

BATTLETECH

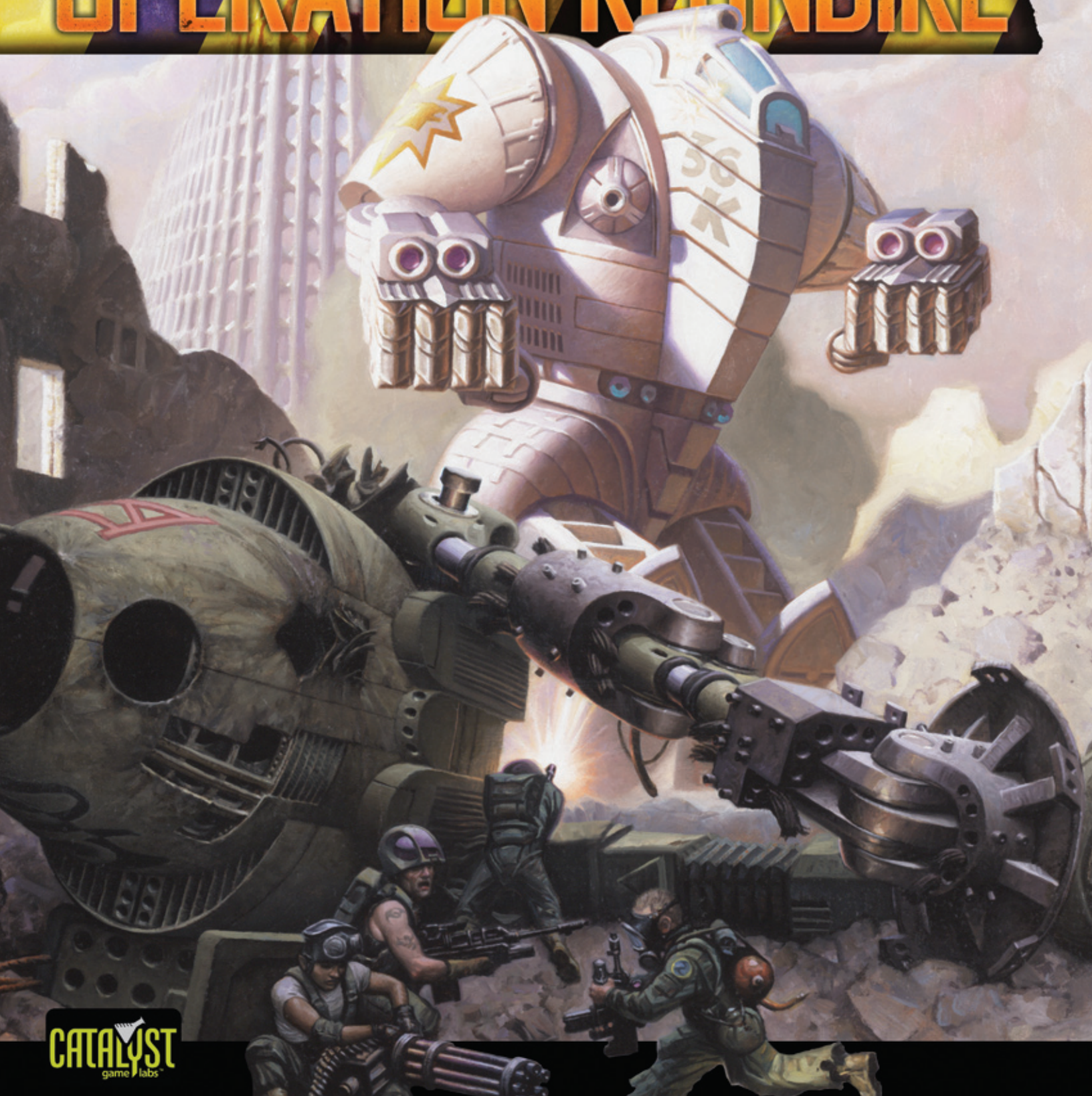


TM

HISTORICAL

OPERATION KLONDIKE

TM



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In the wake of the Star League's collapse, Aleksandr Kerensky led the bulk of the SLDF into deep space to escape the inevitable Succession Wars. But war soon came to the "Star League in Exile" anyway, prompting General Kerensky's son Nicholas to form a new society, based on the principles of honor and strength. Fifteen years later, the newborn Clans were unleashed against those who abandoned Kerensky's vision.

Historical: Operation Klondike details the actions of the epic first campaign waged by Nicholas Kerensky's newborn Clans. Identifying all of the founding Clans and their warriors, this book provides a hard look at the nature of early Clan formation, with new units and campaign rules that enable players to replay these critical battles for the Pentagon Worlds.



Under License From



STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE



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OPERATION KLONDIKE



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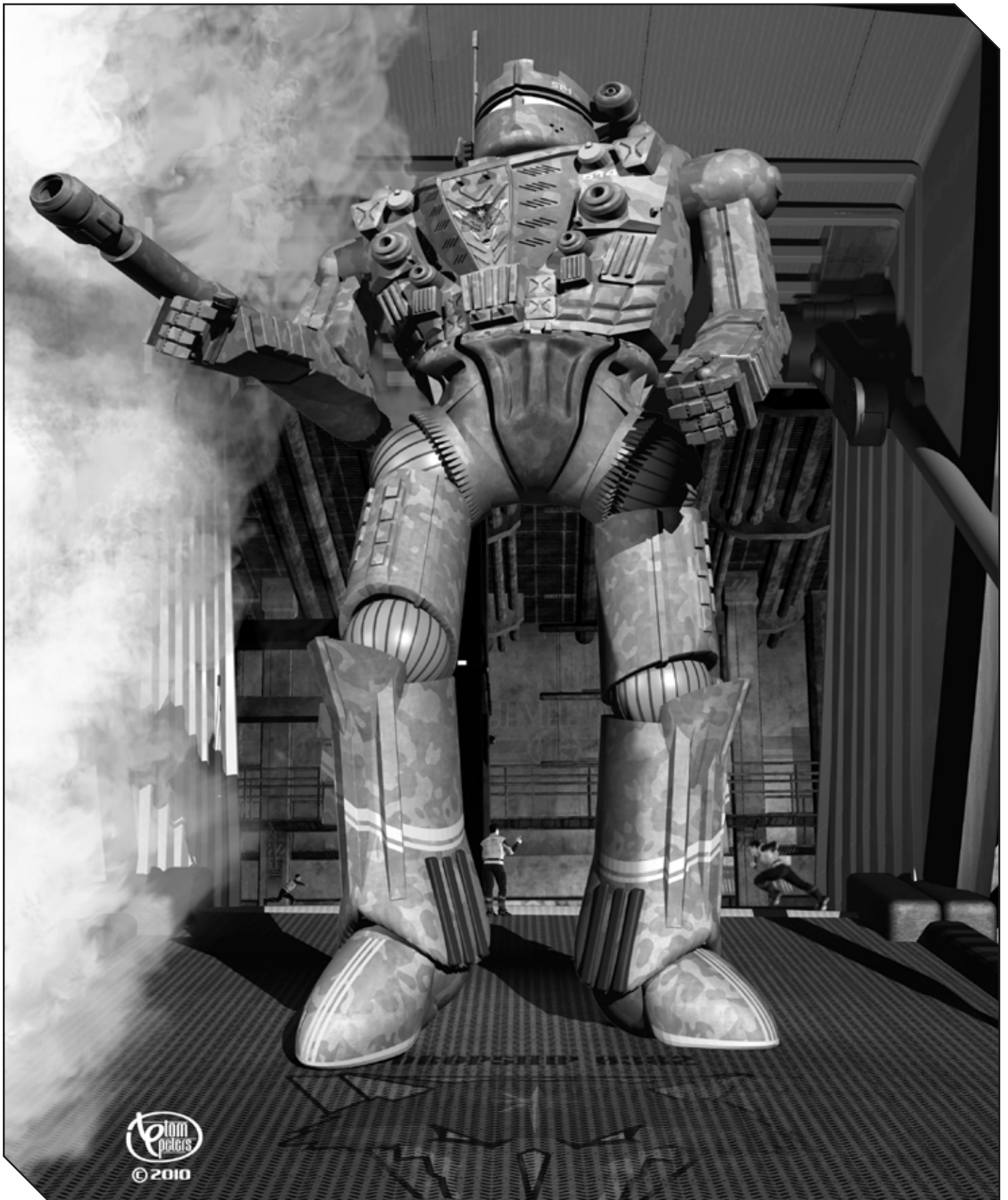
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DREAMS OF BABYLON



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picks
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DREAMS OF BABYLON

**Snaefell Mountains
Solath, Babylon
The Pentagon
2 June 2821**

Magnificent.

From her position atop the mesa, Dana Kufahl thought she could see forever. The dark browns and rich reds of the desert valley floor contrasted with the deep blue of the river, its banks lined with verdant greens, meandering through. She could just about smell the blooming flowers she knew to be down there.

It was the desert. *Her* desert, her home. She knew it so well. Mesas and rocky crags scattered across the valley floor below her in a visual cacophony so beautiful yet so deadly—at least to those unfamiliar with the land. Her people had built their homes down there, thriving in the desolation that gave them the solace they had sought for so long.

In the distance lay the foreboding wall of stone that frightened her. To some, the towering peaks were nothing short of heaven, as beautiful as they were impassable, so close yet just out of reach. Her people knew these mountains to be a gift from their gods, that which protected their idyllic life from the outside—and the *outsiders*.

But to Dana, those mountains were something to be feared. She knew they were but a thin veil, behind which lay horrors she wished were only imagined. On the other side of those mountains lay death, destruction and the evil of man. She had lost her family—all she was—before escaping to the desert, before finding her new family and new home.

Nothing could keep the inexorable evil at bay forever, though. It spread across the barrier and pushed aside the veil to engulf Dana's new home, threatening once again destruction of everything she knew and loved. She could not let that happen again. She would not.

She stood there a long time, staring out across the landscape, letting the hot desert wind play about her. A wisp of hair had freed itself from her ponytail and played across her face as she stood, almost transfixed. Tucking it back around her ear, she looked towards the mountains, and the magnificent oranges painted in the sky as the sun set behind them. Despite the hot winds still blowing, she shuddered involuntarily, knowing the deep chill that would soon enough overcome the heat of the day. She smiled.

We will fall on them like the night!

As the sun's waning rays retreated, Dana began to pick out flickers of light from the desert floor ahead of her. Soon enough the sun crept down behind the mountains and Dana's eyes began to adjust to the twilight. The desert floor, already bathed in darkness, came alive. First two, and then another three, constellations of light coalesced from the flickers of light ahead, each a different settlement.

One of those constellations was her home. Even though she hadn't been there for years, even though the evil had coursed

through its streets and continued to terrorize its inhabitants, it was her home. She owed it to those still living under the heavy thumb of occupation to free them. And to free everyone else from the evil. And there was only one way to do that.

We will destroy them.

She was not alone in the desert and she knew it. She relished it.

They will taste our fury soon enough.

Dana smiled again. She could feel the army, silent and invisible, amassed at the foot of the mesa, ready to move. Ready to attack.

It was cold now, the dead of night. And she was atop her mount. The army was on the move, finally. Five spearheads thrusting forth, every one aimed at a different constellation ahead. Dana rode at the head of one spearhead along with three others, she just ahead of the rest.

Go, go, GO!

"The doors are open," her radio blared. "GO, GO, GO!"

She opened her eyes, images of the desert morphing into the display consoles of the BattleMech that had been her second skin for most of her adult life.

With an ease developed only after decades of training, Clan Coyote's Khan remotely disengaged the clamps that held her *Black Knight* securely in its berth and deftly maneuvered through the cramped confines of the *Overlord*-class *South Wind*, out one of its massive cargo hatches and down the ramp to finally set (mechanized) foot on Babylon. The last time she was on Babylon was more than twenty years ago.

That was a lifetime ago.

To Khan Dana Kufahl, that was true. In fact, by her own count she was on her third life. Amaris had ended her first life almost before it began when he seized Terra and his stormtroopers had murdered her parents, orphaning an infant Dana. Her second life began in the North American desert, where she was adopted by a native tribe and taught the ways of their forebears even while battling the evil that was Amaris. The Great Father destroyed Amaris, but could not close the wound that continued to sap the life from humanity and its greatest accomplishment—the Star League. The Great Father gathered together those few that still held true to the ideals of the Star League and set out to rebuild the League again, only to be stymied by Humanity's greatest enemy—*itself*. The Great Father died, and with him Dana.

Nicholas was the savior, *her* savior. He knew what had to be done to ensure Humanity's survival, even if at times his decisions were draconian. Through him were born the Clans, and with them a new Dana. Nicholas gave her a new purpose and entrusted her with so much of value. But he also gave her his own brother, Andery, the love of her life (all of them). And together, they would save Humanity from itself.

Beginning with the worlds of the Pentagon.

She throttled down some after moving away from the DropShip and took a moment to look over her instruments, double-checking that her *Black Knight* was in fighting condition and, more importantly, that the information her helmet display indicated mirrored what the rest of her instruments told her. All around her, the MechWarriors of Clan Coyote were doing the same thing. Dana smiled to herself.

This will be glorious.

She keyed the discrete command channel reserved for her Clan as she turned to the southwest. "Beta, Gamma and Delta, form up and move to the Initial Point." She then keyed a second channel reserved just for her own Binary. "Alpha Star, converge on Alpha One. We will move to the IP before proceeding."

Dana listened to a chorus of rogers from her Star Captains and MechWarriors before once again keying the command channel. "Alpha Two-Two, Alpha One. SITREP"

High above her, a pair of Coyote fighters were focusing their sensors on the mountain ranges surrounding Kufahl and her MechWarriors, searching for any hint of danger. "Alpha One, this is Alpha Two-Two. No contacts. Cobra and Fox Groups are grounded. Hellion Group still inbound."

"Roger, Two-Two. Maintain CAP." The operation was on schedule, but Dana and her fellow Khans were still unsure of too much when it came to Babylon and its defenders. So she ordered her fighters to remain on Combat Air Patrol, ready to pounce on any enemy fighters. The Clans had spent years gathering intelligence on the Pentagon worlds, and for what? They still didn't know what resistance they could expect, or even where the pockets of resistance might be.

A waste of time.

Four other BattleMechs formed up behind Dana even as three other groups of 'Mechs—her Clan's other Binaries, each composed of two Stars of five 'Mechs each—combined around her. A total of five Coyote DropShips were on the ground, each the center of a buzz of activity. Supplies were being offloaded, ground transports full of ammunition lining up to travel to forward operating points, and security troops setting up defensive perimeters.

Dana raised her *Black Knight's* arm and signaled her Clan to move out. They were on their way.

Finally.

Dana led the charge, thirty-nine of her own warriors, her own kin, behind her. Lagging behind them were more than a hundred others, all focused on the single objective ahead. She would be the first one there, she and her kin. It was destiny. And while those behind her would add their own fury to the battle to come, it would be Dana and her warriors that would be known by all as the conquerors, the victors.

On their steeds, the horde swept through the streets, cutting down any in their way that raised arms. Dana almost felt sorry for them. Almost. They were wholly overmatched, but they were the enemy, the evil that had infected Dana's home.

Let their blood run and wash the streets clean!

She found herself atop a spire, overlooking the entire desert floor. It was high noon and all around her she could see the havoc her army was wreaking. Below her, the settlement was in shambles. But the corpses of her enemies lined the streets and a few hopeful heads were peeking out of the rubble. The fighting continued, though in the far corners of the settlement. Her own warriors were easy enough to pick out, though she could not quite make out the other three groups through the blur of the desert heat. One group, now less than half its original strength, was unleashing its fury upon a determined enemy. She could see the two others, their banners side-by-side, fighting as one to rid another corner of the settlement of the entrenched opponent.

Dana took the opportunity to look all around her, to take everything in. She could see clouds of smoke and dust rising from the other four desert settlements, the army clearly doing its job. In the distance, the mountains she feared so seemed a little less dark. And far behind and above her stood a ghostly image on a commanding promontory. She could not see it clearly, but she thought it to be an armored knight; as it looked down at the desert floor, it nodded approvingly before disappearing into the blurred distance.

Dana swelled with emotion. She knew the campaign was just and right, but the pure naked anger she once felt was now replaced with hope and pride.

"Coyote One, say again intentions."

Dana just shook her head, partially in exasperation but also in a sorrowful disbelief. She knew the orders she had given to her warriors were clear, as was her communiqué to Khan Kalasa. She also knew her ilKhan's directives at the outset of the operation: "Fight with honor. Your decisions and your actions will be evidence to all of the righteousness of these, our Clans." Unfortunately, others apparently did not accept Nicholas' directive. It was up to her to help them understand and embrace that vision.

She keyed up the inter-Clan command channel. "Fox One, Coyote Cluster is disengaging and will rally at point Sigma-Two."

"GOD DAMN YOU!" Even the radio's auto gain feature could not subdue the Sea Fox Khan's curse enough to keep it from hurting Dana's ears. "Get your Coyotes back into this battle!"

Throttling up to reach the top of point Sigma-Two, a hill that offered a relatively commanding view of the city of Camlaan, Dana thought better of replying. For all their bluster, the Sea Foxes were capable warriors, but their leaders still did not understand some of the precepts of the Clan society, despite Nicholas' every attempt to educate them. Nor did they understand that their indiscriminate attacks not only brought dishonor upon themselves but on the Coyotes as well. Dana could not let her warriors break their oaths to Nicholas. Only the Sea Foxes could right this wrong.

A new voice sounded on the command circuit. "Fox One, Skyfox One-One. Forget her. You've got a column five blocks to your north inbound. Rally at the fountain and I'll see what I can do." It was Nagasawa, Kalasa's fighter commander.

"Wilco." Kalasa sounded exasperated. "Buy me enough time to get some cover."

Dana shook her head again and sighed. *Anyone can drop a bomb or mow down an enemy with a firing squad. A true warrior fights honorably.* Massed fire and saturation bombing were not the ways of a Clan warrior. Those were the tactics of the morally bankrupt—the very thing the Clans were battling right now.

A pair of Sea Fox *Rapiers*—one of them almost certainly piloted by Nagasawa—swooped down to drop their cluster bombs on the BattleMechs moving down the street towards their Khan. Even two kilometers away, Dana felt the shockwaves rattle her *Black Knight*. Before Nagasawa was a pilot, she was a talented journalist. It was no surprise that Nicholas recruited her to assist him in crafting his messages to his people. Dana just could not understand why Nicholas would entrust so much to someone who so clearly did not embrace the most basic of his ideals.

Dana sat in her command couch and watched, her warriors arrayed about her. A column of vehicles rolled up, techs jumping out to begin quick checks of their assigned BattleMechs while armorers set up the cranes and field gantries they would need to refill the Coyotes' depleted ammunition bins. Ahead of her, the battle raged on, Sea Fox fighters continuing their strafing and bombing runs while Kalasa and Nagasawa both tried to direct Fox Stars into positions where they could ambush their opponents.

The battle will be over soon enough. If the Sea Foxes will not fight with honor, we may have to show them how.

Dana stood on a plateau overlooking the desert floor and the five settlements. The smoke and dust from battle had settled, replaced by the smoke of funeral pyres that had burned now day and night. The bodies of the enemies were stacked like cordwood in the desert for the scavengers to pick clean—still too good an end for them.

Atop the plateau, though, a different group of dead was being honored. The slowly setting sun shone down on row after row of cairns. Surrounding them stood hundreds of unmoving statues—those that survived honoring those that had not. Such was the cost of freedom.

As the sun's last rays retreated, the statues one by one passed before the graves, paying their last respects to their fallen comrades. Dana waited a long time, taking her place at the back of the procession. Only one figure lingered longer, falling in place behind her. They moved along with the column, but both paused by three graves set apart at the head of the cemetery, obviously a position of honor. One sat just ahead of the other two, drawing her gaze.

Suddenly, Dana was filled with an overwhelming sadness, grief like she had never felt before. But just as quickly, it was replaced by pride, by hope. At least most of it was. The grief was still there, along with something else. Something she could not quite identify. Something confusing.

As the two of them paused over the graves, Dana looked back over her shoulder, across the desert.

A stray missile fell a few meters ahead of Dana's *Black Knight*, its explosion kicking up rocks and debris. Dana started.

Her visions were not uncommon. She had been experiencing them since first learning her tribe's rites as a child, some prescient or inspirational while others were merely retreads of varied experiences or even manifestations of her hopes. But as the Clans grew closer and closer to launching Operation KLONDIKE, her visions grew more frequent and more vivid. In fact she had experienced this vision many times over the past several weeks.

Except she had never seen its conclusion before, never stood over those graves before.

Her vision left her confused and sad. She knew there would be casualties. They all did. They were warriors, they accepted that fact. But this was something deeper.

Another few stray rounds exploded near the Coyote Khan, bringing her to the here-and-now. Camlaan's defenders were straying closer, and that angered her. Dana targeted a rebel *Orion* that had come too close and fired her PPC and two large lasers at it. The 'Mech disappeared briefly amid the fury of her attack, re-emerging splayed out on the ground. Dana fired again before its pilot had the chance to react, catching it as it tried to regain its footing. The *Orion's* MechWarrior failed.

Taking their Khan's lead, a trio of Coyote warriors opened fire on the *Orion's* three other lancemates. To their credit, the rest of the Coyotes held their fire, unwilling to cross the same line the Sea Foxes had.

Dana did not notice, however. She was too enthralled with her own battle. She was in a rage, and she was going to make sure the *Orion* paid the price. She advanced, continuing her unmerciful barrage.

It stood, striking out with its autocannon and a barrage of missiles. The autocannon found its target, blasting a deep score into her *Black Knight's* right leg. Dana ignored it. She was nearly in a trance.

She fired, blowing open the *Orion's* right side.

Dana was angry. But there was something else going on.

The *Orion* fired, its shots wide, just peppering her *Black Knight's* left arm.

Dana was hysterical, nearly in tears. She was never in tears, except...

She stabbed the firing stud again, once more loosing hell upon the *Orion*.

Dana was back on the plateau, looking off into the distance. If she squinted she could just about see...

The *Orion* rocked under her continued brutalization. It fired again before Dana's lasers blew its right arm off. This time the *Orion's* shots connected, blasting more than a ton of armor from her torso.

There were two figures standing atop the distant promontory, two armored knights staring back at her.

Her fingers clamped down on the triggers. The air was charged with electricity.

Two knights, the taller one resting his left gauntlet on the other's right shoulder. The gesture was almost... fatherly.

One final shell lanced out from the *Orion* before it disappeared in a staccato series of fireballs. The shell struck Dana's machine just below her cockpit window. The shock, the heat... it was nearly unbearable.

Atop the plateau, the figure next to her placed his right hand upon her left shoulder. They were both grieving.

The blast from the autocannon sent a shockwave through her neurohelmet. Dana did not even feel it.

The emotions welled up. Anger, grief, frustration. *And guilt?*
Darkness fell.

Dana awoke to the acrid smell of blasted electronics and charred flesh stinging her nostrils, the coppery taste of blood mixed with the bitterness of smoke in her mouth. She did not know how long she had been out, but that no longer mattered. She was alive, her 'Mech still stood, and her enemy was destroyed.

But that meant little compared to what she had seen, to what her vision had shown her.

Her visions had been wrong before, though. Sometimes her nightmares played tricks on her.

Not like this. Never when they have been this vivid.

She just sat there, staring into the distance, unaware of the battle still waging around her.

By nature, Dana was not an emotional creature. It was easy to recall the last time she had felt this drained, the last vision that triggered these emotions.

When I saw the Great Father fall.

She let the grief overcome her, knowing that there was nothing she could do to prevent it. *If it is even to come true.* Besides, she could be wrong. She had interpreted her visions incorrectly before. Many times, in fact. And they were merely a shade of what *could* happen. Nothing was set in stone.

Like the cairn stones that covered his body?

She was not even sure it was him. But whoever was buried in that grave died a warrior's death, died in glorious battle fighting for a just cause. And that is to be celebrated, for that is how a warrior should die.

But will he feel the same way?

Dana Kufahl shook away the emotion. The battle for Camlaan was far from over, let alone the KLONDIKE campaign. She could not afford to lose herself now for something that might not even be true.

But still, it was... *My love.*

She had to focus on the here and now, had to put the needs of her Clan, her new family, ahead of her own. They had a long campaign ahead of them. And though she knew the Clans could be nothing but victorious in this endeavor, she had a duty to her fellow Clansmen and to her ilKhan, Nicholas Kerensky, the Founder.

Even if that meant... *My Andery.*

INTRODUCTION

Who are the Clans and where did they come from?

That is a question that most of the Inner Sphere was asking twenty-five years ago, and continued to ask for years to come, even after the landmark works by Anastasius Focht became public.

So who are they and where did they come from?

One simple answer is: Operation KLONDIKE.

Unfortunately, that's a name many people are probably unfamiliar with. So, for the sake of clarity, let's also use another few names that the common man may be a little more familiar with, or at least that might be a bit more descriptive: the Pentagon Campaign, the Clan Homeworlds Campaign, or Nicholas Kerensky's conquering of the Pentagon.

Clearly, the history behind the genesis of the Clans could answer those questions well. But why, with everything else that is going on in the Inner Sphere now, would we choose to write about and publish a work on this topic now?

That's not a particularly easy question to answer. The initial work on this project began many years ago, long before the dawn of this so-called Jihad, even while the nations of the former Federated Commonwealth were battling against each other in civil war. The Clans—at least a few of them—were really beginning to open up their borders and their lines of communication to those of us native to the Inner Sphere. Some of the Clans now saw us as allies, or as customers, or at least not as the hated enemy. A few even made diplomatic overtures, opening their borders to missions of mutual peace and understanding—the Babylon Diets being the first and most productive.

In short, never-before-available resources opened up that promised academic riches thought impossible just a year or two earlier. It would have been foolish—nearly criminal—had we not taken advantage of those new and untapped resources.

Of course, thanks to Clan Wolf Khan Phelan Kell, and the previous works by Precentor Martial Anastasius Focht and Colonel Jaime Wolf, we had some good bases to work from. But we also knew that the Clan historical sources would be, to put it mildly, sparse. Unfortunately, even our worst fears were overprojections of the reality of the situation.

To put it into perspective, within the Inner Sphere we can expect detailed reports coming from the battlefields on a daily or weekly basis. These are then followed by exhaustive treatises that cover just about every perspective of a campaign or war often within months, and certainly within just a couple of years, of its conclusion—and once again every five or ten years thereafter, for decades to come. Even within the wildest wilds of the Periphery, the entire Inner Sphere will know at least the basics of what is going on within a few weeks or months at the outside.

But that is with a professional press and a population not only used to detailed coverage but eager for information. Those are two things that the Clans simply do not possess. Neither do they have a military that looks to the past for lessons learned or insights into the future.

So while our team was aware of those facts, the true impact it would have on the process of writing this work was not apparent

until our researchers began digging into the Clan archives during the First Babylon Diet. A few planned months of research quickly turned into years of cataloging and detailing the many millions of disorganized and scattered files and reports. This was then followed by years more of visiting key locations within the Pentagon and on Strana Mechty.

What you have before you, therefore, is the product of six years of research on the part of more than two dozen individuals. More specifically, it is the *first* of what we hope is many products of this research. Our team embarked on this journey hoping to illuminate the earliest history—and with it the true nature—of the Clans. And this is a task they well accomplished. From General Kerensky to Nicholas Kerensky to the founders of the Clans, each had his or own history and perceptions that fused during the formation of the Clans and combined to give each its own unique outlook and personality.

Thus you'll find within these pages a complete history of the Clans' genesis, from the days following the end of the Amaris Civil War to Kerensky's Exodus, from the Pentagon Civil War to the Second Exodus, and finally through Operation KLONDIKE and into the years leading to the Clans' Golden Century. We will give you a complete picture of what happened, how it happened, and, even why it happened. Some of these are topics that you have undoubtedly seen recounted time and again; in those cases we will give you something you have never seen before: a description of what happened in the words of those who lived through it—thanks to copies of reports, correspondence and personal journals that our researchers uncovered within Clan Wolf's earliest archives.

The focus of this work, though, is Operation KLONDIKE. While you will read about the years leading up to the formation of the Clans and the invasion of the Pentagon worlds, as well as the years directly following the conquest of the Pentagon, it is upon that military campaign that we will concentrate the bulk of this work.

As a note, there are some aspects of this early Clan history that we were unable to uncover, at least wholly—primarily the conduct of the Pentagon Civil War. Unfortunately, while we know well how the war ended, we simply cannot know what happened during the war. There are no surviving records from that time in the Pentagon worlds, and the Clans did nothing to compile information detailing the war after their conquest of the Pentagon. Apart from a handful of sidelong references within just a few personal journals, we have no direct knowledge of the Pentagon Civil War.

What you have, therefore, in front of you is the definitive story of the formation of the Clans. We have attempted to make no interpretations or judgments upon motivations of the participants, but simply to provide you the facts as we have discovered them.

Keep in mind one point as you make your way through this work, though: the Clans as you know them today are not the same Clans that you will see here. Operation KLONDIKE took place more than 250 years ago, and since that time Clan society, ideals and prevailing wisdom have changed significantly. The nascent Clans were just shadows of what they would eventually become. In some cases, Clans experienced significant upheavals and crises in the intervening years to become a wholly different entity than they were when

born. One only has to look at the early Clan Sea Fox and the current Clan Diamond Shark to see quite a significant difference.

Likewise, the terminology and customs we so commonly attribute to the Clans in many cases were just evolving—or not even in existence yet—during this era. *Zellbrigen* was more a gut feeling than a practice, and in fact had no name yet. A *Star* was just five individual military resources (the ten-fighter aerostar, and twenty-five man infantry formations, were both still some time off yet). *Trueborn* wasn't even a term yet, and no one knew what a *Galaxy* was (save for the astronomical version). These concepts would take decades more to take hold within the Clans.

So here you have it: the earliest days of Kerensky's Clans, including their first military campaign. From here stems the genesis of the last quarter century of history, as well as the decades and centuries to come. To some, this work will be merely a good story, while to others it will be the answer to many of the questions they have asked since the Clans appeared on the Coreward Periphery some twenty-five years ago. So while this work was written with the historian and military man specifically in mind, it is meant for everyone that wants to know the real story: who are the Clans and where did they come from?

—Dr. Andrea Paliwoda, 14 June 3074

When we had the opportunity to sponsor and help birth this truly groundbreaking historical work, we had no choice but to do everything we could to make sure it saw the light of day. The history of the Clans has, of course, captured the interest and imagination of countless individuals across the Human Sphere. But what of addressing the needs of dedicated military historians, who have long tried (and failed) to answer the most basic of questions about the Clans' incarnation and reason for being?

Interstellar Expeditions is, therefore, proud to help present this work. Dr. Paliwoda led a team of dozens of researchers and three authors for nearly ten years—including more than five years of start-and-stop writing as other projects and changing situations interrupted the process—to bring you this definitive historical source. It is our hope that it will finally answer many of those lingering questions about the Clans, and will give our political leaders and military generals the insights they will need to continue to deal with them in the future.

And rest assured, more volumes detailing the saga of the Clans will come!

—Dr. Saga Brest, Director of Publications, Interstellar Expeditions, 13 September 3074

HOW TO USE THIS BOOK

BattleTech Historical: Operation KLONDIKE is the latest in a series of products that explore the major yet little-detailed conflicts in the past of the BattleTech Universe. In this case, we cover the Clans' earliest military action—their return to and conquest of the Pentagon Worlds. As with the other books in the *Historicals* series, *Operation KLONDIKE* is part sourcebook and part rulebook, detailing the background and major events of the conflict as well as providing tools relevant to players who wish to recreate battles of the historical era in question.

The *Sourcebook* opens with *Exodus and Escalation*, detailing the years of frustration leading up to General Kerensky's Exodus as well as the journey to and colonization of the Pentagon Worlds, and finally the difficulties that led to the Pentagon Civil War's outbreak and Nicholas Kerensky's Second Exodus. *Building a New Society* covers the almost twenty years it took Nicholas Kerensky to shape and forge the Clans on Strana Mechty, from completely reorganizing the military to a vast social re-engineering that resulted in significant resistance from the civilian population but ultimately created a society devoted entirely to supporting a new and unique military. *Return to the Pentagon* details the new Clans' intelligence-gathering mission (Operation SABLE SUN) within the Pentagon systems prior to the launch of Operation KLONDIKE, as well as the general state of affairs within the Pentagon systems and the preliminary naval battles within each. The next five chapters—*Arcadia*, *Babylon*, *Circe*, *Dagda*, and *Eden*—all provide detailed information about the Clans' military campaigns on each world, from their initial landing efforts to the official conclusion of military operations. *Aftermath* provides information on the war's conclusion and immediate aftereffects experienced by the Clans and their newly conquered populations. This includes the efforts to absorb millions of new citizens into the Clan way of life while also erasing the culture and loyalties of the past. *Aftermath* also delves briefly into the troubles that significantly impacted the development of these early Clans—the Wolverine Annihilation, the death of Nicholas Kerensky, and the Widowmaker Absorption.

Operation KLONDIKE also includes several chapters meant to provide background and information about the participants and the worlds they fought on. *Personalities* looks at the most significant players in the days before Operation KLONDIKE, providing a quick bio of each so that readers can better place them within historical context. *The Clans* likewise provides the briefest of glimpses at each of the twenty Clans that participated in Operation KLONDIKE; while these summaries are from a modern-day perspective, they are meant to help show readers the strings of similarities and sometimes striking differences between the Clans as they were in their infancy versus the powers they have grown into today. *The Planets* provides an overview of each of the five Pentagon Worlds as well as the Clan homeworld of Strana Mechty.

The *Rules Annex* includes a diverse range of items designed to aid players who wish to recreate the Early Clan Era in their own games. *Creating Operation KLONDIKE Scenarios* provides all the information needed to create scenarios set within this timeframe. *Clan Toumans & Pentagon Powers* details, in game terms, the unique talents of the Clans and many of the enemy forces they faced on the Pentagon Worlds. *Running Notable Personalities* likewise provides rules on incorporating the key Operation KLONDIKE leaders into games. *New Combat Equipment* details the experimental technologies that first saw light in the conflict as well as the unique combat units that were utilized by the various combatants before, during and after Operation KLONDIKE.

As a stylistic consideration, all named military operations in this volume appear in upper case. The initial intelligence-gathering mission within the Pentagon systems is known as Operation SABLE SUN, while the overall invasion of the Pentagon Worlds is known as Operation KLONDIKE.

EXODUS AND ESCALATION



EXODUS AND ESCALATION

These are the times that try men's souls. The summer soldier and the sunshine patriot will, in this crisis, shrink from the service of their country; but he that stands it now, deserves the love and thanks of man and woman. Tyranny, like hell, is not easily conquered; yet we have this consolation with us, that the harder the conflict, the more glorious the triumph. What we obtain too cheap, we esteem too lightly; it is dearness only that gives everything its value. Heaven knows how to put a proper price upon its goods; and it would be strange indeed, if so celestial an article as Freedom should not be highly rated.

—Thomas Paine, *The American Crisis*, no. 1, 23 December 1776

"Wars spring from unseen and generally insignificant causes, the first outbreak being often but an explosion of anger."

—Thucydides

Hell.

That is the only way we have today to describe what the people of the former Terran Hegemony and the soldiers of the Star League Defense Force went through during the Usurper's reign of terror.

Of course, it is absolutely impossible for anyone living today to truly understand what life was like for them up to and following the recapture of Terra. While every person in the Inner Sphere and Periphery was touched in some way by the Amaris Coup and the Star League Defense Force (SLDF) drive on Terra, it was the people of the Terran Hegemony that valiantly bore the years of oppression and depravity of Amaris' occupation. And it was the soldiers of the SLDF that stood up to the Usurper and toppled his malevolent regime.

In the aftermath of such widescale devastation as that caused by the Clan Invasion and the FedCom Civil War, we can begin to understand the feelings of these people. However, we can never know—and hopefully no one will ever know again—exactly what kind of hell they went through.

Nevertheless, in order to understand why the events leading up to Operation KLONDIKE happened, we must look specifically at the predominant emotions of the time. Thankfully, we now have available to us the personal journals of a number of the key players in the SLDF Exodus and the embryonic Clans. Rather than regurgitate the same tired clichés that authors have been touting for years, we will rely primarily upon the words of those that were there; though we will intersperse that with prose—based upon all of the sources we have compiled during the research for this work—to tie everything together.

As always, any author (or, as in the case of this work, group of authors) that agrees to take on a project such as this must make difficult choices in what to include or exclude in the research. Most of the sources are personal accounts of the time, and are subject to the prejudices and other filters of the writers. As a result, all of these sources provide slightly different accounts of the same events, and in many cases different sources directly contradict each other. The authors have attempted to tell the true story of what happened, and in doing so had to make conscious choices to favor some sources over others. Future sources may well prove more accurate than those we had available to us, or that we chose to favor over others; we fully accept any blame now for such inaccuracies that are proven at a later date.

A BRIEF HISTORY...

Almost since the moment man's trek brought him into contact with another, he has been in a nearly constant state of conflict with his brothers and sisters. His trek took him to the stars in 2107 with the development of the Kearny-Fuchida hyperspace drive. In just over 250 years he had colonized more than a thousand worlds and formed the six great nations—the Terran Hegemony, Capellan Confederation, Draconis Combine, Federated Suns, Free Worlds League and the Lyran Commonwealth—that would continue to dominate the starscapes for the next seven centuries.

Peace was the exception rather than the rule. That is, until the dreams of a single man some two centuries later culminated in the formation of the Star League. Ian Cameron's dream of a united Inner Sphere came to fruition, with himself as its very First Lord, in 2571. Seven short years later, the Star League was at war with the nations of the Periphery, the war ending only after two decades in understanding, if not in actual victory.

Historians consider the next two centuries something of a Golden Age—one of unabashed technological advancement. It was also an age of peace—as long as border skirmishes, organized military dueling and constant political wrangling can be considered peace. That Golden Age ended with what many believe was the assassination of First Lord Simon Cameron in 2751. His death left the reins of the Star League in the hands of his son, Richard Cameron, just a boy.

That, of course, was just the beginning. The five House Lords, the leaders of the Inner Sphere, bickered and maneuvered amongst themselves to advance their own agendas. Meanwhile the Usurper Stefan Amaris made his own fateful maneuvers, ingratiating himself with the young Star Lord and planting the seeds of rebellion within the Periphery.

THE AMARIS COUP

On 27 December 2766, while the bulk of the SLDF was fighting to put down rebellion within the Periphery, the Usurper Stefan Amaris murdered First Lord Richard Cameron. Having already moved sixteen full divisions of his own troops into the Terran Hegemony to aid the SLDF while it pursued war elsewhere, Amaris took control of the Terran Hegemony. Thus began some thirteen years of oppression and war that destroyed life as it was known in

the Hegemony. This left deep scars, some of which remain today, and ultimately ripped the Star League apart.

SLDF Commanding General Aleksandr Kerensky, upon his own authority, though working with the implicit approval of the Star League Council, negotiated an end to the action within the Periphery. He immediately set the full might of the Star League against Amaris' home nation of the Rim Worlds Republic, using it as a base of operations before moving on against the occupied Terran Hegemony itself.

"It is done."

Damn if those weren't the best words I'd ever heard. I told the General I would walk through hell for him, but I didn't know at the time if I really meant it, or that I'd actually have to do it. I thought for sure there was no way we could survive the assault on Moscow, let alone Unity City. . . . But when we broke through the gates of [Amaris'] Imperial Palace and he said that. . . . I stopped for a moment and actually said a little prayer of thanks. Don't know the last time I did that. . . .

He's asked me to stay on with the [SLDF] Command Group, though I think that is more for Nick's benefit than mine. His whole family had a rough time of it. Hell, I don't think anyone even knew he had a wife or children until we brought them out. Nick barely speaks. The things he's had to have seen. And done. Nothing a fifteen year-old kid should have to endure.

—Major Absalom Truscott, *Personal Journals*, 20 November 2779

This war was nothing short of devastating. Kerensky himself led the assault on the Terran city of Moscow—his birthplace—to liberate his wife, Katyusha, and two sons, Nicholas and Andery, each of whom had fought bravely in the resistance against the Usurper until Kerensky could free them and their comrades. That they'd managed to remain anonymous was nothing short of miraculous; they wouldn't leave his side again, at least willingly.

By November of 2779, Amaris' armies had fallen, and the Hegemony and its capital world were back in the hands of the SLDF. The Rim Worlds Republic was an occupied nation, with Commanding General Aleksandr Kerensky their military governor. He ordered the impossible—the repair of the damage done during Amaris occupation.

THE FALL OF THE STAR LEAGUE

To say that the days and months following the Liberation of Terra were difficult is an understatement of titanic proportions. The damage done—both physical and emotional—during more than a decade of Amaris Occupation of Terra and the Terran Hegemony was far greater than any could have ever imagined. More than a hundred million lost their lives, four hundred million more wounded, and a billion lost their homes. No less devastating was the damage done to the Hegemony's infrastructure—power plants were destroyed, water purification centers made inoperative, atmosphere processors and weather control devices reduced to slag, hospitals leveled. At the time, the total devastation visited

was beyond description and compare, as were the horrors visited upon the innocent victims of Amaris' coup.

Six months have come and gone, and in that time—even with almost the entire SLDF mobilized to aid in reconstruction, with the entire Corps of Engineers and every Hegemony construction firm still in existence working day and night, and with literally millions of volunteers working exhausting shifts—we've only made a dent.

Death is far too merciful an end for Amaris and his followers. Even throwing them into the piles of rotting corpses we dig up every day and burying them alive is too good for them. Hell is too merciful for them!

Every single day. . . . It's almost. . . . We come across something new every day. Sometimes it's horrible. Today we found. . . . I was there when they opened the mines. We thought that Amaris had buried billions in stolen goods—artwork, sculptures, jewelry, silverware and the like—in a series of abandoned mines in [the old North American province of] Pennsylvania. The first few chambers were just what we expected. There were rooms and rooms full of valuables obviously stolen from citizens of the Terran Hegemony, all meticulously organized and cataloged. I didn't stay long. This wasn't the first of these caches that we'd found, and General Surtt had the site under control.

Three days later, Surtt's aide called. That was 0300 this morning. [General Surtt] needed me back at the site ASAP. There was no explanation, but I could tell from [Major Ander] Locke's voice that whatever they found was horrible. I had no idea. . . .

The minute I landed, I could feel the. . . . the horror. There's no other way to put it. And then the smell. . . . Even outside of the mine you could. . . . It wasn't there before. I knew that this would be worse than anything we'd seen yet. I wish I was wrong. . . .

Even the environment suit wasn't enough protection. [Amaris' troops] had hidden the entrance to the lower levels behind a ferrocrete plug made to look like just another rock wall. We went through half a dozen more plugs and descended hundreds of meters. No pit of hell. . . . How could anyone? This was the work of no human being.

There must have been thousands of them to begin with. Tens of thousands. All cultures, all ages. Men, women, children. Convicted murderers and rapists. Animals. They just shoved them down there in the dark and cold. There were a couple of hundred left. . . . We had to use infrared light to see. They couldn't take the light anymore. Their screams were like. . . . Like death ripping your chest open and clawing at your heart.

And those sonsabitches watched and laughed. They kept records. They took notes. Fuck them. A quarter died in the first week at the hands of the criminals. But then. . . . They. . . . The rats. The insects. Those. . . . Goddammit, *they* did it to them. And when they got bored, or when the stench got too bad, they sealed them up and forgot about them. They didn't even have the common goddamn decency to put them out of their misery.

Best anyone could figure, those that managed to survive four murderous waves, the predations of animals and vermin, the diseases, the dark, the cold, the moisture and the insanity. . . . How could. . . . They fed off of the dead while they dug. They literally worked their fingers to the bone. . . . They survived more than a decade on themselves along with the water and the fungi they could harvest.

By the time we got to them... These weren't human. They couldn't talk. They just lashed out at us... The doctors are already saying they will never again live aboveground in society. It would be better to put them down now. More humane than letting them live another minute.

How the hell?

—General Aaron DeChavilier, *Personal Diary*, 23 May 2780

Throughout the campaign to retake the Terran Hegemony and Terra itself, the SLDF uncovered evidence of unspeakable war crimes committed by Amaris' troops on nearly every world, and continued to do so during the years of reconstruction.

This site in Terra's North America, unfortunately, was just one of many. Ultimately, the SLDF uncovered many more underground chambers there. The final report on the so-called Tivoli Mines indicates Amaris troops buried some 23,000 people in those chambers, of which approximately 2,600 were recovered alive. Records of what subsequently happened to them were apparently expunged personally by General DeChavilier, General Kerensky's deputy and closest friend. DeChavilier's personal diaries contain no more accounts of Amaris atrocities, though the official SLDF post-war accounts record hundreds of other war crimes sites discovered after this one.

"Friends, we have all seen firsthand the horrors and the devastation of the occupation. We have all grieved over the loss of friends or family, and have all felt the touch of evil. But what is amazing to me is not the depth of depravity within humankind. No, it is the capacity for kindness and generosity in the face of all that we have experienced. It is the family who, having lost everything to the Usurper's evil, having buried their parents and even two brothers, and having watched scores of their friends and fellow citizens gunned down in front of them, did not succumb. No, they have taken on a new struggle—the struggle to rebuild!

"I could tell you the stories of the hundreds and thousands of survivors that I've spoken with in the past few weeks, but they would all be the same. These people, who lived under the oppression and perfidy of evil incarnate for so long, haven't given up. They haven't resigned themselves to anything. No, they're giving what little they have left—their time and their effort—to rebuild what once was.

"That is the true human spirit, friends! We stared into the very face of the Dark Prince, and stared him down. We overcame, as he knew we would. But then we persevered. As one we said, "No!" And now, once more, we are reclaiming our own paradise. We have returned to the eternal path, and the way before us is clear.

"We *have* overcome and we *will not* allow evil to rise and waylay us again!"

—Chaplain Captain Windham Khatib, sermon to SLDF troops at Mt. Ranier, 30 June 2780

Khatib was just one of thousands of SLDF chaplains that did their best to tend to the wounds inflicted by Amaris—in his own way. Chaplain Khatib would present variations of this new "Sermon on the Mount" to SLDF units and Star League citizens across the Hegemony for the next several years.

SUCCESSOR MANEUVERS

On 10 October 2780, the Star League Council met for the first time since Amaris' coup. The hope throughout the Inner Sphere was that they would affirm General Kerensky as the new First Lord so that life could once more get on. Instead they immediately began to bicker amongst themselves, vying for power. They made only two decisions—unanimous, at that. One was to appoint Jerome Blake as Minister of Communication and the other was to strip Kerensky of the title "Protector of the Realm." They did, however, allow him to remain Commanding General of the SLDF, if only to avoid widespread demonstrations opposing their decision.

I went to him today. I hoped he'd listen to the counsel of his corps and army commanders, if not reason. Every one of them is willing to follow if he would just lead. But he still wouldn't have anything of it. He just shook his head and said, "I'm too old and too tired for treason, Aaron. That's a job for petulant youth." But I could see it in his eyes. He's fed up with those five sycophants and their games. We both know that something has to be done...

—General Aaron DeChavilier, *Personal Diary*, 21 November 2780

To a man, the senior commanders of the SLDF had pledged their support to Kerensky if he would just assume the First Lord's throne. He refused. Nine months later, on 12 August 2781, the five members of the Star League Council, having been unable to choose a new First Lord for almost a year, made one last decision—to permanently dissolve the Council. The Star League was no more.

The Star League Defense Force will neither disarm nor disband, nor will it any longer take orders from members of a council more interested in protecting their own conceited interests than those of the Star League. The people of the Terran Hegemony have suffered through horrors too terrible to describe at the hands of a man you had the opportunity to stop. And yet you chose to ignore the problem, as you do now.

We do not. We cannot. And we will not, ever. The SLDF has as its credo but one ideal: to protect the virtue of liberty, for all mankind, no matter the cost. We will never turn our backs upon that most basic tenet of the Star League, even if the Star League has turned its back upon us.

—Commanding General Aleksandr Kerensky, letter to the members of the Star League Council, 1 January 2782

Both before and after the Star League Council had been dissolved, each of the five House Lords had called for Kerensky to stand down the SLDF from its defensive posture and to further make extensive cuts in manpower and equipment. Kerensky would have nothing of it.



Every day brings with it more problems. The Star League is all but dead, and with it the logistical backbone we need to repair the damage Amaris did. Donations of money, materiel and food still roll in daily, but we don't have the means to disperse it. The House Lords have washed their hands of this mess, leaving us to clean up. Thankfully General Kerensky declared martial law. . . [making] it illegal for any Star League employees to up and go home.

For now, the Star League bureaucracy is still working, barely. But that, along with the SLDF and what's left of the Rim Worlds Republic, will have to be enough. As for the day-to-day operations. . . more than one House Lord told me to do as I see fit, and Kerensky is more than willing to let the Ministry [of Communications] take the lead.

. . . in a meeting the other day, DeChavilier did bring up an interesting point: make [the House Lords] pay for [reconstruction], just without informing them. I'll be ordering price increases across the board, especially on official and military transmissions. . .

—Minister of Communications Jerome Blake, *Personal Journals*, 19 February 2782

Clearly Blake was a man with both vision and aspirations. Ironically, those last few decisions of the Star League Council not only led directly to the formation of the Clans, but also to ComStar—the one power that could stop the Clans some three centuries later.

FATEFUL ST. VALENTINE'S DAY

Life in the Terran Hegemony (and the still-occupied Rim Worlds Republic) continued on for two more years more or less as normal. The full resources of the Hegemony—such as they were—and the SLDF were wholly focused on reconstruction and providing aid to those still homeless and/or helpless following the Amaris occupation. But behind the scenes, Kerensky and his senior counselors were experiencing more and more problems.

It will only get more difficult to maintain order. It's been four years, and still there's no end in sight. Esprit de corps is at an all-time low, and there doesn't seem to be any hope for the Star League. . .

We won't be able to maintain unit cohesion for much longer. The House recruiters keep finding new ways to contact our people. We can imprison them and even cut off our men from external communications, but there will always be ways around that. Nicholas tells me that General DeChavilier wants Kerensky to order deserters shot, but that will only add fuel to the fire. We need to quench it soon. Nicholas is still too young to understand that DeChavilier is just frustrated; his father knows it, though, and so does DeChavilier. . . Something has to happen soon. . .

—Colonel Absalom Truscott, *Personal Journals*, 7 September 2783

The House Lords, looking to boost their own military might in the face of the coming war, had been actively recruiting from the rolls of the SLDF as well as from the conquered Rim Worlds Republic military. They were taking a toll on the exhausted SLDF.

It's been twelve hours and I still don't know if what I just saw wasn't a hallucination. Hell, I don't know if the last three months wasn't a hallucination. I remember when we both saw the Throne Room. . . I must've said something like, "We should just find some world out there somewhere and let them wipe themselves out."

I half meant it. Alex knew I was venting, but over the years he kept coming back to it. His mind works that way. . . even the most absurd ideas can turn into a workable plan. But this. . .

We all have to be mad. The Command Staff. Every single army, corps, fleet and department commander. Two hundred and twenty-three other senior officers. . . Alex has a way with a crowd, but this? We all know that we need to do something drastic, and making a deal with any of those five devils is worse than dealing with Amaris. . .

It's not the job of the military to lead. It's our job to protect. Maybe this is the only way. . .

—General Aaron DeChavilier, *Personal Diary*, 15 February 2784

On 14 February 2784, General Kerensky brought every single senior commander in the SLDF together in a plain warehouse on Terra he'd had converted into a command center. There, the leaders of the Star League Defense Force, as one, decided that the only way to protect the way of life they had devoted themselves to was to leave the Inner Sphere behind. They immediately began planning for the greatest single coordinated military operation ever conceived—all behind a wall of secrecy.

EXODUS

Kerensky planned to take the entirety of the SLDF and jump into the deep Periphery to find a new home, one where they could live under the peaceful precepts of the Star League. Of course, it is one thing to say that the largest army in the history of mankind will simply make off like a bandit in the night. It is entirely a different thing to make that happen.

Who in Hell does he think he is? The savior of mankind come to lead his faithful to a new Eden? Some kind of modern day crusader meant to prevent the coming of a new apocalypse? He and his kind are too stupid to recognize what is in front of them. And they will pay for that with their lives. They will never survive, not without our help. Don't they understand that? That there is much more to do? They could be an integral part of the new order, but instead they take the coward's way out...

If that is meant to be, then so be it. The road ahead is clear to me. We will continue ahead no matter the difficulties presented us...

—Minister of Communications Jerome Blake, *Personal Journals*, 15 March 2784

The preparations are going surprisingly well. The Naval Command is buying up DropShips and JumpShips in record numbers, mostly through the Department of Administration. They're giving some story about needing additional transports for relief missions, and apparently no one is questioning them. Hell, I bet we could roll over all five Houses without firing a shot just by telling them we were looking for fugitives, and just don't mind these ten 'Mech divisions...

I still have my misgivings, but I'm willing to see how this all plays out. And I know I'm not the only one. But I owe it to these men and women to see them through this. I just hope [Kerensky] has someplace nearby picked out already. Otherwise I can see this ending badly. As General Nexen pounded into us so often, "Always have an escape plan, even if you don't need one..."

—Major General Wilbur Braso, *Personal Diary*, 6 April 2784

The SLDF spent five months preparing for the Exodus, gathering ships, equipment and supplies, for the two million soldiers—some seventy percent of the active Star League Defense Force—and the almost four million civilians that would accompany Kerensky into his self-imposed exile. On 8 July 2784, Kerensky gave the single-word order: "Exodus." That began a three-month journey that originated at one of fifty rally points across the Inner Sphere and ended at New Samarkand, where Kerensky's entire fleet rendezvoused.

...Our repeated attempts at communications with the fleet have gone unanswered. They've been shuttling DropShips back and forth for the past three weeks, and from what we can tell they've been training non-stop in the wilderness. I've received more than a dozen conflicting orders, each from a different general or minister on Luthien. The High Command are as worried as we are...

...communications just handed me a message. General Kerensky has invited one representative onboard his flagship. I will travel there

tomorrow, alone and unarmed. I must have faith that the General will have honor enough to abide by his promise of safe passage...

—Chu-sa Raymond Sainze, *Personal Remembrances*, 4 November 2784

Kerensky's fleet jumped away from New Samarkand the next day, headed out into the Deep Periphery, taking Sainze with them. The Gutara system was the last populated system in which the fleet was seen.

PRINZ EUGEN

The massive fleet continued on into the Deep Periphery for months, jumping from system to system, following a course that meandered from Spinward to Coreward, one designed to throw off anyone attempting to trail them. But as time passed, morale within the fleet—especially among the civilians—began to worsen.

The mood in the fleet is teetering. Some of the ships are still extremely motivated. Most are alternating between the need to continue on and frustration that there isn't enough food or room. Some are downright sour, but there's not a lot they can do in deep space. But then there are a few where someone has very obviously been aggravating the problem, working the civilians into an uproar. All the counselors and entertainers in the fleet won't be able to fix that problem...

—Colonel Stephen McKenna, *Personal Journals*, 10 June 2785

The problem soon spread beyond control. On 19 August, nine ships, led by the *Texas*-class WarShip *Prinz Eugen*, mutinied and declared their intention to return to the Inner Sphere. Kerensky was forced to act.

The operation was a complete success. The strike force boarded and captured the *Prinz Eugen*... Thirty-eight KIA and fifty-six WIA out of a strike force of one hundred sixty marines. Given the circumstances, we couldn't have asked for better.

I still don't know precisely why General Kerensky asked me to bring his youngest son along, but perhaps it did him some good. I hope it did. He is nothing like his father or even his brother. He learned nothing during the occupation, except perhaps to hide... He feels too much. He doesn't have the heart of a warrior.

—Major Elizabeth Hazen, *Personal Journals*, 28 September 2785

General Braso was a good man, but he was always too concerned for his men. He let that cloud his judgment. He also chose his allies poorly. Admiral Votok has had issues with the General and DeChavilier for years. Why he chose to come along I don't think anyone will ever know. Now, we never will...

Still, I'm not sure there wasn't something else behind this. Something had to trigger it, something bigger than Andery's misstep. Nicholas knows something, something even his father doesn't... He's beginning to mature, but I think the palace intrigues will consume him if he's not careful.

—Colonel Absalom Truscott, *Personal Journals*, 30 September 2785



Specifics about what exactly triggered the mutiny have been excised from Clan histories, though the references that do remain seem to indicate that General Kerensky's youngest son was somehow peripherally involved.

In response to the mutiny, General Kerensky tasked Major Hazen with capturing the *Prinz Eugen*, an action that cowed the rest of the rebels into surrendering. One day later, a military tribunal found every officer above the rank of captain that was involved in the mutiny guilty of high treason, condemning them to death.

But while this draconian measure temporarily ended problems in the fleet, it did not permanently resolve them.

HIDDEN HOPE

Shortly after the executions of the mutinous officers, General Kerensky issued the following order, intended to quell the rebellious undercurrent within the Exodus fleet:

Return to the Inner Sphere is impossible for us. Our heritage and our convictions are different from those we left behind. The greed of the five Great Houses and the Council Lords is a disease that can only be burned away by the passing of decades, even centuries. And though the fighting may seem to slow, or even cease, it will erupt again as long as there are powerful men to covet one another's wealth. We shall live apart, conserv-

ing all the good of the Star League and ridding ourselves of the bad, so that when we return—and return we shall—our shining moral character will be as much our shield as our BattleMechs and fighters.

—Commanding General Aleksandr Kerensky, *General Order 137*, 5 October 2785

That message, along with increasingly brutal punishments for infractions that could have serious and deleterious effects upon morale, kept the order, at least for the most part. That message also formed the basis for the "Hidden Hope Doctrine," a doctrine that pervaded Clan society for the next 265 years and ultimately led to the return of the Clans.

The problems were still there, however: hundreds of light-years away from the last fringes of civilization, and with no end in sight, the citizens and soldiers of the Exodus were more than ever feeling the effects: cramped quarters, reduced food intake, almost no exercise in a microgravity environment and, especially for the four million civilians, life under a military dictatorship. Nevertheless, Kerensky's promises, along with the fear of military reprisals, kept whatever talk there was of mutiny from ballooning, at least for the time being.

LANDFALL!

The Exodus fleet continued to move deeper and deeper into the galaxy, but as the weeks and months of 2786 passed by, the feeling that Kerensky had no final destination began to fester and grow within the fleet.

Brother,

I hope all is well with you, though I tend to think that the general feeling on the *Rinelli* hasn't gotten any better. It's the same here on the *Michaels*. Morale has been going downhill since New Year's. It started with the occasional fistfight. By March, there were seventeen people on the hospital ship in critical care and nine in custody. Last month, it got worse... we've had five murders, with four perpetrators tried and executed. But we've still got a rapist on the loose, and someone else who likes to cut people up...

I hear some things from other ships, and it doesn't look good. All of the tac squads are on constant alert for the inevitable...

—Lieutenant Nigel Polczyk, letter to his brother, 22 May 2786

Man is an interesting creature. We have adapted to every environment conceivable, and even a few inconceivable. No matter what hardships he has to endure, no matter what new and unusual circumstances he finds himself in, he finds a way to thrive. In many ways, we are like insects...

On the other hand, insects don't have feelings, they aren't aware. Man is. And while that awareness allows us to shape our surroundings, it also leads to anxiety and fear. Fear is the greatest enemy we have. We teach our soldiers to act from instinct, not to think, and that's what keeps them safe even in the midst of hell while stalking the devil. The common civilian has no such training, though; while there are those that do understand, most try to logically think their way through their problems, and that is their downfall.

What they don't realize is that they've made their decision. They knew the staggering difficulties ahead of them, and now they cry foul. We all made sacrifices for them, but they don't recognize that. It's time they learned...

Still, we must find what we're looking for, and soon. The operation is months behind schedule. Even among the senior staff morale is flagging. They're looking for answers to give their people, but what they don't understand is that we don't have an answer to give other than to wait patiently. The astrographers think they have some possible matches to what we're looking for, but they've said that before...

—General Aaron DeChavilier, *Personal Diary*, 4 July 2786

Morale problems in the fleet grew and festered into near-mutinies on some ships, and into an increase in crime throughout the rest of the fleet. But on 24 August 2786 the fleet arrived in the first of five systems in close proximity to each other. These systems, and their primary worlds—Arcadia, Babylon, Circe, Dagda and Eden—became known as the Pentagon.

We've arrived at our new home, so it seems. The General just made the announcement to the entire fleet, which at least has put a temporary end to our morale problems. Of course, if we don't start landing people pretty soon, we'll have problems that put the *Eugen* to shame...

From the reports I've seen, we've got habitable worlds in four other nearby systems, all within one jump of each other. The scuttlebutt is that we'll split the fleet up between the five systems, which means that while the planetary sciences teams make their surveys, we'll have to somehow make sure we have the right mix of farmers and scientists and the like. That's something that'll keep the admin sections busy for weeks, though wouldn't it have been better to do this during the journey?

—Major General Gunther von Kluge, letter to his wife, 25 August 2786

The wholesale landings of the entire fleet began shortly afterward. By 17 September, the first colonists had landed on each of the five habitable Pentagon worlds and took up residence in prefab structures. From there, they began to vigorously shape their new homeworlds, building cities for themselves, tilling and planting farm fields and raising cattle.

Fresh air and sunlight! I don't care what the scientists say about the bacteria or bugs or whatever. I would rather die today under an open sky than live a full life cramped into that metal can! I had to go back in the *Michaels* yesterday. The stench is unbearable! I don't know how the hell we survived in that thing! Now I know why they had to keep repairing the atmosphere recyclers!

Still, this is like no world I've ever seen. Reports say we lost thirty people over the last week because they went out on their own. I saw one the bodies... it was completely unidentifiable. They say insects did it. Maybe it's one of those things that can burrow straight through rock—and ferrocrete, as it turns out!

—Lieutenant Nigel Polczyk, letter to his brother, 6 November 2786

The difficulties in building a new civilization on these five worlds were, by some, considered nearly insurmountable. Two of the worlds had marginally-inhabitable ecosystems while the other three, it turned out, were home to various micro-organisms that were extremely damaging to the human body—or even deadly. Not only did the colonists have to deal with those problems while building their cities and infrastructure, but they also had to quickly find new sources of food and raw materials. Between the civilians and the military, there were enough laborers to help with the construction, but the scientists and engineers were overwhelmed. Nevertheless, the people of the Exodus overcame and began to forge new lives for themselves.

TESTING FOR A NEW LIFE

Even as the landings were still happening on the Pentagon worlds, Generals Kerensky and DeChavilier were deciding how to best use their two million-strong SLDF—a full third of the Exodus' complement of six million men, women and children. Clearly, that many soldiers would not be required to keep the general order and to defend this new Star League from outside aggressors.

So what do we do? That's a question we've been asking ourselves for months now. And what's strange is that we always find ourselves right back at Nicholas' idea. Test them.

It has its merits, there's no doubt about that. I tend to think he'll be disappointed with how we put that theory into actual practice. But if the only person that has a problem with it is young Nicholas Kerensky, I think we will be in good shape. The fact that he saw more death and bloodshed before he became a man than most soldiers ever do wasn't good for the boy. He's come out of that hell on Terra with a vision of the universe unlike anyone else I've ever seen. It's almost as if he sees everyone who isn't a soldier as a nuisance. Perhaps that isn't the best word... pox might be more like it...

In any event, we will begin the testing as soon as we can determine what the testing will consist of—which I have no doubt will take less time than convincing the generals of it...

—General Aaron DeChavilier, *Personal Diary*, 13 August 2787

The testing process began shortly after the dawn of the new year and lasted nearly half a year. By the time the tests were done, half a million combat personnel remained in the SLDF, either in active units or in training groups (for those that were considered young enough and showed enough promise). Those chosen for demobilization were given civilian assignments based on their skills, interests and the needs of the colonies.

On the other hand, less than half of the SLDF's complement actually participated in the tests. Those in non-combat specialties were assigned directly to corresponding civilian positions. Additionally, many willingly left the service for civilian life, including a number of senior commanders—many of whom were nevertheless given leadership positions among the rapidly advancing colonies.

This put an extra million and a half people into the colonial "workforce," though even the remaining soldiers of the SLDF continued to contribute significantly to the construction efforts.

Initially, the newly-shrunken SLDF devoted its efforts to building Brian Caches on each of the Pentagon worlds, massive fortifications where the extra weapons and military equipment from the demobilized units would be stored. Once those were completed, the SLDF returned to aiding colony expansions.

EXPLORATION

Kerensky initially focused his people on forging a new life for themselves on the Pentagon worlds, but even while they were building the cities and roadways and factories that would allow them to thrive, he tasked his fleet to explore the surrounding star systems.

The Cluster continues to surprise us. Four years and 180 [Light Years] of worthless stars behind which sits what has to be dozens and dozens of prime systems. We've already cataloged fourteen habitable worlds and have planetary sciences teams conducting detailed surveys on five. The reports I'm seeing are incredible. The Star League exploration teams obviously never made it this far!

I have orders to start landing colonists on Strana Mechty at the beginning of the new year, and it looks like we will land colonists on two more before the end of the year. I'm not sure what the hurry is, but I keep hearing rumblings about the scarcity of food and resources. But then there's always talk about how there are too many people without enough to do. I tend to think that comes more from Nicholas, though.

—Vice Admiral Stephen McKenna, *Personal Journals*, 4 August 2792

Operations in the Cluster are progressing well. The five colony worlds are reporting continued success and advances; Strana Mechty is by far the most prosperous and will prove to be an integral key in colonizing the rest of the Cluster. I recommend that we establish a significant logistics depot on this world and designate it the headquarters for the Exploration and Colonization commands; not only will the world easily support this move, by doing so we will significantly decrease the traffic loads on the Pentagon spaceports.

—Vice Admiral Rafe Kardaas, *Exploration Corps Progress Report*, 19 November 2795

By the end of the century, the new Star League had colonized a total of thirteen new worlds. Its people had overcome the environmental hardships posed by the Pentagon worlds, though the world of Strana Mechty was quickly proving it had more potential than any of the original five colony worlds. Of the scores of other systems surveyed in the Cluster at this time, ten contained worlds capable of supporting life—seven of which Kerensky's people had already been colonized. Most importantly, this new Star League had established the heavy industry and technology base that it needed to maintain its level of growth and advancement.

SERPENT IN EDEN

Just as the level of prosperity and standard of living within the Pentagon worlds increased dramatically, so too did tensions between traditionally antagonistic cultural groups.

Culture is an interesting phenomenon. No sooner did we enter the DropShips than did we group together with our own and build cities like we had back home. The same happened as soon as we landed. We found those that we knew and understood—our “countrymen”—to the exclusion of all others and built our new homes. And as soon as we had the basic necessities, we began to make for ourselves the simple pleasures—as defined in our minds by our own cultures.

Not that culture is by definition bad. It is what we make of it, yet we are what it makes of us when we let it, and far too many are far too willing to give up their own personal identity for one assigned by culture. It is mob mentality at its basest, and I fear that it will do nothing but grow worse.

The idle and content mind is one prone to suggestion and to discord. We are better than all others, or perhaps we deserve better. They are wrong, or they have something that they don't deserve. Or perhaps one of them accidentally wronged one of us. And thus starts a millennium of unmitigated war and escalating atrocities.

We are at a crossroads. We could end the cycle now. But instead of the carpenter, I have the horrible sense we will choose the condemned.

—Karen Nagasawa, *Compiled Remembrances*, 18 April 2799

Instead of the homogenous civilization that General Kerensky had hoped for, the colonists had settled into neighborhoods and entire cities with others of the same background. That, of course, would soon lead to problems.

RIISING TENSIONS

By about 2794, the Pentagon colonies had begun to thrive. Over the course of the next six years, as the quality of life increased, the people rapidly polarized into the various cultural and religious factions that so typified the Inner Sphere. Too, many of the hundreds of thousands of former military personnel, mustered out of service upon landing, were frustrated with their new civilian lives and began more and more to voice their discontent. Soon enough, the various groups began to clash with their traditional enemies, first with words but ultimately with force.

It was inevitable. It is absolutely impossible to erase centuries of cultural conflict without also eliminating those cultures totally and without remorse. We knew that we would eventually have to deal with this. Problem is, we let optimism blind us. Now we have to act, and hope that it's not too late. We must act decisively and with overwhelming force if we are to preserve what we have built here, and we must not allow compassion to obscure us from the path we must take.

Now I have to make Alex understand this.

—General Aaron DeChavilier, *Personal Diary*, 3 December 2800

Full-fledged riots broke out on 28 November 2800 on Eden which, when the SLDF did not immediately move to prevent any further acts of violence, led to a rebellion. On 5 May 2801, a large group of Capellan nationals declared their independence from the new Star League, securing a Brian Cache in order to back their words with military might. General Kerensky, now more than 100 years of age and still mourning the loss of his wife some five years earlier to an illness, had no choice but to act.

THE DECHAVILIER MASSACRE

The SLDF had to put down the rebellion before the seditious spirit could spread to the rest of the colonies and rip the Star League apart. General Kerensky tasked his deputy and closest friend General DeChavilier to lead the attack.

War is the way of the soldier, but to have to practice our craft upon our own brothers and sisters is, without a doubt, the most difficult thing we will ever do. But we must, not because we have been told to do so but because they will destroy everything we have accomplished if we don't act. And we cannot—we will not—allow that to happen! During the old American Civil War, General Sherman said, "War is cruelty. The crueler it is, the sooner it is over." It's the same today as it was a thousand years ago. We must end the threat quickly and decisively so that life can continue on. Think only of your duty to the Star League. We will weep for the fallen afterward.

—General Aaron DeChavilier, *Address to His Troops*, 14 May 2801

DeChavilier led a regiment of SLDF troops to the world of Eden to put down the rebellion. Unfortunately, he and his troops ran headlong into an ambush.

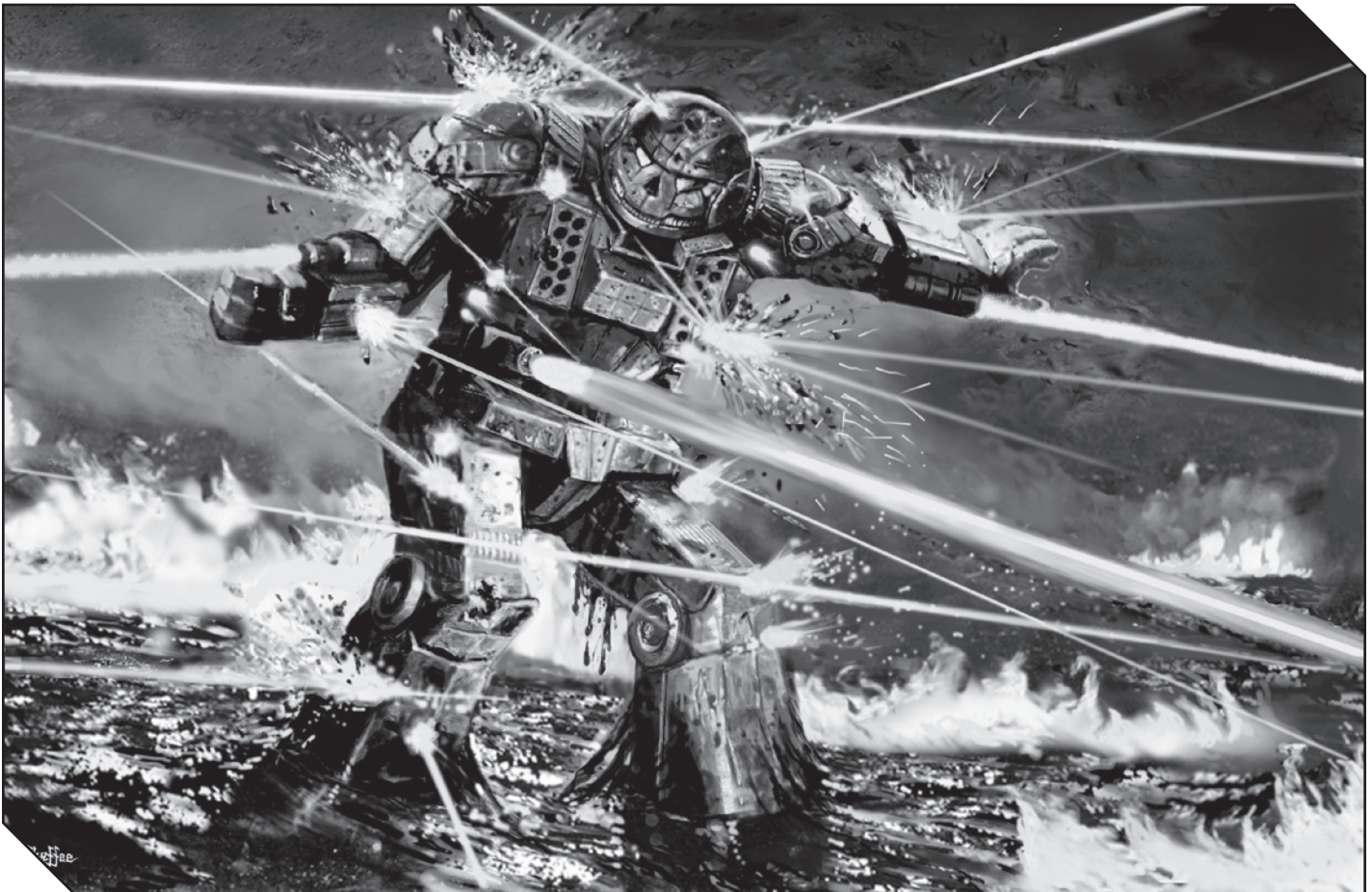
The instant the *Black Knight* fell into the pit, the maws of hell opened up to engulf the Star League soldiers. The rebels, armed with

the destructive power of an entire army—stolen from a Brian Cache meant to keep that power out of the hands of those who would use it to destroy our civilization—cut down the soldiers and MechWarriors who were guilty only of the crime of wanting to prevent the wanton destruction that we all left behind. The Star League troops fell prey to the cowardly traps the rebels constructed and were demolished even while they struggled to retreat.

DeChavilier, too, fell into one of those oily black pits. When the rebels saw this, they targeted the general to the exclusion of all others. But rather than try to climb out of the pit or eject, DeChavilier kept firing, exhorting his own troops to push forward and break the rebels' line. Even when they set his *Atlas* on fire with incendiary rockets, he kept on firing until his 'Mech overheated and could do no more. He ejected moments before his *Atlas* was consumed from the inside by his own ammunition exploding, but even before the helpless man floated down to the ground, the rebels ripped him apart with heavy weapons fire.

That moment seemed to stretch into eternity. The rebels knew what they had done and didn't care. But what they didn't realize was that they'd just signed their own death warrants. Killing DeChavilier was like killing Kerensky himself, especially to the troops of the Star League. He gave his life for them, and now they would—they could—do no less.

As one, the Star League army advanced, destroying everything that lay in their way. These righteous crusaders opened fire with everything



they had and continued to fire until their 'Mechs either shut down or exploded from the heat. And when their 'Mechs could advance no more, the valiant Star League warriors advanced on foot, using whatever weapons they could find. I saw one woman, who it turns out had been piloting that first *Black Knight*—I later identified her as Major Elizabeth Hazen, the woman who had led the heroic strike to retake the *Prinz Eugen*—cut down dozens with nothing more than a sword she picked up from a dead rebel.

In the face of that, the rebels had no chance.

—Karen Nagasawa, *The Price of Liberty*, 15 May 2801

DeChavilier died that day, but his troops overcame the rebels, though only at a high price: some two-thirds died in the assault, and none left the battlefield uninjured. Worse still, the campaign was far from over.

I was in the command tent... I've seen death firsthand. I've watched close friends cut down right in front of me. And I've felt the blood of my own soldiers caked on my hands and face... Nothing could have prepared any of us for that loss, though. DeChavilier was the rock upon which this whole thing was built. He was unflappable and indestructible. He was... And now he's no more.

General Kerensky, I think, took it the hardest. We all know he took his wife's death hard, but this—his closest friend in the universe, a man closer than a brother—and to be able to do nothing about it. DeChavilier was always there for him, always able to carry the day when things got away from the General. And this time the General wasn't there. What's more, he ordered him into battle. It was as if suddenly the entire weight of the universe was thrust upon his shoulders, only this time he wasn't able to stand strong, not without DeChavilier to take the burden from him.

The reactions of the General's sons were polar opposites, and did nothing to ease the pain their father was experiencing. Nicholas didn't say a word, not even after the General gave orders to end the resistance at all costs. If I didn't know better, I'd have almost thought that I saw a smile on his lips.

Andery, on the other hand, said more than his share. It was the first time I ever saw him stand up to his father, let alone in front of others, including the SLDF brass. He is quickly becoming a man of conscience and convictions, the yin to Nicholas' yang. But as much as he may have a valid point, there is no denying something must be done. And, as always, the innocent will pay for the sins of the guilty.

—Major General Absalom Truscott, *Personal Journals*, 15 May 2801

Following the death of General Aaron DeChavilier, General Kerensky issued the following order.

When we left the Inner Sphere, we made a promise to each other and to those that would come after us: we will leave the greed of the House Lords behind and we will never turn back, for that greed was the root of all the evils visited upon us for so long. That greed caused the wars that took so many of our family and friends from us and why we were forced to endure so much pain and hardship. And this greed was not the greed of one man; no, all of the so-called Great Lords shared the

same avarice as the Usurper, and all would have committed those same heinous crimes given the chance.

We are better than that. Your oaths of loyalty to the principles of the Star League are more than enough evidence of that. Yet there are those among us who have gone back on their promises to you. They have given up on us and have chosen to return to the greed that is already consuming our old homelands in flames. Not only have they broken their vows to us all, they have murdered those that were sent to protect them, an act of treason that cannot be forgiven and must be punished.

Thus I am forced to act. I do not wish to, but their perfidy demands that justice be meted out, fairly and judiciously. Therefore, under the auspices of General Order 137, I command the following:

- In this time of emergency, the need to maintain civil order is paramount. Martial law is enacted.
- The rebels will stand trial for their crimes. Those that do not surrender voluntarily will be considered enemies of the state and treated accordingly.
- Further acts of terrorism against the lawful authority of the Star League Defense Force will be met with deadly force.
- Citizens found assembling unlawfully for the purposes of advocating treasonous acts will be considered enemies of the state.

I do not wish this, but I must enforce this order so that we may save all we have worked to accomplish. I pray that you will help us all do what we must to preserve those ideals we have all sworn to uphold above all, the ideals of the Star League.

—Commanding General Aleksandr Kerensky, *General Order 1721*, 14 May 2801

He also instructed his troops to surround the Capellan separatists, mostly secured within the city of Cathay, and to end their treason.

Some are already calling the Cathay police action the DeChavilier Massacre. We did precisely what we needed to do, and they left us no choice. The rebels attacked us in mobs, hoping to shield the armed troublemakers with supposedly innocent civilians. I saw two BattleMechs and a handful of armored vehicles go down beneath those hordes of "peaceful" demonstrators. The General's orders were clear and we carried them out to the letter, but the more we put down, the more came out to face us.

We have more than a handful of rebels on our hands here. And from the reports I've seen, we've got similar problems brewing on the rest of the Pentagon Worlds. Lord help us get through this intact!

—Major General John Fletcher, *Personal Journal*, 16 May 2801

SLDF forces ultimately destroyed most of the Cathay settlement, killing almost twenty thousand colonists in the process. Unfortunately, instead of cowing the separatist movement, it fueled the rebellious fires in almost every political or cultural group represented in the Pentagon Worlds. Instead of ending the rebellion right then and there, General Kerensky's order led to the destruction of the last vestiges of the Star League.

THE GREAT FATHER FALLS

In light of the unilateral SLDF action against the Capellan separatists, the rest of the Pentagon Worlds erupted into violence. General Kerensky responded by mobilizing the SLDF to forcibly put down the rebellions.

The more troops we put into the field, the stronger the rebellion grows. The rebels have broken into many of the Brian Caches and made off with who knows how much equipment, but easily enough to field a regiment or more on every one of the Pentagon Worlds. We've got security forces guarding each of the Brian Caches now, and we're moving as much equipment out of the most contested bases as possible, but this will still turn out badly. I see AARs each day recounting devastating attacks against rebel strongholds, and yet they keep coming—catching more civilians in the crossfire than soldiers. I hope you and P. are well.

—Colonel Stephan Cage, *Letter to His Wife*, 25 May 2801

Kerensky's campaign against the rebels continued to gain momentum as the rebellious groups split their fire between the SLDF and other enemy rebel groups. The SLDF was preparing to launch a united offense on all five Pentagon Worlds that Kerensky hoped would crush the rebel cells when disaster struck.

General Kerensky is dead. All stations stand by for supplemental orders.

—SLDF Notice, 11 June 2801

We told ourselves we were different from the rest. We convinced ourselves of that. And Kerensky and DeChavilier kept reminding us of that fact. But they were wrong. *They* were different, and without them we no longer had our moral compass, a voice to our conscience. Without them, we reverted back to that which we were fighting.

...there was nothing but chaos. One would think that we wouldn't have that problem within a military organization, but we do. Every single division commander seems to have a different opinion, regardless of the staff. With just one death—one that frankly we all knew was coming sooner or later—we've given up a thousand years of advancement and become nothing more than a council of bitter generals in a petty junta.

—Major General Absalom Truscott, *Personal Journals*, 25 June 2801

Even as the SLDF continued to battle the rebels for control of the Pentagon Worlds, the senior leadership of the SLDF battled amongst themselves for control of the SLDF itself.

SECOND EXODUS

The conflict for control of the SLDF came to a head at the beginning of September.

For years we have been inching towards Armageddon. Today, we leapt forward further than we've traveled in the past six months. The SLDF as we know it will not survive the year.

Major General Tillam isn't a soldier, he's a politician. He knew he didn't have the backing to assume command, so he rallied opposition against those who did have the standing. I'm sure he's already working to turn that alliance into something that will allow him to take control of the SLDF.

Nicholas is the only answer. He may not have the seasoning of age and he has an air about him that makes many people uncomfortable, but he is a division commander. He has something that no one else does—the Kerensky name. In this time and place, what the soldiers and people of this new Star League need is consistency. Nicholas shares the same vision as his father, only filtered through the lens of someone who grew up in the hell that was life on Terra under Amaris. Who better, then, to lead us into the future and ensure we don't fall prey to the same mistakes?

—Lieutenant General Antonius Zalman, *Personal Journals*, 1 September 2801

The SLDF all but fell apart not long afterward. While Major General Nicholas Kerensky, and those soldiers and generals that pledged their loyalty to him, remained aloof from the infighting, those that opposed him involved themselves in the struggle for the Pentagon Worlds. Some ultimately took charge of a warring faction while others found themselves victims of the wanton destruction.

Shortly afterward, Major General Kerensky announced to his loyal commands that they would embark upon a Second Exodus.

"The Lord's Way is confusing and frightening to those who do not understand and have not placed their trust in Him. We left our homes long ago to put behind us the evils of man, but what we forgot is that we can never escape our dark nature. We can only suppress it through effort and by devoting ourselves to aiding our fellow man. But we cannot force that understanding upon others; they must come to that realization themselves. Any effort to coax them, whether by crook or by hook, will only result in resentment and, ultimately, retribution.

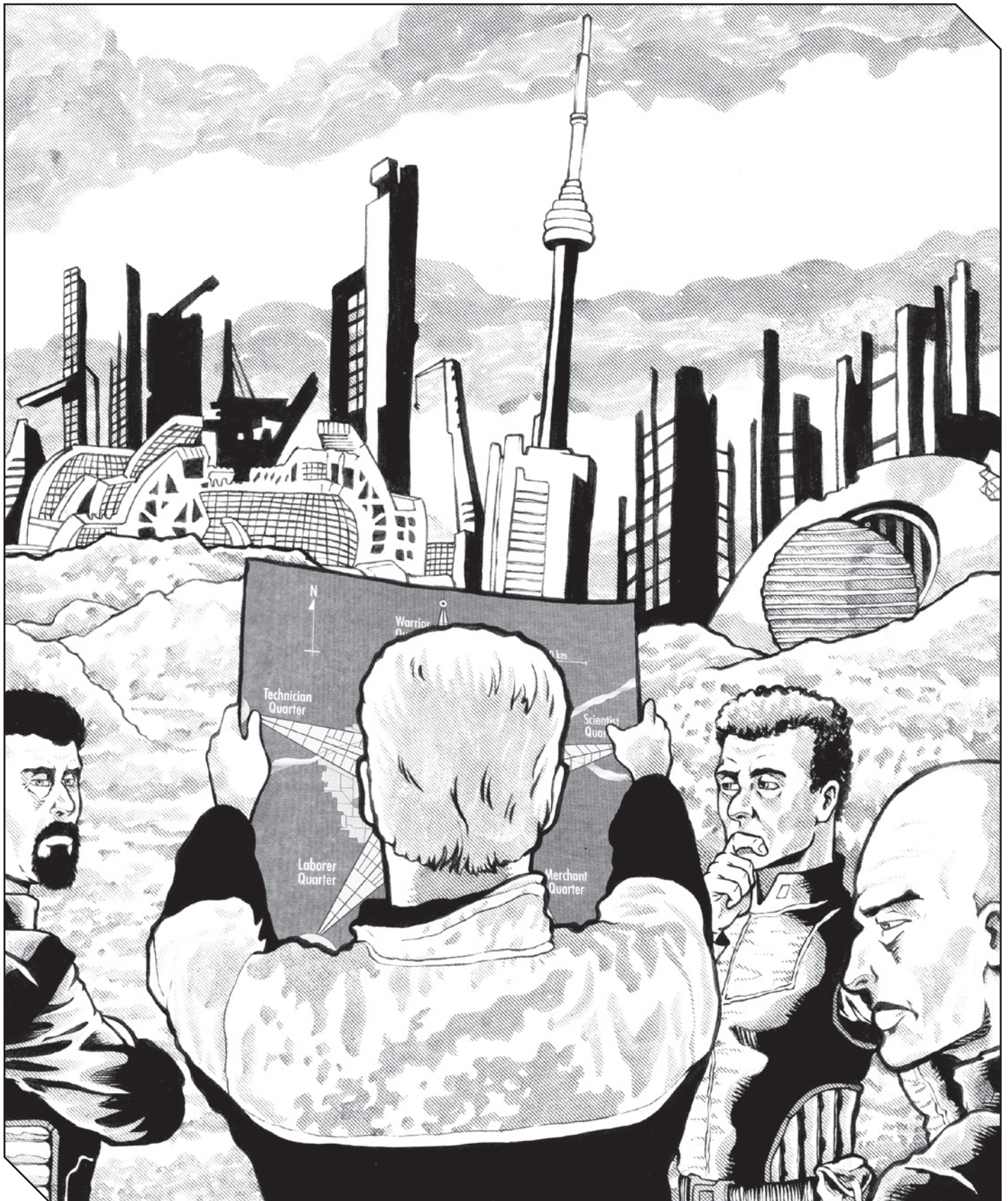
"So, rather than convert the faithless through threats of force, we will exile ourselves like the prophets of old. We have done all we can for the faithless; they must discover the part they each play in the Lord's Way. Those that find understanding and enlightenment will seek us out in time. Those that don't will find that their choices have led to a place they cannot escape."

—Chaplain Colonel Windham Khatib, Sermon to SLDF troops at Ft. Cain, Eden, 9 December 2801

Kerensky's loyal forces rescued some one million civilians from the fighting, and likewise secured for themselves significant enough resources—both military and industrial—to build yet another civilization, this one on the world of Strana Mechty. While ground forces secured embarkation points on all five Pentagon Worlds, the space forces began transporting as many people and resources away from the growing war as they could (though with a focus on the military and scientist communities). The last of Nicholas Kerensky's transports left the Pentagon Worlds on 29 January 2802.

Today, we leave behind everything we've known and everyone we've loved—again. Once more the greed of the House Lords has infected the Star League and threatened to rip it apart, and with it the ideals we have pledged ourselves to. We cannot allow that to happen again. But to ensure our continued survival, we must take drastic actions. The days ahead will not be easy, nor will the sacrifices to be endured, but I promise the rewards will be greater than any of us can imagine!

—Major General Nicholas Kerensky, Message to His Fleet, 12 February 2802



BUILDING A NEW SOCIETY

Five great enemies to peace inhabit with us—avarice, ambition, envy, anger, and pride. If those enemies were to be banished, we should infallibly enjoy perpetual peace.

—Petrarch

In class society, everyone lives as a member of a particular class, and every kind of thinking, without exception, is stamped with the brand of a class.

—Mao Tse Tung

Nicholas Kerensky left the Pentagon Worlds with more than a million supporters, including both civilians and soldiers. Once more they left behind everything they knew, their family and their friends, their possessions and their entire lives, to start over. It wasn't an easy decision for these people to make, that much is certain, but for many it was one of life or death. And they chose life, difficult though it would be.

THE LAND OF DREAMS

When Nicholas Kerensky chose to leave the Pentagon Worlds behind, he knew he had but one potential destination. For the most part, the colony worlds in the Kerensky Cluster were unaffected by the growing division and violence that was tearing apart the Pentagon Worlds. Yet only one was experiencing any real successes—Strana Mechty, the “Land of Dreams.”

The phrase on everyone's lips is “how could this have happened again?” when it is obvious that it couldn't have but happened. And if we aren't careful, we will face the very same problems yet again, only this time we won't have the luxury of escaping it.

Nicholas addresses the fleet almost daily, expounding on his theories of what happened and his plans for the future. He's doing something his father didn't—selling his vision, and in the process he's building a cult of personality around him. Perhaps that's not a bad thing. That may be precisely what we need. Nothing else has worked to this point. We at least know where we are going and what will happen when we get there. Strana Mechty is every bit an ideal destination, at least considering the other choices open to us.

Still, we must be careful. Though I fear Nicholas' methods are precisely what we need. Windham would say that the Way before us is a strange path with many twists and turns. And he is right, only we must choose for ourselves the correct path.

—Major General Absalom Truscott, *Personal Journals*, 19 April 2802

Kerensky's fleet arrived in the Strana Mechty system at the end of May, a journey that should have taken less than three months. Official records and journal entries from that timeframe remain curiously vague as to what took place during that four-month journey. Some sidelong references seem to imply that at least parts of Nicholas' fleet visited the naval caches to either recover ships or to render them inoperable, so they could not be used in the inevitable civil wars that would take hold of the Pentagon Worlds.

ONCE MORE UNTO THE BREACH

The first of Nicholas Kerensky's DropShips began landing operations on 8 June 2802.

I imagine it was a bit of a shock. Over a hundred DropShips on the ground and more inbound. And all without a single word. If I were the governor, I'd be shaking in my boots.

From what Andery says, that first meeting didn't go all that well, at least for the governor. Nicholas obviously didn't pull any punches. We'll be beginning construction on settlements soon, and pulling resources and manpower from the colony.

We're on our way. Again.

—Colonel Raymond Sainze, *Personal Remembrances*, 12 June 2802

They came without notice, and immediately established temporary encampments for the almost one million people that had followed Nicholas, all set up around the burgeoning colony city of Strana Prime.

Unbelievable. That's a word I've been saying more and more lately.

On one hand, everything that Nicholas does is logical. Methodical, with just the right touch of artistry, though it's probably Andery we can thank for the artistry. Or Dana.

The thing about Nicholas is that he always takes a sharp turn and then takes it further than anyone expected.

Case in point: Katyusha. He names the city in honor of his mother, and sets the engineers on designing an urban plan that can accommodate the current population, as well as expected future growth. After a few drafts, he picked up on some comment Andery had made about different regions—one for industry, another for military. Two days later, the “star” design was posted, overlaid on top of a sat image of Strana Prime. I don't think the Mayor-General yet realizes how much of his city will be demolished to make room for Katyusha...

—Major General James Carson, *Compiled Notes*, 27 June 2802

The temporary encampments were quickly transformed into the first stages of a new planned city, named in after his mother (who had died years earlier on Eden of a fever that had also nearly claimed the life of Nicholas himself). Unlike the settlements built on the Pentagon worlds sixteen years earlier, which split the six million-strong Exodus fleet into hundreds of communities spread across all five worlds, Nicholas Kerensky's new city was to become

home to everyone that had followed him. From his new capital, he could not only maintain better control than his father had, he and his lieutenants could also easier track the pulse of the people. With that city, shaped as a giant five-pointed star, he began to shed some light on his master plan. In fact, Katyusha highlighted the (as yet undefined) caste system—each leg of the star was to be home to one of the five castes: warrior, scientist, laborer, merchant and technician—though that would not be clear for some years to come.

Still, Strana Mechty's original colonists remained something of a thorn in Nicholas Kerensky's side. They were not his faithful followers.

It's almost as if he considers [Strana Mechty's original colonists] a necessary evil. I'm not sure they return the sentiment.

—Colonel Raymond Sainze, *Personal Remembrances*, 5 July 2802

There were hard feelings and mistrust on both sides, but Nicholas had three facts in his corner: the reality of civil war on the Pentagon worlds, the fact that he controlled the military, and his legacy as a Kerensky. His promises of a new civilization brought many of Strana Mechty's people around, while the threat of force kept most of the rest in line.

Building a new society would take more than just physically constructing a home. As the consummate soldier, he first looked toward reformation within his military.

We begin testing anew at the beginning of the new year. Every man and every woman in uniform must prove themselves on the field of battle if they wish to [remain in uniform]. Andery does not think this is a prudent idea. However, it is the only way to truly test a soldier's skill and mettle. Many are indeed veterans of the Amaris holocaust, but if they are no longer able to fight, why should they continue to serve in positions that could endanger the lives of their fellow warriors?

—Major Dana Kufahl, *Collected Writings of Dana Kufahl*, 3 November 2802

The Lord's Way is oft strange and inconceivable, and this is a prime example. Logic demands that, if we are to be the final bastion of peace and civility, we must also brandish the mightiest army, one capable of defeating the legions of darkness. However, history also shows us that the greatest of civilizations are on the brink of falling with the revelry of Blood Sport.

I suspect the concepts of the testing process were not [Nicholas] Kerensky's alone—Jennifer [Winson] and Dana [Kufahl] were no doubt catalysts, with Andery the lone voice of dissent from the common man. [Andery] still doesn't see the role he plays. Or how much his brother truly does heed his counsel.

—Chaplain Colonel Windham Khatib, *The Way of the Way*, entry dated 21 December 2802

Beginning 1 January 2803, every member of the military was subjected to a grueling—and potentially deadly—series of live-

fire tests to remain on active duty. No one was spared from the testing—from lowest private to Nicholas Kerensky himself. Scores of MechWarriors, pilots, tankers and soldiers were killed in the course of these tests, while many more were maimed and permanently disabled. Thousands were mustered out of service in the process, while those that refused to participate found themselves at the lowest levels of society, having lost the respect of their one-time peers. What that ultimately left Nicholas Kerensky after four long years of testing and exercises was a lean, mean—and entirely loyal—military.

The new academy is up and running. Recruits are pouring in... the original colonists are the worst-represented, of course...

With the talent we have here [at the academy], I don't doubt that we will be turning out the best classes of recruits ever seen within just a few years...

What I find incredible is that we have literally dozens of former soldiers enrolled. We put them into a class of their own, a refresher class. That means building a new curriculum just for them, but General Carson believes we need to take care of them. As does [Andery] Kerensky.

—Lieutenant Colonel Herve Polczyk, *letter to his brother*, 29 January 2804

This clearly military-based society needed a way to continue to feed trained personnel into its smaller, but now growing, armed forces. The Katyusha City Military Academy—referred to colloquially as the DeChavilier Military Academy, after the General Aaron DeChavilier Memorial Hall that housed its offices and main classrooms—opened its doors just weeks after the testing process was concluded.

The zoological unit reports that all surviving prime candidate samples have now acclimated to their habitats; continued breeding will be possible to ensure continuation of these species. The bio-unit indicates some limited success in the Project INSTINCT genetic hardening attempts upon two breeds...

—Major Kellen McCloud, *status report*, 17 April 2804

Terra-sciences surveys on ICV-3984 and VVL-10B are now complete. ICV-3984 is marginally habitable, but has the potential to become a Class-C Colony World. VVL-10B is rich with a variety of useful ores and minerals and should be considered for upgrade to a Class-B Mining Planetoid.

—Vice Admiral Rafe Kardaam, *Exploration Corps Progress Report*, 5 January 2805

Work in all societal sectors continued. Exploration of the Kerensky Cluster was still a prime mandate, keeping Nicholas' naval arm busy. In fact, no other time period in Clan history since would see as much pure exploration as these first years. At the same time, the rest of the scientific community focused on their own slices of the many problems of inhabiting a new world—which included

making sure that the plant and zoological specimens brought along could adapt to Strana Mechty's environment (or could be genetically altered to do so). They also dealt with a host of more "mundane" tasks: building a planet-wide power and communications infrastructure, constructing and upgrading manufacturing plants, and creating medicines to deal with the many medical problems unique to those living on the world.

