Jade Falcons assign a large proportion of new 'Mechs to their second-line units.

Capabilities:

The *Baboon*'s long forearms give the 'Mech an ungainly look, but its speed makes it an excellent fast reconnaissance unit.

The pilots of most light 'Mechs must bring their machine in close to strike. The *Baboon* pilot can keep his distance, because the 'Mech is fitted with superb LRM launchers, which have a flexible strike envelope unparalleled within the Inner Sphere.

A searchlight system gives the *Baboon* superior night-combat abilities, and its flexible torso structure allows the 'Mech to hunch down and reduce the size of its profile for covert operations.

Deployment:

Light BattleMechs filling a reconnaissance role usually offer limited strike capability. Their small size prevents them from carrying the armor needed to stay in the thick of action for any length of time. A commander using fast, light 'Mechs to punch into an enemy formation soon discovers his force's offensive capability degrading quickly.

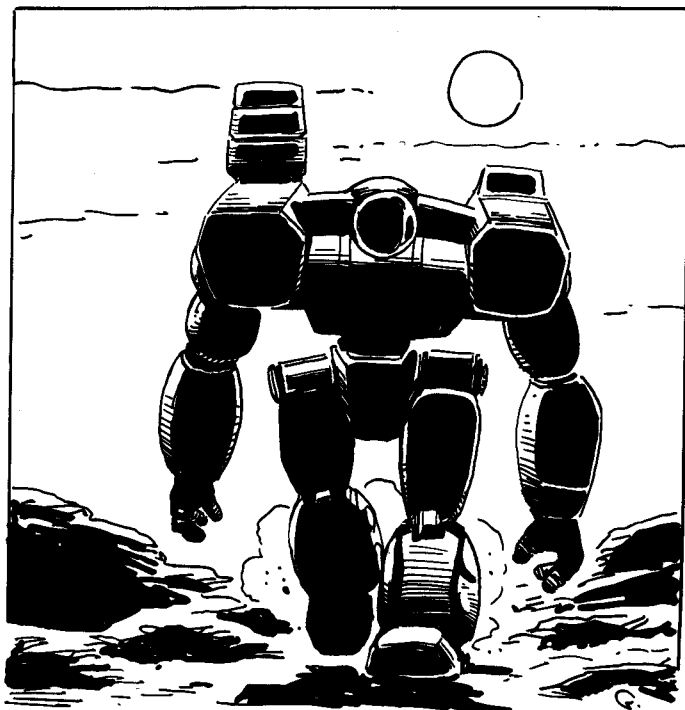
However, it appears that Clan Jade Falcon holds back these durable 'Mechs for use as reinforcements. Our analysts suspect that the *Baboon* will cause trouble for the Inner Sphere in future battles by turning apparently certain victory to disaster at the last moment.

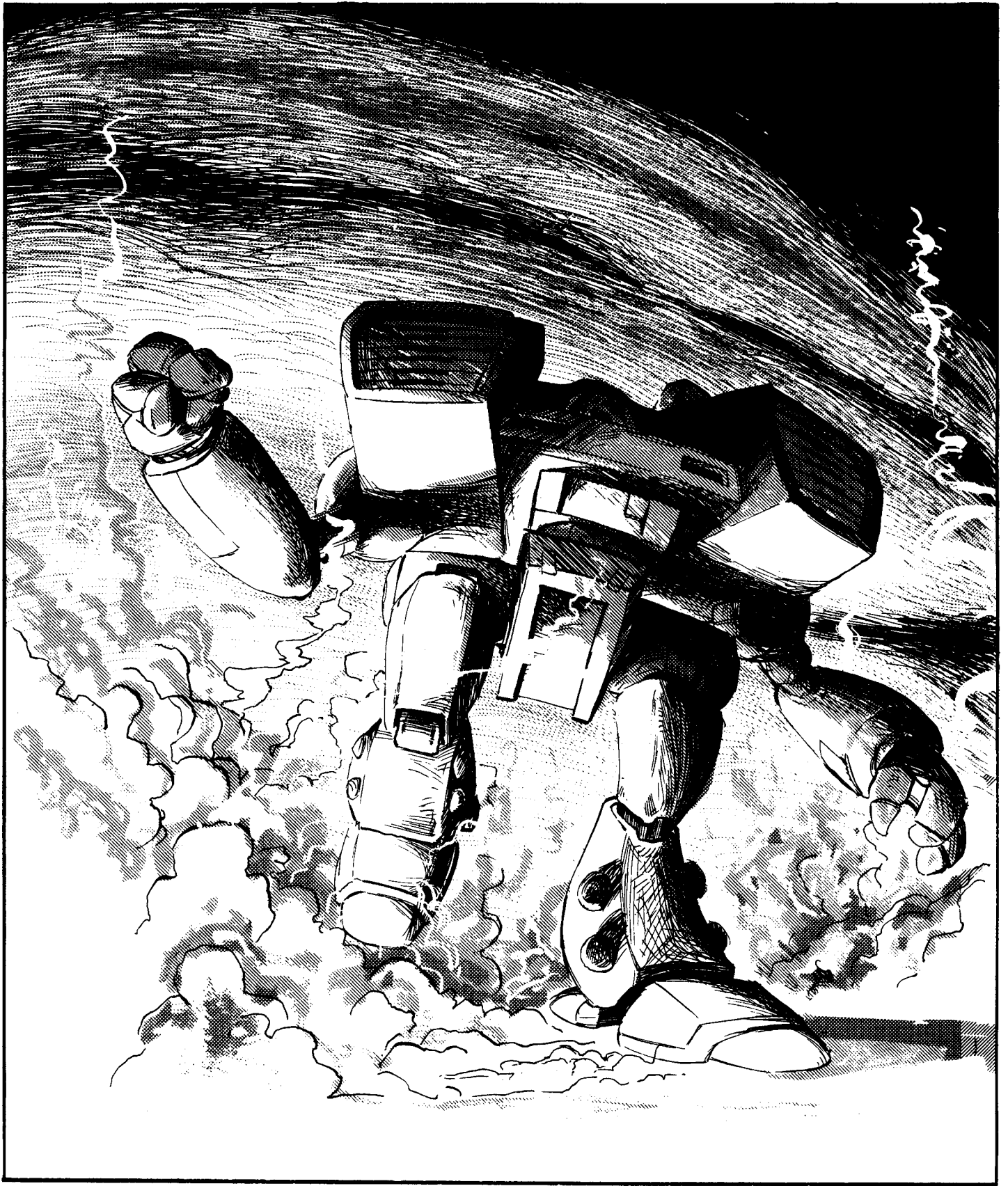
Type: Baboon

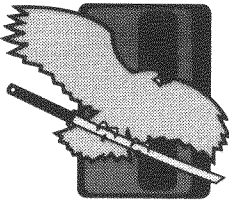
Equipment		Mass
Internal Structure:	Endo Steel	1
Engine:	140	5
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 (20)	0
Gyro:		2
Cockpit:		3
Armor Factor:	58	3
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	7
Center Torso	6	9
Center Torso (rear)		2
R/L Torso	5	7
R/L Torso (rear)		2
R/L Arm	3	5
R/L Leg	4	6

Weapons and Ammo

	Location	Critical	Tonnage
LRM 5	RT	1	1
LRM 5	RT	1	1
LRM 5	RT	1	1
Ammo (LRM) 72	RT	3	3
CASE	RT	0	0







HELLHOUND

Mass: 50 tons

Chassis: Endo Steel

Power Plant: 300 Standard

Cruising Speed: 60.9 kph

Maximum Speed: 97.2 kph

Jump Jets: 6

Jump Capacity: 180 meters

Armor: Ferro-Fibrous

Armament:

2 Extended Range Medium Lasers

1 Large Pulse Laser

2 SRM-2 Streak Launchers

Manufacturer: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

Overview:

Originally produced as a fast 'Mech designed to take a lot of punishment, the *Hellhound* could generally outrun anything that out-gunned it. Considered only marginally successful in the beginning, the *Hellhound* built its reputation as one of the best medium 'Mechs in operation.

Capabilities:

The primary armament arrangement is a large pulse laser and a shoulder-mounted missile support system, backed up by twin extended range medium lasers mounted in the right torso.

Jumping capability to the maximum range possible for the weight of the 'Mech gives the *Hellhound* an added edge in combat. Clan technicians have used the advanced technology available to produce a perfect blend of speed and striking power.

Deployment:

The *Hellhound* is used by Clan Jade Falcon, and has become a particularly feared sight in the Federated Commonwealth. The *Hellhound* demonstrates its tactical flexibility in all its assigned tasks, including recent forays as light 'Mech hunter-killers.

Type: Hellhound

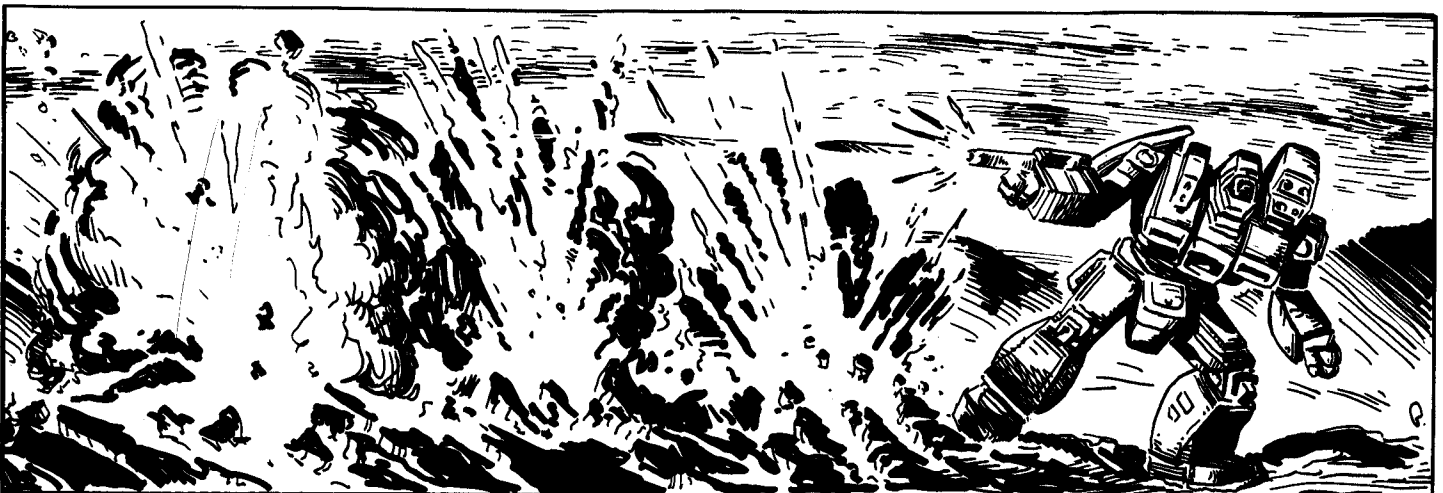
Equipment

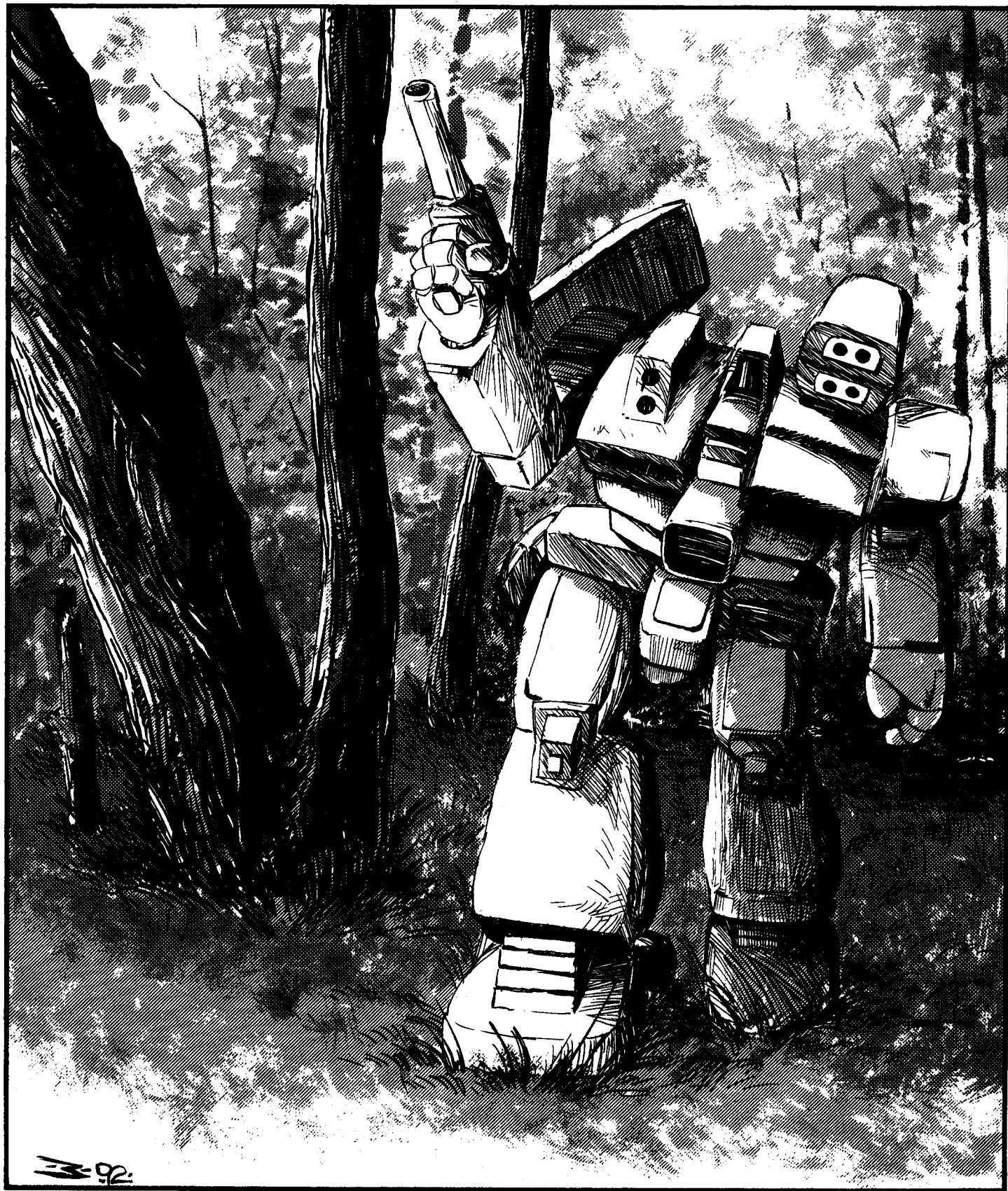
Equipment	Endo Steel	Mass
Internal Structure:	300	2.5
Engine:	300	19
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10 (20)	0
Gyro:		3
Cockpit:		3
Armor Factor:	163	8.5

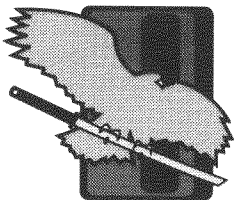
	Internal Structure	Armor Value
Head	3	9
Center Torso	16	23
Center Torso (rear)		7
R/L Torso	12	19
R/L Torso (rear)		5
R/L Arm	8	14
R/L Leg	12	24

Weapons and Ammo

	Location	Critical	Tonnage
Large Pulse Laser	RA	2	6
ER Medium Laser	RT	1	1
ER Medium Laser	RT	1	1
SRM 2 Streak	LT	1	1
SRM 2 Streak	LT	1	1
Ammo (SRM Streak) 50	LT	1	1
CASE	LT	0	0
Jump Jets	CT	2	1
Jump Jets	LT	2	1
Jump Jets	RT	2	1







K R A K E N

Mass: 100 tons
Chassis: Standard
Power Plant: 300 XL
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Jump Jets: None
Jump Capacity: None
Armor: Standard
Armament:
 4 Machine Guns
 10 Ultra-2 Autocannon
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview:

The *Kraken* represents the heaviest design of the new Clan 'Mechs and appears to be an intermediate stage between the old Star League 'Mechs and the current generation of OmniMechs.