Of course, research and development of military technologies, or those readily adaptable to military purposes, remained at the fore. Yet Nicholas Kerensky also became strangely interested in his scientists' efforts in genetics. That was an interest that would eventually come to shape his new civilization in several different ways.

SOCIETY STRAINING AT THE SEAMS

The beginnings of Nicholas Kerensky's new society had begun in earnest, complete with a new city and a revived—and devoutly loyal—military. Factories were being constructed and farmland cultivated. But the foundations of his new way of life had not yet been completely poured.

Life, Liberty and the Pursuit of Happiness.

Those were once the rights the Star League guaranteed us all. But now, it is survival of the fittest and the rest be damned.

This is a peaceful civilian colony world, or at least it was before Kerensky's sons showed up. Who gets the lion's share of the food? The military. Who takes the resources they want and leaves us the scraps? The military. Who has been tearing down our city to build their own, and forcing us to do their work for them or arrest us for treason? And who is censoring every word written or broadcast in the once-free press?

We are living under a military dictatorship. Oppression in all forms must be crushed, lest freedom be banished in favor of slavery!

—Author unknown, flyer passed out in Katyusha, circa July 2805

This may have all happened before, but it doesn't have to happen again. If we're going to change, we have to be willing to actually *change* and break from the habits of old, though... We have centuries of cultural bias working against us. The only way to change that is to make a break from that history and create a new one.

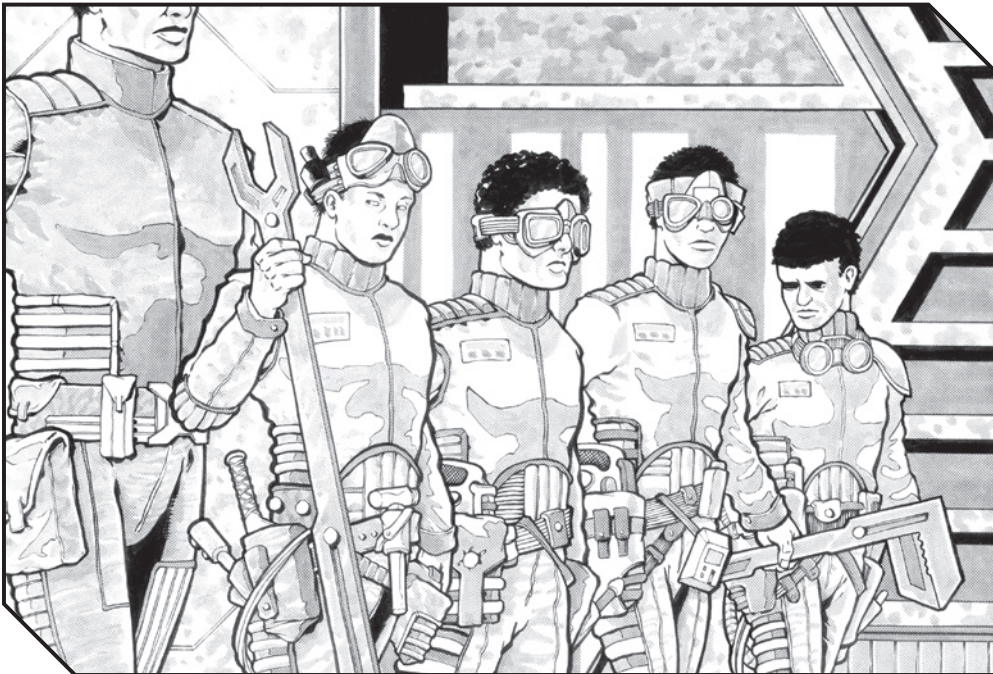
—Thimka Eixn, *Editorial*, 15 November 2805

The population of Strana Mechty had more than quadrupled almost overnight with the arrival of Nicholas Kerensky's second Exodus fleet. While many of the original colonists struggled against martial law and the changes enacted by Kerensky and his military, just as many also realized that the same problems that had boiled over on the Pentagon worlds could just as easily affect them as well.

In the end, those that agreed with Nicholas' changes, or at least didn't actively disagree with them, outnumbered those that opposed his changes. The relatively few that waged a battle of words found themselves outcast and living off of the scraps they could beg or borrow. Those that did more—organize demonstrations or even commit crimes—were arrested, convicted by court martial, and imprisoned for their crimes. The few that resorted to violence, at least the ones that survived arrest, were executed publicly.

Allah protect us though these continuing times of difficulty. Each day, more and more are forsaking their faith for their mortal calling. What must be done is clear, passed to us through the wisdom of General Kerensky. He has our trust and loyalty. Too many are also entrusting him with their faith, though. They forget that Allah provides for us in many ways, and he is but one. We must redouble our efforts to remind our brethren of this.

—Lieutenant Nokadd Acton, *Writings*, 30 September 2806



It is unsurprising that, in this environment of the Nicholas Kerensky cult of personality, religion would lose its importance among the masses. To be sure, it was members of the military who first turned their backs upon religion en masse—due both to Kerensky's constant oratorical barrage, almost deifying his father while portraying himself as humanity's savior, as well as his disregard for any activity that was a waste of time (which, in Nicholas Kerensky's mind, included religious practices).

The civilian population eventually followed suit. Nevertheless, through the concerted efforts of a handful of devout and outspoken religious figures, including then-Colonel Windham Khatib, religion among Kerensky's people did not suffer extinction.

Reports of minor assaults and verbal altercations are up over one thousand percent from the same time last year, while instances of graffiti and petty vandalism have grown even more. As a result, additional military personnel have been assigned to police rotations, while the number of patrols has been doubled. Since... instances of the same have decreased by 20%, though it has been only a week.

I still do not understand why, though. This planet does not have a truly formal system of higher education or even a good technical education system. It only makes sense that we adopt a fostering system. Children will get the career training that they need, based on their interests and aptitudes. They will have the genuine opportunity to succeed, and won't be held back because of their parents' economic or educational limitations. And yet the masses protest against the future of their children.

—Sergeant Ishi Noble, *Katyusha Military Security Blotter*, 23 March 2807

Fostering—the literal placement of one or more children in the household of an experienced adult for the purpose of learning a trade—had long been an accepted form of education within the Inner Sphere. Yet many of Strana Mechty's population—centered on Katyusha (it was typically weeks, if not months, before Nicholas Kerensky's orders such as this were promulgated to the rest of the planet, to say nothing of the rest of the Kerensky Cluster's colony worlds)—were outraged at the thought. They saw, presciently, that this was just the next in a long line of decisions that would rob them of their identities—cultural and familial.

BIRTH OF THE CLANS

"...It is time to set the past behind, and move into a future that will allow us to rekindle the bright flame of the [Star] League's Golden Age..."

"800 warriors.

"They shall be my Clans... Twenty Clans to represent the twenty colonized worlds of the Kerensky Cluster... The future belongs to all of us. We shall all share in the bright dream that is to come, as we all work to a common future.

"...We shall look forward, knowing we are ready and willing to do what we must to create a new society. To seize the day."

—Nicholas Kerensky, address to the Kerensky Cluster, 11 June 2807

Six years after the death of his father, Nicholas Kerensky announced the creation of the Clans to a stunned crowd of tens of thousands assembled at the foot of a massive statue constructed in honor of the Great General. Broadcast to each of the worlds of the Kerensky Cluster, it outlined the broad strokes of Nicholas Kerensky's plans for the future. The Clans would return to the Pentagon worlds to reclaim them—to save them, as he put it, though only after allowing their civil wars to continue unabated so that those "fires" could be allowed to "burn themselves out." And, evoking his father's General Order 137 and its Hidden Hope Doctrine, he planted the seeds that would ultimately lead to the Clans' return to the Inner Sphere (albeit some 250 year later).

It is finally coming to fruition. The years of trials and rebuilding, the social reforms and what I can only call the cultural engineering. It's as if we've taken pieces from every major civilization in the past and created a fusion...

I don't think anyone involved in those first command staff meetings after landing realized the significance of what we were discussing. We'd pledged ourselves to the Star League, and it had failed, twice, because the people we were supposedly defending were more interested in stealing and murdering than they were in living.

At some points, we were discussing cultures that had survived and flourished. Andery said that we needed "a cultural fusion" to prevent the wars from happening again. That's when he was still attending the meetings. Nicholas started using that name—the Fusion—as his word for the society that we'd be building. "The Clans" is far more poetic and a better description of what we have built.

It seems as if we've been waiting for this day for decades. Now that it's come, the unknown still sits around the corner waiting to ambush us. We have so much more to do yet before The Clans truly are.

—saKhan Antonius Zalman, *Personal Journals*, 12 June 2807

Out of the many thousands of military personnel that had participated in the latest round of testing, Nicholas Kerensky had chosen 800 who not only exhibited extreme skill and intrepidity on the battlefield, but also who clearly espoused the ideals of what Kerensky believed a true warrior should be. He split these 800 warriors—more than 70% of whom were MechWarriors (less than 25% were Aerospace pilots, and just a handful came from other combat specialties)—into 20 Clans of 40 warriors each. Kerensky himself, along with his brother, Andery, and his wife, Jennifer Winson, remained separate from the rest of the Clans, assuming roles as the founders.

The Young [Nicholas] Kerensky has come far. I still think he was unready for division command, though he likely could have taken over for me [as Chief of Staff to General Kerensky]. Perhaps it would have been better if the General had appointed him after my retirement. At the very least, he would have had better standing to step up after his father passed. Instead he fumbled, as did so many others...

[Nicholas] has accomplished much here, though. I do not know if his father would have approved of everything he has done, but he would have been proud of his son.

A politician leads by chasing the tails of those he supposedly leads to see which way they are going, delegating nothing but blame. A general leads by instinct and by decree, delegating authority and accolade to accomplish the task at hand. That is precisely what he has done.

At some point, an old general must let the younger generation lead. I have given my counsel—perhaps [Nicholas] has not listened, but Truscott, Carson, Zalman all have. I do not know where this will end, but an old soldier must have faith. I will continue to wonder if these 800 will be enough to accomplish the job at hand. And I will wonder about naming his Clans after furry little animals...

—Major General Illya Ivaovitch (Retired), *Personal Journals*, 15 June 2807

Each Clan (save one) was named after a totem animal—a typically ferocious and/or cunning predator (some of which had been genetically altered by Kerensky's scientists) that inhabited one or more of the Pentagon or Kerensky Cluster worlds. (Clan Blood Spirit was named to honor the spirit of all Clan warriors.) These names were chosen to help inspire the warriors of the new Clans to the qualities that Nicholas Kerensky believed they should embody. They would also give the warriors an obvious mascot to rally around.

Of course, the Clans were not fully formed as yet. It would take far more than just 800 warriors—just 20 battalions—to accomplish Nicholas Kerensky's goals.

TRIALS AND TRIBULATIONS OF POSITION

While Nicholas Kerensky assigned a Khan and saKhan—a commander and deputy commander—to each Clan, the warriors of those Clans had one more grueling set of trials to endure.

The Trials of Position begin tomorrow. These will determine who will be promoted to positions of authority within the Clan. Only the best warriors will be promoted. . .

—MechWarrior Epse Timoney, *Personal Journals*, 31 August 2807

Apparently they have begun choosing battlefield leaders based on how many kills they can make. I think we both can remember some lance and company commanders that were good shots but couldn't lead themselves out of a well-lit parking lot. I think I'm almost glad I retired when I did. Opening up this bar was probably the best decision I'd made since the war.

—Master Sergeant Haina Leung (SLDF Ret.), *Personal Letters*, 7 October 2807

Every one of Kerensky's 800 warriors participated in another series of combat trials, save for the Khans and saKhans (but even then some half of them took part), this time to determine which ones would take on additional positions of leadership within their Clan. With each Clan consisting of a Cluster of 40 warriors (roughly the size of a typical battalion), typically divided into four Binaries, each of which consisted of two Stars, there was room for four Star Commanders and three Star Captains. (Their Khan was also their Star Colonel, leader of the Cluster, though several Clans soon deviated a bit from that standard, promoting a few additional warriors to higher rank.)

Competition was understandably fierce. Each warrior took part in several different combat trials, which placed them in a variety of situations—most of which, this time, utilized powered-down or simulated weapons to prevent any additional unnecessary loss of life, at least among Kerensky's chosen 800. The number of kills each claimed played a major part in the ranking of warriors, though

tactical ingenuity was also a factor. Nicholas Kerensky personally presided over nearly every one of these exercises, standing alongside each warrior's Khan.

Every team on every shift has been working overtime FOR TWO YEARS. OF COURSE there's going to be accidents and quality control problems. WE JUST LOST THIRTEEN MEN because of an accident that COULD HAVE BEEN AVOIDED! I TOLD THEM six months ago that we needed to shut the lines down one shift every week for maintenance. And what did they do? They threatened me and my family if I didn't keep the lines running at full speed. I'm surprised this didn't happen sooner. And now that it did happen? They don't give a good goddamn that thirteen men are dead and twenty-three more are going to be in the hospital for months. They don't even realize that half a shift is GONE, or that it'll take MONTHS to get the plant operational again. We still have to make quota. They only care about their precious goddamn equipment. The HELL with the rest of us.

—Nyuke Post, Plant Manager, *Message to Kha Thume*, 4 April 2809

Unlike the First Exodus, when the SLDF had months to prepare and a significant pool of manpower and supplies to draw from, Nicholas Kerensky's Second Exodus was completed with limited resources. While he and his people had complete access to the technical archives of the Star League, and in fact had made a point to bring as many scientists (doctors, engineers, researchers, etc.) as they could, this time they could not bring with them the factory ships and mothballed equipment that the SLDF had originally transported with the Exodus Fleet—all of which was already in use on the Pentagon worlds. So while Strana Mechty was rich in raw materials and could easily support an advanced industrialized civilization, heavy industry on the world had to be developed almost from scratch, using only what little had been established prior to the Second Exodus, as well as the limited resources included in that Second Exodus fleet.

Demand for industrial products far outstripped supply for decades, especially when it came to military equipment. Kerensky's technicians and laborers had to maintain a delicate balance, devoting enough manufacturing capacity to continue building Strana Mechty's industrial infrastructure while also meeting the demands of the military and civilian sectors. In many cases, safety became a distant second priority—as did quality—to simply churning out as much product as possible. As a result, tragedies were commonplace, though in this very controlled environment, the media was not allowed to focus upon those supposed "isolated incidents" that actually occurred with alarming regularity. It would take many more tragedies like this before the Clan leaders would demand reform; but even all of the punishments and sanctions they imposed could not create actual reform until real changes were made.

Results from ongoing training exercises reinforce the fact that we do not yet possess the logistical backbone necessary to support a military resolution of the Pentagon issue. The civilian population of Strana Mechty is likewise incapable of supporting such an undertaking. Current projections indicate such an operation will not be possible for at least fifteen years.

—Khan Absalom Truscott, *Status Report*, 21 November 2810

The idea of liberating the Pentagon Worlds was never far from the minds of Nicholas Kerensky and his inner circle, though it would be some more time before that plan could become a possibility.

The Council of Scientists concludes that artificial gestation of cloned embryos will not be a viable technology for some time. Attempts to increase population growth rates must rely upon organic methods until such time as the technology can be proven. The Council of Scientists believes that it will be possible to utilize the results from DNA screening and aptitude tests to determine ideal pairings that will produce offspring possessing the characteristics most required for ideal population expansion.

—MechWarrior Xens Drutis, *Science Liaison, Report to Grand Council*, 8 August 2811

I used to love the Star League, but it had its problems so I don't know how I feel about this. We do have to grow as a society. We need to have babies, and we're not having enough. But now we've gotten into the matchmaker business, with the labcoats calling the shots. I don't trust them. [Nicholas Kerensky] trusts them though, so we will march on.

—Star Captain Aric Urgans, *Personal Journals*, 4 January 2813

On a voluntary basis, citizens were encouraged to participate in a process of selective courtship, where males and females were paired up based upon physical and mental traits (though not necessarily emotional compatibility). Incentives were offered to those who produced viable offspring (whether or not they married). Given the scarcity of some resources and the luxury items that became incentives, many citizens were willing to participate in this program. Within just a few years, birth rates skyrocketed, though at the same time social analysts noted a significant downturn in "traditional values." Opponents of Nicholas' changes, outraged at the further erosion of societal mores, called this program the "Rocket Sled to Hell."



THE FALLEN

We all know the story of the Clans by heart. When the evils of the Inner Sphere erupted and consumed the Pentagon worlds in civil war, Nicholas Kerensky led his faithful to Strana Mechty, where he formed the Clans from his 800 most skilled and loyal soldiers. But, of course, that isn't quite the whole story. Digging deeper, we find there were actually 803 Bloodnamed warriors that made up the Clans, living and training hard together, and in the process the members of each Clan grew closer with each other than even blood relatives.

But as our team of researchers dug deep into the Clan archives while preparing for this work, some startling irregularities became evident. Early rosters from two Clans had been altered, deleting reference to what seemed to be two different warriors (each roster showed only 39 named warriors); at different points in each Clan, a 40th warrior was finally added. And in one other case, a warrior's name was altered.

These irregularities led our research team to dig earnestly through the surviving journals, logs and correspondence of the early Clans; what they found shouldn't shock anyone. After all, we knew that Steel Viper saKhan Antonius Zalman died just two years after Nicholas Kerensky founded the Clans (in a "training accident," though there are more than a few references that indicate he perished in a trial meant to give him some measure of honor in his death). It wasn't hard to believe that there were others that also died before the Clans' return to the Pentagon.

The disposition of Clan Mongoose warrior (and former SLDF Major General) James Carson was the easiest to determine as his death was both public and shocking. Having died in an attack meant to kill Nicholas Kerensky, Carson was afforded full and public honors during his burial within a crypt—which eventually became the Carson bloodname chapel—in Clan Mongoose's sector of Svoboda Zemylya. As recounted by several of Carson's closest friends in other Clans, Clan Mongoose held an abbreviated series of trials before adding Gregory Carson—the former general's second son who had apparently just missed the cutoff seven years earlier, but had continued to serve Clan Mongoose in an auxiliary capacity—to their rolls. This was done with the full support of Nicholas Kerensky, though there is evidence that at least the leaders of Clan Star Adder objected, as the Mongoose leaders had not opened up competition to anyone but Carson's son.

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The identities of the other two “missing” Clansmen were more difficult to determine. Neither had the prominence that Carson did in the pre-Clan years, and unlike the case with Carson, both the Blood Spirits and the Smoke Jaguar had purged their official records of mention of their two. But there was still some evidence of both left behind.

In the case of Clan Blood Spirit, the smoking gun was a small pillar within their section of Svoboda Zemylya bearing the name “Archiel Tranns.” The Blood Spirits, from their earliest years, have commonly erected small monuments within their sector of the memorial park to warriors (and even a few non-warriors) that have died while performing a particularly impressive service to their Clan. They likewise inscribe the names of all of their fallen warriors upon memorial walls for each battle and campaign fought. Clan custom dictates that only the holders of a Bloodname are honored with a surname, which of course made this particular monument stand out.

Once we had a name to search for, the rest of the story was easy enough to discover. Pilot Archiel Tranns had been just a child during Kerensky’s drive on Terra, and followed both Kerenskys into Exodus. She graduated near the top of her class in the DeChavilier Military Academy, and readily won a position within Nicholas Kerensky’s new Clans. In September of 2810, while flying a training sortie, her fighter experienced a catastrophic mechanical failure; both she and the fighter were lost. Ultimately Blood Spirit technicians concluded the crash was due to substandard equipment and faulty maintenance. Tranns’ name was cleared, but she had no children. Khan Colleen Schmitt presided over a series of trials to choose Tranns’ replacement—Stepan Pitcher.

The question of the missing Smoke Jaguar was far more difficult to track down, especially as that Clan had been completely eradicated, its records destroyed or looted in the chaos after Huntress. There were clues, however, and eventually it came down to dusty medical archives discovered in a civilian hospital. MechWarrior Alexandre Marsden had won a coveted slot within Clan Smoke Jaguar, but developed cancer sometime afterward, and apparently sought treatment in a civilian facility to keep his sickness a secret. By 2816, though, Marsden had died (likely of the cancer; however, there is evidence to suggest he met an unnatural end, though by his own hand or another is unknown). The Smoke Jaguar

The gall of these ingrateful [sic] surats! We save them from themselves, we protect them, and this is how they pay Nicholas back? They try to kill him? To hell with them and their supporters! We should burn them down once and for all!

—MechWarrior Ginel Montizima, *Personal Journals*, 27 December 2814

Fear has long gripped the people of Strana Mechty, though a fear unfounded. That fear has shaped their every action and every word. It has motivated them to lash out and spurred their protestations to the very changes that will bring them the peace and unlimited horizons they so desire.

A shot was fired, but it was not fired out of anger. It was nothing more than fear that pulled the trigger. . . Fear is good. Fear is natural. We must learn to overcome our fears before we can leave our childhood behind and mature. The blood spilled is us overcoming that fear and leaving behind the known for the unknown. The future awaits us now, *our* future.

—Star Colonel Karen Nagasawa, *Compiled Remembrances*, 28 December 2814

Nicholas Kerensky presided over a parade through the streets of Katyusha, one in which his 800 Clan Warriors marched in sharp unison, presenting themselves to the people they swore to defend. During that parade, a lone gunman fired several shots in an attempt to kill Nicholas Kerensky. Kerensky, who was wearing a bulletproof vest, was wounded; (former) Major General James Carson of Clan Mongoose killed. Within days, the body of the shooter was found on the steps of Kerensky’s command post. Nominally, the assassination attempt was the result of Kerensky’s latest societal proclamation—that *all* children would take part in the fostering program (which was, at this point, a voluntary—though highly recommended—program, much like most of Nicholas’ reforms). In reality, it was a call to referendum upon Nicholas Kerensky’s ideal society.

The incident sent a shock throughout the nascent Clan society. Thereafter, the lines were clear—one either supported Nicholas’ reforms or rebelled against them. And the vast majority stood behind them. A few brief weeks of sporadic violence ensued. Those who had seemingly ever voiced any opposition to Kerensky soon found themselves pariahs, or worse. Those deemed salvageable were enrolled in reeducation and reclamation classes—or found themselves relegated to the lowest levels of society until they did enroll. Those that didn’t pass muster were jailed or just simply disappeared. (Of note, some almost certainly went underground within the old Strana Prime city, while others escaped into the wilds of Strana Mechty or even into the Kerensky Cluster. Those malcontents, as they were ultimately labeled, became the founders of the Dark Caste.)

Some believe that Nicholas, having heard the rumbles for years, orchestrated the event. Whether or not he did so, the ultimate result was the one he had been seeking: complete support for his reforms among the civilian population.

And that opened the door for a pronouncement that was eight years in the making:

Today the Clans are complete. Having guided us to this place, Nicholas has taken his rightful place as ilKhan. Our course is clear. We will return soon to the Pentagon, we will crush the evil that infected those worlds and their people, and we will bring to them the civilization that will save them.

—Star Captain Carl Icaza, *Personal Journals*, 9 June 2815

PREPARING FOR THE RETURN

In the six months leading up to his assumption of the title ilKhan—supreme military commander—Nicholas had finally put an end to the organized opposition. Furthermore, he created the support mechanism by which his Clans would operate in the years to come; every man, woman and child was assigned to a single Clan, each receiving an equal

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share of workers, resources, factories, and the like (at least in the beginning). While these assignments were not necessarily made with regard to family, in most cases family units were kept together—nominally for purposes of morale.

It was Andery. He'd never admit it, of course, but it was him. He's kept himself in his brother's shadow for so long. It's good that he is finding his own way.

It's also good that he took this job on. The civilians had always come to him as their 'back door' to Nicholas, though I don't think they ever realized how much he was also their advocate.

His was the right decision, of that there is no doubt. We need to create bonds with our citizens, and utilizing those existing bonds will only help us.

—Khan Windham Khatib, *The Way of the Way*, entry dated 4 July 2815

With each Clan now possessing a base of support it could call its own, and with Clan industry finally coming into its own, the twenty Clans could now begin building the logistical backbone they would soon enough need.

The worlds of the Pentagon are calling us, temptingly close. Nicholas Kerensky is now our ilKhan, our war leader. The Clans' triumphant return is inescapable.

—Khan Colleen Schmitt, *Address to Clan Blood Spirit*, 12 June 2815

Some Khans are calling for an immediate [return to the Pentagon]. Others think that we only need a few months to build up the supply cache we need. Then there's [sic] those of us who know the realities of warfighting. Nicholas knows, though sometimes I think it is only because Truscott has his ear that Jennifer [Winson] hasn't talked him into an immediate action.

—Khan John Fletcher, *Personal Journals*, 12 January 2816

While logistics were important, and the prime reason that delayed the Clans' inevitable return to the Pentagon, it was not the only concern.

Per ilKhan Kerensky's directives, and in conjunction with Khan Truscott, temporary command of Naval Star Black Claw is assigned to Clan Star Adder. These assets will assist with surveillance and reconnaissance of the Pentagon. All Clan Snow Raven personnel assigned to this duty will comply with Khan Truscott's directives, knowing that this mission is of vital import to our ultimate goals. Your Khan and ilKhan are proud of you. Do not let us down!

—Khan Stephen McKenna, *Special Order 17-42*, 4 March 2817

Soon after Nicholas Kerensky announced the Clans' return to the Pentagon, Khan Absalom Truscott took charge of planning the campaign, which he dubbed Operation KLONDIKE. This former SLDF BattleMech Division Commander, the one person that Nicholas Kerensky could claim as a mentor, pulled together a small working group—some Khans and some mere Warriors, all former SLDF senior officers—to build the specifics of the plan. At the same time, he dispatched small naval detachments to scout each of the five Pentagon systems and collect as much intelligence as possible about the surviving factions, including troop deployments and force strengths. This was a task that would take years to complete, and even then would not provide all of the details that ilKhan Kerensky's Clans would need.

"Warriors! The time for reclaiming what is rightfully ours is fast approaching, but it is not here yet. We must be patient. Our enemies are unknown to us. We must take the time to fully prepare ourselves to charge headlong into that dark breach so that victory can be ours. And make no mistake, victory will be ours."

—Khan Cyrus Elam, address to Clan Goliath Scorpion, 30 September 2817

Some Clan warriors and officers naturally resented Truscott and his inner circle—each of whom he had known and trusted since the SLDF's drive on Terra—for the slights and insults they imagined they and their Clans would suffer at his hands. In general, nothing could have been further from the truth, though the caveat that few understood was that Truscott and his group made the assignments and battle plans that they did based on the abilities of each Clan. Kerensky may have created a new society, but it was one based upon competition, one in which jealousy and pride still had a key place.

Council met behind closed doors, ultimately ordering Marsden's name purged from all official Clan records. As the Blood Spirits did, the Jaguars chose a replacement warrior after conducting a closed trial; Terrisa Osis, cousin to Khan Franklin Osis, became Jaguars' fortieth warrior.

There are rumors that other original warriors were replaced in this manner, though the elimination of a quarter of Kerensky's Clans, and the splintering of two others, make tracking down any others all but impossible. Certainly, it seems logical that more than four out of 803 original warriors could have died in the fifteen-year lull between the creation of the Clans and the start of Operation KLONDIKE, though by the time the eugenics program came online, the roster of 803 was finalized.

So why does Clan history remember Antonius Zalman, but not James Carson, Alexandre Marsden or Archiel Tranns? It is clear that Nicholas Kerensky had long planned the institution of the eugenics program, and in the case of Zalman, who was already aged and by some accounts already in failing health, there was clearly the potential of losing a senior Clan leader before the actual institution of the program. So Kerensky had every Clan Khan and saKhan provide genetic samples just after he announced the formation of the Clans. His scientists were not prepared to collect and test the entirety of the Clans' complements, however. So, while all four of these warriors died unexpectedly, the honor and prestige of (genetic) immortality was reserved solely for the one specially selected by Kerensky himself, leaving the rest to live on as an historic footnote.

UNBLOODED AND UNKNOWN

Common Clan tradition holds that Kerensky's 800 warriors conquered the Pentagon worlds alone, bringing justice to the savage warlords that dominated the oppressed, the hungry and the disenfranchised—who stood up and accepted Kerensky and his Clans as their saviors. But it wasn't *really* just twenty battalions of elite troops that conquered five entire systems, was it?

Not quite. But for the typical non-Clanner, and even the student of military history, the fine distinction Kerensky and his followers made between the military arm of the Clans and their support organizations is sometimes difficult to understand. Perhaps the best known, if not understood, distinction was that of the naval service. Within the Inner Sphere, the WarShips and JumpShips and DropShips that move troops between worlds and protect interstellar space typically fall under the purview of the military, and in fact most are commanded and crewed by military personnel. However, within the Clans, everything that did not fit into Kerensky's paradigm of direct combat was considered a support mechanism. So, while WarShips and DropShips certainly could, and in fact did, engage in combat with each other (as well as ground forces), they did not fit into the ideal of a high-tech Clan knight battling alone (or leading other Clan knights into battle). Eventually, a warrior would be placed in command of each of these valuable assets, and during Operation KLONDIKE a warrior was required to command the operations of the WarShips and DropShips in combat. However, in these first decades, such responsibility was seen as disgraceful and beneath most Clan warriors.

Likewise, even infantry and conventional armor were held in little to no esteem. The MechWarrior—and to a lesser extent the aerospace pilot—was the ultimate high-tech knight. They alone had the prestige, the training and Kerensky's trust to bring battle to the Clans' foes, each commanding a vast arsenal of destruction. While teamwork had its place within the Clans, an individual warrior's skill and exploits were to be lauded above all. As a result, conventional armor crews and infantry teams found themselves largely outside of Kerensky's vision of ultimate warriors.

Which isn't to say they had no place in Operation KLONDIKE, or even within the Clans in general. But they were relegated to support roles. Armor formations were used typically only as defensive measures, while infantry were typically called in after the 'Mechs and fighters had completed their operations. The infantry would dig into the closed spaces that Kerensky's ulti-

Our Clan has been conducting drills and combat exercises for years. Our merchants and laborers and technicians have created a tremendous stockpile of equipment and provisions, enough to last us for decades to come. Our ilKhan has told us time and again that our course is clear and that the liberation of the Pentagon is a just and righteous cause. The plan of attack is published and every last warrior knows his or her role in that plan. We are cocked and locked and our aim is true. Our trigger only needs to be pulled. When will that finally happen?

—MechWarrior Chias Vong, letter to saKhan Hans Jorgensson, 3 February 2818

MechWarrior Vong's frustrations were fairly representative among the common Clan warriors—likewise for his misperceptions of the logistical requirements it would take to successfully conclude operations in the Pentagon. The preparations required before launching Operation KLONDIKE—specifically the societal preparations that ilKhan Kerensky was still intent on implementing—were far from complete.

The Council of Scientists report a tremendous breakthrough in Project APOLLO GREEN. Previously reported stability problems have apparently been overcome. 42% of artificially gestated organisms have survived birthing with at least a four-week survival rate. Human samples have not yet been tested, though the results of primate gestation tests lead the Council to the conclusion that the technology will be directly transferable to human reproductive measures.

—MechWarrior Xens Drutis, Science Liaison, report to ilKhan Nicholas Kerensky, 17 July 2818

Concerned—almost obsessed—with both ensuring the vitality of his people and growing the population of his new society, Nicholas Kerensky had long looked to science to assist. Soon after the arranged coupling program was established, fertility and genetic specialists began offering an additional service to those seeking children: selective genetic modifications. Undesirable traits could be suppressed within the parents' genetic material before external fertilization and eventual implantation within the mother (or surrogate).

Now, the Clans were no longer limited by biological concerns. The Clans could now be immortal.

Khan Windham says we must have faith, that we will find our Way. Eight hundred years ago, this is the technology that a petty Earth tyrant would have used to create the perfect race before killing every other man, woman and child on the planet. We don't need love, and now we don't even need sex. Someone should have burned Darwin at the stake when they had the chance.

—MechWarrior Bryton Grey, *Personal Journals*, 19 October 2819

Every one of Kerensky's Clan warriors was subjected to a series of genetic tests, mapping each of them—maps that would soon be used to genetically build the ideal Clan phenotypes. In the process, every warrior provided a number of genetic samples, as well as blood, marrow, and various cells and organ tissues. All were kept in storage should the need arise for the synthesis of replacements—a technology developed late during the Star League era that saved millions of lives and would continue to do so among the Clans.

While many believed this testing was the final step in preparations for Operation KLONDIKE, ilKhan Kerensky instead made the startling announcement of the Clan eugenics program. Technology had finally caught up with Kerensky's vision.

"We will fight for honor and for glory, knowing that we may be mere mortal, but our legacy will last forever. We may perish, but our children will not be robbed of their very lives because of it."

—Star Commander Suu Lynn, Clan Fire Mandrill Summit, 22 November 2819

Samples from every one of Kerensky's Clan warriors, as well as 600 other qualified civilians, were taken and added to the Clan genetic repositories—both the master repository as well as one maintained by their assigned Clan. Each Clan received a full set of the additional 600 civilian samples. These samples would be used by the Clans

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to breed new generations of children using the artificial gestation technology—the so-called “Iron Wombs.”

The children born from the Iron Wombs, of course, would not be some sort of super men or even racially pure, though minor genetic defects and unfavorable markers would be erased. It was simply Nicholas Kerensky’s way of ensuring the growth of his Clans, and especially his warrior cadre.

In early 2820, Clan scientists fertilized the first batches of such children. Every one of the warriors selected for the honor of “parenting” these first artificially gestated children—one from every Clan—in fact, had five of these children implanted within the Iron Wombs. (The children were referred to as Tank-Borne, or “Tank”—a pejorative that over time changed to the term True-Borne, or trueborn, which we know today.) This was a practical measure, as the successful gestation rate was still hovering between 25-45% in the first years of the eugenics program. With only some one hundred Iron Wombs available for use at this time, odds were that at least one child from every parent would survive to birth. At this time, each warrior selected to parent a group of children was paired with a genetically compatible choice from among the 600 additional samples. It wouldn’t be until well after Operation KLONDIKE that warriors would begin to be paired with warriors, and until the middle of the Golden Century when that would become the norm rather than the exception.

The first group of Tank-borne children emerged from the Iron Wombs in September of 2820; a full 40 survived, and were immediately placed into a crèche together, overseen by an inter-Clan group of caregivers—until such time as they could be placed into the fostering system within their own Clans.

The final technological hurdle to ilKhan Kerensky’s ideal society overcome, there was but one more thing to do:

“Our time is come! We no longer need to fear our own mortality, for we are the immortal warriors for all time. Our children will forever sing the praises of this, our triumphant and just return to the worlds that our Great Father chose for us. We will strike and give no mercy, no quarter, to those that oppose us. But we must also embrace these poor souls, so that they can come to know the peace that we bring.”

—Khan Jason Karrige, address to Clan Widowmaker, 15 March 2821

The Clans gathered one last time on Strana Mechty on 20 March 2821. There, final adjustments to the Operation KLONDIKE plan were made, based on the last bits of intelligence returned from Khan Truscott’s reconnaissance mission. The Pentagon worlds had experienced nearly two decades of cataclysmic civil war—surpassing even the horrors of the First and Second Succession Wars. Millions had died—out of an original population of just six million. Once-thriving planetary civilizations devolved into barbarism, with petty warlords hoarding the last surviving bits of technology for their own, battling each other for mere baubles or a few hundred kilos of food.

With what little technology remained focused toward military aims, the civilian populations suffered the most. The naturally hostile environments, no longer held back artificially, attacked the survivors unrelentingly, their number further dwindled by hunger and deprivation.

Four Clans would assault each of the five Pentagon worlds, cooperating with each other to crush the pockets of resistance still remaining. The only expected—and acceptable—outcome was total military victory. The assaults on each world were scheduled to begin on 2 July 2821.

FOUNDING LEGACIES

Nicholas’ original plan was for only the genetic legacy of the 40 named warriors to be included in the Clan eugenics program, but each Clan interpreted Nicholas’ ruling in different manners and so a compromise was reached. The 800 Warriors (plus the legacies of Nicholas, Andery and Jennifer Winson to give 803 distinct bloodlines though only 787 different names) would become the elite of the Clans, their legacies and names immortalized as Bloodnames. The ilKhan also allowed the inclusion of another 600 legacies from

mate warriors couldn’t reach, or they were assigned to police duties. Of course, as the Clans’ very first military operation progressed, they could not have achieved what they did without the assistance of both their infantry and armor support arms. Nevertheless, they were not lauded as the conquerors of the Pentagon and it would be decades, if not centuries, before these support forces began to receive any true recognition. Even today, assignment to armor and common infantry units is seen as disgraceful, while the naval arms are still dominated by civilian technicians and merchants, who crew the ships, commanded by a handful of Clan warriors to oversee and direct the military operations. Only the eventual development of battle armor raised the role of armored infantry to one worthy of *true* Clan warriors.

“Auxiliaries” were another pseudo-military category altogether during the first years of the Clans. Spawning from the realization that accidents could take the lives of valuable and scarce warriors, not to mention what was likely to happen in combat when simple bad luck reared its head, each Clan created an auxiliary force that would accompany them to the Pentagon. These auxiliaries would serve much like squires of old, overseeing a warrior’s technicians and staff, assisting that warrior during training and exercises, and handling the rest of the tasks considered beneath the warrior’s concern. But should his or her warrior perish in combat, the auxiliary could step up and fill the gap. The use of auxiliaries in this manner gave each Clan a reserve of sorts that they would so sorely need when returning to the Pentagon.

In every case, the auxiliaries were individuals who competed in the first Clan trials, but did not score high enough to become one of Kerensky’s chosen 800. They were the ones who competed to fill the slots made empty by accidental deaths prior to Operation KLONDIKE, and in most cases were accepted as full Clan warriors after the conclusion of Operation KLONDIKE.

Still, little has ever been said of these auxiliaries in the official—or even unofficial—Clan histories. They served honorably, and many took part in the battles for the Pentagon, but few ever received accolades. Those that died gave their lives for their Clan, and at most were memorialized with a plaque or small monument. Those that lived had the sole honor of continuing to serve their Clan, perhaps even taking on positions of leadership within the burgeoning Clan toumans as they expanded first with bondsmen captured during the Pentagon campaign, then with new warriors born from the artificial wombs.

WHAT'S IN A NAME

Despite the reverence the Clans have for their Bloodheritages, linguistic drift seems to have played a role in the Bloodnames. Whether through record-keeping error or deliberate attempts to differentiate Bloodheritages, variant spellings have arisen in modern documentation. For example, Clan Jade Falcon has both Ustone and Uston, though the latter does not appear in the original Clan honor roll. In other cases, modern records have simply misreported names—for example, Bang-Chu has sometimes erroneously been shown as Ban-Chu, and Shi-Lu has been occasionally noted as Shu-Li. It should be appreciated, however, that some other near-duplicates are distinct heritages.

loyalist civilians, boosting the diversity of the Clan breeding program, but these legacies would not be attached to a Bloodname.

To maintain the prestige of each lineage, the IlKhan further decreed that the use of the bloodline as a surname would be restricted to a maximum of 25 warriors of each legacy given the right to carry that name (the Bloodright) determined by a trial of arms. He realized that over time individual bloodlines within each legacy would show different degrees of aptitude, some gaining more prestige and others falling from favor. A rite known as Reaving allowed for the culling of underperforming, and the number of usable surnames for that line reduced. The strongest lines continue to have 25 active Bloodrights, but lesser lines may have fewer and in extreme cases, entire lines have been taken out of use. Indeed, over the centuries the number of active Bloodnames would be whittled down from 803 to 660—40 in the fall of the Wolverines, a score in the absorption of Clan Mongoose and sundry others over the centuries. However, provision was also made for the expansion of blood heritages—propagation—though this cannot increase the number above the 25 limit mandated by Nicholas. There was also an allowance for the addition of new Bloodnames to the honor roll (such as Kell). Such additional Bloodnames are not included in this list, which is only of the KLONDIKE participants.

CLAIMING A LEGACY

The first generation of warriors born from the Iron Wombs were an admixture of either two warrior legacies or a warrior legacy and a loyalist legacy. These children were not automatically eligible for a surname—a Bloodname as the Clans now regarded them—but could compete for one of the 25 Bloodrights associated with the legacies of either parent. From the second generation of engineered children, a matrilineal rule was enforced to prevent over-complication of the Bloodname process. However, several wrinkles were added to the process.

The first was in the realm of the scientists: The definition of male and female was largely irrelevant with the sophisticated genetic engineering of the Clans. The DNA of a male warrior could be implanted in an egg, or the DNA of a female warrior in sperm, and so “genemother” and “genefather” became abstract terms used to track legacies. The scientists commonly created an even mix of males and females from each legacy (save where non-correctable gender-related genetic issues emerged).

The second factor is politics. The membership of a warrior within a clan does not immediately confer the right of that clan to use the warrior’s genetic material. The warrior and the legacy are considered distinct assets, and so while the members of blood houses may be taken as *Isorla*, their legacies remain the property of the birthing clan until the right to use the legacy is won in a trial. Some legacies have never been successfully procured in this manner and are regarded as exclusive to those clans (e.g. Kerensky for the Wolves).

The third and final factor is tradition. Some legacies have been shared, but under very specific circumstances. Generally a legacy can be used as a genefather or genemother, but an agreement between clans can limit this. The best known example of such an agreement is between the Wolves and the Coyotes regarding the legacies of Dana Kufahl and Andery Kerensky. It was agreed in the early days of the Clans to mark the love between Andery and Dana by having warriors that shared both heritages. However, the Coyotes always use the Kufahl legacy as the genemother and the Kerensky as the genefather, while the Wolves do the opposite. This means all Coyotes of the mixed Kufahl-Kerensky bloodline are only eligible for the Kufahl bloodname, while those of the same combined bloodline in the Wolves are only eligible for the Kerensky name.

ORIGINS OF THE BLOODNAMES: THE CLANS' FOUNDERS

CLAN BLOOD SPIRIT

Blackburn, Annie	Boques, Devon	Bosma, Koki
Bush, Gilliam	Campbell, Moses	Carmichael, Alessandra
Chukwumerije, Ariel	Church, Kieren	Chusovitina, Rod
Cluff, Hannah	Despatie, Lao	Dibaba, Patricia
Dumont, Hiroshi	Fischer, Kam	Galen, Anna
Gammoudi, Tonu	Geirsson, Richard	Holmes, Sibel
Jalal, Asset	Jiawel, Kelly	Johns, Melanie
Keller, Dale	Kemp, Hrachik	Lange, Dalia
Lewis, Dain	McFadden, Jose	Mengual, Celia
Mitshan, Clinton	Olufemi, Natalie	Osborne, Zoltan
Pitcher, Stepan	Redmond, Ko	Samis, Xu
Sánchez, Niklaus	Schmitt, Colleen	Sinjab, Ramazan
Vardanyan, Terry	Vargras, Takashi	Yanez, Wilson
	Zadok, Dusko	

CLAN BURROCK

Columbo, Eriel	Danforth, Yuki	DeLeon, Hanna
di Martino, Elisa	Enders, Wladimir	Farnsworth, Kui
Fore, Geoff	Gastopiv, Yasemin	Hailiang, Grant
Hallik, Anna	Holliday, Jonathan	Hutchinson, Qudi
Jones, Armen	Kammerichs, Morad	Kogo, Vasileios
Korstin, Yulia	Lamongue, Joseph	Linn, Maki
Lunde-Haraldsen, Frédéric	Marghar, Kim	McMillan, Charles
Messi, Hrysopiya	Min-Jae, Motoko	Moreau, Abra
Nga, David	Opriq, Park	Podell, Irina
Polczyk, Herve	Polczyk, Nigel	Rubennis, Marit
Santos, Carlos	Sereysothea, Tamerlan	Siddiq, Jackie
Taglieri, Jason	Tani, Laura	Van Houten, Edith
Whull, Hicham	Yong-Ho, Kevin	Zeke, Yuri
	Žukauskas, Katerina	

CLAN CLOUD COBRA

Bar-Fetstein, Zoltan	Beckett, Chinedu	Chan, Khasanbi
Chayama, Torsten	Codman, Laszlo	Dana'La, Andre
Eaker, Irene	Gildano, Veleri	Grey, Bryton
Halstead, Danila	Hedemeyer, Jonothon	Heinze, Carlos
Hobbes, Pierre-Jean	Izumi, Andrew	Kaczuk, Pang
Kardaán, Rafe	Khatib, Windham	Khilko, Johanna
Kon-Dakar, Magnus	Loew, Isaac	Lupetey, Elisabeth
Mannix, Bershawn	Maxell, Regi	McCloud, Kellen
Mitts, Levi	Morales, Hezekiel	Norris, Angela
Noruff, David	Pearson, Cristiana	Quong, R.L.
Riaz, Lee	Richardson, Jonell	Sheridan, Brucalter
Spaatz, Arman	Steiner, Kailen	Telinov, Iim
Tsagaanbaatar, Sonja	Turiza, Larsen	Yatchenko, Yuliya
	Zeira, Allison	

CLAN COYOTE

Christofferson, Mikael	Clearwater, Francois	Drewsivitch, Reiko
Eagle, Serena	Gruber, Briane	Heller, Tatyana
Hill, Amaury	Hoffman, Annemieke	Hollifield, Roseli
Jerricho, Kesar	Jones, Pyrros	Jurack, Ren
Kautz, Roberto	Kielman, Johann	Koga, Simon
Kozyrev, Constantina	Kufahl, Dana	Levien, Zarco
Lombardi, Jiang	Markopolous, Ilse	Masino, Wilhelm
Maybank, Kallas	McTighe, Lisannr	Nash, Jebediah
Nuyriev, Eko	Pamies, Yevgeny	Parker, He
Rosanske, Susanne	Skyes, Alisen	Smith, Christoph
Sorokina, Keith	Steele, Warren	Stuczynski, Samantha
Tamzarian, Bryce	Tangen, Erica	Tchernovkov, Gerek
Tlawnic, Robert	Topol, Drew	Weber-Gale, Roman
	Wicks, Kiel	

CLAN FIRE MANDRILL

Albiev, McLain	Andrunache, Élodie	Angharobis, Hans
Beyl, Timothy	Bin, Taran	Carrol, Cho
Durffey, Sandra	Enriquez, Coby	Facchin, Carlos
Faraday, Nathan	Goulet, Róbert	Grant, Andrea
Grimaldi, Solenne	Hirose, Patrick	Huddock, Meike
Hutten, Alicia	Jannik, Virginia	Jewel, Brenda
Kline, Brigitte	Komolosi, Jin	Kreese, Eamon
Lloyd, Renata	Lopez, Lee	Lynn, Suu
Malone, Lucia	Mattila, Dean	McDougall, Yanet
Mick, Dénes	Misjak, Christine	Nethercott, Mia
Newclay, Berni	Newton, Li	Payne, Laura
Sainze, Raymond	Schroeder, Alexander	Smythe, Adam
Tanaga, Jean-Noel	Tarantino, Chad	Uchimura, Steven
	Xing, Kim	

CLAN GHOST BEAR

Allin, Xavier	Babushkina, Kerri	Bazso, Christine
Bekker, Rafael	Bourjon, Else	Carrera, Melban
Cook, Sada	Cote, Mebrahtom	DelVillar, Norge
Devon, Marie	Forrester, Cao	Gilmour, Darren
Gurdel, Jaroslav	Hall, Aslanbek	Hambash, Emma
Hannifan, Gao	Harlow, Orestes	Hawkins, Ana-Lucia
Homaovi, Nicole	Ivankova, Allison	Jorgensson, Hans
Kabrinski, Bryan	Lemmons, Sergey	MacKenzie, Alexandre
Memba, Victo	Noble, Ishi	Oldebrecht, Jan
Ortiz, Yukiko	Polkamp, Tessa	Rand, Tayana
Silva, Alex	Snuka, Guillaume	Sóbis, Renata
Tseng, Sandra	Vishio, Ra	Vong, Chias
Wayne, Aneta	Weißenborn, Sergio	Woods, Robert
	Zeevi, Eero	

CLAN GOLIATH SCORPION

Arbuthnot, Brian	ar-Rashid, Monica	Baba, David
Ben-Shimon, Bair	Brinker, Elnur	Bungei, Jaroslav
Collesano, Aleksandr	Cranstonoly, Ekaterina	Demos, Eunice
Dinour, Balázs	Djerassi, Naomi	Elam, Cyrus
Gorga, Alberto	Hardo, Tang	Henriquez, Marcus
Ismaila, Bruny	Kirov, Hinrich	Kreek, Fabricio
LeClair, Felicity	Linghui, Sang	Lunde, Tatyana
Madsen, David	Mortelette, Jason	Myers, Brian
Nagy, Tayshaun	Naidu, Kerri	Omid, Melanie
Pakhalina, Brimin	Posavatz, Jean-Christophe	Sang, Boris
Scott, Jenna	Shaffer, Dawn	Snell, Malik
Solheim, Sherone	Suvorov, Li	Sword, Kami
Tazegül, Yu	Wagner, Antonio	Yeh, Saho
	Zuric, Noureddine	

CLAN HELL'S HORSES

Aliychuk, Daniel	Amirault, Shirvani	Anu, Zhang
Boit, Filip	Brown, Victor	Budölin, Tommy
Burns, Shawn	Camejo, Stéphane	Cobb, Patricia
Cooper, Dain	DeLaurel, Gella	Dudzinsky, Yavor
Dwellely, Olga	Fletcher, John	Grimheald, Niu
Houan, Jeong	Iler, Miroslav	Johnston, Kirsty
Kebede, Raj	Lassenera, Roman	Liang, Yoo
Mazzoni, Daima	Mendoza, Ingimundur	Mitchell, Annett
Moiseyev, Vadims	Murphy, Zhou	Neely, Nazyr
O'Reilly, Carolina	Peck, Heiko	Priddy, Maris
Purchase, Kim	Ravenwater, Tatiana	Rickard, Marian
Robinson, Oxana	Rowbotham, Sachiko	Seidman, Nicolás
Steding, Michael	Thompson, Yelena	Weißenborn, Krisztján
	Zuijdweg, Kang	

ICE HELLION

Acton, Nokkad	Bragg, Kara	Cage, Stephan
Coddington, Jennifer	De Geode, Oxana	Drake, Prapa
Drutis, Xens	Duvergel, Mauro	Hakkinen, Aleksandr
Hasbrin, Fillip	Hildenrath, Ra	Ho Jang, Pel
Hordwon, Malia	Izotov, Michael	Jadav, Duje
James, Marcus	Kanter, Victor	Klien, Abel
Kyle, Anastasia	Laverick, Hendra	Lienet, Saskia
Lozano, Aidyn	Mezgebu, Tashan	Mi-Ran, Jose
Montose, Broda	Moore, Lucius	Navas, Branku
Norizuchi, Ryan	Paderina, Zyoshi	Pastore, Zang
Riedel, Claudia	Rood, Sibelis	Slyusareva, Brenda
Spaunn, Pippa	Taney, Zoran	Tyler, Hope
Urgans, Aric	Vorobiov, Nichole	Wallace, Jin
	Wick, Leysa	

CLAN JADE FALCON

Bailey, István	Bang-Chu, Julien	Bewley, Chantelle
Binetti, Hanati	Brak, Manon	Buckenburger, Yunaika
Buhallin, Lisa	ChiLi, Tom	Chistu, Jill
Clees, Zhang	Crichell, Svetlana	Eodrap, Wieke
Calbot, Adam	Folkner, Irina	Guili, Stacy
Hazen, Elizabeth	Helmer, Samuel	Icaza, Carl
Isha, Zoltan	Jae-Hyoun, Mathieu	Littleton, Vanja
Loudon, Wilson	Malthus, Koji	Mandaka, Cappie
Mattlov, Daniel	Nilloba, Yevgeny	Pryde, Aeneas
Wqabe, Noah	Roshak, Roniel	Schtern, Monday
Shambag, Guo	Shi-Lu, Yoel	Sustan, Kim
Thastus, Živko	Ugás, Vsevolods	Ustone, Tom
Viola, Annemiek	Von Jankmon, Beezie	Yont, Eric
	Zywot, Laura	

CLAN MONGOOSE

Carson, Gregory	Corral, Noriko	Davis, Julia
Francaix, Björgvin	Garcia, Cédric	Gontyuk, Manuchar
Greenhalgh, Cai	Hansen, Nikola	Henríquez, Oleksandr
Huntsig, Chellsie	Imaoka, Loredana	Kalitovska, Kim
Kederk, Pürevdorjiin	Khasyanova, Bob	Knox, Gisele
Konrad, Frank	Kovács, Aleksander	Kubernuss, Bolat
Lazuk, Gong	Lin, Dongmei	Loris, Mitchell
Lowe, Cathy	Manaudou, Bryan	Martindale, Matt
Matsuda, Yevgeniya	Mercedes, Duncan	Milton-Jones, Zhong
Prentice, Buttrees	Raineri, Jason	Regner, Ingrid
Rentería, Thaïs	Riley, Taner	Ryu, Lee
Sais, Borislav	Suzuki, Melaine	Tae-Young, Logan
van Belkum, Aleksandr	Young, Laura	Yuli, Jeff
	Zongliang, Jin	

CLAN NOVA CAT

Attwater, Olena	Bauer, Alexander	Bavros, Linda
Bedford, Park	Bullin, Arman	Chen, Mariya
Cheng, Lui	Chu, Robin	Deleportas, Serena
Devalis, Isabella	Devereaux, Danny	Drummond, Phillipp
Fokker, Anamaria	Froehlig, Tian	Garr, Gu
Gritas, Yevgeniya	Guerette, Filip	Henderson, Will
Higall, Philip	Jarrel, Fu	Katayama, Ludmilla
Keating, Chris	Kido, Terry	Lenardon, Viorica
Leroux, Ronetta	Lossey, Andry	Morris, Lucie
Nostra, Toby	Oberg, Mike	Poiltas, Efe
Prest, Guo	Rosse, Jason	Rwabdogo, Aaron
Ryder, Manus	Schuetz, Valentina	Sumner, Tatyana
Vozka, Rimas	Watson, Susan	West, Sa
	Winters, Roline	

CLAN SEA FOX

Arbott, Ejega	Arlond, Nesta	Ban, Sarah
Borghev, Alicia	Clarke, Anton	Coston, Morad
Erikson, Nikki	Fangxiao, Daniel	Faulk, Eamon
Fowler, Marlo	Ghiberti, Charles	Hamm, Olivia
Hammond, Anthony	Hawker, Dalia	Horn, Axel
Hui, Koji	Jackson, Dorian	Kalasa, David
Korn, Seda	Labov, Hestrie	Maine, Isabel
Marsh, Karoline	Mirazi, Tobias	Nagasawa, Karen
Namani, Esteban	Oriega, Steven	Oshika, Eri
Rodriguez, Sora	Romashina, Frederick	Russo, Haibin
Sennet, Dianne	Smethurst, Maria	Solomon, Hintre
Sutherland, Jack	Takahira, Reggie	Timoney, Espe
Vandenberg, Andreas	Vewas, Carlos	Viard, Obadele
	Yung, Kieren	

**In the present day, Clan Sea Fox is known as Clan Diamond Shark

CLAN SMOKE JAGUAR

Bes, Marek	Bowen, Ruthie	Canto, José
Chisholm, Emma	Corbett, Anastasia	Corral, Tim
DesCastris, Georgy	Dimitrov, Xiong	Frelander, Ismail
Furey, Tessa	Fürste, Émilie	Hoff, Javier
Holmet, Mbulaeni	Hoyt, Makoto	Hyon Suk, Maximilian
Ismiril, Liam	Karavaeva, Luke	Kirketerp, Eduardo
Kotare, Yelena	Levi, Silvia	Lovonski, Ben
McCaig, Takashi	Montizima, Ginel	Moon, Michelle
Nevversan, Vic	Osis, Franklin	Osis, Terissa
Ott, Tonique	Perez, André	Rakhmatulina, Djibir
Rippon, David	Schipper, Patricia	Sharrete, Li
Showers, Steve	Stiles, Massimiliano	Sykora, Victor
Weaver, Matteo	Wimmer, Alice	Wirth, Aleksandar
	Yoshida, André	

CLAN SNOW RAVEN

Adkins, Masanori	Bowes, Francoise	Chand, Christophe
Cole, Tom	Cooper, Seth	Crow, Steven
Dabir, Zhao	D'Amone, Vincent	Dimitrov, Michal
Guo, Allison	Hakimi, Moushaumi	Harper, Tina
Howe, Sedat	Howell, Olena	Kanter, Malcolm
Klochkova, He	Kostas, Mac	Lankenau, Yin
Lobintsev, Tatiana	Lutze, Angelo	Magnus, Sergey
McCorkell, Oleksandr	McKenna, Stephen	McKenzie, Victoria
McTiernan, Merrill	Merrell, Layne	Merrell, Joyce
Patterson, Edward	Peleshenko, Zou	Raducan, Li
Reinhold, Michelle	Romero, Stephanie	Roul, Rakhim
Shu, Bradley	Siegel, Nicolás	Sonoma, Roxbert
Sukhanov, Zhang	Torshi, Nadine	Yang, Ilse
	Yingqing, Ásgeir	

CLAN STAR ADDER

Ajete, Meng	Amoyan, Nazyr	Andersen, Jonas
Ashby, Grant	Banacek, Heather	Cannon, Sarka
Cathis, Alison	Connery, Davis	da Silva, Zersenay
Daniels, Vadzim	DeMarque, Ge	Earle, Hiroyuki
Gaiba, Daut	Gena, Mirela	Graves, Ezekiel
Guidice, Arlitt	Hatton, Richard	Irons, Daniele
Jamal, Nadia	Kingston, Park	Lahiri, Murilo
LeFabre, Devon	Meytani, Gloria	Mikhaylov, Larisa
Mikino, Renee	N'Buta, Emiko	Nguyi, Tamas
Nix, Maria	Ockenden, Masae	Paik, Sanjay
Pershaw, Zivko	Phoushath, Constantina	Reller, Jessica
Starskiy, Erin	Talasko, Kensington	Topi, Moon
Truscott, Absalom	Turgidson, Frederic	Valério, Walton
	Yabune, Tracy	

CLAN STEEL VIPER

Ahmed, Ian	Andrews, Adam	Ayvazian, Miguel
Black, Olesya	Breen, Steven	Bukannon, Noeki
Callaghan, Wu	Chapman, Efe	Cochrane, Gustavo
DeLuca, Monica	Eun-Chui, Logi	Foster, Lauren
Gerard, Kobe	Grimani, Anton	Hartford, Liam
Kearny, Shalane	Kinnison, Ellie	Masters, Elena
Mathews, Bolat	Mercer, Christiane	Moffat, Kenny
Monet, Derrik	Nixon, Kip	Olezko, Giampiero
Patrick, Ever	Pyre, Kim	Quesnel, Eric
Reid, Takuya	Roland, Yun	Running-Elk, Sheena
Sinclair, Timothy	Stoklas, Khasan	Tamm, Summer
Thibaudeau, Servet	Tola, Alba Maria	Tsongas, Ibrahim
Varga, Yanina	Yanev, Zou	Zukov, Els
	Zalman, Shandrat	

†Antonius is regarded as the founder for the Zalman Bloodname

CLAN WIDOWMAKER

Barnhart, Larbi	Bede, Zhang	Conners, Santiago
Dubczek, Natasha	Esmie, Josh	Gourdain, James
Guenot, Norman	Halkia, Igors	Herling, Cyril
Hutten, Alessandra	Isaac, Maria	Jorgensson, Cal
Juergens, Ryan	Karrige, Jason	Kipchoge, Lindsay
Kryla, Andréia	Leroux, Karin	Meredith, Antonio
Mutola, Svetlana	Nevski, James	Ota, Katrine
Pine, Allison	Pletz, Snorri	Poujade, Noriko
Rhyde, Dejan	Ruby, Roger	Said, Rod
Sanders, Mariel	Sender, Sherone	Soon-Young, Marc
Susanu, Magnus	Tomas, Andrei	Tyumenbaev, Lesya
Urzica, Taylor	Vajda, Nate	Vickers, Tamra
Vordermark, Kyle	Wells, Chika	Werth, Elsie
	Yun, Natalia	

CLAN WOLF

Alberty, Haile	Bouthiaux, Nadine	Calvert, Monica
Carns, Ma	Ch'in, Olesya	Cuffe, Zheng
Dannvers, Louis	DeVega, José	Feng, Steve
Fetladral, Elise	Gohcourt, Anja	Hall, Kenny
Hoskins, Elise	Jennings, George	Joo-Hyong, Christopher
Kerensky, Andery	Kerensky, Nicholas	Kisiel, Michael
Lager, Mijaín	Levy, Igor	McKibben, Georgina
Mehta, Kaori	Moran, Lee	Nygren, Jai
Radick, Alicia	Reisch, Hollie	Robbin, Ole
Saline, Hüseyin	Seles, Li	Shaw, Britta
Sherbow, Eirik	Sradac, Guo	Stims, Ariel
Tarr, Irina	Taylor, Magdalena	Tinn, Roberta
Torc, Zhang	Tutuola, Mansueto	Twane, Yang
Ward, Jal	Waters, Chen	Winson, Jennifer
	Winson, Jerome	

CLAN WOLVERINE

Aamodt, Nicola	Abrasimova, Hiroko	Artemev, Olga
Benedict, Carli	Bostick, Jan	Bremman, Zoltán
Brentjes, Katarzyna	Buckler, Richard	Callahan, Roger
Charikov, Mickaël	Clemence, Wang	Dobrev, Mary
Ebon, Stephen	Fallstaff, Yoelbi	Frater, Rhoshii
Gao, Marcelo	Hallis, Franklin	Hammerick, Daniel
Hennesy, Mikhail	Hollister, Mark	Jeannet, Denys
Kharlan, Linda	Kosh, Lu	Kumar, Karin
Mann, Walter	Matsunaka, Georgy	McEvedy, Sarah
Meriño, Nazmi	Mroczkiewicz, Kirsten	Nikishina, Ying
Prigioni, Marc	Qiuqi, Roman	Rayson, Ólafur
Robertson, Dwight	Sebrle, Matthias	Sergent, Francis
Sobral, Nelson	Thomlinson, Abdullo	Whitfield, Oleksandr
	Xi, Sui	



RETURN TO THE PENTAGON

Fortune favors the prepared mind.

—Louis Pasteur

The inevitable can be put off only for so long before fate rears up.

—SLDF General Zebulon Franco Lucius Suure

In the forty-two years between the Liberation of Terra and Operation KLONDIKE, Nicholas Kerensky had stripped much of the Star League culture from his Clans (or had let it die out with the passing of the older generations). This, of course, was by design, meant to aid the citizens of the Clans in embracing their new society and forging loyalty to their new kin. Along the way, the Clan leaders found themselves losing much of the institutional knowledge that allowed the SLDF to successfully fight the most difficult and costly military campaign in the history of mankind.

Doctrine and rhetoric cannot win battles, and if considered above experience will lose the campaign. It is the experience and courage of our warriors, employed by skilled and intrepid commanders decisively, and supported by a flexible and hardy logistical chain, that will win the campaign. In the absence of one, or even two, battles may be won, but the campaign will be lost.

Our warriors are experienced and courageous, and our commanders are certainly intrepid. It is in the realm of logistics where we continue to fail. In the process of creating this new society and transforming our military, I fear we have lost the experience we need to support our warriors as they fight this campaign.

—Khan Absalom Truscott, *Personal Journals*, 17 April 2817

Khan Truscott was not wrong. The very nature of the Clan military favored youth and the warriors—there was no place for those who could not fight, whether due to debility or training. The era of generals and war commanders—those who had the decades of experience required to successfully lead entire armies into battle—was nearly over. While the average age of a Clan warrior in those first years was approximately 38 (and every year thereafter would continue to *decrease* until the middle of the Golden Century when it stabilized between 22 and 24), even the oldest warriors (typically the Khans and their senior lieutenants) were, at most, battalion and regimental commanders during the last real war. Several of these officers went on to become generals or admirals in the post-Exodus era. But with no wars and no major deployments to exercise the system, these leaders never gained the skills they would need to win a war. Worse, the very logisticians they would need to keep their warriors fed and armed were cashiered from service, ultimately becoming merchants and technicians within the Clans.

Fortunately, there were still some individuals that the Clans could call upon, though relatively few would heed their advice.

Enough of the merchants telling us what we can and cannot do. We are the Clans. We are the chosen. Our warriors will assure us victory and then we will take what we need.

—saKhan Laura Payne, message to Khan Absalom Truscott, 30 May 2817

ALONE IN THE DARK

Logistics was only one of Khan Truscott's worries as he and his group formulated Operation KLONDIKE. Intelligence was another.

Truscott has enlisted McKenna and I to organize and task an intelligence-gathering force to penetrate each of the Pentagon systems. Something is upsetting [McKenna], though whether it's because Truscott insists that his Star Adders maintain overall command of the mission, or because Nicholas hasn't forced him to give up that command is the question. Either way, we move on. Our own captains still have command of their own vessels. So what if they happen to report to a Star Adder? There will be plenty of glory for the taking when we hit the Pentagon—and it's our ships and our crews that'll claim first blood!

—saKhan Rafe Kardaam, *Personal Journals*, 27 February 2817

It had been fifteen years since the members of Kerensky's Clans had been back to the Pentagon, but conditions on those five worlds were not unknown. For the first several years, refugees from the Pentagon regularly found their way to Strana Mechty—many by way of one of the other colony worlds in the Kerensky Cluster, having been forcibly relocated under a standing order from Nicholas Kerensky. Before being assimilated into the new society on Strana Mechty, they told the terrible tales of war and strife in the Pentagon.

The flood of refugees soon enough turned to a trickle, and then all but ended after those first few years of warfare. However, replacing them were a new source of intelligence—traders. A new generation of spacefaring traders emerged as the Pentagon worlds settled into a constant state of civil war. These traders, already outsiders by their very nature, had control of the majority of the JumpShips and a great many DropShips (and even a few WarShips) still operating in the Pentagon. Owing more allegiance to each other as brother and sister spacefarers than any old nations or races, they remained mostly aloof from the fighting. Many banded together in each system, some colonizing a remote moon or world while others built a virtual colony in space by bringing their JumpShips and DropShips together in a pack at a Jump Point—often even tying them together by linking tubes and gangways to their airlocks. Their hydroponic gardens allowed them to survive, while they traded either spare parts or their services to those living on the Pentagon worlds for the rest of what they needed.

Soon enough, these traders began making regular runs to the Kerensky Cluster, plying their trade. They learned very quickly to avoid Strana Mechty, where they would become members of the nascent Clan society whether they wanted to or not. The rest of the Cluster, where Kerensky's Clans did not yet possess enough military or naval strength to rule absolutely, were safer for the traders, and with their visits they brought stories from the Pentagon—stories that at least a few within Kerensky's Clans paid attention to.

LIVING IN THE BLACK SEAS

The brotherhood of the (solar) sailor was always a close one. Where the common ground-pounder—in this case referring to those terrestrial-bound—divided his or her loyalties between family, god and country, the black seas sailor also added the brotherhood into that mix. Over the centuries of interstellar travel, and especially during the Star League years, the concept of dying for one's country among spacefarers—at least among those not a part of the WarShip community—had all but faded. God and family, now expanded to include fellow black seas sailors, were now the prime objects of loyalty.

This was even more prevalent among the spacefarers that had joined Kerensky's Exodus fleet. At the time of the Second Exodus, the dividing line among the spacefarers was clear. With few exceptions, the military spacefarers (those assigned to WarShips and combat DropShips) chose sides when the civil war began, with the majority backing Kerensky. But the civilian spacefarers—typically the JumpShip and non-combat DropShip crews—stood aloof. Of the latter, the majority that didn't accompany Nicholas Kerensky on his Second Exodus banded together, expecting to wait out the fighting before getting their lives back to normal.

When that didn't happen in short order, they began choosing sides, but not in the way the terrestrial-bound did. Some spacefarers hired their services out to the highest bidder, becoming little more than mercenary taximen. Others chose to evacuate as many civilians as they could to wherever they could. Some fled the Pentagon fighting, choosing to run trade routes in the Kerensky Cluster—at least until they were assimilated one way or another into the Clans. Some were never heard from again, either attempting to make their way back to the Inner Sphere, losing themselves in near-Clan space, or otherwise disappearing into the black of space. The rest picked a neutral point in space and nested in deep-space enclaves.

Already independent-minded at the time of the first Exodus, these spacefarers did not look kindly at a conquering force of pseudo-SLDF soldiers. Many tried to flee into the black of space, though their packs of linked ships prevented many from conducting emergency jumps away from the attacking Clans. Many of those that fled did become a part of what would eventually be known as the Dark Caste—as much a description of their spacefaring nature as their separation from the Clan cultural norm.

Truscott and his planners gave weight to these reports, but they needed better and more accurate intelligence before they could feel secure in launching Operation KLONDIKE.

Operation SABLE SUN launched in May of 2817. Dispatched to each of the five Pentagon systems were two JumpShips, each carrying one or two DropShips, supported by a WarShip (three were *Bug Eyes*). Specially equipped with electronic surveillance packages, these ships jumped into the furthest reaches of the Pentagon systems—well away from the standard jump points—and spent weeks sitting motionless, passively surveying each system visually and electronically. As best they could, they plotted the location of every ship still operating and every colonized planetoid, moon or asteroid.

Once complete with the first stages, each team sent their DropShips into their system to better gather intelligence. Coasting through, the DropShips gathered electronic intelligence that allowed them to better pinpoint settlements and operating ships while the JumpShips and WarShips fully surveyed the system. Ultimately, a few additional ships were brought in to each system; their crews set up listening posts on asteroids and moons close to the inhabited worlds and, wherever possible, secured derelict ships.

The reports I've seen already convince me that [Operation SABLE SUN] is necessary. Truscott's operation may be unClanlike, but that's a small price to pay if it means fewer casualties. On both sides.

—Khan John Fletcher, *Personal Journals*, 4 April 2818

Why are we waiting for this fools errand to be complete? The Clans do not sit on their hands and wait to be told when it is safe to attack!

—Star Captain Carl Icaza, *Personal Journals*, 13 May 2818

At the same time, additional ships scouted every system lying on a direct path between the Pentagon and the Cluster. In the process, they discovered precisely what they expected—a handful of isolated ships and even colonies, all refugees from the Pentagon civil wars. All were relocated to Strana Mechty and absorbed into the Clans.

Operation SABLE SUN lasted some four years, officially ending only once the Operation KLONDIKE fleets had reached each Pentagon system. In all, every Clan saw some of its ships—mostly JumpShips and DropShips—participate in Operation SABLE SUN, though the great majority hailed from just two Clans: Cloud Cobra and Snow Raven (with the Star Adders coming a distant third).

THE LAY OF THE LAND

The intelligence reports received during Operation SABLE SUN allowed the Clan planners to not only construct a detailed picture of each of the Pentagon systems, but also a fair representation of the course of the wars that had all but consumed their worlds.

Human nature, such that it is, has ravaged the face of these one-time jewels, corrupting all that it has touched. Beauty and prosperity hath begotten destruction and suffering. Those that remain deserve our sympathy. The price they have already paid for their transgressions is surely enough.

—Khan Phillip Drummond, *Letters*, 22 July 2820

SITREP: SPACE

The five Pentagon worlds had each suffered terribly from the civil wars that had raked them for the past two decades. By the time of Operation SABLE SUN, interstellar transit between the five systems was all but non-existent, consisting of a minimal amount of trade between the spacefarers. There was more intrastellar traffic, but not by much; the DropShips and JumpShips in the employ of one of the planet-bound factions had either been disabled or destroyed years before, or had declared neutrality. Some had escaped into deep space with the rest, joining their brothers and sisters in the spacefaring bands.

As a result, the spacefarers were the only power within the Pentagon with any real space assets—DropShips and JumpShips. For the most part they kept to themselves, but

would regularly land on the worlds to trade for food or raw materials, and would consider selling their services for appropriate peaceful missions. In turn, they traded what extras they had with their brother and sister spacefarers in the other Pentagon systems, thus maintaining the barest modicum of interstellar trade.

Perhaps the best news for the Clans was that the naval caches had remained relatively unplundered. Only a handful of WarShips were still active in any way across the Pentagon systems; most were undermanned and barely functioning, parked in orbits around their home worlds, meant to look defensive when in reality they did little more than provide communications and reconnaissance support.

The WarShip caches, however, did not remain entirely hidden (save for one). The spacefarers discovered most of them and took up residence in them, reactivating enough systems on the ships to power the grav decks and gardens—and almost certainly some of the weapons systems.

I see no problem with the approaches [to the Pentagon worlds]. There is no standing defense. It's the [WarShip] caches that bother me. We don't know how many personnel are present or how much of the WarShips' systems are active. I can't believe that they haven't activated at least some weapons for defense. One way or another, we will need to deal with them first. I can only hope it won't be the approach to Terra all over again.

—Khan Stephen McKenna, *Personal Journals*, 11 October 2820

SITREP: ON THE GROUND

The situation on the five Pentagon worlds was grave. Out of an original population of some four and a half million after the Second Exodus, approximately two million—less than one half—had survived the previous two decades. Many were killed in the bloodily vicious first year of fighting, while the rest fell prey to either the next eighteen years of fighting or the planets' dangerous ecosystems. Industry was all but erased from the worlds, as was technology, which became both the target of military actions as well as the chosen commodity of exchange.

With no central government to take care of them, the majority of survivors banded together, pledging their loyalties to a warlord who could protect and feed them. Herding, fishing and farming were the primary industries that remained—and also the ones that kept the survivors alive, but only barely. Some trade existed between friendly (or otherwise allied) groups, but by and large marauding and pillaging was the key to survival for all but the most well-off groups.

Those in power typically seized and retained that power with the relatively few BattleMechs and tanks that survived the initial years of the Civil War. Having long ago lost the ability to manufacture new units (or even spare parts), the Pentagon survivors kept their war machines operating as much through jury-rigged repairs as prayer.

Still, the deplorable situation on the Pentagon worlds was slowly turning around. The untempered warfare of the first years had long given way to raiding and simple posturing. A few major factions were growing on each world, bringing more and more tiny fiefdoms under the banner of a larger and more prosperous group. Roving gangs and marauders had become the most signifi-

cant threat, supplanting the battles common between nationalistic groups a decade earlier.

Even with these conditions on the ground, Nicholas Kerensky's Clans were still wholly outnumbered and outgunned. But, thanks to Operation SABLE SUN, they at least knew where they could expect to encounter these enemies. And they knew they had the advantage in skill and support. Moreover, every Clansman knew they had the most important advantage: they were right.

"Those that stand in our way will be vanquished. We will rip them asunder and leave their carcasses behind us so that all that might know that the Chosen of Kerensky have returned to deliver them from their despair."

—saKhan Hans Jorgensson, address to Clan Ghost Bear, 1 July 2821

THE JUMP IN

Were it not for the spacefarers, Kerensky's Clans would have few concerns with entry to the Pentagon systems and grounding. While Operation SABLE SUN had shown that the spacefarers had little contact with the ground-based factions, and no real loyalties to them, they still represented a major variable in the campaign planning—a factor that the Clans would have to deal with in each of the five systems.

ARCADIA

Arcadia, as with each of the other Pentagon systems, was home to several space-based enclaves of JumpShips and DropShips. In the case of this star system, the spacefarers built communities at both standard jump points, but they also established a community among the ships the SLDF had mothballed in the naval cache established in orbit around the system's fourth planet.

The plan to deal with the spacefarers was fairly simple. The enclaves at each jump point consisted of JumpShips and DropShips grouped together for self-defense, but no WarShips and no security patrols. A group of Clan JumpShips carrying a squadron of assault DropShips, all led by a single WarShip, entered the system at each jump point and surrounded the enclaves. A number of DropShips and JumpShips at each point attempted to escape, though most capitulated after seeing a few warning shots fired across their noses, or even slamming into their engineering spaces. Five JumpShips managed to execute emergency jumps—three to the other jump point in the Arcadia system and one each into the Babylon and Eden systems; jumping in to points already controlled by the Clans, all five had no choice but to capitulate.

A Force of Arms

Khan Absalom Truscott left nothing to chance when it came to the Arcadian naval cache. Four Clan WarShips and sixteen combat DropShips converged on the cache, landing boarding parties and immediately targeting the bridges and engines of any ship that either fired up its active sensors or attempted to maneuver out of the cache. The battle for the Arcadian cache lasted eleven minutes, during which time five cache ships were disabled while one managed to fire a naval autocannon barrage—missing with all but one shell. It took two more days to completely secure the entirety of the cache, but the primary threat was neutralized within the first fifteen minutes.

THE EXODUS CIVIL WAR

Even by the standards of the Succession Wars, the Pentagon Civil War was brutal and devastating. As soon as news of the DeChavilier Massacre spread, the entire Pentagon erupted into civil war. And once Nicholas Kerensky and his Second Exodus fleet departed, there was nothing to stand in the way of total and unrelenting warfare—a dark irony that mirrored in many ways what had befallen the Inner Sphere fifteen years earlier with the start of the First Succession War.

Unlike the Succession Wars, however, the Pentagon Civil War very quickly devolved from what, at its most basic, was a six-faction battle across the worlds into an even more splintered situation. Major cities were the first to be targeted for destruction, in the process eliminating the already tenuous chains of command among the rebel factions. Within a year, the six major factions (each, of course, corresponding to one of the Star League-era member-states) had fractured. Dozens of different groups, every one led by a pseudo-feudal warlord, emerged on each Pentagon world. While the majority of these groups were based upon nationalistic or cultural heritage, quickly enough the question of to whom one pledged his or her loyalty became one of survival more than a no longer relevant nationality.

This way of thinking became even more prevalent after the first few years of warfare, by which time the Pentagon survivors had almost literally blown themselves back to the middle ages. With the combatants pursuing a strategy of denial to their enemies, military facilities were the first targets of the wars, with technology and manufacturing centers targeted next. The hope, of course, was to eliminate their enemies' ability to wage war (at least high-tech war). What they failed to grasp, however, was that they were in no position to wage that kind of war against each other. With no strong leaders emerging to take charge, and no one faction possessing a true base of power to draw from, the situation in the Pentagon could best be described as a semi-perpetual state of gang warfare. After all, relatively small groups fought each other because of a grudge, or for a tiny slice of territory, or because another was either too weak or too strong. Alliances were made out of convenience, and just as readily discarded. Chaos reigned.

Ironically, it could be said that, had General Kerensky not spread national groups across each of the Pentagon worlds and instead allowed them to settle entire continents, or even worlds, the state of affairs would have been much different. Larger powers

At H plus six hours, two of the WarShips assigned to neutralize the cache, as well as the two WarShips tasked to the jump point, all jumped into pirate points in orbit over Arcadia to address the two rebel WarShips assumed to be defending the world. The rebel ships remained in orbit as two Clan WarShips approached each. Though both signaled warning challenges to the inbound Clan ships, the *Texas*-class *Perth* surrendered as soon as the Clan gunnery crews fired bracketed warning salvos. (Clan technicians that later boarded the ship reported that only a few of the ship's weapons remained functional.) That left the *Riga*-class destroyer *Admiral Schone*, which initially signaled its surrender, but destroyed the DropShip assigned to deliver the boarding party, breaking orbit in the process and maneuvering for shots on the Clan WarShips. The *Admiral Schone* landed several hits on the Clan ships, but could never close enough or maneuver to bring its naval autocannon to bear; the two Clan WarShips made quick work of the *Schone*, whose crew refused to surrender; the ship's burning and decompressing hulk fell into Arcadia's atmosphere, the pieces of which that survived reentry falling in a twelve hundred kilometer wide region of the planet's southern oceans. Even two centuries later, the occasional remnant of the *Schone* turns up along a shoreline or in a fisherman's net.

BABYLON

Babylon posed perhaps the greatest naval threat to the invading Clans. Not only was this system home to the largest naval cache established by the SLDF two decades earlier, it also possessed the largest and most active contingent of spacefarers of any of the Pentagon systems. Babylon VI (known colloquially as Sinclair to the natives of the system), with its seven moons, was the focus of a relatively sophisticated resource extraction operation. The world was rich with ice, which the spacefarers needed both for water as well as to convert to oxygen and hydrogen. They had also taken over several grounded mining and industrial DropShips, using them to extract and process ores, most of which they traded away for the food and other resources they needed.

Unfortunately for the Clans, this activity meant that the Babylon system was relatively busy with DropShip traffic, and their jump in was very likely to be detected. On the other hand, an intrepid Cloud Cobra shuttle pilot had managed to insert unnoticed a small boarding party into the naval cache, hidden away within the asteroid field circling the fifth planet, several months ahead of the invasion, giving the Clans an extraordinary opportunity to observe the spacefarers' operations and plan the assault to take the cache.

Cloud Cobra saKhan Rafe Kardaam took charge of naval operations in the Babylon system, commanding a combined task force of ships hailing from his own Clan as well as Clans Ice Hellion and Sea Fox (Clan Coyote contributed only support in the form of a few Stars of infantrymen). Sea Fox Star Commander Hintre Solomon and Ice Hellion Star Commander Broda Montose each led squadrons tasked with pacifying the spacefarer enclaves at the two jump points. As with the actions in the Arcadia system, the sudden appearance of the squadrons, coupled with a few well-placed shots, cowed the majority of ships. Only a handful of JumpShips executed emergency jumps—all but three to jump points in the Pentagon already controlled by Clan ships.

Sheridan's Battle

Star Captain Brucalter Sheridan led the strike on the Babylon VI mining colony. Commanding the *Aegis*-class *Inquisitor*, his warning shots sent the spacefarers scrambling. With ships both on the surface of the planet and in orbit to contend with, his crews were quickly overwhelmed with targets. He dispatched his squadron of DropShips to chase down what ships they could while the *Inquisitor*, on station over the mining colony (almost immediately after disgorging their DropShips, his JumpShips—all fitted with Lithium-Fusion batteries—had jumped back out of the Lagrange pirate point they'd used), contended with the rest. Unfortunately, the *Inquisitor*'s crew had placed two of the ship's warning shots too close to the mining colony, partially collapsing its underground structures and throwing the survivors into a frenzy. Every DropShip remaining in orbit, and more than a dozen on the ground that fired up and blasted into space, targeted Sheridan's WarShip with everything they could.

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Initially, Sheridan instructed his gunnery crews to simply disable the opposing DropShips, but soon enough they were overwhelmed and he ordered all weapons free. The *Inquisitor's* heavy naval autocannon arsenal opened up and made short work of the spacefarers' DropShips; after two incoming ships were destroyed, the smashed clouds of debris discouraged many of the survivors, but not all of them. One ship slipped in close and severely damaged the *Inquisitor's* maneuvering thrusters before being destroyed. A second ship, a fully loaded ore carrier, came in almost immediately. Though the *Inquisitor* disabled the ship, it did not completely destroy it; more than ten thousand tons of DropShip and ore slammed into the flank of the *Inquisitor*, all but breaking the WarShip's back. With atmosphere, fuel and even crew venting into space, Sheridan's gunnery crews nevertheless continued firing, destroying or cowing the rest. The ship's undertrained and inexperienced damage control crews were unable to keep up, however, and after calling in the naval reserve, Sheridan ordered an evacuation.

The naval reserve secured Babylon VI, and sent their own damage control teams to the *Inquisitor*; their efforts saved the ship (though it would be decades before the Clans would be able to repair the ship and return it to service), but not the more than two hundred crewmembers that were killed in the attack.

Opening the Cache

From the intelligence gained during Operation SABLE SUN, especially from his agents operating in the cache itself, saKhan Kardaán knew that the spacefarers had no set defenses or sentry patrols protecting the Babylon naval cache. Nevertheless, many of the ships in the cache had people living and working on them, and at least some of their sensors were active. Moreover, the team operating in the cache had already disabled several weapons turrets that could have been quickly manned and made operational. With more than a hundred vessels—WarShips, JumpShips and DropShips—sitting within the cache, many tethered to each other or the central station with umbilicals and flexible gangways (or, in the case of the DropShips, docked with one of the larger ships), the residents had the ability to move quickly between ships and activate one.

Kardaán, leading this action himself, pursued a two-pronged approach with the cache—first, his agents already operating in the cache would cause as much confusion and disable as many sensor systems as possible; second, his squadron would jump in and insert as many troops as possible into the cache and its ships.

At first, the operation went just as planned. The Cloud Cobra team managed to cut power to more than a third of the active ships in the cache and confuse the rest with high-powered jamming from two different ships. They even managed to cut off a few of the more populated ships from the rest, ultimately prompting surrender without a single shot fired. The few DropShips that managed to cut loose and attempt to make a break were stopped cold by the appearance of Kardaán's squadron, burning in from two different local pirate points.

Upon insertion of the marines—in reality ground security forces, most with only rudimentary zero-g training—the plan began to diverge significantly. Cloud Cobra, Ice Hellion and Sea Fox troops all stuck largely to the plan. But the troops sent by Clan Coyote, drawing upon the fervor for conquest and glory instilled by their leader Khan Dana Kufahl, and seeing this as their opportunity to seize glory, began challenging every spacefarer they came into contact with. Soon enough, their assigned ships became mired in running firefights. The resident spacefarers, all far more capable in a zero-g environment than most of the Clan attackers, effectively stymied the Coyote advance on eight different ships, and even began bringing a few weapons turrets back online.

When he realized what was happening, and why, Kardaán put a quick end to it. A few well-placed shots from the *McKenna*-class *Second Coming* put a quick end to the reactivated turrets, giving Kardaán the emphasis he needed when he led a hand-picked team of experienced zero-g troops into the beleaguered ships. He ordered the Coyotes out, leaving those that would not heed his orders to their own fate with the spacefarers. He secured the embattled vessels himself, relying on the threat of the superior firepower at his disposal as much as his own intimate knowledge of the ships' systems to convince the residents to surrender. It only took one ship's refusal, and a fusillade of naval PPC fire that incinerated the vessel (including the few Coyote marines still battling on it), to convince the rest of the cache to surrender peacefully. Moreover, for the Clans fighting on Babylon itself, these were not the only troubles that they would encounter while fighting alongside the warriors of Clan Coyote.

would have formed immediately, allowing each to focus its offensive and defensive power better. Each faction certainly would have been able to protect and maintain some level of technology and manufacturing capacity, and with that the standard of living across the five worlds would have been higher—and more of the Pentagon's citizens would have survived. Of course, this would have created a near-analogue of the Inner Sphere at the time, and probably would have caused Nicholas Kerensky's Clans a far more difficult time in liberating a Pentagon dominated by a few large powers versus one populated with scores of small ones. One could even say they would have failed, just as the Clans failed some two centuries later when they invaded the Inner Sphere.

Perhaps worse, amid that chaos, nature mounted a fierce and devastating counterattack. With the full force of Star League technology in ruins, the environments of the Pentagon worlds were no longer held in check. Atmospheric taints, debilitating infections, devastating microbial lifeforms, and dangerous indigenous species all combined to prey upon the survivors. Up to a million died in attacks during the first few years of the civil war, while some million and a half more died due to sickness, disease and starvation. Moreover, during that two decade period, the birth rate was never able to increase to a level where the population could begin to increase.

When the Clans returned to the Pentagon, all they saw was the worst—the constant (if not total) war, the suffering, the disease, and the chaos. What few over the past two centuries ever took the time to consider, however, was that the Pentagon was on the cusp of a turnaround—albeit one that would have required a century or more to complete. What could have happened is, of course, moot; the Clans returned with a vengeance, erasing all that might have been with their successful conquering of a broken and technologically inferior opponent.

Fox Hunt

With the four primary naval targets in the system secured, the Clan naval resources could turn to pacifying the rest of Babylon system. SaKhan Kardaam jumped to the target world to rejoin the bulk of his Clan, leaving responsibility for the cleanup to the captains tasked with this duty—one that was beneath the station of a named warrior to even command.

While technicians and security personnel surveyed each captured ship, and began transporting their surrendered charges to a staging area in the Babylon VI mining facility, Clan WarShip and DropShip captains began hunting down one-by-one the ships that had gotten away or were otherwise in transit within the system. One of the JumpShips and nearly two dozen DropShips that had gotten away were eventually taken and claimed by the Clans, though at least two JumpShips and four DropShips escaped the Babylon system, and were never accounted for in Clan after-action reports.

CIRCE

The Babylon system may have posed the greatest potential naval threat, but Circe was certainly the best defended. The spacefarers had created two deep-space enclaves for themselves, one around the system's zenith recharging station, and the other 32.5 degrees off of the system's orbital plane (and some billion and a half kilometers distant from the system primary), each defended by a pair of WarShips. An unknown number of spacefarers had also inhabited the system's naval cache, which still contained less than a third of the ships that had originally been mothballed there two decades earlier.

Just as saKhan (and former SLDF Admiral) Rafe Kardaam assumed responsibility for naval operations within the Babylon system, Snow Raven Khan (and former Admiral) Stephan McKenna himself stood in oversight of naval plans for Circe. He also took charge of the mightiest of the Clan naval task forces utilized in the Pentagon campaign.

Circe Outposts

Unlike most other spacefarer enclaves, the Circe settlements were not only larger and more organized, they were also more sophisticated and better trained. The Circe enclaves attracted more and more converts every year, precisely because their level of organization also brought a fair amount of prosperity. As the Clans would later discover, that prosperity was due to more than just what the spacefarers had built within the Pentagon.

A *Congress* and a *Quixote* stood post at Circe's zenith point, though the *Quixote* had remained docked with the recharging station during the entirety of the SABLE SUN surveillance. Still, the two ships represented a challenge, one met by McKenna in the form of his namesake (the *McKenna*-class *James McKenna*) and the *Cameron*-Class *Admiral Gerda Cameron*, plus a squadron of combat DropShips. Both Clan WarShips jumped in to point-blank range of the *Congress*. Despite the Clans' strong showing, the *Congress* attempted to put up a fight—or, as it actually turned out, to delay the Clan ships enough for the residents of the enclave to escape. Despite sustaining multiple crippling hits

to its engineering and command decks, the *Congress* fought as best as it could, destroying seven DropShips and even scoring a few hits on the Clan WarShips before succumbing to the fire leveled at it. At the same time, dozens of spacefarer DropShips, and a number of JumpShips, all went active at the same time, each setting out in different directions. That gave the *Quixote* the cover it needed to cut loose from the recharge station and jump away (eventually, the *Quixote* would become a central figure in the "Battle of the Pentagon Run"). With the *Congress* destroyed and the *Quixote* escaped, it was only a matter of time before the rest of the spacefarers' ships were captured. A number of JumpShips jumped away—all but three were captured upon jumping to other Clan-held jump points—but the rest of the ships were taken (three forcibly).

The spacefarers at Outpost One, as they called their other enclave, were no less prepared for action, though far less able to act. Over the years, they had assembled a massive habitat of modules, permanently attached DropShips, a whole recharge station (moved over time from the nadir Jump Point), and grav decks salvaged from a number of JumpShips. Tens of thousands called Outpost One home, and had since they established the colony eighteen years earlier—at a point so far afield that most invading forces would not have found it, at least in time to mount a proper attack before they could execute an evacuation. Defending Outpost One were a *McKenna* and a *Sovetskii Soyuz*, and as the Clan squadron soon discovered, a docked *Potemkin* fully loaded with DropShips.

Khan McKenna dispatched the *Black Lion*-class *Thunderbolt* and the *Avatar*-class *Korat* to cow Outpost One. As with their comrades at the zenith point, the two sentry WarShips moved to intercept the invaders, while numerous DropShips and JumpShips attempted to make a retreat. On paper, the Clan ships outmatched their opponents and their crews were likely better trained, but neither side's crews had ever participated in a naval battle before, and so they sparred with each other initially, even with the Clan ships having jumped in well within engagement range. That gave the spacefarers the time to begin evacuating the settlement; the *Potemkin* and three JumpShips pulled away from the colony and jumped away as the *McKenna* and *Sovetskii Soyuz* were making their final death blows. The Clans captured the settlement and dozens of DropShips and JumpShips, along with thousands of spacefarers; the majority got away, however, on the *Potemkin*.

In the hands of the Clans, Outpost One became their primary spaceport within the Pentagon; both personnel and materiel moved through this station before moving on to their destinations within the Pentagon and back out to Strana Mechty. Throughout the years, the Clans expanded Outpost One, which still serves as their largest and busiest spaceport within their homeworlds.

Cleaning the Cache

Khan McKenna, concerned with the threat represented by the Circe Cache and the ships still contained within, tasked a group of four WarShips, plus support, to secure the facility. A *Cameron*, a *Sovetskii Soyuz*, an *Essex* and a *Whirlwind* all converged on the

cache. Only a relatively few spacefarers were on station however, standing guard over the cache with just a pair of undercrewed *Vincent*s, which ran rather than stand and fight. Neither *Vincent* made it to a suitable jump point before being overpowered by the superior Clan WarShips.

Approaching Circe

During Operation SABLE SUN, the Clan intelligence officers quickly ascertained that there was no significant orbital presence, with only a few satellites remaining from the extensive networks established by the SLDF-in-Exile. All that remained of the extensive orbital industrial complexes that once girdled the world was a broad halo of debris, each satellite destroyed from within by sabotage or from without by anti-satellite weapons before the factions lost the ability to make space launches. This band of wreckage provided perfect cover for the second wave of scouts—a few more glittering objects in near orbit hardly noticeable, though care had to be taken to mask their drive plumes—who took extensive imagery of the planet surface which, combined with electronic intercepts, provided a comprehensive picture of the situation on Circe.

DAGDA

Aleksandr Kerensky's SLDF chose the Dagda system as the home port of its fleet. Though ships and squadrons were assigned to (or mothballed in) different systems, Dagda—rich with ores and other natural resources—became home to the one naval shipyard constructed by the SLDF-in-exile. When the Clans returned, however, that shipyard and its associated naval cache were nothing but a vast cloud of broken ships and scattered debris. All had been victims of a massive naval engagement that had consumed scores of WarShips and DropShips. That left only two major groups of spacefarers for the Clans to consider—each having gathered in enclaves at the system's two primary Jump Points.

Unlike naval operations in the first three Pentagon systems, the four Clans assigned to the Dagda operation bid for the honor—or, more appropriate to the general consensus among the Clans, for the chore—of securing the system. Clans Burrock and Widowmaker won the rights to capture the spacefarers (the Fire Mandrills and Goliath Scorpions each having bid so poorly that they clearly did not consider the matter worthy of their concern).



Burrock Khans Polczyk assigned Qudi Hutchinson, promoted temporarily to the rank of Star Colonel, the task of securing the zenith point, as well as all enroute shipping to the north of the system primary. With a large group of JumpShips and DropShips clustered around the zenith point, Hutchinson jumped her own JumpShips and one WarShip in surrounding the zenith point, immediately dropping an ECM bubble over the point and launching DropShips to discourage resistance. Only three JumpShips attempted to break away from the pack and spin up their K-F Drives; all three capitulated when Hutchinson's flagship, the *Avatar-class Constantineau*, destroyed their engines. Likewise, a handful of DropShips tried to break through the blockade, surrendering after only a few warning shots from the *Constantineau's* guns.

Perhaps more pressing were the three DropShips inbound to Dagda. From their drive plume profiles, it was clear they were fully loaded (or close to it). Hutchinson brought the *Constantineau* in to a pirate point close to the world and struck out to intercept the DropShips on their deceleration burn. The ships converged about a day out from the world, and though the Clan crews miscalculated their intercept track, forcing them to make several course and velocity corrections before finally making the intercept, they seized the ships with little difficulty—preventing a fuel and supply delivery to the McMillan Collective that would not have bode well for the Clan invaders.

To the nadir point went Widowmaker Star Captain Cyril Herling. Here, too, several JumpShips attempted to jump away, to catastrophic consequences. Herling instructed his WarShip captain to jump in close to the spacefarer enclave, and then to close within point-blank range to further discourage running. Instead, his move seemed to spook several crews, who broke away from the enclave but attempted to jump before reaching minimum safe distance from the rest of the ships. The *Lola III-class Black Venom* destroyed one of the JumpShips with laser and autocannon fire, but, with other spacefarer ships in the way, could not target the other ships attempting to jump away. When the first ship tried to initiate its jump, its own K-F drive shut down, its safety systems kicking in to prevent calamity. The other two ships jumped just seconds later, seemingly attempting a simul-jump (long-rumored to be the only way two ships within the same K-F bubble could survive the jump). Their safety systems overridden, the two ships released an energy wave that flashed through what must have been dozens of ships, including the *Black Venom*.

The resulting chain reaction cut a swath through the majority of the JumpShips and DropShips at the nadir point; some 20 minutes later, when the EM pulse from the explosion reached Dagda itself, Clans ships in orbit there monitoring the status at both jump points thought they were actually seeing the explosion of a massive thermonuclear device. Additional Clan support ships jumped in less than two hours later, finding only a jumble of damaged and destroyed vessels; they spent a week rescuing survivors, while follow-on crews (from the Clan merchant and technician castes) spent months cleaning or vaporizing debris from the jump point so that it could be used once again.

EDEN

Eden represented a veritable cake walk for the Clan crews assigned to secure the Pentagon systems. Operation SABLE SUN had shown that the Eden SLDF Naval Cache had apparently remained undiscovered by the spacefarers, hidden as it was within a massive series of caverns within one of Eden II's smallest moons (really little more than a large asteroid that Eden II had captured in an erratic orbit). The SABLE SUN teams inserted teams into the cache soon thereafter, and in fact began using it as a staging area, jumping in and out of Eden II's many (if particularly unstable) pirate points. In the three or so years that the Clans surreptitiously utilized the cache as a listening post, they lost one JumpShip and one WarShip, as well as the K-F Drives on two other ships, to miscalculated jumps to these points. Of course, the contents of the cache contained far more than was lost; even still, the Eden II pirate points were closed (ordered off-limits) until the start of Operation KLONDIKE.

With the cache already in Clan hands, that left just the spacefarers to deal with, in this case just a single enclave centered on the nadir Jump Point. As with most of the other enclave operations, Eden's fell after just a few warning shots from the group of coalition Clan ships. Five JumpShips attempted escapes; three completed jumps to other points within the Pentagon and were ultimately captured and one aborted its jump (or had its K-F Drive fail) and was boarded. The fifth jumped away just as a shuttle carrying a Clan boarding party was approaching. The ship was discovered years later in a system seventeen light years away with no survivors, its K-F drive disabled during an obvious battle between the Clan boarders and the ship's crew.

PENTAGON RUN

The Battle of the Pentagon Run was really a series of small running clashes between the Clans' nascent navies and the spacefarers that had managed to successfully escape the Pentagon. Though the various spacefarer groups had remained mostly independent of each other, they did actively trade amongst each other and ships (and their residents) were free to travel from enclave to enclave if they so desired. The groups that called the Circe system home were, by far, the most advanced and most organized of the groups, and had taken steps to help ensure their survival. In addition to the extensive space-based enclaves they'd constructed, they had scouted the various systems surrounding the Pentagon, looking for a habitable world they could colonize.

Though their search turned up no planets that could support human life, they did discover a planet in a system some 23 LY anti-spinward of Circe that did offer some attractions—it did not have an atmosphere to speak of, but it was rich with water, had other readily surface-extractable resources, and was an ideal distance from the system primary. They began colonizing by grounding DropShips there, eventually setting up solar collection cells and both sealed greenhouses and underground farms. In the ten years the spacefarers were there before the Clans came, the colony on Fasa (as they took to calling the planet) grew to house almost thirty thousand, with thousands more transients moving back and forth between the colony and the Circe enclave. Security surrounding Fasa was tight; only a select number of captains knew the colony's

precise location, and even the spacefarers did not talk to those outside of the Circe enclaves about the world.

When the Clans appeared in the Pentagon, a number of ships jumped to Fasa, including the majority of those that escaped Circe. The appearance of the *Potemkin*, however, signaled the end of their lifestyle—they knew the invaders would probably be looking for them sooner rather than later. It took months, but the spacefarers secured as much as they could and began lifting off from Fasa while other ships started scouting a safe route into deep space where they would try to start over again, in effect initiating a third exodus of sorts.

It didn't take long for their ships to run afoul of Clan naval patrols. Though considering the fractured nature of the Clans even in those first years, it was weeks or sometimes months before word of one Clan's sightings made it around. However, when it did, Nicholas instructed his Clans to find and secure these "refugees and rebels." Commanding the task force was saKhan Kardaán, who Nicholas chose over McKenna as the latter remained busy focusing on his own Clan's campaign.

Kardaán left his Clan's Babylon campaign to take charge of this mission. He was for all intents and purposes the "Admiral of the Clans" (if even temporarily), and commanded a relatively large force of WarShips and DropShips (hailing from every Clan) to find and capture the spacefarers. Over the course of weeks and months, the Clan ships found traces of the spacefarers, and even secured a few small groups and their ships. But considering how fast and apparently randomly their targets were moving, coupled with the typical inter-Clan rivalry, it was slow going.

In September of 2821, Kardaán's fleet made its greatest breakthrough; after combing through the remains of a *Riga* destroyer they'd crippled, the Clansmen were able to piece together both the route the various spacefarer groups had been taking as well as some of their next destinations. The next three systems brought three clashes that netted the Clans numerous ships and several thousand prisoners. A spacefarer counterattack, in a system 110 LY from Circe, brought them only defeat against a Clan foe superior in numbers and firepower. It was wholly one-sided—five Clan cruisers and battleships, and three dozen DropShips ripped into three spacefarer destroyers and cruisers. Moreover, it signaled the beginning of the end for the rebels.

After two more running engagements, where the Clans captured thousands more civilians and many more ships, the spacefarers combined their three arms into one massive fleet for their defense. A fleet that large was unmistakable, however, even in the refuse and signatures they left behind after leaving a system. Most of the Clan ships were equipped with Lithium-Fusion batteries, allowing them to jump twice as often as the mostly conventional spacefarer ships. It was only a matter of time before Kardaán's fleet caught up with them.

That finally happened in a system the Clans designate EC821-387D. Eleven spacefarer JumpShips, plus five more WarShips (including the mostly unarmed *Potemkin* and *Quixote* that escaped the Circe system) faced nine Clan WarShips and their supporting

vessels. The resulting battle saw the spacefarer fleet broken; two of their WarShips, plus one more Clan WarShip, were destroyed in the fighting, as were nine total DropShips. The JumpShips were captured, but both the *Potemkin* and the *Quixote* managed to jump away; it was two weeks before the Clans tracked down the *Potemkin* and captured it (and the *twenty thousand* people it and its DropShips were transporting). The *Quixote* was never seen again, however.

The run was over, as was the spacefarer way of life. The people were transported back to Strana Mechty for "integration" into the Clan society (many of these individuals would be later used to open up the naval caches and renovate the ships contained within), and the remains of the Fasa colony dismantled (or destroyed).

It is clear that many of these rebels will actively resist accepting their new roles within the Clans. Assignment to Counseling Centers will work only for some. As there are those that have spent their entire lives in microgravity environs, we must establish a minimum of two Counseling Centers... in orbit to accommodate these individuals...

The best course of action after initial completion of their Counseling Center studies is a combination of assignment of individuals apart from members of their current social groups as well as regular attendance at Cultural Studies sessions... though it is recommended that all Culture Liaison Officers that will be assigned one or more of these space-bound folk be given specific training in overcoming their unusually independent tendencies.

—Chief of Education and Mental Services Scientist Randa, *Report 821-141: Mental Status and Reeducation Efforts of the Space-Bound Assimilates*, 30 September 2821

BOOTS ON THE GROUND

The space campaign was complete, but the ground campaign had only just begun—and, of course, would eclipse in every way the Clans' accomplishments in space. After all, to Nicholas Kerensky's sensibilities, all that the crews of the hundreds and thousands of DropShips and JumpShips and WarShips could ever be was support for the true warriors of the Clans—the MechWarriors and AeroSpace pilots.

Nevertheless, the chronicle of the Clans' first naval action remains one of both victory and of loss—and, at the very least, made some of the Clans' leaders (and rising stars—"ristars", as they would eventually be known) consider carefully their own naval capabilities, and eventually build upon them.

Our naval services have accomplished their assigned tasks, though not ably in some cases. The approaches to each Pentagon world have been secured, though there are still a number of rebel vessels unaccounted for. This is unacceptable, and I have voiced that opinion to the ilKhan. Nevertheless, I am sure McKenna and Kardaán and their ilk will make excuses for why their hand-picked officers could not put down a few rebels floating in space. I have already given our few true warriors who participated in these foolish games the opportunity for real glory.

—Khan Jerome Winson, *Personal Journals*, 5 August 2821



ARCADIA

*Into the jaws of death,
Into the mouth of hell
Rode the [eight] hundred.*

—Alfred, Lord Tennyson, 1854, *The Charge of the Light Brigade*

*Two score as one mount, four steeds of the Great Father
Descended to return light to paradise, to bring peace to Hell,
But faced the gauntlet that would test them all
—The Remembrance, Passage 22, Verse 1, Lines 1–3*

By far the most lush and verdant of the Pentagon worlds, Arcadia suffered perhaps the most devastation during the two decades of Civil War. A million and a quarter had called Arcadia home before the war; not quite 300,000 remained when the Clans returned. Farming and ranching provided amply for the world's inhabitants, though massive regions were made uninhabitable (or overly dangerous) due to the prolific use of nuclear weapons in the first few years of the civil war.

From the SABLE SUN intelligence-gathering mission, the Clans knew that they would be facing only a limited number of enemy factions, each of which had claimed rather large swathes of land for their own and were now engaging only in limited warfare with each other—mostly limited to border skirmishes. What the SABLE SUN mission had failed to uncover, however, was the relatively high level of technology still possessed by most of these factions; while the years of warfare had plunged the world of Arcadia into a new dark age, leaving its cities and industry in ruin, the world's Brian Caches had done their duty—though seriously damaged by multiple direct nuclear strikes, most nevertheless survived long enough to give some measure of protection to the world's defenders.

By the time the war went entirely conventional, military power largely remained in the hands of just a select few groups that had managed to secure the Brian Caches for themselves. The surviving civilians, on the other hand, had mostly split into small groups, eking out what subsistence living they could—at least until the larger and stronger militaristic factions came calling and brought them under their own banner, in many cases relocating these civilians.

There is a limit to the amount of intelligence that can be gathered several AU distant, however. So while the Clans knew that they faced only three large factions, and four other smaller groups, they could not know their opponents' level of technology or even competence. What they did know was that there had been relatively few full-fledged battles fought between any of the combatants, but that at least some of them possessed operational aerospace assets.

Star Adder Khan Absalom Truscott, in addition to leading the planning of the entirety of Operation KLONDIKE, took personal charge of the preparations for the Arcadia offensive—much to the displeasure of some fellow Khans. The Ghost Bear Khans in particular took offense to Truscott, who they thought was attempting to micromanage every aspect of the invasion—especially in light of his planning of the entire Operation KLONDIKE. They believed he was trying to set himself up as Nicholas Kerensky's deputy. They also thought his plan was too intricate and gave his own Adders the best opportunities for glory. Steel Viper Khan Ellie Kinnison likewise took umbrage with Truscott's superior attitude, as well as to what she considered an overly slow and too-cautious timetable, but accepted his plan—in concept if not in totality. For her part, the Blood Spirit Khan attempted to play her Clan's chosen role of peacemaker, keeping relations between the participants at least professional if not civil.

PRIMARY FORCES COMMITTED TO ARCADIA

Clan Blood Spirit Cluster

Commander: Khan Colleen Schmitt
(no saKhan assigned)

Just as their Khan had envisioned, Clan Blood Spirit was the glue that held the Arcadia operation together. Favoring no combat specialization, the Spirits complemented the Steel Vipers, with whom they were paired for most of the operation, sometimes playing hammer and sometimes anvil in coordinated attacks. More importantly, Khan Schmitt was the voice of reason on Arcadia, reminding her fellow Khans of why they were there and what Nicholas Kerensky's vision was.

Clan Ghost Bear Cluster

Commanders: Khan Sandra Tseng,
saKhan Hans Jorgenson

Even before the start of Operation KLONDIKE, Clan Ghost Bear's penchant for the slow and methodical was well-known. But while their Khans publicly espoused the ideals of teamwork and cooperation, time and again the Ghost Bears would cooperate with their fellow Clans only if they were in the predominant position. Their fierce independence (almost to the point of petulance) and tactical inflexibility marred the Arcadia operation from the start, leading to unnecessary losses, numerous delays, and set the stage for future events that would tarnish the Ghost Bears' reputation.

Clan Star Adder Cluster

Commanders: Khan Absalom Truscott,
saKhan Devon LeFabre

As the author of Operation KLONDIKE, Khan Truscott assumed overall command of the Arcadia invasion, planning the operation down to every last detail and contingency—in the process, alienating the Ghost Bear Khans. Nevertheless, it was Truscott's preparations that allowed his Adders to survive disaster—having drilled plan upon plan for every battle and contingency into his warriors through years of training, his Clan acted as one, immediately reacting to every tactical shift with precision. Still, outside of battle or emergency, the Clan moved carefully and acted only once they possessed a clear tactical picture.

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Clan Steel Viper Cluster

Commanders: Khan Ellie Kinnison, saKhan Steven Breen

Favoring lightning warfare, the Steel Vipers were at once both a powerful rapier and a frustrating variable. Once committed to battle, the Vipers under Khan Kinnison focused on the destruction of their primary objective, oftentimes ignoring everything else—from bypassing enemy strongpoints or paying no heed to flanking forces (which others would be forced to contend with) to rushing headlong into the thick of battle in dangerous terrain or weather conditions. Their lack of fear brought them outstanding success, though at a high cost—both to them as well as their allies.

The plan, at its simplest, would see the four Clans grounding at a single landing zone on the continent of West Arcadia, within striking distance of two major rebel groups. Once those were dealt with, the Clans would split up into two groups, one moving on to East Arcadia with the other hopping over to Rechlan to deal with the groups calling those continents home. The plan was scheduled to take only six months and three days to complete.

WEST ARCADIA

West Arcadia is the world's largest continent, and also its breadbasket—prior to the civil war it was home to the largest farms and ranches within the Pentagon. Though it was not the most densely populated continent prior to the war, its residents had been living in small communities and thus were better able to survive the nuclear strikes and other attacks that had killed so many concentrated within the cities. When the warlords finally came out of hiding, they naturally built their centers of power close to the regions best able to support them. Two powers in particular—the Nation of Hastur and the Ilkasur Shogunate—had sprung from Hegemony- and Combine-nationalistic groups,

respectively, and forged nations for themselves from the plains of West Arcadia. Two other minor powers, the Ravisham Collective and the Confederation of Arcadia, sat on the periphery of the continent, using the mountains to provide defense from the predations of the others. Though each technically claimed borders shared with at least two others, none actively patrolled or even monitored their shared borders, in practice keeping to a more compact nation. Deep raids were the norm, with major battles fairly rare by the time the Clans returned.

DESCENT INTO HELL

Just days before the Clans made their assault jump into the Arcadia system, Shogun Wiki'i Leonov learned that the Hasturs would be moving a large shipment of raw materials and food from several of their outposts to their capital at Cyaegha through the badlands of the Aeschel Plateau. The Shogun planned to take that shipment, readying a strike force to attack in the Aeschel Plateau badlands.

None of the Clansmen could, of course, know this, or realize that the Shogun had secretly moved a large strike force into the Aeschel in preparation for the attack—almost on top of the Clan's primary LZ. Alerted by the Clans' action in orbit against the *Perth* and the *Admiral Schone*, both the Hasturs and the Shogunate launched reconnaissance flights as soon as Clan DropShips entered the atmosphere. The Ghost Bears were the first to hit atmosphere, fending off the Arcadian patrols, but rather than ground at the designated LZ and secure it—a task given them after their Khans criticized Truscott's plan—they landed at a point just two hours' marching distance from Cyaegha, their first target.

The Adders were the next scheduled to land. By the time they entered the atmosphere, both the Hasturs and the Shogunate had scrambled most of their fighters to intercept the incoming ships. Truscott's own fighters swooped in to protect their comrades, but they were outnumbered some five-to-one. Several of the Arcadian fighters got through to attack the DropShips themselves, dealing significant damage to two of the Adder ships—neither of which could break atmosphere without accomplishing repairs. Despite the swarm of fighters operating right on top of their LZ, Truscott nevertheless ordered the landing, diverging from the plan only by sending his auxiliary DropShips back into orbit, to ground later.

Desperate Times, By the Numbers

The Adders landed almost precisely on time and on target, and quickly realized the true extent of the hornet's nest they had dropped into. The Shogunate's force was camped just a few kilometers from the Adders' landing zone, and already alert, immediately swinging into action against the invading Clan force.

Partially surrounded and facing a much stronger force, one that contained a regiment of BattleMechs and armor, plus supporting infantry, Truscott enacted one of his many contingency plans. Instructing his own fighters to continue engaging the enemy aerospace fighters, he drew his ground force into a tight defensive perimeter under the cover of his DropShips' guns, and used the combined firepower of his 'Mechs and DropShips to hold back the Shogunate hordes. With that, the Star Adders clicked into a rhythm borne from years of hard training.

The battle in the air was over within twenty harrowing minutes. The Hastur fighters disengaged after just a few minutes (and losing two of their number), leaving their Shogunate enemies and the Star Adders to do battle with each other. The Adder pilots accounted well for themselves; losing one fighter, they downed seven Shogunate craft and further prevented any Shogunate ground attack runs before driving them off. Fuel quickly became an issue, however, and the Adders themselves had to withdraw to rearm and refuel.

On the ground, the desperate battle was far from over. The Shogunate force, led by former SLDF Captain Hinke al-Paz, struck hard at first, but backed off after meeting heavy counter-fire from Truscott's guns. Her force began systematically poking and prodding at the

Clan line, looking for any weakness. Likewise, Truscott ordered local counterattacks, both to keep al-Paz's troops off guard as well as to search for weaknesses in the Shogunate's lines. Forty minutes into the stalemated cat-and-mouse action, al-Paz changed the nature of the battle, ordering her force to specifically target the grounded DropShips. Recognizing the peril his transports were in, Truscott switched gears and ordered his Clan into a two-pronged all-out attack. SaKhan Devon LeFabre led the bulk of the Adder force directly into the heaviest concentration of Shogunate forces while Truscott struck out with just a single Binary to hold LeFabre's flanks, hoping his DropShips could defend themselves against any stragglers.

The Star Adder 'Mechs advanced rapidly but calmly amid the frenzy, veritably walking directly into a force just waiting to encircle them. They took hits from all sides, but their own fire was precise and directed, falling on al-Paz's BattleMechs and destroying her tanks methodically. The Adders punched directly through the Shogunate lines, splitting al-Paz's forces and wheeling to press one of her two arms against the concentrated fire of the Clan DropShips. Meanwhile, Truscott continued to hold the other Shogunate line with his rapidly thinning Binary.

Faced with a determined, unflinching and highly skilled unknown enemy, coupled with a depletion of ammunition reserves—not to mention her thinning ranks—al-Paz ordered a general retreat. To their credit, most of al-Paz's troops did not break, and with the Adders' own losses and ammunition shortage becoming increasingly critical, the Clansmen took the opportunity to lick their deep wounds. Nine of their number were dead, including Khan Truscott, who had continued coordinating the battle via handheld radio after losing his *Highlander* until cut down by a stray shot. Additionally, half their machines were disabled or destroyed, two DropShips were obliterated, and all of the rest of their machines required significant repairs.

Battles on the Plateau

The Clans' first two hours on-planet were bloodier than anyone could have expected, and set the stage for the rest of the Arcadian campaign. The Blood Spirits and Steel Vipers grounded at the alternate LZ just a hundred kilometers distant and struck out to destroy the retreating Shogunate force. Caught between a combined Viper/Spirit vanguard and a trailing Adder detachment, al-Paz and her troops lasted just three minutes before finally breaking.

Though al-Paz's defeat may have been an anticlimactic end to Arcadia's opening battle, it gave the Clans the opportunity to breathe. Truscott was dead, and with him the one personality able to keep the rest of the Clan leaders on-point. Each Clan had been assigned specific primary and secondary targets and a general timetable by their ilKhan (from the plan drafted by Truscott and his team), which they were bound to abide by.

With Truscott dead, the Arcadian Khans were free to discard his detailed battle plans and follow their own. The Ghost Bears had already thrown those plans to the wind, and with Truscott gone, saw no further need to coordinate their operations with anyone. The Steel Vipers too, feeling constrained by the plan, favored striking out on their own, but were convinced to compromise by Blood Spirit Khan Schmitt, who saw value in the plans; the two would at least follow Truscott's outline.

That left the Adders on their own, and without their Khan.

But while the loss of Truscott hit them hard, the Adders were prepared to deal with it—thanks to lessons Truscott learned during the Amaris Civil War. They took a few hours to tend to their wounded and mourn their dead even as their techs worked hard to repair and refit their machines. Three Stars were back up to operational form in short order. More importantly, they uncovered valuable intelligence from captured Shogunate troops—especially information about the disposition and state of the Hasturs' defenses. Now-Khan LeFabre attempted to share this intelligence with Khans Tseng and Jorgensson, but the Bears were already on the move toward Cyaegha, and all but ignored LeFabre's warnings (later, the Bears would accuse him of holding on to this important information until it was too late to act upon).

While the rest of his Clan repaired and rearmed, LeFabre struck out at a target of opportunity: he gave Star Captain Kensington Talasko command of the only operational Adder Trinary and sent him to capture the Hasturs' supply convoy. Armed with al-Paz's intelligence, and able to call upon his Clan's one aerospace Star for close air support, Talasko struck.

Originally meant to move only under the cover of night, the Hasturs ordered the convoy to move to a more secure outpost as soon as they learned of the battle on the Aeschel Plateau. A mixed strengthened Hastur battalion provided security for dozens of heavily laden transports, but they would be no match for the elite Adder warriors armed with the Shogunate intelligence.

A lone Adder *Ostscout* shadowed the convoy while Talasko maneuvered into a striking position. Adder fighters, flying undetected at treetop level, popped up and struck the rear of the convoy while Talasko's warriors cut down its head. This time the Adders had the initiative, and never gave it up. Though outnumbered two-to-one, Talasko's warriors made short work of the Hastur column. In the days it took to bring the Adder machines damaged during the LZ battle back into operation, Talasko and his warriors captured five outlying Hastur outposts and obliterated two of their patrols before continuing with a methodical push to meet the Ghost Bears at Cyaegha. At the same time, they captured two Shogunate outposts on the eastern edge of the Aeschel, both of which had been conducting a disrupting raiding campaign along their border with the Hasturs. Meanwhile, the influx of prisoners gave the Adders a far better understanding of the West Arcadian dynamic.

THE BEARS' ROAR

The Star Adders have overstepped their bounds and brought dishonor upon themselves though their unauthorized attacks upon critical objectives assigned to Clan Ghost Bear. Time and again, they have struck targets of opportunity within our Area of Operations, seized supplies and resources not theirs to claim, and provided critical pieces of intelligence far too late to be acted upon. Their improper actions have cost Clan Ghost Bear both in additional losses sustained due to their disruption of the battlespace as well as time dedicated to planning of movement of forces to operations made moot by their unseemly actions. As a direct consequence, Clan Ghost Bear's timetable must now be restructured and additional supplies brought in to support continued operations on Arcadia.

—saKhan Hans Jorgensson, *Status Report to ilKhan Nicholas Kerensky*, 27 August 2821

"Let them complain. History is written by the victors. And warriors, we've already written a whole lot of chapters!"

—Khan Devon LeFabre, address to Clan Star Adder, 1 September 2821

Inching Headlong

The Ghost Bears may have landed just two hours from Cyaegha, but it was four hours before they began moving toward the city and six more before the first Bears were actually at the city's edge, a two-tiered settlement set in the foothills of the Great Ironwall Mountains. Outer Cyaegha was mostly slums and ramshackle housing for transient farmers and ranchers bringing in their crops and herds. Inner Cyaegha, situated against a 120-meter sheer cliff face and walled on the three other sides, was the Hasturs' inner sanctum. Headquartered within, of course, was the Hastur Military Command and Chief Minister's compound, along with the Hasturs' food and resource reserves as well as some 10,000 of their most loyal citizens.

As was their wont, the Bears advanced methodically through the Outer Cyaegha slums, which had many times before slowed invaders long enough for the Hasturs to mount a counterattack. The Ghost Bears were no typical invader, however. Announcing over their loud speaker they were the "sons and daughters of the Great Kerensky come to liberate" the Hastur people, the Ghost Bears crashed through the slums, driving inhabitants out with a combination of their announcements and selective weapon strikes.

The Bears' deliberate march gave their Star of fighters the chance to fly two sorties before their ground force reached the wall. On their first sortie, they destroyed the Hastur combat air patrol and struck what defensive emplacements and troop concentrations they could easily pick out. On their second, they engaged the remnants of the Hastur air force, which flew eleven fighters of varying age and capability; very much resembling the aerial melee over the Aeschel they'd pulled out of just hours earlier, the dogfight saw eight Hastur and three Ghost Bear fighters shot down.



On their third sortie, the two remaining Bear fighters provided close air support for their ground-based Clansmen, who were struck on their left flank by a Hastur task force just as they reached the Inner Cyaegha wall. Turning to meet the new threat before progressing, the Bears were then hit on their right flank by the main Hastur force. The Bears continued to focus on the smaller Hastur force, soon enough pushing the battle in Outer Cyaegha into a rotating, undulating morass. By the end of the first hour, the slums were ablaze and the Hasturs retreating back into Inner Cyaegha.

The Bears backed off briefly to rearm before selectively pressing again, sending a third of their force back to rearmor and reequip, a third in reserve, with the final third constantly prodding the Hastur defensive line. The Bears managed one brief breakthrough, but a stray shot into a grain silo ended that in a blast that obliterated one Bear BattleMech and left such a mess that the rest of the Bears could not make it through the breach in the wall.

Another Hastur heavy patrol arrived an hour into the second Bear rotation (thirty minutes later than the Adders had predicted to the Bear Khans), turning Outer Cyaegha once again into a battle zone. The Hasturs poured out of Inner Cyaegha to link up with their comrades, drawing the Bears into a running battle they were unprepared for. Both sides withdrew in short order to lick their wounds. This happened twice more as the Hasturs recalled the bulk of their remote garrisons to break the Bear siege, each time the Bears pulling back to repair before once again moving into siege position.

Ten days after landing, the Bears were ready to make their strike on Inner Cyaegha. Six volunteer MechWarriors advanced under heavy covering fire to the wall; five made it, each placing a massive shaped demolition charge in a precise spot before withdrawing. Only three made it back to their lines. Detonating them simultaneously, the Bears blew five massive holes in Cyaegha's walls, thanks to more than a week of careful study and calculation by Bear engineers. The blasts' shock waves seemingly demolished a quarter of the city, and likewise sent the defenders into a shock they never recovered from—the Bears poured into the breaches in the wall and crushed the Hastur military in just two hours' fighting.

End of the Great One

The fall of Cyaegha signaled the end for Arcadia's largest and oldest power, but with that also came the task of rebuilding the largely destroyed city. While the bulk of the Bear cluster set out to capture a series of five nearby cities and outposts, a single Binary kept order among an unruly citizenry of over 15,000. Even considering the Hasturs' despotic rule over their people and the immediate imprisonment of the senior Hastur leadership—including the public execution of Chief Minister Niron Hastur after he continued to exhort his people from behind bars to violently resist the Clan invaders—the Hastur people nonetheless proved a management problem for the Bears. After all, the chosen of the Hastur people, used to a higher standard of living behind Cyaegha's walls than the common peasant enjoyed, were being forced to repair and rebuild the city themselves, starting with the outer city. It wasn't until Khan Tseng began importing refugees from the outlands into Cyaegha that matters began to turn about. That, combined with a free distribution of food, as well as Clan-provided medicines, and the very public corporal punishments (even executions) of the corrupt officials pressed into service to oversee the civilian efforts, that opinion swung towards the Clans.

The Bears devoted six more weeks to rooting out every Hastur stronghold and outpost to the east of Cyaegha, carefully studying each target before committing to battle and obliterating the opposition. The Star Adders, advancing from the five outposts they'd captured to the south of Cyaegha, took the outer Hastur capital of Nyogtha on day five and claimed domination over the Hastur southern reaches in just eleven more days—having spent the bulk of that time moving from target to target across the plains at the foot of the Aeschel Plateau.

BEAR BAITING AND SNAKE CHARMING

Warm Springs was just a small Nation of Hastur outpost—sitting along a crossroads between the southeastern and southwestern Hastur reaches, and close enough to the Shogunate border to serve as a listening post. By all accounts, it possessed a relatively small garrison—certainly too small to pose a threat to the Clans' rear areas—and was remote enough that it simply didn't merit immediate concern from any of the invading Clans.

Eventually, though, it became a target. On day seventeen of the invasion, Adder Star Commander Ge DeMarque was within just a few dozen kilometers of Warm Springs on patrol and she swung her Star in. A single lance of light 'Mechs and platoon of mechanized infantry stood their ground only long enough to safely run. They fled to the north, with three of DeMarque's 'Mechs in close pursuit. Just a few kilometers out of Warm Springs, however, they ran into a two-'Mech Ghost Bear patrol. From there, a three-way battle somehow erupted, with both the Bear and Adder MechWarriors mistaking the other for enemy reinforcements. The battle was over in just minutes with the Hasturs, both Bear 'Mechs and one Adder 'Mech in pieces.

The two Clans' warriors, of course, figured out their mistakes after it was too late, and reported back to their Khans—each of whom blamed the other Clan's leaders for the incident. The next several days saw a number of new incidents, with each Clan's MechWarriors making aggressive moves against, or even taking warning shots at, the other's.

Both Khans LeFabre and Tseng involved themselves to put an end to the problems, though considering the issues of the previous few weeks, their actions involved little more than thinly veiled threats to the other along with detailed reports indicting the other's MechWarriors—copied to their ilKhan, as well as the other Khans on-world. But before Kerensky could weigh in, Khan Schmitt intervened.

First manipulating the Khans into meeting, and then playing the part of intermediary, she convinced LeFabre and Tseng to put an end to the infighting before Kerensky ruled on the matter—likely to their detriment. The Bears were largely at fault, first by changing their standard frequencies and IFF codes after the Cyaegha fight, and then by ignoring and not disseminating the Adders' regular updates on their progress—which let the Bears know that the Adders were operating in the area. But the Adders contributed to the situation, actively giving as good as they got and

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provoking the Bears.

The end to the tense situation came a day later. LeFabre and Tseng both dispatched messages to Kerensky indicating the disagreement had been resolved, having ordered their warriors to stand down. In exchange, the Bears received a replacement 'Mech from the Adders' reserves in compensation. Schmitt, of course, had the chance to successfully play the part of peacemaker. And the Adders? The Bears finally agreed to share their frequencies and codes with the other Arcadian Clans and even provide their own status reports—all according to Truscott's original plan, and ending their subtle bid for primacy on-world.

It wasn't the end of the inter-Clan tête-à-tête on Arcadia, or even the last incidence of accidental friendly fire, but at least the bickering was done.

Like the Bears, the Star Adders initially had difficulty with the conquered Hastur people, relying as they did upon the Hastur officials that volunteered to help administer the conquered lands. Unlike the Bears, however, swift and public punishments of these officials, most of whom had continued with their draconian and oppressive ways, brought the popular sentiment towards the Adders. The establishment of a civilian liaison, populated with many of the opposition leaders the Hastur administrators had conveniently identified, along with the quick destruction of the Hastur noble lines through assignment to castes (as well as the implementation of Kerensky's other ideals among an overly oppressed and oftentimes literally starving population) bought the Adders a loyal base to draw support from. Renaming Nyogtha to Kerensky's Dream, the city served as the Adders' primary base of operations for the remainder of the Arcadia campaign.

OPPOSITES COMPLEMENT

While the Ghost Bears and Star Adders focused upon the Nation of Hastur, Khans Kinnison and Schmitt drove their Clans on the Ilkasur Shogunate. Wiki'i Leonov had assumed leadership of the Shogunate from her *sensei*, Shogun Teppen Samsonov, a Combine-born graduate of the Gunslinger Program whose personal record was 12-2-1 over a four-year period of dueling against Combine MechWarriors. Age and infirmity finally brought the former SLDF Master Sergeant down, but not before building a coalition of warlords that ultimately forged into a warrior-led culture that drew both from classic Japanese history as well as the feudal European

era. Warriors—especially MechWarriors, unsurprisingly—were the epitome of the Shogunate; on the other hand, while the common people lived to serve the warrior elite, that warrior elite could not survive without the support of the commoners. This was an attitude that made many outlying people oppressed under the Hasturs long to be conquered, though the Shogunate realized only too well how limited their reach was. This, of course, led the Shogunate to pursue a guerrilla campaign against their larger Hastur enemy (such as the surprise attack on the Aeschel).

Sprint Headlong...

Drawing upon intelligence learned from Star Adder Hastur and Shogunate prisoners, but throwing all but the basic concepts of Truscott's original invasion plan to the wind, both the Blood Spirits and Steel Vipers advanced quickly and decisively. The two Clans targeted the Shogunate's outlying towns and posts first, and soon realized the fruits of their strategy: stunned and frightened by how rapidly their outposts were simply falling off of the grid, Shogunate troops ventured out away from their settlements to try to meet and identify their unknown enemies.

Of course, this gave the fledgling Clan warriors (as well as the Shogunate troops) just the opportunities they were looking for—to engage in single battle against a skilled enemy. Both Khans Schmitt and Kinnison encouraged their sub-commanders to bid amongst themselves to determine which Clan and unit would have the honor of battling for a particular target. And though the Clan tradition of *zellbrigen* had not yet developed, oftentimes the combatants on both sides would willingly pair off to do battle. And even when the participants did not engage in single-combat, in all but a handful of cases both sides offered up full honors of battle to a disabled or fallen foe.

Prompted by Khan Kinnison's desire to fight a rapid and mobile campaign, the two Clans rushed forward through these initial operations at a breakneck speed, oftentimes attacking across a wide front half a dozen or more targets each day. They disarmed the residents of each target, appointed a few resident administrators—typically Shogunate warriors that, having been bested by their Clan opponent, willingly submitted themselves to their new masters—and moved on, leaving behind only a detachment of Clan auxiliaries to begin processing these new recruits as well as a small force in the region to react to any uprisings or counterattacks. With a population already inclined to trust and serve a warrior overculture, and further grateful for the influx of medical and technical assistance, the two Clans truly had few problems with the captured Shogunate people.

Kerensky's warriors clearly had the advantage both in training as well as in the quality of their equipment—supported by a logistics train the likes of which military folks on Arcadia had not seen since the beginning of the Pentagon Civil War—but that did not always bring them victory. In Brant, Doku, Tenss and Tulaa, the Vipers committed too few warriors and were forced to call in reinforcements; in Horiku, Mappa, Noppi, Purten and Vanice, the Vipers withdrew when overwhelmed only to return with a larger force to put down resistance. And in Hell Valley and Kouman, their advance was only saved by the timely intervention of a Blood Spirit patrol. These were all battles in which the Vipers suffered significant damage but could have easily won had they better assessed the targets and regularly paused to collate intelligence already gathered.

Likewise, along the way they skipped a number of settlements and a few outposts, and in a few cases even became the targets of Shogunate counterattacks. The Blood Spirits, soon enough slowing down their own push, followed up behind the Vipers at a more considered pace. Twice Khan Schmitt's warriors broke up potentially devastating counterattacks at the Vipers' rear, and likewise secured many of the targets the Vipers had bypassed. More significantly, both Clans, still possessing their full aerospace fighter force (two Stars in the case of the Spirits, one for the Vipers), used those fighters as reconnaissance platforms as well as quick-strike assets, locating and destroying many of the pockets of resistance left behind.

...To the Finish

Three weeks into the operation, the Steel Vipers had the Shogunate capital of Kito in sight (the Spirits were a week and a half behind them, focusing as they were on the cleanup). The Shogunate empire had fallen in just those brief weeks. As she began to realize the extent of the advancing horde, Shogun Wiki'i Leonov dispatched three different strike forces over the course of the previous week, none of which experienced any true success—in each case, her strike force encountered a much smaller Clan advance and caused significant damage before Clan aerospace patrols came on scene to break up the attack.

The Shogun knew that a technologically superior and far more skilled foe was bearing down upon her city. And she knew that the Nation of Hastur was likewise facing another such foe. Having lost nearly her entire aerospace force in the initial Battle on the Aeschel, sheer numbers were her only advantage.

Moreover, Leonov knew that her enemy not only claimed to be descended from Kerensky's SLDF, but had also fought honorably against her warriors. So she did the only thing she believed she could—she struck out alone from Kito in her *Stalker* and demanded to negotiate with the leader of Kerensky's invading force. Leonov's declaration piqued Viper saKhan Steven Breen's interest. Breen, who was overseeing operations around Kito, met the Shogun and the two negotiated the terms of the battle that so obviously loomed.

Shogun Leonov suggested her warriors and the Clansmen meet to do battle outside of the city to minimize damage to the city and civilian casualties. Breen agreed, further let Leonov choose the field of battle, and even agreed that the Clan aerospace forces would not be committed to battle. In turn, Leonov designated only a portion of her available forces to the battle. Based on the size of the force Leonov committed, Breen selected a proportional force of his Steel Vipers (along with two Stars of Blood Spirits, to represent the aerospace fighters taken out of the mix).

The battle commenced three days later, with the fate of Kito and the rest of the Ilkasur Shogunate in its conclusion. Leonov chose the heavily wooded rough foothills of the Motomara Forest as the battlefield—not only would the terrain make the battle a rough analogue of the one they would have fought within Kito, it would also be the one equalizer Leonov's troops would have. Once engaged, the battle was nearly hand-to-hand. The Shogunate warriors, fielding mostly 'Mechs (and just a handful of tanks), took down many of the Clan elite, but in the end even the best Shogunate warriors were unable to defeat Kerensky's chosen. The battle raged on for nearly six hours; both Khan Kinnison and Shogun Leonov were knocked out of the battle early when their 'Mechs were disabled, and in fact later joined each other to monitor the battle's conclusion. Ultimately, Shogunate Lieutenant Sophie Essane surrendered the last few of Leonov's 'Mechs to saKhan Breen, bringing an end to the Ilkasur Shogunate—as well as this phase of the Arcadia campaign.

MINOR POWERS, MAJOR ROADBLOCK

The West Arcadia campaign was only half complete with the fall of the Nation of Hastur and the Ilkasur Shogunate. They were certainly the strongest and largest of the West Arcadian nations, but they were also the most open. The continent was home to two other powers: the Confederation of Arcadia and the Ravisham Collective, both based within the mountain ranges ringing the continent. As the minor powers on West Arcadia, they were considered secondary objectives that would be pursued only after the defeat of the Hasturs and Shogunate.

Long before that happened, however, all four Clans had run-ins with the Ravisham Collective. Sandwiched as it was in the northwest reaches of West Arcadia between the Nation of Hastur to the west and the Ilkasur Shogunate to the southeast—and thus long a target for both of its stronger neighbors—the Ravisham Collective had adopted an extremely militant attitude, surviving by conducting lightning raids into enemy territory to capture needed supplies, or simply to keep their enemies off-guard. The Collective

SHOGUNATE NOTES RESOUNDING

The Ilkasur Shogunate represents and interesting, but significant, footnote within the history of the Clans. It certainly wasn't the only Pentagon power to develop an honorable and principled warrior-based culture that shared many ideals with Kerensky's Clans. Likewise, it also wasn't the only one to deliver the Clans a few defeats, minor as they might have been, or even to accept Clan rule with few incidences of violent protest.

However, it was the first to do all three *and* have the luck to be conquered by Clans with relatively pragmatic outlooks. The Star Adders saw them as a liberated people, the Blood Spirits as misguided cousins, and the Vipers as noble warriors; all three Clans gave them the chance to accept Kerensky's way of life and the opportunity to govern themselves—under Clan oversight—and aid in their eventual incorporation into Clan society. No former Shogunate citizen was punished for treasonous actions committed before or during the Pentagon Civil War. And former Shogunate soldiers were the first to be accepted as fully fledged Clan warriors—first into Clan Star Adder, with the both the Blood Spirits and Steel Vipers accepting some soon thereafter.

Even more precedents were set during the Shogunate campaign. Influenced by old SLDF customs as well as Nicholas Kerensky's own principles, those that engaged in “honorable” single-combat were not interfered with and full battlefield honors were extended by both sides. Steven Breen and Wiki'i Leonov even together carried out the first true *batchall*, the first large-scale bidding process, and the first real Trial of Possession in combat. Those long-standing Clan customs took their structure during those first few weeks on Arcadia, and have changed remarkably little in the two centuries since.

The Shogunate's influence, subtle as it might have been, continued at least to shape the three Clans that had absorbed any real number of their people. By and large, it was former Shogunate citizens that took up positions of leadership among the Arcadian people in the post-KLONDIKE years, and many even made it to Strana Mechty. Their influence was palpable.

Of course, the official histories of the Clans give credit to no one but Nicholas Kerensky and his faithful 800 for any of the principles of their society. At best, groups like the Shogunate “exhibited a similarity in principle and doctrine” that would “cause few problems with integration” into the Clans' society. Nevertheless, their influence is visible even today.

claimed only minimal arable land, but did have ready access to the Burlihaton Sea to the north as well as grazing lands within the Great Ironwall Mountains; their fishing villages and herds, combined with what they could farm and capture, kept a population some 18,000 strong alive, if not thriving.

Conquering the Collective

Premier Nathan Ravisham, leading a collection of peoples from every national background, did not have the listening posts and patrols of the Hasturs, or the spies of the Shogunate. So while he knew that a massive ship had fallen into Arcadia's atmosphere and crashed—though he didn't know that it was the *Admiral Schone*—and that a number of DropShips had landed on the continent, he didn't recognize the nature of what was happening until he sent out scouting teams.

When his teams began to report back, saying that both the Hasturs and the Shogunate were being attacked by enemy forces, he misjudged the origin of the attackers. Believing they were simply opponents from another Arcadian continent, or at worst one of the other Pentagon worlds that had paid a large enough price to purchase DropShip transit, Ravisham sent his troops in to take advantage of his two prime enemies while their attention was focused elsewhere.

The Ghost Bears were the first to encounter their handiwork. On five separate occasions they struck a target that had already been

raided, and several other times Bear strike forces detected unknown forces skirting their own routes or pulling away from them. Collective troops attempted to engage the Bears only twice, in both cases losing nearly their entire patrol. The Blood Spirits and Steel Vipers likewise met the Collective in the same way as they took and consolidated control over the Shogunate's northern region.

Though technically an objective that both the Star Adders and Ghost Bears were originally assigned to take together, the Ghost Bears were just a few weeks into their lengthy campaign against the Nation of Hastur while the Adders' segment was largely complete. Khan Devon LeFabre prepared his Adders for the task, drawing what intelligence they could from aerospace overflights as well as interviews and interrogations with both Hastur and Shogunate officers.

The campaign plan was both difficult and aggressive, but with Truscott's massive and detailed playbook to draw from, the planning itself was relatively simple. LeFabre gave the honor of the first strike to now-Star Colonel Kensington Talasko (who had taken on the role of his Khan's operational planner and deputy), who chose the town of Yprili as the Adders' initial target. Nestled within an Ironwall valley, the ground approach to Yprili was both lengthy and well-defended; Talasko bypassed all those defenses with a simple orbital drop, landing with just a Binary in the town square and putting a quick end to the Collective garrison. The layered defenses fell easily when attacked from the rear, sending scores of Collective troops fleeing into the mountains.



With a good sense now of the quality and capabilities of the Collective troops, Talasko next targeted the Collective capital of Toomin—giving its defenders little time to bring in reinforcements or to prepare defenses against an airborne enemy. Nearly the entirety of Clan Star Adder attacked, once again dropping onto the city from orbit, in addition to grounding a trio of DropShips to provide additional fire support. The main battle waged for some three hours, after which the Toomin garrison was broken; still, Premier Ravisham controlled a fairly significant secret police force that organized several waves of suicidal attacks by throngs of civilians meant to slow the Adders and give Ravisham the opportunity to escape. These attacks continued on for more than twenty more hours, leaving thousands dead. Surprisingly, actual damage was sustained by just two 'Mechs—a *Hermes* and a *Wyvern*, both falling after being knocked off-balance by traps.

Premier Nathan Ravisham escaped into the mountains with some of his closest advisors and attempted to mount a guerrilla campaign against the Adders, ordering his most loyal troops to fall back to the dozens and dozens of mountain caches they'd built for just this reason. That left the settlements mostly undefended; many capitulated to the Adders without a fight, especially after word of three more orbital drops on towns spread through the Collective.

The campaign proper lasted just three weeks, but the battle against Ravisham's guerrillas took much longer. The Adders enlisted the aid of both their own police forces as well as former Shogunate troops drafted into service to battle Ravisham's guerrillas. One by one, the caches were struck and destroyed by a combination of aerospace fighters, BattleMechs, and a ground security force led by a Clan warrior.

Within just a few weeks' time, they were joined and aided by liberated Collective citizens. Having survived for over fifteen years with little electricity, no advanced medicine, and an oftentimes limited food ration—while Ravisham and his lieutenants flaunted everything the commoners didn't have—the Collective people by and large accepted the Clan warriors (though not their Shogunate allies—that remained a dangerous point of contention for some time).

Five weeks into the operation, Nathan Ravisham was captured. Three days later he and eight lieutenants were publicly executed by beheading, a sentence carried out by their former subjects. The organized resistance quickly disintegrated, especially after several more Ravisham lieutenants were discovered dead, their bodies hanging outside of a town or village.

South by Southeast

The Confederation of Arcadia lay on the southern reaches of West Arcadia, past the Arcadian Scrags mountain range once claimed by the Shogunate and across the Tabatt Desert. The Confederation was the most isolated of the major powers on the continent, but it still had access to both arable lands as well as the sea. It was also less a nation and more a coalition of city-states. It was ruled by the Confederation Council, the members of which were the strongest and most senior warlords, and presided over by a president (whose office often changed hands depending upon political winds within the council). Nevertheless, the leaders of each city-state wielded great discretionary power; some ruled with an iron fist of capriciousness, while others favored an even hand. Each possessed its own military, half of which was pledged to the Confederation Army, which was technically commanded by the Council President, but in practice was led by a few of the strongest city-state captains.

The Army would police the regions outside of the city-states' direct purview, and likewise collect taxes from those living in the wilds. The tax proceeds, as well as any goods captured during raids on enemy positions, were split evenly among the city-states, based on their own size and the strength of their Confederation Army detachment. In all, the Confederation was a fairly advanced culture, but its weaknesses quickly became evident.

As with the Ilkasur Shogunate campaign, the Blood Spirits and Steel Vipers acted in concert—or, at the very least, coordinated their efforts. They faced seven cities (in reality towns) with garrisons of a company or more of 'Mechs and vehicles, plus eighteen more settlements with any sort of mechanized garrison. That, in addition to what was probably a regiment total of Confederation Army, scattered around the region. The two Clans bid amongst themselves for the right to strike a particular target, the Vipers winning the right to make some two thirds of the attacks

FORGOTTEN PEOPLE

In the days before the Clan invasion, a little less than a hundred thousand people resided in West Arcadia, some seventy or eighty thousand residing within the towns and other settlements scattered across the continent. That left a fairly significant number unaccounted for in the wilds. Many were incorporated into the Clan populations. But there was a certain number—migrant workers, herd wranglers, shepherds, or just simple nomads—that could never be counted among any population. It would literally take the Clans years to incorporate the majority of them into their new Arcadian society. Of course, the true nomads were probably never completely accounted for; most that had been naturalized into the Clan society were assigned as laborers, and went right back to the lifestyle they were so accustomed to—hunting, gathering and subsistence farming.

Then there were those that actively resisted the Clans, and turned to the vastness of the continent to continue their resistance or simply to hide. The members of the Ravisham Collective's inner circle were among those who did so. Taking to the Great Ironwall Mountains, they had scores of prepared caches spread throughout the region, and hundreds more caves that they could hide within. Though the campaign against the Ravisham Collective lasted a mere three weeks, followed by two months of guerrilla hunting, the Ravisham rebels continued to resist for another year before the burgeoning Clans put an end to the uprising with a concentrated campaign that all but exterminated them.

Nevertheless, the citizens of Arcadia would continue to come across rabidly anti-Clan people in the Great Ironwalls for well over a century, and even today there are more than a few wanderers that have no ties whatsoever to the Clans still calling the mountains their home.

in this way. The “losing” Clan stood by to commit to the battle with the difference between their lowest bid and the winner’s bid—a practice that would ultimately transform into the bidding process in place today.

The ultimate result of this phase could, of course, never be in question—the general state of repair and readiness within the Confederation was far lower than their enemies’ average. Seven different towns fell before the Confederation could mount a counterattack—one hampered by the rapid disintegration of the Confederation. With so many Confederation towns falling so quickly, seven of the eleven warlords recalled their army-committed troops. That left little more than a battalion in the army, which lay in hiding between Gratz and Tellmen. When the Vipers hit Tellmen, the Confederation Army counterattacked, drawing both the Blood Spirit and Steel Viper “reserves” (the uncommitted warriors) into the fray.

Five hours of battle, during which Confederation reserves from Gratz and two other towns as well as Spirit and Viper reserves (delivered by orbital drop) converged into the melee, broke the Confederation’s back. It took six more weeks to put an end to the Confederation’s resistance, however. At its end, the Spirits and Vipers controlled nearly even shares of the Confederation of Arcadia, due entirely to the bidding process—in half a dozen cases, the Vipers were forced to call in Blood Spirit reserves, in the process ceding the gains to them.

EAST ARCADIA

The Clans found themselves nearly on schedule when they concluded operations on West Arcadia. The Blood Spirits and Steel Vipers were finished with their combat operations first, and so they took responsibility for the next phase of the Arcadian campaign: the continent of East Arcadia.

Three major groups called East Arcadia home: the Capellan-based Democratic Republic of Rand, Helgren County (which was nominally Davion-based, but claimed cultural ties to many ancient Terran Anglo and Germanic peoples), and the Kingdom of Surev (also technically Capellan-based, but drawing from the traditional Russian culture of the Inner Sphere’s Tikonov region). The Democratic Republic of Rand was seemingly the largest, most powerful nation on East Arcadia, and certainly the most belligerent and autocratic; it became the first target of the two Clans.

TAKING DOWN THE BIG BOY

The two Clans made a unique choice for their initial landing zone on the continent—the former Arcadian capital city of Rivera, claimed by the Democratic Republic of Rand as Tian-to. Cooperating in the operation, some four trinaries of Clan ‘Mechs, including two Stars of fighters, descended on Rivera, securing first what was left of the spaceport before moving on to the city proper and its garrison.

The city fell to the Clan warriors easily enough, prompting the Clan commanders to immediately move out to strike at nearby secondary targets. While they did so, the Rand military mounted a

surprising counterattack on Rivera, focusing on the spaceport and the vulnerable Clan DropShips. Blood Spirit Star Captain Devon Boques took charge of the defense, rallying warriors from both Clans to strike hard against the Rand ‘Mechs, tanks and troops. Outnumbered and facing a rabid enemy, the Clan warriors met their opponents before they could come within range of their grounded DropShips. Boques’ Clan coalition blunted three separate Rand advances, as well as several rebellious countercharges from within the city, until Steel Viper saKhan Steven Breen returned to the city with reinforcements.

The battle on the outskirts of Rivera raged for three days while the Spirits and Vipers both continued to push on against other targets, ultimately putting an end to the Rand resistance in and around their now former capital. Both Clans recognized Boques for his contributions to the battle, and especially his leadership. After the conclusion of the Arcadia campaign, Boques would assume the position as the Blood Spirits’ saKhan.

Rivera was securely in Clan hands, and with it the seat of the Rand leadership; the region around the city stabilized quickly, but the two Clans realized soon enough that it wasn’t due entirely to their military prowess. East Arcadia was rapidly approaching its stormy season—an average of five to seven weeks of intense weather that would see powerful storm systems descend from the Burlihaton Sea to pummel much of the Rand territories. Their DropShips and fighters all but grounded due to the weather, the Clans attempted to pursue their campaign, but made only slow progress—the storms took their toll on both man and machine, especially when battling an enemy used to the severe weather.

Over the course of forty-six days, the two Clans secured only seven different targets, each time hampered physically by the storms as well as by mechanical failures induced by the winds, especially debris whipped up by the weather systems. This stormy season ushered in summer in the Arcadian northern latitudes, bringing with it more normal weather patterns—and a relatively quick conclusion to the assault upon the Rand Republic. Though its regional governors had wide discretion to govern as they saw fit, they had only limited forces to call upon, and in fact were being faced with additional predations on the part of their other enemies. The Republic ceased to be when the final regional capital of Daijin fell.

HONOR AND PRINCIPLE

As soon as it became clear to the leaders of Helgren County and the Kingdom of Surev that their larger and stronger neighbor was the target of a powerful opponent, they both independently chose to take advantage of the Rand weakness. They mounted attack after attack against Rand targets, especially during the stormy season they were so used to, capturing territory and supplies, and especially drawing some of the Rand military attention away from the Clans.

When the Clans obviously turned their attention towards the remaining two powers on East Arcadia, both Arcadian powers sent representatives to negotiate a peace. The two negotiators each

first tried bluster and then to trade territory for a truce; of course, they'd never before faced the Clans, who demanded nothing short of surrender.

The Vipers advanced to the south, meeting the warriors of Helgren County, led by the self-styled Sheriff Tiberius Reed, a former SLDF captain who'd convinced the majority of his regiment to remain behind when Nicholas led the Second Exodus away. The first year of Civil War had hit his command hard, but their training and spirit kept them together enough to carve out an enclave from the violence and predations common to the world, and eventually build a community of relative peace and freedom—and a temper to the Rand Republic.

Though suffering from the same equipment breakdowns and lack of repair parts as the rest of the world, Reed's warriors were probably the best-trained troops on the planet. They even delivered a defeat to their Viper opponents in Talbot Moraine, where they used their intimate knowledge of the terrain to trap a Clan binary. Their victory was short-lived, however; despite conducting an above-board defensive campaign against the Steel Vipers, their enemy's leader refused their every diplomatic parley, striking hard and relentlessly for their crime of taking Clan warriors and their BattleMechs hostage.

Faced with an enemy bent on extracting a destructive payback, Sheriff Reed led the remnants of his troops into the field to find the Blood Spirits. After an exhausting two-day running battle against the trailing Vipers, they came across a Blood Spirit patrol, under the command of MechWarrior Zoltan Osborne, who Reed immediately challenged. Ninety seconds later, Reed's *Archer* was in pieces and his troops in Spirit custody as the spoils of war (technically also including every unoccupied Helgren County settlement, though in actuality the two Clans raced to claim them for themselves). Helgren County had fallen.

Kinnison objected, of course, to this unorthodox turnabout, but even before her ilKhan ruled on the matter—in the Blood Spirits' favor—Khan Schmitt was using Reed as a regional administrator within Spirit-claimed territory while many of his former soldiers likewise took on positions of leadership. It was the beginning of a schism between the two Clans that would last until the eventual deaths of both Kinnison—in a disgraceful act following the end of Operation KLONDIKE—and Reed—who would not only be cleared of any Pentagon Civil War-based crimes but would eventually rise to position as Star Colonel Tiberius.

KINGDOM GONE

Angelo Tamik, the self-styled King of Surev, led a nation of tiny settlements, farmers and ranchers, all subjugated under the power of his military. Years of consolidating power over other warlords through a combination of military power, bribes and political promises left King Tamik in charge of a hollow nation, however. It took his army collecting taxes and tribute from the countless individual landholds and gypsy bands, as well as raiding across borders, and then distributing that to his many warlords to keep them all relatively in line.

The Kingdom all but disintegrated the moment Clan Blood Spirit came calling. Tamik and his cabinet were killed by one of the King's trusted lieutenants, who tried to take the reigns of leadership only to himself be killed. Chaos reigned for three weeks while the Blood Spirits conquered and the King's warlords vied amongst themselves for dominion; two warlords successfully broke away with relatively intact landholds remote enough to survive the initial Blood Spirit drive.

The Spirits spent weeks more rooting out the rebel warlords, focusing the majority of their efforts on the minimum of opponents. On the other hand, it also gave them the opportunity not only to consolidate their new holdings, but also to focus on the many undefended targets offered up within Helgren County.

RECHLAN

West Arcadia proved difficult and costly for the Ghost Bears and Star Adders, and at first their expectations on the continent of Rechlan seemed no less troublesome. Likewise, the difficulties between the two Clans had only grown throughout the Arcadia campaign, so the type of coordination that served the Spirits and Vipers so well was not likely to aid these two. As a result, both Clans planned a relatively slow and cautious advance against the final pockets of resistance on Arcadia—at least compared to their usual pace.

An orbital insertion brought both Clans literally to the southern shores of Rechlan to strike at the dual city-states of Korban and Garrak, which both stood guard over a vast estuary fed by two major rivers running deep into the continent. Neither proved a significant problem, but neither were they expected to. With jumping-off points, both Clans ventured inland.

THE DEATH OF BRIAN

Khan LeFabre led his Clan to the north and west, right into the maws of the wyrm—the Dragon's Republic, a nation that once was predominantly Combine but had ultimately absorbed so many other peoples that the one-time Combine majority was now the minority. Nevertheless, that minority still held the reigns of power and also controlled the last undestroyed Brian Cache on the planet. From that impenetrable fortress the Republic's Governor-General, Sabatine Olmstaad, and her senators—local governors/militia commanders—ruled over their subjects.

The initial thrusts of the Arcadia invasion were unmistakable: after all, a WarShip fell from orbit and broke up in the atmosphere, while dozens of DropShips landed on the other side of the planet. Just as many were making regular round trips to the surface. Moreover, they would regularly receive long-wave transmissions from West Arcadia; the snippets of transmission were often difficult to make out, but it was clear that a major battle was waging there.

The Governor-General ordered her Republic into a state of emergency and locked down the Brian Cache, but that could last only so long. The days and weeks went by with no sign of the mysterious invaders, and soon enough life returned to the norm.

Even the battle transmissions ceased, replaced by what sounded like conventional status reports. Months went by, and nothing. And then, suddenly, Korban fell and an enemy force was almost literally pounding at their gates.

LeFabre's Adders dispatched the garrisons and patrols they encountered with ease, prompting Olmstaad to recall her troops to the Brian Cache, where they could regroup and counterattack from their impenetrable fortress. But, of course, nothing was truly impenetrable—especially to a military force with the resources of the old SLDF. The Adders not only had the plans to this Brian Cache, they had the tools they would need to crack it. They systematically destroyed (or otherwise disabled) entrance after entrance with a combination of mining equipment, conventional explosives, directed weapons fire and the selective use of atomic demolition charges. The sound—and the feel—of these operations dramatically affected Olmstaad's troops, just as they were meant to: Khan Truscott had witnessed the psychological toll those same kinds of attacks had on Amaris' troops during the drive on Terra and had written them into his campaign battleplan.

Six weeks of this unrelenting pressure took its toll. At first only a handful of Olmstaad's troops fled the cache with each attack, but as the weeks progressed and the paranoia and fear took hold, more and more deserted each time an explosion rocked the underground hideout. On the 47th day of the siege, hundreds streamed out of the cache after the Adders detonated a particularly powerful atomic charge, but no one came to seal the cache back up. When the Adders entered, their search turned up only a relatively few still scattered throughout the underground structure, most huddled in small groups or screaming insanely. They also turned up the dead and partially burned corpses of Olmstaad, her husband of three days, and a handful of aides—all had committed suicide a day earlier.

The Dragon's Republic was done. While laying siege to the cache, LeFabre's warriors had also swept through the Republic nearly unassailed. Seizing what little useful equipment remained behind within the cache, the Adders planted demolition charges throughout the already unstable structure and finally collapsed it on 7 January 2822, bringing an end to their campaign on Arcadia.

FINE POINT OF UNSUBTLETY

The Ghost Bears turned to the east from Garrack, moving on the Principalities of Breck and Xanadi. On paper, neither presented much of a threat to the Bears. Their military might was negligible to non-existent, and they possessed few major settlements. The lands they occupied were also less than desirable: the Shial Desert and the volcanically active Tbitzu Mountains. But it was those very attributes that had kept them relatively safe from predation (at least from outsiders) for so long. The Breck and Xanadi people were, moreso than any others on Arcadia, nomads.

The Ghost Bear operations against Breck and Xanadi resembled less a military campaign than a series of police raids into gang territory. They would take a settlement, name an administrator and move on, only to have to return to that settlement days or weeks later to do it all over again. Their BattleMechs made them the locally superior force, but just as soon as they were gone, life returned to normal for the locals, who either ignored or simply banished the Bears' appointees.

This was a kind of operation the Bears were both unfamiliar with and wholly unable to deal with, at least with military might. So Khans Tseng and Jorgensson did something truly innovative: they changed the nature of the operation. Rather than conquering an enemy nation, they focused on destroying any military might these peoples might have. They searched out every BattleMech, tank and armed group of men and destroyed or neutralized them.

Rough terrain, sandstorms, earthquakes and even an occasional coastal hurricane that brought difficult weather hundreds, or thousands, of kilometers onshore slowed the Bears' normally careful pace to a crawl throughout the campaign. But they claimed victory and brought an official conclusion to their active operations soon into the new year. Of course, Ghost Bear warriors (and, eventually, Star Adders and even Steel Vipers, mostly aerospace fighter pilots) were called in to eliminate armed rebels for several more years. In fact, troubles in the region truly only ceased after every single settler and nomad that could be rounded up was transported to a different continent and incorporated into mainstream Clan culture.

AFTERMATH

Despite significant and costly impediments to the invasion's first days and numerous unexpected delays, the Arcadian Campaign proper concluded just nine days later than scheduled. While written into the annals of Clan history that way, the truth was that the fighting didn't end for some time (years later, in fact, in the case of the Rechlan nomadic rebels). To be sure, after subsisting for so long without advanced medical care, without automation, without power, and in many cases on limited rations, a majority of Arcadia's people accepted the Clans with willing arms. They were fed, clothed, and given a purpose other than to live solely for a warlord's glory. Even being relocated mattered little to many—most had already lost their cultural identity during the consolidation of power on the world over the past two decades.

Still, Arcadia also possessed a very deep independent streak. Many wanderers and isolated small groups lost themselves in the wilds of Arcadia after the Clans came. And, of course, those that had power and wealth before the Clans conquered them continued to resist—only to be punished both publicly and brutally. But even among the conquered peoples, a defiant streak eventually came to the fore, one that it would take Kerensky's Clans many years to finally crush.



BABYLON

PRIMARY FORCES COMMITTED TO BABYLON

Clan Cloud Cobra Cluster

Commander: Khan Windham Khatib,
saKhan Rafe Kardaam

Led by a former SLDF chaplain and an admiral, Clan Cloud Cobra represented quite the dichotomy to their fellow Clansmen. Their warriors were skilled, but they also possessed a spirituality that no other Clan had—and many looked down upon. That same spirituality (with no one particular faith claiming any early predominance among the warriors) let them easily bond with the Babylonians they would liberate, many of whom had turned to religion to help cope with harsh reality. A full half of Clan Cloud Cobra were aerospace pilots, putting them on par with the Snow Ravens as the most heavily aerospace-skewed Clans; their aerospace strength made them a deadly force to be reckoned with, but also provided the invasion force with the valuable aerial intelligence they needed to select their targets. On the other hand, their relatively small ground force meant they often had to either limit their advances or coordinate with another Clan to capture their targets.

Clan Coyote Cluster

Commanders: Khan Dana Kufahl,
saKhan Kesar Jerricho

Clan Coyote was the heavy hitting power assigned to Babylon, concentrating the most heavy-and assault-class BattleMechs on-planet within their ranks. That fact, coupled with Khan Dana Kufahl's status as a member of ilKhan Nicholas' inner circle (by virtue of her close relationship with Andery Kerensky) and especially with her habit of promoting her own interpretations of Clan customs and Nicholas' decrees upon her own warriors as well as others, put the Coyotes at odds with the other three Clans from the start.

Clan Ice Hellion Cluster

Commanders: Khan Stephan Cage,
saKhan Lucius Moore

The exact opposite of the Coyotes in almost every way, Clan Ice Hellion was a fast, light organization that the other Clans typically attempted to use as their reconnaissance force throughout the Babylon

A good plan executed now is better than a perfect plan next week.

—General George S. Patton, Jr.

Babylon, bright jewel in the dark,

The Heart of the Cobra,

The Skill of the Coyote,

The Courage of the Hellion,

The Rage of the Fox.

—*The Remembrance, Passage 23, Verse 2, Lines 8–12*

From space, Babylon is an unmistakably beautiful world. Bright yellows and greens offset deep blues and reds, while many masses of white with just the slightest tinge of blue circle the world in counterpoint. Babylon seemed an appropriate name to those who first laid eyes on it, and in fact it was—once one could overcome its outward environmental hostility. Huge deserts dominate its five major landmasses, the product of what some Clan scientists believe was a massive meteor strike millions of years ago that radically altered the face of the world as well as its climate. While only a theory, it was one lent credence by encounters once every thirty-seven years when Babylon's orbital path intersects with that of the Boone-Shadow asteroid cloud. The last occurrence was nine years earlier, which saw a rain of meteors reach the surface; at least one town was struck and burned to the ground, killing dozens.

When the Exodus fleet first began settling the world, their settlements naturally sprung up in the green areas—the verdant plains, the fertile mountain valleys, and the river deltas. As the settlers explored and learned more about their new home, they also took to the deserts and to the mountains, where they began extracting Babylon's rich resources. But the world also possessed a native strain of bacteria that proved quite deadly to human life, one that took the best efforts of Kerensky's fleet to bring under control.

The Exodus Civil War, of course, took its toll on Babylon. There were no strong leaders left on the planet at the outset of the war; the SLDF forces that remained behind splintered and joined the dozens and dozens factions that rose up. Scattered across the planet, these tiny factions never had the chance to ally with other like-minded groups and instead battled with their neighbors. The war killed hundreds of thousands, but so did the environment.

The Babylon the Clans returned to was just a shattered remnant of the bustling world they'd left two decades earlier. No one power ever achieved any sort of predominance on the world. In fact, independent towns were the rule rather than the exception. Many of them had nothing more than a "sheriff," an old soldier oftentimes armed with nothing more than a rifle or an old vehicle. Only a very few cities possessed any real military power.

Babylon was, simply put, a ghost world—at least to the Clan planners. Most of the settlements were undetectable even from orbit, until detailed imagery could again be produced. Which left the four invading Clans with less of an invasion plan and more of a brief outline. The Khans themselves would have to develop the specifics on the fly, agreeing upon the best course of action and working in concert to pacify the world—especially as each of the four Clans possessed a certain specialization that would require them to work well together to overcome any truly powerful opponents.

And therein lay the genesis of the most significant problems they would face on-world.

THE FOUR HORSEMEN

While there were no obvious major powers on Babylon, there were a number of larger cities, each with some military strength on display. The four Clans' leaders agreed

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that their first move would be to crush the strongest of the Babylonian powers with an overwhelming force meant to cow the rest of the world. From there, they would each set out and pacify different sectors, coming together only for joint operations that a single Clan could not safely handle alone.

That, of course, was a strategy of compromise (and ego), but with no one Khan placed in overall command, it was one that had to do. The choice of initial targets was unanimous, however: Camlaan—clearly the strongest militarily, and with one of the largest populations on the planet. That would also bring the invasion force to Babylon's largest and most populated continent, giving each Clan the most opportunity for glory.

Each Khan, of course, gave their fellow Clan leaders words of advice prior to landing. Khan Kufahl extolled the virtues of honorable combat—an ideal that would eventually become cemented within the Clan traditions as *zellbrigen*. Khan Kalasa countered with tactics meant to overwhelm and destroy their enemies, supported in part by Khan Cage's favor for quick and decisive action. Khan Khatib, a soldier-chaplain, reminded them that their mission was to deliver the less fortunate souls left behind from their horrific existences so that they could become a part of the chosen.

While each accepted the words that rang truest to their chosen courses of action, none accepted and took to heart the advice of all three of their fellow Khans.

BLITZKRIEG

Nestled within a valley deep within the Snaefell Mountains, on the southwestern reaches of Solath, Camlaan grew quickly in the days after colonization thanks to bountiful farming lands and nearby rich mineral deposits. It also served as a ready crossroads between the interior continent, the mountain communities, and the rich coastal regions to the north and south. Civil war had obviously hurt the city tremendously, but it remained the clear cultural, economic and military leader on the planet.

All four Clans grounded in nearby valleys and formed up to march on the city, no doubt an imposing sight (personal journals confirm the various Clan Remembrances, which say in part, "The Chosen sallied forth/ten kilometers wide as one"). Some twenty kilometers from the city, Khan Kufahl's Coyotes began transmitting in the open on all available frequencies a challenge and a warning: "We are the Clans, the Warriors of Kerensky. Surrender and accept the generosity of ilKhan Nicholas Kerensky. If you oppose us, you will feel the cold steel reserved for traitors."

That announcement, coupled with the obvious nearby landings of so many combat DropShips, gave the Camlaan militia more than enough time to mobilize—as well as to call in reinforcements. Taking up positions within their many defensive works, common infantry easily bogged down the advancing wall of 'Mechs, giving their 'Mech and armor formations the time they needed to strike from the city. Moreover, an artillery battery within the city kept up a nearly constant, and extremely accurate, barrage against the Clans—at least until a flight of Cloud Cobra fighters silenced them.

Their opponent was skilled and determined, but the Camlaan defenders alone could not halt the Clan advance. What could, however, was the appearance of reinforcements approaching the city from all sides. Cloud Cobra pilots first spotted strong incoming enemy forces coming from the southeast, threatening the grounded DropShips of both the Cobras and the Ice Hellions; those two Clans broke off from the Camlaan assault to blunt the expected counterattack, with the Cobra fighters making strafing pass after pass until the quicker Hellion ground force could meet the enemy while the Cobra 'Mechs rushed into a supporting position.

The Coyotes and Sea Foxes remained entrenched in the fight within Camlaan, having broken through the defensive lines and continuously pushed Camlaan's militia back. But Babylonian reinforcements arrived from the west and north as well, threatening to outflank the Clan force. Only Star Colonel Karen Nagasawa and her fighters were in position to react; both Stars of Sea Fox fighters had remained largely out of the battle, making only occasional precision strikes against rebel strongpoints, to keep collateral damage to a minimum. Immediately sensing the danger her fellow Clansmen were in, she ordered her fighters to strike indiscriminately, using their bombs and their guns to destroy the advancing reinforcements. From her vantage point, she could also see the weaknesses within the rebels' lines, so Nagasawa ordered every Clansman on the ground to strike at those weak points.

Nagasawa's presumption offended Coyote Khan Kufahl, as did the Sea Foxes' dishonorable tactics of massing fire. Kufahl ordered her Clan to stand down. They stopped their advance and formed a defensive perimeter on a hill that gave them a wide view of the city, now known as Kufahl's Promenade. They only returned fire if attacked. That left the Sea Foxes to take Camlaan alone (to "atone" for their un-Clan-like behavior), aided only by their own fighters, which were running low on fuel. They were also joined by those few that the Cloud Cobras could eventually second to them (only half of the Cobras' fighter force was present on-world, and they too were running low on fuel).

campaign. Of course, they looked at themselves as the obvious vanguard for any attack as well as the quick response force needed in any campaign. Babylon would provide them precious few opportunities to fill those roles, however, though their speed ultimately gave them more opportunities for battle than any other Clan on the world.

Clan Sea Fox Cluster

Commanders: Khan David Kalasa,
saKhan Dianne Sennet

Outfitted very much as a cavalry unit, Clan Sea Fox was probably the least specialized on Babylon. With above average speed and not-insignificant firepower, the Sea Foxes were a part of each of the few major operations on the world. Their rather pragmatic views, sometimes liberal interpretations of Clan law and occasional myopic tactical vision put them regularly at odds with their fellow Clans, especially the Coyotes. On the other hand, the skills they would later develop into a true specialization gave them the jump start they would need in the years following the conclusion of Operation KLONDIKE.

THE UNFORGIVEN

Our eyes have been opened wide for us during our Babylonian campaigns. From our encounters with this world's residents to our pitched battles behind the scenes with our so-called allies, we have learned much, but nothing so poignant as this: we can entrust the best interests of the Clans, most especially our own, to no one but ourselves.

Khan Dana Kufahl, for all of her strident beliefs and implicit trust in our Founder, is the embodiment of all that could possibly be wrong with a Clan warrior. She is as stubborn and misguided as she is incapable of recognizing just how much her tantrum endangered this operation. Because of her and her so-called honorable warriors, seven of our brothers and sisters are dead, including the greatest among us.

We will mourn our dead, but we cannot allow their deaths to consume us. We must lick our wounds and persevere, accomplishing the task that the Founder has given us. Only then will we face our so-called allies and exact payment for their crimes against us. Until that time comes, offer and accept no quarter, for our enemies will be fighting for their lives; those that do not lay down their arms and accept the wisdom of the Founder will pay with their lives—for that is the only way to end this war quickly and decisively.

—Star Colonel Karen Nagasawa, *Message to Clan Sea Fox*, 6 July 2821

Military and civilian leaders even suspected of resisting Kerensky's mandate were executed, and even otherwise peaceful demonstrations were put down with deadly force. On the other hand, they were also quick to provide food and medical care to those that accepted them.

The Sea Foxes developed a reputation that traveled far ahead of their advance, prompting many potential opponents to simply drop their arms or drive what few garrisoning forces they had out of their settlement. The Foxes sped through the south and west Snaefell Mountains valleys in this way, and on to the coastal plains over the course of just two weeks before leaving Solath completely and jumping over to Valence, to the west. Another continent dominated by deserts, intelligence showed only a relatively few pockets of humanity—and no reason for outside Clan assistance.

The plan of battle was little different than on Solath—the Foxes identified and targeted the strongest power for destruction. The Sumral Carta had brought almost a dozen different settlements and collectives under its banner over the past two decades and in fact possessed the third largest military force on Babylon. Khan Sennet landed her Clan literally on top of the town of Logen, seizing it and its airfield for their base of operations. For the next five weeks, Star Colonel Nagasawa and her fighters pounded every military formation and every building that even remotely resembled a hangar or armory in the Sumral Carta, as well as many that were obvious civilian structures. On the third week, Sennet arrayed her MechWarriors on the edge of the capital of Sumra, where they fought back two determined attacks—the first floundered and was cut down just outside of the city. The second, led by one-time street criminal Jenek Tao, held off Nagasawa's fighters for thirty minutes before advancing under fire from Sennet's 'Mechs, coming to within one hundred meters of their lines before falling.

That advance deeply wounded Sumra, but it took one final week of aerial bombardment to break its back. The city fell after thirty-three days of siege; the rest of the Carta lasted just one week longer. That level of unabashed and total warfare typified the remainder of the Sea Foxes' campaign on Babylon—deadly, destructive, and leaving in its wake a civilian population that had little independent spirit remaining.

SEEK AND DESTROY

While Clan Sea Fox embarked on an independent slash-and-burn campaign, the remaining three Clans took a different approach. Clan Coyote, convinced of the rightness of their position but unable to convince their fellow Clans to campaign alongside them, pursued a solo battle plan out of necessity. They advanced to the north, slowly making their way through the Snaefell Mountains and the scores of communities hidden within them.

Khans Kalasa and Sennet, each leading a rapidly thinning trinary, pushed hard against the Camlaan defenders. Kalasa's trinary played the part of hunter-killer, pushing enemy groups into Sennet's "hammer" (or, when possible, into the Coyotes). Kalasa led charge after charge, up Temple Hill, where he and two other MechWarriors destroyed eleven 'Mechs and tanks, and onto a hill dominated by a walled complex, where his *Flashman* was obliterated by enemy fire (the hill is now known as David's Point). Star Captain Sora Rodriguez continued in Kalasa's place until her own 'Mech was downed. After, she organized and led a group of Sea Foxes on foot to destroy eleven more rebel positions over the next four hours.

The battle for Camlaan raged on for nine total hours, with the Sea Foxes fighting all-but-alone for five. Nagasawa led her fighters in four combat sorties that day, damaging or destroying sixty-seven 'Mechs or tanks, and laying waste to wide areas of the city. But the Sea Foxes won the day—at the cost of some half of their 'Mechs, two fighters, and seven total warriors killed, including Khan David Kalasa. Likewise, the Cloud Cobras and Ice Hellions destroyed a total of thirteen companies of relief forces.

The scene was set for the rest of the Babylon campaign. Clan Sea Fox would blame all three fellow Clans for abandoning them, and for securing huge portions of Camlaan they did not pay for in blood. But the Sea Foxes would especially direct their hatred towards the Coyotes. The Coyotes, for their part, would continue to claim moral superiority, but receive little direct aid from any of their compatriots. On the other hand, the Cloud Cobras and Ice Hellions forged a respect that would continue to serve them both throughout the Babylon operation.

NO REMORSE

Stung by the losses incurred at Camlaan and enraged by the treachery of the other Clans (both actual and perceived), the Sea Foxes set out on their own. With the need for vengeance in their hearts, they attacked settlement after settlement, giving each one chance to surrender before attacking, and never letting up until every armed opponent was neutralized, preferably dead. Their brutality extended far beyond just their combat operations, however; they punished resistance, armed or otherwise, among the nominally civilian populations severely.

Clans Cloud Cobra and Ice Hellion, however, continued their partnership as they focused their energies on the remainder of Solath. After securing the remainder of the local Snaefell ranges, they targeted city of Hope. Located on the eastern shores of Solath, it was the hub among a particularly fertile region tucked between the mountains and the Shoshi'i Seas, as well as a one-time major port for both sea and space trade. Against the two Clans, Hope posed little threat, its combined militia standing up against the elite Clan warriors for a total of just eleven minutes.

Using Hope as a base of operations, both the Cobras and Hellions spread out to bring the coastline and close-in waterways under Clan control. They encountered only light resistance, but took their time consolidating their control over the region while the Cobras' fighter Stars, assisted by the Hellions' single Star of fighters, crisscrossed the continent, mapping out the lay of the land and, where they could, destroying any rebel patrols. With Cobra saKhan Kardaán now on-world, along with the two Stars he'd led while taking control of the system's naval cache, his pilots quickly identified and assessed the rebel strongholds—a process aided by the *Second Coming*, now in orbit.

New Drineshane, a city some three hundred kilometers away along the Qura River, was the clear center of rebel military activity on this side of the continent—even though they tried to conceal their movements under the cover of night and weather. The two Clans struck in the dead of the night, Kardaán's fighters joining the fray only after the rebel 'Mechs and vehicles came out of hiding to confront the Clan troops—who made short work of the mere four companies of rebel defenders.

That morning, the Hellion ground forces began searching the surrounding countryside for the rebels while Kardaán's fighters returned to their patrol and reconnaissance routes. The rest of the Cloud Cobra ground forces remained within the city, repairing, rearming and consolidating their hold over the residents. Two hours after the Hellions' departure, the rebels attacked.

Three competing rebel leaders—Marshal Vence Membek, Colonel Astrid Hounq, and General Nicholas Watson—temporarily allied to put down the Clan invasion, setting a trap for the so-called Warriors of Kerensky. They'd massed near the city, hiding within New Drineshane's sewer system and underground reservoir, leaving only a relatively small force within the city proper. With more than half of the Clan ground forces hours away and their fighter cover otherwise engaged, they poured out of the sewers and struck hard.

The Cobras on the ground were taken by complete surprise, but transitioned quickly to a defensive posture and called in their support. One Star of fighters on patrol pounced on the rebels within minutes, but there was little that just five fighters and twenty BattleMechs could do against more than a regiment of 'Mechs and tanks, supported by hundreds and hundreds of trained infantry (at times among a throng of thousands of citizens). The Cobra fighters flew low and slow, making their every strafing pass count, but that in turn proved deadly costly for them—the rebels ultimately destroyed all five fighters.

SaKhan Kardaán's relief fighters were on station within twenty minutes, while the Hellions entered the city twenty minutes after that. The rebels still outnumbered and outmassed the Clans, but they possessed neither the skill nor the teamwork of their opponents. Continuous devastating strafing runs broke the rebel cohesion, allowing the Hellions and the fighters to pick them apart piecemeal. Colonel Hounq's 'Mechs went down first, surrounded and crushed by the Hellions before they knew what was going on. Watson's troops attempted to flee the city, only to be likewise cut off by a rapid Hellion shift and cut apart by the Cobras' fighters and surviving 'Mechs. That left Membek's forces, which fell back in waves to the sewers; they escaped the city, but with less than a third of their original force. The Cobras were in little better shape: half of their machines were severely damaged or destroyed, and a quarter of their warriors dead.

Marshal Membek retreated through Hendrae, Goshen, Bougainville and Roenich, each time adding troops to his complement before giving ground to the advancing Clans. He finally stopped in New Athens, having retreated some four hundred kilometers. There he and his troops fought a rabid defense as Khans Khatib and Cage led their Clans through layer after layer of rebel position. Three hilltop rebel fire bases, one commanded by Membek himself, rained fire down on the advancing Clans until they dropped a Star of 'Mechs on each. Hellion Star Captain Abel Klien led the strike on Membek's fire base, putting an end to the author of the costly rebel defensive campaign, and all but ending resistance. The rebels fell apart without Membek to guide them.

The Babylonian continent of Valence was completely in Clan hands within thirteen weeks, and Solath within seventeen. That left three remaining major landmasses to conquer.

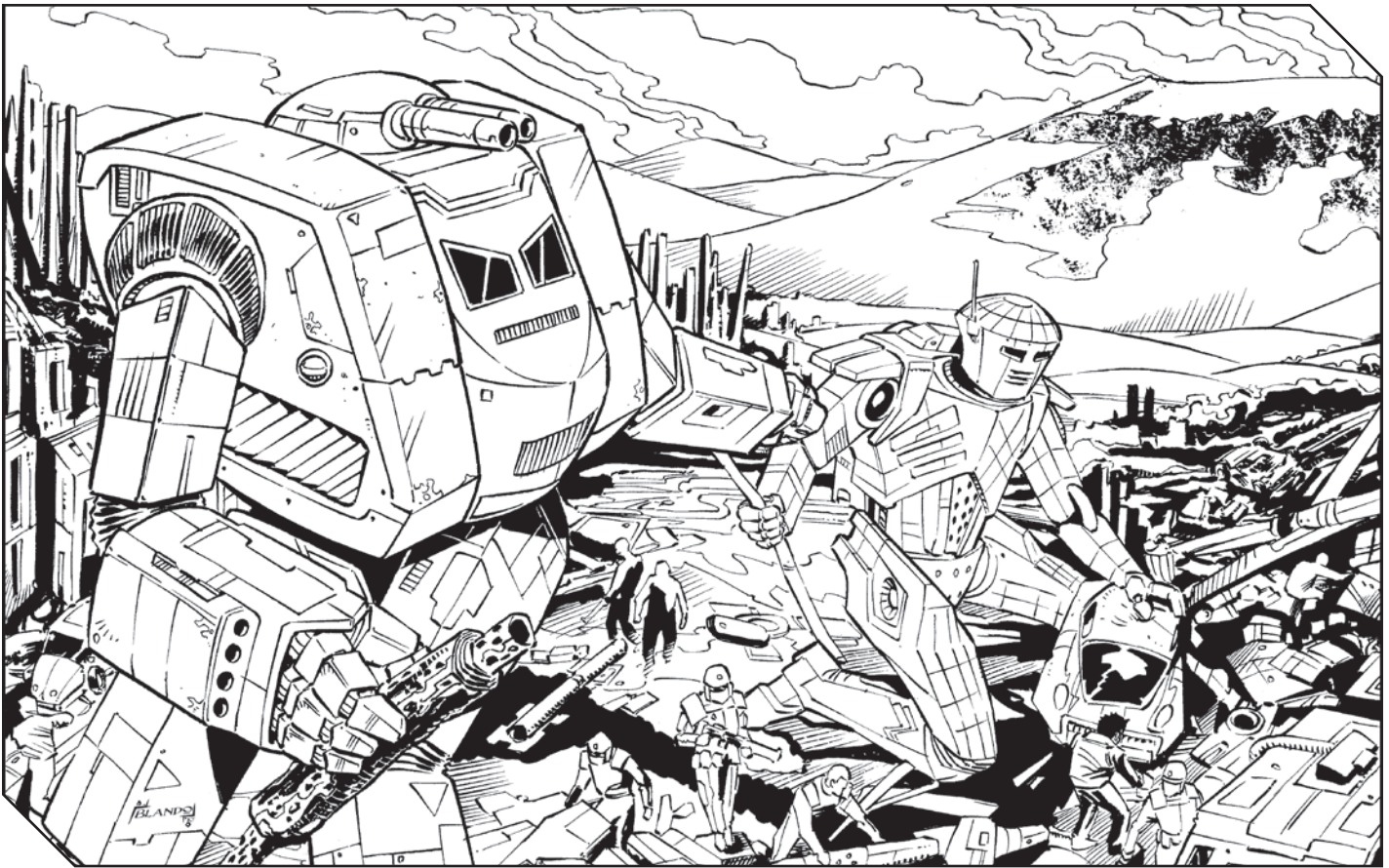
NO QUARTER

The Coyotes and the allied Cobras and Hellions each turned to a different continent once their portions of the Solath campaign were done. There were apparently no more major threats on the planet, but there were a number of concentrated enclaves that they would still have to contend with.

Moreover, losses sustained in combat were beginning to take their toll upon the Clans, especially the Cloud Cobras and Sea Foxes, each of which had sustained heavy damage in battle; the Ice Hellions were little better. Only the Coyotes, with their sheer mass, were still fully operational, having dipped into their modest reserves only a few times to replace losses.

DOWN BY THE SEASIDE

The Cobra/Hellion coalition, having brought the eastern reaches of Solath under their control, turned their attention toward Corsen, across the Shoshi'i Seas—including the Shoshi'i Islands. Located in the relatively narrow few hundred kilometers of sea between the two continents, these volcanic islands were rich with mineral resources and unmatched fishing havens. Thousands called them home, and they traded heavily with people on both continents, giving the Clans an outstanding opportunity to collect intelligence before moving on to Corsen.



Sixteen major, and hundreds of minor, islands populate the Shoshi'i Seas, but only a few were home to any real settlements. Five islands fell on the first day, and five more every four days for three weeks, until they jumped across to Corsen. Two weeks into their advance there, the Shoshi'i Islands exploded—literally. The volcanoes on Landraa and Luhaven had been erupting on and off for more than three years, a portent that no one recognized beforehand. Three eruptions and a series of small tremors preceded a massive earthquake that destroyed settlements on Shoshi'i Islands in a two hundred kilometer radius of the two islands, and sent tsunamis up and down the Shoshi'i shorelines.

Khan Windham Khatib immediately ordered his Clan to assist with search and rescue and the disaster relief operations. His 'Mechs dug their way through rubble on dozens of islands, while his DropShips transported victims out of the disaster area and his medical teams tended to the wounded. Hope, itself damaged in the disaster, became the epicenter for the relief efforts, while the worst medical cases were transported to the *Second Coming* for treatment. Khatib's undertaking saved tens of thousands and won Clan Cloud Cobra the loyalty of many affected by the disaster.

Clan Ice Hellion, too, lent logistical support to the relief effort, but continued the battle on Corsen (with assistance from Kardaans' fighters). Both Clans continued the battle in their own ways

throughout the rest of 2821, bringing the Shoshi'i coastline under the Kerensky aegis.

Only two more groups posed any potential threat to the Clans on Corsen—the city of Gralen and the Oppenreich. Gralen, possessing few combat-ready forces but positioned in an easily defensible location, occupied the strategically critical straits that guarded both the largest series of waterways on the continent, but also the largest inland source of freshwater. Against the two Clans—and their powerful fighter Stars—Gralen's defenders suffered through just six days of unrelenting aerial assaults before signaling their surrender.

The Oppenreich presented a much greater challenge. Situated within the Oppenmons, the tiny nation possessed a significant military force and benefited from the challenges of the terrain. Steep mountain walls and deep canyons, combined with regular storms (dropping meters of snow at a time in some key locations) and nearly-constant overcast conditions (placing much of the mountains squarely within the cloud cover) offset the Clans' aerospace superiority.

The two Clans set out on a conventional campaign, led by Khan Cage, but saKhan Kardaans still had a few tricks up his sleeve. Pulling half of his pilots out of their cockpits, he assigned them on a rotating basis as battlefield liaisons, calling down precise strikes and designating enemy targets for smart bomb attacks. With the

eyes and ears of their comrades on the ground, the Cobra pilots were able to hit targets they never could have seen in terrain they never could have flown through.

Even still, the Oppenreich campaign bogged down in weather and regular avalanches triggered by the Clan battles. Every single Clan 'Mech in the mountains suffered some snow-related damage, especially the Hellions, who were the vanguard. Twice, Oppenreich defenders brought down massive avalanches to destroy Kerensky's warriors, but they only prolonged the inevitable—only two Clan warriors perished in the avalanches, which also killed more than a hundred Babylonians, including the architect of the defensive campaign, former-SLDF Sergeant Tiang Harms.

The Oppenreich officially fell in March of 2822, with the rest of Corsen following soon thereafter.

OVER THE HILLS

The continent of Abyssinia offered few opportunities for glory and even fewer resources for the Clans, but with Clan Coyote completing their operations on Solath last, Khan Dana Kufahl had no other options open for her warriors. There were, however, a handful of major settlements that they could target, most located well above the frost line on the mountainous continent to protect their residents from the world's potentially deadly bacteria.

Kufahl broke her Clan into three prongs, the first two commanded by her and her saKhan, with the third under the command of Star Captain Gerek Tchernovkov. Each commander advanced through the mountains and foothills, bringing dozens of tiny settlements under the Coyote mantle, coming together only for coordinated operations against Luyden and Ponomia, the largest cities on the southern half of the continent. Against the former, saKhan Jericho led twenty-three warriors in battle, eliminating almost twice their number. In the case of the latter, Khan Kufahl committed only seventeen Coyotes to the battle, winning both the bid and the city, though only after a battle both bloody and protracted.

Star Captain Tchernovkov never expected fate to deliver him a feat greater than those accomplished by his Khans.

CELEBRATION DAY

As the Coyotes repaired and refitted following their battle in and around Ponomia, which left four 'Mech Stars in tatters, Tchernovkov received a message from the city of Versailles, his Clan's next major target. That his warriors had received a message, of course, was not unusual—in fact, the Coyotes had received many requests for negotiation and pleas for mercy in their time on Babylon. What was unusual was that the city's representatives asked to meet specifically with Tchernovkov. Intrigued, but also expecting the worst, the Coyote Star Captain journeyed to the city with his binary to hear what their negotiators had to say.

When he reached Versailles, Tchernovkov was simply amazed by what he saw—his brother Richard. The two had last seen each other two decades earlier, but whereas Gerek had joined Nicholas Kerensky on the Second Exodus, Richard remained behind. (Coyote sources imply that he had simply "missed the DropShip," though there are enough reported instances of him disagreeing with key Clan ideals that some historians believe he chose to ignore Kerensky's many calls to scientists like himself to leave the Pentagon.) As the Pentagon Civil War heated up, Richard Tchernovkov and many of his researcher and academic cohorts formed a pacifistic enclave in Versailles, tucked away high and deep within the mountains on Abyssinia, where they escaped the majority of the destruction and chaos that gripped Babylon. Eventually, they recruited a small cadre of troops to defend the city against raiders and would-be conquerors.

The two brothers talked for the rest of the day and for the entirety of the next. At the beginning of the third day, Star Captain Tchernovkov dispatched a simple

COMMUNICATION BREAKDOWN

We have had many different accounts of Operation KLONDIKE and the early history of the Clans, each one a bit different from the previous. Of course, some of that is to be expected, especially as our first looks into the history of this new and very alien culture were through second- and third-hand reports, sometimes transcribed incorrectly, by primarily military observers whose interview subjects likewise had distinctly military backgrounds.

Even Phelan Kell's groundbreaking treatise on the subject of Kerensky's Clans suffered from the same faults, though much less so as Kell had access to the compiled historical records of Kerensky's own Clan Wolf. He cannot be faulted, though, for what many have improperly called a shallow and inconsistent work. As our research teams have discovered during their own deep study of the same materials, as well as millions of pages of documents secured on the Clan homeworlds, the various Clan histories suffer from the great old axiom: history is written by the victors. Though in this case, the following corollary must also be applied: Clan history is written by the victorious warrior.

Each of the surviving Clans' official histories are both internally contradictory as well as contradictory with each other, at least on some minor points. For example, Clan Coyote chooses to marry their victory at Versailles with the Camlaan operation, simply ignoring the intervening five months (of uninspiring combat) and the fact that none of the other three Clans on the world would fight alongside them. Or that the people of Versailles were accepted as equals, per the agreement reached between Gerek Tchernovkov and his brother Richard, even though the people of that city lived as virtual prisoners, reporting to a city administrator that served as little more than a mouthpiece to the Coyote provost, until assigned to indoctrination classes and permanent Castes months later.

That doesn't even begin to touch upon the confusing trail of "facts" surrounding the downfall of Clan Wolverine (but that is very much a different topic).

These minor inconsistencies can be distracting and jarring to the casual reader—and much worse to the academic—but with just some digging, most can be cleared up. If one can look beyond the often-pedestrian poetry and structure of the various Clan *Remembrances*, the shades of truth are usually contained within their verses. Of course, the best sources are the journals, letters, and other products of the very Clansmen that lived through the events of history—that is, if you can gain access to them.

message to his Khan: "I bid one warrior, unaugmented with BattleMech or other machine, to secure the city of Versailles." A day later, he invited Khans Kufahl and Jerricho to tour the city—the last bastion for science and medicine (if not high-tech industry) on the planet.

IN THE END

Valence, with its relatively small but dispersed population, cost Clan Sea Fox far more in frustration and lost time than it did actual casualties or damaged materiel. But it did give them the opportunity to lick their wounds and to refine their tactics. That prepared them for their final leg of the Babylon campaign: Callandra.

At first glance, Callandra was little more than a barren wasteland, ravaged regularly by sandstorms hundreds of kilometers in diameter and baked by scorching temperatures throughout the year, and further whipped by additional seasonal storms come spring and fall in the equatorial continent. Even the mountainous regions offered little protection from the elements—dry air, coming off of Abyssinia and with little opportunity to pick up significant moisture over the Mara Callandra straits between the two continents, create an arid wind tunnel through the Boundary Mountains. Only the chilled systems coming from the northwest bring any true precipitation to the continent, most falling as snow within the northern ranges.

As inhospitable as Callandra looks, it does offer some unique and valuable resources, the most valuable of which are its many tiny, scattered oases—more specifically, the flora native to those oases. The so-called "Flowers of Life" were the key ingredient in medicines used to combat Babylon's deadly native bacteria and thus valuable commodities. Even moreso because they bloomed only once or twice a year for just a few short days or weeks.

A surprisingly large population lived in the Callandra deserts as nomads, following the native talasi herds as they almost preternaturally skirted the storms that blew across Callandra, often burying the oases beneath the sand until they could spring back up. A smaller, but no less hardy, number of people secreted themselves within the mountains.

WAR PAINT

The Callandra "Mountain People," mostly hailing from Free Worlds Leaguers who traveled with Kerensky, originally built towns and camps in the mountains, mining and farming the few hardy plants that could grow within those arid regions. They also helped the SLDF build a Brian Cache in their mountains, and after the younger Kerensky's withdrawal, took charge of that cache and its contents.

By the time Khan Sennet's Sea Foxes came calling, the Mountain People had lost or traded away most of the materiel they'd taken charge of after the Second Exodus. And, as spread out as they were, their many small settlements were in no position to

provide mutual support against the Clan invaders. The Foxes had to adjust their tactics somewhat as Nagasawa's fighters were of little use within the mountain canyons, but they nonetheless continued to use siege tactics.

That worked well for them for the first few weeks, but soon enough they met an enemy for which they were unprepared.

BRAVADO

Coming out of the deserts to the aid of their mountain-bound brethren, the Callandra Nomads soon proved to be a significant threat to Sennet's Clan warriors.

Prior to the Civil War and the Second Exodus, the new Babylonian population built several cities within the Callandra deserts, but without constant upkeep and the aid of Star League technology, those cities simply disappeared into the sands. That left untold thousands to likewise disappear into the sands, taking with them everything they needed to survive on a daily basis. They hid away in protected caches only those things they couldn't keep with them. They hunted and herded to provide most of the food they needed, moving from one oasis to another to gather the rest. They were also the healthiest and hardiest people on the planet, thanks to the products of those oases.

And not only did they possess BattleMechs, they were more than willing to use them.

By the fourth week of the campaign on Callandra, nearly every nomad tribe had heard news of the Clan invaders. Two chieftains stepped up to lead the nomads in a guerrilla war against Sennet's Sea Foxes—Yadier Nossov and Luciana Bede.