Capabilities:

The primary weapons are mounted in the arms, with the ammunition supply stored in the left and right torsos, which are equipped with CASE. Because the 'Mech carries an XL fusion engine, an ammunition explosion in a torso location will do considerable damage to the machine.

The designers attempted to reduce the cumulative recoil effects of firing multiple autocannon by incorporating a complex baffle and pressure counterflow system, which vents exhaust gases in such a way as to actually increase the 'Mech's stability when firing, into each arm. They also took care of the problem of main-frame strain with an ingenious arm-linkage design.

Deployment:

So far, this 'Mech appears only in small numbers on Jade Falcon-held worlds. However, so many variants exist that we surmise they are either short-run prototypes or are being customized for reasons known only to the Clan Jade Falcon Khans.

Variants:

The most common variant of the *Kraken* is armed with multiple Ultra-2 autocannon in each arm. A pilot attacking with this configuration can efficiently spread the damage across the weak spots of any target. Two other variants of this 'Mech serve Clan Jade Falcon.

The first replaces each arm's multiple Ultra-2 autocannon with two Ultra-10 autocannon. A staggering seven tons of ammunition for each arm provides seventy rounds for each pair of guns, an impressive number of shots even at double rate.

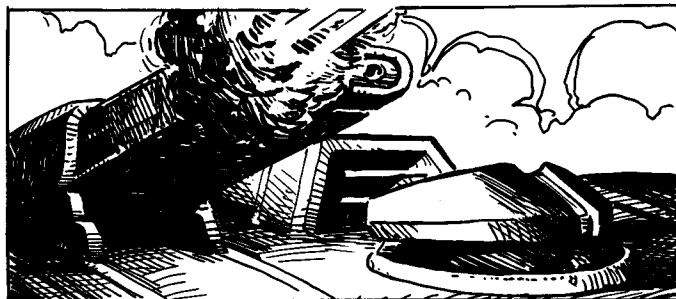
The second variant of the *Kraken*, a missile-support 'Mech, replaces the Ultra autocannon with four LRM-15 launchers in each arm and adds another ten heat sinks. Eight tons of ammunition supply a total of 64 rounds to the four launch systems, more than adequate material for most fire-support missions.

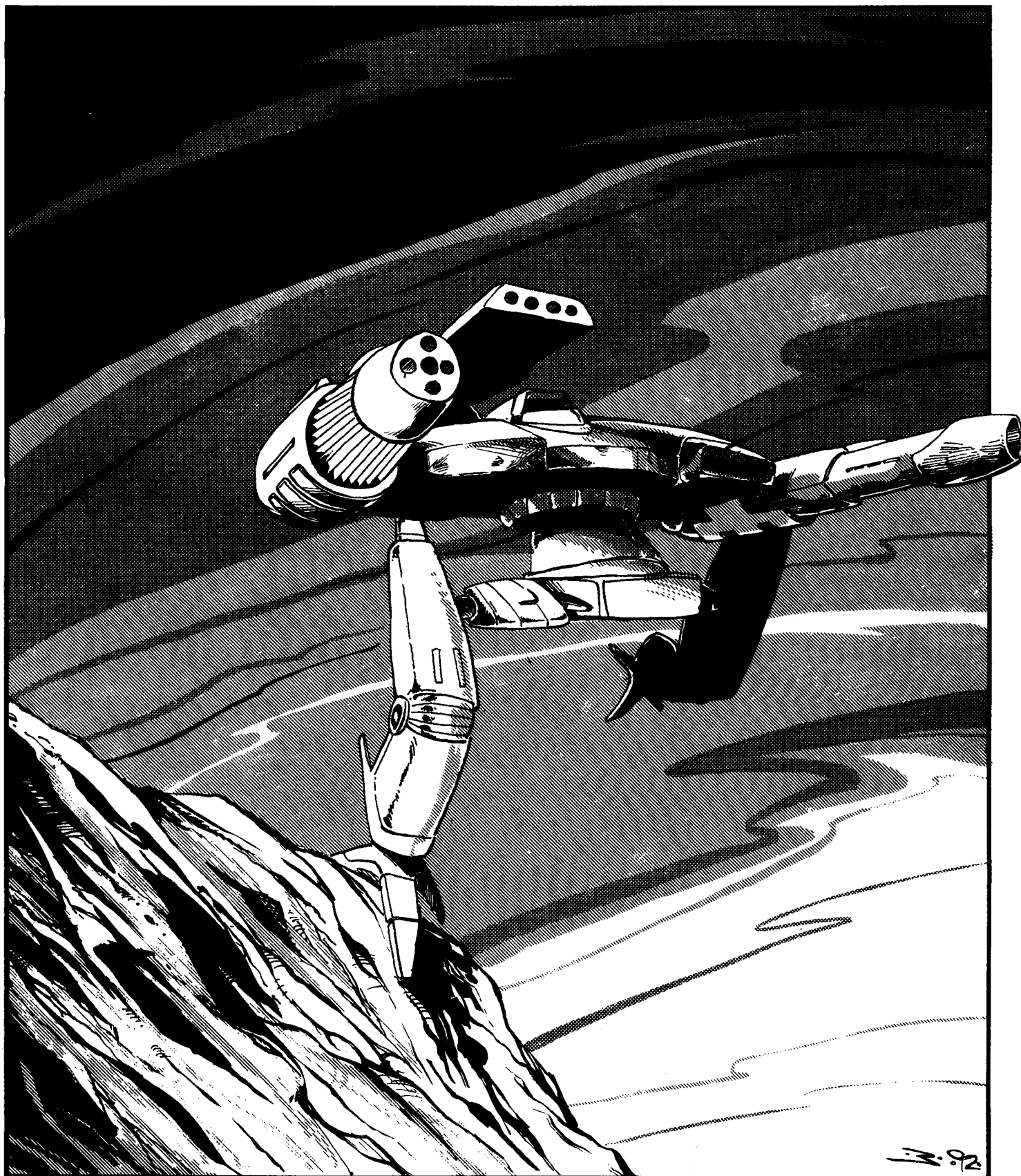
Type: Kraken

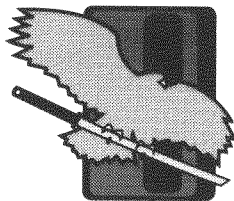
Equipment		Mass
Internal Structure:		10
Engine:	300 XL	9.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	10 (20)	0
Gyro:		3
Cockpit:		3
Armor Factor:	304	19
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	46
Center Torso (rear)		13
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	42

Weapons and Ammo

	Location	Critical	Tonnage
AC/2 Ultra	LA	2	5
AC/2 Ultra	LA	2	5
AC/2 Ultra	LA	2	5
AC/2 Ultra	LA	2	5
AC/2 Ultra	LA	2	5
Ammo (AC) 90	LT	2	2
CASE	LT	0	0
AC/2 Ultra	RA	2	5
AC/2 Ultra	RA	2	5
AC/2 Ultra	RA	2	5
AC/2 Ultra	RA	2	5
AC/2 Ultra	RA	2	5
Ammo (AC) 90	RT	2	2
CASE	RT	0	0
Machine Gun	RT	1	.25
Machine Gun	RT	1	.25
Machine Gun	RT	1	.25
Machine Gun	RT	1	.25
Ammo (MG) 100	RT	1	.5
CASE	RT	0	0







V I X E N

Mass: 30 tons
Chassis: Endo Steel
Power Plant: 270 XL
Cruising Speed: 97.2 kph
Maximum Speed: 138.6 kph
Jump Jets: None
Jump Capacity: None
Armor: Ferro-Fibrous
Armament:
 2 Extended Range Medium Lasers
 1 Large Pulse Laser
 5 Machine Guns
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview:

The *Vixen* is the lightest of five designs never before seen within the Clans. These new designs are not OmniMechs, sharing none of the features that go into the Clan front-line BattleMechs, but if they have a specific battle function, it is still unclear. A small number of *Vixens* have been seen in Jade Falcon garrisons, but nowhere else.