The nomads used hit-and-run tactics to great success, singling out one or two Clan warriors at a time, leaving behind a crippled or destroyed machine before fading back into the desert. These first raids came as they prepared to move on the town of Barrents, and ultimately pulled the Clan forces in two different directions. Their siege was ultimately successful, but at a cost much higher than originally expected; worse, nearly a company of Barrents' troops were able to flee, disappearing into the mountains and deserts.

Worst of all, the Clan warriors and technicians found that mechanical breakdowns were happening at a rate five times higher than normal, and that even regular maintenance was taking three times as long to complete—all because of sand and debris contamination.

Sennet and her warriors continued their campaign, treading even more cautiously than before, but continued to suffer from the predations of the nomads, who could seemingly appear and disappear at will. A less hardened and conditioned foe would likely have broken in the face of these attacks; the Clan warriors simply grew more and more frustrated.

The solution to the nomad problem was months in the coming, and came from a wholly unexpected direction. Nagasawa's fighters proved as ineffective in the nomad campaign as in the

mountain campaign, but they did give Sea Fox scientists ready access to information they weren't able to otherwise collect themselves. It was a chance meeting between a weather forecaster and a zoologist that brought the Clan a possible answer to their problem. The two scientists happened to be tracking herd movements in the desert, and noticed a correlation with nomadic tribe movements.

When she heard of that discovery, Star Colonel Nagasawa launched the mission that would ultimately bring an end to the nomad problem. She used her fighters to keep tabs on tribe movements (now that they knew what to look for), and direct two dedicated hunter-killer Stars to hit the nomads on their own turf.

Chief Nosssov withdrew his nomad fighters to help guard their tribes from the Clansmen, and most of Bede's force likewise dissolved, freeing up the bulk of Clan Sea Fox to alternate between taking Mountain People settlements and making the occasional lightning strike against nomad targets.

COUNTDOWN

Once the Sea Foxes forced the Callandra nomads into a defensive posture, it became just a matter of time before Sennet and her warriors consolidated their hold on the continent. By the beginning of March 2822, the mountain settlements had fallen or at least had ceased being threats, and the Foxes could concentrate entirely upon the nomads. Less than three weeks later, they captured one of the nomad caches—their secret weapon in their guerrilla campaign—and that all but signaled the end of the nomads.

Each tribe, of course, had dozens of their own caches scattered around the desert where they would keep food, water, clothing, and other essential survival items stocked away in case of need. There were, however, only a few large enough to handle BattleMechs and the massive amount of repairs and other maintenance required to keep them operational in a desert. Inside the captured Urgei cache, the Foxes found not only a complement of nomad 'Mechs, they found a map to seven more caches.

The Sea Foxes spent just four more weeks hunting down the nomads—nine days of which they spent hunkered down waiting for sandstorms to pass. Luciana Bede's rebel force put up one last valiant effort at the Nugo cache, but unable to dictate either terrain or weather, fell to the massed Sea Fox 'Mechs and fighters.

From that point on, it was just a matter of cleaning up the few scattered rebels left.

AFTERMATH

Babylon was a tough fight, no matter which perspective one takes to look at it. Every one of the Clans felt the cold and bitter sting of battle, and at one point or another had to fight campaigns they were wholly unprepared for. The citizens of the world suffered greatly at the hands of the Clan invaders, who took from them perhaps the most freedoms experienced by any of the Pentagon Civil War survivors.

It should be no surprise, then, that the people of Babylon required the most effort on the part of the Clans and took the longest to incorporate into Kerensky's society. Once Kerensky allowed the Twenty Clans to truly begin accepting deserving citizens into their ranks, especially the warrior ranks, the process became easier. Nevertheless, the world's independent streak did not die quickly or easily. And, of course, it was years before the four Clans assigned to the world felt confident they had found all of the Babylonians that either lived in the world's rough wastes or had fled to them.

On the other hand, each of the four Babylonian Clans profited greatly from the world's many riches, though not until years after Operation KLONDIKE's conclusion. It wasn't long before the world became an industrial center, and with that began to grow with leaps and bounds.

WITCH HUNT

In the winter of 2821-2822, Clan Sea Fox warriors began to recount to each other many tall tales and fantastic stories from their experiences in the deserts and mountains of Callandra. And like any good soldiers, they happily retold those again and again when in the company of fellow warriors from other Clans, adding their own spins and yarns to create legends that would permeate the warrior caste for years to come.

The legend of the Callandra Witch certainly comes from the days when the Babylonian desert nomads began retaliatory attacks upon the Sea Foxes. As the story goes, Khan Karen Nagasawa was preparing her troops for an attack upon a mountain city when she saw a figure in the distance. The dancing nomadic witch, replete with ceremonial desert garb, mystic jewelry made from animal—and human—bones, was shaking a staff capped by a skull and clearly bringing a hex of sorts down upon the Foxes.

Suddenly, the figure disappeared in a swirling cloud of dust, only to be replaced by a battered *Thunderbolt* decorated with human skulls and bones, which led an *Ostsol* and *Hunchback* in attack. They disabled two Clan 'Mechs, dragging one back into the desert before the rest of the Sea Fox warriors could come to their assistance; all four 'Mechs disappeared into another dust devil, with the image of the witch briefly visible before also disappearing.

The Callandra Witch made numerous appearances during the first months of 2822, accounting for anywhere between a dozen and twenty-three Clan warriors and their BattleMechs, though apparently most of the Clan warriors wandered back to their camps from the desert—the bodies of a few, however, were found tied to stakes outside of their camps, headless.

Like any good legend, it may be a good story, but is very short on logic or fact. Nagasawa, of course, wasn't yet Khan, and the Witch was apparently responsible for single-handedly destroying 25%-50% of Clan Sea Fox's cluster. Nevertheless, it is a legend founded in fact. A sand-camouflage *Thunderbolt* was seen in multiple nomad raids, its MechWarrior also apparently very skilled. And nomads on foot would often shake their fists in defiance (or frustration)—though without the addition of human or even animal skeletal items, unless one counts the leathers they wore.

Nevertheless, the legend lives on today. The Witch was seen on-and-off during the Golden Century, but after so much inter-Clan battling these last few years, the Witch has come back with a vengeance. Still sporting an apparently indestructible *Thunderbolt*, the Witch has apparently destroyed nineteen 'Mechs—and three points of Elementals—in the past ten years.



CIRCE

We cannot enter into alliances until we are acquainted with the designs of our neighbors.

—Sun Tzu

*Liberation and justice was their goal,
To purge the corruption and to make the land whole,
But through stone and sky and sand and sea,
Bitter Tear's would be Circe's legacy.*

—The Remembrance, Passage 24, Verse 1, Lines 4-7

One of the few naval commanders to hold high rank in the Clans, Khan Stephen McKenna oversaw the initial fleet operations in the Circe system, including a series of pathfinder missions in advance of the main assault. Several picket ships lurked in the outer reaches of the Circe system for months in advance of the assault, listening in to on-planet communications traffic. They quickly ascertained that no faction retained a significant orbital presence, with only a few satellites remaining from the extensive networks established by the SLDF-in-Exile. All that remained of the extensive orbital industrial complexes that once girdled the world was a broad halo of debris, each satellite destroyed from within by sabotage or from without by anti-satellite weapons before the factions lost the ability to make space launches. This band of wreckage provided perfect cover for McKenna's second wave of scouts—a few more glittering objects in near orbit hardly noticeable, though care had to be taken to mask their drive plumes—who took extensive imagery of the planet surface which, combined with electronic intercepts, provided a comprehensive picture of the situation on Circe.

Of all the worlds in the Pentagon, Circe is the most inimical to life due to its 700-year "great year." During this time, the planet's orbit drifts significantly within its star's life zone, shifting the climate from scorching to freezing over 350 years. In 2821 Circe was 10 years short of perihelion and thus neared the innermost limits of the star's habitable zone, resulting in much of its landmass being parched deserts. Flora, including food stocks, was limited to sheltered valleys or man-made enclaves, and water was one of the most precious commodities on the world, confined to a few landlocked oceans and subterranean lakes. To a modern inhabitant of Circe, with their cold-weather gear and the encroachment of glaciers on the settlements—the "temperate" zones at perihelion would be submerged under the ice caps at aphelion in 3184—it would seem to be another world.

The espionage missions revealed little or no activity in the equatorial regions—in fact, no permanent habitation with 40 degrees of the equator, though there was evidence of some nomadic scavengers, following the herds of "hell's horses" accidentally released there by the early colonists—with six power blocks in the northern habitable zone, and four in the south. There was a measure of détente between some of the power blocks, accompanied by trade, but in many cases open hostilities continued, albeit sporadically; two decades of war had severely eroded the battlefield technologies available to each group, leaving infantry as the principal tool of warfare, operating from heavily fortified compounds, with many of the reservoirs and aquifers surrounded by multiple layers of defenses. These installations exploited the difficult conditions on Circe—dominance of the water and food supplies allowed them to control substantial elements of the population—and these resources would, by extension, be the principal targets of the four Clans assigned to the assault. Mobile warfare was limited—'Mechs and armor were a precious resource—but as with the Inner Sphere in the later Succession Wars, possession of such a machine conferred a measure of nobility on the owner.

PRIMARY FORCES COMMITTED TO CIRCE

Clan Mongoose Cluster

Commanders: Khan Mitchell Loris, saKhan Borislav Sais

Though Mitchell Loris commanded the Mongoose Clan, his role in Operation KLONDIKE was more strategic than tactical, managing both his own Clan's campaign and coordinating with the Nova Cats in their good-natured but competitive race to complete the Southern Campaign. Though Loris fought numerous times on Circe, saKhan Sais served as the principal battlefield commander, developing the Clan's tactics of fast, deadly attacks, often striking counter-intuitively where the enemy was strongest and thus least expecting to be pushed onto the defensive. The predominance of medium-class 'Mechs in the Clan served them well, giving them an innate mix of speed and firepower that allowed them to imitate their namesake.

Clan Nova Cat Cluster

Commanders: Khan Phillip Drummond, saKhan Serena Delaportas

Phillip Drummond's service with the Amaris military—and his wife's peripheral involvement in the *Prinz Eugen* revolt—cast a cloud over his leadership of the Nova Cats, but the martial skills of the force he shaped soon silenced most of his critics. As a former resident of Circe who had fought with Kerensky's forces there before the Second Exodus, Drummond was a natural choice for the Circe operation, and though never more than "first among equals" became Kerensky's de-facto deputy for the Circe assault. His knowledge of the terrain would prove vital in the Nova Cat's success.

Clan Snow Raven Cluster

Commanders: Khan Stephen McKenna, saKhan Joyce Merrell

Disagreements as to training practices between Khan McKenna, a former naval officer, and saKhan Merrell, commander of an SLDF mechanized infantry division, delayed combat certification of the Snow Ravens and they were the last of the twenty Clans judged ready for combat. The resulting combat force was also one of the most flexible, with 'Mech forces comprising only half its operational strength but with substantial aerospace and infantry elements, both of which would prove valuable in Operation KLONDIKE. However, the lack of a resilient 'Mech force would also be the Raven's greatest weakness.

Continued on p. 72

Clan Wolverine Cluster

Commanders: Khan Sarah McEvedy, saKhan Franklin Hallis

The history of the Not-Named was purged on the orders of the ilKhan after their “treachery” a short while after Operation KLONDIKE. As such most of the details of their founding, and their role in the operation on Circe, comes second-hand, from the references in the Remembrances of other Clans. We know that they were commanded by Sarah McEvedy, though her own history is no clearer than that of her Clan, but the identity of her original deputy has been lost to the mists of time. This treatise assumes that the saKhan at the time of the annihilation, Franklin Hallis, also served in that role during the Circe campaign, though Dwight Robertson has also been advanced as a candidate, but there is no irrefutable evidence for or against either being a founder. For clarity most of this text simply refers to the “Wolverine saKhan.” What is clear though is that for all the accusations leveled at them in the years that followed, the Wolverines fought like their namesakes: tenaciously and with deadly consequences for those that opposed them.

Adding to the Clans’ troubles was Circe itself. The substantially reduced water levels were not a significant issue—the invaders could be supplied from orbit—and ‘Mechs could be calibrated to function effectively in the high temperatures, but the weather systems did pose a threat to even the Clans’ advanced machines. Circe’s unpredictable storms often saw winds in excess of 200kph, threatening all but the most resilient of vehicles and buildings. This accounted for the bunker mentality of many Circian factions. Large storm systems could be predicted with the appropriate weather-monitoring technologies, which the Clans had, but the locals did not. But sudden flare-ups—so-called Hellstorms—could arise quickly and wreak devastation on the unprepared. Adding to this, the particulate matter whipped up by the storms—even the mildest—had a way of insinuating itself into every gap, clogging filters and jamming machinery, requiring vastly increased maintenance to keep equipment in working order. Infantry too needed to be equipped with filter masks to prevent inhalation of the dust that was laced with toxic heavy metals.

THE NORTHERN CAMPAIGN

Clans Snow Raven and Wolverine were assigned the task of liberating Northern Circe, landing on 2 July at Point Alpha, an isolated oasis on the northern fringes of the equatorial deserts. Timed to coincide with a sandstorm, (thankfully not a Hellstorm) the operation began with an orbital drop to secure the LZ. The dropping ‘Mechs were shepherded by aerospace fighters, and while the Snow Ravens landed without loss, their remembrance indicates the “other force” with them (presumably elements of the Wolverine Touman) was hampered by the crippling of one of their pathfinders. This was most likely because of broken leg actuators from a heavy landing. Nonetheless, the operation proceeded smoothly and soon Raven (and presumably Wolverine) DropShips grounded at the site,

disgoring troops and supplies and establishing a fortified enclave to support the northern operation.

For eight days patrols ranged out from Point Alpha, extending up to 250 kilometers from the base and drawing several scattered settlements under the Clan aegis. Intended as little more than shelters from the sudden storms, these were never intended as permanent habitation but the Clan sweeps did catch several bands of travelers in them. These were members of a loose coalition known as the Sand Confederacy, a collection of nomadic tribes that in many regards pre-dated Nicholas’ Second Exodus; a number of people chafing at the Star League-in-Exile’s rules had decided to eke out an existence on the desert fringes, and their numbers swelled considerably when the Exodus Civil War sent large segments of the population fleeing from the polar regions. Distrustful of the newcomers, the dozens of nomads swept up by the Clan patrols were initially skeptical of their liberation but many were won over to a degree by the Clans’ willingness to share food and water, something the Confederacy believed created a sacred oath between a host and guests.

On 11 July, a heavily armed nomad band attacked a Snow Raven patrol 25 km from Point Alpha. Ordinarily the small arms would have had little effect on the armored behemoths of the Clans but the assault came as one of the MechWarriors dismounted to clear a clogged filter. A burst of small-arms fire tore into the warrior’s torso and legs but he managed to return fire with his sidearm. Realizing the situation, the other ‘Mechs quickly sanitized the area and recovered their comrade, only to come under medium-caliber fire from another direction. These hit-and-run tactics became the norm for clashes with the Sand Confederacy, the Clan technological advantage allowing them to quickly overcome opposition, but first they had to find the enemy. Most of the early engagements were triggered by the natives, but by mid July a number of bands had been neutralized, their leaders killed in battle or otherwise brought to heel when their camps were discovered by Kerensky’s troops.

Though only the Snow Raven operations are known in detail, it seems likely that the Wolverine forces faced similar difficulties though the scope and nature of their operations can only be guessed at. There are indications of joint operations during the first six weeks of the campaign but in the months that followed the two Clans operated independently.

The last major clash of the Confederacy operation was at the city controlled by a warlord known as Dun. Situated in one of the few verdant regions of the Circian deserts, the valley’s lush vegetation fed by a major aquifer, much of the city had been abandoned and most of the population had fled. Nonetheless, much of the city’s infrastructure was intact and the Ravens were at pains to cause the minimum collateral damage when seizing control of the settlement. Capturing the settlement gave the Snow Ravens de facto control of the region through their control of the water supply, ironically the same method used by many of the Circian warlords. Rather than use it to force their will on the remains of the Confederacy, they made it clear that the resource was something anyone could utilize (a far cry from the Dun clan’s strict regime). They stated they would not interfere in the nomads’ activities as long as Clan laws were respected too. In one fell swoop they brought many of the recalcitrant tribes on-side and obviated the need to bring them all to heel militarily, a feat that could have taken months, allowing them to turn their attentions to Circe’s more dangerous factions. As a historical side-note, Dun’s Camp—Dehra Dun in the Hindi of the Marik-originated tribe

leader—became the Raven's de-facto capital on Circe, distinct from the joint Clan operation at Point Alpha. After KLONDIKE the Ravens exploited the pre-existing infrastructure and quickly established a thriving metropolis. However, it was also at Dehra Dun that one of the greatest atrocities of the Wolverine Treachery would unfold in 2823, a little over two years after the landings.

THE EMPIRE OF HIDALGO

Taking control of the Sand Confederacy was a strategic decision but one that was essentially without malice. The Clans cared little whether the Confederacy cooperated with them or opposed them. They were, in many regards irrelevant. Their next target was one of the most brutal regimes on Circe, the Empire of Hidalgo (or as it's leader named it "the Glorious Imperial Dominion of the God-King Hidalgo"). Antonio Hidalgo had been an SLDF lieutenant who had fought in the war against Amaris but been demobilized in the years after arriving in the Pentagon due to concerns about his mental state. Always devout, he had turned to preaching and established a significant congregation. His apocalyptic message caused concern with the authorities. But with Generals Kerensky and DeChavilier occupied with rising political tension among the SLDF-in-Exile (that would culminate in the DeChavilier Massacre and General Order 1721), little was done to bring him to heel. When Circe collapsed into anarchy after Aleksandr's death on Eden, Hidalgo's followers seized the opportunity to turn their vision into reality. They established a theocratic empire with Hidalgo as their head of state and began to mete out divine justice to those who did not adhere to the tenets of their faith. Initially they singled out the clerics of established faiths, taking them in for re-education but soon this expanded to the congregations of those faiths. The exact body count of the purges will probably never be known, but estimates vary from 20 to 40 thousand fatalities in twenty years. Fear became a tool of policy and Hidalgo's white-clad militia the means by which his will was enforced on the population.

The Clans knew of the Empire of Hidalgo and had suspicions as to the extent of his crimes, though the details did not emerge until after Operation KLONDIKE when numerous mass graves were uncovered. The geography of the Hidalgo territory—each settlement was a mini-fortress controlling travel and access to shelter and water—made it a difficult target to attack without a secure base—hence the establishment of Point Alpha. However, the difficulties with the Sand Confederacy had allowed word of the landings to percolate through to the agents of the god-king, and thus the Brigada de Dios—his militia, literally the Brigade of God—were prepared for the assault.

Concentrated air strikes on the Brigada positions forced them to abandon the open terrain but the Ravens were unwilling to risk irreparable damage to the civilian infrastructure—especially the reservoirs, aqueducts and irrigation systems that were vital to sustaining the population. Once they realized this reticence—the diametric opposite of how some Clans acted on Eden—the militias exploited it ruthlessly, using the population and infrastructure as a shield against the attackers while undertaking suicide operations, often forcing citizens to become living weapons, their loved ones held hostage by the Brigada. The campaign to crush the Empire became a protracted affair, with each settlement having to be carefully invested and reduced. While there were no massive disasters for the Snow Ravens, attrition began to take its toll. Khans McKenna and Merrell were confident of success against Hidalgo's forces but Kerensky was less sure and contemplated bolstering the Raven forces with troops from another Clan. Aid came, however, from an unexpected source.

THE KERENSKY DOMINION

While much of Circe's society collapsed into sectarian and ethnic violence, some people attempted to hold on to the attitudes and morals of the Star League. One such group was the Kerensky Dominion, a small group of Terran loyalists lead by a triumvirate drawn from the military, political and religious elements of society. Unlike many other groups the Dominion had not sought to dominate its neighbors—though it had occasionally attempted to act as a neutral party or peacekeeper in disputes—and retained a relatively high level of technology. Despite their lack of numbers, the Dominion's martial prowess discouraged adventurism by their neighbors. Rumors of the Clan assault made their way to the triumvirate and on 19 August, while the Snow Ravens were still engaged with the Hidalgos, the Dominion made their move.

Elements of the Raven touman were assaulting Salamanca, the fifth fortress-city of the Empire when they were alerted to a new incoming force. Suspecting Brigada reinforcements, the Ravens adopted a defensive posture but were puzzled when new arrivals signaled them with an

LIES, DAMN LIES AND COVER-UPS

The purging of records associated with the Wolverines has made piecing together their role in the Pentagon Campaign a challenging task, with references in the records of other Clans—or information voids in the same—used to make an educated guess as to their actions. Many of these records support the official story of the Wolverine Treachery: that they were an independent minded Clan who chafed under the authority of Nicholas. But the adage that victors write the history is clearly apparent here. The inherent bias of sources is something every historian has to deal with and factor in, but rarely is there a massive orchestrated campaign to rewrite history.

In the case of the Wolverines, we can't be sure what happened. There always have been several slightly different versions of events with personal opinions thrown into the mix; on one hand the Wolverines rebelled and were justly punished; on the other they were an object lesson, sacrificed to Nicholas' megalomania. Other works have pointed out some of these issues, but the more research is carried out the more something seems to be wrong. For example, the official histories state that Joyce Merrell died during the Circe campaign, yet at least one document has a radically different death date—bureaucratic error or evidence of a massive cover up? There's no way to tell, but every discrepancy spurs the conspiracy theorists on to new and ever-more far-fetched claims.

—Anastasius Focht, *Recollections*

DEATH FROM ABOVE

Though the Snow Raven reputation as a naval and aerospace Clan didn't fully manifest until after Operation KLONDIKE, aspects were already taking shape during the campaign. Lead by a former naval officer, this comes as little surprise but their relatively weak 'Mech force—only four Stars—forced them to use air power as an integral part of their combat doctrine. In almost every battle the Clans had aerospace supremacy and thus only a minimal combat air patrol was needed, freeing the majority for ground attack missions. Some were employed strategically—interdicting bridges and supply depots—but most were employed tactically, supporting ground forces in battle directly.

To facilitate this the Ravens employed a "taxi rank" system with a succession of fighters orbiting the battlefield, ready to be "hailed" and called down into action. Whether using bombs, missiles or direct-fire weapons, the Raven fighters were uncannily precise and could engage targets within 25 meters of a friendly unit...if the ground unit was brave enough to call them in on a target so close. This accuracy would prove to be vital in saving the Ravens during the Battle of Bitter Tears.

SLDF authentication protocol—albeit an old one—then proceeded to engage the militia. In less than a day the Hidalgos were driven from Salamanca and the Ravens found themselves with new allies in the war to liberate the Pentagon. For their part, the Dominion pledged themselves to the "sons of the great father," expecting that Nicholas' group would welcome them with open arms. However, matters were much more complex, with Khan McKenna expressing a cautious optimism about the Dominion while Nicholas was less inclined to accept the partnership at face value. Nonetheless, utilizing the Dominion infantry and armor together with the 'Mechs and air power allowed the Empire campaign to be brought to a close by the end of September. Hidalgo was apprehended while attempting to escape his capital—after ordering his forces to fight to their last drop of blood—but committed suicide before the Clans could bring him to trial.

After a brief pause to repair and re-arm, the Raven forces, together with their Dominion auxiliaries, moved against the Tabor Voivodate, a supposedly democratic proto-state of Free Worlds heritage. After a handful of clashes the Tabor resistance crumbled and the Ravens quickly moved to take control of key centers. Only in Brno, the Tabor seat of government, was there significant opposition and that took the form of protest marches and strikes. The ease of this conquest was a relief to the Ravens and a contrast to operations elsewhere in the North; the Wolverines were entangled in a series of bloody clashes with the Rasmussen Elite, a chaotic martial society that epitomized the might makes right philosophy. Unlike much of the Wolverine operation on Circe, the clashes with the elite were witnessed by Raven Observers. (The ilKhan himself made some notes in his journal about them, calling the Elite "our shadow brothers, a martial society without responsibility or limits. A society where prowess has corrupted rather than protected.")



AGAINST THE ELITE

Few Clan records exist of the Wolverine campaign against the Rasmussen Elite—the Wolverines' own records were purged and many of the Snow Raven records lost in the destruction of Dehra Dun in 2823—but a history of the campaign does exist...from the Elite's point of view.

The autobiographical work *Sixteen Minutes of Hell* was written several years after Operation KLONDIKE by Kurt Mankell, an Elite MechWarrior of Rasalhaguan heritage who was imprisoned for several years before being placed in the Snow Raven's technician caste. His dour prose, written originally in Swedish (in contravention of Nicholas' language dictates) was written during his imprisonment and provides detailed and compelling—if often disturbing—insight into the bloody campaign against the Elite.

Described politely as a “thugocracy,” the Elite were a strange mixture of Lyrans, Combine and Terran warriors who imposed their will on the population of their territory through fear and intimidation—and their control of several lances of BattleMechs. They took and did what they wanted, providing “protection” for those in their domain in exchange for their every whim being met. Disputes were settled via combat—often to the death—and individually they were excellent warriors. However, personal skill and the ability to intimidate peasants with a ten-meter war machine did not translate into an effective military, and though controlling a significant portion of the North West, the Elite were brushed aside by the Wolverines and treated as little more than a nuisance. Nonetheless, as individual warriors the Elite were a match for the Clans (though their equipment often let them down) and the dangers of one-on-one engagements, and even small-unit operations, soon became apparent. After several losses and close calls, Khan McEvedy ordered her troops to avoid such encounters and to use coordinated tactics to deal with the opposition, a marked contrast to what would become the official Clan Rules of Engagement that Nicholas would lay down after the events on Eden later in the year.

Their relegation to irrelevant status infuriated the remaining Elites who descended en-masse on the Wolverines at Chamberlin's Crossing—eight BattleMechs, sixteen tanks and roughly company of infantry roared towards Khan McEvedy's force, howling and lashing out with every weapon they had. The Clans weathered the storm, allowing the Elite to wash over them and then, with a precise demonstration of the coordination the Circians lacked, set about smashing the native troops. In a battle that lasted sixteen minutes, the Wolverines annihilated the opposition. Only five Rasmussens survived the fight, Mankell among them, while the Wolverines sustained negligible casualties; one Clan MechWarrior had been killed, and another suffered a broken back, but other injuries to Kerensky's troops were minimal. With the Elite effectively wiped out and the Battle of the Crossing standing as testament to the Clans' prowess, the civilian population greeted their liberators with open arms.

THE BATTLE OF BITTER TEARS

The arrival of the Kerensky Dominion had turned the tide against the Hidalgo Empire, but cracks in the alliance soon began

to show during the short Tabor campaign. The Snow Raven Remembrance portrays what happened as a betrayal, but the truth of the matter is far more complex.

For their part, the Dominion thought they were keeping the truth of the Star League alive and thus thought it would be an honor to work with Nicholas' forces. The Clans thought that in the Dominion they would have obedient followers in the liberation of the Pentagon. The reality of the situation was different—the Dominion were not indoctrinated into the ways of Nicholas' Clans and found their methods and outlook alien—to many in the Dominion, the Clans were not the true heirs of Aleksandr but rather a corruption of Kerensky's ideas. Their expectations of being partners in the operations were quickly rebuffed, with the Snow Raven and Wolverine commanders expecting to lead in all cases and for their orders to be obeyed without question and Dominion troops often seemingly used as cannon fodder.

Their exclusion from command decisions rankled the Dominion, and the Circians' questioning of directives exasperated the Clans. Throughout late September and early October tensions began to rise between the two sides, finally erupting in a series of brawls between Dominion and Clan troopers. While the Clans did punish some of their own for their involvement in the clashes, the majority of the punishments fell on the Dominion troops, further fueling the tensions.

On 14 October, Colonel Michael Guillory, a senior Dominion officer, made an unscheduled visit to Stephen McKenna's HQ in Dehra Dun. Ostensibly a social call, the visit's main purpose was to protest the treatment of Dominion troops. It soon became apparent that no compromise was likely and tempers became frayed, with deadly consequences. The Snow Ravens claim that Guillory made an attempt on the Khan's life, but that McKenna's skill instead resulted in the death of the would-be assassin. This triggered a wide-scale conflict between the Dominion and both the Snow Ravens and the Wolverines. Realizing the danger of the situation, the two Clans had already made preparations to neutralize the Dominion troops and the assassination attempt provided the trigger. There have been suggestions that the Ravens orchestrated the clash, much as they are alleged to have done with the Wolverines two years later, but the clashes in and around Dehra Dun came within a whisker of shattering the Clan, which argues against any form of premeditation.

Later called the Battle of Bitter Tears, the battle between the Dominion and the Snow Ravens lasted three days, though the fighting was most intense in the first six hours. Acting on the news of Guillory's death—his murder in their eyes—Dominion troops moved against the Raven command post and, though lacking the technology of the Clans, had the advantage in numbers. The Ravens in Dehra Dun were in grave danger of being overrun, and only a non-stop procession of close air support missions—sometimes bombing Dominion formations within a few dozen meters of the Raven lines—allowed the Clan to weather the storm. At one stage Khan McKenna called down air strikes on his own position, trusting in the precision of his troops not to hit his transponder-marked

location. By midday on 15 October the Dominion was a spent force, but it would take another two days to neutralize them. With the exception of the Raven HQ, casualties were light on both sides, the Raven and Wolverine troops disarming the Dominion forces before news of the battle could spread thanks to their control of the communication network.

THE LAST CAMPAIGN

The long campaign, and the Battle of Bitter Tears in particular, had denuded the Snow Raven ground forces, and while the Wolverines were believed to be in significantly better shape, Nicholas dictated that the two Clans should undertake the final operation of the northern campaign. The Wolverine Khan, Sarah McEvedy, clearly saw herself as the senior officer whose strategy would shape the battles against the Davion-originated Isle of the Eagles (L'Isle des Aigles, in the French they favored). Stephen McKenna and Joyce Merrell took offense at this but had to accept the reality of their weakened position; McKenna would oversee flight operations in support of the Wolverines, while Merrell led the Raven ground forces.

The Eagles saw the writing on the wall but put up a stiff resistance to the combined operation, doing everything in their power to slow the Clans. The Wolverines used their speed and maneuverability in an attempt to flank the enemy, while the Ravens used their air power to support offensives against a succession of fortifications. More often than not the Eagles faded away before the Wolverines, avoiding an open-field engagement in which the Clans would have the decisive advantage, while the Raven losses in their fortress-busting role steadily mounted.

On 19 November, the Eagles were brought to battle outside the city of Hamillton, Wolverine scouts having spotted their movements and allowing saKhan Merrell to interdict their escape route. With the massed Wolverine force approaching their rear, the Davionists threw themselves at the Raven forces arrayed on Constan's Ridge. However, rather than the company-strength force Merrell expected, there were close to a battalion facing the battered Raven force. The Ravens were the anvil to the Wolverine's hammer, but the cost was high; almost half the Raven ground force was destroyed in the bloody clash, with Joyce Merrell the highest-ranking casualty (though documentary evidence of her fate is contradictory, with some suggestion that she survived the battle).

While the ilKhan praised both Clans for their determination in bringing the northern campaign to a close, McKenna suspected that Wolverines had deliberately under-represented the forces heading for Constan's Ridge, souring relations between the Clans. Some histories reference a soured romance between Merrell and Franklin Hallis as a factor here, but it is unlikely that personal disputes would have had an impact on Operation KLONDIKE. (There is scant documentary evidence for this affair, though it has been noted the destruction of the Wolverine records and the loss of many Raven documents in the nuking of Dehra Dun have hampered detailed historical investigation.)

THE SOUTHERN CAMPAIGN

As with the northern landings, the assault on the four southern regions began with the establishment of an equatorial base—imaginatively named Point Beta—where troops and supplies could be landed free of interference. While there were some desert nomads, their numbers were small and lacking the hierarchy of the Sand Confederacy and the presence of Kerensky's troops almost went unnoticed.

After a week of preparation, combat operations began on 9 July with a joint Mongoose-Nova Cat force driving into the Emerald Kingdom, the largest of the southern proto-states whose leadership was of Capellan heritage and styled themselves *Junfa* (Warlords). Politically and economically they were the most cohesive power block in the region, but while they had a sizeable (and, for Circe, well-equipped) military, their territory lacked natural defenses and Nicholas judged them the easiest prey.

The initial Clan assaults came as a great surprise to the *Junfa*, in much the same way as their assault on the Inner Sphere would 230 years later, with border garrisons seeming to just disappear as the alien attackers swept in. The first the leadership knew of the invasion was the waves of refugees streaming from the border—there had been some attempt to stall these movements by the Mongoose Clan, but they soon abandoned the effort—and they activated a succession of plans designed to halt the invasion. There were, however, two major flaws in the *Junfa's* reasoning: The plans were designed to counter their peers, not Nicholas' elite, and they relied on key units holding the line...key units the double-Clan invasion had for the most part already crushed.

The campaign lasted eleven days, during which time the Clans sustained only minor losses. Indeed, the single largest loss of Clan life came during a friendly fire incident when a faulty seeker-head caused a bomb to deviate into a Mongoose formation, killing two warriors. Khan Loris was typically pragmatic, quoting Nicholas' father: "friendly fire, a traditional military oxymoron." Securing the Kingdom's capital, Gei-Fu, proved more problematic than the rest of the nation—those *Junfa* who hadn't fled commanded a dogged resistance that forced the Clans to capture each district individually, bitter street fighting playing into the defender's hands. Material losses escalated rapidly, though miraculously few Clan troops were killed. The clearance operation took four days, and it was another two weeks before the situation was calm enough for the Clans to lift martial law, with sporadic guerilla attacks occurring right through into August.

DIVIDE AND CONQUER

Nicholas drew up several plans for the second-stage of the southern campaign but the success of blitzkrieg through the Emerald Kingdom prompted him to play to the strengths of the two Clans, both of whom favored speed and aggression in their operations. Rather than continuing the joint operations they'd followed since landing, each Clan would be assigned its own targets—the Nova Cats versus the Gant Republic and Clan

Mongoose against the Mongrel Mob—which each would deal with before any decision was made on the final leg of the campaign. Both Clans saw this as their chance to shine and, in jovial mood after their final planning session with the ilKhan, decided that they would treat the campaigns as a competition, each with a scorecard that factored in the speed of the campaign, their losses (and damage inflicted), collateral damage, logistics consumed, and so on. The victor of their wager would be the preferred force for the final leg of the campaign.

The Gant Republic was an amalgam of numerous cultures, with the people of no one successor state predominating. Instead there were a collection of political, religious and social factions constantly squabbling over resources and prerogatives. Khan Drummond joked they were a “miniature Free Worlds League” and he had every reason to know; before Nicholas’ Exodus, the territory now claimed by the Republic was where he and his wife lived. They’d experienced the factional politics of the settlers as well as the early power plays of Silas Gant, the “democratically-elected” (for life) president of the Republic.

Beginning on 3 August, the Gant campaign was a game of cat and mouse. The Gants had considerable skill in defense and had established a series of fortifications and caches. Unlike the Kingdom, they were aware of the approaching Clans and thus would not be caught napping. Even so, the speed and determination of the Nova Cats took them by surprise. Though twenty years had passed and dulled his recollection, Drummond’s knowledge of the terrain was invaluable and the Cats were able to strike where the enemy least expected, then withdraw almost as quickly as they arrived. Supposedly impassable terrain became the favored avenue of attack for the Clans, instilling in the Gant troops a sense of paranoia.

By the start of September, Gant morale was in tatters and desertions were seriously denuding the Republican force. On several occasions the Clans approached a Gant fortification only to find it undefended, the troops having fled or, on a couple of occasions, having been shattered by fratricidal infighting. The threat of a firing squad did little to stem the collapse and increasingly draconian measures further undermined the command structure. On 11 September, a group of deserters were shot in the central square of Concord, the Republic’s capital. Rather than be cowed by the action, the assembled crowd was galvanized into action...but not the action Silas Gant hoped for. A mass uprising began against the authorities with civilians fighting troops hand-to-hand on the streets. The mob armed themselves with looted weapons and soon turned their attention to the various barracks complexes and the presidential palace.

When the Nova Cats arrived at the city two days later they found a scene of devastation and chaos. Authority had collapsed and lines of conflict had blurred in a spare of tit-for-tat attacks, erstwhile allies turning on each other and enemies becoming allies of convenience. Stepping into that cauldron was something Phillip Drummond didn’t relish—particularly as one of the first actions the Clans undertook was to cut down Silas Gant’s body from where he had been lynched outside his palace—but intervene they did and over the next few days managed to halt the overt clashes. Despite the Cats’ best efforts, matters would simmer throughout the rest of 2821, only ending months later when Nicholas’ social reforms and relocation programs came into effect.

To the west, Clan Mongoose found themselves in a much more straightforward fight with warrior bands known as the Mongrel Mob. Only a government in the loosest sense, the Mob were a motley collection of warriors with everything from SLDF-vintage ‘Mechs to machine-gun equipped motorbikes. Strength and charisma were what bound them together—and in most cases a hatred of the Brotherhood of Fianna, the fourth southern power block whom the Clans had yet to face. Unlike the Brotherhood, whose honor code was not dissimilar to that of the Clans, the Mob did what they wanted and took what they pleased. Their reputation was known across the south, and even during the conquest of the Emerald Kingdom stories of the infamous Mob were reaching Clan ears. Hearing of the Kingdom’s collapse, several bands had staged incursions into Kingdom territory, attempting to steal resources, only to be rebuffed by the remaining Kingdom troops or Clan advance scouts. On one occasion the Clans observed what they thought was the factions of the Mob turning on themselves during one such incursion, though after the battling the Fianna later in the year it became clear that the Brotherhood had intervened on several occasions (and had supplied troops to the Gant Republic).

HELLSTORM MARIAN

The Clans’ decision to make their initial landings in the equatorial badlands was always a calculated gamble, their operation and survival being dependant on the predicative capabilities of the weather satellites and climate modeling software. On several occasions Clan troops and supply convoys narrowly avoided harm thanks to last-minute warnings of forming hellstorms—lesser weather systems were usually little more than an inconvenience. However, static bases like Points Alpha and Beta could not avoid the fury of Circe’s equatorial storms but the Clans took an informed gamble on the facilities lasting long enough—and being sufficiently robust—to support their operations.

On 10 October the Clans’ luck ran out when Hellstorm Marian struck Point Beta. The epicenter of the storm passed within 1800 meters of the camp, which was lashed by winds that peaked at 200 kph. Though there was little loss of life—Clan personnel had retreated to deep bunkers or been evacuated from the site for the three days the storm ravaged the site—there was immense damage to the settlement, including the loss of almost 80 percent of the cached ammunition, food and other materials. Most of the Clan DropShips had boosted into low orbit when news of the storm reached them and this proved to be a prescient move; the supplies they contained would be vital in allowing Clans Nova Cat and Mongoose to continue their operations. Only one DropShip had remained at the base, counting on its multi-thousand ton mass (and several substantial anchors) to ride out the storm, but once the winds subsided substantial damage was discovered to the vessel, mostly from debris whipped up by the winds, including two light tanks that had to be cut free from where they’d been embedded in the hull.

MATTERS OF HONOR

The thirty-first century perception of the Clans is of an excessively honor-bound people, whose conformation to a rigid code of conduct hampers their actions as much as it ritualizes warfare and limits collateral damage. The original Clans of the early twenty-ninth century bore few of these traits and instead had an attitude closer to the total warfare methods of the SLDF in which many of them had served. The threats and actions of some Clans (most notably the Smoke Jaguars) were not as far beyond the pale as our modern sensibilities would like to think, though the brutality of aspects of KLONDIKE would shape the Clan attitude. Andery's death would lead to the code of *zellbrigen*, but the Fianna and their honorable attitude towards warfare are a little-acknowledged factor in the shift of Clan attitudes.

Well armed and aggressive, few in the Mob had military training and tactics and teamwork were sadly lacking. The Mob outnumbered Clan Mongoose by four or five to one in most of the engagements but spent themselves in foolhardy, ill-coordinated attacks and rarely managed to do more than inconvenience Khan Loris' troops. The biggest problem the Clans faced was that the Mob was so disparate and each band had to be hunted down and neutralized separately. SaKhan Sais planned and coordinated the coursing of the mobs, but the difficulty in pinning them down turned what at first looked to be a lightning-fast campaign—the principal settlements of the Mob fell to the Clans in the first week—into a protracted affair. Khan Loris saw what he'd presumed to be a Mongoose victory over the Nova Cats slipping away and in danger of becoming a defeat. It took until the second week of October to bring the last of the Mob to heel, but the ilKhan decreed the competition a draw; though the Cats had finished primary combat operations earlier, they were still embroiled in a policing action. Furthermore, he decreed that the assault on the Brotherhood would be a joint operation, allowing each Clan to continue the policing actions in their occupied territories.

BROTHERS IN ARMS

The final series of operations against the Brotherhood was scheduled to begin on 14 October but the near-destruction of Point Beta prompted a swift change of plans. The southern Clans had sufficient material to operate for a week or more, but the campaign was likely to be more protracted and so hurried re-supply missions were arranged from the orbiting fleet and from the undamaged Point Alpha. However, the sudden outbreak of hostilities in the north between the Clans and the Kerensky Dominion hampered efforts to supply the southern Clans and it was only once the dust had begun to settle there that Clans Nova Cat and Mongoose received adequate material.

To the surprise of Khans Drummond and Loris, the Brotherhood of Fianna chose to exploit this enforced stand-down in a most unexpected manner; a company of Brotherhood troops approached Clan territory, but rather than launching an attack they called for a parley and their representatives met with the Khans. Expecting a ragtag assembly, arrogant and ill-disciplined like the Mongrel Mob, the poise and professionalism of the Fianna representatives came as something of a surprise. Michael Connelly was of Lyran heritage and he'd drawn on the legends of his native Arc-Royal to forge a proto state that sought to bring order and civilization. They protected the people under their charge and also operated in neighboring states under contract. They recognized, however, that with the coming of the Clans their services were no longer needed and that they could step aside in favor of Kerensky's followers. All they asked in return for ensuring a peaceful transition of power was that their fellowships, the Fianna, be allowed to continue and that they retain the weapons that had allowed them to maintain the peace for so long. Had the offer been made a week earlier, it's quite possible a deal could have been reached, but with the repercussions of the Kerensky Dominion campaign still fresh in the minds of the Clans, the answer was no.

What followed was a strange dance of combatants, one moment fighting bitterly and the next extending the honors of war to downed foes. There were numerous tales of battles being halted when mechanical failure compromised the operation of 'Mechs and vehicles, resuming after repairs were effected, and of defeated warriors sharing meals with their captors. It was a far cry from the bitter clashes elsewhere in the Pentagon, more a clash of warriors because honor dictated they fight rather than because either side wanted to.

The strange end to the campaign did not sit well with the ilKhan, who issued orders that matters be brought to a conclusion and the Brotherhood disarmed. His plans called for the dismantling of all Pentagon factions and their forced homogenization to avoid repeating the fall of the Star League-in-Exile to factionalism. Nonetheless, Fianna warriors were much prized by the Clans they were assigned to, becoming the nucleus of the second-line troops each Clan fielded. It is notable that unlike most of the other factions, none of the Fianna leadership faced capital punishment for their role in the Pentagon Civil War (though a number were censured) and their final capitulation on 9 December took place in an atmosphere more akin to a carnival than a surrender ceremony.

AFTERMATH

The news from Eden of Andery Kerensky's death soon soured any sense of joy at the end of the Circe campaign, and though the four Clans had completed the missions presented to them if was clear much work remained to be done in the Pentagon. There was no end in sight for the Dagda campaign and there was talk of redeploying the Nova Cats or Clan Mongoose to bolster the effort—the Ravens and Wolverines were not considered for such a mission, needing as they did to rebuild from their brutal campaigns—and so the Khans instituted a series of programs to maintain their fighting edge and to make good their combat losses. In the end Clans Wolf and Jade Falcon were assigned to the role, but the Khans felt their preparations were justified (and served both Clans well in the post-KLONDIKE trials for resources and population).



DAGDA

PRIMARY FORCES COMMITTED TO DAGDA

Clan Burrock Cluster

Commanders: Khan Herve Polczyk,
saKhan Nigel Polczyk

Led by twin brothers from the Rim Worlds Republic, the warriors of Clan Burrock made up for what they lacked in innovation and responsiveness with a single-minded determination that bordered on the obsessive. Heavy and assault 'Mechs predominated in their five BattleMech Stars and their two aerospace Stars followed a similar pattern. The single Burrock vehicle Star stood in stark contrast to the other forces, favoring light, agile scout vehicles.

Clan Fire Mandrill Cluster

Commanders: Khan Raymond Sainze,
saKhan Laura Payne

The members of the Clan Fire Mandrill were proud of their prowess as warriors and went to great lengths to demonstrate their abilities to others. This led to a competitive spirit within the Clan that was both a boon and a curse: the warriors were driven to excel, but they rarely made good team players. Like most of the Clans, BattleMechs dominated in the Cluster, but small cliques began to emerge around the other unit types—and the MechWarrior community eventually fragmented into several cliques—each seeking to prove their superiority of their bloodlines. These groups would later be known as “kindred associations” or kindraas, the forerunners of the modern kindraa.

Clan Goliath Scorpion Cluster

Commanders: Khan Cyrus Elam, saKhan Jenna Scott

The antithesis of Clan Burrock, the Goliath Scorpion warriors favored a flexible approach to their mission and built their forces appropriately, with each Star containing a mix of BattleMechs, vehicles and aerospace fighters. The only single-function Star in this Cluster was the special forces infantry squad, led by Naomi Djerassi, who served as scouts, spotters or saboteurs as their missions dictated; all were also fully-trained combat engineers.

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To surprise the enemy is to defeat him.
—Field Marshal Prince Aleksandr Suvorov

*Like shining stars the warrior's descended,
A fiery rain to purify and punish,
Yet even angels can be corrupted,
Brought low by base desires.*

—The Remembrance, Passage 25, Verse 3, Lines 9-11

Scheduled to start at the same time as the other KLONDIKE assaults, the Dagda campaign got off to a bad start when a blown JumpShip helium seal stranded part of the fleet at Strana Mechty. Rather than start the campaign piecemeal, Kerensky ordered the Dagda operation postponed while repairs were enacted. Combat operations against Dagda finally began on 22 July, with pathfinder units from Clan Burrock jumping into a pirate point near Medb, the largest of the planet's moons. They met no immediate resistance, making several low passes over Medbian mining complexes and finding them abandoned. Two were found to be in good working order, their reserves of fuel and oxygen intact despite the decades of war—at one, automated drones continued to extract the materials despite their abandonment, the stockpiles becoming the subject of a series of Trials of Possession before the ilKhan intervened and ordered the materials to be held as a common resource until the end of Operation KLONDIKE.

All four Clans assigned to Dagda—the Burrocks, Fire Mandrills, Goliath Scorpions and Widowmakers—launched reconnaissance missions against Dagda itself from the Medbian bases, updating their maps with details of the extant settlements and strategic targets. What they found was a world that had fallen far from its pre-Exodus days, the population having dwindled to scarcely 440,000 souls, most of whom lived a subsistence existence that would have been familiar to the populace who experienced the Napoleonic Wars. That wasn't to say that the Dagdians didn't have advanced technologies—pockets remained—but like the other Pentagon populations, most of these advanced systems were reserved for the political and military elite. Indeed, a drafted soldier might use a laser carbine and wear molecularly aligned armor while serving in the army of his feudal overlord, but upon returning home would rely on wood or peat for cooking and heating, and on horses for transport and to plow his fields. The harsh conditions on Dagda meant that the loss of advanced technologies had a more profound effect than on the other Pentagon worlds—even bitter Circe—with many of the upland regions abandoned, the atmosphere too thin to support life without technological aids. Likewise, many of the deep-sea complexes—including all but three of the great artificial atolls—were abandoned.

No one faction dominated on Dagda, but rather the population was divided between two dozen warlords, some of whom were benevolent despots but the majority of which were little more than thugs. However, they were well-armed thugs with access to significant amounts of military hardware and a battle-hardened populace. These proto-states were scattered across the planet's six Continents, but the Clans targeted ten key factions whose destruction would, they hoped, bring about the collapse of the others.

FIREBASE DELTA

The honor of the first landings on Dagda itself was won by Clan Goliath Scorpion whose ability to both capture enemy positions and to hold them against enemy counterattacks had impressed the ilKhan in the pre-KLONDIKE trials. With this in mind the Scorpions were assigned one of the toughest challenges of the campaign, the destruc-

tion of the McMillan Collective, one of the strongest factions on the planet, whose base of operations was Firebase Delta, one of the few surviving Space Defense System (SDS) facilities in the Pentagon. Located in the mountainous Satan's Table volcanic uplands of Riva, Dagda's smallest continent, the neutralization of this base was a vital objective and had to be undertaken prior to the main landings on Tenno and Dratha if massive casualties were to be avoided.

The McMillans were of principally Hegemony stock and were equipped with some of the most sophisticated military equipment the Clans would face in the campaign, including more than a company of BattleMechs. Their leader, James McMillan, was a decorated veteran of Aleksandr Kerensky's operations to liberate Terra and while he was of advancing years, his martial skill had allowed him to establish and maintain his petty fiefdom for the best part of two decades. It would be a hard fight, but it was one the Scorpions relished.

In the small hours of 29 July, saKhan Jenna Scott lead the initial assault on the McMillan Compound, dropping from the *Venom's Kiss*, a modified *Torrent* Heavy Bomber, encased in ablative cocoons too small for the SDS system to target. Assaulting the compound directly, Scott's binary took the defenders by surprise and were able to seize their communications center before a significant defense could be mounted. Without secure communications, the McMillans were in a difficult position despite their numerical advantage and their attempts to counter the main Scorpion landings were, quite literally, nothing more than thrashing about in the dark. By the time dawn broke Firebase Delta was in Clan hands. Though short, the operation to seize Delta was costly for the Scorpions, with nine members of one binary—almost a quarter of the Scorpion strength—killed in a single incident when the defenders triggered a booby trap and dropped the attackers into molten lava; only one warrior managed to leap free of the trap. Another three 'Mechs were lost in the week-long dismantling of the Collective led by Khan Cyrus Elam, a bloody game of cat and mouse that culminated with the death of James McMillan at the hands of saKhan Scott. With their leader dead, the rest of the Collective defense crumbled and the Scorpions began operations to assert their control over the region, disarming the local troops and liaising with the civilian authorities. The door to the rest of Dagda opened and the main landings by Clans Widowmaker and Burrock began on 12 August.

Clan Widowmaker Cluster

Commanders: Khan Jason Karrige, saKhan Mariel Sanders

Clan Widowmaker favored hard-hitting tactics and operated over-sized combined arms Stars, each of which had integral aerospace forces. The front-line Stars contained no infantry or vehicles though the Clan did make use of such troops in rear-echelon security detachments. Employing such troops freed up the bulk of the Cluster for combat operations, but also drew criticism from other Clans (most notably their rivals in the Riva campaign, the Burrocks) who claimed their presence of these "security personnel" represented a stealthy enhancement of the Widowmaker toman beyond the forty warriors assigned by Nicholas.

BLOODY SALÒ

Assigned to operations on Salò, the star-shaped continent in Dagda's western hemisphere and thus out of the range of Delta's massive weapons, Clan Fire Mandrill was able to preempt this start date and began landings on 30 July. The initial landing did not go well, with a navigation error scattering two binaries along the lowlands of the western coast while numerous supply pallets were scattered across the slopes of the Mount Lucca stratovolcano, hampering Mandrill operations until they could be recovered. The various factions of the Mandrills immediately began to squabble, initially over matters such as the botched landings and missing supplies but soon escalating into military matters, with bidding for combat assignments often reaching dangerously low levels. In years to come the concept of the "cutdown," the point beyond which a force was too small to accomplish its task, would become enshrined in Clan bidding, but in Operation KLONDIKE, the Clans' first experience with large-scale warfare, the concept was still nebulous...and the Fire Mandrills paid the price.

Khan Raymond Sainze and saKhan Laura Payne were no less competitive than the rest of their Clan and the two leaders soon became rivals in the operations against the Dagdan enclaves on Salò. At each step of the way they bid against each other for the honor of storming successive bastions, maintaining a rapid pace but at significant cost; the borderline numbers of troops committed to each battle placed extra stresses on the participants, resulting in a higher rate of damage and injury than operational planning had allowed for. The loss of supplies on Mount Lucca—only half of which had been recovered—began to bite. 'Mechs were sent out with incomplete or jury-rigged repairs, or short of ammunition. It was the start of a vicious cycle that looked set to persist through the campaign. Fortunately for the Mandrills, though their opponents were tenacious and numerous, their equipment was at the poorer end of what was available on Dagda—slug-throwers and tanks rather than particle canons and blazers—and thus the Mandrills were able to win through in an operation that saw rival teams leapfrogging each other around the coast. The Night Labyrinth, a vast area of canyons and rocky outcrops, was the last refuge of the Mandrills' opponents and hunting down the enemy should have been a straightforward search-and-destroy operation, with hunter-killer squads guided to their targets by aerial and satellite reconnaissance. Khans Sainze and Payne bid away such resources in their effort to gain glory for the fight, and as a consequence the hunt dragged on for several weeks.

Though they were never formally censured, the performance of the Mandrill Khans drew considerably criticism from the ilKhan. Nicholas deemed the material and personnel losses suffered by the Clan unduly wasteful and as a consequence was wary of their involvement in the campaign, something that would have significant repercussions as the campaign drew to a close.

INVESTING DRATHA

Clans Widowmaker and Burrock gathered their resources as the Goliath Scorpions secured Riva, occasionally bidding against the other Clan for the right to stage combat patrols or for supplies and isorla. For the most part they stood ready for the ilKhan's orders to attack, which were received by HPG late on 17 August. Within 90 minutes, at just after midnight local time, the first Clan troops were landing on Dratha—a joint Widowmaker-Burrock commando squad parachuting into the port-city of Folke. Situated at the base of the Rose Peninsula, this was the capital of the maritime Hailes Commonwealth and its almost immediate loss crippled the local forces.

The Widowmaker elements of the team struck at the Commonwealth command and control facilities while the Burrocks boarded the coastal cutter *Fastidious*, which they promptly scuttled in the harbor mouth, trapping the rest of the Hailes fleet in port. With the enemy contained, the main Clan force staged a hybrid amphibious-sub-orbital landing to the east of the city, cutting the main road out of the town. The Commonwealth troops refused to be cowed, however, and ten days of street fighting and house-to-house engagements were necessary before the bridgehead was secured and operations could begin in earnest against forces on Dratha.

There were several reasons for choosing Folke as the bridgehead. It was a major port with easy naval access to Riva and the Clan supply line. It was also a very defensible site, with either the sea or the vast uplands dominating all but the eastern approaches. And it was within striking range of the Oriente Dominion, a militaristic group of Free Worlds origin, and Ryan's Roughnecks, a lawless thugocracy whose leaders were accused of a succession of war crimes.

Air strikes and raids began against the two proto-states even before Folke was secured; the Dominion mounted an air raid against the Widowmaker cantonment but the aircraft were decrepit and their pilots inexperienced, resulting in their swift downing with minimal damage to the Clans. The attack drew an immediate response, with two points of Widowmaker aerospace fighters pounding the Dominion Capital, Ciudad Oriente, and quickly establishing aerospace superiority over the zone. Daily raids by the Widowmakers (and later the Burrocks) provided the pilots with a chance to hone their skills while the remainder of the forces secured Folke and moved against their first strategic objective, a collection of agrarian collectives on the Imbros Plains.

With little martial skill, these city states were in reality nothing more than farming communities who had been subjugated by one or other of the more militaristic factions. They put up minimal resistance to the Clan occupation—most of those who did fight were in the pay of the Roughnecks or the Dominion—and initially regarded the Widowmakers and Burrocks as another set of military occupiers. Expecting to have their food resources stolen, their men conscripted and their women raped, the people of Imbros were stunned to find themselves invited to sit in on the councils of the invaders, their views and local knowledge welcomed by the members of the civilian castes who were serving in the Clan's support echelons and

who oversaw the administrative elements of the occupation. Yes, the Clans did want food supplies from the Imbros Collectives, but they would pay—with materials, technology and expertise, as there would be no monetary economy until after the end of Operation KLONDIKE. The collectives willingly submitted to the rule of the Clans, seeing in them the hope of a free and just future. It was the first great victory on Dagda and is still celebrated by some rural Dagdan communities as part of their harvest festival.

THE CHOSEN

Throughout August and September Clan Goliath Scorpion continued its operations on Riva, crushing a succession of proto-states and securing the mineral extraction operations of Graz and Borodino. The latter very nearly undid the Scorpions' efforts on Riva, erupting in violence ten days after the occupation when rumors of Clan atrocities began to circulate. A number of Clan infantry were slain by rioters before the situation was brought under control, though the casualties of the pacification operations did little to calm matters; the Clans were a military force, not one geared up for policing. It soon became apparent that the stories about the Clans had originated with another proto-state who sought to undermine the occupation; they had provided the arms used by the rioters. There was little the Scorpions could do to assuage the fears instilled into the population of Borodino, but they could dispense justice against the perpetrators, a theocratic group known as The Chosen. These were not a faith per-se, but rather a religious cult centered on the charismatic Kaline Escher, a former SLDF officer of Lyrn heritage. Escher's group was to all intents a doomsday cult who viewed the Exodus and the Pentagon war as a literal Armageddon that could only be survived by adherence to her ideals.

Taking as their base of operations an old mining facility on the edge of the uplands, now fortified and accessible by ascending a single narrow pass, The Chosen believed themselves secure against all but the most determined assaults. They had reckoned without the Clans, whose 'Mechs, tanks and Star League-era combat infantry gear was more than sufficient to brave the thin air around the "monastery". Khan Elam lead a mixed armor and 'Mech force up the approach to the citadel, advancing under the guns of the defenders and maintaining intense pressure with long-ranged missile fire, air strikes and artillery barrages. Despite his efforts, progress was slow and The Chosen may have begun to think they could escape Clan justice.

Then saKhan Scott's troops appeared and drove into the flank. Having advanced at speed over the high plateaus—a route deemed impassible by conventional Dagdan wisdom—her assault was like a hammer on glass. The Chosen shattered and their unit integrity collapsed, their forces crushed piecemeal between the forces of Khan Elam and saKhan Scott. Despite the loss of their military, the leadership of The Chosen remained holed up in the monastery and refused to surrender. The Scorpions were wary of an assault so high in the mountains—any significant damage to the structure would have compromised its ability to support life—and settled in for a protracted siege. In early August the ilKhan himself visited the operation and

conferred with the Khans. Nicholas' view was stark—the responsibility for the inhabitants of the monastery lay with the leadership of The Chosen, and if they didn't surrender, the loss of life in operations to take the complex would be laid squarely at their feet.

A final ultimatum was delivered to the defenders on 30 September and was ignored. On the morning of 1 October, Khan Elam ordered the periphery buildings of the complex to be shelled. When this too failed to elicit a response, Scorpion troops began to work their way into the complex, seizing control of the power and atmosphere processing facilities before forcing entry to the main complex. There was scattered resistance from the occupants, but the defense was much less vigorous than expected and lacked coordination. The reason soon became apparent: on the order of the cult leader many of the occupants had committed suicide rather than be taken prisoner and of those who remained, roughly half of the 1500 inhabitants of the monastery, many were suffering from malnutrition. Escher was not among those who committed suicide—though many of her ruling clique were—and she was taken into Scorpion custody. A swift trial followed and Escher was executed on 19 October. Khan Elam carried out the sentence himself, ejecting Escher from one of the citadel's airlocks.

SECONDARY TARGETS: GARDA AND TENNO

Garda and Tenno were lightly populated compared to the other four continents of Dagda and their inhabitants believed to be easy prey to the Fire Mandrills and Goliath Scorpions. The city-states of Garda fell easily despite the Fire Mandrill bickering, its rocky uplands among the least hospitable land on Dagda with a commensurately small populace. Tenno proved a more significant challenge for the Goliath Scorpions.

Like many of Dagda's landmasses the inland regions of Tenno were uplands incapable of supporting life and so most of the settlements had been established on the continental fringes. There was one notable exception, a mining installation established in the heart of the uplands and centered on a mountain called Black Mesa. Materials from this site were fuelling arms production, including some of the most advanced systems still manufactured on Dagda. The faction controlling the site, the Drakkars, had made significant riches selling their weaponry to other factions and had used the money to build some of the toughest defenses on Dagda outside of Firebase Delta and the near-legendary Black Brian on San Biagio. The Drakkar were also reported to have at least two lances of BattleMechs, backed by another company of armed IndustrialMechs. With a significant part of their forces already committed to maintaining order on Riva, Elam and Scott faced a stiff challenge at Black Mesa and knew that in the thin atmosphere of the uplands their battle losses would be exacerbated.

Aerial reconnaissance of the facility proved inconclusive as many defensive emplacements were built into the rock and difficult to spot from above while a vast network of tunnels allowed the defenders to move around at will. Knowing this, Khan Elam considered calling in troop deployments from the other Clans but saKhan Scott argued that doing so would suggest weakness on the part of the Scorpions. This was something they had to do for themselves. On 17 November, scout elements of the Scorpion touman began probing the Black Mesa defenses, quickly uncovering a number of defensive installations and identifying key approaches to the complex. The Drakkar were cunning, however, and deliberately held back some of their defenses until the Scorpions were committed to a particular approach. Once they did, the opposition opened fire and attacked with 'Mechs from concealed tunnel entrances. Of the three combined-arms binaries the Scorpions took against Black Mesa, only one made it to the complex without losses.

Elam knew that his weakened force stood little chance of capturing the facility—he had only limited infantry with which to invade the facility and didn't want a repeat of the troubles on Riva—and took one of the most unusual steps in the Dagda campaign. After speaking to the ilKhan and receiving the use of "special assets" he offered to negotiate with the Drakkar leader, Pranay Sawent.

PERSUASION

"An interesting point Cyrus, but it's Hobson's Choice—death or enslavement. Not a thrilling set of options." Sawent's New Samarkand accent was almost imperceptible. "You want to bring order to our society, but on *your* terms only."

"Yours is one little empire on this world, and one world among many. The ilKhan pledged to restore order, and I pledged to follow him."

"They that can give up essential liberty to obtain a little temporary safety deserve neither liberty nor safety." Nicholas isn't the man his father was, and he couldn't keep the peace."

The Scorpion Khan nodded. "I'll trade you another quote for the Franklin. 'He who saves the life of one man saves the world.'"

"That sounds biblical."

"Close. The Talmud." Elam nodded. "Don't throw the lives of your people away. You must surrender or the loss of life will be incalculable."

"You'd blame me for your atrocities?" Sawent snorted

"For your intransigence."

"Peace at the point of a sword isn't peace. It's occupation." He turned away and began to walk back towards his jeep. "We may die, but do you want to pay the price?"

"We won't have to," he said to the retreating back.

Pranay stopped and turned back to the Clansman, his eyebrows raised quizzically. "It's a cliché, but *you and whose army?* Your friends on Dratha?"

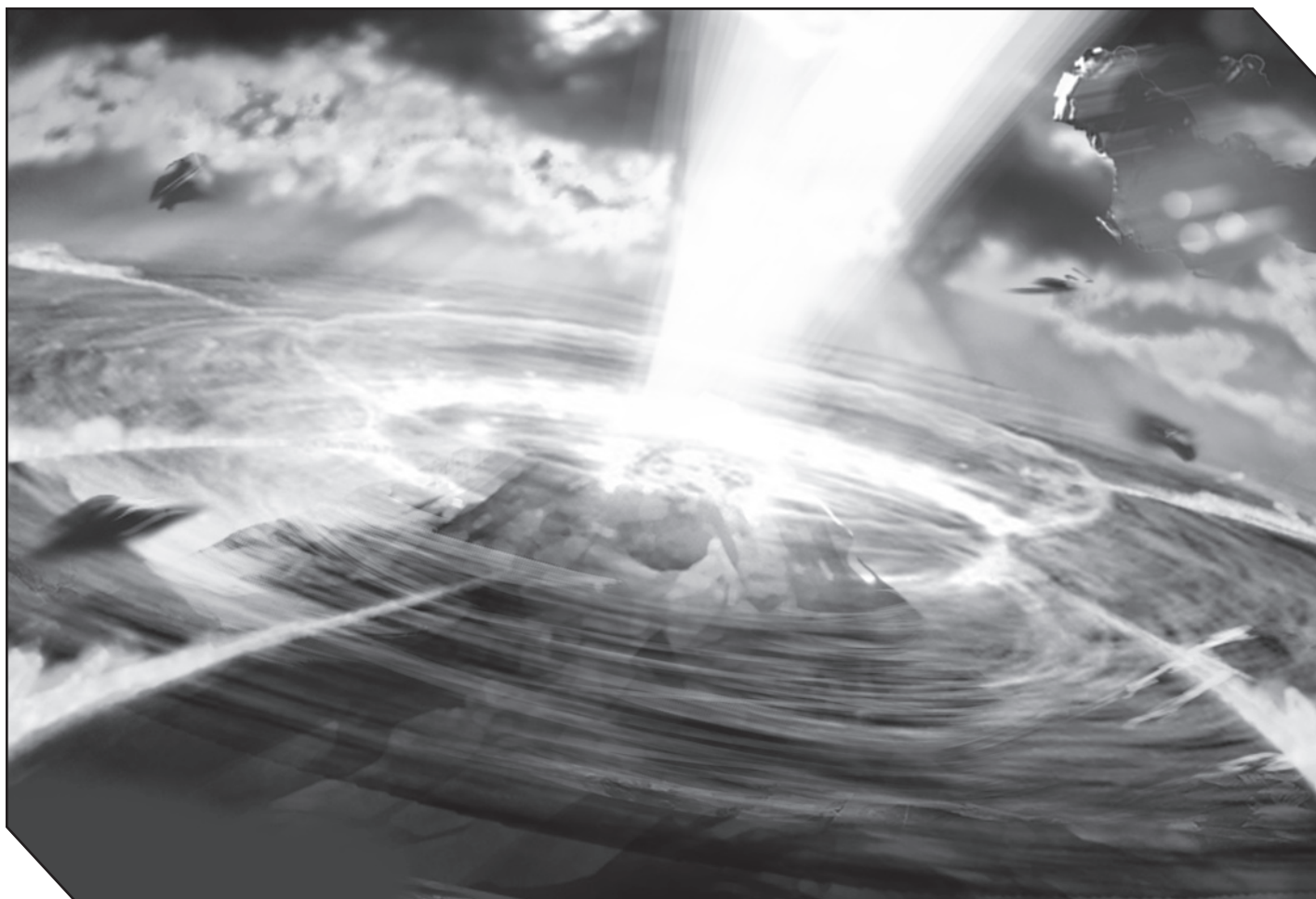
Elam didn't reply but instead lifted a hand-com from his belt and lifted it to his mouth. "Execute Case Omega." He gestured across the valley to the small peak wreathed in wispy cloud. "I suggest you watch."

The clouds began to fluoresce as if lit by a thousand spotlights. Not spotlights, Pranay realized. Painting lasers.

Even in the thin atmosphere of Black Mesa the blast was deafening, a terrible ripping sound followed by a fearsome concussion. Even five kilometers away the ground shook. Pranay watched dumbstruck as the dust clouds roiled above the remains of the now-vanished peak, a distinct mushroom cloud beginning to form. "Are you so desperate you'd use nukes?"

Elam's eyes narrowed and his expression hardened. He extended his index finger and pointed upwards to the thin wisps of cirrostratus clouds in which a swiftly expanding hole had appeared. "Orbital bombardment. Clean, accurate and quite capable of flattening every mountain in this range. Now, are you sure you don't want to surrender?"

—From *Days of Thunder: The Dagda Campaign*, Star Colonel Stephanie Elam's Living History thesis (circa 2850)



Sawent was a pragmatist, a businessman as much as a warrior, and he knew that while he stood a chance of holding off the Scorpions, doing so risked his facility and livelihood. By negotiating he had a chance to save both, though he'd heard stories of Escher's fate on Riva and had little reason to suspect the Khan would offer him anything else. Most likely he'd face bluster and threats, and then end up facing this "Clan Khan" on the battlefield. As expected, the negotiations soon soured and a confrontation looked inevitable. Elam retained the trump card, however, and as Sawent was about to walk away he provided a show of force that convinced the Drakkar leader that the only way to save his people was to surrender to the Clans. In the tribunal that followed, Sawent was accused and convicted on numerous charges but thanks to the testimony of Khan Elam—who appeared as a character witness, having been impressed by Sawent's determination and desire to protect his people—the expected death sentence was commuted to a term of imprisonment aboard the *Prinz Eugen*. After his release in the amnesty that followed Nicholas Kerensky's death, Sawent was inducted into the Goliath Scorpions and rose to prominence in their technician caste, laying a significant role in adapting the Clan's manufactories to aid in the rebuilding of the Pentagon.

DRATHA REDUX

By the start of September, the Burrocks and Widowmakers had concluded operations against Ryan's Roughnecks and the Oriente Dominion. Both groups outnumbered the Clans, mustering dozens of tanks and hundreds of infantry, as well as a smattering of 'Mechs. However, neither had solid cohesion and leadership and their efforts to rebuff Kerensky's forces was ill-disciplined and scattered.

Solidly organized, well led and maintaining constant communications, the Burrocks and Widowmakers cut through the defenders like a hot knife through butter, constantly adapting their strategy to reflect the enemy defenses. Counterattacks were blunted and turned back—and in many cases simply annihilated—and when the Dominion defense collapsed the Widowmakers pounced and captured the enemy HQ six days ahead of schedule, undertaking a leisurely mop-up operation against the remnants. The Burrock offensive against the Roughnecks did not benefit from such an event, with the Dagdan troops staging a series of rear-guard actions and a dogged defense of their last stronghold. Nonetheless, the staid Burrocks still crushed the opposition a day ahead of schedule.

September and October saw the two Clans working around the coast, the Burrocks clockwise and the Widowmakers anti-

clockwise, smashing several recalcitrant military enclaves as they did. A number of groups associated with the Dominion and the Roughnecks capitulated when the larger organizations collapsed, but several chose to resist, either through bravado or realization that their crimes meant the Clans would show them scant mercy.

Matters shifted markedly on 22 October when an assassin fired at Widowmaker saKhan Mariel Sanders as she inspected a recently captured—and supposedly secure—village. The assassin, posing as trader, was slain almost immediately by the other members of the saKhan's entourage, an action that while lauded as an appropriate martial response drew criticism from the ilKhan for depriving the Clans of the chance to interrogate the perpetrator. Sanders' wounds were not immediately fatal and after field treatment she was medivaced to the Widowmaker HQ at Folke. It soon became apparent that her injuries were more severe than first thought and she was evacuated to the SLS *Moorfields*, a *Condor*-class medical DropShip where she died on 26 October, the most senior Clan officer to perish in the Dagda campaign.

The remaining Widowmakers suspended combat operations and withdrew to the town of Sunflower, a bleak mining settlement nestled in the foothills of the Gressen range. While Nicholas nominated the initial Khans of each Clan, the determination of subsequent leaders was left in the hands of the existing membership. Replacing Sanders was the first time these provisions had come into effect (though it would not be the last time in the campaign). The Widowmaker conclave debated for two days, eventually settling on Cal Jorgensson as the new junior Khan. Outspoken and abrasive, the newly installed saKhan immediately gained the ire of the Fire Mandrills and Goliath Scorpions by calling their operations "a sideshow, and a badly organized one at that." Cyrus Elam took grave exception to this and demanded a trial by combat but the ilKhan refused to sanction any combat between his officers until Dagda was pacified. The dispute between Elam and Jorgensson would remain a fixture in Scorpion-Widowmaker relations throughout the next decade, becoming particularly heated after Jorgensson became senior Khan following the Wolverine Crisis. Indeed, Elam would eventually die in combat against Widowmaker saKhan Kyle Vordermark on Roche in 2834 during the coursing of the Widowmakers that followed Nicholas' death.

The loss of saKhan Sanders filled the Widowmakers with a cold fury that the final enclaves on Dratha were forced to endure. The bereaved Clan showed little mercy, dealing harshly with any who opposed them. Few of the Dagdan troops were given the opportunity to surrender—they were all guilty of the assassination in Khan Karrige's eyes—and damage to the already-battered civilian infrastructure increased markedly. They got the job done, but the ilKhan began to worry about the prospects for the final leg of the campaign, the assault on San Biagio and the Black Brian.

THE LEGEND OF THE GHOSTLY SEAWOLF

While Dagda's landmasses were generally inimical to life, the planet's extensive oceans were the opposite and teemed with flora and fauna. In the waters the abundance of nutrients—and more importantly oxygen—allowed Dagda's only large animals to evolve, including analogues for whales, seals and dolphins, the latter showing social and linguistic skills comparable with Terra's chimpanzees. Together with fish and plankton, these provided a valuable resource for the colonists to exploit and vast ocean-going vessels were developed to weather the great storms that wracked the world. Known as atolls, these constructs were to all intents man-made islands from which smaller vessels could operate, either exploiting the ocean's resources or as platforms for exploiting the mineral riches of the sea bed.

Most of the atolls were abandoned after Nicholas' Exodus, some due to enemy action but most due to lack of resources to maintain them in operation. Only three remained active when the Clans returned and the Fire Mandrills and Goliath Scorpions were given the task of securing them. Bidding for the right to capture the facilities was fierce, driven low by the Mandrills' internal rivalries. In the end the Mandrills won the right to stage two operations and the Scorpions the third. In each case the bidding eliminated 'Mechs from the assault forces and left infantry with the honor of liberating the atolls. The warriors would have to rely on guile and their own martial prowess to win over the enemy. Success would shower them with glory. Failure might relegate their genetics to second-class status in Nicholas' new breeding program.

On Mimosa and Penn atolls the Mandrills quickly achieved their objectives—the former willingly surrendered, the latter doing so after the Clan's willingness to simply sink the facility with their shuttle's heavy weapons was made clear. On Kepler Atoll, target of the Goliath Scorpions David Madsen and Naomi Djerassi, matters were considerably bloodier. The rulers of the atoll initially welcomed the Clan warriors and agreed to their terms for surrender, but as the Clan troops prepared their shuttle to depart they came under attack. Madsen killed five of his attackers before being felled when his pistol jammed; his body was thrown into the sea. Djerassi downed another four but was captured and dragged before the potentate, Marco Wye, who had, a little while earlier, appeared to welcome the Scorpions with open arms. He laughed at Djerassi's threats of great reprisals by the Clans, then sat and watched as his men tortured the Clanner before throwing her abused body into a pool with several captive seawolves.

Djerassi later said that she drowned there, her body sinking into the depths before one of the seawolves—whom the Keplans expected to consume her as they had countless previous victims before—dragged her soul back to the land of the living. In truth, the beast saved her from drowning, perhaps recognizing a fellow

victim of the Keplan inhabitants; even in 2821 the rudimentary intelligence of the native seawolf was known, leading to their being dubbed “Dagdan dolphins” (though in size and manner they are closer to the *Orcinus* genus than the *Tursiops* bottlenose dolphins). Believing her dead, the human inhabitants of the atoll had resumed their normal routine. Little did they know their daily life was about to become a nightmare.

Djerassi knew she was grossly outnumbered—intelligence estimates postulated around 2,500 inhabitants—and, even uninjured, taking the war back to the Keplans would have been tantamount to suicide. Instead, she began a reign of terror, staging swift, deadly attacks on unsuspecting inhabitants. She followed no set pattern—sometimes waiting days between attacks, at other times striking multiple times in an hour. Fifteen days after the ambush, with fifty of his warriors missing and presumed dead and the populace of the atoll consumed by fear of the “seawolf ghost,” Wye found himself face to face with a demon. Djerassi showed no mercy and returned the favor, forcing the chief into the seawolf pool. This time the seawolves did not hold back, voraciously consuming their tormentor. The Clanswoman wasn’t yet done. Ordering the population to free the seawolves, she sabotaged the atoll’s main power plant and told the inhabitants to flee.

Scorpion recon aircraft witnessed the massive explosion that shattered the atoll, initially mistaking it for a tactical nuclear blast. A shuttlecraft was dispatched to survey the wreckage and recovered Djerassi and around a dozen Keplan civilians from scattered lifeboats. The remains of the atoll itself had sunk into one of the deep trenches and it would be almost twenty years before the Clans had developed diving suits sufficiently resilient to allow exploration of the wreck. Djerassi received considerable acclaim for her success—her determination and prowess becoming distinctive traits of what would become of the Scorpions’ key Elemental bloodlines—but she rarely spoke of the incident, and on those few occasions usually only with regard to her “death and rebirth” in the seawolf pool.

THE SIEGE OF THE BLACK BRIAN

By the start of 2822 only one continent remained outside of Clan control, San Biagio in the eastern hemisphere, site of the massive cache-fortress known as the Black Brian. It had been expected that the four Clans assigned to Dagda would undertake joint operations against the Black Brian, but their performances worried Nicholas; the Fire Mandrills were enmeshed in their own disputes and running behind schedule in their mop-up operations, the Goliath Scorpions had taken “excessive losses” at Satan’s Table and Black Mesa, and the Widowmakers were taking out their frustrations on the very people they’d come to rescue. Only the Burrocks performed as projected, which was slowly and surely, not something Kerensky wanted to rely on for the difficult operation ahead.

To the chagrin of the Mandrills and Scorpions the ilKhan decided that a proven force be used to crack the enemy defenses—Clans Wolf and Jade Falcon.

Though recognizing the need for the extra forces, and initially appreciative of the aid, tensions between the Khans of the newly arrived force and those already on-world quickly reached a boiling point. The Scorpions in particular became offended by the newcomers when the Jade Falcons were assigned the prestigious lead role in the assault on the Black Brian while they were relegated to rear-echelon guard duties, maintaining order in several still-rebellious areas which continued to simmer well into 2822. The Falcon infantry commander Carl Icaza didn’t help matters by denigrating Scorpion saKhan Scott’s abilities, likening her to a cadet. That Scott and Icaza were former lovers who’d parted on less than amicable terms did not help matters—when the Scorpions lodged a formal complaint with the ilKhan, Nicholas cited the personal animosities between the officers as a factor in his decision to bench the Scorpions. The Mandrill and Scorpion roles in the Dagda campaign were effectively over.

The Brotherhood of Donegal was the principal faction on San Biagio and had seized the fortress later known as the Black Brian in the early years of the Exodus Civil War. Sitting astride the sole low-level pass through the Thorin Mountains, the Brotherhood’s fortress was one of Aleksandr Kerensky’s original depot sites and followed a standard Star League design. Unlike many of the other depots, which were overrun and consumed by various factions in the decades of the Exodus Civil War, the Black Brian had been controlled by the Brotherhood almost from the start of the conflict. Repeated attacks by enemy groups failed to capture the facility, though the scorching and scarring on the walls lead to the “black” appellation (the site’s official designation was the snappy “Brian Cache Dag-92-906”). The Clans could have circumvented the fort—they, unlike the Dagdan factions, could make sub-orbital fights and bypass the site—but every pocket of resistance had to be crushed.

Nicholas assigned the principal assault on the bastion to Clan Jade Falcon, with the Wolves charged with securing the pass and the territory beyond and with the Burrock and Widowmaker Clans securing a series of secondary objectives. The ilKhan himself commanded the assault on the Black Brian, stalking the battlefield in his *Atlas*. Though nearly sixty, Nicholas showed the vigor of a much younger man, driven by his desire to bring to a close the Pentagon Campaign that had, in December on Eden, claimed the life of his brother. Nonetheless, the campaign to take control of the fortifications was a protracted affair, earning it the nickname the “siege of the Black Brian.”

In the early weeks of March, the Burrocks and Widowmakers secured the immediate environs of the fortress and established aerospace superiority, staging regular reconnaissance flights near the fortress and establishing the extent of the complex’s

anti-air weaponry. Near-simultaneously, the Wolves forced the Thorin Pass, weathering withering fire from the fortress's fixed gun emplacements. Wolf detachments poured into the land beyond the pass and during March eradicated the scattered resistance to Clan rule. However, while the fortress remained there was no secure overland route and Nicholas ordered the Falcons into action, tasking them with eliminating the exterior defenses of the complex and thus allowing free passage by and over the Brian.

Lisa Buhallin lead her Star of assault troops against the Black Brian and in a series of hit and run operations successfully cleared all the weapon emplacements threatening the pass. Buhallin's determination and cunning earned her praise from both Khan Elizabeth Hazen and the ilKhan, Nicholas himself joining the relief force that provided covering fire for Buhallin's eventual withdrawal. Though injuries received in the fight would end her career as a MechWarrior, her leadership skills and intelligence would earn her a place in the highest offices of her Clan—after the battle she was named saKhan and the Falcon's first Loremaster. It is her writings that detail the origins of the Jade Falcon Clan and provide many of the details relating to their involvement in the Pentagon campaigns on Eden and Dagda.

While the fortress' teeth had been pulled, it remained a threat to the Clan occupation, with Donegal 'Mechs able to launch lightning raids from a variety of entrances, then retreat before an effective counterattack could be mounted. Calling together all the Khans of the Clans on Dagda, Nicholas outlined his plans for the final assault on the fortress. Unlike Black Mesa, where Cyrus Elam's threat of overwhelming force prompted the defenders to surrender, the Clans would have to break into the fortress and clear it from within; the deep cache was largely immune to tactical weapons and in any case Nicholas wanted the materials in the cache for use by the Clans. Clans Fire Mandrill, Goliath Scorpion, Burrock and Widowmaker would form a security cordon, guarding all the known entrances and exits to the complex. The Wolves would lead the assault operations, gaining entry to the complex and securing the breaches, but as he'd promised them, the Jade Falcons would mount the actual assault into the fortress.

Operation FERRET began on 2 April 2822 with the simultaneous assault on three gates by the Wolves. Designed to weather even the heaviest assaults, the gates and their approaches posed a serious challenge. Any approach would be under the cover of numerous gun emplacements (albeit of small caliber compared to those the Falcons had already knocked out) as well as fire from murder holes. In stark contrast, the attackers would be limited in the number of weapons they could bring to bear due to the narrow and winding approaches. By assaulting multiple positions, the Wolves hoped to overstretch the defenders, giving them chance to gain entry. A Binary of 'Mechs were assigned to each assault, with two more as a mobile reserve to exploit any weakness. The first two gates stood firm, but at the third a combination of 'Mech firepower and combat engineers brought down a section of the gate, the Wolf reserve joining the fray to beat back a last-ditch Donegal attempt to retake the gate. The Dagdan effort failed, and with their outer defenses breached, the Brotherhood withdrew deeper into the complex. By midnight, all three gates were breached and the Jade Falcons pushed past the Wolves and advanced deep into the Black Brian.

Hopes of a quick victory were soon dashed as the ex-Lyrans troops mounted a dogged defense. They knew the complex and its defenses well and used them to stage a series of ambushes. Lisa Buhallin described the operation as "a game of cat and mouse, though the mouse has a 200mm autocannon and so the cat has every reason to feel nervous." Nicholas' timetable called for the crushing of resistance in the Black Brian by mid April. In reality, while the Donegal 'Mech forces were eliminated within ten days, it would be weeks before the final Brotherhood trooper was in Clan hands after a hard-fought subterranean campaign that pitted cunning and improvised traps against the Jade Falcons' determination. During the fight, Jerome Winson offered his Wolves as a relief force to allow the Falcons a brief respite. Elizabeth Hazen refused and the operation, which lasted 54 days, would be among the longest of the Pentagon campaign. When she emerged from the complex escorting the last prisoner, the Falcon Khan was surprised to see the Khans of the other 19 Clans assembled for a Grand council. To resounding cheers, Nicholas announced that with the fall of the Black Brian and after 14 months of conflict, Operation KLONDIKE was over.



EDEN

Anger cannot be dishonest.

—Marcus Aurelius

Bloody vengeance would be Eden's fate,

The heart of darkness,

Doomed to wait,

For the Sons of Kerensky,

Grim and merciless.

—*The Remembrance, Passage 26, Verse 2, Lines 4-8*

To the nascent Clans, Eden was Sodom and Gomorrah. It was here that the Exodus Civil Wars had begun. Where DeChavilier had been murdered and the Great Father had died. On the other Pentagon worlds the Clans fought to liberate the people and destroy their oppressors, to build a new society.

On Eden they sought revenge.

The prospects for the campaign were not good. Eden was home to two of the most organized and technologically sophisticated proto-states that had emerged from the chaos and the planet's defense, in parts at least, was more organized than elsewhere in the Pentagon.

Despite this—or possibly because of it—demands for a role in the Eden assault were commonplace in the ilKhan's office. One early draft called for an assault on the other four worlds (five Clans apiece) with the best performing Clans in those operations rewarded by places in the Eden offensive. This concept was eventually abandoned due to the perceived risk of the Eden states being forewarned of the assault—there was little intelligence on the status of the HPGs installed in the Pentagon, nor of the disposition of Star League-vintage mobile HPG receivers. Some measure of competition for the Eden slots was necessary to sate public opinion and to that end the ilKhan decreed that martial trials would determine participation in the assault, with an individual Star from each Clan competing for the honor.

The success of the Wolves over the Star Adders came as little surprise, nor did that of the Smoke Jaguars against the Coyotes but the Falcon victory over the Burrocks was a close-run thing (to the chagrin of their Khans). Most surprising, however, was the success of Clan Hell's Horses whose unexpected victory over the Ghost Bears almost triggered a brawl between Khans Fletcher and Jorgensson. This result derailed Nicholas' plans—he'd already held planning sessions with the Ghost Bears—but his wife, Jennifer, smoothed over the difficulties and helped draft the revised operation orders as well as pacifying the enraged Bears.

With circum-Eden space already dominated by the Clan naval forces, the approach and landing operations were uneventful, though maintaining tactical surprise was important to the Clans. Though Eden had been the heart of Kerensky's Star-League-in-Exile, the bitter fighting of the early civil war had destroyed almost all the SDS installations, with only a collection of batteries around Novy Moscva, incorporated into the Levic Ascendancy, remaining operational and a threat to Clan vessels. Nicholas' assault plan had the liberation of his father's capital as the climax of the Eden operation, following a sustained ground campaign to bring the other states to heel, though Khan Osis of the Smoke Jaguars advocated a direct go-for-the-throat assault on the city. Though Nicholas saw the possibilities in such a lightning assault, the risks inherent in the strategy far outweighed the benefits and instead a more measured approach was ordered, with each Clan dealing with a series of objectives before converging on the Levic Ascendancy.

PRIMARY FORCES COMMITTED TO EDEN

Clan Hell's Horses Cluster

Commanders: Khan John Fletcher,
saKhan Patricia Cobb

The most unusual of the Clans, the Hell's Horses deliberately downplayed the use of BattleMechs in favor of vehicles and infantry. Only the Snow Ravens had a smaller proportion of 'Mechs and Fletcher's unorthodox organization and tactics were viewed with disdain by many of his fellow Khans. However, Nicholas saw the wisdom in having a diverse range of troops and tactics and his disposal and gave his support to the Horses. Like the Widowmakers, the Horses bent Nicholas' dictat of 40 warriors per Clan almost to the breaking point—they designated only vehicle and squad commanders to be full-fledged warriors (i.e., what would be officer and NCO ranks in an Inner Sphere military) and for the other positions to be designated "auxiliaries," allowing them to field a substantially bolstered conventional force. It was a gamble, but a calculated one that would pay off handsomely in the bitter campaign that followed.

Clan Jade Falcon Cluster

Commanders: Khan Elizabeth Hazen,
(No saKhan assigned)

Among the first Clans ready for Operation KLONDIKE, the Jade Falcons prided themselves on their mix of discipline and martial skill. In many regards, they were the perfect soldiers and strove ceaselessly to win the respect and attention of the ilKhan. Their ability to plan and execute complex strategies would prove a decisive advantage in the Eden campaign, particularly in the later stages in and around Novy Moscva when the sophisticated enemy sigint proved a threat to the Clans. The Falcons' pride in their own abilities would, however, return to haunt them at the end of KLONDIKE.

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Clan Smoke Jaguar Cluster

Commanders: Khan Franklin Osis, saKhan Liam Ismiril

Like their namesake, the Jaguar touman proved itself an efficient killing machine, combining speed and aggression with an unerring sense of where and when to strike. Unlike the disciplinarian Falcons, the Smoke Jaguars were almost anarchic in their approach to war, each warrior honing their own skills as they saw fit. It is a testament to Khan Osis' charisma and insight that he could maintain order within the Clan and direct their efforts to devastating effect, making them one of the most proficient (though not respected) of the Clans.

Clan Wolf Cluster

Commanders: Khan Jerome Winson, saKhan Elise Fetladral

The Wolf Cluster never demonstrated the spit-and-polish of the Falcons or the naked aggression of the Jaguars, but they were no less efficient a war machine. They were calm, collected and relentless. They stalked their prey and attacked at the most opportune moment, demonstrating a patient efficiency that soon caught the attention of the ilKhan and his brother. Though the Kerenskys' ties to the Clan would not become official until after Operation KLONDIKE, Nicholas' marriage to the Khan's sister and Andery's decision to fight alongside the Wolves in the Eden Campaign boosted the Clan's prestige and morale immeasurably.

THE POWER BEHIND THE THRONE

Though Nicholas was the mastermind behind the Clans' formation and their return to the Pentagon, two others were of vital importance to the change that overtook the Kerensky Exiles.

The first is Nicholas' wife, Jennifer Winson, who was the younger sister of the Wolf Khan. History tells us surprisingly little about her, though there are tantalizing hints about her youth on Eden (unlike her brother, she was a child at the time of the Exodus) and her relationship with the ilKhan. In many regards they were an odd couple, ice and fire, her reserve and serenity in stark contrast to Nicholas' drive. Jennifer was often the ilKhan's favored tool when diplomacy and a soft touch were needed, smoothing over the rougher edges of her husband's personality. Without her, Nicholas' grand plans may not have come to fruition and while there are suggestions that the relationship was tempestuous, the love between the Clans' first couple is unquestioned.

PETROGRAD BAY: THE FALCON STOOPS

The rolling terrain around Petrograd Bay was the breadbasket of the Yakut continent before the start of the civil war and its control had been hotly contested through all the years of the conflict. By the time of Operation KLONDIKE, control was divided between two groups, the Lyran-heritage McDonald Collective and the People's Congress. Neither posed a significant military threat, but would have to be neutralized before attacks on the Sarbat Khanate, the principal power block on Yakut and the second largest on Eden, could commence. The Khanate had briefly controlled the Bay region directly, but with little interest in the minutiae of agrarian economics—only in the food that supported their own population—and so installed puppet regimes to manage the farmlands and to oversee the distribution of produce.

McDonald society followed an extended family model, with each family being responsible for farming a broad swath of land. They relied on the Khanate for defense so there was no military per se and few weapons beyond shotguns and rifles for pest control. The Falcons took charge of their territory with minimal effort, only a single demonstration of their firepower being needed to prompt an unconditional capitulation. The Congress was little better off, having a small and poorly armed militia but little in the way of effective leadership. The Falcons steamrolled them in less than a day, annihilating the sole militia detachment who attempted to fight back. The campaign had taken three days.

Some of the Falcon warriors voiced discontent at being sent to round up farmers and to collect food, but Khan Hazen knew that controlling the food supply would be vital to the war effort on Yakut and that the Khanate would not allow the challenge to their authority to go unanswered. She was counting on it, in fact; assaulting Sarbat fortresses would likely be a bloody affair, and attempting to pin down their mobile formations would be troublesome. Instead, by taking Petrograd Bay, she was able to dictate the time and place of the confrontation. Almost on cue, a Khanate detachment arrived on the fringes of the region, alerted by the residents the Falcons had allowed to flee, and moved to repel the invaders.

Captured records suggest the Khanate initially thought the Clan force were representatives of the Levic Ascendancy, with whom the Khanate had an adversarial relationship. But Khan Hazen soon disabused them of that notion, leading two Stars of 'Mechs against the company-sized Khanate force. Though well-equipped by Eden standards, and a disciplined fighting force, the Sarbat troops stood little chance; they were smashed, losing eight 'Mechs to the Clans' three, the remaining lance fleeing toward the border. Hazen allowed them to go. She wanted the Khanate to fear her troops. The more fearful and angry they became, the bigger the advantage her steel-disciplined warriors would have.

Several more probes came over the next week, but the Falcons turned them all back, always deploying a numerically inferior force but inflicting more serious losses on the opposition. Ironically, it wasn't the Khanate who caused the first major confrontation of the campaign, but the Hell's Horses. The ilKhan had dispatched two Horse Stars to bolster the Falcon force, but their arrival did not sit well with the Falcons or the Horses. To the Falcons it was an insult to their prosecution of the campaign, implying their numbers were insufficient or their tactics flawed. To the Horses it was as if they were only good enough to stand as reserves to another force, not to prosecute a campaign on their own.

On 19 July, the Khanate made a probing attack toward the Clan positions and elements of both the Falcons and Horses moved to intercept. It became a race, each trying to interfere with the other's efforts. For a while it seemed the lighter Horse force had prevailed, but before they could engage, accurate Falcon fire lanced past into the Khanate formation, which veered away, believing itself under attack by a large Clan force. The Horses, however, thought the Falcon warriors had attacked them and immediately turned on their confederates. 'Mechs traded physical blows and sporadic weapon fire—even in their blood lust, they realized the punishments Nicholas would exert for their clashes and so exercised restraint—in their efforts to assuage their honor. Two kilometers away,

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the Khanate force slowed their fight and, realizing the enemy was at each other's throats, turned back onto the offensive, driving into the Falcon flank. Their sudden assault might have broken a less disciplined force, but the Clan troops absorbed the blow, shifting their lines to maintain unit cohesion. After a few brusque words for the local commanders, the Horse force disengaged and withdrew to a safe distance; by attacking the Falcons, the Khanate had chosen the victor of their clash. As with so many other clashes, the outcome was rarely in doubt, but the Falcon losses were markedly higher than in previous engagements and Khan Hazen made it clear in no uncertain terms that she'd not work with an "amateur" force again.

Ironically, the clash with the Horses played into the Falcons' hands; despite their force being mauled, the Khanate leadership believed the Clans were having problems maintaining discipline—records show that they didn't realize until too late that there were different Clans—and that a massed assault stood a good chance of breaking the enemy.

Approximately regimental strength, the Sarbat combined arms force struck on 24 July, driving directly for the Falcon cantonment. Their records show that seeing scarcely two companies opposing them, the Khanate forces were in high spirits, expecting to drive the invaders into the sea in short order. Arrayed perpendicular to the coast, the Falcon battle line lay down a withering barrage against the attackers who, despite their numbers, faltered. Their leaders urged them on, their 'Mech battalion at the center of the line and their armored battalions on the flanks; pressing forward, they were buoyed as the Clan troops were forced to give ground, slowly but surely. Sensing victory, the Khanate line discipline began to waver...and at that point the Falcon reserves rose from where they'd been concealed in the deep waters of the bay, charging into the already-fragmenting Khanate flank. Victory turned into a rout and the Falcons systematically smashed the enemy, this time allowing none to escape.

On 5 August the Falcons occupied the Khanate capital of Rubat, effectively ended the campaign. Almost a quarter of their warriors had been killed or injured in the campaign, and more than a third of their 'Mechs and vehicles had been damaged or destroyed. Nonetheless, they remained an effective fighting force and used the lull of the second half of August to rest and refit, reaching eighty-percent of their operational strength by the time the Grand Campaign began. They had every reason to think that Nicholas' promise to join his bloodlines to the best-performing Clan would result in his joining the Falcons.

THE PENINSULA CAMPAIGN: THE HORSE CANTERS

Wary of the offensive capabilities of Clan Hell's Horses, Nicholas held them in reserve during the early weeks of the Eden operation, deploying them piecemeal as auxiliaries to bolster the other Clans or to provide rear-area security, often—as was evidenced by their clashes with the Jade Falcons—being regarded poorly by their allies. Khan Fletcher refused to take this as a slight, but by mid-July both he and his Clan were chomping at the bit as news of the other Clans' successes came into Nicholas' HQ. Fearing his Clan would be left behind, he petitioned the ilKhan for a specific combat assignment and to his surprise was rewarded with a challenging mission: the clearing of the city-states of the Purgatory Peninsula. Nicholas assigned half of the Horses to this operation, a tiny force compared to the armies of the feuding cities, but no more of a challenge than faced the other three Clans. Unfortunately bad intelligence nearly doomed the operation at its outset and only fast thinking by Khan Fletcher allowed his troops to prevail.