Capabilities:

This light 'Mech is very impressive, somehow managing to look aggressive despite its weight, a definite psychological advantage for the pilot. The arm-mounted primary weapon is supported by over-the-shoulder lasers, making the *Vixen* a threat at any range. Multiple machine guns and exceptional maneuverability make it a potent anti-infantry 'Mech as well.

Deployment:

The *Vixen* has not appeared in action against the Inner Sphere as yet.

Variants:

The *Vixen*'s primary weapon system is arm-mounted and therefore semi-modular. Techs can change weaponry quickly using minimal resources, allowing uncomplicated and convenient field modifications. This structure has long been recognized as one of the strengths of Inner Sphere 'Mechs such as the *BattleMaster* and *Wolverine*, and leads to countless undocumented "field variations."

One common *Vixen* variant simply upgrades the primary weapon from a large pulse laser to an extended range PPC. This configuration's disadvantage is that the 'Mech runs hot in combat if all the weapons are fired simultaneously.

A second major variant mounts a Streak SRM-6 launcher. This lighter weapon allows 'Mechs to exchange the extended range medium laser mounted in the torso section for medium pulse lasers. This arrangement creates a very potent medium-range weapons platform.

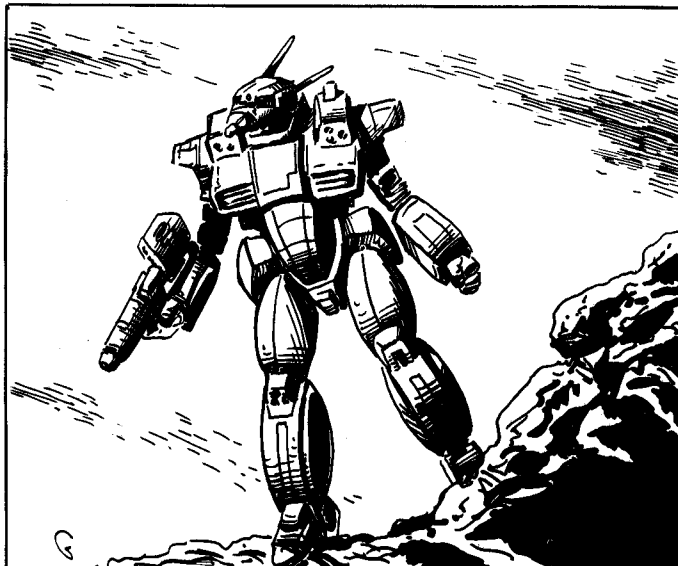
Type: Vixen

Equipment	Endo Steel	Mass
Internal Structure:	270 XL	1.5
Engine:		7.25
Walking MP:	9	
Running MP:	13	
Jumping MP:	0	
Heat Sinks:	10 (20)	0
Gyro:		3
Cockpit:		3
Armor Factor:	105	5.5

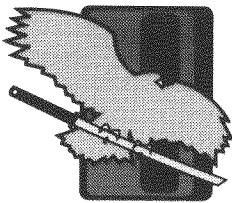
	Internal Structure	Armor Value
Head	3	9
Center Torso	10	15
Center Torso (rear)		5
R/L Torso	7	10
R/L Torso (rear)		4
R/L Arm	5	10
R/L Leg	7	14

Weapons and Ammo

	Location	Critical	Tonnage
Large Pulse Laser	RA	2	6
Machine Gun	H	1	.25
ER Medium Laser	LT	1	1
Machine Gun	LT	1	.25
Machine Gun	LT	1	.25
ER Medium Laser	RT	1	1
Machine Gun	RT	1	.25
Machine Gun	RT	1	.25
Ammo (MG) 100	CT	1	.5
CASE	CT	0	0







G L O S S A R Y

The language of the Clans is based on what is known of Star League Standard English, but they have added many words unique to their culture. Some were adapted by the Kerenskys from the Russian language and military terminology. All these words represent the Kerenskys' efforts to express concepts they felt were lacking from Star League Standard English. The following list includes terms used by the warrior caste and other useful explanations of Clan concepts. This list is not exhaustive, and does not reflect the many differences in terminology existing between the various Clans.

Clan military unit structure is as follows:

Point	1 'Mechs or 5 infantry
Star	5 'Mechs or 25 infantry
Binary	2 Stars
Trinary	3 Stars
Cluster	4-5 Binaries/Trinaries
Galaxy	3-5 Clusters
Nova	1 'Mech Star and 1 infantry Star
Supernova	1 'Mech Binary and 2 infantry Stars

ABTAKHA

An *abtakha* is a captured warrior who is adopted into his new Clan as a warrior.

BATCHALL

The batchall is the ritual by which Clan warriors issue combat challenges. Though the type of challenge varies, most begin with the challenger identifying himself, stating the prize of the contest, and requesting that the defender identify the forces at his disposal. The defender also has the right to name the location of the trial. The two sides then bid for what forces will participate in the contest. The subcommander who bids to fight with the least number of forces wins the right and responsibility to make the attack. The defender may increase the stakes by demanding a prize of equal or lesser value if he wins.

BLOODHERITAGE

The history of the Bloodnamed warriors of a particular Bloodright is called the Bloodheritage.

BLOODING

Blooding is another name for the Trial of Position that determines if a warrior cadet will qualify as a Clan warrior. The candidate must first demonstrate physical prowess in personal combat by defeating at least one of three successive opponents. If he defeats two, or all three, he is immediately ranked as an officer in his Clan. If he fails to defeat any of his opponents, he is relegated to a lower caste. If the candidate is successful in the trial, a complex ceremony takes place. He or she must be ritually defended by several Clan warriors when challenged by other representatives of the Clan, or else face those representatives in mortal combat.

BLOODNAME

Bloodname refers to the surname of each of the 800 Warriors who stood with Nicholas Kerensky during the Exodus Civil War. These 800 are the foundation of the Clans' elaborate breeding program. The right to use one of these surnames has been the ambition of every Clan warrior since the system was established. Only 25 warriors, which corresponds to 25 Bloodrights, are allowed to use any one surname at one time. When one of the 25 Bloodnamed warriors dies, a trial is held to determine who will assume that Bloodname. A contender must prove his Bloodname lineage, then win a series of duels against other competitors. Only Bloodnamed warriors may sit on the Clan Councils or are eligible to become a Khan or ilKhan. Most Bloodnames have gradually become confined to one or two warrior classes, but certain prestigious names, such as Kerensky, have shown their genetic value by producing excellent warriors in all three classes (MechWarrior, fighter pilot, and Elemental).

Bloodnames are determined matrilineally, at least after the original generation. Because a warrior can only inherit from his or her female parent, he or she has a claim to only one Bloodname.

BLOODRIGHT

A specific Bloodname lineage is called a Bloodright. Twenty-five Bloodrights are attached to each Bloodname. A Bloodright is not a lineage as we define the term because the warriors who successively hold a Bloodright might be related only through their original ancestor. As with Bloodnames, certain Bloodrights are considered more prestigious than others, depending largely on the Bloodright's history.

BONDSMAN

Clans can keep prisoners taken during combat. These are called bondsmen, and are considered members of the laborer caste unless and until the capturing Clan releases them or promotes them back to warrior status. A bondsman is bound by honor, not by shackles. Custom dictates that even Bloodnamed warriors captured in combat be held for a time as bondsmen. All bondsmen wear a woven bracelet called a bondcord. The base color of the bondcord indicates to which Clan the individual is now bound, and the striping indicates which unit captured him.

CANISTER

Clan slang for the eugenics program of the warrior caste. It can also refer specifically to the artificial wombs.

CASTE

Clan society is rigidly divided into five castes: warrior, scientist, merchant, technician, and laborer. Each caste has many subcastes, which are based on specialties within a professional field. The warrior caste is based on a systematic eugenics program that uses the genes of prestigious, successful current and past warriors to produce new members of the caste (see *Sibko*). These products of genetic engineering are known as trueborns. Other castes maintain a quality gene pool by strategic marriages within each caste.