The information gathered on the city-states clearly showed massive infighting between the mixed Lyran, Hegemony and Free Worlds expatriates and the Horses expected to take each on individually, destroying their military in detail. The Purgatory cities took a different view, however, and, though despising each other, decided that their common foe, the Clans, warranted a measure of cooperation. The result was a succession of traps and coordinated ambushes that wrought havoc on the advance elements of the Horse touman as they sought to pass through the Minotaur Shatters, the segments of Banlan Woods that had been razed by the *Aegis*-class warship *Minotaur* in its orbital fire barrage that bought Nicholas' troops chance to withdraw from the world on New Year's Eve in 2801. The Horses were lucky to escape major losses.

The other is the ilKhan's younger brother, Andery, who though often portrayed as someone riddled by self-doubt was one of the few people Nicholas trusted implicitly. Always in his brother's shadow, Andery served as a roving fixer, providing eyes and ears on the ground and solving disputes, using his movement between the Clans to provide a frank assessment of the capabilities of each. He was the only person, with the possible exception of Jennifer, capable of reigning in some of Nicholas' wilder ideas, and as a result he is frequently regarded as a human control rod on the fission reactor that was Nicholas. His death in the Eden campaign removed that check on Nicholas' actions which, according to some historians, contributed to some of the tragedies that followed in the years after KLONDIKE. Indeed, the precise circumstances of his death remain a focus of many conspiracy theorists.

THE PROMISE

"What we have wrought here is nothing less than a miracle. From the chaos of the Star League-In-Exile we have forged a new society, strong and dedicated, determined to bring my father's vision into reality. We have trained and sacrificed, spending blood and sweat to prove our worth. A long road still lies ahead, the road to the Pentagon, but it is one we will travel together: Jaguars and Bears, Wolves and Burrocks, Mandrills and Coyotes. To quote Shakespeare's Henry V, 'We few, we happy few, we band of brothers; for he today that sheds his blood with me shall be my brother.'

"And blood will be shed—ours and theirs—but we go into battle knowing that our legacy is assured thanks to the iron wombs. Each Clan's bloodlines will live on even should they fall in the execution of their duties—eight hundred bloodlines destined for immortality. Eight hundred, plus the three of us standing here. My brother and wife will make their own decisions, but let it be known that my bloodlines will merge with those of the Clan that performs best in the Pentagon campaign. We truly will be brothers and sisters, the bonds of blood matching those of spirit and intent."

—Excerpt from ilKhan Nicholas Kerensky's official call to arms in advance of Operation KLONDIKE, January 2821

Pulling back, Fletcher ordered several probing attacks to determine the location of the enemy troop concentrations and to try and understand this sudden change in enemy doctrine. Without the element of surprise, the battle quickly swung the Clan way despite the numerical superiority of the Purgatory troops. The key, the Khan realized, was the enemies' fixation with attacking 'Mechs, which often left the Horse infantry and vehicles free to act. As a consequence, the Clan 'Mechs became nothing more than elaborate decoys, being used to lure the enemy troops into killing grounds where the Horse infantry and armor crippled—and occasionally destroyed—the enemy 'Mechs. Clan losses in this hi-tech guerrilla war were minimal and on the rare occasions that the enemy tried to turn the tables the Claners simply disengaged and withdrew.

After two weeks, most of the Purgatory 'Mechs and armor were destroyed or captured by the Clans and attention turned to the cities. Though there were a scattering of minor settlements, only three were of significance to the Clans—Allah, Dante and Vesta—and these were isolated from each other. During the campaign, the Horses had used broad-spectrum jammers to interfere with enemy communications and to hinder efforts at coordination, but as they approached the cities they ceased the interference.

Allah was the first to be attacked, its walls breached by a determined infantry and armor assault commanded by saKhan Cobb, the 'Mechs lancing in to finish the job when the foot soldiers had secured the main gates. The defenders stood little chance, and after three bloody hours of fighting the city capitulated. The calls for help of their troops, and the chaos as position after position was overrun, were broadcast to the other cities.

Dante put up even less resistance than Allah, making a half-hearted attempt to defend the walls and then capitulating once the Clan troops had broken through. Vesta was another matter, however, but fell despite a dogged defense of the government district. In this last clash it took bitter room-by-room fighting by the Clan infantry to quell the resistance, though a dozen hours after breaking into the city it was solidly in Clan hands.

Fearing bloody punishment by the Clans, the Purgatory cities were surprised when Khan Fletcher announced his intention to stage martial trials among the population, and to incorporate the best warriors into his infantry and vehicle auxiliaries. This allowed the Horses to regain their full operational strength much faster than the other Eden Clans and together with the success of the Peninsula Campaign, put them in a good position for the Grand Campaign against the Levic Ascendancy.

A LEGACY OF VIOLENCE: THE JAGUAR POUNCES

Raised on Eden by his Federated Suns parents, Franklin Osis had experienced the fracturing society firsthand, joining a Federated Suns gang in the FedSuns-Capellan ethnic unrest that tore the colony apart and then being incarcerated in a Circian penal camp. Though he abhorred senseless violence, he found himself immersed in a culture of violence and so it's little wonder he emerged as one of the most brutal of the Clan founders. Joining

Nicholas' Exodus to Strana Mechty, he soon proved his worth as a warrior and a leader of men. Though at first glance lacking the discipline of the other Clans, these proto-Jaguars were fearsome warriors, individually superlative warriors and held together as a unit by the force of personality of their Khan.

The ilKhan was somewhat wary of the Jaguars' capabilities, despite his brother assuring him they met all the criteria to be declared an operational part of the Clan touman, and assigned them a role that though challenging was deemed less risky: the pacification of several militaristic city-states in Western Yakut and on the smaller continents of Amur and Irkutsk.

The lead elements of the Jaguar touman landed on Amur on 2 July and almost immediately found themselves embroiled with the local militia. The ferocity of the attack on the Clan bridgehead removed any complacency they may have had about the operation and focused their minds on the task at hand. In the weeks that followed, the ill-disciplined rabble metamorphosed into a proficient and disciplined fighting machine. They were doing what they were trained to do. What, some of them said, they were born to do. The towns and villages of Amur fell inexorably to the Jaguar juggernaut, allowing them to move on to the city-states of Irkutsk. Khan Osis predicated a similar campaign there, but matters soon spiraled out of control.

During the Amur campaign, the Jaguars made use of Hell's Horses auxiliaries to secure captured territories and to marshal prisoners. On Irkutsk they would not have that option, the Horses being involved in their own campaign in the Purgatory Peninsula. The pace of the Jaguar advance slowed with the need to secure their rear areas, and many in the Clan became frustrated. In the city of Kalingrad the situation turned into a major problem for Khan Osis when a group of workers refused the orders of a Clan guard and were badly beaten and abused. When news of the incident began to circulate, including stories of torture and rape by some of the Jaguars, the city's population rose up in a general insurrection. Several Jaguar warriors were killed by the mobs and Osis withdrew his troops to the fringe of the town. With little experience of riot control, and no way of distinguishing between rioting citizens and members of the Irkutsk militias, Osis saw only one way forward. He designated every occupant of the town an enemy combatant and ordered his aerospace forces and artillery units to level the town. Hundreds died, but the Khan ordered the bombardment to continue until no building in Kalingrad remained standing. The survivors were in a pitiful state and easily handled, allowing the Clan to move on to their next objective. When the ilKhan made no comment about the tactics employed by the Jaguars, Khans Osis and Ismiril decided to follow the old adage "may as well be hung for a sheep as a lamb" and adopted the tactics for their future operations.

Upon arriving at an enemy held-settlement, the Jaguars announced themselves as the Destroyers of Kalingrad and promised the same to any town or village that resisted them. Surprisingly, many did resist the Jaguars at first, though the numbers dropped off significantly when the Clan's willingness to use total-war tactics became clear. The Jaguars did moderate their tactics slightly though, giving civilians time to flee before destroying the settle-

ments, though they maintained that anyone in possession of weapons or military equipment would be met with force.

By the middle of August all of the Jaguar objectives had been completed—in fact they were a week ahead of schedule—and the price had been high. The Clan itself had suffered light casualties and moderate materiel losses, but had caused vast damage to the civilian infrastructure of the two continents. Many were left to fend for themselves and disease was rife in the occupied territories, but the Jaguars showed little compassion. “They should have surrendered after the first object lesson” was Osiris’ sole comment on the matter and though he never said anything publicly, Nicholas’ diaries show that he was furious with both the damage inflicted by the Jaguars and the ill-will they engendered. He would be much more circumspect in the roles and freedoms given to the Jaguars for the rest of the campaign. Though the Eden campaign had forged them into a more disciplined fighting force, their casual brutality was not something he wished to encourage, but as a pragmatist, neither did he want to discard any tool in his arsenal.

ABADDON HEIGHTS: THE WOLF PROWL

Situated in what many of the early colonists called a plague zone—an area where the Curse of Eden, a virulent pathogen that caused brain fever, was endemic—the Abaddon Heights were named for the destroying angel of the apocalypse. Thankfully for Khan Winson and his troops, Clan scientists had developed an antigen, stockpiles of which would be a useful bargaining chip in the campaign that followed. The combination of upland terrain and disease meant that the Wolves would be fighting in one of the least populated parts of Eden, but the mineral resources—including Eden’s sole known source of uranium—and the troops guarding them meant the Clans couldn’t ignore them.

Many of the mining communities were isolated and independent, little more than frontier towns, but some had grown rich (and corrupt) on the proceeds of their exports to industrialized proto-states like the Sarbat Khanate or the Levic Ascendancy. Much of this wealth had gone into the pockets of the bosses, but a significant amount had gone into establishing defenses and private armies. (After all, the simplest way to get rich is to take the riches of someone else.) These latter townships would prove a difficult nut to crack, but unlike the Jaguars’ perpetual use of the stick, the Wolves first tried the carrot in the form of the antigen.

Most of the small settlements capitulated without a fight shortly after the Wolf operation began on 5 July, though given the preponderance of alcohol among the frontiersmen inhabitants, brawls and clashes with the Wolf security detachments were commonplace. Many were placed under curfew, but the Wolves applied the law harshly but fairly, earning them a grudging respect among the population. Where military action was called for, care was taken to avoid civilian casualties and collateral damage, the antithesis of the Jaguar campaign. However, as the campaign progressed some of the more brutal opponents came to see the Wolves’ compassion as a weakness and attempted to exploit it by coercing civilians,

particularly women and children, into delivering explosive devices or carrying out terror attacks. Though the Wolves were the initial target, these incidents soon became an avenue for settling scores and Winson’s troops soon found themselves cast more as peacekeepers than occupiers. They weren’t popular, but their fairness earned them a modicum of respect.

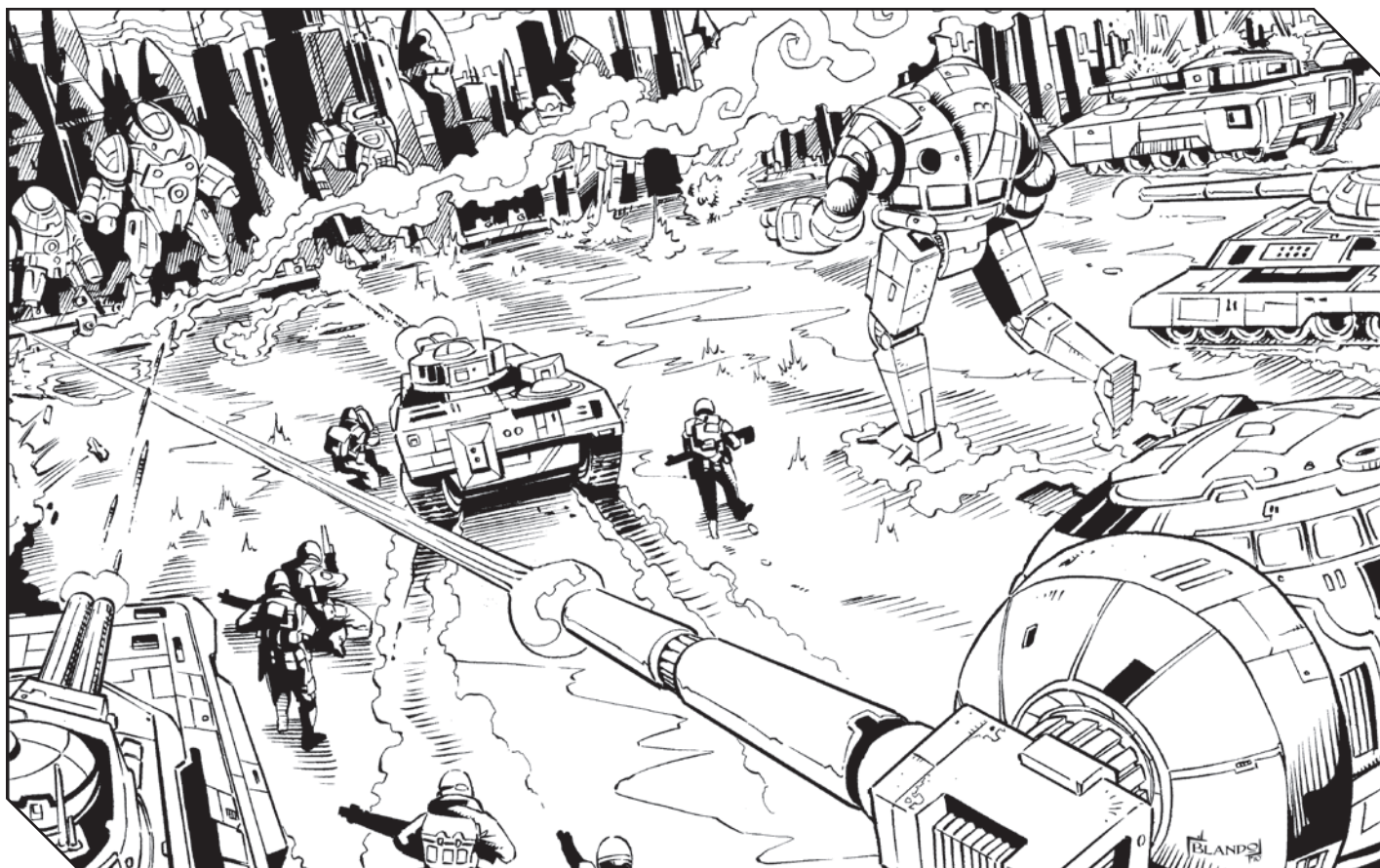
Some townships resisted fiercely, employing anything from laser drills and mining charges to jury-rigged industrial walkers and, occasionally, BattleMechs. Most such engagements were woe-fully one-sided but some demonstrated the martial prowess of the Wolves. One such clash took place at Afula where a well-equipped militia played cat-and-mouse with the Wolves in and around the fortified refinery complex. The Wolves refused to be drawn into fighting on the defenders’ terms, instead maintaining their distance and staging lightning raids to keep the enemy off balance. They proved adept at isolating enemy units and forcing their surrender, slowly but surely sapping the defenders’ strength. It wasn’t a fast strategy, but it was efficient. The slow pace did not sit well with the Jaguar Khan who, when discussing the Wolf peacekeeping efforts, asked “Is this a pack of wolves on the hunt, or a flock of sheep grazing?” Khan Winson merely smiled. His Clan would soon demonstrate their prowess.

THE GRAND CAMPAIGN

On 24 August, Founding Day, the Clans launched a multi-pronged assault on the Levic Ascendancy, an operation they came to call the Grand Campaign. The individual campaigns to date on Eden were little more than a warm up for the campaign against the Ascendancy, the most technologically and militarily sophisticated faction on Eden (and quite possibly the Pentagon). The Levics had not been idle while the Clans overran their neighbors—they instigated a number of the incidents that plagued the Wolves and Jaguars and had prompted the Purgatory city-states to ally—but this was the first direct clash between the factions.

The Ascendancy fielded a substantial military: two battalions of ‘Mechs and two mixed infantry and armor regiments, as well as a significant aerospace force (which they’d used for years to harass the Sarbat Khanate). No sooner had the Clan forces crossed onto the continent of Noruff than they came under sustained air attack. The Clans had expected the Ascendancy to contest their bridgeheads, but no ground assaults came, the enemy commanders realizing that while they might throw back one or more of the landings, doing so would weaken their defenses and leave them open to attacks by the other Clans. Instead, they waged a campaign of harassment, shadowing the Clan troops with recon aircraft and hover-scouts, calling in air strikes and arranging ambushes along their route of advance, using signals intercepts to identify key Clan targets. Unlike the rest of Eden, where the Clans were largely assured aerospace supremacy, dogfights became a common sight over Noruff in late August and early September though eventually the Clans won out and the Ascendancy aircraft focused their efforts on guarding their heartlands.

The first major clash between the Ascendancy and the Clans took place in the Cathay district, the region where the insurrection



against the Star League-in-Exile had burst into flames two decades before with the declaration of the New Capellan Hegemony. Jade Falcon troops cornered a reconnaissance troop at Yang's Bazaar and forced its surrender after a brief firefight but the local Ascendancy Martial Foundation (AMF) commander staged a daring special forces raid to try and recover his personnel. It failed, but the shock of the precision raid that came close to both freeing the prisoners and annihilating the Falcon leadership caused the Clans to pause briefly and take stock. The complacency they felt after the "easy" early stages of the campaigns faded away and was replaced by a grim determination.

The Smoke Jaguars and Wolves faced similar covert ops attacks but forewarned by the Jade Falcon experience, repulsed them with ease. For Nicholas and Andery Kerensky the strikes were a bitter reminder of the early months of the Pentagon Civil war when covert strikes had been launched against their father. Ironically, a number of those who had served on Aleksandr's staff—and who had denied efforts to elevate Nicholas to command of the SLDF—were among those commanding the AMF forces.

ZUGZWANG

By 19 September the Clans were only 50 km from Novy Moscva, the need to garrison settlements and secure their rear areas proving a major hindrance. Clan Smoke Jaguar had seized

several towns during their advance, only to see the population rise up against the occupiers once the main force had departed. This drew predictably bloody reprisals from Khan Osis and highlighted the inherent weakness in the small but elite Clan force—its warriors (all 160 of them, give or take the Hell's Horses' bending of the rules) could only be in a finite number of places at once. Where the Clans were concentrated, such as in the clashes at Hill 319 and Grovan they handily defeated the AMF troops, but elsewhere the Ascendancy numbers took their toll, swamping the Clan forces.

The AMF commanders quickly realized this and came to understand that their best hope for securing a victory—or at least more favorable terms—was to cost the Clans what they lacked the most: manpower. Killing the enemy was always a central tenet of war but here it became a strategic objective. The Ascendancy troops already had numbers on their side and, bolstered by a determined, if unskilled, citizens militia, drastically outnumbered the Clans. They withdrew into their capital, hoping that in the streets of Novy Moscva Clan losses would be so extreme as to give even Nicholas pause for thought.

The AMF withdrawal into Novy Moscva was the worst possible outcome for the Clans, but one Nicholas had predicted. He ordered fast Wolf and Jaguar 'Mech Stars and aerospace forces to intercept the withdrawing AMF troops, but few were successful and he issued recall orders rather than overextend his lines and risk the destruc-

tion in detail of the Clan forces. In the strategy session that followed, the Clans' predicament came into sharp relief; the standard strategy for such a situation was to besiege the occupants, to starve them out, or else to bombard the city and to deny the defenders refuge. The Clans lacked the numbers to mount an effective siege, though aerial reconnaissance and interdiction strikes made the AMF's life difficult. Nicholas was unwilling to raze his father's capital despite Franklin Osis' suggestion of a "Bến Tre" solution (referencing an ancient battle where "to save the town it became necessary to destroy it"). The only viable option was to send troops into the city, but history had shown that such battles were among the bloodiest possible. The names of Stalingrad, Grozny and Unity City echoed down through history, standing as object lessons to military commanders. Yet Nicholas knew he had to act, even if doing so risked dooming the Clans.

THE BATTLE OF NOVY MOSCVA

Arranged like a great wheel around the government hub with broad boulevards at the cardinal points, the construction of Novy Moscva was intended to give the Star League-in-Exile a capital worthy of their new society. It was a mixed success with some elements firing the imagination—such as Cameron Park with its memorial to the Star League—while others were stark and utilitarian, assembled from prefabricated kits. The city's centerpiece, the government district, epitomized this duality with its massive structures, intended to be reminiscent of the colonial era of Terra's late 19th and early 20th centuries but which lacked any real character. Two decades of war had not been kind to the city, much of which was run down and bore the scars of the Civil War. Many buildings had gained air-raid shelters in the first few years after the Second Exodus during a particularly intense series of clashes between the Ascendancy, the Khanate and several other factions who had collapsed or been crushed by the time the Clans arrived. It was to these shelters than much of the population fled as the Clan forces entered the city.

The four-pronged assault on the city wasn't the first time the populace had experienced war. In addition to air attacks, Novy Moscva had been attacked by ground forces three times and once, about two months after Nicholas' Second Exodus, had been subject to an orbital attack that had shattered much of the north-eastern industrial sector before the SDS system was able to neutralize the threat.

Nicholas knew that a pitched battle in the city would quickly go against the Clans and instead devised a series of lightning thrusts to secure key objectives and to establish bastions from which the troops could operate. The Jade Falcons were charged with the northeastern thrust, securing industrial sector of the city and establishing themselves in the massive foundry complex. The Smoke Jaguars were assigned the southeastern approaches, the city's former business district and now a ramshackle area of slums. The third thrust would be from the north, with the Wolves staging a feint towards the government district at the city's heart before veering west to secure the Eden Military Academy. In each thrust

'Mechs would lead the way, supported by Hell's Horses' vehicles and infantry. Scheduled to start on 15 October, the operation was preempted by an AMF reconnaissance probe that stumbled into the Wolf staging area, prompting the assault to begin several hours ahead of schedule.

The Falcon assault down Stephanie Ulitza (Stephanie Street) quickly bogged down as entrenched AMF troops and militia laid down a withering barrage. Spread across multiple floors of the buildings lining the street, the AMF squads were difficult to dislodge without inflicting serious collateral damage. With many equipped with man-pack PPCs and anti-armor weapons, the militia could inflict significant damage. Other than destroying the buildings—which Nicholas refused to sanction, though many buildings did sustain significant damage from machinegun and laser fire—the only option was to clear the buildings with infantry, a bloody and dangerous task. The AMF troops frequently booby-trapped the buildings they were using but the Falcons refused to be cowed and maintained their advance, reaching the foundry on the evening of their second day in the city.

The Jaguars were more fortunate, facing only scattered resistance until they neared their objective. Unlike the reinforced industrial complexes through which the Falcons battled, the Jaguars found themselves in a sea of prefabricated ferrocrete structures, each topped with gaudily colored tiles. These provided little protection for ambushers, though they did provide plenty of cover for snipers who picked off exposed Clan warriors. The first real opposition came as the assault crossed the Cameron Most (Cameron Bridge), with AMF gun emplacements and 'Mechs focusing their fire on the Jaguars as they were funneled across the narrow bridge. Several 'Mechs were brought down before lighter elements of the Jaguar force jumped the river and flanked the AMF positions. Realizing their danger, the Ascendancy troops withdrew. As they did, the AMF attempted to trigger demolition charges they'd placed on the Cameron Most but Horse combat engineers had managed to remove the charges during the firefight. With the river crossing secure, the Jaguars moved to occupy the Novy Moscva Bourse and the markets of the Ploshchad Kerensky (Kerensky Square).

The Wolves' firefight against the AMF scouts turned into a pursuit, a Star of fast Wolf 'Mechs equipped with jamming gear pursuing the interlopers before they could report the Clan movements to their superiors. The main force pushed its way down Novy Zemylya Bulvar (New Earth Boulevard), making slow but steady progress toward Cameron Park where they would turn to attack the Academy. The situation on the ground was fluid and prompted significant revisions to the assault plan, allowing them to avoid enclaves of particularly strong AMF resistance. At about 0300 hours, roughly six hours after the offensive began, the hunters suddenly found themselves the hunted—the Wolf forces pursuing the scouts accidentally repeated their opponent's mistake and stumbled into an Ascendancy staging area. They were soon cut off and, unsupported by infantry, were very vulnerable. Khan Winson ordered a detachment to cut an escape route for the trapped forces. Andery Kerensky took charge of the operation and by 0700 hours had

EULOGY

"Our fight here is done. Our objectives complete and the enemy vanquished. The hall of my father has returned to our hands, but at what cost? Many of our warriors spilled their blood to bring us to this day, my brother among them, laid low by a cowardly ambush. We will grieve for them, but we will not let their sacrifice be in vain. Instead, we will establish the greatest memorial possible to them—this city, Novy Moscva—which shall remain ever more in its present condition, a reminder to all of the achievements of man, and our weaknesses."

recovered the errant warriors. Only one of their 'Mechs remained operational but the other four members of the Star had continued the fight on foot after their 'Mechs were downed. Two would later die of their injuries, but they had given a good accounting of themselves—according to the recovered BattleROMs, they'd killed dozens AMF troops and crippled or destroyed over a lance of vehicles and 'Mechs. By midday on 16 October, the Wolves were pushing into the Academy grounds but meeting significant resistance. Air strikes and artillery barrages proved effective against some troop concentrations, but many were hardened against such attacks and the defenders could only be dislodged by brute force on the ground. It was a process that would take several days, during which time all three Clan forces were under prolonged attack.

Refusing to remain safely away from the fighting, Nicholas moved his command post into Novy Moscva on 21 October, taking up residence in his father's SLDF command bunker that had been cleared by Horse infantry the previous day. Khan Fletcher's warriors

had taken a bloody beating in the assaults, particularly during an ambush on Novy Zemylya Bulvar where AMF squads had targeted the lead and trailing vehicles in the Horse convoy with anti-armor guns, trapping the rest of the force between the two ruined vehicles and then bombarding the impromptu killing ground. Wolf 'Mechs had finally broken the impasse, destroying several of the AMF bastions and bulldozing an escape route for the tanks and APCs, but not before several dozen Horse warriors and auxiliaries lay dead.

Firmly ensconced in their new bases, the Clans settled into a routine of aggressive patrols, seeking to provoke the AMF forces into action while attempting to avoid a predictable routine that would allow the Ascendancy to stage an effective ambush. It met with mixed success. In the industrial zone, combat was continuous though rarely reaching the tempo of the initial assault. The Jaguars, however, found themselves beset by "gnats," a plague of militia often armed with small-caliber weapons that were a nuisance rather than a threat. Denied a clear opponent to strike against, the Jaguars became frustrated and this exploded into violence when a group of militia attempted to ambush a Jaguar patrol and, when they failed, sought refuge in an apartment complex. When the "terrorists" refused to surrender, the Jaguars began a systematic bombardment of the block, causing its collapse. More than 80 civilians died. Called upon to justify his actions by the ilKhan, Khan Osis stated that "if the enemy flouts the rules of civilized warfare to strike at us, then we should strike back with similar tactics. If they kill one of us with an improvised bomb, we will kill twenty of them".

Staging out of the academy grounds, the Wolves had fewer civilians to deal with and found themselves involved in a protracted hunt. Their quarry was the AMF high command, whose location had not been divined and who continued to coordinate resistance to the invaders. While they remained operational, the Clans could not hope to subdue the city but there were dozens of potential locations ranging from Star League-in-Exile bunkers to newly-built pseudo-fortresses beneath apartments and office blocks. Each had to be isolated and investigated, sometimes repeatedly, as it was rumored the AMF commanders relocated regularly.

The break came on 11 November when a signals intercept picked up a high speed burst from the skeleton of Unity Station, the Novy Moscva terminus of a maglev line that was never finished. The building was incomplete but the construction site was an ideal concealment for another bunker. Unfortunately for the AMF, a Jade Falcon patrol was only 150 meters away when the signal was detected and quickly moved to surround the site. The fierce resistance that erupted from the site convinced the Star Commander of the site's significance and reinforcements were vectored there from each of the Clan zones. Soon an ad hoc force of all four Clans was engaged around the site, with saKhan Elise Fetladral of the Wolves taking operational control. When recon imagery showed a significant AMF force heading toward the site, Andery Kerensky led a second detachment to intercept them. The battle raged into the night but by dawn the Ascendancy troops had withdrawn and the bunker and its occupants were in Clan hands. Chief among the prisoners was Major-General Mathieu Tillam, the head of the Ascendancy and one of those whose personal ambition had prevented Nicholas from succeeding his father two decades earlier.

With the loss of their leadership the AMF resistance collapsed though pockets of resistance remained, notably the Palace of Justice and the Finance Ministry. As the Clans exerted their control across the battered city, they knew they could afford to wait out the last few rebels and cordoned off the AMF strongpoints while they secured the city. Victory, it seemed, was at hand. However, the blood price had not yet been fully met.

On 1 December, a reinforced lance of AMF 'Mechs attempting to escape the city encountered a lone Clan 'Mech in Cameron Park. Seeing the chance for a small measure of revenge, they attacked without mercy and though sustaining significant damage themselves, brought the 'Mech down and then deliberately destroyed the 'Mech's cockpit.

The pilot was Andery Kerensky. His death sent the Wolf Clan into a frenzy and his fleeing killers were hunted down and slain.

On 3 December, with the fall of the Palace of Justice, the ilKhan declared the Eden Campaign concluded, the remainder of the month seeing only sporadic clashes. Yet the victory was bittersweet, the death of Andery Kerensky sending shockwaves through the Clans. Nicholas' grief was intense but there were still campaigns to conclude and the ilKhan threw himself into the work. Needing to distract the Wolves from their own grief at losing a warrior they considered an adopted member of the Clan, Nicholas reassigned Khan Winson's force to Dagda, pairing them with the Jade Falcons in an effort to break the deadlock in the campaign.



AFTERMATH

UNCHECKED

While Nicholas founded the Clans and was their first leader, he was aided in the task by his brother Andery. The younger Kerensky has often been cited as the control rod on Nicholas' wilder ideas, serving as his confidant and sounding board—and conscience.

When Andery died on Eden, Nicholas was free to act unchecked, a fact that led some conspiracy theorists to suggest that Nicholas orchestrated his brother's death so as to have a free hand in the post-KLONDIKE era. No evidence has ever been found to support such claims, though one populist rumor claims that Khan McEvedy of the Wolverines had such evidence, which became a key factor in the split between the Wolverines and the Clans.

Debates over Nicholas' mental stability have raged for years. While there is significant circumstantial evidence of deviation from accepted norms, there has never been anything to suggest that the ilKhan was driven to fratricide (or genocide, if the link to the annihilation of the Wolverines is to be believed). Indeed, in stark contrast to such claims, there is evidence that Nicholas was profoundly affected by his brother's death. His response to the mass attack that laid his brother low was the code of *zellbrigen* which ritualized warfare and limited the chance of dishonorable actions such as those which took his brother. The move drew a line under the pseudo-SLDF era of the Clans and set them on the road to becoming the honorable warriors who returned to the Inner Sphere two centuries after Operation KLONDIKE.

Whether the Clans may have turned out differently if Andery had lived is an interesting subject for speculation. Nicholas' shaping of the society in the dozen years between KLONDIKE and his own death allowed the Clans to survive and in many regards prosper. There's no guarantee that an Andery-influenced Clans would have had the mental and martial toughness to avoid another round of civil wars. With his tempering influence would Clan politics as we know them—the great Warden-Crusader divide—have come to exist? Would the Clans have held off invading as long as they did? Or ever invaded at all?

With the fall of the Black Brian on 26 May 2822, the last effective resistance to the Clans ended. Sporadic clashes continued with rogue elements for the next eighteen months but these were isolated incidents, the work of individuals who would not accept the status quo. For the most part, the population accepted their new overlords without question—after two decades of bloody conflict and deprivation even the most cynical saw the Clans' arrival as the end of their suffering, a strong and cohesive power block that would bring peace and prosperity to the general populace. The Clans likewise saw the people of the Pentagon as a gift to be cherished; wayward children who had been abused for years but who could now be redeemed through discipline and love. It would be a tough, authoritarian love, but it was more tenderness and mercy than had been seen in a generation. The people accepted their new membership in Clan society with scarcely a whisper. Indeed, many saw Nicholas Kerensky as a savior, resulting in the rapid growth of a cult of personality that elevated him to messiah status and which ensured his dominance over Clan society.

Every member of the Pentagon's civil populace was subject to rigorous profiling and testing, their skills assayed and their experience measured. Through this process each survivor was assigned to the caste that best suited their skill. The populations of each world were then divided between the victorious Clans and absorbed into their civilian castes, placed under the stewardship of the caste leaders already established during Nicholas' exile but with the clear understanding that ongoing testing would govern their status within the populace.

The militias of the Pentagon's numerous city-states and proto-nations were dismantled by the Clans and most of the troops returned to civilian life. A few Clans (most notably the Star Adders) chose to exploit this trained soldiery and, after stringent screening and testing, incorporate some of them into their *toumans*. Such recruits would never be eligible for Bloodnames, but that didn't mean they couldn't contribute to their Clan's martial prowess and even—as Ethan Moreau of the Goliath Scorpions demonstrated—rise to high office. Though he had remained in the Pentagon rather than siding with Nicholas, Moreau was forgiven by the ilKhan and was designated the Clan's Loremaster in 2824. That such Clans chose strength over ideological purity was something that would cause tensions not only in the immediate post-war years but all through the centuries of Clan history.

THE COURSING

The assaying process also brought to light the former leaders of the Pentagon, the warlords and despots and thugs who had maintained a reign of terror for the best part of two decades. Many had died in the Clan assault, either killed battling the invaders or slain by a vengeful populace, but no small number remained at large to be hunted down in a post-conquest operation that the Clans dubbed "The Coursing."

Some were held pending Clan justice—and a few cases surrendered themselves to the Clan authorities—but many sought to hide among the general populace, masquerading as innocent victims rather than the perpetrators of the atrocities. Officially none succeeded—though this is most likely Clan propaganda and it seems likely that a small number did escape justice. Most were tracked down by Clan agents or betrayed by vengeful neighbors. Some took their own lives rather than face Nicholas' wrath, but one by one the former overlords of the Pentagon were paraded before military courts and found

guilty of crimes ranging from treason and genocide to extortion, kidnapping and racketeering. Once arraigned before the courts, almost no one was acquitted and the punishment was most often execution by firing squad.

Less serious crimes were not presented to the military courts but rather were handled via civil meetings in which the guilty were forced to confess their sins and face public humiliation and violence. Called "Thamzing" after a similar practice employed by an old Terran power, this allowed the populace to exact its own measure of vengeance and underlined the destruction of the old power structures and the establishment of the new Clan order; they became willing partners in Nicholas' new society, their quest for vengeance making them complicit in the

remolding of society. For six months after the end of combat operations these courts and brutal meetings predominated, taking place alongside the military's rebuilding efforts and the mainstreaming of the civilian populace, but by early 2823 a more ordered society was beginning to emerge. This society had clear divisions between civilians and workers, between intelligentsia and laborers. It was also a place where the Clan rather than the individual was what mattered. Ironically, while the civilian castes were happy at these changes, signs of friction soon became apparent within the military elite.

FRACTURE LINES

Many personal scars from the campaign remained too; all of the Clan warriors witnessed a succession of atrocities during Operation KLONDIKE. At the time this had fortified their resolve, allowing them to achieve victory despite the odds being stacked heavily against the invaders, but in the months and years that followed the mental scars healed less quickly than did the physical wounds. Initially at least these scars manifested as dissatisfaction with the ilKhan. In more extreme cases it manifested in a broad range of psychological issues, including the depression of the Coyotes' Khan Dana Kufahl (which prompted her self-exile) and the madness exhibited by Viper Khan Ellie Kinnison.

The warriors of the Clans had gone into Operation KLONDIKE with a clear sense of purpose. The crusade was as much idealistic as it was military. While they wholeheartedly supported the punishment of the warlords, allowing the civilian populace to wage its own campaign of vengeance did not sit well with them all. There were whispers that without his brother's moderating influence, Nicholas would exploit the situation, using it to bind the populace to the ilKhan personally rather than to the Clans as a whole. As the first anniversary of the liberation approached, these simmering tensions reached a boiling point.

In many Clans there was debate of Kerensky's methods and agenda, though it was frequently couched in such a way as to avoid direct criticism. Surprisingly it was the Jade Falcons who crossed that line and provoked a reaction from the ilKhan. Dismayed at Kerensky's decision to merge his bloodlines with those of Clan Wolf, tempers rose within the Jade Falcon Clan and after a year of increasing criticism, some hardliners proposed the establishment of a separate society. This suggestion caught Kerensky's attention but before his wrath could be brought to bear against the rebels, the Falcon Khans took decisive action. They executed the ringleaders and sent many of the other critics into pseudo-exile on exploration missions or harsh duties; the actions were known collectively as the Culling.

The Falcons were not the only Clan to undergo a period of introspection. The Star Adders fought a war of words with their comrades over decisions to bring non-Clan warriors into their ranks, while Clan Sea Fox deviated from Kerensky's ideals by suggesting that equality between the castes would result in a stronger society.

Then came the Wolverine Treachery.

The Jade Falcons had headed off a confrontation with the ilKhan through the decisive action of the Culling, but the Clan later referred to as the Nameless Clan or the Not-Named Clan—their identity as the Wolverines an open secret—were less fortunate. The official tale of their disgrace is well known, despite efforts to erase their identity from existence. Roughly a year after the end of Operation KLONDIKE there was a disagreement—some sources say military clash—over control of a Brian Cache between the Wolverines and the Snow Ravens. When that went against them, the Wolverines declared independence from the Clans and were subsequently annihilated. Official records of the incident were largely expunged, but a number of items remain that cast light on the events. There are inconsistencies in the record that have led to the Wolverines being cited as the most popular focus of conspiracy-buffs' attention for the last thirty years. That there is little hard data on the fall of the Clan has resulted in all matter of rumors and theories.

To the Clans, that there was a treachery is enough. They believe there were survivors—and some elements remain on their guard for them—and the horror of the events shaped their psyche and ensured they would follow the path Nicholas laid down for them.

FACT AND FICTION

Given what is known of the Jade Falcons, that another Clan should flirt with independence and go against the socialist ideas espoused by Kerensky isn't that far-fetched. That a resource dispute should escalate into the use of nuclear weapons and the annihilation of a society does stretch credibility and has resulted in a number of theories.

The first, cited in numerous histories but most prominently in Khan Phelan Kell's *The Clans: Warriors of Kerensky*, suggests that Nicholas Kerensky orchestrated the Wolverine conflict as a means of scaring Clans into line with his authority. Given the apparent state of mind among the warriors, this idea isn't out of the question. However, there is only anecdotal evidence to support the theory.

That Khan Sarah McEvedy had a falling out with the ilKhan is documented, but there are numerous inconsistencies in the tale. Some say she fled immediately after her fateful declaration, others that she remained on Strana Mechty for several days before departing, possibly in debate with the ilKhan and the council. Again, there is no solid evidence for either eventuality, but circumstantial evidence for both.

The status of the Wolverine saKhan is similarly in question, with some placing him on the Clan Capital, others on Circe (and voting via HPG), and yet more in preparing for a Wolverine Exodus, suggesting premeditation on the part of McEvedy. If the last were true it would suggest a level of preparation that runs counter to McEvedy's outburst in the council session. Would a leader who suspected her superior was attempting to destroy her command really have let her temper run amok after having made plans for an escape?

One of the greatest crimes leveled at the Wolverines is the use of a nuclear weapon against a civilian settlement in the conflict. That it happened and is etched on the Clan psyche is not in doubt, but there are conflicting details in the various versions of the story. Khan Kell would have us believe that the Wolverines used a nuke against a target cleared of inhabitants as a means of underlining their separation from the Clans, with this decision seemingly in the hands of saKhan Hallis. Others iterations of the tale say that the Raven city was not evacuated, the death of civilians compounding the loss of the genetic repository. To our modern sensibilities, the idea that any Clan would use nuclear weapons is not likely but it must be remembered that many of the Khans were former SLDF officers and the Star League military, unlike the Clans, often pursued a "total war" strategy. What this element of the tale lacks is sound tactical rationale for

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using atomics rather than conventional weapons. The tale as told makes no military sense. In fact, it fits more closely with some of the wilder theories that suggest a third party—the Ice Helliions and the Snow Ravens are often cited—provoked the conflict. However, the idea that the Snow Ravens used weapons of mass destruction on themselves has no more credibility.

The scarcity of details of the battles between the Wolves and the Wolverines isn't surprising given the purging of records after the conflict, but there's little reason to doubt Kell's assertions of a two-day campaign on Circe followed by a protracted running battle through Clan Space. However, the extent of this campaign seems in question. The traditional story ends with Hallis dead at Nicholas' hands and McEvedy vanished, either dead or fled. There are, however, suggestions of a protracted military campaign well into 2824; economic records show high levels of military supply procurement continuing until August 2824, a marked contrast to the traditional view of the Wolverines being crushed by the end of 2823. The implication is that a campaign that officially lasted a few weeks may in fact have lasted months, with evidence suggesting it may even have ranged into the Deep Periphery.

We know from the Ghost Bear *Remembrance* that some of the Wolverines escaped Clan Space, though estimates of numbers vary wildly. Phelan Kell believed that a number of civilians and second-line troops made good their escape. Was it pursuit of these refugees that led to the concealed operations of 2824? Was there no record of McEvedy's death because she was brought down on some unidentified world in the Periphery? Did some of the Wolverines escape to become the Minnesota Tribe as a number of theorists suggest? And if so, where did they go after departing the Draconis Combine?

THE FOUNDING OF THE CLANS: AN ABRIDGED HISTORY

2765

New Vandenburg Crisis; the Periphery Uprising begins

2766

(Jan) General Kerensky redeploys the majority of the SLDF into the Periphery to put down the Periphery Uprising

(July) At the request of First Lord Richard Cameron, Stephan Amaris deploys Rim Worlds Republic troops into the Terran Hegemony

(27 Dec) Amaris Coup: Stephan Amaris assassinates First Lord Richard Cameron; Rim Worlds Republic forces seize control of the Terran Hegemony; start of the Amaris Civil War

NEW ORDER

Any thoughts of rebellion against Kerensky's rule died with the Wolverines. The remaining 19 Clans threw themselves into a strenuous effort to prove their orthodoxy to the ilKhan, dealing with the dissidents in their ranks with brutal efficiency or else risk the intervention in their affairs by outsiders. The ideological differences we know today as the Warden and Crusader philosophies were a long way from being formed. Back then you were wholeheartedly committed to the Clan ideal or you were an outsider and dealt with accordingly.

The old social lines that that marked Star League society—and its more recent incarnation in the Kerensky Exodus—were forbidden. No longer were the sigils of the Great Houses permitted, nor were their customs and languages. Within 18 months, everything that would mark an individual as a Lyran, a Kuritan or a Freeworlder was stripped away. The trappings of the Federated Suns and the Capellan Confederation and innumerable periphery states were confined to museums and historical documents. Even House Cameron and the Terran Hegemony were stricken from public life in what Kerensky called an "effort to protect its dignity and gravitas." In their place came the insignia of the Clans, both their individual markings and the overarching insignias derived from Star League symbology.

Language and culture did not escape these changes. The plethora of languages used in the Inner Sphere were relegated to the history books and instead Star League English, already the lingua franca among the exiles, would be the sole language used in Clan society. Use of any other language outside of an academic context would be punished severely, though Nicholas did allow a five-year transition period during which punishments would not be enforced. After 1 January 2830, however, the full weight of Clan law would fall upon offenders. Compliance was absolute.

Erasing cultural traits of a nationalistic bent was more problematic. While overt displays were easy to police, governing how people thought and acted was another matter. The Clan solution was twofold—a series of efforts to instill Clan values in the citizenry but also through language. Standardizing his new society around the English language was not enough for Nicholas. He codified language and grammatical structures in such a way as to straightjacket the thought processes of the people, a tactic familiar to students of 20th century literature wherein one work of fiction leant its author's name to a social paradigm: Orwellian.

Resistance to these efforts was surprisingly weak, usually attributed to the populace's desire to build a new and more prosperous future for themselves. They drew a line under the horrors of two decades of conflict and the Exodus before that, no matter that in doing so they would permanently be relegated to the status of second-class citizens with even marriages mandated by the state to maximize genetic potential. The price was high, but it was one they were willing to pay.

Each Clan was responsible for fostering a sense of belonging among its members and a sense of Clan pride quickly replaced the nationalism of the past. Testing within the Clans instilled a sense that the fate of each individual lay in their own hands—which indeed it did, within societal limits. This meritocracy would lead to homeostasis for the entire society. In that regard Kerensky succeeded where other attempts to forge a social utopia had failed. Such ideals soon outgrew the individual Clans and the idea of trials, already enshrined in Clan thinking, became the mechanism by which politics between the Clans would take place. It wasn't long before the egalitarian division of the people and worlds of the Kerensky Cluster and the Pentagon became a focus for trials between the Clans, with population centers and factory complexes the prizes of a succession of Trials of Possession. It was in this crucible that the unique

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characteristics of each Clan came to the fore, each with widely differing traits and attitudes but still within the overarching ideology of Kerensky's Clans. As with any homeostatic entity a sense of balance existed within Clan society, and when something deviated from the norm, the system—in the form of the other Clans—brought the errant elements back into line. Usually this was a mild chastisement, but sometimes it was much, much more.

DEATH AND REBIRTH

By the early 2830s, ten years after Operation KLONDIKE, Clan society had recovered from the nightmare of the civil war. The population had been restored and the first generations of children from the iron wombs were undergoing schooling in the warrior castes. Food supply and industry were at an all-time high and new colonies were built to meet the demand for resources. Much of Clan society had begun to take on its modern form.

The balance of power between the castes remained delicate, however. The military elite ruled each of the Clans, but the attitude of the warriors toward the other castes varied considerably. The Wolves and Sea Fox Clans were notable for the freedoms they allowed their merchant castes—something that allowed the Wolves to rebuild from their battles against the Not-Named—though other Clans regarded such attitudes as dangerous and against the spirit of the Clans. A mercantile dispute between the Wolves and the Widowmakers (resolved, as was now traditional, by martial trials) provided the catalyst that brought the initial phase of Clan society to a close.

Jealous of the freedoms of the Wolf merchants, the Widowmaker merchants staged what amounted to an insurrection against their military leadership, appealing directly to the Grand Council for the censure of Khan Jorgensson, who had risen to the Khanship after Jason Karrige's death during the Wolverine Treachery. The military, under auspices of their authority to deal with internal matters as they saw fit, responded harshly, arresting the dissidents and executing the ringleaders. This act shocked the other Clans, regarded as unduly harsh even by their standards, but the Widowmakers' accusation of Wolf complicity in the uprising stirred Khan Jerome Winson into action. The Wolf Khan suggested that the Widowmakers' brutality had abrogated their right to rule and that their assets should be distributed among the other Clans. The motion passed the Grand Council unanimously—the Widowmakers abstained—but as expected Jorgensson called for a Trial of Refusal, seeking to restore the status quo despite the rebuke issued by the council.

On 7 October 2834 the trial took place on the Steitz Plains of Ironhold, the Jade Falcon capital, and saw ten Stars of Widowmakers facing off against eleven of Wolves. Winson commanded the Wolves and Jorgensson the Widowmakers, with the Khans of every other Clan serving as witnesses. The larger battle was fierce but soon paled into insignificance compared to the duel between Jorgensson and Winson, a Trial of Grievance within the larger Trial of Refusal. The other combatants became spectators to one of the bitterest clashes between the Clans, a clash that looked set to give victory to the Wolf Khan. That was not to be.

A cadre of Widowmaker warriors chose to break *zellbrigen* and interfered in the battle, ostensibly to save the life of their Khan. This egregious flouting of Clan law prompted the umpires to intervene and separate the combatants. Nicholas Kerensky took charge of this effort and for several minutes a wild melee ensued. At the end order was restored but at a great cost; the ilKhan had been slain.

2767

(15 Jan) Stefan Amaris declares himself First Lord of the Star League in a communiqué to the Star League Council
(22 May) General Kerensky calls a ceasefire in the ongoing Periphery Uprising and orders the SLDF to assault the Rim Worlds Republic
(Aug) The SLDF begins the invasion of the Rim Worlds Republic

2770

(Aug) The conquest of the Rim Worlds Republic is complete; the SLDF begins rearming and refitting for the eventual campaign to liberate the Terran Hegemony

2772

(12 Feb) The SLDF mobilizes for the campaign to liberate the Terran Hegemony
(14 July) The campaign to liberate the Terran Hegemony begins

2777

(Jan) Operation LIBERATION begins—the SLDF jumps into the Terra system

2779

(29 Sept) Stefan Amaris surrenders and orders his remaining forces to stand down; Terra is liberated
(30 Oct) Stefan Amaris is executed
(12 Nov) The final Rim Worlds Republic troops lay down their arms; the liberation of the Terran Hegemony is now complete; the mass reconstruction effort within the Terran Hegemony begins

2780

(10 Oct) Star League Council meets for the first time since the Amaris Coup and immediately begins squabbling; the Council names Jerome Blake as Minister of Communications
(18 Oct) The Star League Council strips General Aleksandr Kerensky of the title Protector of the Realm; Kerensky remains SLDF Commanding General

2781

(12 Aug) Star League Council dissolves the Star League

2783

(Aug) The five House lords each call for General Kerensky's resignation after he tries to block their ability to recruit SLDF troops into their own armies

2784

(14 Feb) General Kerensky proposes Exodus to the SLDF senior staff; preparations for Exodus begin immediately
(8 July) On Kerensky's orders, the SLDF begins mobilizing for rendezvous at New Samarkand
(5 Nov) SLDF departs New Samarkand and begins the Exodus

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2785

(July) Rumblings of discontent begin to pervade the Exodus fleet

(19 Aug) *Prinz Eugen* Revolt—nine ships mutiny and attempt to return to the Inner Sphere

(28 Sept) The *Prinz Eugen* is captured, ending the revolt

(5 Oct) General Kerensky issues General Order 137 and with it the Hidden Hope Doctrine

2786

(24 Aug) Exodus Fleet arrives in the Pentagon

2787

(Jan) SLDF-in-Exile captures a Rim Worlds Republic ship and learns of the deteriorating situation in the Inner Sphere

2788

(6 Jan) General Kerensky institutes a testing program which will result in the controlled demobilization of 75% of the SLDF

(Nov) The SLDF creates the Exploration and Colonization Command and begins to explore nearby star systems, looking for resources and additional habitable worlds

2793

(23 Jan) The first colony on Strana Mechty is established

2796

(9 June) Katyusha Kerensky dies from an illness known as the "Curse of Eden"

2800

(28 Nov) Riots break out in the Pentagon Worlds

2801

(5 May) A group of Capellan nationals declare themselves independent from the Star League-in-Exile; the riots begin to devolve into civil war

(14 May) General Aaron DeChavilier is killed in a rebel ambush; the DeChavilier Massacre ensues; General Kerensky declares martial law

(11 June) General Aleksandr Kerensky dies; the bulk of the SLDF refuses to recognize Major General Nicholas Kerensky as their new Commanding General

(22 Nov) Major General Nicholas Kerensky announces the Second Exodus

2802

(Feb) Official start of the Pentagon Civil War

(12 Feb) Major General Kerensky leads the Second Exodus to Strana Mechty

(8 June) The Second Exodus fleet begins landing on Strana Mechty

THE GOLDEN AGE

The initial reaction to Kerensky's death was an orgy of bloodletting against the Widowmaker warriors who were largely annihilated. The few survivors were absorbed into the Wolves along with all of the Widowmaker civilians and assets. Ironically, Khan Jorgensson survived the battle. That he claimed the slaying of Nicholas was an accident carried no weight with the tribunal and he was executed after a summary trial.

From here, matters could have followed two diverging paths. Had Kerensky's death occurred a few years earlier, the divisiveness within the Clans could have shattered the nascent society and sent it spiraling into another round of violence, seemingly the fate of every empire built around a cult of personality. Or a new leader could have emerged around which the power structures coalesced, possibly taking matters in another direct.

In actuality, neither occurred. The political dynamics were sufficiently stable not to tear the Clans apart, and Clan society was sufficiently self-reliant to prevail without a strong central leadership. The Clans never were a monolithic entity, but rather a confederation of interlinked but independent states. In the years that followed, their paths diverged but the Clans prospered as a whole and individually, leading to the years 2830-2930 being called the "Golden Century."

As Clan society metamorphosed and grew so did its technologies. Unlike the Inner Sphere, which lost many of its advanced Star League technologies during the centuries of the Succession Wars, Nicholas' Second Exodus had preserved many of the systems the SLDF had escaped with and in short order scientists were building on these, refining them and making new leaps. The Coyotes developed the modular technology of the *Mercury*-class BattleMech into the concept we now know as OmniMechs in 2854, and the commercial exoskeleton technology in common use in the Terran Hegemony was developed into Elemental battle armor a decade or so later. Medical technology—in particular genetics—soared far above what even the Star League could have dreamt of.

Yet most of these advances were driven by or for the benefit of the military. The living conditions of the civil populace remained austere, a tacit understanding that the technology and resources should benefit the warrior caste and allow them to fulfill their mission. In many regards, however, the Clans hampered their own efforts. With the castes specialized, the population small and knowledge tightly controlled there was no opportunity for the cross-pollination of ideas and the intuitive leaps that had marked the Age of Enlightenment a millennium earlier, or even the Second Enlightenment of the Star League. As such, while they made progress, it was slow and methodical and in their two centuries of exile produced only modest results. In stark contrast, in the fifteen years between the end of the Clan invasion and the outbreak of the Jihad the Inner Sphere made comparable advances and while not replicating all of Clan technology, was capable of duplicating most on at least a limited scale. Indeed, had the Jihad not intervened, a number of technical analysts believe the Inner Sphere would have overtaken the Clans by the 3080s.

THE MISSION

Nicholas Kerensky maintained that the Clans' long-term goal was a return to the Inner Sphere and the reestablishment of the Star League. Without his hand to steer the disparate Clans, the focus of the Clan mission and its details began to metamorphose. Through the Golden Century and the years that followed, two groups began to emerge. One, headed by the Wolves, felt that the Clans should serve as protectors of the Inner Sphere. The other, most prominently the Jade Falcons and Smoke Jaguars, believed that only by subjugation of the Successor States could the Star League be reborn. Today these factions form the main political divide among the Clans: the Wardens, those believing in the protection of the Inner Sphere after a line in Nicholas' diaries that stated the Clans were "to ward the Inner Sphere from all outside forces until that time when the Star League is reborn" and the Crusaders, those believing in conquest.

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The Warden philosophy predominated through the Golden Century, though the term “Warden” didn’t come into common use until the late thirtieth century. But as the Golden Century drew to a close and divisiveness among the Clans reached its peak, the more belligerent Crusader philosophy came increasingly to the fore. Many of the Warden Clans found their own civilian populaces agitating for a return to an Inner Sphere that had come to be regarded as a paradise, a major contrast to the worlds of the Kerensky Cluster and the Pentagon.

By the late thirtieth century the call to war was impossible to ignore. A succession of councils later known as the Great Debate ensued between 2980 and 2985, with neither side achieving victory but success by the Crusaders seeming increasingly likely. The Wardens stalled matters by calling for intelligence on the Inner Sphere before any decision was made. The fragmentary reports received by Intelser, the Clan’s crude espionage arm, depicted a shattered Inner Sphere and fanned the flames of war. An invasion in the early years of the thirty-first century seemed likely and, had it occurred, could have resulted in the Clan hegemony the Crusaders desired. The Inner Sphere lacked any form of cohesion and was at its lowest military, technological and economic ebb. (Though other socio-economists suggest that ultimately a Clan hegemony would have failed, the Clan elite being too small to maintain their dominance and eventually “going native” in much the same way as had the Norman overlords of medieval England or the Mongol Khans who dominated large swathes of China.) Instead, the Successor States were saved by a minor miracle.

When the Crusaders moved for an invasion vote in 3000, Khan Kerlin Ward of the Wolves argued that the information gathered by the Intelser missions was fragmentary and unreliable and that rather than risk all of the Clans by attacking blind, a reconnaissance mission should take place. This compromise suggestion proved devastating to the Crusader cause—it allowed for a return, albeit limited, while gathering the intelligence needed for a full-fledged invasion—and competition was fierce for membership in this force. As it had been suggested by the Wolves, the task force would be overseen by that Clan and took their name:

Wolf’s Dragoons.

The mission of this multi-Galaxy force (configured as five Inner Sphere regiments) was to gather intelligence on each of the Great Houses of the Inner Sphere, gaining knowledge of their strengths and weaknesses. The employment of mercenaries by the great houses had been uncovered by Intelser and the Dragoons would masquerade as such a force, its constituent Clusters and Trinaries restructured to conform with the Star League organizational doctrine that remained in force among the Successor States. Khan Ward argued that for it to have any value, the Dragoons must be given time to serve each of the Great Houses, a process that would take a quarter of a century. Some of the Crusaders balked, but the Wardens prevailed and the likelihood of an invasion receded.

The Dragoon reconnaissance painted a more detailed picture of the Inner Sphere and showed that while there had been major wars, matters were not as grim as Intelser had reported. Indeed, a new political and technological balance had been achieved which, while inferior to that enjoyed by the Star League, did not call for an immediate intervention by the Clans. The nascent alliance between Houses Steiner and Davion did give the Clans pause for thought, but after the dust of the Fourth Succession War settled, the Intelser report (Dragoon reports to the Clans had ceased by 3019) indicated that the alliance hadn’t lead to the great unification the Crusaders feared.

As we now know, the Dragoons “went native” and, knowing the Clans loomed out in the Deep Periphery, set in motion plans that would enable them to contest the inevitable assault. The Clans were initially ignorant of this defection and in the information vacuum of the 3030s and 3040s, the Crusaders agitated for invasion.

Then the ComStar Explorer Corps vessel *Outbound Light* stumbled upon Clan space, and the matter was pre-empted; the invasion, Operation Revival, was ordered.

2803

(1 Jan) Major General Kerensky institutes a series of live-fire combat tests to determine who will remain in the SLDF

2807

(11 June) Nicholas Kerensky announces the formation of the Clans

(1 Sept) The Clan Trials of Position begin

2810

(31 Dec) The last of Kerensky’s 20 Clans is officially ready for action

2814

(27 Dec) An assassin attempts to kill Nicholas Kerensky

2815

(9 June) Nicholas Kerensky declares himself IlKhan; the civilian population is split up evenly between the twenty Clans

2817

(4 May) Operation SABLE SUN, the intelligence-gathering mission within the Pentagon systems, launches

2819

(12 Oct) IlKhan Kerensky initiates the Clan Eugenics Program

2821

(2 July) Operation KLONDIKE begins with landings on each of the Pentagon worlds

(3 December) Eden campaign ends

(9 December) Circe campaign ends

(14 December) Arcadia campaign concludes

2822

(28 April) Babylon campaign concludes

(26 May) The Black Brian on Dagda falls, effectively ending the Dagda campaign and the last military operations in the Pentagon; Operation KLONDIKE is concluded

(June) The Coursing begins; for the most part, the Coursing is concluded by the end of the year

2823

(July) Clan Jade Falcon Culling takes place

(8 Oct) Clan Wolverine declares independence from the Clans

(11 Oct) The Clan Grand Council chooses to Annihilate Clan Wolverine

(25 Oct) Clan Wolf begins the Annihilation of Clan Wolverine

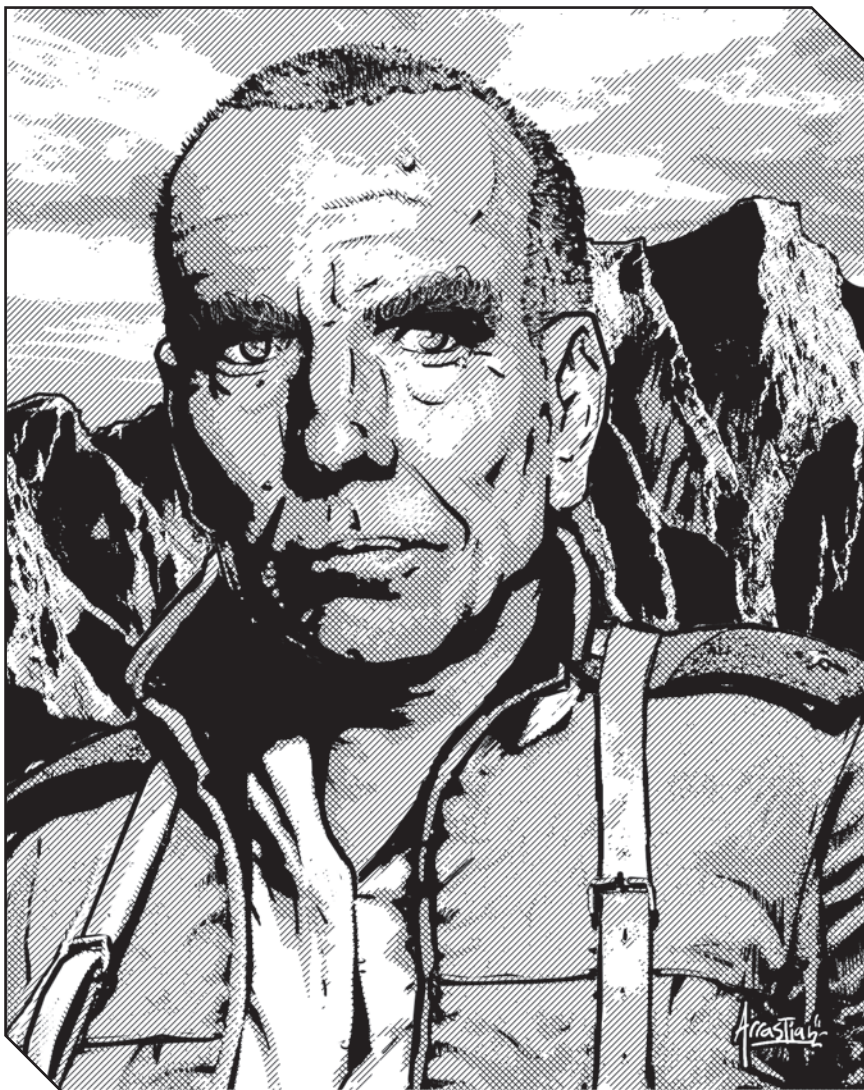
(Dec) The Clan Wolverine Annihilation is concluded

2825

The Minnesota Tribe, now assumed to be the remnants of Clan Wolverine, appears in the Inner Sphere

2834

(7 Oct) IlKhan Nicholas Kerensky dies while interceding in the Clan Widowmaker Trial of Refusal



NICHOLAS KERENSKY

Rank/Position: ilKhan of the Clans

Born: 4 May 2764

(57 at beginning of Operation KLONDIKE)

Nicholas' early life in Moscow was a challenging one. Few knew his identity as Aleksandr's son but the Amaris occupation, which began when Nicholas was two, placed him in very real danger. The rescue of Nicholas, Andery and their mother was a covert part of Operation LIBERATION, but Aleksandr's marriage and the births of Nicholas and Andery remained a secret until after the fleet had left the Inner Sphere. Nicholas began military schooling shortly before the Exodus and continued to do so during their long voyage. By the time the fleet arrived in the Pentagon the young Kerensky had begun to rise through the ranks. However in 2790, disaster struck. Like many of the early colonists on Eden, Nicholas succumbed to the "Curse of Eden", a virulent brain fever that killed seventy-five percent of those infected. Several years later his mother would die of the fever but Nicholas was one of the lucky ones who survived.

Always confident and driven, his brush with death gave Nicholas the impetus to excel and he soon rose to command of the 146th Royal BattleMech Division. Always Aleksandr's favored son (something that caused considerable friction with his brother Andery), he seemed set to follow in his father's footsteps. However, when the general died in his command post on Eden in 2801, matters quickly soured, with many of the older SLDF officers

refusing to rally around Kerensky's heir, citing his lack of leadership experience and instead advancing their own candidacies for the leadership of the Star League-in-Exile. This was a major blow to Nicholas' ego, but rather than press his claim by force, as some of his supporters suggested, he opted to follow his father's lead and stage a new Exodus.

Establishing himself on the world of Strana Mechty, Nicholas built a power base and sought to reshape society to prevent the descent into another cycle of violence. He was convinced that such a reformation was the only hope for mankind and his drive and determination won over many converts to his cause. Taking his inspiration from a wide range of historical societies, his efforts would eventually lead to the formation of the Clans. Few opposed his efforts, though Nicholas had no time for sycophants and instead built up a cadre of loyal followers who would become of the officer corps of the Clans. Chief among these were Jerome Winson and Andery Kerensky, both of whom became sounding boards for his plans, as well as Jennifer Winson, Jerome's sister, who later became Nicholas' wife.

Nicholas never intended his exile on Strana Mechty to be permanent, though it lasted two decades. A return to the Pentagon (what would become Operation KLONDIKE) was always part of his planning, but his intentions beyond that were never clear. It is known he saw the reformation of Clan society as an ongoing process, reintegrating the Pentagon survivors and further reshaping the exiles' culture, and he showed considerable strength and ruthlessness to achieve his aims. His unexpected death at the hands of Clan Widowmaker in 2834 left his work incomplete and sowed the seeds of modern Clan society. Did he intend for the Clans to be permanent or merely a transition to a less martial society? Did he intend his people to remain isolated guardians of humanity (as the Warden philosophy claims) or did he intend to repeat KLONDIKE on a larger scale in the Inner Sphere (as the Crusader faction attempted through Operation REVIVAL in the late 3040s)?

ANDERY KERENSKY

Rank/Position: Star Colonel/Aide to ilKhan Nicholas Kerensky

Born: 9 November 2766

(55 at beginning of Operation KLONDIKE)

Aleksandr's second son is almost a mirror of his elder brother. Where Nicholas was gregarious and confident, Andery was introspective and taciturn. Andery never wanted the high-profile life his brother enjoyed (though his constant second-place to Nicholas in their father's affections did hurt, particularly after Katyusha Kerensky's death). Nonetheless, Andery did well at the Eden Military Academy and rose to command a battalion by the time the Pentagon slid into chaos around 2800. Andery had distanced himself from his father and brother (even enduring a period in detention for insubordination), but the collapse of society and Aleksandr's death threw the brothers together again on Strana Mechty, their relationship at first prickly but, while never warm, becoming more respectful as the years turned into decades. Andery was one of the few who could stand up to his brother—though not without their arguments becoming heated—and it is widely believed he tempered Nicholas' plans. His former role as an instructor gave Andery a different insight on the nascent Clans and he eventually found himself employed as Nicholas' eyes and ears, providing a trusted and critical oversight of the preparations. At the start of Operation KLONDIKE, Andery was assigned a staff role but he chafed under the restrictions and instead became an observer with the Wolf forces on Eden. It was

there, as the campaign drew to a close, that Nicholas' brother died, ambushed by a larger enemy force. Numerous rumors circulated about his demise, the most common of which suggested he was murdered to remove his influence over the ilKhan. Ironically, his fall had a far-reaching impact on Clan society—in order to prevent a repeat of the cowardly attack that killed his brother, Nicholas ritualized warfare among the Clans, laying down the code of *zellbrigen* to govern the actions of Clan warriors.

Andery never married but he maintained a long-term relationship with Dana Kufahl, who became Khan of the Coyotes. Andery's legacy survives in the Clans, having been included along with Nicholas and Jennifer's in Clan Wolf. Technically this remains an exclusive Wolf Bloodname, but limited admixing of Andery's genes with those of Dana Kufahl was approved by the ilKhan as a memorial of their love and to mark the bonds between the two Clans.





JEROME WINSON

Rank/Position: Khan of Clan Wolf

Born: 9 June 2755

(66 at beginning of Operation KLONDIKE)

Born on Gallery in the Lyran Commonwealth, Jerome Winson's mix of intelligence and athleticism fast-tracked him through the personnel-strapped SLDF as it fought its long war against Stefan Amaris. By the early 2780s, he had risen to the rank of major and secured a post on Kerensky's staff. During the last days of the war he'd been a member of the detachment that rescued Katyusha Kerensky and her sons, and because of his association with the General, he remained close to the boys during the Exodus and the early years in the Pentagon. The decision to follow the General into exile was a hard one for him—his wife Jessica, a native of Alarion, opted not to accompany him—but he knew it was the right choice. In many regards a surrogate elder brother to Nicholas and Andery, Jerome found himself enmeshed by Nicholas' charisma and there was little doubt that he would follow the younger Kerensky to Strana Mechty. Accompanied by his sister, Jennifer, he helped forge the new Clans and was rewarded with the Clan named for the Strana Mechty wolf, the first to achieve combat readiness and one of the dominant forces in Clan history. Jennifer's marriage to Nicholas solidified the ties between the Winsons and Kerenskys, and Nicholas' decision to join his genes to the Wolf Clan further bound the two families. Calm and thoughtful, but decisive when the need arose,

Jerome was a superlative Khan and under his leadership the Wolves became one of only two Clans to fight on multiple worlds during Operation KLONDIKE. When Nicholas was slain by the Widowmakers, Winson was the natural candidate to succeed him and it was under his steady hand that the Clans entered their Golden Century.

The mystery surrounding his sister has also cast some doubt on Jerome's credentials. Was the man who became the Clan's second ilKhan really the Lyran-born officer his biography claims? Was Jennifer truly his sister, and if not, why the pretense? Why did she need to "hide" in Kerensky's new society? Why did Jerome need to protect her? The truism that history is written by the victors is never more appropriate than in the early decades of the Clans, so the facts may never be known.

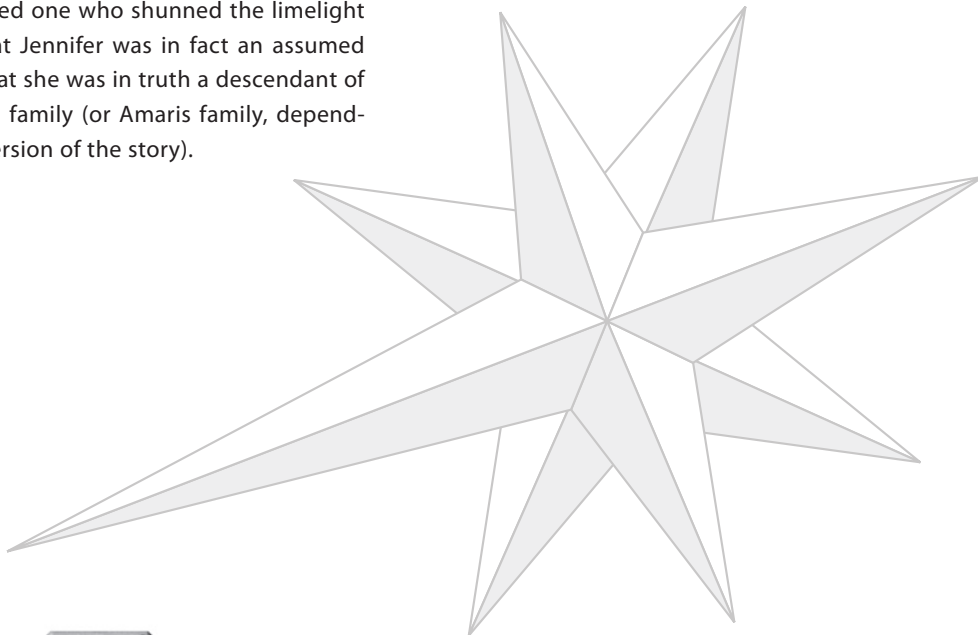
JENNIFER WINSON

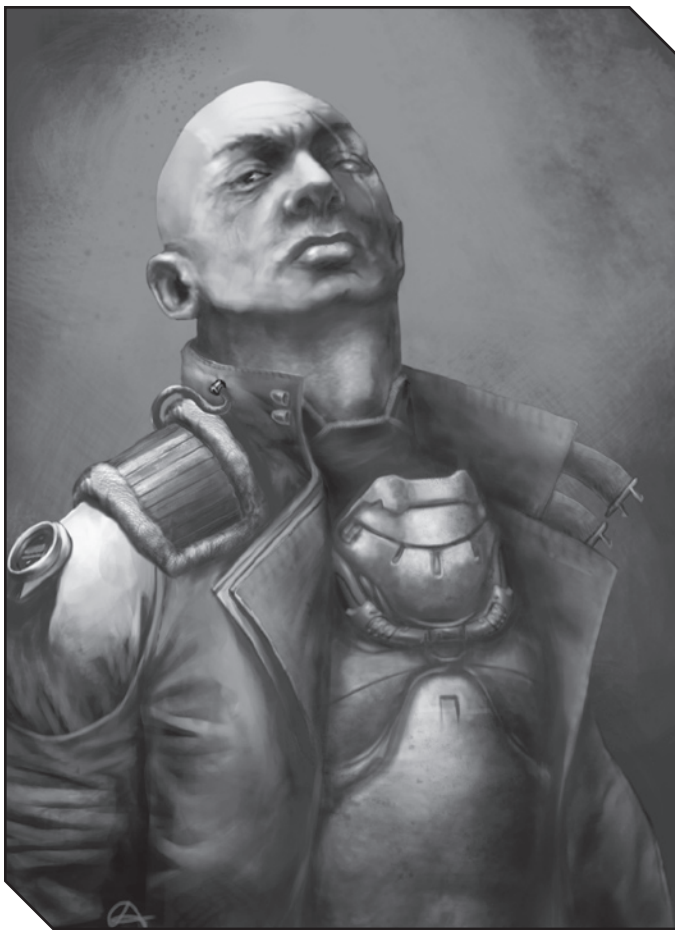
Rank/Position: Star Colonel/Aide to ilKhan Nicholas Kerensky

Born: Unknown (presumed circa 2770.
Approximately 40 at beginning of Operation KLONDIKE)

Unlike her brother, Jennifer Winson is a cipher. There is no record of her life in the Inner Sphere and only minimal information on her pre-Clan life in the Pentagon. We know she trained as a warrior and served under Nicholas prior to the Second Exodus, eventually accompanying him to Strana Mechty and becoming part of the Clans. Her relationship with Nicholas was tempestuous but developed into a romance, and the two eventually married. Calm and charismatic, Jennifer played a key role in forging the Clans and planning Operation KLONDIKE, her diplomacy smoothing over the strong egos of those who would eventually become the Clan Khans. There is, however, little record of her involvement in the fighting and it is generally assumed she served on her husband's staff.

Her eventual fate is as mysterious as her origins, almost as if Nicholas and his successor, her brother Jerome, deliberately sought to obfuscate the records. Given what is suspected regarding the mass-redaction of records in the years after the Wolverine Treachery, this isn't a huge surprise. But the absence of any clear rationale for this has led to rampant speculation. Suggestions range from a simple desire to protect a loved one who shunned the limelight to claims that Jennifer was in fact an assumed name and that she was in truth a descendant of the Cameron family (or Amaris family, depending on the version of the story).





STEPHAN CAGE

Rank/Position: Khan of Clan Ice Hellion

Born: 3 August 2754 (66 at beginning of Operation KLONDIKE)

Before the Exodus, Major Stephan Cage served in the third battalion of the SLDF's 200th Dragoon Regiment through most of the Amaris Civil War, serving as its commander during the last sixteen months of fighting on Terra. Before that, he grew up within the Lyran Commonwealth watching news reports of war crimes within the Hegemony and the SLDF's campaign against Amaris. He and his troops were key players in the recovery and rebuilding on Terra, and readily joined the Exodus. After the mass SLDF drawdown, he held command of a regiment within the 146th Royal BattleMech Division for several years before accepting a position as commander of the recently established colony on the icy world of Hector.

There, he and his small cadre of soldiers helped to build the new colony, throwing their support behind Nicholas when revolution engulfed the Pentagon. They made their way to Strana Mechty and joined Nicholas' new society, serving also as liaisons between Kerensky's nation and the colony. Kerensky soon appointed Cage and five of his Hector warriors to Clan Ice Hellion, with Cage as their Khan. Under Cage's leadership, they and their brother Clansmen modeled themselves after their totem, a native of Hector—the nature of which sets them apart from the rest of Kerensky's Clans (and continues to define their actions).

PHILLIP DRUMMOND

Rank/Position: Khan of Clan Nova Cat

Born: 20 May 2746 (75 at beginning of Operation KLONDIKE)

Like the Polczyk brothers, Phillip Drummond served with Amaris' forces during the Usurpers' reign and was similarly dismayed at his Lord's actions. Drummond's rebellion against Amaris was particularly notable, however, as he defected to Kerensky as soon as he landed on Apollo, stealthily making his way to Kerensky's command post where he presented himself to the General. Won over by the Rim Worlder's determination and resourcefulness, Kerensky inducted Phillip into the SLDF's intelligence division, where his knowledge of the Rim Worlds and its military proved invaluable to the campaign. When Kerensky chose to leave the Inner Sphere, Phillip followed willingly and after demobilization, sought to build a new life on Circe with his new wife, Anna Rosse. As the fabric of society began to unwind Phillip found himself involved in the conflict, siding with the pro-Kerensky loyalists. Eventually, however, he opted to join Nicholas' exile in the Pentagon—the death of his two children in the factional fighting seems to have been the deciding factor. His third child, Sandra, would eventually become the Nova Cat's second Khan, albeit briefly. Drummond's long association with Nicholas' father and his extensive military experience made him a natural choice to participate in the Clans and Operation KLONDIKE. His homecoming to Circe would be bittersweet.

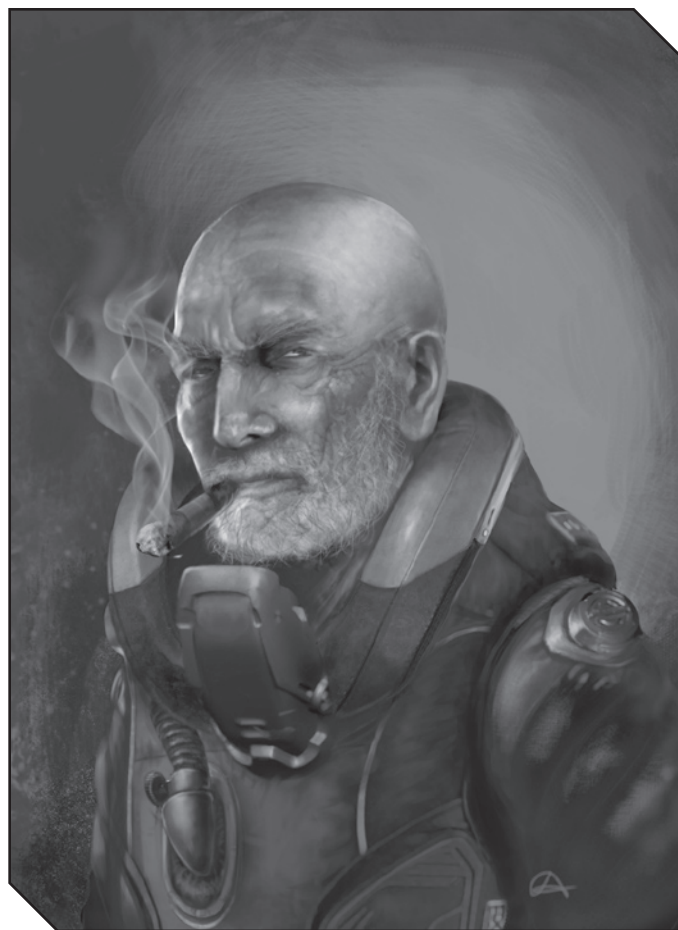
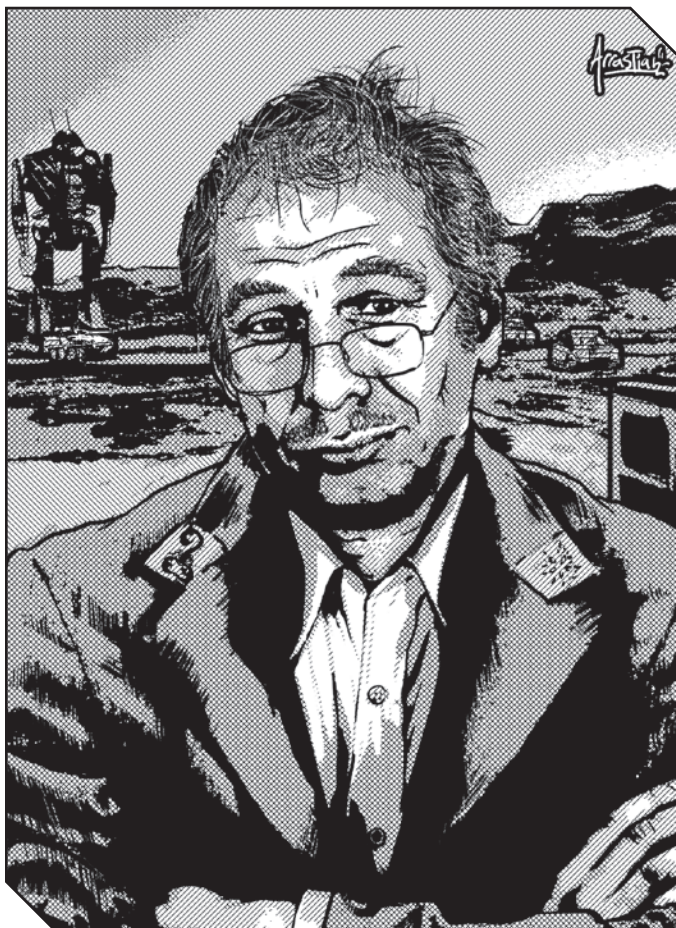


CYRUS ELAM

Rank/Position: Khan of Clan Goliath Scorpion

Born: 21 October 2750 (71 at beginning of Operation KLONDIKE)

One of the older warriors selected to join the Clans, Cyrus Elam had a long career in the SLDF Corps of Engineers before accompanying Aleksandr Kerensky into exile. His wife and children were killed during the Amaris Coup and he saw Operation EXODUS as a way of escaping the horrors of the Terran campaign. He remained in SLDF service in the Star League-in-Exile, his skills employed in the construction of new settlements and infrastructure, and when Pentagon society collapsed he accompanied Nicholas to Strana Mechty. Dubbed “Pops” by many of his peers in the new society, Elam initially expected his age to count against his inclusion in the Clans and expected to be relegated to an instructor role. However, his unorthodox tactics—a product of his combat engineering background—proved particularly effective and Nicholas approved his inclusion in the 800 despite his age. Assigned the leadership of the Clan, he was paired with the younger Jenna Scott. He would be the brain of the Clan, and she its sword arm, though Elam never shirked from fighting—he would die in battle against Widowmaker saKhan Kyle Vordermark in 2834.



JOHN FLETCHER

Rank/Position: Khan of Clan Hell's Horses

Born: 31 August 2744 (76 at beginning of Operation KLONDIKE)

One of the most senior officers to side with Nicholas, General John Fletcher had commanded the 35th Infantry Division throughout the Terran campaign and seeing little future in the Inner Sphere had prompted the remnants of his division to join Kerensky's Exodus. However, upon arriving in the Pentagon Fletcher found his command disbanded in the mass demobilization of the SLDF and was instead placed in charge of training for the Eden Militia. When Aleksandr died, John spoke in favor of elevating Nicholas to command of the Star League-in-Exile but as a “lowly infantry officer” found his views dismissed by many of his peers. Nicholas, on the other hand, valued the opinions of the veteran officer and encouraged him to join the new society he was forging on Strana Mechty. Paired with an experienced BattleMech commander, Patricia Cobb, Fletcher's mix of charisma, insight and determination won him command of Clan Hell's Horses, a group he would shape into one of the finest combined arms forces in Nicholas' arsenal.



ELIZABETH HAZEN

Rank/Position: Khan of Clan Jade Falcons

Born: 5 April 2741 (80 at beginning of Operation KLONDIKE)

Born on Terra's North America, Elizabeth Hazen was twenty-five when Amaris seized control of the Hegemony and plunged the Star League into war. A company commander in the Royal Black Watch Regiment, she was one of the few survivors of Amaris' attack and became a key member of the "Ghosts of the Black Watch," guerrillas who continued the war against the Usurper. For thirteen years they waged a bitter campaign until, in 2779, Kerensky succeeded in liberating Terra and the Ghosts emerged as heroes. Though decorated by the General, Elizabeth chose to resign her commission and spent a year wandering Terra, seeking to calm her spirit and find solace from the horrors she'd witnessed. When Aleksandr opted to stage Operation EXODUS, Hazen abandoned her mendicant life at the urging of Aaron DeChavilier and rejoined the SLDF, commissioned as a Major and assigned to serve on General Kerensky's staff. After more than a decade in the Pentagon the horror returned as society fragmented and General DeChavilier—allegedly her lover—was murdered by rebels. Despite her advancing years—she was sixty when Aleksandr died—Hazen did not hesitate to take a stand, joining Nicholas' Exodus and becoming a key player in the forma-

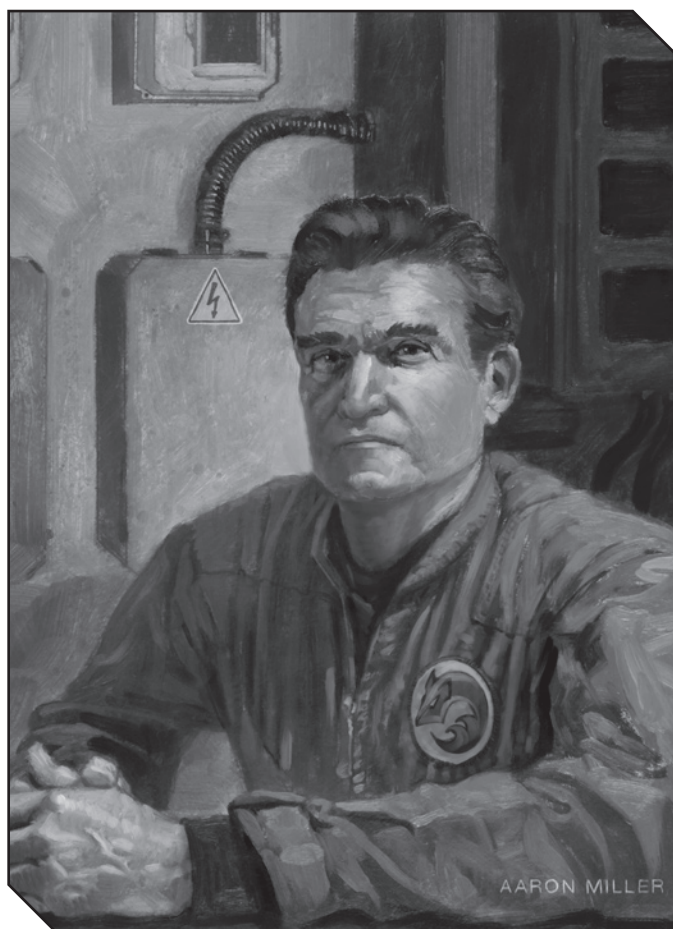
tion of the Clans. At eighty years old, she was the oldest Khan at the time of Operation KLONDIKE, but her performance and that of her Clan gave little indication that age was taking a toll. She was, however, convinced to share the load of leading the Jade Falcons—exacerbated by the Falcons' failure to win Nicholas' patronage—by appointing Lisa Buhallin as saKhan.

DAVID KALASA

Rank/Position: Khan of Clan Sea Fox

Born: 15 March 2766 (55 at beginning of Operation KLONDIKE)

Born on the Capellan world of St. Ives, David Kalasa spent his youth dreaming the same dream that so many of his contemporaries across the Inner Sphere did: of becoming a Star League MechWarrior and joining General Kerensky in crushing the Usurper's occupation of the Terran Hegemony. However, that was not to be, as he completed his SLDF training and received a commission just before the Exodus. He tested well in the initial SLDF demobilization and remained in uniform when many more veteran soldiers did not, and fought hard against rebellion during the first months of the Pentagon Civil War. He followed Nicholas Kerensky into the Second Exodus, where his prior service—but especially his skill as a MechWarrior—won him the position of Khan of Clan Sea Fox.



Though he may have been the *first* Khan of Clan Sea Fox, he was not the most influential. He and his saKhan, Dianne Sennet, ably prepared their Clan for its participation in Operation KLONDIKE, but Kalasa's service was cut short when he was killed in the opening shots on Babylon. Even among the Diamond Sharks (née Sea Foxes), his legacy is that of an inspired placeholder, whose protégé—Karen Nagasawa—eclipsed him, even during his brief command on Babylon.



RAFE KARDAAN

Rank/Position: saKhan of Clan Cloud Cobra

Born: 22 January 2764 (57 at beginning of Operation KLONDIKE)

Rafe Kardaán may have been just 15 when General Kerensky liberated Terra, but he was already an SLDF training pilot. He'd always dreamed of being an aerospace fighter pilot (and in fact obtained licenses for several different types of craft despite being too young), and hitched a ride to New Earth two years earlier, where he lied about his age and convinced a training unit to accept him. He graduated from flight school in record time, and by the time of the Exodus was already commanding a squadron.

He continued his meteoric rise in the post-Exodus military drawdown, taking a succession of commands that ultimately led to admiralty and, along with Stephen McKenna, a virtual shared command of the SLDF navy. Selected as Clan Cloud Cobra's saKhan, he brought not only his energy and drive to the Clan, he infused it with his love of flight—which included building an aerospace force rivaled only by McKenna's Snow Ravens. Kardaán naturally took charge of training and drilling his Clan's warriors while Khan Windham Khatib focused on their minds and especially upon their ethics. After Operation KLONDIKE, Kardaán rebuilt his weakened and hurt Clan into an even greater aerospace and naval power, continuing to lead the Cloud Cobras towards the Golden Century after Khatib's retirement.

JASON KARRIGE

Rank/Position: Khan of Clan Widowmaker

Born: 3 January 2669 (52 at beginning of Operation KLONDIKE)

Born to a middle-class Davion family on New Syrtis, Jason's early life was one of constant change as his father, Nigel, a logistics officer for the SLDF, relocated regularly as the noose tightened around Amaris and the supply line shifted. Swept up in Exodus fever, the Karriges joined Kerensky's fleet. However, any dreams Captain Karrige might have had of building a new life in Kerensky's promised land were doomed when the impressionable junior officer sided with the *Prinz Eugen* rebels. His wife and young son were forced to deal with the stigma of his execution as the fleet made its way to the Pentagon and the young Jason swore that he'd always be in command of his own destiny. A ruthless and determined streak emerged in the boy, who prospered on the new colony of Babylon, winning a place at the Eden Military Academy. In 2793, Jason surpassed his father and attained the rank of Major in the SLDF but found further advancement blocked by a glass ceiling. It seemed the prejudice remained strong against the mutineers' kin. Unlike his father's officers, Nicholas Kerensky looked past such surface matters to the heart of the person. Jason's determination and drive were exactly what his new Clans needed. It was little surprise that Jason succeeded in gaining a place in the Clan military and later attained command of Clan Widowmaker. However, command of the Clan wasn't enough for Khan Karrige, whose ambition got the better of him. He became embroiled in Clan politics, seeking to gather even more influence by building a power block within the Clan councils. Ultimately his scheming came to naught—a year after Operation KLONDIKE, Khan Karrige died at the hands of Clan Wolverine.

Officially.

The loss of his genetic legacy and the ending of his bloodline (in a freak repository accident, according to Clan records) has prompted speculation regarding Karrige's fate. It has been suggested that rather than being killed by the Wolverines he may have sided *with* them and paid the ultimate price. Given that the legacies of other slain sympathizers like Sandra Rosse survived, something in Karrige's actions must have shocked



the Clans. The fate of the Widowmaker Khan and his legacy is cited as evidence that the redaction of Clan history in the years around the Wolverine Treachery was far more extensive than the “striking from the records of the Not Named” claimed by the official Clan records.

WINDHAM KHATIB

Rank/Position: Khan of Clan Cloud Cobra

Born: 3 November 2755 (65 at beginning of Operation KLONDIKE)

Of all the warriors Nicholas Kerensky chose to join his faithful, Windham Khatib was the most unusual. He grew up in the Abbey of the Resurrection on Procyon, the son of Bishop Astin Khatib, himself the son of Pope Lanai Madonn (formerly Cardinal Ursula Khatib), leader of the Church of the Crucifix. He was there, studying as an acolyte, when Amaris and his thugs seized the Terran Hegemony. He watched as Amaris’ troops arrested his grandmother and father (as well as other church leaders) and stole priceless treasures from the abbey. And was beaten down as the Usurper’s secret police executed his grandmother.

Surviving Church officials somehow got him off the world and to a monastery in Lyran space, where he completed his studies and

was ordained, joining the SLDF as a chaplain just as soon as he could find a recruiting station. He was initially assigned to the 335th BattleMech Division, but after its destruction, he jumped from command to command before General Aaron DeChavilier personally assigned him to the SLDF Command Group.

He followed General Kerensky into Exodus, and later his son into the Second Exodus, all the while tending to the spiritual needs of both soldiers and civilians. He was also a soldier, though, and did not shy away from combat when the lives of the innocent or “God’s warriors” were on the line. Nicholas remembered that, especially the ferocity that he showed when battling what Khatib considered evil, whether on the battlefield or in ministry, and Nicholas made him Khan of the Cloud Cobras.

He considered this role one of both shepherd and visionary, letting his sakhan lead his warriors in battle while he always considered the bigger picture. After Operation KLONDIKE’s conclusion, he retired as Khan, continuing to serve the spiritual needs of a predominantly anti-religious society, ultimately shepherding a number of spiritual bodies into existence and especially instilling within his Clan a deep sense of spirituality—the “Way.”





ELLIE KINNISON

Rank/Position: Khan of Clan Steel Viper

Born: 4 June 2785 (36 at beginning of Operation KLONDIKE)

The story of Ellie Kinnison is one filled with tragedy and violence—her parents were both freedom fighters who served under Antonius Zalman (and, in fact, were former students of his). She was born on the *Prinz Eugen* just a month before the fateful revolt, and she fought hard against the rebelling throngs on Dagda to escape with the Second Exodus. She enrolled in the DeChavilier Military Academy as soon as she could, ultimately serving for only just a few months as a lieutenant in the much-reduced 131st BattleMech Division before Nicholas Kerensky completely disbanded the SLDF and opened up competition to serve within the Clans.

Kinnison was both a “true believer” in Kerensky’s vision and a skilled MechWarrior. She easily won a position within Kerensky’s 800, but won her greatest honor as the youngest of Nicholas’ 20 Khans due to her old friend and mentor—Antonius Zalman. In return, she chose him as her saKhan, and the two quickly brought Clan Steel Viper into its own. It was Kinnison alone, though, who instilled within her warriors the ideals and fanaticism that typified their operations during the Arcadia invasion. Unfortunately,

her fanaticism turned to delusion in the days following Operation KLONDIKE. Believing herself in love with Nicholas Kerensky, she hatched a plan to kill Jennifer Winson—one defeated only at the last minute by her then-saKhan, Steven Breen. Thanks to his actions, it was Kinnison’s legacy alone that paid the price for her criminal actions (in the form of the Reaving of her Bloodname).

DANA KUFAHL

Rank/Position: Khan of Clan Coyote

Born: 7 November 2772 (48 at beginning of Operation KLONDIKE)

Born of two Terran Security Force NCOs-turned-freedom fighters, Dana Kufahl was orphaned in her first year by an Amaris ambush. Taken in by a tribe—known as “the Spirit of the Coyote” (native to North America’s southwestern deserts)—she grew up learning their spiritual ways even as she learned to take up arms against the Usurper’s malevolent occupation troops. She, along with a group from her adopted tribe—as well as a pack of their namesake—accompanied the Exodus, where she began her first formal education. She continued that upon reaching the Pentagon, enrolling in the newly established military academy, where one of her training officers was Andery Kerensky. The two quickly forged a close relationship, ultimately becoming lovers.



By the time of the Second Exodus, she was firmly established within Nicholas Kerensky's "cult of personality" (a point of contention with her lover, according to numerous journal entries). This led to her appointment as Khan of Clan Coyote—a natural selection due to her history. Throughout her service, she continued to practice many of her tribe's customs, especially its vision quests. But she also began to form her own customs based on the ideals and sometimes random thoughts of Nicholas Kerensky. Many of these customs would ultimately come to shape not only her own Clan, but the entirety of Clan society—from the close alliance between the Coyotes and Wolves to the formalized process of *zellbrigen*, and even the eschewing of contractions within Clan language. She took Andery Kerensky's death particularly hard, however; she was replaced as Khan and given the time she needed to heal her mental wounds, living out her final years as advisor and ambassador to both the Coyotes and Wolves.