CHALCAS

Anything or anyone who challenges the Clan caste system is considered a chalcas.

CLANS

During the fall of the Star League, General Aleksandr Kerensky, commander of the Regular Star League Army, led his forces out of the Inner Sphere in what is known as the first Exodus. After settling beyond the Periphery, more than 1,300 light years away from Terra, Kerensky and his followers settled in a cluster of marginally habitable star systems near a large globular cluster that hid them from the Inner Sphere. Within fifteen years, civil war erupted among these exiles, threatening to destroy everything they had worked so hard to build.

In a second Exodus, Nicholas Kerensky, son of Aleksandr, led his followers to one of the worlds of the globular cluster to escape the new war. It was there on Strana Mechty that Kerensky first conceived and organized what would one day be known as the Clans.

CODEx

The codex is each warrior's personal record. It includes the names of the original Bloodnamed warriors from which a warrior is descended. It also records background information such as the warrior's generation number, Blood House, and codex ID, an alphanumeric code noting the unique aspects of that person's DNA. The codex also contains a record of the warrior's military career. See also **Master Codex**.

COMSTAR

ComStar, the interstellar communications network, was the brainchild of Jerome Blake, formerly Minister of Communications during the latter years of the Star League. After the League's fall, Blake seized Terra and reorganized what was left of the communications network into a private organization that sold its services to the five Successor Houses for a profit. Since that time, ComStar has also developed into a powerful secret society steeped in mysticism and ritual. Initiates to the quasi-religious ComStar Order commit themselves to lifelong service.

CONTRACT

A contract is an agreement between the commanders of two units that allows the commander of one to include the units of the other in his bidding for rights to a battle or trial. During the invasion of the Inner Sphere, Cluster commanders within Galaxies frequently made contracts to allow greater, and often more extravagant, bidding, while still maintaining a good mix of BattleMech, Elemental, and fighter combat units.

CUTDOWN

The minimum force necessary to win any trial for which there has been bidding. Bidders who can push their opponent into making a bid below the cutdown are considered clever. Commanders who win with a force smaller than the cutdown are greatly honored.

DEZGRA

A fighting unit that disgraces itself is known as a dezgra unit. The name also refers to the ritual whereby that unit is marked and punished. Any unit that refuses orders, panics in the face of the enemy, or takes dishonorable action is disgraced.

ELEMENTALS

Elementals are the elite, battle-suited infantry of the Clans. These men and women are giants, bred specifically to handle Clan-developed battle armor.

FREEBIRTH

Freebirth is an epithet used by trueborn members of the warrior caste, generally expressing disgust or frustration. If a trueborn warrior refers to another trueborn as a freebirth, it is a mortal insult.

FREEBORN

An individual conceived and born by natural means is freeborn. Because the Clans value their eugenics program so highly, a freeborn is automatically assumed to have little potential.

GIFTAKE

This is the sample of DNA taken from a warrior who died with great glory in combat. The giftake is considered the warrior's best DNA sample and the one most likely to produce improved warriors.

HEGIRA

Victorious Clan warriors sometimes extend the courtesy of hegira to defeated opponents. Hegira allows the opponent to withdraw honorably from the field without further combat or cost.

ISORLA

The spoils of battle that warriors can claim as their right, including bondsmen, are known as isorla.

KHAN

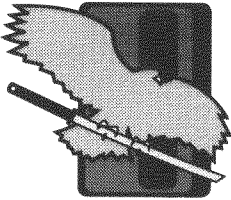
Each Clan elects two leaders, or Khans. One serves as the Clan's senior military commander and bureaucratic administrator. The second Khan's position is less well-defined. He or she is second-in-command, carrying out duties assigned by the first Khan. In times of great internal or external threat, or when a coordinated effort is required of all Clans, an ilKhan is chosen to serve as the supreme ruler of the Clans.

KURULTAI

A kurultai is a Clan war council. A Grand Kurultai is a war council of all Khans of the Clans. Only the ilKhan can convene a Grand Kurultai at any time or place. A normal Grand Council, on the other hand, may only be convened by petition of three or more Clans, and must be held in the Hall of Khans on Strana Mechty.

LOREMASTER

The Loremaster is the keeper of Clan laws and history. The position is honorable and politically powerful. The Loremaster plays a key role in inquiries and trials, where he is often assigned the role of Advocate or Interrogator.



OATHMASTER

The Oathmaster is the honor guard for any official Clan ceremony. The position is similar to that of an Inner Sphere sergeant-at-arms, but it carries a greater degree of respect. The Oathmaster administers all oaths, and the Loremaster records them. The position of Oathmaster is usually held by the oldest Bloodnamed warrior in a Clan (if he or she desires the honor), and is one of the few positions not decided by combat.

OVKHAN

This is a term of respect reserved for someone of higher rank.

POWLESS

Powless is the vulnerability that a warrior, particularly an Elemental, feels when forced to fight without his accustomed weapons. The word is probably derived from "powerless."

QUIAFF/QUINEG

This Clan expression is placed at the end of rhetorical questions. If an affirmative answer is expected, *quiaff* is used. If the answer is expected to be negative, *quineg* is the proper closure.

RANSOM

Clan custom dictates that a warrior who has been successful at his Trial of Bloodright may be rewarded with a gift by the Clan. Depending upon the warrior's success during the Trial, the ransom might range from the right to choose what type of weapon he will use as a warrior to the right to command a special unit. At the time Khan Natasha Kerensky returned from the Inner Sphere and then underwent her second Trial of Bloodright, ilKhan Ulric Kerensky awarded her a ransom of the right to form the Thirteenth Wolf Guards.

REDE

One of the many forms honor takes in the Clans, a rede is an honor-bound promise. Breaking a rede may be punished by death.

REMEMBRANCE, THE

The Remembrance is an ongoing heroic saga detailing Clan history from the time of the Exodus from the Inner Sphere to the present day. *The Remembrance* is continually expanded to include contemporary events. Each Clan has a slightly different version reflecting their own opinions and experiences. All Clan warriors can quote whole verses of this marvelous epic from memory, and it is common to see passages from the book lovingly painted on the sides of OmniMechs, fighters, and even battle armor.

RISTAR

This term refers to a particularly gifted warrior on his or her way to high position. It is probably derived from the expression "rising star."

SATARRA

A Clan council may cast a veto, or *satarra*, to settle or postpone disputes between castes within their jurisdiction. *Satarra* is invoked only when negotiations seem at an impasse and/or threaten to disrupt the work order of the Clan. It seems to be more a ritual than an act of legislation.

SAVASHRI

A Clan epithet.

SEYLA

This word is the ritual response voiced in unison by those witnessing solemn Clan ceremonies, rituals, and other important gatherings. No one is sure of the origin or exact meaning of the word, but it is uttered only with the greatest reverence and awe.

SIBKO

A sibko consists of a group of children produced from the same male and female geneparents in the warrior caste eugenics program. The members of the sibko are raised together, then begin to undergo constant testing. As various members of the sibko fail at each test, they are transferred to the lower castes. A sibko consists of approximately 20 members, but usually only four or five remain at the time of the final test to become warriors, the Trial of Position. These tests and other adversities may bind the surviving "sibkin" together.

STRAVAG

A Clan epithet, probably a combination of the Clan words *stran*, meaning independent, and *vagon*, meaning birthing.

SURKAI

The *surkai* is the Right of Forgiveness. The Clans honor uniformity in thought and belief above all else in their society. When warriors disagree, when a Clan disagrees with the Clan Council, or when a member of one caste offends a member of another caste, *surkai* is expected. It is a matter of pride that the offending party freely admit his wrongdoing and request punishment. Those who show great *surkai* are held up as examples to others for their willingness to accept the consequences of their independent thoughts. Those who do not show *surkai* when it is expected of them are viewed with suspicion.

SURKAIREDE

The Rede of Forgiveness, or *surkairede*, is the honor-bound agreement between the majority and any dissenters. According to the *surkairede*, once a dissenter accepts punishment for having disagreed with the majority, he should be allowed to resume his role in society without suffering any further disgrace for having spoken out.

TOUMAN

The term given to the fighting arm of a Clan.

TRIAL OF BLOODRIGHT

A series of one-on-one, single-elimination contests determines who wins the right to use a Bloodname. Each current Bloodnamed warrior in that Bloodname's House nominates one candidate. The head of the House nominates additional candidates to fill thirty-one slots. The thirty-second slot is fought for by those who qualify for the Bloodname but who were not nominated. The nature of the combat is determined by "coining." Each combatant places his personal medallion, a *dogids*, into the "Well of Decision." An Oathmaster or Loremaster releases the coins simultaneously, so that only chance determines which coin falls first to

the bottom of the well. The warrior whose coin lands on top chooses the manner of the combat ('Mech versus 'Mech, barehanded, 'Mech versus Elemental, and so forth). The other warrior chooses the venue of the contest. Though these Bloodname duels need not be to the death, the fierce combat and the intensity of the combatants often leave the losing candidate mortally wounded or dead.

TRIAL OF POSITION

The Trial of Position determines whether a candidate will qualify as a warrior in the Clans. To qualify, he must defeat at least one of three successive opponents. If he defeats two, or all three, he is immediately ranked as an officer in his Clan. If he fails to defeat any of his opponents, he is relegated to a lower caste.

TRIAL OF POSSESSION

This trial resolves conflicts in which two or more Clans claim the right to the same thing, be it territory, a warrior's genes, or even supremacy in a difference of opinion. This trial uses the formal challenge of the attacker and the response of defending forces, and favors those commanders from the attacking Clan skillful enough to bid minimal forces.

TRIAL OF REFUSAL

The Clan councils and the Grand Council vote on issues and laws that affect the community. Unlike Inner Sphere legislation, however, any decision can be challenged and reversed by a Trial of Refusal. This trial allows the losing side to demand the issue be settled by combat.

The forces used in the Trial of Refusal are determined on a pro-rated basis. The faction rejecting the decision declares what forces they will use. The side defending the decision (the attacker) can field a force equal to the ratio of winning to losing votes. For example, if the contested vote carried by a three-to-one margin, the attacking forces can field a force three times the size of the force challenging the decision. Bidding usually results in a smaller attacking force, however.

TROTHKIN

Used formally, this term refers to members of an extended sibko. Less formally, a warrior will use the term trothkin when referring to someone he considers his peer.

TRUEBORN/TRUEBIRTH

A trueborn is a product of the warrior caste's eugenics program.

ZELLBRIGEN

This is the Clan word describing the body of rules used to regulate and ritualize duels. Zellbrigen means that combatants engage in one-on-one duels, even if both sides have many warriors. Those not immediately challenged are honor-bound to stay out of the battle until an opponent is free (meaning he has defeated his enemy). To attack an enemy already engaged with an opponent is a major breach of Clan code, usually resulting in at least loss of rank.



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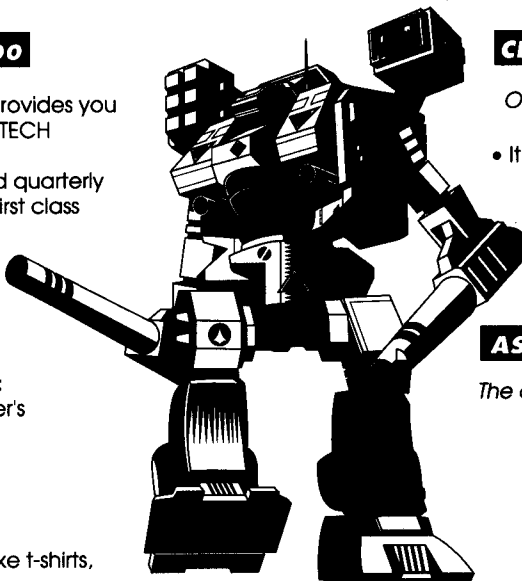
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1

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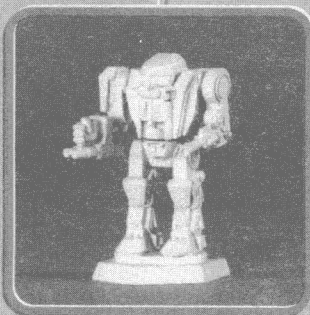
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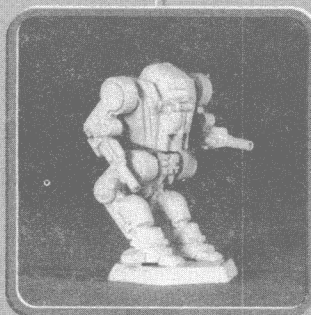
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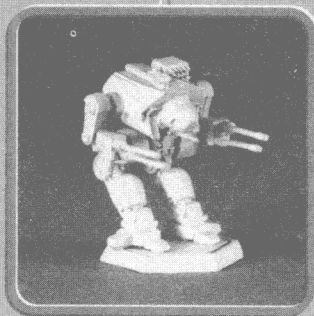


MAGNUM*

Customized variants based on the "Gladiator" Omni Mech torso.

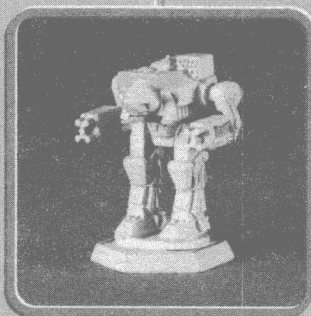


MONGREL*

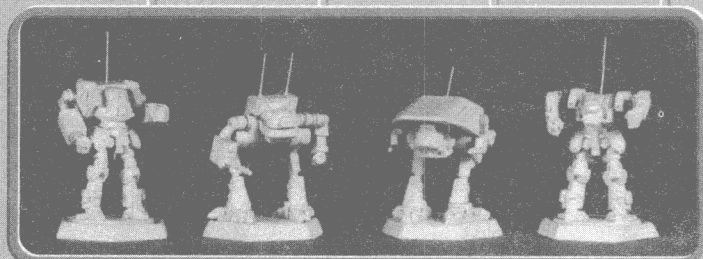


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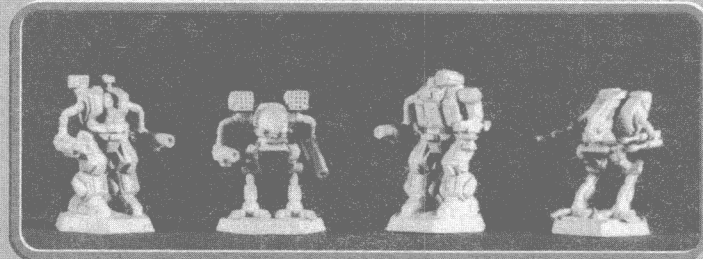
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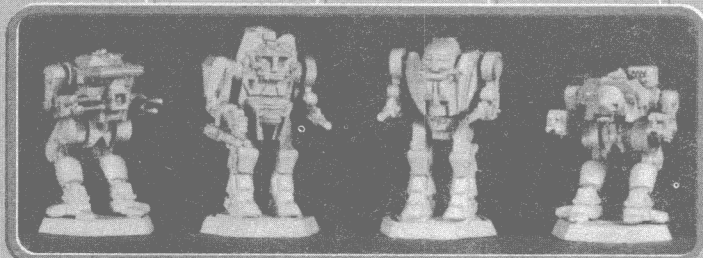
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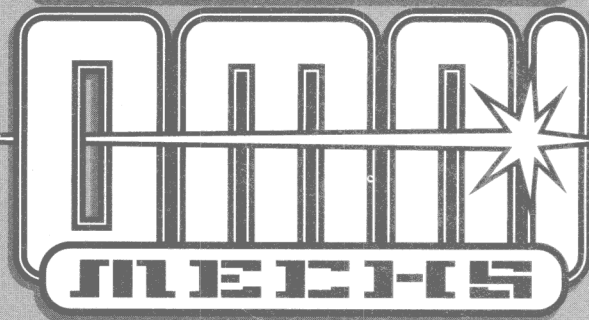