DEVON LEFABRE

Rank/Position: saKhan of Clan Star Adder

Born: 13 March 2772 (49 at beginning of Operation KLONDIKE)

Devon LeFabre was born at the height of Kerensky's drive on the Amaris-occupied Terran Hegemony to a Rim Worlds father and a Lyran mother. They met during the SLDF occupation of the Rim

Worlds Republic, and ultimately chose to accompany Kerensky in Exodus. Devon was among the first enlistee class trained during the Exodus fleet's long transit to the Pentagon worlds, and was assigned to the 342nd Royal BattleMech Regiment as a technician. His skills in both repairing 'Mechs as well as piloting them ensured he remained within the much-reduced SLDF. But his skills as a leader and manager brought him notice—by the time of the Second Exodus, he was First Sergeant, the senior enlisted member, for Nicholas Kerensky's 146th Royal BattleMech Division.

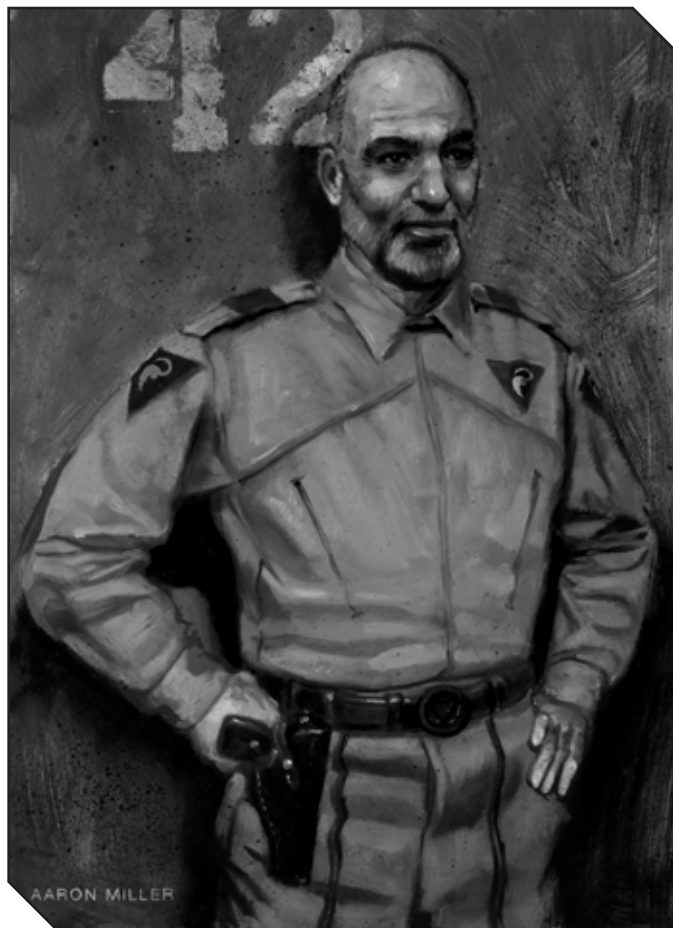
He was neither a MechWarrior nor an officer by nature, but he was an instinctive leader, which made him Absalom Truscott's ideal saKhan. When Truscott was killed in the initial landings, LeFabre stepped up to lead his Clan to victory on Arcadia and through their most critical years—as they incorporated hundreds of thousands of civilians into their Clan and hundreds of warriors into their ranks.

MITCHELL LORIS

Rank/Position: Khan of Clan Mongoose

Born: 11 April 2765 (56 at beginning of Operation KLONDIKE)

Born on Tikonov, Mitchell Loris' youth was set against the backdrop of the war against Amaris. Though too young to be a combatant, young Mitchell was fascinated by the war and his charisma allowed him to worm his way into the confidences of the local SLDF



supply depot, where his claims to be an orphan prompted his adoption by the troops (the truth of this assertion is unknown). Joining the Exodus Fleet with his new family, Loris fit in well, becoming a combination mascot and scrounger par-excellence before being officially inducted into the Logistics Corps after the fleet's arrival on Eden. His skill at organization and diplomacy earned him rapid promotion, and when the Star League-in-Exile collapsed, the ambitious Loris followed Nicholas into exile.

Despite his rank of Colonel, Mitchell wasn't a natural for inclusion in the Clans; his lack of martial experience counted against him. But his diplomatic and administrative skill eventually won over the ilKhan—much to the chagrin of his rivals, who would later claim his silver tongue was most commonly employed to advance his own position and that of his Clan. Assigned to the Circe operation, Mitchell Loris served as the lightning rod between the rival Khans, defusing tensions between the commanders and allowing the campaign to proceed without much of the backbiting that marked operations like Dagda. Many of the day-to-day operations were left in the hands of saKhan Sais, whose lightning raids became a hallmark of the Mongoose touman. It was Loris' emphasis on diplomacy and political maneuvering that would shape Clan Mongoose in the post-KLONDIKE years and the early Golden Century, eventually earning them the enmity of their comrades and destruction at the hands of Clan Smoke Jaguar.

SARAH MCEVEDY

Rank/Position: Khan of Clan Wolverine

Born: Unknown

(believed to be early 40s at the time of Operation KLONDIKE)

The Khan of the Wolverines is a mystery. She was in her 40s at the time of the Annihilation which suggests she was born around the time of the Exodus, or possibly shortly before, but the man believed to be her father—James McEvedy, commander of the 331st Royal BattleMech Division—was not noted to have any dependents. Her life in the Pentagon before the Second Exodus is unknown, but there is some suggestion she was a member of one of the rebel factions Aleksandr was fighting prior to his death. Sarah's name first crops up in various records after the Second Exodus to Strana Mechty, usually in association with that of Andery Kerensky. Andery's relationship with Dana Kufahl makes a romantic link between McEvedy and the younger Kerensky unlikely, but it seems she had a long-standing relationship with the Kerenskys. Her relationship with Nicholas appears to have become strained after Operation KLONDIKE, variously cited as McEvedy's opposition to Nicholas' more authoritarian actions, a failed romance, or (in the most outlandish conspiracy theories) a belief that Nicholas had his own brother murdered. More likely it was a combination of grief and post-traumatic stress playing out in the intense political and social upheaval that followed the end of combat operations. McEvedy would eventually sunder the Clans by attempting to extricate her Wolverines from Nicholas' society, but whether this was a direct response to Nicholas' actions or a smaller dispute escalating out of control will never be known.



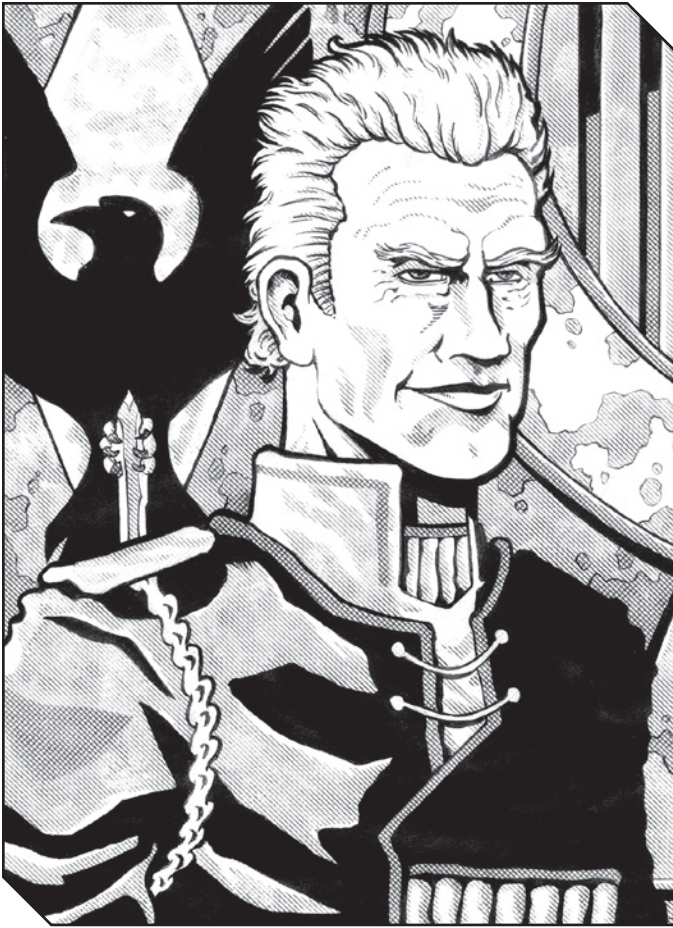
STEPHEN MCKENNA

Rank/Position: Khan of Clan Snow Raven

Born: 21 November 2744

(76 at beginning of Operation KLONDIKE)

Born on Tamar to a distant branch of the fabled McKenna dynasty, one of the Hegemony's most prestigious families, Stephen McKenna's early life was a far cry from those of his famous forefathers. His family were poor and he had to work hard through every stage of his life. Joining the SLDF as a pilot, he took part in the liberation of Terra and achieved the rank of colonel at only twenty-four. An acknowledged high flyer (in every sense) he became commander of the SLS *Mountbatten's* air wing and was one of the officers who attended Kerensky's initial briefing on Operation EXODUS in 2784. McKenna remained in SLDF service after the arrival in the Pentagon, becoming head of the exiles' Exploration Command. He and people working for him were the ones who explored the Kerensky Cluster, surveying worlds and establishing the first scientific outposts that would one day bloom into the Clan homeworlds. His support for Nicholas' candidacy as leader of the Star League-in-Exile proved insufficient and instead McKenna found himself building an ad-hoc Exodus Fleet and beating off predatory attacks by the factions that emerged



after Aleksandr's death. His loyalty, seniority and skill both in a fighter and in command of naval vessels won Stephen a place in the Clans, though Nicholas knew he lacked experience in ground combat and so paired him with Joyce Merrell of the 183rd Royal Mechanized Infantry Division. It was a difficult learning curve but Stephen and Joyce were able to forge their new Clan, only to see it brutalized in Operation KLONDIKE. Stephen emerged from that conflict embittered. With a focus on aerospace force, his Snow Ravens became manipulative information brokers who concealed their bitter nature behind a deceitful smile. It is rumored that Stephen's bitterness towards Clan Wolverine, whom they'd fought alongside on Circe, contributed to the Wolverine Treachery.

KAREN NAGASAWA

Rank/Position: Star Colonel of Clan Sea Fox

Born: 9 September 2770 (50 at beginning of Operation KLONDIKE)

Born on Dieron at the height of Amaris' occupation of the Terran Hegemony, Karen Nagasawa spent the first six years of her life holed up within a Castle Brian with her parents and a small cadre of SLDF defenders. After the end of the Amaris Civil War, Nagasawa's family was transferred to the Capellan Periphery (her father was an SLDF NCO), but soon enough joined the Exodus.

Karen, having spent the majority of her youth buried in what books she could find, received her first formal education in the Exodus fleet, continuing it after landfall on Arcadia. She graduated a journalist, and immediately poured her energies into reporting upon the growing discord within the Pentagon settlers—always with an eye towards quenching the rising flames. It was in this capacity that she met and began to support Nicholas Kerensky, who came to rely on her more and more to help publicize his bid to end the violence, and later to help write his speeches.

After the Second Exodus, she heeded Nicholas' call to his devout followers to build a small but elite military cadre. She entered the DeChavilier Military Academy and graduated an aerospace pilot, but continued to lend her pen to Nicholas when asked. She was handily chosen as one of the 800, becoming the Sea Foxes' senior pilot (but was given the rank of Star Colonel due to her close association with Kerensky). She had been, and remained, an outspoken voice within the Clans, though few outside her Clan respected her views due to her relative inexperience within the military. Those prejudices marked her Clan's entire Babylon campaign, and continued to haunt her even after Nicholas Kerensky named her as senior Sea Fox Khan, ahead of and with the approval of saKhan Dianne Sennet, at the end of Operation KLONDIKE.



FRANKLIN OSIS

Rank/Position: Khan of Clan Smoke Jaguar

Born: 8 July 2778 (43 at beginning of Operation KLONDIKE)

Born in the difficult years between the end of the Amaris War and the Exodus, Franklin Osis and his brother Simon were the children of FedSuns tank commanders in the SLDF's 238th Armored Division. Their first real home was Eden, where they grew up in the booming colony. However, even before the collapse of society that prompted Nicholas' Exodus, matters were souring in the colony and factional gangs were commonplace. Simon Osis joined one gang but Franklin resisted for a long time before succumbing to peer pressure. He quickly came to regret his decision when a gang-related arson attack became a murder and the participants were sentenced to a penal colony on Circe. Life there was even more brutal than in the Eden gangs and Osis' existence became one of strength and intimidation. When Nicholas staged his Second Exodus the Osis brothers, now free of the camp, joined him and the nascent Clans. Simon was killed by a smoke jaguar while the brothers were on a hunting expedition and his brother's death spurred Franklin to new heights, earning him command of Clan Smoke Jaguar and a key role in Operation KLONDIKE. Osis could never escape the brutality and violence of his life on Eden and his time on Circe, and as a result his Clan took on similar characteristics, becoming the most violent and brutal of Kerensky's followers.



LAURA PAYNE

Rank/Position: saKhan of Clan Fire Mandrill

Born: 11 January 2790 (31 at beginning of Operation KLONDIKE)

Part of the new generation born after the arrival of the Exodus Fleet in the Pentagon, Laura Payne's childhood in a Capellan cantonment on Eden was filled with tales of her mother's exploits in the Amaris Civil War. She learned to revere the Star League and to disdain the Inner Sphere powers who sought to devour its remains. While Nicholas saw considerable advantage in employing those who had served his father in that war, all of them were at least in their fifties and he thought it essential to involve the younger generation to establish continuity between the old life in the Inner Sphere and the new life in the Pentagon. Having been raised in a staunchly pro-SLDF family, Laura was a natural candidate for the Clans. Her skills soon earned her a place in the Fire Mandrill hierarchy, where her martial and administrative skills would serve the Clan well, but her youth and vigor prompted considerable animosity on the part of Khan Sainze and their relationship became combative and threatened to undermine the Dagda campaign. Payne's determination helped the Clan win through but her rivalry with Sainze undermined the ilKhan's confidence in them and though never formally censured, his displeasure with the Mandrill leadership was clear.





HERVE AND NIGEL POLCZYK

Rank/Position: Khans of Clan Burrock

Born: 19 March 2753 (68 at beginning of Operation KLONDIKE)

In the aftermath of the liberation of Terra a number of former Rim Worlds troops accompanied the Kerensky Exodus, among them twin brothers who'd fought in the Apollo campaign. They were disillusioned with the politics of their leaders and had opted to join the SLDF. Their dream of a fresh start lasted scarcely a decade until old prejudices flared up and many of Rim Worlds heritage found themselves demonized. To Herve and Nigel, Nicholas Kerensky was a beacon of hope, someone who cared little for his people's past affiliations but instead focused on their abilities in the here and now. Following him to Strana Mechty was never in doubt and the twins set about earning their place in Nicholas' new society. Their determination earned them a place in Kerensky's warrior corps, what would become the Clan military, but it was their leadership skills and ability to work together as a seamless whole that convinced the ilKhan to assign them both to leadership roles of one of the new Clans. It was a trust they strove to repay on Dagda.

RAYMOND SAINZE

Rank/Position: Khan of Clan Fire Mandrill

Born: 19 March 2760 (61 at beginning of Operation KLONDIKE)

An officer at the DCMS recharge station at New Samarkand, Raymond Sainze's reasons for participating in Operation EXODUS are unclear. According to some histories, he was unwittingly swept along with Kerensky's fleet after undertaking an inspection of the *McKenna's Pride* while it was in the system. Given that he rose to the command of Clan Fire Mandrill, that this was a mistake seems unlikely. Rather, it seems that he was either held captive by the SLDF, perhaps to maintain security regarding the Exodus plans, or else deliberately stowed away. No surviving records shed light on this, though they do show that Sainze became a strong supporter of Aleksandr's vision and established a rapport with the Kerensky brothers and Windham Khatib. His samurai heritage gave Sainze a strong belief in himself and this drove him to excel, something that Nicholas thought would serve him well in the Clans. His desire to be the best drove the Fire Mandrills on, but it also instilled in them their greatest weakness: their factionalism. Sainze had little room for new friendships—everyone else in the Mandrills, even his young saKhan Laura Payne, was a potential rival—and that became a central tenet of the Mandrill existence. Healthy competition became a fractious rivalry that undermined their efforts in the Pentagon and which continues to the modern day.



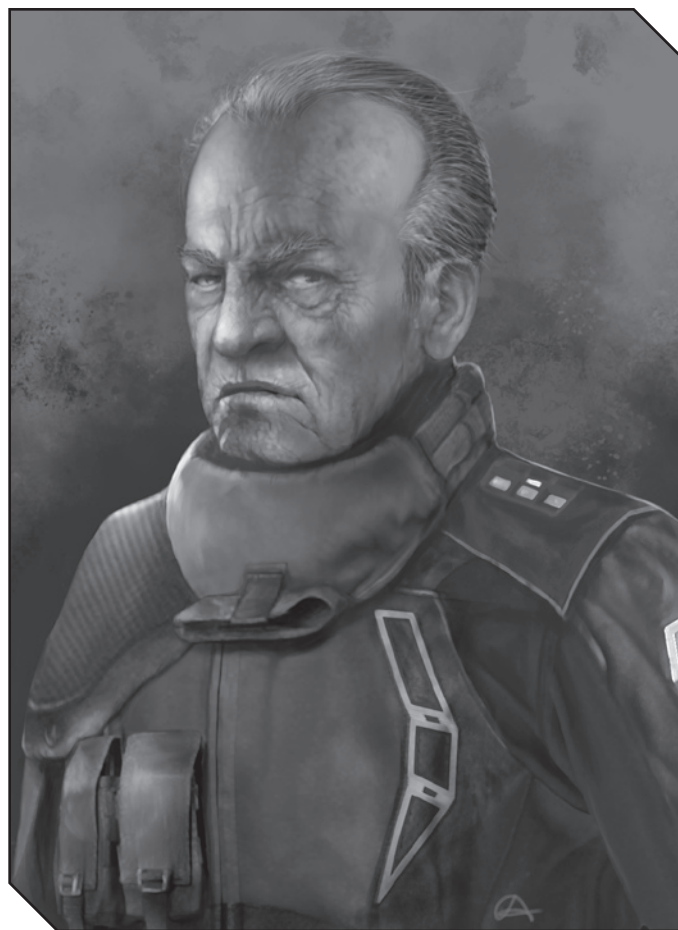
COLLEEN SCHMITT

Rank/Position: Khan of Clan Blood Spirit

Born: 13 October 2756 (64 at beginning of Operation KLONDIKE)

As the granddaughter of the commander of the Royal Black Watch Regiment—the personal bodyguard of the Star League's First Lord—Colleen Schmitt learned at an early age the principles of loyalty and integrity. She also learned the depths to which man could sink. After her grandmother's death (she and the remnants of her regiment were felled by an Amaris nuclear strike), Colleen and her family survived by going underground—in this case, taking refuge in the Cascade Mountains and joining the Terran resistance. She joined the SLDF, but was torn by the choice she faced when Kerensky announced the Exodus. On the one hand, she felt that she would be abandoning the billions who had suffered at Amaris' hands and needed her help if she joined Kerensky; on the other, she also felt that she owed the General and his soldiers her thanks and her loyalty.

Schmitt did, of course, join the Exodus, but did not fully embrace her calling until the Pentagon Civil War forced Nicholas Kerensky to announce the Second Exodus. She threw herself behind Kerensky's ideals—especially his ideas for a new society—agreeing that the Star League had failed. In return for her unflinching support, Nicholas rewarded her with command of Clan Blood Spirit. Unlike her fellow Khans, who espoused skill and glory above all to their warriors, Schmitt advocated teamwork—most especially between Clans.



ABSALOM TRUSCOTT

Rank/Position: Khan of Clan Star Adder

Born: 26 July 2755 (65 at beginning of Operation KLONDIKE)

Absalom Truscott and his six siblings were born to a family with a long history of distinguished military and government service going back centuries. After Amaris seized the Terran Hegemony, his two older siblings (his eldest brother was a Hegemony diplomat while his sister was a fighter pilot serving on Terra) were never heard from again. Both his parents were likewise in service—his father a brigade commander within the 146th Royal BattleMech Division and his mother a director within the Star League's Department of Administration.

He and his remaining siblings stayed with their mother during Kerensky's drive on the Rim World's Republic. But when the campaign to reclaim the Hegemony began, he stayed with his father, working as an astech (later, a full technician) and a communications specialist, until he was old enough to officially begin military training. Always looking for new opportunities to learn, he volunteered for a variety of different duties even during training. When he graduated—at the top of his class—he easily won a coveted slot as MechWarrior, and soon enough joined the 14th Royal CAAN Regiment—a unit formed and first commanded by his great-grandfather, General Damian Truscott.

After his regiment was destroyed in the initial landings on Terra, then-Lieutenant Truscott was absorbed into Kerensky's HQ, rotating through both the intelligence and operations staffs before becoming aide and bodyguard to General Kerensky. In that role, he not only fought in every battle that his Commanding General did, he became a big brother to Kerensky's two children after the liberation of Moscow. From then on, his future was secure—ultimately ascending to command the 149th BattleMech Division before the General's death, and after the Second Exodus command and was granted complete freedom to form Clan Star Adder in his own way.

The skills he learned within Kerensky's headquarters, combined with decades of reading (including the journals of the most accomplished Truscott generals), gave him the background he needed to design Operation KLONDIKE—as well as the plans that would save his Clan from otherwise certain destruction. He died a warrior's death, but his legacy lived on, both in the form of his children (three out of five became Star Adder warriors) as well as his seemingly countless standing battle plans, many of which can still be applied even today.

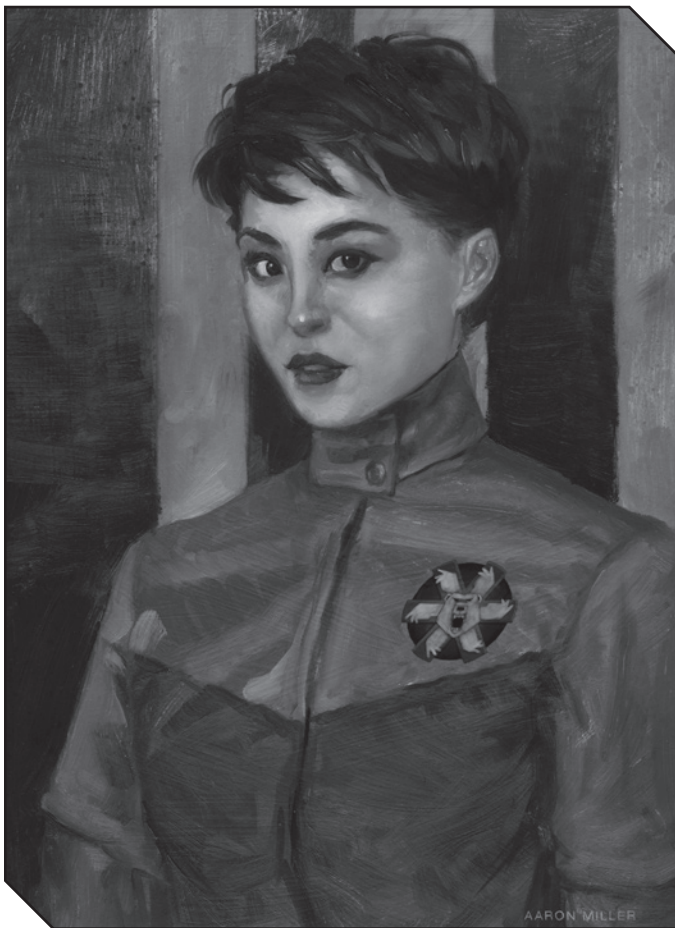
SANDRA TSENG & HANS OLE JORGENSSON

Rank/Position: Khan & saKhan of Clan Ghost Bear

Born: 29 October 2762 (Tseng) & 9 August 2762 (Jorgensson)
(both 58 at beginning of Operation KLONDIKE)

Sandra Tseng and Hans Jorgensson were each children of the Amaris Civil War—born shortly before the Usurper's assassination of First Lord Richard Cameron (Tseng in the Capellan Confederation and Jorgensson in the Draconis Combine's Rasalhague region). They each grew up hearing the stories of the evil of Amaris and the heroism of Kerensky's soldiers, dreaming of becoming Star League MechWarriors. They, like many of their peers, pursued military training within their home nations and, upon graduation, stole away from their assigned stations to join Kerensky's SLDF. Both Tseng and Jorgensson joined the assault on Terra as replacement troops, fighting in the last few months of the campaign. The two met in the days after the end of the war, fell in love, and were married.

Initially, the two chose not to follow Kerensky into Exodus, but were finally caught up in the emotion and fervor and became last-minute additions. They found themselves on the *Prinz Eugen*, but



were among the minority that actively resisted the mutiny. After landing on Babylon, they left the SLDF to raise their newborn son, who was killed in the initial violence on-planet—prompting them both to return to military service (in Nicholas Kerensky's 146th Division) to aid "The General." They were early, vocal supporters of the General's son and eagerly followed him into the Second Exodus. Their loyalty wavered, however, when he initially assigned them to differing Clans; they fled to Strana Mechty's frozen tundra rather than be separated from each other—in the process, giving rise to the legend of the Ghost Bear.

Kerensky, of course, gave in to reason—and the advice of his own wife—and allowed them to remain together, assigning them as Khans of the Clan whose totem gave them such legendary protection in the wild. Just as legendary, however, was their cautious and stubborn nature, which the rest of their Clan eagerly mimicked—a fact that often caused them trouble through the years. In fact, because of it, the Bears had only one true ally among Nicholas Kerensky's Clans for many years: Clan Widowmaker (within which Hans Jorgensson's brother ultimately served as Khan).

ANTONIUS ZALMAN

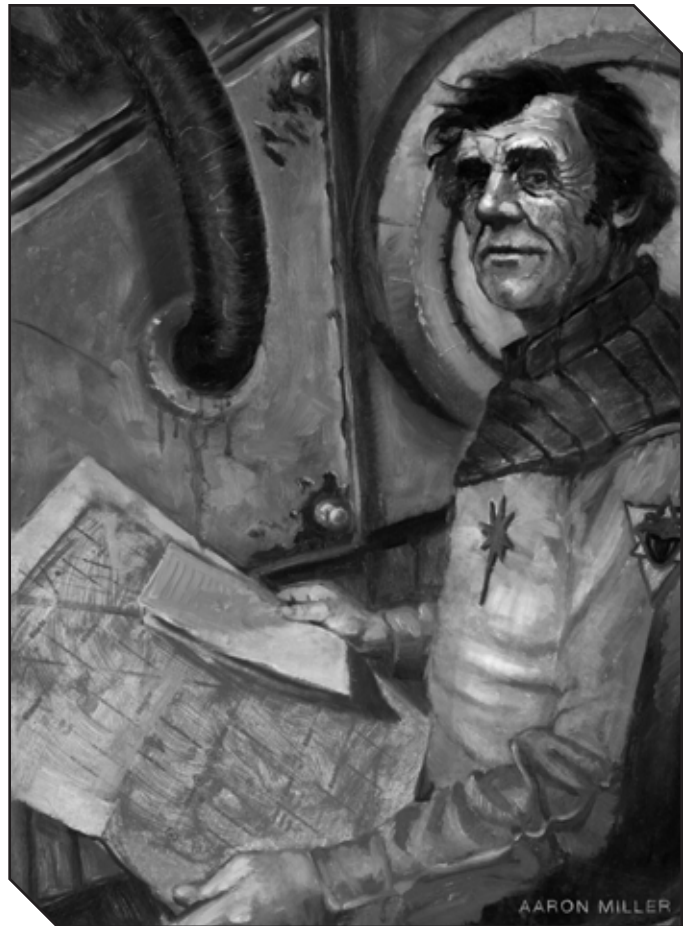
Rank/Position: saKhan of Clan Steel Viper

Born: 14 January 2727 (died 16 January 2809)

Very much the common man, Antonius Zalman was born on Terra to middle-class parents and entered the SLDF with a reserve commission that provided him a university education. In civilian life he was a secondary school teacher, teaching history and literature to school children in São Paulo, but maintained his SLDF commission. When Amaris struck, he was a major commanding a reserve battalion; only he and a few of his soldiers escaped an Amaris trap that destroyed the rest of his unit. Zalman and his few survivors fought a guerrilla campaign for some six years before learning of a plan to use civilians to shield Amaris troops against Kerensky's advance on the planet York. Zalman and a small contingent (three others, legend has it, but apparently also his surviving family) snuck onto a ship bound for York and disrupted the Usurper's operations on that world enough for the SLDF to land and recapture the planet with a minimum of civilian losses.

Kerensky personally decorated and promoted Zalman, who took charge of the General's bodyguard detachment and led it until the assault on Terra. Then he once again was promoted and, owing to his first-hand knowledge and many resistance contacts,

helped to plan operations on Terra's South America continent. He stayed with General Kerensky's HQ through the end of the war, into Exodus, and to the General's death, after which he followed Nicholas Kerensky into the Second Exodus. Nicholas offered him command of Clan Steel Viper in recognition of his years of service, but owing to his advanced years and failing health, he instead recommended Ellie Kinnison (a choice that would ultimately prove nearly disastrous to his Clan). He instead served as her saKhan until his death, some two years later. His granddaughter, Shandra, won the honor of filling his position within the KLONDIKE invasion force and, some two and a half years after KLONDIKE's conclusion, took her grandfather's place as saKhan.



THE CLANS: CHILDREN OF KERENSKY

It was Nicholas Kerensky's vision that divided the 800 warriors of his military-in-exile into the 20 Clans, assigning each a totem animal from which they could draw inspiration and to which they could pledge their loyalty. Some foundered not long after their birth while others prospered. In the years, decades and centuries to come, two would be annihilated, three absorbed into their rivals, and one cast out. Two others would undergo immense upheavals—one sundered, another renamed—though many of those fates would be a long time coming.





CLAN BLOOD SPIRIT

Unusual in that they were named for an ideal—the *esprit de corps* of Kerensky's 800—rather than for a totem animal, the Blood Spirits sought to bind the Clans together in a grand fellowship. They dispatched a succession of ambassadors, the *ilChis*, to fulfill this vision but the ideal, while noble, swiftly foundered under a tide of suspicion and self-interest. The Blood Spirits' cause was most severely undermined by accusations of pro-Wolverine leanings leveled by the Burrocks, triggering a protracted feud between the Clans. Relations with Clan Mongoose, allies of the Burrocks, became equally fraught and the bitter conflict cost the Blood Spirits many of their holdings. In the decades that followed, the Blood Spirits were marginalized, surviving by trading resources to other marginalized Clans like the Fire Mandrills and Snow Ravens. They avoided absorption by the larger and more powerful Clans by dint of being too weak and resource-poor to bother with. Ironically, by the time of the Great Refusal the "Clan of Brotherhood" had become the most isolationist of the Clans—rabidly so—withdrawing to a single Clanspace world and taking on a xenophobic attitude toward the Inner Sphere and several of their fellow Clans, most notably the Star Adders.

Today Blood Spirit society is among the most egalitarian of the Kerensky exiles, with every member of the Clan undergoing martial training but only the most proficient winning a place in the Clan's *touman*. The wash-out rate of the Spirits is only exceeded by that of the Steel Vipers. While not encouraging the progression of Freeborns into the warrior caste, those who do win entry to the warrior elite are treated as equals by their comrades. Individualism and self-expression are also encouraged within the Clan, giving members a chance to forge a unique identity while bolstering the bonds between Clansmen. The Spirits regard an over-reliance on technology—including cybernetics—as a major weakness, though other Clans sneer at this outlook and call it a self-justification for the Spirits' lack of resources.



CLAN BURROCK

The Burrocks typify the ideal that yesterday's enemy can be tomorrow's friend. The warriors chosen to lead Clan Burrock were Herve and Nigel Polczyk, Rim Worlds expatriates who had fought against Kerensky in Operation Liberation, but who had chosen to follow the General into exile at war's end. The Burrock totem animal acted similarly; initially the rock-burrowing invertebrates were seen as a pest but their tunnels soon proved beneficial to the colonists, providing shelter and access to mineral veins. Like their totem animal, the Burrock warriors became famed for their stoicism and determination (though enemies like the Blood Spirits, with whom they feuded for decades, added lack of imagination and initiative to the Clan's character traits). However, KLONDIKE brought about a significant shift in the Clan's attitudes.

Though successful in the Dagda campaign, they suffered significant materiel losses and their pre-invasion bias toward heavy and assault-class units shifted to lighter (and cheaper) units. The manpower losses sustained in the campaign sat less well with the Burrocks and eventually prompted an insurrection in which a number of civilians and warriors defected to the Dark Caste. Officially those renegades were hunted down by a combined Burrock-Cloud Cobra task force but the Burrocks failed to complete the operation and instead began a centuries-long relationship with the Dark Caste that would lead to their absorption shortly before the Great Refusal.

Politically, the Burrocks drifted toward the Crusader ideology, though their attitude to the civilian castes was more accepting than in many other hard-line Clans. Their moral flexibility—or hypocrisy as the Blood Spirits preferred to call it during the feud between the Clans—became a defining characteristic of the Clan and one that engendered their isolation. Neither the Wardens nor the harder-line Crusaders wished to place too much stock in a Clan whose attitude shifted with the wind.



CLAN CLOUD COBRA

Few of the Clans have faith in anything other than their own martial skill and their status as the guardians of Kerensky's true vision. The exceptions are Clan Cloud Cobra, whose founding by an SLDF chaplain, Windham Khatib, instilled in them a sense of the importance of faith in their everyday lives. The Cobras never focused on a single religion but instead sought to bring together different faiths, fostering greater understanding between all the religions espoused by humanity. The Way, as they call it, is similar to the Inner Sphere's Unfinished Book movement, a non-denominational organization whose doctrine is that faith rather than specific beliefs and dogma is what matters. That is not to say the Cobras are naïve; since their founding they have been among the most politically astute and active in Grand Council politics, resulting in the installation of one of their number, Tobias Khatib, as ilKhan in 2935. However, this glory soon turned to ashes when Khatib was indicted for murdering his predecessor.

Although broadly Warden in outlook, there are significant divisions within the Clan, often along faith lines, with distinct groups—known as Cloisters—supporting the different ideologies (or abstaining from both). Religious debate is part of everyday life in the Clan and even the civilian castes have ordained ministers, with their number equal to the politicians of the Clan. Matters of faith have not hampered the Cobra's technological edge, which goes a long way toward offsetting the small size of their military. Cobra geneticists are regarded as the best among the Clans and their protocols (and occasionally whole labs) are the target of Trials of Possession.

Operation KLONDIKE shaped the Cobra's martial expertise, losses among their 'Mech forces on Babylon leading to a distinct aerospace bias, though not to the same degree as the Snow Ravens. Their capture of several MongOOSE genetic legacies after their absorption and abandonment by the Smoke Jaguars helped bolster the Cobras' forces.



CLAN COYOTE

The Coyotes performed well in Operation KLONDIKE and developed what became the basis of *zellbrigen* in their numerous battles. However, the Clan was slow to capitalize on their success, chiefly as a consequence of Khan Dana Kufahl's mental collapse following the death on Eden of her lover, Andery Kerensky. Though many within the Clans bore the mental scars of the campaign, Kufahl was the highest profile casualty and was unjustly stigmatized. Nonetheless, the Clan did prevail and established themselves, building a strong economy and placing considerable emphasis on technological development. It was the Coyotes who developed the OmniMech, giving them vast financial and military power during the Golden Century—their partnership with the Wolves allowed them to dominate the Grand Council for decades. The rise of Corian Tchernovkov to the post of ilKhan was the zenith of Coyote power, and her death (later shown to be murder) marked the start of a long period of internal and external conflict for the Clan.

Pragmatic in their outlook, the Coyotes straddle the line between the Warden and Crusader philosophies, often being categorized as "conservative Wardens" or "liberal Crusaders." The Warrior caste rigidly enforced its prerogatives and bitterly opposed the use of second-line and conventional troops. On this latter point they were eventually overruled by their Khans, who realized that to only use 'Mechs and warriors whose bloodlines could be traced to the original 40 would leave their touman in a weak position. Nonetheless, freeborn warriors have little standing in the Clan, and are held as inferior in many ways to members of the scientist and technician castes.



CLAN FIRE MANDRILL

Even before they were declared combat-ready, the divisions within Clan Fire Mandrill began to bubble to the surface. It began as an intense spirit of competition but developed into the divisiveness that plagues the Clan today. Central to this was the formation of “kindred associations” (later shortened to kindrasc, and then to kindraa) that divided the Clan along ideological, philosophical and genetic lines. Operation KLONDIKE brought this fractiousness to the fore, with each warrior’s efforts to demonstrate their prowess and—by extension—the virility of their bloodlines now part of the nascent eugenics program. This drive to excel produced warriors who, individually, were highly skilled but whose ability to cooperate with others was colored by their kindraa affiliations and prejudices. The Mandrills would never be good team players, and the Clan’s fortunes suffered as a consequence. Resources and technologies were distributed within the Clan in a haphazard manner. This allowed several kindraa to be brutalized in trials against other Clans (often to the amusement of, and sometimes with the complicity of, rival kindraa).

Bloodlines and the Bloodname Houses are central to the Mandrill sense of self. They are members of their House first and foremost (and by extension their kindraa), with Clan alliance a distant second. Each kindraa is a Clan in miniature, with commensurate civilian castes. These are treated well, but in general lack the resources and opportunities that are present in larger Clans—the fractious nature of the Mandrills means that the civilians of each kindraa duplicate a lot of the roles found in other kindraa, resulting in a compartmentalized but highly inefficient economy. Having to spend so much time on day-to-day tasks, the scientists and technicians of the Clan have little opportunity to innovate, though this has benefited the merchant caste who (together with warrior trials against other Clans) are the primary source of new materials and technologies.



CLAN GHOST BEAR

Slow to anger but fearsome when aroused, the Ghost Bears are the epitome of their totem animal. Their performance on Arcadia had been solid, but their decision to ignore Khan Truscott’s plan and their fierce independence caused a number of the other Clans involved in the Arcadian campaign to question their loyalty to the Clan ideal. If they would not follow the plan laid down by the ilKhan’s representative, would they heed the ilKhan himself? Nicholas himself put to rest any suggestion of sanctions against the Bears, expressing his continued support for the Khans. Nonetheless, the Bears faced an uphill struggle as society was remolded in Kerensky’s grand plan. They lacked the dynamism to excel in the development of new technologies or the exploitation of the economy, but they took a long-term view of matters that paid dividends. This strategic thinking prompted them to build infrastructure, most notably water purification plants and industrial facilities, and to develop mining techniques, particularly of asteroids. They also pioneered genetic engineering of crops, drastically improving yields. Together, these gave the Bears a significant measure of independence, allowing them to pick and choose the trials they fought and alliances they forged.

In stark contrast to their aloofness from their fellow Clans, internally the Bears are the most cohesive of the twenty. They are in many regards an extended family, with tight bonds between members. As in all Clans the warriors are the focus of Ghost Bear society but the civilian castes are treated well and their way of life differs little from that in Inner Sphere states. Many have prospered and it is not unusual for warriors to maintain close ties with their blood-kin in civilian castes; those who wash out of the Clan’s famously tough warrior program adopt a pragmatic approach and apply their strength, commitment and discipline to tasks in their new caste.

Politically, the Bears took a moderate stance and would come to straddle the line between the Crusader and Warden factions. Their independent nature and desire to forge their own path played a key role in this. Their alliances (and enmities) in the Golden Century and beyond would come from territorial and martial disputes rather than ideology, though would be no less bloody for that.



CLAN GOLIATH SCORPION

Although performing adequately in the Dagda campaign, the Scorpions didn't excel and languished in the post-KLONDIKE era. They turned inwards and began to adopt rituals and practices that both distinguished them from other Clans and, for a while at least, threatened their existence. In an effort to pick only the best warriors for their touman, the Scorpions created a series of risky rituals in which the warriors would be stung by actual goliath scorpions, with only those who survived the venom being judged worthy. The survivors believed the vision quests they undertook while under the poison's effects were an essential part of their maturation as warriors, shaping the path they would take. But the high mortality rate worried the Clan's leaders and eventually necrosia, a non-lethal but no-less hallucinogenic alternative, was developed. Scorpion culture prevailed, but tales of their rituals began to circulate in other Clans, few of whom were willing to rely on a Clan with a known predilection for mind-altering drugs. The Scorpions paid little heed to the shunning of the other Clans. The Scorpions' isolation, while not as extreme as the Blood Spirits' self-imposed exile, allowed them to follow their own path.

Espousing the view that the history of all things—and people—was important to the Scorpions, the hierarchy and freeborn-trueborn divides never took hold to the same extent as they did in the other Clans. However, the lack of social and military cohesion has hampered the Clan's development, limiting its access to new technologies and leaving the Clan's assets vulnerable to attack (though later Khans instituted reforms to maintain the Clans' fighting force). Nonetheless, the Scorpions are among the poorest and least technologically developed of the Clans. (An upside to this fact, though, is that their lack of valuable resources discouraged predation or absorption.) They maintain that their culture and efforts to maintain links to the past through living history are sufficient riches for their needs.



CLAN HELL'S HORSES

The Hell's Horses took a deliberately different approach to warfare with their focus on conventional troops. While their role in the Eden campaign was less showy than the other Clans, they demonstrated their worth and came out of Operation KLONDIKE well-placed to exploit the new era. They played a key role in the discovery and colonization of new worlds in the Kerensky Cluster, expanding far faster than their rivals. However, their light military strength made holding territory harder and saw many of the gains reversed by more cautious but stronger opponents. To counter this, the Horses Khans charged the scientist caste with improving the abilities of the Clan's foot soldiers, leading to the development of the enhanced phenotype known as Elementals. Combined with the battle suit technologies developed by Clan Wolf and won by the Horses in a series of trials, infantry became a force to be reckoned with on the battlefield. Even today, with the phenotype spread among the Clans, Horse infantry is held in high regard and forms a core part of their touman.

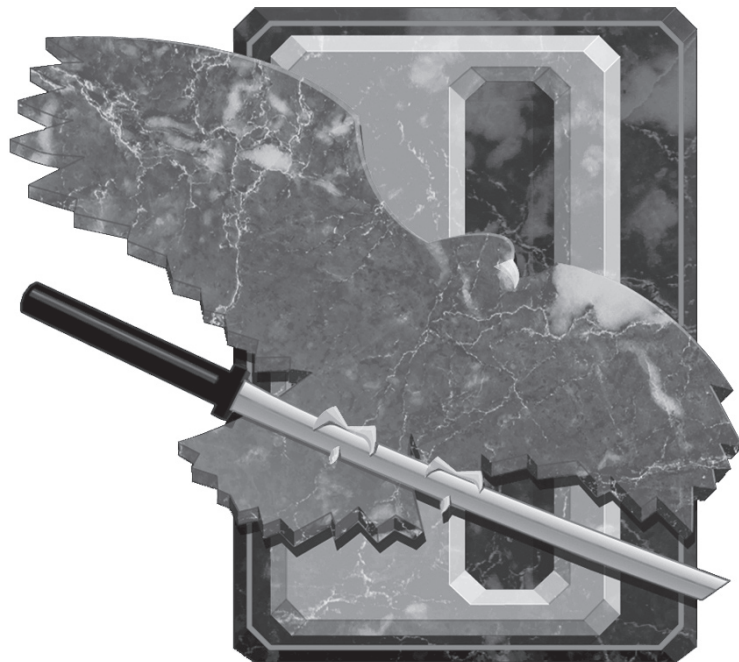
The Horses have good relations in and between their various castes, with the warriors listening to the opinions of their civilians. The warriors also take a lenient approach to those who fail their trial of position—they are allowed a second Trial in a lesser caste, which allows them to field a substantial second-line force in addition to their front-line troops. Despite their tolerant attitude in internal affairs, the Clan leadership drifted into the Crusader camp and became advocates of Operation REVIVAL in the thirty-first century. While failing to win a place, members of the touman saw action as auxiliaries and later sought to establish their own occupation zone.



CLAN ICE HELLION

Speed and aggression, the traits of their totem, are the trademarks of the Ice Hellions, who favor light and medium 'Mechs, reconnaissance missions, and fast strikes. These tactics served them well in Operation KLONDIKE and its aftermath, earning them a chain of successes as they exploited their weakened opponents. Their attacks on the other Clans in the post-KLONDIKE years were in part an effort to make up for the insult they suffered on Babylon—Khan Cage felt his Clan should have been allowed to play a more active role in the fighting—and for a decade proved extremely successful. However, by the early 2830s the tide had turned as the other Clans learned to counter the mobile tactics of the Ice Hellions. A de-facto civil war in the 2830s cost the Clan almost 40 percent of its strength but the survivors were battle-hardened and, together with the edge gained from developing new technologies, the Clan prevailed.

Staunchly Crusader, the Hellions have a skewed perception of the universe, regarding all outsiders (even other Clans) as corrupt and assigning escorts to the merchant caste at all times, officially to protect them from outsiders, but also to limit their ability to taint their civilians. Despite this, Hellion civilians are hardworking and productive, forming strong internal bonds, and they have a drive to support the warrior castes. Unfortunately, the Hellions' predilection toward snap judgments and immediate action often hurts their business and manufacturing efforts. In much the same way, ill-conceived campaigns like the Hellion's Fury and their recent attempts to gain a foothold in the Inner Sphere have done little to advance the Clan's position. Rather, they earned the Hellions the nickname "Clan temper tantrum", even among their supposed allies in the Crusader cause.



CLAN JADE FALCON

The Jade Falcons performed well on Eden and together with the Wolves also saw action on Dagda. (The Wolves and Falcons were the only two Clans to fight on more than one Pentagon world.) Unlike the Wolves, they actively sought to excel and thus win the patronage of the ilKhan and were shocked by his decision to bond with the Wolves. The result was a feud between the Clans that has persisted to the modern day. The Clan dealt with internal dissent in the run up to the Wolverine Treachery and emerged as one of the staunchest advocates of Kerensky's ideals. Their traditionalism and militarism did not leave the Falcons blind, however, and though their colonization and business efforts were reserved compared to many Clans, their persistence paid off. By the end of the Golden Century they were rich and powerful. Becoming strong advocates of the Crusader ideology, the Falcons pushed for the invasion of the Inner Sphere and were rewarded with a place in Operation REVIVAL.

Though maintaining the rights and prerogatives of the warrior caste, the Falcons see the wisdom in having strong civilian castes supporting them and grant them surprising leeway to pursue their duties. Any transgressions are, however, punished without mercy. The Clan initially struggled to incorporate the population of its Inner Sphere Occupation Zone because of their attitudes, but eventually established themselves and secured a stranglehold on social and economic frameworks. To their chagrin, the Falcons unwittingly prompted the formation of the Second Star League (and the grand campaigns that would bring about the fall of Clan Smoke Jaguar and the Great Refusal) through their drive to Coventry in the Lyran Alliance. Intended as an exercise to bloody new troops, it instead provoked the formation of a grand alliance of Inner Sphere powers, though this proved short-lived.



CLAN MONGOOSE

Speed and guile marked Clan Mongoose's operations on Circe and the success of their contribution put them in line for redeployment to Dagda, an honor ultimately won by Clans Jade Falcon and Wolf. They could hold their heads up high as the Pentagon was reshaped and the Golden Century dawned. They proved adept at the numerous trials that marked the first decades of the era, winning technologies, raw materials and genetic legacies for the Clan. However, it soon became clear that their ambition outweighed their martial prowess and they turned to the Council Chamber to secure their victories. Most of the Clans schemed and politicked during the Golden Century, but they did so discreetly. Clan Mongoose was less circumspect and carried out their political games with little effort to disguise their maneuverings. This rapidly earned them the enmity of the other Clans, and by 2868 matters had reached a breaking point.

Two Clans had been eliminated in the forty-five years since Operation KLONDIKE—the Wolverines for declaring themselves independent, and the Widowmakers for slaying the ilKhan—but when the Mongooses attempted to cite the writings of Nicholas and Aleksandr to justify their unsavory actions, the other members of the Council were incensed. Declaring the Mongoose Khans as unfit to rule, the Clan was made subject to a Trial of Absorption. Clan Smoke Jaguar won the right to enforce the ruling and in a deliberate and brutal campaign smashed the Mongoose touman. In a decision that demonstrated their contempt for Clan Mongoose, the Jaguars chose to retain only the Clan's civilians and to abandon all the Mongoose genetic legacies. It was their intention that none of the warrior bloodlines would survive, though even their brutality didn't extend to destroying the materials stored in the genetic repositories. This provided a minor window for Mongoose salvation when the Cloud Cobras staged trials for numerous of the lost legacies, winning seventy from eleven distinct bloodname houses. Those Mongoose-heritage warriors would become a central part of the Cloud Cobra military.



CLAN NOVA CAT

Faith is a central part of Clan existence, though for the most part it is a belief in the vision of Aleksandr and Nicholas Kerensky. In the Nova Cats, as with the Cloud Cobras, a spiritual element complemented the Cult of Kerensky. Unlike the Cobras, the path followed by the Nova Cats was not overtly religious but rather a contemplative path. Introduced by the Clan's second Khan, Sandra Rosse—who briefly assumed office in the immediate aftermath of Operation KLONDIKE—these rituals were intended to instill personal discipline in her warriors, but also to encourage them to consider how events interacted. Under her leadership, visions and their interpretation grew in importance. She stressed that these visions, brought about by deprivation and meditation, provided true insights, unlike the drug-induced hallucinations favored by the Goliath Scorpions. Rosse's reign lasted barely a year—she was slain in a Trial of Grievance against Jerome Winson after defending Clan Wolverine—but her reforms stuck and Clan Nova Cat prospered. However, it was also a vision that drastically changed the Clan's fate.

In the years running up to Operation REVIVAL, the Nova Cats were enthusiastic members of the Crusader movement, convinced by years of visions that their future lay there. The civilian castes, particularly the merchants, supported this wholeheartedly, seeing in the Inner Sphere the chance for a new life. The Cats failed to win one of the initial invasion slots but were activated after the ascendancy of Ulric Kerensky, ultimately sharing an occupation zone with the Smoke Jaguars. It was in the Inner Sphere that the Clan realized its destiny, prompted by a new vision; when the combined forces of the Inner Sphere attacked Clan Smoke Jaguar, the Nova Cats stood aside, staging pro-forma trials for control of their worlds. By siding with the SLDF in the Great Refusal they did what the Wolverines were unable to do—they left the Clans—though they were subject to a Ritual of Abjuration and many of their people and assets in the homeworlds were seized by the other Clans. With the collapse of the Second Star League in 3067, the wisdom of the Nova Cats' actions was questioned, though they remained lords of the Draconis Combine's Irece Prefecture.



CLAN SEA FOX (DIAMOND SHARK)

Unlike many of their peers, Clan Sea Fox performed well on Babylon and immediately began working to rebuild the economies of the territory they administered. This work soon paid off as the Clan's economic strength was reflected in the strength of the Clan as a whole. However, to achieve this end they had to allow the merchant caste considerable leeway in their actions and this drew disparaging comments from other Clans who said (with some justification) that the Sea Fox military often took action in support of its merchants rather than the other way round. The Sea Fox Khans shrugged this off, reminding their fellow Khans that trials had been fought according to Clan law, and that they had won. The rationale behind their actions was an internal Clan matter and thus not subject to the Grand Council.

Several other Clans became jealous of the Sea Foxes' success and took unusual measures against them. In 2985, the sea fox of Strana Mechty was pushed to the brink of extinction by Clan Snow Raven's introduction of a new genetically modified predator, the diamond shark. Seeing their totem animal nearly wiped out, the Sea Fox Khans took the equally unusual step of petitioning the Grand Council to be allowed to change their name. Casting off the identity given to them by Nicholas was seen by some Clans as an insult to the Founder and a Trial of Refusal took place. Clan Sea Fox prevailed, and in doing so ceased to be. On 30 September that year, Clan Diamond Shark came into being.

Save for matters that impinged on their interests, the Clan kept a low profile in the Grand Council and generally avoided politics (as political feuds and business interests were often at odds), though they did side with the Crusaders during Operation REVIVAL, albeit as a pragmatic move to gain access to Inner Sphere markets. Even before the Great Refusal they had established ties to several Inner Sphere trading cartels, and more recently have established permanent trading enclaves.

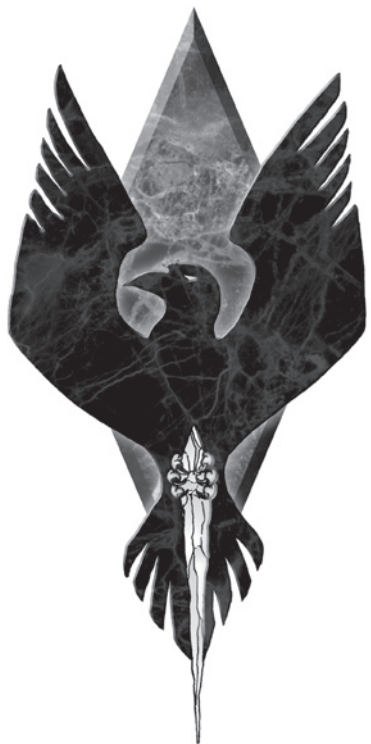


CLAN SMOKE JAGUAR

The Pentagon campaign brought much-needed discipline to the Smoke Jaguars, but it also instilled in them a level of brutality that even the other Clans balked at. Had their cruelty solely applied to those they faced then the other Clans may well have intervened, but the Jaguars held themselves to the same standards. Prisoners were verbally and physically abused, but so were the warriors (and particularly cadets). Indeed, the warriors knew that they had to perform at their utmost else not only did failure place their own lives in jeopardy but also, per the Khan's orders, any children of a bloodline that failed. A warrior who brought disgrace on himself would likely be executed by his colleagues and his progeny euthanized or demoted to the civilian castes. To the Jaguars, this was part of a mental toughening process vital to their culture. To the other Clans, it was a symptom of Khan Osis' brutal upbringing and the crucible of Eden.

While the warriors of all Clans held themselves aloof from the Clans' civilians, the Jaguars took matters to extremes, punishing their own civilian castes harshly for the slightest infractions. This subjugation of their civilians would force the Clan to rely heavily on Trials of Possession to gain war materiel and genetic legacies, and the one attempt by the Jaguar merchants to establish themselves—the Londerholm Revolt of 2912—only resulted in more draconian restrictions. When other Clans condemned the Jaguar warrior's actions in putting down the revolt, Khan Ian Moon stated that it was an internal matter and, "If the other Clans intervened in a purely internal dispute between two Clan Smoke Jaguar castes, then any Clan might interfere in another Clan's business for any reason".

The Jaguars' brutality during the invasion of the Inner Sphere, most notably the use of orbital bombardment against the city of Edo on Turtle Bay, sealed their doom as a Clan; when the Inner Sphere counterattacked, the annihilation of the Smoke Jaguars was central to their strategy for bringing the Clans to heel. Yet despite the alliance's efforts, rumors abound of Jaguar survivors who have pledged to rebuild their Clan.



CLAN SNOW RAVEN

The Snow Raven performance in Operation KLONDIKE was mediocre, with only their aerospace forces performing well. In the year that followed they struggled to recover and clashed bitterly with their neighbors on Circe, Clan Wolverine. Matters came to a head in late 2823 with a Trial of Possession for a Brian Cache on Circe that was contested by both Clans, and the political and military storm that ensued is better known as the Wolverine Treachery. The precise details of what happened will never be known—too many records have been lost—but it is clear that the Raven capital of Dehra Dun was destroyed by a nuclear weapon and with that loss any hope of peace fled. The Wolverines were annihilated, but it was a pyrrhic victory for the Ravens.

The years that followed saw the Ravens bolstering the one thing they excelled at—aerospace operations—including the establishment of a fully-fledged navy (one of only two Clans to do so). They then encouraged other Clans to bid for their services as escorts and explorers, as well as purveyors of components for all manner of aerospace force. Information also became a key product, though its trading was usually done via back channels. Unlike Clan Mongoose, they weren't about to be crushed for playing the political game. Several opponents felt the Ravens' wrath without ever knowing who caused their displeasure. The gloating admission of their involvement in the diamond shark affair was an exception to their silent smugness and soon became something of an embarrassment, the Khan responsible slain.

In recent years the Ravens have seen their fortunes soar through alliances with first the Jade Falcons—for whom they provided naval escort during Operation REVIVAL—and later the Ghost Bears—whom they helped relocate to the Inner Sphere. Their economy and military prospered in these deals and soon their ambition grew too large for an economic backwater like the Kerensky Cluster.



CLAN STAR ADDER

Clan Star Adder (or more specifically its leader, Absalom Truscott) was central to the planning and execution of Operation KLONDIKE. His death during the initial assault on Arcadia was an immense loss for the Clan and one they suffered for during the campaign. In the wake of the operation they presented a stoic front to the rest of the Clans and set about building the society Truscott hoped for.

The Star Adder castes quickly developed a mutual understanding—the civilians needed the warriors to protect them, and the warriors needed the civilians to provide the materials they needed to fight. Despite the warriors always making key decisions within the Clan, they did so after listening to the views of the civilian castes, presented to the Clan's Khans by their non-voting representative, the Clan Adjutant. Though the sense of participation in government is illusory—the Council need not heed the civilian caste—the presence of a mechanism for soliciting their views helps bind the disparate Adder castes together.

Despite their enlightened internal policies, the Star Adders' external policies placed them solidly in the Crusader camp. Their efforts in the trials before Operation REVIVAL were lackluster, a result of conservative bidding, and they instead focused on building up their power base in Clan Space in preparation for future endeavors. Their absorption of Clan Burrock in 3058 was the pinnacle of these efforts, part of a process that would guarantee their inclusion in a new invasion of the Inner Sphere. The Great Refusal shattered that dream, officially ending the Clan invasion despite the Adders' victory in the contest. Additionally, their dominance of the homeworlds has come under threat with the return to Clan Space of the Steel Vipers. A reckoning seems imminent.



CLAN STEEL VIPER

The Steel Vipers' fearlessness aided them in the battles on Arcadia but also cost them dearly as they single-mindedly strove to complete their objectives. The emotional and mental cost of the campaign was not immediately apparent but Khan Ellie Kinnison became one of several high-profile cases of mental collapse in the wake of the campaign. Unlike Dana Kufahl's slide into depression, Kinnison lost touch with reality to a murderous degree and came within a whisker of provoking her own Clan's annihilation. Only the actions of saKhan Steven Breen kept the peace and it wasn't until 30 years later and the rise to power of Sanra Mercer that stability returned to the Steel Vipers.

Under Mercer's leadership, the Vipers took on an isolationist stance, distancing themselves from other Clans, ultimately following their own path rather than subscribing to the ideals that would become the Crusader and Warden philosophies. Their belief, born in the claims of Sanra Mercer, was that only they were the true followers of Kerensky's vision, and as such they had to take part in Operation REVIVAL. Relegated to reserve status in the initial waves and then giving a lackluster performance when they were elevated to combatant status, the reality of the Inner Sphere came as something of a shock to the Vipers and they never prospered. They failed to exploit the weaknesses of the Jade Falcons and Wolves after the Refusal War and only after the Great Refusal did they launch a concerted effort at dominance in their occupation zone, only to find the tables turned on them and the Jade Falcons victorious. The Vipers withdrew to the homeworlds, bloody but defiant and with a stockpile of supplies and experience built up over a decade of occupation. They were a big fish, and Clan Space is such a small pond.



CLAN WIDOWMAKER

While not as brutal as the Smoke Jaguars, the Widowmakers earned a reputation for undue aggression during the Dagda campaign, particularly after the assassination of saKhan Sanders. They were benched before the final leg of the campaign and suffered the indignity of watching two additional Clans—the Wolves and the Jade Falcons—being brought in to complete the Dagda campaign. This began a feud with the Wolves that deepened with the Wolverine Treachery and the death of Khan Karrige before coming to a tragic—and, for the Widowmakers, fatal—conclusion a decade after KLONDIKE.

Their civilians bore the brunt of the Widowmakers' post-KLONDIKE frustration, often treated with contempt and eventually brutalized by the warriors. While Khan Jorgenson called the harsh treatment an internal matter, the Grand Council chose to intervene, Jerome Winson going as far as to question the Clan's right to exist. The tragedy of the trial that ensued is well known, resulting as it did in the death of the ilKhan. This prompted the Wolves, aided by many other Clans, to exact a bloody vengeance on the Widowmakers, whose military was wiped out and their civilians and assets absorbed. The Wolf uptake of the Widowmaker genetic legacies was erratic, but unlike the annihilated Wolverines and the Jaguar-shunned Mongoose, some legacies did remain in use. Indeed, arguably the most famous Wolf of recent years, Natasha Kerensky, claimed blood ties to the Widowmakers and adopted their insignia as her own.



CLAN WOLF

The Wolves always had strong ties to the Kerensky brothers—Andery fought alongside them and Nicholas was married to the Khan's sister—and Nicholas' decision to join his bloodlines to the Clan gave them immense prestige. Yet they did not sit on their laurels—they won the right to crush the errant Wolverines, and staged numerous Trials of Possession to rebuild their strength. Yet tragedy struck again when the ilKhan died on The Wolves exacted a fearsome revenge on his killers, but at a terrible cost to themselves. While others claimed to be privy to Nicholas' vision for the future, only the Wolves could truly claim an insight and throughout Clan history maintained their position as the preeminent Clan.

A moderate Clan, they treated their civilians well—though they did not allow many of the freedoms some other Clans did. But, nonetheless, they prospered and developed new technologies, the best known of which is the infantry battle armor today known as Elementals. Politically, they were staunchly Warden and repeatedly blocked attempts by the Crusaders to invade the Inner Sphere. It was at their insistence that a scout force, Wolf's Dragoons, was dispatched to the Inner Sphere at the start of the thirty-first century, but even their skill was insufficient to halt the Clan juggernaut after the *Outbound Light* discovered the homeworlds. The Wolves were the only Clan not to take part in the trials for an invasion place—as the Clan of Kerensky, the Grand Council insisted they take part—but rather than be offended by this punishment they used it to their advantage, performing far better than the other Clans and bolstering their own position. It was a Wolf ilKhan, Ulric Kerensky, who committed the Clans to a 15-year truce after the Battle of Tukayyid, but his death in the Refusal War led to a sundering of Clan Wolf. One part, dominated by Crusaders and under the leadership of Vladimir Ward, remained within the Clans. The other, principally Warden and under the joint command of Natasha Kerensky and Phelan Kell (though Kerensky would die securing their escape) sought sanctuary in the Lyran Alliance, forming the Wolf Clan-in-Exile and becoming the military core of the Arc-Royal Defense Cordon. The antipathy between the two halves of the sundered Clan has colored matters on the Lyran-Clan border for the best part of two decades.



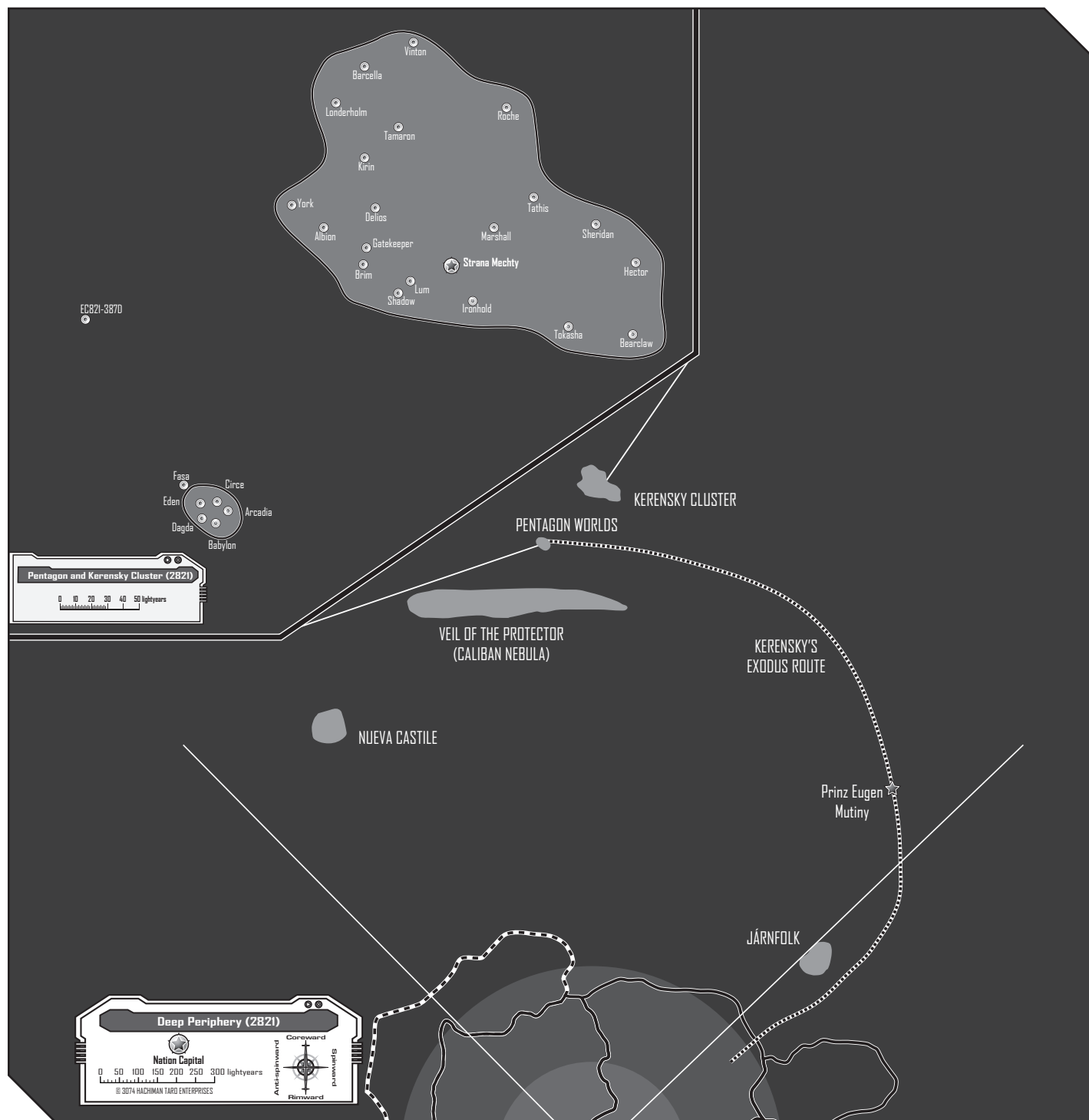
CLAN WOLVERINE

Little can be written about Wolverine society as so few documents survived. Much of what has been published is speculation, often ill-informed, which has only served to muddy the waters further. We know they had a disagreement with their neighbors and ended up fighting a Trial of Refusal, which they lost. The motivation for the conflict is unclear, as are the details of the failed trial. The popular story is that they refused to accept the decision and, after espousing unClanlike sentiments such as democracy and independence, turned against the Clans. Other theories have them provoked by others; Phelan Kell claimed that Nicholas was responsible, using them as an object lesson "pour encourager les autres" to maintain his grip on the Clans. Neither version is entirely convincing, and together with numerous discrepancies regarding the events of the Wolverine Treachery and its aftermath have made the Clan and its mysterious fate one of the best-known (if least understood) aspects of Clan history. The Clans' official position is that the Wolverines were destroyed, but they were sufficiently concerned about escapees to develop specific protocols in case they should discover descendants. Conspiracy theorists have adapted the old myths about Kerensky and postulate that the Wolverines made contact with a hostile alien civilization and have spent the last two centuries protecting both the Clans and the Inner Sphere. More realistically, the Minnesota Tribe who struck into the Draconis Combine in 2825 has been suggested as the fleeing Wolverines, though they disappeared into the Periphery.

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THE PENTAGON

On 24 August 2786, the Exodus fleet emerged at a cluster of stars around which there were a series of marginally inhabitable planets. Originally dubbed Targets Alpha through Epsilon, these worlds became known as the Pentagon and were given names associated with the myths and legends of ancient history. Yet scarcely fifteen years after the colonization they collapsed into bloody chaos until the formation of the Clans and Operation KLONDIKE in 2821. Of the six million people who accompanied Aleksandr Kerensky into exile, a little over a million followed his son on his Second Exodus in 2801 and of the roughly 4.5 million who remained, less than half would survive the civil war.





ARCADIA

Star Type (Recharge Time): G7V "Pan" (188 hours)

Position in System: 1 (of 6)

Time to Jump Point: 6.57 days

Number of Satellites: 1 (Aeaea [Liny])

Surface Gravity: 1.5 G

Atm. Pressure: High (Breathable)

Equatorial Temperature: 30 °C (Temperate)

Surface Water Coverage: 50 percent

Highest Native Life: Mammals

Continents: East Arcadia, Rechlan, West Arcadia

Major Factions (2821): *East Arcadia*—Democratic Republic of Rand (5 mixed regular battalions), Helgren County (2 mixed veteran battalions), Kingdom of Surev (5 mixed regular companies); *Rechlan*—Dragon's Republic (4 mixed regular battalions), Garrak & Korban (4 mixed regular companies), Principalities of Breck & Xanadi (4 mixed regular companies); *West Arcadia*—Confederation of Arcadia (6 mixed regular battalions), Ilkasur Shogunate (7 mixed veteran battalions), Nation of Hastur (9 mixed regular battalions), Ravisham Collective (3 mixed regular battalions)

Population (2800): 1,250,000

Population (2821): 465,000

Orbital Facilities (2821): None

The first world scouted and colonized by the Exodus fleet, originally dubbed "Alpha," Arcadia superficially resembled the paradise it was named for. Water covered half its surface and there was dense vegetation and a fully developed ecosystem. Animal life would give sustenance and vegetation, such as the Arcadian Russet, provided ample building materials. Many Terran species thrived here too, though some fell victim to native species. However, the paradise soon became a living hell, a viral taint in the atmosphere claiming many lives before counter-agents could be developed. Additionally, extreme volcanism and tectonic activity hampered the establishment of colonies in some regions. Nonetheless, the world was resource rich, mineral wealth adding to its biological largesse, and the Star League-in-Exile colonists prospered. These riches also spelled the planet's doom during the Exodus Civil War as bitter conflicts erupted over them. Nuclear, biological and chemical weapons hammered the cities and the planetary population dropped dramatically. When the Clans returned they found a world dotted with ruins though many factions refused to admit defeat and continued to fight.

Note: The sole moon of Arcadia is officially called Aeaea, but most of the Arcadians call it Liny because of the streaks made by wispy clouds in its thin atmosphere.



BABYLON

Star Type (Recharge Time): G7V "Tigris" (188 hours)

Position in System: 2 (of 6)

Time to Jump Point: 6.57 days

Number of Satellites: 1 (Ur)

Surface Gravity: 1.5 G

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 35 °C (Warm-Temperate)

Surface Water Coverage: 40 percent

Highest Native Life: Reptiles

Continents: Abyssinia, Callandra, Corsen, Solath, Valence

Major Factions (2821): *Abyssinia*—(2 total mixed regular battalions); *Callandra*—"Mountain People" (4 veteran mixed companies); *Corsen*—City of Gralen (4 mixed regular companies), the Oppenreich (3 mixed regular battalions); *Solath*—Camlaan (3 mixed regular battalions), eastern Solath rebel groups (4 total mixed regular battalions); *Valence*—Sumral Carta (2 mixed regular battalions)

Population (2800): 1,100,000

Population (2821): 380,000

Orbital Facilities (2821): None

Named for the capital of Hammurabi, the codifier of one of the earliest sets of laws, Babylon was the second world occupied by the Star League-in-Exile. A dry world, assignment to Babylon was markedly less popular than to some of the other Pentagon worlds (at least until the hidden dangers that lurked there became apparent). Most of the early settlements developed in the planet's sole large verdant area, the windward side of the Snaefell Mountains, but eventually settlements were established across much of the world to exploit mineral resources, saving the inhospitable Spiked Heart desert. Many of the native species proved useful to the colonists—the talasi, a cattle-analogue, provided food and leather—but, like Arcadia and Eden, native pathogens (particularly the "Babylon Plague") cost many lives before they could be brought under control. The native goliath scorpion also became a problem as the colonists moved into the arid regions, unwary settlers stirring up their ire as they disturbed nests. Many died due to the arachnid's poison, but others survived and told of the hallucinations the poison engendered. This would eventually become a central tenet of the Clan of the same name.



CIRCE

Star Type (Recharge Time): G2Ia "Helios" (183 hours)

Position in System: 1 (of 4)

Time to Jump Point: 9.12 days

Number of Satellites: 2 (Aega, Telegonus)

Surface Gravity: 0.8 G

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 40 °C (Desert)

Surface Water Coverage: 50 percent

Highest Native Life: Plant

Major Regions: Northern Habitable Zone, Southern Habitable Zone

Major Factions (2821): *Northern Habitable Zone*—Sand Confederacy (3 mixed regular battalions), Empire of Hidalgo (5 mixed regular battalions), Tabor Voivodate (2 mixed green battalions), Kerensky Dominion (3 mixed veteran battalions), Rasmussen Elite (4 mixed regular battalions), Isle of the Eagles (2 veteran battalions); *Southern Habitable Zone*—Emerald Kingdom (4 mixed regular battalions), Gant Republic (5 mixed green battalions), Mongrel Mob (3 mixed regular battalions), Brotherhood of Fianna (3 mixed veteran battalions)

Population (2800): 890,000

Population (2821): 375,000

Orbital Facilities (2821): Outpost One (Nadir Recharge Station)

Unlike Arcadia, Babylon and Eden, the third SLDF colony (named for the Greek goddess-witch who ensorcelled Odysseus' crew) did not suffer from atmospheric contaminants but had its own range of problems. At first glance it was a desert world much like Babylon, but planetary modeling showed that the planet's climate was locked in a seven-hundred year cycle that would reach perihelion (its closest approach to the sun) in 2831. It brushed the inner limits of Helios' life zone (the zone around the star in which liquid water could exist) and some said life on the world would be too extreme. (Aphelion, in 3184, will see the planet at the opposite side of the life zone, glaciers and ice sheets replacing deserts.) Despite this, colonies were established though toxins in the soil posed additional complications to the establishment of a viable human enclave. Circe lacked native animal species of any significance; the climate had proved too unstable for the development of anything beyond simple animal life. So the species introduced by the colonists had no competition and prospered. Water quickly became the most valuable commodity on-world and safeguarding supplies was central to most communities. (This would be a major factor in Operation KLONDIKE.) Indeed, many early settlements were established underground at the sites of major aquifers, using the subterranean sites to escape the heat and also to shelter from the massive storms that wracked the planet. Eventually construction allowed surface buildings to weather the storms but these massively reinforced structures were almost as problematic for the Clans as the troglodyte settlements.



DAGDA

Star Type (Recharge Time): K4V "Tuath" (195 hours)

Position in System: 3 (of 8)

Time to Jump Point: 4.31 days

Number of Satellites: 2 (Aine, Mebd)

Surface Gravity: 1.1 G

Atm. Pressure: Low (Breathable)

Equatorial Temperature: 25 °C (Cool-Temperate)

Surface Water Coverage: 60 percent

Highest Native Life: Mammals

Continents: Dratha, Garda, Riva, Salò, San Biagio, Tenno

Major Factions (2821): *Dratha*—Hailes Commonwealth (1 mixed regular battalion, 11 coastal cutters), Oriente Dominion (3 mixed veteran battalions), Ryan's Roughnecks (4 mixed regular battalions), Imbros collectives (no organized military), Minor Gressen factions (2 mixed green battalions); *Garda*—None; *Riva*—McMillan Collective (2 mixed veteran battalions), Minor Rivan factions (3 mixed regular companies), The Chosen (2 mixed veteran battalions); *Salò*—Scattered Salan factions (6 mixed regular companies); *San Biagio*—Brotherhood of Donegal (4 mixed veteran battalions); *Tenno*—The Drakkars (2 mixed veteran battalions); *Other*—Mimosa Atoll (1 veteran infantry company), Penn Atoll (1 regular infantry company)

Population (2800): 1,250,000

Population (2821): 440,000

Orbital Facilities (2821): Mebd mining colonies

Dagda was the high king of the Tuatha Dé Danann and a major god of the Irish pantheon. The naming of the exiles' fourth colony in his honor was an attempt to bring luck to the new settlement. Dagda needed every bit of fortune it could get; volcanism wracked the world and most of its landmasses were only marginally habitable. Almost all the native life developed in the sea, the pinnacle of which was the seawolf, a dolphin-analogue, though a few species such as the nova cat and sphinx raptor prevailed in the lowlands. The thin planetary atmosphere rendered the uplands incapable of supporting life, and the interior of most continents comprised mountain ranges and plateaus. However, the mineral riches of the continental interiors soon lured colonists, as mining settlements bloomed, supported by sophisticated life-support systems. The resource-rich seas saw their share of settlements too, exploiting both minerals and fish. Being highly dependent on technology, the Exodus civil war brought terrible hardship to these fragile settlements and many were abandoned or destroyed. Those that prevailed became the focus of proto-states and the targets of the Clan landings.



EDEN

Star Type (Recharge Time): F4Ib "Lilith" (175 hours)

Position in System: 1 (of 2)

Time to Jump Point: 16.10 days

Number of Satellites: 2 (Adam, Eve)

Surface Gravity: 1.1 G

Atm. Pressure: Standard (Viral taint)

Equatorial Temperature: 30 °C (Temperate)

Surface Water Coverage: 40 percent

Highest Native Life: Mammals

Continents: Amur, Irkutsk, Noruff, Yakut

Major Factions (2821): *Amur*—Minor Amur factions (3 mixed regular companies); *Irkutsk*—Irkutsk Irregulars (2 mixed regular battalions); *Noruff*—Levic Ascendancy (2 'Mech Battalions, 5 mixed veteran battalions); *Yakut*—The McDonald Collective (None), People's Congress (2 green infantry companies), Sarbat Khanate (4 mixed veteran battalions), Purgatory Cities (4 mixed veteran battalions), Abaddon mining settlements (3 mixed green companies)

Population (2800): 1,500,000

Population (2821): 450,000

Orbital Facilities (2821): None

The final world of the Pentagon, Eden became the capital of the SLDF almost by accident. General Kerensky refused to establish a home for his family until settlement of the other exiles was under way and the fleet was at Eden when he finally decided to begin work on a capital for his new society. In the years that followed, Novy Moscva became the largest and most sophisticated city in the Pentagon, situated in the heart of the Noruff continent in the narrow band of vegetation that circled the world. Many settlements were in this life-band, which was the territory within 20 degrees of the equator where most of the precipitation fell. Isolated pockets of vegetation and deposits of minerals also eventually attracted settlers to the less hospitable areas of Eden, though some only seasonally. In addition to the verdant vegetation of the life-band, a wealth of fauna evolved too, most notably the Eden beaver. Life also prevailed outside the band, but took on a unique twist—the burrock, a massive invertebrate, evolved underground and was able to burrow through most terrains. Terran species prospered on Eden too, many growing far larger and more numerous than their progenitor species. For example, the jade falcon encountered no significant predators and established a massive range, while the widomaker spider became a major fixture in Eden's jungles, becoming fat and massive compared to its Terran kin. However, like Babylon and Arcadia, atmospheric taints—the Curse of Eden in this case—killed many colonists, including the General's wife. Nicholas succumbed to the pathogen but unlike his mother survived the brain fever.



STRANA MECHTY

Star Type (Recharge Time): G3VI "Rodina" (184 hours)

Position in System: 4 (of 7)

Time to Jump Point: 8.53 days

Number of Satellites: 2 (Petrograd, Magadan)

Surface Gravity: 1.1 G

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 25 °C (Temperate)

Surface Water Coverage: 70 percent

Highest Native Life: Mammal

Continents: Cameron, McKenna, Novy Terra, Kerensky Prime

Population (2800): 55,000

Population (2821): 950,000

Orbital Facilities (2821): Unity Station (Zenith Recharge Station), Prinz Eugen (prison ship), McKenna's Pride (orbital command post & tomb of the Great Father)

Named "Land of Dreams" by Katyusha Kerensky, this cold world was one of the better worlds of the Kerensky Cluster. Teeming with life, most of which was benign, it proved hospitable to Terran transplants—including many of the species that became Clan totems—and became a thriving colony. When Nicholas staged his Second Exodus from the Pentagon, it was the perfect choice as a new home and became the refuge for most of his followers and the site of their rebirth.

The planet's four major landmasses are divided evenly between the Clans, though the capital Katyusha on Novy Terra stands apart from the Clan enclaves. It is here the merchants of the twenty Clans trade and also where the Khans meet. Nicholas ordered the construction of the Hall of Khans, a massive government complex situated in the Svoboda Zemylya park. Together with the fortress-like edifice of the Master Genetic Repository, these buildings dominate the city. While each Clan undertook its own training, proving grounds on the continents of Cameron and Kerensky Prime provided neutral venues for the Clans to test their mettle against one another and for the IlKhan's brother to inspect their preparations and judge their combat worthiness.



AARON MILLER

OPERATION KLONDIKE RULES ANNEX

This section provides new rules for regular campaign play that reflect the unique strengths and weaknesses of the Clans and associated forces, as well as the enemies they faced, during the Operation KLONDIKE operations. These rules are for use with *BattleTech*, as well as the omnibus rules found in *Total Warfare (TW)*, *TechManual (TM)*, *Tactical Operations (TO)*, *Strategic Operations (SO)*, and *A Time of War: The BattleTech RPG (AToW)*.

Creating Operation KLONDIKE Scenarios, when used in conjunction with the Creating Scenarios rules contained within *Total Warfare* (see *TW*, p. 256), allows for the quick generation of *BattleTech* scenarios and forces for pick-up games. Clan Toumans & Pentagon Powers provides optional rules for simulating the unique characteristics of the various forces that fought in Operation KLONDIKE. The last sections, including Prototype Weapons, New Combat Equipment and New Units, provide descriptions and game information for new weapons and vehicles.

CREATING OPERATION KLONDIKE SCENARIOS

Gamemasters and players can use the rules on the following pages to generate scenarios set within the Early Clan era, to include the years between the Exodus fleet's landfall in the Pentagon (2786) to the beginning of the Golden Century (approximately 2835); this era includes not only Operation KLONDIKE, but also the Pentagon Civil Wars, the live-fire combat trials of the newly birthed Clans, the Clan Wolverine Annihilation, and the Widowmaker Trial of Refusal (also known as the Clan Widowmaker Absorption).

BEFORE YOU START

The nature of the Early Clan era and Operation KLONDIKE makes presenting hard and fast rules for scenario and campaign generation difficult. Every world and every battle was different. Instead, the following pages provide a basic framework and a series of suggestions that will aid gamemasters and players in setting up their own battles, based on the historical information described in this sourcebook's previous chapters. Additional rules presented in *Tactical Operations* and *Strategic Operations* will allow them to create games set in the various terrain and weather conditions.

Gamemasters and players should use the historical information to create a general framework for any battles or campaigns, and then use these rules as well as common sense to generate the specifics. Prior to the start of any games or campaigns, all involved players should agree on the setup and any special case rules that will be included. Remember also the two "prime directives" in playing *BattleTech*:

1. HAVE FUN
2. DON'T LET YOURSELF GET SO CAUGHT UP IN THE RULES THAT YOU STOP HAVING FUN

GENERAL RULES

Except as outlined below, gamemasters and players should follow all of the General Rules for Creating Scenarios in *TW* when designing scenarios and campaigns set during the Early Clan era.

FORCED WITHDRAWAL

In the time period covered by these rules, Clan units are not subject to Forced Withdrawal rules presented on page 258 of *Total Warfare* (though their warriors may withdraw from battle voluntarily). In contrast, the Pentagon powers should follow Forced Withdrawal rules except when defending their home location (as determined by the gamemaster or by player consensus); other circumstances where a Pentagon power may not be subject to Forced Withdrawal should also be determined by the gamemaster or player consensus.

SELECTING MAPSHEETS

See Terrain, below.

FORCE GENERATION

When generating forces for both sides in a Clan vs. Pentagon power battle, the sides will typically not be balanced in either number of units or in Battle Value. As a rule of thumb, for every Clan Star (5 units) committed to battle, the Pentagon powers will typically have two to three lances of similar-type units (not accounting for the needs of particular battles described in previous chapters). On the other hand, the Clan warriors will typically possess far better skills than their opponents.

Use the guidelines described below in Random Assignment Tables for choosing the battlefield units for Operation KLONDIKE-era scenarios and campaigns.

Note on Game Balance: Operation KLONDIKE, like most military campaigns, was by no means an "even fight." The Clans possessed better pilots, better equipment, and better-maintained equipment than their Pentagon opponents. So while the Clans did lose a number of individual battles, on the whole they outclassed their opponents in almost every case.

Of course, this reality makes for a potentially "un-fun" Operation KLONDIKE campaign. In order to achieve some level of game balance, gamemasters and players will need to utilize some fuzzy logic in designing and setting up their scenarios. As indicated above, a good rule of thumb for game balance is that every Clan Star should be opposed by two to three lances of Pentagon enemies. This assumes a relative equality in equipment "size" (an average of one Star of heavy 'Mechs facing approximately double their number of heavy 'Mechs), but with the Clan force possessing a two-step skill advantage (Elite pilots vs. Regulars). Unfortunately things like pre-existing damage or a significant disparity in technology (Star League-era tech facing simple "3025" tech) will also have a significant impact upon game balance that Battle Value (BV) and the rules in this chapter may not be able to mitigate. In these cases,

gamemasters and players should feel free to make their own call and make adjustments to the scenario to better even out the game balance. And, above all, remember to have fun!

CLAN HONOR

The concepts of *zellbrigen* and the bidding process were in their infancy during the Early Clan era, and used only sporadically. As a result, the Clans do not utilize *zellbrigen* or bidding rules (see *Clan Honor*, pp. 273-274, *TW*) except as noted within Clan Toumans & Pentagon powers (or within the descriptions of individual battles/campaigns earlier in this book).

Note: Those Clans that do utilize *zellbrigen* will follow a liberal interpretation in combat. Enemies that do not engage in honorable combat may be considered dishonorable and not subject to *zellbrigen*. If an enemy is declared dishonorable and a Clan's warriors discontinue using *zellbrigen*, that Clan's warriors lose any bonus or special abilities they may have received for engaging in *zellbrigen*.

TERRAIN

Each of the five Pentagon worlds possesses a wide variety of terrain and vegetation, though the various regions targeted by the Operation KLONDIKE invasion operations provide for a little more specificity. When playing battles or campaigns on the Pentagon worlds, and specifically within the regions listed below, use only the Mapsheet Tables (as found on p. 263 of *TW*) indicated.

Note: These additions are meant to add flavor only and should not be used as a hard-and-fast rule, especially when playing out scenarios based on the battle reports found in this book. Gamemasters and players should use common sense when designing the playing board; in other words, if playing out a battle that was described as happening within a mountain city, the board should include that appropriate terrain rather than a series of randomly rolled map-sheets. On the other hand, gamemasters and players can easily use these guidelines if they need to quickly generate maps for encounters outside of those described regions.

Weather: Weather can (and did) play a significant role in the Operation KLONDIKE campaign. Gamemasters and players are encouraged to use the various additional types of terrain and weather considerations as described in Planetary Conditions, starting on page 28 of *Tactical Operations (TO)* to spice up their games.

RANDOM ASSIGNMENT TABLES

The Random Unit Assignment Tables in this section should be used instead of those provided within the Creating Scenarios rules (starting on p. 256, *TW*) to provide for era-specific unit choices. Likewise, they should replace the Assignment Tables starting on page 130 in *A Time of War*. The Random 'Mech and Vehicle Assignment Tables in this book are designed specifically to determine the composition of any early Clan- or Pentagon Civil War-era force.

Statistics for most of these units may be found in *Technical Readouts 3039, 3050 Upgrade, and 3075*, as well as in this book.

ASSIGNING 'MECHS

After determining the weight classes of the 'Mechs in each force (see p. 265, *TW*), use the Random Unit Assignment Table: Pentagon Powers or Clan (see pp. 146-147) to determine the specific 'Mech designs to be used.

To use the table, the players need to determine what type of unit(s) they will be using. If using vehicles, aerospace fighters and/or DropShips, simply roll on the corresponding column of the appropriate table (Pentagon Powers or Clan). If using BattleMechs, players will roll randomly to determine which BattleMech column of the appropriate table to roll on: roll 1D6; on a result of 1-2 roll on column A, on a result of 3-4 roll on column B, and on a result of 5-6 roll on column C.

ASSIGNING 'MECHS AND VEHICLES IN A TIME OF WAR

The Random Unit Assignment Table: Pentagon Powers or Clan can also be used to assign the starting 'Mech or Vehicle for a new *A Time of War* character who hails from the early Clans or Pentagon worlds. In this case, use this table instead of the Random Assignment Tables (see pp. 130-135, *AToW*). Base the character's equipment rating on the character's current regiment (or the regiment with which he last served).

If the character has not served with the Clans, assume he has a rating of C. Increase the rating by one level for every two of the following which the character possesses: Property, Title, Connections, Leadership Skill level of 7+, or a Tour of Duty Life Module (only one Tour of Duty Module counts towards this total). Decrease by one level for every two of the following: negative-TP Reputation, negative-TP Wealth, negative-TP Extra Income, Bloodmark, or the Ne'er-Do-Well Life Module. The rating cannot be increased above A or below C.

REPAIRS

For most stand-alone battles, repairs will not be a concern. But for campaign play, players and gamemasters will need to know the availability of replacement weapons and equipment, as well as the techs and repair facilities that can be called upon. Use the following guidelines to help determine each force's repair abilities.

Clans: For all intents and purposes, the Clans have a nearly limitless logistical train to draw upon. Each Clan possesses enough replacement armor, weapons and other equipment to keep its 'Mechs, fighters and tanks operating through the campaign, as well as a strong force of replacement units (and if it doesn't, it can call upon another Clan that does). Likewise, the Clans each possess a strong and skilled technical pool, with each unit assigned its own tech team (and each had additional technical teams standing by to assist with battle repairs). In game terms, Clan technicians are considered elite.

However, the Clans do have a few significant weaknesses. Their best maintenance facilities are on their DropShips, which—except for a few rare instances—are typically far removed from the battlefields. That leaves them with portable field repair gantries—of

which there are limited numbers (typically only a handful per binary or trinary formation)—to accomplish much of their maintenance and repair needs. That is, unless their Khan authorizes the movement of their DropShips closer to the battlefield.

Of course, that's easier said than done. The typical 'Mech and aerofighter carrier has little additional mass for replacement parts, let alone for all of the support personnel needed. One or more additional DropShips, typically cargo ships or troop carriers, are needed for that logistics chain. But that also means finding and offloading the right parts, and then getting them to the right place. A DropShip could take off and relocate, but which one (or ones)? And if one or

more DropShips relocate, what happens to the field base that is set up around the DropShips?

There are also more mundane issues to deal with. They have limited manpower and limited time. There are only so many techs that can work on a single unit at once, and a counterattack could happen at any time.

Those are just some of the issues the Clan player(s) will have to deal with.

Pentagon Powers: On the other hand, the Pentagon Powers have very limited logistical resources to draw from. Supplies are very limited (to the point that many combat machines are left

RANDOM TERRAIN TABLES

ARCADIA

1D6	East Arcadia	Rechland	West Arcadia
1	Flatlands*	Flatlands	Flatlands**
2	Flatlands*	Hills	Flatlands**
3	Hills	Badlands	Hills
4	Woodlands	Badlands	Badlands
5	Wetlands	Mountain	Badlands
6	Coastal	Wetlands	Woodlands

*Near Rivera, treat these results as Urban terrain instead.

**In the Great Ironwall Mountains area, treat these results as Mountain terrain instead.

CIRCE

1D6	All Zones
1	Badlands
2	Badlands
3	Hills
4	Hills
5	Flatlands
6	Mountains

BABYLON

1D6	Abyssinia	Callandra	Corsen	Solath	Valence
1	Hills	Flatlands	Hills	Flatlands	Flatlands
2	Hills	Hills	Badlands	Hills	Hills
3	Badlands	Badlands	Mountains	Badlands	Badlands
4	Mountains	Badlands	Badlands	Badlands	Badlands
5	Mountains	Badlands	Badlands	Mountains	Mountains
6	Woodlands	Mountains	Woodlands	Wetlands	Mountains

DAGDA

1D6	Dratha	Garda	Riva	Salò	San Biagio	Tenno
1	Mountains	Mountains	Mountains	Mountains	Mountains	Mountains
2	Mountains	Mountains	Mountains	Mountains	Mountains	Mountains
3	Mountains	Flatlands	Badlands	Flatlands	Flatlands	Flatlands
4	Hills	Flatlands	Badlands	Flatlands	Flatlands	Hills
5	Hills	Hills	Badlands	Badlands	Badlands	Hills
6	Coastal	Coastal	Hills	Hills	Coastal	Coastal

Note: All engagements in upland Dagda should use the vacuum rules (see p. 54, TO)

EDEN

1D6	Amur	Irkutsk	Noruff	Yakut
1	Hills	Hills	Hills	Hills
2	Hills	Hills	Mountains	Hills
3	Flatlands	Mountains	Flatlands	Woodlands
4	Mountains	Mountains	Flatlands	Woodlands
5	Mountains	Woodlands	Woodlands	Mountains
6	Woodlands	Woodlands	Light Urban	Flatlands

unrepaired after battle), and repair bays are often little more than shacks with cobbled-together gantries. Technical staff are often overworked and need as many bodies as possible, though they tend to spend most of their time fabricating replacement parts and jury-rigging repairs than anything.

Unless otherwise specified, no Pentagon Power has a cache of Star League-technology equipment (Gauss rifles, ER lasers, LB-X autocannon, NARC launchers, pulse lasers, Streak SRM launchers, TAG, ultra autocannon, Artemis FCS, Beagle Active Probe, Guardian ECM, XL engines, and the like), and a very limited amount of replacement endo steel structure and ferro-fibrous armor. Any such equipment damaged or destroyed must either be repaired or somehow replaced with scavenged or captured equipment. If appropriate replacements cannot be secured, the battlefield unit must be customized (using less advanced equipment; see Customization, below) or else left unrepaired.

Because of these conditions, all Pentagon Powers repair rolls are made at a -1 penalty, in addition to any other modifiers.

CUSTOMIZATION

Numerous customized combat units were used by both the Clans as well as the Pentagon Powers during Operation KLONDIKE, though for very different reasons. Players and gamemasters looking to insert an additional level of excitement and randomness may employ customized battlefield units. Use the following rules, in conjunction with Customization (see SO, beginning on p. 188), to customize your units for play.

Clans: Nicholas Kerensky's Clan warriors were, simply, the best of the best. Kerensky ensured his warriors were likewise supplied with the best equipment possible. Some warriors' skills and dedication, however, demanded something additional to reward them or better complement their abilities. The customizations allowed are outlined below.

All Clan Star Commanders may make minor customizations to their 'Mechs/fighters/vehicles. They may replace one major weapon or piece of equipment (massing five tons or more and/or occupying three critical slots or more), or up to five lesser pieces of equipment (massing no more than ten tons) with equipment of the same or a different class (yet massing the same amount and occupying the same or fewer critical spaces). This replacement may be a Class A or Class B Refit (see SO, p. 188), and all new equipment must be placed in critical slots vacated by the replaced equipment. Additionally, up to one additional battlefield unit per binary or trinary may receive such a refit (after the conclusion of Operation KLONDIKE, any warrior credited with five kills was also afforded the opportunity to make such modifications).

All Clan Star Captains may make any number of Class A or Class B Refits (see SO, p. 188) on their 'Mechs/fighters/vehicles.

All Star Colonels, saKhans and Khans may make any number of Class A, B, C and/or D Refits (see SO, p. 188) on their 'Mechs/fighters/vehicles.

All refits are made with a -1 bonus to the customization roll, in addition to any other modifiers.

These refits may only be made on the warrior's primary battlefield unit (the unit he or she was initially assigned). Replacement and captured units can not be refit during the course of the Operation KLONDIKE campaign (though one warrior can pilot another's customized unit if the situation warrants—such as on a temporary basis, or if permanently assigned to that unit after the death or incapacitation of its previous warrior).

Pentagon Powers: After years of unrelenting warfare, the Pentagon Powers have experienced significant damage to its combat equipment, as well as supply and maintenance shortfalls.

The Pentagon Powers have the ability to make Class A, B, C and D Refits using the equipment and facilities at hand (see SO, p. 188). All such refits suffer from a Time Multiplier of 1.5 and Refit Rolls are made with a +1 penalty (both in addition to any other modifiers).

Class E and F Refits are not typically possible within the Pentagon worlds during the conduct of Operation KLONDIKE proper (though in the years prior to the invasion, a handful of old factories may still be able to complete such refits). For approximately the first three years of the Pentagon Civil War, Class E and F Refits can be made normally. After that, up to the beginning of Operation KLONDIKE, all such refits suffer from a Time Multiplier of 3 and Refit Rolls are made with a +1 penalty (both in addition to any other modifiers).

PRE-EXISTING DAMAGE

After some two decades of civil war within the Pentagon, the survivors were left in a state much worse than the Inner Sphere as a whole found itself in after two centuries of Succession Wars. By the time the Clans returned, almost all of the Pentagon Powers experienced significant shortfalls in both spare parts as well as technical abilities, severely impacting their ability to keep their 'Mechs and vehicles in operational order.

Unless otherwise indicated, all Pentagon-based combat units have the potential of beginning a scenario with pre-existing damage. Roll 1D6 for each Pentagon Power combat unit ('Mech, vehicle, conventional or aerospace fighter) and apply the appropriate result from the table below.

Units that receive pre-existing damage suffer the indicated amount of damage and critical hits, determining the locations and any critical hits randomly against the affected units. For BattleMechs, use the Front/Back column to determine the locations of all damage. Aerospace fighters and conventional aircraft use the Above/Below column. For conventional combat vehicles, determine the location of any damage by first rolling a direction of attack (using the BattleMech Facing After a Fall chart) before rolling the hit location of any damage. Note that no unit may take to the field if it has suffered any critical damage that would render it completely inoperative or immobilized; reroll any critical damage that would destroy a unit or reduce its mobility to 0. If the second result also destroys or immobilizes the unit, disregard both results and simply apply an additional 5 points of damage to a random location.

Additionally, there is a chance that any units that employ ammunition-based weapons may not have a full combat load. Roll 1D6 for

PRE-EXISTING DAMAGE TABLE

1D6 Pre-Existing Damage

- | | |
|-----|---|
| 1 | No pre-existing damage. |
| 2-3 | Light existing damage. This unit receives 1 point of damage for every 5 tons of mass, distributed randomly in 5-point (or fraction thereof) groups. Do not roll critical hits, even if internal structure is damaged. |
| 4-5 | Moderate existing damage. This unit receives 2 points of damage for every 5 tons of mass, distributed randomly in 5-point (or fraction thereof) groups. Determine one critical hit to a random location, as well as any possible critical hits suffered from any internal structure damage. Disregard any hits that would immobilize or destroy the unit (including cockpit/crew killed hits, ammunition hits, and destroyed motive systems/engines and gyros). |
| 6 | Heavy existing damage. This unit receives 4 points of damage for every 5 tons of mass, distributed randomly in 5-point (or fraction thereof) groups. Determine two critical hits, each to a random location, as well as any possible critical hits suffered from any internal structure damage. Disregard any hits that would immobilize or destroy the unit (including cockpit/crew killed hits, ammunition hits, and destroyed motive systems/engines and gyros). |

each unit that requires ammunition: on a result of 1-2, the unit has a full load of ammunition; on a 3-4, the unit has only half its ammunition load (rounded up); on a 5, the unit has only 1D6 rounds of ammunition for each weapon; on a 6, the unit has no ammunition.

Finally, specialized ammunition is extremely rare. Any time specialized ammunition is requested (to include LB-X cluster and Artemis missile ammunition), roll 1D6. On a result of 1 or 2, the ammunition is available; on any other result, the specialized ammunition is unavailable.

Campaign Play: Players and gamemasters looking to fight an Operation KLONDIKE campaign should first generate all of the forces available to each involved force. They can then apply any pre-existing damage to the Pentagon Powers' units, as appropriate. This will be the condition each is in prior to the start of any campaign play. Once the initial pre-existing damage is applied, no further rolls for such damage will be made through the end of the campaign (unless reinforcements are received from other forces). All units will have to then accomplish regular maintenance on their units, as well as repair battle damage, as appropriate.

IndustrialMechs

Through the decades of civil war, many of the Pentagon powers fielded a number of IndustrialMechs jury-rigged with heavy weapons to help give them an advantage in combat. Considering the heavy construction needs of the newly colonized Pentagon Worlds after the Exodus Fleet's arrival, there were thousands of decidedly low-tech IndustrialMechs available for cannibalization and refit. These refit machines quickly became first "force multipliers"

and then the backbone of many Pentagon Powers' defensive forces. As a result, armed IndustrialMechs were a common sight within most Pentagon militaries.

IndustrialMech Reinforcements: A Pentagon-based power may randomly add one armed IndustrialMech to its combat force for every two BattleMechs, vehicles or aerospace fighters, or for every company of infantry, it fields. These additional reinforcement units do not count towards any BV, tonnage, or total unit limits.

IndustrialMech Substitution: If the nature of the battle or scenario allows, the player controlling a Pentagon Power force may choose to randomly substitute one or more armed IndustrialMechs for a like number of other units (including units with pre-existing damage) of his or her choice within the force. A player may choose to make one or more substitutions after determining pre-existing damage for his or her combat units (though before determining any potential pre-existing damage for the IndustrialMechs).

IndustrialMech Pre-Existing Damage: Just as with other combat units, armed IndustrialMechs may potentially begin a game with pre-existing damage, though because of their ease of repair (at least in comparison to dedicated combat units), the chance of this damage is lower. Unless otherwise specified, the controlling player will roll randomly as indicated under Pre-Existing Damage, above, though applying a -2 to the roll (treat any result below 1 as a roll of 1).

Randomly Determining IndustrialMechs: Use the Random Unit Assignment Table: Armed IndustrialMechs, page 147, to determine the specific IndustrialMech design(s) to be used. First roll randomly to determine which column of the table to roll on: roll 1D6; on a result of 1-2 roll on column A, on a result of 3-4 roll on column B, and on a result of 5-6 roll on column C. After determining the column to roll on, roll 1D6 again to determine the specific unit assigned.

ASSIGNING PILOTS

Once the players have determined the 'Mechs and other battlefield units they will be using, they should then assign pilots to each. The players may make direct use of the Random Experience Level Table and the Random Skills Table (Expanded) (see p. 273, TW).

If playing elements from a specific unit, consult the appropriate information block (reference the appropriate world for each individual Pentagon power); each unit (and sub-unit) is given a rating of "Elite," "Veteran," "Regular," or "Green." If playing an "Elite" unit, the controlling player should add a +4 modifier to the Random Experience Level roll and a +2 modifier to the Random Skill Rating roll. If playing a "Veteran" unit, add +2 to the Experience roll and +1 to the Skill roll. If playing a "Regular" unit, apply no modifiers, and if playing a "Green" unit, apply a -2 to the Experience roll and -1 to the Skill roll.

Note: All Clan warriors are automatically considered Elite. To randomly generate Clan warriors, roll 1D6 to determine which column on the Random Skills Table (Expanded) (see p. 273, TW), to use; on a result of 1-2 use the "Veteran" column, and on a result of 3-6 use the "Elite" column. Be sure to also add the Clan/Elite +2 modifier to the Random Skill roll.

RANDOM UNIT ASSIGNMENT TABLE: PENTAGON POWERS

Light (20 to 35 tons)

2D6

A (1-2)

2	MON-66b Mongoose [25]
3	LCT-1Vb Locust [20]
4	SL-1G Sling [25]
5	SDR-5V Spider [30]
6	PNT-9R Panther [35]
7	WSP-1A Wasp [20]
8	STG-3G Stinger [20]
9	OTT-7Jb Ostscout [35]
10	FS9-H Firestarter [35]
11	HER-1Sb Hermes [30]
12	THE-Nb Thorn [20]

BattleMechs

B (3-4)

HER-1Sb Hermes [30]
MON-66b Mongoose [25]
HSR-200D Hussar [30]
STG-3Gb Stinger [20]
OTT-7J Ostscout [35]
FS9-H Firestarter [35]
HER-1S Hermes [30]
THE-N Thorn [20]
MON-66 Mongoose [25]
NTK-2Q Night Hawk [35]
SPR-5F Spector [35]

C (5-6)

NTK-2Q Night Hawk [35]
THE-Nb Thorn [20]
SPR-5F Spector [35]
LCT-1Vb Locust [20]
MON-66 Mongoose [25]
SDR-5V Spider [30]
PNT-9R Panther [35]
MCY-99 Mercury [20]
FFL-3SLE Firefly [30]
TLN-5W Talon [35]
HSR-200Db Hussar [30]

Vehicles

Cobra Transport VTOL [30] ^V
Beagle [15] ^H
Rotunda [20] ^W
Flatbed Truck (LRM) [10] ^W
Rotunda (Variant) [†] [20] ^W
Galleon GAL-200 [30] ^T
Flatbed Truck (RL) [10] ^W
Galleon (RL) [30] ^T
Lightning [35] ^H
Ripper [10] ^V
Lightning (Royal) [35] ^H

Aerospace Fighters

(20 to 45 tons)

ZRO-116 Zero [35]
CNT-1D Centurion [30]
SPD-502 Spad [30]
F-10 Cheetah [25]
THK-63 Tomahawk [45]
SWF-606 Swift [25]
ZRO-114 Zero [35]
RGU-133 Rogue [40]
TRN-3T Trident [20]
SWF-606 Swift [25]
SB-27b Sabre [25]

† Roll 1D6 to determine which Rotunda variant is to be fielded: on 1-2 use the LRM variant, on 3-4 use the RL variant, on 5-6 use the SRM variant

Medium (40 to 55 tons)

2D6

A (1-2)

2	SHD-2Hb Shadow Hawk [55]
3	WVR-7H Wolverine II [55]
4	VL-5T Vulcan [40]
5	KTO-19 Kintaro [55]
6	HOP-4Bb Hoplite [55]
7	PXH-1 Phoenix Hawk [45]
8	KY2-D-02 Kyudo [45]
9	SCP-1N Scorpion [55]
10	CRB-27b Crab [50]
11	ASN-21 Assassin [40]
12	WVE-5Nb Wyvern [45]

BattleMechs

B (3-4)

LNK-9Q Lynx [55]
KTO-19b Kintaro [55]
ASN-21 Assassin [40]
STN-3L Sentinel [40]
CRB-27 Crab [50]
WVE-5N Wyvern [45]
GRF-1N Griffin [55]
STY-3C Starslayer [50]
SHD-2Hb Shadow Hawk [55]
HBK-4G Hunchback [50]
PXH-1b Phoenix Hawk [45]

C (5-6)

STN-3Lb Sentinel [40]
STY-3C Starslayer [50]
WVR-6R Wolverine [55]
DV-6M Dervish [55]
VL-5T Vulcan [40]
HBK-4G Hunchback [50]
SHD-2H Shadow Hawk [55]
WTH-1 Whitworth [40]
PXH-1b Phoenix Hawk [45]
CRB-27 Crab [50]
GRF-2N Griffin [55]

Vehicles

Korvin [50] ^T
Chaparral [50] ^T
Zephyr [40] ^H
Thor (AC) [55] ^W
Goblin [45] ^T
Turhan [50] ^W
Maxim [50] ^H
Kanga (AC) [50] ^H
Turhan [50] ^W
Thor [55] ^W
Zephyr (Royal) [40] ^H

Aerospace Fighters

(50 to 70 tons)

GTHA-500b Gotha [60]
LTG-G15b Lightning [50]
HCT-213 Hellcat [60]
IRN-SD1 Ironsides [65]
HCT-213B Hellcat II [50]
GTHA-500 Gotha [60]
CSR-V12 Corsair [50]
HCT-213 Hellcat [60]
LTN-G15 Lightning [50]
HCT-213B Hellcat II [50]
IRN-SD1b Ironsides [65]

Heavy (60 to 75 tons)

2D6

A (1-2)

2	CRD-2R Crusader [65]
3	EXT-4D Exterminator [65]
4	GLT-3N Guillotine [70]
5	CHP-1N Champion
6	WHM-6Rb Warhammer [70]
7	ON1-V Orion [75]
8	OTL-4D Ostsol [60]
9	CPLT-C1 Catapult [65]
10	MAD-2R Marauder [75]
11	EXC-B2 Excalibur [70]
12	ARC-2Rb Archer [70]

BattleMechs

B (3-4)

CHP-1Nb Champion
TDR-5Sb Thunderbolt [65]
ARC-2Rb Archer [70]
RFL-3C Rifleman [60]
BL6-KNT Black Knight [75]
MAD-1R Marauder [75]
ST-8A Shootist [70]
OSR-2C Ostroc [60]
WHM-7A Warhammer [70]
LNC25-01 Lancelot [60]
EXT-4Db Exterminator [65]

C (5-6)

EXC-B2b Excalibur [70]
OSR-2Cb Ostroc [60]
MAD-2R Marauder [75]
BMB-12D Bombardier [65]
FLS-8K Flashman [75]
GLT-3N Guillotine [70]
TDR-5S Thunderbolt [65]
CRD-3R Crusader [65]
BL6b-KNT Black Knight [75]
GLH-2D Galahad [60]
CTS-6Y Cestus [65]

Vehicles

Von Luckner (Royal) [75] ^T
Marsden II [60] ^T
Padilla [75] ^T
Marksman (AC) [65] ^T
Merkava Mk. VIII [75] ^T
Von Luckner [75] ^T
Magi [70] ^T
Demon [60] ^W
Marksman [65] ^T
Burke [75] ^T
Demon (Royal) [60] ^W

Aerospace Fighters

(75 to 100 tons)

RPD-100b Rapier [85]
VLC-5N Vulcan [80]
CHP-W5 Chippewa [90]
TRB-36 Thunderbird [100]
HMR-HD Hammerhead [75]
RPD-100 Rapier [85]
AHB-443 Ahab [90]
EGL-R6 Eagle [75]
STU-K5 Stuka [100]
HMR-HDb Hammerhead [75]
AHB-443b Ahab [90]

Assault (80 to 100 tons)

2D6

A (1-2)

2	HGN-732b Highlander [90]
3	STK-3Fb Stalker [85]
4	THE-11b Thug [80]
5	LGB-7Q Longbow [85]
6	GOL-1H Goliath [80]
7	STC-2C Striker [80]
8	BNC-3M Banshee [95]
9	RFL-3N2 Rifleman II [80]
10	KCG-000 King Crab [100]
11	SHG-2H Shogun [85]
12	TDK-7X Thunder Hawk [100]

BattleMechs

B (3-4)

NSR-9J Nightstar [95]
KCG-000b King Crab [100]
CRK-5003-1 Crockett [85]
AS7-D-H Atlas II [100]
THE-11 Thug [80]
AWS-8Q Awesome [80]
BLR-1G BattleMaster [85]
VTR-9A Victor [80]
ANH-1X Annihilator [100]
EMP-6A Emperor [90]
HGN-732 Highlander [90]

C (5-6)

PLG-3Z Pillager [100]
STK-3Fb Stalker [85]
CP-10-Q Cyclops [90]
SPT-N2 Spartan [80]
STK-3F Stalker [85]
AS7-D Atlas [100]
ZEU-6S Zeus [80]
HGN-732 Highlander [90]
AWS-8Q Awesome [80]
BLR-1Gb BattleMaster [85]
MSK-6S Mackie [100]

Vehicles

Puma (Royal) [95] ^T
Alacorn Mk. VI [95] ^T
Puma [95] ^T
Dump Truck (AC) [150] ^W
Fury [80] ^T
Rhino [95] ^T
Puma [95] ^T
Dump Truck (LRM) [150] ^W
Fury [80] ^T
Fury (Royal) [80] ^T
Alacorn Mk. VI [95] ^T

DropShips

Fortress ^S
Gazelle ^A
Triumph ^A
Overlord ^S
Mule ^S
Union ^S
Buccaneer ^A
Dictator ^S
Vulture ^S
Monarch ^A
Colossus ^S

*This is a four-legged (quad) BattleMech.

^AAerodyne ^HHover ^SSpheroid ^TTracked ^VVTOL ^WWheeled

Note: The column headers do not correspond to technology or equipment rating.

Armed IndustrialMechs

1D6

A (1-2)

1	Harvester Ant (MG) [20]*
2	Crosscut (Rocket) [30]
3	Buster (AC) [50]
4	MR-8D Marco [30]
5	Crosscut (Flamer) [30]
6	Buster (AC) [50]

B (3-4)

Harvester Ant (LRM) [20]*
Powerman (Laser) [35]
Buster (PPC) [50]
MR-8E Marco [30]
Harvester Ant (LRM) [20]*
Carbine (Rocket) [30]

C (5-6)

Crosscut (Flamer) [30]
Powerman (SRM) [35]
Carbine (Rocket) [30]
GTX2 Daedalus (Mil.) [60]*
Harvester Ant (MG) [20]*
Crosscut (Rocket) [30]

*This is a four-legged (quad) IndustrialMech.

Note: The column headers do not correspond to technology or equipment rating.

RANDOM UNIT ASSIGNMENT TABLE: CLANS

Light (20 to 35 tons)

2D6	A (1-2)
2	MON-66b Mongoose [25]
3	HER-15 Hermes [30]
4	LCT-1Vb Locust [20]
5	NTK-2Q Night Hawk [35]
6	OTT-7Jb Ostscout [35]
7	HER-15b Hermes [30]
8	MCY-99 Mercury [20]
9	PNT-9R Panther [35]
10	FFL-3SLE Firefly [30]
11	MON-66 Mongoose [25]
12	HSR-200Db Hussar [30]

BattleMechs

B (3-4)
TLN-5W Talon [35]
FS9-H Firestarter [35]
HSR-200Db Hussar [30]
SL-1G Sling [25]
STG-3Gb Stinger [20]
MON-66b Mongoose [25]
SDR-5V Spider [30]
TLN-5W Talon [35]
SPR-5F Spector [35]
HSR-200D Hussar [30]
THE-Nb Thorn [20]

C (5-6)

HER-15b Hermes [30]
FFL-3SLE Firefly [30]
MCY-99 Mercury [20]
SPR-5F Spector [35]
THE-Nb Thorn [20]
LCT-1Vb Locust [20]
NTK-2Q Night Hawk [35]
FFL-3SLE Firefly [30]
JVN-10P Javelin [30]
PNT-9R Panther [35]
STG-3Gb Stinger [20]

Vehicles

Lightning (Royal) [35] ^H
Cobra Transport VTOL [30] ^V
Rotunda [20] ^W
Cyrano (Royal) [30] ^V
Beagle [15] ^H
Lightning (Royal) [35] ^H
Galleon GAL-100 [30] ^T
Maultier [15] ^H
Gabriel [5] ^V
Rotunda [20] ^W
Nightshade (Royal) [25] ^V

Aerospace Fighters (20 to 45 tons)

ZRO-114 Zero [35]
TRN-3T Trident [20]
SWF-606 Swift [25]
SPD-502 Spad [30]
THK-63b Tomahawk [45]
ZRO-116 Zero [35]
SB-27b Sabre
RGU-133Eb Rogue [40]
TRN-3Tb Trident [20]
F-10 Cheetah [25]
SB-27b Sabre [25]

Medium (40 to 55 tons)

2D6	A (1-2)
2	CRB-27b Crab [50]
3	SHD-2Hb Shadow Hawk [55]
4	KTO-19 Kintaro [55]
5	WVR-7H Wolverine II [55]
6	GRF-2N Griffin [55]
7	CRB-27b Crab [50]
8	STN-3Lb Sentinel [40]
9	HBK-4G Hunchback [50]
10	SCP-1N Scorpion [55]
11	ASN-21 Assassin [40]
12	PXH-1b Phoenix Hawk [45]

BattleMechs

B (3-4)
GRF-2N Griffin [55]
STY-3C Starslayer [50]
WTH-1 Whitworth [40]
LNK-9Q Lynx [55]
KTO-19b Kintaro [55]
PXH-1b Phoenix Hawk [45]
HOP-4Bb Hoplite [55]
VL-5T Vulcan [40]
KY2-D-02 Kyudo [45]
STN-3L Sentinel [40]
SHD-2Hb Shadow Hawk [55]

C (5-6)

STN-3Lb Sentinel [40]
GRF-1N Griffin [55]
PXH-1b Phoenix Hawk [45]
WVE-5Nb Wyvern [45]
HBK-4G Hunchback [50]
SHD-2Hb Shadow Hawk [55]
STY-3C Starslayer [50]
DV-6M Dervish [55]
CRB-27 Crab [50]
PXH-1 Phoenix Hawk [45]
KTO-19b Kintaro [55]

Vehicles

Kanga [50] ^H
Zephyr (Royal) [40] ^H
Thor [55] ^W
Chaparral [50] ^T
Turhan [50] ^W
Zephyr [40] ^H
Goblin [45] ^T
Maxim [50] ^H
Kanga [50] ^H
Zephyr [40] ^H
Chaparral [50] ^T

Aerospace Fighters (50 to 70 tons)

GTHA-500 Gotha [60]
HCT-213B Hellcat II [50]
IRN-SD1b Ironsides [65]
CSR-V12b Corsair [50]
HCT-213C Hellcat II [50]
GTHA-500b Gotha [60]
LTN-G15b Lightning [50]
IRN-SD1b Ironsides [65]
HCT-213 Hellcat [60]
LTN-G15b Lightning [50]
HCT-213 Hellcat [60]

Heavy (60 to 75 tons)

2D6	A (1-2)
2	ARC-2Rb Archer [70]
3	CTS-6Y Cestus [65]
4	CPLT-C1 Catapult [65]
5	BMB-12D Bombardier [65]
6	CRD-2R Crusader [65]
7	WHM-7A Warhammer [70]
8	GLT-3N Guillotine [70]
9	CHP-1Nb Champion
10	GLH-2D Galahad [60]
11	EXC-B2 Excalibur [70]
12	MAD-2R Marauder [75]

BattleMechs

B (3-4)
CHP-1N Champion
WHM-6Rb Warhammer [70]
LNK-25-01 Lancelot [60]
OSR-2Cb Ostroc [60]
ARC-2Rb Archer [70]
TDR-5Sb Thunderbolt [65]
EXC-B2b Excalibur [70]
EXT-4Db Exterminator [65]
ON1-V Orion [75]
BL6-KNT Black Knight [75]
BMB-12D Bombardier [65]

C (5-6)

GLH-2D Galahad [60]
MAD-1R Marauder [75]
ON1-V Orion [75]
MAD-2R Marauder [75]
BL6b-KNT Black Knight [75]
FLS-8K Flashman [75]
LNK-25-01 Lancelot [60]
ST-8A Shootist [70]
CTS-6Y Cestus [65]
TDR-5S Thunderbolt [65]
WHM-7A Warhammer [70]

Vehicles

Burke [75] ^T
Magi [70] ^T
Demon (Royal) [60] ^W
Von Luckner (LB) [75] ^T
Burke (Royal) [75] ^T
Demon (Royal) [60] ^W
Von Luckner (LRM) [75] ^T
Merkava Mk. VIII [75] ^T
Padilla [75] ^T
Marksman [65] ^T
Burke (Royal) [75] ^T

Aerospace Fighters (75 to 100 tons)

EGL-R6b Eagle [75]
RPD-100 Rapier [85]
TRB-36b Thunderbird [100]
STU-K5b Stuka [100]
AHB-443b Ahab [90]
RPD-100b Rapier [85]
HMR-HDb Hammerhead [75]
EGL-R6b Eagle [75]
TRB-36b Thunderbird [100]
CHP-W5b Chippewa [90]
AHB-443 Ahab [90]

Assault (80 to 100 tons)

2D6	A (1-2)
2	PLG-3Z Pillager [100]
3	CRK-5003-1 Crockett [85]
4	TDK-7X Thunder Hawk [100]
5	KCG-000b King Crab [100]
6	IMP-1A Imp [100]
7	AS7-D-H Atlas II [100]
8	SHG-2H Shogun [85]
9	RFL-3N2 Rifleman II [80]
10	AWS-8Q Awesome [80]
11	HGN-732b Highlander [90]
12	ANH-1X Annihilator [100]

BattleMechs

B (3-4)
NSR-9J Nightstar [95]
LGB-7Q Longbow [85]
EMP-6A Emperor [90]
RFL-3N2 Rifleman II [80]
AWS-8Q Awesome [80]
THE-11b Thug [80]
STK-3Fb Stalker [85]
TDK-7X Thunder Hawk [100]
PLG-3Z Pillager [100]
IMP-1B Imp [100]
DVS-2 Devastator [100]

C (5-6)

IMP-1C Imp [100]
STK-3Fb Stalker [85]
THE-11 Thug [80]
AS7-D Atlas [100]
BLR-1Gb BattleMaster [85]
HGN-732b Highlander [90]
CRK-5003-1b Crockett [85]
ANH-1X Annihilator [100]
NSR-9J Nightstar [95]
KCG-000 King Crab [100]
EMP-6A Emperor [90]

Vehicles

Puma [95] ^T
Rhino (Royal) [80] ^T
Puma (Royal) [95] ^T
Fury (Royal) [80] ^T
Rhino (Royal) [80] ^T
Fury (Royal) [80] ^T
Alacorn Mk. VI [95] ^T
Puma (Royal) [95] ^T
Rhino (Royal) [80] ^T
Alacorn Mk. VI ^T
Rhino [80] ^T

DropShips

Vengeance ^A
Fortress ^S
Intruder ^S
Dictator ^S
Mule ^S
Overlord ^S
Union ^S
Triumph ^A
Colossus ^S
Pentagon ^S
Achilles ^A

*This is a four-legged (quad) BattleMech.

^AAerodyne ^HHover ^SSpheroid ^TTracked ^VVTOL ^WWheeled

Note: The column headers do not correspond to technology or equipment rating.

CLAN TOUMANS & PENTAGON POWERS

Each Clan touman, and most major Pentagon powers, possess certain specialties and skills based on its experience and the abilities of its commanders and personnel. The following game rules simulate these characteristics and supplement existing *BattleTech* rules presented in *Total Warfare*, *Tactical Operations*, *Strategic Operations* and *A Time of War* rules. Gamemasters and players should all agree on the use of any supplemental rules before game play. Similarly, players should feel free to modify any rule that seems inappropriate for their campaign.

All of the following rules are ineligible for tournament play.

BATTLETECH GAME ADDITIONS

Many of the following rules are specifically designed for use with Creating Scenarios (see p. 256, *TW*). However, players should feel free to use them in other game situations. Unless otherwise stated, the following rules apply to *BattleTech* games only.

Using Hidden Units Rules

Certain units can use the Hidden Units rules (see p. 259, *TW*) to set up part or all of their forces when scenario circumstances allow. If the opportunity does not exist, the regiment cannot exercise this option. For example, in a chase scenario both sides move at the start of the game, so the Hidden Units rules are void. In a stand-up fight scenario, however, one side can use the Hidden Units rules. Players must decide if a scenario accommodates the use of hidden units; in all cases, both players must agree before using the rules in a scenario.

If the rules for a scenario already call for hidden units, ignore the regiment's special ability to set up hidden units.

SPECIAL ABILITIES AND ADVANTAGES

Several Clans and Pentagon Powers utilize one or more special abilities or advantages described in Command-Level (Tactical) Comms (see pp. 191-193, *TO*). The following abilities and advantages come into play in Operation KLONDIKE: Banking Initiative, Forcing the Initiative, Off-Map Movement, and Overrun Combat. All of these abilities are applied at the Force Commander level.

Overlapping Abilities and Advantages: If opposing forces possess identical abilities or advantages, the advantages cancel each other out. For example, if two opposing units both have the advantage of choosing the side of the map from which they enter, ignore the advantage and instead determine the edge from which a side will enter using standard rules.

Modifiers: Pay close attention to the wording that accompanies any special modifiers. A modifier that applies to a roll is added to the dice roll result of the action. A modifier that applies to a "to-hit" or "target number" is added to the number that the roll result needs to meet or exceed in order to succeed. A modifier to Initiative always applies to the roll.

THE CLANS

Clan Blood Spirit

Clan Blood Spirit prides itself on its spirit of cooperation with its fellow Clans. In any battle in which one or more other Clan's forces are in cooperation with the Blood Spirits, all allied Clan forces (whether they are one single "side" or are operating as multiple independent forces) gain a +1 modifier to all Initiative rolls. Additionally, the Blood Spirits have the ability to Force the Initiative and use Overrun Combat. The Blood Spirits will conduct a bid prior to battle when they are alone or in conjunction with another Clan that will also bid; in this case, the Clan force receives a +1 bonus to all Initiative rolls. So long as all Blood Spirit warriors involved in the battle utilize and follow *zellbrigen* (see pp. 274-275, *TW*), they receive a +1 bonus to all Initiative rolls.

Clan Burrock

Apply a +2 modifier when rolling to randomly determine Star weight for Clan Burrock. Any force including Burrock troops suffers a -1 Initiative modifier but may use Overrun Combat.

Clan Cloud Cobra

The warriors of Clan Cloud Cobra receive a +3 Initiative modifier so long as one or more of their aerospace fighters are committed to the battle (in a ground battle, as long as at least one fighter is present on the board and/or within the inner ring of the Radar Map). On the other hand, the Cobras suffer a -1 Initiative modifier in any battle in which their fighters are not committed (were never a part of the starting forces).

Clan Coyote

Apply a +3 modifier when rolling to randomly determine Star weight for Clan Coyote. Additionally, so long as all Coyote warriors involved in the battle utilize and follow *zellbrigen* (see pp. 274-275, *TW*), the Coyotes receive a +2 Initiative modifier. On the other hand, when more than one Clan is involved in battle alongside the Coyotes, each Clan must roll Initiative separately (as if they were separate forces) and those other Clans receive a -1 Initiative modifier; Clan Wolf is the exception (the Coyotes and Wolves may combine freely into a single force, and whether or not they each remain separate forces, the warriors from both Clans gain the +2 Initiative modifier if they all follow *zellbrigen*).

Clan Fire Mandrill

The factionalism of the Fire Mandrills makes it difficult for them to work together in large numbers and as a result any force larger than a single Star suffers a -1 Initiative modifier per Star after the first. However, the drive to demonstrate their superiority means that each turn the Fire Mandrills may re-roll a number of rolls equal to their initiative penalty (e.g. a three Star force suffers a -2 Initiative modifier but can make 2 re-rolls each turn).

Clan Ghost Bear

Apply a +1 modifier when rolling to randomly determine Star weight for Clan Ghost Bear. The Ghost Bears suffer a -1 Initiative modifier when they are the attackers in a scenario. Ghost Bears may use Off-Map Movement rules.

Clan Goliath Scorpion

Clan Goliath Scorpion forces gain a +1 Initiative modifier and may Bank the Initiative. When creating Scorpion forces, each Star must contain at least 1 'Mech, 1 vehicle and one aerospace fighter.

Clan Hell's Horses

When building a Hell's Horses force, the Horses player may select 2 vehicles in lieu of a single 'Mech of the same weight class (e.g., if a roll says they have a medium 'Mech they may instead select 2 medium vehicles). At least 50 percent of the units in any Horses force must be vehicle units..

Clan Ice Hellion

Apply a -2 modifier when rolling to randomly determine Star weight for Clan Ice Hellion. Clan Ice Hellion may Bank Initiative and use Off-Board Movement, and their MechWarriors may also use Sprint Movement (obtaining double the unit's Walking/Cruising MPs as a special Run rate). When Sprinting, Ice Hellion MechWarriors may execute weapon attacks, but suffer a +4 to-hit modifier for attacker movement when doing so. All other Sprinting rules apply (see p. 18, TO).

Clan Jade Falcon

Clan Jade Falcon units gain a +1 Initiative modifier and may use Off-Map Movement.

Clan Mongoose

Clan Mongoose relies on speed and aggression to win the day. As such they may use Overrun Combat and Off-Map Movement.

Clan Nova Cat

The Nova Cat's preparedness makes it difficult for other forces to use Tactical Command abilities against them. Whenever an opposing force attempts to use a special command ability, the Nova Cat commander may make a Piloting skill roll. If the roll succeeds, the opposing force's special ability is negated.

Clan Sea Fox

When battling against Clan Sea Fox, no opponent may make use of Banking Initiative, Forcing the Initiative, Off-Map Movement, Overrun Movement or any Initiative bonus, though any negative attributes remain in play. Additionally, prior to the start of any battle, the player controlling the Sea Fox force will roll 1D6; on a result of 1-2 the Sea Foxes gain a +2 modifier to all Initiative rolls for the duration of the game, on a result of 3-4 apply no bonus or penalty, and on a result of 5-6 the Sea Foxes are subject to a -2 Initiative modifier for the duration of the game.

Clan Smoke Jaguar

Smoke Jaguar warriors gain a -1 to-hit modifier on all attacks. However, they suffer a -2 Initiative modifier. They may use Overrun Combat.

Clan Snow Raven

When creating Snow Raven forces, each Star must contain at least 2 aerospace fighters. All Raven aerospace forces gain a +1 to-hit modifier, while all Raven ground forces suffer a -1 to-hit modifier.

Clan Star Adder

Due to their diligence in preparing for any contingency, the warriors of Clan Star Adder gain a blanket +2 Initiative modifier. They may also use Off-Map Movement and Overrun Combat.

Clan Steel Viper

Clan Steel Viper may Force the Initiative and use Overrun Combat. Additionally, so long as a Viper unit uses its maximum movement (either its maximum run/flank MPs, not counting any available due to MASC, or its maximum Jump MPs) and its target is in medium or short range, the Viper warrior makes ranged weapon attacks at a -1 to-hit modifier (this bonus is not available at a weapon's long range or for physical attacks). The Steel Vipers will conduct a bid prior to battle when they are alone or in conjunction with another Clan that will also bid; in this case, the Clan force receives a +1 Initiative modifier. Furthermore, so long as all Steel Viper warriors involved in the battle utilize and follow zellbrigen (see pp. 274-275, TW), they receive an additional +1 Initiative modifier.

Clan Widowmaker

Apply a +1 modifier when rolling to randomly determine Star weight for Clan Widowmaker. When creating Widowmaker forces, each Star must contain at least 1 'Mech and 1 aerospace fighter. Front-line Widowmaker forces may not use vehicles or infantry.

Clan Wolf

Clan Wolf lacks the regimentation of some Clans and the ferocity of others but makes up for this with tactical flexibility and calm insight into their opponents' actions. Once per turn the Wolf force may call for a single dice roll by either side to be re-rolled. However, if one of their Khans or a member of the ilKhan's retinue are slain in the battle, the Wolves' re-roll ability is lost and instead they gain a +2 Initiative modifier and a +2 to-hit modifier to all attacks, while enemies gain a +1 to-hit modifier for all attacks against the frenzied Wolf warriors.

Clan Wolverine

Clan Wolverine may use Overrun Combat and Force the Initiative.

THE PENTAGON POWERS

Arcadia

Confederation of Arcadia: Apply a +1 modifier to all rolls on Pre-Existing Damage Table (see p. 145) as well to all rolls to determine how much ammunition each unit has and what types of ammunition are available (see *Pre-Existing Damage*, p. 145).

Ilkasur Shogunate: Shogunate units may Force the Initiative. Additionally, if fighting an “honorable battle” (one in which the Shogunate warriors fight in single combat against their enemy), the Shogunate force receives a +3 Initiative roll modifier. The Shogunate possesses a slightly higher level of repair than most of the other Pentagon Powers; as a result, the controlling player applies a –1 modifier to all rolls on Pre-Existing Damage Table (see p. 145) as well as when rolling to determine how much ammunition each unit has and what types of ammunition are available (see *Pre-Existing Damage*, p. 145).

Helgren County: Except for scenarios that preclude it, the player controlling the Helgren County force may always select his/her home edge. Additionally, prior to battle roll 1D6; on a result of 1-2 the Helgren County player may choose all of the maps to use in the game (again save for scenarios that preclude it; any buildings or additional terrain will be placed according to the scenario rules).

Babylon

Callandra Nomads: The nomads may place up to 50% of their forces in hidden positions prior to battle (when the defenders in a “Chase” scenario, they may place up to 25% of their normal forces, plus up to another 50% of any reinforcements, in hidden positions). (Round all fractions up.) When operating within a desert environment, the nomads do not pay additional MP costs for moving through sand (they move through sand as if it was clear terrain) and do not suffer any Piloting/Driving Skill Roll penalties due to the sand. On the other hand, when operating together (or with allies) in formations larger than two lances, the Nomads suffer a –2 Initiative modifier.

Camlaan: The Camlaan forces may pre-designate up to 10 hexes in any battle that may be automatically targeted by artillery attacks; additionally, the Camlaan forces also receive a –1 modifier to all artillery target numbers (see *Artillery*, p. 179, TO).

Oppenreich: The warriors of the Oppenreich receive a +1 Initiative modifier when operating in snow.

Solath Rebel Groups: The Solath Rebels may use Off-Map Movement. Additionally, when the defenders in a scenario, the Solath Rebels may place up to 25% of their force (rounding up) in hidden positions.

Circe

Brotherhood of Fianna: Brotherhood troops fight according to the Clan's *zellbrigen* rules (liberal). When facing an opponent who does not fight according to such principals they receive a +1 initiative modifier and may Bank Initiative.

Empire of Hidalgo: Fanatically loyal to their leader, the Hidalgo Brigada may use Overrun combat. However, attacks against any units that undertake such movement receive a –1 to-hit modifier.

Gant Republic: Gant Troops gain a +2 Initiative modifier when they are the defenders in a scenario.

Mongrel Mob: Mob troops gain a +1 Initiative modifier when they are they outnumber enemy forces. However, they suffer a –1 initiative roll modifier when they are outnumbered.

Rasmussen Elite: The warriors of the Elite live up to their name and gain a +1 to-hit modifier to all attack rolls and Piloting Skill Rolls. However, they do not work well together and suffer a –1 Initiative modifier for every two 'Mechs or vehicles fielded after the first two.

Sand Confederacy: The nomads gain a +1 Initiative modifier on desert terrain.

Dagda

Brotherhood of Donegal: Donegal troops may use Off-Map movement and can place up to 25% of their forces (rounding up) in Hidden Positions when acting as the defenders in a scenario.

The Chosen: Overrun Combat and Forcing the Initiative may not be used against the fanatical Chosen. However, units using Off-Map Movement against them need only pay 75% of the normal MP cost (rounding up).

The Drakkars: The Drakkars gain a +1 Initiative modifier and may use Off-Map Movement when the defenders in a scenario.

Hailes Commonwealth: When their force includes naval vessels the Hailes Commonwealth troops gain a +1 Initiative modifier. However, when they have no naval assets in play, the Commonwealth force suffers a –2 Initiative modifier instead.

McMillan Collective: McMillan troops gain a +2 Initiative modifier when they act as the defenders in a scenario. In addition, defending McMillan forces may also begin play with up to 25% of their troops (round up) in hidden positions.

Eden

Levic Ascendancy: The AMF are skilled warriors and may use Overrun Combat and can Force the Initiative. When defending on a city map, they may place up to 25% of their force (rounded up) in Hidden Positions.

People's Collective: The Collective's troops suffer a –2 Initiative modifier and –1 to-hit modifier to all attack.

Purgatory Cities: The disparate cities of the Purgatory Peninsula receive a +1 Initiative modifier when fighting in woods. However, their single-minded focus on enemy 'Mech forces means that if a 'Mech is within range of a Purgatory 'Mech or vehicle, that vehicle has to engage the enemy 'Mech (as the primary target) with at least one weapon, irrespective of other targets.

Sarbat Khanate: Khanate troops gain a +1 Initiative modifier when they act as the attackers in a scenario. An additional +1 Initiative modifier applies if their force includes aerospace fighters.

RUNNING NOTABLE PERSONALITIES

The following rules allow players to take the notable personalities from this book and plug them into their campaign play. The rules cover a very wide gamut of options, reflecting the disparate nature of the characters in this sourcebook. Some may have rules exclusive to a BattleTech boardgame, some may have rules only appropriate for roleplaying using *A Time of War*, while others may have a mix. Players are encouraged to use which rules are the most applicable for the type of game they're playing, adjudicating as necessary if a given character rule does not explicitly state every situation that might be covered.

Additional information on generating and using special skills and abilities assigned to notable personalities can be found under Notable Personalities in Non-RPG Campaign Play—Campaign Traits, *Masters and Minions: The StarCorps Dossiers* (see pp. 246-252).

THE CLANS

Nicholas Kerensky: The ilKhan is not the military genius his father was, but his charisma and drive allow him to get the best from his troops. When present in a scenario, forces under Nicholas' command gain a +2 Initiative modifier and automatically win Morale Checks. Furthermore, any allied personalities with limited use (e.g., once per scenario) abilities may use those abilities an additional time.

Andery Kerensky: Actively rebelling against his father and brother in the pre-Clan days in the Pentagon, Andery Kerensky is the counterpoint to his brother in the Clan hierarchy and many who find it difficult to approach the ilKhan find they can speak to his younger brother. Andery's time as an academy instructor has put him in good stead and he has proved adept at analyzing the performance of others. Whenever a force opposing one in which he is present uses a command ability, roll 1D6. On a result of 1-4 the ability may be used normally. On a result of 5 or 6 Andery's knowledge and insight allows him to counter the ability and it fails. Additionally, once per scenario a force commanded by Andery may use any one of the command abilities outlined on pages 191-193 of *Tactical Operations*, regardless of the force's existing special abilities.

Jennifer Winson: Calm and charismatic, Jennifer Winson helped bring together the disparate individuals who make up the Clans and smoothed over any disagreements they had. Diplomatic negotiations carried out when Jennifer is present gain a +2 roll modifier if the objective conforms to her intentions (usually Nicholas' agenda, though not always).

Clan Blood Spirit

Colleen Schmitt: Khan Schmitt took on the role of negotiator and peacemaker within the Clans. She gains a +4 roll modifier to any negotiation or interaction rolls with other Clansmen. While she is on the battlefield, any Clan troops she is operating with will not break.

Clan Burrock

Herve and Nigel Polczyk: The Polczyk twins work well independently but even better when they are together. A force

commanded by either brother gains a +1 initiative roll modifier, but any force containing both brothers gains a +2 Initiative modifier. Additionally, their intimate knowledge of each others' fighting styles allows them to use Off-Map movement to maximum effect, reducing the time required for the movement by 1 turn (but never less than 1 turn) provided one brother commands the off-map force and the other remains on the map.

Clan Cloud Cobra

Windham Khatib: Despite the horrors he experienced during his formative years, or perhaps because of them, Khan Windham is perhaps the least jaded and best-tempered Clan leader. Due to his positions as both Khan and chaplain, as well as his genuine ability to connect with others, he commands a +3 roll modifier to any interpersonal interactions.

Rafe Kardaam: Rafe Kardaam has been flying since his early childhood, and as a result can quickly learn to operate any kind of aircraft, spacecraft, or even most vehicles—that is, those that he isn't already qualified in. An "ace" many times over, he ranks among the elite of the elite pilots; when flying alone or in command of a fighter squadron (or smaller), he applies a +2 modifier to all Piloting Skill Rolls for that force and further can spend up to four Edge points per game (which can be used to aid himself or any of his squadron/flight mates). When commanding a larger force (or a non-fighter force), he provides a +1 Initiative modifier.

Clan Coyote

Dana Kufahl: Owing to her relationship with Andery Kerensky and her inclusion on the periphery of Nicholas Kerensky's inner circle, Dana was one of the first and most ardent of the ilKhan's true believers. She is one of his most vocal proponents and defenders, and further pushes hard her own views of the ideal Clan culture. Any who do not act as she thinks a true Clan warrior should will lose her support; those that cross her will become her enemy. She is regularly gifted with visions, often giving her unique insight and intuition (however general in nature) into future events, which translates to a Sixth Sense Trait ability (see p. 125, *AToW*).

Clan Fire Mandrill

Raymond Sainze: Honor-bound and prickly, Raymond Sainze is a stickler for tradition. As a result, he applies a -2 modifier to all non-combat Skill Checks if the action in question does not follow official protocols. Sainze meets any challenges to his honor or status head-on, favoring combat (both in and out of his 'Mech) as a means of resolving matters.

Laura Payne: The junior Mandrill Khan's attitude is everything her senior's isn't. She favors informality and approachability, applying a +1 roll modifier for all non-combat Skill checks involving her. Payne's enthusiasm gives troops under her direct command a +1 modifier to all Piloting Skill Rolls, while her attention to detail allows her support staff to work to the best of their abilities (applying a +1 Skill roll modifier for all non-combat action checks).

Clan Ghost Bear

Sandra Tseng: Loyal almost to a fault to any individual she considers “family,” Khan Tseng will support and fight for those individuals within Clan society as well as on the field of battle—which includes readily placing herself in the line of fire and a willingness to sacrifice herself if it means her family will be protected. On the other hand, due to the many tragedies she and her families—both actual and adopted—have endured over the years, she is extremely distrustful of any who do not fall into the category family. She may fight alongside them or temporarily ally with those who are not family, but she will never sacrifice (either herself or others) for them.

Hans Jorgensson: Once an impetuous fighter, his youthful indiscretions gave way to patience and caution during the Terran campaign, a quality that grew within him only more following his study of the ghost bear. He also gained a fierce rage towards any enemy after the death of his son. On the battlefield, he and any force he leads is subject to a –2 Initiative modifier. (This same modifier also applies to any Skill roll made to deal socially or diplomatically with a perceived enemy.) However, on and off the battlefield, he and any that he leads into a conflict or confrontation with a true enemy (as opposed to a casual opponent) receive a +1 Skill roll modifier for any rolls made to “attack” the enemy (be it a weapon attack, or a Negotiation Skill roll in the midst of a heated debate). This modifier does not apply to any Skill rolls tangential to the confrontation (such as Climbing or Piloting Skill rolls), reflecting this single-minded devotion to defeating an enemy head-on. When in doubt, the gamemaster must decide where such modifiers apply.

Clan Goliath Scorpion

Cyrus Elam: An engineer by training, Elam approaches matters from a different angle than many more traditional military officers. Troops under Elam’s command may use the Hidden Units rules (see pp. 259-260, *TW*) and his infantry improve their anti-Mech Skill levels by 1. When attacking units in buildings (see p. 171, *TW*), forces under Khan Elam’s leadership can use his knowledge of engineering to maximize damage to the troops and minimize damage to the structure. To reflect this, treat the building’s CF as half of its actual value when determining the amount of damage the building absorbs during an attack against any units inside. Conversely, when deliberately targeting buildings, the forces under Elam’s command may focus on weak points, causing the building to collapse after suffering 75-percent of its CF in damage (round up), rather than 100 percent.

Clan Hell’s Horses

John Fletcher: John Fletcher’s experience and loyalty to the Kerenskys won him a place in the Clans but his “everyman” approach (and love of tinkering with machinery, be it an assault rifle or a tank’s drive train) make him an atypical Clan Khan. The loyalty of his troops is absolute—any Hell’s Horses force he commands automatically passes morale checks—and his willingness to lead from the front inspires the troops who gain a +1 to-hit modifier to all attacks whenever he is present on the battlefield. Fletcher’s specialty is the “conroi” (named for a medieval cavalry squadron), where several vehicles move and fight as a single entity. When a Hell’s Horses force under

Fletcher’s control wins initiative, a number of vehicles equal to the roll’s Margin of Success (and within 3 hexes of the Khan) may move with Fletcher as single “unit” (e.g., if the Horses won initiative by 2 points, and two vehicles are within Fletcher’s proximity, two vehicles may move at the same time as the Khan’s unit when it moves).

Clan Ice Hellion

Stephen Cage: Khan Cage is an outstanding motivator and proponent for anyone he considers part of his “family” (including both military and civilian members of his Clan). Any time he takes direct charge of any unit, group or project, those individuals receive a +2 modifier to any Morale (or similar) Checks and a +2 modifier to all Skill rolls when interacting with the khan. On the other hand, he has little use for those that do not give their full effort or are acting only in their own interests, to the detriment of their own faction (even if that faction is an enemy of Cage’s); any such individuals apply a –4 roll modifier during any interactions with Khan Cage.

Clan Jade Falcon

Elizabeth Hazen: No one in the Clans has an experience of warfare as comprehensive or bloody as that of Elizabeth Hazen. Her years fighting on Terra with the Ghosts of the Black Watch have given her unparalleled insight into irregular warfare and as a result such tactics are rarely effective against the Jade Falcons. Units in any force under Hazen’s command may not be targeted by Pointblank Shots from Hidden Units (see p. 260, *TW*). Additionally, any attacks made by non-adjacent hidden enemies against such troops is only resolved after the Falcons’ attacks are made and resolved—the hidden unit has to survive the Falcon’s fire.

Clan Mongoose

Mitchell Loris: Loris’ martial skill and experience is limited (he suffers a –1 modifier to all Gunnery and Piloting Skill rolls) but he is a skilled administrator and diplomat. Any group involving Loris in diplomatic negotiations gains a +1 roll modifier. Unlike Jennifer Winson, who uses her skills for the good of all the Clans, Loris will only do what is best for Clan Mongoose. Loris’ skill in ensuring that the troops under his command have the equipment they need means that any logistics or Repair Checks (see pp. 178-185, *SO*) receive a +2 modifier.

Clan Nova Cat

Phillip Drummond: His dogged determination to do what is right won Drummond the trust of Aleksandr Kerensky after the Amaris Coup and won Nicholas’ when he staged his Second Exodus. His wealth of experience, both during Operation LIBERATION and in the early conflicts of the Pentagon Civil war have served him well. Any force commanded by Drummond may use Banking the Initiative. Additionally, when fighting on his former home of Circe, forces commanded by the Nova Cat Khan Bank Initiative at the rate of 1-for-1 rather than the normal 1-for-2 rate. Drummond is adept at using the terrain to the Nova Cat’s advantage and so he may select 50% of the maps (round up) used rather than rolling randomly—so long as the maps are chosen from the appropriate tables.

Clan Sea Fox

David Kalasa: Although an above-average tactician with a great intelligence, David Kalasa is regularly frustrated by those who do not live up to his expectations. Apply a +2 Initiative modifier to any force he personally leads in combat. Furthermore, where possible Kalasa's force will choose its home/deployment zone first and may also select up to 75% (round up) of the maps/terrain to be used in battle (within reason). Kalasa will not lower his standards or readily accept illogical or poorly conceived ideas, and will readily fight for what he feels is right.

Karen Nagasawa: Karen began her adult life as a journalist, and thus has an effective +4 Skill level in the following Skills: Acting, Communications/Conventional, Investigation, and Perception. However, this background garners her derision among many Clansmen with SLDF backgrounds; she suffers a -2 modifier to any interactions with these warriors. Still, Nagasawa does have a keen eye for detail and for tactics; while she is flying cover in a scenario, her force may use Overrun Combat.

Clan Smoke Jaguar

Franklin Osis: A harsh life in the Pentagon before Nicholas' Second Exodus has hardened Franklin Osis and despite his intelligence and rugged charm, the attitude of the Khan and his clan is (before KLONDIKE at least) thuggish. A staunch advocate of might makes right, Osis' relations with his clan's civilians is strained (applying a -2 roll modifier for all social interaction between the Khan and his civilians) though he respects martial strength. On the battlefield, troops commanded by Osis receive a +2 Initiative roll modifier. However, if the Jaguar force fails to win initiative, it applies the MoS of the roll as a penalty to the next turn's initiative roll (to a maximum of -6).

Clan Snow Raven

Stephen McKenna: Rising from front-line pilot to de facto head of the SLDF Explorer Corps (and ad-hoc commander of Nicholas' Exodus fleet), Stephen McKenna lives and breathes flight and finds being confined to the ground an uncomfortable experience. Despite this, his grasp of ground operations is strong, but he still favors air power and is a master of ground support operations. Any air-ground attacks by forces under his command receive a +2 to-hit roll modifier and scattering attacks deviate by only half the indicated distance (rounding up). McKenna's willingness to trust the skill of his pilots was nowhere more apparent than during the Battle of Bitter Tears, where attacks were called in to within meters of his own position. Second only to his love of flight is McKenna's quest for knowledge, particularly information on people, places and current events. His fascination began during his stint with the Explorer Corps but has continued through his tenure as Khan, a wide network of informants feeding information back to the Snow Ravens. He's quite happy to share that information...for a price.

Clan Star Adder

Absalom Truscott: As a former aide to Aleksandr Kerensky and one of just a few SLDF generals that went on to become a Clan warrior, Truscott commands a great deal of respect throughout the Clans; with few exceptions, any Clansman will automatically defer to his experience and rank. On the other hand, many of his fellow Khans are jealous or threatened by him and will attempt to oppose him. While on the battlefield, he may automatically chose home side/deployment zone (if appropriate). Truscott's BattleMech may always move last in a turn (regardless of Initiative) and may always make use of Overrun Combat.

Devon LeFabre: Where Truscott is the consummate general, Devon LeFabre is the everyman. He is plain spoken but direct, with an easy air about him. While this often draws the derision of other Clan leaders, it allows him to connect with the rank-and-file. He gains a +2 roll modifier in any social interaction with his subordinates. Prior to becoming a MechWarrior, LeFabre was an elite technician. Owing to his years as a First Sergeant, he also gained a number of cross-trained skills; there is a 50% chance that he will possess any combat or non-combat military Skill Rating at least at the green level (AToW Skill levels 0 to +2).

Clan Steel Viper

Ellie Kinnison: While there are other Khans who are just as strident a follower of Nicholas Kerensky's vision, Ellie Kinnison is the most militant about it. She does not suffer those about her that do not show a deep commitment to Kerensky's ideals, and especially to her Clan. She is also something of a berserker; unafraid of the dying in battle, she willingly wades into the thick of combat. Whenever Kinnison does so, her warriors follow, keeping her secure; in any turn where Kinnison begins within 5 hexes of 2 or more enemy units, her force receives a -2 Initiative modifier, but gains a +1 to-hit modifier to all attacks.

Antonius Zalman: After a long and distinguished career, Antonius Zalman's health began to fail; he thus receives a -2 to-hit modifier to all physical skills, and there is a 25% chance that he will be unavailable for an assignment (roll 2D6; if both dice are 3 or less, Zalman is unavailable). He is the oldest of the Clan warriors, with decades more experience than any others; though he focuses most of his energies upon training Clan Steel Viper, he does willingly mentor other Clans' warriors. As a result, he receives a +1 Skill roll modifier when dealing socially with any other Clansmen.

Clan Widowmaker

Jason Karrige: The failure of his father's career spurred Jason Karrige to succeed, which he has done admirably. However, despite becoming head of a Clan, his ambition still gnaws at him and he contemplates ways of further enhancing his position—a trait that will eventually bring him into confrontation with the ilKhan within a year after the end of Operation KLONDIKE. Smooth talking and intelligent, Karrige applies a +1 roll modifier for all social Skills (those where CHA is a factor). His political adroitness has not blunted his martial prowess, however, and all forces under his command receive a +2 modifier on Morale Checks, as well as the Overrun Combat special ability.

Clan Wolf

Jerome Winson: Smart and adaptable, Jerome's calculated and measured response to any situation allows any force under his command to prosper. Any force he commands receives a +1 roll modifier to all non-combat Skill checks (e.g., Maintenance or Repair) and a +2 Initiative modifier in combat. Additionally, as the force most likely to be safeguarding the Kerenskys, any Wolf Clan warriors under Khan Winson's command increase by 1 any modifiers for using Shielding or Physical Defense movement modes (see pp. 19-20, *TO*).

Clan Wolverine

Sarah McEvedy: Strong-willed and vivacious, there is little about Sarah McEvedy that suggests the Wolverine Khan will become one of the Clan's greatest boogie-men. Attractive, outgoing and erudite as well as a skilled MechWarrior, she's not the obvious challenger to Nicholas' authority, though that's exactly what she'll do in the Wolverine Treachery. Her passion and commitment are unquestioned, and the loyalty of her troops absolute. Forces commanded by McEvedy automatically succeed at morale checks and receive a +2 Initiative modifier.

Her falling-out with the ilKhan after KLONDIKE seems to occur on multiple levels: personal (the death of Andery), professional (the distribution of cache materials), and socio-political (the extent of Nicholas' reforms and personal control). This is the chink in her armor; she takes attacks directed at the Wolverines personally and responds instinctively rather than examining the consequences, something a more skilled political opponent could take advantage of.

THE PENTAGON POWERS

Arcadia

Chief Minister Niron Hastur: The brother of the founder and first leader of the Nation of Hastur, Niron was just as brutal a dictator, but far less stable and competent. He kept his fiefdom under control through fear—of his military and his wrath. Any Acting Skill rolls made to intimidate his own people receive a +4 Skill modifier, and any force or group under his direction will never break so long as he is active and able to communicate. If he is unconscious, captured or otherwise unable to command, his troops will immediately retreat, and there is a 50% chance that any given individual will defect (roll 1D6 for each unit; on 4+, that unit defects).

Shogun Wiki'i Leonov: Having learned at the feet of a Combine-born SLDF MechWarrior who believed in the ideals and ways of bushido, Leonov is a principled leader who (like her sensei) considers herself a modern samurai. She will fight with honor, and will act to protect her own people, even to her detriment. In return, her people support her leadership wholly, and when she makes the call she is rarely without volunteers.

Premier Nathan Ravisham: Like Hastur, Premier Ravisham is a petty warlord who rules through fear with the help of his henchmen—loyal only because of the gifts and power he heaps upon them. Ravisham himself is a habitual user of hallucinogens, but fancies himself a gladiator of old, keeping fit with a regimen of combat training. Paranoia and a willingness to kill subordinates who show

any hint of disloyalty has kept him alive, though a few attempts in the past two decades have come close to ending his rule.

Sheriff Tiberius Reed: Reed was just an SLDF company commander when the Civil War struck, but both popular with the lower ranks and an obvious up-and-comer. Already feeling guilty for abandoning the Inner Sphere, he refused to abandon the Pentagon and in fact convinced most of his regiment to remain behind. They were unable to prevent Arcadia from falling to war, and ultimately fell back to a small portion of the world, defending it as a bastion of freedom. Reed still considers himself and his soldiers to be part of the SLDF, and though he rules under martial law, he and his troops follow both Star League law and SLDF regulations. Though they have had to turn to raiding to keep their small nation alive and operating, Reed's ultimate goal is to reunite Arcadia, even if that has to be by conquering—freeing—one settlement at a time.

Babylon

Callandra Witch: As much legend as fact, the Callandra Witch is an outstanding and uncanny MechWarrior. The Witch leads no more than a single lance into combat, but all are elite warriors who receive a +2 Initiative modifier. Additionally, the Witch's force may Force the Initiative and Overrun Combat special abilities. The Witch herself also possesses two Edge points that may be used in any battle.

Reichsgeneral Orsson Maier: Captain Maier was one of the first new members to join the SLDF after colonizing Babylon. A staunch Lyran traditionalist, he recruited other like-minded soldiers to defend an alpine paradise in the Oppenmons. He is a cautious leader that tends to act only when he has the advantage. When leading the Oppenreich's military forces, he may select up to 75% of the maps (rounded up) to be used and may select his Home Edge/Deployment Zone (if appropriate).

Marshal Vince Membek: Membek was an impressionable youth that learned how to pilot a BattleMech along with many others in the first days of the Pentagon Civil War. Twenty years later, he was the leader of a powerful rebel faction, due as much to his political maneuvering as his command of the battlefield. Five years before the KLONDIKE invasion began, he negotiated a limited ceasefire between his faction and two other rebel groups that mostly kept the peace in his corner of Solath. He receives a +2 Skill roll modifier in any Negotiation check, and any military force he directly commands may use Overrun Combat and Banking Initiative. Membek sees himself as the best opportunity to unite the rebel forces on Solath and bring peace to Babylon; even if he seemingly negotiates away leadership, he places himself in a "reserve" position and maneuvers the action so that he can jump in and take charge or otherwise save the day.

Colonel Jenek Tao: Once little more than a gang leader, Jenek Tao took his small gang of ruffians and petty thieves and turned them into the predominant force in Sumra after allying with the local garrison to defend against a FedSuns attack that killed the garrison's senior officers. Overnight, that battle and his petty protection schemes turned him into the de facto garrison commander. Despite his criminal past and a lack of military training, the burden of responsibility transformed Tao into a rough but capable leader.

He is still something of a ruthless disciplinarian, though such measures are now usually measured in prison sentences and cuts in rations rather than physical punishments. While his tactics are still based on street-level guerrilla warfare, they are successful; when he takes to the battlefield, he may cede selection of all maps to be used to his opponent, but gains the ability to select his Home Edge/Deployment Zone and may place up to 25% of his forces (rounded up) in hidden positions within 10 hexes of that Edge/Zone.

Circe

Michael Guillory: Once a true believer who idolized the Kerenskys and strove to keep alive the ideals of the Star League until their return, Guillory and his Kerensky Dominion at first allied with the Clans, but soon grew dismayed at how few of the SLDF's virtues Nicholas' followers retained in their transformation. This realization quickly eroded their alliance, culminating in the Battle of Bitter Tears in and around Dehra Dun, when Guillory's tolerance and sense of honor were pushed beyond their limits. Thus, any force commanded by Guillory may fight alongside Clan troops in an auxiliary capacity, and gain the same special force abilities as their Clan allied prior to the Battle of Bitter Tears. However, every time the Dominion force loses a unit, Guillory must make a Morale Check (see p. 211, *TO*). If the roll fails (or if Guillory is killed), the Dominion forces immediately switch sides and ally with the Clan's enemies.

Michael Connelly: Raised in the Eiran culture of Arc Royal, with role models such as Cu Chulainn and other notables of the Ulster Cycle, Michael Connelly was a staunch believer in martial strength tempered with honor and responsibility. These beliefs helped Connelly forge his followers into war bands that would claim no land but would instead protect all against predation, the Brotherhood of Fianna. Any troops commanded by Connelly (or any Fianna officer for that matter) act according to Honor Level 1 of the Clan Rules of Engagement (see p. 273, *TW*). While doing so, they receive a +1 modifier to all Initiative and Morale Checks. If forced to abandon the rules of engagement, they suffer a -2 Initiative modifier instead, but receive a +1 to-hit modifier for all melee attacks.

Dagda

James McMillan: James McMillan and his McMillan Collective didn't maintain control of Dagda's sole SDS system because they were nice. They did so by doing whatever was necessary to achieve their goals. To James McMillan and his followers, the ends always justified the means. McMillan's troops may begin any scenario when they are the defenders with up to half their troops (rounded up) in hidden positions. Additionally, they may designate 1d6 hexes as mined (causing 3D6 kick damage to any enemies entering the hex or 6d6 damage to any structure).

Kaline Escher: Kaline Escher believed herself a divine prophet, sent by God to lead her people (the Chosen) through the Armageddon she believed the Pentagon Civil War to be. Charismatic and driven, Escher raised a band of followers who were fanatically loyal to her. Any Chosen force commanded directly by Escher automatically succeeds in Morale Checks and is not subject to Overrun

Combat (see p. 193, *TO*). However, the Chosen's belief in their own moral superiority makes them sloppy in defense. As a result, all attacks against the Chosen's units or installations receive a +1 to-hit modifier to the attack roll.

Eden

Rikka Talmoudi: Surprisingly, the leader of the militaristic and chauvinistic Sarbat Khanate proved to be a woman—former-SLDF Major Rikka Talmoudi. Talmoudi's dogged leadership in the defense of the Asmara Palace would earn her the (admittedly posthumous) respect of Khan Hazen. When Talmoudi takes an active role in a battle (at the controls of her battered *Warhammer*), her inspiring leadership allows her force to re-roll one failed attack or piloting roll each turn. This ability may be used up to a maximum of 6 times per scenario (and no more than once per turn). If all such rolls are used up—or if Talmoudi herself is killed or disabled—her Khanate's forces will suffer a -1 initiative roll modifier.

Major-General Mathieu Tillam: Major-General Tillam was one of many who saw General Aleksandr Kerensky's death as an opportunity to advance his own position and to undermine Nicholas Kerensky's succession. In the aftermath of the Star League in Exile's fragmentation, Tillam and his associates seized command of large tracts of Eden, forming the Levic Ascendancy, one of the most cohesive and technologically advanced proto-states in the Pentagon. Years of warfare under Tillam's leadership honed the Ascendancy's combat skills and their determination. Any force commanded personally by Tillam automatically succeeds at Morale Checks, may begin with up to half its units in hidden positions (if acting as the Defender), and may use the Force the Initiative special ability (see p. 192, *TO*). However, Tillam must be one of the hidden units for his troops to gain this benefit. If Tillam's unit is discovered and killed or captured, the Ascendancy force loses these abilities.

PROTOTYPE WEAPONS

The Early Clan era offers a wide range of opportunities for *BattleTech* players. It saw the last of the engagements fought predominantly with just Star League technology but also saw the first use of advanced technologies that would ultimately lead to the Clan technology we are all familiar with. The following rules detail the new technologies and experimental systems that become available during the Early Clan era, most of which would be the base for most of the significant advances during the Golden Century.

When choosing 'Mechs and vehicles for use in an Operation KLONDIKE scenario or campaign (or one set in some other Early Clan Era timeframe), or making modifications to existing designs, all units must conform to the construction rules found in the *TechManual*. However, the early Clan scientists continued experimenting with prototype weapons systems developed during the final days of the Star League Era—specifically those focused on widening the families of weapons available to them; as a result the Clans may utilize limited quantities of advanced or prototype technologies. (Of particular note, these early Clan scientists worked together in cross-Clan teams to further develop these technolo-

gies for the whole Clan society; this, in marked difference to the intense rivalry and exclusionist practices that the Khans fostered in the post-KLONDIKE years.) The Advanced Component Table lists the new technologies available to each power and their relative scarcity (as a cost multiplier; though cost has little meaning to the factions in this era, gamemasters are encouraged to use cost as a method of computing how many resources are available). These systems are considered Experimental, and are more fully explained in the Prototype Systems section below.

Availability Restrictions: Depending on its nature, this equipment is selectively available to the two factions as indicated on the Advanced Components: Early Clan Era Table. Additionally, there is a maximum number of each technology that may be employed by a force, indicated by the Max Per Star/Lance column. Where more than one of an item can be employed by a Star or lance, then those items may be in a single 'Mech or vehicle or it can be in several 'Mechs or vehicles. Where a fractional Max Per Star/Lance rating appears—as with the LB 20-X—a force must contain multiple lances before the technology can be employed. No Limit indicates there is no limit on the number that can be employed in a Star or lance.

Note: These prototype weapons all conform to the rules for the Inner Sphere versions, except as noted below. After 2830, all of the Clan Equipment will conform to the standard rules for the Inner Sphere versions as outlined in *Total Warfare* (ignoring the exceptions below); during the Golden Century, those weapons will all be perfected to the Clan standard as known today. Only the Rocket Launchers saw no additional refinement; with all of the advanced weapons available to them, the Clans did not even attempt to further develop the Rocket Launcher system, and they thus became extinct on the Clan Homeworlds by the end of 2823. (Though similar analogs continue to be utilized by low-tech militaries throughout known space—potentially even including the Dark Caste—the modern system developed by the Marian Hegemony represents the standard for Rocket Launchers in the thirty-first century.)

PROTOTYPE CLAN SYSTEMS

The Clans began developing the following equipment in the years just prior to Operation KLONDIKE. As prototype models (identified by the suffix “-CP”), these items lacked many of the refinements of the final production versions (as they appear in the *TechManual*) or suffered one or more side effects.

For the purposes of *BattleTech* games, all of the following weapons and equipment are classified as Experimental, and are not legal for tournament play. The weight and critical space requirements for these weapons are based on those of their comparable Inner Sphere counterparts.

ER Lasers (ER-CP)

Advanced laser technologies were among the first to be mastered by the Clans but during Operation KLONDIKE testing was still underway on the new systems. Experimental versions of the ER Small and Medium Lasers (ER-SL-CP and ER-ML-CP) were available during the return to the Pentagon.

These weapons function as Inner Sphere ER Lasers of the appropriate designation per the standard Laser rules with the following exceptions:

- The Clan Prototype ER Small Laser (ER-SL-CP) generates 2 heat per shot.
- The mass of the Clan Prototype ER Medium Laser (ER-ML-CP) is 1.5 tons.

LB-X Autocannon (LB-X-CP)

As with the UAC-CP, a prototype of the LB 2-X, 5-X and 20-X (the LB-X-P) underwent testing during Operation KLONDIKE.

These weapons function as Inner Sphere LB-X Autocannon of the appropriate designation per the standard LB-X Autocannon rules with the following exceptions:

- The LB-X-CP requires 1 additional critical slot.
- Apply a –1 modifier (to a minimum of 2) when rolling on the Cluster Table to determine the number of hits from cluster munitions.

Streak SRM (Streak-CP)

In the final years of the Star League, SLDF researchers and weapons manufacturers attempted to increase the size of the Streak SRM launchers to include four- and six-missile racks. While they had some limited success, the true breakthroughs did not come until the beginning of the Golden Century, when Clan scientists conquered problems with the Streak targeting and guidance systems. Experimental versions of Streak SRM-4 and -6 racks were available in limited quantities during and immediately after Operation KLONDIKE.

These weapons function as Inner Sphere SRM Racks of the appropriate designation per the standard SRM rules (Note: these prototype systems use the standard SRM rules, not the Streak SRM rules) with the following exceptions:

ADVANCED COMPONENTS: EARLY CLAN ERA TABLE

Technology	Scarcity (Cost multiplier)	Max Per Star/Lance
Clan Equipment		
ER Small Laser	x5	2
ER Medium Laser	x8	2
LB 2-X	x5	1
LB 5-X	x8	1
LB 20-X	x15	.5
Streak SRM 4	x12	.25
Streak SRM 6	x15	.25
UAC/2	x5	1
UAC/10	x12	.5
UAC/20	x20	.25
Pentagon Powers Equipment		
Rocket Launcher 10	x1	No Limit
Rocket Launcher 15	x1	No Limit
Rocket Launcher 20	x2	No Limit

- Apply a -1 to-hit modifier to all attacks.
- Apply a +4 roll modifier when rolling on the Cluster Hits Table to determine the number of hits from the missile rack.
- The mass of the Streak SRM 4-CP is 3 tons and each launcher occupies 2 critical slots.
- The mass of the Streak SRM 6-CP is 4.5 tons and each launcher occupies 2 critical slots.

Ultra Autocannon (UAC-CP)

A prototype version of the Ultra Autocannon/2, /10 and /20, the UAC-CP models saw limited use with the Clans during Operation KLONDIKE.

These weapons function as Inner Sphere Ultra Autocannon of the appropriate designation per the standard Ultra Autocannon rules with the following exceptions:

- The UAC-CP requires one additional critical slot at each weapon's size.
- When firing at a double rate, the UAC-CP will suffer a weapon jam on a to-hit result of 2 or 3.

PROTOTYPE PENTAGON POWERS SYSTEMS

The Pentagon Powers lost the ability to manufacture many of the advanced technologies that were common during the Star League era, and so they turned to older, proven, easier-to-manufacture and -maintain technologies.

Rocket Launchers (RL-PP)

Rocket Launchers were among the simplest technologies the militaries of the Pentagon Powers fell back upon. Long utilized by militaries throughout the ages, the Rocket Launcher utilizes a simple concept: fire a mass of unguided projectiles at a target and hope as many as possible hit. Simple, cheap and effective, they gave the Pentagon powers a series of weapons that they could at least produce in quantity.

These weapons function as Rocket Launchers of the appropriate designation (RL-10, RL-15 and RL-20) per the standard Rocket Launcher rules with the following exception:

- Apply a -1 modifier to all rolls on the Cluster Hits Table, to a minimum modified result of 2.

NEW COMBAT EQUIPMENT

Combing through the earliest Clan archives, researchers discovered reference and technical specifications of a number of different military units used by the SLDF during the chaotic years of the Amaris Civil War, as well as all sides during the Pentagon Civil War and Operation KLONDIKE. These units are described over the next several pages.

PENTAGON POWERS REFITS

Decades of civil war on the Pentagon worlds led to a widespread erosion of military power. With the great majority of the combat equipment left in storage by the demobilized SLDF blasted to bits or left otherwise impotent, and no way to build new 'Mechs

and tanks, the various powers turned to retrofitting civilian vehicles and IndustrialMechs with weapons, hoping that would give them an edge over their opponents—in quantity, if not qualify.

Note: In some cases, the vehicles and IndustrialMechs indicated below have been established in one or more *BattleTech* Technical Readouts as having been first developed or deployed decades, even centuries, after the events recounted in this sourcebook. In those cases, they are merely representative of similar units, or even earlier-developed models of the same unit.

Additionally, any unit described below as mounting one or more Rocket Launchers utilize the low-tech (RL-PP) models described in Prototype Pentagon Powers Systems, above.

Vehicle Refits

The Pentagon powers were content to blow themselves back to the Stone Age figuratively if not quite literally. But while the SLDF's BattleMech and combat vehicle armies were reduced to a mere shade of its one-time impressive size, there were still many, many more civilian vehicles that could be easily retrofitted with a hodge-podge of jury-rigged armor and weapons. Likewise, while many tanks lost irreplaceable pieces of technology in battle, they were still repairable enough to thrown back onto the battlefield with those same jury-rigged weapons. It may not have been much, but in many cases it was enough.

Flatbed Truck (LRM & RL): Trucks were relatively plentiful, and so was scrap metal. By strapping four forward-facing fifteen-tube rocket launchers to a truck's bed and hanging two tons of armor (typically focused more towards the front and sides), a common truck could be turned into a potentially devastating weapon.

A less common tactic involved a similar principle, only in this case mounting an LRM 10 with one ton of reloads to the truck. A few of these trucks located in strategic spots could change the course of battle among the various warring factions.

Rotunda (LRM, RL & SRM Variants): The Rotunda was one of the first combat vehicles to be stripped of its advanced technologies: ferro fibrous armor, energy weapons, heat sinks and even fusion engines. The stripped chassis were put to good use, though. An internal combustion engine provided slightly lower—but still more than adequate—top speed, and two tons of standard plate armor provided ample protection on the front and sides from most heavy weapons. That left a full five tons for weapons. Though a variety of Rotundas left their garages with numerous modifications, three main variants saw the most use. One mounted a pair of LRM 5s with a single-ton ammo bin, while a second mounted four SRM 2s (again with a ton of ammo). The third (and possibly deadliest) Rotunda variant carried a devastating five 15-tube rocket launcher arrays.

Galleon (RL): This classic light SLDF tank often lost its lasers and heat sinks in favor of simple paired machine guns. That left enough room to mount two whopping 20-tube rocket launchers on the turret, and another four 10-tube launchers on the chassis.

Kanga (AC): This famous hovertank lost its jump capacity, as well as its SRMs. The mass freed up in doing so allowed a class-10 autocannon to replace the main gun and almost double the tank's side armor.

Thor (AC): Like many other vehicles, the Thor was stripped of its advanced equipment and armor, including its main gun (which typically found itself in a fixed position). Now powered by an internal combustion engine and sporting nine tons of standard armor (which provides equal protection on the front, turret and sides), the main gun is now an AC/10. A quad-machinegun mount takes the place of the medium lasers, while a pair of heavy RL 20s give the Thor a powerful close-range punch, all turret-mounted.

Marksman (AC): Though stripped of their ferro-fibrous armor (and artillery tube), Marksman refits typically retain their fusion power plants and gain a massive forward-mounted AC/20 (with three tons of ammunition), as well as a pair of RL 15s and three RL 10s.

Dump Truck (AC & LRM): Dump trucks were the ideal candidate for upgrade with heavy weapons—they are, after all, already heavily armored and have a massive carrying capacity. While some powers preferred to pack them with explosives and hope to catch as many enemies as possible within the blast radius, most realized that they needed to keep the maximum number of vehicles operating. Mounting as many heavy weapons as possible on the bed became a common practice. One particularly powerful modification (using the Brunel chassis) saw three AC/20s, each fed by a single ton of ammo, mounted in the rear, with just a pair of forward-facing machine guns for additional defense. A different variant (using an identical chassis) replaced the autocannon with four LRM 20 launchers fed by a total of five tons of ammunition. Both of these variants mount a basic fire control system and carry some nine and a half tons of standard armor, typically with additional armor focused on the rear quarters.

Armed IndustrialMechs

The IndustrialMech was an invaluable aid to the colonists as mankind conquered the new worlds that would come to form the Inner Sphere. Likewise the demobilized troops of the SLDF and the civilians who had accompanied them into exile made use of them to multiply the effectiveness of a limited labor pool. At first, Kerensky's followers had to make do with the IndustrialMechs used by the SLDF's support echelons, but rapid development of the Pentagon worlds established an industrial base capable of manufacturing more. The explosive growth of residential, industrial, and agricultural complex of the Star League-in-Exile owed as much to the ready availability of IndustrialMechs as it did to dedication and hard work.

Years of bitter fighting between the different factions in the Pentagon had consumed much of the SLDF's demobilized equipment. Inevitably in times of unrest somebody hits on the idea of arming IndustrialMechs. Unfortunately, the result of hurling makeshift fighting machines into battle with dedicated combat units is invariably the same; few (if any) of these armed workhorses survived to see the aftermath of KLONDIKE.

A number of fairly common modifications emerged during the Pentagon Civil War and the Clans faced them in combat during Operation KLONDIKE.

KIC-3 Harvester Ant (MG): Refitted as an anti-infantry platform, the combine units were replaced with machine guns and a half-ton of ammunition in each torso. An SRM 2 launcher and a ton of ammu-

nition replaced the internal cargo bay. Advanced fire control and two heat sinks were installed to support the new weaponry.

KIC-3 Harvester Ant (LRM): Used as a fire support unit, this version of the Harvester Ant mounted two LRM 5 launchers and a ton of ammunition. Again its cockpit systems were upgraded with advanced fire control and two heat sinks were installed.

ED-X2 Crosscut (Flamer): Essentially identical to the later ED-X4, the Star League era ED-X2 was modified for combat by removing the lift hoist and installing a vehicle flamer and a ton of ammunition in place of its left hand actuator. An extra ton of commercial armor was applied in an ad-hock patchwork to provide a degree of extra protection and a heat sink and advanced fire control was added.

ED-X2 Crosscut (Rocket): Cobbled together by the Pentagons beleaguered industrial base, this version of the ED-X2 employed a patchwork of military grade armor scavenged from the wreckage of the Pentagon battlefields. Four primitive 10-missile rocket packs were mounted on each arm and three heat sinks and advanced fire control were added.

SC Powerman XI (Laser): Similar to the modern Powerman XV, the XI replaced the cargo hoists and cargo bays with two medium lasers (one in each arm), a center torso mounted machine gun and one hundred rounds of ammunition, and six heat sinks. Advanced fire control and a power amplifier were installed to support the new armament. The continued use of commercial armor left the armed Powerman vulnerable to heavy autocannon, laser, and PPC fire.

SC Powerman XI (SRM): Another common refit of the Powerman, this version mounts an SRM 4 in each arm. The weapons are fed from a shared one-ton magazine in the center torso. Advanced fire control and three heat sinks were also installed.

BC Buster XV (AC): Pairing a right-torso mounted autocannon/5 with an LRM 10 launcher in the left torso, this up-gunned IndustrialMech carried a ton of ammunition of each weapon type. Advanced fire control and five heat sinks were installed and armor protection was doubled.

BC Buster XV (PPC): Armed with a single PPC in an over-the-shoulder mount on the right torso, this version of the Buster carried ten heat sinks and a power amplifier. Once again advanced fire control was installed and armor protection was doubled.

CON-1 Carbine (Rocket): Five 15-rocket weapon packs were mounted in the torso and three heat sinks were installed in place of other equipment. Unlike other armed IndustrialMechs, this modification often lacked advanced fire control.

MR-8D Marco: Available only in limited numbers, the lightly armed MR-8C was pressed into action in the Civil War, and its rare fusion engine made it especially effective in a variety of field modifications. The most common of these—the MR-8D—replaced all the equipment except for its environmental sealing with a single large laser in a mount on the left arm supported by an SRM 4 and a ton of ammunition in the right torso.

MR-8E Marco: Similar to the MR-8D, the MR-8E was gutted to mount two medium pulse lasers in the right torso and two medium lasers on the left arm. Two additional heat sinks were also installed.

SLDF ROYAL UNITS

The Star League Defense Force benefited significantly from the technological advances of the 27th and 28th centuries, most especially the "Royal" divisions—those hailing from the Terran Hegemony. In the years before the Periphery Revolution, the SLDF embarked on a massive program to upgrade its aging, and in many cases significantly outdated, military equipment. The products of this program benefited the SLDF during the Amaris Civil War, and later served both Kerenskys' forces in the post-Exodus era.

Vehicles

The SLDF's vehicle corps received only a few major additional upgrades in the years before the Amaris Coup.

Burke: Reacting to years of complaints from the field, the SLDF ordered significant upgrades to the Burke fleet in the years prior to the Amaris Coup; as a result, only about half of the vehicle fleet received the factory upgrades. These upgrades include the addition of a VOX extralight fusion engine, which provides a net 50% increase to the tank's cruising speed. The LRM rack is removed in favor of two Streak SRM 2 launchers with a single ton of ammunition. The resulting weight savings allows the Burke's protection to be increased to 8.5 tons of ferro-fibrous armor.

Von Luckner (LB & LRM): The venerable Von Luckner tank received two different upgrades during the Star League era. The first takes the standard tank and makes it even more deadly. The SRM racks, flamer, and machine gun are all removed, leaving the extra mass necessary to mount quad-Streak 2 launchers and upgrade the LRM rack to a 15 tube launcher, with an integral Artemis IV FCS. This launcher is now oriented to fire forward, and is provided two full tons of ammunition. A front-mounted small pulse laser and rear-mounted standard small laser provide a measure of defense against close-in threats. Finally, the eleven tons of standard plate are upgraded to ferro-fibrous armor; the additional protection afforded by this is focused primarily on the sides, which can now slough off two direct AC/20 hits without breaching.

The second Von Luckner model is a factory variant ordered in the mid- and late 28th century. The primary heavy autocannon is replaced with a pair of LB-X class-10 guns, each with two tons of ammunition. The SRM racks are upgraded to quad-Streak 2 racks, but the LRM-10 rack is still present, though now forward-facing and given an Artemis FCS. A single turret-mounted small pulse laser replaces the various other short-ranged weapons. Armor protection is the same as the upgraded Von Luckner. All of this is possible through the use of an extralight fusion engine.

BattleMechs

In the Golden Age of the Star League, decades of peace dividends saw SLDF new equipment procurement budgets significantly reduced. Unable to design and build new generation after generation of BattleMechs, the SLDF instead lobbied for and received the funding they needed to refurbish and upgrade thousands of 'Mechs already in service—in some cases spending nearly as much in the upgrade process as they would have in producing a brand-new design.

LCT-1Vb Locust: With a completely re-engineered frame—including endo steel structure, ferro-fibrous armor and an extralight fusion power plant—the *Locust's* long-enduring good reputation continued well past the end of the Star League era. Its top speed remained consistent, and the center torso-mounted medium laser likewise remained in place. The machine guns were replaced with paired medium pulse and small pulse lasers in each arm which, when coupled with its double heat sinks, gave it almost twice the firepower of its predecessor without overheating issues or the chance for ammunition explosions.

STG-3Gb Stinger: The SLDF improved upon the stock *Stinger* with the addition of many new technologies unavailable when the 'Mech was first designed. With the mass freed up by using an XL fusion engine and an endo steel frame, the 'Mech's top speed was increased to 119 kph and its jump capacity expanded to 210 meters. At the same time, an additional medium laser was mounted in the center torso, along with a small in the head. Double heat sinks were mounted and armor protection was increased somewhat.

THE-Nb Thorn: The *Thorn's* anemic striking power was increased significantly with the inclusion of an extralight fusion engine with double heat sinks and an endo steel chassis. An extended-range large laser replaced the LRM rack, mounted in the right arm along with a medium laser. The head-mounted medium laser was downgraded to a small laser, while the 'Mech was outfitted with MASC to increase its speed and defensive factor.

HER-1Sb Hermes: SLDF and Irian engineers upgraded the *Hermes* with an extralight engine, leaving mass for a total of two pairs of medium lasers, a small laser and a beagle active probe. Its ubiquitous flamer remained in place, though the heat sinks were upgraded to doubles, MASC was added, and armor protection was increased across the entire 'Mech.

STN-3Lb Sentinel: The *Sentinel* received an almost ground up re-engineering. The inclusion of an extralight engine, endo steel structure, and ferro fibrous armor, freed up the mass necessary to significantly upgrade its armor protection and replace its autocannon with a hard-hitting Gauss rifle, though this final change only became possible after removing the missile rack and replacing it with a medium laser.

GRF-2N Griffin: One of the oldest designs in the SLDF's arsenal, the *Griffin* nevertheless continued to serve the Star League well. Rather than retire the aging machine, the SLDF scheduled most of its extant models for major updates at the beginning of the 28th century. The 'Mech was stripped down to receive new endo steel structure and stronger protection with ferro fibrous armor, while the engines were overhauled and upgraded with double heat sinks. An extended range particle cannon replaced the standard model in the right arm, and the LRM rack was replaced with twin 6-tube SRM launchers. A Guardian ECM suite rounds out the new *Griffin's* arsenal.

SHD-2Hb Shadow Hawk: The venerable *Shadow Hawk* received a long-overdue upgrade by the SLDF just before Kerensky's campaign in the Periphery. Endo steel structure and ferro fibrous armor both reinforced the 'Mech and provided better protection. The autocannon was upgraded to an LB-10X, and both missile racks were likewise upgraded to Streak SRM-2 launchers, with all three

weapons' ammunition bins protected by CASE. A second medium laser was also added, while the eleven remaining heat sinks were changed out for double-strength freezers.

CHP-1Nb Champion: During the height of the Star League era, the *Champion* turned into a highly mobile ranged-attack BattleMech. The 'Mech's chassis were upgraded to an endo steel frame, and the standard weapons loadout was removed, freeing the mass needed to mount a Gauss rifle and an Extended Range PPC, cooled by double heat sinks.

EXT-4Db Exterminator: The Star League's premier hunter-killer BattleMech became even more deadly and far less dependent upon supply chains with this model, which included significantly more armor and an upgrade to endo steel structure. Both the LRM and AMS were removed, while an extended-range large laser was mounted within the right arm. Two additional medium lasers were added—with all of these lasers remounted so each torso contained a pair. One additional double heat sink was also added to help manage the increased heat load.

TDR-5Sb Thunderbolt: With the inclusion of an endo steel chassis and the replacing of the standard heat sinks with fourteen double-strength freezers, nearly all of the *Thunderbolt's* weapon systems received significant upgrades. An ER PPC replaced the large laser, the LRM rack received an Artemis IV FCS, and the SRM rack was upgraded to Streak 2 launcher, with the ammunition for both stored within CASE-protected bins. The machine guns were replaced by a pair of small pulse lasers.

ARC-2Rb Archer: The "Royal" SDLF *Archer* very much resembles the most common variant seen today—carrying an endo steel frame, Artemis IV FCS-equipped missile launchers, and CASE-protected ammunition bins. The only significant divergence was the removal of a single rear-mounted medium laser in favor of additional (and much-needed) ammunition.

WHM-7A Warhammer: Placed into service in response to the *Warhammer-6Rb's* perceived inadequacies, the -7A increased the *Warhammer's* range and survivability. Extended-range particle projection cannon replaced the standard models, while twin small pulse lasers replaced both the standard small lasers as well as the machine guns. This model mounted a total of four medium lasers, in addition to the Artemis-equipped SRM launcher. Sixteen double heat sinks allowed for easy—if careful—heat management, and thirteen full tons of standard armor, along with CASE and an endo steel frame, made the -7A a hardier variant than others in service.

CRK-5003-1b Crockett: The already successful *Crockett* received a significant upgrade in the mid-28th century to reduce its vulnerability to catastrophic ammunition detonations and to increase both its ranged as well as close-in firepower. The 'Mech's chassis was replaced with stronger and lighter endo steel, while its autocannon, missile launchers and small lasers were removed. In their stead, a single Gauss rifle became the focus of the 'Mech's ranged striking power, complemented by the original two ER large lasers, while two standard and four pulse medium lasers provided for a withering close-in fusillade.

STK-3Fb Stalker: One of the most venerable—and numerous—assault 'Mechs in the SLDF arsenal, the *Stalker* was long overdue for significant upgrades. By removing the short range missile racks as well as three heat sinks (and swapping the remaining sinks with double-strength freezers), engineers upgraded the remaining missile racks to Artemis IV FCS-equipped LRM 15 launchers, while also protecting their ammunition bins with CASE. They also added a Guardian ECM system while also increasing the 'Mech's armor protection. The medium lasers from the original configuration remained, but the large lasers were upgraded to ER versions.

Aerospace Fighters

Upgrades for the SLDF's aerospace forces came in the latter half of the 28th century, though with much reduced funding compared to what the Star League dedicated to upgrading the 'Mech service. The program was interrupted by Amaris' coup, shutting down the SLDF's access to most of its key production facilities. As the Amaris Civil War progressed, and the SLDF's losses mounted, Kerensky turned to suppliers the Star League hadn't typically utilized.

SB-27b Sabre: Enterprising SLDF techs supporting the drive on Terra within the Federated Suns designed and built a squadron of upgraded *Sabres*, which became the prototypes for a new variant that was ultimately produced in the final years of the war for the SLDF in all five Successor States. An XL powerplant (originally provided by GM), equipped with double-strength freezers, became the core of the fighter, protected by a full six tons of ferro-aluminum armor (providing 67% more protection than the original *Sabre*). Six medium lasers—two in the nose and two in each wing—made the *Sabre* an outstanding dogfighter.

ZRO-116b Zero: A half century after its introduction, the *Zero* received an upgrade that turned it into a much different fighter. By replacing the standard engine with an extralight power plant and removing the LRM launcher, a large pulse and three medium pulse lasers—the large and one medium in the nose and the other two mediums in the wings—could be mounted. An upgrade to double heat sinks ensured that the royal *Zero* could handle most of the waste heat generated by these weapons. Moreover, the fighter's peak acceleration rate increased by more than 20%, and protection likewise increased nearly the same amount by upgrading to ferro-aluminum armor.

CSR-V12b Corsair: The already-successful *Corsair* received only minor upgrades during the end of the Star League era, a testament to its almost ideal base design. By dropping a heat sink (and replacing the rest with double heat sinks) and utilizing ferro-aluminum armor, the *Corsair's* nose-mounted large lasers were upgraded to extended-range models and the wing medium lasers swapped with pulse models. Another minor change was the replacing of the twin nose small lasers with a single medium.

HCT-213C Hellcat II: As extralight aerospace powerplants became more and more available, the already-powerful *Hellcat II* became a likely candidate for upgrades. Both large lasers were replaced with pulse models, with two more medium pulse lasers

added to the nose of the craft. Its already impressive armor remained unchanged, though the fifteen single heat sinks were removed in favor of just thirteen double-strength freezers.

LTG-G15b Lightning: The *Lightning* was an ideal candidate to help replace the SLDF's dwindling fighter forces during the war against Amaris; it was produced in three different nations, and had a long-proven track record. Moreover, engineering and performance data was readily available, making the upgrade process both relatively easy and quick. The SLDF mod had the *Lightning's* autocannon replaced with a Gauss rifle, while the laser array was changed only by the addition of a medium pulse laser in each wing. Armor protection was increased to 12.5 tons of ferro-aluminum—a 33% increase over the standard *Lightning*. All of this additional mass was made possible by the use of an extralight engine and the removal of three heat sinks (while the remaining heat sinks were upgraded to double-strength models).

EGL-R6b Eagle: As Kerensky's drive on Terra waged on and on, it was clear the SLDF required planes that could be both dog-fighters as well as ground-attack fighters. The *Eagle*, produced in both the Free Worlds League and the Federated Suns, seemed to fit the bill, especially with the upgrades requested. An XL fusion engine and twenty-two double heat sinks provided all of the power of the original *Eagle* and nearly ideal heat dissipation. All of the forward-mounted lasers were replaced with pulse lasers, with a second medium pulse added to the nose, and the single rear-mounted medium laser was doubled. Fourteen and a half tons of ferro-aluminum armor made the *Eagle* one of the best-protected fighters of the era.

CHP-W5b Chippewa: The *Chippewa* was upgraded in the mid-28th century as a result of decades of underperformance compared to many other designs reaching the field. Speed became the *Chippewa's* new focus, thanks to an extralight fusion powerplant that increased its maximum acceleration profile. Its weapons are updated somewhat, with the inclusion of Artemis IV Fire Control Systems for the LRM racks and the upgrade of the large lasers to extended-range models. All of this was made possible by removing the SRM rack. Armor protection on the royal *Chippewa* remained anemic, but increased slightly through the use of ferro-aluminum. Though excess heat buildup remained a concern, double-strength freezers helped to considerably lighten the heat load over that of the original model.

STU-K5b Stuka: By utilizing the newer GM 300 extralight engine (and integral double heat sinks), the *Stuka's* designers significantly increased the fighter's already impressive firepower, making it a premier ground support craft as well as interceptor. The nose-mounted missile racks were removed in favor of a deadly Deathgiver class-20 autocannon. Likewise, the wing lasers were replaced by a total of four extended-range PPCs. Armor protection decreased to 14.5 tons, but as the royal *Stuka* now carried ferro-aluminum armor, the result was actually a slight increase in overall protection.

THB-D36b Thunderbird: The *Thunderbird* variant fielded by Kerensky's SLDF during (and after) the drive on Terra utilized an extralight powerplant to free up the mass needed to accomplish the upgrades required. A single Gauss rifle with a two-ton magazine replaced each of the wing-mounted LRM racks, and the large lasers were upgraded to ER models. The extra mass needed for these upgrades was freed up by swapping the existing heat sinks with twenty-four double-strength freezers and replacing the standard armor with 13.5 tons of ferro-aluminum armor—resulting in a significant net increase in both cooling power and protection.



SL-1G SLING

Mass: 25 tons

Chassis: Telstar Model 7W Endo Steel

Power Plant: GM 175 XL

Cruising Speed: 78 kph

Maximum Speed: 119 kph

Jump Jets: Lexington Heavy Lifters

Jump Capacity: 180 meters

Armor: Star Shield Light Ferro-Fibrous

Armament:

3 Coventry LRM Launchers

Manufacturer: Mountain Wolf BattleMechs

Primary Factory: Vendrell

Communications System: TharHes Kr-A P/comm

Targeting and Tracking System: RCA Instatrac XI with TAG

Overview

Mountain Wolf BattleMechs' *Sling* was only in the prototype phase of development when the Amaris Coup began. A handful had been deployed to commands deployed in the Periphery, but as the campaign to liberate the Hegemony dragged on, the Lyran government turned a blind eye as the Lyran-based weapons manufacturer continued to supply limited numbers of the design to the SLDF.

Unlike the militaries of the other Great Houses, the SLDF could afford the luxury of fielding a number of highly specialized designs, and the *Sling* was one such example. A revolutionary concept, the light 'Mech was designed as a minelayer using Thunder munitions.

Capabilities

Speed and mobility were the emphasis for this unusual BattleMech design. Never intended to stand toe to toe with an opponent, the *Sling* was expected to skirt around hostile forces or to retreat before them as it deployed its mines. Consequently armor protection was merely "good enough." While standard operating procedure was to carry a full load of Thunder missiles, many SLDF MechWarriors assigned to pilot the *Sling* quietly swapped out one ton of Thunder munitions for conventional LRMs.

Equipped with target acquisition gear, the *Sling* could also serve double duty as an artillery spotter.

Deployment

Clan Smoke Jaguar fielded several *Slings* during Operation KLONDIKE. Eschewing their intended role, the Clan MechWarriors pressed the BattleMech into service as scout and light vehicle hunters, using the superior mobility and range advantage to pick apart their targets. On several occasions the *Slings* were called upon to fulfill their spotter role for Jaguar artillery strikes on static defenses.

The Clans found themselves facing the *Sling* in its intended minelayer role. During the Amur campaign the Smoke Jaguars' supply lines were disrupted on a number of occasions as rebel *Slings* penetrated their rear areas and seeded the transport routes with mines. The Smoke Jaguars were forced to pull back their own *Slings* to hunt down and destroy the raiders. Elsewhere, the Brotherhood used a pair of *Slings* to frustrate efforts to breach the defenses of the Black Brian by replenishing minefields that the Clans thought had been cleared. The Jade Falcons blundered into several regenerated minefields before they realized what was happening each night and established high altitude aerospace patrols to catch the *Slings* in the act and destroy them.

One SL-1H variant was encountered by the Nova Cats on Circe, but this single example (possibly the last of its kind) was destroyed beyond salvaging.

Variants

Designed for a more traditional combat role, the SL-1H replaced the missile armament with a SunGlow medium laser in each arm and a medium pulse laser in the torso. Two additional heat sinks were installed in place of the ammunition and armor protection was increased to a full five tons.

Clan Smoke Jaguar later used the *Sling's* chassis as the basis for their *Mist Lynx (Koshi)* OmniMech.

Notable MechWarriors

MechWarrior David Rippon: Officially a Mountain Wolf BattleMech test pilot, Rippon was liaising with the SLDF during the *Sling's* field trials when he suddenly found himself on the front lines as the Periphery erupted into rebellion. Outraged by the actions of Stefan Amaris, he chose to stay with the Eleventh Royal BattleMech Division. Fighting along side the SLDF troops he battled his way to Terra itself and he then chose to accompany the SLDF when it went into self-imposed exile. He later followed Nicholas Kerensky to Strana Mechty and became one of the founding members of Clan Smoke Jaguar.