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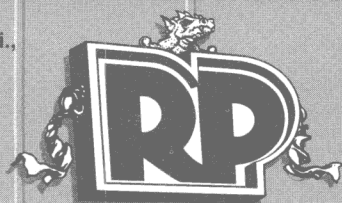
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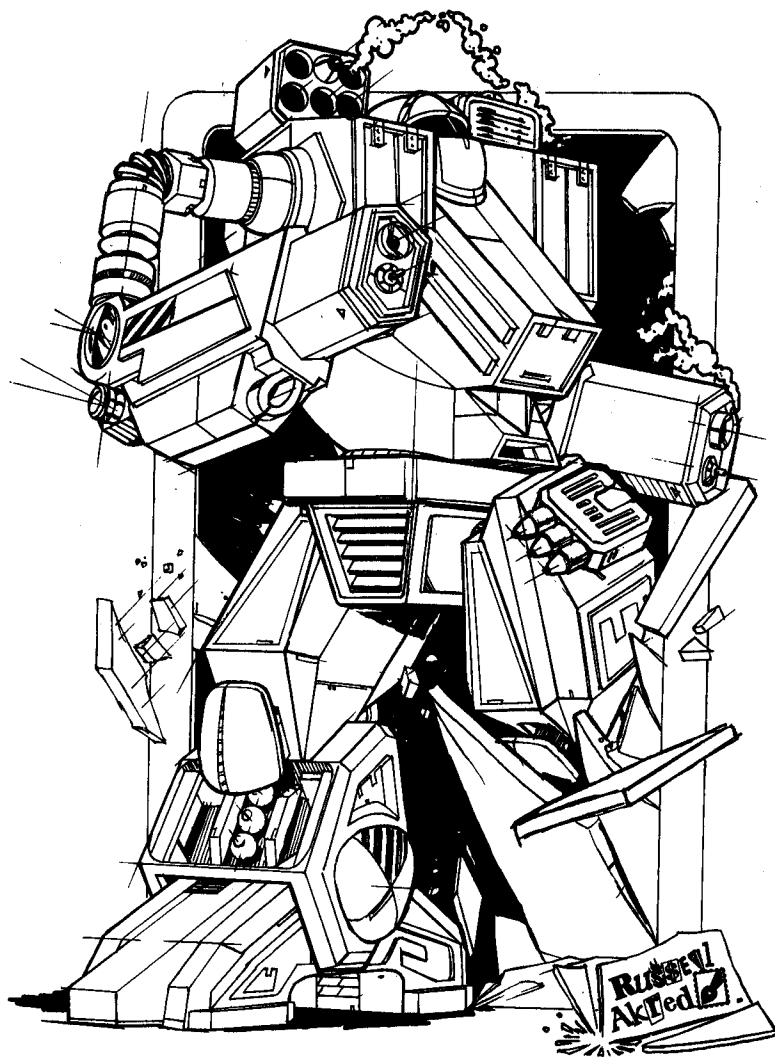
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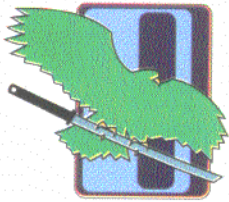
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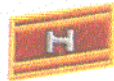
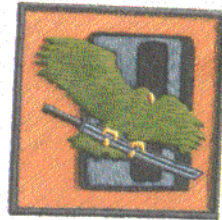


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FIELD UNIFORM



KHAN



STAR COLONEL

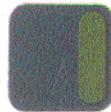
GALAXY COMMANDER



POINT COMMANDER

STAR COMMANDER

STAR CAPTAIN



POINT 1



POINT 2



POINT 3



POINT 4



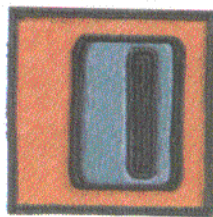
POINT 5



DRESS UNIFORM



CADET UNIFORM



CADET PATCH



CADET PATCH



DRESS UNIFORM BELT BUCKLE



1st & 2nd YEAR



3rd YEAR



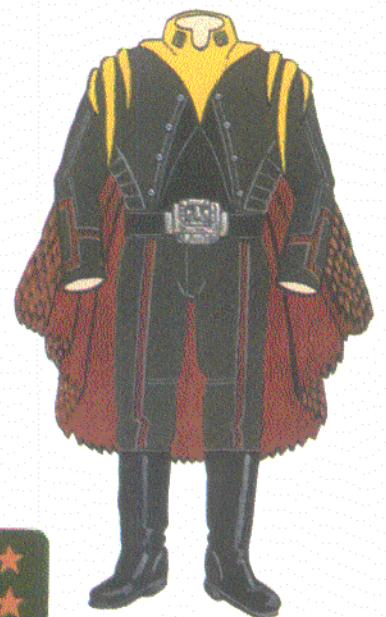
4th YEAR



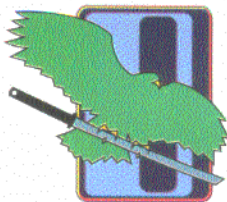
5th YEAR



6th YEAR



CADET DRESS UNIFORM



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AEROSPACE FLIGHT SUIT



AIR WING PATCH



AIR-TO-AIR VICTORY PIN



ORDNANCE



WEAPONS



STRUCTURAL



POWER SYSTEMS



COMMUNICATIONS



POINT 1



POINT 2



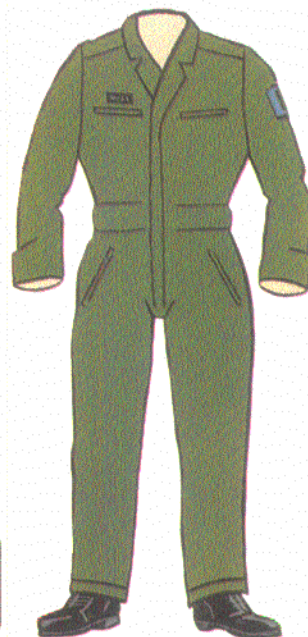
POINT 3



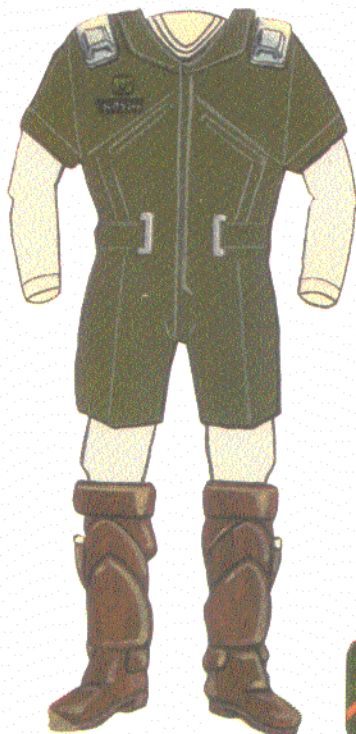
POINT 4



POINT 5



AEROSPACE TECHNICIAN



BATTLEMECH PILOT



INNER SPHERE INVASION BAR



ORDNANCE



WEAPONS



STRUCTURAL



POWER SYSTEMS



COMMUNICATIONS



POINT 1



POINT 2



POINT 3



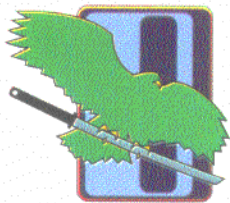
POINT 4



POINT 5



BATTLEMECH TECHNICIAN



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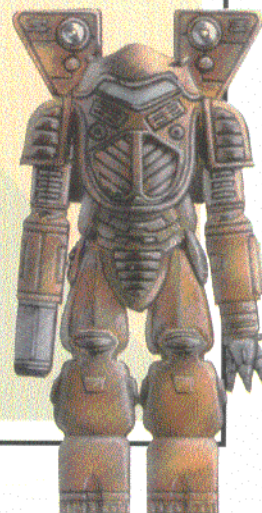
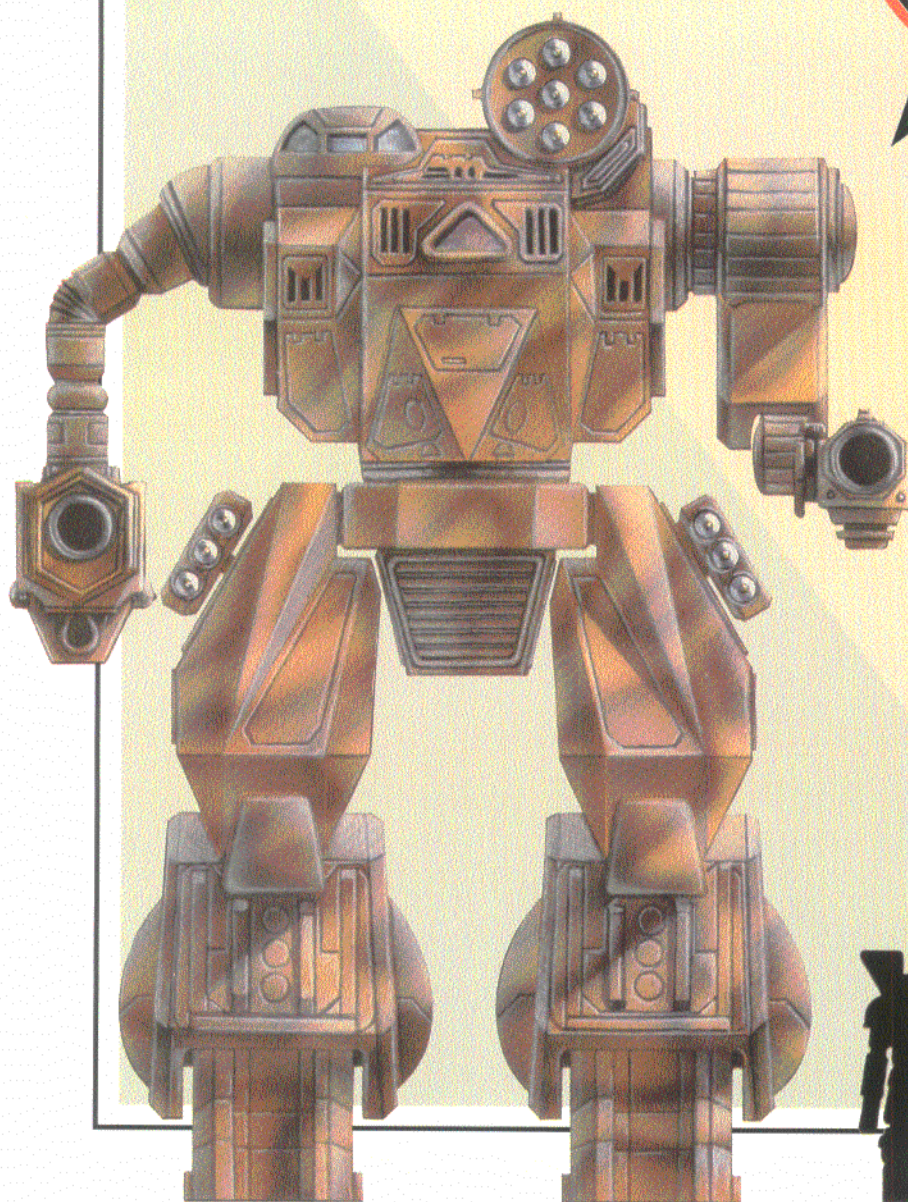
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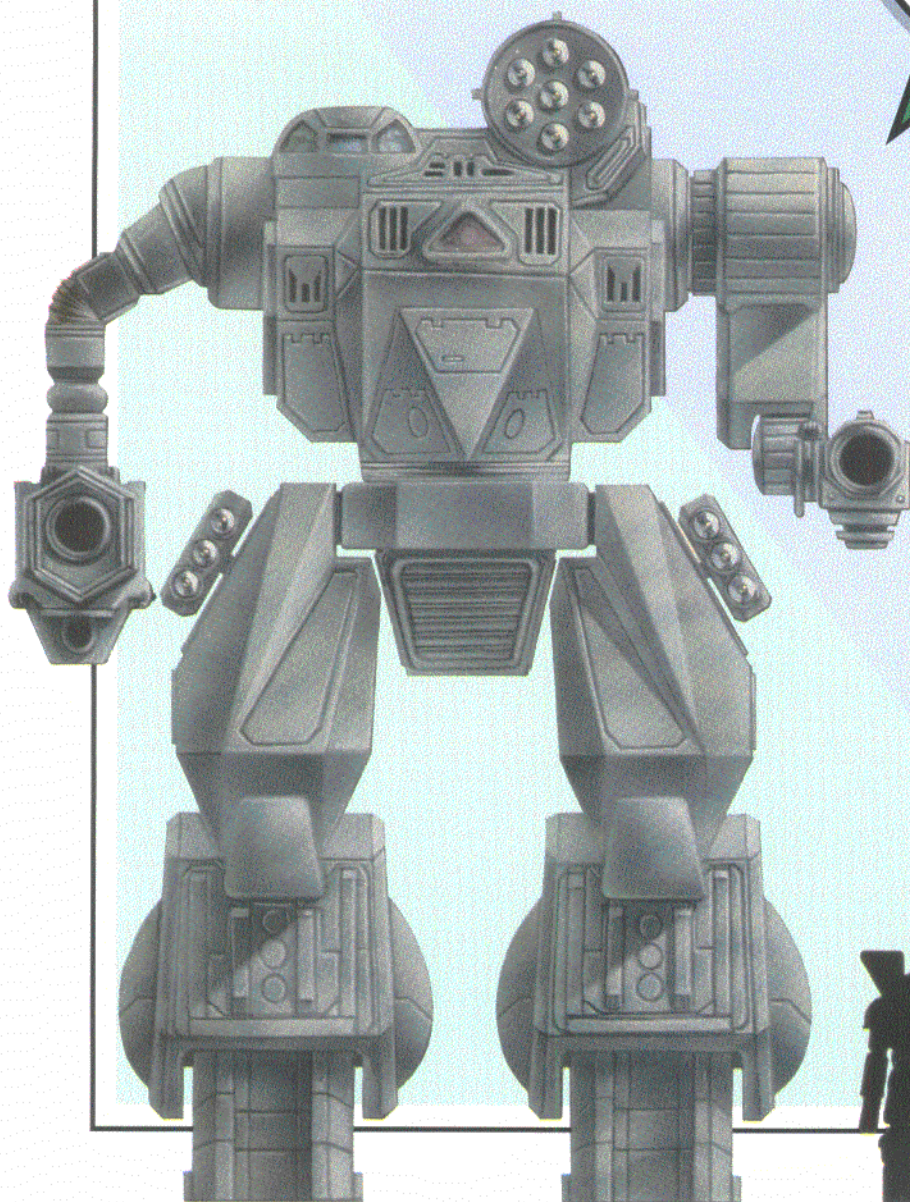
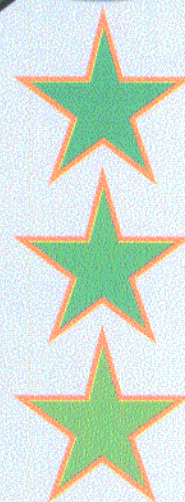
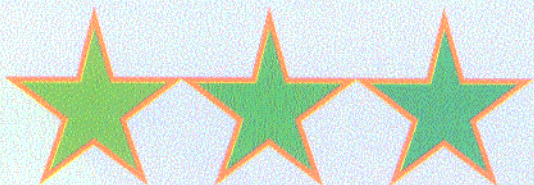


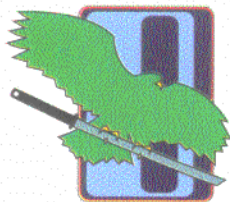


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Jade Falcon Elementals attacking a Thunderbolt • Artwork by Scott Rosema





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