When Rippon discovered a handful of *Slings* in storage in the Strana Mechty Brian Cache he pushed for them to be included in the Jaguars' equipment allotment. During the Amur campaign, his familiarity with the design proved invaluable in the effort to neutralize the rebel *Slings* dogging the Clan's supply lines.

Type: **SL-1G Sling**

Technology Base: Inner Sphere

Tonnage: 25

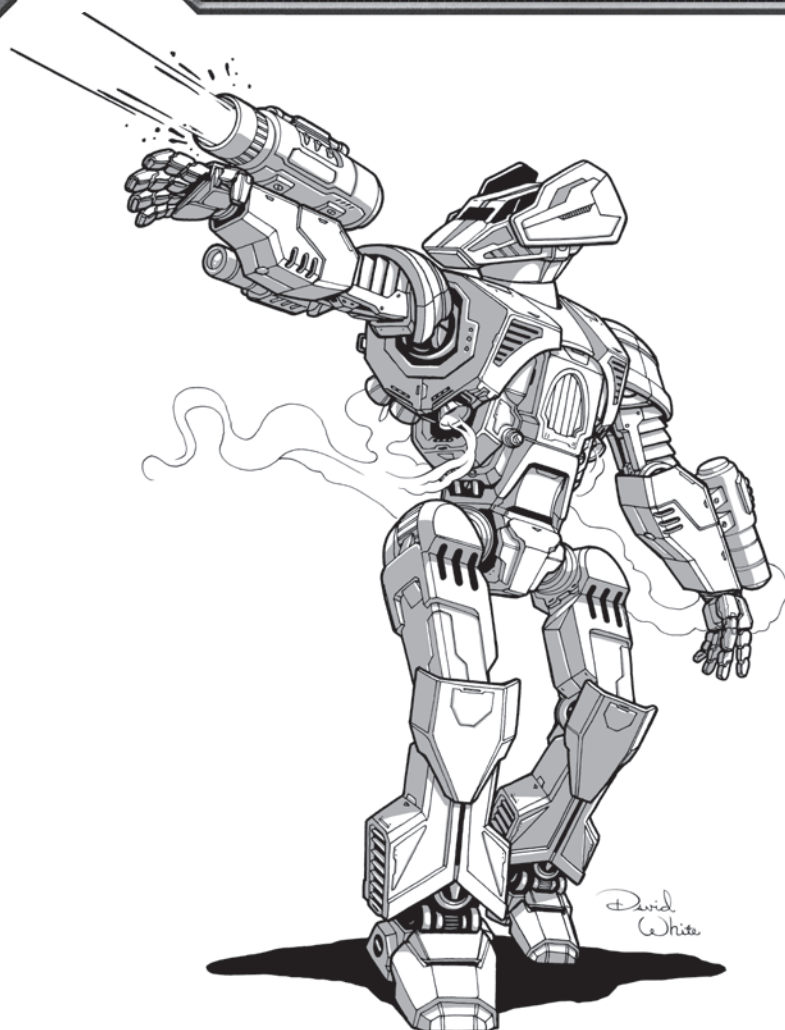
Battle Value: 578

Equipment

		Mass
Internal Structure:	Endo Steel	1.5
Engine:	175 XL	3.5
Walking MP:	7	
Running MP:	11	
Jumping MP:	6	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor (Ferro-Fibrous):	53	3

	Internal Structure	Armor Value
Head	3	6
Center Torso	8	8
Center Torso (rear)		3
R/L Torso	6	6
R/L Torso (rear)		2
R/L Arm	4	5
R/L Leg	6	5

Weapons and Ammo	Location	Critical	Tonnage
LRM 5	RA	1	2
LRM 5	LA	1	2
Ammo (LRM) 24	RT	1	1
3 Jump Jets	RT	3	1.5
Ammo (LRM) 24	LT	1	1
3 Jump Jets	LT	3	1.5
LRM 5	CT	1	2
TAG	H	1	1



FLC-4NB FALCON

Mass: 30

Chassis: Duralyte 300 Endo-Steel

Power Plant: GM 180

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: PRS-60

Jump Capacity: 180 meters

Armor: StarGuard Type II

Armament:

1 Parti-Kill Snub-Nosed PPC

2 SunGlow Type 1 Medium Lasers

Manufacturer: Roe Weapon Systems

Primary Factory: Apollo

Communications System: Garret T20C

Targeting and Tracking System: Dynatec 150A

Overview

Appearing in limited numbers during the campaign to liberate the Terran Hegemony, the Royal variant of the *Falcon* was rushed into production in captured Rim Worlds Republic factories. Outfitted with experimental weaponry, the BattleMech suffered from reliability issues initially, but continued improvements on the Rim Worlds production lines reduced these as the campaign against Amaris' troops dragged on. Manufacturing ceased shortly before the liberation of Terra and the SLDF took the specifications and all the surviving examples of the design with them into exile.

Capabilities

Equipped with the prototype Snub-Nosed PPC first deployed in the PHX-1c *Phoenix Hawk*, the FLC-4Nb *Falcon* proved itself an effective scout hunter in the bloody fighting to retake Terran Hegemony worlds. With the rear-mounted machine guns sacrificed in favor of upgrading the small lasers to SunGlow medium lasers and the original gun-pod style medium laser replaced with the Parti-Kill SNPPC, the FLC-4Nb packed significant punch for such a light unit. During the final assaults on the heart of occupied Hegemony territory, *Falcon* pilots competed with each other to destroy the most JKR-8T *Jackrabbits* as the increasingly desperate Republicans hurled hordes of the new light 'Mech against the SLDF.

Deployment

The SLDF took almost every example of the upgraded *Falcon* with them when they departed the Inner Sphere. A handful of these *Falcons* were placed into storage in the Brian Cache on Strana Mechty. Later the Clans would draw much of their equipment from this source and most of the *Falcons* were pressed into service with Clan Goliath Scorpion, where the Snub-Nosed PPC was popular with the marksmen in the Clan. Many more remained in the Brain Caches scattered across the Pentagon Worlds. Their advanced technology guaranteed that they were amongst the equipment seized by the Warlords to start the Pentagon Civil War. Only a handful remained operational by the time Nicholas Kerensky led his followers back to retake the five war-ravaged planets.

Variants

Without a reliable supply of spares for the experimental weapon, the Pentagon forces often replaced the Snub-nosed PPC with other weapons. The most common version swapped in a conventional PPC, but this modification necessitated the removal of the right arm SunGlow medium laser. Another modification used an extended-range large laser as the replacement weapon. The lighter weapon allowed the left arm medium laser to be upgraded to a pulse model.

One Goliath Scorpion MechWarrior replaced his damaged SNPPC and one medium laser with a large pulse laser salvaged from a Royal *Wyvern*, but this field repair was merely a stopgap measure.

Notable MechWarriors

MechWarrior Saho Yeh: Son of a former 29th Royal Dragoons Regiment commander, Saho revered the great Aleksandr Kerensky as he grew up aboard the Exodus fleet and later on the new worlds of the Pentagon. He transferred his veneration to Nicholas following the General's death and had no hesitation in joining Nicholas Kerensky's small band as they fled the violence consuming the Pentagon worlds. Spurred on to train and study hard, Saho became a MechWarrior skilled in piloting light BattleMechs. He became one of the youngest members of Nicolas' new Clans and was assigned to Clan Goliath Scorpion, where he was assigned the *Falcon* he would pilot for the rest of his life.

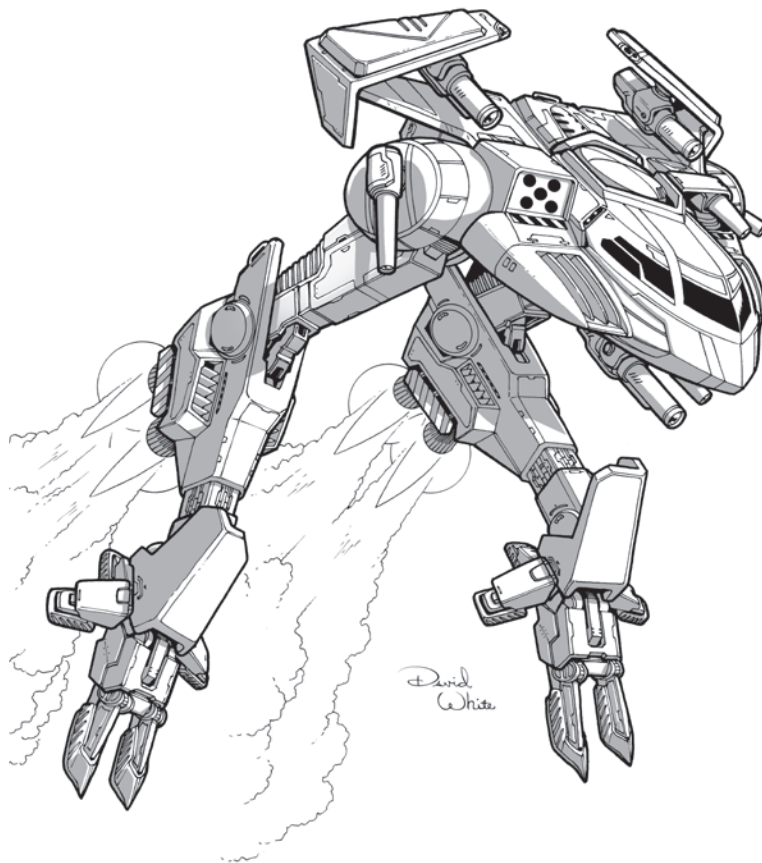
The only Goliath Scorpion MechWarrior to survive the assault on Fire Base Delta on Dagda, Saho continued to fight on through the rest of the campaign, but the loss of his comrades continued to haunt him. This fueled resentment for the Widowmakers, Burrocks and Fire Mandrills, whom Yeh felt had allowed the Scorpions to face the hardest fights unsupported. Following the conquest of the Pentagon he frequently agitated for trials to be launched against these Clans. Always in the forefront of such Trials, he fell in battle with Burrock forces in 2828.

Type: **FLC-4Nb Falcon**

Technology Base: Inner Sphere

Tonnage: 30

Battle Value: 947



Equipment

		Mass
Internal Structure	Endo Steel	1.5
Engine:	180	7
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	88	5.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	10	12
Center Torso (rear)		3
R/L Torso	7	11
R/L Torso (rear)		2
R/L Arm	5	8
R/L Leg	7	11

Weapons and Ammo	Location	Critical	Tonnage
Snub-Nosed PPC	RA	2	6
Medium Laser	RA	1	1
Medium Laser	LA	1	1
3 Jump Jets	RT	3	1.5
3 Jump Jets	LT	3	1.5

FIREFLY FFL-3SLE

Mass: 30 tons

Chassis: Earthwerks Firefly

Power Plant: GM 150 XL Fusion

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Lexington Lifters Jump Jets

Jump Capacity: 120 meters

Armor: StarSlab/1x Ferro Fibrous

Armament:

3 Martell Medium Lasers

4 Martell Small Lasers

1 Coventry Five-Tube LRM 5

Manufacturer: Strana Mechty MechWorks

Primary Factory: Strana Mechty

Communications System: Datcom 18 with Guardian ECM

Targeting and Tracking System: Radcom TXX

Overview

A mainstay of the SLDF, entering service in the 27th century, the *Firefly* became extinct in the Inner Sphere during the Second Succession War, a casualty of the mass warfare engulfing the Great Houses. However, a large number accompanied the Exodus fleet to the Pentagon and remained a mainstay of the Star League-in-Exile's light 'Mech forces.

Capabilities

Too slow to be an effective scout, the *Firefly* instead served as a light support 'Mech, providing the firepower and resilience in otherwise-fragile light forces. Well protected for its weight, the substantial armor and electronic defenses of the *Firefly* gave it unparalleled endurance and, working in conjunction with faster elements, the design was often used to crush enemy scout forces. The *Firefly* also operated independently against infantry and light vehicles, particularly in urban environments where the 'Mech's jump capability gave it a decisive edge in maneuverability. The 3SLE (Star League-in-Exile) variant of the *Firefly* was little different to the now-lost standard SLDF model save that it employed a Guardian ECM system in place of the Target Acquisition Gear, also losing some armor to install the bulky system.

Deployment

During Operation KLONDIKE, *Fireflies* appeared on both sides of the conflict, becoming the backbone of both Clan and factional light forces. The Clan machines were markedly more reliable, however, having been drawn from various Brian Caches and maintained regularly whereas those of the Pentagon proto-states often had an erratic maintenance record and had seen much more combat. Fortunately for the factions (but not the Clans) the overall robustness of the *Firefly* design served it well and even poorly kept examples performed well in combat.

Variants

The Clans fielded no variants of the *Firefly* but the collapse of Pentagon society forced adaptations to many of the examples fielded there. The advanced armor composites of the *Firefly* frequently proved difficult to maintain and as a result a number of variants appeared that used standard formulations instead. Some retained the CASE of the 3SLE but many removed it in favor of maintaining the level of armor protection seen in the 3SLE. The ECM system was another frequent casualty (often removed in favor of a larger LRM rack or advanced targeting electronics) as was the compact power plant that proved impossible to repair. Ironically, the *Firefly* model brought to the Inner Sphere by Wolf's Dragoons (the FFL-4A) bore a startling similarity to the most downgraded of the factional *Fireflies* and it is possible the examples used by the mercenaries came from cached factional militaries.

Notable MechWarriors

MechWarrior Michelle Reinhold: Assigned to Clan Snow Raven, Reinhold and her *Firefly* were involved in the initial landings on Circe at Point Alpha and took part in the early patrols into the badlands of the Sand Confederacy. The bloody clashes against the nomad irregulars proved the benefit of having a heavily armed and armored light 'Mech, the *Firefly* shrugging off all but the most determined attacks against the Clan scouts. The small size of the Clan force offered little opportunity for respite and Reinhold and her 'Mech were thrown into the Hidalgo campaign, whose fanati-

cal defenders proved a more difficult proposition. Nonetheless, the *Firefly's* resilience won through and though battered by the fighting, she was able to return to the Raven cantonment in Dehra Dun...just in time for the Battle of Bitter Tears. Facing waves of Dominion attackers, Reinhold formed part of Khan McKenna's defensive cordon, using her electronic warfare capabilities to protect her comrades and to hinder attacks on the Raven aerospace fighters. For her bravery and commitment to the operation despite the relative lightness of her 'Mech she was singled out for praise by both the Khan and ilKhan Nicholas. However, this was posthumous, though it ensured the continuation and prestige of her genetic legacy.

Type: **FFL-3SLE Firefly**

Technology Base: Inner Sphere

Tonnage: 30

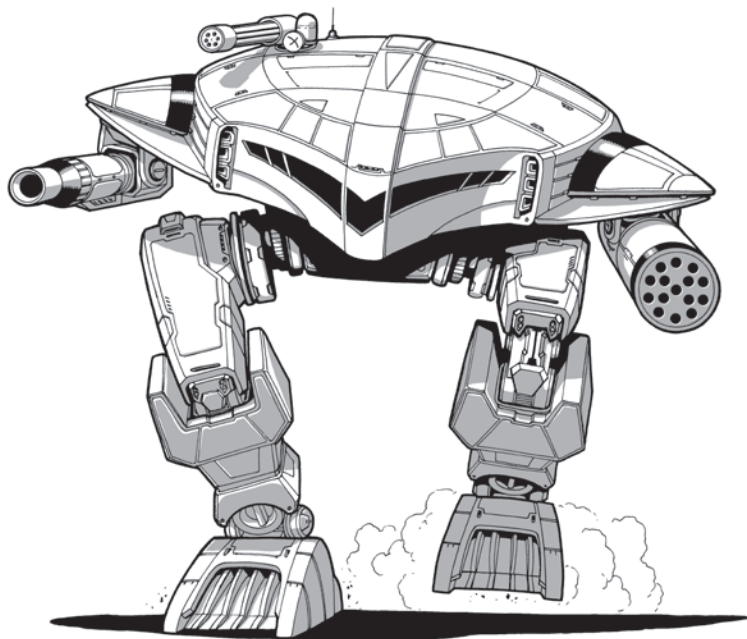
Battle Value: 876

Equipment

Equipment		Mass
Internal Structure:		3
Engine:	150 XL	3
Walking MP:	5	
Running MP:	8	
Jumping MP:	4	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor (Ferro-Fibrous):	105	6

	Internal Structure	Armor Value
Head	3	9
Center Torso	10	15
Center Torso (rear)		5
R/L Torso	7	11
R/L Torso (rear)		3
R/L Arm	5	10
R/L Leg	7	14

Weapons and Ammo	Location	Critical	Tonnage
Small Laser	RA	1	.5
Small Laser	LA	1	.5
Guardian ECM	LA	2	1.5
Medium Laser	RT	1	1
LRM 5	RT	3	4
Ammo (LRM) 48	RT	2	2
CASE	RT	1	.5
Medium Laser	LT	1	1
Small Laser	LT	1	.5
Small Laser	CT	1	.5
Medium Laser	CT	1	1
2 Jump Jets	RL	2	1
2 Jump Jets	LL	2	1



HOP-4BB HOPLITE

Mass: 55 tons

Chassis: Star League HO-01a

Power Plant: DAV 220

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: DuraShield 12-b.1

Armament:

1 Kinslaughter H-Class ER PPC

1 Holly LRM 15 with Artemis IV FCS

1 McArthur Anti-Missile System

Manufacturer: Strana Mechty MechWorks,
Eden Weaponry Consolidated

Primary Factory: Strana Mechty, Eden

Communications System: MultiGab 2000 with Guardian ECM suite

Targeting and Tracking System: Dalban HiRez II

Overview

The *Hoplite* was an old design relegated long ago to service with planetary militia in the Terran Hegemony following the bloody Reunification War. The few examples still in service nearly two centuries later were destroyed as Rim Worlds Republic troops overran the Hegemony's disastrously thin defenses. However the simplicity and ruggedness of the design recommended it to the SLDF exiles as a design that would be easy to put into production as the situation on the Pentagon Worlds deteriorated in the months prior to the death of General Aleksandr Kerensky. An upgraded version of the HOP-4B (also known as the "Double B") used the latest technology to make it a "Royal" version of the venerable design.

When Nicholas led his loyal supporters away to Strana Mechty, they took the blueprints for the revised *Hoplite* with them. Once again the design's simplicity made it an obvious choice for limited production as the Clans began their build-up for the campaign that was to come.

Capabilities

Always a well-armored design, the *Hoplite's* survivability had long been one of the design's strongest advantages. The addition of CASE, ECM and an anti-missile system further enhanced that aspect of the design. In comparison to its defenses, the HOP-4A *Hoplite's* offensive capability had always been considered anemic at best. The HOP-4B had gone some way to addressing this, but it had not been enough to keep the design in front line service. The Engineers at Eden Weaponry Consolidated used the latest weaponry and fire control systems to make the HOP-4Bb a very effective fire support unit.

One thing that was not improved was the *Hoplite's* sluggish performance. The decision not to employ an XL engine reduced complexity and allowed the BattleMech to retain its resistance to damage, but consequently did nothing to improve ground speed. However, given its intended role as a support unit, this was not as great a problem as it could have been.

Deployment

Eden's rebel forces on the Purgatory Peninsula fielded the HOP-4Bb in a support role, but made the mistake of concentrating on the Clan BattleMechs. A number of *Hoplites* fell prey to the vehicles and infantry from Clan Hell's Horses. Several of the fallen BattleMechs were pressed into service by the Horses to fill gaps in their touman at the end of the campaign.

The handful of Clan-built *Hoplites* was distributed fairly evenly throughout the Clans, with the exception of the Snow Ravens and the Goliath Scorpions. Unimpressed by sluggish performance, the Ravens rejected the design. Conversely, the Scorpions prized the *Hoplite's* long-range capabilities and accepted the units that had been earmarked for the Ravens.

Variants

Developed by the Hell's Horses during their campaign on the Purgatory Peninsula to refit damaged units, the HOP-4Cb *Hoplite* replaced the weapons load-out with a Gauss rifle and three tons of ammunition in the right arm. A single SRM 6 launcher and one ton of ammunition replaced the LRM launcher, the heat sink count is reduced to ten double efficiency units, and the armor was upgraded to over ten tons of ferro fibrous armor.

Notable MechWarriors

Star Commander Annett Mitchell: Formerly a member of the defunct 405th BattleMech Division, Mitchell had joined General Kerensky's Exodus as a shell-shocked survivor who had seen far too many of her comrades die. She displayed little drive to remain

a member of the military following the settlement of the Pentagon, choosing instead to accept her new role as boss of a construction team on Babylon.

The death of General Kerensky shook Annett from her fugue. Joining Nicholas Kerensky, she rediscovered her skill as a MechWarrior and secured a place in Clan Hell's Horses. Piloting one of the scratch-built *Hoplites*, she participated in the campaign on Eden, sniping with PPC and LRM fire to pin down enemy BattleMechs while Hell's Horses infantry and armor moved in from the flanks to finish them. Her skills on the battlefield earned Mitchell a promotion to Star Commander during the campaign, and later elevation to the position of the first Star Colonel of the (now defunct) First Mechanized Cavalry Cluster.

Type: **HOP-4Bb Hoplite**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,413

Equipment

Internal Structure:

Engine: 220

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 11 [22]

Gyro: 3

Cockpit: 3

Armor Factor: 184

Internal
Structure

Armor
Value

Head 3 9

Center Torso 18 26

Center Torso (rear) 9

R/L Torso 13 18

R/L Torso (rear) 8

R/L Arm 9 18

R/L Leg 13 26

Weapons and Ammo

Location

Critical

Tonnage

ER PPC RA 3 7

LRM 15 LA 3 7

Artemis IV FCS LA 1 1

Anti-Missile System RT 1 .5

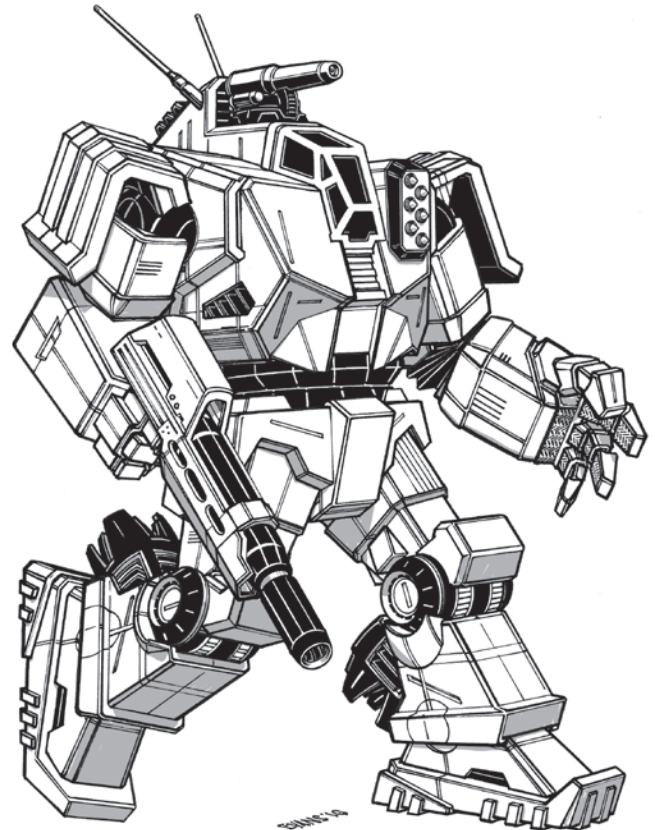
Ammo (AMS) 12 RT 1 1

CASE RT 1 .5

Ammo (LRM) 16 LT 2 2

CASE LT 1 .5

Guardian ECM Suite CT 2 1.5



WVR-7H WOLVERINE II

Mass: 55 tons

Chassis: Crucis XL

Power Plant: CoreTek 275

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Anderson 500

Jump Capacity: 150 meters

Armor: Armorscale Ferro Fibrous with CASE

Armament:

1 Whirlwind II Autocannon

1 Harpoon 6 SRM Launcher with Artemis IV FCS

1 Raker V Medium Pulse Laser

Manufacturer: Kallon Industries and SLDF Research Division

Primary Factory: New Earth

Communications System: Dalban Commline

Targeting and Tracking System: Garret T11S

Overview

In 2757, the SLDF began evaluating several designs intended to fulfill the role of a heavy recon unit. On the list was an improved version of the venerable *Wolverine*. Amongst the selection criteria was the requirement for a 'Mech that demonstrated high durability, even at the expense of offensive capabilities. Developed in conjunction with the SLDF Research Division, Kallon Industries' *Wolverine II* was a BattleMech that could absorb horrendous damage and yet still keep going.

Capabilities

Rather than start from scratch, Kallon Industries started by incorporating the latest technology into their old *Wolverine*. Thousands of hours of battle recordings were examined, and many veteran *Wolverine* pilots were interviewed in an effort to identify not only the original's good points, but also any weaknesses. Although armor weight was reduced, overall protection was in fact increased through the use of Ferro Fibrous Armorscale armor. The addition of CASE ensured that an ammunition explosion would not gut the BattleMech. Ten double heat sinks were installed, but XL engine technology was rejected early in the redesign period because of the relative fragility of the bulkier engine would have compromised survivability. The unreliable Northrup 12000 jump jets were replaced with Anderson 500s. A derivative of the jet design used in the *Guillotine* for centuries, the Andersons had an unparalleled performance record. The lower leg suspension was also reinforced to help take the strain of jump maneuvers and keep maintenance requirements down.

The biggest complaint from pilots was the poor visibility from the cockpit, with the laser mount causing the most trouble. An extensive redesign moved the laser mount up and back, while the SRM launcher and electronics were integrated into the torso.

Intended to remain operational even after suffering heavy damage to its reactor, the *Wolverine II*'s weapons load out placed emphasis minimizing heat production. With this in mind Kallon stuck with the basic weapons package, but upgraded the systems significantly. Using pulse laser technology and adding Artemis fire control technology boosted the accuracy of the short-range weapons. The slight reduction in effective laser range was offset by installation of the Whirlwind II ultra autocannon.

Deployment

Fewer than twenty *Wolverine II* prototypes were deployed before the Amaris Coup. Early results from their field tests (including actual combat on New Vandenburg) convinced Kallon Industries that they were on the right track, and the design was put into production at Kallon's plants in the Free Worlds League, Lyrans Commonwealth and Federated Suns for the SLDF. Following the liberation of Terra, the surviving examples of the design accompanied the SLDF into the Periphery.

Not surprisingly, the Wolverines were eager to use the design when Nicholas Kerensky formed the Clan. The rugged design served them well during the campaign on Circe. Its low heat profile made it especially effective in the equatorial deserts—allowing the *Wolverine IIs* to keep fighting when the energy boats were going into shutdown.

All the *Wolverine IIs* remaining in service were scrapped following the destruction of its namesake Clan.

Variants

No variants were produced, but the basic design served as the inspiration for the *Conjuror* (known as the *Hellhound* to the Inner Sphere).

Notable MechWarriors

MechWarrior Roger Callahan: Callahan grew up in a family with a strong history of military duty and close ties to the 331st

Royal BattleMech division. Graduating from the SLDF's makeshift MechWarrior training camps just in time to participate in the landings on Terra, Callahan and the rest of his family heeded General Kerensky's call and departed the Inner Sphere with the bulk of the SLDF. He was one of the skillful MechWarriors who were able to retain a position in the downsized military, but as the Pentagon worlds dissolved into chaos following the General's death he abandoned his post to get his family to safety. Securing a position in the new Clans, Sarah McEvedy requested his assignment to Clan Wolverine. Another "army brat," Khan McEvedy had also grown up with the 331st and they had often played together as children.

A superb pilot, Roger pushed both himself and his *Wolverine II* to the limit in the fighting on Circe. The rugged design kept going long after other machines quit and Callahan provided McEvedy with vital reconnaissance throughout the campaign. Often facing heavy and assault "energy boats," Callahan's BattleMech toyed with such opponents until they began to overheat. Only then did he close for the kill.

Type: **WVR-7H Wolverine II**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,301

Equipment	Mass		
Internal Structure:	Endo-Steel	3	
Engine:	275	15.5	
Walking MP:	5		
Running MP:	8		
Jumping MP:	5		
Heat Sinks:	10 [20]	0	
Gyro:		3	
Cockpit:		3	
Armor Factor:	161	9	
	Internal Structure	Armor Value	
Head	3	9	
Center Torso	18	20	
Center Torso (rear)		8	
R/L Torso	13	20	
R/L Torso (rear)		6	
R/L Arm	9	16	
R/L Leg	13	20	
Weapons and Ammo	Location	Critical	Tonnage
Ultra AC/5	RA	5	9
Ammo (Ultra) 40	RA	2	2
CASE	RT	1	.5
SRM 6	LT	2	3
Artemis IV FCS	LT	1	1
Ammo (SRM) 15	LT	1	1
CASE	LT	1	.5
Jump Jet	CT	1	.5
Medium Pulse Laser	H	1	2
2 Jump Jets	RL	2	1
2 Jump Jets	LL	2	1

DAEDALUS GTX2

Mass: 60 tons

Chassis: MF-Quad Utility Classic

Power Plant: GM 240 Fusion

Cruising Speed: 43 kph

Maximum Speed: 65 kph

Jump Jets: None

Jump Capacity: None

Armor: MF-Heavy Industrial

Armament:

Various

Manufacturer: Mason Farquarson

Primary Factory: Terra

Communications System: None

Targeting and Tracking System: None

Overview

Designed as a multi-role utility 'Mech that could operate in a wide variety of environments, the Mason Farquarson *Daedalus* was a common sight in the Terran Hegemony. The SLDF Corps of Engineers employed numerous models to facilitate their construction of field bases (and no small number of fortifications) and upon planning Operation EXODUS General Kerensky ensured that his fleet took with them numerous examples of the *Daedalus* to aid the construction of his hidden exile. The *Daedalus* proved its worth in the early days of the Star League-in-Exile, building the new settlements of the Pentagon, most notably Kerensky's capital of Novy Moscvia on Eden. When Nicholas withdrew to Strana Mechty, military equipment was a priority and so most of the *Daedaluses* were left behind—the buildings of Katyusha and the other settlements of the Kerensky Cluster would be built by more traditional means—and so many *Daedaluses* fell into the hands of the proto-states that emerged in the chaos of the Pentagon.

Capabilities

The *Daedalus* was built as a rugged, flexible and stable (thanks to its quad design) utility 'Mech. While not as easily customizable as the military OmniMechs that would emerge in the mid-29th century, it could be easily configured into any of a dozen loadouts. Two in particular dominated the Star League-in-Exile: a cargo hauler model, the *Stevedore* (used extensively to offload DropShip cargoes) and the *Navy* (a general purpose construction 'Mech).

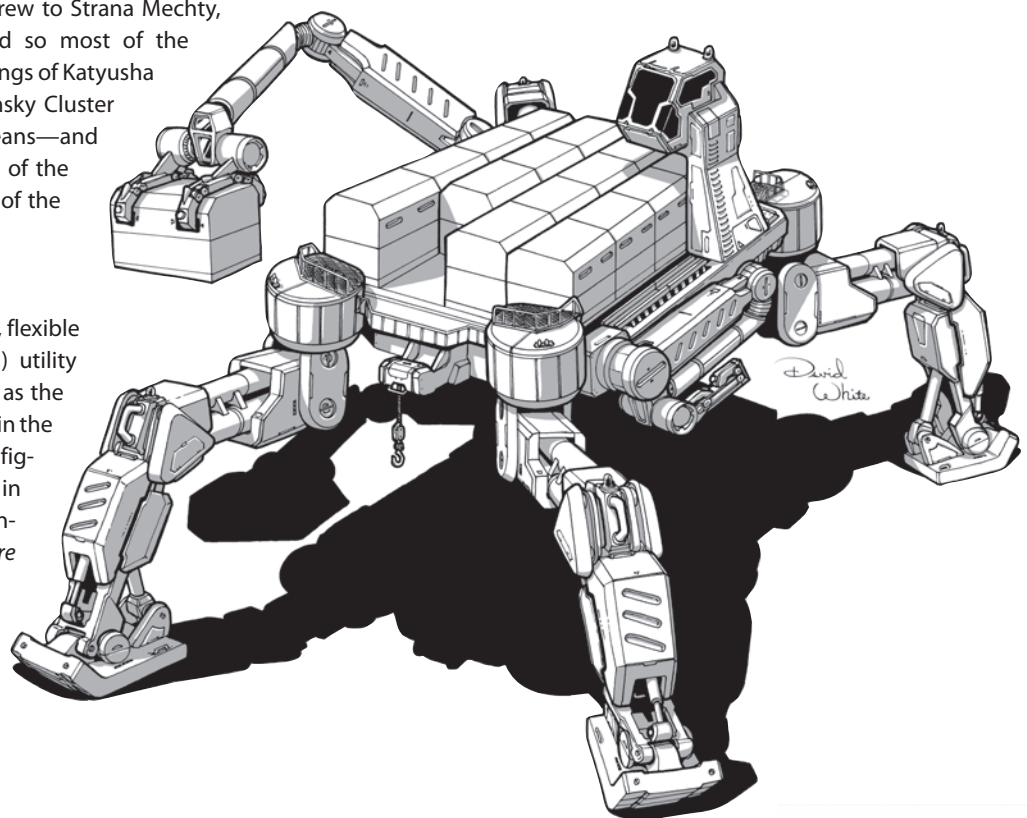
The cargo pods of a *Stevedore* could transport up to 15 tons of goods of all types. Its pods were pres-

surized and heated, facilitating the transportation of delicate (and possibly live) cargos across the harshest of terrains; in the deserts of Circe or the uplands of Dagda, such protected transportation provided a vital lifeline.

The *Navy* was a common sight in the cities of the Pentagon, its broad range of construction equipment allowing it to operate in a range of construction niches. A team of such 'Mechs could swiftly clear terrain or assemble buildings—or take them apart—as the bloody early clashes of the Pentagon Civil War demonstrated.

With the collapse of order in the Pentagon, the population armed themselves with whatever they had to hand. WorkMechs were often militarized and the *Daedalus* was a particular favorite for this because of its adaptability. There were as many armed variants as there were factions, though the most numerous was the configuration employed by the Levic Ascendancy on Eden following their take over of Novy Moscvia. That variant added quad Machine Guns and twin Medium Lasers, making them formidable anti-infantry platforms. Additionally they mounted a battery of rockets, providing cheap and disposable long-range firepower, useful for a softening up enemy positions. The militarized *Daedalus* was no match for a true BattleMech but en masse they could still cause considerable damage, particularly against forces that lacked combat vehicle support or where, like the streets of Novy Moscvia, maneuverability was limited.

No examples of the *Daedalus* are known to have survived the Pentagon Civil War, Operation KLONDIKE or the Succession Wars.



Type: **Daedalus GTX2**
 Technology Base: Inner Sphere
 Tonnage: 60
 Battle Value: 649 (A), 663 (B), 857 (Mil)

Equipment

Internal Structure:	Industrial	Mass
Engine:	240	12
Walking MP:	4	11.5
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	152	9.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	22
Center Torso (rear)		7
R/L Torso	14	14
R/L Torso (rear)		5
R/L Arm	14	19
R/L Leg	14	19

Daedalus A "Stevedore"

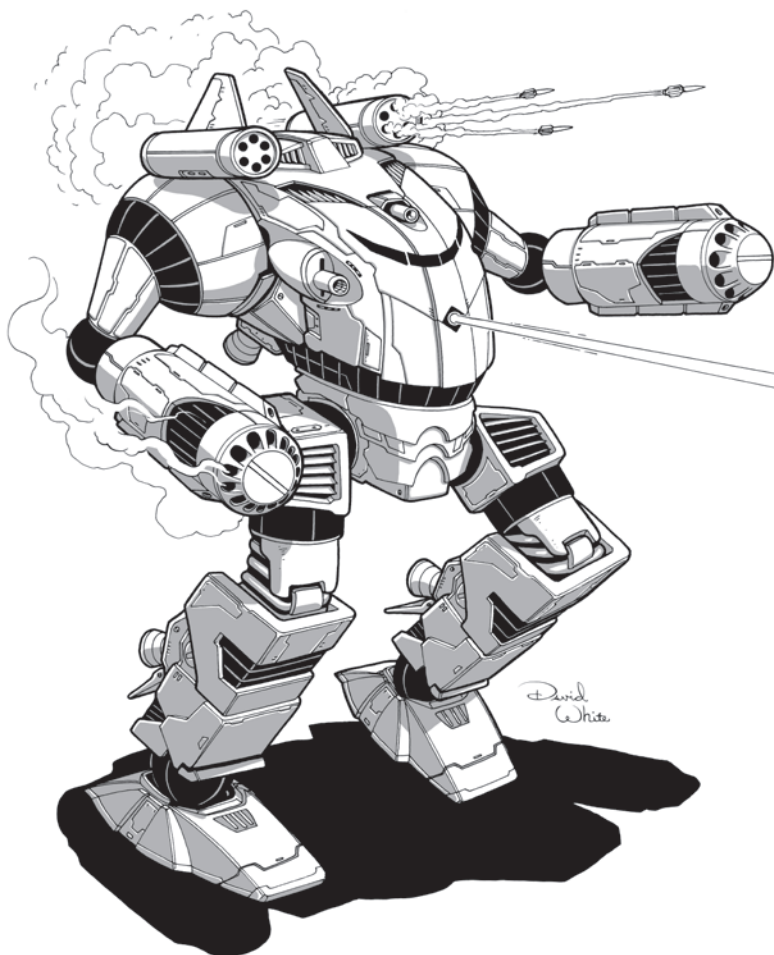
Weapons and Ammo	Location	Critical	Tonnage
1 Lift Hoist	RT	3	3
8 Cargo Bays	RT	8	8
1 Lift Hoist	LT	3	3
7 Cargo Bays	LT	7	7

Daedalus B "Navy"

Weapons and Ammo	Location	Critical	Tonnage
1 Lift Hoist	RT	3	3
1 Rock-Cutter	RT	5	5
3 Cargo Bays	RT	3	3
1 Lift Hoist	LT	3	3
1 Backhoe	LT	6	5
2 Cargo Bays	LT	2	2

Daedalus (Militarized)

Weapons and Ammo	Location	Critical	Tonnage
2 Machine Guns	RFL	2	1
2 Machine Guns	LFL	2	1
1 Chainsaw	RT	5	5
2 RL-PP 20 (OS)	RT	6	3
1 Backhoe	LT	6	5
Ammo (MG) 200	LT	1	1
2 RL-PP 20 (OS)	LT	6	3
2 Medium Lasers	CT	2	2



SHG-2H SHOGUN

Mass: 85 tons

Chassis: Kitushi Shogun

Power Plant: Strand 255

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: Anderson Propulsion 21

Jump Capacity: 90 meters

Armor: Armorscale Ferro Fibrous with CASE

Armament:

- 1 Magna Firestar Extended-Range Particle Projection Cannon
- 2 Coventry Star Fire LRM-15 Missile Systems
- 4 Defiance Streak-2 SRM Launchers
- 1 Magna Mk. II Medium Laser
- 1 Blankenburg Medium Pulse Laser

Manufacturer: Mitchell Vehicles

Primary Factory: Graham IV

Communications System: HartfordCo COM 4000

Targeting and Tracking System: HartfordCo XKZ 1

Overview

The history of the *Shogun* was shrouded in myth and legend, or at least it was until both Clan and Inner Sphere records could be compared. The original requirements for the *Shogun* were first published by the SLDF in the late 26th century, but the 'Mech itself

did not see production for some two more centuries. The success and wide proliferation of the *Stalker*—which filled the role the *Shogun* was meant for, if imperfectly—as well as the outbreak of the Reunification War, and then the peace of the Star League's Golden Age, saw the original design requirements shelved. It took General Kerensky's war to liberate Terra before the SLDF needed a replacement assault BattleMech to refill its ranks.

Capabilities

The 'Mech's initial requirements called for a "highly survivable multi-role assault BattleMech." By the time the *Shogun* project entered the design phase in 2771, those requirements changed little, only to make up for critical weaknesses within the *Stalker's* design. Though the *Shogun* is no faster than its predecessor, the addition of jump jets gives it significantly more maneuverability. CASE and ferro fibrous armor also makes the *Shogun* far more survivable than the *Stalker*.

Like the *Stalker*, the *Shogun* mounts a variety of weapons capable of striking at all range brackets, though it also balances its firepower and heat management curve far better than its predecessor. The *Shogun's* single ER PPC gives it a significant punch at all ranges, while paired LRM racks and quad Streak SRM racks let the 'Mech's pilot stand off at range or wade into the thick of it, with a little more hitting power provided by lasers.

Perhaps just as importantly, the *Shogun* shares a number of common major systems with the *Stalker*—including the two largest components, its engine and gyroscope. With so many *Stalkers* already in service, the logistics trains that supported Kerensky's task forces could continue to easily support the *Shogun* as well.

Deployment

The *Shogun* could well have supplanted the *Stalker*, but then Kerensky's Exodus and the First Succession War intervened. Mitchell Vehicles, which was awarded the design after the SLDF recaptured Graham IV, completed just eight production runs prior to the Exodus, and only a few additional runs before their factories were destroyed in the First Succession War. That left the *Shogun* to quickly fade into extinction—at least until the Wolf's Dragoons returned a few to the Inner Sphere.

Variants

Considering its relatively recent introduction at the end of the Star League era, no major variants of the *Shogun* debuted until well into the Golden Century, when the few Clans that still had the 'Mech in service gave it a complete overhaul utilizing newly developed technologies—increasing the LRM racks to 20-tube launchers, doubling the number of SRM racks and adding three heat sinks, though at a loss of the back-up lasers.

The variants utilized by Wolf's Dragoons, despite long-standing rumors to the contrary, are obvious downgrades rather than simply older or less-capable versions. The SHG-2E replaced the *Shogun's* original Lostech equipment, save the CASE that protected both side torsos, with lower-tech versions (and at a loss of the lasers, though it did gain several single heat sinks). The post-Fourth Succession War -2F model simply adds the ER PPC back in, without reinstalling any of the other equipment or upgraded armor.

Notable MechWarriors

Star Captain Kellen McCloud: Kellen McCloud was one of the rising stars of the SLDF's Terran Campaign. Just a young refugee astech at the beginning of the Terran invasion, ten months later he found himself at the controls of the *Shogun* he was assigned to when its MechWarrior was incapacitated. Days later, his unit opened up the first beachheads on South America, with McCloud still at the 'Mech's controls. As losses mounted, he received battlefield commissions to lieutenant and captain in short order, with battalion command coming soon thereafter. By the end of the campaign, he was a 22-year-old regimental XO, still piloting the same *Shogun*. He joined the Exodus, made the first cut after the SLDF drawdown, and survived rebel ambushes on Circe. He was even targeted and nearly killed by malcontents on Strana Mechty. But after all he had seen and experienced, he was one of the most vocal supporters of the common man and proponent of incorporating the conquered Pentagon citizens into the Clans in the days following Operation KLONDIKE.

Type: **SHG-2H Shogun**

Technology Base: Inner Sphere

Tonnage: 85

Battle Value: 2,087

Equipment

		Mass
Internal Structure		8.5
Engine:	255	13
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	13 [26]	3
Gyro:		3
Cockpit:		3
Armor Factor:	259	14.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	27	41
Center Torso (rear)		11
R/L Torso	18	28
R/L Torso (rear)		8
R/L Arm	14	27
R/L Leg	18	36

Weapons and Ammo	Location	Critical	Tonnage
LRM 15	RA	5	7
Artemis IV FCS	RA	1	1
LRM 15	LA	5	7
Artemis IV FCS	LA	1	1
ER PPC	RT	3	7
2 Streak SRM 2	RT	2	3
Ammo (LRM) 8	RT	1	1
Ammo (Streak) 50	RT	1	1
CASE	RT	1	.5
2 Streak SRM 2	LT	2	3
Ammo (LRM) 16	LT	2	2
CASE	LT	1	.5
Medium Laser	CT	1	1
Jump Jet	CT	1	1
Jump Jet	RL	1	1
Jump Jet	LL	1	1
Medium Pulse Laser	H	1	2

ANH-1X ANNIHILATOR

Mass: 100 Tons

Chassis: Star League MN-01

Power Plant: Babylon Motors Nissan 200

Cruising Speed: 21 kph

Maximum Speed: 32 kph

Jump Jets: None

Jump Capacity: None

Armor: Dagda Mining & Forging Starshield Special-B with CASE

Armament:

4 Blackburn LB-10X Autocannon

4 Magna Mk. II Medium Lasers

2 Starflash Plus Small Pulse Lasers

1 ExoStar Small Laser

Manufacturer: Babylon BattleMech Consortium, Strana Mechty MechWorks

Primary Factory: Babylon, Strana Mechty

Communications System: Circe Tech Garret T19-G

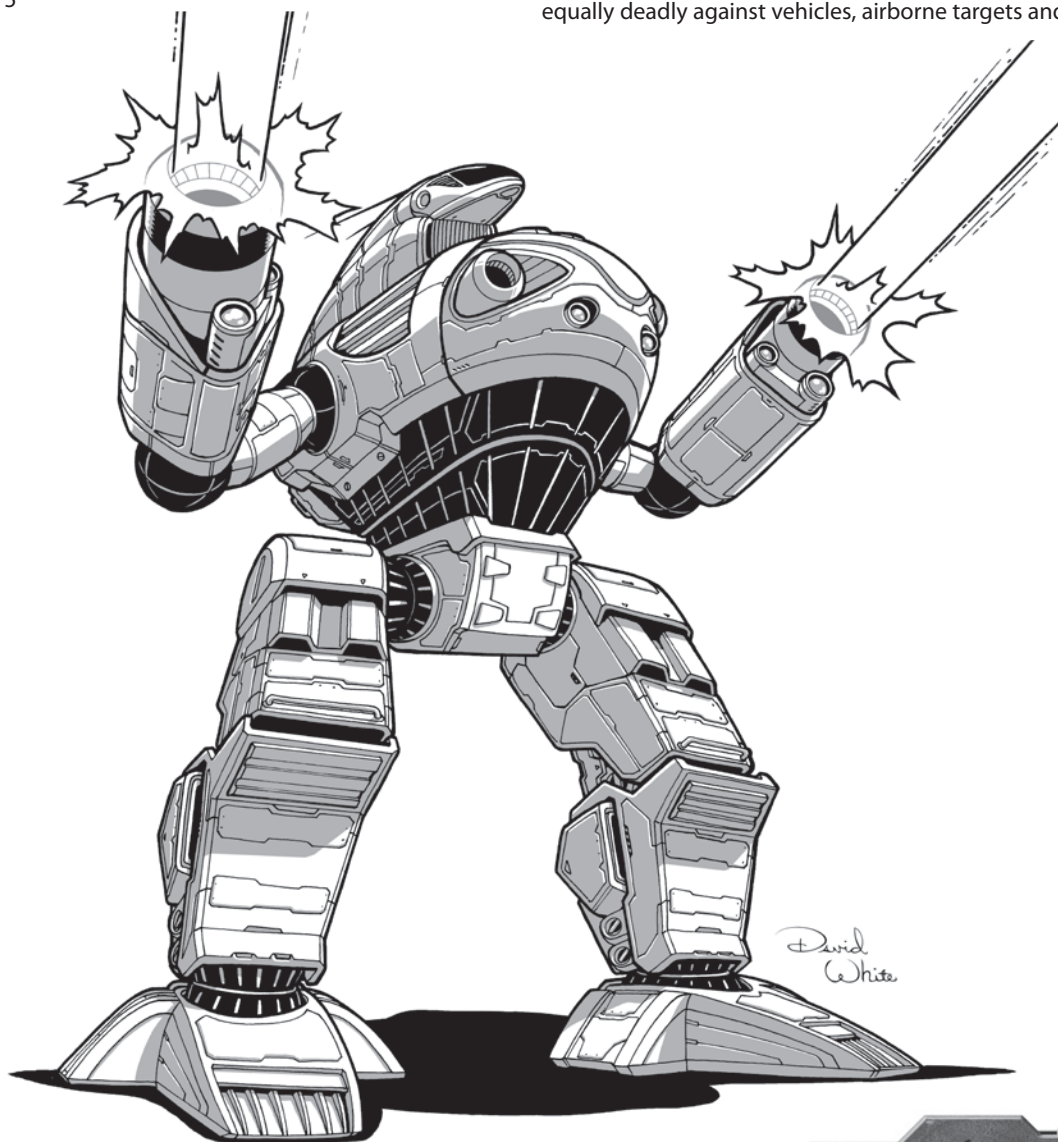
Targeting and Tracking System: Eden Microelectronics Wasat Aggressor Type 5

Overview

Conceived in the final year of the drive on Terra, but finally built in the days just before the Second Exodus, the *Annihilator* was the answer to the new SLDF's need for an urban assault and defense BattleMech. While originally designed to be a symbol of the might of the SLDF to Amaris and his troops, in the post-Exodus era Kerensky meant it to be both a powerful symbol in an era of rising civilian tensions and a weapon that could function on an urban battlefield populated with machines of war as well as infantry formations. Though it reached service too late to be a deterrent to the inevitable civil war, it did become a powerful symbol of Nicholas Kerensky's Clans when they returned to the Pentagon two decades later.

Capabilities

In its original incarnation, the *Annihilator's* first and only job is to defend a fixed position, be it city or base, against any type of enemy. Speed is, as a result, not a prime concern. Firepower, however, is. Four class 10 LB-X autocannon provide the *Annihilator's* primary hitting power, also giving it the flexibility to strike hard with conventional munitions as well as fire cluster rounds that are equally deadly against vehicles, airborne targets and even infantry.



Four medium lasers give the 'Mech an even harder close-range hit against armored targets, while the small pulse laser in each arm serve primarily in an anti-infantry role.

Unlike the *Annihilator* so well-known within the Inner Sphere, the early Clan version is extremely well protected, carrying a full nineteen tons of armor—over 50% more than the *Annihilator* fielded by Wolf's Dragoons. Furthermore, each torso's ammunition bin is protected by CASE, and the 'Mech utilizes double heat sinks.

Deployment

Put into production shortly before the outbreak of the Pentagon Civil War, only a handful of *Annihilators* saw action before its Babylon factory was destroyed. It was fifteen more years before the Clans could build more, though even then they built only a few prior to Operation KLONDIKE, assigning them sparingly throughout the Clan Toumans. On the other hand, they became the anchors for the Clans' heavy garrison binaries in the buildup towards the Golden Century. By the end of the 29th century, though, they were all but removed from service, with just a few still remaining in service (albeit significantly upgraded models). Wolf's Dragoons pulled several from Clan Wolf's mothballs a century later, however, in preparation for their mission to the Inner Sphere.

Variants

Clans Coyote and Star Adder both fielded a modified *Annihilator* after putting lessons learned during the Pentagon Campaign to practice. Identifying it as the ANH-1G, their technicians removed all of the existing weapons, as well as half a ton of armor, to instead mount an ER PPC and three Gauss rifles.

As Clan technology advanced by leaps and bounds, Kerensky's children upgraded the few remaining *Annihilators* still in service to the new standards. The most common version, known simply as the *Annihilator C*, sports an Endo Steel frame, though with three less tons of armor protection, to mount a more powerful engine while upgrading the LB-X autocannon to ultra-autocannon variants, and swapping the standard medium lasers with ER models; this variant loses the pulse lasers and the head-mounted laser, however. The less-common variant, the C2, retains the original's speed profile, but with the three tons less armor, and carries four full Gauss rifles and an ER PPC, backed up by a single ER small laser.

The so-called Dragoon variants are little more than bastardizations of the original *Annihilator* design, constrained as they were by available technology. Both the -1A and the -2A rely heavily on common Inner Sphere tech, though the more recent -3A and -4A, newly constructed within the Inner Sphere and using the most advanced technologies available, once again live up to the 'Mech's name.

Notable MechWarriors

Star Colonel Bryan Kabrinski: Sharing the same name as his biological grandfather, Star Colonel Kabrinski was a legend in his time—outspoken and innovative, he led his Clan to victory after victory during the Golden Century, winning for the Ghost

Bears several OmniMech designs as well as more than a score of genetic legacies. Even more legendary, however, was the 'Mech he supposedly commanded in his most important trials—known as "Gausszilla," it was an *Annihilator* that somehow mounted an astounding five Gauss rifles. The 'Mech itself was lost to history, but his exploits at its controls continue to fuel tall tales throughout the Clan homeworlds and the Ghost Bear Dominion.

Type: **ANH-1X Annihilator**

Technology Base: Inner Sphere

Tonnage: 100

Battle Value: 1,926

Equipment

Equipment		Mass
Internal Structure:		10
Engine:	200	8.5
Walking MP:	2	
Running MP:	3	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	304	19

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	46
Center Torso (rear)		15
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	41

Weapons and Ammo	Location	Critical	Tonnage
LB 10-X AC	RA	6	11
Medium Laser	RA	1	1
Small Pulse Laser	RA	1	1
Ammo (LB-X) 10	RA	1	1
LB 10-X AC	LA	6	11
Medium Laser	LA	1	1
Small Pulse Laser	LA	1	1
Ammo (LB-X) 10	LA	1	1
LB 10-X AC	RT	6	11
Ammo (LB-X) 20	RT	2	2
CASE	RT	1	.5
LB 10-X AC	LT	6	11
Ammo (LB-X) 20	LT	2	2
CASE	LT	1	.5
2 Medium Lasers	CT	2	2
Small Laser	H	1	.5

IMP-1A IMP

Mass: 100 Tons

Chassis: Star League IM-03X

Power Plant: Babylon Motors Vlar 300

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Dagda Mining & Forging Maximillian 300 with CASE

Armament:

2 Defiance 1001 Extended-Range PPCs

1 Holly LRM-20 Missile Rack

5 Defiance P5M Medium Pulse Lasers

1 ExoStar Small Laser

Manufacturer: Babylon BattleMech Consortium

Primary Factory: Babylon

Communications System: Arcadian Communications

Pauley-Bronson Z

Targeting and Tracking System: Eden Microelectronics

Wasat Aggressor Type B

Overview

Though today the *Imp* is inextricably linked to Wolf's Dragoons, the original *Imp* design actually predates the Dragoons by some two and a half centuries, originating with a young Nicholas Kerensky. He argued that the exiled SLDF needed a totem its soldiers could rally around whose construction would prompt industrial growth on the Pentagon worlds and employ many of the recently dismissed SLDF personnel.

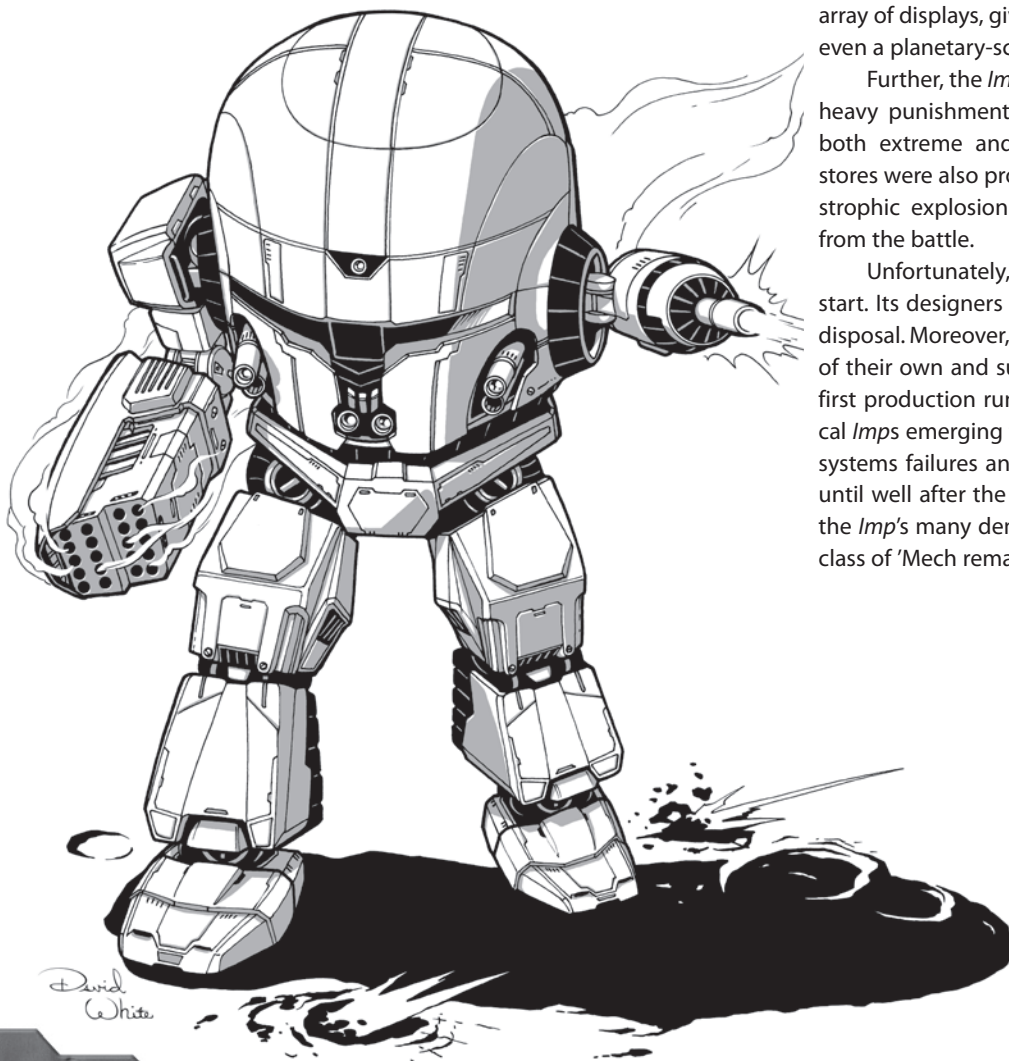
So, while countless thousands of BattleMechs were being mothballed, the *Imp*—named after a ferocious and tenacious predator native to the jungles of Eden (and, ironically, hunted to extinction by the genetically engineered Smoke Jaguar after its post-KLONDIKE introduction to the world)—was born.

Capabilities

The *Imp* was designed specifically for the battlefield commander. The 'Mech's bulbous frame provides ample room for both a significant offensive array as well as an almost-luxurious cockpit—large enough even for the installation of a command console, if required. The powerful and capable Pauley-Bronson Z communications system, tied to the Tacticon T10K Battle Computer and its array of displays, gives its driver complete command and control of even a planetary-scale assault.

Further, the *Imp*'s designers built a 'Mech that could withstand heavy punishment while also delivering a withering fusillade at both extreme and point-blank ranges. Its limited ammunition stores were also protected by CASE, reducing the danger of a catastrophic explosion removing the 'Mech—and its commander—from the battle.

Unfortunately, the *Imp* was plagued by problems from the start. Its designers were rushed and had limited resources at their disposal. Moreover, most of the supporting industries had problems of their own and supplied products of widely varying quality. The first production runs were literally hand-built, with no two identical *Imp*s emerging from the factory. Computer lock-ups, cascading systems failures and mechanical breakdowns were commonplace until well after the Second Exodus, when the Clans finally excised the *Imp*'s many demons. Still, glitches and breakdowns within this class of 'Mech remained three times higher than average.



Deployment

Less than two dozen *Imps* were constructed prior to the Second Exodus, all of which were assigned to regimental and division command units. The majority joined Nicholas Kerensky on Strana Mechty, though a handful remained within the Pentagon—a few in the possession of rogue commanders, with several more produced before the Babylon BattleMech Consortium factory was destroyed in the Pentagon Civil War. Three years after Operation KLONDIKE, Clan Wolf finally returned the *Imp* to regular production, though its heyday was relatively limited. By the dawn of the Golden Century other, more advanced (and less trouble-prone) Clan designs supplanted the *Imp*, damning it to a slowly fading obscurity—at least until Wolf's Dragoons began to build the 'Mech anew on Outreach.

Variants

Most of the early *Imps* were customized to some extent or another, though all of those fell within one of three major groups. The -1As followed the standard design, while the -1Bs saw the medium pulse lasers downgraded to standard mediums, freeing up the mass necessary to add a Guardian ECM suite, one additional heat sink, more ammunition, and to upgrade the small laser to a medium pulse. The -1Cs are a little more radical an upgrade, dropping a heat sink and the CASE, and downgrading the pulses to standard medium lasers, to replace the missile rack with a Gauss rifle, while also adding the ECM suite and one more medium laser.

As the Clans' technology base advanced, the venerable *Imps* still in service saw numerous upgrades, eventually resulting in the *Imp C*—an almost-direct upgrade of the -1A, with twenty-five double heat sinks providing much-easier heat management at only the loss of the small laser.

When the Dragoons entered the Inner Sphere, they brought a number of *Imps*, which they downgraded to the tech standard of the early 31st century. After the recovery of Lostech, however, the Dragoons did not return their *Imps* to their original configurations, instead allowing native Spheroid techs to make the upgrades while the rest of their personnel focused on building Clan-tech equipment.

Notable MechWarriors

Khan Sandra Tseng: Nicholas Kerensky gifted Tseng with her *Imp*, "Bearclaw," upon selecting her as Khan of Clan Ghost Bear. She piloted Bearclaw throughout the KLONDIKE campaign on Arcadia and beyond, commanding her Clan for seemingly weeks at a time without leaving its cockpit—even to the point of remaining onboard to monitor communications while her techs rearmed and rearmored the 'Mech. She continued to use Bearclaw until her death in 2848 in a Trial of Possession; the Ghost Bears preserved her battle-scarred 'Mech on Strana Mechty, where it still guards the entrance to her Clan's shrine in Svoboda Zemylya.

Type: **IMP-1A Imp**

Technology Base: Inner Sphere

Tonnage: 100

Battle Value: 2,215

Equipment

Equipment		Mass
Internal Structure:		10
Engine:	300	19
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	18 [36]	8
Gyro:		3
Cockpit:		3
Armor Factor:	304	19

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	40
Center Torso (rear)		21
R/L Torso	21	30
R/L Torso (rear)		12
R/L Arm	17	33
R/L Leg	21	42

Weapons and Ammo	Location	Critical	Tonnage
LRM 20	RA	5	10
Artemis IV FCS	RA	1	1
Med Pulse Laser	LA	1	2
ER PPC	RT	3	7
Med Pulse Laser	RT	1	2
ER PPC	LT	3	7
Med Pulse Laser	LT	1	2
Ammo (LRM) 12	LT	2	2
CASE	LT	1	.5
2 Med Pulse Lasers	CT	2	4
Small Laser	H	1	.5

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: SL-1G SLING

Movement Points:

Walking: 7

Running: 11

Jumping: 6

Tonnage: 25

Tech Base: Inner Sphere

Star League

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

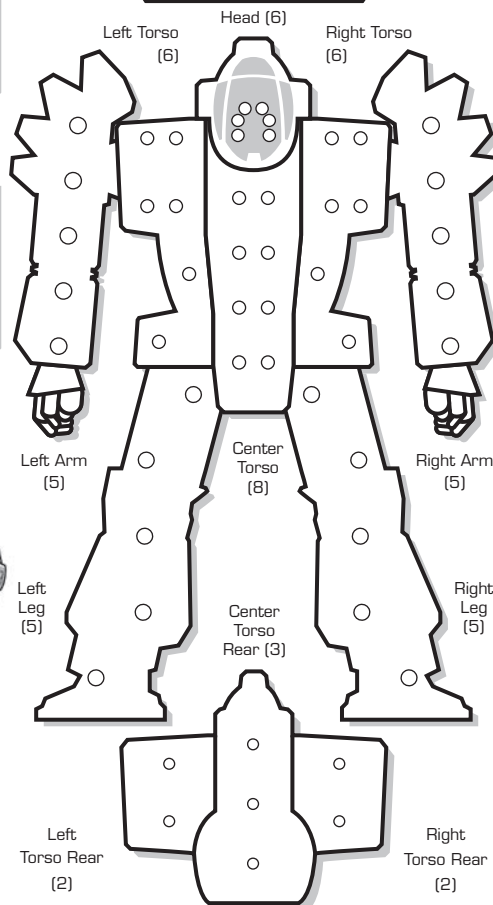
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	0 [S]	—	5	10	15
1	LRM 5	CT	2	1/Msl	6	7	14	21
				[M,C,S]				
1	LRM 5	RA	2	1/Msl	6	7	14	21
				[M,C,S]				
1	LRM 5	LA	2	1/Msl	6	7	14	21
				[M,C,S]				

Cost: 3,202,083 C-bills

BV: 578



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 5
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

- Ammo (LRM) 24
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- TAG
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- LRM 5

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 5
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

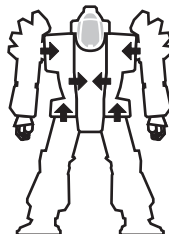
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

- Ammo (LRM) 24
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

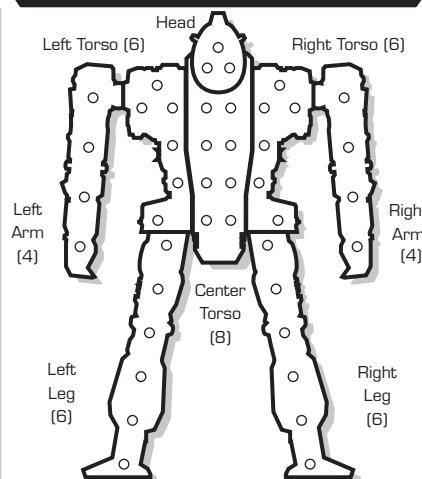
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Endo Steel



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 Single
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: FLC-4Nb FALCON

Movement Points: Tonnage: 30
Walking: 6 Tech Base: Inner Sphere
Running: 9 Succession
Jumping: 6 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Snub-Nose PPC	RA	10	10/8/5	—	9	13	15
				[DE,V]				
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: 2,890,940 C-bills

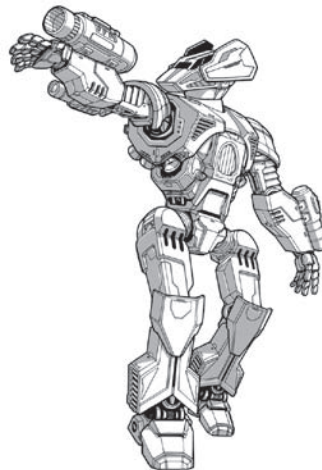
BV: 947

WARRIOR DATA

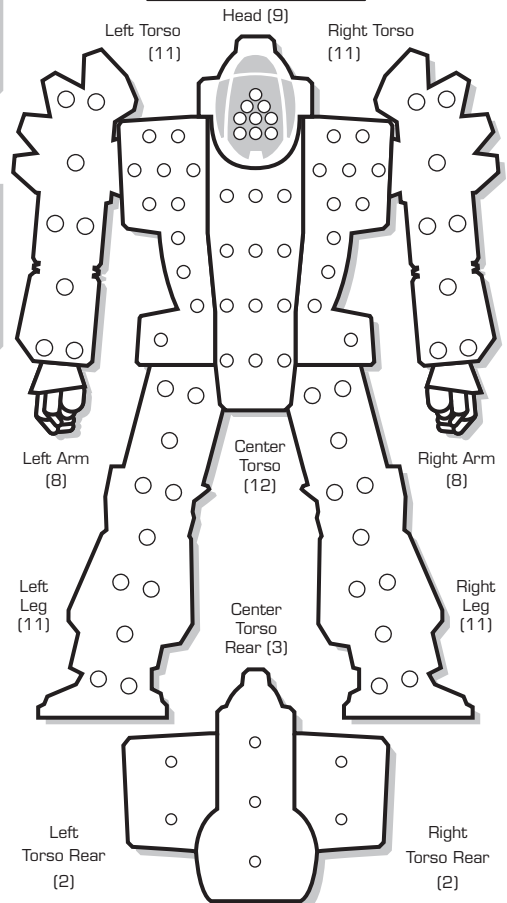
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Endo Steel

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
6. Jump Jet

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

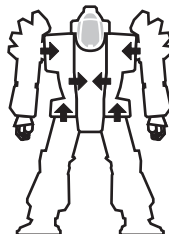
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Snub-Nose PPC
3. Snub-Nose PPC
4. Medium Laser
5. Endo Steel
6. Endo Steel

Right Torso

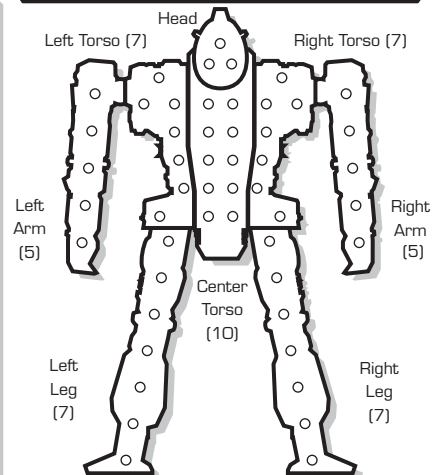
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
6. Jump Jet

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: FFL-3SLE FIREFLY

Movement Points: Tonnage: 30
Walking: 5 Tech Base: Inner Sphere
Running: 8 Succession
Jumping: 4 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Small Laser	CT	1	3 [DE]	—	1	2	3
1	LRM 5	RT	2	1/Msl	6	7	14	21
[M,C,S]								
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	4	6	9
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	Small Laser	RA	1	3 [DE]	—	1	2	3
1	Guardian ECM Suite	LA	—	[E]	—	—	—	6
1	Small Laser	LA	1	3 [DE]	—	1	2	3

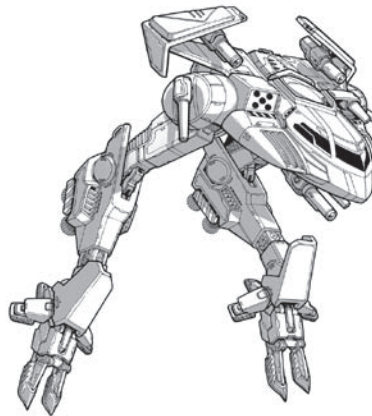
Cost: 3,809,000 C-bills

BV: 876

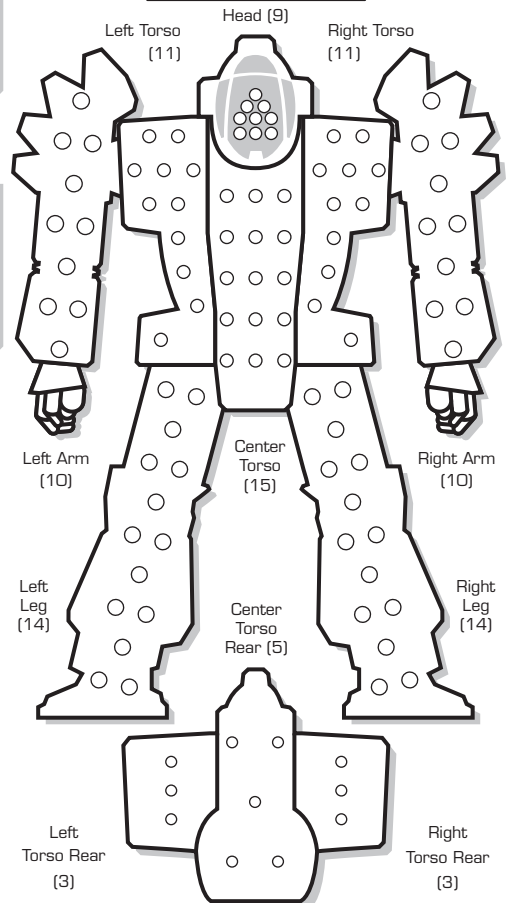
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Small Laser

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Small Laser

Center Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

Left Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- 4-6 Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Small Laser

Right Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

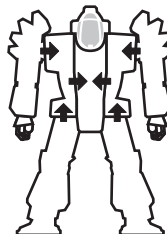
Life Support ○

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

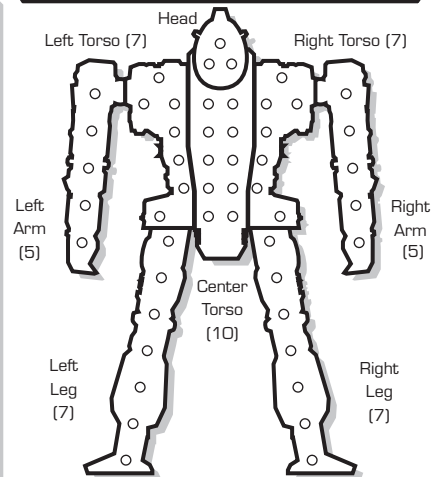
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: HOP-4Bb HOPLITE

Movement Points: Tonnage: 55
Walking: 4 Tech Base: Inner Sphere
Running: 6 Succession
Jumping: 0 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	AMS	RT	1	1 [DB,PD]	—	0	0	0
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
1	Artemis IV FCS	LA	—	[E]	—	—	—	—

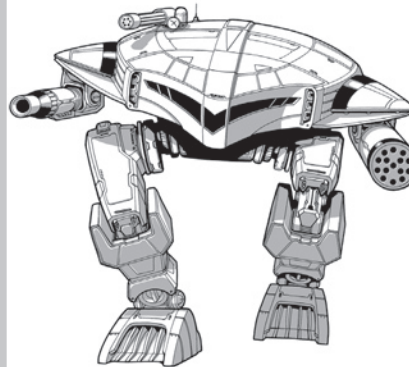
Cost: 5,276,458 C-bills

BV: 1,413

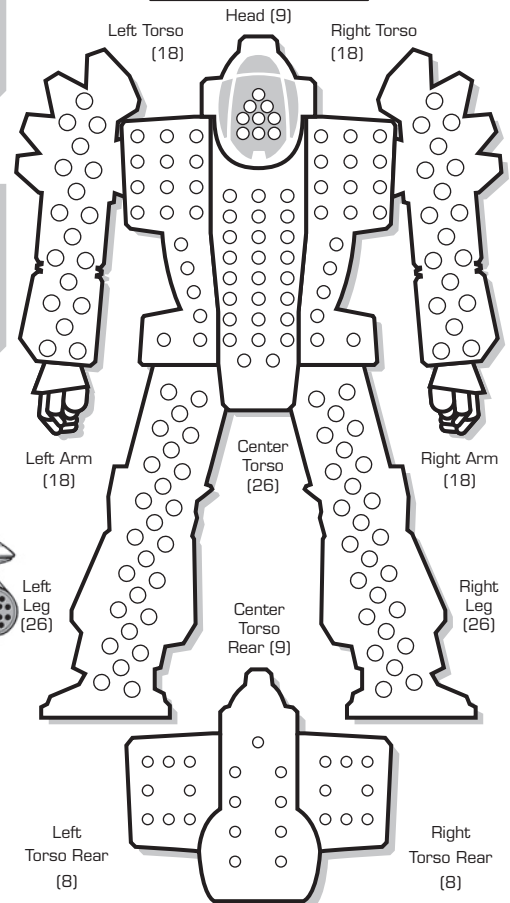
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC

Center Torso

- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3 Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- ER PPC
- ER PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Ammo (LRM Artemis) 8
- Ammo (LRM Artemis) 8
- CASE

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Guardian ECM Suite
- Guardian ECM Suite

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 AMS
- Ammo (AMS) 12
- CASE

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

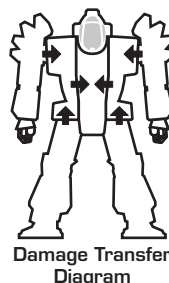
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

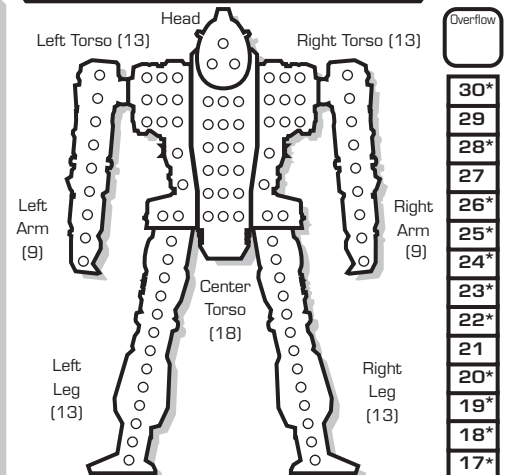
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: **WVR-7H WOLVERINE II**

Movement Points: **Tonnage:** 55
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 Star League
 Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Med. Pulse Laser	HD	4	6 [P]	—	2	4	6
1	SRM 6	LT	4	2/[Msl]	—	3	6	9
				[M,C,S]				
1	Artemis IV FCS	LT	—	[E]	—	—	—	—
1	Ultra AC/5	RA	1	5/Sht	2	6	13	20
				[DB,R,C]				

Cost: 5,556,956 C-bills

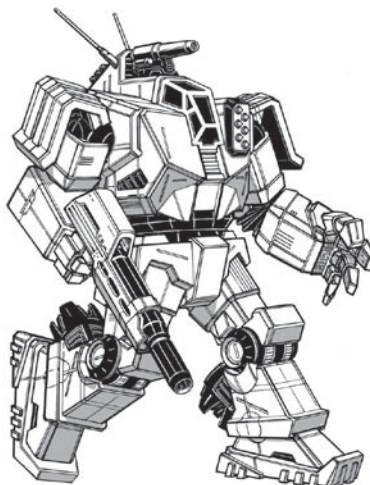
BV: 1,301

WARRIOR DATA

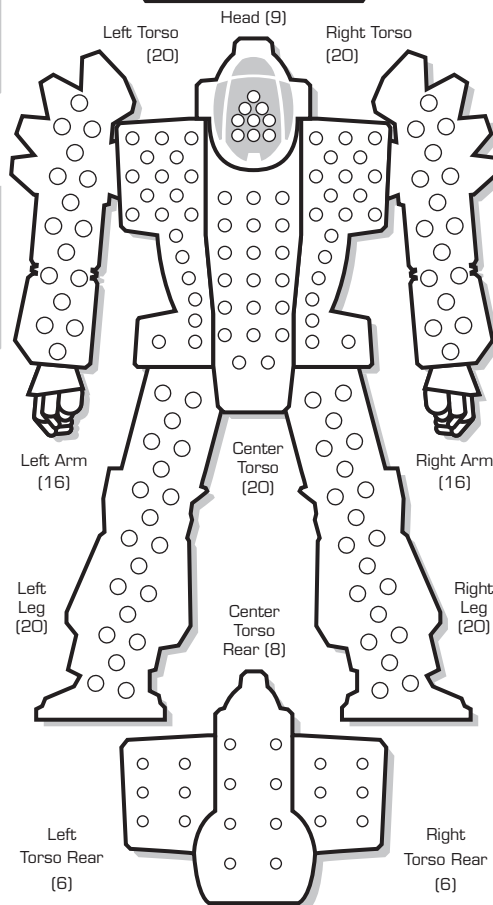
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ultra AC/5
- Ultra AC/5

Center Torso

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- SRM 6
- SRM 6
- Artemis IV FCS
- Ammo (SRM Artemis) 15
- CASE
- Endo Steel

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

Right Torso

- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

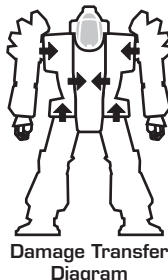
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

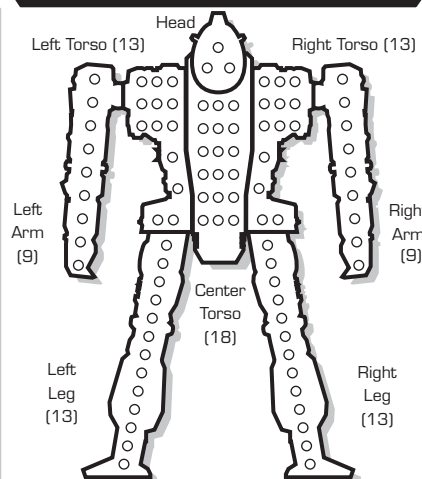
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: GTX2A DEADALUS "STEVEDORE"

Movement Points: Tonnage: 60
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Star League
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
8	Cargo	RT	—	[E]	—	—	—	—
1	Lift Hoist	RT	—	[E]	—	—	—	—
7	Cargo	LT	—	[E]	—	—	—	—
1	Lift Hoist	LT	—	[E]	—	—	—	—

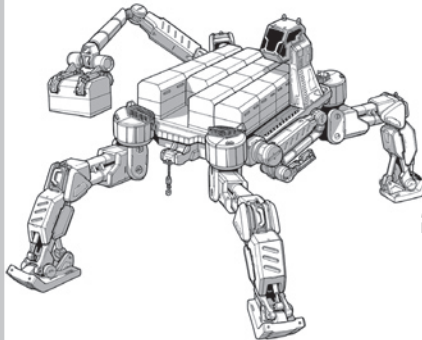
Cost: 4,075,200 C-bills

BV: 649

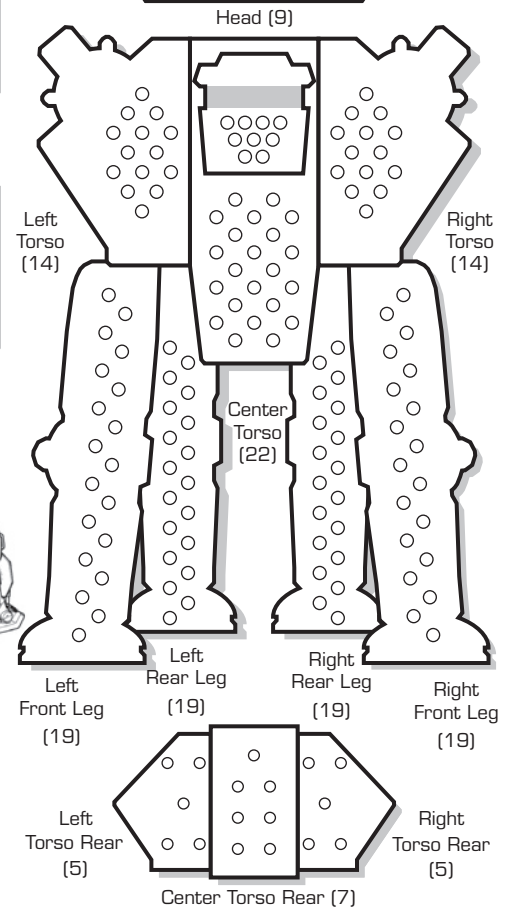
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

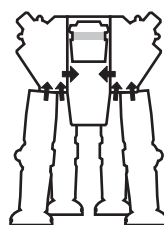
- Life Support
- Sensors
- IndustrialMech Cockpit
- Heat Sink
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Left Torso

- Lift Hoist
- Lift Hoist
- Lift Hoist
- Cargo
- Cargo
- Cargo

- Cargo
- Cargo
- Cargo
- Cargo
- Roll Again
- Roll Again

Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Torso

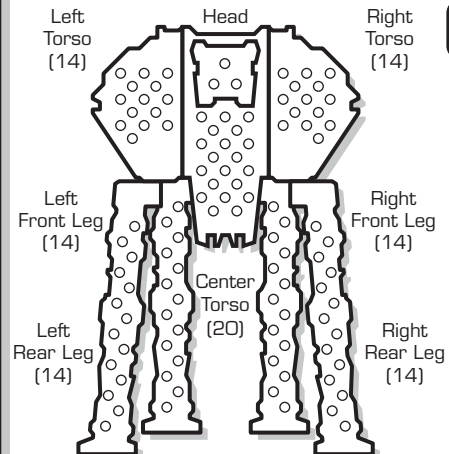
- Lift Hoist
- Lift Hoist
- Lift Hoist
- Cargo
- Cargo
- Cargo

- Cargo
- Cargo
- Cargo
- Cargo
- Roll Again
- Roll Again

Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: SHG-2H SHOGUN

Movement Points: Tonnage: 85
Walking: 3 Tech Base: Inner Sphere
Running: 5 Star League
Jumping: 3

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Med. Pulse Laser	HD	4	6 [P]	—	2	4	6
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	ER PPC	RT	15	10 [DE]	—	7	14	23
2	Streak SRM 2	RT	2	2/Msl [M,C]	—	3	6	9
2	Streak SRM 2	LT	2	2/Msl [M,C]	—	3	6	9
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	Artemis IV FCS	RA	—	[E]	—	—	—	—
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
1	Artemis IV FCS	LA	—	[E]	—	—	—	—

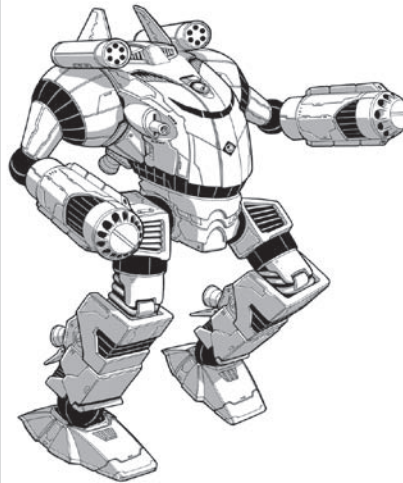
Cost: 8,667,250 C-bills

BV: 2,071

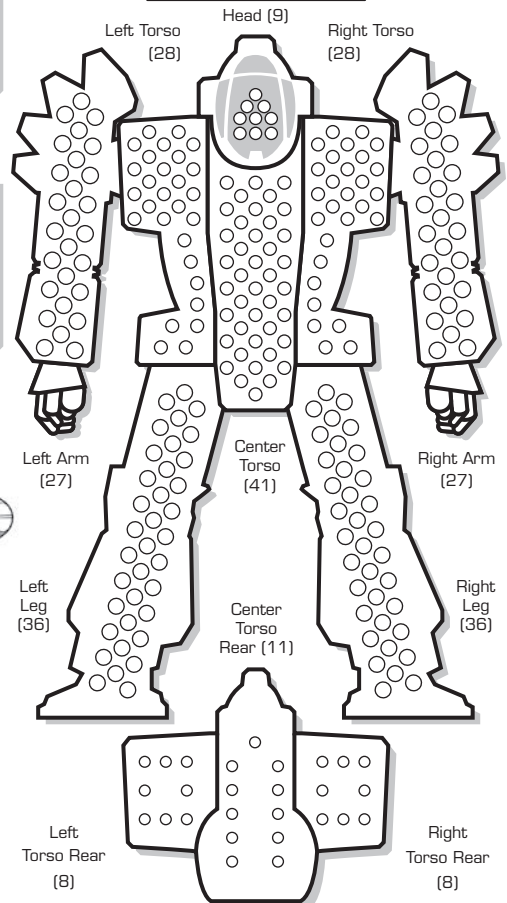
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15

Head

- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- 4-6 Gyro
- Gyro
- Gyro

Artemis IV FCS

- Artemis IV FCS
- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Streak SRM 2
- Streak SRM 2
- 4-6 Ammo (Streak) 50
- Ammo (LRM Artemis) 8
- CASE
- Ferro-Fibrous

- Gyro
- Fusion Engine
- 2-3 Fusion Engine
- 4-6 Fusion Engine
- Jump Jet
- Medium Laser

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 ER PPC
- ER PPC
- ER PPC
- Streak SRM 2
- Streak SRM 2
- 4-6 Ammo (Streak) 50
- Ammo (LRM Artemis) 8
- CASE
- Ferro-Fibrous

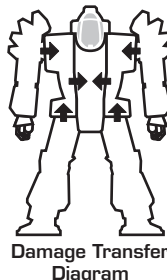
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

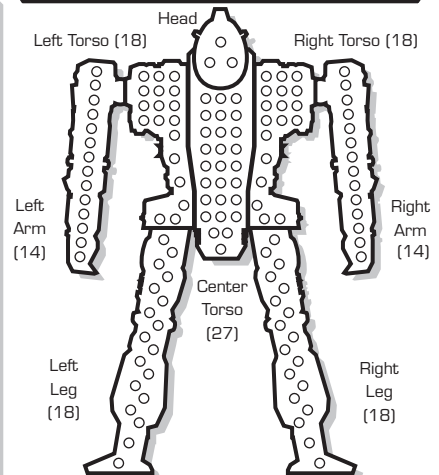
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: ANH-1X ANNIHILATOR

Movement Points: Tonnage: 100
Walking: 2 Tech Base: Inner Sphere
Running: 3 Succession
Jumping: 0 Wars

Weapons & Equipment Inventory (hexes)

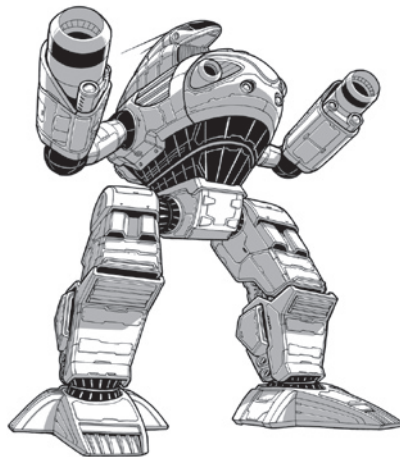
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	LB 10-X AC	RT	2	10	—	6	12	18
				[DB,C/F/S]				
1	LB 10-X AC	LT	2	10	—	6	12	18
				[DB,C/F/S]				
1	LB 10-X AC	RA	2	10	—	6	12	18
				[DB,C/F/S]				
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Small Pulse Laser	RA	2	3 [P]	—	1	2	3
1	LB 10-X AC	LA	2	10	—	6	12	18
				[DB,C/F/S]				
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Small Pulse Laser	LA	2	3 [P]	—	1	2	3

Cost: 9,753,167 C-bills BV: 1,926

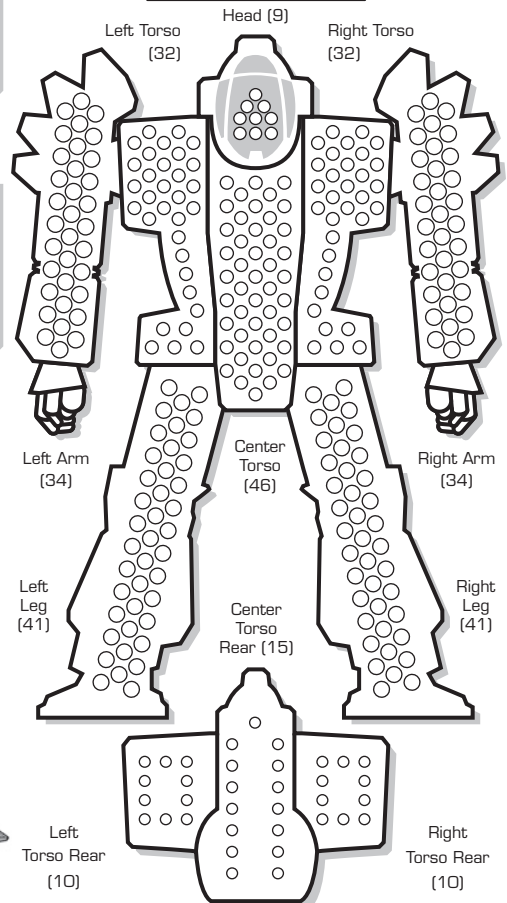
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC

Center Torso

- 1-3 Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 4-6 Medium Laser
- Small Pulse Laser
- Ammo (LB-X) 10

Left Torso

- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 4-6 LB 10-X AC
- Ammo (LB-X) 10
- Ammo (Cluster) 10
- CASE

- 1-3 Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser

Right Torso

- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 4-6 LB 10-X AC
- Ammo (LB-X) 10
- Ammo (Cluster) 10
- CASE

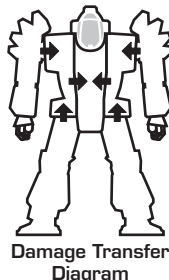
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

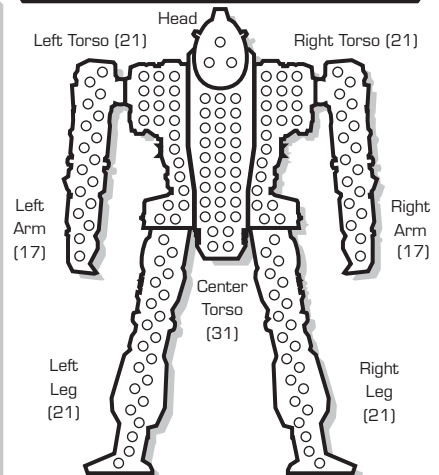
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: IMP-1A IMP

Movement Points: Tonnage: 100
Walking: 3 Tech Base: Inner Sphere
Running: 5 Succession
Jumping: 0 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
2	Med. Pulse Laser	CT	4	6 [P]	—	2	4	6
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	Med. Pulse Laser	RT	4	6 [P]	—	2	4	6
1	ER PPC	LT	15	10 [DE]	—	7	14	23
1	Med. Pulse Laser	LT	4	6 [P]	—	2	4	6
1	LRM 20	RA	6	1/Msl	6	7	14	21
1	Artemis IV FCS	RA	—	[E]	—	—	—	—
1	Med. Pulse Laser	LA	4	6 [P]	—	2	4	6

Cost: 10,588,500 C-bills

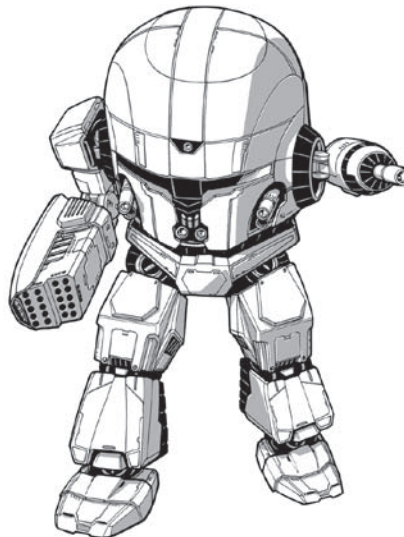
BV: 2,215

WARRIOR DATA

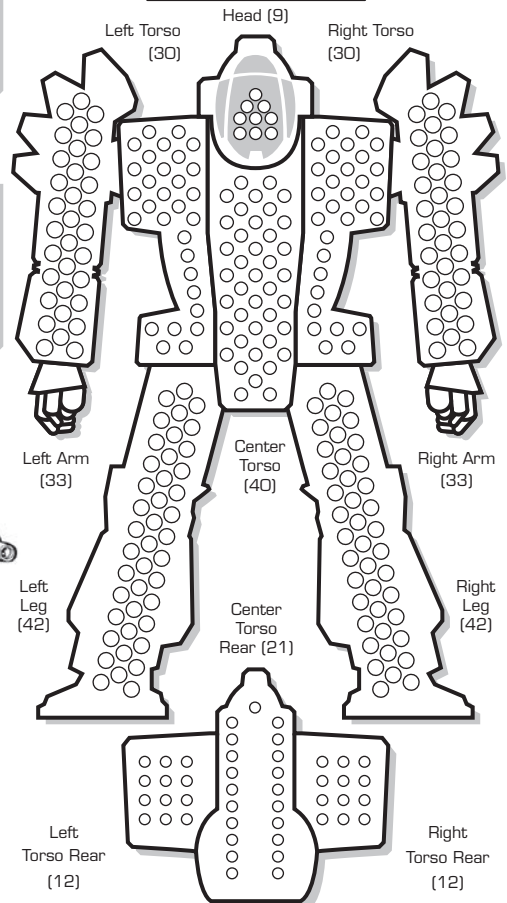
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Center Torso

- 1-3 Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- 1-3 LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS

Left Torso

- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- ER PPC
- 1-3 Medium Pulse Laser
- Ammo (LRM Artemis) 6
- Ammo (LRM Artemis) 6
- CASE
- Roll Again
- Roll Again

- 1-3 Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Pulse Laser
- Medium Pulse Laser

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Right Torso

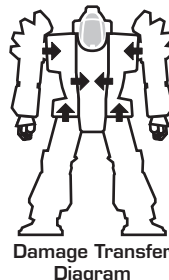
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 ER PPC
- ER PPC
- ER PPC
- Medium Pulse Laser
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

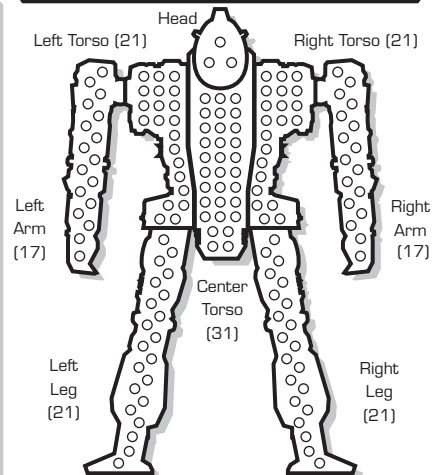
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 18 (36) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	